

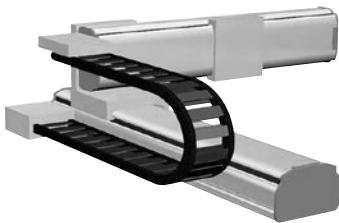
Arm & cable variations

Cable variations

Two cable types are available; cable carrier type and whipover type. (except PXYX) The cable carrier type is supplied with a user cable as standard so that cable can be added easily. The whipover type is supplied with a user cable and tube as standard set. A cable duct specially designed for clean rooms is also available. (See P.458 to P.463 for detailed information on Clean Cartesian robots.)

Cable carrier (C)

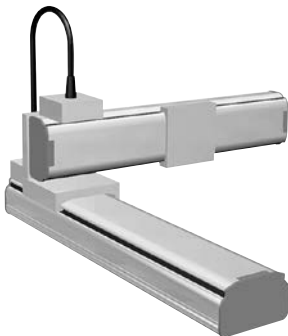
When adding cables to a cable carrier track, keep the cable occupation rate at 30% or less.



Note. User cable 10 cores, 0.2 sq.

Whipover (S)

Adding a load on whipover will result in sagging and cut. Sagging may also occur when using long strokes.



Note. User cable: 7 cores, 0.2 sq.
Note. User tube: 2 φ4 air tubes.

Arm variations

The first step for selection of Cartesian type robot models is to check for applicable models according to specific use and operation area.

Arm type

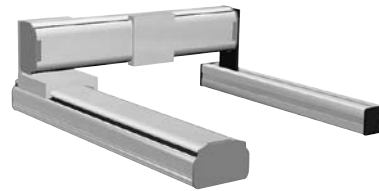
The type with moving Y-axis carriage.



P.252

Gantry type

The type with a guide railing at the end of Y-axis for support.



P.320

Moving arm type

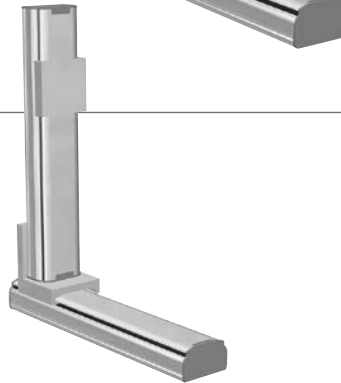
The type with a moving Y-axis arm.



P.336

Pole type

The type with vertically moving Y-axis carriage.



P.350

XZ type

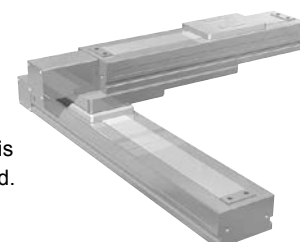
The type with combination of X-axis for horizontal movement and Z-axis for vertical movement.



P.358

Clean type

Special model for clean rooms with moving Y-axis carriage installed upward.



P.458

Articulated robots
YA

Linear conveyor models
LCM100

Compact single-axis robots
TRANSEVO

Single-axis robots
FLIP-X

Linear motor single-axis robots
PHASER

Cartesian robots
XY-X

SCARA robots
YK-X

Pick & place robots
YP-X

CLEAN

CONTROLLER INFORMATION

Arm type

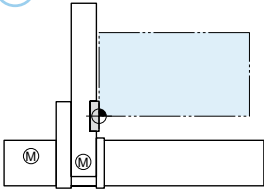
Gantry type

Moving arm type

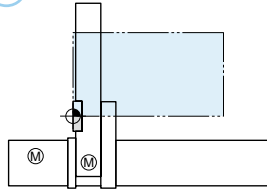
Pole type

XZ type

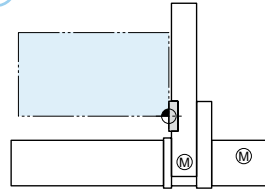
A1



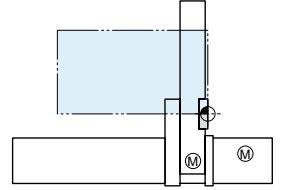
A2



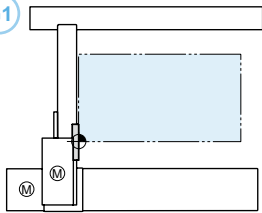
A3



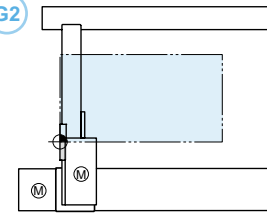
A4



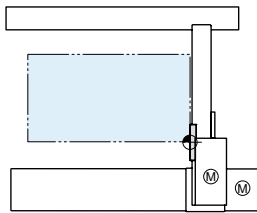
G1



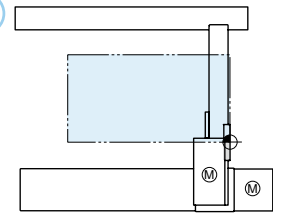
G2



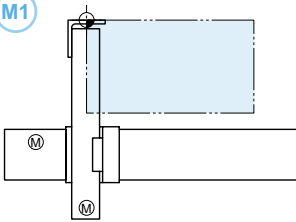
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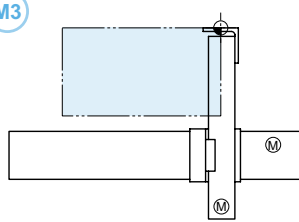
G4



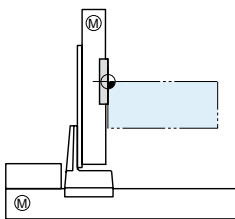
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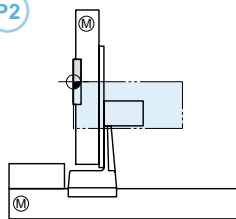
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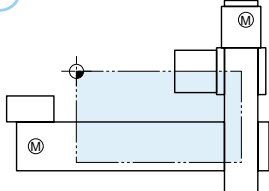
P1



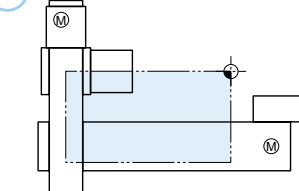
P2



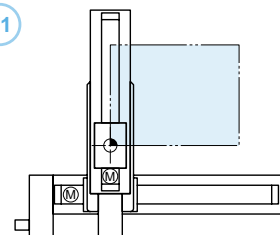
F1



F3



T1



T3

