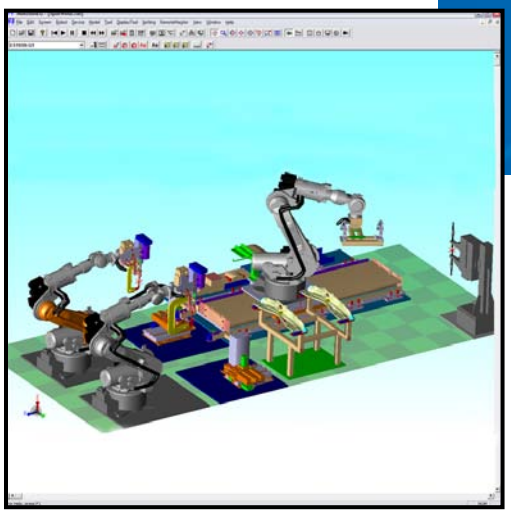
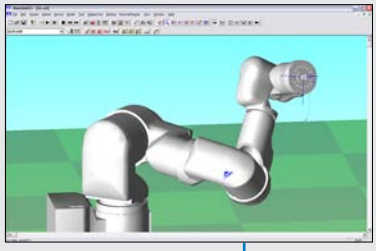
Robotic Automation P/L

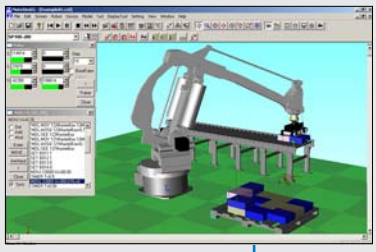
MotoSim EG®



MotoSim® EG (Motoman Simulator Enhanced Graphics) is a comprehensive software package that provides accurate 3D simulation of robot cells. This powerful simulation software can be used to optimize robot and equipment placement, as well as to perform collision detection, reach modeling and cycle calculations. It also provides accurate off-line programming of complex systems.



SIA20 ROBOT



PALLETIZING

TOP 3 REASONS TO BUY!

- Accurate simulation of robotic systems
- Off-line programming of complex cells
- Model system layout and design for easier installation

HIGHLIGHTS

MotoSim EG

- Provides cycle calculations, collision detection, reach analysis.
- Users can import CAD files in .hmf, .hsf or .3ds formats.

MotoSim EG Viewer

- Allows users to view and play back cell simulations. This free MotoSim EG HTML output file is built upon the same cutting-edge technology used by the MotoSim EG graphical interface package. It allows users to share simulations with customers or coworkers.

Cell Layout Advantage

- Using a standard 3D graphics engine provides the ability to add markups/comments to the robot simulation and the ability to accurately measure distances. The ability to create permanent measurement lines is a big advantage during the cell layout process.

Increase Uptime

- MotoSim EG reduces programming time, thus increasing uptime of the production equipment. New parts can be programmed off-line before production begins, and existing robot programs can be modified to increase efficiency and reduce cycle time – without sacrificing production schedules.

Virtual Testing

- High accuracy allows programs to be tested on the PC instead of on the robot system, reducing robot downtime.
- Enables user to make changes to improve robot performance.
- Detailed path calculation function plots robot's trajectory to simplify programming.
- Creates process angles, allowing user to create programs that maintain the robot's tool orientation in relation to an uneven surface, such as a sharply angled part, or gradually changing shapes, such as propellers or motorcycle gas tanks.

Off-Line Programming

- Robot paths, speeds and other program data – such as tool center points, user frames, and I/O monitors – can be defined on the PC.
- User can move the virtual robot, enter the data to create a robot program, and download it to the robot controller.
- When Motoman Robotics' MotoCal® software and optional filters are used, programs created in MotoSim EG can be down-loaded to the robot controller with minimal or no touch-up.

MotoSim EG Components

- Sample system cells are available on the installation CD, including positioners and accessory parts.

Capabilities

- Collision detection.
- Robot placement and path optimization.
- External axis control and coordination.
- Paint application-specific functions.
- Conveyor tracking programming.
- Same easy-to-use INFORM language instructions as the robot controller.
- Minimize fixturing errors.
- Reduce robot installation time.
- User-definable view.
- Cycle time and reach analysis.

Additional Supported Capabilities:

- Points Importer (XML file input process).
- G-Code Convertor (Post processes CNC G-Code Files to Robot Programs).
- AutoCAD Convertor (Converts AutoCAD Drawn object into Robot Programs).

GIVE YOURSELF AN EDGE

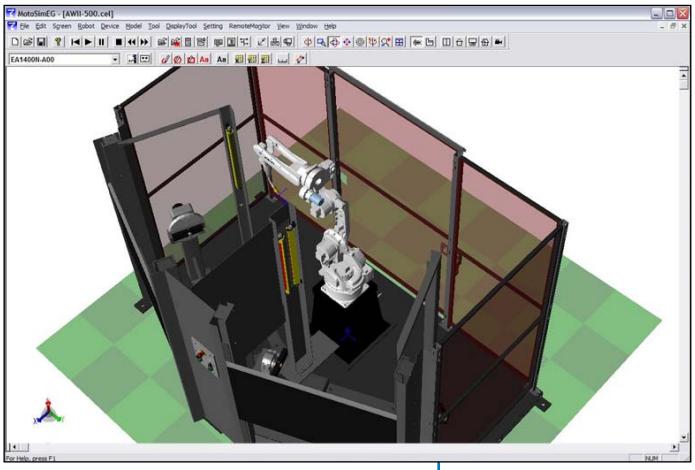
...with MotoSim EG...a powerful tool that takes the guesswork out of system design.

YASKAWA
MOTOMAN ROBOTICS

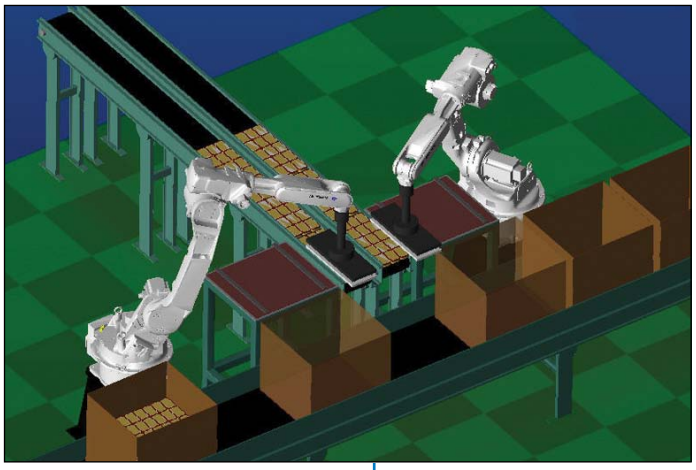
MOTOSIM EG

YASKAWA
MOTOMAN ROBOTICS

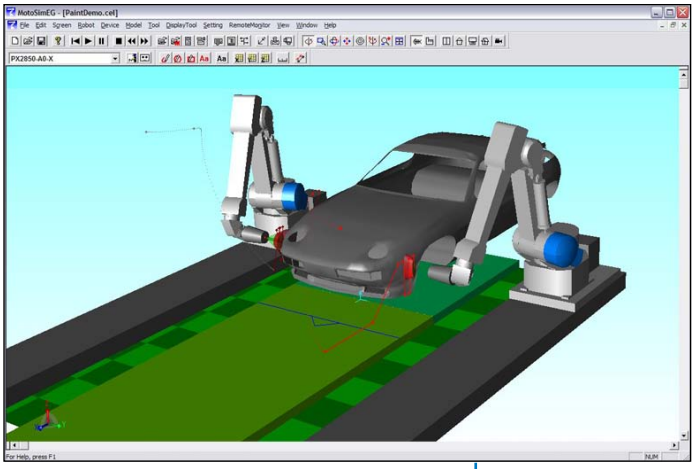
SCREENS



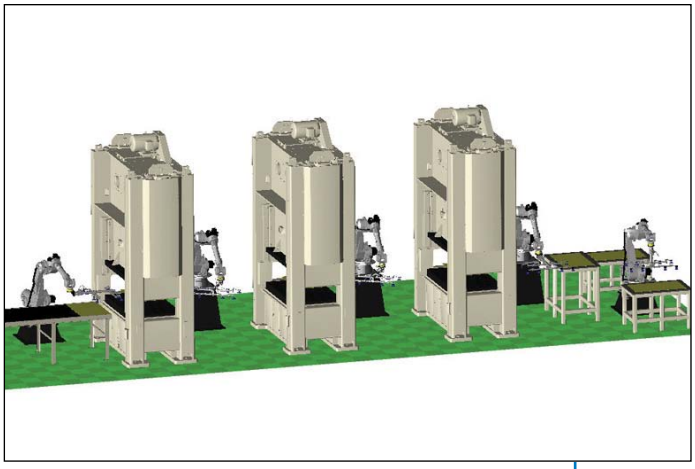
STANDARD WELD SYSTEMS



MATERIAL HANDLING APPLICATION



PAINTING APPLICATION



PRESS LINE

OPTIMIZE YOUR DESIGN AND YOUR PROCESS...BEFORE THEY'RE BUILT!

MINIMUM SYSTEM REQUIREMENTS

- Windows XP
- 2 GHz processer
- 1 GB RAM
  (2 GB recommended)
- 256 M video card
- 20 G hard drive
  (Systems may run on less)

COMPATIBILITY

- DX100 controller
- NX100 controller
- NXC100 controller
- NXM100 controller
- XRC controller
- MRC controller
- ERC controller