

EASY-ROB™ Framework

EROSA - EASY-ROB™ Open Software Architecture

The whole EASY-ROB™ functionality can be integrated as an OpenGL™ window in your own application. The open software architecture „EROSA“ allows to take advantage of the exported method class ER_CAPI and a bidirectional control of the [Framework](#).

Robot Kinematics

- **Standard Robot libraries**
adept, b+m, Comau, Denso, Eisenmann VarioRobots, Güdel, igm, Kawasaki, Manz-Automation, Mitsubishi, OTC-Daihen, Unimation, Universal Robots
- **Optional Robot libraries**
Abb, Fanuc, Kuka, Yaskawa, PKM Delta, Stäubli, Tricept®
- More than 1000 pieces!
- Modeling of own specific robots, positioners, gripper, turn tables and user-defined kinematics
- Formula parser with mathematical functions
- Numerical solution methods

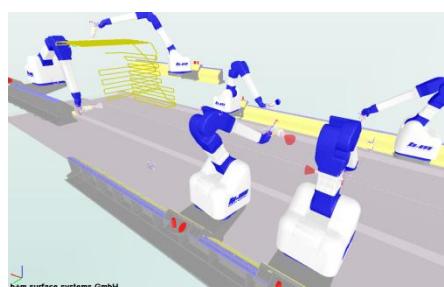
Interpolation

- Motion types: PTP, LIN, CIRC, SLEW
- Jerk free and phase synchronous velocity profile
- Tool- and work piece guided movement (external TCP)
- Cycle time estimation

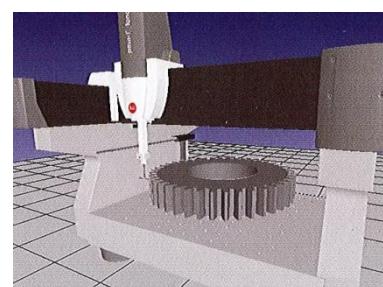
Integration examples



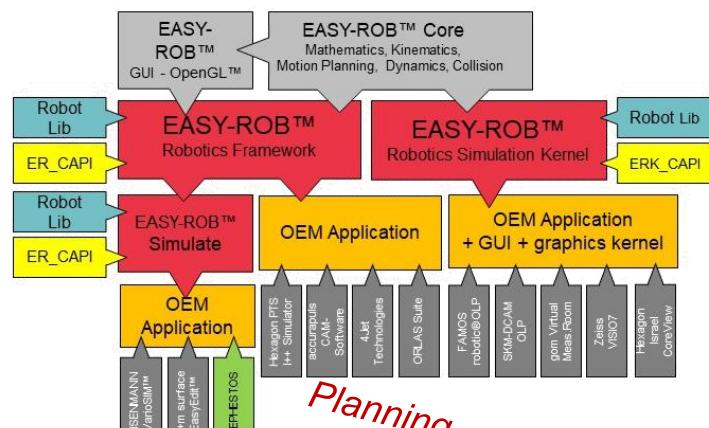
Eurobot Control Station, ECOS
EADS astrium, ESTEC



EasyEdit™ painting of drivers cabin
b+m surface systems GmbH



QUINDOS with I++ Simulator
Hexagon Metrology GmbH



*Planning
Simulation
Optimization
Verification
Result-analysis*

Advantages

- Integration in technology-based software solutions
- Bidirectional control
- 100% robotics know-how
- Collision detection with tolerances
- AutoPath™ - collision free path planning
- Positioning of OpenGL™ window
- Available for Windows® 64-Bit

EASY-ROB™ Framework

EROSA - EASY-ROB™ Open Software Architecture

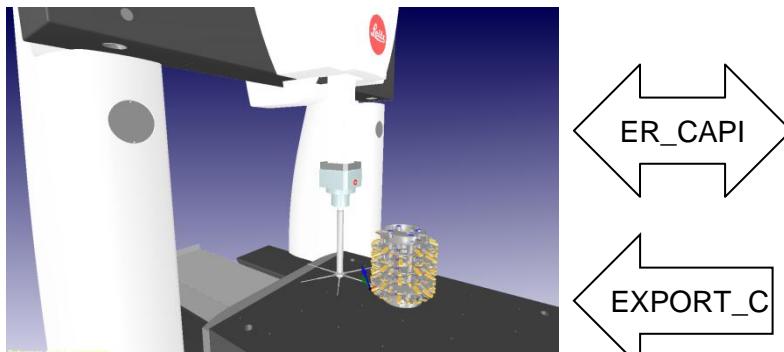
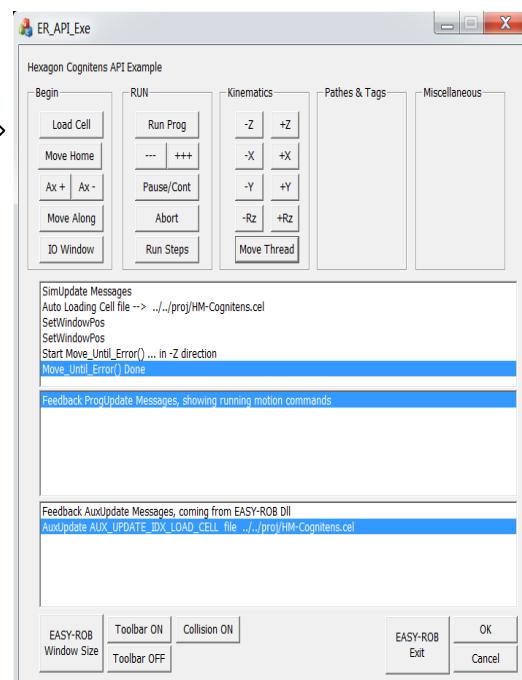
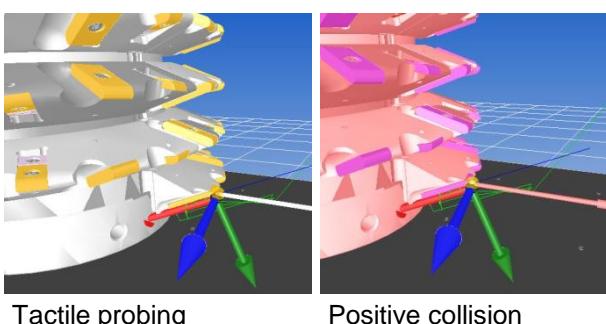


Figure: I++ Simulator, Hexagon
EASY-ROB™ Framework with OpenGL™ Window



Collision detection



System requirements

- Windows® 10 64-Bit

Integration

- Detailed Doxygen documentation
- Method class ER_CAPI
- Programming examples
Kinematics, simulation + verification for Microsoft® Visual Studio C++ compiler development environment

Support

- Support for individual integration