



Dobot M1 User Guide

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Shenzhen Yuejiang Technology Co., Ltd

Precautions

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Before using our product, please thoroughly read and understand the contents of this document and related technical documents that are published online, to ensure that the robotic arm is used on the premise of fully understanding the robotic arm and related knowledge. Please use this document with technical guidance from professionals. Even if follow this document or any other related instructions, Damages or losses will be happened in the using process, Dobot shall not be considered as a guarantee regarding to all security information contained in this document.

The user has the responsibility to make sure following the relevant practical laws and regulations of the country, in order that there is no significant danger in the use of the robotic arm.

Certification specification

Dobot M1 has been certified as follows.



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Preface

Purpose

This Document describes the functions, technical specifications, installation guide and system commissioning of Dobot M1, making it easy for users to fully understand and use it.

Intended Audience

This document is intended for:





- Customer Engineer
- Sales Engineer
- Installation and Commissioning Engineer
- Technical Support Engineer

Change History

Date	Change Description
2020/01/16	<ul style="list-style-type: none"> • Add example of tray • Add I/O trigger recovery mode
2019/10/25	<ul style="list-style-type: none"> • Modify Cartesian coordinate image • Modify end-effector size, robot workspace, and base size images • Modify electrical specifications and add internal digital output and input circuit diagrams • Modify digital output example • Add safeguard stop example
2019/08/31	The first release

Symbol Conventions

The symbols that may be founded in this document are defined as follows.

Symbol	Description
 DANGER	Indicates a hazard with a high level of risk which, if not avoided, could result in death or serious injury
 WARNING	Indicates a hazard with a medium level or low level of risk which, if not avoided, could result in minor or moderate injury, robotic arm damage
 NOTICE	Indicates a potentially hazardous situation which, if not avoided, can result in robotic arm damage, data loss, or unanticipated result
 NOTE	Provides additional information to emphasize or supplement important points in the main text

Contents

Precautions	i
Preface.....	ii
1. Security Precautions	4
1.1 General Security.....	4
1.2 Service Security	5
2. Introduction.....	7
2.1 Overview.....	7
2.2 Appearance and Constitute	7
2.3 Working Principle	7
2.3.1 Workspace	8
2.3.2 Coordinate System.....	8
2.3.3 Arm Orientation.....	10
2.3.4 Motion Function	11
2.4 Technical Specifications	15
2.4.1 Technical Parameters	15
2.4.2 Sizes.....	17
3. Hardware Installation	19
3.1 Environment Requirements	19
3.2 Installing the Base of Dobot M1	19
3.3 (Optional) Installing End Effector	19
3.3.1 Installing Laser Engraving Kit	20
3.3.2 Installing 3D Printing Kit	21
3.4 (Optional) Installing Air Pump	23
4. Electrical Specifications.....	27
4.1 Interface Board	27
4.2 LED Indicators.....	27
4.3 Interface Description.....	28
4.3.1 Power Adapter Interface	28
4.3.2 Body I/O Interface.....	30
4.3.3 External Expansion Interface.....	33
4.3.4 Communication Interface	41
5. Installation and Commissioning	42
5.1 Installing Software	42
5.1.1 Environment Requirements	42
5.1.2 Obtaining M1Studio Software Package.....	42
5.1.3 Installing M1Studio	42
5.1.4 Verifying Installation	44
5.1.5 Troubleshooting.....	44
5.2 Connecting Cables	44
5.2.1 Connecting Power Supply	44
5.2.2 Connecting Emergency Stop Switch	47
5.2.3 Connecting Serial Port.....	48

5.2.4	Connecting Network Cable	51
5.3	System Commissioning	55
5.3.1	Debugging Dobot M1	55
5.3.2	Debugging the Power of Dobot M1	56
5.3.3	Debugging Emergency Stop Function	57
5.3.4	Debugging Disabling Function	58
5.3.5	Debugging Motion Function	59
5.3.6	Debugging Homing Function	62
5.3.7	Debugging Initial Position	63
6.	Operation	65
6.1	Instructions for M1Studio	65
6.1.1	Module Description	65
6.1.2	Alarms Description	65
6.1.3	Saving Point in ARC Mode	68
6.1.4	Saving point in JUMP Mode	70
6.2	Operating Teaching and Playback	70
6.2.1	Basic Operation	70
6.2.2	Other Function Description	74
6.3	Scripting	78
6.4	Operating Blockly	79
6.5	Operating Laser Engraving	81
6.6	Operating 3D Printing	84
6.7	Operating I/O Assistant	92
6.8	Operating Collision Detection	92
6.9	Operating Web Management	96
6.9.1	Managing Offline File	97
6.9.2	Upgrading Firmware	99
6.10	Example	104
6.10.1	Example of the Trajectory	104
6.10.2	Example of I/O	106
6.10.3	Example of Switching the Arm Orientation at the Same Point	114
6.10.4	Example of TCP/IP Control	115
6.10.5	Example of Tray	121
6.10.6	Example of Safeguard Stop	126
7.	Maintenance	131
7.1	Routine Maintenance	131
7.1.1	Routine Inspection	131
7.1.2	Periodic Inspection	132
7.1.3	Cleaning Maintenance	133
7.2	Maintenance of Mechanical Parts	133
7.2.1	Greasing Screw Rod of Z-axis	133
7.2.2	Greasing Guide Rail of Z-axis	135
7.3	Maintenance of Electrical Parts	135
7.3.1	Encoder Battery Maintenance	136

7.3.2	Calibration	154
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1. Security Precautions

This topic describes the security precautions that should be noticed when using this product. Please read this document carefully before using the robot arm for the first time. This product needs to be carried out in an environment meeting design specification, you cannot remold the product without authorization, otherwise, it could lead to product failure, and even personal injury, electric shock, fire, etc. People who use this product for system design and manufacture must be trained by our company, relevant institution, or must have the same professional skills. The installation personnel, operators, teaching personnel, programmers and system developers of the robotic arm must read this document carefully and use the robot arm strictly according to the regulations of this document strictly.

1.1 General Security



DANGER

The robot arm is electrical equipment. Non-professional technicians cannot modify the wire, otherwise, it is vulnerable to injury the device or the person.

The following security rules should be followed when using the robot arm for industrial design and manufacture.

- You should comply with local laws and regulations when operating the robotic arm. The security precautions in this document are only supplemental to local laws and regulations.
- The **DANGER**, **WARNING**, and **NOTICE** marks in this document are only supplemental to the security precautions.
- Please use the robot arm in the specified environment scope. If not, exceeding the specifications and load conditions will shorten the service life of the product even damage the equipment.
- Please ensure that the robotic arm is operated under security conditions and there is no harmful object around the robotic arm.
- The hazardous area of the robotic arm is its workspace plus 100mm. In order to prevent people from entering the work area accidentally, it is necessary to build a safety barrier to prohibit people from entering the hazardous area.
- When the temperature is close to the freezing temperature, the other operations on the robotic arm will not be allowed until the robotic arm moves at the rate of 10% or less for more than ten minutes to make itself warm up.
- Highly corrosive cleaning is not suited to cleaning the robotic arm. The anodized components are not suitable for immersion cleaning.
- Please execute a daily inspection and regular maintenance, replace the defective parts in time, in order to keep the equipment in working order.
- Please comply with the relevant laws to deal with the product which is scrapped, and protect the environment.

- People cannot repair and disassemble the robotic arm without professional training. If there is a problem with the robotic arm, please contact Dobot technical support engineer in time.
- Before operating and maintaining the robotic arm, the personnel responsible for the installation, operation, and maintenance must be trained to understand the various security precautions and to master the correct methods of operation and maintenance.
- Only trained personnel may commission and set up the robotic arm.
- Commissioning of the incomplete machine is prohibited until it has been installed in a machine and the whole machine complies with the provisions of the Machinery Directive (2006/42/EC).
- The robotic arm may only be operated with the associated standard equipment. Any other use of tools is deemed to be inaccurate use.
- Only authorized personnel who are instructed in work safety must work on the machine.
- Before the operation, please wear protective clothing, such as antistatic uniform, protective gloves, and protective shoes.
- It is prohibited to modify or remove the nameplates, instructions, icons, and marks on the robotic arm and the related equipment.

1.2 Service Security



WARNING

It is necessary to shut off the power supply before installing the robotic arm, to prevent any electric shock or malfunction.

The following security rules should be followed when using the robotic arm for installing, teaching and programming.

- Be careful during the robotic arm carrying or installing. Please follow the instructions on the packing box to put down the robotic arm gently and place it correctly in direction of the arrow.
- Before operating the robotic arm, please find and understand how to operate the emergency stop function, ensure that the robotic arm can be stopped in an emergency.
- You must connect the cables needed to the robotic arm first, and then power on the robotic arm.
- When operating the robotic arm over the PC, please do not reach out into the workspace of the robotic arm, otherwise, it will be vulnerable to injury the device or the person.
- When the robotic arm is running, please do not plug or unplug the power and communication cables at will.
- Before disconnecting the external equipment from the robotic arm, such as a 3D mouse, please make sure that the robotic arm is completely powered off.
- When powering on the robotic arm for the first time, please check the Z-axis or J3 value from M1Studio. If the value is below 10mm, a limitation alarm is generated and meanwhile

the red indicator on the base of the robotic arm will be on and this is a normal phenomenon. At that point, you need to click **J3+** under the Joint coordinate system on the **M1Studio** page to jog the robotic arm to the position where the J3 value is above 10mm, and then the alarm will be cleared.

- When powering on the robot arm for the first time, please ensure that the emergency stop switch has been reset (The emergency stop button is released). Otherwise, the robotic arm will not work normally. If the emergency stop switch is not opened, please rotate the emergency stop button clockwise. The emergency stop button will be released when rotating to 45°.
- Please **DO NOT** connect the power cable to the Dobot M1 directly without power adapter. Otherwise, the machine will be damaged.
- In normal use of Dobot M1, please **DO NOT** enable safeguard stop function at will. Otherwise, the scripts cannot be run.
- Non-professional users are not allowed to replace the driver board. Please **DO NOT** switch the driver boards on different joints. Otherwise, the driver boards or main control board will be damaged. If you need to replace the driver board, please contact Dobot technical support engineer.

2. Introduction

2.1 Overview

Dobot Master 1st generation robotic arm (Dobot M1 for short) focuses on the light industrial market with great potential, and supports teaching, playback, script control, blockly graphic programming, laser engraving, 3D printing, vision identity and other functions, which is flexibly used in intelligent sorting, circuit board soldering and other automatic production lines, so that it can become the sword to solve practical problems for light industrial users, and can also become the platform to carry the imagination of the maker. Dobot M1 has the following characteristics.

- The integrated design of the driver and controller without external controller simplifies the process of the initial installation and deployment.
- The perfect calibration of servo motor, harmonic reducer and kinematic algorithm inside Dobot M1 bring out the best of strength and speed.
- The rated load is 1.5kg, and the repeatability is $\pm 0.02\text{mm}$.
- Various I/O and communication interfaces are provided for secondary development.

2.2 Appearance and Constitute

Dobot M1 consists of base, Z axis, Rear Arm, Forearm. Figure 2.1 shows the appearance.



Figure 2.1 The appearance of Dobot M1

2.3 Working Principle

This topic describes the workspace, principle, size, and technical specifications of Dobot M1.

2.3.1 Workspace

Figure 2.2 shows the workspace.

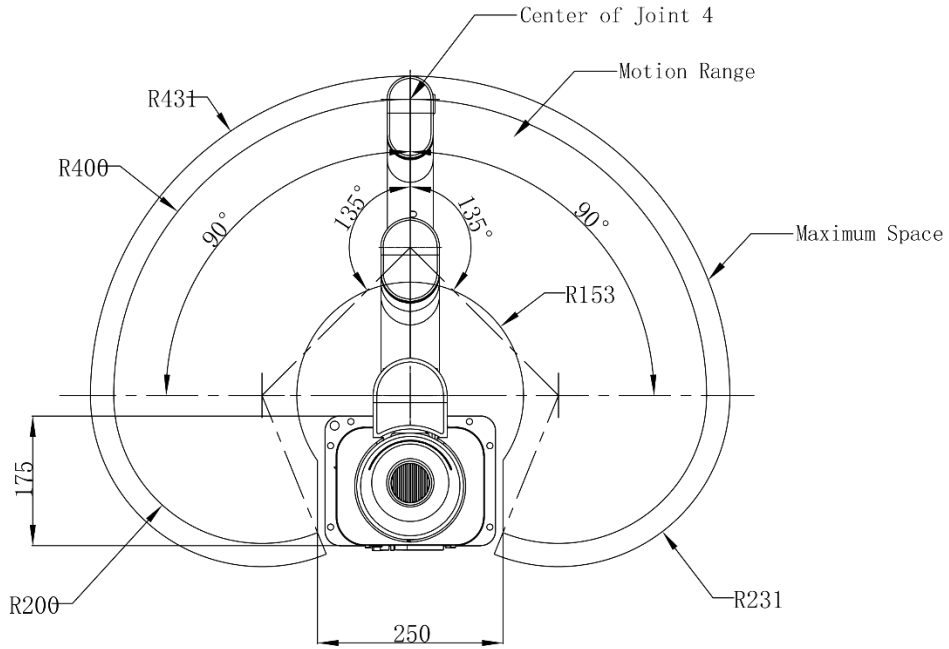


Figure 2.2 Workspace of Dobot M1

2.3.2 Coordinate System

Dobot M1 has two types of the coordinate system, the joint one and the Cartesian one, as shown in Figure 2.3 and Figure 2.4 respectively.

NOTE

The data shown in Figure 2.3 indicates the mechanical limitation.

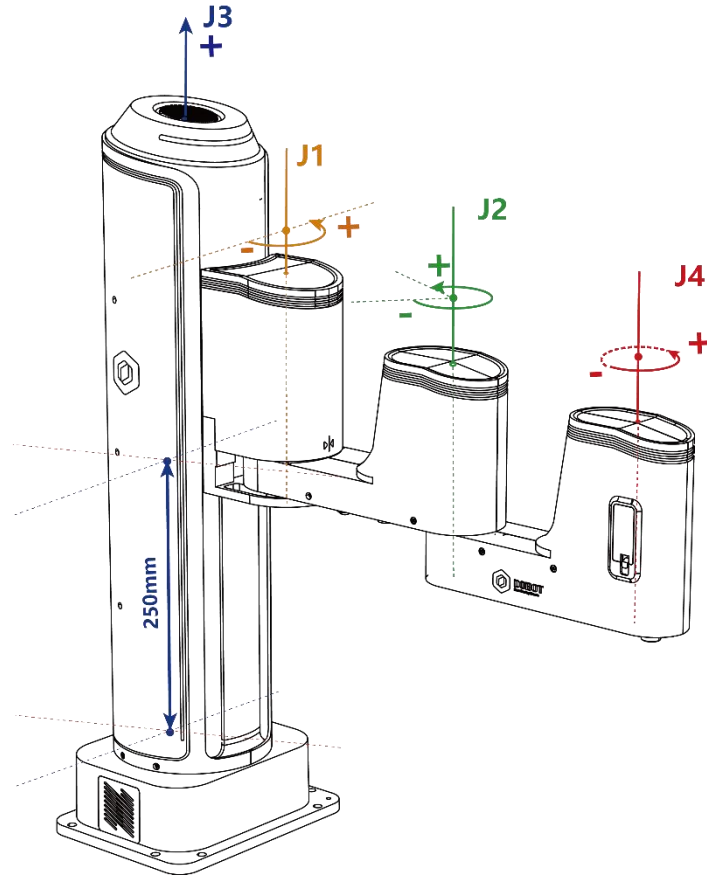


Figure 2.3 Joint coordinate system

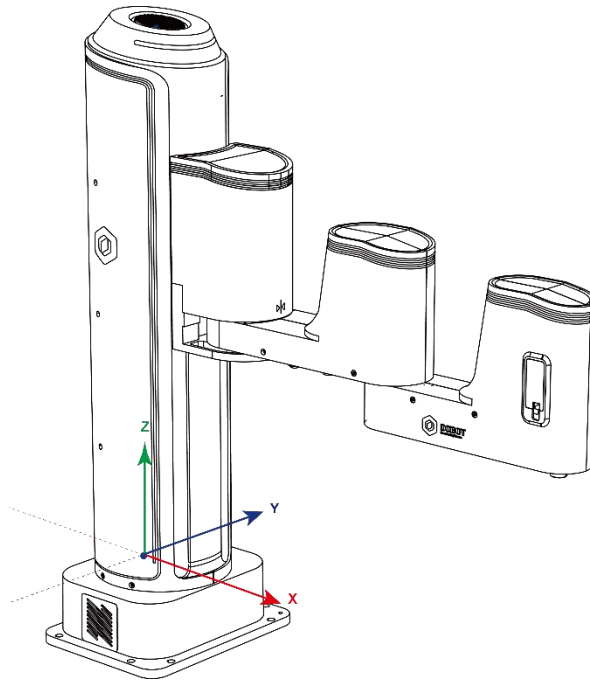


Figure 2.4 Cartesian coordinate system

- Joint coordinate system: The coordinates are determined by the motion joints.
Dobot M1 contains four joints.
 - J1, J2, and J4 are the rotating joints, which are located and oriented in the horizontal plane. And their axes are parallel to each other. The positive direction of these joints is counter-clockwise.
 - J3 is the moving joint, which is used for the movement of the end effector in the perpendicular plane. The positive direction of J3 is vertical upward.
- Cartesian coordinate system: The coordinates are determined by the base.
 - The origin is the axes center of the motor of Rear Arm where Rear Arm is dropped to the bottom of the Z-axis screw.
 - The direction of X-axis is perpendicular to the base forward.
 - The direction of Y-axis is perpendicular to the base leftward.
 - The direction of Z-axis is vertical upward, which is based on the right-hand rule.
 - The R-axis is the attitude of the end center relative to the origin of the robotic arm, of which the positive direction is counter-clockwise. The R-coordinate is the sum of the coordinates of J1, J2, and J4.

2.3.3 Arm Orientation

With two types of the arm orientation (lefty hand orientation and righty hand orientation), Dobot M1 can move to nearly any position and orientation within a given work envelope. You need to specify the arm orientation when Dobot M1 is moving. If you fail to do so, Dobot M1 may move following an unexpected path, resulting in interference with peripheral equipment. The arm orientations are shown in Figure 2.5 and Figure 2.6.

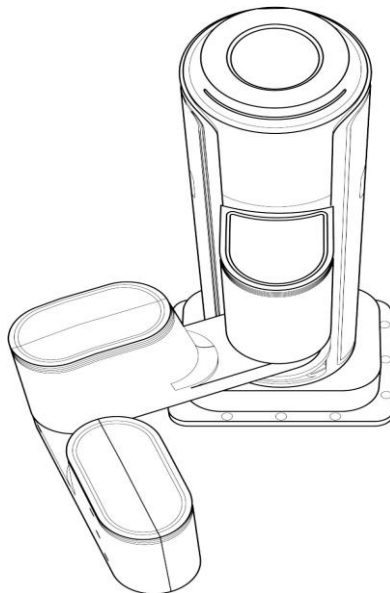


Figure 2.5 Righty hand orientation

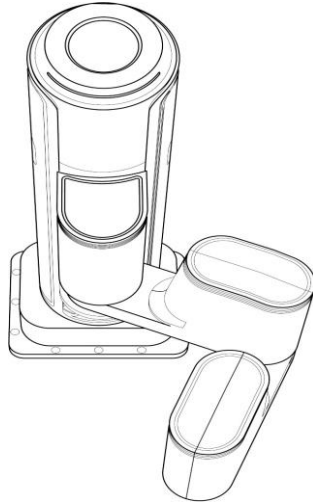


Figure 2.6 Lefty hand orientation

2.3.4 Motion Function

The motion modes of Dobot M1 include Jogging, Point to Point (PTP), ARC, and CIRCLE.

2.3.4.1 Jogging Mode

Jogging mode is to jog Dobot M1 in the Cartesian coordinate system or Joint coordinate system.

NOTE

This topic describes jogging mode by the GUI operation of M1Studio.

- Cartesian coordinate system mode
 - Click **X+**, **X-** and Dobot M1 will move along X-axis in the negative or positive direction.
 - Click **Y+**, **Y-** and Dobot M1 will move along Y-axis in the negative or positive direction.
 - Click **Z+**, **Z-** and Dobot M1 will move along Z-axis in the negative or positive direction.
 - Click **R+**, **R-** and Dobot M1 will rotate along R-axis in the negative or positive direction.
- Joint coordinate system mode
 - Click **Joint1+**, **Joint1-** and control the Rear Arm to rotate in the negative or positive direction.
 - Click **Joint2+**, **Joint2-** and control the Forearm to rotate in the negative or positive direction.
 - Click **Joint3+**, **Joint3-** and control the Z-axis to move in the negative or positive direction.
 - Click **Joint4+**, **Joint4-** and control the R-axis to rotate in the negative or positive

direction.

2.3.4.2 Point to Point Mode (PTP)

PTP mode supports MOVJ, MOVL, and JUMP, which means point to point movement. The trajectory of playback depends on the motion mode.

- **MOVJ**: Joint movement. From point A to point B, each joint will run from the initial angle to its target angle, regardless of the trajectory, as shown in Figure 2.7.

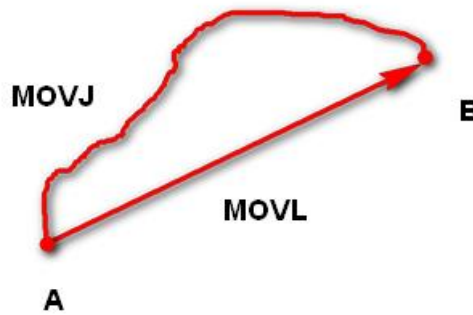


Figure 2.7 MOVL/MOVJ mode

- **MOVL**: Rectilinear movement. The joints will perform a straight line trajectory from point A to point B, as shown in Figure 2.7.
- **JUMP**: From point A to point B, The joints will move in the MOVJ mode, of which the trajectory looks like a door, as shown in Figure 2.8.
 1. Move up to the lifting Height (**Height**) in the MOVJ mode.
 2. Move up to the maximum lifting height (**Limit**).
 3. Move horizontally to a point that is above B by height.
 4. Move down to a point that is above B by height, which the height of the point is that of point B plus **Height**.
 5. Move down to Point B.

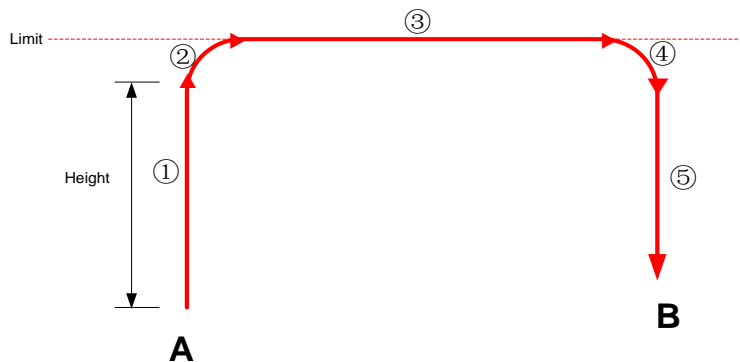
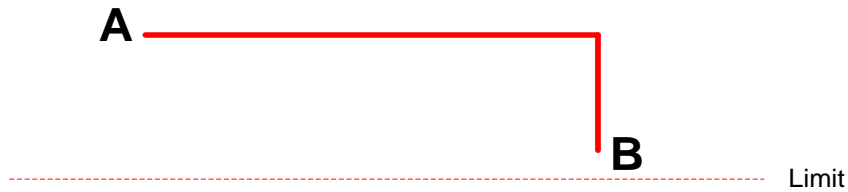


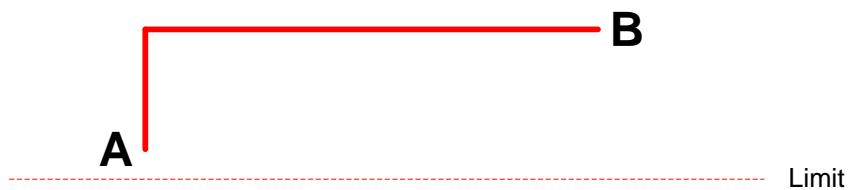
Figure 2.8 JUMP mode

In the JUMP mode, if the starting point or the end point is higher than or equal to **Limit**, or the height that the end effector lifts upwards is higher than or equal to **Limit**, the trajectory is different to that of Figure 2.8. Assuming that point A is the starting point, point B is the end point, **Limit** is the maximum lifting height, and **Height** is the lifting height.

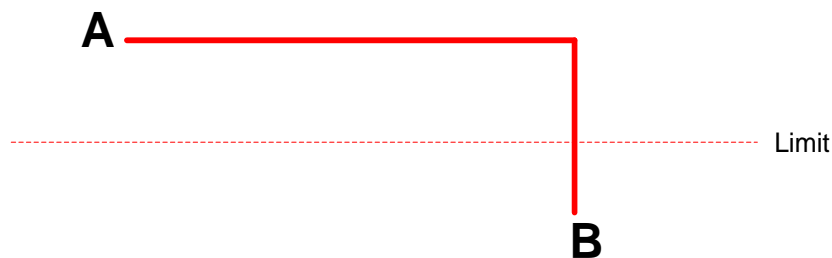
- Point A and point B are both higher than **Limit**, but point A is higher than point B.



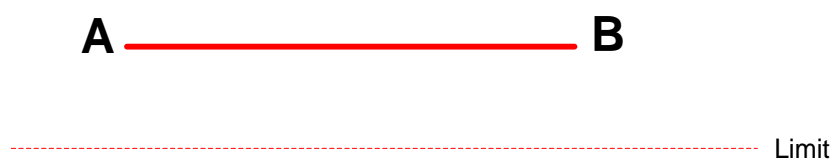
- Point A and point B are both higher than **Limit**, but point B is higher than point A.



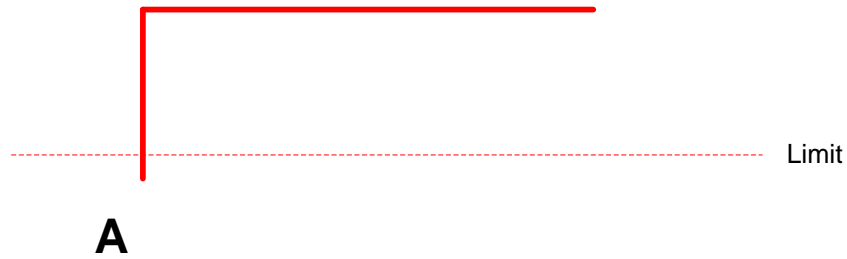
- Point A is higher than **Limit**, but point B is lower than **Limit**.



- The height of point A is the same as that of point B, but both are higher than **Limit**.



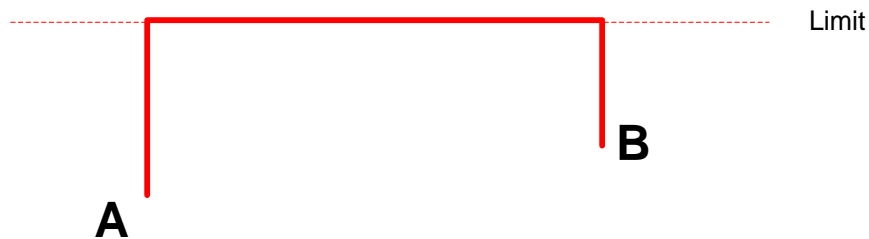
- Point A is lower than **Limit**, but point B is higher than **Limit**.



- The height of point A and point B are both the same as **Limit**.



- Point A and point B are both lower than **Limit**, but point A plus **Height** and point B plus **Height** are higher than **Limit**.



2.3.4.3 ARC Mode (ARC)

The trajectory of ARC mode is an arc, which is determined by three points (the current point, any point and the end point on the arc), as shown in Figure 2.9.



NOTICE

In the ARC mode, it is necessary to confirm the starting point with other motion modes, and the three points cannot be in a line.

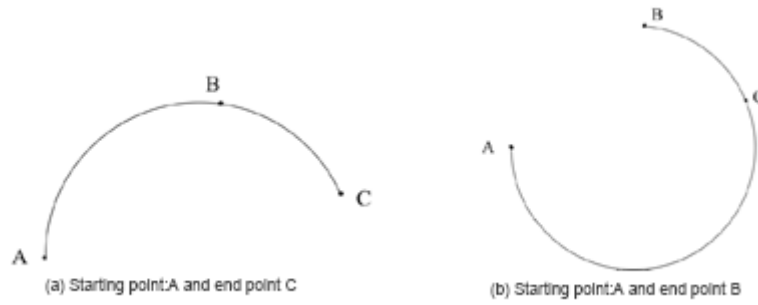


Figure 2.9 ARC mode

2.3.4.4 CIRCLE Mode (CIRCLE)

The CIRCLE mode is similar to the ARC mode and its trajectory is a circle. In the CIRCLE mode, it is necessary to confirm the starting point with other motion modes.

2.3.4.5 Application Scenarios

The application scenario depends on the trajectory in motion mode, as shown in Table 2.1.

Table 2.1 Application scenario

Motion mode	Application scenario
MOVL	If the trajectory of playback is required as a straight line, you can choose MOVL
MOVJ	If the trajectory of playback is not required but high speed is required, you can choose MOVJ
JUMP	If the movement of two points is required to lift upwards by amount of height, such as sucking up, grabbing, you can choose JUMP
ARC	If the trajectory of playback is required as an arc, such as dispensing, you can choose ARC
CIRCLE	If the trajectory of playback is required as a circle you can choose CIRCLE

2.4 Technical Specifications

2.4.1 Technical Parameters

Name	Dobot M1		
Reach	400mm		
Rated payload	1.5kg		
Maximum magnitude	Type	Mechanical limitation	Software limitation
	J1	-90°- 90°	-85°- 85°
	J2	-135°- 135°	-135°- 135°

	J3	0mm- 250mm	10mm- 235mm
	J4	Unlimited	-360°- 360°
Maximum speed	Joint speed of Forearm and Rear Arm	180°/s	
	Resultant speed of the Forearm and Rear Arm	2000mm/s	
	Speed of Z-axis	1000mm/s	
Repeatability	±0.02mm		
Power	Power Adapter: 100V-240V AC,50/60Hz Dobot M1: 48V DC		
Communication interface	Ethernet, RS-232C		
I/O	<ul style="list-style-type: none"> • 22 digital outputs • 24 digital inputs • 6 ADC inputs 		
Software	M1Studio		

NOTE

Mechanical Limitation: Limit the position of Dobot M1 by mechanical parts.

Software Limitation: For protection, limit the position of Dobot M1 by software.

Generally, the rated payload is available under the rated speed. The over payload will affect the robot precision. When an eccentric end effector is mounted on the robot, the inertia force caused by eccentric payload cannot be underrated or ignored. Otherwise, the robot will be damaged. When the eccentric end effector is mounted, the recommended positional relationship between the load weight and the offset amount from the center of the R-axis is shown as Figure 2.10.

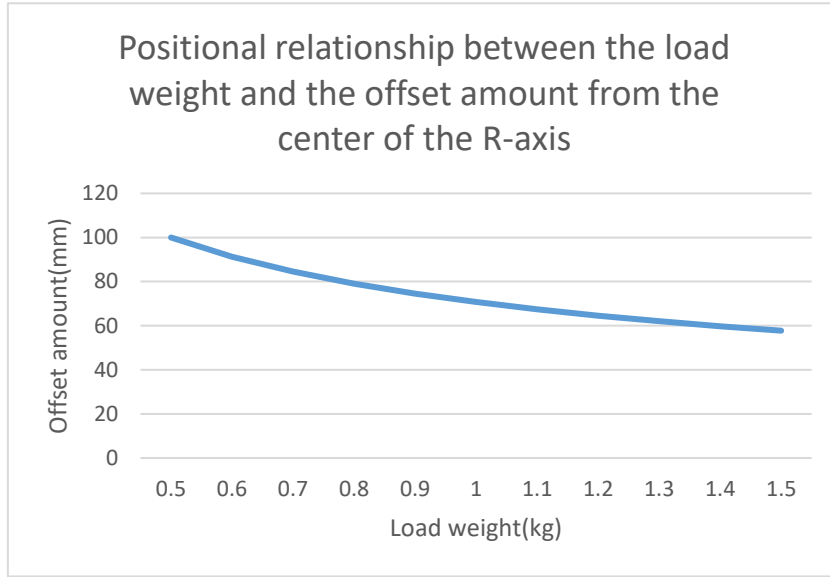


Figure 2.10 Positional relationship between the load weight and the offset amount from the center of the R-axis

2.4.2 Sizes

2.4.2.1 Dobot M1 Size

Figure 2.11 shows the size of Dobot M1.

NOTE

Z-axis Motion Range shown in Figure 2.11 indicates the mechanical limitation.

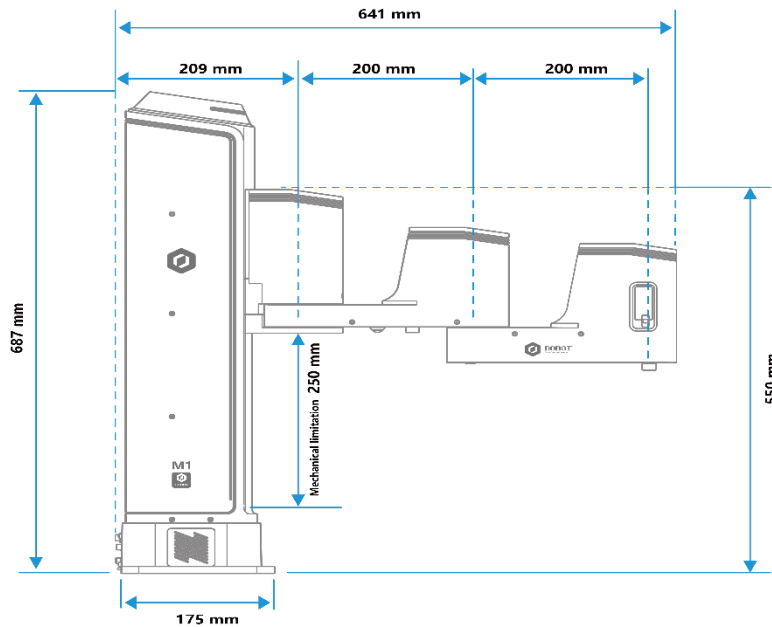


Figure 2.11 Size of Dobot M1

2.4.2.2 End-effector Size

You can install the matching gripper, suction cup, or laser on the end of the Dobot M1 for transporting, intelligent sorting and laser engraving. Figure 2.12 shows the size of the end effector of Dobot M1.

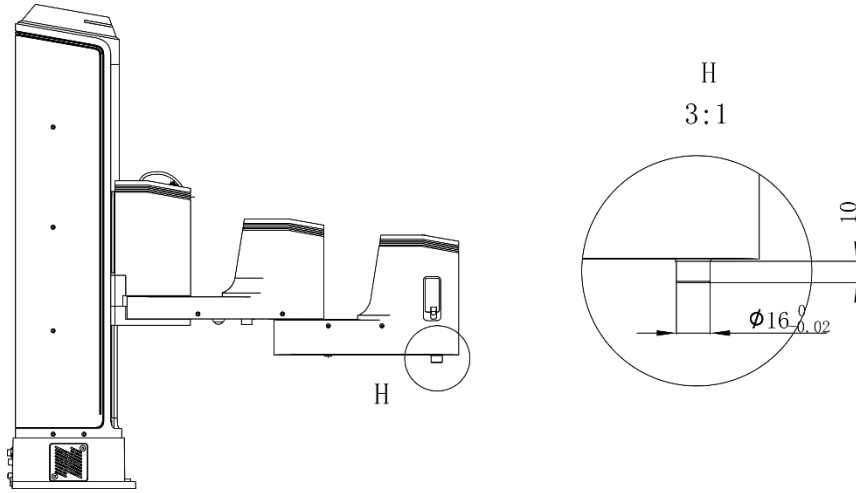


Figure 2.12 Size of the end-effector

3. Hardware Installation

3.1 Environment Requirements

The operating temperature of Dobot M1 ranges from 5 °C to 40 °C. The operating humidity ranges from 5% to 90% (non-condensing).

3.2 Installing the Base of Dobot M1

The stability of Dobot M1 depends on the installation of the base of Dobot M1. You can design the platform according to the size of the hole of the base and the real environment for fixing Dobot M1. The platform must not only bear Dobot M1, but also bear the dynamic force by the maximum acceleration. Note the following before installing the platform.

- Design the platform according to the workspace of Dobot M1, and ensure that Dobot M1 moves without interference.
- Keep the platform level which is used to support Dobot M1.
- Do not put water or other drinks near or on the platform, in order to avoid potential safety hazard because of liquid leakage.

Procedure

Step 1 Check the packaging of Dobot M1, and confirm that the contents of the box are consistent with the packaging list.

Step 2 Open the holes on the work platform according to the size of the hole of the base.

Figure 3.1 shows the size of hole of the base.

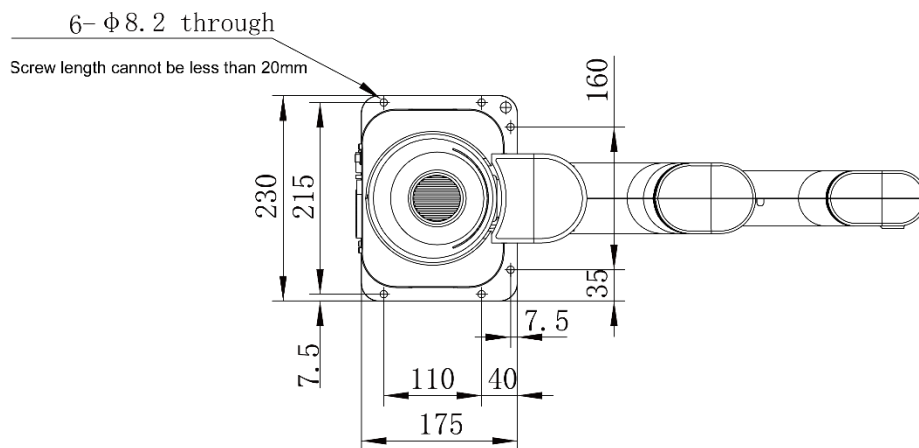


Figure 3.1 Size of the base

Step 3 Move Dobot M1 to the platform, align the base of Dobot M1 with the holes, and then use the hexagon wrench and six M6 bolts to fix Dobot M1.

3.3 (Optional) Installing End Effector

You can install the matching gripper, suction cup, or laser on the end of the Dobot M1 for transporting, intelligent sorting and laser engraving.

3.3.1 Installing Laser Engraving Kit

Figure 3.2 shows the laser kit.

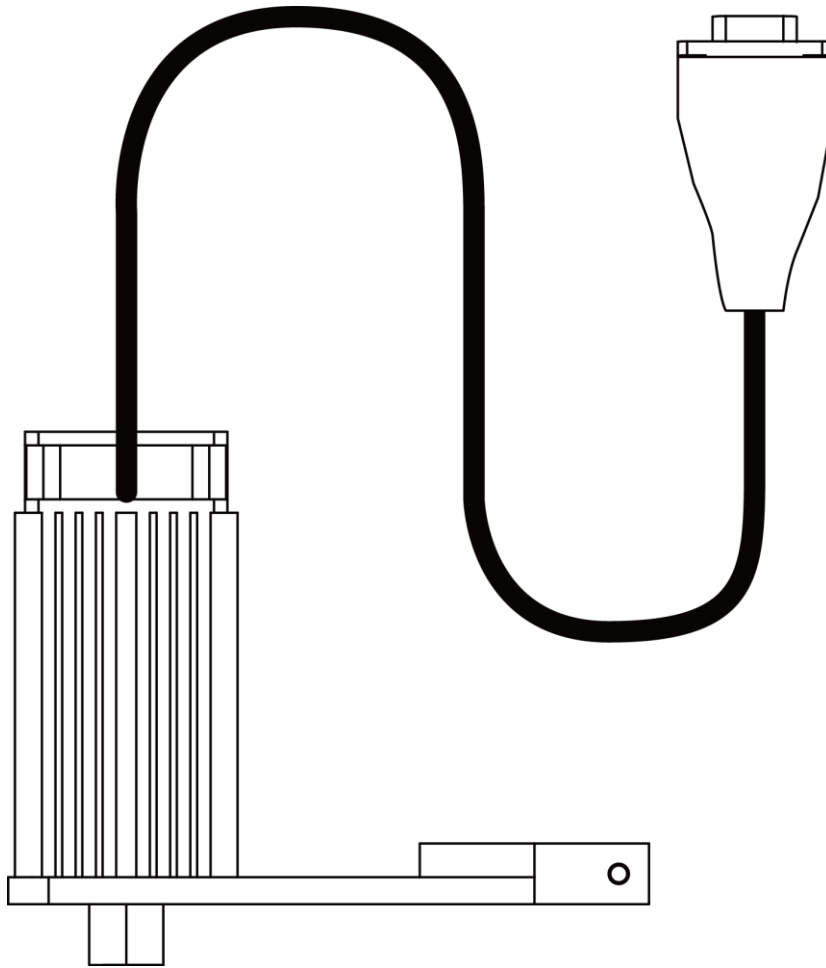


Figure 3.2 Laser kit

Procedure

- Step 1** Install the laser kit on the end of the Dobot M1 and tighten the screws of the laser kit using 2.5# hexagon wrench.
- Step 2** Connect the connector of the laser kit to the Forearm I/O interface, as shown in Figure 3.3.

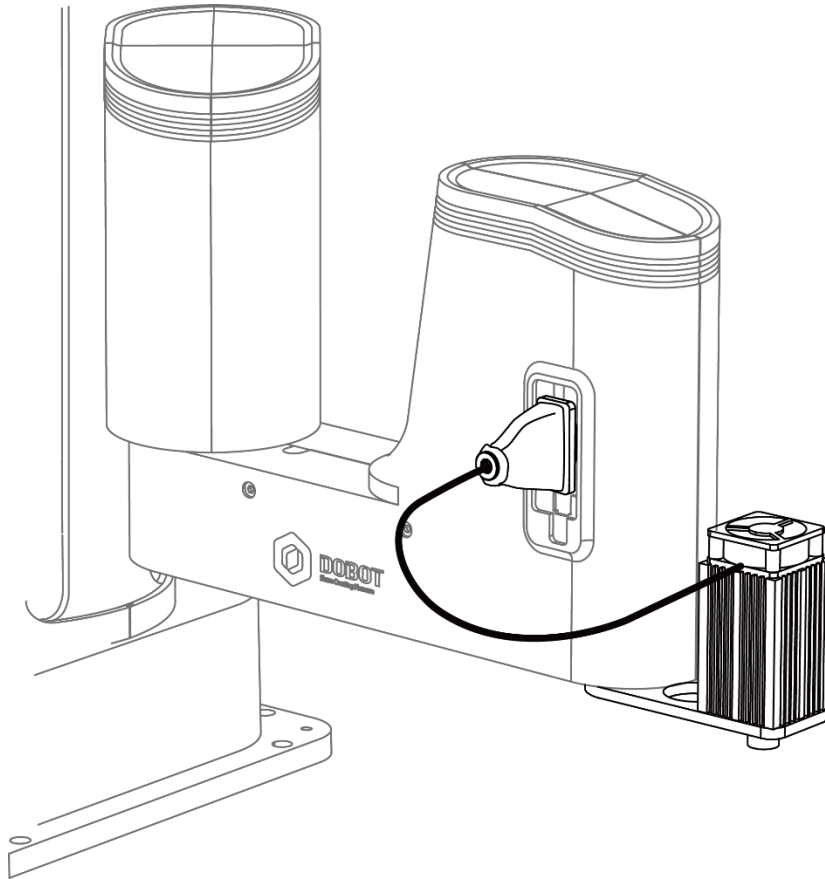


Figure 3.3 connect to Forearm I/O interface

3.3.2 Installing 3D Printing Kit

Figure 3.4 shows the 3D printing kit.

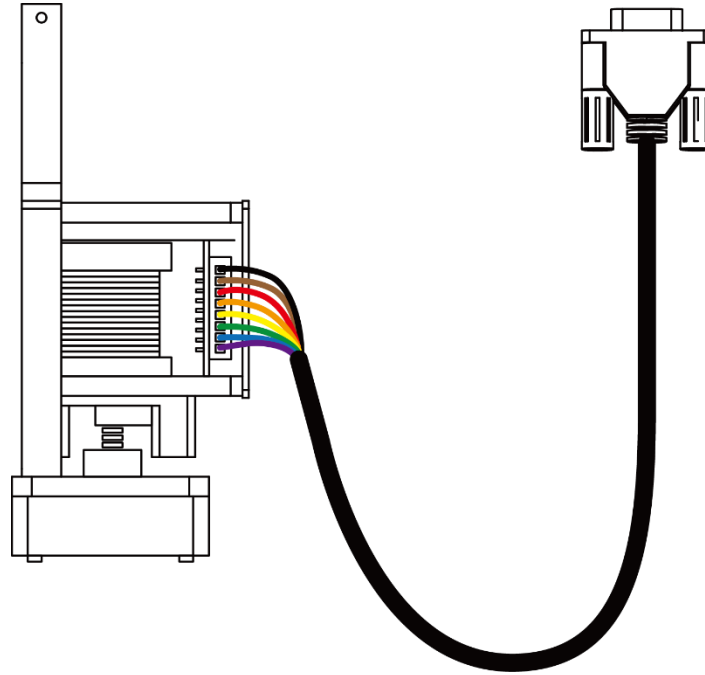


Figure 3.4 3D printing kit

Procedure

- Step 1** Install the 3D printing kit on the end of the Dobot M1 to make the printing head and Forearm in a straight line and tighten the screws of the 3D printing kit using 2.5# hexagon wrench.
- Step 2** Connect the connector of the 3D printing kit to the Forearm I/O interface, as shown in Figure 3.5.

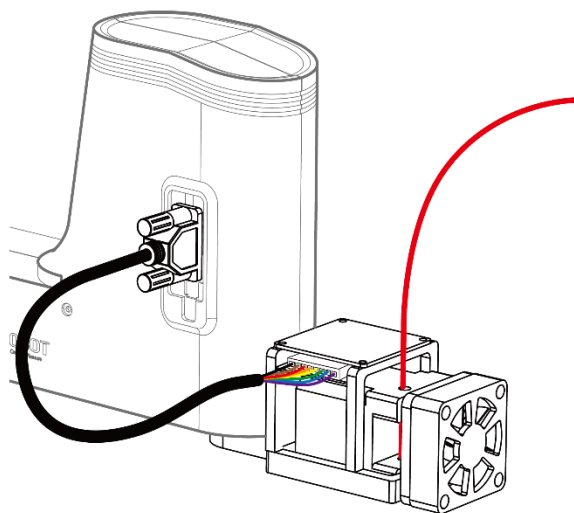


Figure 3.5 Connect to Forearm I/O interface

Step 3 Install the 3D printing filament. Please prepare the filament.

Press down the lever on the extruder by hand, and push down the filament to the bottom via a pulley, as shown in Figure 3.6 and Figure 3.7.

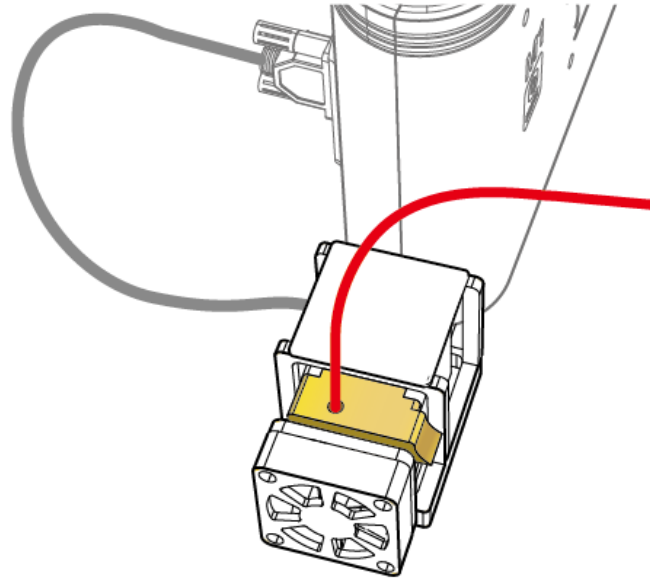


Figure 3.6 Push down the filament (1)

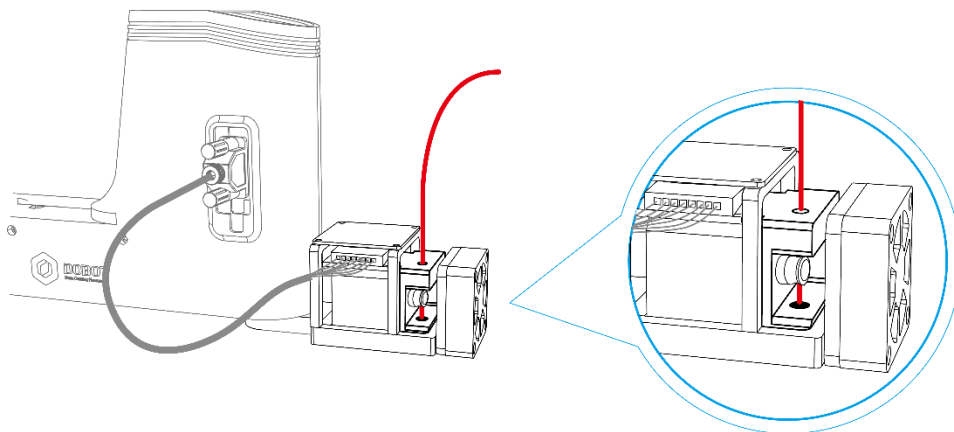


Figure 3.7 Push down the filament (2)

3.4 (Optional) Installing Air Pump

It is necessary to install the matching air pump when using the gripper or suction cup for grabbing objects. The air pump is controlled over the I/O interface. For details, please see 6.7 *Operating I/O Assistant*. The Air pump that we provided is used for debugging I/O interface. In real applications, please select a professional one.

Figure 3.8 shows the air pump. Table 3.1 lists the description of the cables that are shown in this figure.

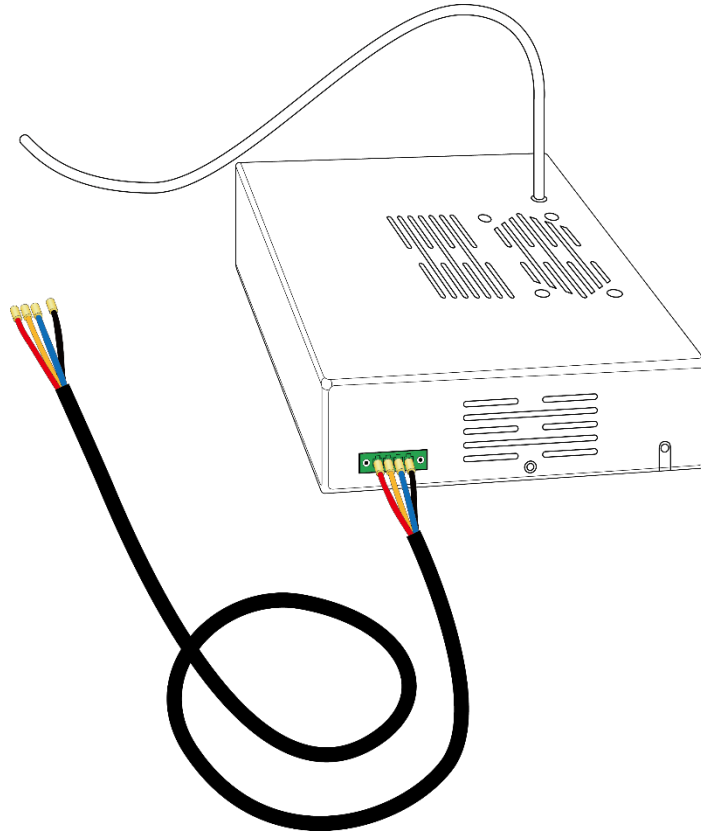


Figure 3.8 Air pump

 NOTE

The appearance of the air pump depends on the production batch of Dobot M1. However, the connection method remains unchanged.

Table 3.1 Cable Description

Color	Description
Red	VCC_24V
Black	PGND
Yellow	OUT1: Control the intake and outtake of the air pump
Blue	OUT2: Control the status of the air pump

If the air pump is connected to the base I/O interface. The yellow cable and the blue one are connected to the output pins (The corresponding outputs listed in 4.3.2.2 *Base I/O Interface* are DOUT17 and DOUT18) of the base I/O interface. The red one and the black one are connected to the VCC_24V pin on the base I/O interface and the PGND pin on the CAN bus interface respectively, as shown in Figure 3.9, and you need to tighten them with a straight screwdriver. The description in this topic is for reference only. Please choose the appropriate interface to connect the air pump. For details, please see 4.3 *Interface Description*.

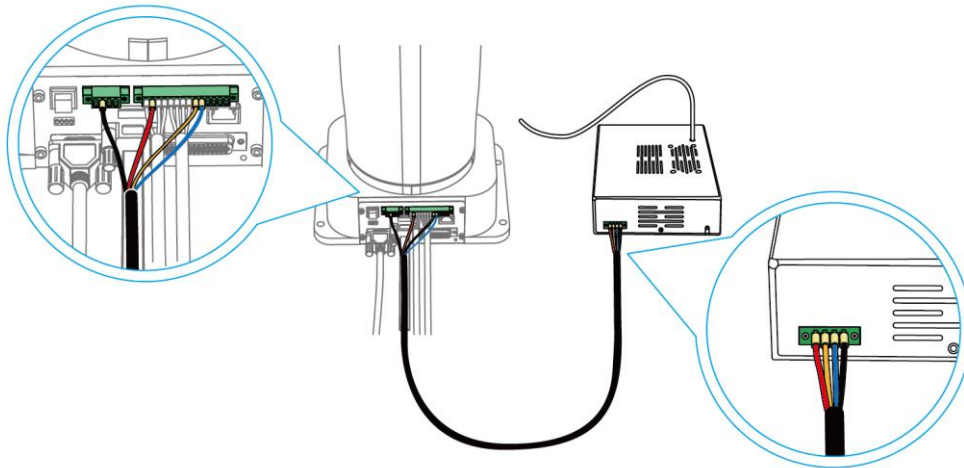


Figure 3.9 Air pump connection



NOTICE

When an air pump is connected to I/O interface, the terminals of air pump cannot be exposed to the air, to avoid short circuit. If that happens, you need to cut them to an appropriate length. For matching all I/O interfaces, terminals of air pump will be slightly longer. Figure 3.10 and Figure 3.11 show the standard and non-standard connection of the terminals respectively.

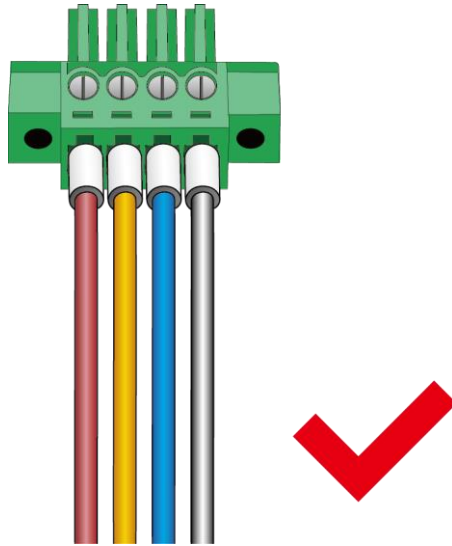


Figure 3.10 Standard connection

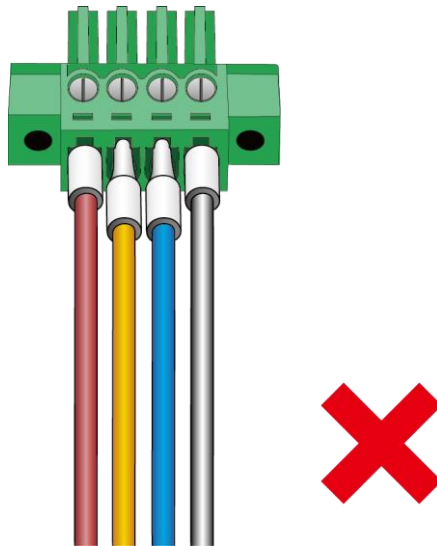


Figure 3.11 Non-standard connection

4. Electrical Specifications

The addresses of the I/O interfaces of Dobot M1 are unified.

4.1 Interface Board

The interface board of Dobot M1 is located on the back of the base. If the SN number of Dobot M1 is **DT211812xxx** and later numbers, the interface board is shown in Figure 4.1.

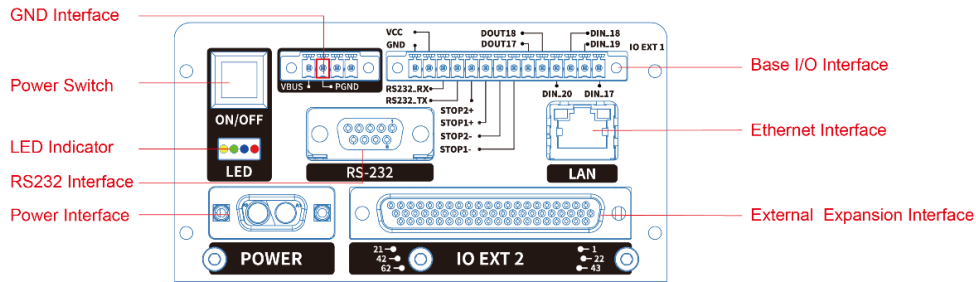


Figure 4.1 Base interface description

If the SN number of Dobot M1 is **DT211811xxx** and earlier numbers, as shown in Figure 4.2.

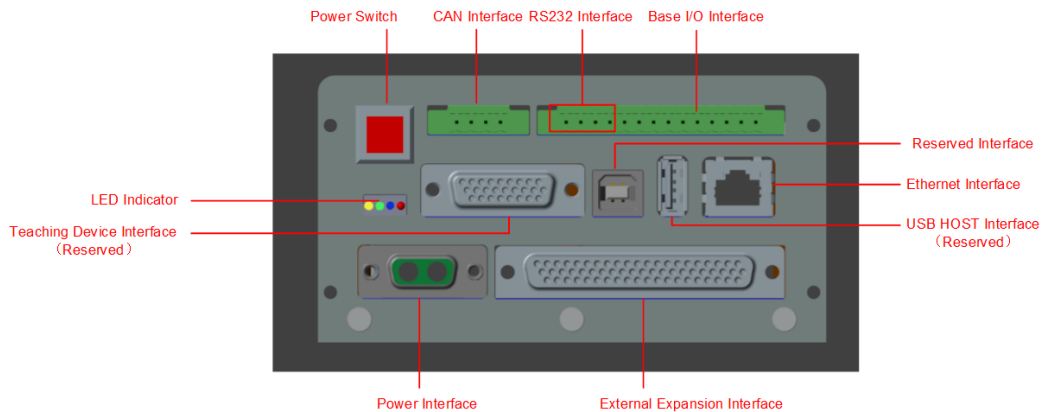


Figure 4.2 Interface board of Dobot M1

4.2 LED Indicators

Table 4.1 lists the status of the LED indicators on the interface board and the power adapter.

Table 4.1 Description of the LED indicators

Item	Description
Power adapter indicator	The LED indicator is steady on when the power adapter is powered on.

Item	Description
System indicator	<ul style="list-style-type: none"> • All the LED indicators are off when the Dobot M1 is powered off • Yellow LED indicator: when powering on the Dobot M1, the yellow LED indicator in the base is steady on for about 15 seconds and then blinks once. It is steady on again for about 5 seconds • Green LED indicator: when powered on the Dobot M1, the yellow LED indicator in the base is off, the green one is steady on for about 5 seconds and then is blinking. That means, Dobot M1 is in service • Blue LED indicator: The blue one is blinking, indicating that Dobot M1 is working in the offline mode • Red LED indicator: The red one is steady on, indicating that an alarm is generated when the Dobot M1 is running

4.3 Interface Description



NOTICE

In this topic, PGND indicates the reference ground corresponding to 24V or 48V, AGND indicates the reference ground corresponding to the analog signal, and GND indicates the reference ground corresponding to all signals. For details, please see the specific interface description.

4.3.1 Power Adapter Interface

4.3.1.1 AC Input Interface



NOTICE

Figure 4.3 shows the power adapter. For details on how to connect the Dobot M1 to the power adapter, please see *5.2.1 Connecting Power Supply*.

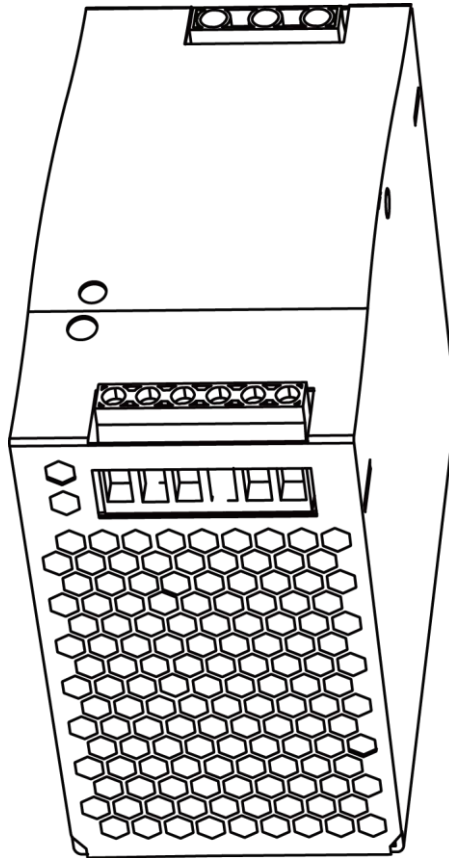


Figure 4.3 Power adapter

Table 4.2 The power adapter input interface description

No.	Name	Function	Voltage/Current
1	AC_L	L of the AC power	100V-240V AC/2.6A
2	AC_N	N of the AC power	100V-240V AC/2.6A
3	Earth	GND	GND

4.3.1.2 DC output Interface

Table 4.3 The power adapter output interface description

No.	Name	Function	Voltage/Current
1	V+	Positive electrode of the DC power	48V DC/5A
2	V-	Negative electrode of the DC power	GND/5A

4.3.2 Body I/O Interface

4.3.2.1 Power Interface

Table 4.4 Description of the power interface

PIN	Name	Function	Voltage/Current
1	VIN	Positive electrode of the DC power	48V DC/5A
2	PGND	Negative electrode of the DC power	GND/5A

4.3.2.2 Base I/O Interface

Table 4.5 Description of the base I/O interface

PIN	Name	Function	Voltage/Current
1	GND	Negative electrode of power supply	GND/2A
2	VCC	Positive electrode of power supply	24V/2A (Max)
3	RS232_RX	RS232 acception	RS232 level
4	RS232_TX	RS232 transmission	RS232 level
5	STOP2+	Positive electrode of the safety input 2, used for connecting to emergency stop switch	24V/100mA (Max)
6	STOP1+	Positive electrode of the safety input 1, used for connecting to emergency stop switch	24V/100mA (Max)
7	STOP2-	Negative electrode of safety input 2, used for connecting to emergency stop switch	24V/100mA (Max)
8	STOP1-	Negative electrode of safety input 1, used for connecting to emergency stop switch	24V/100mA (Max)
9	DOUT17	Digital output	24V/2A (Max)

PIN	Name	Function	Voltage/Current
10	DOUT18	Digital output	24V/2A (Max)
11	DIN20	Digital input	24V/100mA (Max)
12	DIN18	Digital input	24V/100mA (Max)
13	DIN19	Digital input	24V/100mA (Max)
14	DIN17	Digital input	24V/100mA (Max)

Figure 4.4 shows the internal digital output circuit diagram and Figure 4.5 shows the internal digital input circuit diagram. In Dobot M1, all digital inputs only support NPN external equipment.

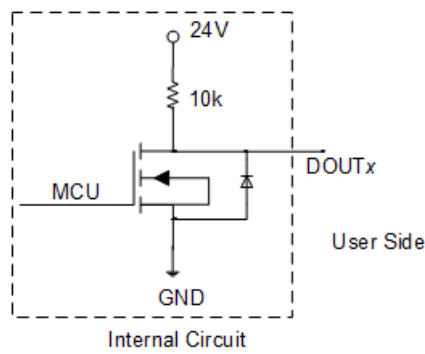


Figure 4.4 Internal digital output circuit diagram

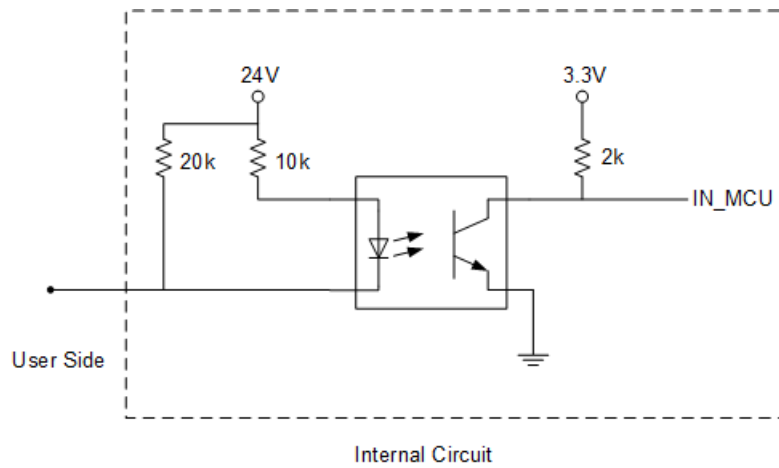


Figure 4.5 Internal digital input circuit diagram

4.3.2.3 GND Interface

Table 4.6 The CAN bus interface description

PIN	Name	Function	Voltage/Current
-----	------	----------	-----------------

1	-	-	-
2	PGND	Negative electrode of power supply	GND/5A
3	-	-	-
4	-	-	-

4.3.2.4 Forearm I/O Interface

Figure 4.6 shows Forearm I/O interface and Table 4.7 shows its description.

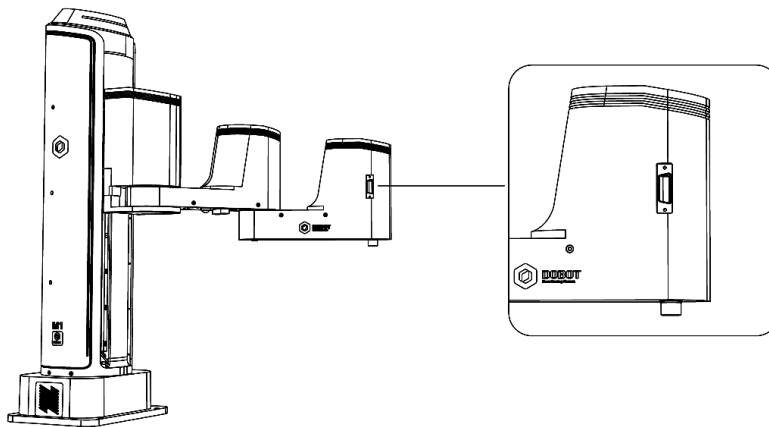


Figure 4.6 Forearm I/O interface

Table 4.7 The Forearm I/O interface description

PIN	Name	Function	Voltage/Current
1	VCC	Positive electrode of the power supply	24V/2A (Max)
2	DOUT19	Digital output	24V/2A (Max)
3	DOUT20	Digital output	24V/2A (Max)
4	DOUT21	Digital output	24V/2A (Max)
5	DOUT22	Digital output	24V/2A (Max)
6	AIN5	Analog input	0V~5V/100mA (Max)
7	AIN6	Analog input	0V~5V/100mA (Max)
8	AGND	Negative electrode of the power supply	AGND/1A
9	-	-	-

10	-	-	-
11	DIN21	Digital input	0V,24V/<100mA
12	DIN22	Digital input	0V,24V/<100mA
13	DIN23	Digital input	0V,24V/<100mA
14	DIN24	Digital input	0V,24V/<100mA
15	GND	Negative electrode of the power supply	GND/2A

4.3.3 External Expansion Interface

Figure 4.7 shows the DB62 external expansion board and Table 4.8 lists the description.

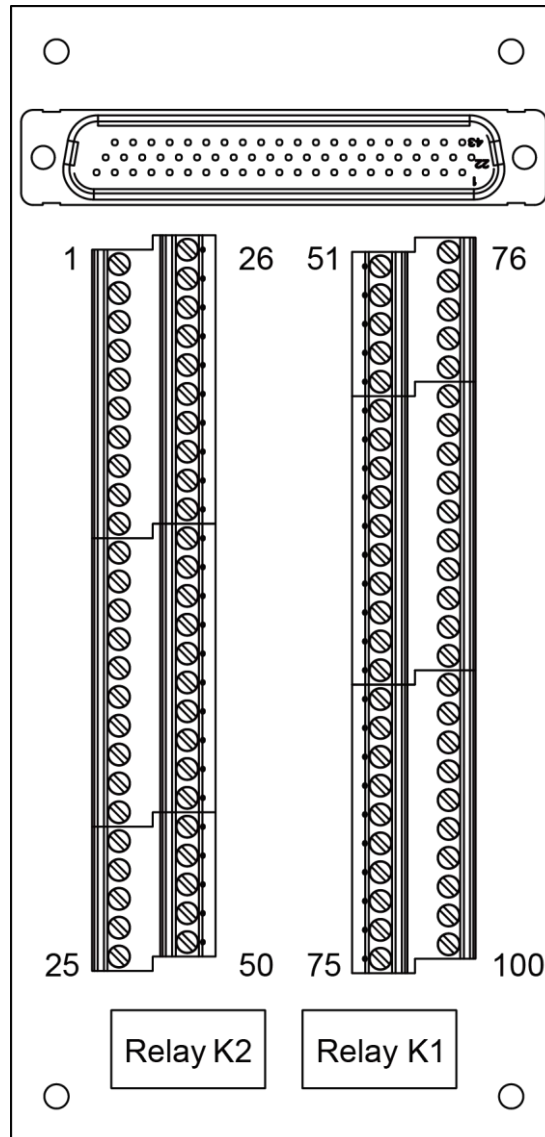


Figure 4.7 DB 62 external expansion board

Table 4.8 The external expansion interface description

PIN	Name	Function	Voltage/Current
1	EX_IN9 (DIN9)	Digital input	24V/100mA (Max)
2	PGND	Negative of the power supply	GND/5A
3	EX_IN10 (DIN10)	Reset signal	24V/100mA (Max)
4	PGND	Negative of the power supply	GND/5A
5	EX_IN11 (DIN11)	External I/O control signal. Namely, the Dobot M1 activates external I/O control function	24V/100mA (Max)
6	PGND	Negative of the power supply	GND/5A
7	EX_IN12 (DIN12)	Continue signal	24V/100mA (Max)
8	PGND	Negative of the power supply	GND/5A
9	EX_IN13 (DIN13)	Pause signal	24V/100mA (Max)
10	PGND	Negative of the power supply	GND/5A
11	EX_IN14 (DIN14)	Stop signal After this signal is triggered, the Dobot M1 will stop offline running while the external I/O control will remain in force. At this point, you can use the M1Studio to control the Dobot M1 in the Dobot mode or trigger DIN 15 to make the Dobot M1 run in the offline mode again	24V/100mA (Max)

PIN	Name	Function	Voltage/Current
12	PGND	Negative of the power supply	GND/5A
13	EX_IN15 (DIN15)	Start signal, for running in offline mode Before triggering this signal, please trigger DIN 11 first	24V/100mA (Max)
14	PGND	Negative of the power supply	GND/5A
15	EX_IN16 (DIN16)	Digital input	24V/100mA (Max)
16	PGND	Negative of the power supply	GND/5A
17	ON_OFF+	Positive of the power signal	0V~24V/100mA (Max)
18	GND	Negative of the analog power	AGND/1A (Max)
19	GND	Negative of the analog power	AGND/1A (Max)
20	GND	Negative of the analog power	AGND/1A (Max)
21	GND	Negative of the analog power	AGND/1A (Max)
22	NC2	Relay K2 Normally Closed	AC: 250V/5A DC: 30V/5A
23	NO2	Relay K2 Normally Open	AC: 250V/5A DC: 30V/5A
24	COM2	Common terminal	AC: 250V/5A DC: 30V/5A
25	GND_EMC	Earth ground	GND/5A
26	FPGA_OUT1 (DOUT11)	Digital output	24V/2A (Max)
27	VCC_24V	Positive of the power supply	24V/2A (Max)
28	FPGA_OUT2	Digital output	24V/2A (Max)

PIN	Name	Function	Voltage/Current
	(DOUT12)		
29	VCC_24V	Positive of the power supply	24V/2A (Max)
30	FPGA_OUT3 (DOUT13)	Digital output	24V/2A (Max)
31	VCC_24V	Positive of the power supply	24V/2A (Max)
32	FPGA_OUT4 (DOUT14)	Digital output	24V/2A (Max)
33	VCC_24V	Positive of the power supply	24V/2A (Max)
34	FPGA_OUT5 (DOUT15)	Digital output	24V/2A (Max)
35	VCC_24V	Positive of the power supply	24V/2A (Max)
36	FPGA_DOUT6 (DOUT16)	Digital output	24V/2A (Max)
37	VCC_24V	Positive of the power supply	24V2A (Max)
38	DAC_OUT1	Analog output, reserved	-
39	GND	Negative of the analog power	AGND/1A (Max)
40	DAC_OUT2	Analog output, reserved	-
41	GND	Negative of the analog power	AGND/1A (Max)
42	ON_OFF-	Negative of the power signal	0V~24V/100mA (Max)
43	IN_A/D1 (AIN1)	Analog input	0V~10V/100mA (Max)
44	IN_A/D2 (AIN2)	Analog input	0V~10V/100mA (Max)
45	IN_A/D3 (AIN3)	Analog input	0V~10V/100mA (Max)
46	IN_A/D4	Analog input	0V~10V/100mA (Max)

PIN	Name	Function	Voltage/Current
	(AIN4)		
47	EX_A1+	Signal input for A phase of external encoder1, reserved	-
48	EX_A1-	Inversion signal input for A phase of external encoder1, reserved	-
49	EX_B1+	Signal input for B phase of external encoder1, reserved	-
50	EX_B1-	Inversion signal input for B phase of external encoder1, reserved	-
51	EX_OUT1 (DOUT1)	Digital output	24V/2A (Max)
52	VCC_24V	Positive of the power supply	24V/2A (Max)
53	EX_OUT2 (DOUT2)	Digital output	24V/2A (Max)
54	VCC_24V	Positive of the power supply	24V/2A (Max)
55	EX_OUT3 (DOUT3)	Digital output	24V/2A (Max)
56	VCC_24V	Positive of the power supply	24V/2A (Max)
57	EX_OUT4 (DOUT4)	Digital output	24V/2A (Max)
58	VCC_24V	Positive of the power supply	24V/2A (Max)
59	EX_OUT5 (DOUT5)	Digital output	24V/2A (Max)
60	VCC_24V	Positive of the power supply	24V/2A (Max)
61	EX_OUT6 (DOUT6)	Digital output	24V/2A (Max)
62	VCC_24V	Positive of the power supply	24V/2A (Max)

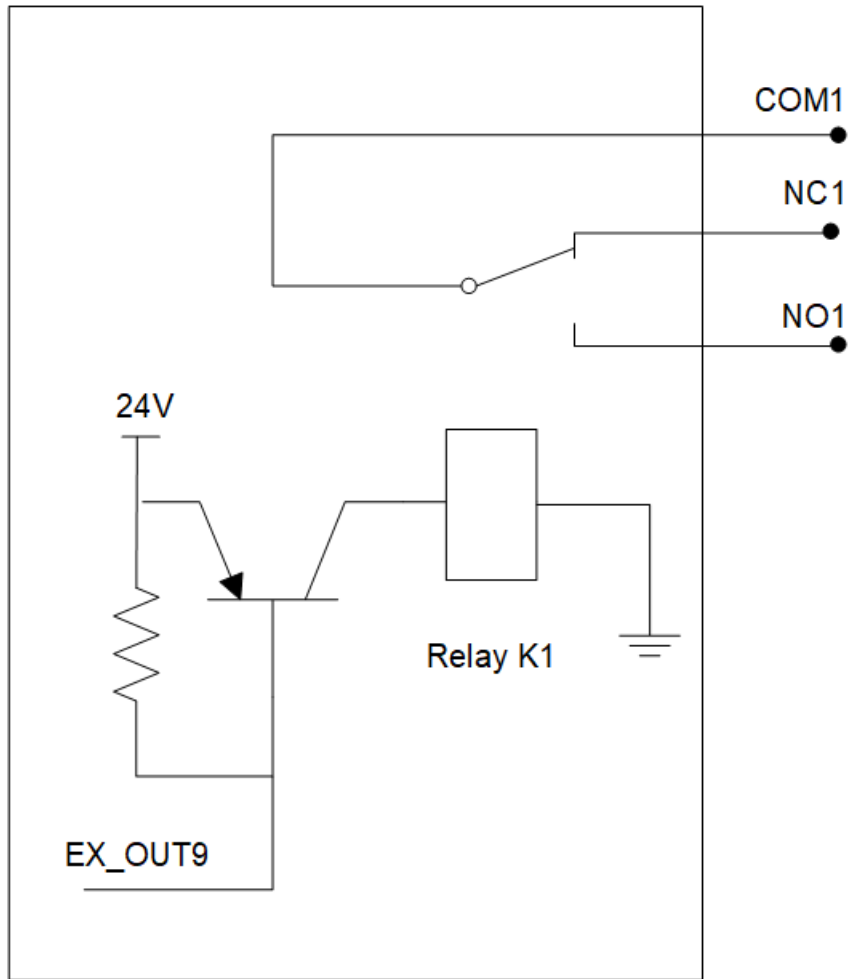
PIN	Name	Function	Voltage/Current
63	EX_OUT7 (DOUT7)	Running status signal	24V/2A (Max)
64	VCC_24V	Positive of the power supply	24V/2A (Max)
65	EX_OUT8 (DOUT8)	Alarm signal	24V/2A (Max)
66	VCC_24V	Positive of the power supply	24V/2A (Max)
67	VCC_24V	Positive of the power supply	24V/2A (Max)
68	PGND	Negative of the power supply	GND/5A
69	CAN2_H	CAN bus, reserved	-
70	CAN2_L	CAN bus, reserved	-
71	VCC_5V	Positive of the power supply	5V/2A
72	EX_A2+	Signal input for A phase of external encoder2, reserved	-
73	EX_A2-	Inversion signal input for A phase of external encoder2, reserved	-
74	EX_B2+	Signal input for B phase of external encoder2, reserved	-
75	EX_B2-	Inversion signal input for B phase of external encoder2, reserved	-
76	EX_IN1 (DIN1)	Digital input	24V/100mA (Max)
77	PGND	Negative of the power supply	GND/5A
78	EX_IN2 (DIN2)	Digital input	24V/100mA (Max)
79	PGND	Negative of the power supply	GND/5A
80	EX_IN3	Digital input	24V/100mA (Max)

PIN	Name	Function	Voltage/Current
	(DIN3)		
81	PGND	Negative of the power supply	GND/5A
82	EX_IN4 (DIN4)	Digital input	24V/100mA (Max)
83	PGND	Negative of the power supply	GND/5A
84	EX_IN5 (DIN5)	Digital input	24V/100mA (Max)
85	PGND	Negative of the power supply	GND/5A
86	EX_IN6 (DIN6)	Digital input	24V/100mA (Max)
87	PGND	Negative of the power supply	GND/5A
88	EX_IN7 (DIN7)	Digital input When the safeguard stop function is enabled, this interface is used for Safeguard Input 0	24V/100mA (Max)
89	PGND	Negative of the power supply	GND/5A
90	EX_IN8 (DIN8)	Digital input When the safeguard stop function is enabled, this interface is used for Safeguard Input 1	24V/100mA (Max)
91	PGND	Negative of the power supply	GND/5A
92	PGND	Negative of the power supply	GND/5A
93	VCC_24V	Positive of the power supply	24V/2A (Max)
94	RS-485_A	RS485A bus, reserved	-
95	RS-485_B	RS485B bus, reserved	-

PIN	Name	Function	Voltage/Current
96	GND	Negative of the analog power	AGND/1A (Max)
97	NC1	Relay K1 Normally Closed	AC: 250V/5A DC: 30V/5A
98	NO1	Relay K1 Normally Open	AC: 250V/5A DC: 30V/5A
99	COM1	Common terminal	AC: 250V/5A DC: 30V/5A
100	GND_EMC	Earth ground	GND/5A


NOTICE

- In order to improve the sampling accuracy of analog signal, it is suggested to use **AGND** for reference ground.
- DOUT9 and DOUT10 are used to control relay K1 and K2 respectively, which are internal encapsulated interfaces. If you use a relay for power supply or other applications, you can use the COM, NC, NO interfaces directly on the external expansion board after connecting it to the Dobot M1. If you have to debug the relay K1 and K2, you can debug **OUT09** and **OUT10** on the **M1Studio > I/O Assistant** page. For details, please see *6.10.2.3 Example of Relay Connection*
- All input and output interfaces of the Dobot M1 only can be used for signal control and cannot be regarded as a power supply. You can use relays on the external expansion board for power supply. Take the relay K1 as an example, the circuit diagram is shown in Figure 4.8.



DB62 Module

Figure 4.8 Circuit diagram

4.3.4 Communication Interface

4.3.4.1 Ethernet Interface

Dobot M1 can connect to a PC over the standard RJ45 Socket interface, using TCP/IP protocol.

4.3.4.2 RS-232 Interface

Dobot M1 can connect to a PC over standard the RS-232 interface.

5. Installation and Commissioning

5.1 Installing Software

The main software for Dobot M1 is M1Studio. You can use playback, script control, 3D printing, etc.

5.1.1 Environment Requirements

The supported OSs are as follows.

- Win7
- Win8
- Win10

5.1.2 Obtaining M1Studio Software Package

Before operating the Dobot M1, please download the correct version of the M1Studio. The path is www.dobot.cc/downloadcenter/dobot-m1.html#most-download.

5.1.3 Installing M1Studio

Prerequisites

You have obtained the M1Studio software.

Procedure

- Step 1** Decompress the M1Studio software.
If the directory containing decompressed M1Studio files is **E:\M1Studio**. Please replace the directory based on site requirements.
- Step 2** Double-click **M1Studio.exe** in the **E:\M1Studio** directory.
The **Select Setup Language** page is displayed
- Step 3** Choose the installation language based on site requirements.
- Step 4** Click **Next**.
- Step 5** Click **Browse...** to choose the installation path of M1Studio on the **Setup-M1Studio** page, and click **Next**.

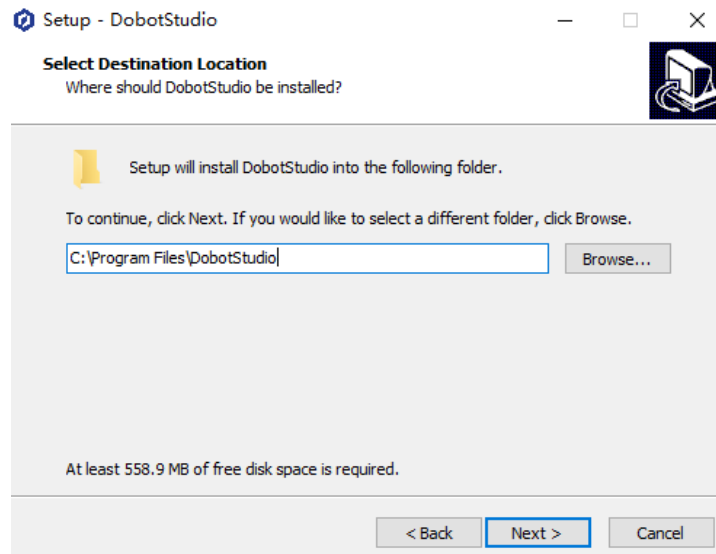


Figure 5.1 The M1Studio installation GUI

Step 6 Select **Create a desktop shortcut** and click **Next**.

Step 7 Click **Install**.

After 40 seconds later, the **FTDI CDM Drivers** page is displayed, as shown in Figure 5.2.

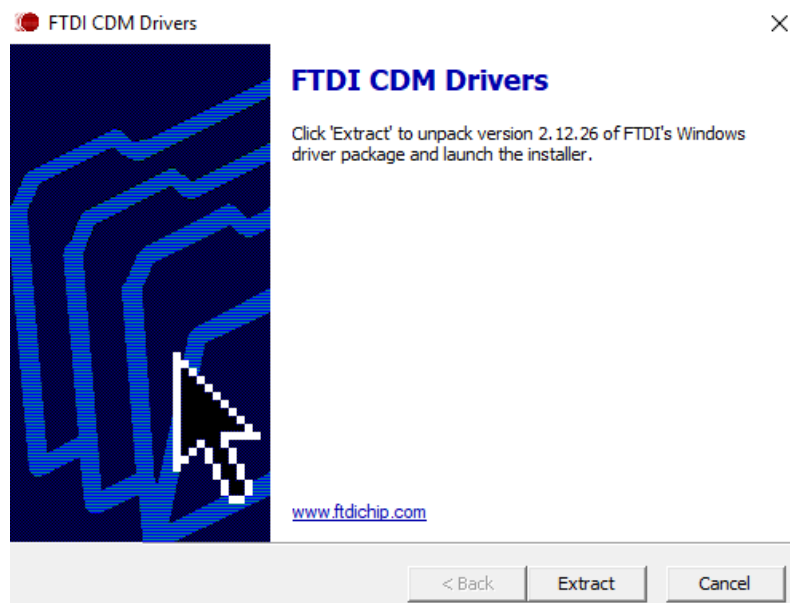


Figure 5.2 FTDI CDM Drivers GUI

Step 8 Install the USB driver as the tips on the **FTDI CDM Drivers** page.

Step 9 Click **Next** on the **Setup-M1Studio** page after the USB driver has been installed.

Step 10 Click **Finish**.

5.1.4 Verifying Installation

Please double-click the M1Studio after installation. If the M1Studio can be started, the installation is successful.

5.1.5 Troubleshooting

If the M1Studio is not running, you need to install all VC++ libraries in the **C:\Program Files\M1Studio\attachment** directory, as shown in Figure 5.3.

C:\Program Files\M1Studio indicates the installation directory of M1Studio, please replace the installation directory based on site requirements.

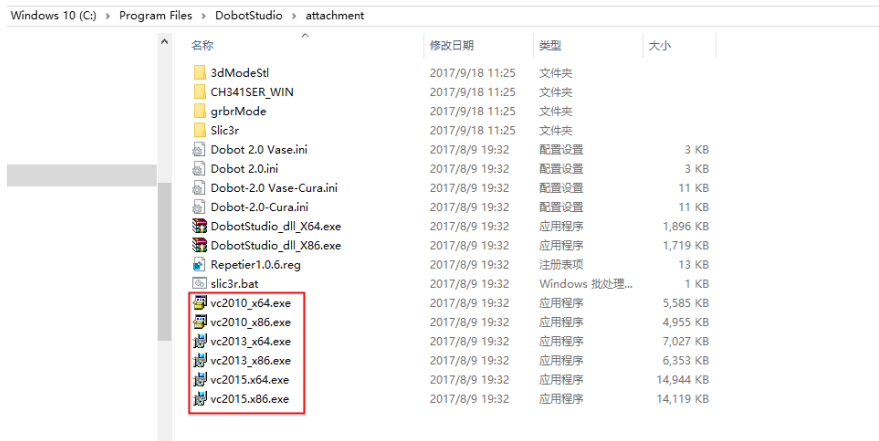


Figure 5.3 The VC++ libraries

5.2 Connecting Cables

5.2.1 Connecting Power Supply

Figure 5.4 shows the power supply cables and power adapter.

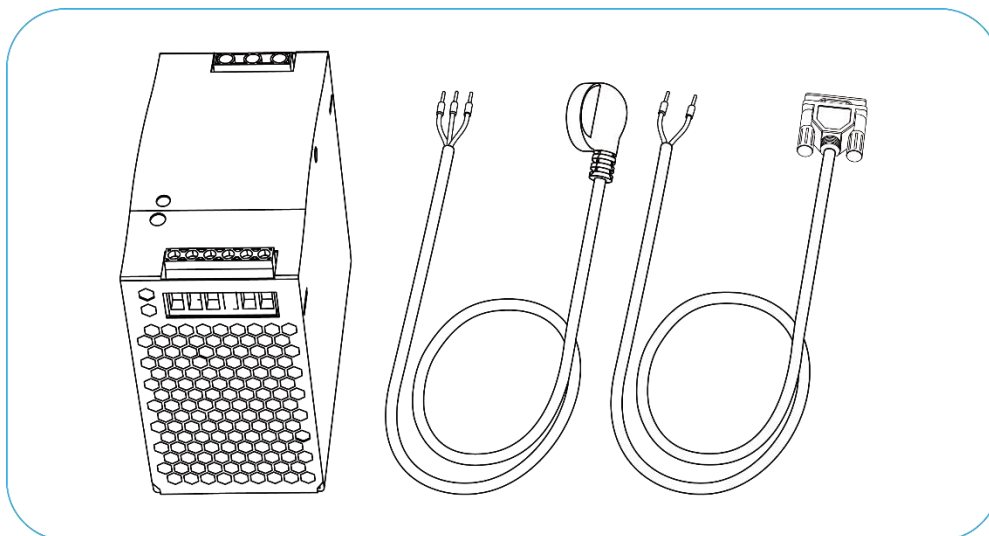


Figure 5.4 Power cables and power adapter

The input and output interfaces of the power adapter are shown in Table 5.1 and Table 5.2.

Table 5.1 The power adapter input interface description

No.	Name	Function	Voltage/Current
1	AC_L	L of the AC power	100V-240V AC/2.6A
2	AC_N	N of the AC power	100V-240V AC/2.6A
3	Earth	Earth	GND

Table 5.2 The power adapter output interface description

No.	Name	Function	Voltage/Current
1	V+	Positive electrode of the DC power	48V DC/5A
2	V-	Negative electrode of the DC power	GND/5A

Procedure

- Step 1** Connect the yellow-green cable on one end of the AC power cable to the GND pin on the power adapter, the blue one to the N pin and the brown one to the L pin. Tighten them with a cross screwdriver, as shown in Figure 5.5. If you cannot connect, please loosen the cage clamp firstly with the cross screwdriver.

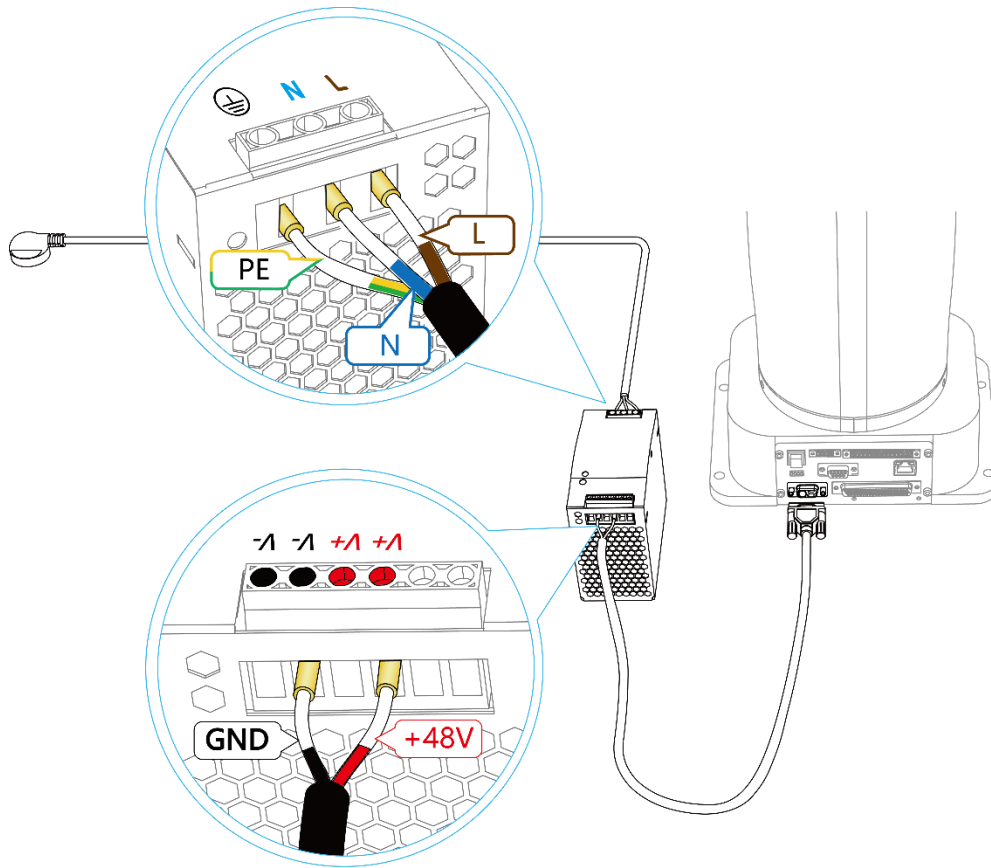


Figure 5.5 Connect power supply input cable to power adapter



NOTICE

If the type of the AC power cable is America-standard, please connect the G pin on the AC power cable to the Ground pin on the power adapter, the W pin to the N pin, and the Z pin to the L pin.

- Step 2** Connect the red cable on one end of the DC power cable to the V+ pin on the power adapter, the black one to the V- pin. Tighten them with a cross screwdriver, as shown in Figure 5.5. If you cannot connect, please loosen the cage clamp firstly with the cross screwdriver.
- Step 3** Connect the other end of the DC power cable to the power interface on the base of Dobot M1, as shown in Figure 5.6.

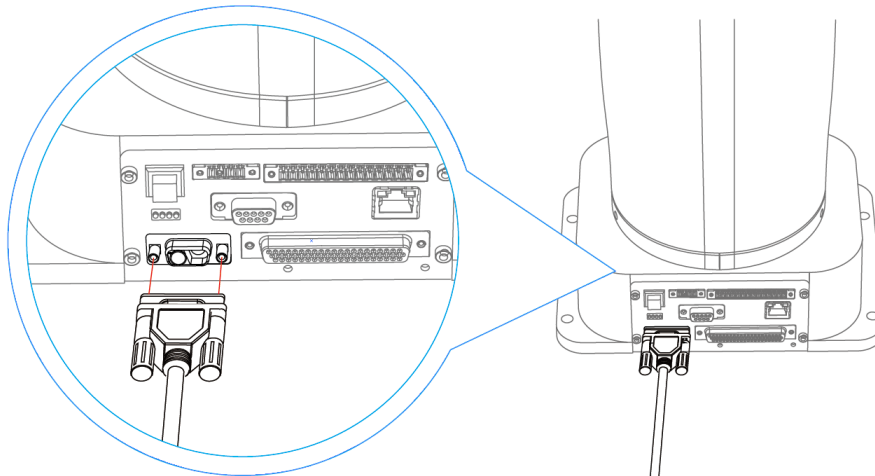


Figure 5.6 Connect to Dobot M1

Step 4 Connect the other end of the AC power supply cable to the 220V AC socket.

5.2.2 Connecting Emergency Stop Switch

Before operating the Dobot M1, please connect it to the emergency stop switch to ensure that the Dobot M1 can be stopped immediately during running.

When powering on the Dobot M1 for the first time, please ensure that the emergency stop switch has been reset (The emergency stop button is released). Otherwise, the robotic arm will not work normally. If the emergency stop switch is not opened, please rotate the emergency stop button clockwise. The emergency stop button will be released when rotating to 45°.

Procedure

Please connect the terminal block connector with the emergency stop switch to the base I/O interface, and you need to tighten the terminal block connector with a straight screwdriver as shown in Figure 5.7 and Figure 5.8.

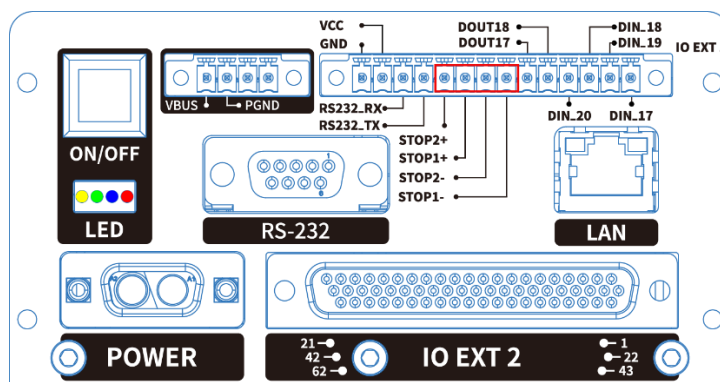


Figure 5.7 Connection between Dobot M1 and the emergency stop switch (1)

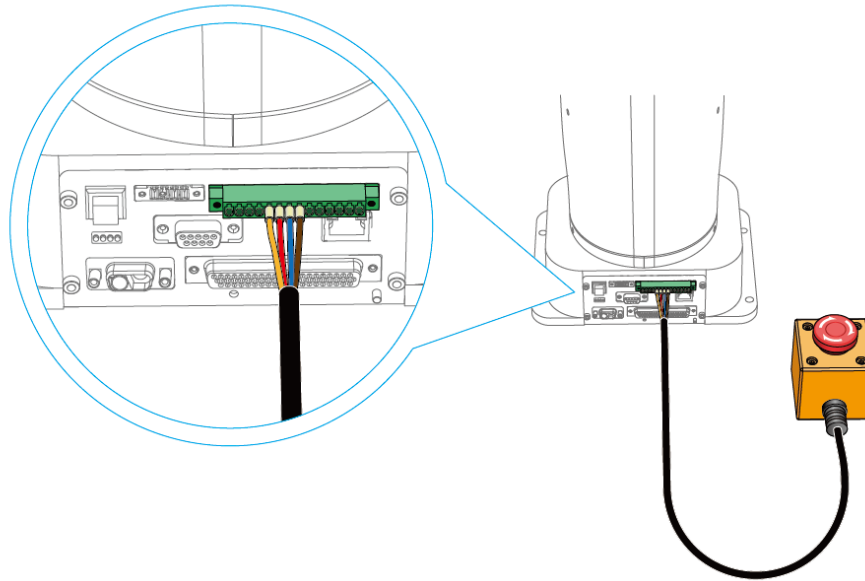


Figure 5.8 Connection between Dobot M1 and the emergency stop switch (2)

5.2.3 Connecting Serial Port

Prerequisites

The USB to DB9 adapter cable has been obtained. One end is a standard USB port, the other end is a 9-pin serial port.

If the SN number of Dobot M1 is **DT211811xxx** and earlier numbers, please prepare the USB to DB9 adapter cable by yourself. Please check the SN number on the **M1Studio > Help > About M1Studio** page.



NOTICE

If you have connected a Dobot M1 to a PC with the USB to DB9 adapter cable, you cannot connect them with a network cable. Choose one of the connection methods.

Procedure

- Step 1** Connect the serial port of the USB to DB9 adapter cable to the RS232 interface on the base.

If the SN number of Dobot M1 is **DT211812xxx** and later numbers, please connect the serial port of the USB to DB9 adapter cable to the RS232 interface directly, as shown in Figure 5.9.

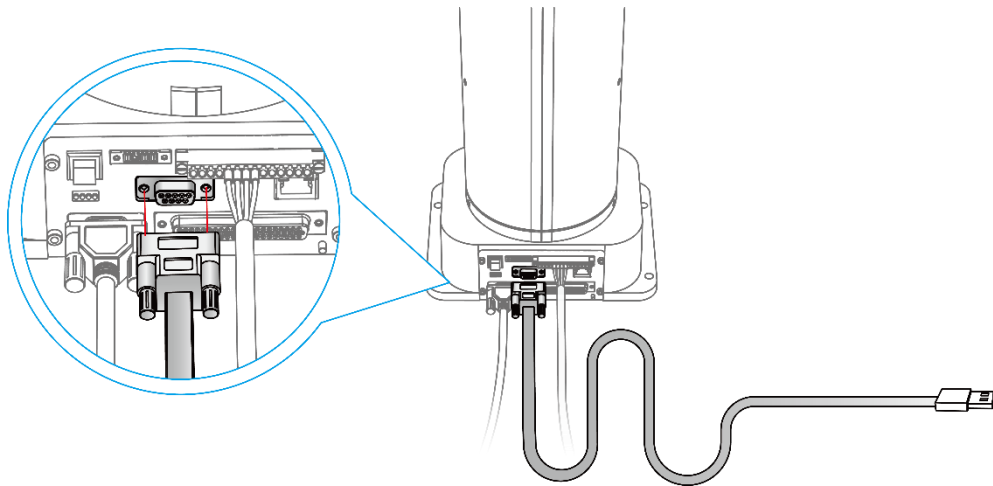


Figure 5.9 Serial port connection (1)

If the SN number of Dobot M1 is **DT211811.xxx** and earlier numbers, please connect the serial port of the USB to DB9 adapter cable to the extension line of the RS232 interface, as shown in Figure 5.10.

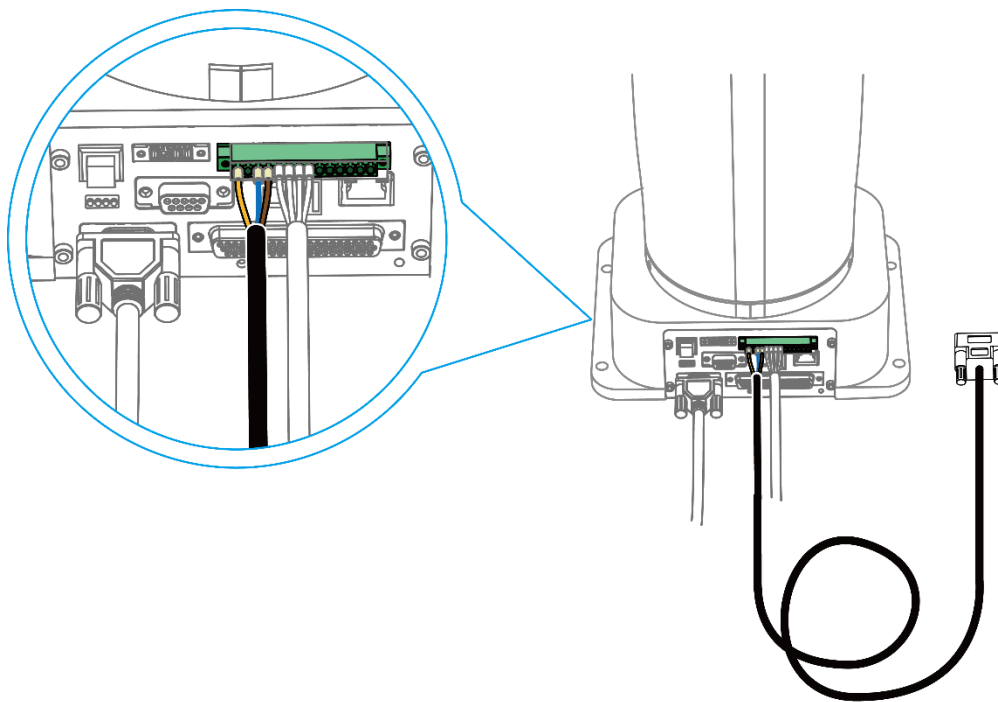


Figure 5.10 Serial port connection (2)

Step 2 Connect the USB port of the USB to DB9 adapter cable to the USB port of the PC.

Step 3 Power on the Dobot M1 and launch the M1Studio.


After startup, you can check the corresponding serial information from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**, as shown in Figure 5.11.



Figure 5.11 Serial information of M1Studio

NOTE

After the Dobot M1 is connected to M1Studio, you can set Dobot M1's name on the **M1Studio > Tools > Other...** page, as shown in Figure 5.12. Please disconnect M1Studio from Dobot M1 after setting the Dobot M1's name, and the Dobot M1's name with serial port or IP address will be displayed on the serial drop-down list, as shown in

Figure 5.13. If the Dobot M1's name is not displayed, please click .

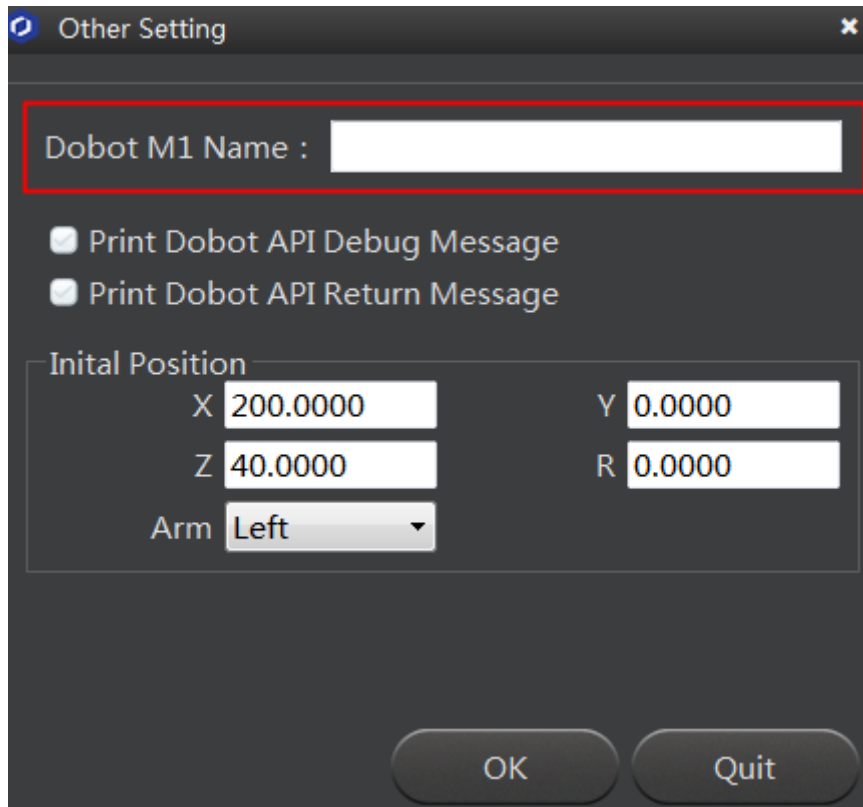


Figure 5.12 Set Dobot M1's name



Figure 5.13 Display the serial port or IP address

5.2.4 Connecting Network Cable

In addition to the USB to serial line, you can also use a network cable to connect Dobot M1 and PC, but both connection ways cannot be supported at the same time, to avoid connection failure. The IP addresses of Dobot M1 and PC must be in the same network segment when connecting them with the network cable.



NOTICE

If you have connected a Dobot M1 to a PC with the USB to DB9 adapter cable, you cannot connect them with a network cable. Choose one of the connection methods.

5.2.4.1 Connecting directly

This topic describes how to connect the Dobot M1 to the PC with a network cable directly and a PC can only control single Dobot M1. The connection is shown in Figure 5.14.

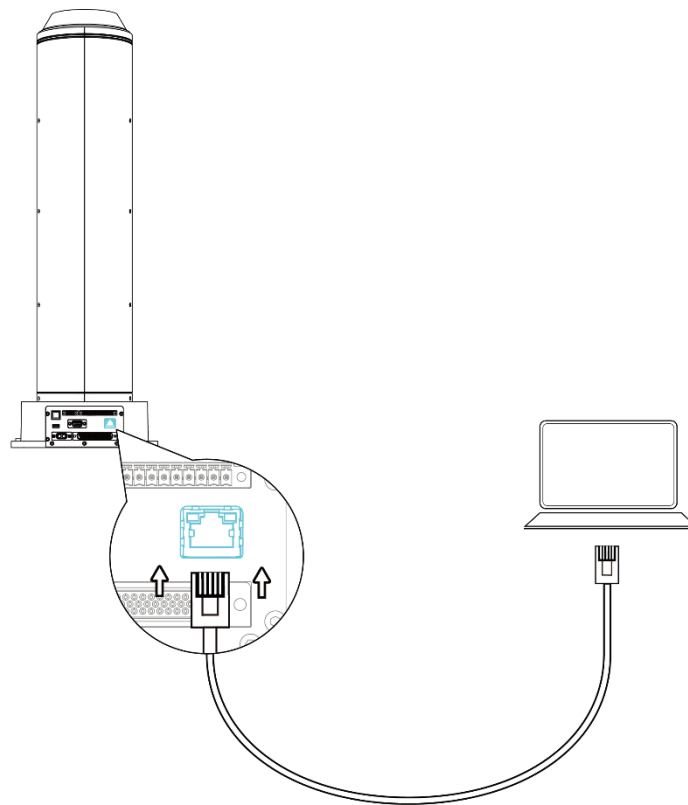


Figure 5.14 Direct connection

- If the SN number of Dobot M1 is **DT211812xxx** and later numbers, please connect them as the flowing steps. Please check the SN number on the **M1Studio > Help > About M1Studio** page.

xxx is a random number, please replace it based on site requirements.

Step 1 Power on the Dobot M1 and launch the M1Studio.

Step 2 Select **Tools > Force Configure IP...** on the M1Studio page.

The forced configuration page is displayed.

Step 3 Click **Force Configure IP**, the IP address of Dobot M1 will be forced set in the same network segment of the PC, as shown in Figure 5.15.



NOTICE

- Please make sure that the IP address of PC belongs to class C networks when configuring the IP address. Otherwise, the forced configuration will fail.
Class C IP addresses range: 192.0.0.0 - 223.255.255.255. Default subnet mask: 255.255.255.0.
- Forced configuration function is recommended only when a PC controls a Dobot M1. As a PC controls multiple Dobot M1 simultaneously, all the IP addresses will be modified when you modify one of IP addresses by forced configuration.
- If the A9 firmware version is **02005900** or earlier version, the DHCP function will be enabled automatically, resulting in that IP address of Dobot M1 may be changed after restarting the Dobot M1. You need to unselect **Dynamic Host Configuration Protocol (DHCP)** on the **Dobot M1 IP Address Setting** page.
- If the A9 firmware version is **02006000** or later version, the DHCP function will be disabled automatically

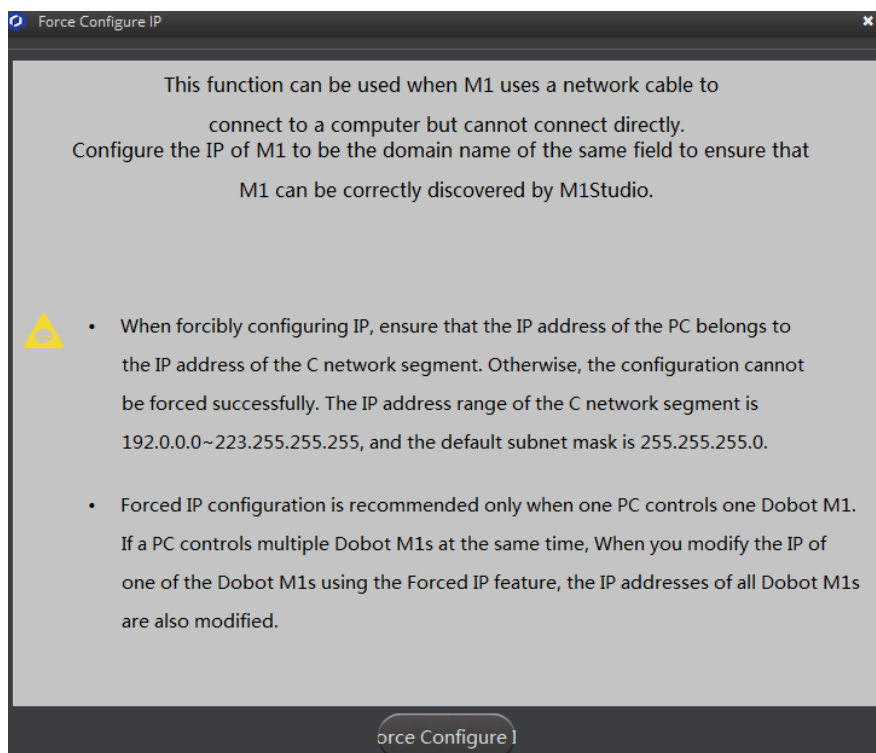


Figure 5.15 Forced configuration

After closing the forced configuration page, you can check the corresponding IP

address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**, as shown in Figure 5.16.



Figure 5.16 IP address information

- If the SN number of Dobot M1 is **DT211811xxx** and earlier numbers, please connect them as the following steps.

If the local IP address, subnet mask of the PC are **192.168.1.10**, **255.255.255.0** respectively. You can run the command **ipconfig /all** on the CMD console window to view the IP information of the PC.



NOTICE

- Please make sure that the PC address of PC belongs to class C networks when configuring the IP address. Otherwise, the configuration will fail.
Class C IP addresses range: 192.0.0.0 - 223.255.255.255. Default subnet mask: 255.255.255.0.
- The IP addresses of Dobot M1 and the PC must be on the same network segment without conflict. The subnet masks of them must be the same.
- If the SN number of Dobot M1 is **DT211811xxx** and earlier numbers, the forced configuration is not supported. You have to configure the IP address as the following steps. If the forced configuration function is required, you must configure IP address as the following steps and then update A9 firmware to the 02005800 version or later versions. For details, please see *6.9.2 Upgrading Firmware*.

Step 1 Select the corresponding serial port from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.

If **Connect** turns to **Disconnect**, the connection is successful.

Step 2 Select **IP Address Setting** on the M1Studio page.

The **Dobot M1 IP Address Setting** page is displayed.

Step 3 Modify **IP Address** and **Netmask** on the **Dobot M1 IP Address Setting** page.

Step 4 Click **Confirm**.

If **Network Status of Dobot M1** turns to **Connected to LAN**, the modification is successful.

Step 5 Click **Disconnect** on the upper left pane of the M1Studio page.

About 2 seconds later, select the modified IP address from the drop-down list on the upper left pane of the M1Studio page, and click **Connect**.

5.2.4.2 Connecting Via Router

This topic describes how to connect the PC to the Dobot M1 with a router and a PC can control multiple Dobot M1 simultaneously.



NOTICE

Forced configuration function is recommended only when a PC controls a Dobot M1. As a PC controls multiple Dobot M1 simultaneously, all the IP addresses will be modified when you modify one of IP addresses by forced configuration.

Prerequisites

The PC has been connected to a router.

Procedure

- Step 1** Connect one end of the network cable to the Ethernet interface on the base of Dobot M1.
- Step 2** Connect the other end of the network cable to the router which also connects the PC, as shown in Figure 5.17.

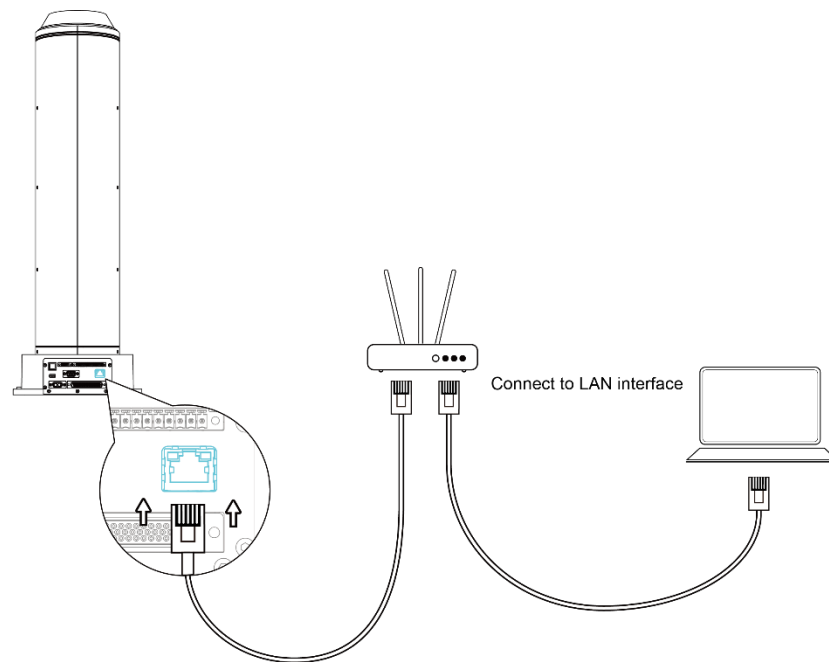


Figure 5.17 Connect via router

- Step 3** Power on the Dobot M1 and launch the M1Studio.

You can check the corresponding IP address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**, as shown in Figure 5.18.



Figure 5.18 IP address information

Abnormal Handling

If the IP address is not displayed on the upper left pane of the M1Studio page after powering on the Dobot M1, please obtain the IP address as the following steps.

- Step 1** Select the corresponding serial port from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.
If **Connect** turns to **Disconnect**, the connection is successful.
- Step 2** Select **Tools > IP Address Setting** on the M1Studio page.
The **Dobot M1 IP Address Setting** is displayed.
- Step 3** Select **Dynamic Host Configuration Protocol (DHCP)** on the **Dobot M1 IP Address Setting** page and click **Confirm**.
- Step 4** Restart Dobot M1.
- Step 5** After the IP address is shown on the upper left pane of the M1Studio page, please click **Connect**.

5.3 System Commissioning

The origin and other settings of Dobot M1 have been set by default, Dobot M1 can be directly put in use. After Dobot M1 is installed and the cables connected are checked, the system commissioning can be performed.

5.3.1 Debugging Dobot M1

Prerequisites

- You have launched the M1Studio.
- You have connected the Dobot M1 to the PC over a serial cable or a network cable.
- You have connected the Dobot M1 to the emergency stop switch.

Procedure

- Step 1** Power on the Dobot M1. Hold down the power button in the base of Dobot M1 for about 2 seconds, and then release the button when the yellow LED indicator is on.
When powering on the Dobot M1, the yellow LED indicator in the base is steady on for about 15 seconds, and then blinks once. It is steady on again for about 5 seconds, which indicates that the Dobot M1 is being started.
After the yellow LED indicator in the base is off, the green one is steady on for about 5 seconds, and then is blinking, which indicates that the Dobot M1 is in service.



NOTICE

When first powering on the robotic arm, please check the Z-axis or J3 value from M1Studio. If the value is below 10mm, a limitation alarm is generated and meanwhile the red indicator on the base of robotic arm will be on, this is a normal phenomenon. At that point, you need to click **J3+** under the Joint coordinate system to jog the robotic arm

to the position where the J3 value is above 10mm, and then the alarm will be cleared.

Step 2 Select the corresponding serial port from the serial drop-down list, and click **Connect**.

If **Connect** turns to **Disconnect**, the connection is successful, and Dobot M1 can be controlled by M1Studio.



Figure 5.19 The successful Connection



NOTICE

- You can connect a Dobot M1 to a PC over a network cable, then select the corresponding IP address from the serial drop-down list on the M1Studio page and click **Connect**. For details, please see *5.2.4 Connecting Network Cable*.
- M1Studio can be connected to Dobot M1 only when the Dobot M1 is in the Dobot Mode. You can check the current mode of Dobot M1 on the **Tools > Web Management** page, as shown in Figure 5.20. For details, please see *6.9 Operating Web Management*.

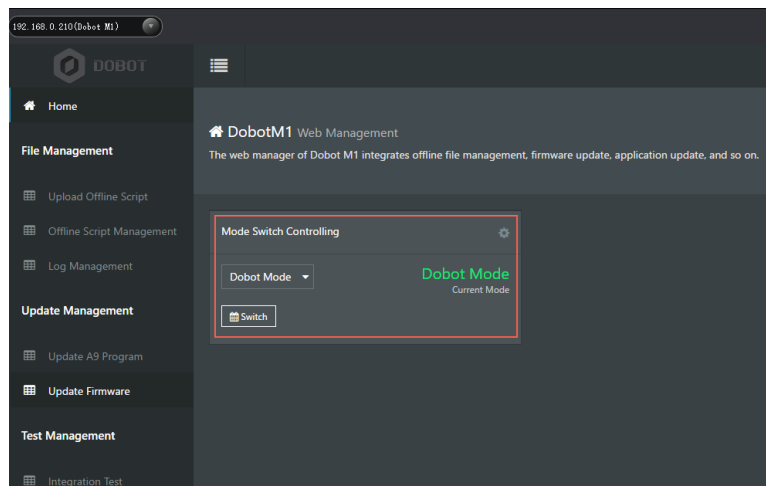


Figure 5.20 Status of Dobot M1

5.3.2 Debugging the Power of Dobot M1

Prerequisites

- You have powered on the Dobot M1.
- You have connected the Dobot M1 to an emergency stop switch.

Procedure

Hold down the power button in the base of Dobot M1 for about 5 seconds, and then release the button. If all LED indicators are off and the Dobot M1 moves down automatically, the Dobot M1 is powered off successfully.



NOTICE

You cannot hold down the power button to power off Dobot M1 until Dobot M1 is in the running state (when the green LED indicator is blinking). If the Dobot M1 fails to be started, you must force to power off the Dobot M1.

5.3.3 Debugging Emergency Stop Function

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure

- Step 1** Make the Dobot M1 in the running state. For details, please see *6.2 Operating Teaching and Playback*.
- Step 2** Hold down the emergency stop button, to make the Dobot M1 in the stopped status, as shown in Figure 5.21.

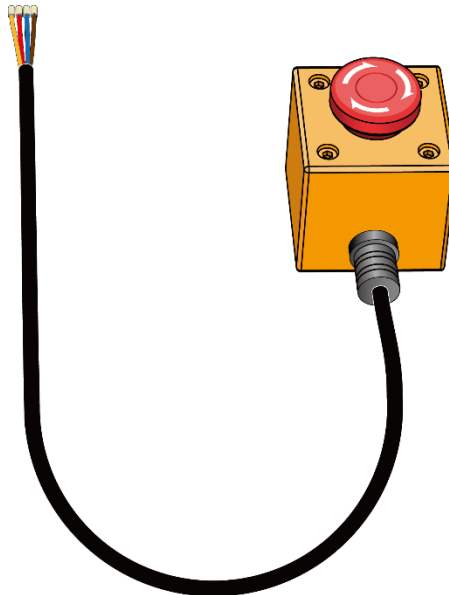


Figure 5.21 Emergency stop

Dobot M1 is stopped immediately with an alarm about emergency stop and the red LED indicator on the base is on, which indicates that the emergency stop function is normal.

Step 3 Rotate the emergency stop button clockwise.

The emergency stop button is released when rotating to 45°, which indicates the stopped status is cleared.

Step 4 Double-click the alarm tip generated on the M1Studio page, as shown in Figure 5.22
The **Alarm and Log** page is displayed.



Figure 5.22 Alarm tip

Step 5 Click **Clear Alarm** on the **Dobot M1 Alarm** tab of **Alarm and Log** page, as shown in Figure 5.23.

If there are no alarm tips on the M1Studio page, the alarm has been cleared.

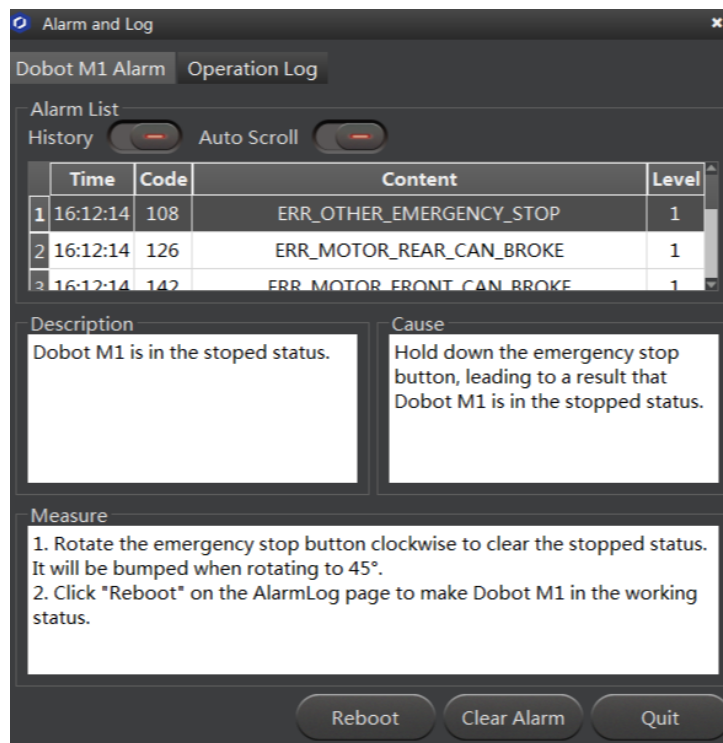


Figure 5.23 Alarm tab


5.3.4 Debugging Disabling Function

You can disable the motor of Dobot M1 to make it in the disabled state, and then move the Dobot M1 by hand.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure

Step 1 Click the  icon of **Motor** on the **Operation Panel** pane of the M1Studio page, as shown in Figure 5.24.

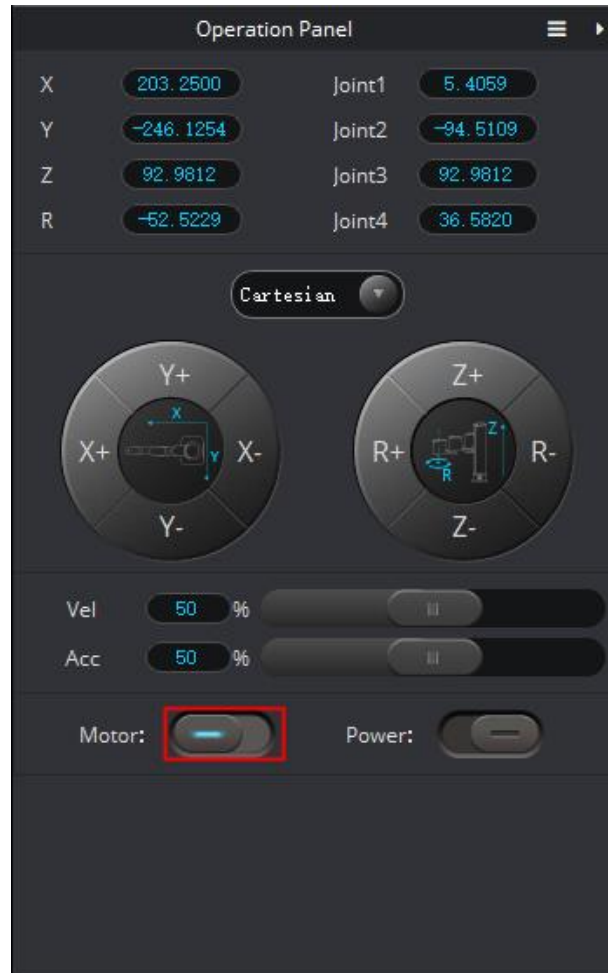




Figure 5.24 Disabling Dobot M1

If  turns to  and the Dobot M1 moves down automatically, the motor of Dobot M1 is in the disabled state.

Step 2 Check whether the Dobot M1 can be moved by hand.

If Dobot M1 can be moved by hand, the disabling function is OK.

5.3.5 Debugging Motion Function

For details about motion functions supported by Dobot M1, please see [2.3.4 Motion Function](#).

5.3.5.1 Debugging Jogging Function

Prerequisites

- The Dobot M1 has been powered on.

- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure

This section uses Cartesian coordinates as an example to describe how to debug jogging function. The procedure for debugging Joint coordinates is similar to that for debugging Cartesian coordinates. You need to select **Joint** on the **Operation Panel** page, and then Click **J1+**, **J1-**, **J2+**, **J2-**, **J3+**, **J3-**, **J4+**, and **J4-** to jog Dobot M1.

- Step 1** Select **Cartesian** from Cartesian drop-down list on the **Operation Panel** page. The Cartesian coordinate pane is displayed.



Figure 5.25 Cartesian coordinate mode

- Step 2** Drag the **Vel** slider on the **Operation Panel** page to change the velocity ratio of the movement when implementing jogging.

The jogging velocity is the maximum velocity multiplying the corresponding percentage.

- Step 3** Drag the **Acc** slider on the **Operation Panel** page to change the acceleration ratio of the movement when implementing jogging.

The jogging acceleration is the maximum acceleration multiplying the corresponding percentage.

Step 4 Click **X+** on the **Operation Panel** page to make the Dobot M1 jog along the X-axis in the positive direction. Click **X-** to make the Dobot M1 jog along the X-axis in the negative direction.

You can click **Y+**, **Y-**, **Z+**, **Z-**, **R+**, and **R-**, to make the Dobot M1 jog along the Y, Z, or R axis in the negative or positive direction.

5.3.5.2 Debugging Playback Function

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure

This section uses the **MOVL** mode as an example to describe how to debug playback function. You can choose other modes such as **MOVL**, **MOVJ**, **ARC**, or **CIRCLE**. For details on how to save points in **ARC** and **CIRCLE** mode, please see *6.1.3 Saving Point in ARC Mode*.

Step 1 Jog the Dobot M1 to a point according to *5.3.5.1 Debugging Jogging Function*.

Step 2 Select **Playback** on the M1Studio page.

The **Playback** page is displayed.

Step 3 Select **PTP > MOVJ** on the **Add Motion Command** pane of the **Playback** page.

Step 4 Select **Add At Last** on the **Playback** page.

Step 5 Set **Vel** and **Jerk** on the **Add Motion Command** pane of the **Playback** page, and click **Add Motion Command** to save the point at **Step 1**.

Vel and **Jerk** on the **Playback** page indicate the velocity ratio and the jerk ratio of the movement when implementing playback respectively. The playback velocity is the maximum velocity multiplying the corresponding percentage. The playback jerk is the maximum jerk multiplying the corresponding percentage.

Step 6 Set the pause time that the Dobot M1 is waited after the previous command is executed completely on the **Add Wait Command** pane of the **Playback** page, and click **Add Wait Command**.

Step 7 Jog the Dobot M1 to another point. And save it. For details, see **Step 1** to **Step 6**.

Step 8 Click **Start** on the **Playback** page to make the Dobot M1 move according to the saved points list.

Also, you can save points by activating **Enable Hand Hold Teach**, the details are as follows.

Step 1 Select **PTP > MOVJ** on the **Add Motion Command** pane of the **Playback** page.

Step 2 Select **Enable Hand Hold Teach**.

The **Add Motion Command** button will be unavailable.

Step 3 Click the  icon of **Motor** on the **Operation Panel** pane of the M1Studio

page, to make the motor of Dobot M1 in the disabled state.

- Step 4** Jog the Dobot M1 to a point and hold down the button under the Rear Arm to save this point.

5.3.6 Debugging Homing Function

After parts (motors, reduction gear units, battery, etc.) have been replaced or the robotic arm has hit the workpiece, the origin of the Dobot M1 will be changed. You need to operate the homing procedure after resetting the origin.

Dobot M1 has installed homing switches near the J1, J2 and J3 limitation position respectively. When the Dobot M1 moves to the limited position with a signal triggered by the homing switch, the Dobot M1 will move backward at low speed and then stop moving after separating from the homing switch, which indicates that the Dobot M1 has moved to the homing point. At the same time, an alarm about limitation is generated, you need to jog the Joint to clear the alarm.



NOTICE

- Only the Dobot M1 of which SN number is **DT2118xxxx** and later numbers has installed the homing switch. If not, this procedure is not supported.
xxx indicates the random number, please replace it based on site requirements.
- Please make sure that the A9 firmware version is **02005800** or later, that the Dobot firmware version is 1.3.0 or later, that the driver firmware version is 1.3.2 or later before executing the homing procedure. Otherwise, a limitation alarm will be triggered when executing the homing procedure, resulting in homing failure. The Dobot M1 firmware versions can be viewed on the **M1Studio > Help > About M1Studio** page. If the related versions are too low, please upgrade them. For details, please see *6.9.2 Upgrading Firmware*.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure



DANGER

Please DO NOT click **Initialization.exe** when executing the homing procedure. Otherwise, the Dobot M1 may move following an unexpected path, resulting in interference with peripheral equipment.

Please select **Tools > Home** on the M1Studio page, and Dobot M1 will move automatically according to the following steps.

- Step 1** J3 moves to the upper limit with a signal triggered by the homing switch and moves backward at low speed to separate from the homing switch, and then stops moving.

Step 2 J1 and J2 move to the limit as lefty hand orientation with signals triggered by homing switches of J1 and J2, and move backward at low speed to separate from the homing switches, and then stop moving, indicating that the Dobot M1 has moved to the homing point.

After the homing procedure is completed, the coordinate of the homing point is shown in Figure 5.26. If the coordinate you get is quite different from Figure 5.26, it indicates that the homing procedure is failed, please re-execute again.

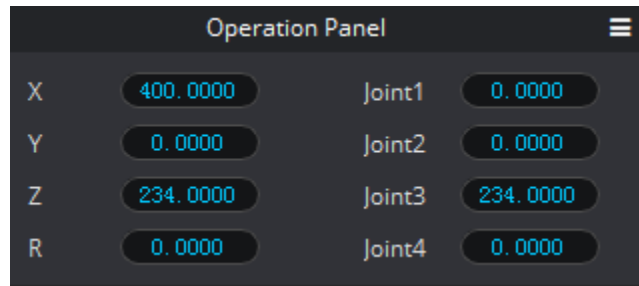


Figure 5.26 Homing point

5.3.7 Debugging Initial Position

In Dobot M1 system, initial position can be user-defined. You can set it and make robot move to this position based on site requirements.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Proced

Step 1 Click **Tools > Other...** on the M1Studio page.

The **Other Setting** page is displayed.

Step 2 Set Dobot M1's initial position on the **Initial Position** section of the **Other Setting** page, as shown in Figure 5.27.

Please make sure that the initial position is in the workspace of the Dobot M1 without singularity.

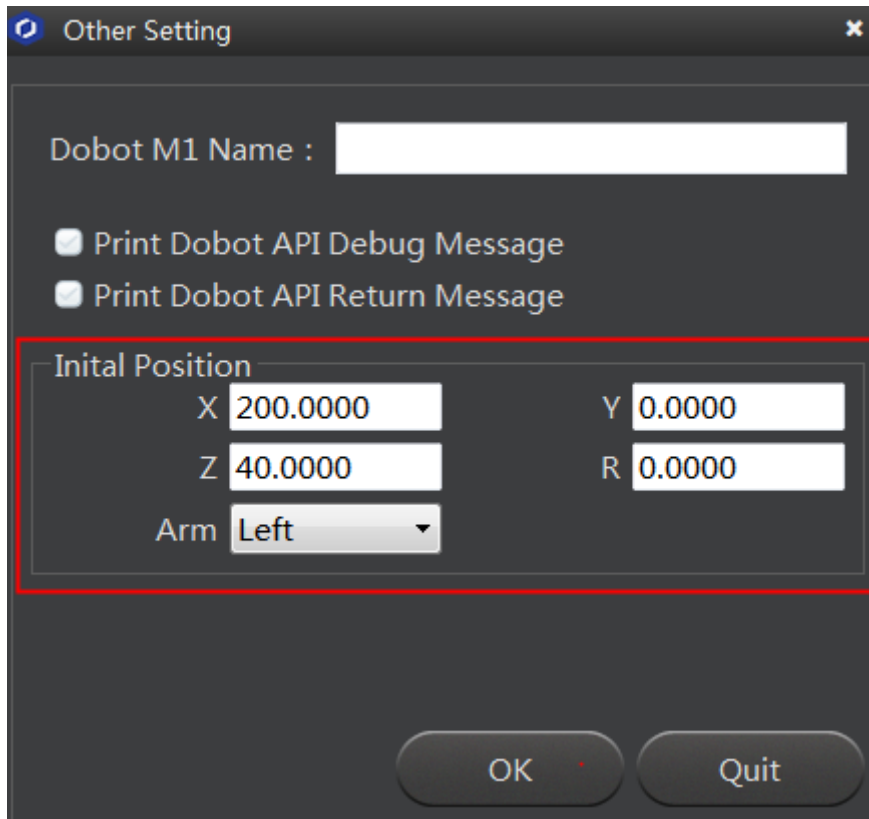


Figure 5.27 Set initial position

Step 3 Click **OK**.

Step 4 Click **InitialPose** on the M1Studio page.

Now, Dobot M1 will move to the set initial position.

NOTE

If the initial position is not set, Dobot M1 will move to the default position which is set by M1Studio after clicking **InitialPose**.

6. Operation

6.1 Instructions for M1Studio

6.1.1 Module Description

Dobot M1 supports teaching, playback, script control, and Blockly graphics programming. You can use the M1Studio to control a Dobot M1. Table 6.1 lists the corresponding applications on the M1Studio page.

On the M1Studio page, the **Playback** and **Script** tabs are opened by default. If you need to open **Blockly** or **I/O Assistant**, please select the corresponding option on the **Tools** menu of the M1Studio page.

Table 6.1 The module description of M1Studio GUI

Module	Function
Playback	Teach the Dobot M1 how to move and then record the movement to make the Dobot M1 accomplish the recorded movements.
Blockly	Control the Dobot M1 by graphics programming. You can program through a puzzle interface which is intuitive and easy to understand.
Script	Control the Dobot M1 by the scripting language.
I/O Assistant	Debug the I/O interface that used
Web Management	Execute the saved points lists in the offline mode, and upgrade the firmware.

6.1.2 Alarms Description

If teaching or saving point is incorrect, for example, the Dobot M1 moves to where a point is at a limited position or a singular position, the Dobot M1 will generate an alarm. For details, please see Table 6.2. When an alarm is generated, the red LED indicator on the base will be on.



NOTICE

- Singular point: If the directions of the joint1 and joint2 are collinear, the resultant velocity of joint1 and joint2 is not in any direction, but in the direction of joint1 (joint2). Namely, the degrees of freedom of Dobot M1 are degraded. The singular point is at the position where joint2 is located at $\pm 10^\circ$. In JUMP and MOVJ mode, the movement of Dobot M1 is joint movement, Dobot M1 will not generate an alarm about singular point.
- Generally, if you save a point where an alarm is generated when implementing jogging, the saved point is unavailable. You need to jog Dobot M1 towards the opposite direction under the Joint coordinate system to clear the alarm, and then save the point. However, if an alarm about singular point is generated when implementing jogging, the saved point is available in JUMP and MOVJ mode.

- In the MOVJ or JUMP mode, if the two points are the same, only different in arm orientations, J1 or J4 may be limited when moving the Dobot M1, resulting in an alarm generated. You need to modify and resave these points and then clear the alarm manually.

Table 6.2 Alarm Description

Alarm Condition	Clear method
Jogging	
The Joint axis is limited	Jog the limited Joint towards the opposite direction, and the alarm will be automatically cleared
The Cartesian axis is limited	Jog the Joints towards the opposite direction, and the alarm will be automatically cleared
The point is at the singular position when clicking the Cartesian coordinate buttons	Jog joint2, and the alarm will be automatically cleared
Playback	
The starting point or the end point is a singular point in the MOVL mode	Clear the alarm manually and modify the point
A point in the trajectory is a singular point in the MOVL mode	Clear the alarm manually and modify the point
Modify the arm orientation of the saved point in the MOVL mode	Clear the alarm manually and modify the arm orientation
The middle point or the end point is a singular point in ARC mode	Clear the alarm manually and modify the point
A point in the trajectory is a singular point in the ARC mode	Clear the alarm manually and modify the point
Any two of the three points of the arc coincide in the ARC mode	Clear the alarm manually and modify the point
The three points of the arc are in a line in the ARC mode	Clear the alarm manually and modify the point
The trajectory is out of range of the workspace in all modes	Clear the alarm manually and modify the point
The joint is limited in all modes	Clear the alarm manually and modify the point

The method on how to clear the alarm is shown as follows.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the PC successfully.

- The Dobot M1 has been connected to the emergency stop switch.

Procedure

- Step 1** Double-click the alarm tip on the M1Studio page, as shown in Figure 6.1.
The **Alarm Log** is displayed.



Figure 6.1 Alarm tips

- Step 2** View the corresponding alarm on the Dobot Alarm tab. According to **Measure** to clear the alarm, as shown in Figure 6.2.

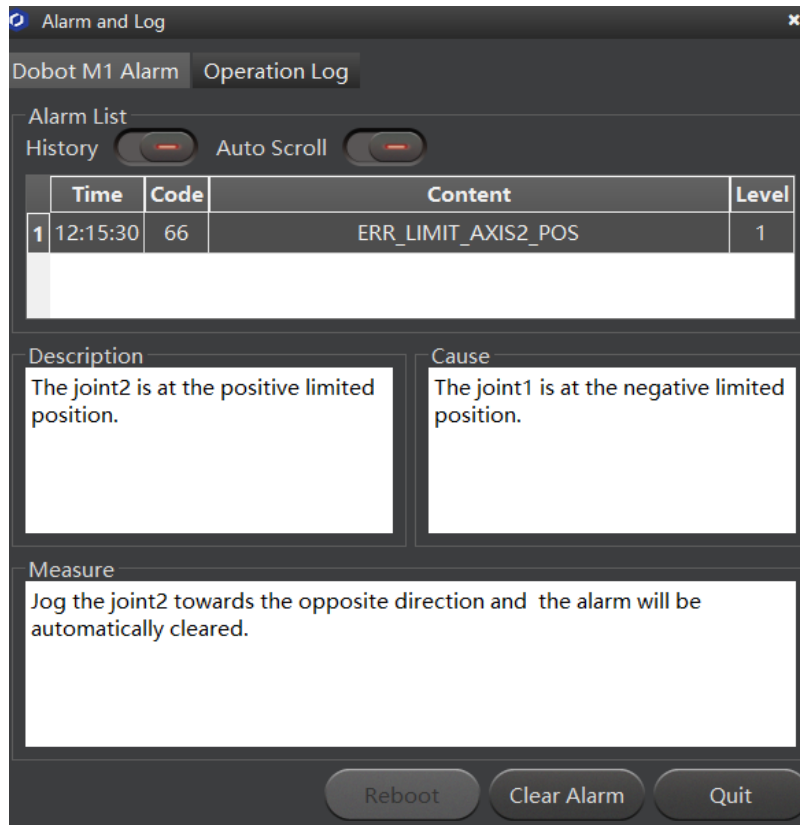


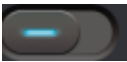


Figure 6.2 Alarm GUI

Table 6.3 shows the description of the alarm button.

Table 6.3 Alarm button description

Button	Description
History	Whether to display historical alarms. <ul style="list-style-type: none"> If the status of History is , all historical alarms will be displayed. If the status of History is , only the current alarm will be displayed.
AutoScroll	Whether to scroll the alarm information automatically <p>If the status of AutoScroll is , the alarm information will be scrolled automatically</p>

Step 3 Click **Clear Alarm** on the bottom pane of the **Dobot M1 Alarm** tab, as shown in Figure 6.2.

If there are no alarm tips on the M1Studio page, the alarm has been cleared.

6.1.3 Saving Point in ARC Mode

Different from PTP, the trajectory of ARC is an arc, you need to save three points to complete the arc trajectory. The method to save points in CIRCLE is the same as that of ARC.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the PC successfully.
- The Dobot M1 has been connected to the emergency stop switch.

Procedure



NOTICE

You need to use other motion modes to confirm the starting point of the arc trajectory because the middle point and the end point only can be confirmed in ARC mode. When saving points in the ARC mode, please pay attention to the following tips to avoid generating an alarm.

- Any two of the three points of the arc cannot coincide.
- The three points of the arc cannot be in a line.
- The arc trajectory cannot be out range of the workspace
- The arm orientations in ARC and other modes that confirms the starting point should be the same. Otherwise, the Dobot M1 will not work.

If the three points of the arc trajectory are point A, point B, and point C respectively, and point A is the starting point, point C is the end point, as shown in Figure 6.3.

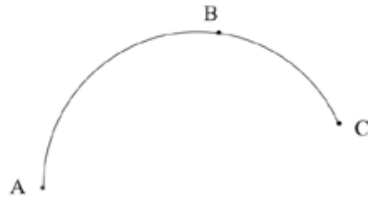


Figure 6.3 Arc trajectory

- Step 1** Select **Cartesian** from Cartesian drop-down list on the **Operation Panel** page, and click the Cartesian coordinate buttons to jog the Dobot M1 to a point called point A.
- Step 2** Select **Playback** on the M1Studio page.
The **Playback** page is displayed.
- Step 3** Select **Add At Last** on the **Playback** page.
- Step 4** Select **PTP > MOVJ** on the **Playback** page, and click **Add Motion Command** to save point A.
- Step 5** Click the Cartesian coordinate buttons on the **Operation Panel** page to jog the Dobot M1 to another point called point B.
- Step 6** Select **ARC > Transition Pos** on the **Playback** page, and click **Add Motion Command** to save point B.
- Step 7** Click the Cartesian coordinate buttons on the **Operation Panel** page to jog the Dobot M1 to another point called point C that does not coincide with point A and point B.
The three points are not in a line.
- Step 8** Click **Add Motion Command** to save point C.



NOTICE

You cannot set the pause time when point A moves to point B. Otherwise, Dobot M1 will not work.

- Step 9** Click **Start**, and you will find that Dobot M1 moves as an arc. The information of saved points in ARC is shown in Figure 6.4.

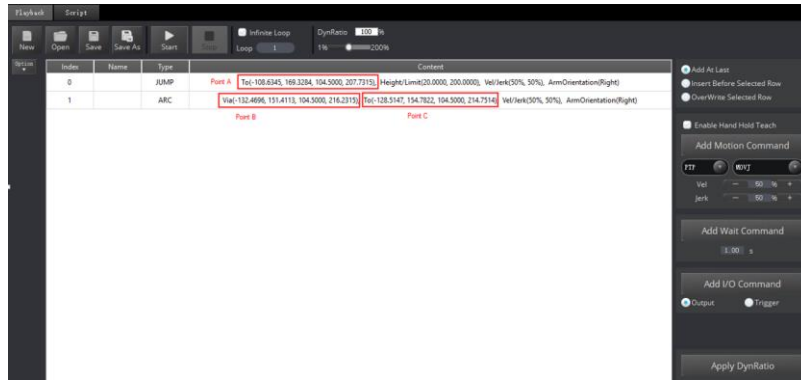


Figure 6.4 Information of saved points in ARC

6.1.4 Saving point in JUMP Mode

From point A to point B in JUMP mode:

- If point A and point B are only different in Z-axis, and the arm orientations of them are the same, Dobot M1 will not work.
- If point A and point B are the same, only different in arm orientations, for example, the arm orientation of point A is left, and that of point B is right, point A moves to point B as the right hand posture, while the terminal coordinate relative to the origin stays constant.

6.2 Operating Teaching and Playback

6.2.1 Basic Operation

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the PC successfully.
- The Dobot M1 has been connected to the emergency stop switch.
- The air pump and the suction cup need to be installed when you suck up objects over the teaching and playback function. For details on how to connect with an air pump, please see 3.4 (Optional) Installing Air Pump.

Application Scenario

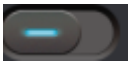
If you want to use the Dobot M1 to transport, intelligent sort, write and draw, the teaching and playback function of Dobot M1 can help you to complete. This section uses the suction cup as the end effector to describe how to operate.

Procedure

Step 1 Place a small object nearby the Dobot M1, choose one of the following three methods to jog the Dobot M1 to the small object, called point A. The distance from the Dobot M1 to the object should be determined based on site requirements.

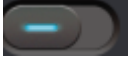

- Select **Cartesian** from Cartesian drop-down list on the **Operation Panel** page, and click the Cartesian coordinate buttons.
- Select **Joint** from Cartesian drop-down list on the **Operation Panel** page, and click

the Joint coordinate buttons.

- Click the  icon of **Motor** on the **Operation Panel** page, and jog the Dobot M1 by hand.



NOTICE

- If you want to jog the Dobot M1 by hand when implementing jogging, please click  to make the motor of Dobot M1 in the disabled state. If you want to move Dobot M1 by clicking the coordinate buttons on the **Operation Panel** page, please click  to make the motor in the enabled state.
- If an axis is limited or a point is at the singular position when implementing jogging, an alarm will be generated. For details about alarm description, please see Table 6.2. If you save a point after an alarm is generated, the saved point is unavailable. You need to jog the Dobot M1 to clear the alarm, and then save the point again. However, if an alarm about singular point is generated when implementing jogging, the saved point is available in JUMP and MOVJ mode.

Step 2 Select **Add At Last** on the **Playback** page.

Step 3 Select **Playback** on the M1Studio page.

The **Playback** page is displayed.

Step 4 Select **PTP > JUMP** on the **Playback** page, as shown in Figure 6.5. The constraints in the JUMP mode are as shown in 6.1.4 *Saving point in JUMP Mode*.

NOTE

The motion mode in this topic is for reference only. You can choose other motion modes based on site requirements. If you use the ARC mode, for details on how to saving points in ARC, please see 6.1.3 *Saving Point in ARC Mode*.

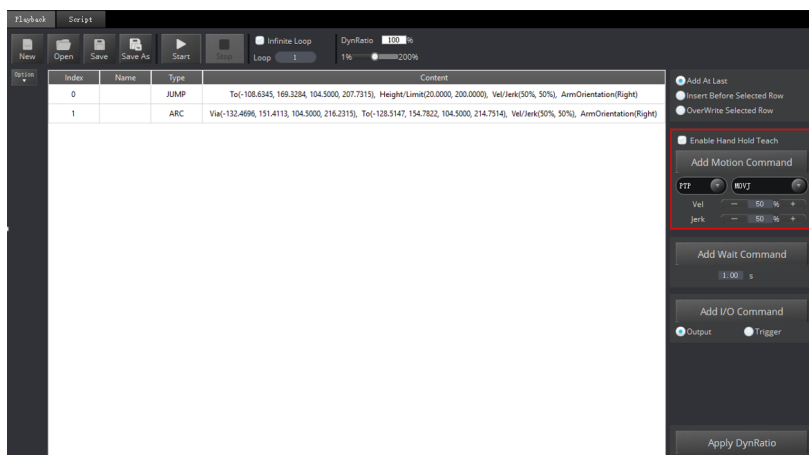


Figure 6.5 Choose motion mode

Step 5 Set the velocity ratio and the jerk ratio of the movement of when implementing playback on the **Add Motion Command** pane of the **Playback** page, and click **Add Motion Command** to save point A. If the values are both set to 50%.

The saved point information of which **Type** is **JUMP** is displayed on the left pane of the **Playback** page, as shown in Figure 6.6.

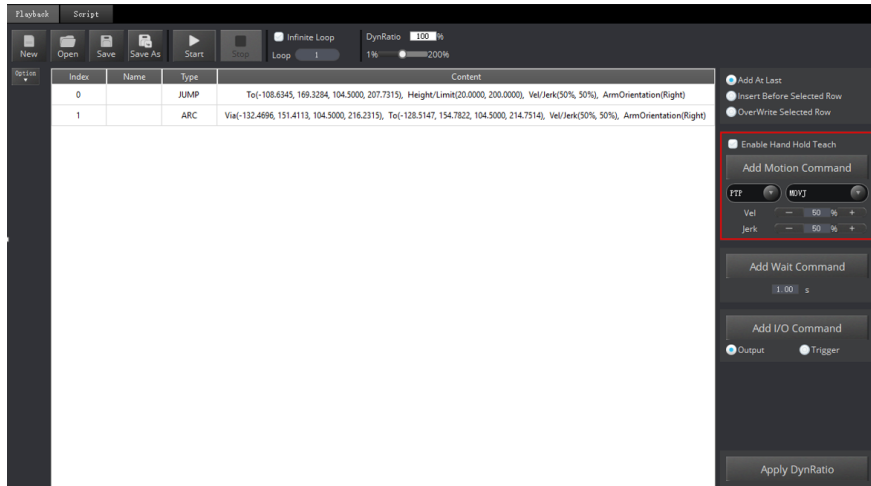


Figure 6.6 The coordinate display

You need to double-click contents displayed in **Content** to set the lifting height (**Height**) and the maximum lifting height (**Limit**) on the current saved point line, of which **Type** is **JUMP**, as shown in Figure 6.7.

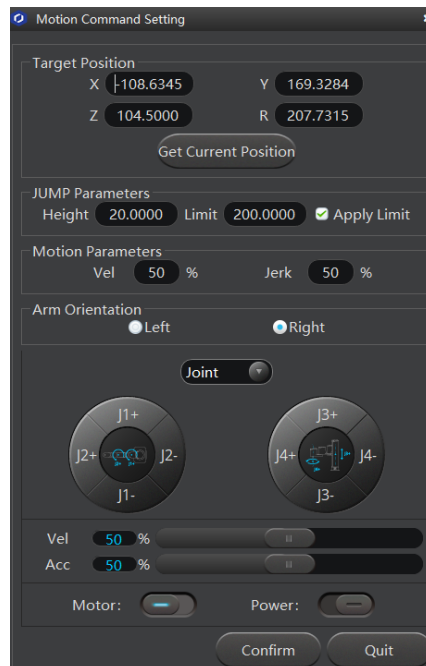


Figure 6.7 Motion command setting

**NOTICE**

In the **JUMP** mode, if lifting Dobot M1 to the maximum height is not necessary after lifting to a certain height, please unselect **Use Limit**.

Step 6 Set the pause time of point A on the **Add Wait Command** pane of the **Playback** page, and click **Add Wait Motion**. If the pause time is set to 3 seconds.

The saved point information of which **Type** is **Wait** is displayed on the left pane of the **Playback** page.

Step 7 Suck up the small object by the suction cup.

**NOTICE**

Supposing that we use DOUT17, DOUT18 on the base I/O interface to control the state of the air pump. DOUT17 controls the intake and outtake of the air pump. DOUT18 controls the startup and shutdown. The description in this topic is for reference only, the outputs depend on the I/O interface used. Please replace the outputs based on site requirements.

1. Select **Output** on the **Add I/O Command** pane of the **Playback** page.

The saved point information of which **Type** is **Output** is displayed on the left pane of the **Playback** page.

2. Select the saved point of which **Type** is **Output** on the left pane of the **Playback** page, and double-click **Content**.

The **I/O Command Setting** page is displayed.

3. Select **OUT17** from the I/O drop-down list on the **I/O Command Setting** page, and select **24V**, then click **Add**.

4. Add **OUT18**, and select **24V**, then click **OK**.

The relevant I/O information of which **Type** is **Output** is displayed on the left pane of the **Playback** page. Right-click on the line and select **RunSelected** on the context menu, to make the air pump in service, and the object will be sucked up by the Dobot M1.

Step 8 Select **Cartesian** from Cartesian drop-down list on the **Operation Panel** page, and click **Z+** to lift the Dobot M1. And then click **X+** or other buttons to move the Dobot M1 to another point called point B.

Step 9 Save Point B. For details, please see **Step 4** to **Step 6**.

Step 10 Release small object over the suction cup.

**NOTICE**

Supposing that we use DOUT17, DOUT18 on the base I/O interface to control the state of air pump. DOUT17 control the intake and outtake of air pump. DOUT18 control the startup and shutdown. The description in this topic is for reference only, the outputs depend on the I/O interface used. Please replace the outputs based on site requirements.

1. Select **Output** on the **Add I/O Command** pane of the **Playback** page.
The saved point information of which **Type** is **Output** is displayed on the left pane of the **Playback** page.
2. Select the saved point of which **Type** is **Output** on the left pane of the **Playback** page, and double-click **Content**.
The **I/O Command Setting** page is displayed.
3. Select **OUT17** from the I/O drop-down list on the **I/O Command Setting** page, and select **24V**, then click **Add**.
4. Add **OUT18**, and select **0V**, then click **OK**.
The relevant I/O information of which **Type** is **Output** is displayed on the left pane of the **Playback** page. Right-click on the line and select **RunSelected** on the context menu, and the object will be released by the Dobot M1.

NOTE

This topics only describes a trajectory as an example. You can implement multiple trajectories. For details, see **Step 1** to **Step 10**.

Step 11 Click **Save** on the **Playback** page.

The **Save Playback File** page is displayed.

Step 12 Input the user-defined name and the saving path, and click **Save**. The default path of the saved points list is *Installation directory*/M1Studio/config/pbstore. Please replace the path based on site requirements.

Step 13 Click **Start** on the **Playback** page, the Dobot M1 moves according to the saved points list to suck up or release the object.

6.2.2 Other Function Description

You can perform subsequent operations on the **Playback** page.

- Select **Enable Hand Hold Teach** on the **Playback** page, the **Add Motion Command** button will be unavailable. You can hold down the button under the Rear Arm to save a point after jogging the Dobot M1 on the **Operation Panel** page or moving the Dobot M1 by hand. For details, please see 5.3.5.2 *Debugging Playback Function*.
- Set the loop number of the saved point when implementing playback. The maximum value is 9999. You can also select **Infinite Loop** to make the Dobot M1 in the infinite loop state when implementing playback according to the saved points list, as shown in Figure 6.8.

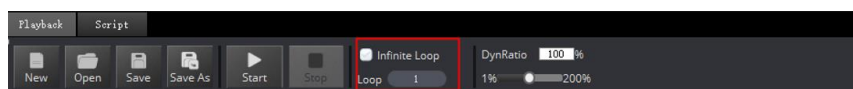


Figure 6.8 The loop number of the saved points list

- Before saving a point, you can select the location of the added point on the right pane of the **Playback** page, as shown in Figure 6.9

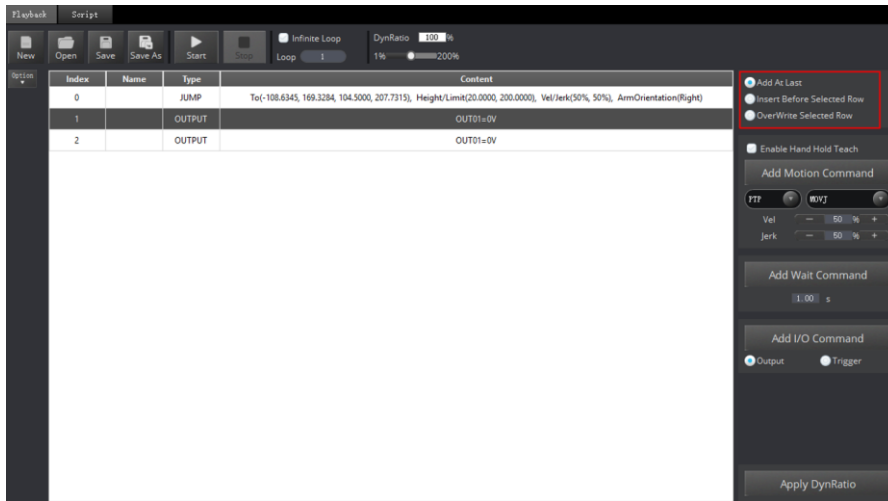


Figure 6.9 Overwrite the current saved point

Table 6.4 lists the location description of a saved point.

Table 6.4 Description of the location of a saved point

Insert Location	Description
Add At Last	Add a new point after the last saved point.
Insert Before Selected Row	Insert a point before the current saved point
OverWrite Selected Row	Overwrite the current saved point

- Select a saved point and double-click the parameters on the line to modify the relevant information. The saved point information is shown in Figure 6.10.

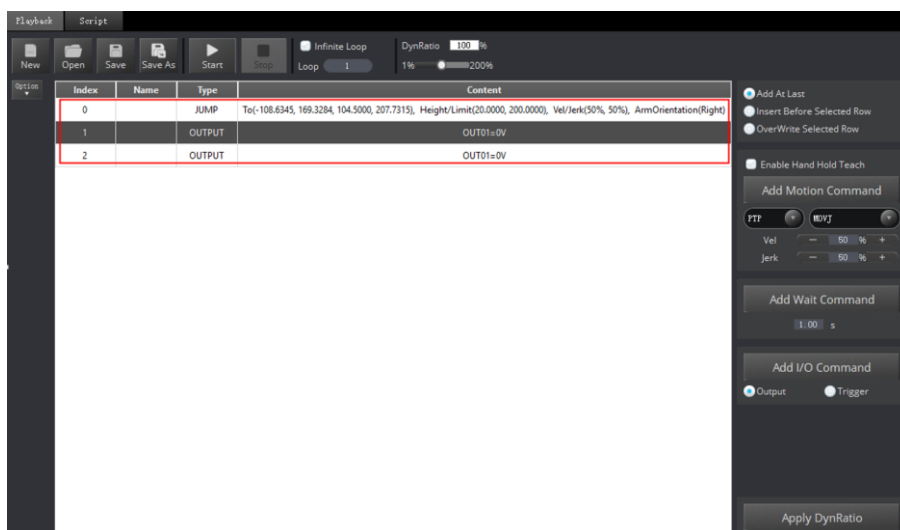


Figure 6.10 The saved point information

Table 6.5 Parameter Description of the saved point

Parameter	Description
Type	The command type of Dobot M1 Value: <ul style="list-style-type: none"> • JUMP • MOVJ • MOVL • ARC • CIRCLE: The method to save points in the CIRCLE mode is the same as that of ARC mode. For details, please see <i>6.1.3 Saving Point in ARC Mode</i> • TRIGGER • OUTPUT • WAIT
Name	The name of the current saved point, which is user-defined
Content	The contents displayed depends on Type . You can double-click contents displayed in Content to modify them. <ul style="list-style-type: none"> • MOVL/MOVJ/JUMP/ARC/CIRCLE: Indicates the coordinate values, the velocity ratio and the jerk ratio of the movement when implementing playback. If Type of the current saved point is MOVL, ARC, or CIRCLE, Armorientaion must be the same as that of the previous saved point. • Trigger: Input of I/O interface • Output: Output of I/O interface • Wait: The pause time after the previous saved point is executed

- Select a saved point and right-click on the line to copy, delete or other operations, as shown in Figure 6.11.

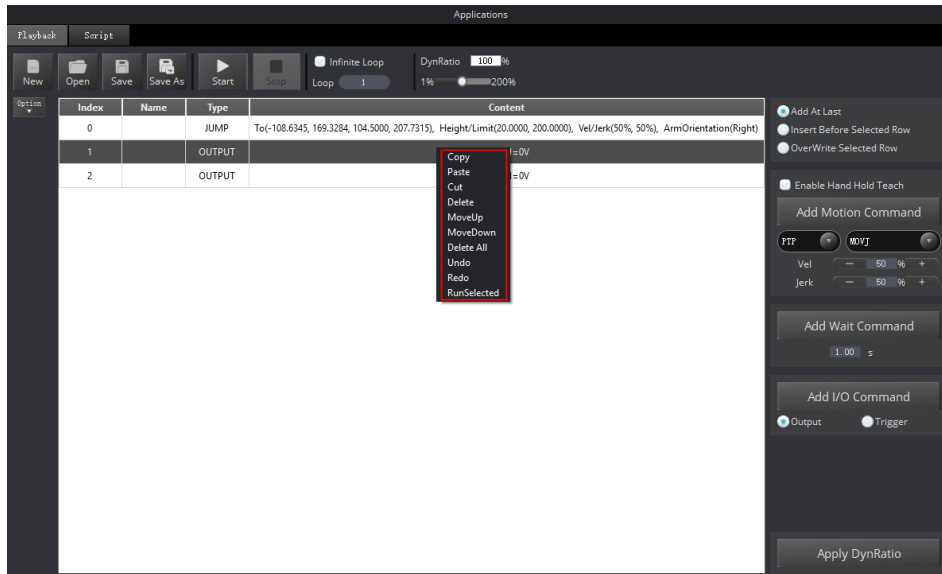


Figure 6.11 Right-click options of the saved points list

- When modify the coordinates displayed in **Content** of which **Type** is motion mode, you can input the coordinate values manually or operate the operation panel to modify them.

- Select the saved point on the left pane of the **Playback** page, double-click contents displayed in **Content**.

The **Motion Command Setting** page is displayed, as shown in Figure 6.12.

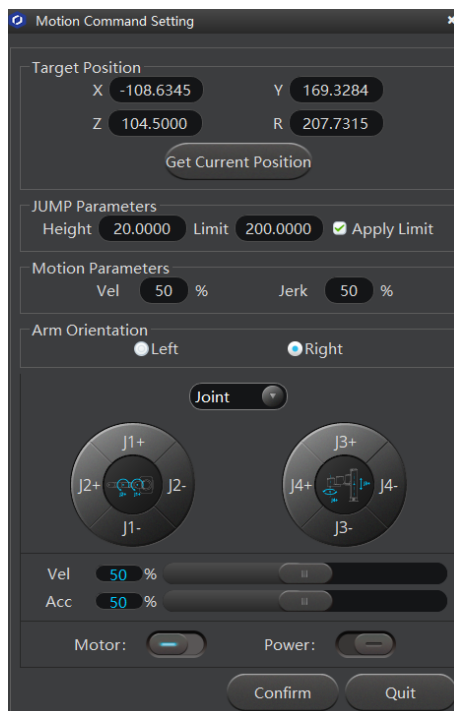


Figure 6.12 Modify the current saved point

- Click the coordinate buttons on the operation panel pane of the **Motion**

Command Setting page to jog the Dobot M1. The coordinate is displayed on the **Operation Panel** pane of M1Studio page.

3. Click **Get Current Pose** to obtain the coordinate of Dobot M1.
 4. Click **Confirm** to save the modified point.
- If modifying the speed of all saved points at the same time is necessary, you can drag **DynRatio** to modify, as shown in Figure 6.13

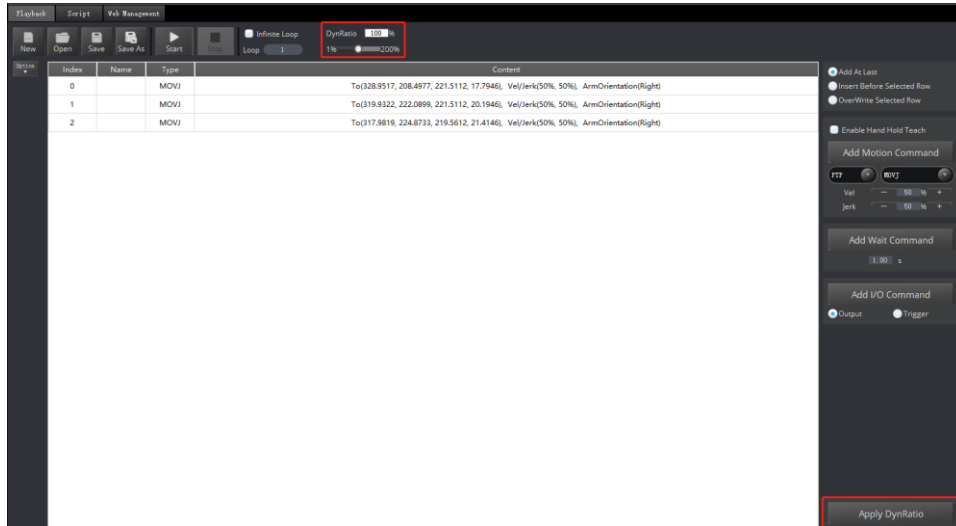


Figure 6.13 Modify the speed of all saved points at the same time

- If you do not click **Apply DynRatio**, the modified speed goes into effect temporarily. **Vel** and **Jerk** displayed on the **Playback** page will not be changed, and the modified speed will not be saved if you click **save**.
- If you click **Apply DynRatio**, **Vel** and **Jerk** displayed on the **Playback** page will be changed, and the modified speed will be saved to Playback files if you click **save**.

6.3 Scripting

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Application Scenario

You can control a Dobot M1 over scripting. Dobot M1 supports various API, such as velocity/acceleration setting, motion mode setting, and I/O configuration, which uses Python language for secondary development. For details about the Dobot M1 API interface and function description, please see *Dobot API Interface Document*.


The download path is www.dobot.cc/downloadcenter/dobot-m1.html#most-download.

Procedure

Step 1 Select **Script** on the M1Studio page.

The **Script** page is displayed.

Step 2 Write the script.

You can double-click the interface to be used, the corresponding interface will be displayed on the script file page, as shown in Figure 6.14. You can also click  icon of the corresponding interface on the left pane of the **Script** page to view the way how to set the parameters. The scripting example can refer to *Installation directory/M1Studio/config/ststore/Example.script*.



NOTICE

If you use the motion command when writing a program in Cartesian coordinate system, please add the orientation command before this motion command, which indicates the arm orientation of Dobot M1.

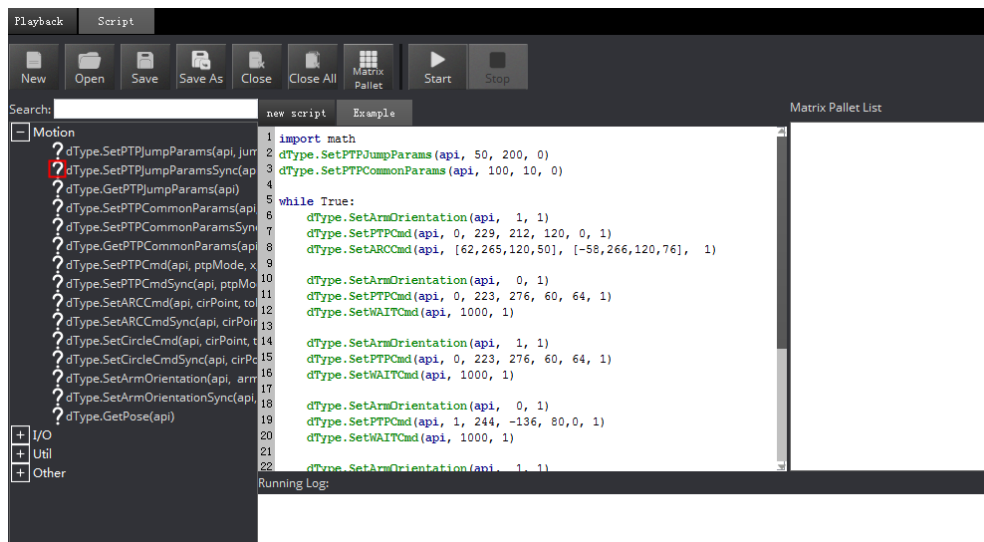


Figure 6.14 Write a script

Step 3 Click **Save** on the **Script** page.

The **Save Scrip File** page is displayed.

Step 4 Input the user-defined name and the saving path, and click **Save**. The default path of the script is *Installation directory/M1Studio/config/ststore*. Please replace the path based on site requirements.

Step 5 Click **Start**, and Dobot M1 will move according to the script file.

The running log will be displayed on the lower pane of the Script page for checking.

6.4 Operating Blockly

Prerequisites

- The Dobot M1 has been powered on.

- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Application Scenario

Blockly is a programming platform based on Google Blockly. You can program through the puzzle format, which is straightforward and easy to understand.

Procedure

Step 1 Select **Tools > Blockly** on the M1Studio page.

The **Blockly** page is displayed.

Step 2 Drag the blockly module on the left pane of the **Blockly** page to program, as shown in Figure 6.15.

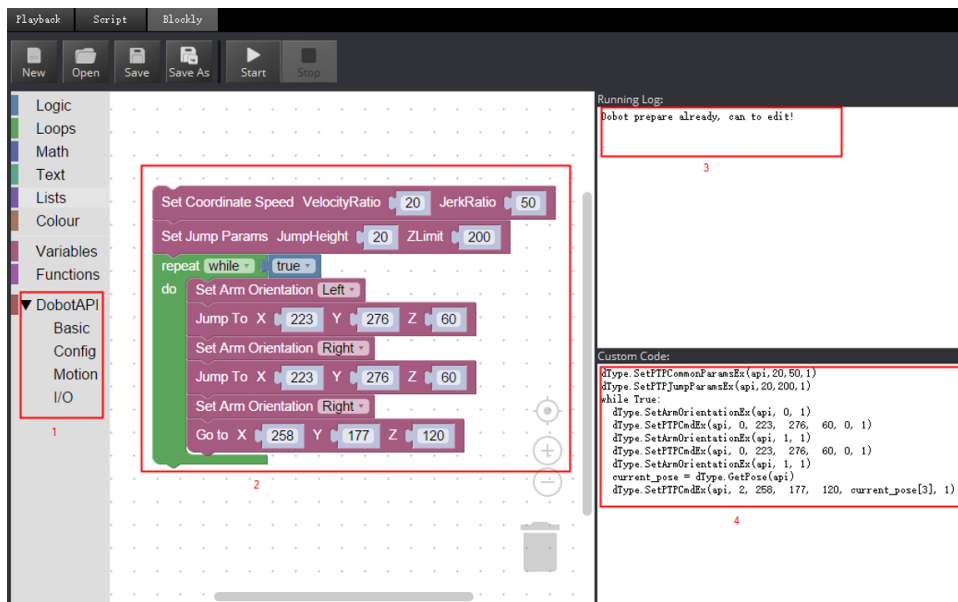


Figure 6.15 Blockly graphics programming



NOTICE

If you use the motion command when writing a program in Cartesian coordinate system, please add the orientation command before this motion command, which indicates the arm orientation of Dobot M1.

Table 6.6 Description of blockly module

No.	Description
1	The selection area of blockly module, including logistic, loop, math, and Dobot API. You can program by dragging them to the window.
2	The window of blockly programming
3	The running log of Dobot M1
4	The corresponding codes of the blockly module on the programming window

Step 3 Click **Save** on the **Blockly** page.

The **Save Blockly File** page is displayed.

Step 4 Input the user-defined name and the saving path, and click **Save**. The default path of the programing file is *Installation directory\M1Studio/config/bystore*. Please replace the path based on site requirements.

Step 5 Click **Start** on the **Blockly** page, and Dobot M1 will move according to the program.

6.5 Operating Laser Engraving

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The laser kit has been installed. For details, please see *3.3.1 Installing Laser Engraving Kit*.
- The picture to be engraved and materials to be processed have been prepared.
- The lasing protective eyeglass has been prepared.

Procedure

Step 1 Select **Tools > Laser Engraving** on the M1Studio page.

The **Laser Engraving** page is displayed, as shown in Figure 6.16.

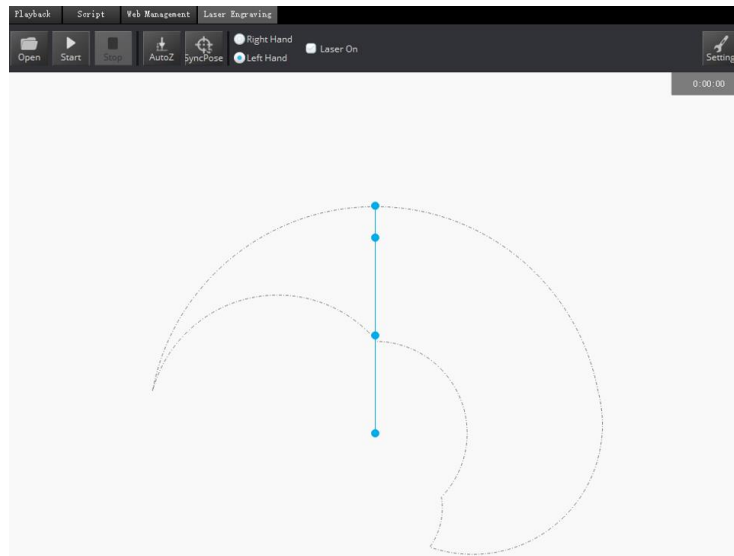


Figure 6.16 Laser Engraving GUI

Step 2 Click **Open** on the Laser Engraving page, and select the picture to be engraved, as shown in Figure 6.17.

The picture (such as BMP, JPEG, JPG, PNG, and so on) is supported.

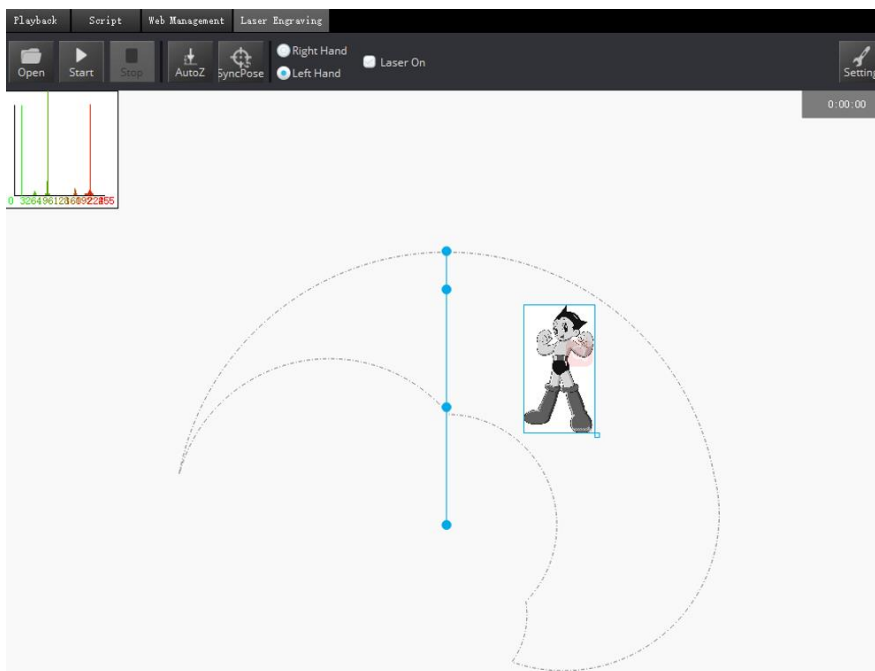


Figure 6.17 Import picture

NOTICE

- The imported picture should be placed in the annular region, as shown in Figure

6.17. If not, it is unable to engrave normally and the border of the imported picture will be highlighted in red.

- The annular region depends on the arm orientation. Please adjust the imported picture according to the real annular region. Figure 6.17 shows the annular region when arm orientation is left.

Step 3 Click **Setting** on the Laser Engraving page.

The **Laser Setting** page is displayed.


Please set the laser engraving parameters based on site requirements.

Table 6.7 Laser engraving parameters

Parameter	Description
CP Vel/ CP Acc	Set the rate of CP velocity and acceleration
PTP Vel/ PTP Jerk	Set the rate of PTP velocity and jerk
Grayscale Range	Set the grayscale range Value range: 0-255
Laser Power Range	Set the laser power range Value range: 2-100
Laser Height	Set the laser height
Border Width	Set the border width of the picture Value range: 0-50
XBias	Set XBias
DPI	Set DPI

Step 4 Select **Laser On** on the **Laser Engraving** page and adjust the focus.

Please wear the lasing protective eyeglass before adjusting the focus.

Click the  icon of **Motor** on the **Operation Panel** pane of the M1Studio page and move the Dobot M1 by hand to a proper height, to make the laser dot appeared on the material burn the brightest. When the laser power is enough, you can view burning marks on the material.



NOTICE

- Please wear the lasing protective eyeglass before adjusting the focal length.
- If the focal length still cannot focus, you can rotate clockwise the focal length of the laser head to adjust, as shown in Figure 6.18.

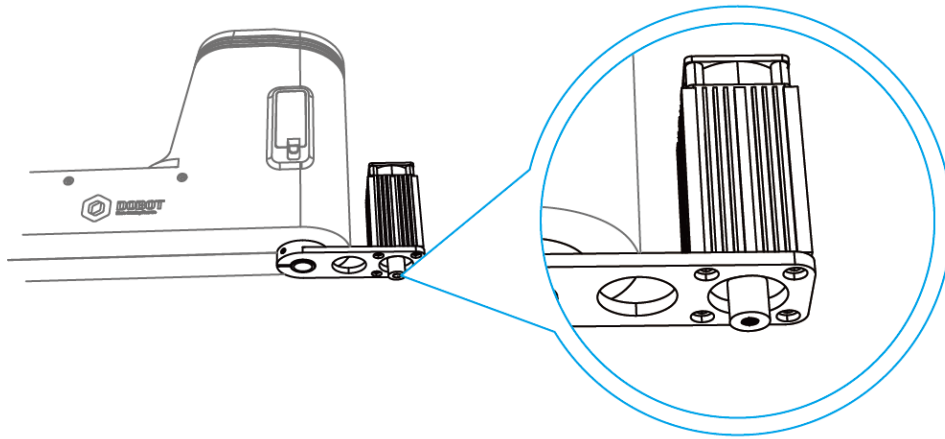
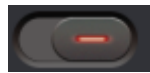


Figure 6.18 Adjust focus

**DANGER**

- The laser can heat objects when it is in a focused state, so objects like paper or wood can be burned.
- Do not focus the laser on people or animals.
- Do not let children play with it alone. The process needs to be monitored when it is running. After the process is completed, please turn off the laser promptly.



Step 5 Click the  icon of **Motor** on the **Operation Panel** to make Dobot M1 in the disabled state.

Step 6 Click **AtutoZ** on the **Laser Engraving** page to obtain the current Z-axis value. After performing this step, you will not need to adjust the focus manually when you engrave next time. You can click **SyncPos** directly after importing the picture.

Step 7 Click **SyncPos**, the Dobot M1 will move into the position above the starting point automatically.

Step 8 Click **Start** to start engraving.

6.6 Operating 3D Printing

Prerequisites

- The Dobot M1 has been powered on.
- You have connected the Dobot M1 to a PC over a network cable, and the IP address of Dobot M1 and the PC must be in the same network segment. For details, please see [5.2.4 Connecting Network Cable](#).
- The Dobot M1 has been connected to an emergency stop switch.
- The 3D printing kit has been installed. For details, please see [3.3.2 Installing 3D Printing Kit](#).

- Slice software Cura has been installed. The download path is <https://ultimaker.com/en/products/cura-software/list>.

Please download the recommended version **V15.04.6**. The way on how to install and use is not described in this topic.

- The 3D printing model and the firmware have been prepared.
- The printing platform has been prepared and please place it in the workspace.



NOTICE


If the SN number of Dobot M1 is *DT2118xxxx* and later numbers, please switch **3D printing mode** directly to start 3D printing without an update. If you need to update the 3D printing firmware, please see *6.9.2 Upgrading Firmware*.

xxx indicates the random number, please replace it based on site requirements.

Procedure

- Step 1** Select the corresponding IP address from the IP drop-down list on the upper left pane of the M1Studio page and click **Connect**.

If **Connect** turns to **Disconnect**, the connection is successful.

- Step 2** Click the  icon of **Motor** on the **Operation Panel**, and move the Dobot M1 by hand to make the Dobot M1 move to the position where the X-axis value is 330mm.

- Step 3** Switch the 3D printing firmware.
1. Select **Tools > Web Management** on the M1Studio page.
The **Web management** page is displayed.
 2. Select **Home** in the navigation tree on the left.
The **Home** page is displayed.
 3. Select **3D printing Mode** from the drop-down list on the **Mode Switch Controlling** pane of the **Home** page and click **Switch**, as shown in Figure 6.19.

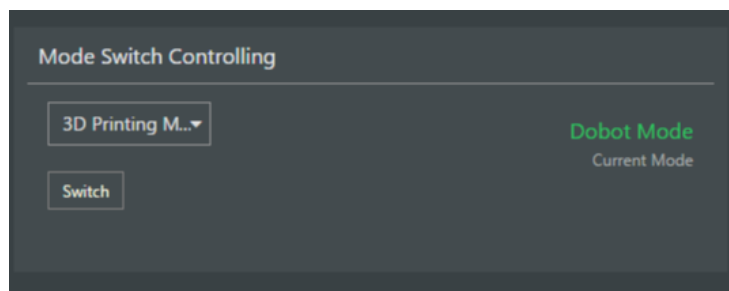


Figure 6.19 Switch 3D printing

During switching, the green LED indicator will keep on. After completion, the green LED indicator will be blinking and **Current Mode** is changed to **3D Printing Mode**, as shown in Figure 6.20.

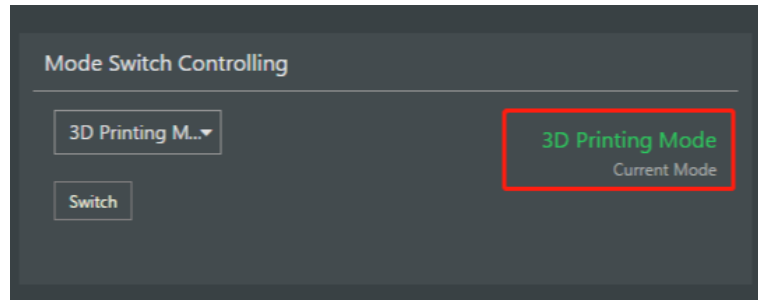


Figure 6.20 Complete 3D printing switching

Step 4 Set slice parameters.

1. Unplug the network cable between the Dobot M1 and PC, and connect the Dobot M1 to the PC with the USB to DB9 adapter cable.

2. Select **Machine > settings** on the Cura page.

The **Machine settings** page is displayed.

3. Set the corresponding parameters on the Machine settings and click **OK**, as shown in Figure 6.21. Table 6.8 lists the values of the parameters that need to be set. The other parameters are set by default.

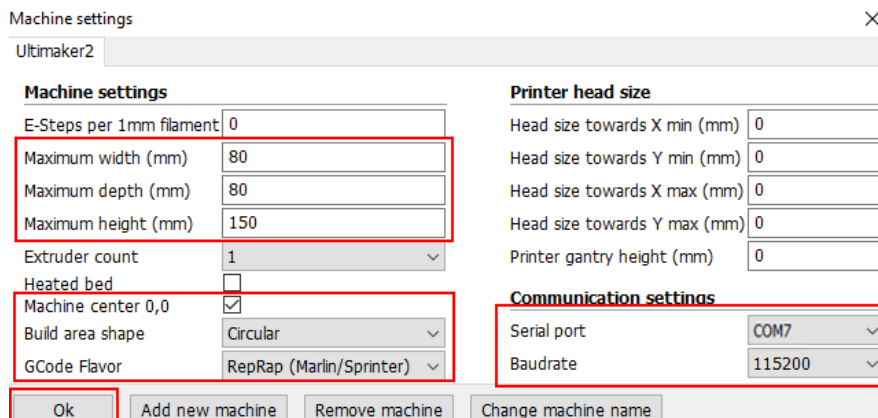


Figure 6.21 Parameters setting

Table 6.8 3D printing parameters description

Parameter	Description
Maximum width	The maximum width please set to 80mm
Maximum depth	The maximum with please set to 80mm
Maximum height	The maximum height Please set to 150mm
Machine center 0,0	Machine center, please select it
GCode Flavor	The style of GCode Please select RepRap Marlin/Sprinter
Build area shape	Build the area shape Please select Circular
Serial port	Serial port Please select the corresponding serial port
Baudrate	Baud rate Please set to 115200

 NOTE

The maximum width of 3D printing that Dobot M1 supports is 200mm, the maximum depth is 200mm, and the maximum height is 220mm. Please make the 3D-print in the Dobot M1 workspace.

4. Set slice parameters, and select **File > Open Profile** to import these parameters, as shown in Figure 6.22.

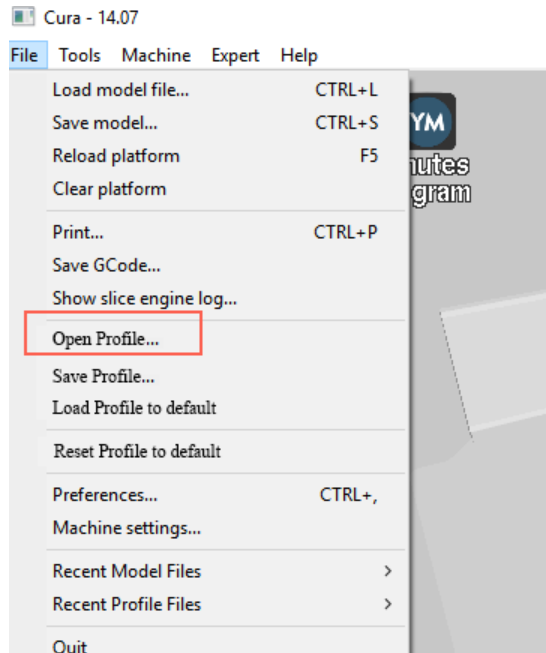


Figure 6.22 Import slice parameters

The 3D printing effect depends on the slice parameters. This topic provides a configuration sample, you can import it directly for printing.

The path of the configuration sample is *Installation directory\M1Studio(Windows)Vxxx\DobotStudio\attachment*, as shown in Figure 6.23.

xxx indicates the version of M1Studio. Please replace it based on site requirements.

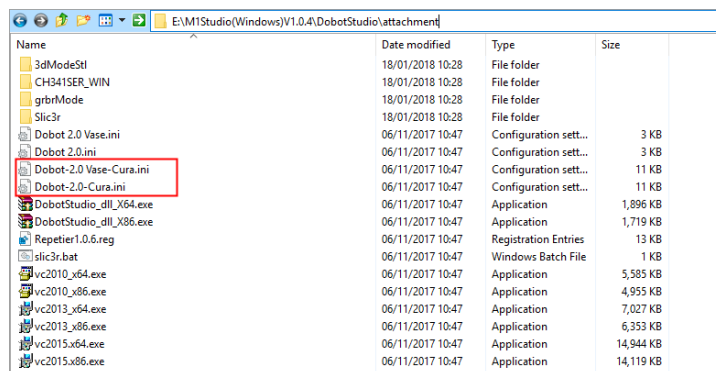



Figure 6.23 Configuration sample

Dobot-2.0-Vase.ini is used for printing a thin-walled vase, while **Dobot-2.0.ini** is used for the filling, the filling rate is 20%.



5. Click , the **Open 3D model** page is displayed, and select the 3D printing model prepared.

The format of 3D model is STL. You can design a 3D model and transform it into STL format.

After importing the model, click the model itself, you can place it in the middle, zoom or rotate, and so on, as shown in Figure 6.24.

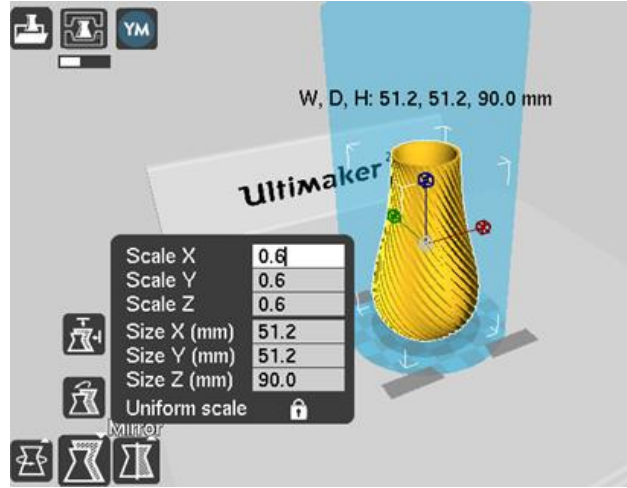


Figure 6.24 Zoom and rotate

6. Click  to connect the Dobot M1.

The printing window is displayed and the current printing temperature is shown on the top corner of the window, as shown in Figure 6.25.

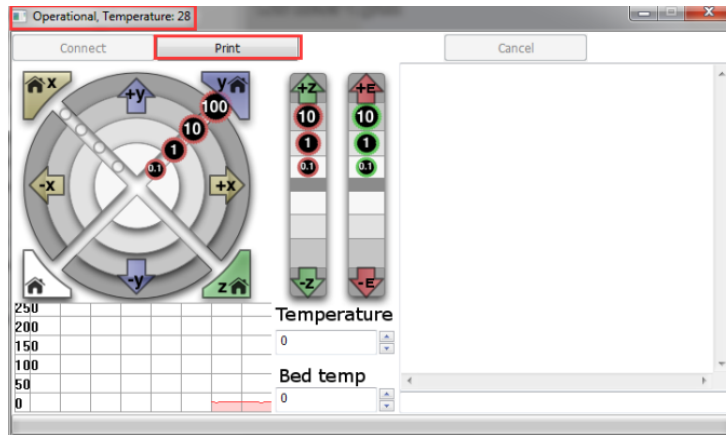


Figure 6.25 Printing window

7. Set **Temperature** to **200** and press down **Enter** to heat the extruder.

The temperature of the extruder should be above 170°C. The Dobot M1 will not start 3D printing until the filament is in the melting state. So you need to heat the extruder first.

DANGER

The heating rod will produce high temperature up to 250°C, please be careful. Do not let children play with it alone. The process needs to be monitored when it is running. After the process is completed, please turn off the equipment promptly.

Step 5 Test the extruder.

Before printing, you need to test the extruder to check whether the melted filament flows from the nozzle of the extruder.

Click the feedstock extruder or click the given stepper, such as **10, 1, 0.1** (**10** is recommended) on the **Operational** page and feed up to 10mm-30mm, as shown in Figure 6.26.

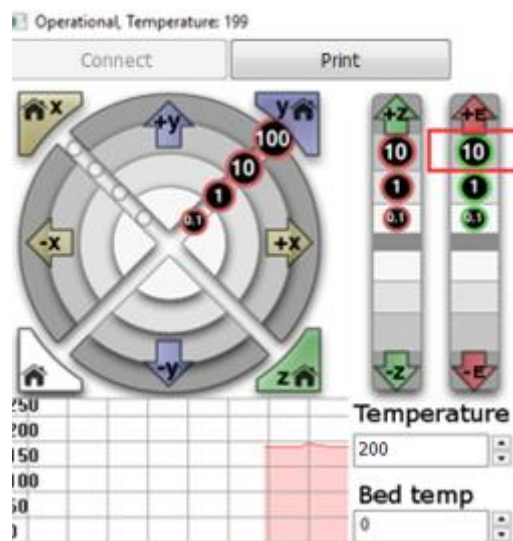


Figure 6.26 Click feedstock extruder

If the melted filament flows from the nozzle of the extruder, the extruder is working properly.

Step 6 Adjust the printing space and get printing coordinates.

1. Click **-Z** or Click **10, 1, 0.1** to move the Dobot M1 to the position where the distance from the nozzle to the printing platform is about 0.3mm, as shown in Figure 6.27.

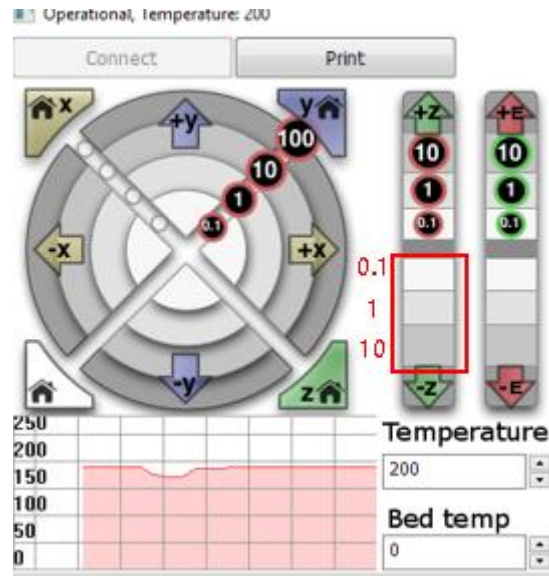


Figure 6.27 Move Z-axis

NOTE

During printing, if the distance from the Dobot M1 to the printing platform is too far or too close to paste the first layer, it can lead to the nozzle blockage. For increasing the stickiness of the first layer, placing a masking paper on the platform is recommended.

2. Input command **M415** on the lower right of the **Operational** page to save the printing coordinates, as shown in Figure 6.28.

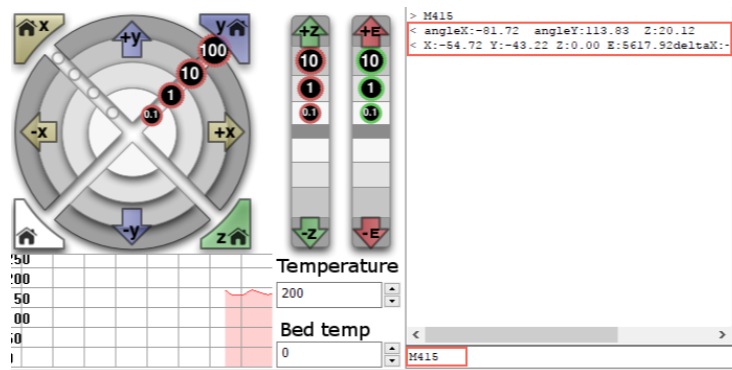


Figure 6.28 Input command M415

Step 7 Click **Print**, Dobot M1 moves to the printing origin (System setting) and starts to print.

NOTICE

If the yellow LED indicator is always on when printing a 3D module, the connection between the Dobot M1 and 3D printing kit is poor. Please check the connection and

restart the Dobot M1.

6.7 Operating I/O Assistant

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the PC successfully.
- The Dobot M1 has been connected to the emergency stop switch.
- The air pump has been installed (If you use an air pump to debug I/O interface).

Application Scenario

The end effectors such as gripper, suction cup need to work with the air pump. The air pump can be controlled by the I/O interface. You can verify the I/O interface and the air pump over **I/O Assistant**.

Procedure

If the air pump is connected to the base I/O interface, the outputs used are DOUT17, DOUT18 respectively. For details, please see *3.4 (Optional) Installing Air Pump*. The DOUT18 output controls the startup and shutoff of the air pump.

Step 1 Select **Tools > I/O Assistant** on the M1Studio page.

The **I/O Assistant** page is displayed.

Step 2 Click **24V** of **OUT18** on the **Output** pane of the **I/O Assistant** page, as shown in Figure 6.29.



Figure 6.29 I/O assistant

The air pump is humming, which indicates that the air pump is enabled. The working state depends on the air pump. Please judge based on site requirements.

Step 3 Click **0V** of **OUT18** on the **Output** pane of the **I/O Assistant** page

The air pump is not humming, which indicates that the air pump is disabled.

6.8 Operating Collision Detection

Collision detection is mainly used for reducing the impact on the robot arm, to avoid damage to the robot arm or external equipment. If the collision detection is activated, the robot arm will stop running automatically when the robot arm hit an obstacle.



NOTICE

If you need to activate the collision detection, please make sure that the M1Studio version is **V1.1.6** or later and the A9 firmware version is **a9_app-0057** or later. If not, please download the right version from www.dobot.cc/downloadcenter/dobot-m1.html#most-download.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.

Procedure

Step 1 Obtain kinetic parameters of each joint of robot arm, to avoid false collision detection.

1. Remove the fixture on the robot arm and make sure that there are no obstacles within the workspace.

If there is no fixture on the robot arm, please skip this step.

2. Select **Tools > SafeSetting...** on the M1Studio page.

The **Safe Mode Setting** page is displayed.

3. Set **Change Level** to **Low**, **PayLoad** to **0**, select **EX Force Restart** and click **Save**, as shown in Figure 6.30.

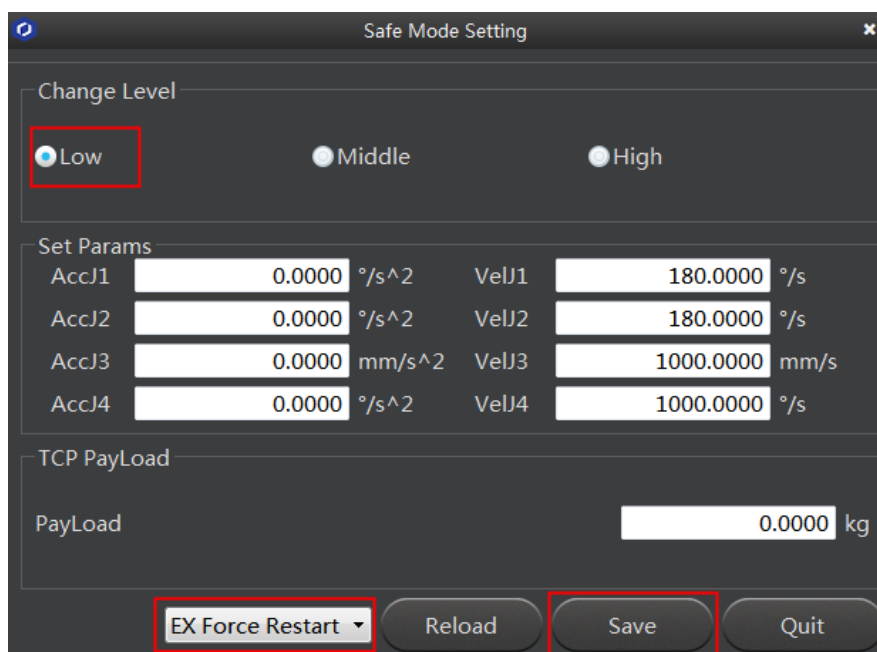


Figure 6.30 Set collision detection parameters

4. Select **Tools > DynamicSetting...** on the M1Studio page.

The **Dynamic Setting** page is displayed.

5. Be sure to understand the precautions shown on the **Dynamic Setting** page and then click **Start**.

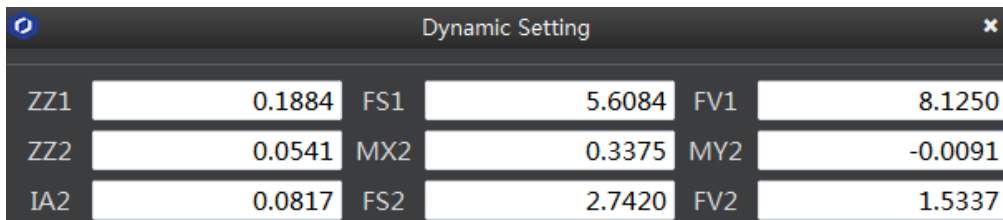
After the process bar is 100%, the kinetic parameters will be obtained automatically, as shown in Figure 6.31.

If the kinetic parameters you get is quite different from Figure 6.31, please re-execute **1 - 5** since the obtained kinetic parameters are wrong.



NOTICE

- When obtaining the kinetic parameters, the robot arm will move in random directions for a while. Please make sure that there are no obstacles within the workspace, to avoid obtaining wrong kinetic parameters because of collision.
- During robot arm running, please do not perform any other operation on the Dobot M1 or power off it, to avoid the Dobot M1 in an abnormal condition
- When the unexpected occurs during robot arm running, please click **Stop** on the **Dynamic Setting** page.



Dynamic Setting								
ZZ1	0.1884	FS1	5.6084	FV1	8.1250			
ZZ2	0.0541	MX2	0.3375	MY2	-0.0091			
IA2	0.0817	FS2	2.7420	FV2	1.5337			

Figure 6.31 Obtain kinetic parameters

6. Click **Save and Quit**.

The kinetic parameters are saved in the main controller.

Step 2 Mount the fixture on the Dobot M1 based on site requirements.

Step 3 Select **Tools > SafeSetting...** on the M1Studio page.

The **Safe Mode Setting** page is displayed.

Step 4 Set the sensitivity level of the collision detection. In this topic, we set **Middle**.

At this point, the parameters in the **Set Params** section will be generated automatically as the set sensitivity level, as shown in Figure 6.32. The details of these parameters are listed in Table 6.9.



NOTICE

The parameters in the **Set Params** section are only effective for horizontal collision detection. Please **DO NOT** modify these parameters. If the vertical collision detection is

required, please modify **DiffJ3** to any value in the range from 40 to 50 and remain the rest unchanged.

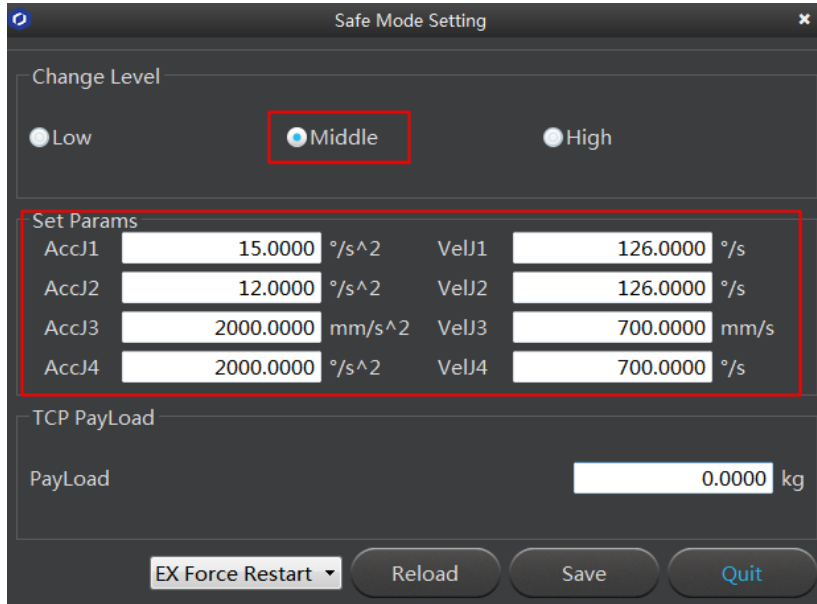


Figure 6.32 Set sensitivity level

Table 6.9 Collision detection Parameters description

Parameter	Description
Low	No restrict. Namely, deactivate collision detection
Middle	Activate collision detection and the speed decreases 30%
High	Activate collision detection and the speed decreases 50%

Step 5 Set the payload based on site requirements. In this topic, we set 1, as shown in Figure 6.33.

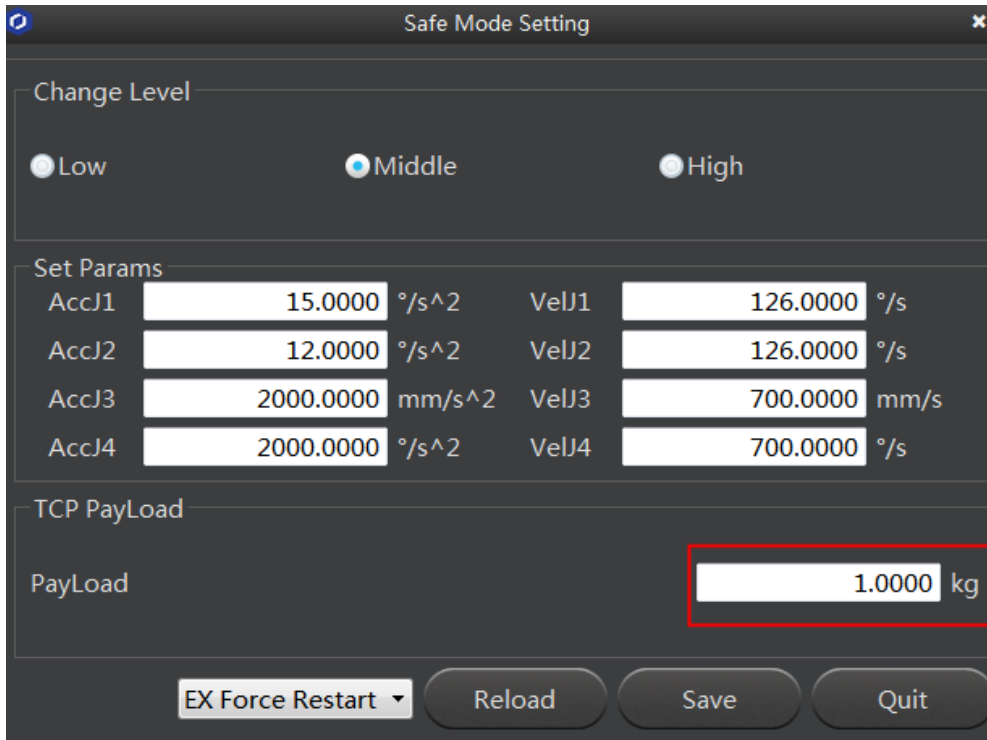


Figure 6.33 Set payload

Step 6 Set post-collision measure. In this topic, we set to **EX Force Restart**.

Table 6.10 Post-collision measure description

Parameter	Description
EX Force Restart	Dobot M1 continues the current task by the external force (Horizontal)
5s Restart	Dobot M1 continues the current task automatically after 5 seconds

Step 7 Click **Save** and then click **Quit**.

Step 8 Restart the Dobot M1 to make the collision detection parameters effective.

Step 9 Verify whether the collision detection is effective.

When the Dobot M1 hit an obstacle during running, the Dobot M1 stops running automatically. If you touch the Dobot M1, it runs again, indicating that the setting is effective.

Abnormal Handling

After the collision detection is activated, if the collision detection is unexpected or the related alarm is triggered, please re-obtain the kinetic parameters.

6.9 Operating Web Management

The web management of Dobot M1 integrates offline file management, firmware update, and application update, which is used to upload the offline files, make the Dobot M1 in the offline mode,

and update the applications.

6.9.1 Managing Offline File

You can upload the scripts, the blockly programs, or the saved points lists that have been saved on a local PC to Dobot M1 using the web management, to perform offline operation.

After making the Dobot M1 in the offline mode using the web management, the Dobot M1 will be disconnected from the M1Studio. You need to switch the operation mode of Dobot M1 using the web management.



NOTICE

If you need to operate a tray program in the offline mode, please make sure that the tray parameters are set on the network condition. Namely, when setting the tray parameters, you must use the network cable to connect the Dobot M1 and the PC. Otherwise, the tray information cannot be loaded into the Dobot M1 system.

Prerequisites

- You have launched M1Studio.
- You have connected the Dobot M1 to a PC over a network cable, and the IP addresses of Dobot M1 and the PC must be in the same network segment. For details, please see *5.2.4 Connecting Network Cable*.
- You have powered on the Dobot M1.
- You have saved the scripts, the blockly programs, or the saved points lists.
- The Dobot M1 has been connected to an emergency stop switch.

Application Scenario

If the Dobot M1 needs to be running in the offline mode, please use the web management.

Procedure

- Step 1** Select the corresponding IP address from the IP drop-down list on the upper left pane of the M1Studio page.
- Step 2** Select **Tools > Web Management** on the M1Studio page.
The **Web Management** page is displayed.
- Step 3** Select **Offline Script Management** in the navigation tree on the left.
The **Offline Script Management** page is displayed.
- Step 4** Click **Add File**.
The **Add File** page is displayed.
- Step 5** Click **Select Upload File**.
The uploaded file dialog box is displayed, as shown in Figure 6.34.

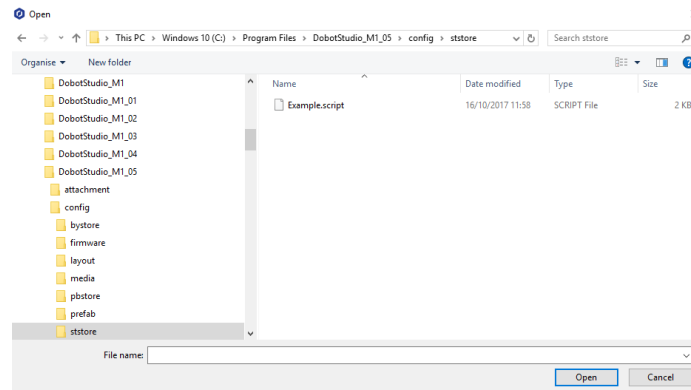


Figure 6.34 Upload files

Step 6 Select files which need to be offline executed in the folder that contains offline files, and click **Open**.

Only support the files, of which the suffixes are .playback, .blockly, and .script.

Step 7 Click **Upload**. You can view the status, as shown in Figure 6.35.

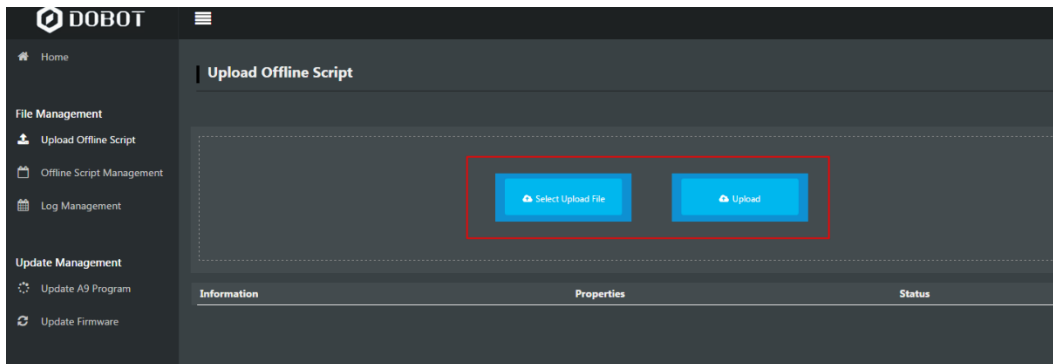


Figure 6.35 Status of Uploading

Step 8 Select the uploaded files that need to be offline executed on the **Offline Script Management** page, and click **Offline** to make the files in the offline mode, as shown in Figure 6.36.

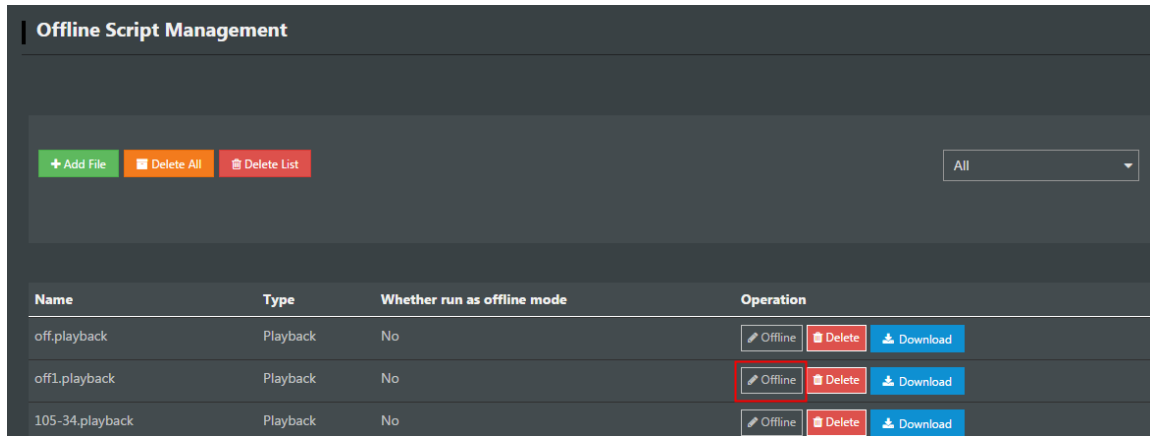


Figure 6.36 Status of the uploaded files

Step 9 Select **Home** in the navigation tree on the left.

The **Home** page is displayed.

Step 10 Select **Offline Mode** from the drop-down list on the **Mode Switch Controlling** pane of the **Home** page, and click **Start** to make the Dobot M1 in the **Offline Mode** status, as shown in Figure 6.37. The Dobot M1 is disconnected from the M1Studio, and Dobot M1 can be running according to the files that are in the offline mode.

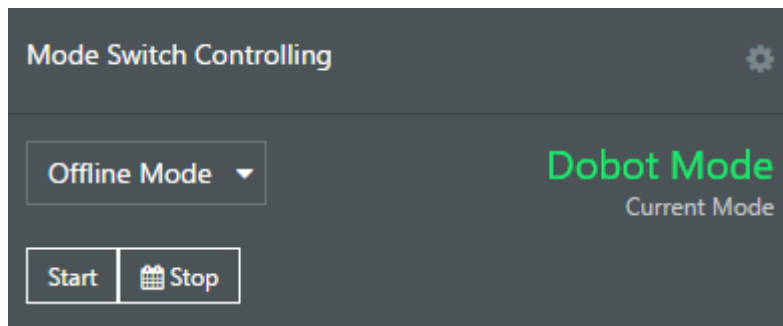


Figure 6.37 Status of Dobot M1

6.9.2 Upgrading Firmware

When the firmware or other applications need to be upgraded, you can use the web management to upgrade the firmware or the application. For example, if you want to use the collision detection or IP address forced configuration function, you can upgrade the Dobot M1 firmware.



When updating a firmware, please do not perform any other operation on the Dobot M1 or power off it, to avoid Dobot M1 in an abnormal condition. Otherwise, it will be vulnerable to injury the device or the person.

Prerequisites

- You have connected the Dobot M1 to a PC over network cable, and the IP addresses of Dobot M1 and the PC must be in the same network segment. For details, please see 5.2.4 *Connecting Network Cable*.
- You have powered on the Dobot M1.
- You have obtained the latest A9 firmware **a9_app-00xx.tar**. xx indicates the firmware version, please replace it based on site requirements.

The download path is <https://www.dobot.cc/downloadcenter/dobot-m1.html#most-download>.

- You have connected the Dobot M1 to an emergency stop switch.
- You have obtained the latest M1Studio.

The download path is <https://www.dobot.cc/downloadcenter/dobot-m1.html#most-download>.

Procedure

- Step 1** Select the corresponding IP address from the IP drop-down list on the upper left pane of the M1Studio page.
- Step 2** Select **Tools > Web Management** on the M1Studio page.
The **Web Management** page is displayed.
- Step 3** Select **Update A9 Program** in the navigation tree on the left.
The **Update A9 Program** page is displayed, as shown in Figure 6.38.

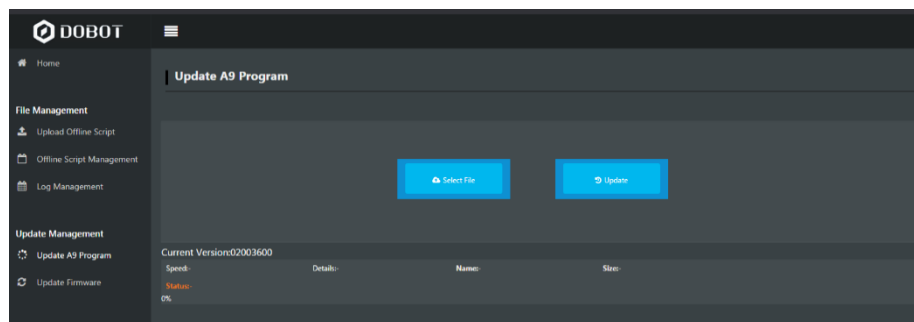


Figure 6.38 A9 Program GUI

- Step 4** Click **Select File** and upload the obtained firmware.
- Step 5** Click **Update**.



NOTICE

If the version of the obtained firmware is **0058** or later, please click **Update** again after **Status** is **100%**, to avoid update failure.

- Step 6** Right-click **Reload** after **Status** is **Update Finish**, as shown in Figure 6.39.
If the A9 firmware version changes to the updated version, it indicates that the update

is successful.

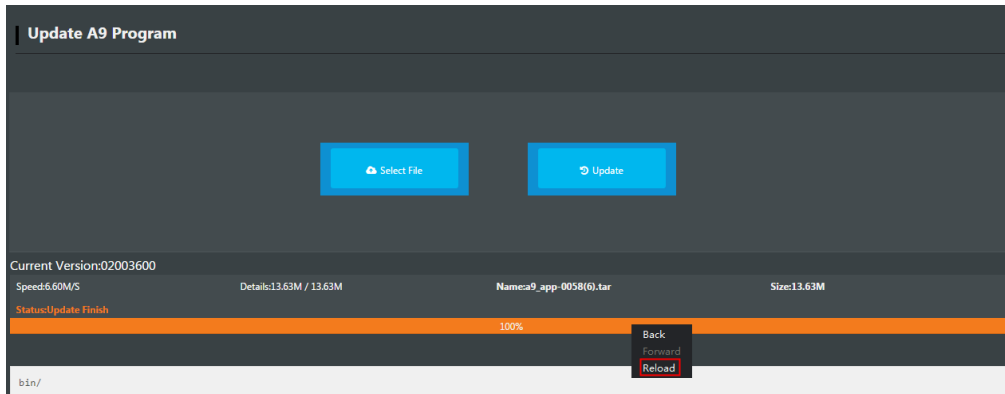


Figure 6.39 Update A9 firmware

Step 7 Restart the Dobot M1.

Step 8 Select **Update Firmware** in the navigation tree on the left.

The **Update Firmware** page is displayed, as shown in Figure 6.40.

Update Type	Properties	IsLastVersion	Status	Operation
Dobot Firmware: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
3D Printing Firmware: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
Driver1: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
Driver2: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
Driver3: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
Driver4: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
EndEffector: Size:	Speed: Details:	IsLast	Wait for uploading	One-click Update
All Drivers: Size:	Speed: Details:	Waiting	Wait for uploading	One-click Update

Figure 6.40 Update Firmware GUI

Step 9 Select firmware exactly as the order shown in Figure 6.41 and click **One-click Update**.

Update Type	Properties	IsLastVersion	Status	Operation
Dobot Firmware- Size-	Speed:- Details-	IsLast	Wait for uploading	1 <input type="button" value="One-click Update"/>
3D Printing Firmware- Size-	Speed:- Details-	IsLast	Wait for uploading	4 <input type="button" value="One-click Update"/>
Driver1:- Size-	Speed:- Details-	IsLast	Wait for uploading	<input type="button" value="One-click Update"/>
Driver2:- Size-	Speed:- Details-	IsLast	Wait for uploading	<input type="button" value="One-click Update"/>
Driver3:- Size-	Speed:- Details-	IsLast	Wait for uploading	<input type="button" value="One-click Update"/>
Driver4:- Size-	Speed:- Details-	IsLast	Wait for uploading	<input type="button" value="One-click Update"/>
EndEffector:- Size-	Speed:- Details-	IsLast	Wait for uploading	2 <input type="button" value="One-click Update"/>
All Drivers:- Size-	Speed:- Details-	Waiting	Wait for uploading	3 <input type="button" value="One-click Update"/>

Figure 6.41 Update order

You can view the process of the firmware upgrade. If the progress bar is 100% and the green LED indicator on the base of Dobot M1 is blinking, the update is completed, as shown in Figure 6.42 and Figure 6.43. And then the next firmware update can be started.

Update Type	Properties	IsLastVersion	Status	Operation
Dobot Firmware- Size-	Speed:- Details-	IsLast	Update Finish <div style="width: 100%; height: 10px; background-color: green; margin-top: 5px;"></div> 100%	<input type="button" value="One-click Update"/>

Figure 6.42 Process of the firmware upgrade

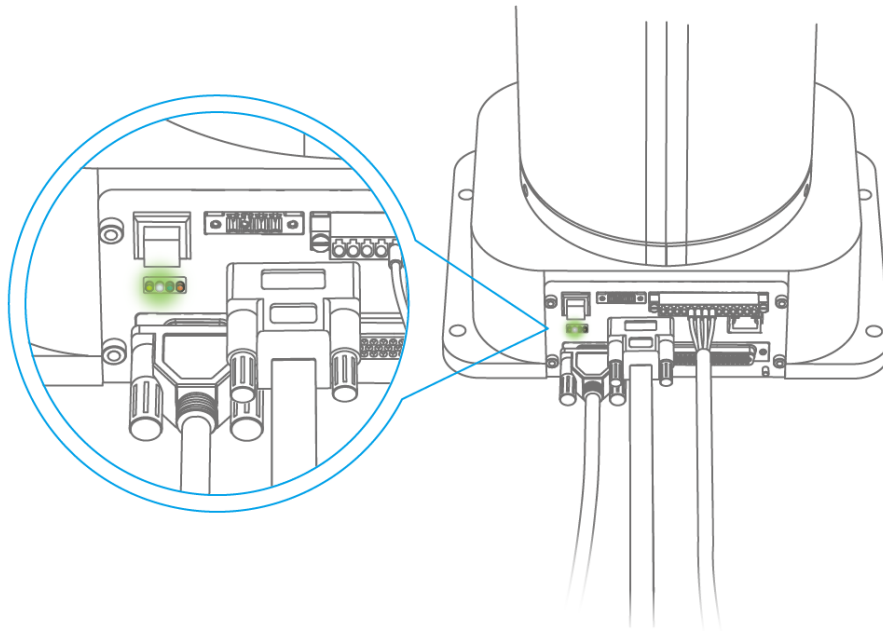


Figure 6.43 LED indicator status



NOTICE

- Please update the firmware exactly as the order shown in Figure 6.41 and the next firmware update should not be started until the current one is completed. Otherwise, the update will fail.
- When updating a firmware, please do not perform any other operation on Dobot M1 or power off it, to avoid Dobot M1 in an abnormal condition. Otherwise, it will be vulnerable to injury the device or the person.

Step 10 Select **3D Printing Mode** from the drop-down list on the **Mode Switch Controlling** pane of the **Home** page, as shown in Figure 6.44.

After the 3D printing firmware is updated, Dobot M1 will switch to 3D printing mode, you need to switch the Dobot M1 to Dobot mode. Otherwise, the Dobot M1 cannot work normally.

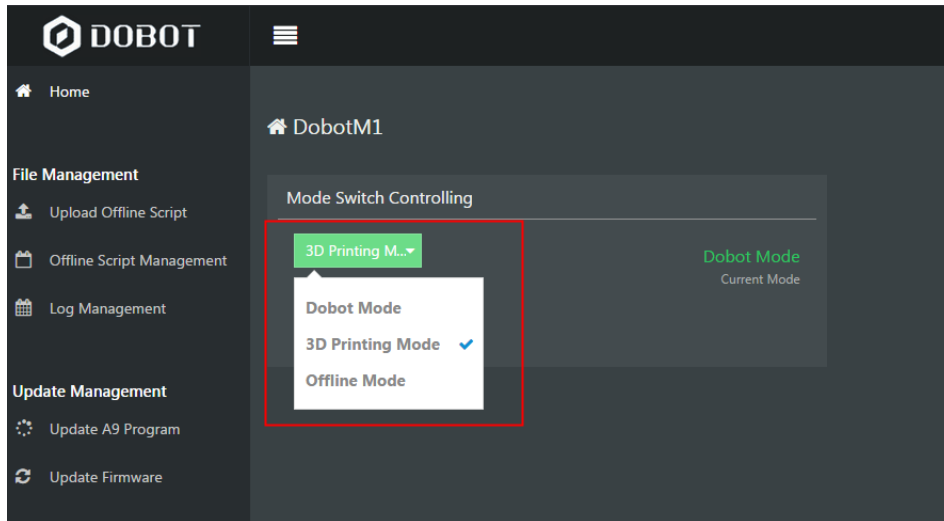


Figure 6.44 Mode switch

6.10 Example

6.10.1 Example of the Trajectory

This topic describes how to use the motion modes according to the real trajectory when the Dobot M1 is running.

Figure 6.45 shows the real trajectory when the Dobot M1 is running. Figure 6.46 shows the coordinates of the trajectory.



NOTICE

This topic only describes the motion modes that need to be used and precautions for implementing playback, without details about the trajectory. For details on how to implement playback, please see *6.2 Operating Teaching and Playback*.

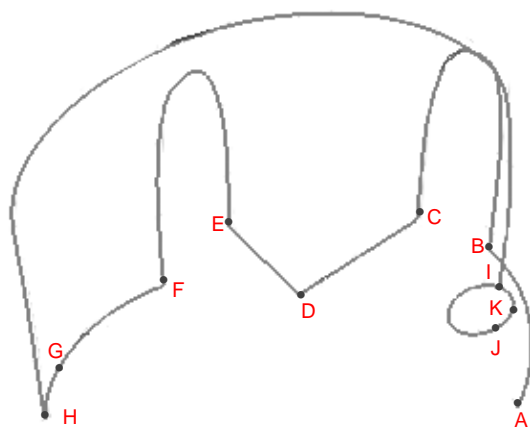


Figure 6.45 Trajectory of Dobot M1

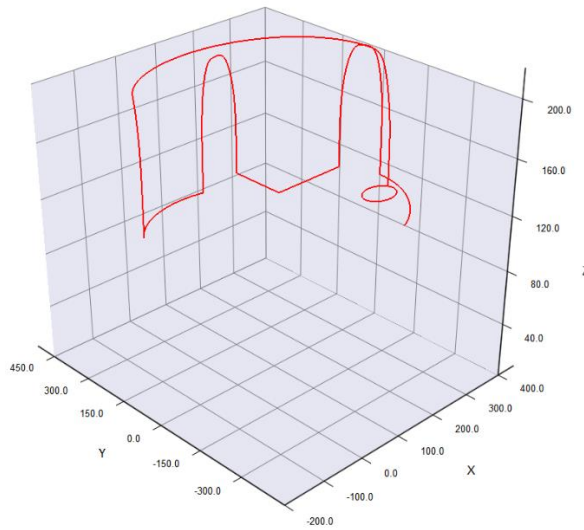


Figure 6.46 Cartesian coordinate of the trajectory

If point A is the starting point, and Point B is the end point. From Point A to Point J, the coordinates are listed as Table 6.11.

Table 6.11 Cartesian coordinates

Point	Coordinate (x,y,z,r)
A	(270,-244,110,0)
B	(400,0,110,0) (Singular point)
C	(366,111,110,0)
D	(194,111,110,0)
E	(194,277,110,0)
F	(85,250,110,0)
G	(-44.4458,239.5284,110,33.08) (The middle point of the arc)
H	(-120.6913,164.5902,110,65.6601)
I	(372.225,-63.2786,110, -148.8402)
K	(351.7533,-113.7360,110, -160.2802) (The middle point of the circle)
J	(323.1731,-115.7006,110, -170.5002)

Figure 6.47 shows an example of the saved points list.

Index	Name	Type	Content
0		MOVJ	To(270.0000, -244.0000, 110.0000, 0.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
1		MOVJ	To(400.0000, 0.0000, 110.0000, 0.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
2		JUMP	To(366.0000, 111.0000, 110.0000, 0.0000), Height/Limit(20.0000, 200.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
3		MOVL	To(194.0000, 111.0000, 110.0000, 0.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
4		MOVL	To(194.0000, 277.0000, 110.0000, 0.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
5		JUMP	To(85.0000, 250.0000, 110.0000, 0.0000), Height/Limit(20.0000, 200.0000), Vel/Jerk(100%, 100%), ArmOrientation(Right)
6		ARC	Via(-44.4458, 239.5284, 110.0000, 33.0800), To(-120.6913, 164.5902, 110.0000, 65.6601), Vel/Jerk(100%, 100%), ArmOrientation(Right)
7		JUMP	To(372.2250, -63.2786, 110.0000, -148.8402), Height/Limit(20.0000, 200.0000), Vel/Jerk(100%, 100%), ArmOrientation(Left)
8		CIRCLE	Via(351.7533, -113.7360, 110.0000, -160.2802), To(323.1731, -115.7006, 110.0000, -170.5002), Count(1), Vel/Jerk(100%, 100%), ArmOrientation(Left)

Figure 6.47 Example of the saved points

- From point A to point B (0->1): The trajectory is non-linear, and point B is a singular point. So MOVL or ARC mode cannot be used, but MOVJ mode is applicable. For details about singular point, please see *6.1.2 Alarms Description*.
- From point B to point C (1->2): The trajectory looks like a door. So JUMP mode is required. You need to set **Height** and **Limit** when saving point. The trajectory in JUMP mode depends on **Height** and **Limit**. For details, please see *2.3.4.2 Point to Point Mode (PTP)*.
- From point C to point D (2->3): The trajectory is a straight line. So MOVL mode is required. The arm orientations of point D and point C must be the same. Otherwise, an alarm will be generated.
- From point D to point E (3->4): The trajectory is a straight line. So MOVL mode is required. The arm orientations of point E and point D must be the same.
- From point E to point F (4->5): The trajectory looks like a door. So JUMP mode is required. You need to set Height and Limit.
- From point F to point H (5->6): The trajectory is an arc. So ARC mode is required. Besides point F and point G, you need to save point G. For details, please see *6.1.3 Saving Point in ARC Mode*. The arm orientation of point F must be the same as that of point G and point H.
- From point H to point I (6->7): The trajectory looks like a door. So JUMP mode is required. You need to set Height and Limit.
- From point I to point J (7->8): The trajectory is a circle. So CIRCLE mode is required. Besides point I and point J, you need to save point K. The method to save point in CIRCLE mode is the same as that of ARC mode. The arm orientation of point I must be the same as that of point J and point K.

6.10.2 Example of I/O

6.10.2.1 Example of Digital Output

Figure 6.48 shows the connection between the I/O interface and control device. VCC_24V is positive electrode of power supply on the Dobot M1 I/O interface or external power supply. DOUTx is the output of the I/O interface. Please select the proper outputs based on site requirements. For details, please see *4.3 Interface Description*.

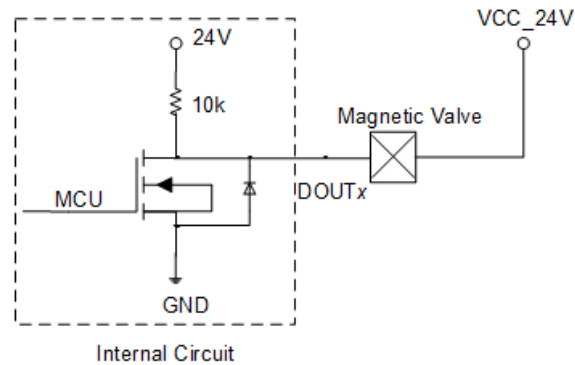


Figure 6.48 Connection between I/O interface and control device by default



NOTICE

Please DO NOT connect digital output to power interface without load limiting.

6.10.2.2 Example of External Expansion I/O Control

External I/O control means that external equipment controls a robot arm by the external expansion I/O. In this topic, we take a PLC as the external equipment to describe how to use a PLC to control the robot arm by the external expansion I/O. Besides the robot arm and PLC, we need to prepare a DB62 expansion suite (include DB62 cables and expansion board, and purchase separately). Figure 6.49 shows the DB62 expansion suite.

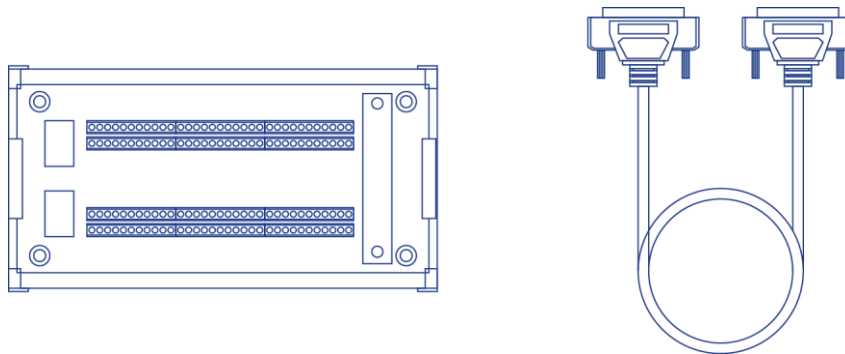


Figure 6.49 DB62 expansion board

For details about the external expansion I/O interface description, please see *4.3.3 External Expansion Interface*.

Prerequisites

- You have launched M1Studio.
- You have connected Dobot M1 to a PC over network cable or router, and the IP addresses of Dobot M1 and the PC must be in the same network segment. For details, please see *5.2.4 Connecting Network Cable*.

In this topic, we use a router to connect the Dobot M1 to a PC.

- You have powered on the Dobot M1.
- You have obtained the scripts, the blockly programs, or the saved points lists which are run normally. In this topic, we take a script as an example.
- Dobot M1 has been connected to an emergency stop switch.
- You have installed the PLC programming software.

In this topic, we use the FX5U PLC and GX Works3 programming software. For details on how to use are not described in this topic.

Figure 6.50 shows the connections demo.

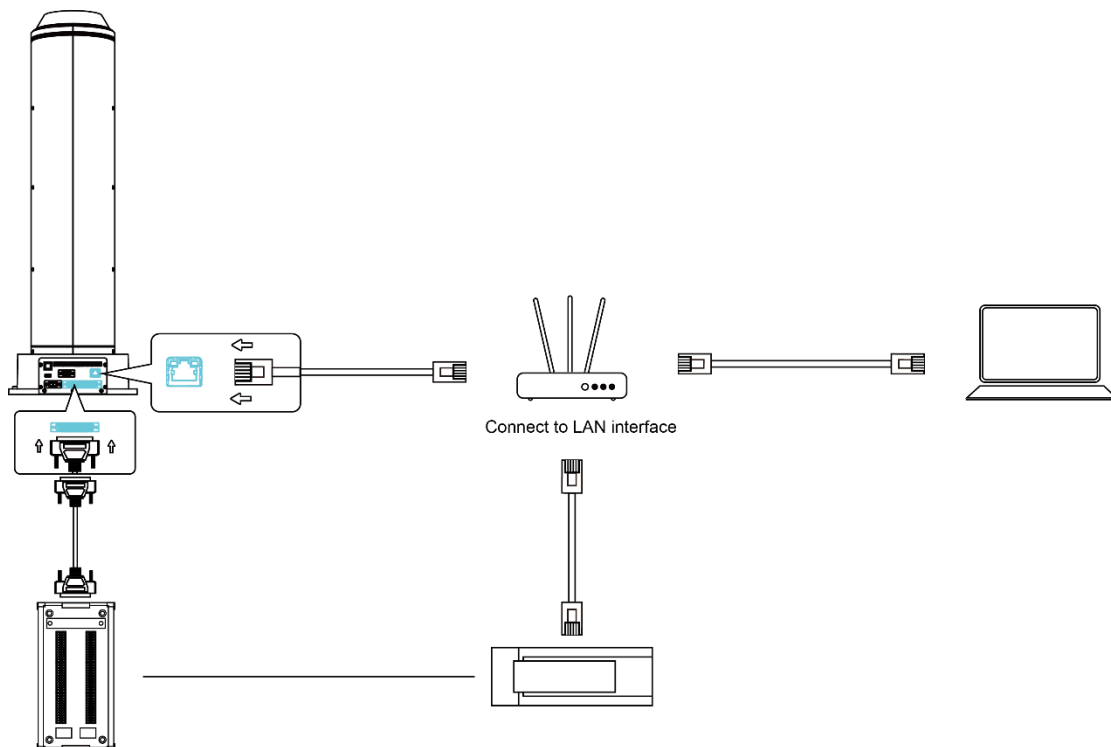


Figure 6.50 Connection Demo

Procedure

- Step 1** Connect one end of the DB62 cable to the external expansion I/O interface on the base of Dobot M1 and the other end to the expansion board, as shown in Figure 6.51.

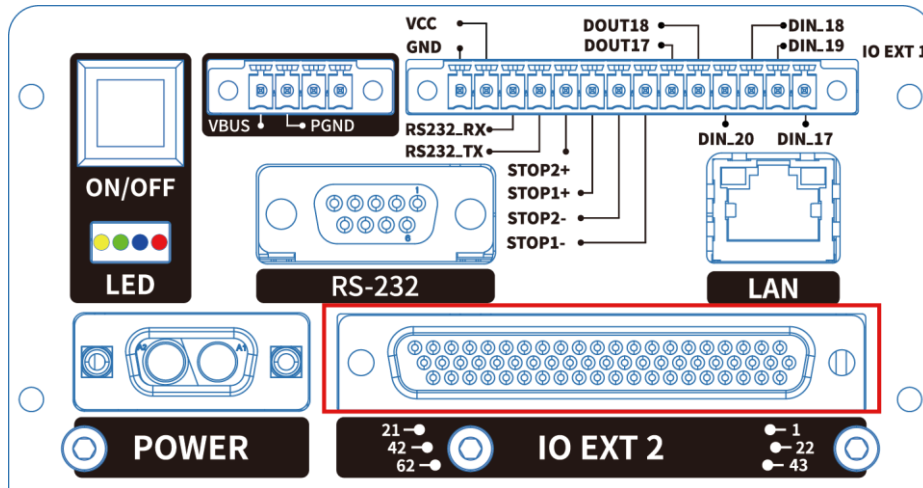


Figure 6.51 Connect to external expansion I/O interface

Step 2 Connect the PLC to a PC. In this demo, we use a router to connect the PLC to the PC, please replace it based on site requirements.

Step 3 Connect the expansion board to the PLC. Supposing that we use PLC interfaces from Y0 to Y5, as shown in Figure 6.52.

Please use the wires of which the size is from 20 AWG to 24 AWG for connections.

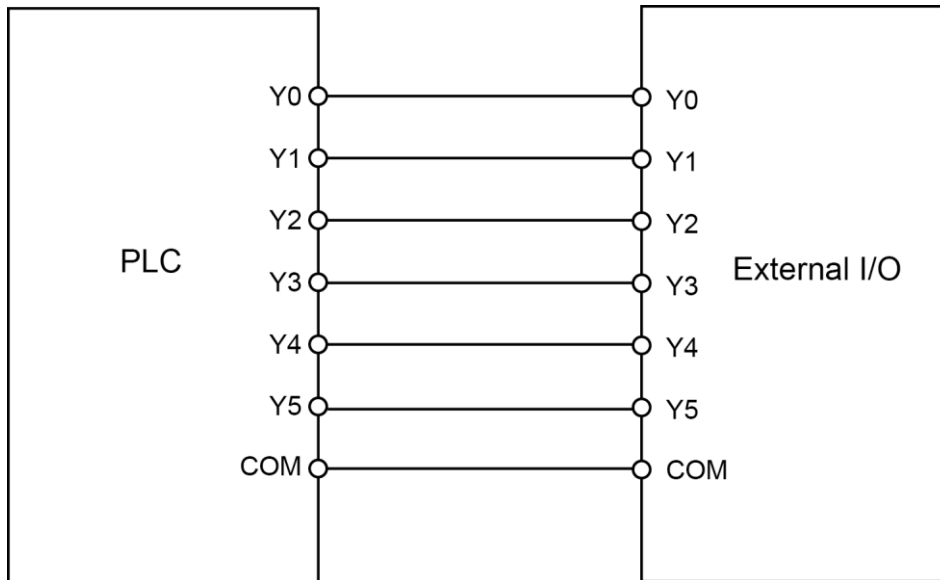


Figure 6.52 Connection between PLC and expansion board

Table 6.12 lists the definitions of external expansion I/O interfaces from DIN10 to DIN15.

Table 6.12 DIN10 - DIN 15 interfaces definition

Interface	Description
DIN10	Reset signal
DIN11	External I/O control signal. Namely, the Dobot M1 activates the external I/O control function
DIN12	Continue signal
DIN13	Pause signal
DIN14	Stop signal After this signal is triggered, the Dobot M1 will stop offline running while the external I/O control will remain in force. At this point, you can use the M1Studio to control the Dobot M1 in the Dobot mode or trigger DIN 15 to make the Dobot M1 run in the offline mode again
DIN15	Start signal, for running in the offline mode Before triggering this signal, please trigger DIN 11

NOTE

All digital input signals are falling edge triggered.

Step 4 Upload the obtained scripts to the main controller.

1. Select the corresponding IP address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.
2. Click **Tools > Web Management > Upload Offline Script** to upload the script to the main controller, as shown in Figure 6.53.

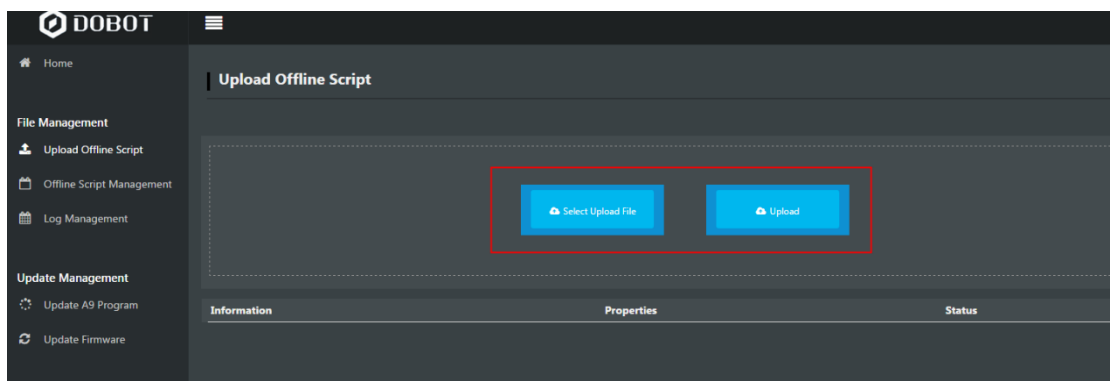


Figure 6.53 Upload script

3. Select the uploaded script on the **Offline Script Management** page and click **Offline** to make the script in the offline status, as shown in Figure 6.54.

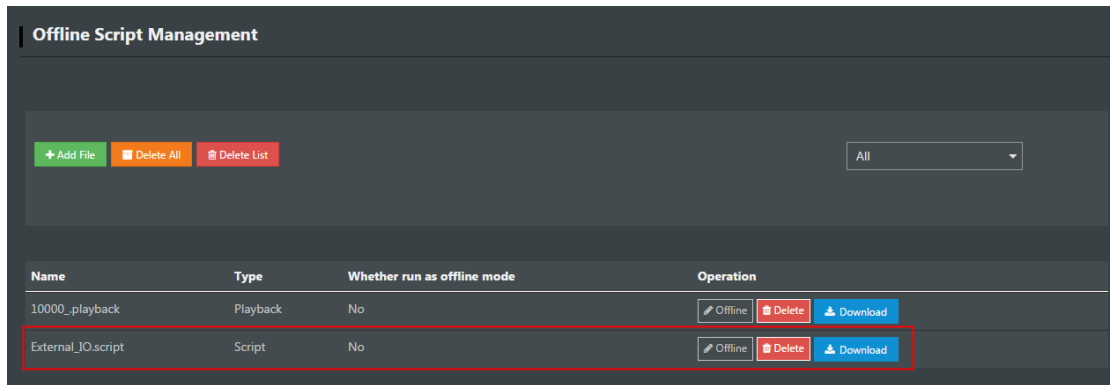


Figure 6.54 Script status

- Step 5** Create a new PLC project and build it on the GX Works3 programming software, as shown in Figure 6.55.

How to build a PLC project is not described in this topic.

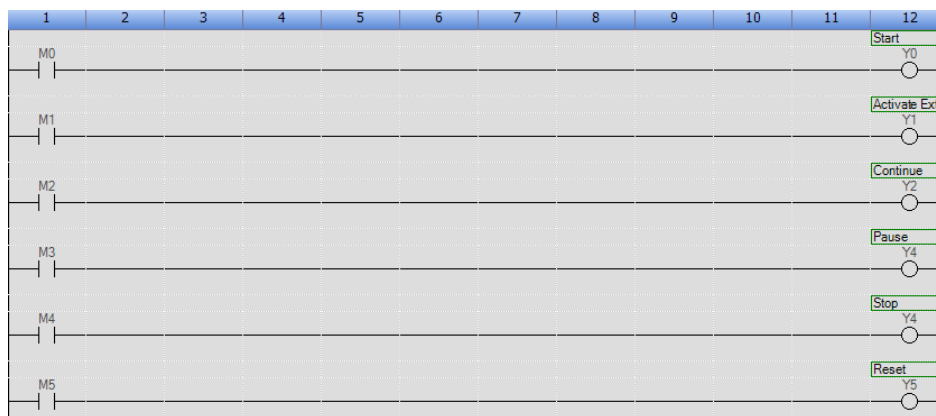


Figure 6.55 PLC program

- Step 6** Check the connections between the PLC and expansion board.
1. Select the corresponding IP address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.
 2. Select **Tools > I/O Assistant**.
The **I/O Assistant** page is displayed.
 3. Trigger **Y0** on the GX Works3 page, and observe the changes of **DIN 10** on the **I/O Assistant** page.
If the voltage of DIN 10 shown on the **I/O Assistant** page is changed, it indicates that the connection is correct. Otherwise, please reconnect it.
 4. Check **DIN 11 - DIN 15** according to **3** and Figure 6.52.
It is recommended that **DIN 11** is checked at last, since DIN 11 is triggered, the

Dobot M1 activates the external I/O control function, and then when DIN 15 is triggered, Dobot M1 will run in the offline mode.

Step 7 Control the Dobot M1 in the offline mode by the external I/O interfaces.

1. Trigger **Y1** on the GX Works3 page, the Dobot M1 will activate the external I/O control function.
2. Trigger **Y5** and the Dobot M1 will run in the offline mode.

If stopping the Dobot M1 running in the offline mode is required, please trigger **Y4**. At this point, the Dobot M1 stops offline running, while the external I/O control remains in force. If continuing the Dobot M1 running in the offline mode is required, please trigger **Y5** directly.

6.10.2.3 Example of Relay Connection

DOUT9 and DOUT10 are used to control the relay K1 and K2 respectively, which are internal encapsulated interfaces. If you have to use a relay, you can use the COM, NC, NO interfaces directly on the external expansion board after the external expansion board connects to the Dobot M1. If you have to test the relay K1 and K2, you can debug **OUT09** and **OUT10** on the **M1Studio > I/O Assistant** page.

This topic takes a magnetic valve as an example to describe how to connect to a relay.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- The Dobot M1 has been connected to an emergency stop switch.
- The Dobot M1 has been connected to a DB62 external expansion board.

Procedure

Step 1 Check whether the relay works normally.

Take the relay K2 as an example.

1. Set the multimeter to **Continuity** mode and connect one probe to COM2 interface, and connect the other probe to NC2 interface.

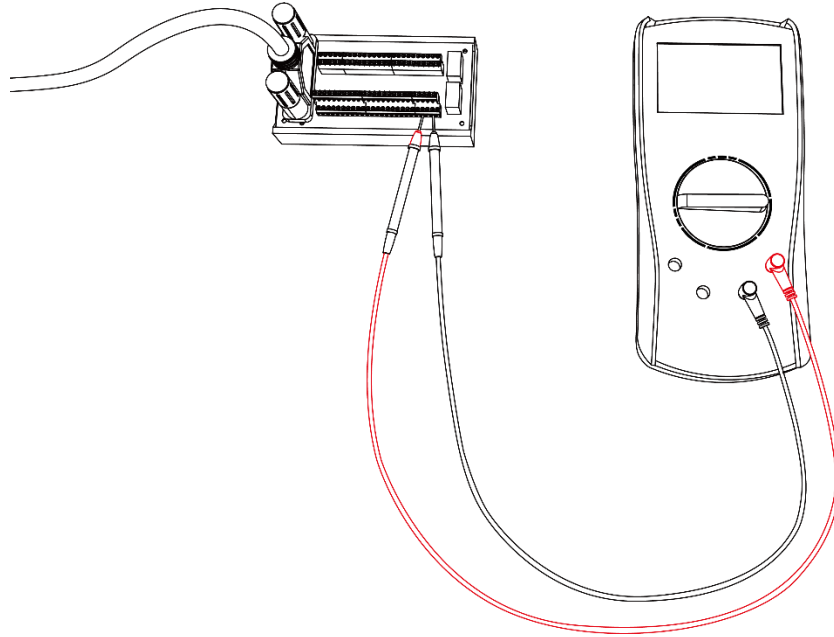


Figure 6.56 Using multimeter to test relay

2. Click **24V** of **OUT10** on the **Output** pane of the **I/O Assistant** page.
If a tone is emitted, the **Normally-Closed** function works normally.
3. Connect one probe to COM2 interface, and connect the other probe to NO2 interface.
4. Click **0V** of **OUT10** on the **Output** pane of the **I/O Assistant** page.
If a tone is emitted, the **Normally-Open** function works normally.

Step 2 Connect the relay K2 to the magnetic valve, as shown in Figure 6.57.

When the status of **EX_OUT10** is high level, the magnetic valve will not work.
While the status of **EX_OUT10** is low level, the magnetic valve will work.

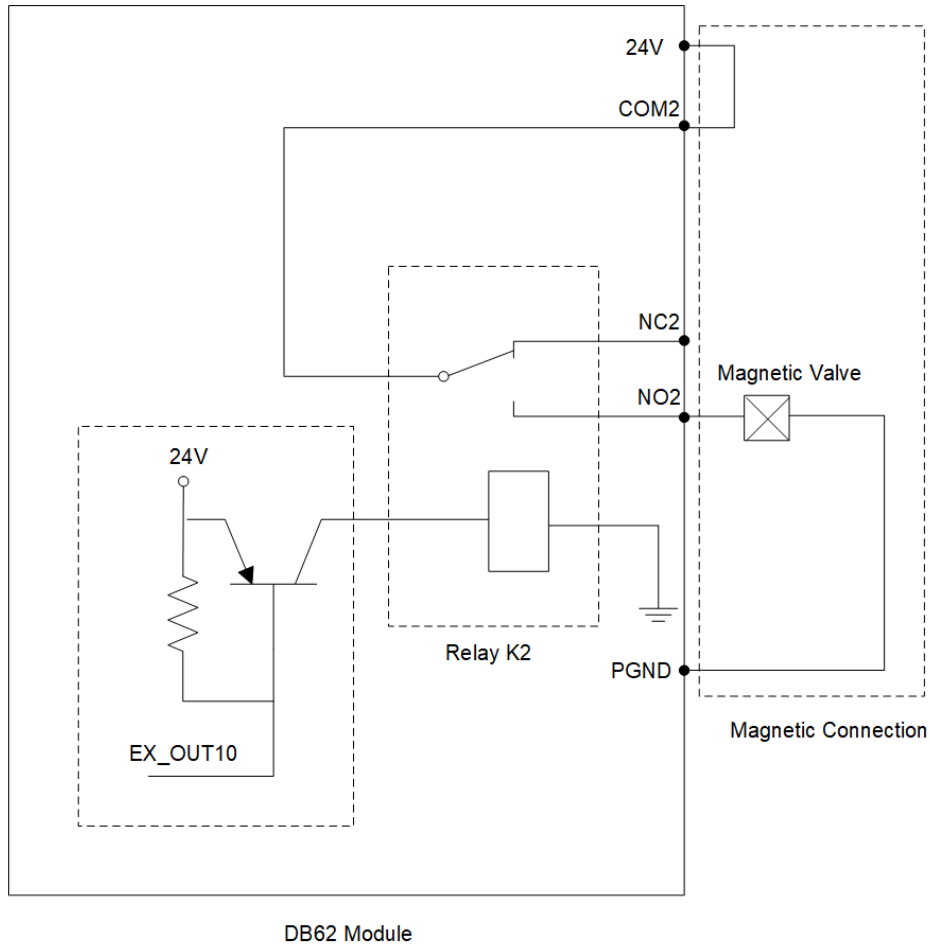


Figure 6.57 Connect to magnetic valve

6.10.3 Example of Switching the Arm Orientation at the Same Point

In MOVJ or JUMP mode, if the two points are the same, only different in arm orientations, J1 or J4 may be limited when the Dobot M1 is moving, resulting in an alarm generated. You need to modify and resave the point for which the alarm is generated, and then clear the alarm manually.

The R-coordinate is the sum of the coordinates of J1, J2, and J4. The terminal posture relative to the origin stays constant when moving the Dobot M1. Table 6.13 lists how to calculate each Joint coordinate after switching the arm orientation at the same point.

Table 6.13 Joint coordinate calculation

Before	After
$R=J1+J2+J4$	$R'=R=J1'+J2'+J4'$
J1	$J1'=J1+J2$
J2	$J2'=-J2$
J3	$J3'=J3$
J4	$J4'=R-J1'-J2'$

As shown in Table 6.13, If the J1-coordinate is 10° and the J2-coordinate is 90° before switching the arm orientation, the J1-coordinate will change to 100° after switching, resulting in a limitation alarm. In the real application scenario, if the two successive saved points are the same, only different in arm orientations, please notice the coordinates of J1 and J4. You can calculate the coordinates of J1 and J4 according to Table 6.13, in order to avoid generating a limitation alarm.

6.10.4 Example of TCP/IP Control

TCP/IP control means that external equipment controls a robot arm by sending commands with TCP/IP. External equipment is the client, and main controller or M1Studio is the server, as shown in Figure 6.58. Moreover, the IP address of the client and server must be in the same network segment.

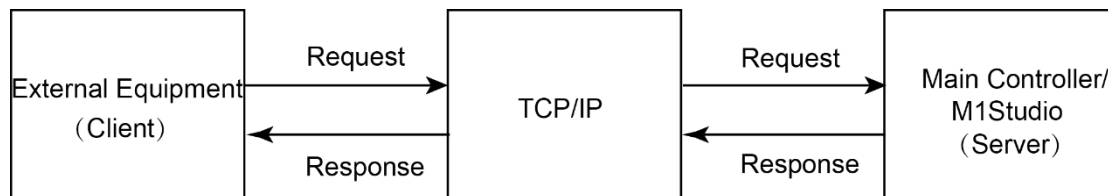


Figure 6.58 Communication process

This topic describes how to use the external equipment to control the robot arm by sending commands with TCP/IP.

Prerequisites

- The Dobot M1 has been connected to a PC successfully. For details, please see 5.2.3 *Connecting Serial Port* or 5.2.4 *Connecting Network Cable*.

If the server is the main controller, you must connect the Dobot M1 to a PC with a network cable.

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the emergency stop switch.

Procedure

Step 1 Configure server.

To build a remote control system, we need to create a server. We can take the PC where the M1Studio is located or the main controller as a server. Program 6.1 shows the server script demo (supposing that the name is **syncServer.script**), and the parts of the demo shown in bold can be user-defined.

- If the server is the PC where the M1Studio is located (Supposing that IP address is 192.168.1.10), the Dobot M1 can be connected to the PC by a serial port or a network cable, and **HOST, PORT = "192.168.1.10", 50030**.

The port cannot be occupied.

- If the server is the main controller (Suppose that IP address is 192.168.1.20), the Dobot M1 can only be connected to PC by a network cable, and **HOST, PORT = "192.168.1.20", 50030**.

The port cannot be occupied.



NOTICE

The IP address of server and client must be in the same network segment. Otherwise, the remote control is invalid.

Program 6.1 Sever script

```
import socket
import threading
import socketserver
import time
import math

class ThreadedTCPRequestHandler(socketserver.BaseRequestHandler):

    def setup(self):

        ip = self.client_address[0].strip()

        port = self.client_address[1]

        print(ip+":"+str(port)+" is connect!")

    def handle(self):

        while True: # add while for keep link

            data = self.request.recv(1024)

            if data:

                data = str(data, encoding = 'ascii')

                if data == 'exit':

                    break;

                OperCMD(data)
```

```
#cur_thread = threading.current_thread()

#print what recieved
response = bytes("{} ".format(data), 'ascii')
self.request.sendall(response)

def finish(self):
    print("client is disconnect!")
    print("stop")
    server.shutdown()
    exit(0)

class ThreadedTCPServer(socketserver.ThreadingMixIn, socketserver.TCPServer):
    pass

def OperCMD(strCMD):
    print(strCMD)

    #decode command type
    commandtype = strCMD[ : 3]
    print(commandtype)

    #get the value of command
    # index = strCMD.find(',')
    # tempStr1 = str[index+1 : ]

    #get X coord
    # index = tempStr1.find(',')
    # tempStr2 = tempStr1[:index]
    # PosX = tempStr2
    # print(PosX)
    # tempStr1 = tempStr2

    #get Y coord

    if (strCMD == "exit"):
        print("stop")
        server.shutdown()
```



```

exit(0)

elif (strCMD == "MoveP1" or strCMD == "p1"):      // Send Move P1 or P1 command, Dobot M1
                                                    will move as the following commands

    dType.SetArmOrientation(api, 1, 1)
    dType.SetPTPCmd(api, 0, 229, 212, 120, 0, 1)
    dType.SetARCCmd(api, [62,265,120,50], [-58,266,120,76], 1)

elif (strCMD == "MoveP2" or strCMD == "p2"):    //Send Move P2 or P2 command, Dobot M1
                                                    will move as the following commands

    dType.SetArmOrientation(api, 1, 1)
    dType.SetPTPCmd(api, 0, 229, 212, 120, 0, 1)
    dType.SetARCCmd(api, [62,265,120,50], [-58,266,120,76], 1)

HOST, PORT = "192.168.1.10", 50030                // IP address and Port of the server
socketserver.TCPServer.allow_reuse_address = True
server = ThreadedTCPServer((HOST, PORT), ThreadedTCPRequestHandler)
ip, port = server.server_address
server_thread = threading.Thread(target=server.serve_forever)
server_thread.daemon = True
server_thread.start()
server.serve_forever()

```

Step 2 Import Script.

NOTE

The way to import the script depends on the server, please select based on site requirements.

- If the server is the PC where the M1Studio is located, please execute the following steps.
 1. Select the corresponding serial port or IP address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.
 2. Import the script on the **Script** of M1Studio page and click **Start**.
- If the server is the main controller, please execute the following steps.
 1. Select the corresponding IP address from the serial drop-down list on the upper left pane of the M1Studio page and click **Connect**.
 2. Click **Tools > Web Management > Upload Offline Script** to upload the script to the main controller, as shown in Figure 6.59.

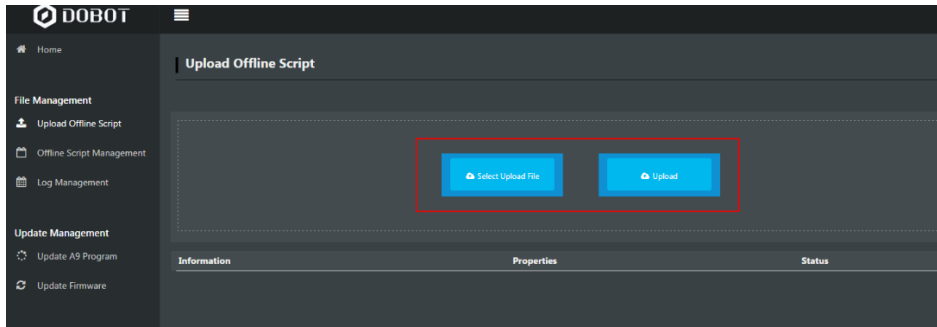


Figure 6.59 Upload script

3. Select the uploaded script (syncServer.script) on the **Offline Script Management** page and click **Offline** to make the script in the offline status, as shown in Figure 6.60.

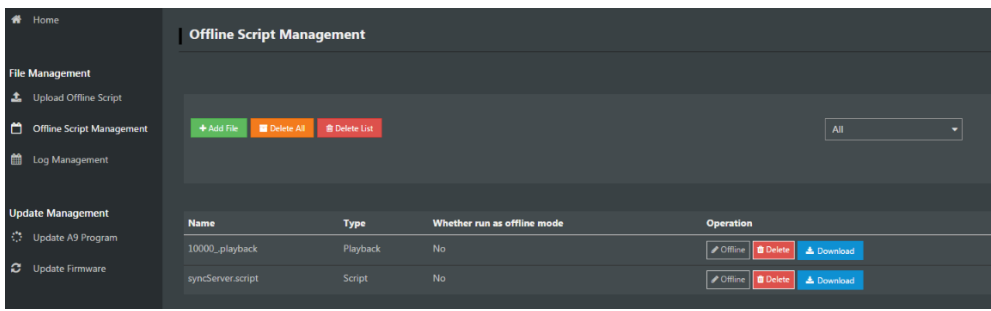


Figure 6.60 Script status

4. Select **Offline Mode** from the drop-down list on the **Mode Switch Controlling** pane of the **Home** page, and click **Start** to make Dobot M1 in the **Offline Mode** status, as shown in Figure 6.61.

Now, the blue LED indicator on the base of Dobot M1 is blinking.

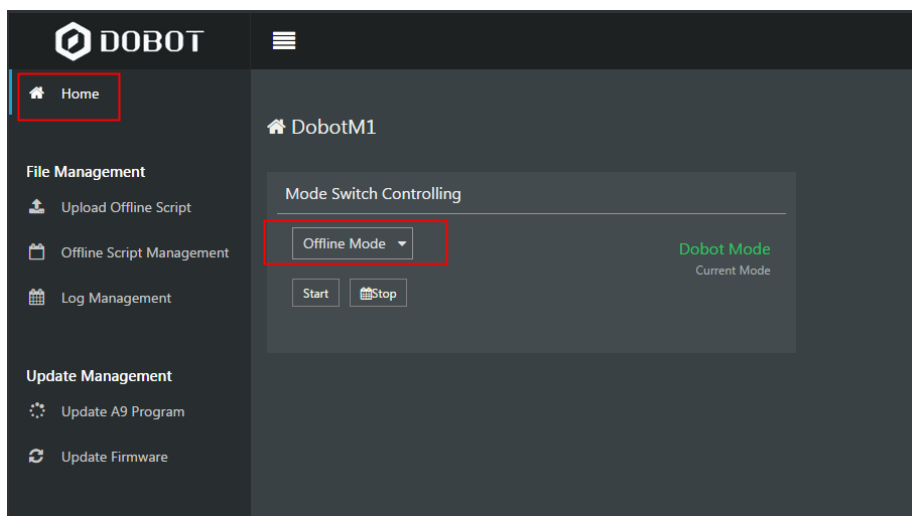


Figure 6.61 Mode switch

Step 3 Configure client.

Input the IP address and port of the server on the client and click **Connect**, as shown in Figure 6.62.

NOTE

The external equipment used for controlling a robot arm depends on the actual applications. In this topic, we take debugging assistant as an example to describe how to configure client, please replace it based on site requirements.

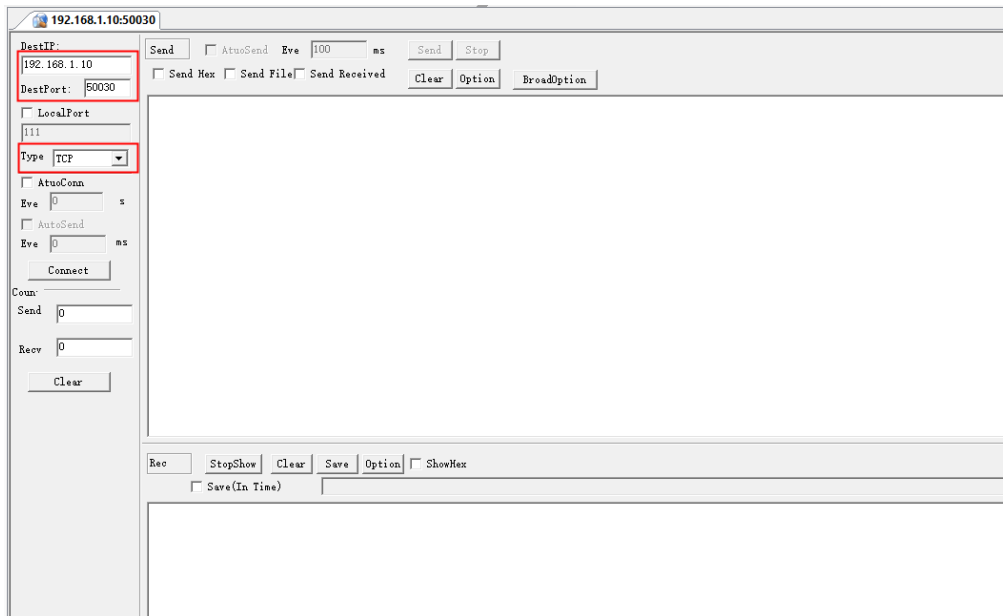


Figure 6.62 Configure client

Step 4 Send **MoveP1** command in the sending section of the client, as shown in Figure 6.63.

Now, the Dobot M1 will move as the motion commands in the script.

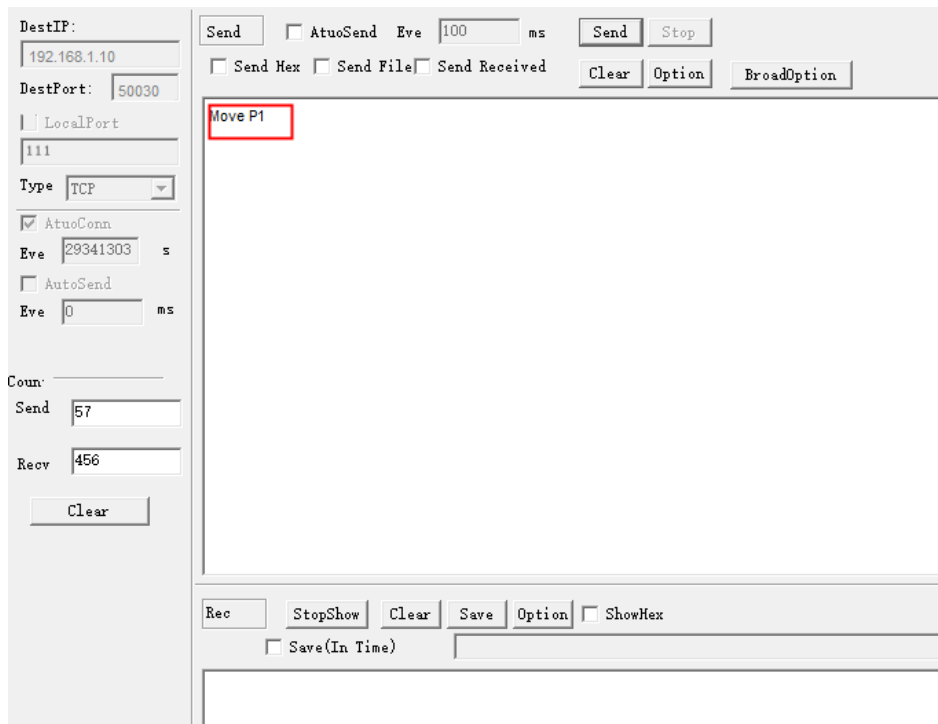


Figure 6.63 Send commands on the client

6.10.5 Example of Tray



NOTICE

If you need to activate the collision detection, please make sure that the M1Studio version is **V1.4.0** or later and the A9 firmware version is **a9_app-0062** or later. If not, please download the right version from www.dobot.cc/downloadcenter/dobot-m1.html#most-download.

In carrying applications, some parts are regularly arranged with uniform spacing and teaching part positions one by one results in a high error and poor efficiency. Tray function can resolve these problems.

A full tray process includes tray parameters setting and tray programming. After you set the tray parameters on M1Studio, the generated configuration file will be imported to the robot system automatically, then you can write a tray program by calling tray API based on site requirements.

Tray parameter settings include basic parameter setting and path point setting. Basic parameter setting is to set tray plane, high, tray name, and tray direction. Path points are the configured points on the assembly path or dismantling path.

- Three points, P1, P2, and P3, confirm the plane of the tray. P1 is also the first target point for.
- Transition point (point A): A point the robot must move to when assembling or dismantling stacks, which is fixed or varies with the tray layer.

- Preparation point (point B): A point calculated by the target point and the set offset.
- Figure 6.64 and Figure 6.65 show the assembly path and dismantling path.

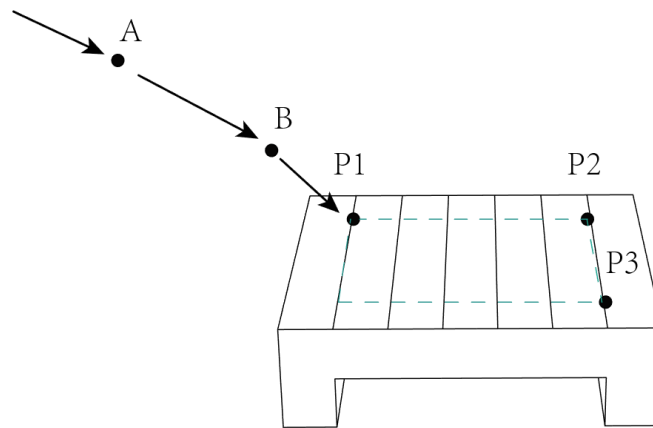


Figure 6.64 Assembly path

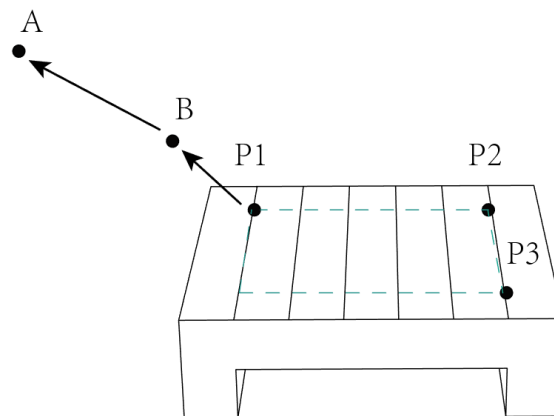


Figure 6.65 Dismantling path

In our robot system, only the matrix tray is supported, on which the stacks are placed in regular intervals, as shown in Figure 6.66.

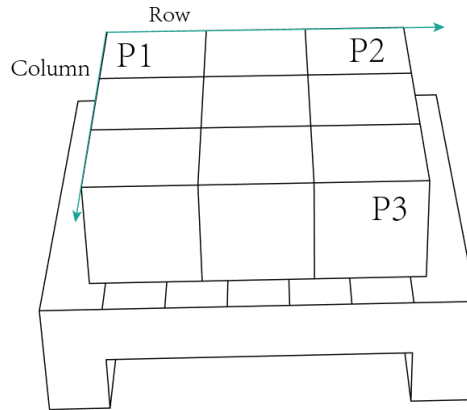


Figure 6.66 Matrix tray

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to a PC successfully.
- An End-effector has been installed based on site requirements.

Procedure

Step 1 Select **Script** on the M1Studio page.

The **Script** page is displayed.

Step 2 Click  on Script page.

The Matrix Tray page is displayed, as shown in Figure 6.67.

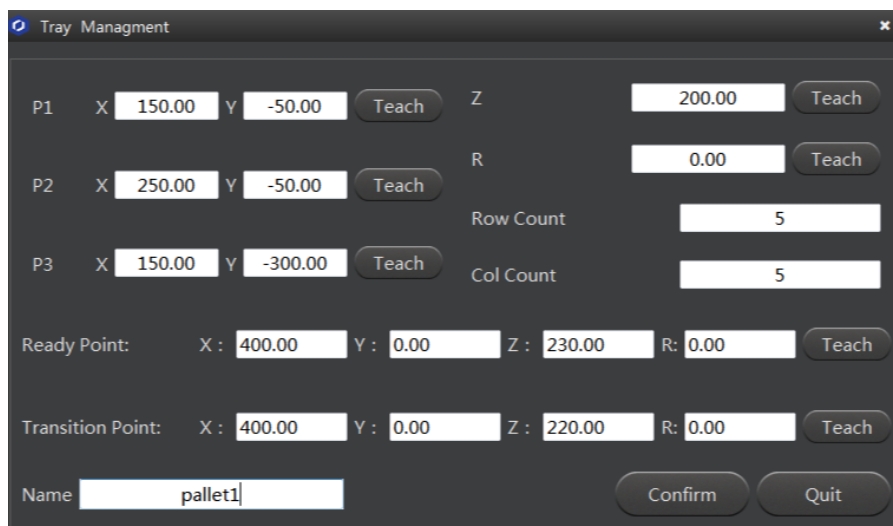


Figure 6.67 Matrix Tray page

Table 6.14 lists the tray parameters description.

Table 6.14 Tray parameter description

Parameter	Description
Ready Point	Preparation point
Transition Point	Transition point
P1	Determine the point 1 on the pallet plane, and also place the point for the target of the first object
P2	Determine the point 2 on the pallet plane
P3	Determine the point 3 on the pallet plane
Z	Lifting height of the end of the robot arm, this point needs to be set higher than the object, and the end of the robot collides with the object
R	Teach the end angle of the robot arm to make the angle meet the requirements of the on-site tray. Click Teach to get the angle of R
Count	Number of objects in directions P1 to P3
Column	Number of objects in directions P1 to P2
Name	Tray name

Step 3 Set the teaching points of the tray and palletizing order.



NOTICE

If you need to operate a tray program in the offline mode, please make sure that the tray parameters are set on the network condition. Namely, when setting the tray parameters, you must use the network cable to connect Dobot M1 and PC. Otherwise, the tray information cannot be loaded into the Dobot M1 system.

1. Jog the robot to the preparation point and click **Teach** on the **Ready Point** section to obtain the preparation point value.
2. Jog the robot to the transition point and click **Teach** on the **Transition Point** section to obtain the transition point value.
3. Teach the robot to a point on the plane, and click **Teach** on the P1 line to obtain the P1 coordinate position.
4. Teach the robot to a point on the plane, and click **Teach** on the P2 line to obtain the P2 coordinate position.
5. Teach the robot to a point on the plane, and click **Teach** on the P3 line to obtain the P3 coordinate position.
6. Teach the robotic to a certain height (the height needs to exceed the tray), click

Teach to obtain the lifting height Z.

7. Teach the end angle of the robot arm so that the angle complies with the requirements of the field tray. Click "Teach" to get the angle of R.
8. Set **Count** and **column**.
9. Set the tray name.

Step 4 Click **OK** to create tray.

The tray list will be displayed on the Script page, as shown in Figure 6.68.

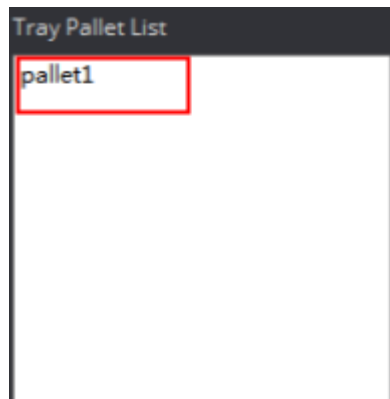


Figure 6.68 Tray list

You can right-click the right tray to modify or delete the tray configuration information.

Step 5 Call tray API after creating the tray configuration information.



NOTICE

Please make sure that the tray name in the `matrixPallet.setMatrixPallet(Tray name)` is same as that on the Matrix tray list.

Program 6.2 Assembly tray Demo

```
dType.SetArmOrientation(api, 0, 1)
dType.SetPTPCCommonParams(api, 100, 10, 1)
#palle1 is a tray name
matrixPallet.setMatrixPallet("pallet1")
#Get ready point
readyPoint = matrixPallet.getReadyPoint()
print("readyPoint:", readyPoint[0], readyPoint[1], readyPoint[2], readyPoint[3])
#Get transition point
transPoint = matrixPallet.getTransPoint()
print("transPoint:", transPoint[0], transPoint[1], transPoint[2], transPoint[3])
```



```
#Get tray points
palletPoint = matrixPallet.getPalletPoint()

for point in palletPoint:
# Traversal tray points
dType.SetPTPCmd(api, 1, readyPoint[0], readyPoint[1], readyPoint[2], readyPoint[3], 1)
dType.SetPTPCmd(api, 1, transPoint[0], transPoint[1], transPoint[2], transPoint[3], 1)
print("point:", point[0], point[1], point[2], point[3])
dType.SetPTPCmdEx(api, 1, point[0], point[1], point[2], point[3], isQueued=1)
```

6.10.6 Example of Safeguard Stop

The safeguard stop function is used to suspend robot movement in a safe mode. Namely, when the safeguard stop function is enabled and the safeguard input signals are triggered, the robot stops immediately and enters into pause state. In Dobot M1 system, the DI7, DI8 and DI9 interfaces on the DB62 expansion board are safeguard inputs, which can connect to safety doors, light curtains, safety floor mats, etc.



NOTICE

- The safeguard input interfaces are available only when the safeguard stop function is enabled. If not enabled, the DI7, DI8 and DI9 on the DB62 expansion board will be used as the common digital input interfaces.
- In normal use of Dobot M1, please DO NOT enable safeguard stop function at will. Otherwise, the scripts cannot be run.

6.10.6.1 Immediate recovery mode

The immediate recovery mode is only DI7 and DI8 as safety interfaces. The robot stops moving after disconnecting DI7 and DI8, and the robot arm resumes motion after receiving DI7 and DI8.

Prerequisites

- The Dobot M1 has been connected to an emergency stop switch.
- The Dobot M1 has been connected to the DB62 expansion board.

Procedure

Step 1 Connect the DB62 expansion board to the door switch, as shown in Figure 6.69.

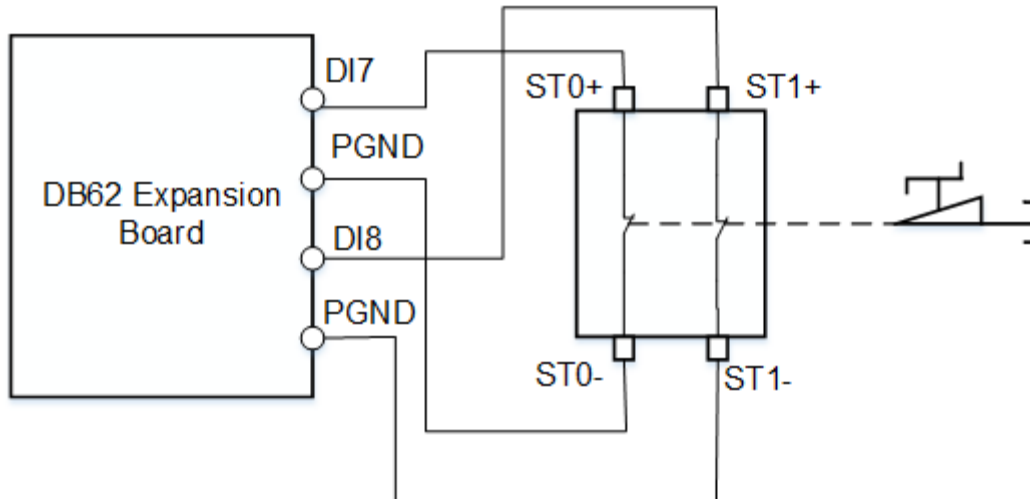



Figure 6.69 Connect DB62 expansion board to the door switch

When the safeguard stop function is enabled, either or both of **DI7** and **DI8** interfaces are disconnected from **PGND** interface, the safeguard stop will be triggered and Dobot M1 will stop moving without clearing the queue in the Dobot M1 system. Only when both **DI7** and **DI8** interfaces are connected to **PGND** interface, the Dobot M1 will move again.

Step 2 Power on Dobot M1 and connect to M1Studio.

Step 3 Click the  icon of **Safeguard** on the **Operation Panel** pane of the M1Studio page, as shown in Figure 6.70.

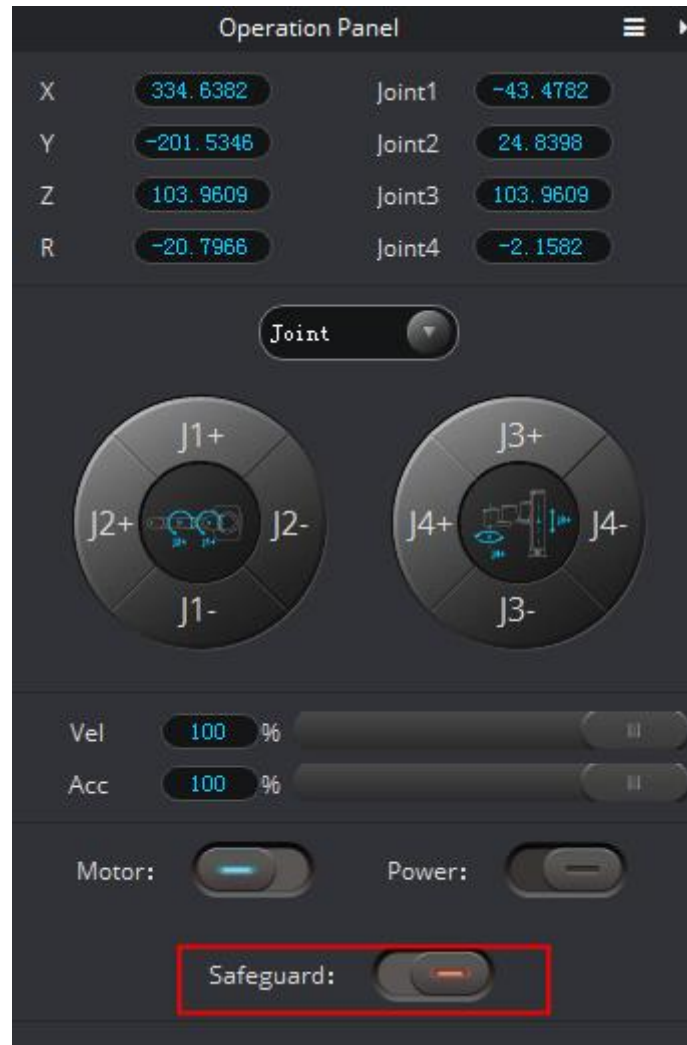

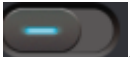


Figure 6.70 Enable safeguard stop function

If  turns into , it indicates that the safeguard stop function is enabled.

Step 4 Make the Dobot M1 in the running status, and close the door switch. The Dobot M1 will stop immediately and enter into pause state.

If you open the door switch, the Dobot M1 resumes movement.

6.10.6.2 I/O trigger recovery mode

The I/O trigger recovery mode is DI7, DI8, and DI9 as safety interfaces. The robot stops moving after disconnecting DI7 and DI8, and the robot does not resume motion after returning DI7 and DI8. It can be triggered only when DI9 is connected to a low level. The robotic resumes movement.

Prerequisites

- The Dobot M1 has been connected to an emergency stop switch.

- The Dobot M1 has been connected to the DB62 expansion board.

Procedure

- Step 5** Connect the DB62 expansion board to the door switch, and connect DI9 to a normally open switch, as shown in Figure 6.71.

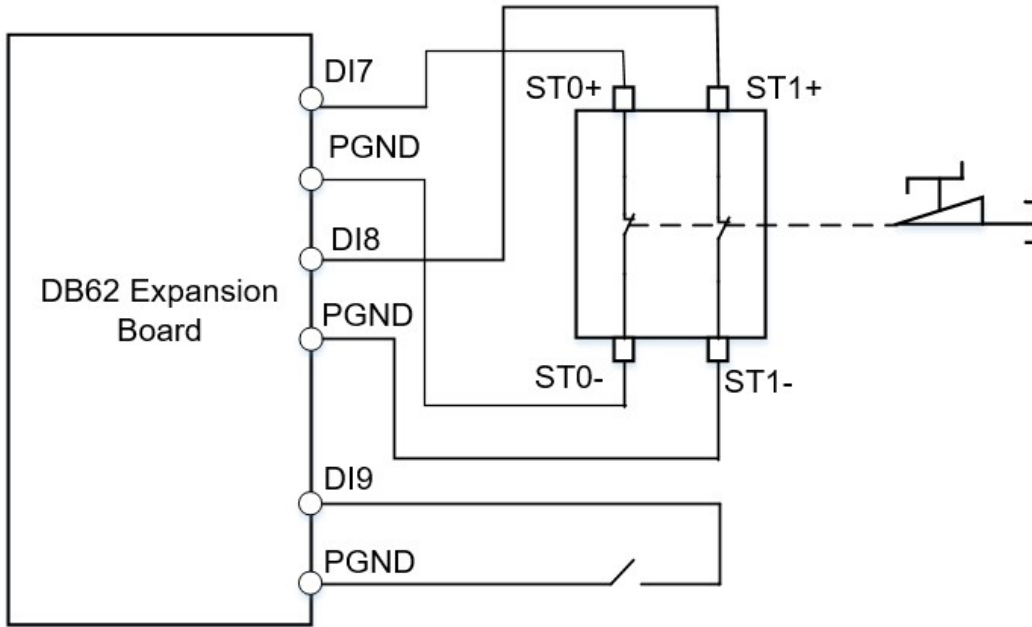


Figure 6.71 Connect DB62 expansion board to the door switch and a normally open switch

When the safeguard stop function is enabled, either or both of **DI7** and **DI8** interfaces are disconnected from **PGND** interface, the safeguard stop will be triggered and Dobot M1 will stop moving without clearing the queue in the Dobot M1 system. Only when both **DI7** and **DI8** interfaces are connected to **PGND** interface, and **DI9** connected to low level, the Dobot M1 will move again.

- Step 6** Power on Dobot M1 and connect to M1Studio.




- Step 7** Click the  icon of **Safeguard** on the **Operation Panel** pane of the M1Studio page, as shown in Figure 6.72.



Figure 6.72 Enable safeguard stop function

If  turns into , it indicates that the safeguard stop function is enabled.

Step 8 Make the Dobot M1 in the running status, and open the door switch. The Dobot M1 will stop immediately and enter into pause state.

If you close the door switch and close DI9 switch, the Dobot M1 resumes movement.

7. Maintenance

7.1 Routine Maintenance

7.1.1 Routine Inspection

Due to the temperature, humidity, dust, and vibration, the components will be aged, leading to reducing product service life. Performing maintenance inspections and procedures properly is essential for preventing trouble and ensuring safety. Especially in high-temperature environment, frequently start-stop scenario, and other special scenarios, you need to shorten the inspection period.

To ensure product function and safety, please check the following items daily.

Item	Operating state	Inspection point	Solution
External cable	OFF	<ul style="list-style-type: none"> Check whether the cables are damaged or cracked check whether the cables are loose, dirty or polled out 	<ul style="list-style-type: none"> If the cables are damaged or cracked, please repair or replace them timely If the cables are loose or polled out, please plug them properly If the cables are dirty, please clean them timely
Bolt, screw	OFF	<ul style="list-style-type: none"> Check whether the bolts on the end of the robot arm are loose Check whether the bolts on the base are loose 	If the bolts are loose, please tighten them
Cover	OFF	Please check the covers of robotic arm are flawed	If that happens, please replace them timely
Startup	ON	Check whether the robotic arm is shaken	<ul style="list-style-type: none"> If the connections are abnormal, please reconnect them If the screws are loose, please tighten them

Emergency stop switch, LED indicators and buttons	ON	Check whether the LED indicators are displayed normally and the emergency stop switch is working regularly	If that happens, please replace the corresponding components timely
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7.1.2 Periodic Inspection

In order to keep the good operation of the robotic arm, please check the place where it is hard to check regularly. The inspection period depends on the operating environment and frequency, please decide the inspection period based on site requirements. Please remove surface dust effectively to prevent dust (especially metal dust) from entering the product, ensuring that the robotic arm is always clean.

Item	Operating state	Inspection point	Inspection period	Solution
Internal fan of a robotic arm	ON	<ul style="list-style-type: none"> Check whether the fan is running properly Check whether the fan is dusty 	3 months	<ul style="list-style-type: none"> If the fan is out of service, please replace it If the fan is dirty, please use compressed air to clean the surface dust
Mechanical limitation of J1, J2, J3	OFF	Check whether the joints are cracked	6 months	If that happens, please replace it timely
Synchronizing wheel of R-axis	OFF	Check whether the synchronizing wheel is loose	6 months	If that happens, please re-tension it
Bolt, screw	OFF	<ul style="list-style-type: none"> Check whether the screws and bolts around each joint of the robotic arm are loose Check whether the screws and 	12 months	If that happens, please tighten them

		bolts of motor and reducer are loose		
Enabling the robotic arm	ON	Check whether each arm can be moved by hand in the disabled state	12 months	If that happens, please contact the technical support engineer

7.1.3 Cleaning Maintenance

The cleaning period depends on the operating environment and frequency, please decide the cleaning period based on site requirements.

Item	Operating state	Cleaning period	Solution
Robotic arm	OFF	1 month	Please clean the surface with a clean cloth
Wind tunnel	OFF	2 weeks	Please clean the impurities stored in the wind tunnel with an air gun or a clean cloth
Screw rod of Z-axis	OFF	12 months	Please add the lubricating oil or grease. For details, please see <i>7.2.1 Greasing Screw Rod of Z-axis</i>
Guide rail of Z-axis	OFF	6 months or running 100 km	Please add the lubricating oil or grease. For details, please see <i>7.2.2 Greasing Guide Rail of Z-axis</i>

Common disinfectant, cleaning liquid can be used for cleaning the robotic arm. Please do not use the acidic cleaning fluid for routine maintenance.

7.2 Maintenance of Mechanical Parts

7.2.1 Greasing Screw Rod of Z-axis

If the grease on the screw rod has been used up, the screw rod may be worn down and make a noise. You need to check the grease every other year. If the grease is applied too much or uneven, the load of the motor may be increased and the grease may be dripped from the screw rod. You can check whether the grease is used up by wiping the surface of the screw rod with air-laid paper. If there is no grease on the air-laid paper, the grease is used up.

Procedure

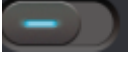
Step 1 Please power off the Dobot M1 and remove the Z-axis cover with a 2.5# hexagon

wrench.

Step 2 Restart the Dobot M1.

Step 3 Select the corresponding serial port from the serial drop-down list, and click **Connect**.

If **Connect** turns to **Disconnect**, the connection is successful, and the Dobot M1 can be controlled by the M1Studio.

Step 4 Click the  icon of **Motor** on the **Operation Panel** pane of the M1Studio page to make the Dobot M1 in the disabled state

Step 5 Move the Dobot M1 to the bottom of Z-axis by hand.

Step 6 Apply a moderate amount of grease on the screw rod. The type of grease is 3# Lithium Grease.

Please apply the grease evenly with specialized oil brush. Figure 7.1 shows the screw rod of Z-axis.

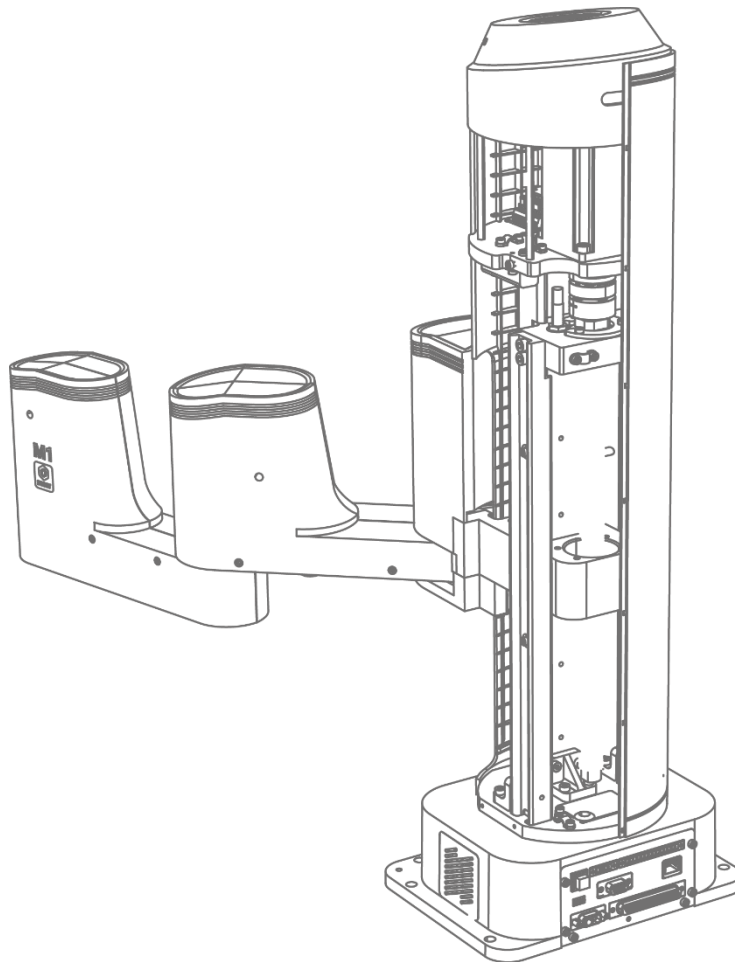


Figure 7.1 Screw rod of Z-axis

Step 7 Move Dobot M1 to the top of Z-axis by hand.

Step 8 Apply a small quantity of grease evenly on the bottom of the screw rod.

Step 9 Move up and down the Z-axis to the limitation repeatedly (3-5 times) to scrap the

grease stored on each end.

Step 10 Power off Dobot M1 and install the Z-axis cover with 2.5# hexagon wrench.

It can be put into use after installation.

7.2.2 Greasing Guide Rail of Z-axis

If the guide rail is used without grease, the guide rail will be worn down and the service life will be reduced. You need to grease the guide rail every two weeks for long service.

Prerequisites

Please prepare the correct-size syringe (a diameter of no more than 2cm) and needle to ensure that the syringe can touch the guide rail of Z-axis.

Procedure

Step 1 Move the Dobot M1 to the bottom of Z-axis and then power off the Dobot M1.

Step 2 Stretch the syringe with a needle into the guide rail from the gap on the top of the shell of Z-axis, as shown in Figure 7.2. Inject two or three drops of grease on each side of guide rail respectively. The grease of which the kinematic viscosity is 30cst to 150cst is recommended, such as engine oil.

After 15 minutes, restart the Dobot M1 to put it into use.

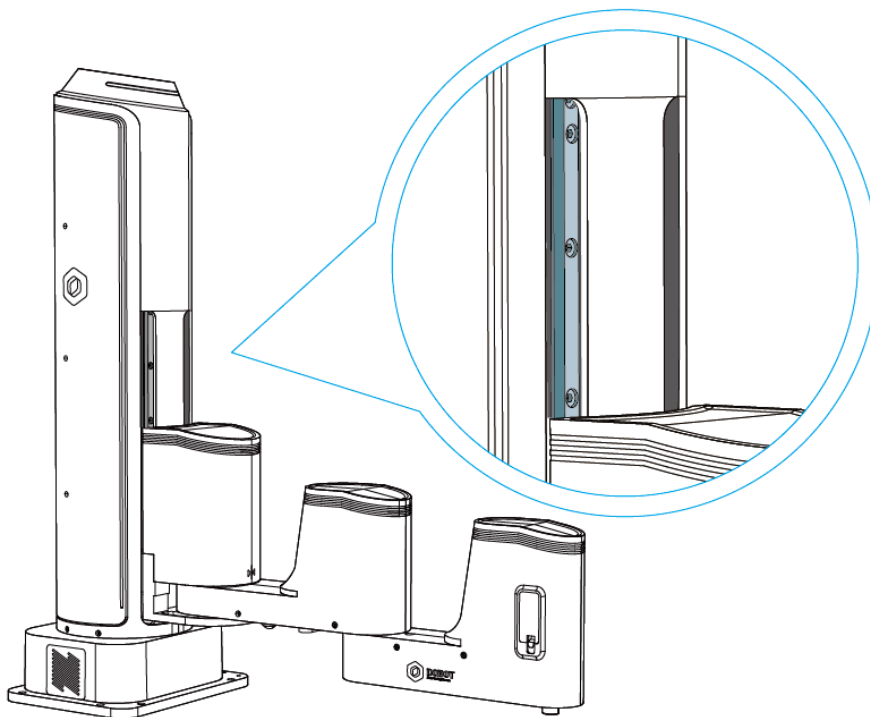


Figure 7.2 Guide rail of Z-axis

7.3 Maintenance of Electrical Parts



NOTICE

Please notice the anti-static precautions during the electrical operation, such as wearing an anti-static wrist strap to ensure that the internal parts of the robotic arm are not damaged.

7.3.1 Encoder Battery Maintenance

When the battery voltage is less than 3V, the homing point may be incorrect, and the alarm about low battery voltage is generated, as shown in Figure 7.3.

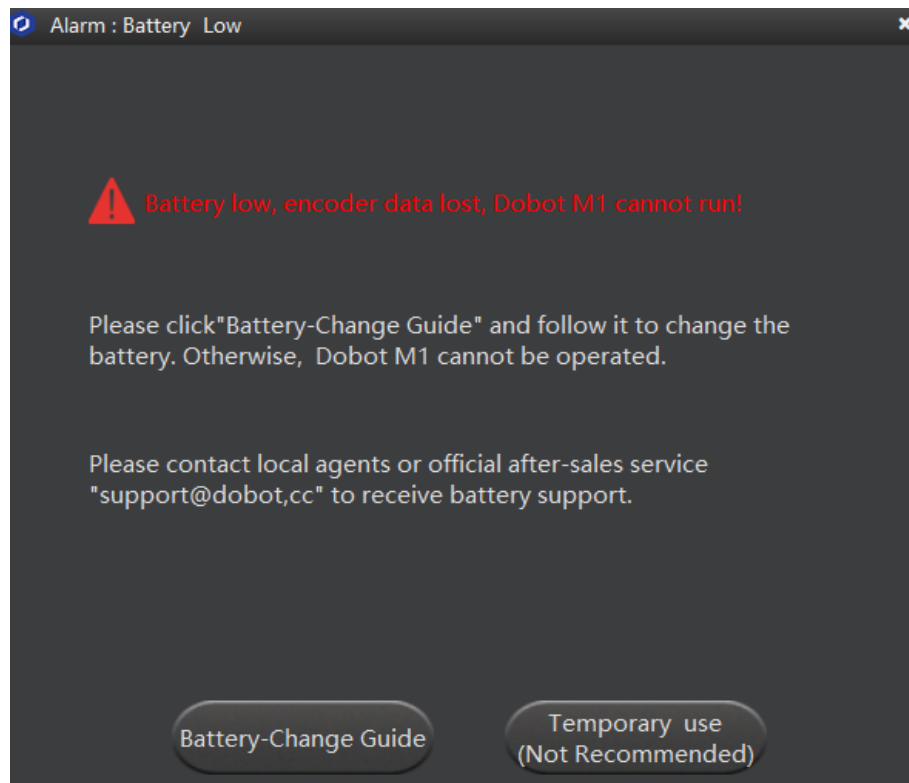


Figure 7.3 Low battery voltage alarm

There are two ways to maintain Encoder battery.

- Temporary use: Execute the homing procedure to reset the Encoder automatically and recover the homing point. For details, please see *7.3.1.1 Operating Homing Procedure*.
- Enter Battery-Change Guide: Replace battery. For details, please see *7.3.1.2 Replacing Encoder Battery*.

7.3.1.1 Operating Homing Procedure

NOTICE

- Only the Dobot M1 of which the SN number is **DT2118xxxx** and later numbers has installed the homing switch. If not, this procedure is not supported.
xxx indicates the random number, please replace it based on site requirements.
- Please make sure that the A9 firmware version is **02005800** or later, that the Dobot

firmware version is 1.3.0 or later, that the driver firmware version is 1.3.2 or later before executing the homing procedure. Otherwise, a limitation alarm will be triggered when executing the homing procedure, resulting in homing failure. The Dobot M1 firmware versions can be viewed on the **M1Studio > Help > About M1Studio** page. If the related versions are too low, please upgrade them. For details, please see *6.9.2 Upgrading Firmware*.

Procedure



DANGER

Please **DO NOT** click **Initialization.exe** when executing the homing procedure. Otherwise, the Dobot M1 may move following an unexpected path, resulting in interference with peripheral equipment.

- Step 1** Click **Temporary use (Not Recommended)** on the **Alarm: Battery Low** page. The **No Battery Mode** page is displayed, as shown in Figure 7.4.

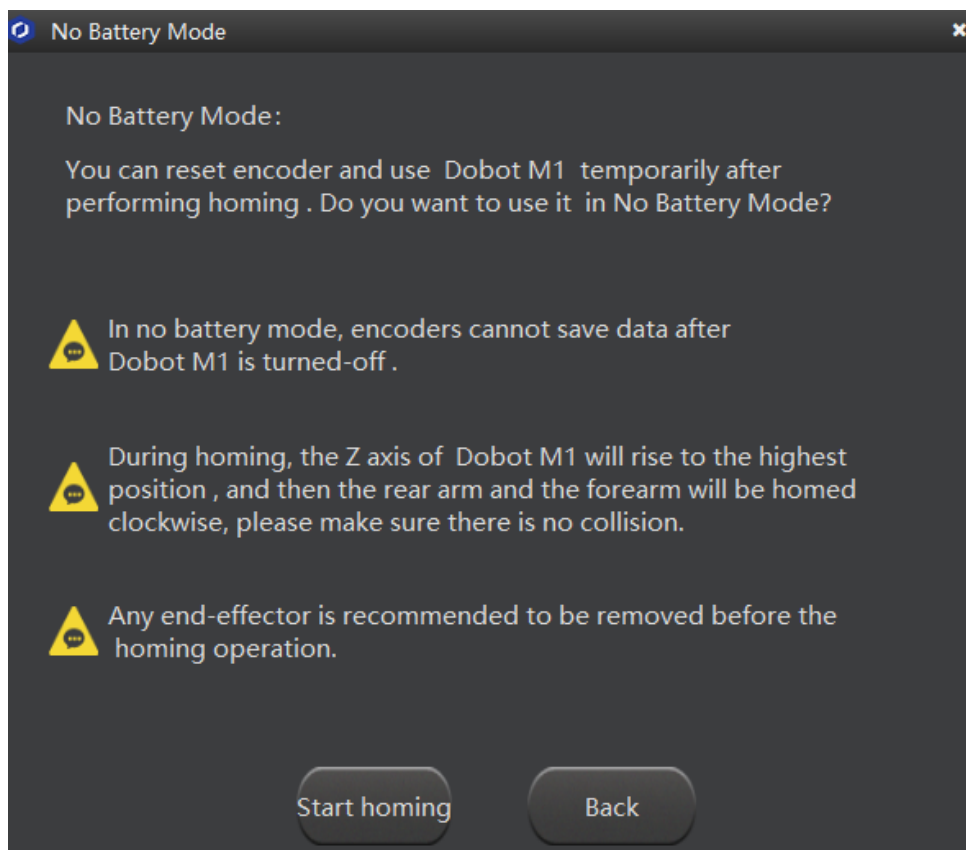


Figure 7.4 No battery mode page

- Step 2** Click **Start homing** on the **No Battery Mode** page.

The Dobot M1 starts homing, as shown in Figure 7.5.

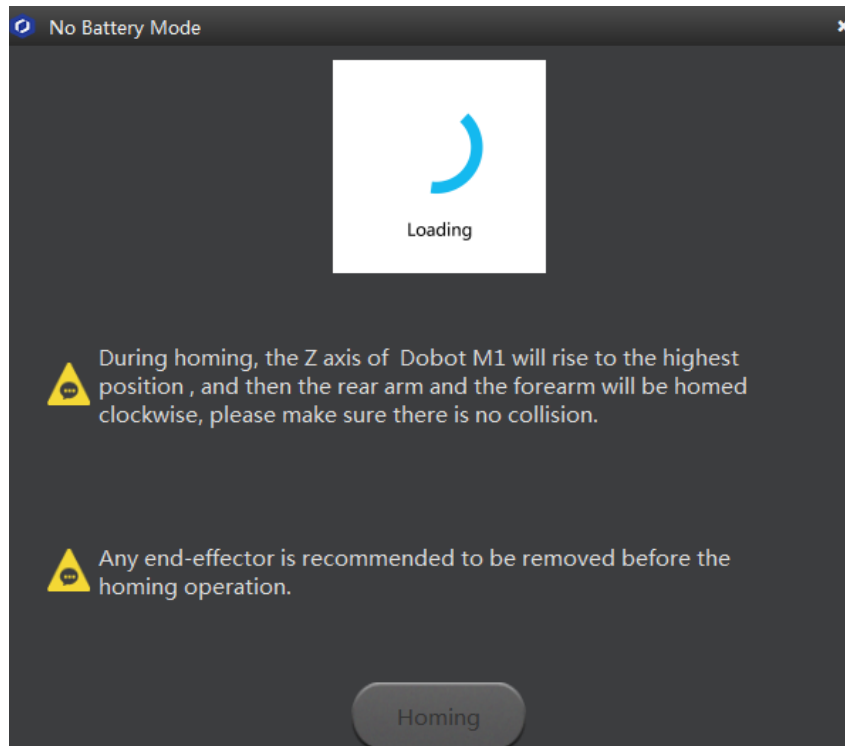



Figure 7.5 Start homing

 NOTICE

Please DO NOT click  during the homing procedure, to avoid homing procedure failure.

Step 3 The Dobot M1 will move automatically as the following steps.

1. J3 moves to the upper limit with a signal triggered by the homing switch, and moves backward at low speed to separate from the homing switch, and then stops moving.
2. J1 and J2 move to the limit as lefty hand orientation with signals triggered by homing switches of J1 and J2, and move backward at low speed to separate from the homing switches, and then stop moving, indicating that the Dobot M1 has moved to the homing point.

Step 4 Click **Finish** after the homing process is completed.

After the homing procedure is completed, the coordinate of the homing point is shown in Figure 7.6.

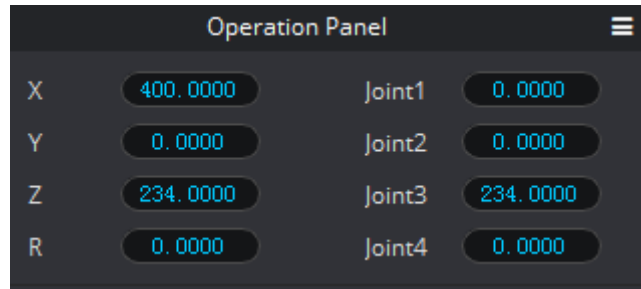


Figure 7.6 Homing point

Troubleshooting

When the homing process fails, there may be the following reasons.

- If an over-current alarm of a joint is generated, it indicates that the homing switch is not available. You need to adjust the homing switch manually. For details, please contact Dobot support engineer.
- If the coordinates you get is quite different from Figure 7.6, it indicates that the homing procedure fails, please click **Initialization.exe** in the *Installation directory/DobotStudio/tools/Initialization* directory to reset homing position. For details, please contact Dobot support engineer.
- If only the Z-axis coordinate is wrong, please execute the following steps.
 1. Make the Dobot M1 in the disabled state and jog the Dobot M1 by hand to make it to the bottom of Z-axis, as shown in Figure 7.7.

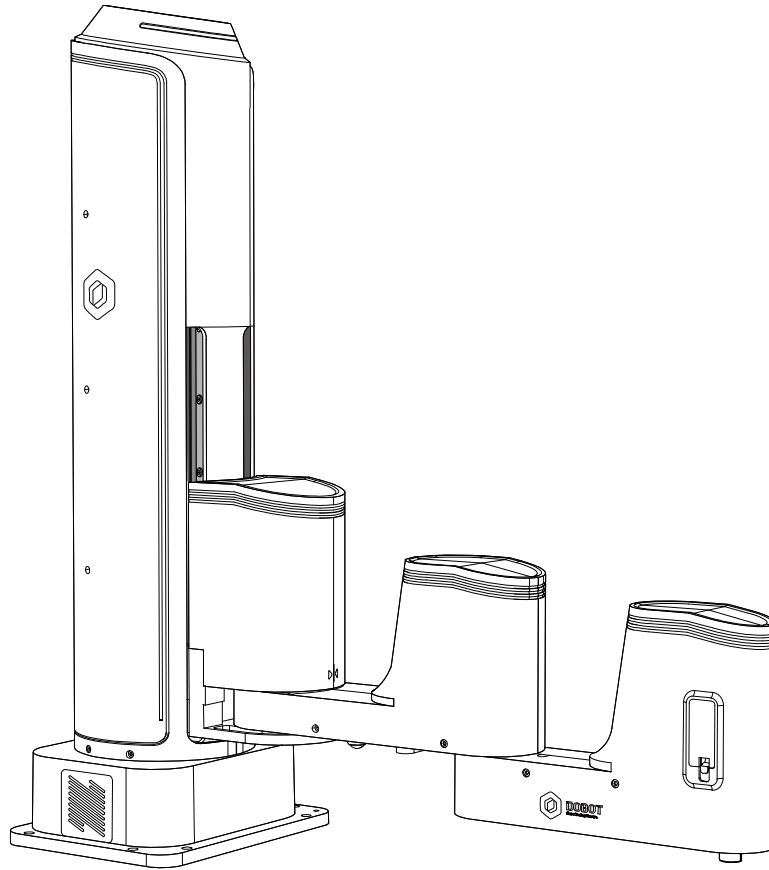



Figure 7.7 Location of Dobot M1 after Factory calibration

2. Click **Initialization.exe** in the *installing directory*/M1Studio/tools/Initialization directory.



3. Click the  icon of **Motor** on the **Calibration** page to make the motor of Dobot M1 in the enabled state.
4. Click **InitPos** on the **Debug** page as shown in Figure 7.8, to make the Dobot M1 in the origin position of which the coordinate is (400,0,0,0).

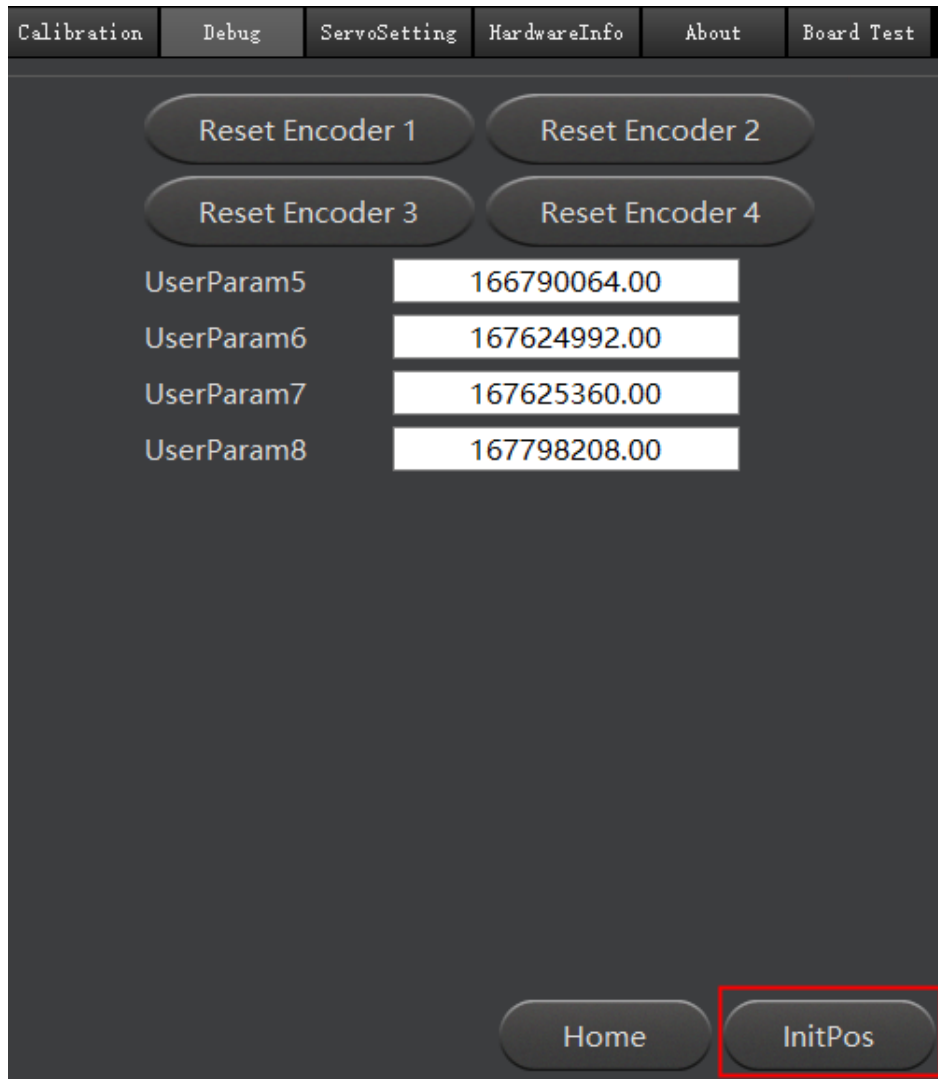


Figure 7.8 Initial the homing position

7.3.1.2 Replacing Encoder Battery Procedure

Step 1 Click **Battery-Change Guide** on the **Alarm: Battery Low** page.

The battery change guide page is displayed, as shown in Figure 7.9.

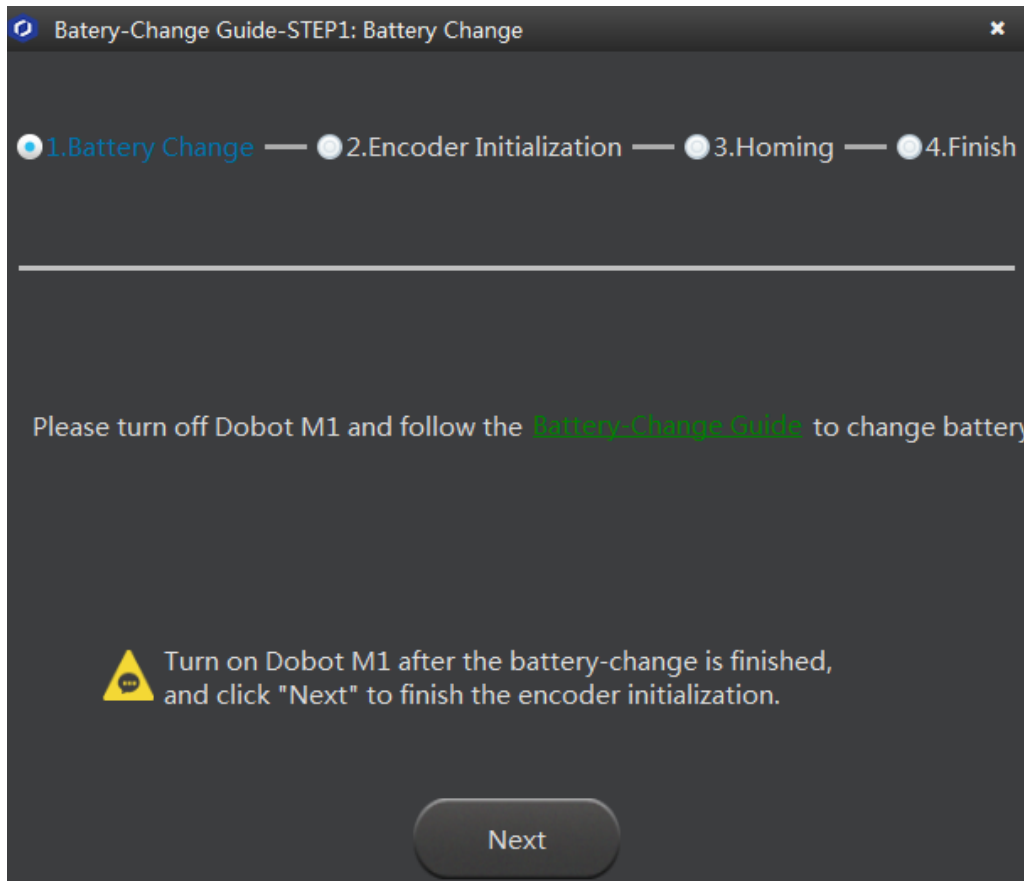


Figure 7.9 Battery change guide page

Now, you can replace the battery as the process shown in Figure 7.9.

Step 2 Replace the battery.

Table 7.1 Replacement parts list

Type	Name	Quality	Remark
Maintenance parts	Battery with welding cable LS 14250	1	-
	Zip-tie	2	Please prepare by yourself
Tools	Hexagonal wrench (2.5mm)	1	-
	Cross head screw-driver	1	Please prepare by yourself
	Nippers	1	Please prepare by yourself

 NOTICE

After replacing the battery, please do not dispose of elsewhere. All discarded batteries must be uniformly reclaimed to avoid environmental contamination.

1. Remove the original battery. For details, please see *7.3.1.3 Remove Original Battery*.

The battery is located on the main controller of the base or on the Forearm. The position of the battery depends on the production batch of Dobot M1.

2. Remove the Forearm cover with 2.5mm hexagon wrench and cross head screw-driver. If it has been removed, please skip this step.
3. Unplug the CAN cable, as shown in Figure 7.10.

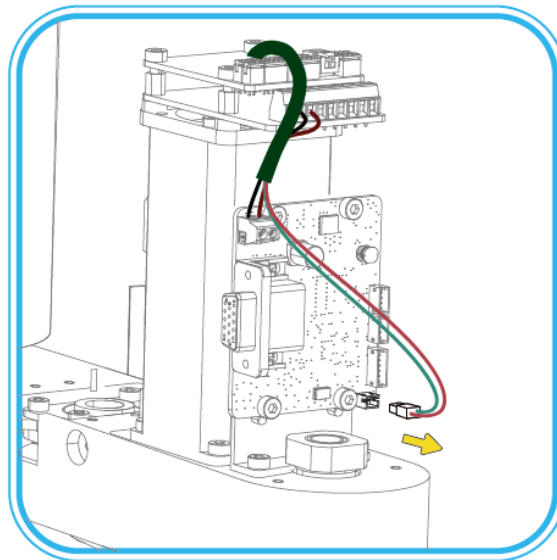


Figure 7.10 Unplug the CAN cable

4. Loosen the two M3*6 hexagon socket head cap screws from the I/O fixing plate, as shown in Figure 7.11.

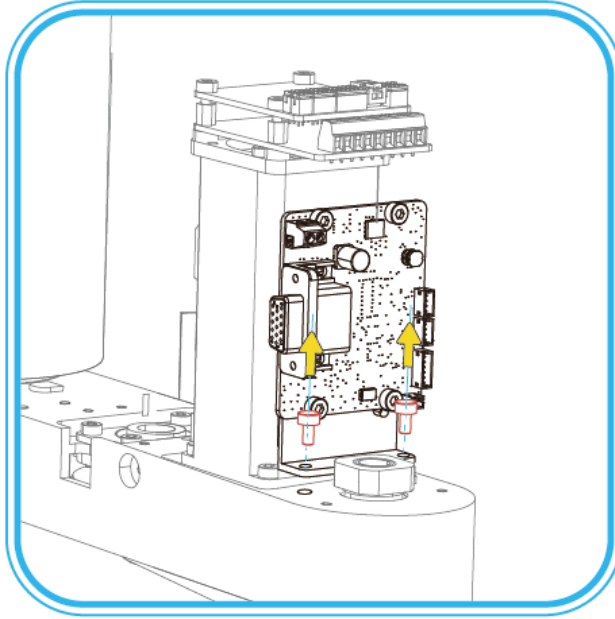


Figure 7.11 Remove the I/O fixing plate

5. Mount the I/O fixing plate and the adapter plate with two M3*10 hexagon socket head cap screws, as shown in Figure 7.12.

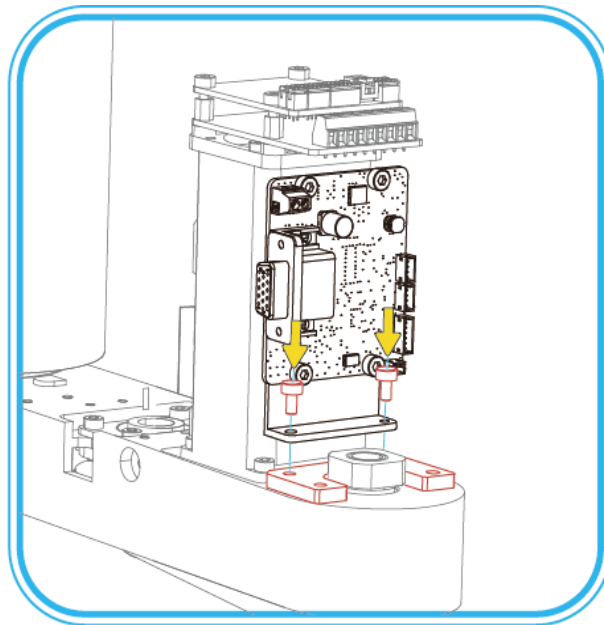


Figure 7.12 Fix the I/O fixing plate and the adapter plate

6. Plug the CAN cable, as shown in Figure 7.13.

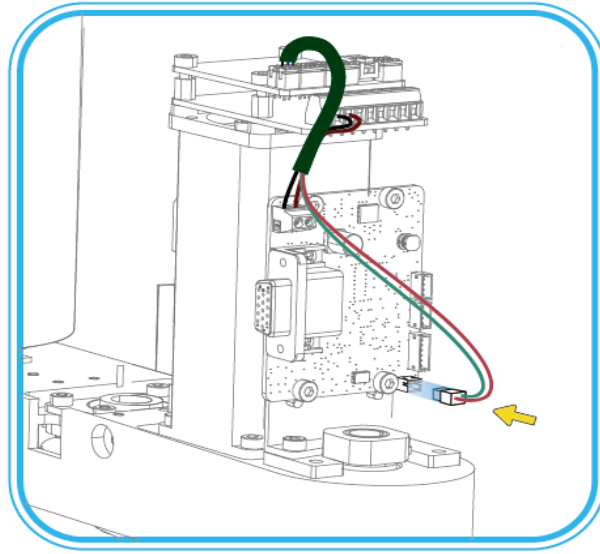


Figure 7.13 Plug the CAN cable

7. Bind the battery and battery holder together with two zip-ties, as shown in Figure 7.14.

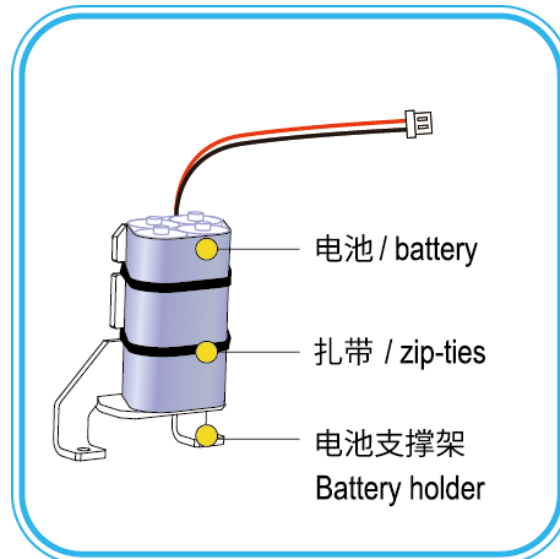


Figure 7.14 Bind the battery and battery holder

8. Fix the battery holder to the adapter plate with two M3*6 hexagon socket head cap screws, as shown in Figure 7.15.

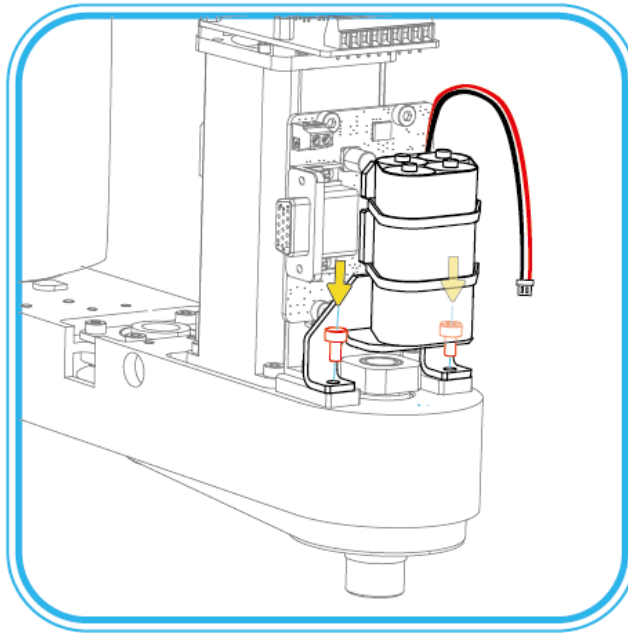


Figure 7.15 Fix the battery holder

9. (Optional) If the battery adapter cable is not connected to the battery interface on the Driver Board, please connect them, as shown in Figure 7.16. If it has been connected, please skip this step.

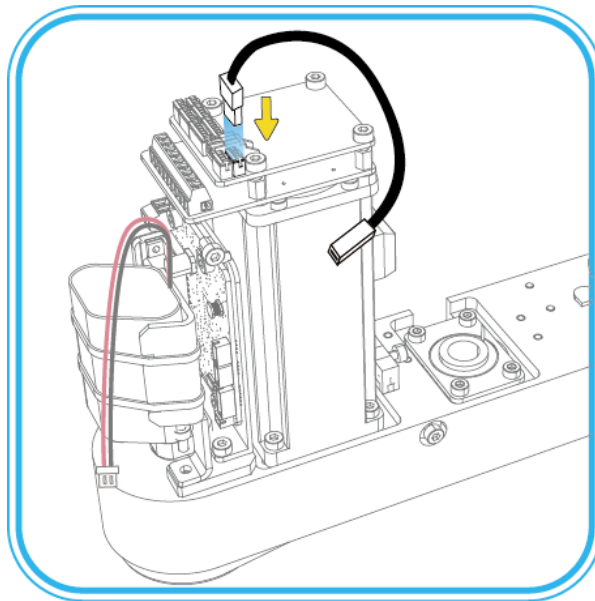


Figure 7.16 Connect the battery adapter cable and the battery interface

NOTE

There are two battery interfaces on the Driver Board, as shown in the red box of Figure

7.17. You need to connect the battery adapter to the unused battery interface.

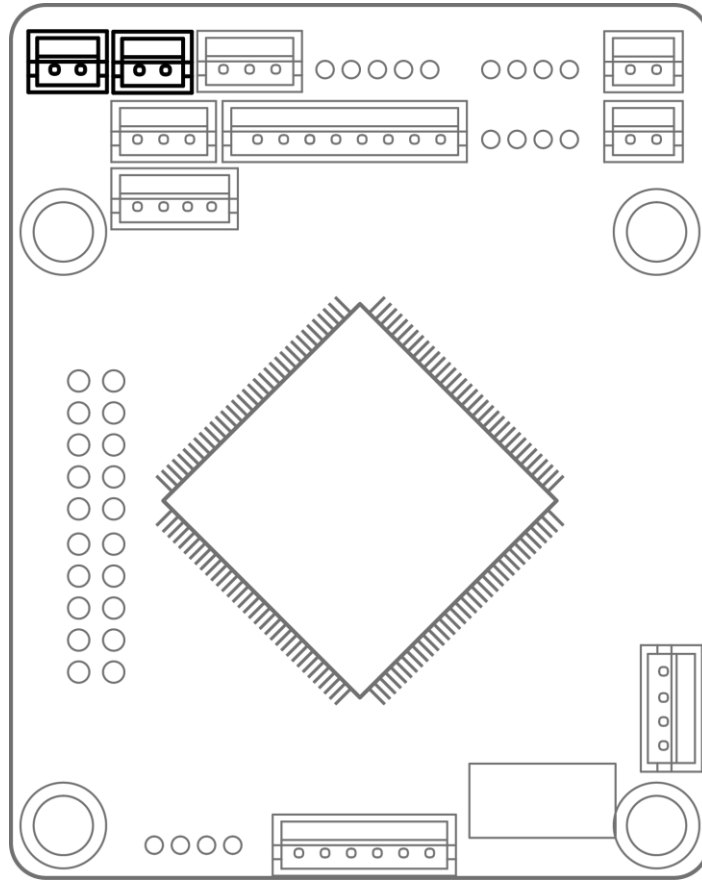


Figure 7.17 Battery interfaces on the Driver Board

10. Connect the battery connector to the other end of the battery adapter cable, as shown in Figure 7.18.

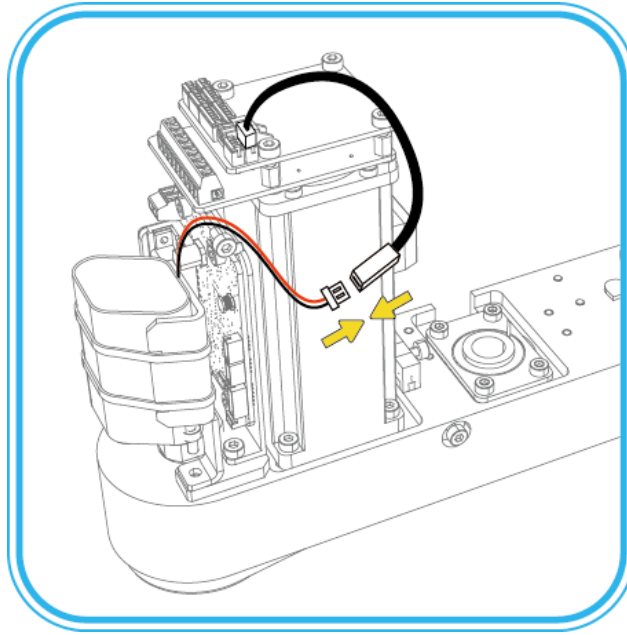


Figure 7.18 Connect the battery connector and battery adapter cable

11. Re-install the forearm cover.

The battery replacement is completed.

- Step 3** Reconnect the external equipment required to the Dobot M1, and restart it.
- Step 4** Click **Next** on the battery change guide page to automatically initial Encoder, as shown in Figure 7.19.

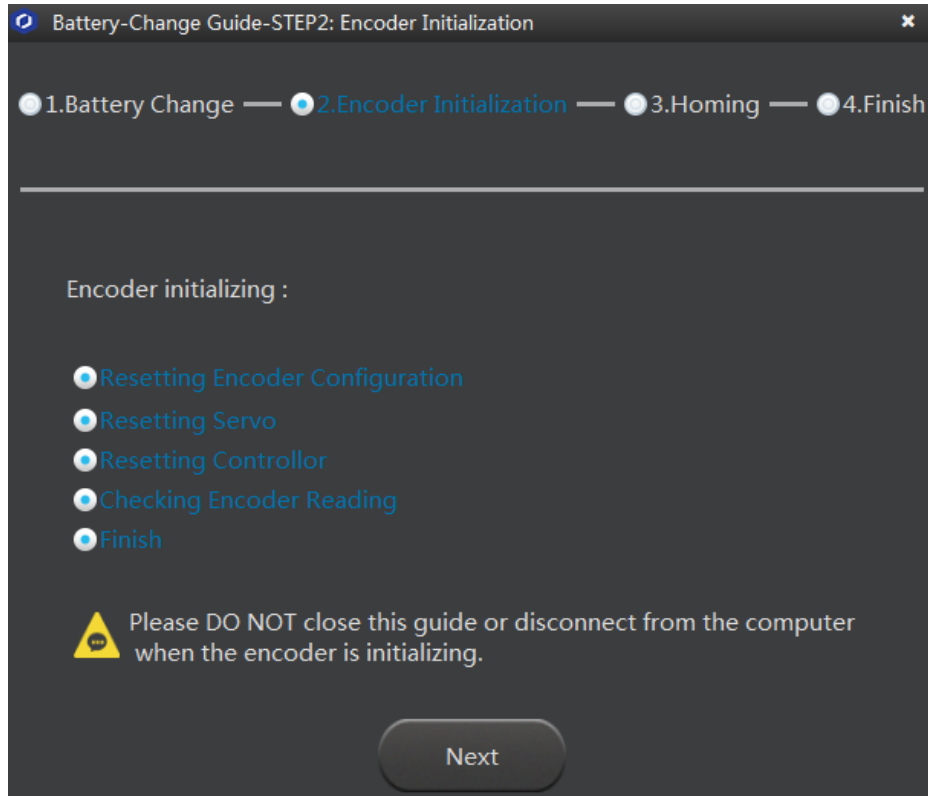



Figure 7.19 Initial Encoder

Step 5 Click **Next**.

Step 6 Click **Start homing**.

 **NOTICE**

Please DO NOT click  during the homing procedure, to avoid homing procedure failure.

The Dobot M1 will move automatically as the following steps.

1. J3 moves to the upper limit with a signal triggered by the homing switch, and moves backward at low speed to separate from the homing switch, and then stops moving.
2. J1 and J2 move to the limit as lefty hand orientation with signals triggered by homing switches of J1 and J2, and move backward at low speed to separate from the homing switches, and then stop moving, indicating that the Dobot M1 has moved to the homing point.

Step 7 Click **Finish** after the homing process is completed.

Now, you have finished the battery change, and can run Dobot M1 normally.

7.3.1.3 Remove Original Battery

The battery is located on the main controller of the base or on the Forearm. The position of the battery depends on the production batch of Dobot M1.

Procedure

- Step 1** Hold down the power button located on the base of Dobot M1 for about 5 seconds, and then release the button to power off the Dobot M1. Unplug the power cable from the power source to cut off power to the robot system.
- Step 2** Unplug all the cables connected to the Dobot M1 base interface board.
- Step 3** Confirm the location of the battery and remove it.

NOTE

- If the SN number of Dobot M1 is earlier than **DT2118xxxx**, the Encoder battery is located on the base of the Dobot M1. If the SN number of Dobot M1 is **DT2118xxxx** and later numbers, the Encoder battery is located on the Forearm of the Dobot M1. Please check the SN number on the **M1Studio > Help > About M1Studio** page.
xxxx is the random number, please replace it based on site requirements.
- If the SN number is **DT2118xxxx** but the encoder battery is not located on the Forearm, the battery must be located on the base.
- If the battery is located on the base, please perform the following steps.
 1. Loosen the four screws on the interface board of the base using a 2.5# hexagonal wrench, as shown in Figure 7.20.

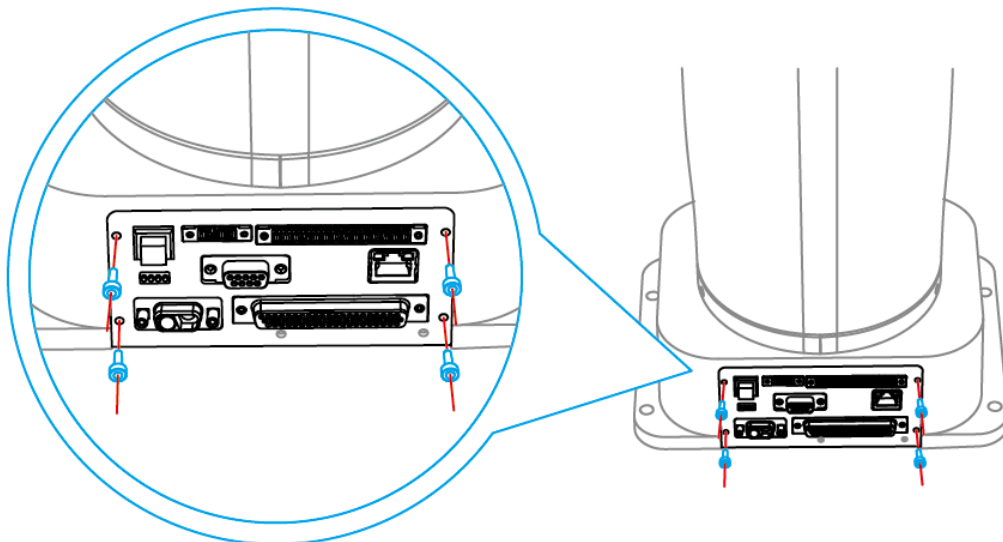


Figure 7.20 Interface board of the base

NOTE

The appearance of the interface board depends on the production batch of Dobot M1.

However, the replacement method remains unchanged.

2. Remove the main controller from the base.

Please remove the main controller lightly to prevent disconnection between the main controller and the robotic arm.

3. Remove the original battery.

NOTE

After removing the battery from the main controller on the base, you need to install the battery to be replaced on the Forearm instead of the base. For details, please see [7.3.1.2 Replacing Encoder Battery](#).

- If a fuse is installed on the battery, please cut off the zip-tie that fixed the original battery, as shown in Figure 7.21. Remove the battery from the battery holder and disconnect the connector of the original battery from the battery adapter cable, as shown in Figure 7.22.

After removing the original battery, please wrap the connector of the battery adapter with insulating tape to prevent short circuit.

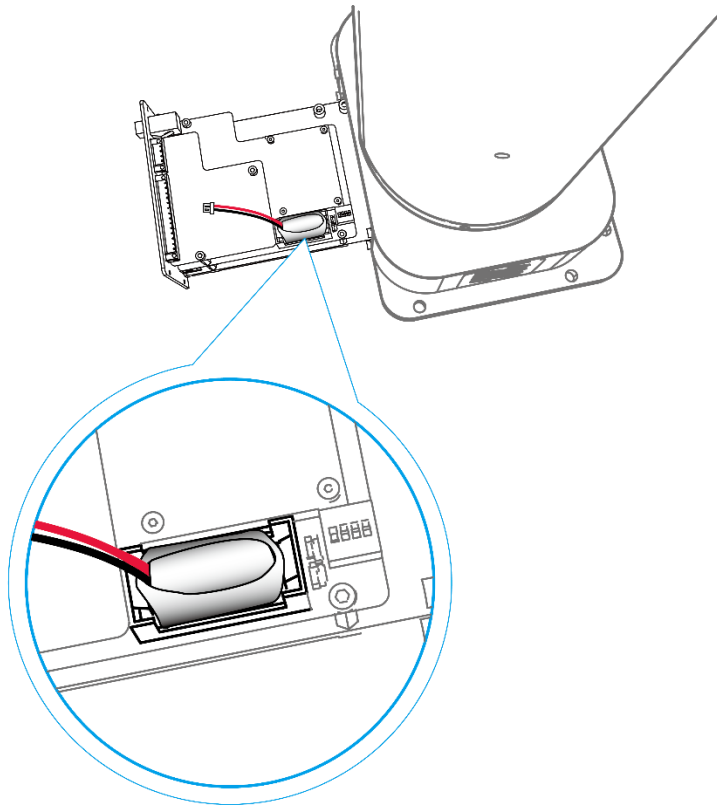


Figure 7.21 Location of the battery holder

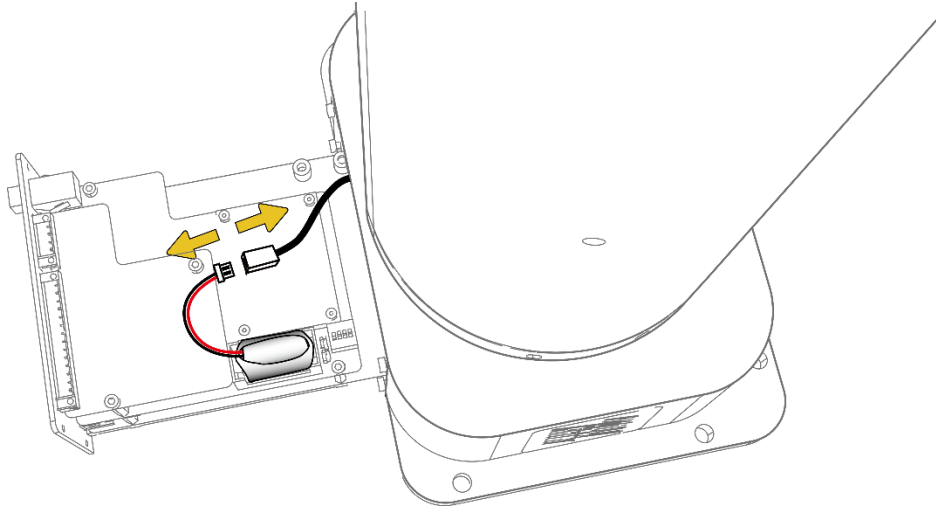


Figure 7.22 Disconnect the connector of the battery from the battery adaptor cable

- If a fuse is not installed on the battery, please remove the cover of the battery holder to take out the original battery and unplug the battery connector of bus cable connecting to the battery holder, as shown in Figure 7.23.

After removing the original battery, please wrap the battery connector of the bus cable with insulating tape to prevent short circuit.

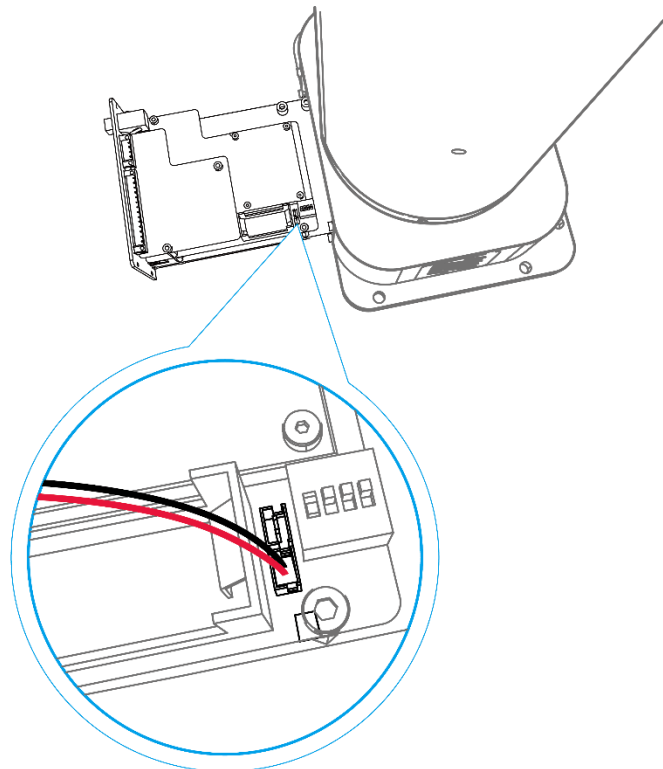


Figure 7.23 Connection between the battery and robotic arm

4. Put the main controller into the base, and fix the interface board.

- If the battery is located on Forearm, please perform the following steps.
 1. Remove the Forearm cover with 2.5mm hexagon wrench and cross head screw-driver.
 2. Cut off the zip-tie that fixed the original battery, as shown in Figure 7.24.

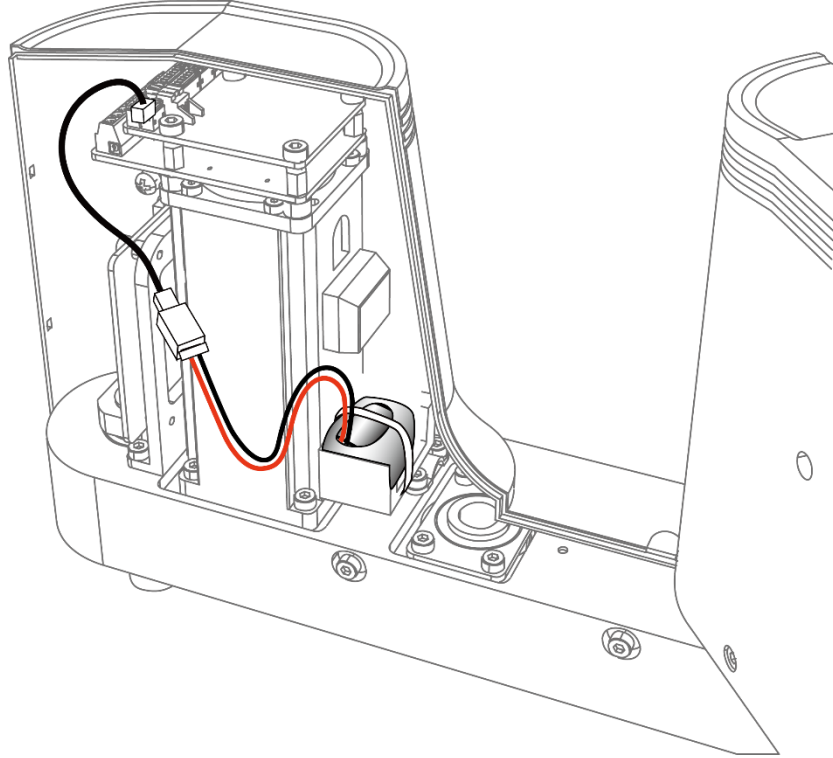


Figure 7.24 Location of battery holder on Forearm

3. Remove the original battery and disconnect the connector of the battery from the battery adapter cable, as shown in Figure 7.25.

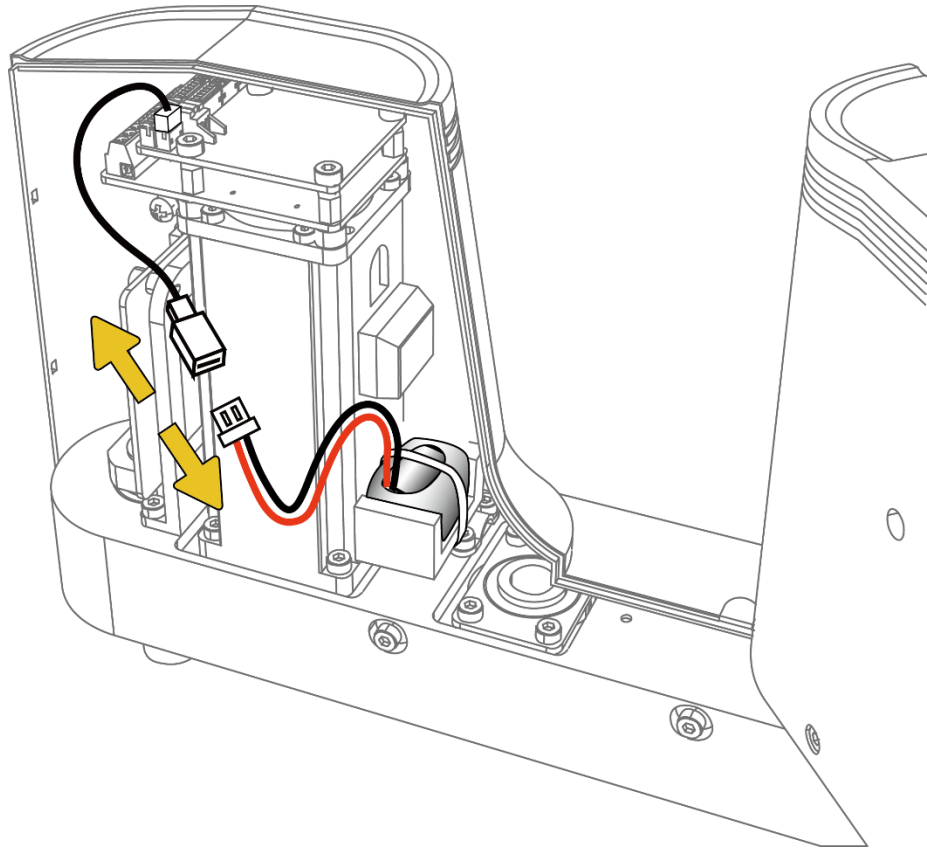


Figure 7.25 Disconnect the battery from the battery adapter

7.3.2 Calibration

In real applications, the high absolute precision of the robotic arm is required. The origin (400,0,0,0) has been set by default, the Dobot M1 can be directly put in use. After parts (motors, reduction gear units, battery, etc.) have been replaced or the robotic arm has hit the workpiece, the origin of Dobot M1 will be changed. You need to reset the origin. When the Dobot M1 moves with different arm orientation, the high precision of J2 is required. Therefore, after resetting the origin, you need to calibrate J2 to improve the absolute precision.

Generally, before and after switching the arm orientation at the same point, the J2 coordinates are axisymmetric. After resetting the origin, the J2 coordinates may become non-axisymmetric, resulting in that the Dobot M1 cannot move to the same point with different arm orientation when implementing playback. It is necessary to make the J2 coordinates axisymmetric by compensating the joint angle of J2 to improve the absolute precision after resetting the origin. So that the Dobot M1 can move to the same point with different arm orientation when implementing playback.

Prerequisites

- The Dobot M1 has been powered on.
- The Dobot M1 has been connected to the PC successfully.
- The Dobot M1 has been connected to the emergency stop switch.
- The pen holder kit has been installed on the end of the Dobot M1. The size of the pen


holder should be match with the size of the end of the Dobot M1. For details, please see 3.3 (Optional) *Installing End Effector*.

- Please prepare an A4 sheet of paper, and draw a small dot as a calibrated point, as shown in Figure 7.26.



Figure 7.26 Calibration point

Procedure

- Step 1** Put the A4 sheet of paper within the workspace of Dobot M1.
- Step 2** Click Initialization.exe in the *installation directory* /M1Studio/tools/Initialization directory.
The M1Studio tool page is displayed.
- Step 3** Select the corresponding serial port from the serial drop-down list, and click **Connect**.
If **Connect** turns to **Disconnect**, the connection is successful, and the Dobot M1 can be controlled by M1Studio.
- Step 4** Click the  icon of **Motor** on the **Calibration** page to make the motor of Dobot M1 in the disabled state.
- Step 5** Jog the Dobot M1 by hand.
Move the Dobot M1 with righty hand orientation to touch the calibrated point that is on the A4 sheet of paper, as shown in Figure 7.27.

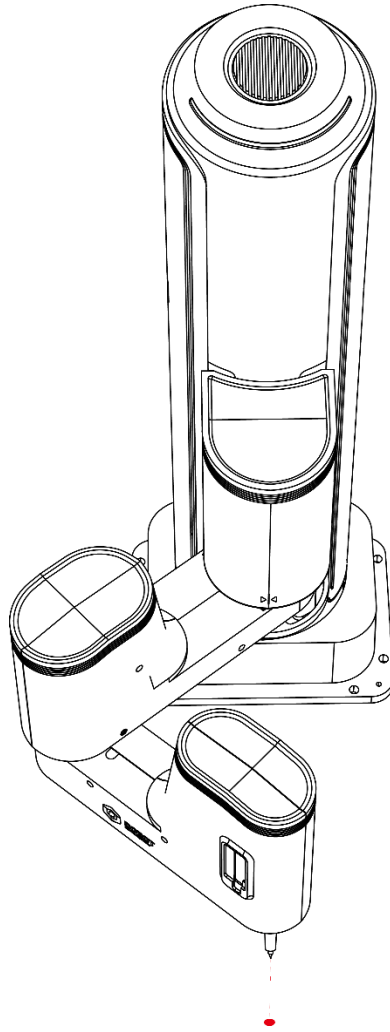


Figure 7.27 Calibration as righty hand orientation

Step 6 Click **P1** on the Calibration page to save the point in **Step 5**.

The value of **P1** is J2 coordinate with righty hand orientation, as shown in Figure 7.28.



Figure 7.28 Save J2 coordinate with righty hand orientation

Step 7 Jog the Dobot M1 by hand to the same point in **Step 5** with lefty hand orientation, as shown in Figure 7.29.

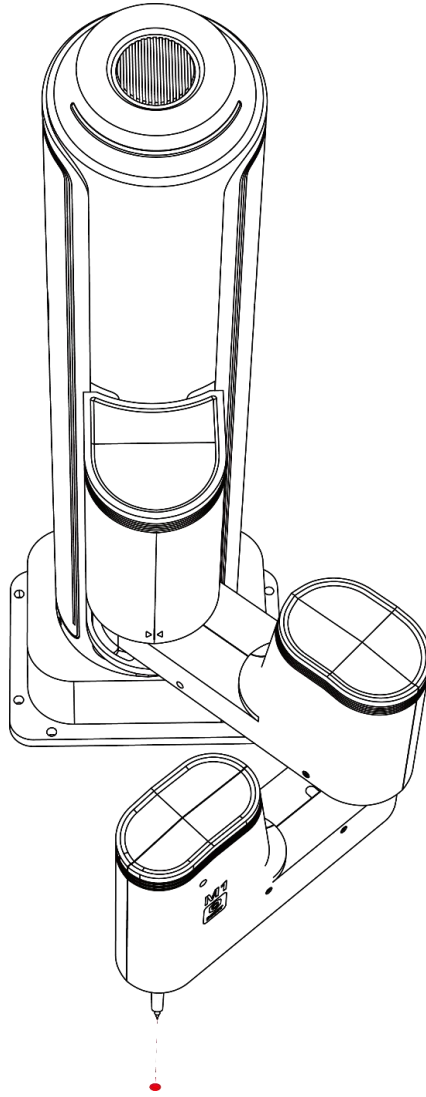


Figure 7.29 Calibration with lefty hand orientation

Step 8 Click **P2** on the Calibration page to save the point in **Step 7**.

The value of **P2** is J2 coordinate with lefty hand orientation, as shown in Figure 7.30.

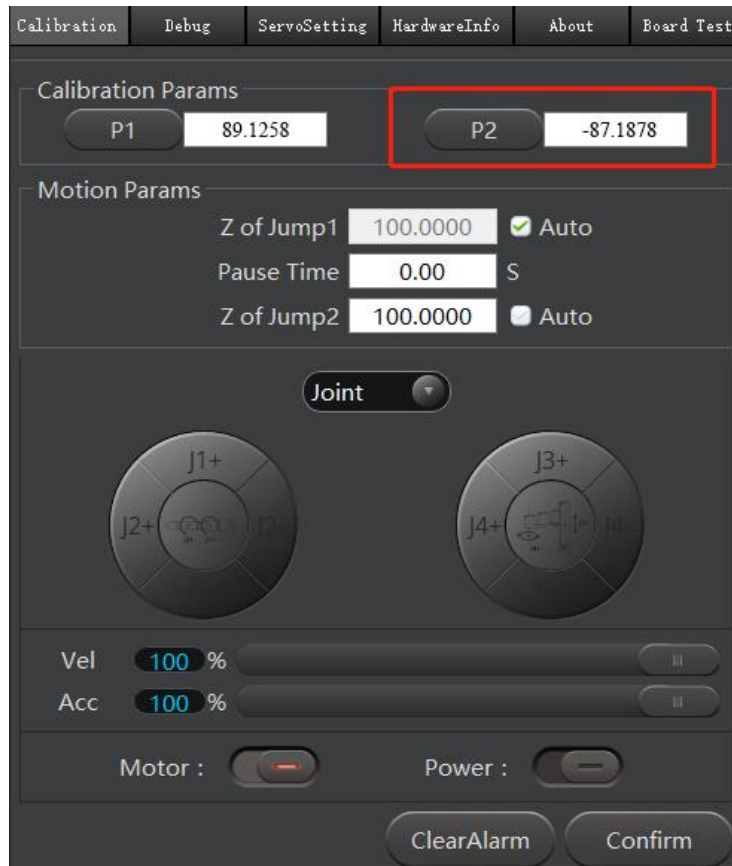



Figure 7.30 Calibration as left hand orientation

- Step 9** Click the  icon of **Motor** on the **Calibration** page to make the motor of Dobot M1 in the enabled state.


NOTICE

After saving P1 and P2, you cannot click **Confirm** until the motor of Dobot M1 is in the enabled state.

- Step 10** Click **Confirm** to make the Dobot M1 move according to the calibrated points. The Dobot M1 will finally move to (400,0,100,0).


DANGER

The Dobot M1 starts to work after clicking **Confirm**. Please do not enter the workspace of the robotic arm, otherwise, it will be vulnerable to injury the device or the person.