

BASIC COURSE

Teach programming/EcoScreen 3D-OnSite

Target group

Robot programmers, system operators, maintenance personnel, managers, personnel responsible for process, employees interested in programming.

Course objective

At the end of the course, you will be familiar with the basic terms of robot technology and safety concepts for robots. You will know the fundamental design of the robot controller and integration into the entire system as well as the different coordinate systems that are important for teach programming. You will be capable of moving Dürr robots with the aid of the teach pendant, writing simple movement programs and modifying existing programs. You will know the syntax and most important commands of the programming language **EcoTalk** and you will be familiar with the most important functions of **EcoScreen 3D-OnSite**, the offline programming system.

Admission requirements

Interest in programming and basic knowledge of automation.

Course structure

After a brief introduction of the robot technology (mechanical equipment and controlling with the teach pendant) and safety-related instructions, you will work on a training robot under the instruction of a trainer.

Course contents

- » Introduction
 - » Mechanical design and electrical equipment of the **Ecopaint** robot
 - » Integrating the robot controller into the entire system; communication with other controllers
- » Programming practice
 - » Selecting the operating modes on the station
 - » Coordinate systems and their meaning
 - » Functions and operating elements of the teach pendant
 - » Basics of robot programming
 - » Syntax and range of commands of the programming language **EcoTalk**
 - » Route influence Overlap and SPM
 - » Design of main and subprograms
 - » Analysis of existing programs from production practice, based on selected program examples
 - » Creation and integration of own main and subprograms on training robots
- » **EcoScreen 3D-OnSite**
 - » Overview of functions and menu structure of **EcoScreen 3D-OnSite**
 - » Creating, copying, inserting and deleting of projects and programs
 - » Graphic editing of existing robot programs
 - » Explanation of the editing function of the 3D graphic window
 - » Loading and editing body graphic
 - » Inserting and editing trigger commands
 - » Explaining the brush concept and brush editor
 - » Backup function and change journal

Course length/registration

Length: 5 days

Identification: DT-27 (Please state when you register)



CONTACT

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