



Agenda

- Introduction
- DVP-MC
- New series: AS500
- New series: AX-308E
- AX-8 Series
- DIADesigner-AX
- Roadmap
- Delta Motion Control Solutions: Verticals & Applications
- Successful cases



Delta Motion Controller Product Portfolio

DVP

Cost effective

High C/P



AS

Multi-function

Modularized

Easy installation



AH

Hot Swap

Redundancy



AX

Flexibility

Scalability





DVP-MC





DVP50MC Highlights

MODBUS Communication ports

Serial RS232 and RS485 ports to support MODBUS RTU communication protocol

SSI port

SSI interface to support external absolute encoders

Incremental encoder port

Incremental encoder interface to support 2 external incremental encoders

EtherCAT port (Motion)

Dedicated EtherCAT interface for motion control

EtherCAT®



Integrated I/O port

High-speed digital inputs (16) and digital outputs (8)

DS301 CANopen ports

2 CANopen master/slave ports

Ethernet port

1 Ethernet 10/100Mbps port

Up to 6 or 24 axes, NPN outputs



DVP50MC Highlights



Cost-effective motion controller series



- DVP-MC Series Motion Controller
- Up to 32 virtual axes
- Support encoder axis
- Support PLCopen
- Single-axis motion: position, speed, torque, homing commands
- Multi-axis motion: ECAM, Rotary Cut, coordinated movements
- G-code: linear, circular, helical interpolation

EtherCAT®

CANopen®

Modbus

EtherNet/IP





DVP50MC Highlights

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Serial RS232 and RS485 ports to support MODBUS RTU communication protocol

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Up to 6 or 24 axes, NPN outputs



DVP50MC: New CPU Models



New CPU models



- **DVP50MC11T**
24 axes, NPN outputs
- **DVP50MC11T-06**
6 axes, NPN outputs
- **DVP50MC11P** NEW
24 axes, PNP outputs
- **DVP50MC11P-06** NEW
6 axes, PNP outputs
- **DVP50MC11T-04S** NEW
4 PTP axes, NPN outputs
- **DVP50MC11T-16S** NEW
16 PTP axes, NPN outputs

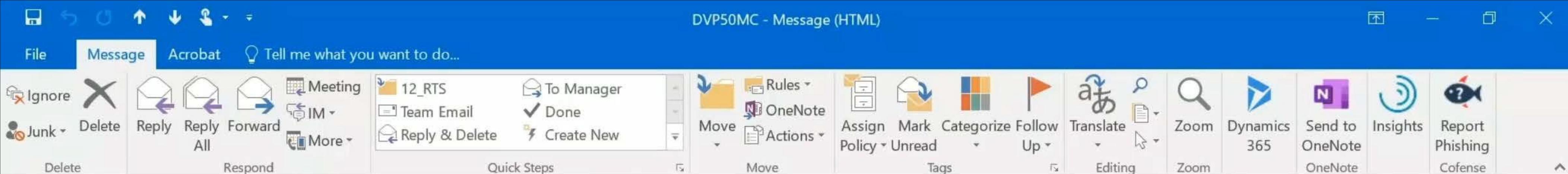
EtherCAT®

CANopen®

Modbus

EtherNet/IP





Sergey Zubov Igor Lapko (i.lapko@rts.ua) 23.06.2021

DVP50MC

AS/AX:

Определения (что мы понимаем под motion, что под point to point):

Function	Motion axis	P2P axis
Single axis – position	Y	Y
Single axis – Velocity	Y	Y
Single axis – Torque	Y	Y
Multi-axis – Linear	Y	N
Multi-axis – Arc	Y	N
Multi-axis – CAM	Y	N
Multi-axis – Gear	Y	N
Multi-axis – Group	Y	N

С уважением,



New Series: AS500



Introduction

AS500s are modular mid-range motion controllers compatible with Delta AS I/O modules. Supported fieldbus technologies for motion control are EtherCAT (AS516E) and CANopen (AS524C).

AS516E (16 axes)



16/24 axes
+ max 32 virtual axes

ISPSof



CANopen
Builder

AS524C (24 axes)



EtherCAT®

CANopen®

Same MC engine of DVP-MC!



Multiple built-in communication interfaces

MODBUS Communication ports

Serial RS232 and RS485 ports to support MODBUS RTU communication protocol

Ethernet port

1 Ethernet 10/100Mbps port

DS301 CANopen ports

2 CANopen master/slave ports



EtherCAT port (Motion)

Dedicated EtherCAT interface for motion control



EtherCAT®

Integrated I/O port

High-speed digital inputs (16) and digital outputs (8)



Encoder interfaces

Incremental and SSI encoder interfaces





AS524C Highlights



Multiple built-in communication interfaces



MODBUS Communication ports

Serial RS232 and RS485 ports to support MODBUS RTU communication protocol



CANopen port (Motion)

Dedicated CANopen interface for motion control

CANopen®



DS301 CANopen ports

2 CANopen master/slave ports



Ethernet ports

2 independent Ethernet 10/100Mbps ports



Integrated I/O port

High-speed digital inputs (16) and digital outputs (8)



Encoder interfaces

Incremental and SSI encoder interfaces





AS500 Highlights



Mid-performance CPU for motion control applications



- AS500 Series Motion Controller
- Up to 16 or 24 axes, depending on the version
- Up to 32 virtual axes
- Support encoder axis
- Support PLCopen
- Single-axis motion: position, speed, torque, homing commands
- Multi-axis motion: ECAM, Rotary Cut, coordinated movements
- G-code: linear, circular, helical interpolation

EtherCAT®

CANopen®

Modbus

EtherNet/IP





AS500 Highlights



Mid-performance CPU for motion control applications



- AS500 Series Motion Controller
- Up to 16 or 24 axes, depending on the version
- Up to 32 virtual axes
- Support encoder axis
- Support PLCopen
- Single-axis motion: position, speed, torque, homing commands
- Multi-axis motion: ECAM, Rotary Cut, coordinated movements
- G-code: linear, circular, helical interpolation

Like DVP-MC!

EtherCAT®

CANopen

Modbus

EtherNet/IP





New Series: AX-308E



AX-308E

PLC-based Motion Controller



CODESYS



Multiple built-in communication interfaces

Encoder interfaces

1 SSI port, 2 incremental encoder interfaces

MODBUS Communication ports

Serial RS232 and RS485 ports to support MODBUS RTU communication protocol



Interfaces

2 switched Ethernet ports (10/100 Mbps), 1 USB port, 1 SD card slot



Integrated I/Os

16 fast digital inputs, 8 fast digital outputs
(support 4 train pulse outputs)

EtherCAT Master

Integrated EtherCAT Master up to 8 axes





AX-308E Highlights



Compatible with AS I/O modules

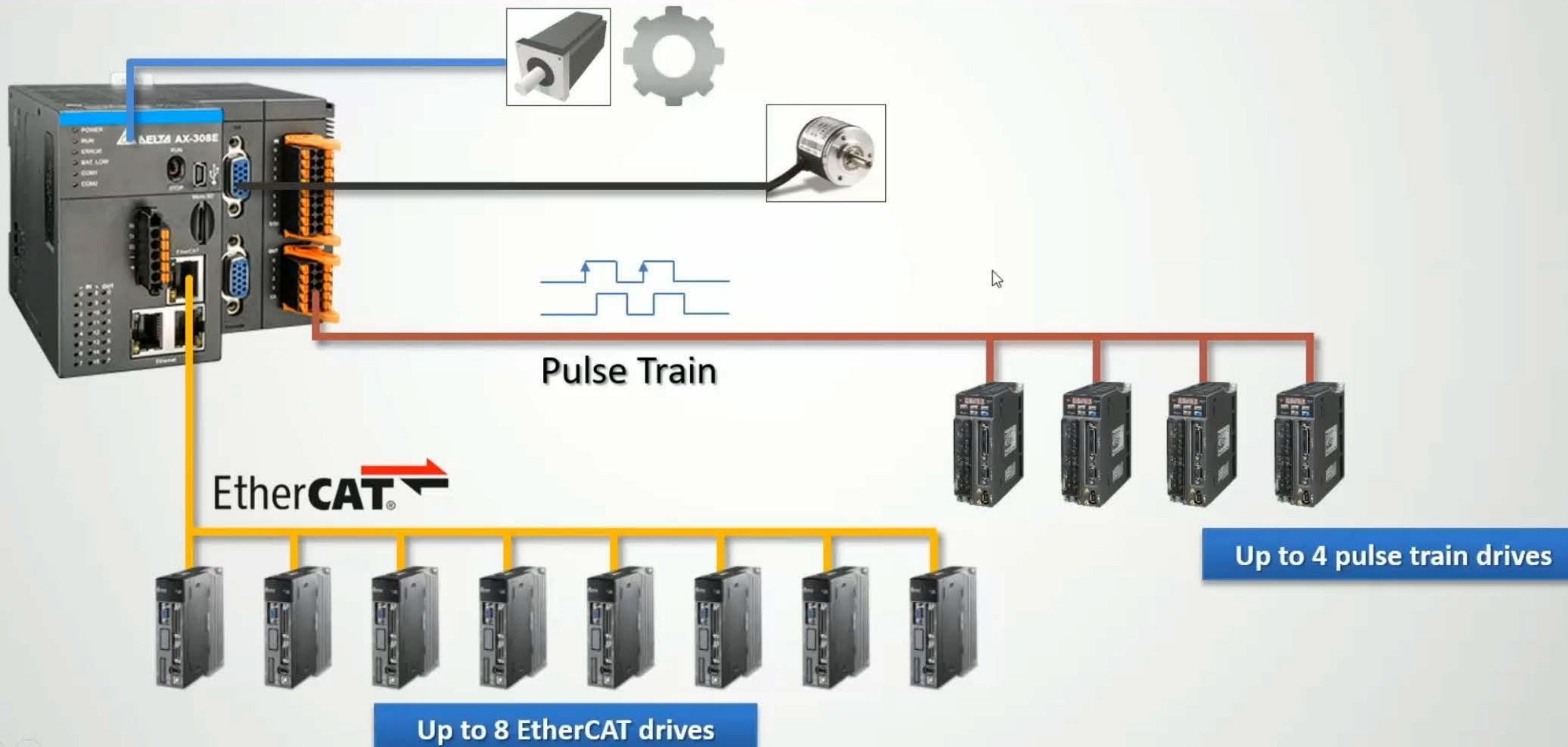




AX-308E Highlights



Axis control: EtherCAT, pulse train, encoder, virtual axes





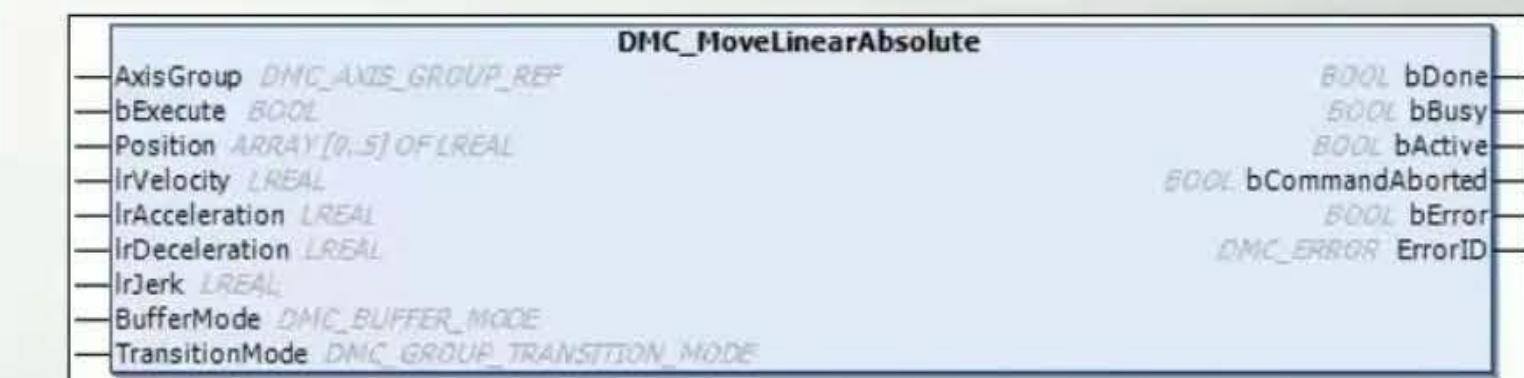
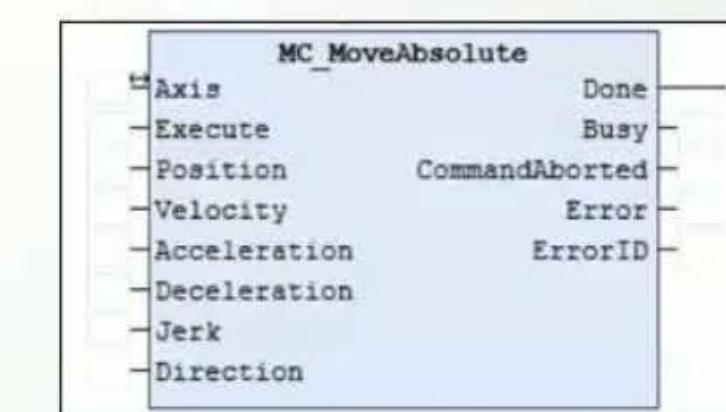
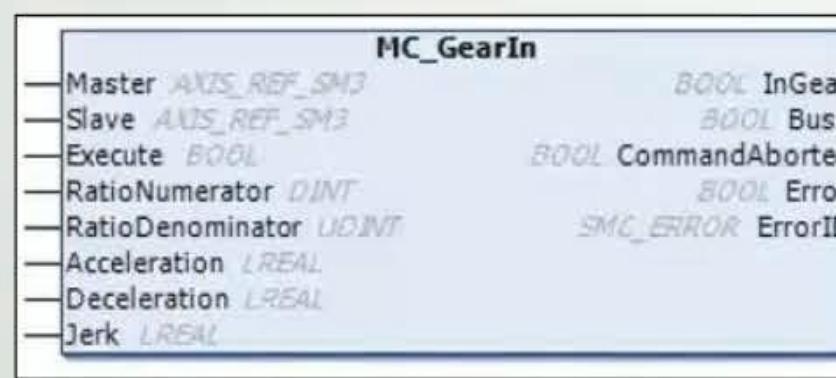
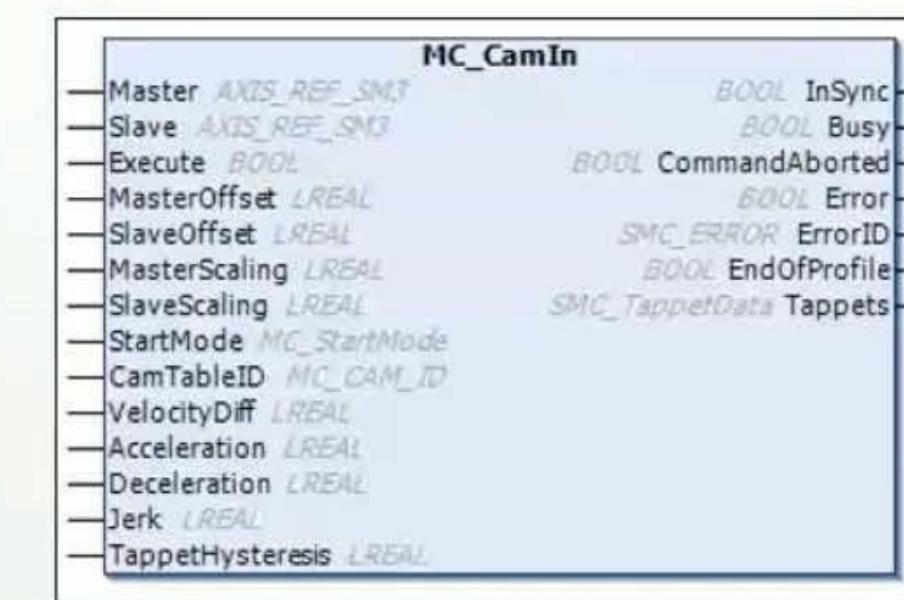
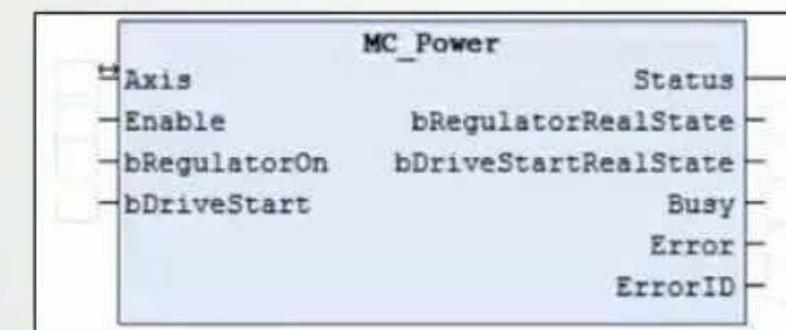
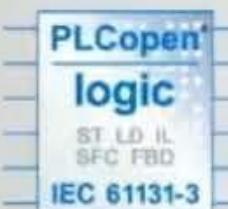
AX-308E Highlights



Motion control features

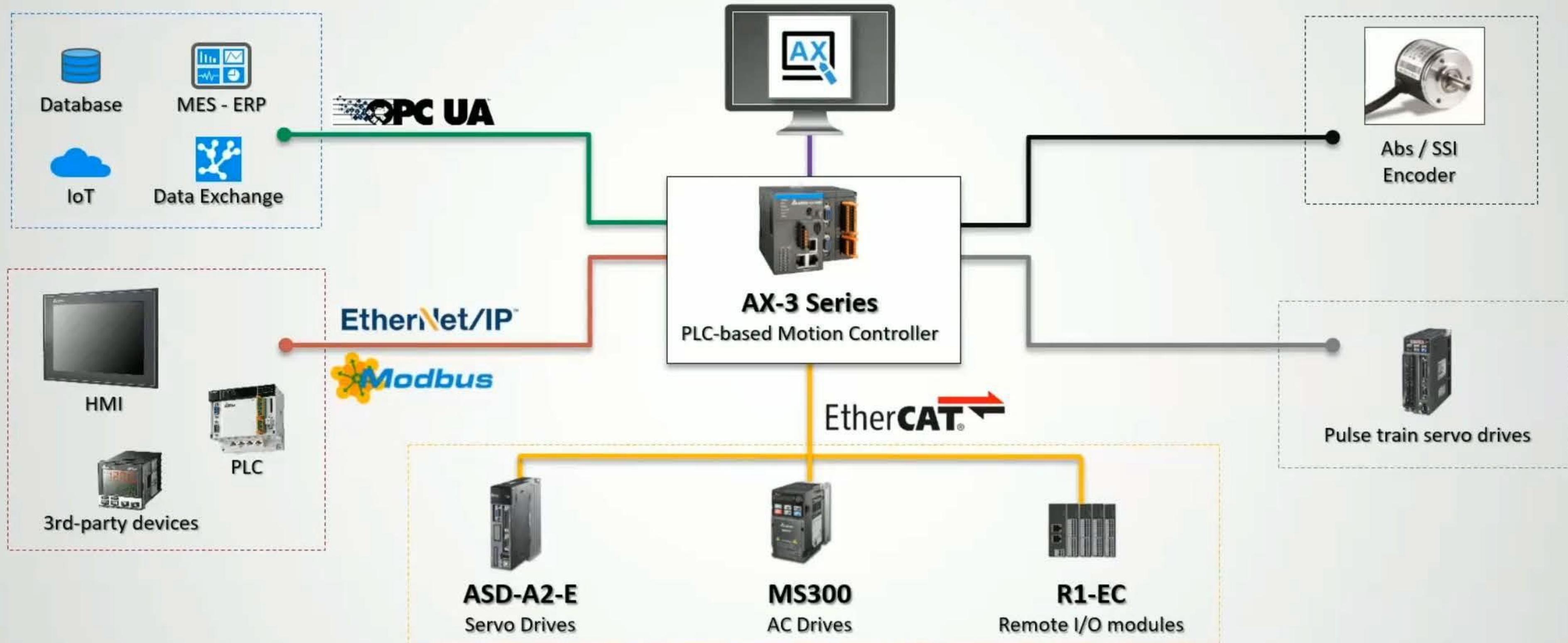


- Support IEC61131-3 and PLCopen standards
- Support virtual axes
- Support encoder axes
- Position, speed, torque, homing commands
- Gearing, ECAMs, Interpolation





AX-308E Highlights





AX-8 Series



AX-8

PC-based Motion Controller





AX-8 PC-based Motion Controller Introduction

AX-8 series is a multi-axis motion controller based on a powerful industrial PC platform. Thanks to CODESYS, Windows 10 IoT and the embedded interfaces, it offers a high degree of flexibility and allow to approach all motion control applications, including robotics and CNC.

Windows 10 IoT



EtherCAT®



Multiple built-in communication interfaces

Windows OS & Powerful processor



Windows 10 IoT and CODESYS live in the same device

HDMI port

Standard HDMI port to connect industrial monitors

Interfaces

2 Ethernet ports (1Gbps), 4 USB ports, 1 SD card slot



CODESYS

Integrated I/Os

8 fast digital inputs, 8 fast digital outputs, incremental encoder interface, SSI encoder interface, RS-422 / RS-485 serial port



EtherCAT Master

Integrated EtherCAT Master up to 64 axes



EtherCAT®



AX-8 Highlights



High-performance CPU for Motion Control applications



- Industrial PC with Windows 10 IoT
- Integrated high-speed DI / DO, incremental encoder interface, and RS-422/RS-485 serial ports
- EtherCAT, Modbus, OPC UA, Ethernet/IP
- Up to 16, 32 or 64 axes
- CODESYS SoftMotion
- CODESYS SoftMotion with CNC+Robotics
- Delta SoftHMI



Windows 10 IoT

Ether**CAT**®

OPC UA

Modbus

Ether**Net/IP**

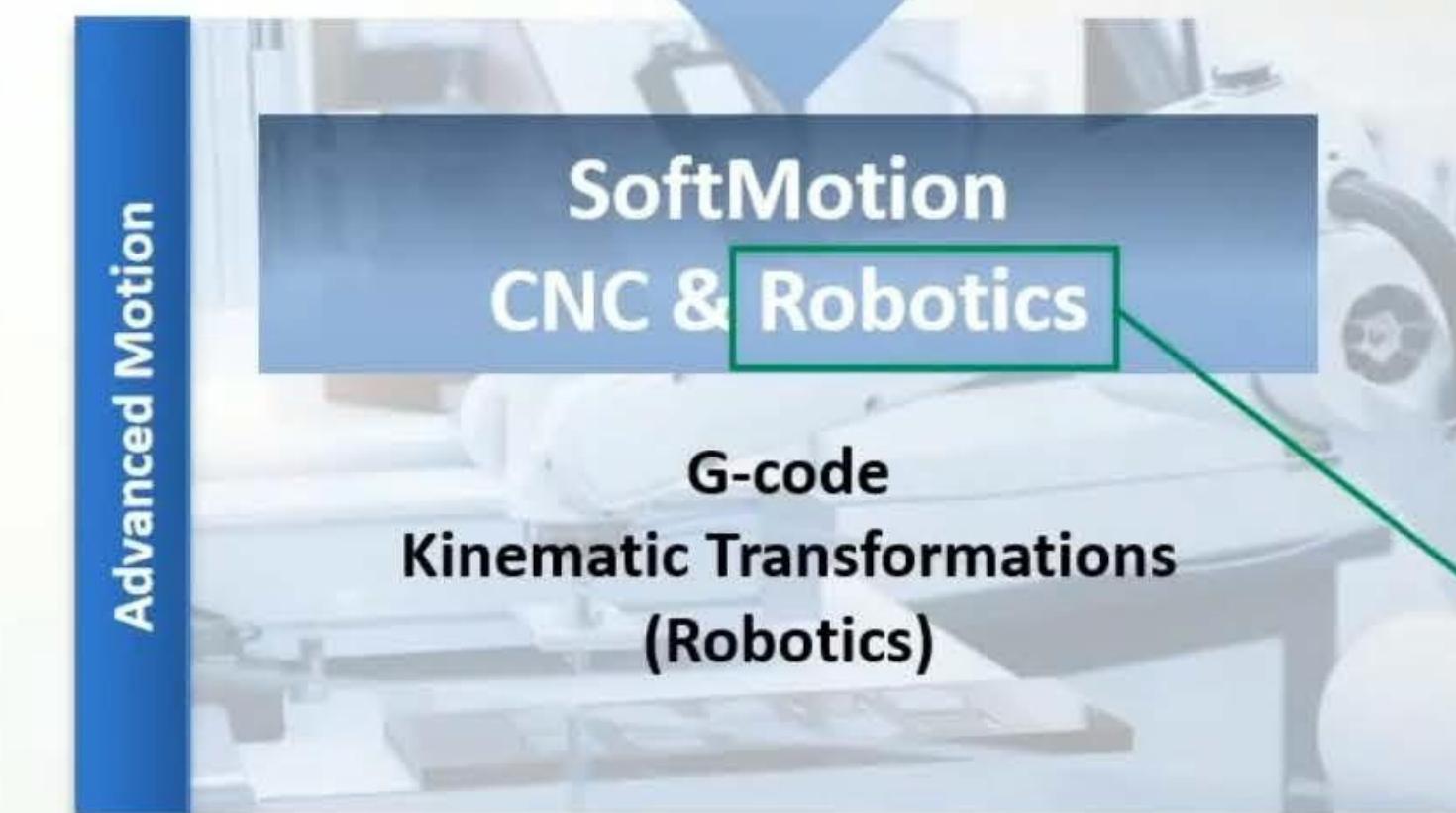
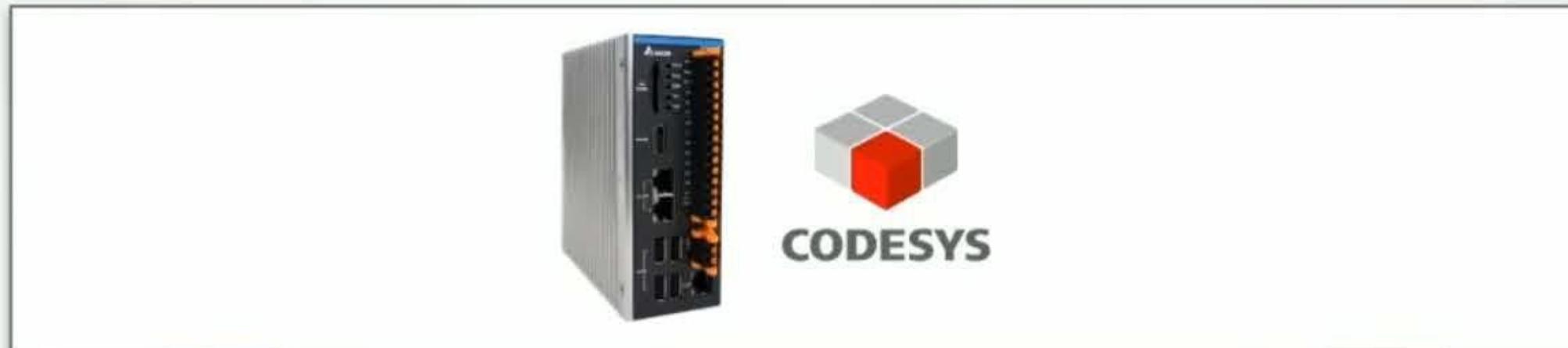
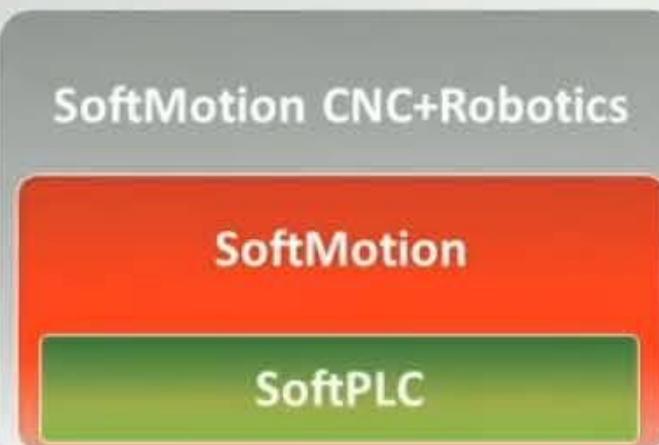




AX-8 Highlights



One platform for all motion control applications



Select Kinematics
TRAFO.Kin_4AxesPalletizer
TRAFO.Kin_5Axes
TRAFO.Kin_ArticulatedRobot_6DOF
TRAFO.Kin_Bipod_Rotary
TRAFO.Kin_CAxis
TRAFO.Kin_CAxis_Tool
TRAFO.Kin_Gantry2
TRAFO.Kin_Gantry3
TRAFO.Kin_HGantry2
TRAFO.Kin_HGantry3
TRAFO.Kin_Polar
TRAFO.Kin_Pos_RR
TRAFO.Kin_Scara2_Z
TRAFO.Kin_Scara3_Z
TRAFO.Kin_Staubli_TS60_S1_D25_L200_floor_R1
TRAFO.Kin_Staubli_TX60_S1_R4
TRAFO.Kin_TGantry2
TRAFO.Kin_Tool
TRAFO.Kin_Tripod_Linear
TRAFO.Kin_Tripod_Rotary
TRAFO.Kin_Wrist2
TRAFO.Kin_Wrist3
<None>



Delta CODESYS-based CNC Solution

CODESYS_CNC&Robotics_Solution.project* - DIADesigner-AX

File Edit View Project Build Online Debug Tools Window Help

Application [Device: PLC Logic]

Devices: CODESYS_CNC&Robotics_Solution

MachineSettings_t HmiUpdate.WriteG28FromDialog HmiUpdate.MachineSettingsPanel HmiUpdate.ReadMachineSettings

Kinematics

Transformation FB for Scara3 kinematics with an additional Z-axis.

The Selective Compliance Assembly Robot Arm (SCARA) is a special type of industrial robot which resembles to an human arm. A Scara3 system exhibits three axes and three degrees of freedom. However, the motion is still limited to the X-Y-plane.

Machine coordinate system (MCS)

Origin	The intersection of axis 0 and the X-Y-plane.
X	Defined by the direction the first arm points to when the first rotary axis (a0) is at 0°.
Y	Defined by the direction the first arm points to when the first rotary axis (a0) is at 90°.
(Z)	This FB features an additional linear axis (a3) perpendicular to the X-Y-plane. The Z axis corresponds directly to the direction of this additional axis.

The system consists of

1. a rotary axis a0 that turns the robot around the Z axis
2. the first joint with length dArmLength1,
3. a second rotary axis a1 that turns the following parts of the robot around the Z axis,
4. the second joint with length dArmLength2,
5. a third rotary axis a2 that turns the following parts of the robot around the Z axis,
6. the third joint with length dArmLength3 and
7. a linear axis (a3) that is orientated in direction of Z.

There are two configurations that can be switched with the input xElbowRight of Kin_Scara3_Z_Config.

Relative to the machine coordinate system, the tool coordinate system is shifted and rotated around the Z axis.

The single axes values have the following interpretation:

a0	position of the first rotary axis around Z in degrees
a1	position of the second rotary axis around Z in dearees

Messages - Total 12 error(s), 2 warning(s), 0 message(s)

Build: 0 errors, 0 warnings, 0 messages

Description: Build started: Application: Device.Application

Ready-to-use HMI program

PAC-AX, V1.0112.1

Jog Override 20 [%] Feed Override 100 [%]

Machine Relative Remain

X	0.00 [mm]	0.00 [mm]	0.00 [mm]
Y	0.00 [mm]	0.00 [mm]	0.00 [mm]
Z	0.00 [mm]	0.00 [mm]	0.00 [mm]
4	0.00 [deg]	0.00 [deg]	0.00 [deg]

Enable Editing

Cut Copy Paste

Alarms

Fixtures Offsets

Tools change

Tools Offsets

Axis Settings

Machine Settings

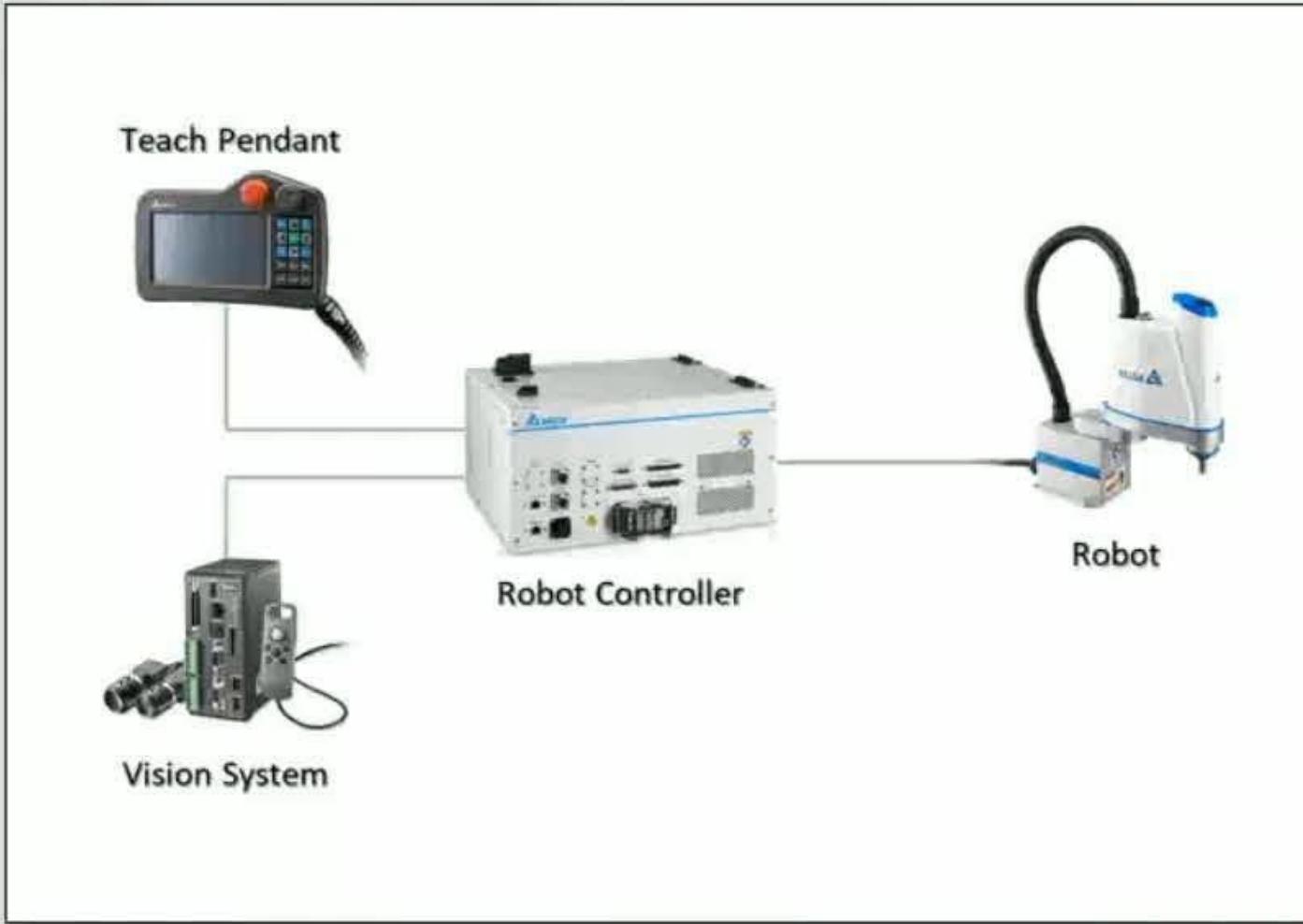
Main

Fixture: G53 Tool ID: 0

05/06/2021 10:08:26

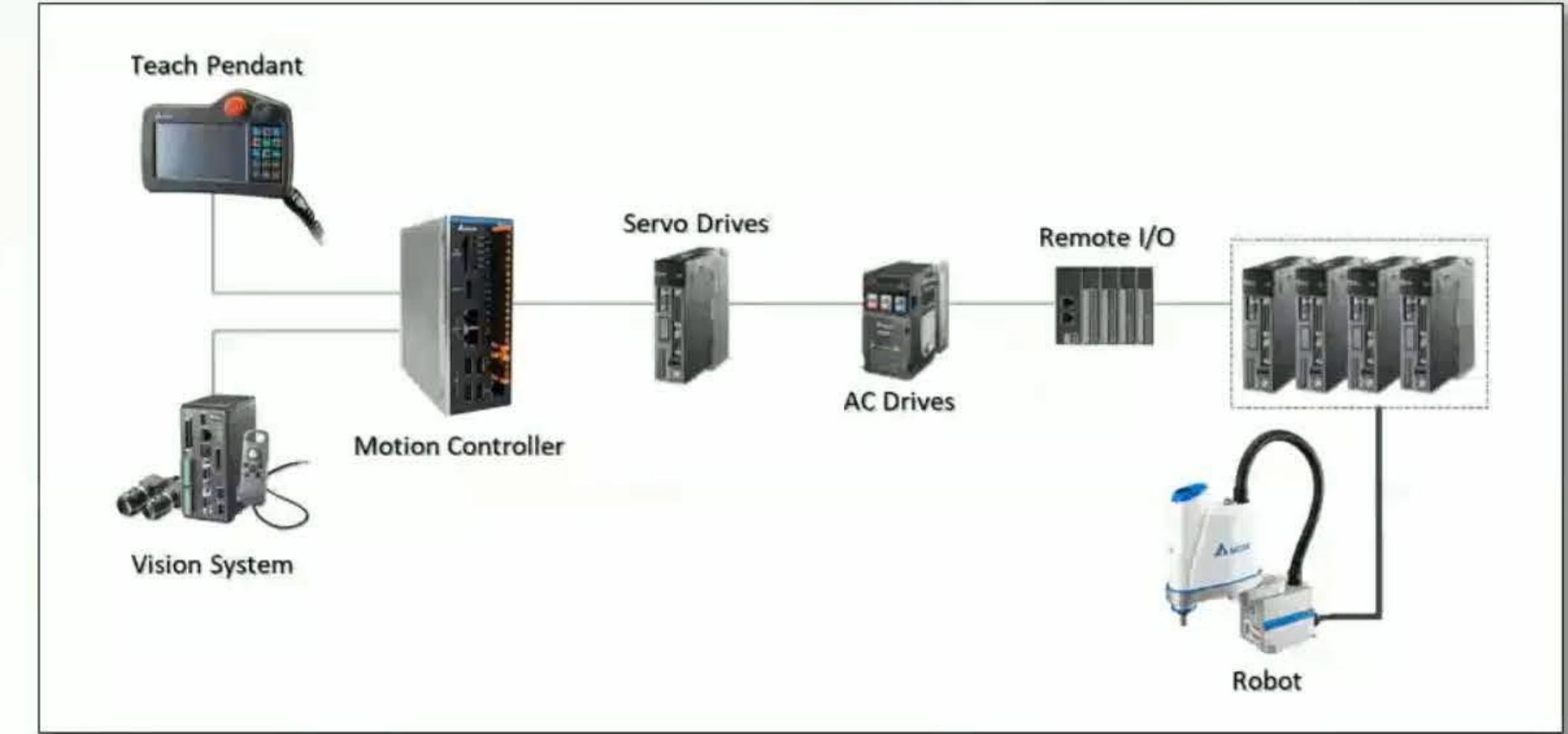


Robotics: two different solutions



Standalone Robotics

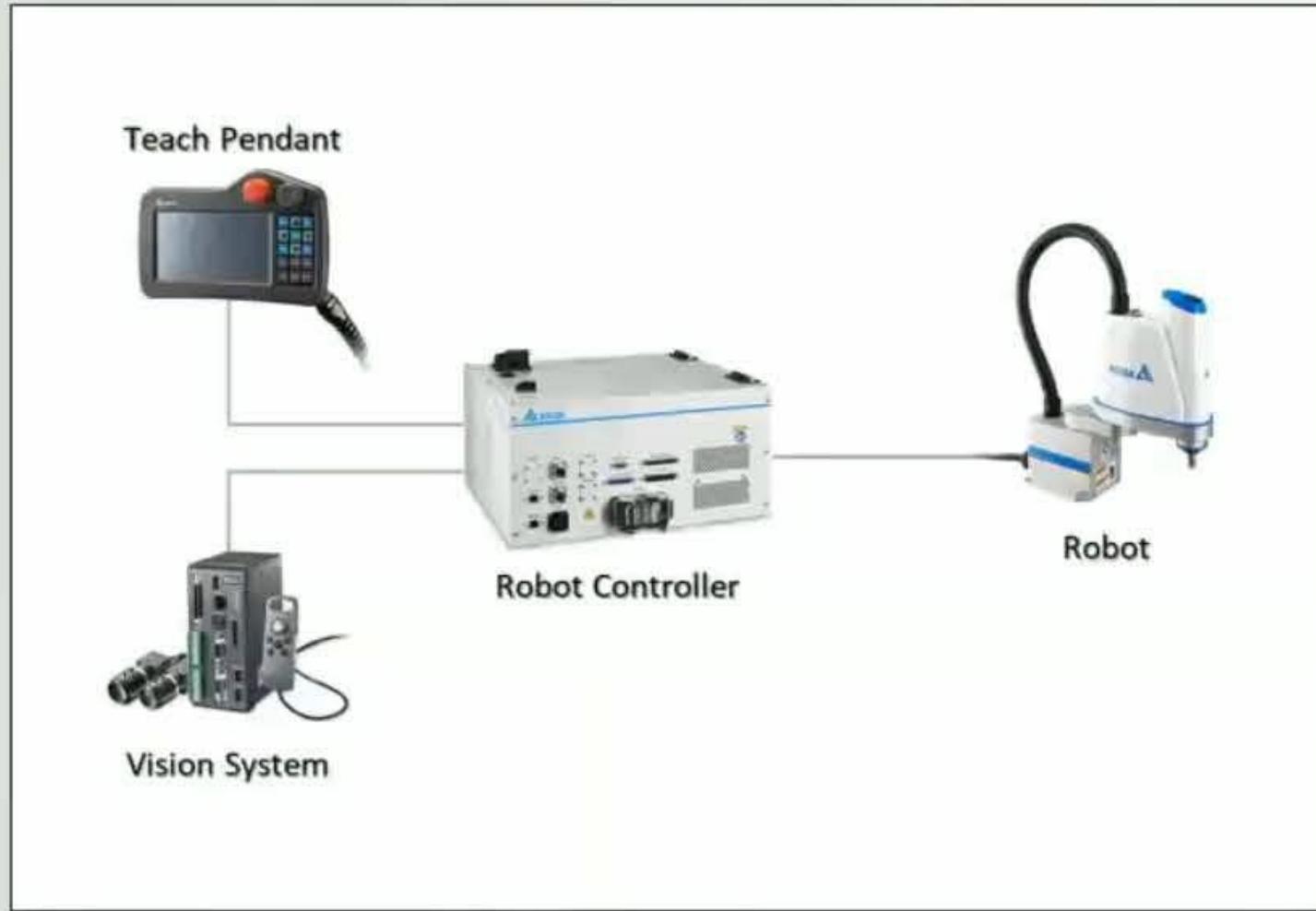
Dedicated robot controller



Integrated Robotics

Robot as component of an Automation Platform

Robotics: two different solutions



Standalone Robotics

Dedicated robot controller

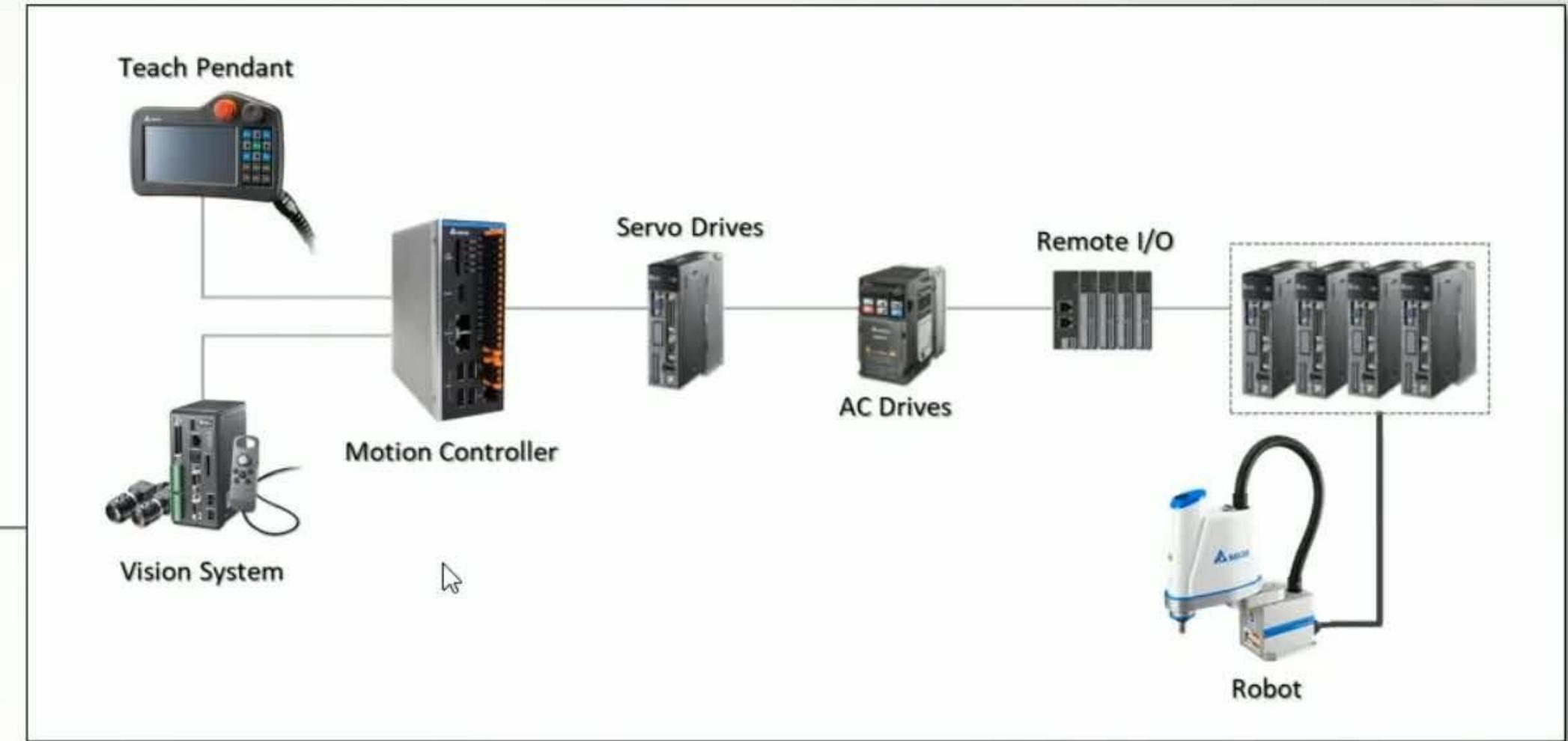
The robot controller is only in charge of the robotic aspects of the machine. It is programmed by dedicated SW tools and connected to the main PLC by means of hardwired I/O signals or non-deterministic communication protocols.

- Dedicated robot controller to manage the robots and their related devices (e.g. teach pendant).
- Dedicated engineering tool: robot language programming, commissioning, simulation.
- Need of an external general motion controller to manage the rest of the machine.
- Need to develop the interface with the general motion controller / PLC that manages the production line.

Robotics: Integrated Robotics

- Use of a single hardware device to control all the production island

- One software platform



Integrated Robotics

Robot as component of an Automation Platform

The robot is deeply integrated in the production line. The strict interconnection with other products (vision systems, inverters, remote I/O modules) requires a single SW tool to increase the performance.



Delta CODESYS-based Robotics Solution

The screenshot shows the CODESYS DIADesigner-AX software interface. The left sidebar displays the project structure under the 'CODESYS_CNCRobotics_Solution' device. The 'Application' folder is currently selected. The main workspace is titled 'MachineSettings_t' and contains a detailed description of the 'Kinematics' transformation FB for Scara3 kinematics with an additional Z-axis. It includes a diagram of a three-link Scara3 robot arm with joints labeled a0, a1, a2, and a3, and a table defining the Machine coordinate system (MCS) axes (X, Y, Z) and their orientations relative to the origin. Below this, a list of 7 points describes the robot's structure. Further down, it mentions two configurations switchable via input xElbowRight. The bottom section shows build statistics: 0 errors, 0 warnings, and 0 messages.

CODESYS_CNC&Robotics_Solution.project* - DIADesigner-AX

File Edit View Project Build Online Debug Tools Window Help

Devices

CODESYS_CNCRobotics_Solution

Device (AX-8xxEP0 Windows Series)

Hardware Configuration

Network Configuration

PLC Logic

Application

AxisGroupScara

MachineAxisGroup

MachineAxisGroup_DRS40

SYS

Diagnostic

FilePreprocessing

HMI

MachineHandler

Cnc

Data types

Robotics

MachineHandler (FB)

Diagnostic

ResetAlarm (private)

ResetAllAlarms (private)

SetAlarm

FSM

CncCycle

Execute

Homing

Init

Ready

RobotCycle

ToolChangeStatus

Update

CannedCycleStatus (private)

CreateTempFileStatus (private)

DisabledStatus (private)

DisablingStatus (private)

EnablingStatus (private)

ErrorStatus (private)

MpgStatus (private)

PreprocessingStatus (private)

ServiceStatus (private)

ToolProbingStatus (private)

ZeroingStatus (private)

UserCycles

MachineSettings_t

HMIUpdate.WriteG28FromDialog

HMIUpdate.MachineSettingsPanel

HMIUpdate.ReadMachineSettings

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Origin	The intersection of axis 0 and the X-Y-plane.
X	Defined by the direction the first arm points to when the first rotary axis (a_0) is at 0° .
Y	Defined by the direction the first arm points to when the first rotary axis (a_0) is at 90° .
(Z)	This FB features an additional linear axis (a_3) perpendicular to the X-Y-plane. The Z axis corresponds directly to the direction of this additional axis.

The system consists of

1. a rotary axis a_0 that turns the robot around the Z axis
2. the first joint with length $d_{ArmLength1}$
3. a second rotary axis a_1 that turns the following parts of the robot around the Z axis,
4. the second joint with length $d_{ArmLength2}$,
5. a third rotary axis a_2 that turns the following parts of the robot around the Z axis,
6. the third joint with length $d_{ArmLength3}$ and
7. a linear axis (a_3) that is orientated in direction of Z.

There are two configurations that can be switched with the input $x_{ElbowRight}$ of Kin_Scara3_Z_Config.

Relative to the machine coordinate system, the tool coordinate system is shifted and rotated around the Z axis.

The single axes values have the following interpretation:

a_0	position of the first rotary axis around Z in degrees
a_1	position of the second rotary axis around Z in degrees

Messages - Total 12 error(s), 2 warning(s), 0 message(s)

Build

0 error(s) 0 warning(s) 0 message(s)

Description

----- Build started: Application: Device.Application -----

Typify code...

Compile complete -- 0 errors, 0 warnings

Selection of the kinematics



Delta CODESYS-based Robotics Solution

CODESYS_CNC&Robotics_Solution.project* - DIADesigner-AX

File Edit View Project Build Online Debug Tools Window Help

Application [Device: PLC Logic] Application [Device: Device Logic]

Devices

CODESYS_CNC&Robotics_Solution

Device (AX-BxxEP0 Windows Series)

Hardware Configuration

Network Configuration

PLC Logic

Application

- AxisGroupScara
- MachineAxisGroup
- MachineAxisGroup_DRS40

SYS

- Diagnostic
- FilePreprocessing
- HMI
- MachineHandler
 - Cnc
 - Data types
 - Robotics
 - MachineHandler (FB)
 - Diagnostic
 - ResetAlarm (private)

UserCustomization

- Cnc
 - M
 - MPG
 - Spindle Implementation
 - Tools change
- Robot
 - IO_config
 - OnCycle (PRG)
 - OnError (PRG)
 - OnPause (PRG)
 - OnStop (PRG)

Build

Template for robotic movements' sequence

MachineSettings_t

HMIUpdate.WriteG28FromDialog

HMIUpdate.MachineSettingsPanel

HMIUpdate.ReadMachineSettings

Kinematics

Transformation FB for Scara3 kinematics with an additional Z-axis.

The Selective Compliance Assembly Robot Arm (SCARA) is a special type of industrial robot which resembles to an human arm. A Scara3 system exhibits three axes and three degrees of freedom. However, the motion is still limited to the X-Y-plane.

Machine coordinate system (MCS)

Origin	The intersection of axis 0 and the X-Y-plane.
X	Defined by the direction the first arm points to when the first rotary axis (a0) is at 0°.
Y	Defined by the direction the first arm points to when the first rotary axis (a0) is at 90°.
(Z)	This FB features an additional (a3) perpendicular to the X-Y-plane. This axis corresponds directly to the third axis.

The system consists of

1. a rotary axis a0 that turns
2. the first joint with length d
3. a second rotary axis a1 that turns
4. the second joint with length d
5. a third rotary axis a2 that turns
6. the third joint with length d

Relative to the machine coordinate system axis.

The single axes values have the following:

a0	position of the first rotary axis around the first joint.
a1	position of the second rotary axis around the second joint.

Messages - Total 12 error(s), 2 warning(s), 0 message(s)

Build

```
//this program runs CYCLICALLY only when the cycle is set to on from the hmi
//in this condition you're sure that the axis group is enabled and powered and you can just focus on the logic
1_bIsEntryAction := iNextStatus <> iCurrentStatus;
iCurrentStatus := iNextStatus;

CASE iCurrentStatus OF
    0:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    1:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    2:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    3:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    4:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    5:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    6:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    7:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    8:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    9:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    10:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    11:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    12:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    13:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    14:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    15:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    16:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    17:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    18:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    19:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    20:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
    21:
        //set some initial stuff
        IF l_bIsEntryAction THEN
            MoveApproPick.bExecute := FALSE;
            MoveApproPlace.bExecute := FALSE;
            MovePick.bExecute := FALSE;
            MoveDepartPick.bExecute := FALSE;
            MovePlace.bExecute := FALSE;
            MoveDepartPlace.bExecute := FALSE;
            EasySetBlendingDistance(MachineData, 20); //set a blending distance of 0 means disable it
            SetFrame.uiFrame := 6; //select frame 6 (just as example)
        ENDIF;
        l_bIsEntryAction := FALSE;
```



DIADesigner-AX

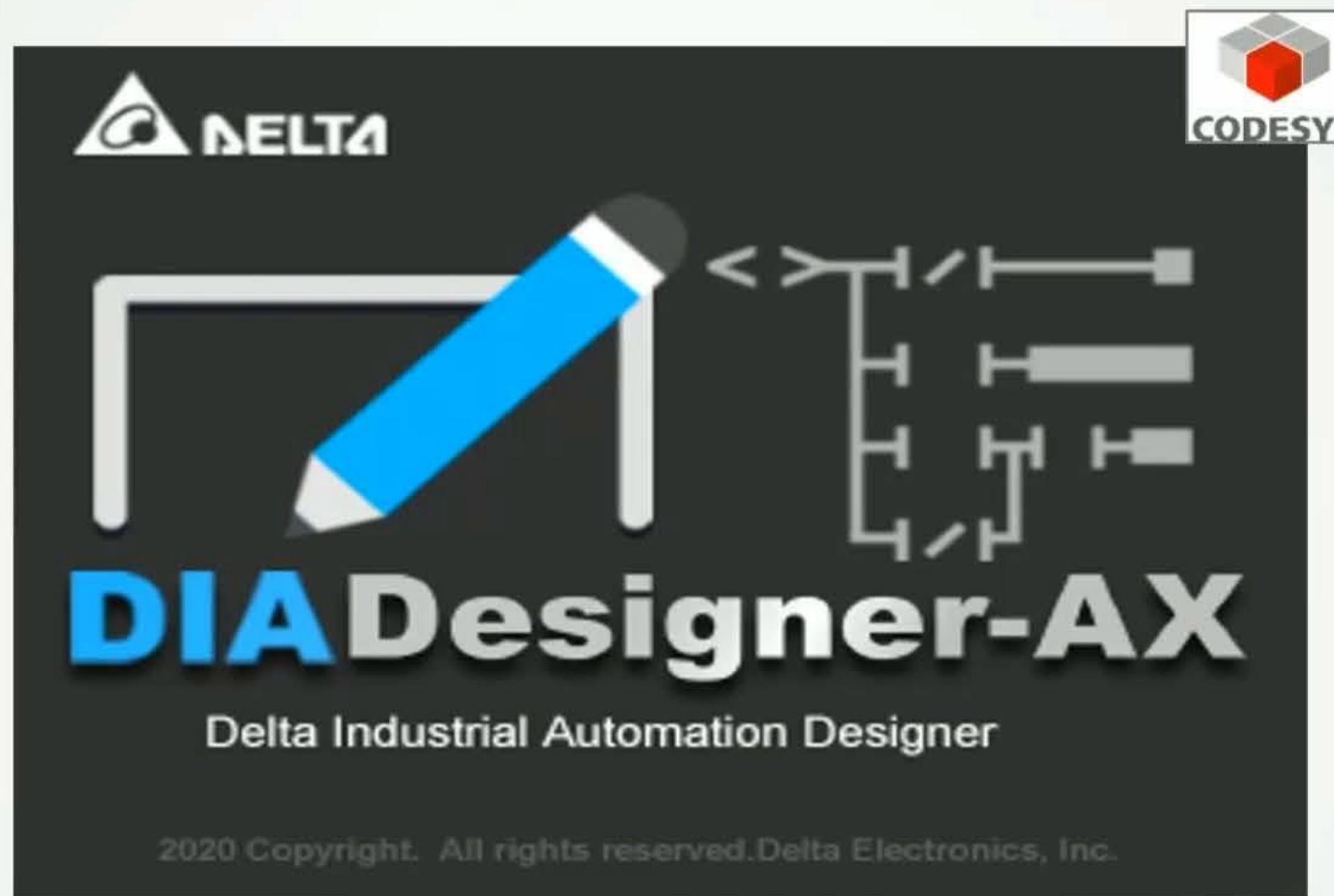


DIADesigner-AX





DIADesigner-AX

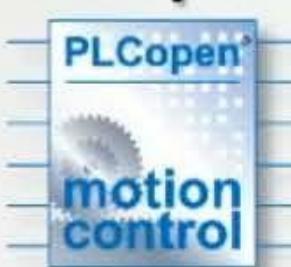




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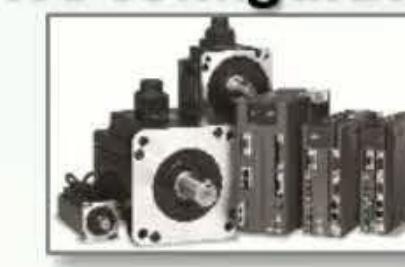


PLCopen



International Standards

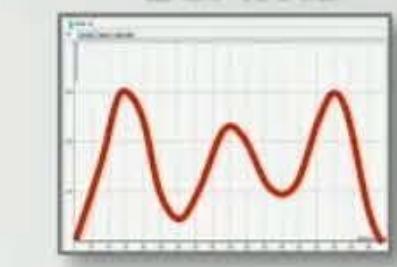
Drive configuration



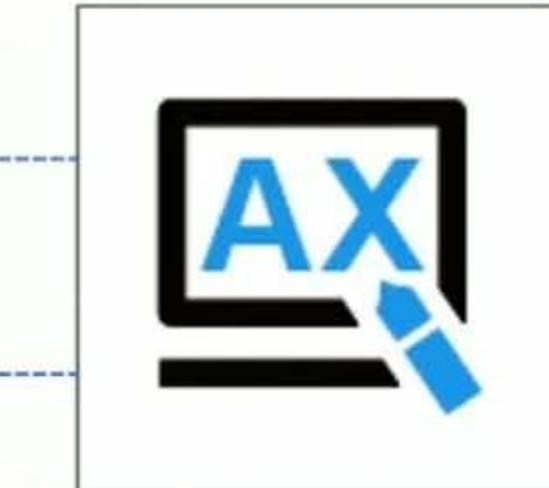
Single-axis



ECAMs



Motion Platform



CNC+Robotics

G-code



Robotics



Only AX-8



DIADesigner-AX



Same look&feel of CODESYS platform with additional tools

AX-308E Example.project 03.project* - DIADesigner-AX

File Edit View Project Build Online Debug Tools Window Help

Devices

- AX-308E Example.project 03
 - AX308E (AX-308EA0MA1T)
 - Hardware Configuration
 - Network Configuration
 - EtherCAT Filter
 - PLC Logic
 - Application
 - Cam
 - GVL
 - Library Manager
 - Motion_PRG (PRG)
 - PLC_PRG (PRG)
 - Symbol Configuration
 - Task Configuration
 - EtherCAT_Task
 - Motion_PRG
 - MainTask
 - PLC_PRG
 - Trace
 - Builtin_IO (Builtin_IO)
 - Delta_LocalBus_Master (Delta LocalBus Master)
 - AS16AM10N_A (AS16AM10N-A)
 - AS16AN01T_A (AS16AN01T-A)
 - AS02LC_A (AS02LC-A)
 - AS04AD_A (AS04AD-A)
 - AS04DA_A (AS04DA-A)
 - EtherCAT_Master_SoftMotion (AX-3 Series EtherCAT Master SoftMotion)
 - ASPM_A2_E_CoE_Drive_1 (Delta ASDA-A2-E EtherCAT(CoE) Drive Rev4_SM)
 - Axis1 (SM_Drive_ETC_Delta_ASDA_A2)
 - ASPM_A2_E_CoE_Drive_2 (Delta ASDA-A2-E EtherCAT(CoE) Drive Rev4_SM)
 - Axis2 (SM_Drive_ETC_Delta_ASDA_A2)
 - ASDA_A2_E_CoE_Drive_2 (Delta ASDA-A2-E EtherCAT(CoE) Drive Rev4_SM)
 - Axis3 (SM_Drive_ETC_Delta_ASDA_A2)
 - SoftMotion General Axis Pool

Axis1

General Setting

Homing Setting

Commissioning

SM_Drive_ETC_Delta_ASDA_A2: IEC Objects

Status

Information

Axis Type and Limits

Virtual mode

Linear Axis (selected)

Rotary Axis

Linear Axis Software Limits

Activated

Negative [u]: 0

Positive [u]: 1000

Rotary Axis Modulo Setting

Modulo value [u]: 360

Motion Parameter

Error Reaction

Quick Stop (checked)

Velocity Ramp Type

Trapezoid (selected)

Sin²

Quadratic

Quadratic(smooth)

Position Lag Supervision

Position Lag Reaction: Deactivated

Lag Limit [u]: 1

Transmission Mechanism

Mechanism Type: Ball Screw

(1) Motor rotation

(2) Gear

(3) Gear

(4) Linear motion

Mechanism Setting

(1) Command pulse per motor rotation: 1280000 [Pulse]

(4) Pitch: 10000 [Unit]

Gear Box

Gear Ratio =

(2) Gear ratio numerator: 1

(3) Gear ratio denominator: 1

Servo Gear Ratio Setting

Positive Command	Negative Command



Roadmap



Delta Motion Controllers - Roadmap





Delta Motion Control Solutions



Product positioning



DIAStudio



CANopen



EtherCAT®



CODESYS



Q. : What is the right device/technology/SW for my application?

A. : There's no single answer!





Delta Motion Controller Product Portfolio (EtherCAT)

Model	DVP50MC	AH-EMC	AX-308E	AX-8
Appearance				
Motion Control Bus	EtherCAT®	EtherCAT®	EtherCAT®	EtherCAT®
Number of axes	6, 24	8, 16, 32	8	16, 32, 64
Single-axis Motion	Yes	Yes	Yes	Yes
ECAM	Yes	Yes	Yes	Yes
Rotary cut	Yes	Yes	Yes	Yes
G-code	Yes	No	No	Yes ("C" models)
CNC	No	No	No	Yes ("C" models)
Robotics	No	No	No	Yes ("C" models)
3rd-party ECAT devices	No	Yes	Yes	Yes
Encoder interfaces	Incremental (2), SSI (1)	Incremental (2)	Incremental (2), SSI (1)	Incremental (1), SSI (1)
Other comm. protocols	Modbus, CANopen, Ethernet/IP	Modbus, CANopen, Ethernet/IP, Devicenet, Profibus, BACNet	Modbus, Ethernet/IP, OPC UA	Modbus, Ethernet/IP, OPC UA
SW	ISPSoft, CANopen Builder	ISPSoft	CODESYS, DIADesigner-AX	CODESYS, DIADesigner-AX



Delta Motion Controller Product Portfolio (EtherCAT)

Model	DVP50MC	AH-EMC	AX-308E	AX-8
Appearance				
Motion Control Bus	EtherCAT®	EtherCAT®	EtherCAT®	EtherCAT®
Number of axes	6, 24	8, 16, 32	8	16, 32, 64
Single-axis Motion	Yes	Yes	Yes	Yes
ECAM	Yes	Yes	Yes	Yes
Rotary cut	Yes	Yes	Yes	Yes
G-code	Yes	No	No	Yes ("C" models)
CNC	No	No	No	Yes ("C" models)
Robotics	No	No	No	Yes ("C" models)
3rd-party ECAT devices	No	Yes	Yes	Yes
Encoder interfaces	Incremental (2), SSI (1)	Incremental (2)	Incremental (2), SSI (1)	Incremental (1), SSI (1)
Other comm. protocols	Modbus, CANopen, Ethernet/IP	Modbus, CANopen, Ethernet/IP, Devicenet, Profibus, BACNet	Modbus, Ethernet/IP, OPC UA	Modbus, Ethernet/IP, OPC UA
SW	ISPSoft, CANopen Builder	ISPSoft	CODESYS, DIADesigner-AX	CODESYS, DIADesigner-AX



Delta Motion Controller Product Portfolio (EtherCAT)

Model	DVP50MC	AH-EMC	AX-308E	AX-8
Appearance				
Motion Control Bus	EtherCAT®	EtherCAT®	EtherCAT®	EtherCAT®
Number of axes	6, 24	8, 16, 32	8	16, 32, 64
Single-axis Motion	Yes	Yes	Yes	Yes
ECAM	Yes	Yes	Yes	Yes
Rotary cut	Yes	Yes	Yes	Yes
G-code	Yes	No	No	Yes ("C" models)
CNC	No	No	No	Yes ("C" models)
Robotics	No	No	No	Yes ("C" models)
3rd-party ECAT devices	No	Yes	Yes	Yes
Encoder interfaces	Incremental (2), SSI (1)	Incremental (2)	Incremental (2), SSI (1)	Incremental (1), SSI (1)
Other comm. protocols	Modbus, CANopen, Ethernet/IP	Modbus, CANopen, Ethernet/IP, Devicenet, Profibus, BACNet	Modbus, Ethernet/IP, OPC UA	Modbus, Ethernet/IP, OPC UA
SW	ISPSoft, CANopen Builder	ISPSoft	CODESYS, DIADesigner-AX	CODESYS, DIADesigner-AX



Delta Motion Controller Product Portfolio (EtherCAT)

Model	DVP50MC	AH-EMC	AX-308E	AX-8
Appearance				
Motion Control Bus	EtherCAT®	EtherCAT®	EtherCAT®	EtherCAT®
Number of axes	6, 24	8, 16, 32	8	16, 32, 64
Single-axis Motion	Yes	Yes	Yes	Yes
ECAM	Yes	Yes	Yes	Yes
Rotary cut	Yes	Yes	Yes	Yes
G-code	Yes	No	No	Yes ("C" models)
CNC	No	No	No	Yes ("C" models)
Robotics	No	No	No	Yes ("C" models)
3rd-party ECAT devices	No	Yes	Yes	Yes
Encoder interfaces	Incremental (2), SSI (1)	Incremental (2)	Incremental (2), SSI (1)	Incremental (1), SSI (1)
Other comm. protocols	Modbus, CANopen, Ethernet/IP	Modbus, CANopen, Ethernet/IP, Devicenet, Profibus, BACNet	Modbus, Ethernet/IP, OPC UA	Modbus, Ethernet/IP, OPC UA
SW	ISPSoft, CANopen Builder	ISPSoft	CODESYS, DIADesigner-AX	CODESYS, DIADesigner-AX



Delta Motion Controller Product Portfolio (EtherCAT)

Model	DVP50MC	AH-EMC	AX-308E	AX-8
Appearance				
Motion Control Bus	EtherCAT®	EtherCAT®	EtherCAT®	EtherCAT®
Number of axes	6, 24	8, 16, 32	8	16, 32, 64
Single-axis Motion	Yes	Yes	Yes	Yes
ECAM	Yes	Yes	Yes	Yes
Rotary cut	Yes	Yes	Yes	Yes
G-code	Yes	No	No	Yes ("C" models)
CNC	No	No	No	Yes ("C" models)
Robotics	No	No	No	Yes ("C" models)
3rd-party ECAT devices	No	Yes	Yes	Yes
Encoder interfaces	Incremental (2), SSI (1)	Incremental (2)	Incremental (2), SSI (1)	Incremental (1), SSI (1)
Other comm. protocols	Modbus, CANopen, Ethernet/IP	Modbus, CANopen, Ethernet/IP, Devicenet, Profibus, BACNet	Modbus, Ethernet/IP, OPC UA	Modbus, Ethernet/IP, OPC UA
SW	ISPSSoft, CANopen Builder	ISPSSoft	CODESYS, DIADesigner-AX	CODESYS, DIADesigner-AX



Delta Motion Controllers - Applications



Packaging
(Flowpack, wrapping, labelling)



General Machinery
(Assembling)



Woodworking
(Saw cutting, panel cutting, CNC)



Profile cutting
(leather, glass)



Robotics

SW



DVP-MC



AX-3



AX-8



Delta Motion Controllers - Applications



Packaging
(Flowpack, wrapping,
labelling)



General Machinery
(Assembling)



Woodworking
(Saw cutting, panel cutting,
CNC)



Profile cutting
(leather, glass)



Robotics

SW



DVP-MC



AX-3



AX-8

- PTP Motion
- ECAMs
- Flying cut
- Interpolation

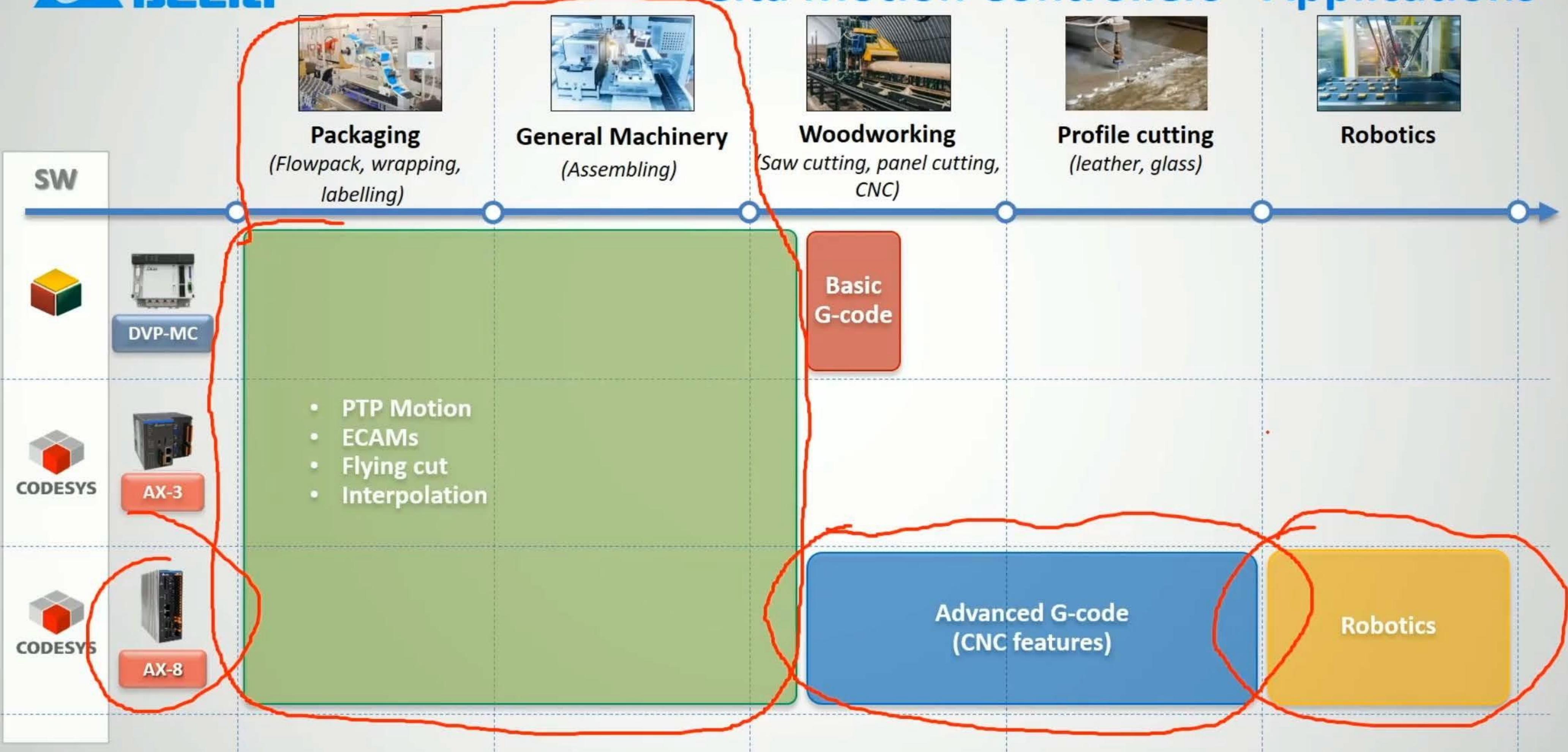
**Basic
G-code**

**Advanced G-code
(CNC features)**

Robotics



Delta Motion Controllers - Applications





Successful cases

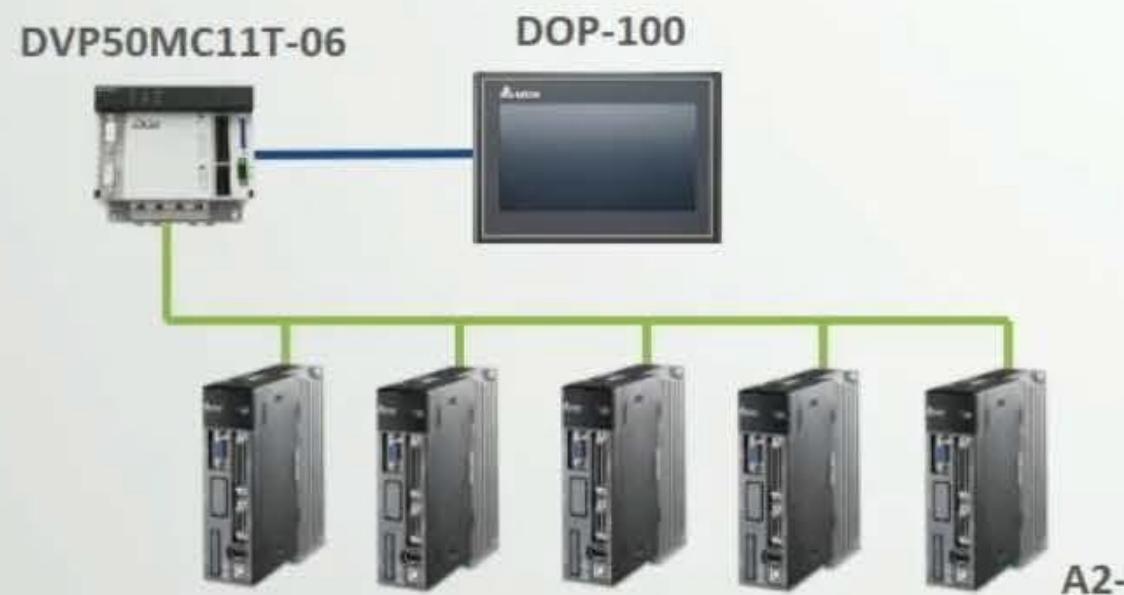


Wet wipes packaging machine



* Image for reference only

Configuration



A2-E

Successful cases: DVP-MC

Technical details

- Wet Wipes Packaging Machine
- DVP50MC11T-06 motion controller
- 5 EtherCAT axes
- Complete Delta solution

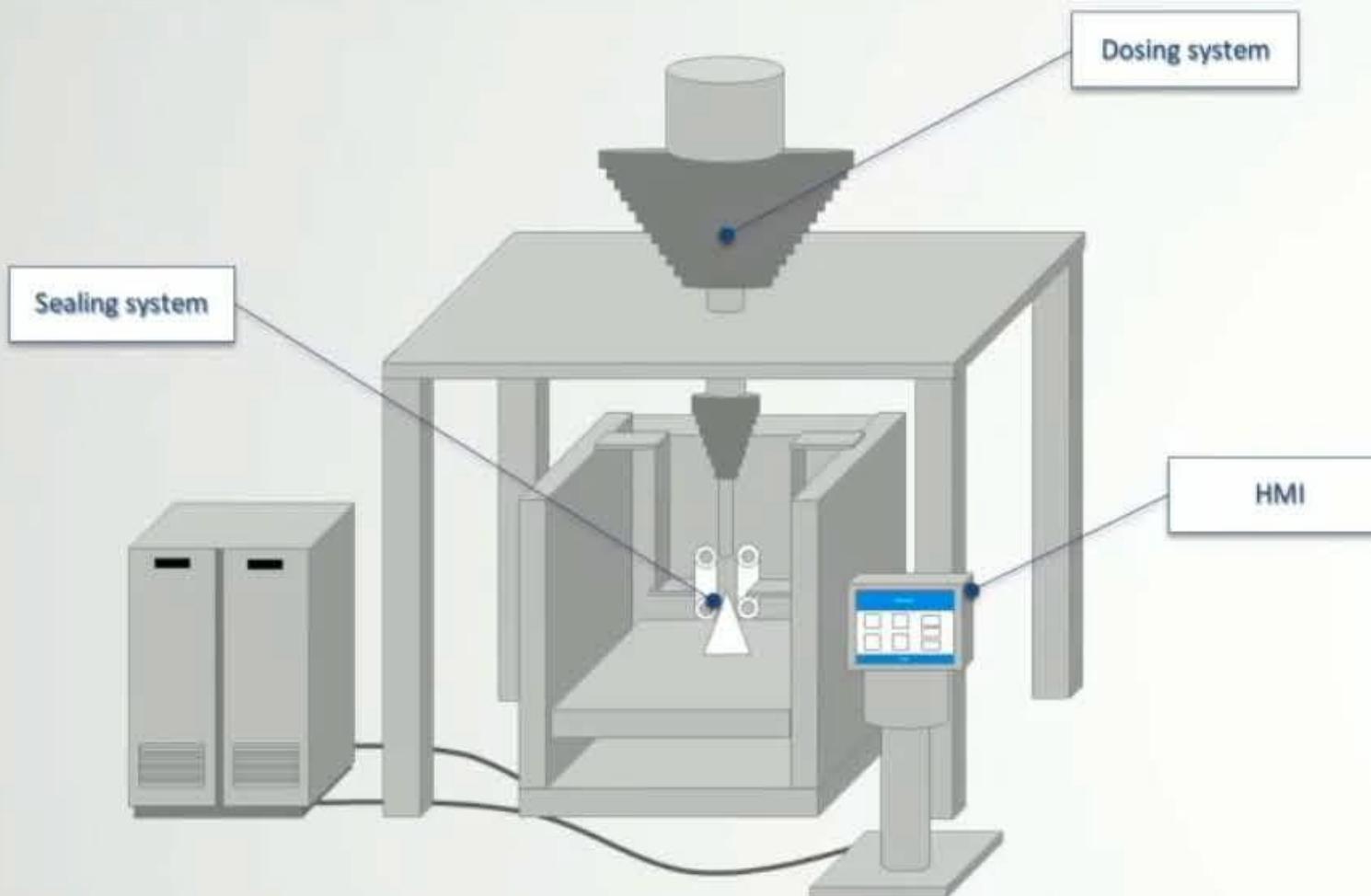


WHY DVP-MC?

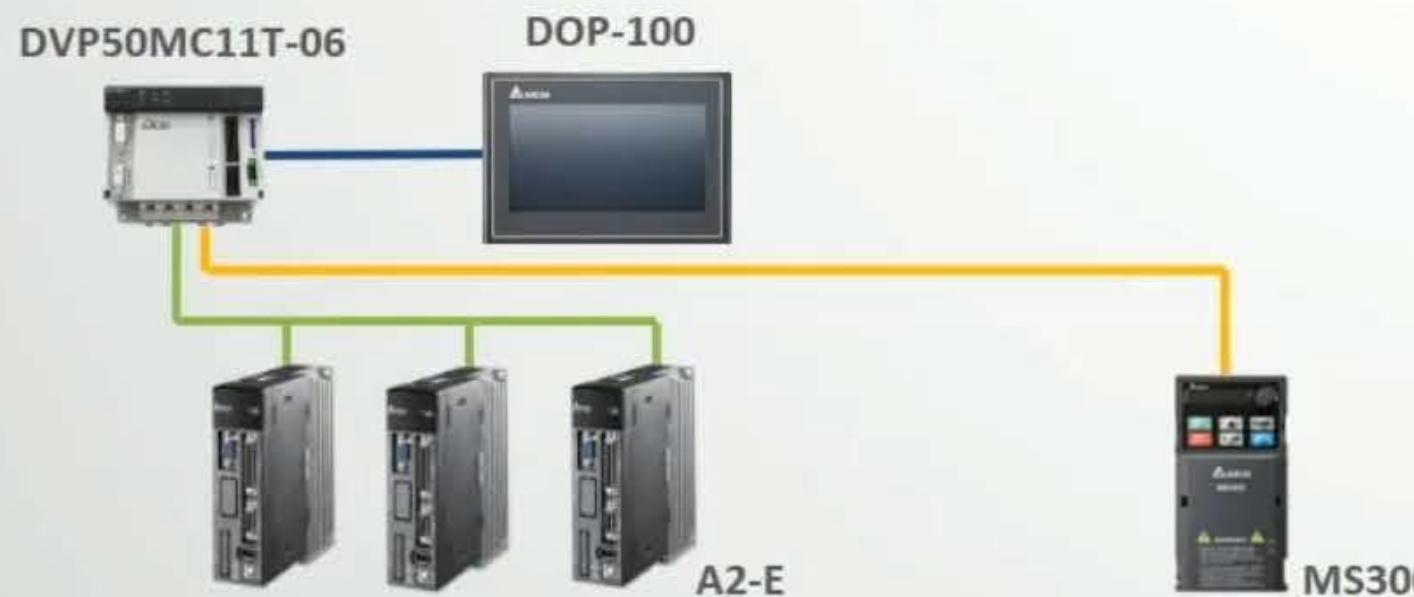
- Limited number of axes
- Complete Delta solution (no need to add 3rd-party devices)
- Cost effective



Vertical continuous packaging machine



Configuration



Successful cases: DVP-MC

Technical details

- Vertical Continuous Packaging System (dosing & sealing machine)
- DVP50MC11T-06 motion controller
- 3 EtherCAT axes, 1 MS300 controlled by CANopen
- Complete Delta solution

WHY DVP-MC?

- Limited number of axes
- Complete Delta solution (no need to add 3rd-party devices)
- Cost effective

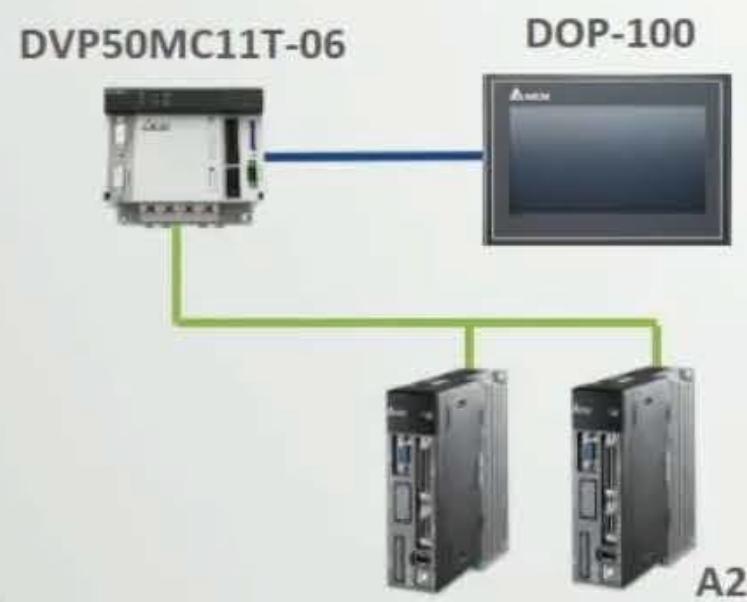


Pipe bending machine



* Image for reference only

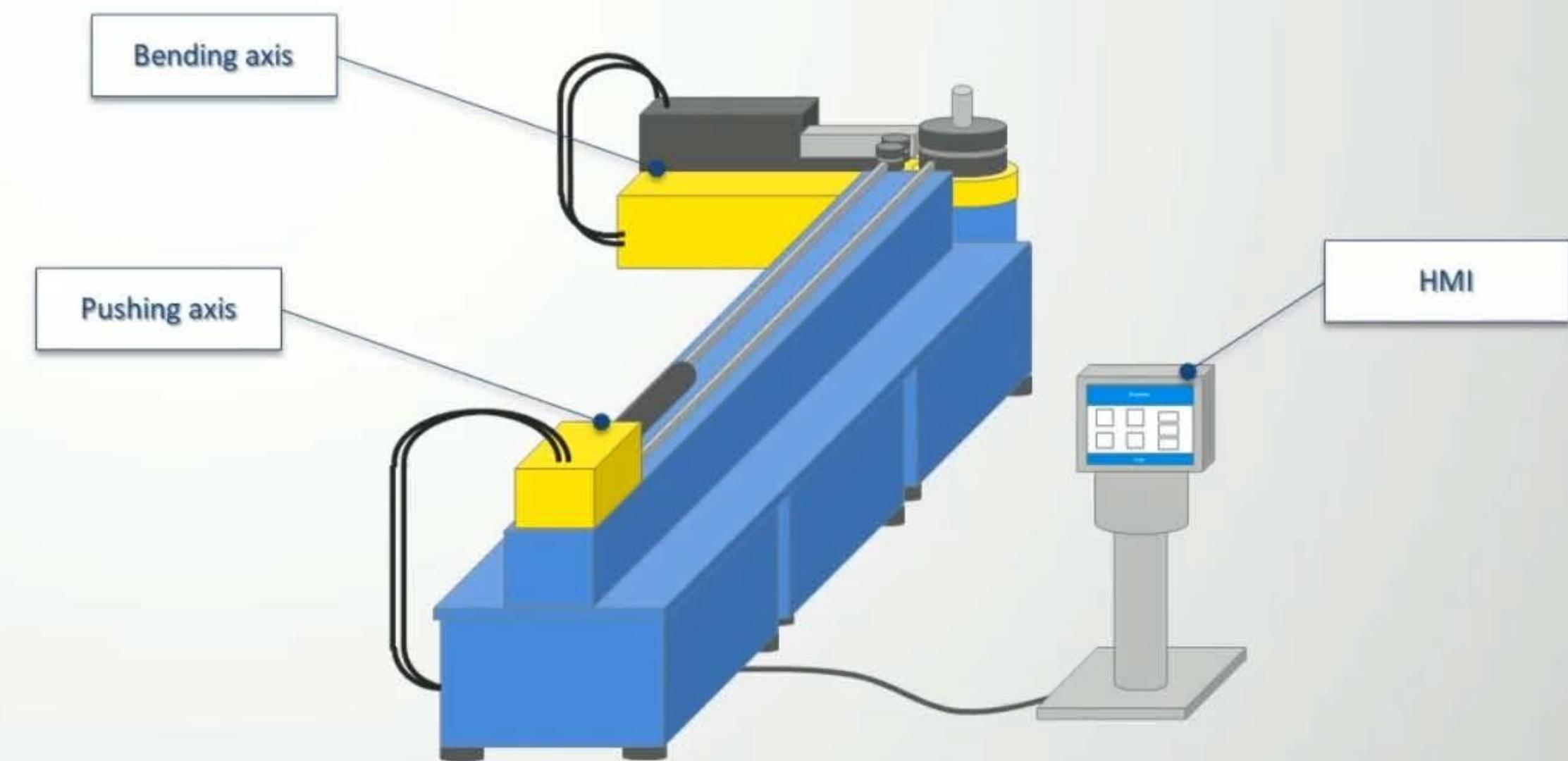
Configuration



Successful cases: DVP-MC

Technical details

- Pipe bending machine
- DVP50MC11T-06 motion controller
- 2 interpolated axes controlled by EtherCAT
- Complete Delta solution



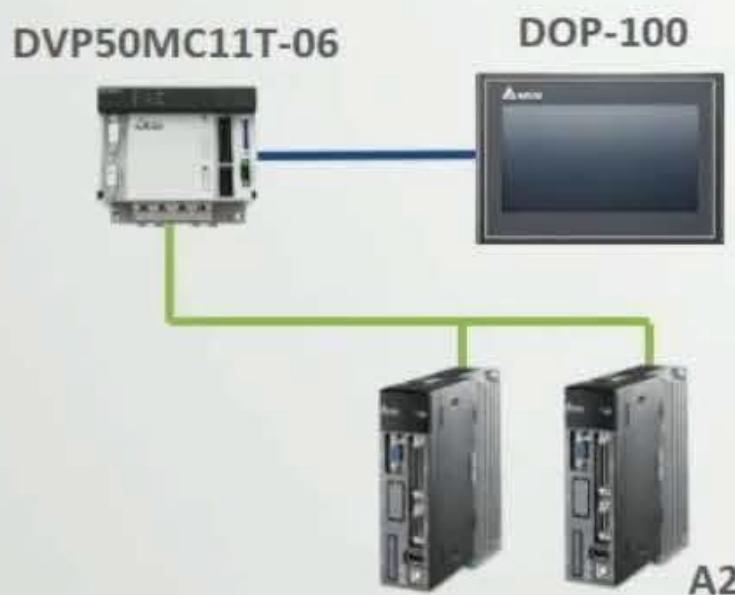


Pipe bending machine



* Image for reference only

Configuration



Successful cases: DVP-MC

Technical details

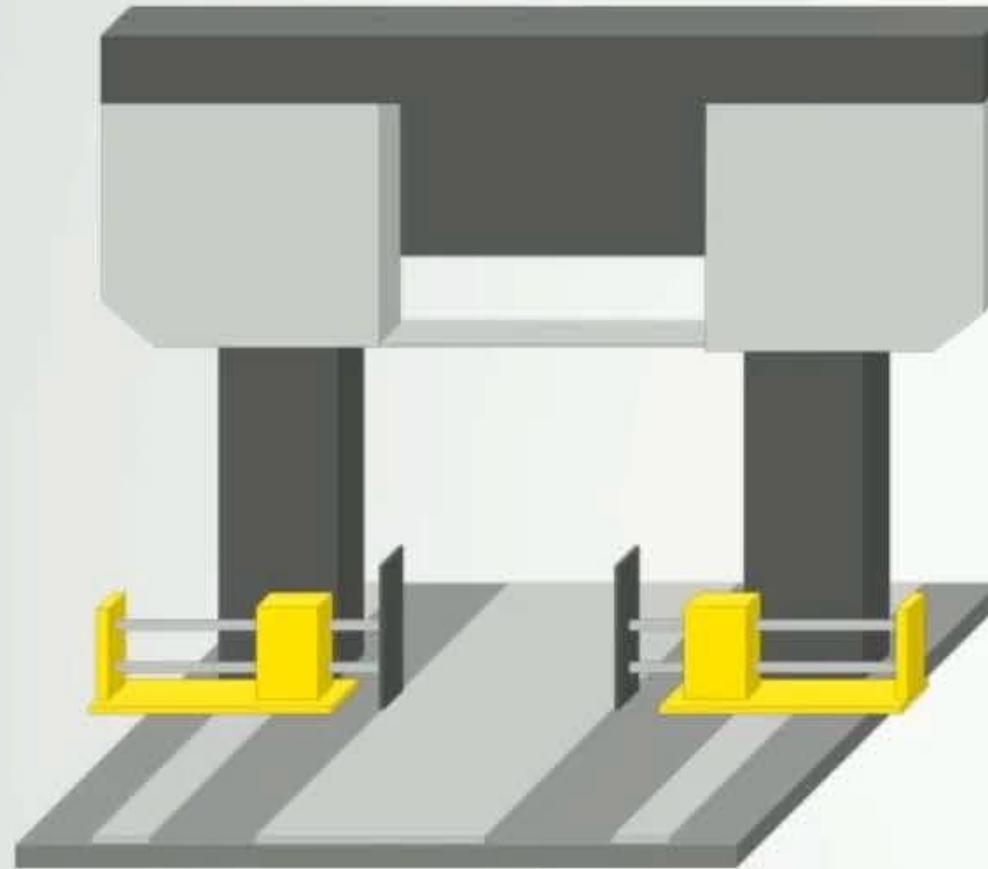
- Pipe bending machine
- DVP50MC11T-06 motion controller
- 2 interpolated axes controlled by EtherCAT
- Complete Delta solution

WHY DVP-MC?

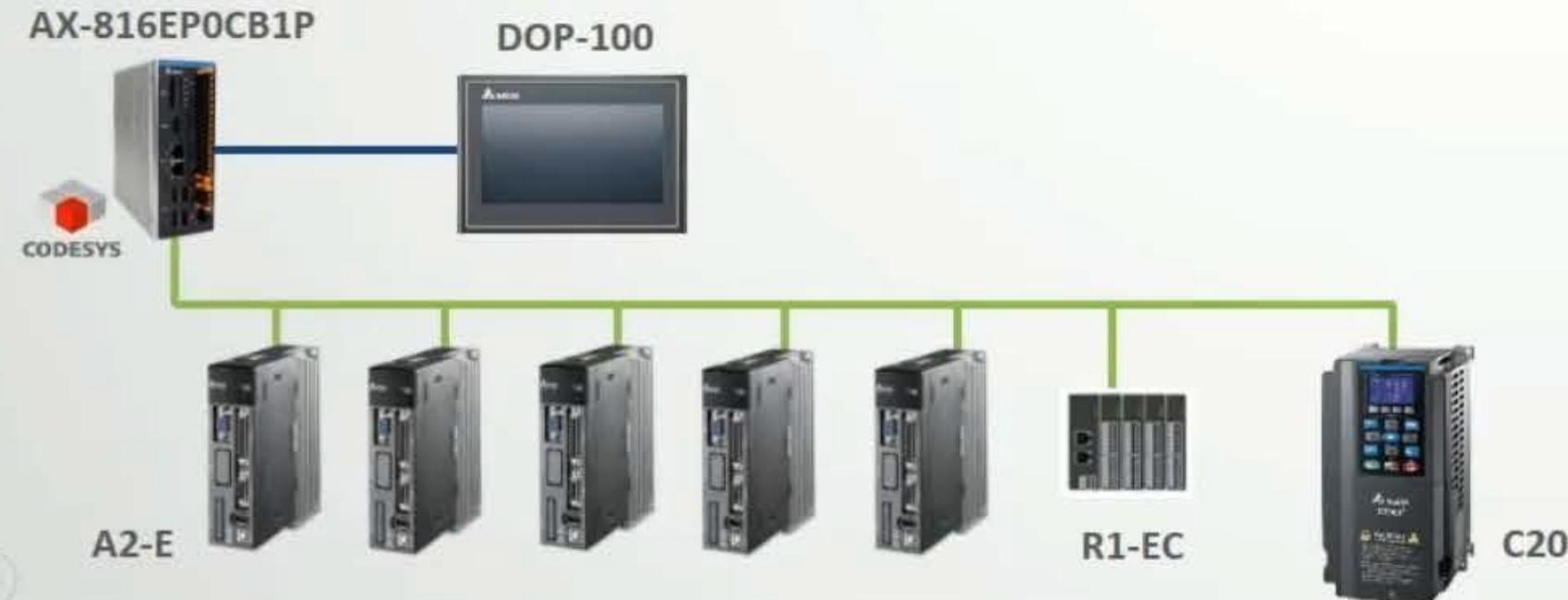
- Limited number of axes
- Complete Delta solution (no need to add 3rd-party devices)
- Need of simple interpolation between the axes, configurable by the HMI
- Cost effective



Bandsaw machine for metal cutting



Configuration



Successful cases: AX-8

Technical details

- Bandsaw machine for metal cutting with gantry and orientable saw
- AX-816EP0CB1P motion controller
- 5 EtherCAT axes, R1-EC I/O modules, 1 C2000
- Complete Delta solution

WHY AX-8?

- Need of the CNC+Robotics license to manage the rotation of the saw (RTCP – Rotating Tool Center Point)
- OPC UA to connect the machine to a SW supervisor (Industry 4.0)
- Need of AX scalability to cover different types of machines, using the same SW platform



Bandsaw machine for metal cutting

Successful cases: AX-8





Woodworking CNC Router (milling machine)



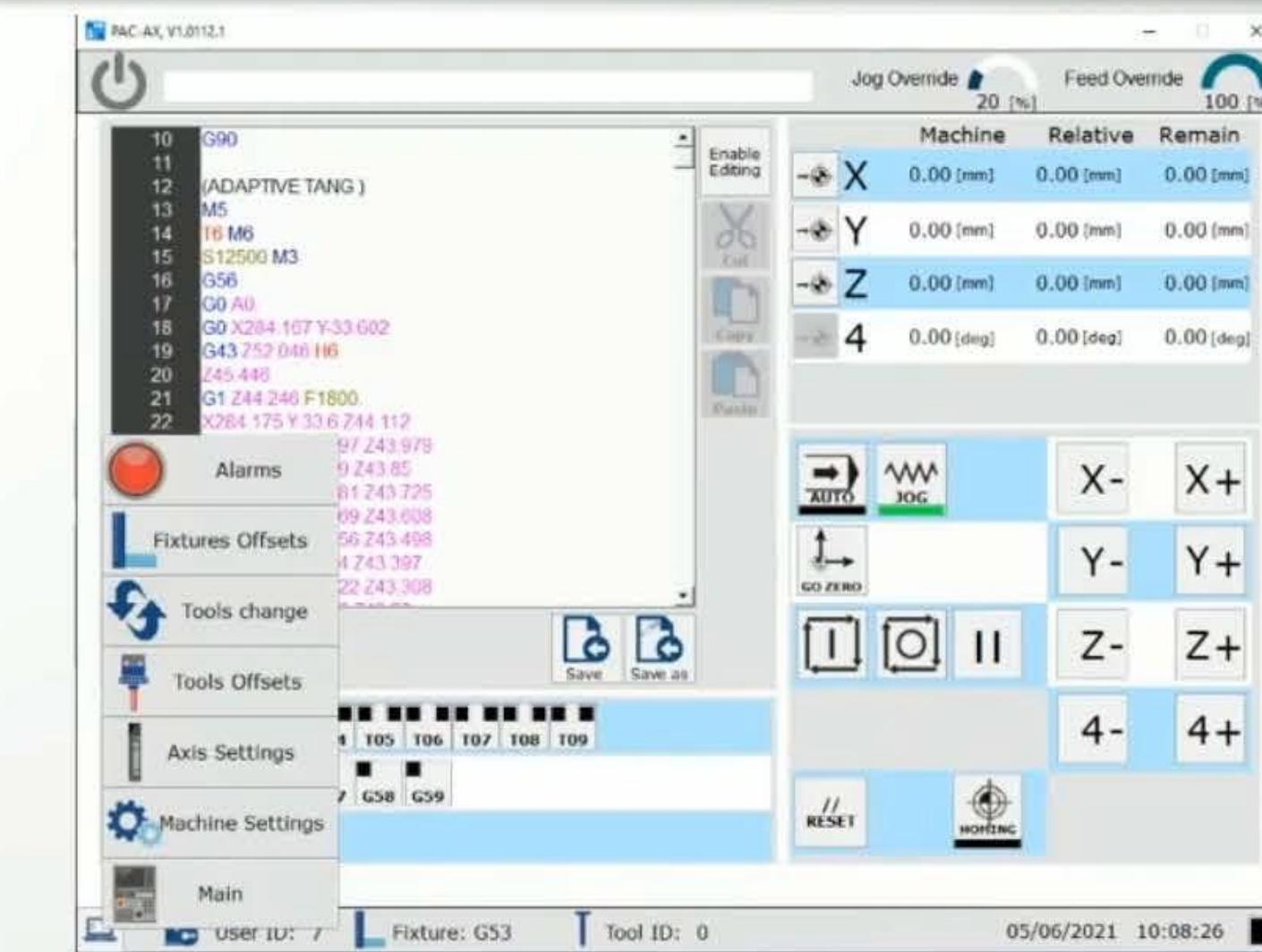
* Image for reference only

Configuration



Technical details

- CNC router (milling machine) for woodworking applications
- Gantry axes on Y direction
- Additional 4th axis
- AX-816EP0CB1P motion controller + **Delta CNC SW package**
- 5 EtherCAT axes, R1-EC I/O modules, 1 MS300
- Complete Delta solution





Woodworking CNC Router (milling machine)



* Image for reference only

Configuration



Successful cases: AX-8

Technical details

- CNC router (milling machine) for woodworking applications
- Gantry axes on Y direction
- Additional 4th axis
- AX-816EP0CB1P motion controller + [Delta CNC SW package](#)
- 5 EtherCAT axes, R1-EC I/O modules, 1 MS300
- Complete Delta solution

WHY AX-8?

- Need of the CNC+Robotics license to manage all the CNC functionalities requested by the machine
- Need of ready-to-use Delta CNC SW package to speed the development up
- Need of EtherCAT fieldbus to improve the performance



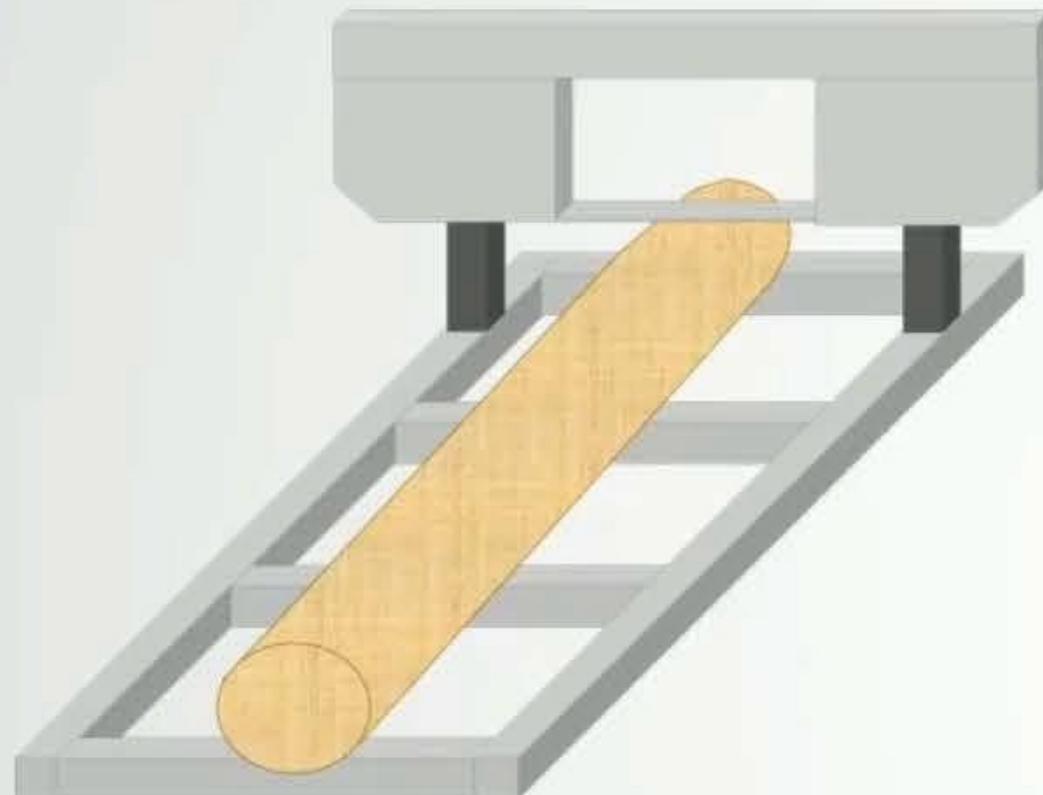
Woodworking CNC Router (milling machine)



Successful cases: AX-8



Bandsaw machine for woodworking



Configuration



Successful cases: AX-3

Technical details

- Horizontal bandsaw machine for woodworking
- AX-308E motion controller
- 3 EtherCAT axes , 1 MS300, AS I/O modules
- 3rd-party I/O modules

WHY AX-3?

- Limited number of axes
- Need of an open platform to add 3rd-party EtherCAT slaves
- Need of AX scalability to cover different types of machines, using the same SW platform



Bandsaw machine for woodworking



Successful cases: AX-3





Bottle unscrambler machine



* Image for reference only

Configuration



Successful cases: AX-8

Technical details

- Handling of plastic bottles
- AX-832E motion controller
- 18 EtherCAT axes
- Ethernet/IP communication with Allen Bradley PLC



WHY AX-8?

- Need of a powerful CPU to manage an high number of axes
- Need of Ethernet/IP protocol to exchange data with the main PLC



Bottle unscrambler machine

Successful cases: AX-8



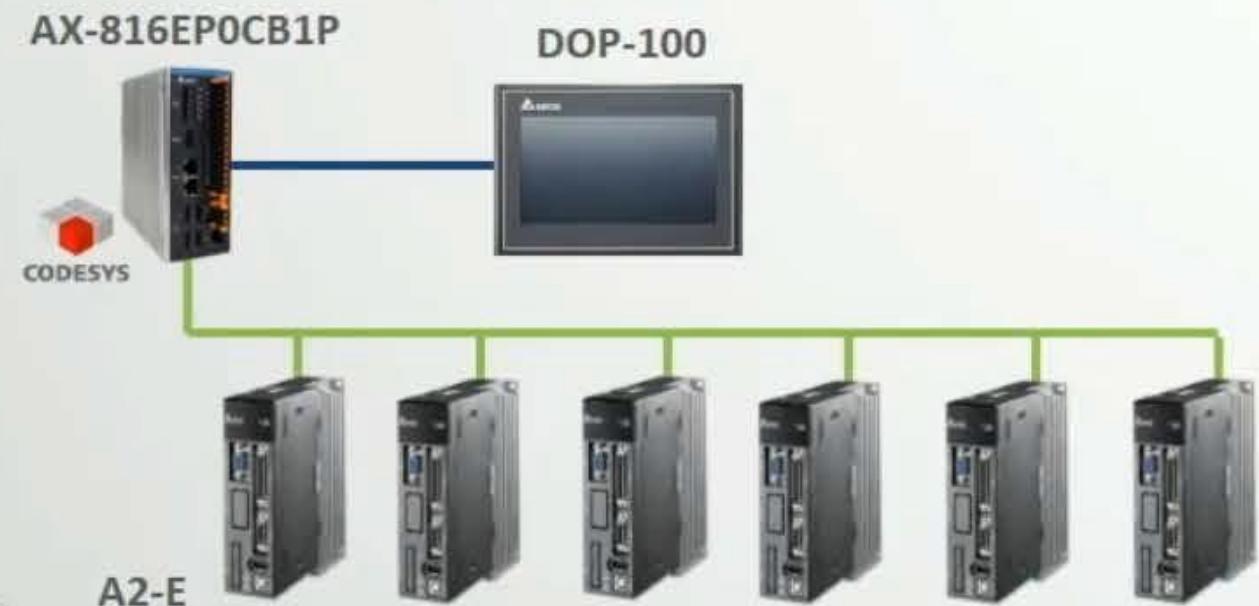


Articulated robot control



* Image for reference only

Configuration



Successful cases: AX-8

Technical details

- Control of a 3rd-party 6-axis articulated robot
- AX-816E motion controller with CNC+Robotics

WHY AX-8?

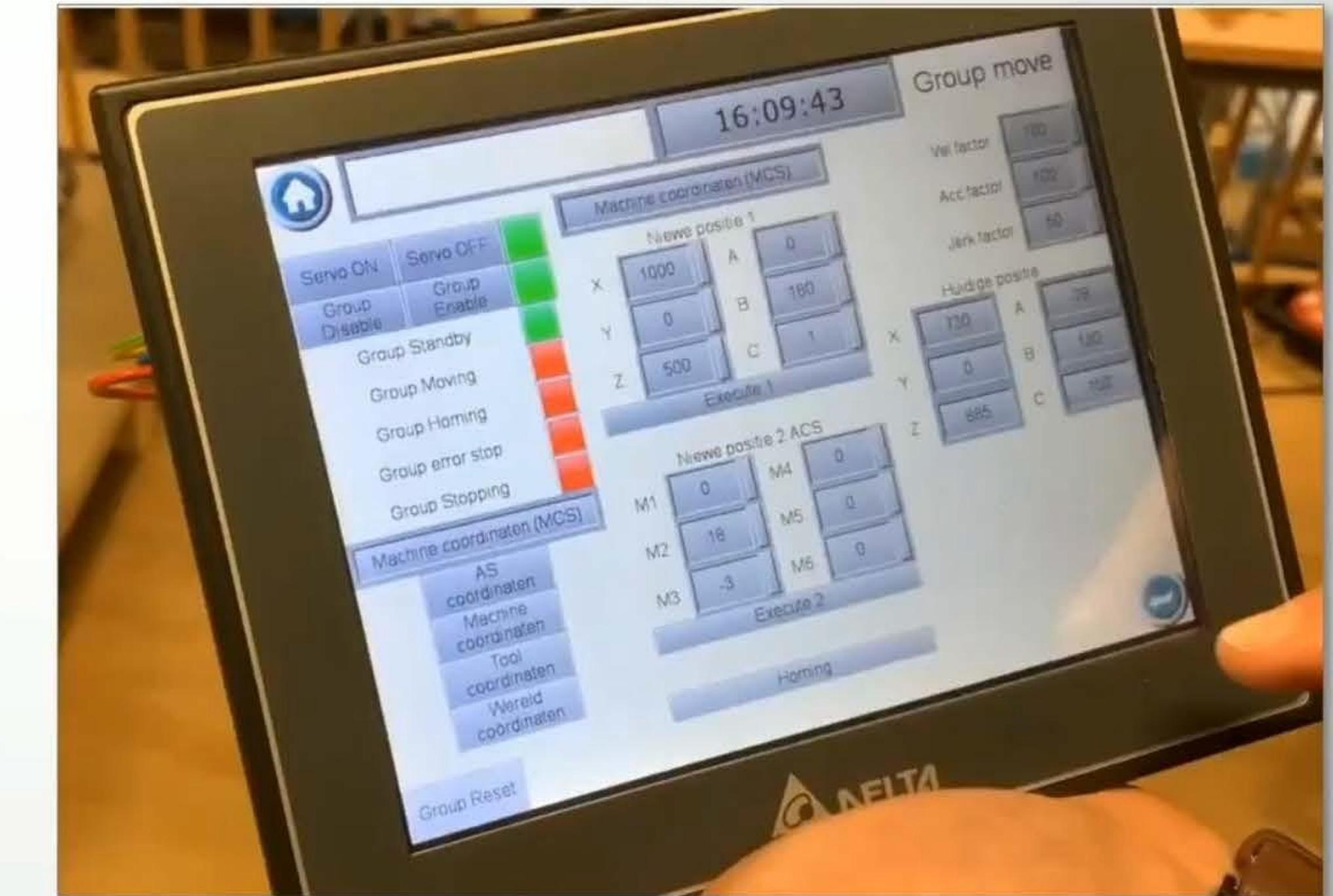
- Need of the CNC+Robotics license to manage the kinematic transformation
- Need to improve the flexibility compared to a standard robotics solution



Articulated robot control



Successful cases: AX-8





SCARA robot control



* Image for reference only



Configuration



Technical details

- Control of a 3rd-party 4-axis SCARA robot
- AX-816E motion controller with CNC+Robotics

WHY AX-8?

- Need of the CNC+Robotics license to manage the kinematic transformation
- Need to improve the flexibility compared to a standard robotics solution

Smarter. Greener. Together.

