

Interrupt Job

KEY BENEFITS

- Interruptions are possible during move instructions as well as timer instructions
- Cycle time can be reduced
- Each robot can have up to eight interrupt jobs

OVERVIEW

The Interrupt Job function is a type of call job. When a signal to interrupt the job is sent from a peripheral device or another system, this function momentarily suspends the job in progress and executes the interrupt job corresponding to the signal.

Interrupt jobs are useful when an error occurs in a peripheral device or in another system, or when the manipulator should be withdrawn in an emergency.

Sending a user input signal specified in the interruption table calls a job corresponding to that signal (INPUT#1 => job A; INPUT#2 => job B). When interrupt job is completed, the suspended job is restarted from the instruction line where the cursor was at the time of interruption. The instructions EI (Enable Interrupt) and DI (Disable Interrupt) are used to toggle the interrupt observation.

