



Motion blending wont be interrupted  
by If node

# OUTLINE

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- **Purpose**

Correct the problem that motion blending will be interrupted by If node.

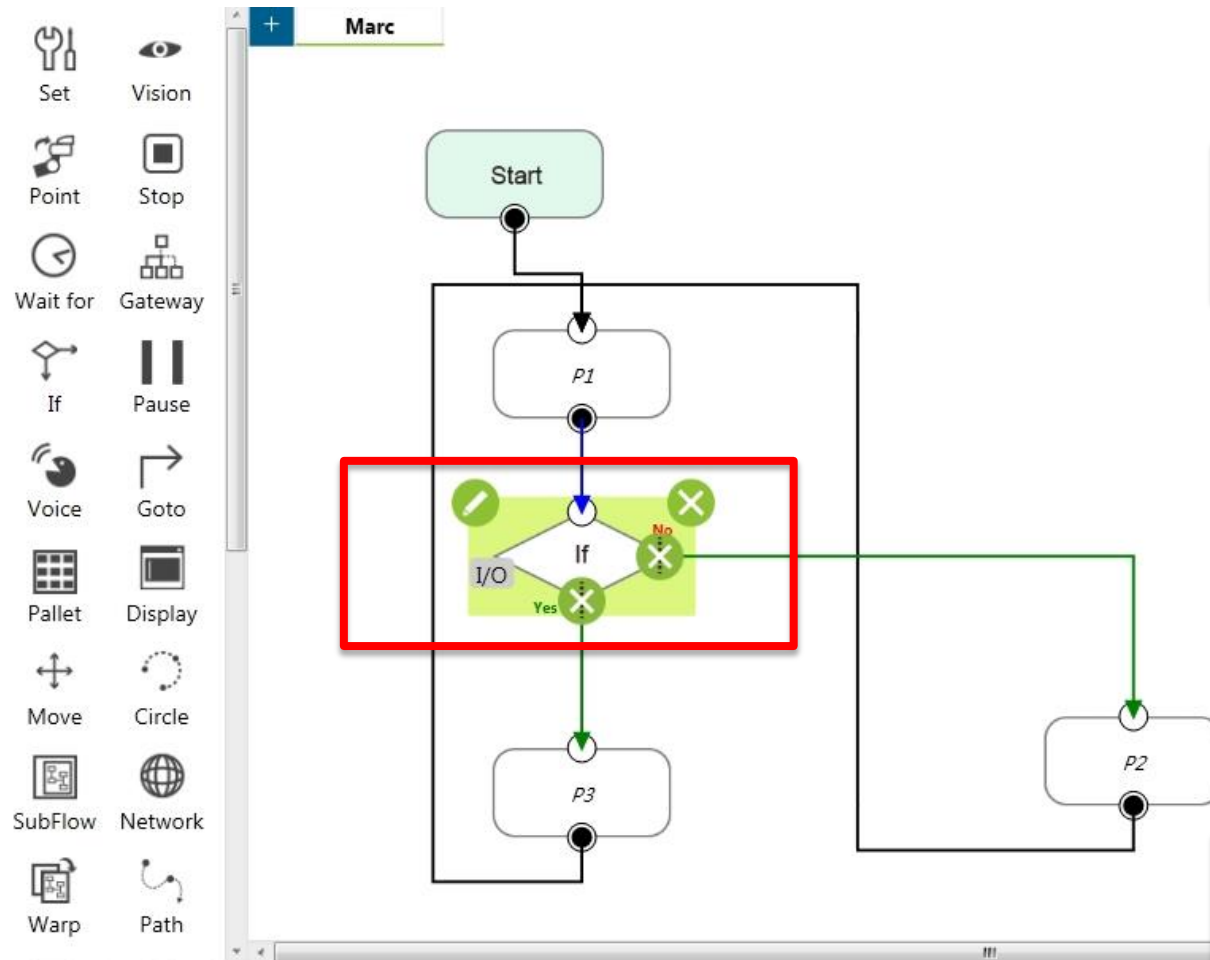
- **Equipment**

TM5

- **Function operation**

# Function operation

- Blending will not be interrupted by the If.



### Point

Node Name: P2

Recorded on RobotBase TO

#### Motion Setting

PTP Line WayPoint

#### Point Management

Import from existing points Point Manager

#### Blending

By Percentage By Radius No Blending

### Point

Node Name: P3

Recorded on RobotBase TO

#### Motion Setting

PTP Line WayPoint

#### Point Management

Import from existing points Point Manager

#### Blending

By Percentage By Radius No Blending

END