

## Trio Teach Pendant Features:

Global Screen:	
Jog Mode	Joint, World, Base, Tool, Object Frame
Speed	1 to 100 % Settable either from V+ & V- buttons or edit window
Status bar - Top	Display status Robot Id, Tool Id, Object Frame Id, Robot Frame Id
Status bar - Bottom	Controller information message window, axis status window.
Menu Option	Program, GTA, Tools& Frames, Applications, I/O, Settings, Help
Program Menu	
Program list	Load, Create, Duplicate, Rename, Delete a program
Program Editor	Run, Pause/Step, Stop, Edit Break point, Auto Format program, comment out line, Insert line above/below, Edit, Copy/Cut/Paste, delete current line or multiple line
Insert Line Functions	
Teach	Teach the current position
MOVE type	MOVEJ, MOVEL, MOVEC with settable Speed, Tool & Object Frame
SET	Declare/Set local variable – BOOL, INTEGER, FLOAT, STRING type Set VR - Global retentive array Set Analogue/Digital Output
WAIT	Wait for Axis Idle status, wait for delay in ms, wait for an Input
Programming	Loop - WHILE - WEND, REPEAT - UNTIL, FOR – NEXT Conditional - IF/ ENDIF, ELSEIF, ELSE , ENDIF, Logical – AND/OR/XOR Jump – GOSUB, LABEL
APPS	Palletizing
Miscellaneous	BASE - Flexible axis assignment, STOP running program, Empty Line
Program Editor Functions	
Build / Run	Run, Pause/Step, Stop, Toggle Breakpoint, Motion Stop
Edit	Copy, Cut, Paste, Delete, Comment line / Insert comment.
GTA – Global Target Array	
GTA	0 – 999 indexes storing floating position for X, Y, Z, U, V, W with defined name of maximum length of 32 characters.
GTA functions	Move to position, Teach the position, Shift up/down, Edit, Delete an index or multiple indexes (maximum 20), save to controller flash (ROBOT_GLOBAL_TARGETS program), refresh table from controller, display zero entries.
Tools & Frames	
OFrames ( Object Frame)	0 – 32 index storing floating position for X, Y, Z, U, V, W with defined name of maximum length of 32 characters.
Object Frame functions	Select the Frame, Teach frame with 3 point, Edit, Delete.
RFrames( Robot Frame)	0 – 32 index storing floating position for X, Y, Z, U, V, W with defined name of maximum length of 32 characters.
Robot Frame functions	Select the Frame, Edit, Delete.
Tool Offset Dimension	0 – 32 index storing floating position for X, Y, Z, U, V, W with defined name of maximum length of 32 characters.

Tool Offset Collision	0 – 32 index storing floating position for CX, CY, CZ, DX, DY, DZ with defined name of maximum length of 32 characters.
Tool Offset functions	Select the Tool, Calibrate tool 4 point method, Edit, Delete.
Collision Objects	0 – 32 index storing floating position for X, Y, Z, U, V, W, DX, DY, DZ with defined name of maximum length of 32 characters.
Applications	
Palletizer	Load/create/duplicate/rename/delete the Pallet configuration.
I/O	
Overview	Auto read IOMap from hardware.
Digital In/Out/Bidirectional	512 values per bank.
Analogue In/Out	512 values per bank.
Help	
Help	General Information about controller, pendent
Status / Log	
Status	Show Axis status and errors.
Log	2048 entries saved in flash.