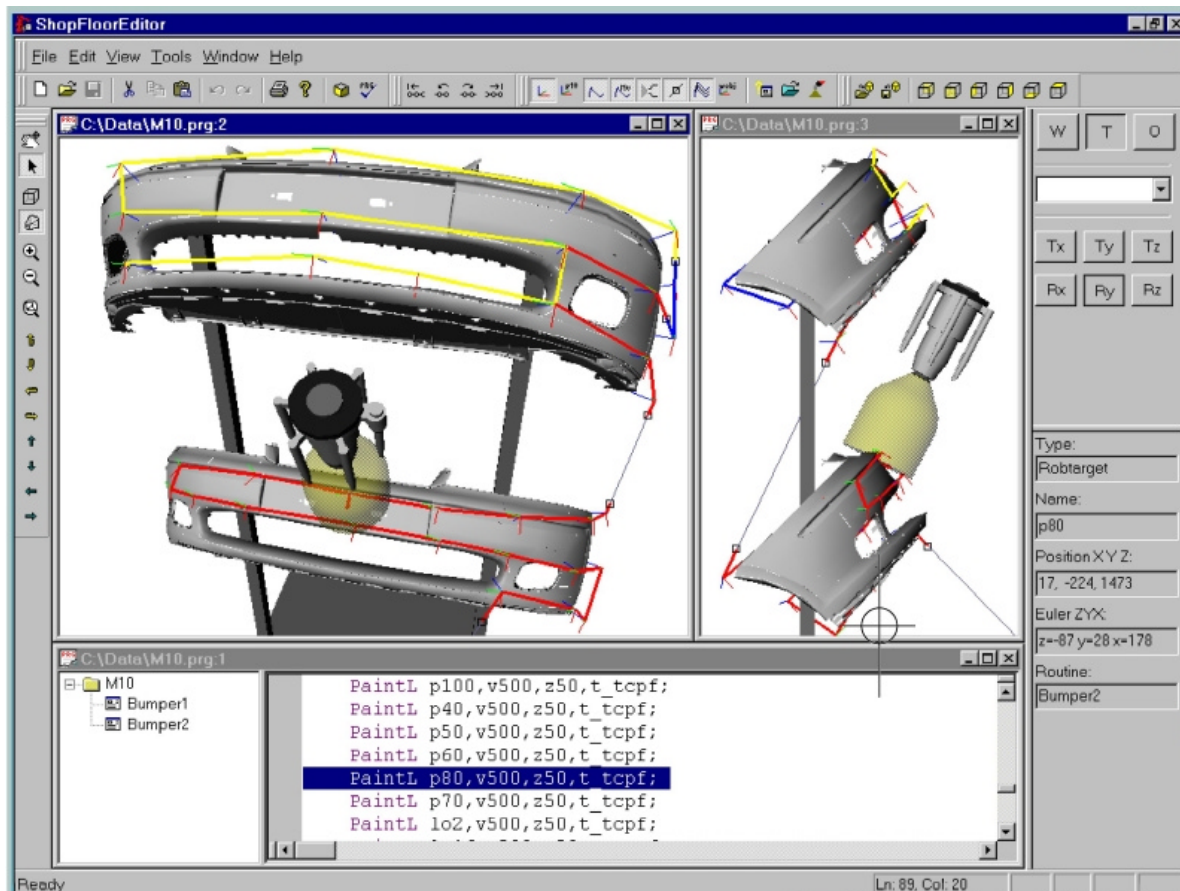


ShopFloor Editor

Industrial IT Software



The speed of a free text editor with the graphic support of a high end simulation system

ShopFloor Editor is an efficient RAPID program editor designed for process optimization and program editing on the shop floor thereby improving the finish quality. ShopFloor Editor allows you to edit RAPID programs off-line without interrupting production thereby increasing the uptime of your robot booth.

Rapid editing

The ShopFloor Editor provides a free text editor with standard editing features as multiple undo/redo, cut/copy/paste, find & replace, syntax coloring and bookmarks.

The tree view gives you a hierarchical view of the structure of the programs and makes it easy to navigate in the text. In addition it offers special routine functions as Duplicate, Reverse, Offset and Mirror.

In addition to free text editing, predefined instructions can be inserted using the RAPID guide window.

The ShopFloor Editor includes Wizards for editing complex RAPID structures like positions, work objects, tools and arrays.

Multiple graphical views

The graphic window is used to visualize the robot path program and make it easier to verify and perform changes to the program.

A 3D-work piece model can be imported from a CAD system and displayed in the Graphic window together with the motion path and the brush events as a reference for your program editing.

The 3D image can be rotated and zoomed for optimal viewing. In addition, you can open multiple graphical views at the same time to look at specific points, at different angles, for precise atomizer position. Positions and routines are named directly on the screen.

Improvements

- Improved Process Quality (Easy running)
- Graphical program Documentation
- Process Focus instead of Programming
- Faster Optimization Cycle / Less Down-Time
- Less Programming Skills and Training

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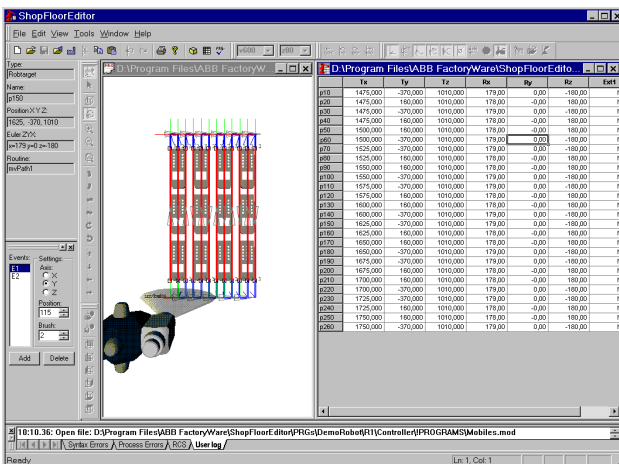
TECHNICAL DATA, SHOPFLOOR EDITOR

GRAPHICAL EDITING

Program positions can be easily modified by jogging in the Graphic window, or by offsetting by a specific value. You can modify positions in the world, tool or any defined work object co-ordinate system. Paint event positions for brush changes and paint triggers are also displayed in the Graphic window. Each brush is identified by a unique color. The paint event positions can be adjusted directly by "dragging" them on the screen.

POINT EDITOR

The Point Edit window is used to edit point values numerically. The points are listed in a spreadsheet, and the cell values are edited in the same way as in Microsoft Excel. The information in the Point Edit window is synchronized with the other views.



BRUSH EDITING

Parameter values for the atomizer are organized into Brush Tables. The table wizard offers full brush editor functionality making it simple and easy to set up brush tables.

COLOUR CHANGE SEQUENCE EDITING

The Color Change editor makes it simple to create and edit color change sequences. You work with the timing diagram, and the rapid code is generated automatically.

SYSTEM REQUIREMENTS

PC Windows NT 4.0 with Service Pack 5 or higher. Windows 2000 or Windows XP. Internet Explorer 4.0 or newer.

RECOMMENDED PC HARDWARE REQUIREMENTS

CPU Pentium class PC, 300MHz or higher
Memory 128 MB RAM
Free disc-space 50 MB
Graphic card OpenGL accelerated card supporting
CD ROM drive

GRAPHICAL VIEW

Positions Position and orientation displayed as color treads in 3D space of all points referred to the RAPID program. Name of the position
Zone Zone displayed as a sphere around the points. Straight lines between the positions.
Path Name of the routines.
Process data Paint events displayed as small squares on the path.
Paint Brush displayed on the path.
Work objects Defined work objects displayed as color triads in 3D space.
Work piece Work piece displayed as 3D objects.
Tool The Robot Tool is displayed as 3D objects at the selected position.
Path creation wizard Create new paint programs
Animation The robot tool can move along the path.

3D operations

Zoom, rotate, pan.
View all command.
Perspective view.
6 predefined parallel ISO views (2D).
Work piece manager to position and scale a work piece in 3D space.

Free text editor

Syntax coloring in text editor.
RAPID Guide for quick RAPID instruction access.

Context sensitive wizards Tree View

Built-in Syntax Checker.
Rob targets, Tools, Work objects and Tables. Navigation.
Duplicate, Reverse, Offset and Mirror Routine.

Pont Edit

GRAPHICAL EDITING

Positions 3D jogging in the world, tool or work object co-ordinate system by dragging the position on the screen.
Process data Modify paint events by dragging them on the screen.
Change the Paint Brush.
Edit the Paint Brush values.
Add new process events.
Delete process events.

LANGUAGE

English, French, German, Japanese.

Data and dimensions may be changed without notice.