

This document captures ideas, experiences, and informal recommendations from the Yaskawa Partner Support team. It is meant to augment – not supersede manuals or documentation from motoman.com. Please contact the Partner Support team at partnersupport@motoman.com for updates or clarification.

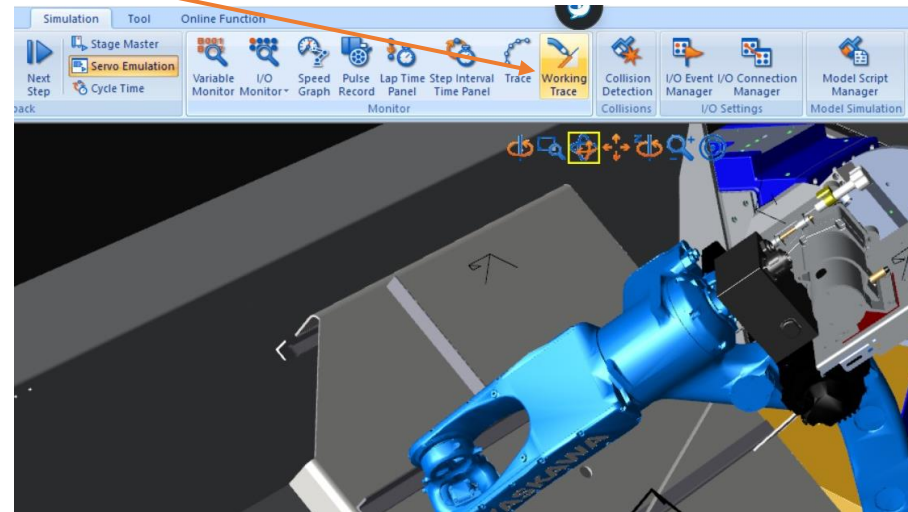
Working Trace in MotoSim

Introduction

The working trace feature in MotoSim is a very useful tool for laying down a weld for example. It gives you a good reference for tying in welds overlap. If you are doing a multi pass weld, then it creates a great reference for the layers. It may also be used in other applications, with different commands described later in this document.

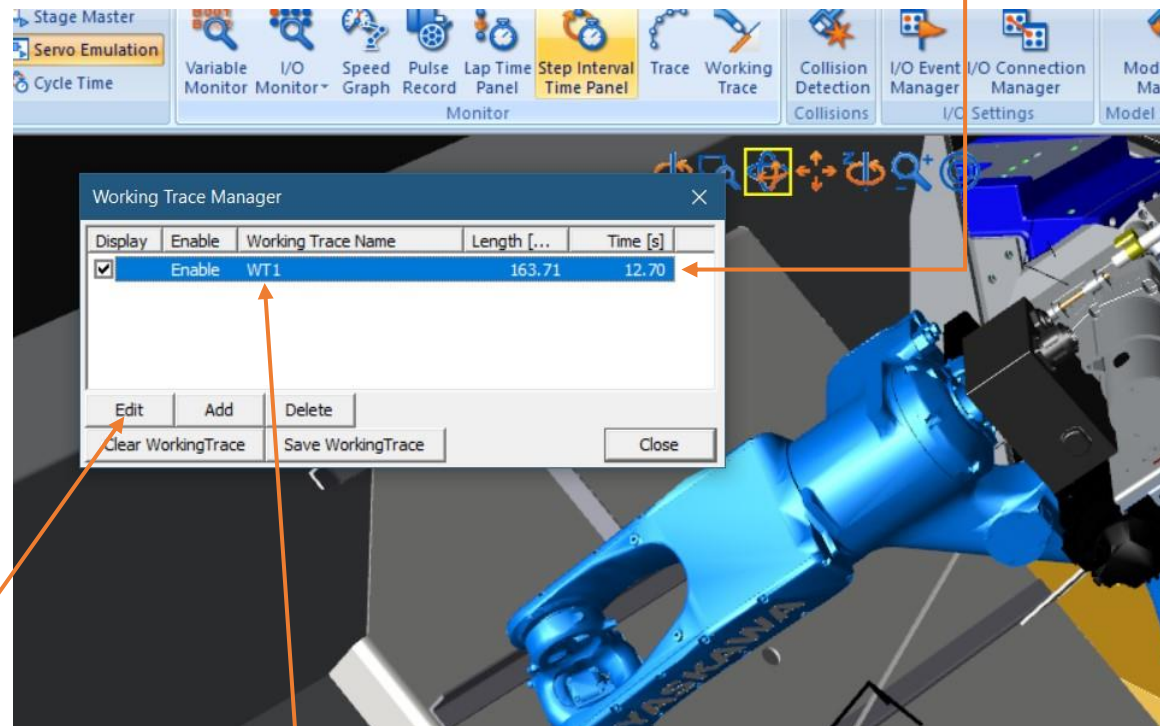
Setting Up the Working Trace

1. On the Simulation tab, click on the Working Trace tab.



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2. After clicking on the Working Tab, the Working Trace Manager will open.



3. Next, click on the edit or double click on the highlighted WT1.

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4. Doing the previous will open the Working Trace Properties window.

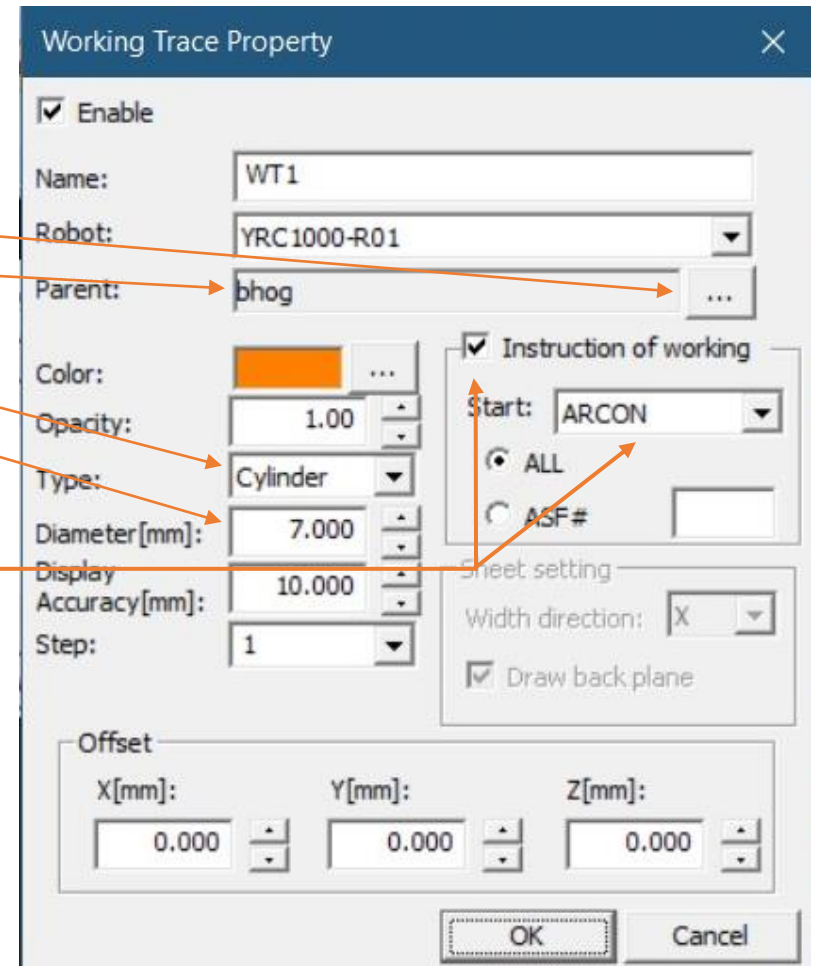
If using a positioner, you will need to make the parent the part you are wanting the weld to display on. Click on the square and pick the model from the CAD tree.

By default, it will say WORLD

To look like a weld, pick cylinder.

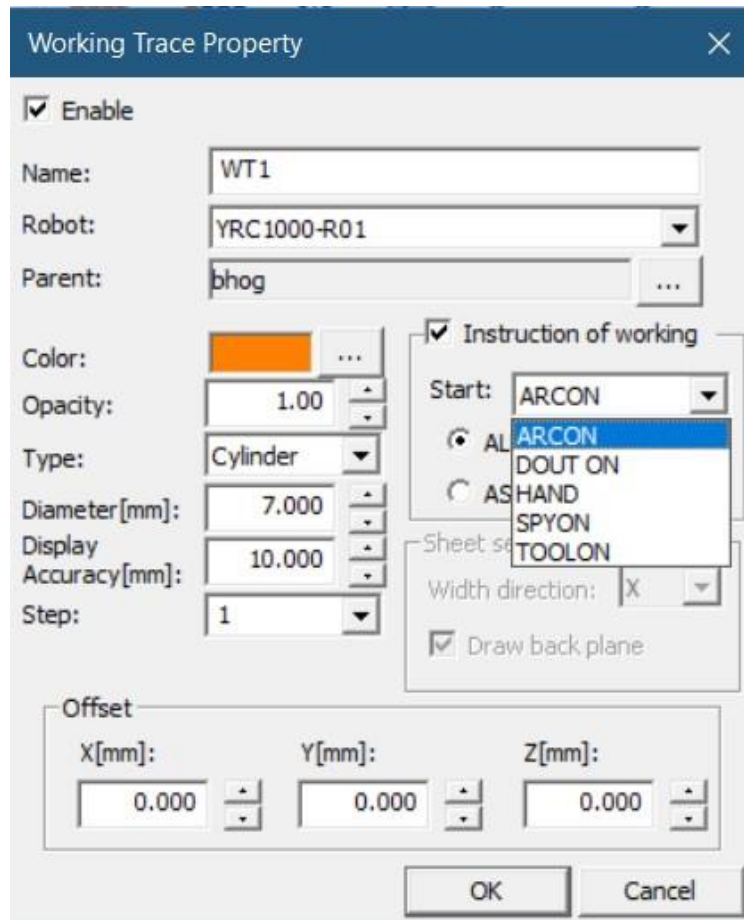
Adjust the size to represent your fillet on the part

Check the box to allow the working trace to start when you have an Arc on and end when you have an Arc off.



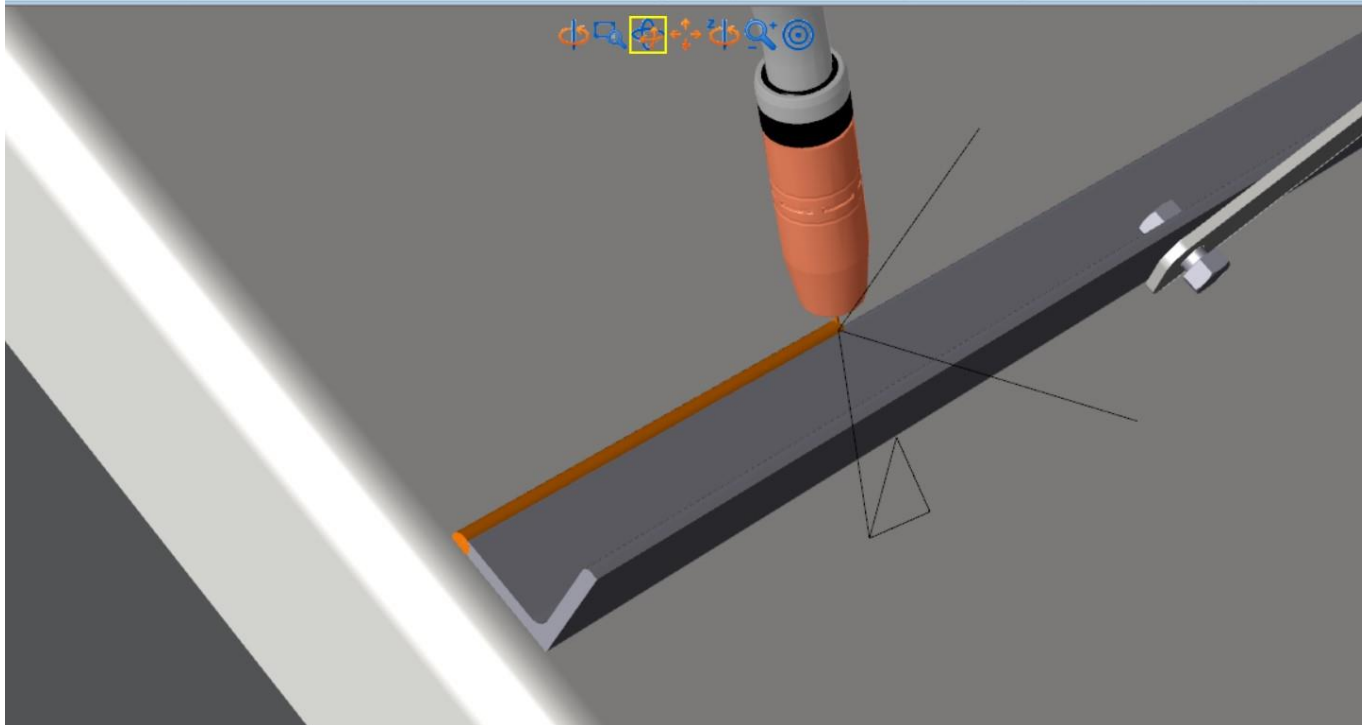
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- When you run the job, and an Arc on is given, then the working trace will start. It will end on Arc off. There are also other commands that you can set to use.



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6. Welding in this example will produce a trace to simulate a weld that looks like the following when set to the parameters above.



Conclusion:

The working trace is a great tool for checking path, tying in welds, or other processes to ensure the correct start and end locations. It works great when creating a multi pass weld as well, to help place each weld from the root weld.