

OBSTACLE – ADVANCED COLLISION AVOIDANCE

The cobot's operation area should be kept clear of obstacles whenever possible to ensure optimal performance. However, for tight or cluttered layouts, activating "advanced collision avoidance" can be used to improve feasibility **without custom programming**. You can add different obstacles like a building structure pillar and/or a low ceiling, for example, to simulate your current layout. The "advanced collision avoidance" feature will **automatically calculate trajectories to avoid such obstacles**.

1 Login to get access to the layout node and select 'Obstacles'.



2 Enter the Name, Color, Reference Point and Size of the obstacle.

Edit Building Structure

Name
Building Structure

Color
[Color palette]

Reference Point
Floor

Display Measure Helper

Move (W) Rotate (E) Scale (R)

Use World Transformation (Q)

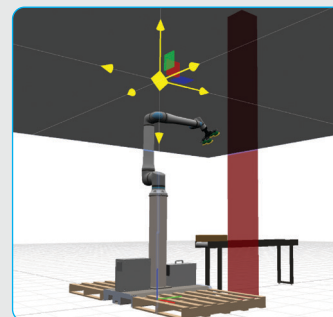
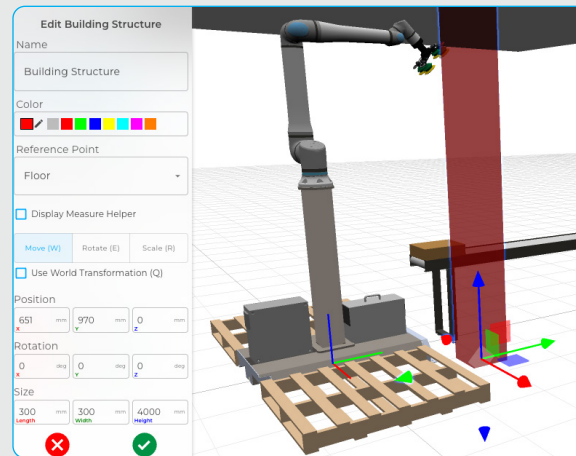
Position
651 mm x 981 mm y 0 mm z

Rotation
0 deg x 0 deg y 0 deg z

Size
300 mm Length 300 mm Width 4000 mm Height

✖
✔

3 Move, rotate and/or scale the obstacle by dragging the x, y and z axis to desired location or manually input exact measurements specific to the reference point.



4 Click all and simulate to see the palletizing in action, and to confirm if the obstacles are interfering with the cobot trajectories.

5 If no solution is found, access the layout window again and check "Enable advanced collision avoidance" that will **automatically calculate trajectories to avoid such obstacles without custom programming**.

Obstacles

Obstacles ☰

Building Structure ● 👁️ ✎️ 🗑️

Low Ceiling ● 👁️ ✎️ 🗑️

+ Add a new obstacle

Enable Advanced Collision Avoidance