

Coordinate systems and axes cf. DIN EN ISO 9787 (2000-07)

Robot axes							
Coordinate system	Robot main axes for positioning		Robot auxiliary axes for orientation				
<p>To manipulate workpieces or tools in space, the following are necessary:</p> <ul style="list-style-type: none"> • 3 degrees of freedom for positioning and • 3 degrees of freedom for orientation 	<p>To reach a desired point in space, 3 robot main axes are necessary.</p> <table border="1"> <thead> <tr> <th>Cartesian robots</th> <th>Articulated arm robots</th> </tr> </thead> <tbody> <tr> <td>3 translation axes (T axes) designated X, Y and Z</td> <td>3 rotational axes (R-axes) designated A, B and C</td> </tr> </tbody> </table>		Cartesian robots	Articulated arm robots	3 translation axes (T axes) designated X, Y and Z	3 rotational axes (R-axes) designated A, B and C	<p>3 robot auxiliary axes for spatial orientation</p> <ul style="list-style-type: none"> • R (roll) • P (pitch) • Y (yaw)
	Cartesian robots	Articulated arm robots					
3 translation axes (T axes) designated X, Y and Z	3 rotational axes (R-axes) designated A, B and C						

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	<p>Base coordinate system</p> <p>The base coordinate system references</p> <ul style="list-style-type: none"> • the level mounting surface for the X-Y plane • the center of the robot for the Z axis
	<p>Flange coordinate system</p> <p>The flange coordinate system references the end surface of the terminating main axis of the robot.</p>
	<p>Tool coordinate system</p> <p>The origin of the tool coordinate system lies at the tool center point TCP (Tool Center Point).</p> <p>The speed of the tool center point is referred to as the robot speed and the path of tool travel as the robot trajectory.</p>

Symbols for representing robots (selection) cf. VDI 2861 (1988-06)

Designation	Symbol	Designation	Symbol	Example RRR robots
<p>Translation axis (T-axis)¹⁾</p> <p>Translation aligned (telescoping)</p> <p>Translation out of alignment</p>	 	<p>Rotation axis (R-axis)²⁾</p> <p>Rotation aligned</p> <p>Rotation out of alignment</p>	 	
<p>Gripper</p>		<p>Auxiliary axis (e.g. for roll, pitch and yaw)</p>		

¹⁾ Translation = straight line motion

²⁾ Rotation = rotational motion

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