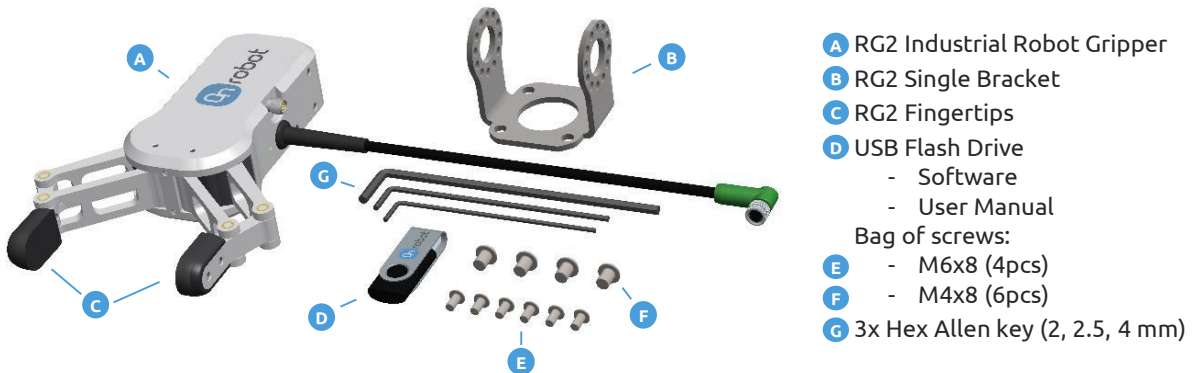


Congratulations on your new RG2 Industrial Robot Gripper !

## Scope of delivery for standard RG2 gripper



The **RG2 User Manual** is enclosed in the USB stick !

## Getting started

- To get started follow the steps in page 2-3-4



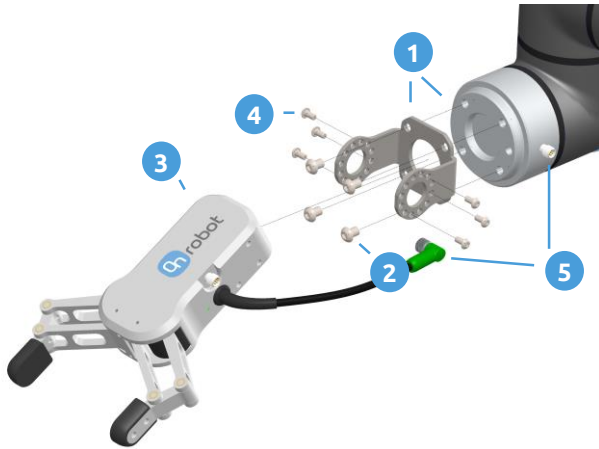
**WARNING:** It is important that the user/implementer of this product has understood the **RG2** and the Universal Robots User Manuals before connecting the gripper.

## Update you RG2 functionalities

In the future, new functionalities will be released at [www.onrobot.com/support/](http://www.onrobot.com/support/)

- Get the latest RG2 Software Package
- Get the latest RG2 User Manual

## 1 Mount RG2



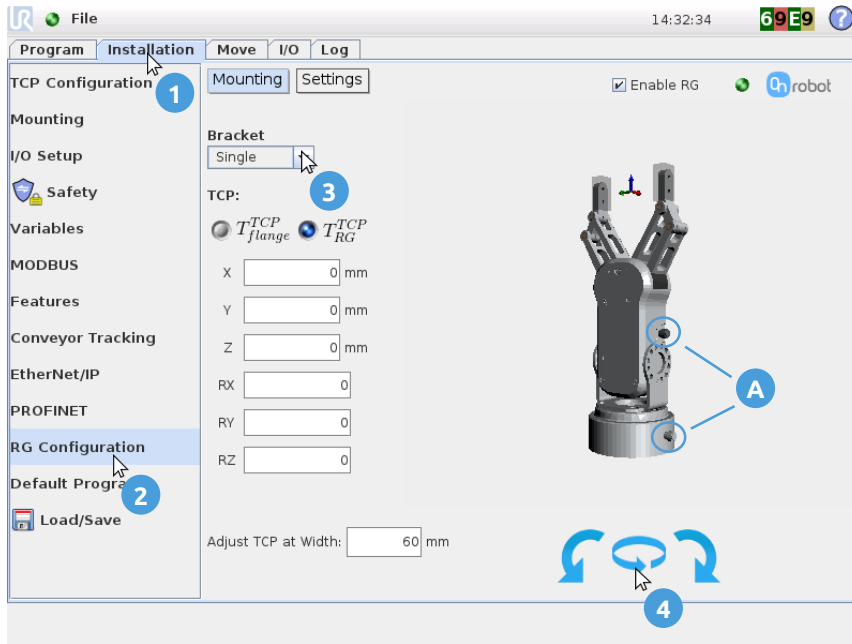
1. Place the bracket on the robot flange
2. Tighten M6 screws (4 pcs)
3. Place RG2 on the bracket with the desired angle
4. Tighten M4 screws (6pcs)
5. Plug RG2 cable in the robot's flange connector

## 2 Install RG2 Software Package



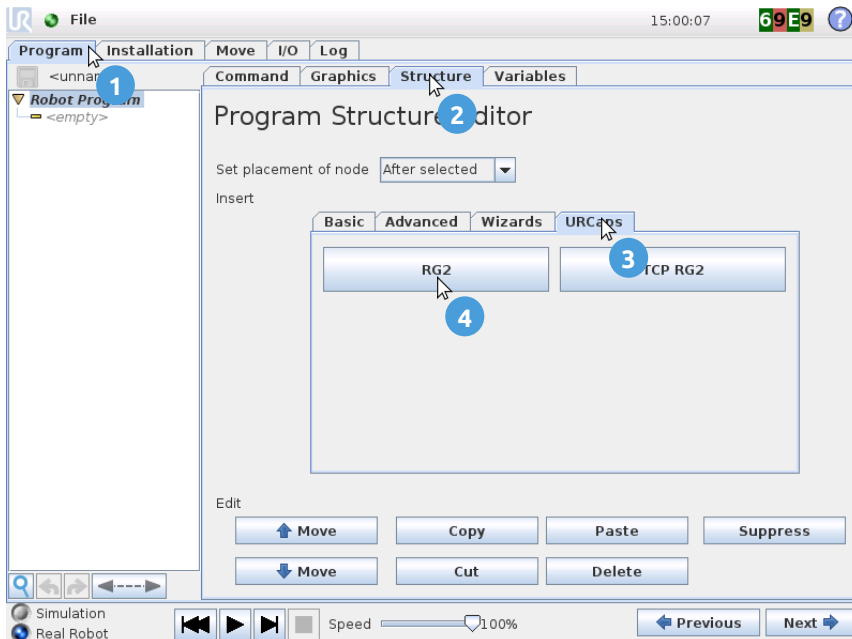
1. With the system powered on, insert the **USB stick** in the teach pendant
2. Wait for system to reboot
3. Press **"Go to initialization screen"**
4. Press **"ON"**
5. Press **"START"**
6. Press **"OK"**

## 3 Configure RG2 Mount



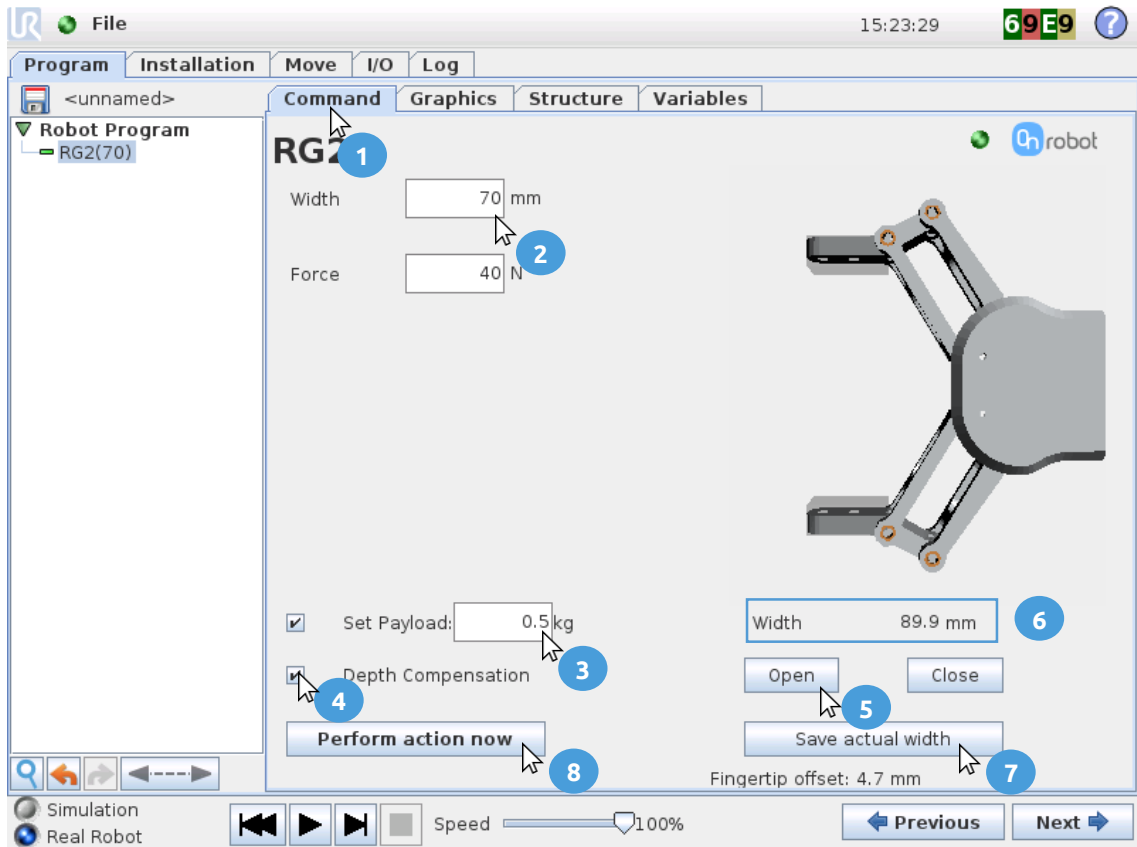
1. Press the **"Installation"** tab
2. Press **"RG Configuration"**
3. Select the **"Bracket"** type
4. Set the relative orientation for RG2 and the robot flange by pressing the **blue arrows** (use the pin guides **A** as reference)

## 4 Add RG2 Node



1. Press the **"Program"** tab
2. Press the **"Structure"** tab
3. Press the **"URCaps"** tab
4. Press **"RG2"**

## 5 Configure RG2 Node



1. Press the **“Command”** tab
2. Set the RG2 **Width** and **Force**
3. Set the **Payload** (workpiece weight)
4. Enable or disable **“Depth Compensation”**
5. **“Open”** and **“Close”** the RG2 by using the buttons (hold-to-run)
6. RG2 **Width** can be read online
7. **“Save actual width”** will save the width value **6** in this node
8. **“Perform action now”**, the physical RG2 will move according to **2** and **4**
9. An **“Object detection”** image will appear when grasping an object

