6 Starting the Program

⚠️ **When the program is started, the robot and any peripheral equipment will start to move. Check that all preparations have been made for program execution. Make sure that the workcell is clear of all personnel before starting the robot.**

If NOT LOADED is displayed on the program status line, then a program must be loaded (see *Loading a Program* on page 9-5).

If a program is loaded and is executable, STOPPED will be displayed on the program status line and the program can be started:

• Press the function key *Start*.

When a program is running three RAPID instructions are displayed in the window. The program pointer indicates which one is currently executing. The name of the currently executing routine is displayed in the **Routine** field (see *Figure 5*).
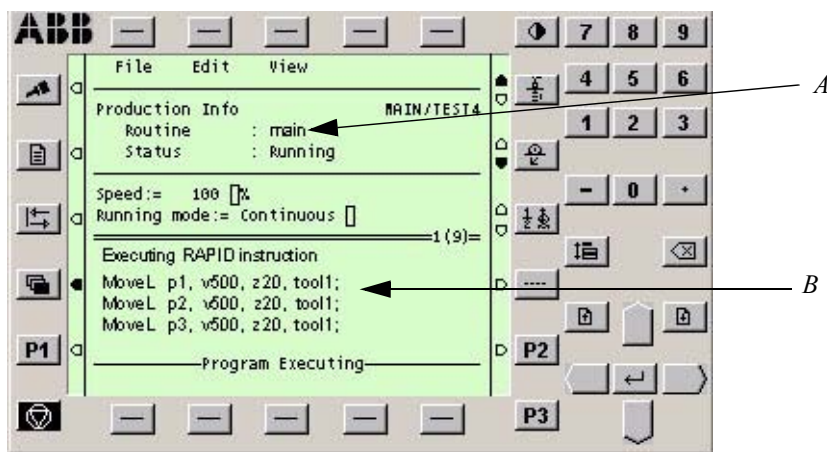

Figure 5 The current instruction is shown while the program is running.

A - Routine name   B - The executing instruction

6.1 Restarting after a stop

If you wish to restart program execution from where it was interrupted:

• Press *Start*.

The program can also be restarted from the beginning. This is described below.

6.2 Starting a program from the beginning

To start again from the beginning, proceed as follows:

• Choose **Edit: Start from Beginning**.

• Press *OK* to confirm.

The program pointer ≫ will then move to the first instruction in the program.

• Press *Start*.

6.3 Return to the programmed path

It is possible that the emergency stop condition has put the robot so far off its path that
it cannot recover gracefully.
In such a case it is requesting you to jog the robot closer to the programmed path.

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7 Stopping the Program

Program execution can be stopped by pressing the stop button on the teach pendant unit
(see Figure 6).

In case of an emergency, press one of the emergency stop buttons instead. This will cut
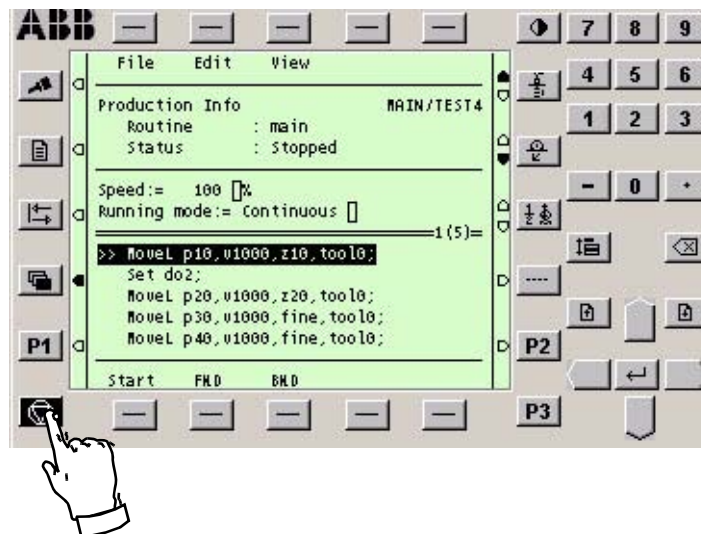off the power supply to the robot motors and engage all brakes.

Figure 6 This stop button is used to stop program execution.