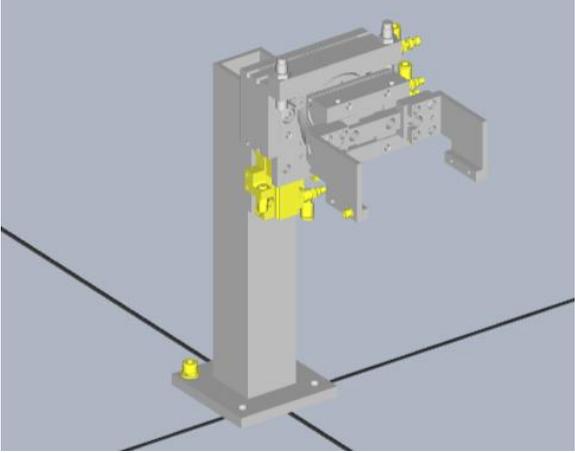
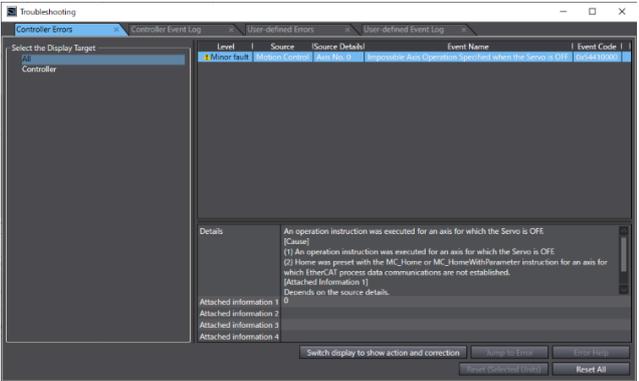


3D Simulation Sample Program No.23	Gripper single solenoid mechanism	
Basic function	Performs manual operation and demonstration.	
3D image	 <p data-bbox="347 757 1519 835">CAD data: MISUMI Corporation inCAD Library No.000020 Rotating Gripper Unit The CAD data was edited by OMRON. Refer to the Sysmac Studio 3D Simulation Function Operation Manual (W618-E1) for the editing procedures.</p>	
File name	3DSimulationSample_23_Gripper_single_solenoid_mechanism_V1_00.smc2	
Applicable model	Sysmac Studio (64-bit version)	SYSMAC-SE2xxx Ver.1.40 or higher
	Sysmac Studio 3D Simulation Option	SYSMAC-SA4xxL-64
Used language	Ladder programming	
Used materials and equipment	-	
Function description	<ul style="list-style-type: none"> • When the Execute_Manual_Chuck variable (BOOL) changes to TRUE, the chuck moves to the close position. When it changes to FALSE, the chuck moves to the open position. • When the Execute_Demo variable (BOOL) changes to TRUE, a demonstration is performed. 	
Mechanical component types provided on the Sysmac Studio	Robot tool (Parallel switching 2-finger type chuck/single solenoid type)	
Precaution for use	<ul style="list-style-type: none"> • This sample program is specifically prepared for 3D simulation. Do not use this program in actual machine operation. • MISUMI Corporation may not offer all parts in each application design. Available parts can only be purchased separately not as a unit shown in each application design. MISUMI Corporation does not guarantee quality, accuracy, functionality, safety or reliability for the combination of the parts in each application example. 	
Restrictions and others	<ul style="list-style-type: none"> • Error processing is not included in the sample program. To reset errors, select Troubleshooting from the Tools Menu, then click the Reset All button. 	

■ Variable Tables

Input Variables

Meaning	Name	Data type	Default	Range	Description
Manual Operation	Execute_Manual_Chuck	BOOL		TRUE or FALSE	When the value of this variable changes to TRUE, the chuck moves to the close position. When it changes to FALSE, the chuck moves to the open position.
Demonstration	Execute_Demo	BOOL		TRUE or FALSE	A demonstration is performed when the value of this variable changes to TRUE.

Output Variables

Meaning	Name	Data type	Range	Description
Solenoid Switch Output	Chuck	BOOL	TRUE or FALSE	TRUE while a signal is output to the solenoid switch.

■ Version History

Version	Date	Contents
1.00	March 2021	Original production.

■ Note

This document explains the function of the sample programs specifically prepared for 3D simulation.

It does not provide information of restrictions on the use of Units and Components or combination of them. For actual applications, make sure to read the operation manuals of the applicable product.

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