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| Task. No.: | 2 | Points: | 5 | Optimizing pick and place application |

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| Objectives:  1. Use the right movement types. 2. Adding a blend radius to waypoints. 3. Adjusting speed and acceleration of moves and individual waypoints. |

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| Description: After implementing pick and place application in the previous exercise, we want to reduce the cycle time. |

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| Step | Action |
| 1 | Run the pick and place program that you have already written. |
| 2 | Measure the cycle time by using *timer* command. Start the timer at the beginning and stop it at the end of program. |
| 3 | Modify the movement types (MoveJ,MoveL,MoveP) to those more appropriate for each task or trajectory. |
| 4 | Measure the cycle time again. |
| 5 | Smoothen the trajectories by adding a blend radius to relevant waypoints. |
| 6 | Measure the cycle time again. |
| 7 | Optimize joint speed and acceleration of relevant moves and waypoints. |
| 8 | Measure the cycle time again and note the cycle time improvement. |

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