

Burr Puzzle Machine
Operation and Maintenance

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Engr 480
Manufacturing
Friday, June 10, 2005

Memo

To: Professor Ralph Stirling
From: Jeff BahnMiller, David Helbley, and Andy Bryson.
Date: 6/10/2005
Re: Operation and Maintenance of the Burr Puzzle Machine

Introduction

This memo details the proper operation and maintenance of the burr puzzle machine. It will help the user to properly produce quality puzzles. This documentation also includes the wiring layout, ladder logic, state diagrams, and routine operating procedure. This should give the user ample qualifications to properly run the burr puzzle machine.

Burr Puzzle Criterion

1. Raw material: hardwood blocks (species including maple, walnut, and cherry, possibly others materials) of nominal dimension 0.75 x 0.75 x 2.25 inches, +/- 0.003 (95%).
2. Machine must cut one, two, three, or four notches 0.375 inches in width and depth on a single or double face. This will be accomplished with a computer controlled slide. The operation of the slide will be outlined in detail in the appendix of this memo.
3. The blocks are to be delivered to the cutting mechanism via a conveyor belt, and leave in the same manner it arrived. It will be able to cut any side of the block that is desired by the user.
4. The burr puzzle machine will be retrofitted with a dust collection device with a 4" inch port. This connection is fully adjustable.
5. An emergency shutoff switch is in plain view that will safely and quickly turns off power to all moving pieces of the machine.

General Startup Procedure

1. Make sure all components of the puzzle-manufacturing machine have power. This is very important because component of the machine will collide and cause damage.
2. Once the machine has power turn the conveyor belts on to full speed.
3. Open PLC-DL06 computer editor, write and save the ladder logic to the PLC
4. With the emergency shutoff still triggered, turn the PLC to run mode. This will allow the computer controlled slide to calibrate without being pushed about. This is an extremely important step; it would also be advisable to disconnect the quick release air ram that controls the movement of the

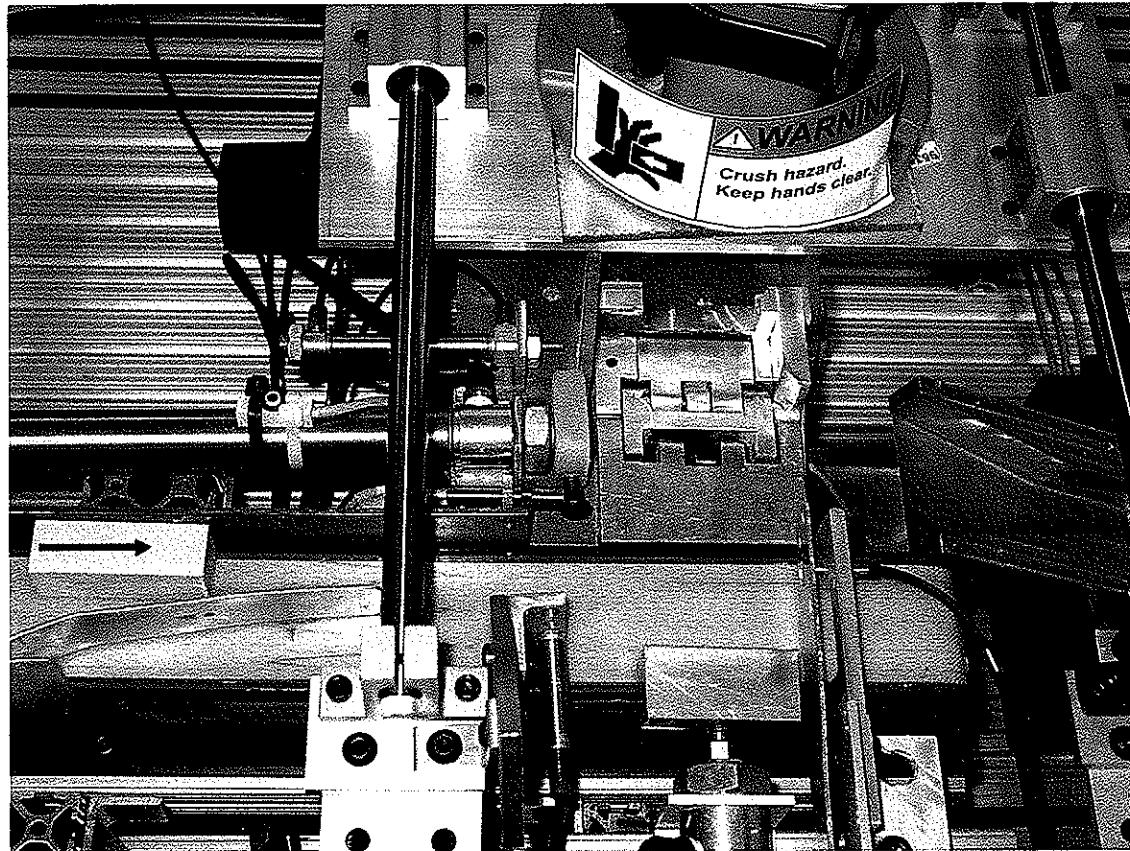
router. If this action is taken make sure to leave the router bit just behind the main clamp (see appendix for diagram).

5. Once the slide has calibrated the emergency shutoff can be turned off. This will bring the puzzle-cutting machine to operational status. Make sure block flow path is clear of all debris.
6. The puzzle-cutting machine is ready to cut blocks, load the wood blanks on the conveyer as desired. Changing the cut path of the router is detailed in the appendix.

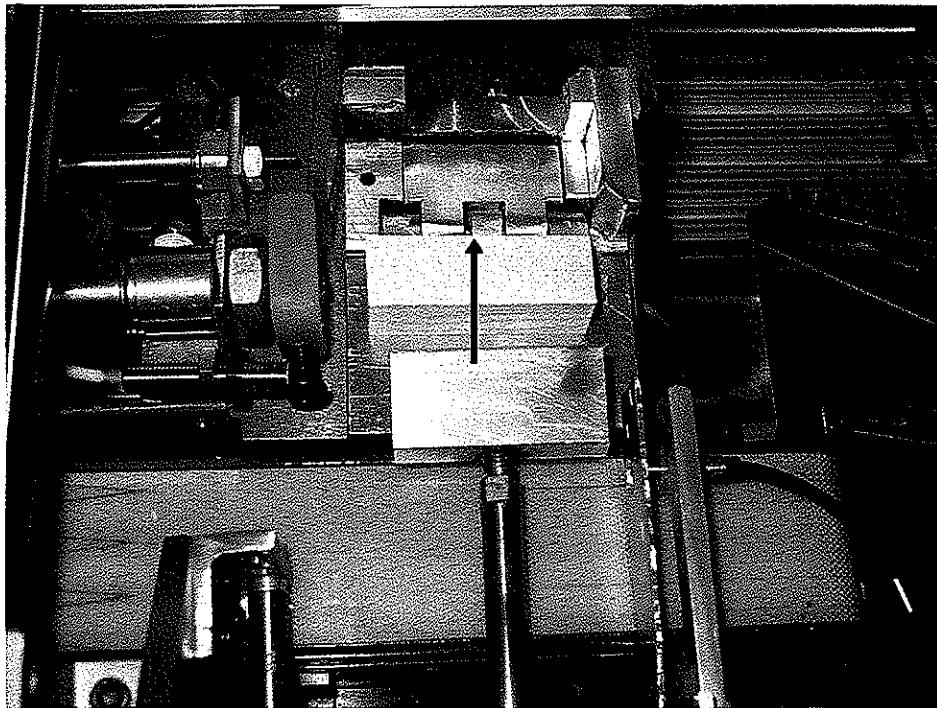
Block Flow

The following explanations and illustrations of the path the block takes through the puzzle cutting machine will help the user understand the functionality of the machine help in understanding the programming logic that this machine uses. This will also help in troubleshooting.

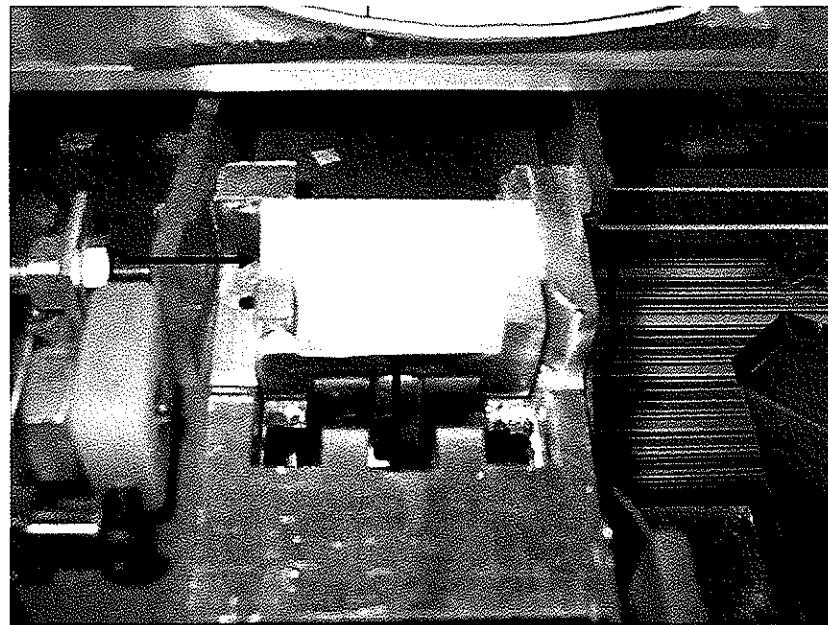
1. Loading the machine – place the desired blocks on the conveyor to load the machine. The conveyor will handle multiple blocks simultaneously.



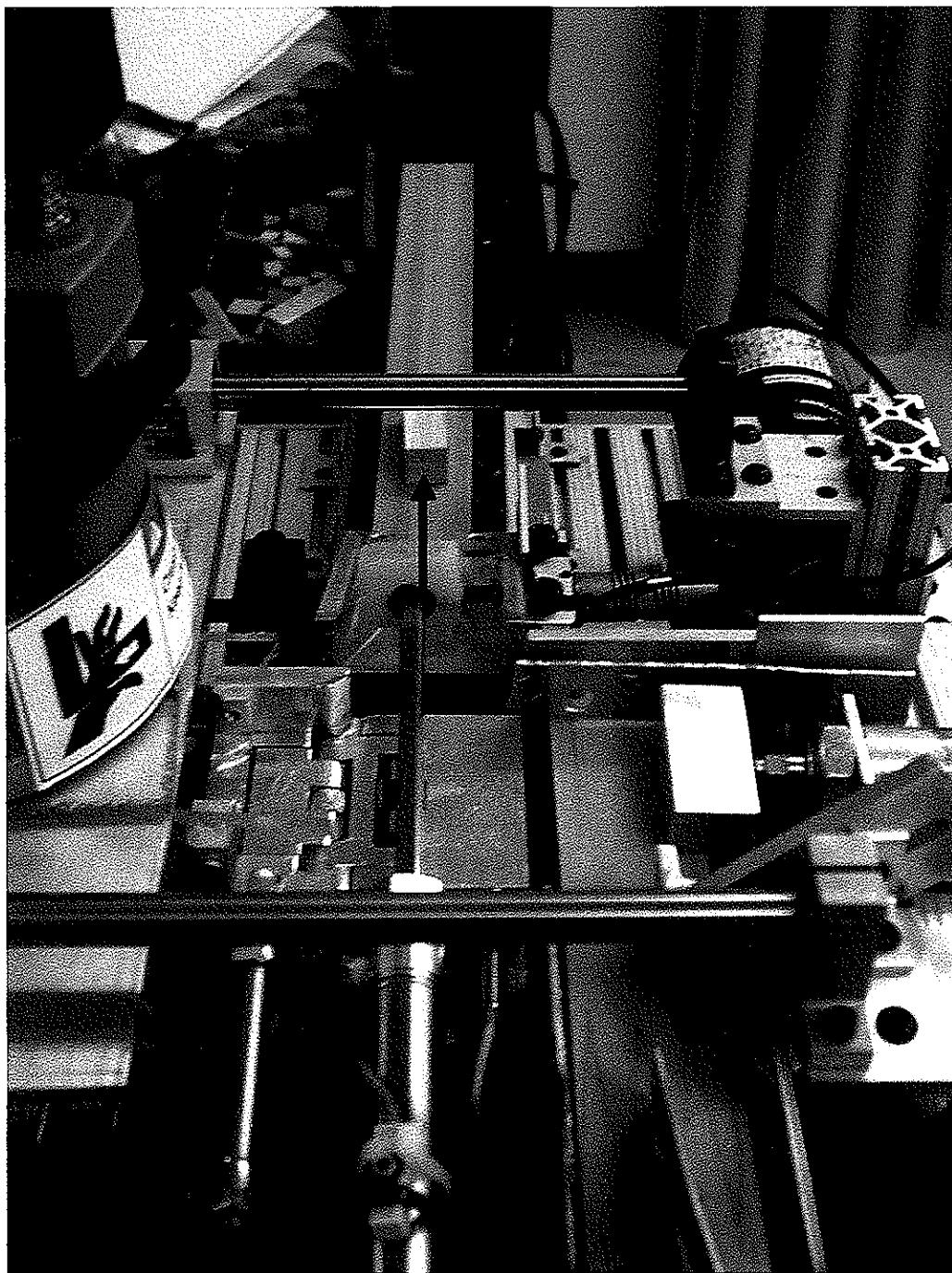
2. Loading the Main Clamp - Once the blanks are place on the conveyor the machine does the rest. The first block will pass through the gate and the sensor will trigger the plunger and the block will be pushed towards the main clamp.



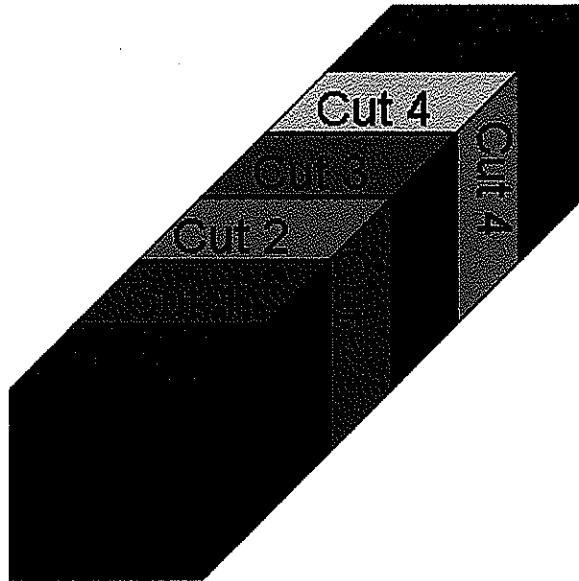
3. Cutting – Once in the main clamp the blank will be aligned by the small pneumatic cylinder and clamped. After it is clamped the router will make several passes before the block is flipped and cut on the other side.



4. Ejection – Once the puzzle piece has been cut the flipping mechanism will flip the block one more time and the last pneumatic cylinder will push the block down the slide to the exit conveyor.



Programming the Cut Paths



Figure

The puzzle piece cutter has the capability of cutting any combination of slots from either side 1 or side2. To ensure the machine is properly programmed for a particular burr puzzle it is essential to understand how to enter the cut paths into the DirectSOFT32 software.

1. Ensure the PLC is turned on, the programming cable is properly connected, and the PLC is in Terminal mode.
2. Open the DirectSOFT32 software application.
3. Open the memory editor by either accessing it from the menu or pressing CTRL+Y.
4. Find memory location v1200. This should be labeled B1S1 representing Block 1, Side 1. The memory locations for the second side start at v1210 but should be visible when v1200 is searched for.
5. The memory location is in 16 bit binary. A 1 represents a cut and a 0 represents no cut. Figure 1 shows the layout of the block. The last bit in the series of binary digits corresponds to CUT 1, the second to last CUT 2, and so on. If, for example, the machine should cut, CUT 1 and CUT 3, the binary pattern would look like 00000000000000101.
6. Once all the side 1 and side2 memory locations are properly set exit the memory editor.

Two Burr Puzzle Programs

The burr-puzzle cutting machine comes with two distinct programs for the convenience of the customer. The first 1 side program is faster and cuts the blocks from a single side. However, if the customer is experiencing excessive blowout of the block resulting in mis-calibration of the cut, it is recommended to load the 2 side program. It will cut into the block from both sides at the most critical areas to minimize the effects of blowout.

Resetting The Machine

In the even the machine jams or has to be reset because of the emergency stop button was pressed it is vitally important to the machine that the following procedure be completed.

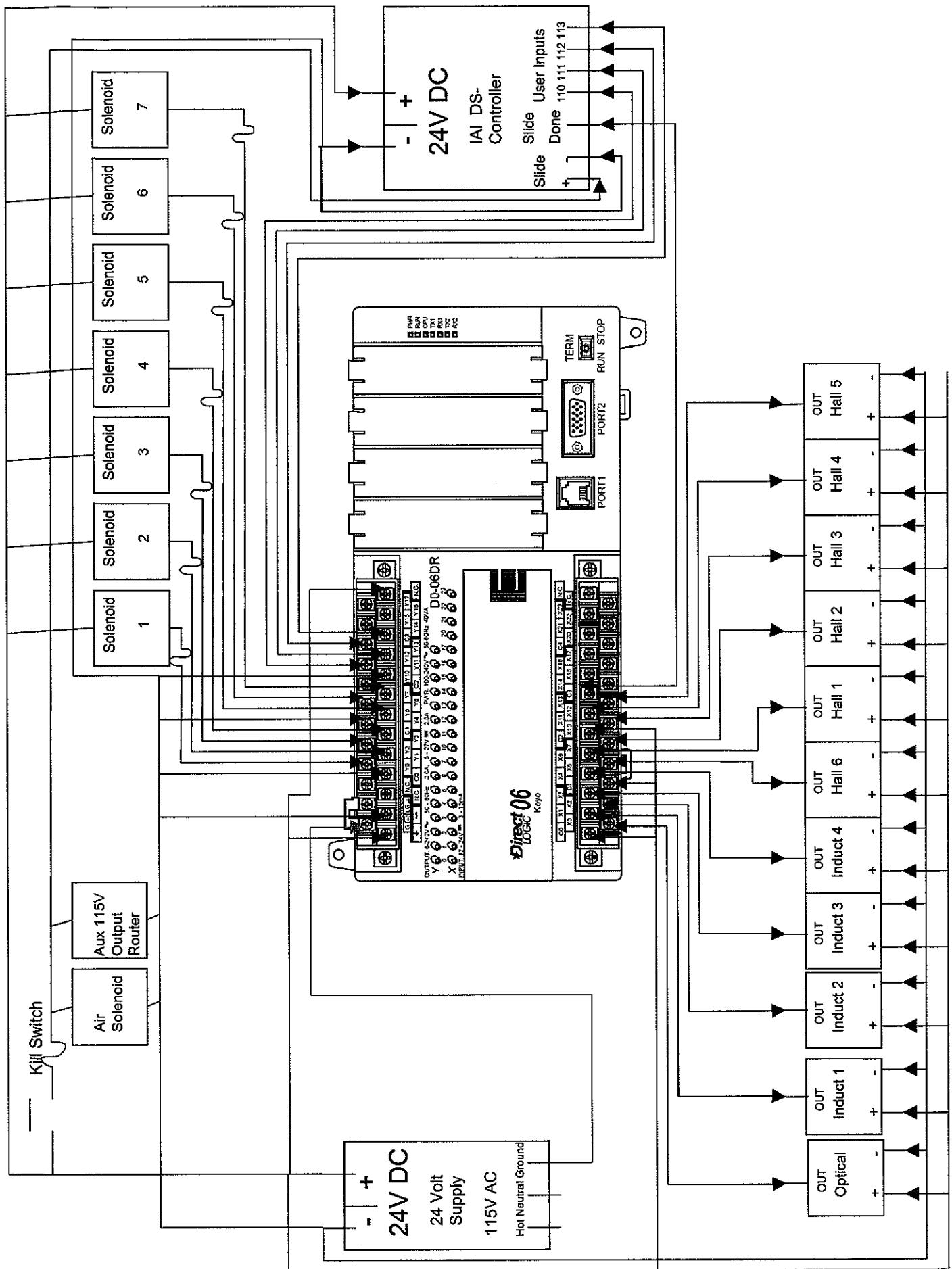
1. Switch the PLC from run mode to stop mode
2. Reset the emergency stop switch.
3. Wait for the IAI slide to recalibrate itself.
4. Only after the IAI slide has stopped moving switch the PLC into run mode.
5. Reset is completed.

System Highlights

1. Clearing the machine of block jams is easy with the quick release mechanism on the back of the router.
2. Compact system allows for fast and efficient cutting of the blocks.
3. Multiple programs for the users convenience.
4. Cutting bit is not exposed to fingers because it is well enclosed.
5. Block is held very well allowing for good cut to be made with the proper bit.
6. Block cut alignment adjustment is made simple with the slide program outlined above.
7. Optimum router path to prevent blowout.

Possible Improvements

1. Modification to the dust collection device.
2. A Hopper would allow more efficient block flow through the system.



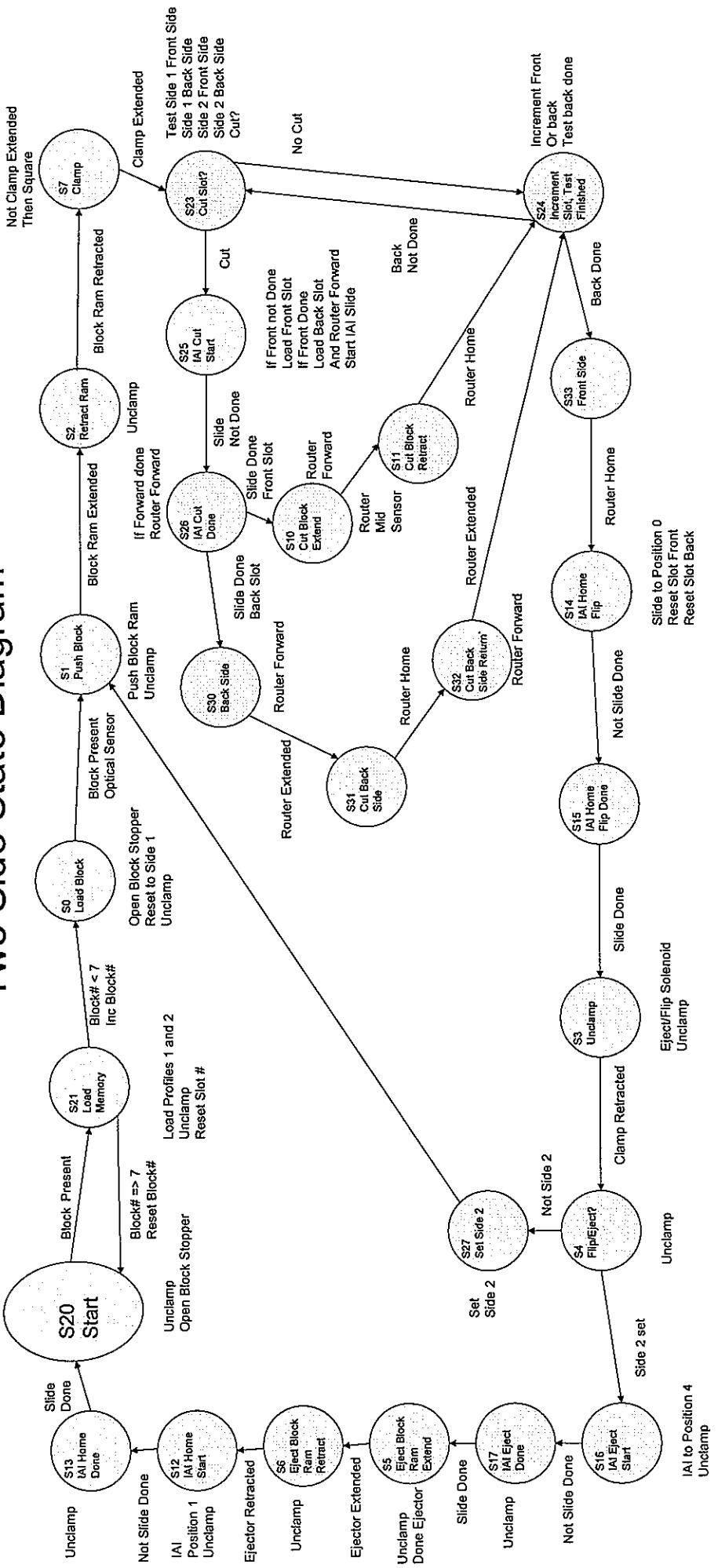
K:\..\PROJ2005\TEAM_B~1\IAI\IAI.PRG 06/06/05 08:57 06/08/05 10:15 P 1

Ns	Step	A/O	Cond	Cmnd	Operand 1	Operand 2	Pst	Comment
1	1			SVON	1			SERVOS ON
1	2			BTON	302			
1	3			HOME	1			HOME SERVO
1	4			ACC	0.3			SET ACCEL
1	5			VEL	1000			SET VELOCITY
1	6			MOVP	1			PICK UP POS.
1	7	-----		TAG	1			
1	8			WTON	011			Wait for START
1	9			BTOF	302			Reset Move Done
1	10			IN	012	014		Load pos to 99
1	11			ADD	99	1		Move to pos 0 + 1
1	12			PGET	1	5		
1	13			TRAN	200	199		
1	14			TRAN	201	99		
1	15			MOVP	*99			Move to pos #
1	16			BTON	302			Move Done
1	17			WTOF	011			Wait for /START
1	18			GOTO	1			

No.	Acc	Vel	Axis(1)
-----	-----	-----	---------

1	0.30	1000	4.570
2	0.30	1000	14.095
3	0.30	1000	23.620
4	0.30	1000	33.095
5	0.30	1000	0.000
6-	9		-----
10	x.xx	x	33.095
11	x.xx	x	23.620
12	x.xx	x	14.095
13	x.xx	x	4.570
14-	98		-----
99	x.xx	x	25.000
100	0.30	200	0.000
101	x.xx	x	0.000
102	0.30	200	1.000
103	0.30	200	2.000
104	0.30	200	26.000
105	0.30	200	13.000
106	x.xx	x	25.000
107	0.30	200	2.000
108-	109		-----
110	x.xx	x	0.000
111	x.xx	x	0.000
112	x.xx	x	0.000
113	x.xx	x	1.000
114	x.xx	x	1.000
115	x.xx	x	1.000

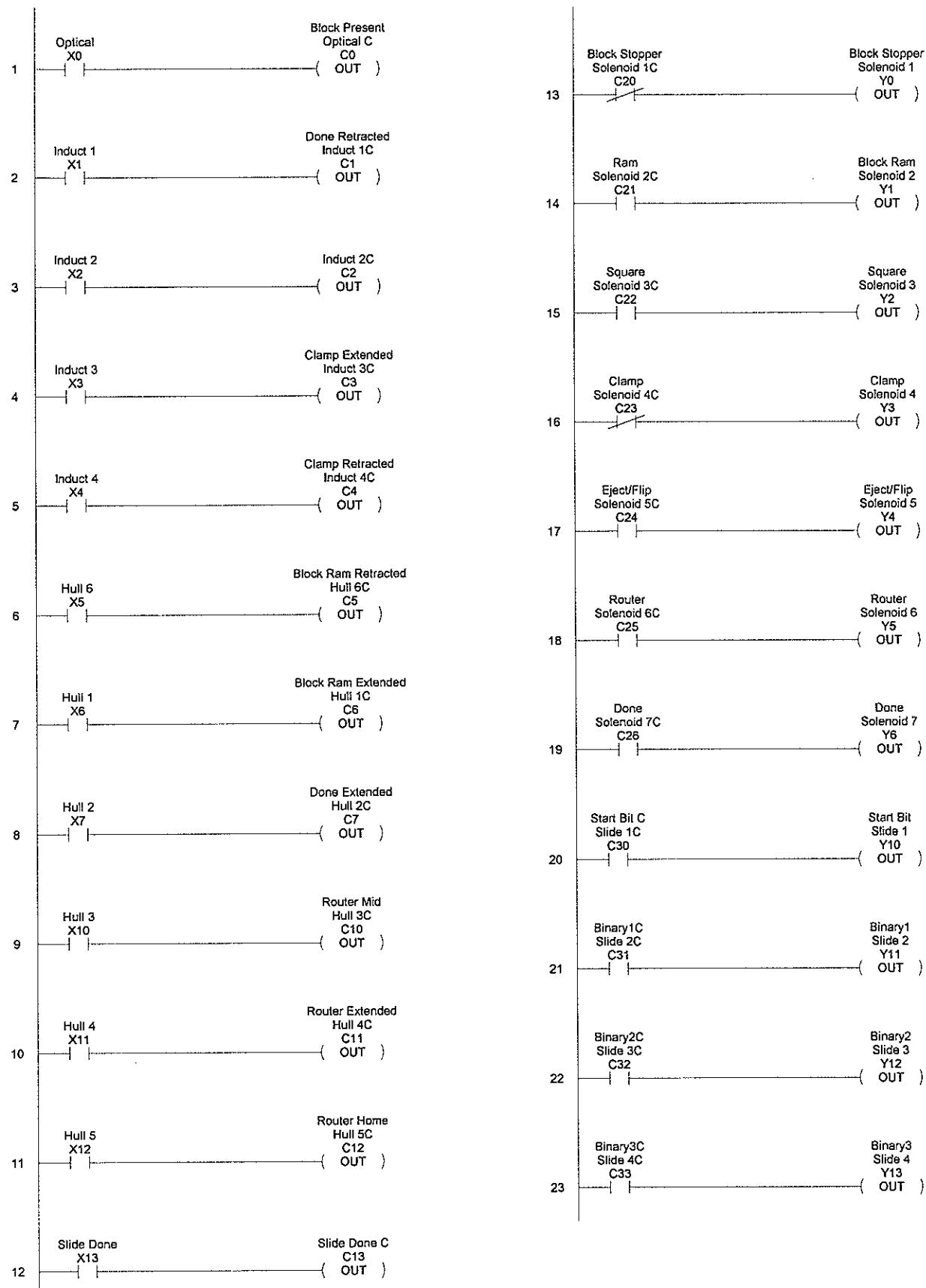
Two Side State Diagram

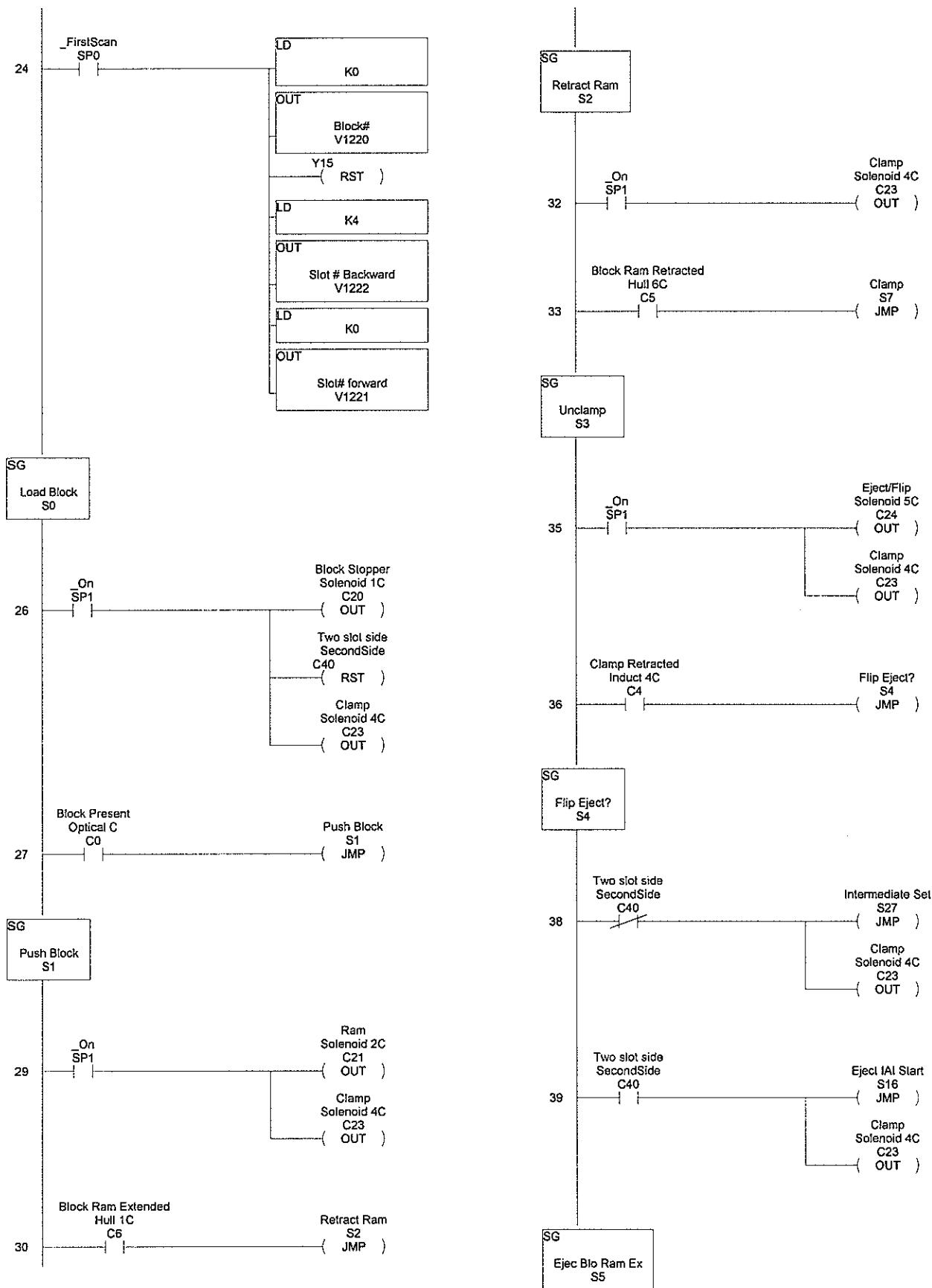


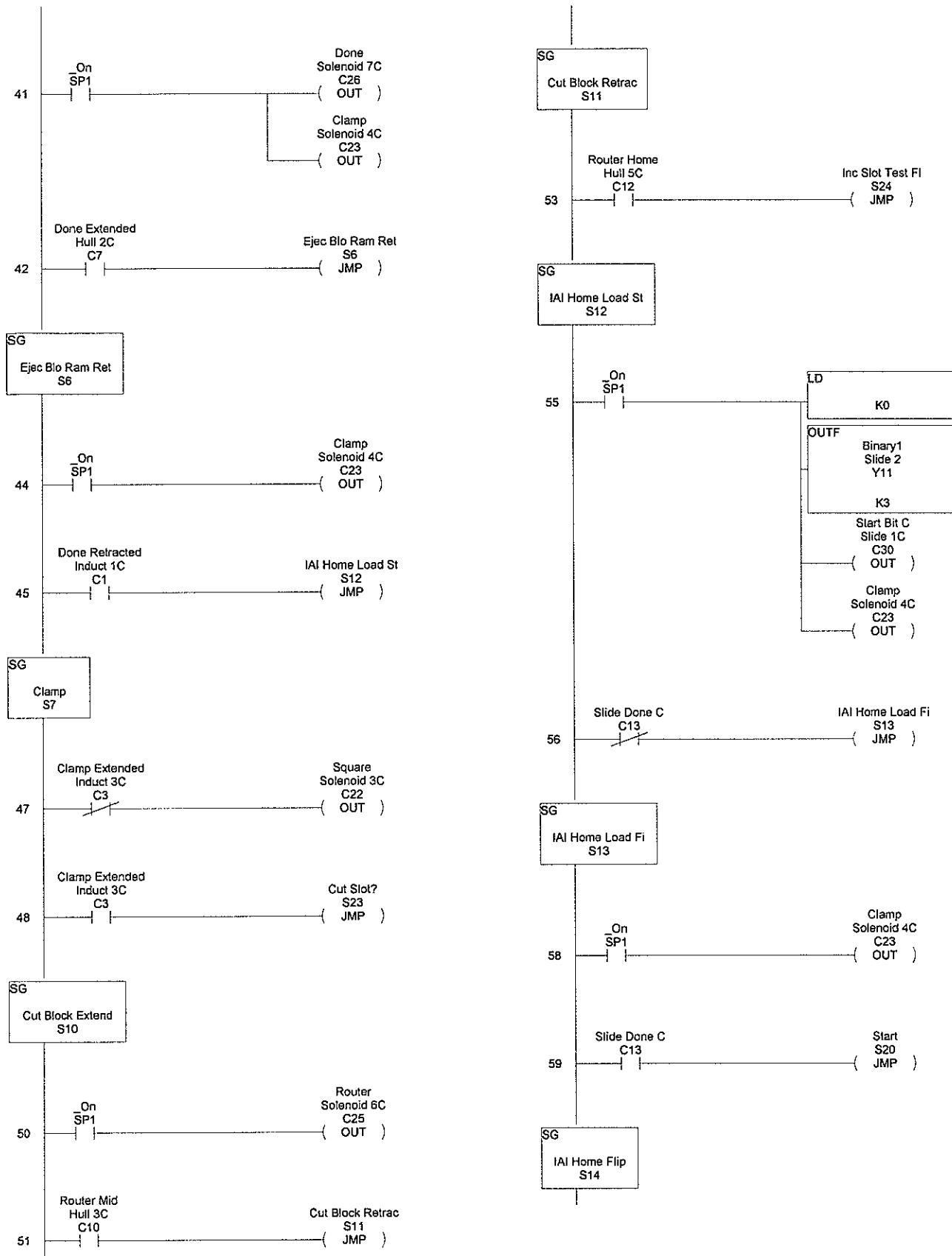
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2side



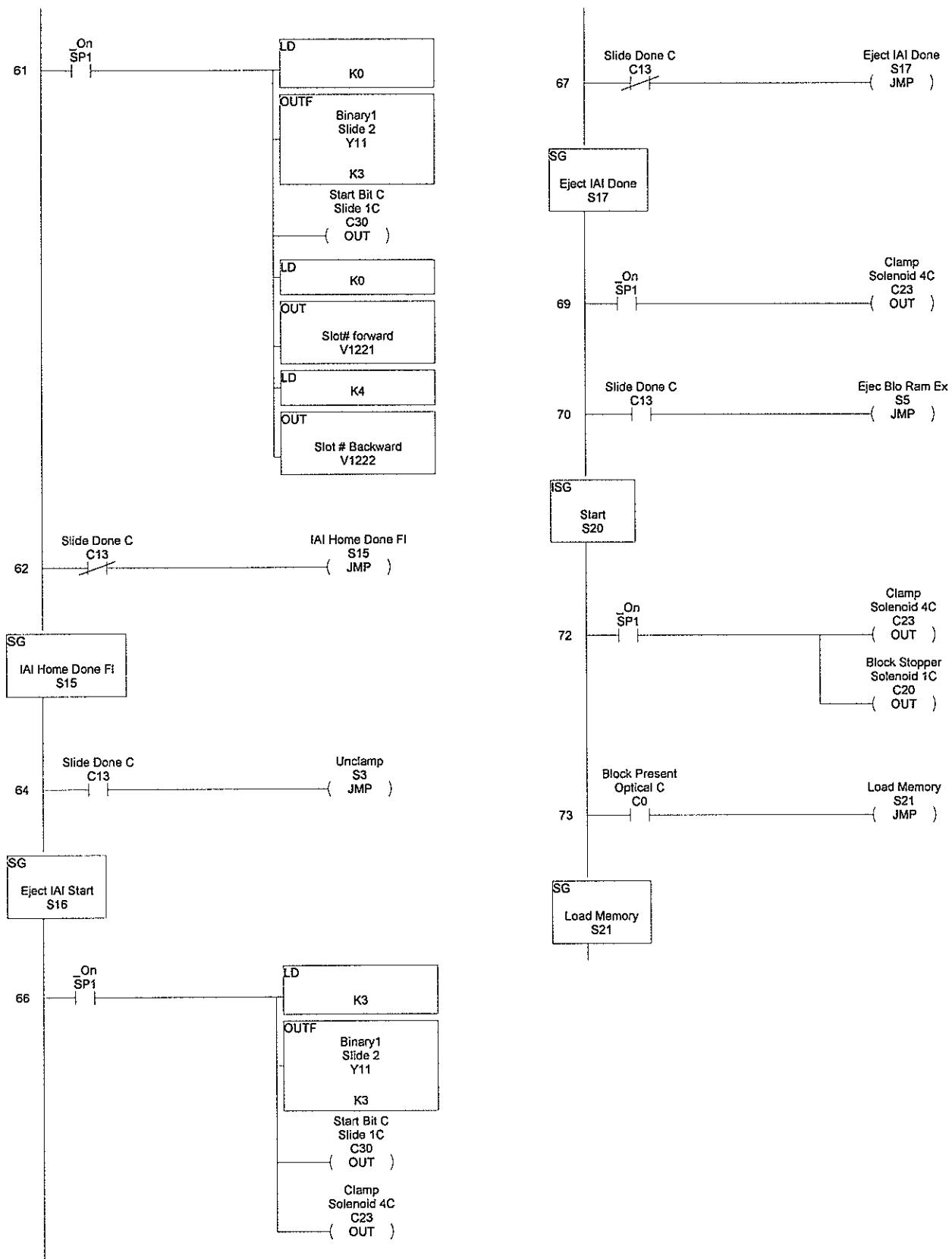




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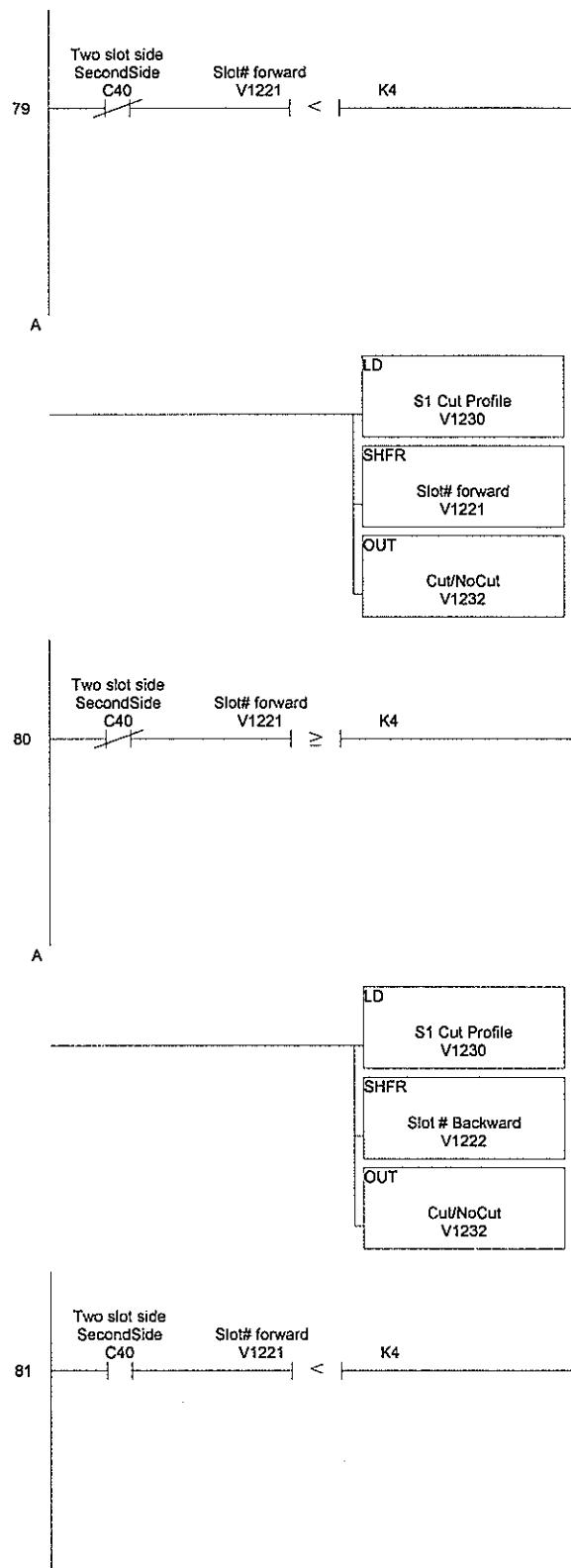
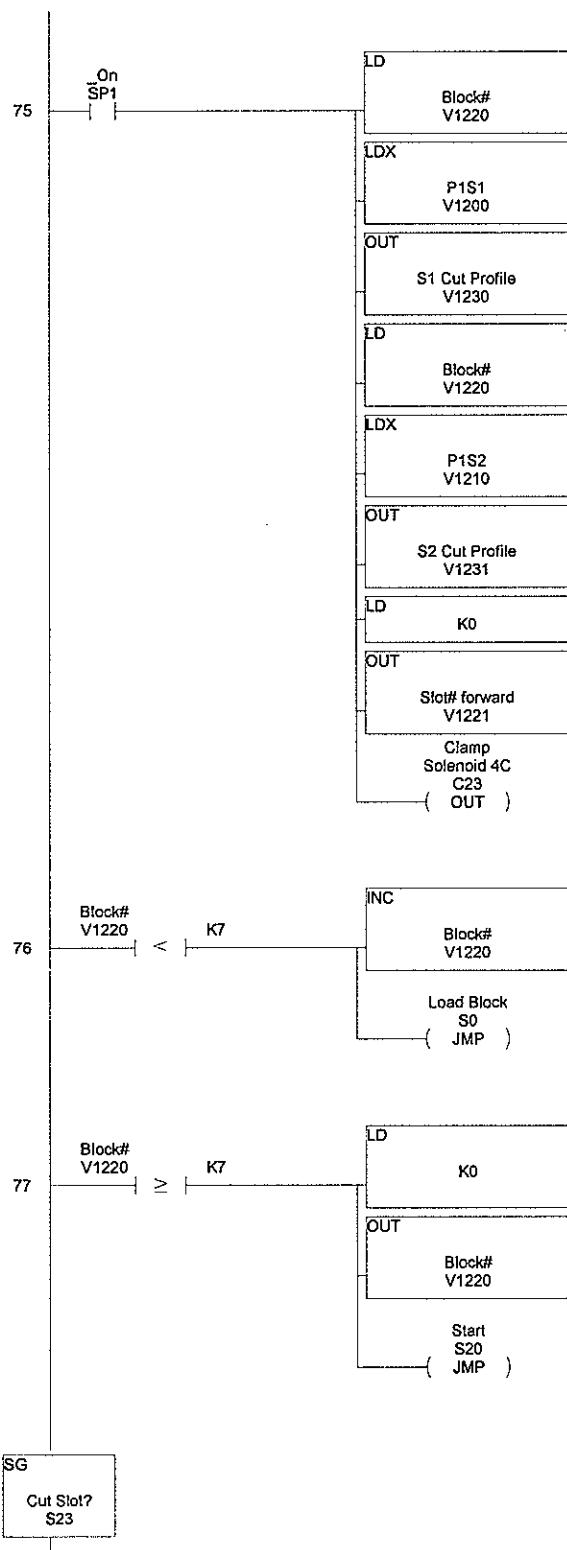


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2side

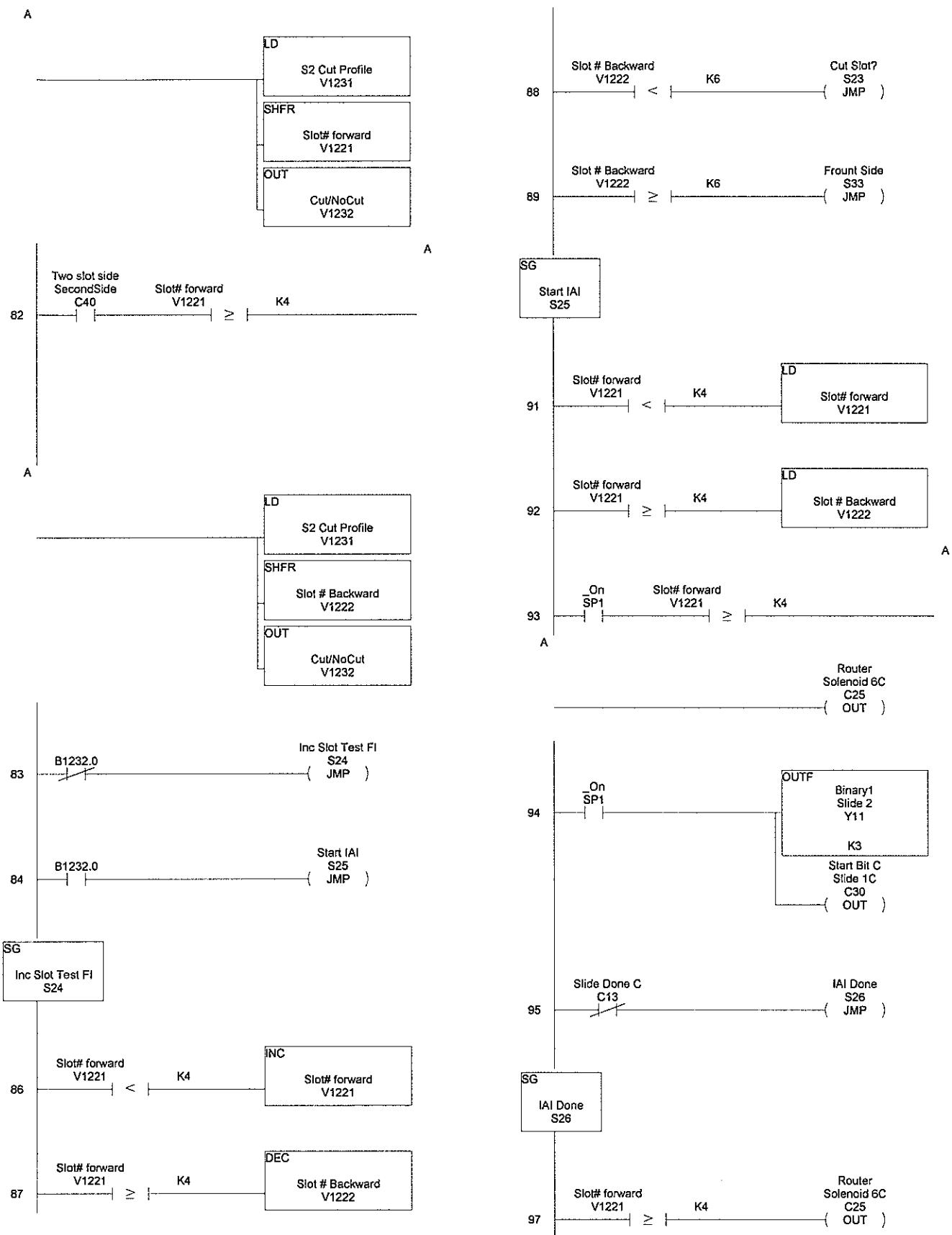
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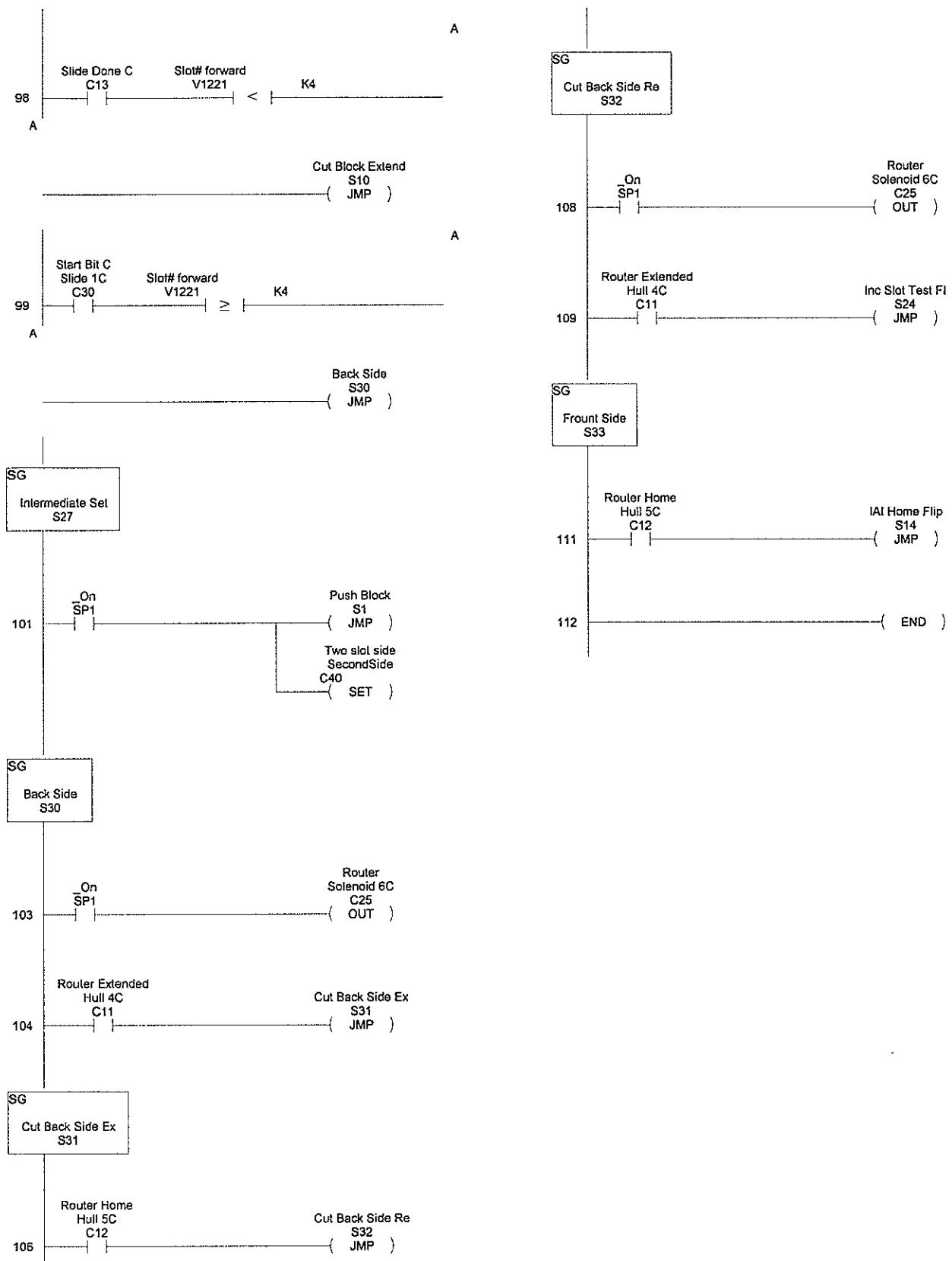
2side



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2side



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2side

X0
Optical

X12
Hull 5

X1
Induct 1

X13
Slide Done

X2
Induct 2

Y0
Solenoid 1
Block Stopper

X3
Induct 3

Y1
Solenoid 2
Block Ram

X4
Induct 4

Y2
Solenoid 3
Square

X5
Hull 6

Y3
Solenoid 4
Clamp

X6
Hull 1

Y4
Solenoid 5
Eject/Flip

X7
Hull 2

Y5
Solenoid 6
Router

X10
Hull 3

Y6
Solenoid 7
Done

X11
Hull 4

Y10
Slide 1
Start Bit

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2side

Y11
Slide 2
Binary1

C7
Hull 2C
Done Extended

Y12
Slide 3
Binary2

C10
Hull 3C
Router Mid

Y13
Slide 4
Binary3

C11
Hull 4C
Router Extended

C0
Optical C
Block Present

C12
Hull 5C
Router Home

C1
Induct 1C
Done Retracted

C13
Slide Done C

C2
Induct 2C

C20
Solenoid 1C
Block Stopper

C3
Induct 3C
Clamp Extended

C21
Solenoid 2C
Ram

C4
Induct 4C
Clamp Retracted

C22
Solenoid 3C
Square

C5
Hull 6C
Block Ram Retracted

C23
Solenoid 4C
Clamp

C6
Hull 1C
Block Ram Extended

C24
Solenoid 5C
Eject/Flip

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2side

C25
Solenoid 6C
Router

S3
Unclamp

C26
Solenoid 7C
Done

S4
Flip Eject?

C30
Slide 1C
Start Bit C

S5
Ejec Blo Ram Ex

C31
Slide 2C
Binary1C

S6
Ejec Blo Ram Ret

C32
Slide 3C
Binary2C

S7
Clamp

C33
Slide 4C
Binary3C

S10
Cut Block Extend

C40
SecondSide
Two slot side

S11
Cut Block Retrac

S0
Load Block

S12
IAI Home Load St

S1
Push Block

S13
IAI Home Load Fi

S2
Retract Ram

S14
IAI Home Flip

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2side

S15
IAI Home Done Fl

S27
Intermediate Set

S16
Eject IAI Start

S30
Back Side

S17
Eject IAI Done

S31
Cut Back Side Ex

S20
Start

S32
Cut Back Side Re

S21
Load Memory

S33
Frount Side

S22
Not Used

V0
Sylinoid C1

S23
Cut Slot?

V1200
P1S1

S24
Inc Slot Test Fl

V1201
P2S1

S25
Start IAI

V1202
P3S1

S26
IAI Done

V1203
P4S1

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2side

V1204
P5S1

V1222
Slot # Backward

V1205
P6S1

V1230
S1 Cut Profile

V1210
P1S2

V1231
S2 Cut Profile

V1211
P2S2

V1232
Cut/NoCut

V1212
P3S2

V1213
P4S2

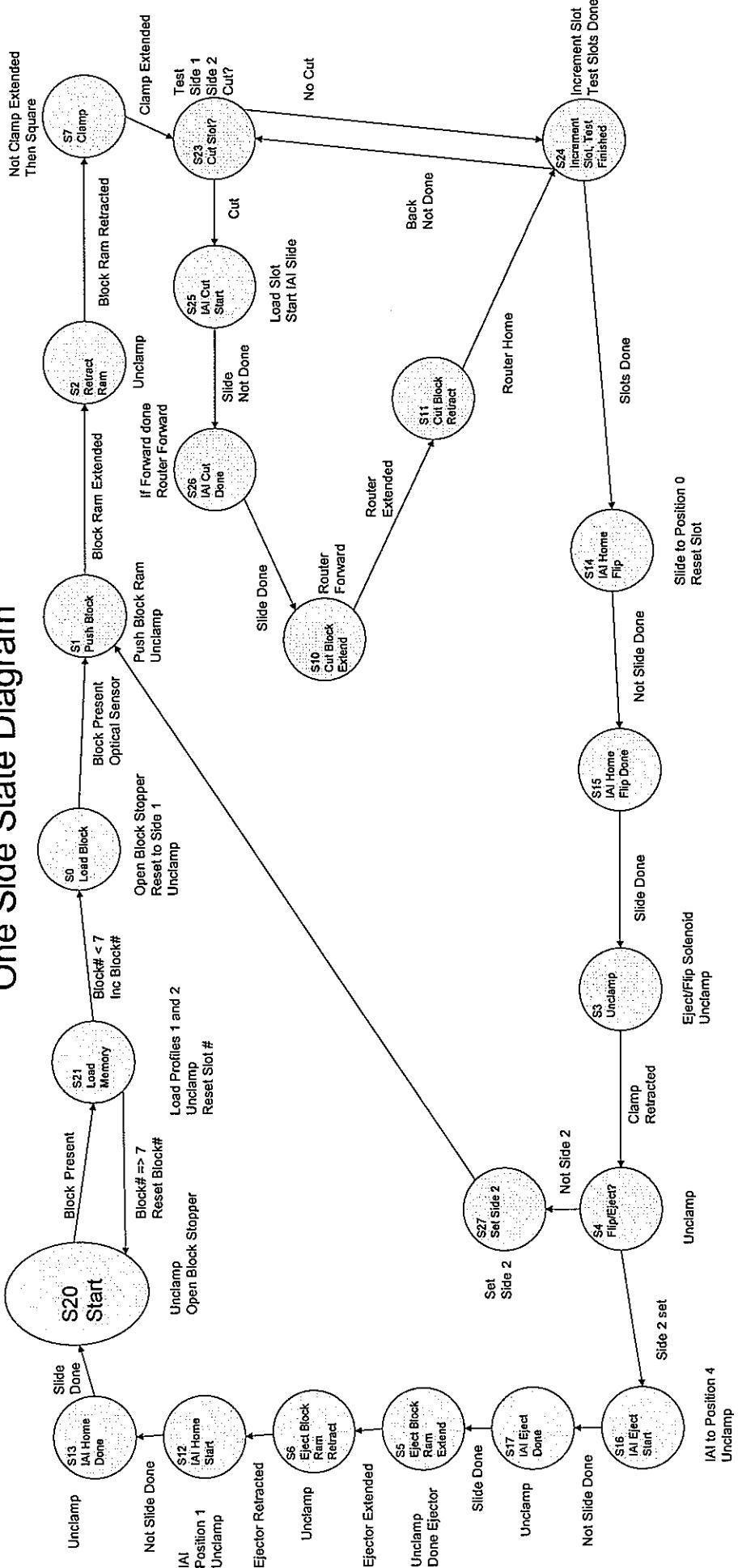
V1214
P5S2

V1215
P6S2

V1220
Block#

V1221
Slot# forward

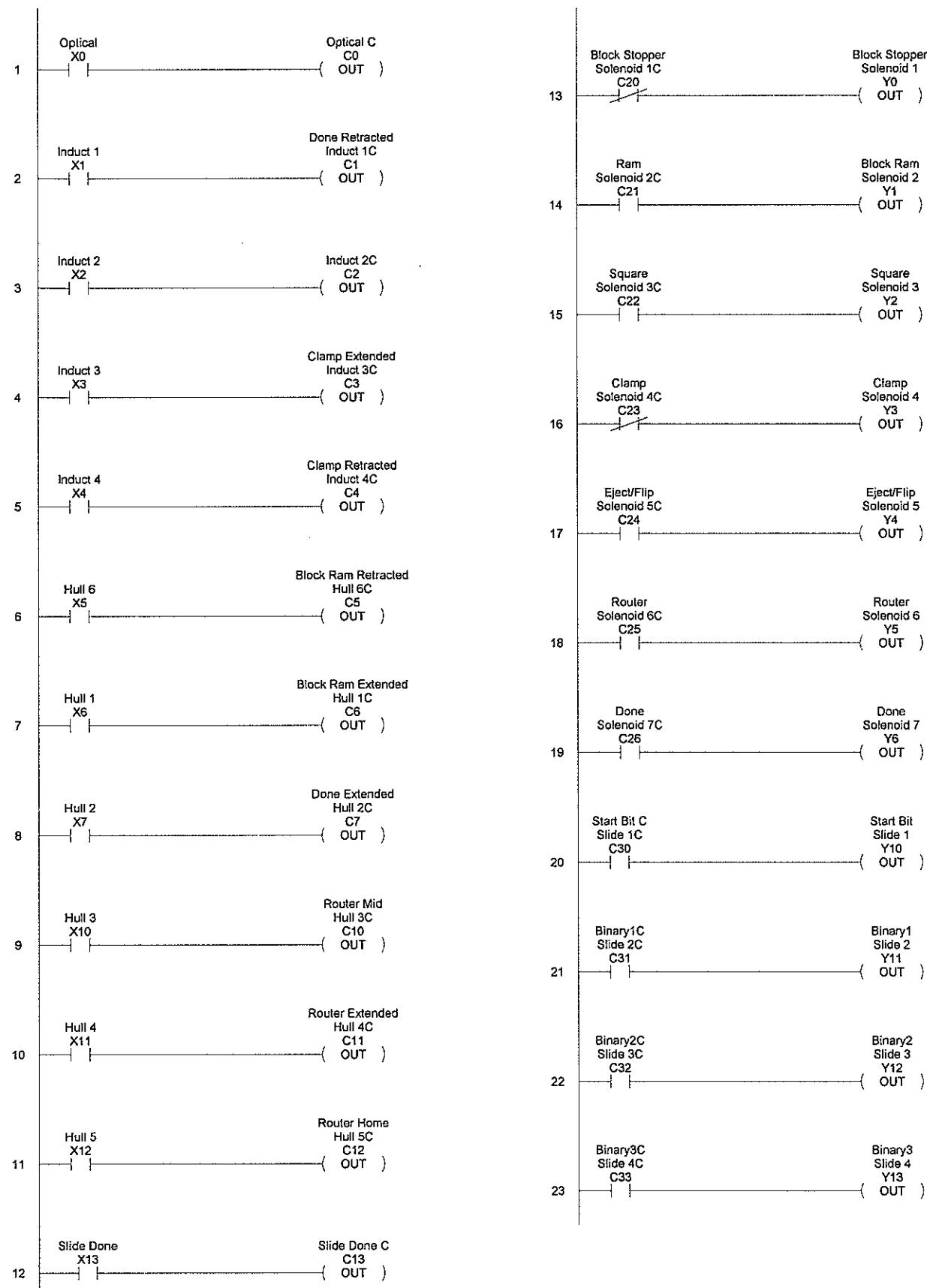
One Side State Diagram



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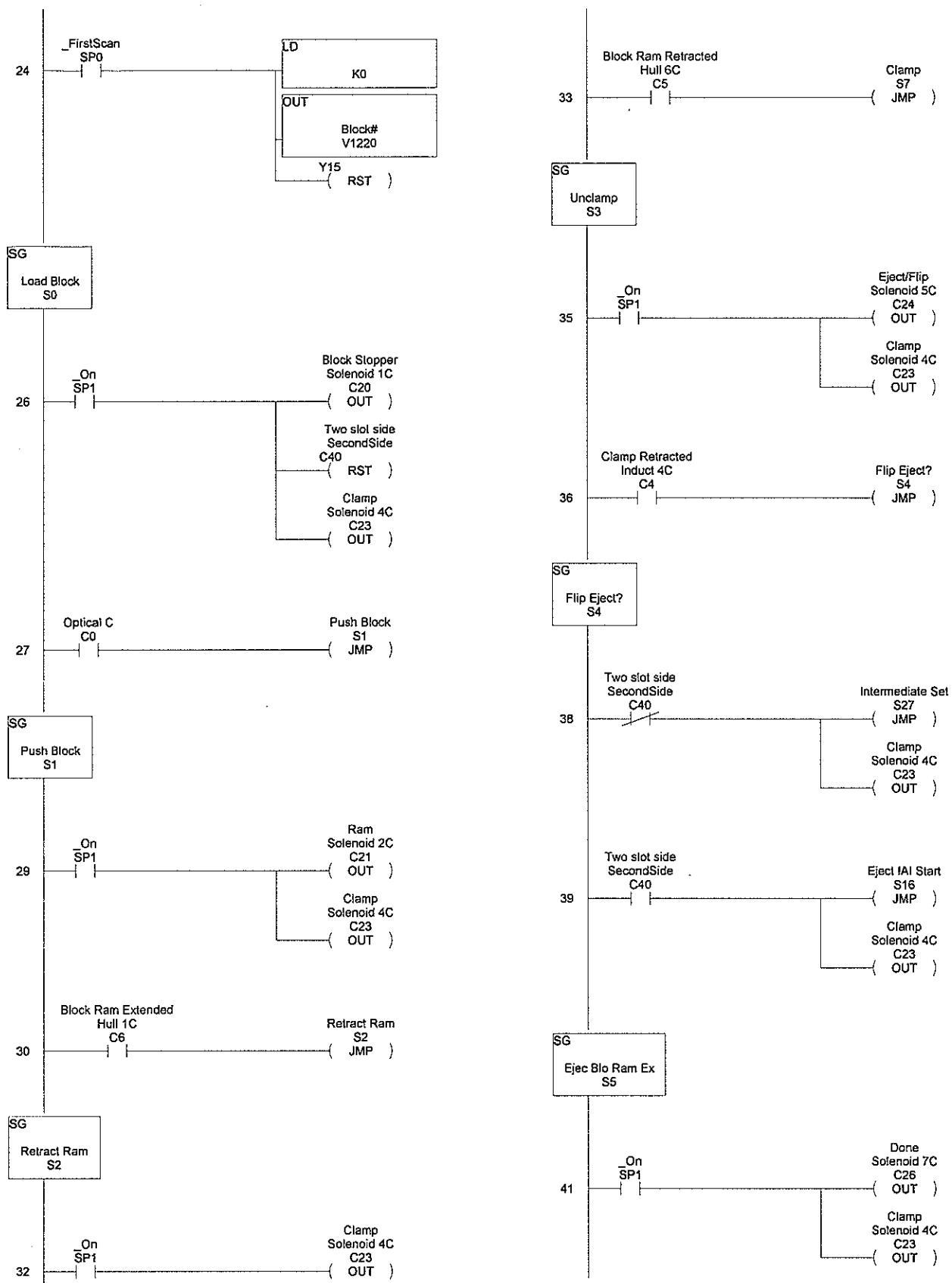
1side



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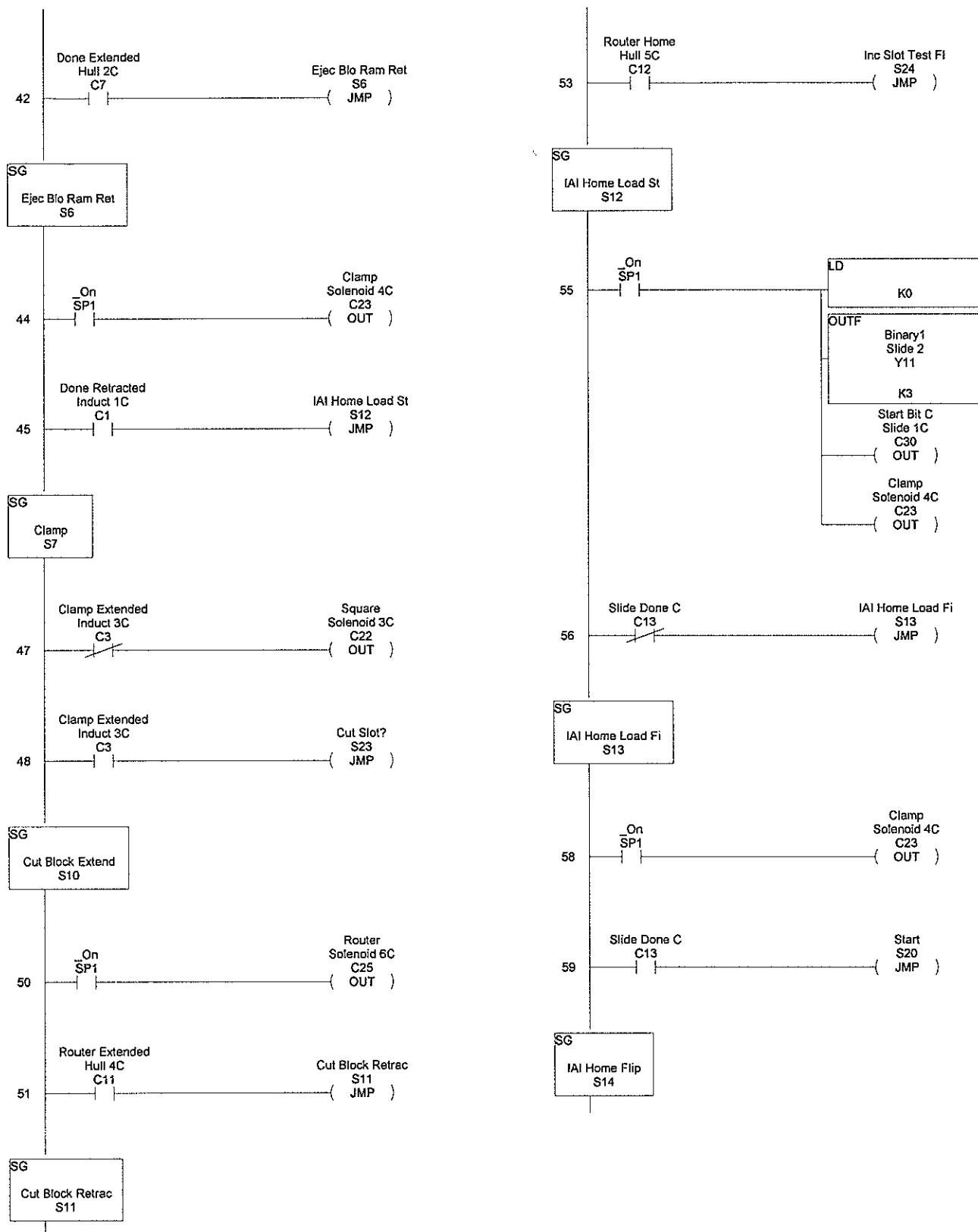
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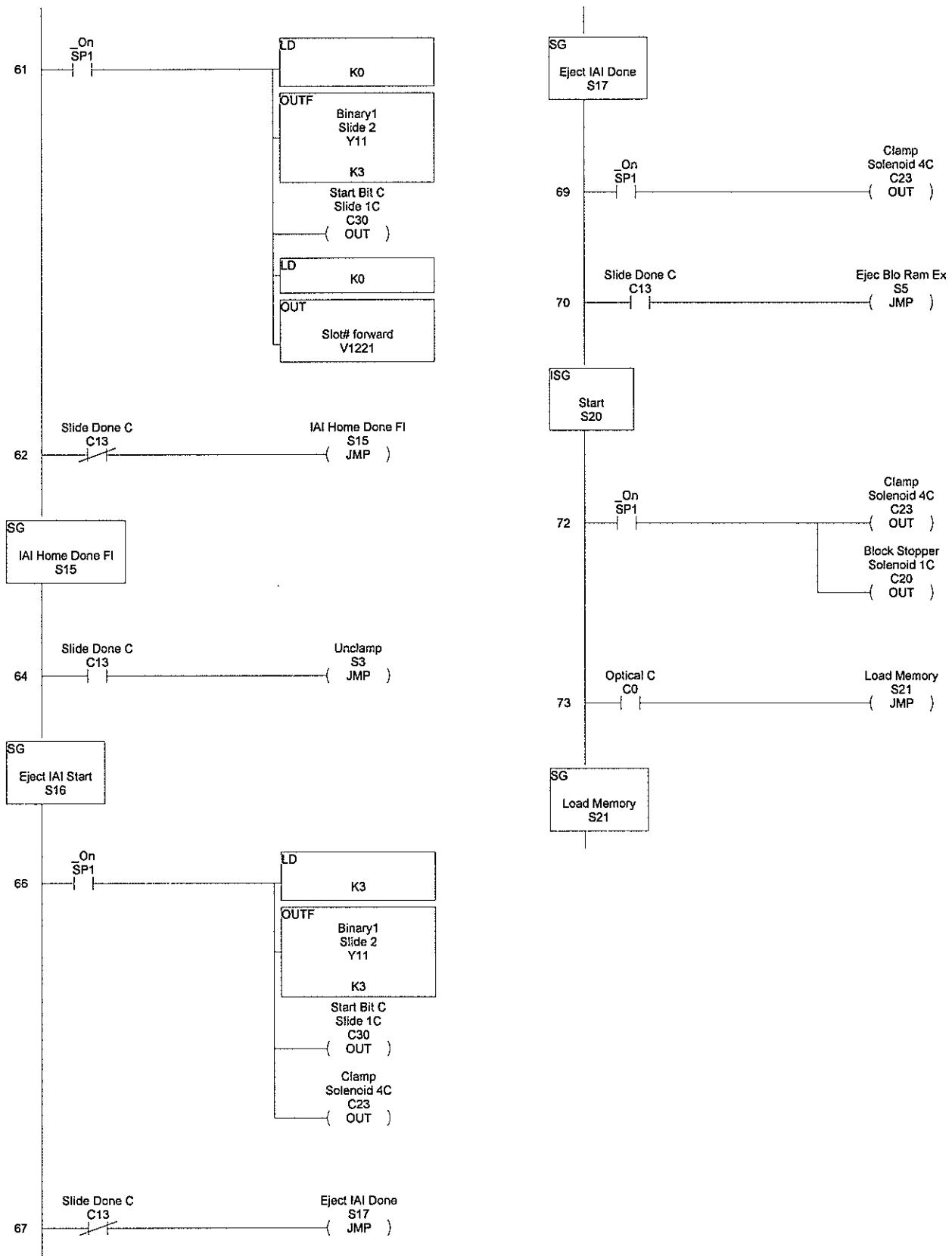


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1side

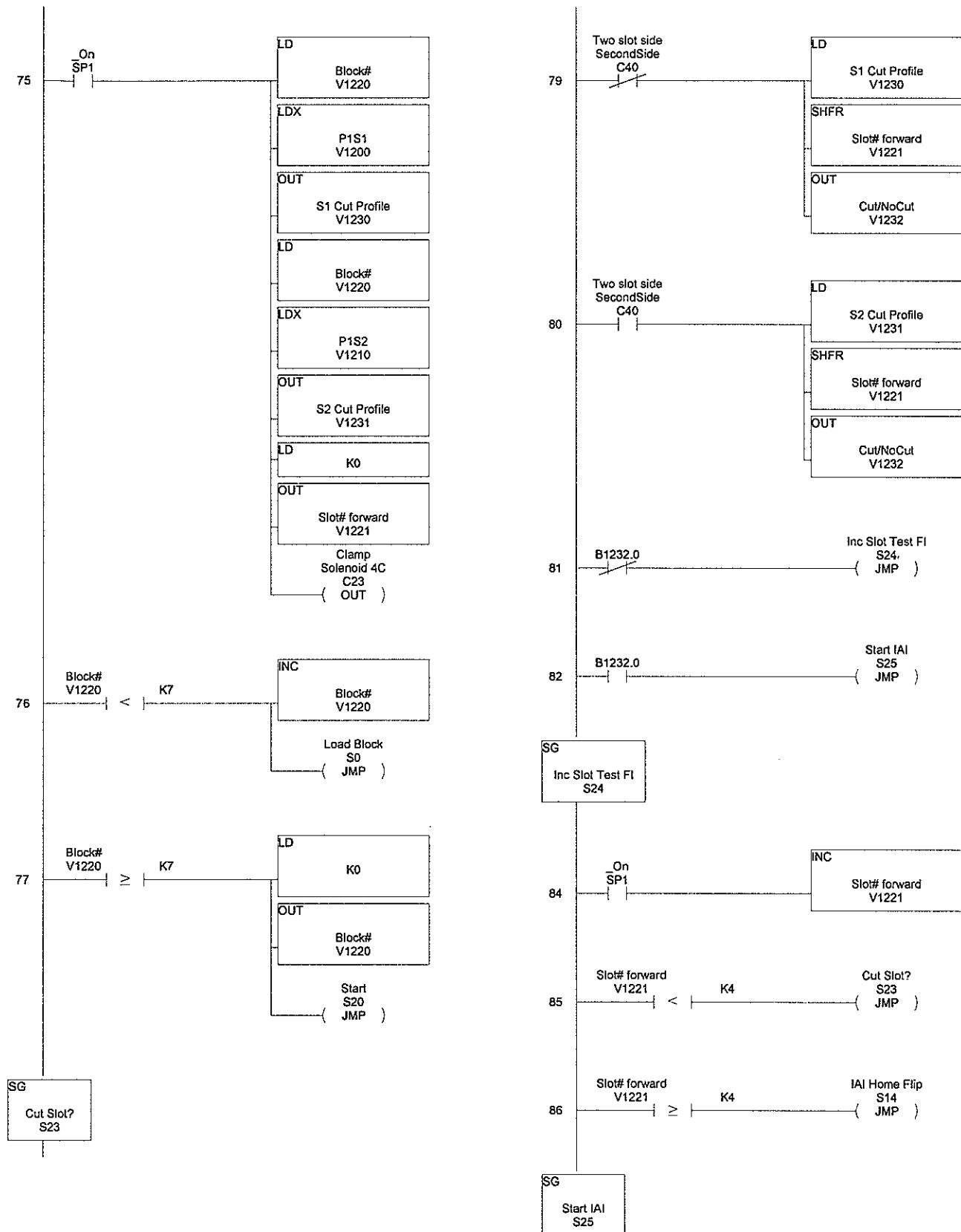


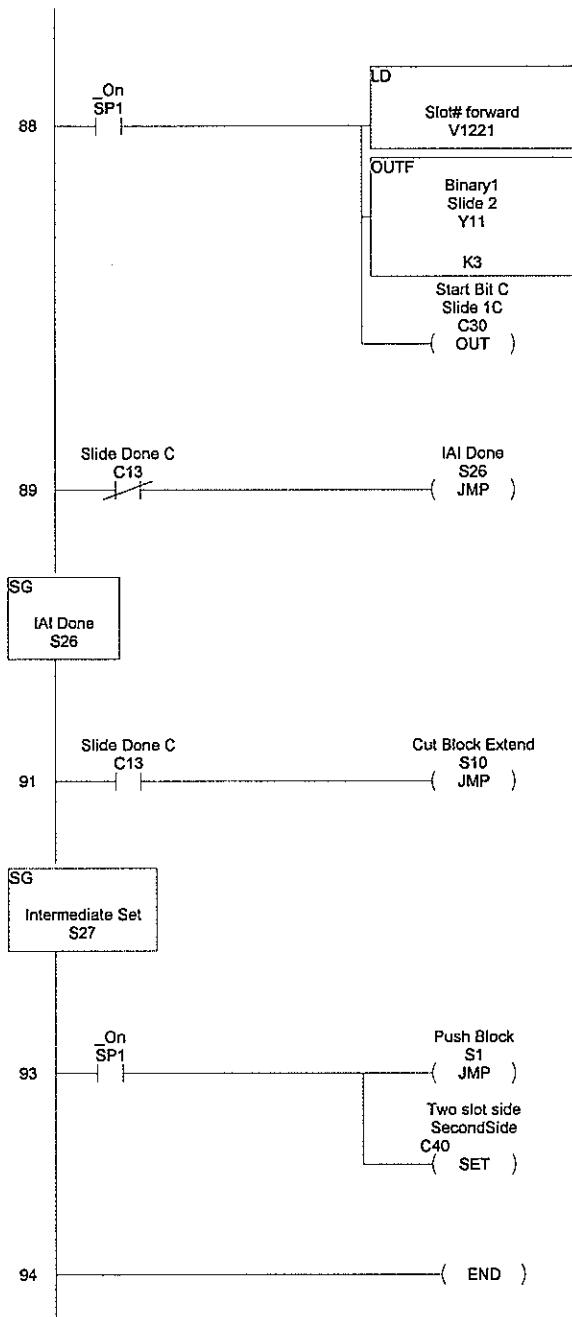


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1side





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1side

X0
Optical

X12
Hull 5

X1
Induct 1

X13
Slide Done

X2
Induct 2

Y0
Solenoid 1

Block Stopper

X3
Induct 3

Y1
Solenoid 2

Block Ram

X4
Induct 4

Y2
Solenoid 3

Square

X5
Hull 6

Y3
Solenoid 4

Clamp

X6
Hull 1

Y4
Solenoid 5

Eject/Flip

X7
Hull 2

Y5
Solenoid 6

Router

X10
Hull 3

Y6
Solenoid 7

Done

X11
Hull 4

Y10
Slide 1

Start Bit

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1side

Y11
Slide 2
Binary1

C7
Hull 2C
Done Extended

Y12
Slide 3
Binary2

C10
Hull 3C
Router Mid

Y13
Slide 4
Binary3

C11
Hull 4C
Router Extended

C0
Optical C

C12
Hull 5C
Router Home

C1
Induct 1C
Done Retracted

C13
Slide Done C

C2
Induct 2C

C20
Solenoid 1C
Block Stopper

C3
Induct 3C
Clamp Extended

C21
Solenoid 2C
Ram

C4
Induct 4C
Clamp Retracted

C22
Solenoid 3C
Square

C5
Hull 6C
Block Ram Retracted

C23
Solenoid 4C
Clamp

C6
Hull 1C
Block Ram Extended

C24
Solenoid 5C
Eject/Flip

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1side

C25
Solenoid 6C
Router

S3
Unclamp

C26
Solenoid 7C
Done

S4
Flip Eject?

C30
Slide 1C

S5
Ejec Blo Ram Ex

C31
Slide 2C

S6
Ejec Blo Ram Ret

C32
Slide 3C

S7
Clamp

C33
Slide 4C

S10
Cut Block Extend

C40
SecondSide

S11
Cut Block Retrac

S0
Load Block

S12
IAI Home Load St

S1
Push Block

S13
IAI Home Load Fi

S2
Retract Ram

S14
IAI Home Flip

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1side

S15
IAI Home Done Fl

S27
Intermediate Set

S16
Eject IAI Start

S30
Cut Block Back E

S17
Eject IAI Done

S31
Cut Blk Back Ret

S20
Start

V0
Sylinoid C1

S21
Load Memory

V1200
P1S1

S22
Not Used

V1201
P2S1

S23
Cut Slot?

V1202
P3S1

S24
Inc Slot Test Fl

V1203
P4S1

S25
Start IAI

V1204
P5S1

S26
IAI Done

V1205
P6S1

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1side

V1210
P1S2

V1231
S2 Cut Profile

V1211
P2S2

V1232
Cut/NoCut

V1212
P3S2

V1213
P4S2

V1214
P5S2

V1215
P6S2

V1220
Block#

V1221
Slot# forward

V1222
Slot # Backward

V1230
S1 Cut Profile