

# ROBOT ARTICULATION



Car  
Forward/Back

- Articulation, pen types, positions, recipes och working schemes

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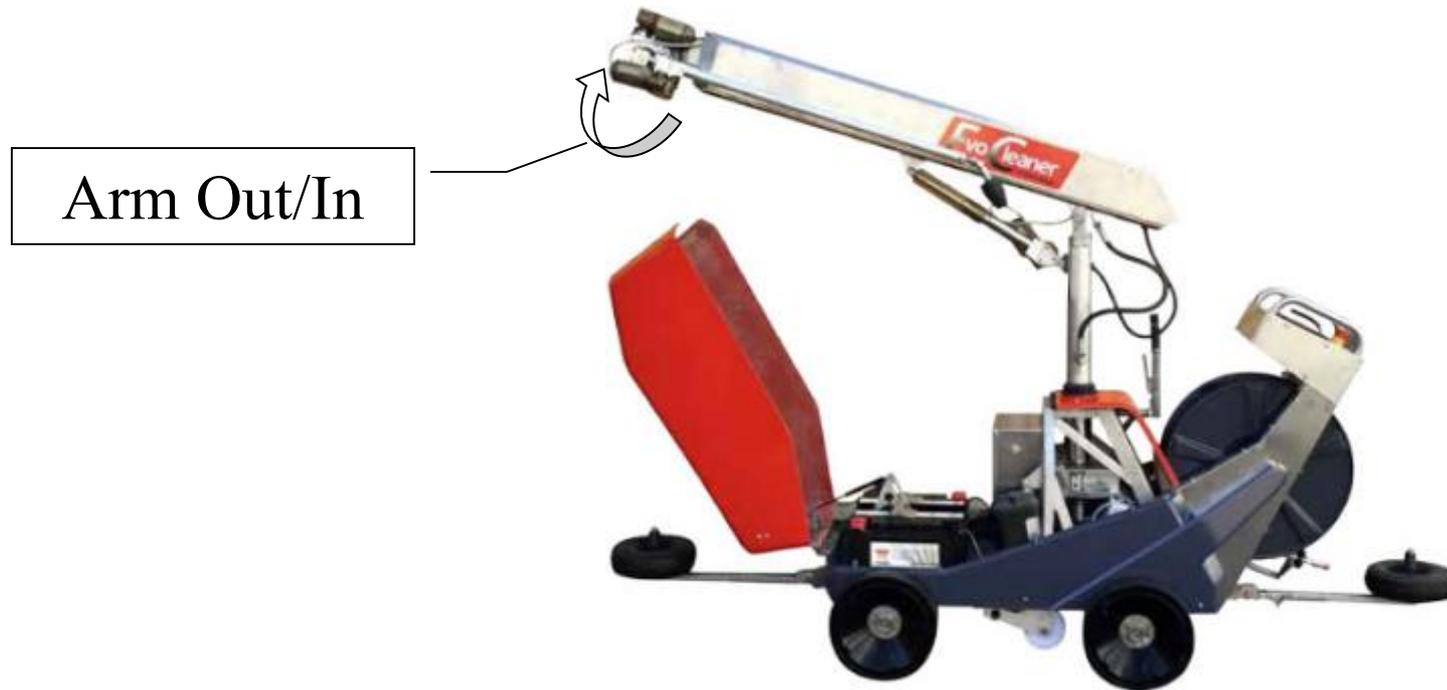
# ROBOT ARTICULATION

Telescope Out/In



- Articulation, pen types, positions, recipes och working schemes

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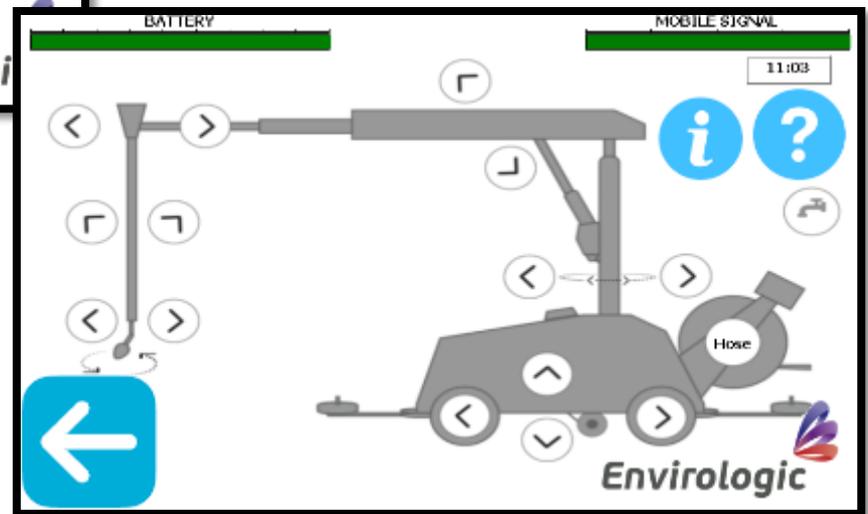
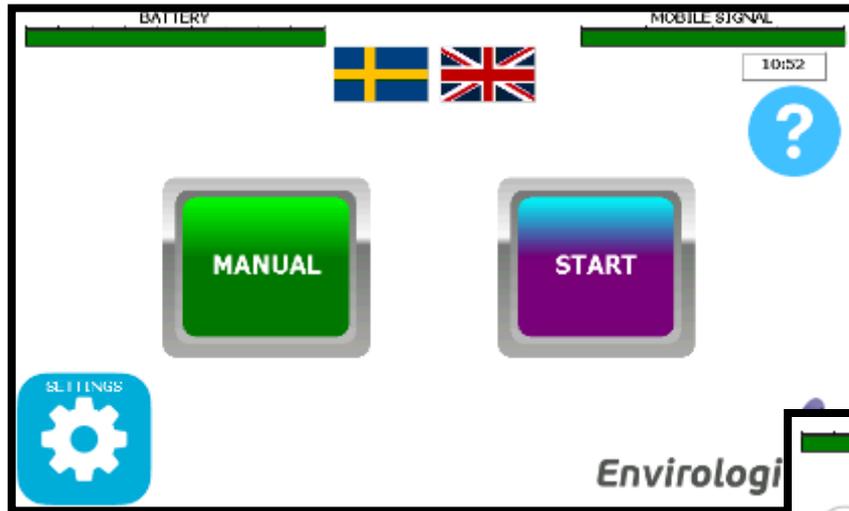
# ROBOT ARTICULATION

6 freedom of motion

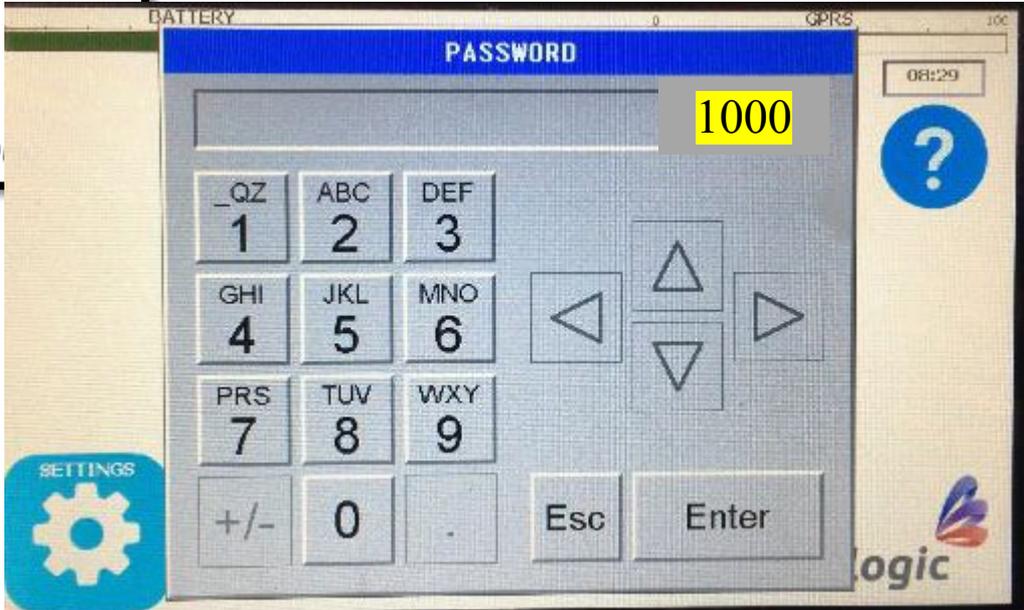
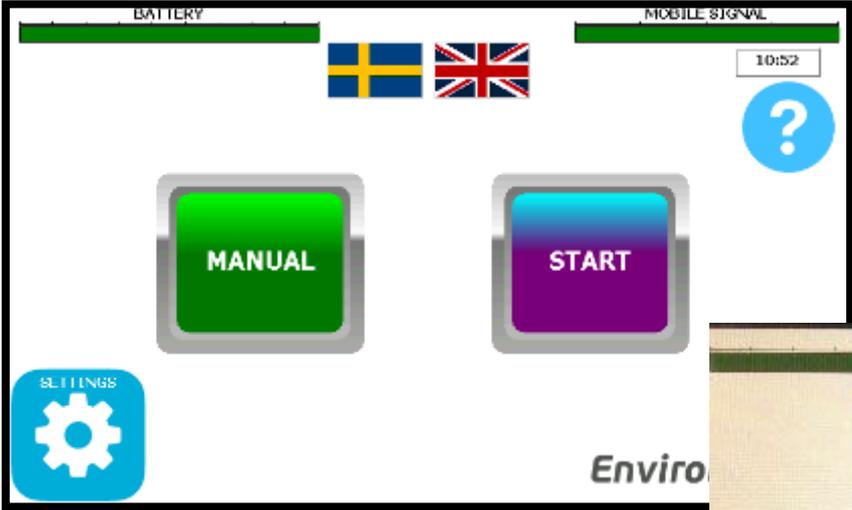


- Articulation, pen types, positions, recipes och working schemes

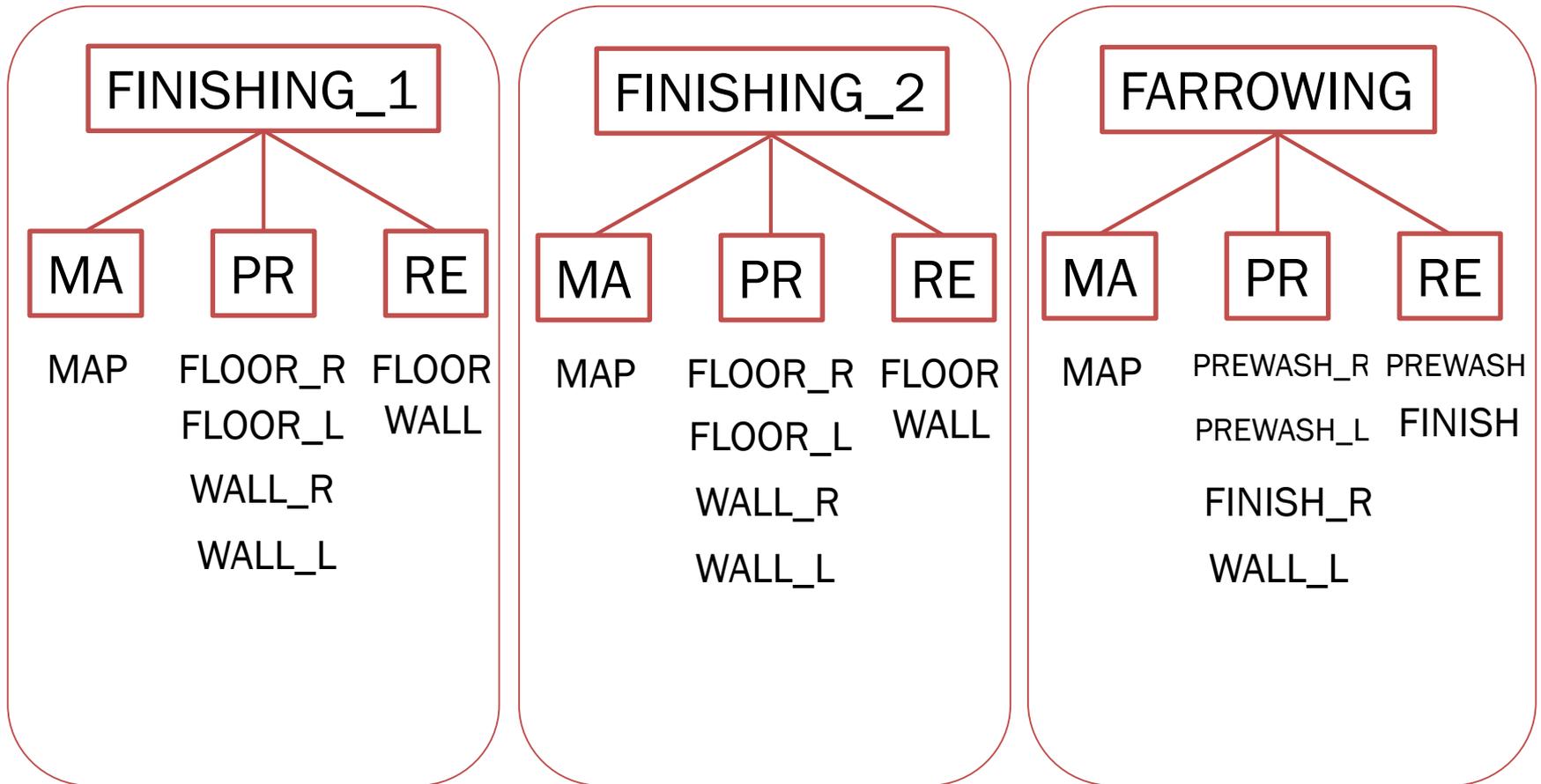
# MANUAL



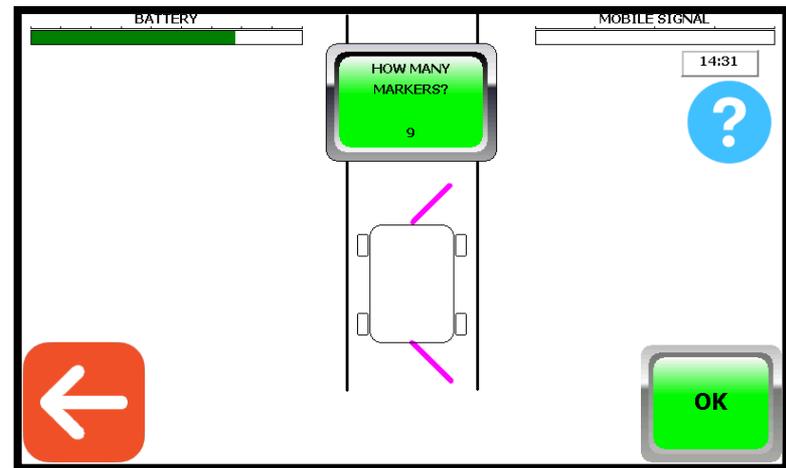
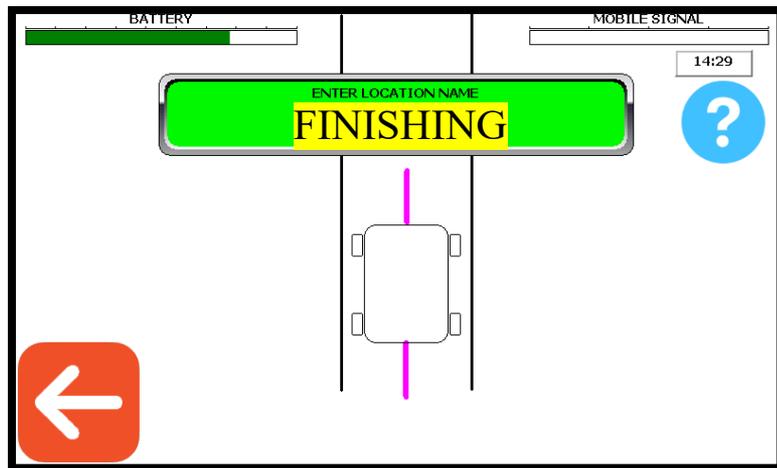
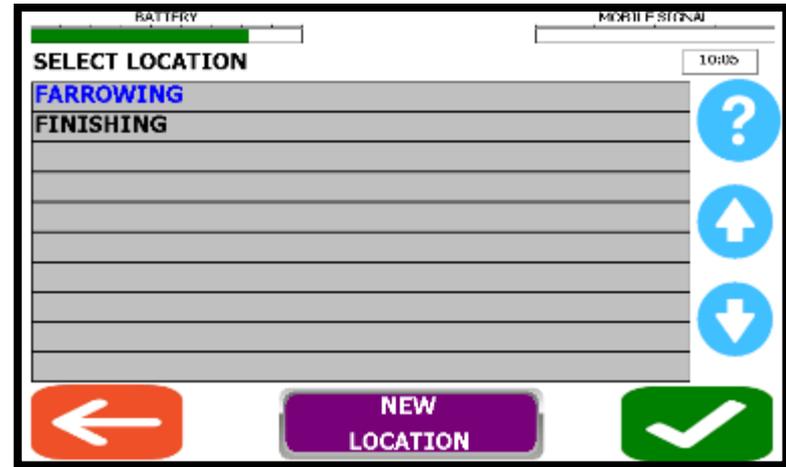
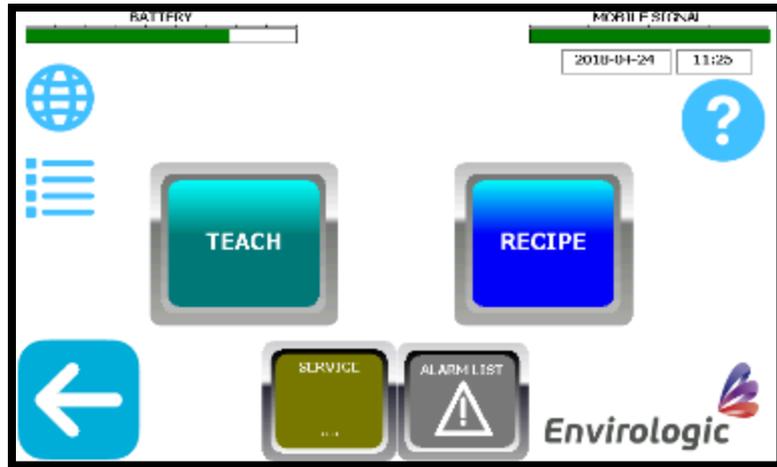
# SETTINGS



# STRUCTURE

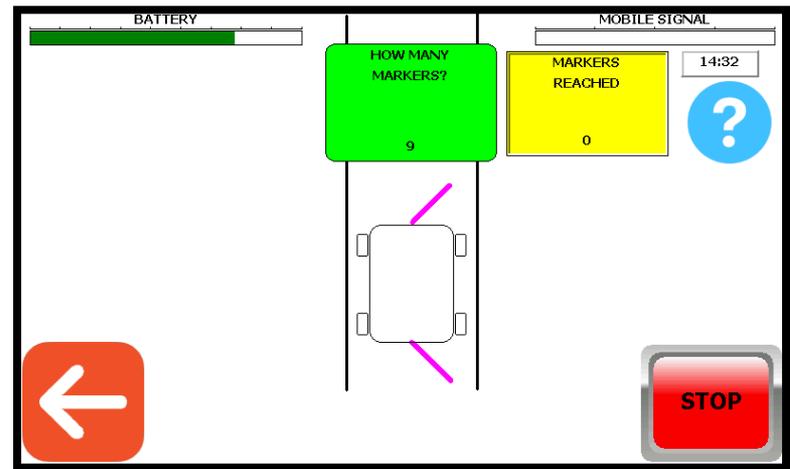


# PROGRAM - PEN CLEANING



# LOCATION

The robot needs a zero position in the room. For that reason markers are installed and we need to teach the robot where they are. We make a MAP of the room.



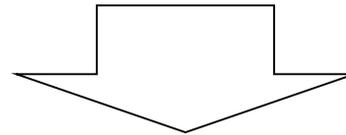
- **Location**

Robot 0      Robot -1500      Robot -3000      Robot -4500      Robot -6000

# CLEANING



The floor is dirtier than the walls.



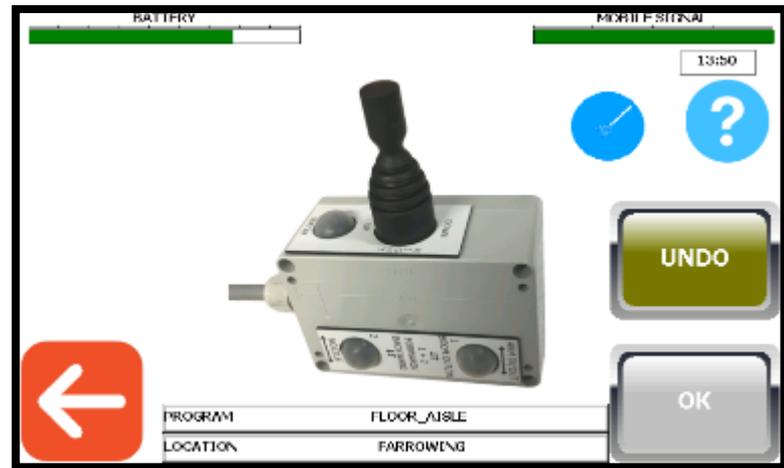
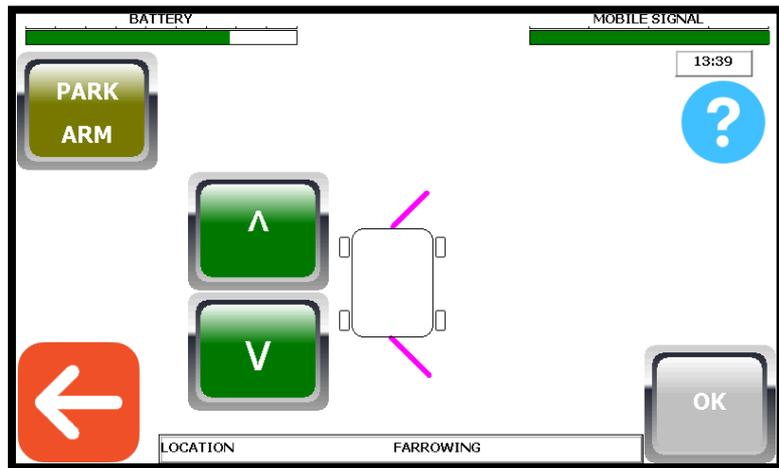
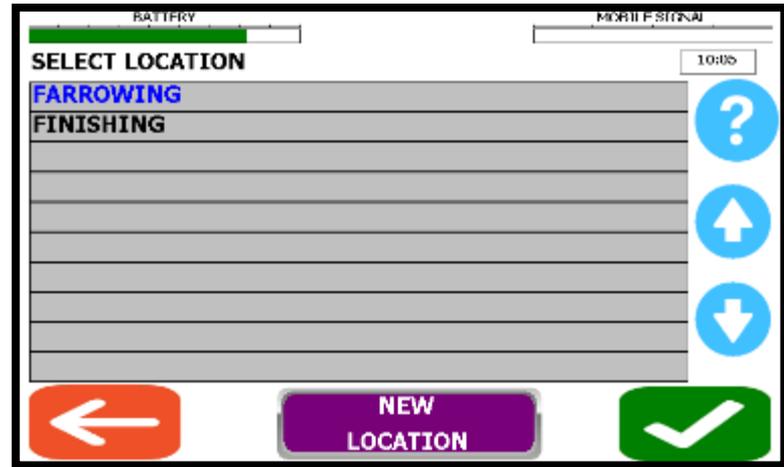
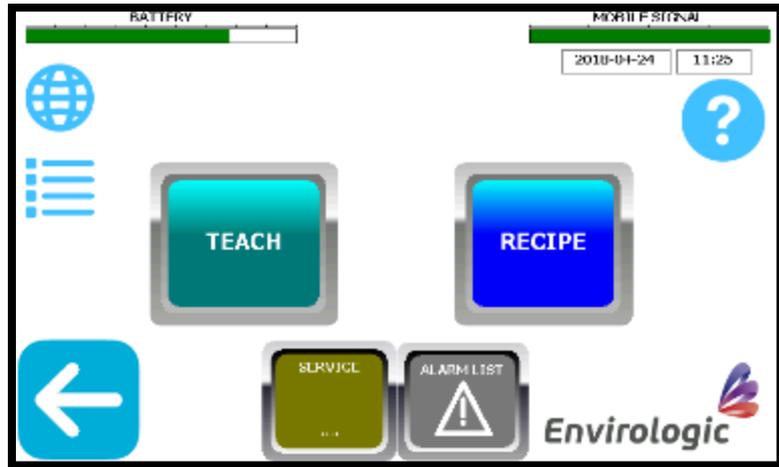
Clean the floor first:

Program: **Floor**

And then clean the whole pen (walls and rinsing the floor):

Program: **Pen**

# PROGRAM - FLOOR CLEANING



CARE ABOUT PEOPLE

# PROGRAMMING

- Location



- Program



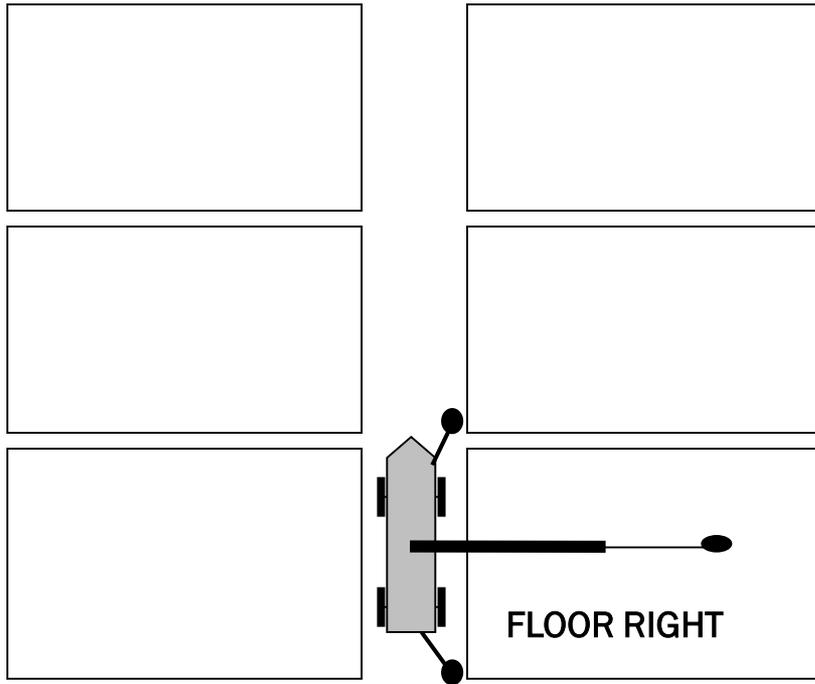
- Run



The robot needs a zero position also for the program. We place it behind a marker, enter programming and the robot runs forward to sense the marker and gets zero position.

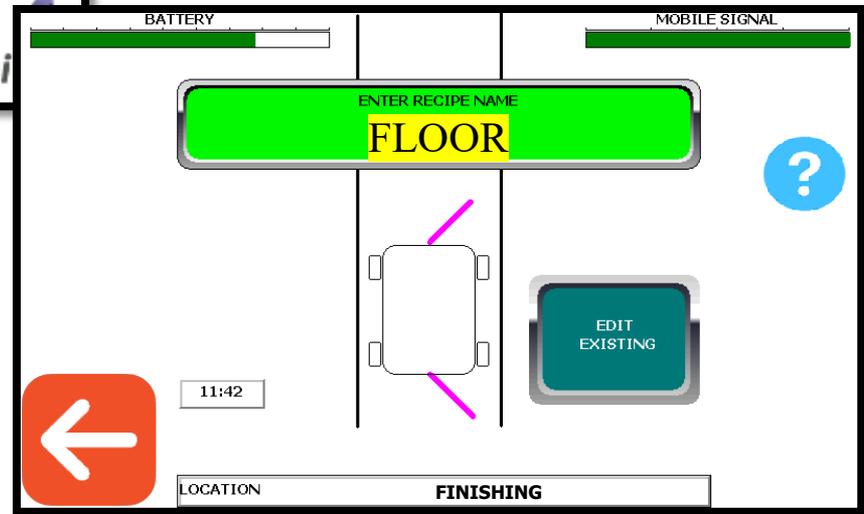
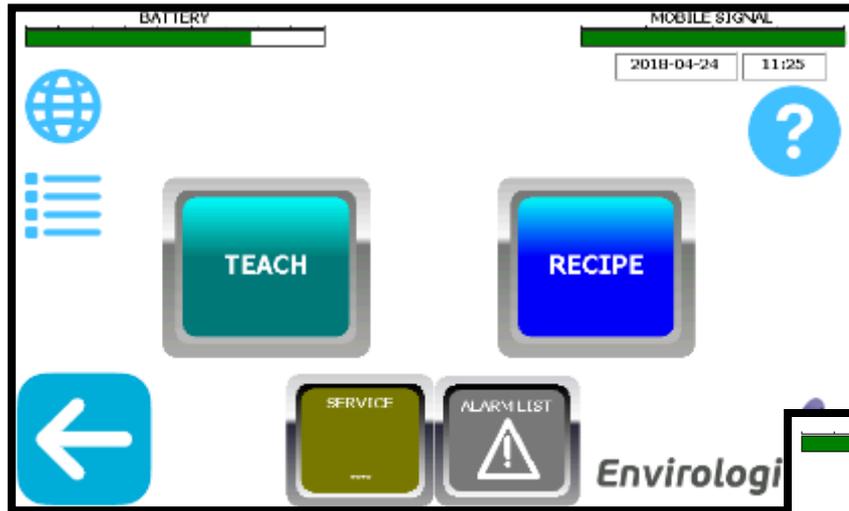


# PROGRAMMING – FLOOR CLEANING



Program: FLOOR RIGHT

# RECIPE - FLOOR CLEANING



# RECIPE – FLOOR, BY MARKER

6: FLOOR LEFT

7:

8:

9:

10:

11:

12:

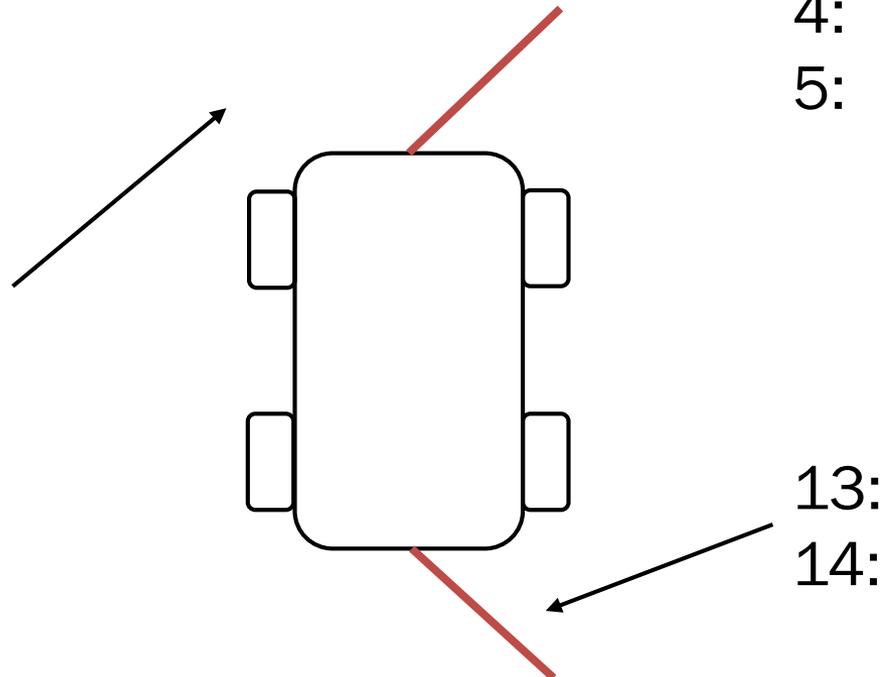
1: FLOOR RIGHT

2:

3:

4:

5:



13:

14:

# RECIPE - BUILDING

**BATTERY**

6. FLOOR\_LEFT  
7.  
8.  
9.  
10.  
11.  
12.

**MARKER**  
11 / 12

**MOBILE SIGNAL**

1. FLOOR\_RIGHT  
2.  
3.  
4.  
5.

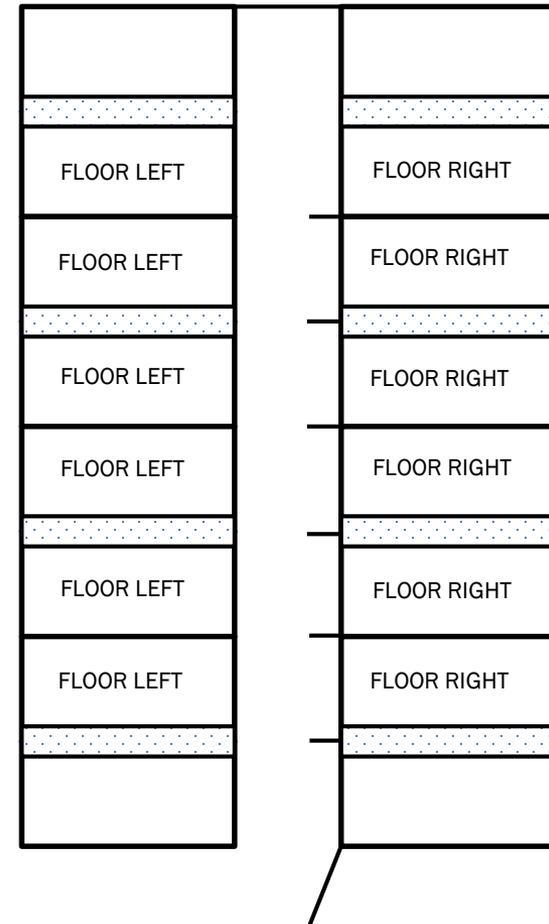
SELECT PROGRAM REMOVE PROGRAM

PREV. NEXT

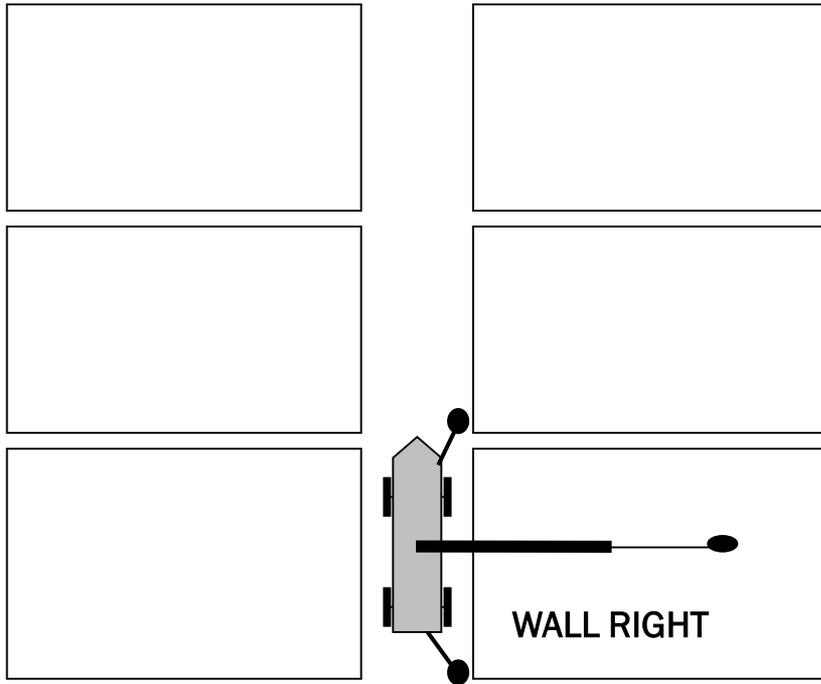
11:48

←

SELECTED PROGRAM  
RECIPE FLOOR  
LOCATION FINISHING

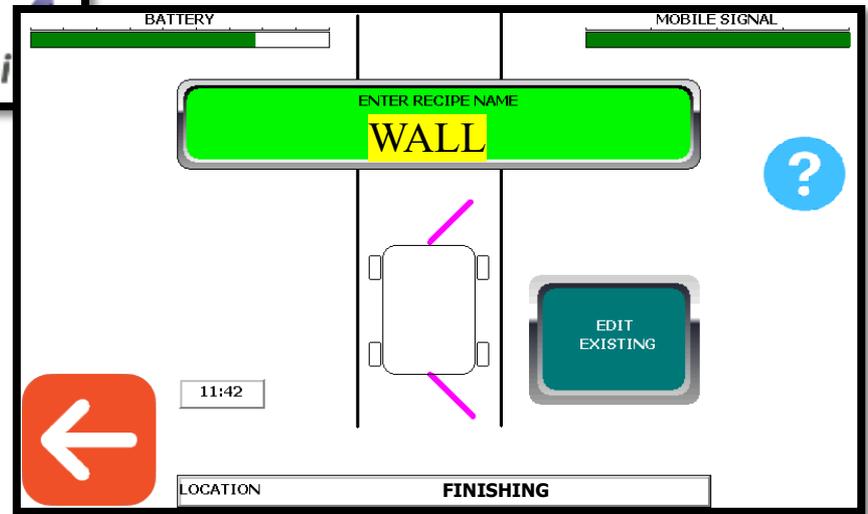
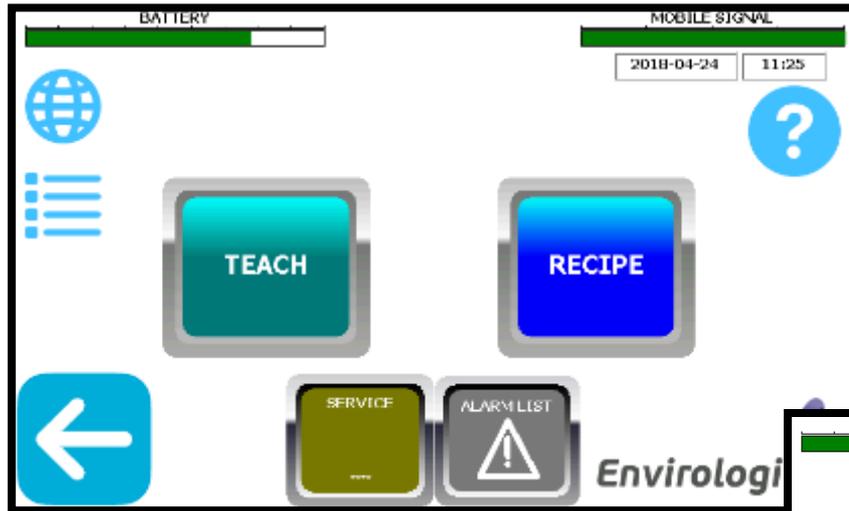


# PROGRAMMING – WALL CLEANING



Program: WALL RIGHT

# RECIPE - WALL



# RECIPE – WALL, BY MARKER

6: WALL LEFT

7:

8:

9:

10:

11:

12:

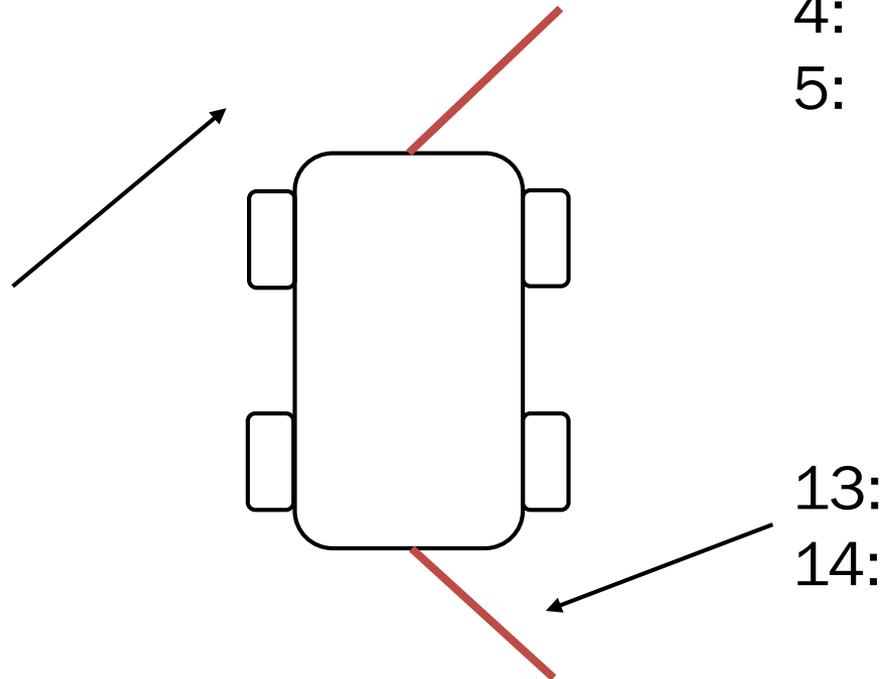
1: WALL RIGHT

2:

3:

4:

5:



# RECIPE WALL - BUILDING

BATTERY

MOBILE SIGNAL

6. WALL\_LEFT  
7.  
8.  
9.  
10.  
11.  
12.

MARKER  
11 / 12

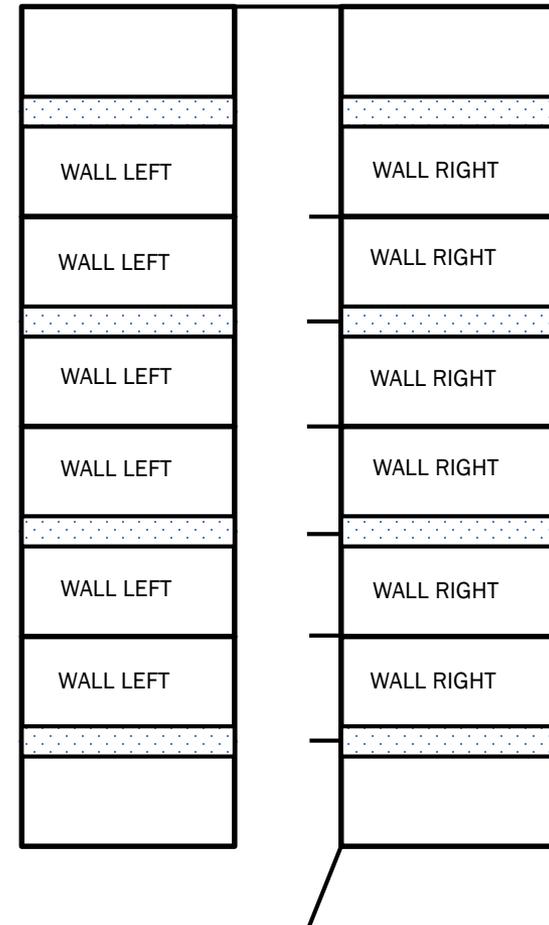
1. WALL\_RIGHT  
2.  
3.  
4.  
5.  
13.  
14.

SELECT PROGRAM REMOVE PROGRAM

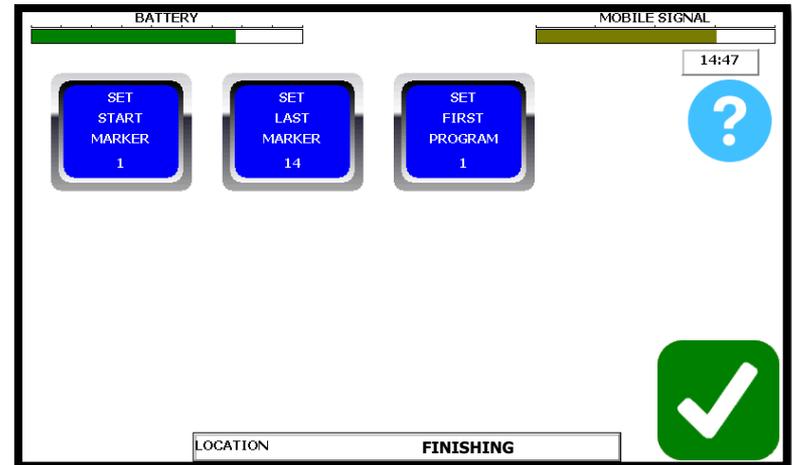
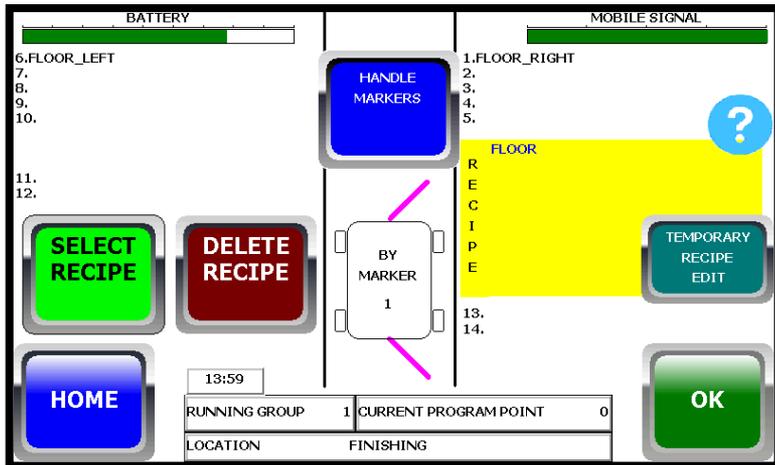
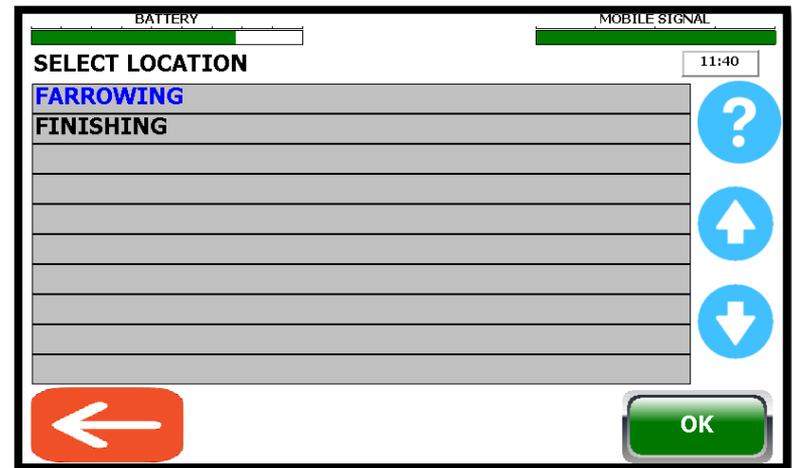
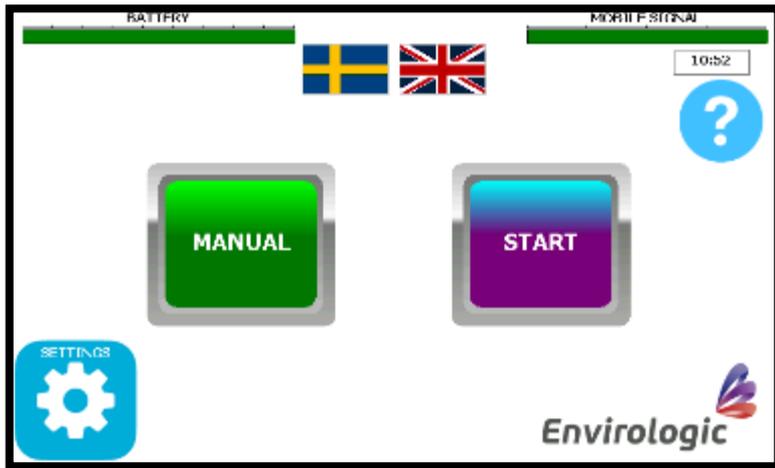
PREV. NEXT

11:48

SELECTED PROGRAM  
RECIPE WALL  
LOCATION FINISHING

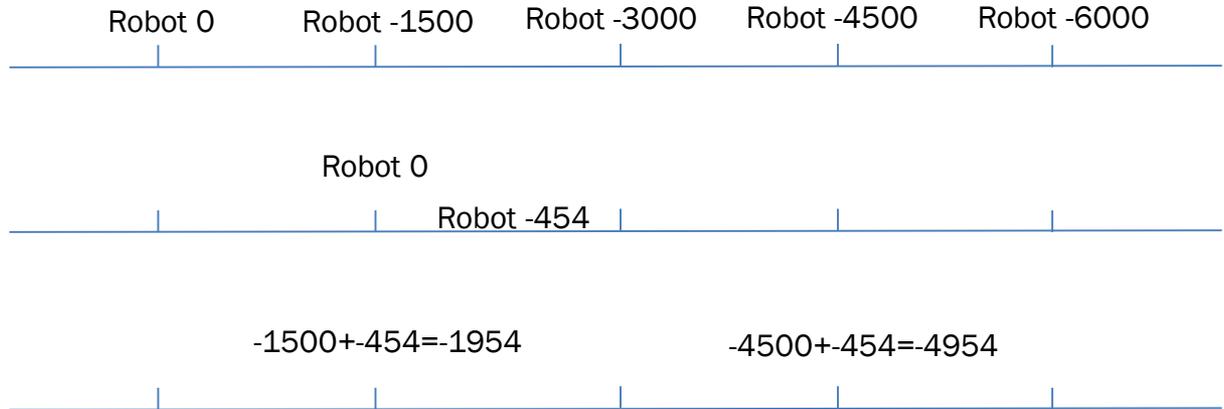


# START CLEANING



# AUTOMATIC MODE

- Location
- Program
- Run



When running in automatic mode the position for the location of the marker is added to the position in the program.



# WORKING SCHEME

When cleaning out a pig barn, several recipes are put together to create a **WORKING SCHEME**. The working scheme is unique for the occasion and cannot be stored.

Recipes
1: FLOOR
2: FLOOR
3: WALL

= Working scheme