

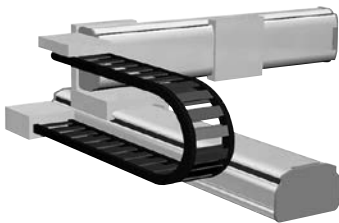
Arm & cable variations

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.582 to P.587 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, 0.3 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

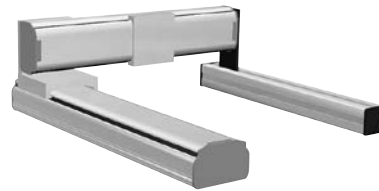
The type with moving Y-axis carriage.



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Gantry type

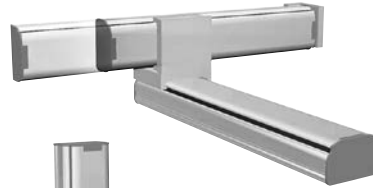
The type with a guide railing at the end of Y-axis for support.



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Moving arm type

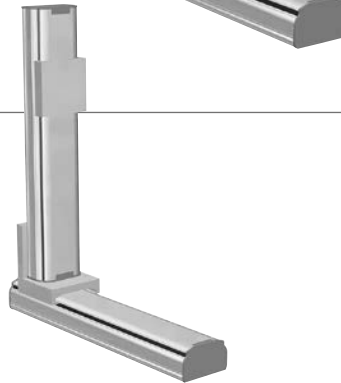
The type with a moving Y-axis arm.



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Pole type

The type with vertically moving Y-axis carriage.



P.472

XZ type

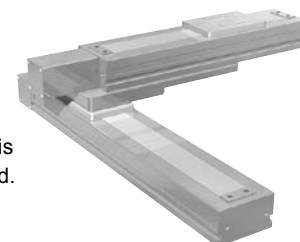
The type with combination of X-axis for horizontal movement and Z-axis for vertical movement.



P.480

Clean type

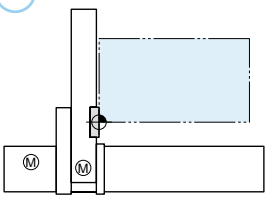
Special model for clean rooms with moving Y-axis carriage installed upward.



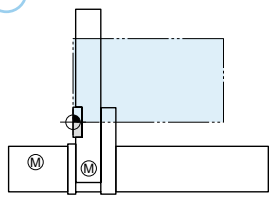
P.582

- Articulated robots YA
- Linear conveyor modules LCM
- Single-axis robots CX
- Motor-less single axis actuator Robonity
- Compact single-axis robots TRANSENO
- 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

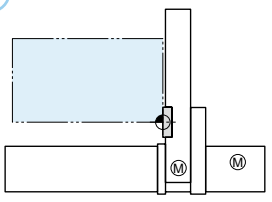
A1



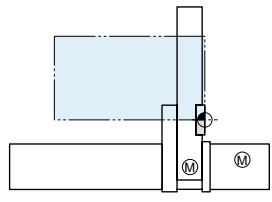
A2



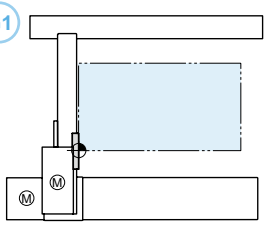
A3



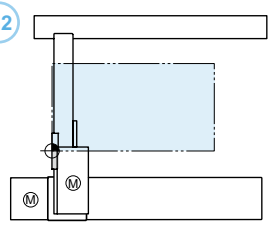
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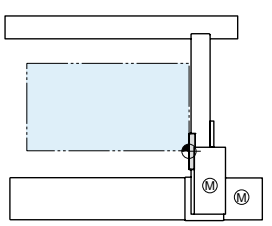
G1



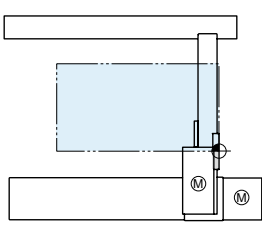
G2



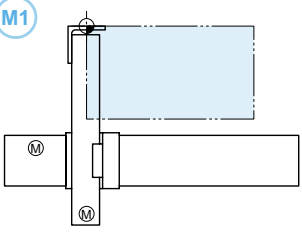
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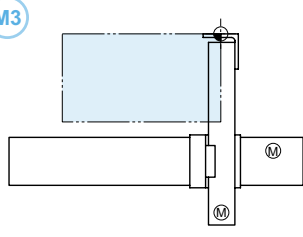
G4



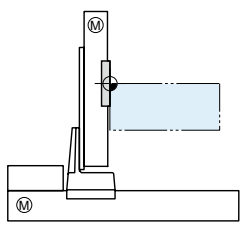
M1



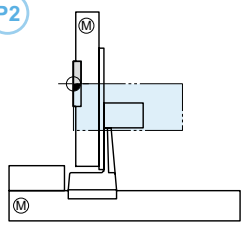
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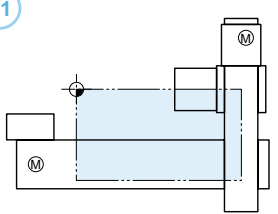
P1



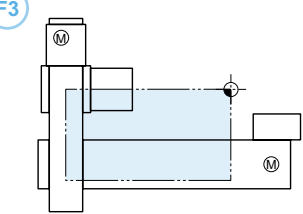
P2



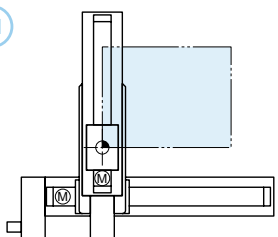
F1



F3



T1



T3

