



# Add Joint move type in Move Node

# OUTLINE

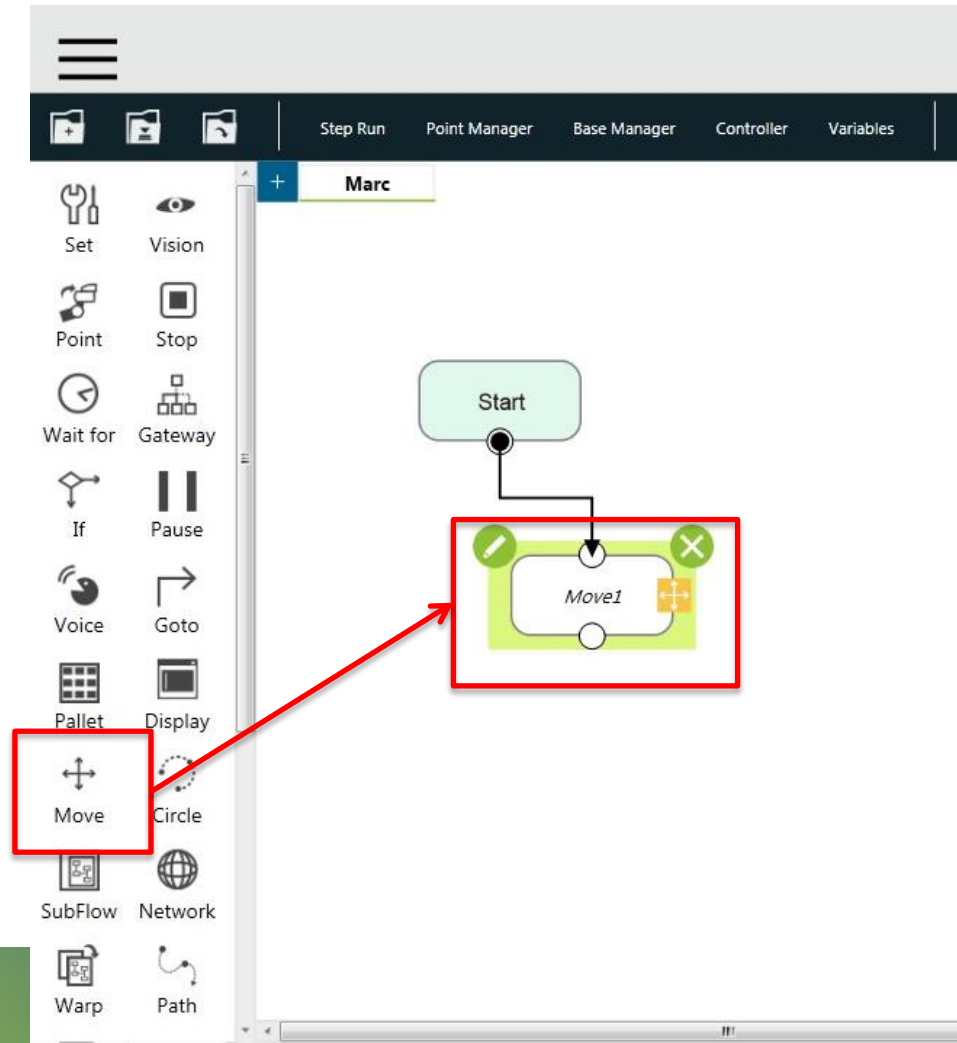
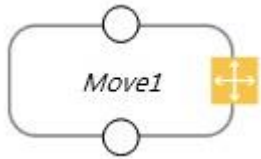
Add Joint move type in Move Node

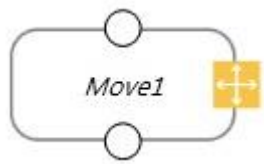
➤ **Equipment**

TM5

➤ **Function operation**

Move





# Function operation

- Edit Move node, Joint move is available. The speed is also adjustable.

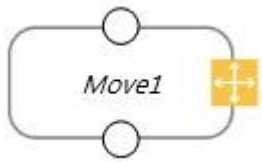
The screenshot displays the software interface for editing a 'Move' node. The main window is titled 'Move' and shows the following configuration:

- Node Name:** Move1
- Motion Setting:** Joint (highlighted with a red box and a yellow circle '2')
- Choose Base:** Tool, Current Base
- Blending:** No Blending (highlighted with a red box and a yellow circle '3')
- Move Setting:** J1, J2, J3, J4, J5 (each with a value of 0.000 deg and a '+Variable' dropdown)

The 'Joint' motion settings are shown in a separate window, highlighting the 'Speed(%)' slider set to 100% and the 'Time to top speed(ms)' set to 500. An 'OK' button is visible at the bottom of the 'Joint' settings window.

Numbered callouts in the image indicate the following steps:

- 1: Selecting the 'Move1' node in the main workspace.
- 2: Selecting the 'Joint' motion setting.
- 3: Selecting the 'No Blending' option.



# Function Operation

- Input the required value(degree) of each joint.

The screenshot shows a 'Move' dialog box with the following sections:

- Node Name:** Move1
- Move Type:** PTP, Line, Joint (selected)
- Choose Base:** Tool, Current Base
- Blending:** By Percentage, By Radius, No Blending (selected)
- Move Setting:** A table with 6 rows (J1 to J6) and 5 columns: a green dot, a text input field (all containing 0.000), the unit 'deg', a radio button, and a '+Variable' dropdown menu.

Joint	Value	Unit	Radio	Action
J1	0.000	deg	<input type="radio"/>	+Variable
J2	0.000	deg	<input type="radio"/>	+Variable
J3	0.000	deg	<input type="radio"/>	+Variable
J4	0.000	deg	<input type="radio"/>	+Variable
J5	0.000	deg	<input type="radio"/>	+Variable
J6	0.000	deg	<input type="radio"/>	+Variable

END