# MODULE 3.1 │ OFFLINE BASIC

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| **Target group:** | Future offline programmers |
| **Requirements:** | ▪ Welding knowledge (advisable) <br> ▪ igm robot programming (K5 or K6) <br> No special previous knowledge of computer programming necessary |
| **Objective:** | Offline programming on the igm programming system |
| **Languages:** | ▪ German <br> ▪ English |
| **Training duration:** | 3 days |
| **Training hours:** | Weeksdays (except Friday), 08:00 a.m. to 04:30 p.m. |
| **Participants:** | min. 1 persons, max. 5 persons |
| **Price:** | on demand <br> incl.: documentation (electronic), hospitality and local transportation <br> excl.: hotel, breakfast and dinner <br> A hotel can be organised by igm, please contact us if required |

| Training content | RTi4xx │ K5 | RTe4xx │ K6 |
|---|:---:|:---:|
| Basic general view, handing over the training documentation (electronic) | X | X |
| Basics in 3DsMax <br> ▪ Toolbar, select and move, rotate, align, snaps, locks, select TCP <br> ▪ Scenebrowser, objektnames, linking <br> ▪ Hierarchy Tab (Pivot, locks) | X | X |
| Moving in a 3D environment <br> ▪ Coordinates and offsets <br> ▪ Reference coordinate systems | X | X |
| Import of Workpieces <br> ▪ Convert script <br> ▪ Position and orientation of the pivot point <br> ▪ Color | X | X |
| igm Scripts in 3DsMax | X | X |
| Collision Check (Full-collision Objekt) | X | X |
| 3DsMax Dialog | X | X |
| "Seam Creator" | X | X |
| Practical Training | X | X |