Training schedule for AIT



• Day 1	• Day 2	• Day 3	• Day 4	• Day 5	• Day 6
 Station and conveyer system Basic modeling (Source, Station, Drain, Connector) Even controller (Start, Stop, setting) Source for time of creation (interval, number, Delivery table) Station setup (Process Time, Setup time, Failure) Conveyor (Length, speed, cap, gap) Robot (Angle and Time tale) Convertor, Angular convertor and Turn plate Parallel station Assembly station and Container MUs Dashboard display Input display Output display Stacked Columns Chart Display in frame Other Chart types 	 Factory building Factory wall Fence Mezzanine and Stair Textured plate Dimensioning Worker operation Create workplace Worker pool, Broker and importer Worker chart Amount of worker Worker carry part Service setting AGV transportation Source and AGV Track and modeling Speed setting AGV pool and Marker AGV routing AS/RS warehouse HBW libraries AGV unload part AGV load part 	 PLCSIM advanced connecting Create model in plant simulation Create Ladder with TIA Launch PLCSIM advanced onnecting Signal mapping Play simulation 	 Arc welding simulation New project Import CAD libraries (Robot, Torch, Positioner, Part, base robot) Layout planning Mount tool Attach part to work table Arc welding feature Part editor (Current location, Before location, After location) Sequence editor (Set current, Compound, Link, Event) 	 Spot welding simulation New project Import CAD libraries (Robot, Spot gun, Fixture, Part, base robot) Layout planning Mount tool Attach part to Fixture Spot welding feature (New weld operation, Automatic Approach Angle, Manipulation, Automatic path planner) Part editor (Current location, Before location, After location) Sequence editor (Set current, Compound, Link, Event) 	 UR connection Download Robot from GTAC Download Gripper CAD from internet JT translate with NX New Project Import UR Robot Import Gripper and Kinematic setting Test UR Robot an Gripper Pick and Press Operation Path Editor Sequence Editor OLP Command and Download to UR Robot Online Connecting