Contouring (Circular Interpolation) Application Highlight

Random Timing Infeed

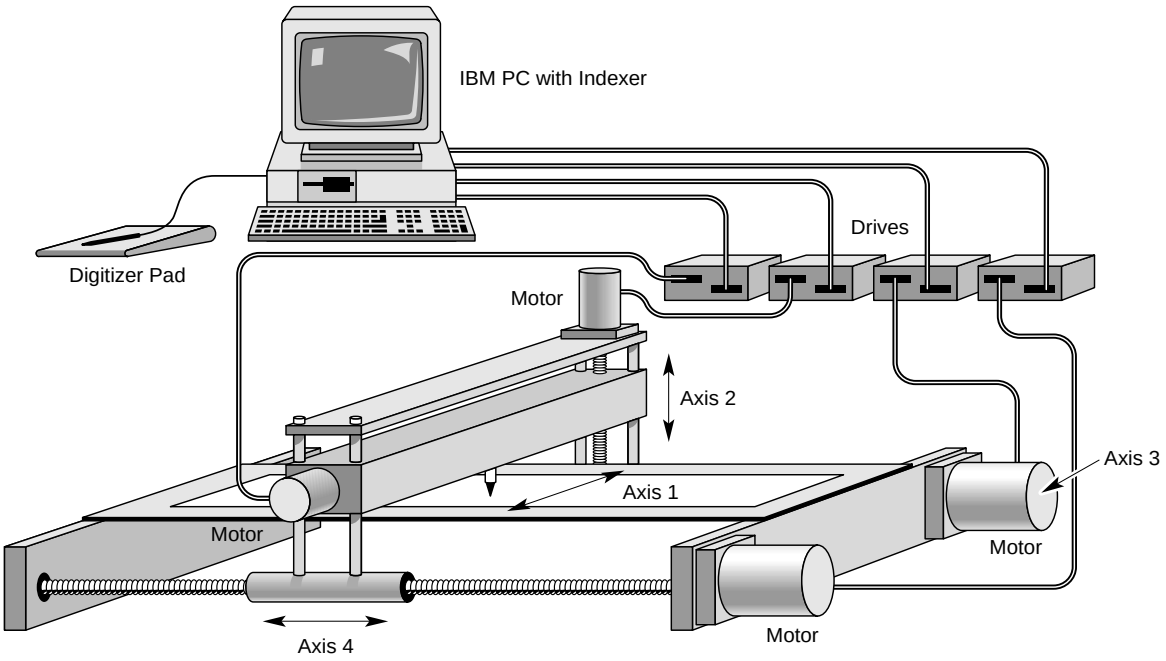
Contouring makes it easy to follow a two-dimensional path consisting of multiple line and arc segments. Circular interpolation is useful for making arcs and circles, especially when a constant path velocity must be maintained along a two-dimensional path. Dispensing and engraving applications often need contouring with constant path velocity.

In addition, a tangential axis is available to keep an angular position which changes linearly with the path direction. The tangential axis would be used in applications that require a work piece or tool to remain tangent or perpendicular to the path direction. Typical examples that requires a tangential axis as a knife pointing into the cut or a welding head staying normal to the weld.

A proportional axis may also be used to keep a position proportional to the distance traveled along the path described by X and Y. This allows helical interpolation. Contouring allows users to create complex move profiles on multiple axes. The easy programming language enables the user to generate arcs by only specifying the endpoint, radius or origin of the arc, and the direction of travel. Contouring also provides the user with the ability to control I/O while in the contouring mode.

Coordinated systems allow the assignment of an arbitrary X-Y position as a reference position for subsequent absolute end point specifications.

Example of Contouring Application— Engraving Machine



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