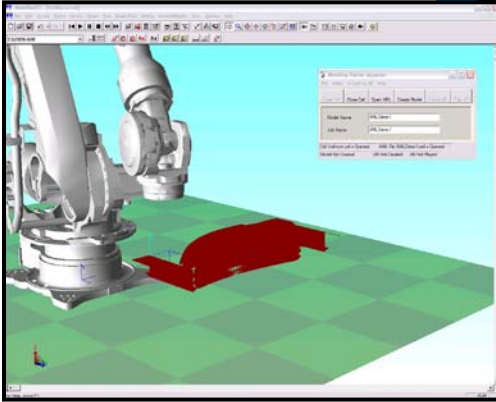
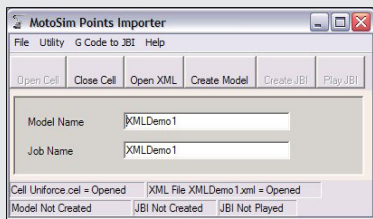


# Points Importer EG



Points Importer EG provides an easy way to create robot programs from CAD data. It is especially useful when complex, curved parts are being programmed for applications such as waterjet cutting, grinding and deburring.

Points Importer EG converts XML files into robot JBI files. The XML files can be created from an XML editor or scripting language in a CAD program such as AutoCAD® or Unigraphics®. The XML file must comply to the schema defined in the Points Importer EG manual. Points Importer EG supports motion commands and many mainstream INFORM III commands through the XML instructions. Points Importer EG also provides the user with a graphical user interface (GUI) for batch processing of files along with a .NET programming interface. Since Points Importer EG is a client program of MotoSim EG, the user can view and play back the newly created JBI in a virtual environment before deploying the job to the real work cell.



SIMPLE USER INTERFACE

## TOP REASONS TO BUY!

- Allows robot programs to be created from XML file data – easily, quickly and accurately
- Improves ability to import data from third-party design packages
- Ideal for use when creating robot programs for complex, curved parts

## HIGHLIGHTS

### Features

- Creates positions with respect to native MotoSim EG models, user frames and robot frames.
- Supports the following motion types: Linear, Joint, Circular, Spline, External Reference Point and Incremental moves. (i.e. MOV, MOVS, INC P001 V=100.0).
- Provides ability to specify Position Variable (PVAR) with reference frame as output position vs. move constant (i.e. MOVL P001 V=100.0, INC P001 V=100.0 RF).

### Functions

- Search Tag – for incremental move (i.e. IMOV P001 V=25.4 UF#(2) SRCH RIN#(1)=ON DIS=D090).
- Move Tag – for supplemental move tags such as NWAIT.
- Get Current Position – gets current robot position in pulse or Cartesian (i.e. GETS PX000 \$PX000).

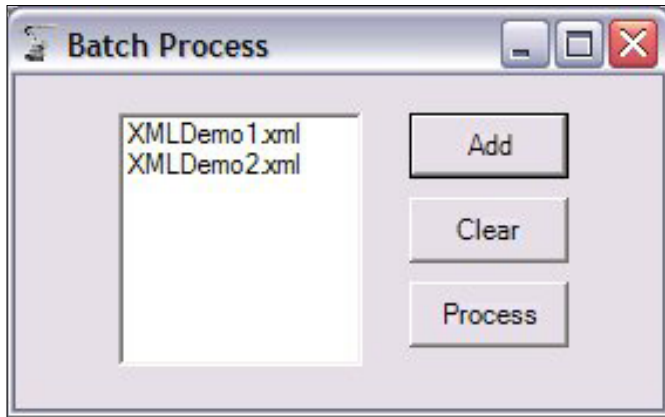
- Shift On – starts a robot shift command (i.e. SFTON P010 UF#(3)).
- Convert – converts a pulse PVAR type to the specified destination PVAR and reference frame (i.e. CNVRT PX000 PX000 UF#(2)).
- Get Position Element – imports a position element into a double precision variable (i.e. GETE D091 P000 (1)).
- Set Position Element – sets a position element equal to a double variable (i.e. SETE P010 (1) D001).
- Add – adds the source variable/constant to the destination variable and stores the result in the destination (i.e. ADD D090 D099).
- Sub – subtracts the source variable/constant from the destination and stores the result in the destination (i.e. SUB P001 P001).

- Multiply – multiplies the destination variable by the source variable/constant and stores the result in the destination (i.e. MUL I001 I002).
- Divide – divides the destination variable by the source variable/constant and stores the result in the destination (i.e. DIV R001 R002).
- Set Variable – sets the destination variable equal to the source variable (i.e. SET B001 255).

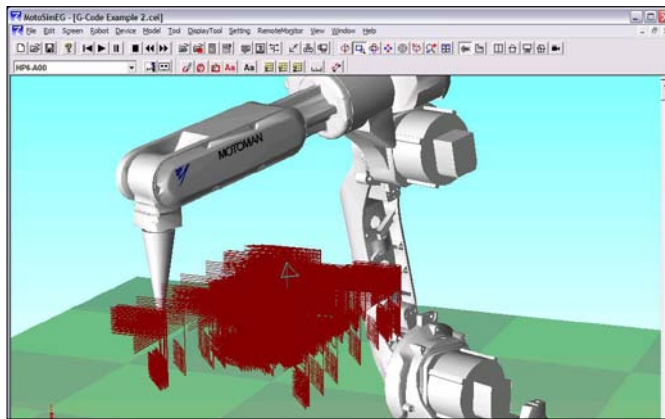
### ARM YOURSELF...

...with Points Importer EG software. Create robot programs by importing points from existing CAD data files – easily, quickly and accurately.

## SCREENS



BATCH PROCESSING



QUICKLY CONVERT MANY POINTS

### SYSTEM REQUIREMENTS

- Windows XP
- 2+ open USB ports for USB keys
- PCMCIA slot
- 1 GB RAM
- 3 GHz processor
- MotoSim EG: 2.01 or greater  
(Currently not supported by MotoSim EG-VRC)
- Points Importer EG
- Third-Party CAD/CAM system
- XML file editing capability
- Dual monitors (optional)

### COMPATIBILITY

- DX100 controller
- NX100 controller
- XRC controller