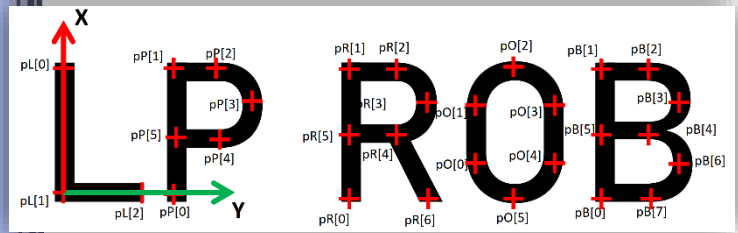
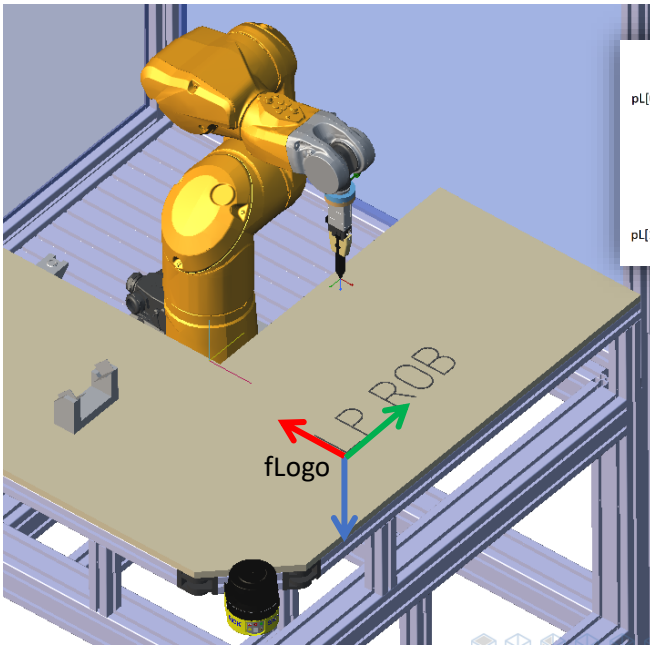


Tracé "LP ROB"



Données

- frame
 - fLogo
 - fLogo[0]
- jointRx
 - jHome
 - jHome[0]
- mdesc
 - mNomSpeed
 - mNomSpeed[0]
- pointRx
 - pB [8]
 - pB[0]
 - pB[1]
 - pB[2]
 - pB[3]
 - pB[4]
 - pB[5]
 - pB[6]
 - pB[7]

- pL [3]
 - pL[0]
 - pL[1]
 - pL[2]
- pO [6]
 - pO[0]
 - pO[1]
 - pO[2]
 - pO[3]
 - pO[4]
 - pO[5]
- pP [6]
 - pP[0]
 - pP[1]
 - pP[2]
 - pP[3]
 - pP[4]
 - pP[5]

- pR [7]
 - pR[0]
 - pR[1]
 - pR[2]
 - pR[3]
 - pR[4]
 - pR[5]
 - pR[6]
- tool
 - tStylo
 - tStylo[0]
- trsf
 - trApproche
 - trApproche[0]

start ()

num i

begin

resetMotion(jHome)

for i=1 to 5

switch i

case 1

mNomSpeed.blend=joint

mNomSpeed.leave=50

mNomSpeed.reach=50

break

case 2

mNomSpeed.blend=Cartesian

mNomSpeed.leave=50

mNomSpeed.reach=50

```

break
case 3
mNomSpeed.blend=Cartesian
mNomSpeed.leave=10
mNomSpeed.reach=10
break
case 4
mNomSpeed.blend=Cartesian
mNomSpeed.leave=5
mNomSpeed.reach=5
break
case 5
mNomSpeed.blend=off
break
endSwitch
movej(appro(pL[0],trApproche),tStylo,mNomSpeed)
movel(pL[0],tStylo,mNomSpeed)
movel(pL[1],tStylo,mNomSpeed)
movel(pL[2],tStylo,mNomSpeed)
movej(appro(pL[2],trApproche),tStylo,mNomSpeed)
movej(appro(pP[0],trApproche),tStylo,mNomSpeed)
movel(pP[0],tStylo,mNomSpeed)
movel(pP[1],tStylo,mNomSpeed)
movel(pP[2],tStylo,mNomSpeed)
movec(pP[3],pP[4],tStylo,mNomSpeed)
movel(pP[5],tStylo,mNomSpeed)
movej(appro(pP[5],trApproche),tStylo,mNomSpeed)
movej(appro(pR[0],trApproche),tStylo,mNomSpeed)
movel(pR[0],tStylo,mNomSpeed)
movel(pR[1],tStylo,mNomSpeed)
movel(pR[2],tStylo,mNomSpeed)
movec(pR[3],pR[4],tStylo,mNomSpeed)
movel(pR[5],tStylo,mNomSpeed)
movel(pR[4],tStylo,mNomSpeed)
movel(pR[6],tStylo,mNomSpeed)
movej(appro(pR[6],trApproche),tStylo,mNomSpeed)
movej(appro(pO[0],trApproche),tStylo,mNomSpeed)
movel(pO[0],tStylo,mNomSpeed)
movel(pO[1],tStylo,mNomSpeed)
movec(pO[2],pO[3],tStylo,mNomSpeed)
movel(pO[4],tStylo,mNomSpeed)
movec(pO[5],pO[0],tStylo,mNomSpeed)
movej(appro(pO[0],trApproche),tStylo,mNomSpeed)
movej(appro(pB[0],trApproche),tStylo,mNomSpeed)
movel(pB[0],tStylo,mNomSpeed) movel(pB[1],tStylo,mNomSpeed)
movel(pB[2],tStylo,mNomSpeed) movec(pB[3],pB[4],tStylo,mNomSpeed)
movel(pB[5],tStylo,mNomSpeed) movel(pB[4],tStylo,mNomSpeed)
movec(pB[6],pB[7],tStylo,mNomSpeed)
movel(pB[0],tStylo,mNomSpeed)
movej(appro(pB[0],trApproche),tStylo,mNomSpeed)
waitEndMove()
endFor
movej(jHome,tStylo,mNomSpeed)
waitEndMove()
end

stop ()
begin
end

```