

ROBOTARM Stop what you're doing and pay reverent attention — this is a historic moment. ETI proudly presents the Armdroid - Britain's first serious robot for home construction. It can be operated manually or taught movement sequences under computer control, and is really only limited in its applications by your imagination. System concept by Ron Harris. Realisation and development by Agit Channe, Nick Ouroussof

elcome to the Robot Age.
With the publication of this project ETI shepherds in a new era in our hobby. Robotics is the logical extension of electronics and modern manufacturing methods. We already have all the necessary technology to produce viable robots: cheap memory; cheap processing; mass produced computers; comprehensive I/O electronics; accurate and versatile metalwork machinery — automated, of course.

and Andrew Lennard.

Any civilised country wishing to survive as an economic power in the 1990s and beyond will have to have a large and operative robot population in its industries. Read the article elsewhere in this issue for an assessment of Britain's chances, based on today's figures.

# **Know The Robot**

One of the greatest obstacles to industrial robots is the lack of freely available information on the subject for the engineer and technician, who will be expected to use and control the

dreaded 'mechanical men'.

The Armdroid is the first in a line of ETI robotic projects, all of which can be built and used by anyone who can solder! The arm can lift loads in excess of any commercial equivalent we know of up to £1,000 in price.

As such it is designed to fulfill the needs of the small industrial user who is searching for a small programmable manipulative machine; the educational establishment interested in research and adaptation; and finally the hobbyist at home who just wants to build a good project.

We hope that it will stimulate interest in the field and serve to illustrate the accessibility of this new branch of technology. Although originally configured to run from a Tandy TRS-80 Model I home computer, the bus structure is such that it can be instantly set up to run from any other machine with this (standard) input.

In order to encourage this level of involvement we are offering a £100 prize to the author(s) of the most ingenious piece of software to run the Armdroid — on any machine except

the Tandyl (See end of article for details.)

Establishments who do not yet own a computer need not despair, as a control box is available to operate the arm without recourse to a processor. The circuit details are given herein.

# **Capabilities**

Built along the lines of the prototype described here, and with a Tandy computer, the Armdroid can be used under direct keyboard control or 'taught' a sequence of actions, which it will then repeat either once or forever (in theory!) to a very high degree of accuracy.

It is a 'continuous path' robot, which means that more than one motor can be operating at any given time, making possible very complex motions. Many commercial machines are what is termed 'point-to-point', in that each motor/driver operates in sequence, moving the robot from one point to another in a series of steps.

The 'claw' or 'grabber' on the Armdroid is of a totally new design and is the subject of patent applications.

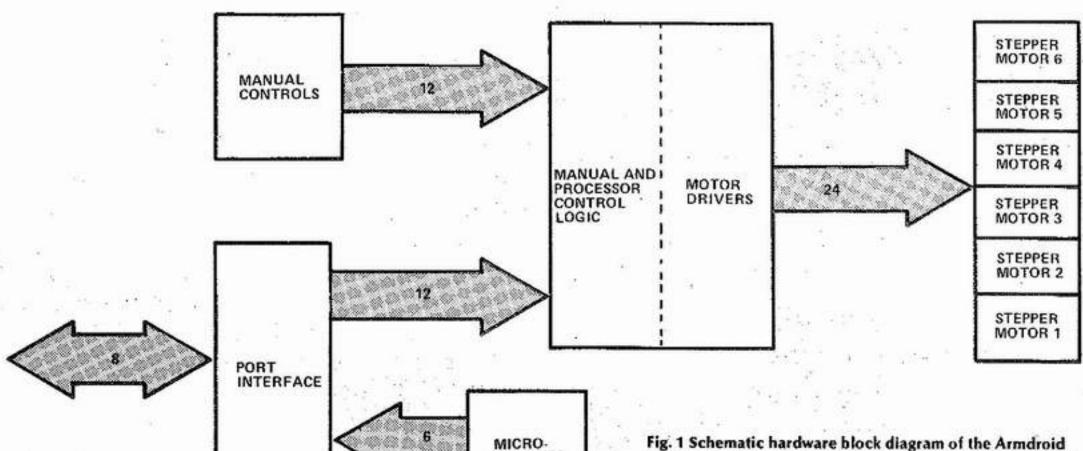


Fig. 1 Schematic hardware block diagram of the Armdroid control circuitry. The number of signal wires is indicated on each bus; there are, of course, various supply lines too.

OUTPUT FROM MICRO	)	INPUT TO MICRO
X2	D8	MS6
X1	D7.	MS5
CCLK .	D6	MS4
CDIR	D5	MS3
A3	D4	MS2
A2	D3	MS1
A1	D2	U1
OUT	D1	IN .

**OUTPUT BITS** 

X1,X2: Unused(could be used with CCLK,

CDIR for direct stepper drive)

CCLK: Clocks driver circuitry

**CDIR:** Gives motor direction

A1,A2,A3: Motor address

OUT: Low indicates data out from

microprocessor

INPUT BITS

MS1-MS6: Microswitch inputs (if used)

U1: For personal use

IN: High indicates data in to

microprocessor

Fig. 2 Interface port specification. This will help readers who wish to write their own software routines.

# Software

A program tape containing the 'tutor' program, to enable the Armdroid to be programmed for repetitive actions, is available for the TRS-80. At a later date, routines for the other major machines may well become available if the demand warrants it.

The interface port specification is given in Fig. 2, to enable programmers

to write routines to drive the machinery in the meantime.

SWITCHES

A block diagram of the required prog. In is also given, though not a full flowchart. A full (machine code) listing of the TRS-80 tutor program is available from our Charing Cross Road offices, in exchange for an SAE for us to send it in! As it runs to some 700 lines we though it inappropriate to publish it all here. However, we've included a hex dump for those people who want to be able to load and use the program without necessarily understanding it.

Anyone rewriting the software for other machines should take note of the following points. First, the TRS-80 uses the Z-80 microprocessor so any machine with a different micro will require a complete rewrite of the machine code. Line 46AE contains a jump address which in the published listing (Fig. 3) simply points back to the start of the program. If you want the facility to quit the tutor program and jump back into the system monitor, this is the address to change (what you change it to naturally depends on your machine). Lines 4921-4926 contain the port address, which should also be changed to suit.

The next few lines contain calls to a delay routine; this sets the torque of the motors by controlling the clock delay. Two delay routines are provided in the program, DELS (46BD) which gives a delay of about 0.001 s and DELT (46C5) for a delay of about 0.01 s.

# Manual Metalwork

In order to make construction of the Armdroid possible for the home constructor, we have arranged for a kit of parts to be supplied, somewhat in the manner of a Meccano set! All the drilling and cutting is done for you; all you have to do is slot it all together.

And to make that easy, a comprehensive assembly manual is to be supplied free with each kit.

The arm is also to be made available in fully assembled form, albeit at a higher price, for those users who wish only to experiment with the finished item.

Because of the existence of the excellent metalwork manual, we are not going to deal with the building of that side of the project here at all. It would simply duplicate information which is being supplied anyway and we do not have the space to do it thoroughly.

Have a good look at the detailed photographs within the article if you're in any doubt as to its assembly. Follow the manual through carefully and no problems should occur.

# Construction

Anyone who has ever built an ETI project before — or even one from the other, lesser, electronics magazines — will be quite capable of wiring up the interface and PSU required. Follow the basic rules — and check everything at each stage before proceeding any further.

Build and test the PSU first, and make sure you obtain the correct voltages of 12 V and 5 V before connecting circuits to the PSU output.

Assemble and test each motor drive circuit individually. It will be much simpler to de-bug each channel

# **.HOW IT WORKS**,

## THE INTERFACE

In order to enable the robot arm to function with as broad a range of microprocessor equipment as possible, the interface is designed around a standard eight bit, bidirectional port. This may be a latched or non-latched port; in a non-latched situation the interface circuitry will normally be in an 'input-to-micro' configuration.

The port is configured as follows. The eight output lines are defined as four data bits (D8-D5), three address bits (D4-D2) and one bit (D1) which defines the direction of data travel on the port. Four data lines are provided for the user, who at a later stage may wish to directly control the stepper motor coils from the computer instead of via the stepper control logic.

When the motors are being operated via the stepper control logic, only two of the data lines are used. Data bit six is used as a clock bit to step the motor; the delay on this bit will relate to the speed of the step, and hence the speed and flow of movement. Data bit five is used to indicate the direction the motor will step in.

The address bits are used to channel the selected clock and direction bit to the appropriate motor output. The three address bits can define eight states; states 1-6 are used to select any of the six motors, with states 0 and 7 not allocated.

Data bit one is used to indicate the direction of data travel. When this bit is low, data is being transferred to the arm joints and when high, data can be read from the microswitches, if installed. On the transistion of bit one from high to low a pulse is generated which causes the data to be latched into the addressed output latch.

In the input mode the lines D8-D3 are used to read any of the six microswitches installed on the arm. These are in the form of reed switches and magnets, and indicate one specific position of each joint and hence enable the arm to be reset before any learning sequence takes place.

A spare input bit (D2) exists which can be buffered and used for some extra input sensor. For example, this spare input could be used to connect a 'home brew' transducer to the system.

The interface circuitry consists of 12 TTL components which decode and route the data out to the appropriate motor control/driver logic. Two 74LS125 ICs (IC1,2) buffer the data out to the decoder and latches. A 74LS138 (IC6) decodes the three input address bits to provide eight select

lines, six of which are for the 74LS175 latches (IC7-12).

Data bit D1 is buffered and fed into a 74LS123 monostable (IC4) to generate a clock pulse. This causes the decoder to provide a latch pulse for approximately 500 ns to the addressed motor control latch. Data bit D1 is tied to a pull-up resistor (R1) so that this line is high, except when data is output from the processor. The 74LS125 buffers are enabled by the buffered output of bit 1 so data is only fed to the latch inputs when bit 1 is low. The bit 1 buffer is always enabled because its enable is tied low.

The microswitch inputs are buffered by a 74LS366 (IC5) which is enabled by the complemented output of bit 1, hence when bit 1 is high the 74LS366 is enabled. Thus for a large portion of the time this buffer will be enabled and the contents of the microswitches will be input to the micro. This allows users to operate the arm under bit interrupt control, allowing instant response to a microswitch change and avoiding the 'polling' of the microswitches. The six microswitch inputs are pulled up, hence the switches can be connected to the arm using only one return lead per switch and the arm chassis as ground.

Fig. 3 Hex dump of the TRS-80 Model I tutor program. The memory following this program is designated ARST, the ARm STorage area that holds the numerical data defining a learned sequence of moves.

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4410	A7 28 CD 49 00 CD 33 00 CD 5D 49 FE 4C CA 51 44	4760 CD C5 46 NF 32 90 4A 3A 10 38 CB 47 CA 72 47 C3
4429	FE 52 CA 85 44 FE 57 CA 35 45 FE 43 CA D7 44 FE	4778 F3 47 01 00 00 CB 4F CA 7D 47 CD FC 47 03 CB 57
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separately since if you have all six in operation at any given moment, horrendously complex gyrations of the robot arm are possible and it will not always be easy to see exactly what the faults are or even in which channel they lie.

Note that the parts list and overlay for the drive board are a little peculiar, with some parts apparently labelled the same. This is because the drive circuit is repeated six times, but with a few exceptions; some parts appear six times, some three times and some only once. But it does make sense if you study it carefully in conjunction with the circuit diagram — honest!

Refer to the component overlays and circuit diagrams provided during construction at each stage. Do not simply 'knock the whole thing together' and then start checking! IT WILL FAIL. While the interface and/or control box

is not particularly expensive, there is no point in throwing money away by merrily destroying ICs wired in reverse.

The only setting up procedure involves PR1 — this component should be used to adjust the motor speed in manual mode so that the motors do not slip when stepping.

# In Use

Normally we can give a pretty good indication to our readers as to which applications a project is best suited to — in this case, however, you will have to tell us! There will be such a diversity of use that your particular application is likely to be of great interest to other readers.

To this end we will publish — and pay for — applications reports from users of the Armdroid in future issues of ETI. For schools, colleges and so on this obviously represents a chance to

recoup some of the cost. Contact the Editor for further details.

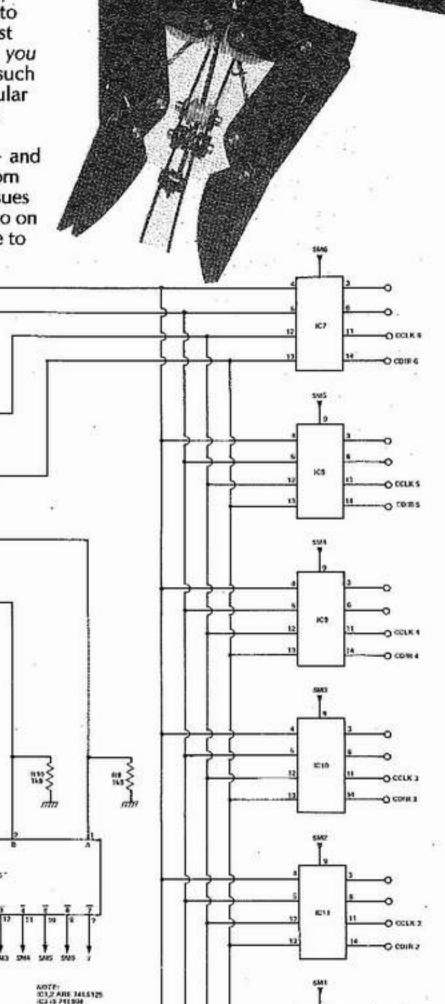
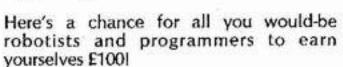


Fig. 4 Circuit diagram of the interface board. Although four outputs are available from each of the six latches, only the two labelled outputs (CCLK and CDIR) are used in this application. This particular section of the design is very versatile; for example, driving triacs from the latch outputs gives a computer-controlled disco lighting console.

WIN £100! 2nd PRIZE £10 3rd PRIZE £10

ROBOT PROGRAM COMPETITION



In order to encourage the wider use of our first robot, ETI is offering a cash prize of one hundred pounds for the best program submitted which enables the Armdroid to be used with any of the following computers:

- Commodore PET any model
- Tangerine MICRON
- Sharp MZ-80K
- Tandy TRS-80 Model III
- Superboard (expanded)
- Video Genie
- Apple/ITT 2020
- NASCOM
- Acorn Atom

Any memory size may be used, but we would suggest that a minimum of 8K is accepted. (The routine takes nothing like this amount of space incidentally!)

Entries must include a full listing and tapes are ONLY acceptable for PET and Sharp. Any other undocumented entries supplied on tape will be disqualified.

Group entries are quite acceptable, but it must be made clear who is to receive the cheque in the event of success, be it school, club or individual.

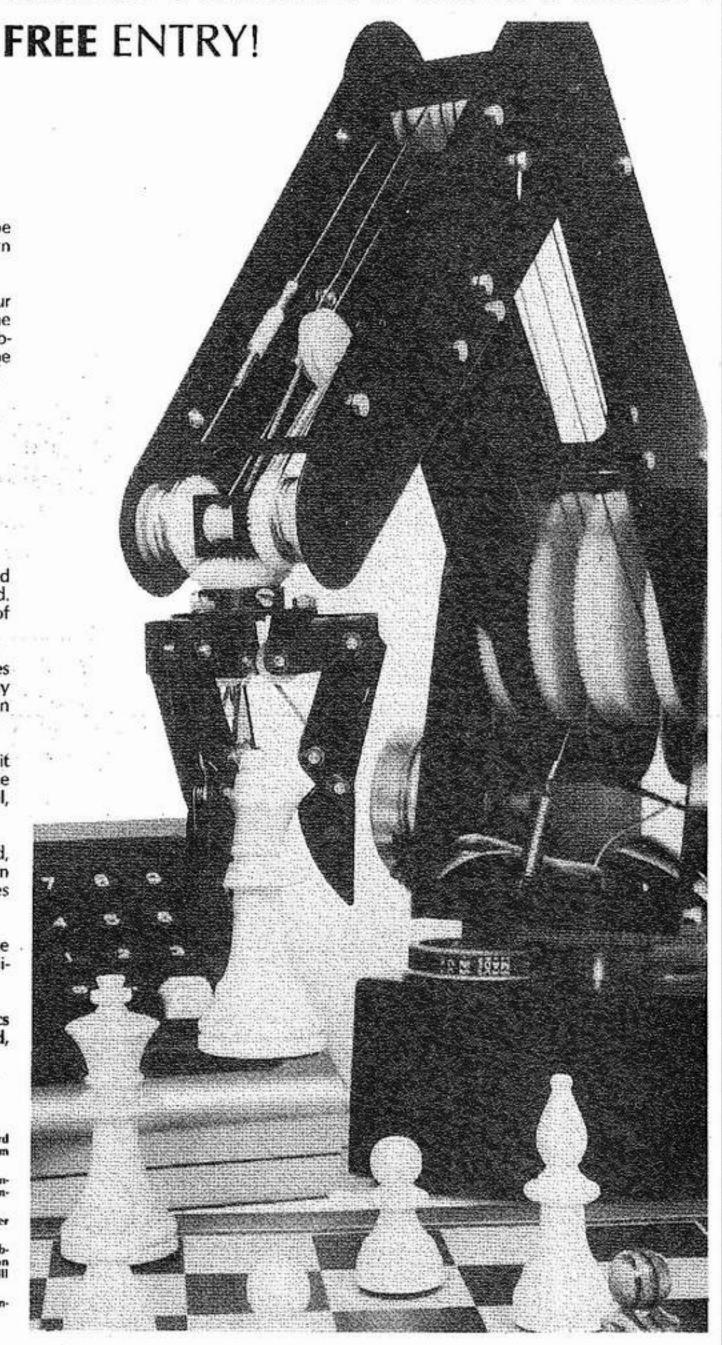
Handwritten entries will be considered, although presentation will play a part, in deciding the competition, so typed entries (and printed listings) are to be preferred.

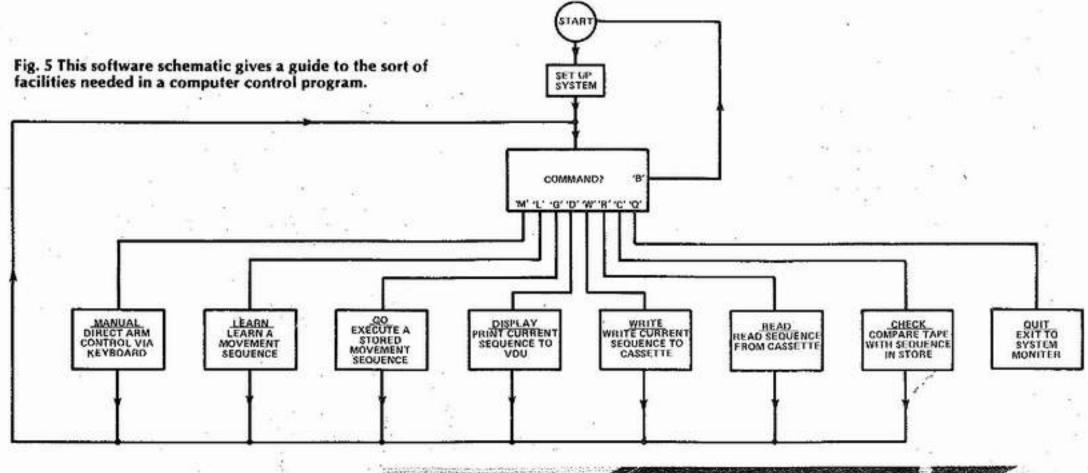
Closing date is October 31st 1981 and the winners will be announced as soon as possible after that date.

Send to: Armdroid Competition, Electronics Today International, 145 Charing Cross Road, London WC2H 0EE.

# RULES

- The entry must allow the Armdroid to be both keyboard controlled and to execute a series of actions under program control.
- Programs for the TRS-80 Model I are not eligible for consideration, although they may be submitted to ETI and Computing Today as articles in the normal manner.
- Entries arriving with a postmark of November 1st or later will not be eligible for judging.
- All entries become the property of Modmags Ltd upon submission and no correspondence concerning the competition will be entered into. Any entries published in the magazine will be paid for at the usual rates.
- The judges' decision shall be considered final by the contestants.





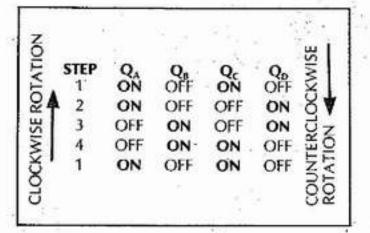


Fig. 6 Coil stepping sequence for the stepper motors used in the Armdroid. Compare this table with the waveforms in Fig. 7 to see how the control signals generate movement.

# BUYLINES

Colne Robotics can supply either a complete kit of parts or assembled units for the Armdroid.

Armdroid - Kit (including Manual): £199

Armdroid — Assembled (including Manual):

Assembled

£270

£25

Interface/Driver/Power Supply and cassettes of software:

Kit £45
Assembled £55
Manual Control Box:

Kit £20

All prices are exclusive of VAT (15%) and

postage and packing. Add £2.50 p & p for the Armdroid (either kit or assembled), and £1.50 for all other items.

Colne Robotics Co Ltd, 1 Station Road, Twickenham, Middlesed. TW1 4LL. Telephone: 01-892 7044. Telex: 8814066

GCIC.

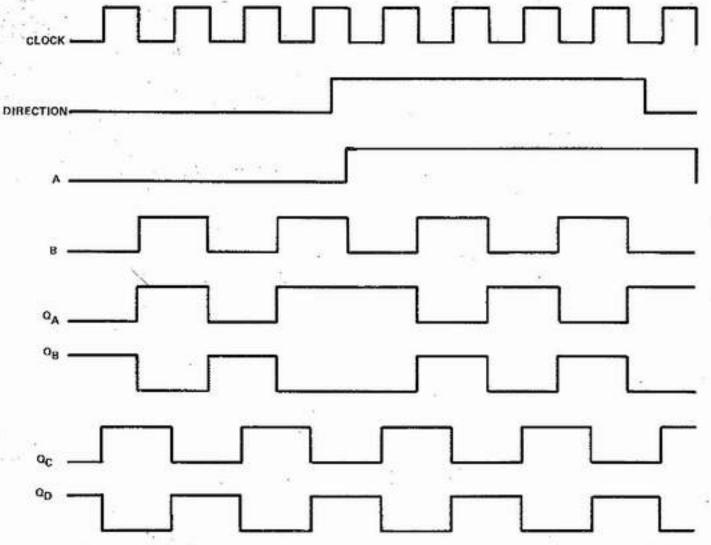
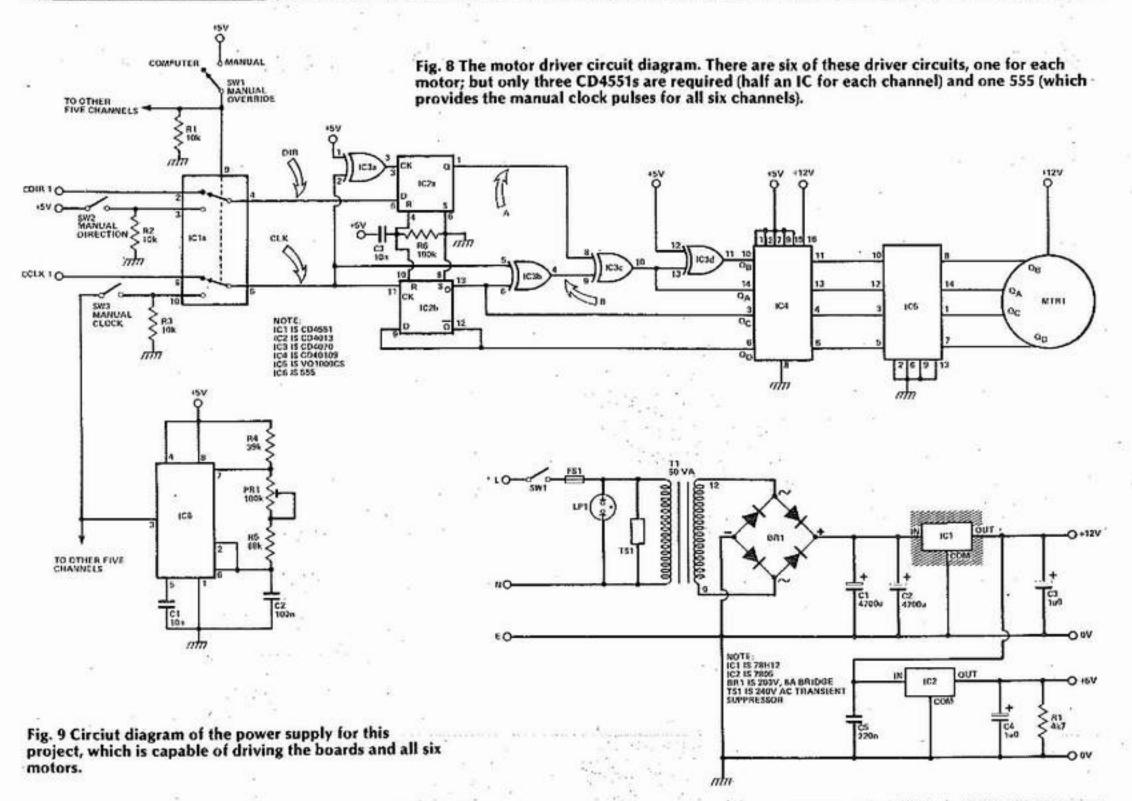


Fig. 7 Waveforms required to step the Armdroid motors correctly. These can be generated using fairly simple circuitry.



# HOW IT WORKS

# THE ARM DRIVERS

The arm motor driver logic has been designed so that it can be driven from a manual control box, or from the output of the computer interface circuitry. If the arm is to be controlled only from the CPU interface, then a large portion of the driver circuitry can be ignored.

The four outputs from the CPU interface logic can be connected to the four inputs of IC4 and the processor must then produce its own drive signals as shown in Fig. 7. This will also enable the motors to be half stepped by the processor. If the above is carried out, then ICs 1, 2 and 3 will be redundant in each motor drive logic section.

The circuitry described has a manual override so that, if for some reason the arm is doing something that you dislike, then it is possible to stop it using the manual controls.

The six motor driver stages need two power supplies to function; 12 V at about 3A5 and 5 V at 150 mA.

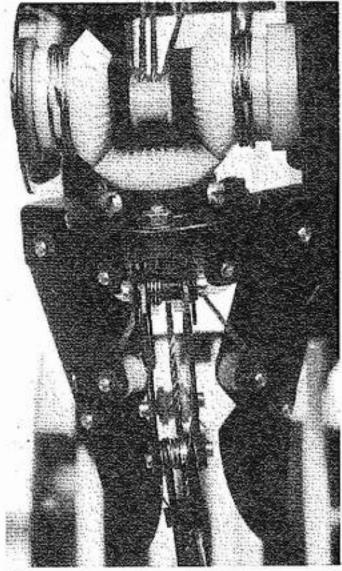
At the front end of the circuitry is a CMOS switch (IC1a). This is used to select the clock signal and the direction signal which are to be fed into the system. When the processor is controlling the motor driver, the CDIR and CCLK signals will be selected and placed on the DIR and CLK lines. In manual mode, clock pulses are fed into the system from IC6 (a simple 555 astable) via SW3, and SW2 controls the motor direction. To move a joint one way press SW3; to move it the other way press

SW3 and SW2 simultaneously. Pull-down resistors R1,2,3 are needed to prevent the inputs of IC1a floating when the switches are open (CMOS doesn't like this!).

The CLK signal is fed to the clock input of IC2b, a D-type flip-flop, so the data on the D input is latched on the rising edge of CLK. The  $\overline{Q}$  output is coupled back to the input so that each latched input is the inverse of the previous one; thus the Q output is a signal with half the frequency of CLK (waveform  $Q_C$  in Fig. 7). The waveform  $Q_D$  is simply the inverse of  $Q_C$  and is taken from the  $\overline{Q}$  output of IC2b. A capacitor/resistor network (C3/R6) resets the flip-flops on power-up.

The  $Q_B$  and  $Q_A$  clock pulses are derived from CLK, the Q output of IC2b and the Q output of IC2a. The Q output of IC2a is the selected direction input DIR, and is latched by the falling edge of CLK, since the clock signal is inverted by IC3a. CLK is XORed with the  $Q_C$  clock signal in IC3b so when  $Q_C$  is identical to CLK point B will be low, otherwise it will be high. The output of IC3b (waveform B in Fig. 7) is XORed with the Q output of IC2a to produce  $Q_A$ .  $Q_B$  is obtained by inverting  $Q_A$  in IC3d, an XOR gate with its other input tied high.

The four waveforms Q<sub>A</sub>-Q<sub>D</sub> are then fed into IC4, a level shifter. Here the 5 V inputs are converted into 12 V outputs, and then fed into IC5. This is a high current quad VFET which provides the four high current outputs for the motor coils. The driving current level for the motor coils is about 300 mA at 12 V.



Next month we conclude the Armdroid project with the Parts Lists and component overlays.

R(())B(())

Part 2 of the Armdroid project gives the complete constructional details of the electronics. System concept

by Ron Harris. Realisation and development by Ajit Channe, Nick Ouroussoff and Andrew Lennard.

his month we give the Parts Lists and overlays for the Armdroid, plus a few things we have to point out. A large number of supply decoupling capacitors are required on the interface board — for clarity these were not shown on last month's circuit diagram, but they appear as C2-14 in Fig. 3. Figure 3 also includes two extra resistors which experience has shown to be necessary

On the motor driver board, there are four spare pads to the left of each IC4. These may be used to directly connect control signals from the outputs of the latches on the interface board, if direct computer control of the stepper coils is desired as mentioned last month.

Finally, Colne Robotics are continuing development work on the gripper, and invite suggestions for alternative designs. If you think you've got a good idea (some possibilities are mentioned in Robotics Today this month), get in touch with Colne at the address given in Buylines last month. If they like your proposal they're prepared to do the development and engineering work and pay the inventor a royalty. Over to you!

**ETI OCTOBER 1981** 

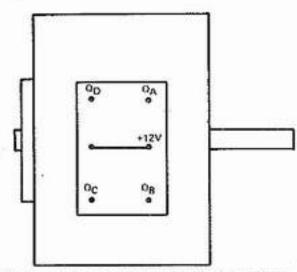
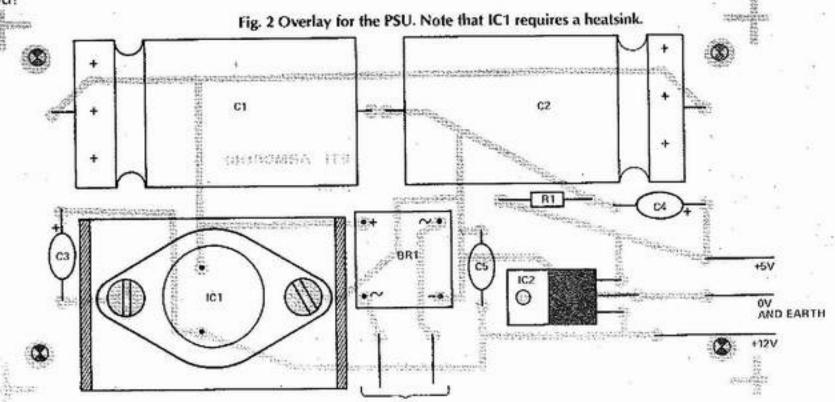


Fig. 1 Motor wiring diagram. Note that both the centre terminals are connected to 12 V.

**PARTS LIST** 

**PROJECT** 

POWER Resistors R1	SUPPLY (all ¼W, 5%) 4k7	BR1 TS1	200 V, 6 A bridge rectifier 240 V AC transient sup-
100			pressor
Capacito	ors		
C1,2	4700u 25 V axial electrolytic	Miscella	
C3,4	1u0 35 V tantalum	SW1	mains switch
C5,4	220n polyester	T1	12 V, 50 VA
C3	22011 polyester	LP1	12 V, 50 VA
Semicon	ductors	LP1	neon lamp
IC1	78H12	FS1	1 A fuse
	7805		(drilled for T03 case)
IC2	7003		



WIN E 100! WIN E 100! 2nd PRIZE E 10 3rd PRIZE E 10

ROBOT PROGRAM COMPETITION

Here's a chance for all you would-be robotists and programmers to earn yourselves £100!

In order to encourage the wider use of our first robot, ETI is offering a cash prize of one hundred pounds for the best program submitted which enables the Armdroid to be used with any of the following computers:

- Commodore PET any model
- Tangerine MICRON
- Sharp MZ-80K
- Tandy TRS-80 Model III
- Superboard (expanded)
- Video Genie
- Apple/ITT 2020
- NASCOM
- Acorn Atom

Any memory size may be used, but we would suggest that a minimum of 8K is accepted. (The routine takes nothing like this amount of space incidentally!)

Entries must include a full listing and tapes are ONLY acceptable for PET and Sharp. Any other undocumented entries supplied on tape will be disqualified.

Group entries are quite acceptable, but it must be made clear who is to receive the cheque in the event of success, be it school, club or individual.

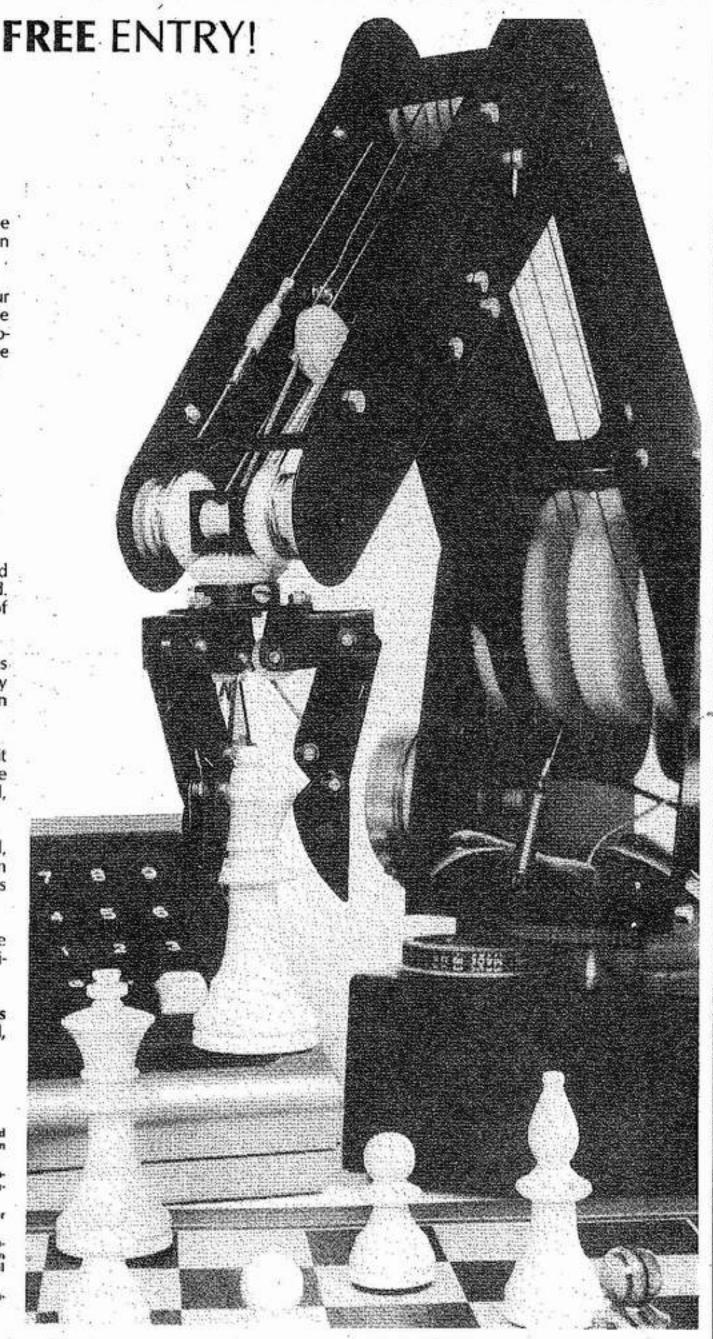
Handwritten entries will be considered, although presentation will play a part in deciding the competition, so typed entries (and printed listings) are to be preferred.

Closing date is October 31st 1981 and the winners will be announced as soon as possible after that date.

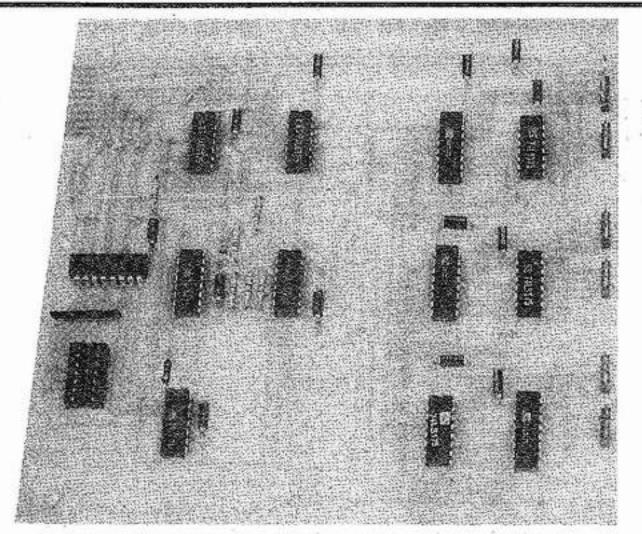
Send to: Armdroid Competition, Electronics Today International, 145 Charing Cross Road, London WC2H 0EE.

# RULES

- The entry must allow the Armdroid to be both keyboard controlled and to execute a series of actions under program control.
- Programs for the TRS-80 Model I are not eligible for consideration, although they may be submitted to ETI and Computing Today as articles in the normal manner.
- Entries arriving with a postmark of November 1st or later will not be eligible for judging.
- 4. All entries become the property of Modmags Ltd upon submission and no correspondence concerning the competition will be entered into. Any entries published in the magazine will be paid for at the usual rates.
- The judges' decision shall be considered final by the contestants.



# .PROJECT: Robot Arm



# PARTS LIST INTERFACE BOARD Resistors (all ¼ W, 5% except where stated) R1 1k0 R2,13 10k R3-8 2k2 resistor network R9-11 1k8 R12 15k Capacitors C1 100p polystyrene C2-14 10n ceramic

Semiconductors IC1,2 74LS125 IC3 74LS04 IC4 745LS123 IC5 74LS366 IC6 74LS138 IC7-12 74LS175

Miscellaneous

SW1-6 SPST microswitches 0.1" 10-way edge connector (one off); fourway PCB plug and socket connectors (six off).

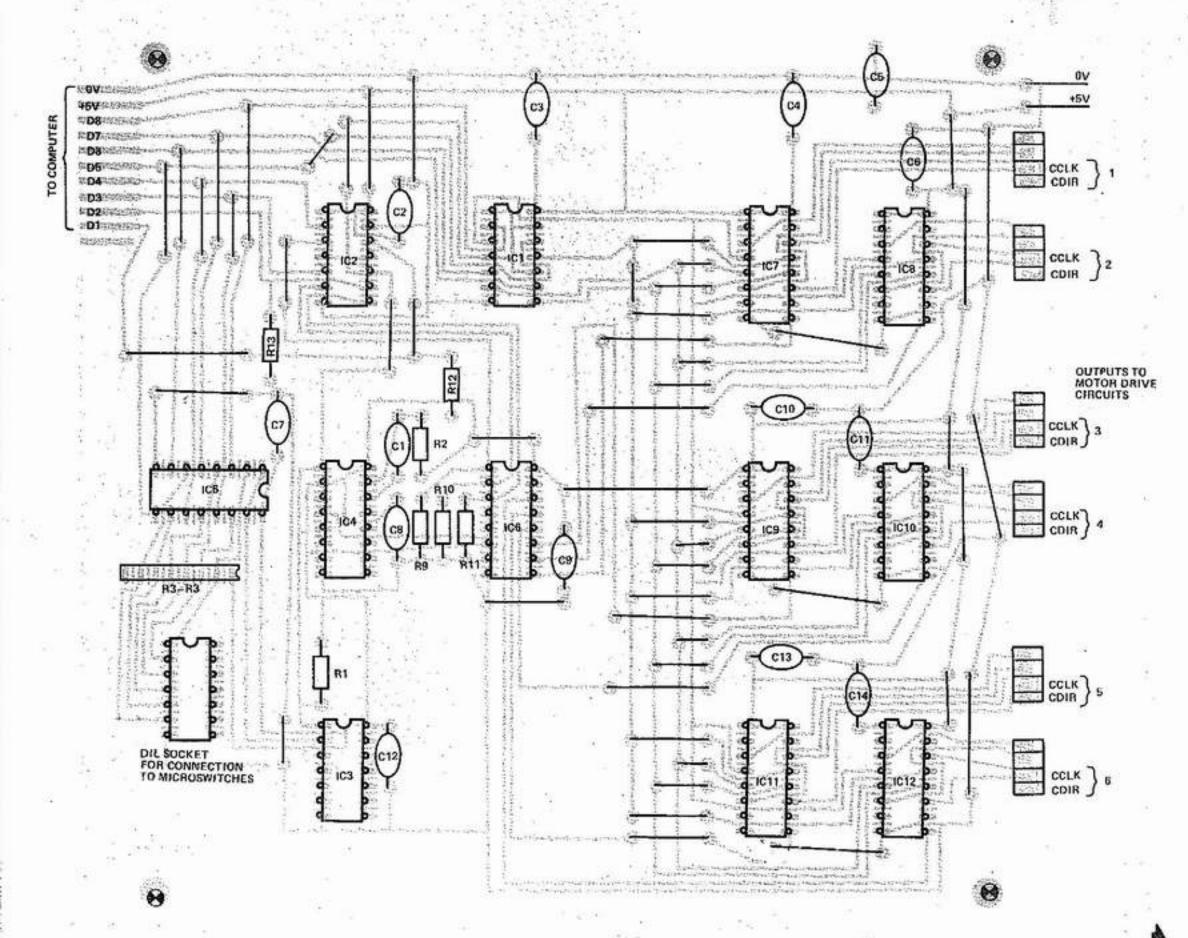
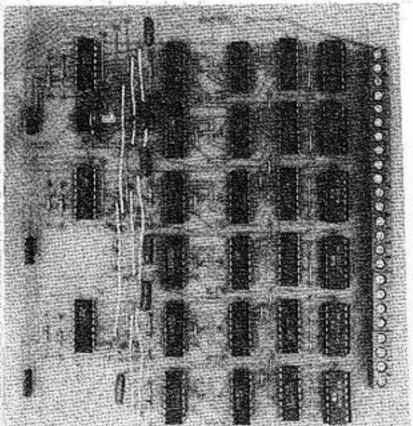


Fig. 3 Interface board overlay. The connection to the computer port will depend on your particular machine.

# PROJECT: Robot Arm



MOTOR	DRIVER	C3	10n ceramic	
(For one	channel only - six sets required	Voteres:	I let the transmissed	
except where stated)		Semicond	Semiconductors	
Resistors	(all 14 W, 5%)	IC1	CD4551 (three off)	
R1	10k (one off)	IC2	CD4013	
R2,3	10k	IC3	CD4070	
R4	39k (one off)	IC4	CD40109	
R5	68k (one off)	IC5	VQ1000CS	
R6	100k	IC6	555 (one off)	
Potentiometer		Miscellan	Miscellaneous	
PR1	100k miniature vertical	SW1	SPDT toggle (one off)	
	preset (one off)	SW2,3	SPST push-button	
		MTR1	12 V stepper motor	
Capacito	rs	and the second s	0.1" 16-way edge connector (one off); four-	
C1	10n ceramic (one off)		way PCB plug and socket connectors (three	
C2	100n ceramic (one off)		off); 25-way terminal block (one off).	

Fig. 4 Overlay for the motor driver board. Points A-A, B-B,..., F-F are linked by lengths of insulated wire; normally points G-G-G are also linked so that the manual override switch (SW1) controls the CMOS switches in all six channels. However, if it is required to provide a separate override for each pair of channels, pads are provided at pin 9 of each IC1 for the extra pull-down resistors.

