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# APPLICATION NOTE

### 1. Introduction

This application note discusses the program needed to make a very simple palletising robot. Many different types of robot could be used but in this example it uses a scale and rotate robot. It would be very simple to change to a different robot type as detailed in the sections below.

## 2. Scale and rotate robot.

This robot type has 4 degrees of freedom it uses a mechanical arrangement so that the axes are as follows:

- 1. Arm reach
- 2. Arm height
- 3. Shoulder rotate
- 4. Wrist rotate

#### 2.1. Transformation

To enable simple programming in Cartesian coordinates it is possible to make a transformation in TrioBASIC. To do this local variables are used to input the Cartesian positions and output the axis position.

- 5. x\_position Cartesian X position
- 6. y\_position Cartesian Y position
- 7. z\_position Cartesian Z position
- 8. wrist\_angle\_abs Absolute angle of the wrist against the X axis (programmed in degrees in this example)
- 9. base\_angle angle of the shoulder (programmed in degrees in this example)
- 10. wrist\_angle angle of the wrist relative to the arm (programmed in degrees in this example)
- 11. r\_position reach of the arm

The z\_position does not need any transformation as it is a 1 to 1 relationship

The actual transformation mathematics from the Cartesian to the axes positions is as follows:

```
'This is the scale and rotate robot transformation
base_angle = (ATAN2(y_position, x_position)*360)/ (2* PI)
wrist_angle = base_angle - wrist_angle_abs
r_position = SQR(x_position * x_position + y_position * y_position)
```



The arm height and arm reach use a mechanical linkage to amplify the movement from the motor to the height and reach. The example program uses UNITS to scale the counts per mm of linier movement to the counts per mm of the tool tip movement as follows:

```
BASE(r_axis)
counts_x_per_mm = 10000 'counts per mm of screw feed
scale_x = 10.3 'scale from screw feed to end point movement
UNITS = counts_x_per_mm / scale_x
BASE(z_axis)
counts_z_per_mm = 10000 'counts per mm of screw feed
scale_z = 10.3 'scale from screw feed to end point movement
UNITS = counts_z_per_mm / scale_z
```

Similarly the rotate axes have been configured using UNITS so that they can be programmed in mm:

```
BASE(base_axis)
counts_base_per_rev = 10000 'counts per revolution
UNITS = counts_base_per_rev/360 'counts per degree
'Set the axis to work in +-180 degrees
REP_DIST = 180
REP_OPTION = 0
BASE(wrist_axis)
counts_wrist_per_ rev = 10000 'counts per revolution
UNITS = counts_wrist_per_rev/360 'counts per degree
'Set the axis to work in +-180 degrees
REP_DIST = 180
REP_OPTION = 0
```

#### 2.2. Movements

To simplify the programming a sub routine is used to perform the transformation and move the axes. The routine performs the transformation then loads the output into a MOVEABS. As discussed later in this document the positions are stored in the TABLE so a local variable 'position' is set before entering the sub routine so that the correct position can be moved to.

```
move robot:
'load positions from the table
 x position = (TABLE(table start + position * 4))
 y position = (TABLE(table start + position * 4 + 1))
 z position = (TABLE(table start + position * 4 + 2))
 wrist angle abs = (TABLE(table start + position * 4 + 3))
  'Calculate the wrist and base angle
  'This is the scale and rotate robot transformation
 base angle = (ATAN2(y position, x position)*360)/ (2* PI)
 wrist angle = base angle - wrist angle abs
 r position = SQR(x position * x position + y position * y position)
 'Move the robot
 BASE (r axis, z axis, base axis, wrist axis)
 MOVEABS (r position, z position, base angle, wrist angle)
 WAIT IDLE
RETURN
```



#### 2.3. Homing

For the transformation to work the robot must be homed so that the arm and wrist are in line with the x axis. The reach should be homed so that the zero position is minimum reach. The vertical should be homed so that the zero position is the lowest position that it can reach.

In the example program this is using the DATUM command and DATUM\_IN switches. The arm is homed first so that is moves to the closest then lowest position. Finally both rotate axes are homed at the same time. Then the offset is applied so that the zero position is in line with the x axis.

```
home robot:
BASE(r axis)
 DATUM IN = r axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 FS LIMIT = 1200
 RS LIMIT = 0
 BASE(z axis)
 DATUM IN = z axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 FS LIMIT = 750
 RS LIMIT = 0
 BASE (base_axis)
 DATUM IN = base axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 BASE (wrist axis)
 DATUM IN = wrist axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 DEFPOS (-170)
 FS LIMIT = 170
 RS LIMIT = -170
 BASE (base axis)
 WAIT IDLE
 DEFPOS (-170)
 FS LIMIT = 170
 RS LIMIT = -170
RETURN
```

You can see that in the above example once the positions are homed and defined then the software limits RS\_LIMIT and FS\_LIMIT are enabled to prevent over reaching of the arm and over rotation of the rotary axes.

## 3. Pick and Place application

The pick and place example here is picking up bags of rice which are coming in on a conveyor then placing them on a pallet. The pallet will hold 6 bags per layer and the layers must be alternated so that the pattern varies making the stacking more stable.

#### 3.1. Storing positions in the TABLE

The positions are all stored in the table. This example uses fixed set of positions though it would be fairly easy to modify it to accept positions loaded from an HMI or even learnt from manually moving



the robot to a position.

The load\_positions sub routine loads table using the following format:

```
TABLE(table_start * position, x_position, y_position, z_position,
wrist angle abs)
```

So the positions are loaded as follows:

```
'Positin 0, pick position
TABLE (table start + 0 * 4, 600 , -600, 200, 45)
'Position 1 - 6, 'horizontal layer of palletizing
TABLE(table start + 1 * 4, 300 , 150, 700, 0)
TABLE(table start + 2 * 4, 500 , 150, 700, 0)
TABLE (table start + 3 * 4, 700 , 150, 700, 0)
TABLE (table start + 4 * 4, 300 , 450, 700, 0)
TABLE (table start + 5 * 4, 500 , 450, 700, 0)
TABLE (table start + 6 * 4, 700 , 450, 700, 0)
'Position 7 - 12, 'horizontal layer of palletizing
TABLE(table start + 7 * 4, 350 , 100, 700, 90)
TABLE(table start + 8 * 4, 650 , 100, 700, 90)
TABLE (table start + 9 * 4, 350 , 300, 700, 90)
TABLE(table start + 10 * 4, 650 , 300, 700, 90)
TABLE (table start + 11 * 4, 350 , 500, 700, 90)
TABLE(table_start + 12 * 4, 650 , 500, 700, 90)
```

#### 3.2. Main program loop

The main program loop simply performs a pick, place, increments layer and bag position. If the pallet is full then it reloads the pallet. To make the program easy to read many sub routines are used.

```
bag position=1 'first bag position on pallet
bag layer = 0 'start with the first layer
bag height = 100 'initial drop height for bag
pick height = 100 'height for picking the bags
WHILE IN (machine enabled) = ON
  GOSUB pick bag
  IF bag position = 1 OR bag position = 7 THEN
    bag_layer = bag_layer + 1
  ENDIF
  place height = bag height * layer
  GOSUB place bag
      bag position = bag position + 1
  IF bag position = 13 THEN
    IF bag layer = 5 THEN
      GOSUB reload pallet
    ENDIF
   bag position = 1
   ENDIF
WEND
```

#### 3.3. pick\_bag sub routine

This subroutine moves to the pick position, lowers the arm then waits for a bag to arrive. When the bag has been detected the jaws close and the arm rises. An output is used to close and open the jaws. An input is used to sense when the jaws are closed.



```
'Move to pick position
 position = 0
 GOSUB move robot
  z position = pick height - MPOS AXIS(z axis)
  'move down to the pick height
 MOVE (0, z position, 0, 0)
 WAIT IDLE
  'wait for a bag to pick
 WAIT UNTIL IN (bag loaded) = ON 'wait for bag in pick position
 OP(jaws, ON) 'close jaws to pick up bag
  'wait for the sensor to detect jaws are closed around the bag
 WAIT UNTIL IN(jaws closed) = ON
  'move back up
 position = 0
 GOSUB move robot
RETURN
```

#### 3.4. place\_bag sub routine

The main loop has already calculated which position on the pallet to place the bag. This routine will move to this position, lower the arm, open the jaws. Then when the sensor detects that the bag has been released the arm raises again.

```
place bag:
'Move to place position
 position = bag position
 GOSUB move robot
 BASE(r_axis, z_axis, base_axis, wrist_axis)
 z position = place height - MPOS AXIS(z axis)
 'move down to the pick height
 MOVE(0, z position, 0, 0)
 WAIT IDLE
 OP(jaws, OFF) 'open jaws to replease the bag
 'wait for the sensor to detect that the jaws are open
    OP(jaws closed, OFF)
 WAIT UNTIL IN (jaws closed) = OFF
 'move back up
 position = bag position
 GOSUB move robot
RETURN
```

### 4. Variables

Local variables have been used through this program to make it more readable and so that it is easy to define input, outputs etc. They are defined in a separate program which is INCLUDEd in the main program. The example VARIABLE program is as follows:



## 5. Full program

The full program can be seen below. Remember this is a sample and will need customisation to run on your robot. It is also important to remember that it does not have any error handling or reset conditions and so should be used as a sample when writing your full project.

```
INCLUDE "VARIABLES"
 GOSUB initialise robot
 GOSUB enable robot
 GOSUB home robot
 GOSUB load positions
 bag position=1 'first bag position on pallet
 bag layer = 0 'start with the first layer
 bag height = 100 'initial drop height for bag
 pick height = 100 'height for picking the bags
 WHILE IN (machine enabled) = ON
   GOSUB pick bag
   IF bag position = 1 OR bag position = 7 THEN
     bag layer = bag layer + 1
   ENDIF
   place height = bag height * layer
   GOSUB place bag
       bag position = bag position + 1
   IF bag position = 13 THEN
     IF bag layer = 5 THEN
       GOSUB reload pallet
     ENDIF
     bag position = 1
    ENDIF
 WEND
 STOP
pick bag:
'Move to pick position
 position = 0
 GOSUB move robot
 z position = pick height - MPOS AXIS(z axis)
 'move down to the pick height
 MOVE(0, z position, 0, 0)
 WAIT IDLE
```



```
'wait for a bag to pick
 WAIT UNTIL IN (bag loaded) = ON 'wait for bag in pick position
 OP(jaws, ON) 'close jaws to pick up bag
 'wait for the sensor to detect the jaws are closed around the bag
 WAIT UNTIL IN(jaws closed) = ON
 'move back up
 position = 0
 GOSUB move robot
RETURN
place bag:
'Move to place position
 position = bag position
 GOSUB move robot
 BASE (r axis, z axis, base axis, wrist axis)
 z position = place height - MPOS AXIS(z axis)
 'move down to the pick height
 MOVE(0, z position, 0, 0)
 WAIT IDLE
 OP(jaws, OFF) 'open jaws to release the bag
 'wait for the sensor to detect that the jaws are open
 WAIT UNTIL IN (jaws closed) = OFF
 'move back up
 position = bag position
 GOSUB move robot
RETURN
reload pallet:
PRINT#5, "Pallet full, press any key to continue"
 GET#5, char
RETURN
move robot:
'load positions from the table
 x position = (TABLE(table start + position * 4))
 y_position = (TABLE(table_start + position * 4 + 1))
 z_position = (TABLE(table_start + position * 4 + 2))
 wrist_angle_abs = (TABLE(table_start + position * 4 + 3))
 'Calculate the wrist and base angle
 'This is the scale and rotate robot transformation
 base angle = (ATAN2(y position, x position)*360)/ (2* PI)
 wrist angle = base angle - wrist angle abs
 r position = SQR(x position * x position + y position * y position)
 'Move the robot
 BASE (r axis, z axis, base axis, wrist axis)
 MOVEABS (r position, z position, base angle, wrist angle)
 WAIT IDLE
RETURN
initialise robot:
```



```
BASE (r axis)
 counts_x_per_mm = 10000 'counts per mm of screw feed
 scale x = 10.3 'scale from screw feed to end point movement
 UNITS = counts x per mm / scale x
 SPEED = 1000
 ACCEL = SPEED * 100
 DECEL = ACCEL
 BASE(z axis)
 counts z per mm = 10000 'counts per mm of screw feed
  scale z = 10.3 'scale from screw feed to end point movement
 UNITS = counts z per mm / scale z
 BASE (base axis)
 counts base per rev = 10000 'counts per rev
 UNITS = counts base per rev/360 'counts per degree
  'set the axis to work in +-180 degrees
 REP DIST = 180
 REP OPTION = 0
 BASE (wrist axis)
 counts wrist per rev = 10000 'counts per rev
 UNITS = counts_wrist_per_rev/360 'counts per degree
  'set the axis to work in +-180 degrees
 REP DIST = 180
 REP OPTION = 0
RETURN
home robot:
BASE (r axis)
 DATUM IN = r axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 FS LIMIT = 1200
 RS LIMIT = 0
 BASE(z axis)
 DATUM IN = z \ axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 FS LIMIT = 750
 RS LIMIT = 0
 BASE (base axis)
  DATUM IN = base axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 BASE(wrist axis)
 DATUM IN = wrist axis datum 'select input to use as datum switch
 DATUM(4) 'start datum routine
 WAIT IDLE
 DEFPOS (-170)
 FS LIMIT = 170
 RS LIMIT = -170
 BASE (base axis)
 WAIT IDLE
```



```
DEFPOS (-170)
 FS LIMIT = 170
 RS LIMIT = -170
RETURN
enable robot:
IF MOTION ERROR THEN
   DATUM(0)
 ENDIF
 BASE(r axis)
 SERVO = ON
 BASE(z axis)
 SERVO = ON
 BASE (base axis)
 SERVO = ON
 BASE (wrist axis)
 SERVO = ON
 WDOG = ON
RETURN
load positions:
'TABLE(table start * position, x position, y position, z position,
wrist angle abs)
  'Position 0, pick position
 TABLE (table start + 0 * 4, 600 , -600, 200, 45)
 'Position 1 - 6, 'horizontal layer of palletizing
 TABLE(table start + 1 * 4, 300 , 150, 700, 0)
 TABLE(table start + 2 * 4, 500 , 150, 700, 0)
 TABLE (table start + 3 * 4, 700 , 150, 700, 0)
 TABLE(table start + 4 * 4, 300 , 450, 700, 0)
 TABLE(table_start + 5 * 4, 500 , 450, 700, 0)
 TABLE (table start + 6 * 4, 700 , 450, 700, 0)
 'Position 7 - 12, 'horizontal layer of palletizing
 TABLE(table start + 7 * 4, 350 , 100, 700, 90)
 TABLE(table start + 8 * 4, 650 , 100, 700, 90)
 TABLE (table start + 9 * 4, 350 , 300, 700, 90)
 TABLE (table start + 10 * 4, 650 , 300, 700, 90)
 TABLE (table start + 11 * 4, 350 , 500, 700, 90)
 TABLE (table start + 12 * 4, 650 , 500, 700, 90)
```

RETURN