OBJECTS
LIBRARY
F O R
AUTOMATION
SIMULATION

# Virtual Universe Pro
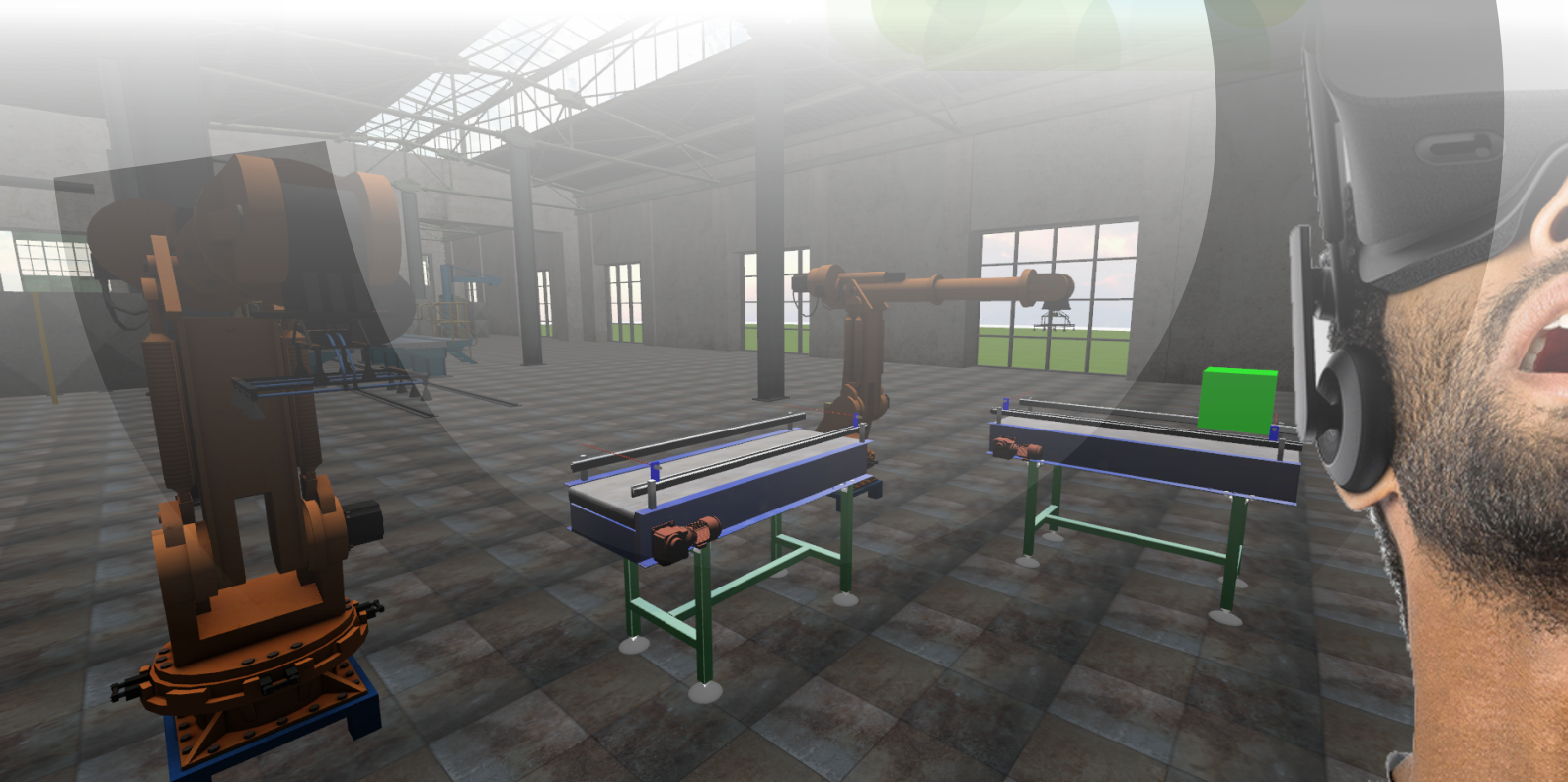
# More than 60 predefined objects

Colored boxes source
Concave part "A"
Concave part "B"
Convex part "A"

| HMI tablet | HMI tablet support | Light column | Loading conveyor | Gaz tank (layout) | Grid | Handrail | Helper |

| Primitive part "A" | Primitive part "B" | Pusher | Rack | Pick and place | Pillar (layout) | Platform (layout) | Polymorphous art |

| Store | Tank | Turn table | Vive controller #1 | Sorter | Source of boxes with overpacking | Stairs (layout) | Stopper |

| Colored boxes source | Concave part "A" | Concave part "B" | Convex part "A" | Boxes source | Chute | Cnc | Color sensor |

| Gaz tank (layout) | Grid | Handrail | Helper | Elevator | Factory layout | Factory layout | Fast sorter |

| Pick and place | Pillar (layout) | Platform (layout) | Polymorphous art | Palette | Palettes (layout) | Palettes source | Palletizer |

| Sorter | Source of boxes with overpacking | Stairs (layout) | Stopper | Sensor | Sensor | Sink | SmartSource |

| Boxes source | Chute | Cnc | Color sensor | Alram | Arm | Array sensor | Box |

| Elevator | Factory layout | Factory layout | Fast sorter | Conveyor 4m | Conveyor 6m | Conveyor 6m | Conveyor 90 deg |

| Palette | Palettes (layout) | Palettes source | Palletizer | Normalizer | Normalizer | OverpackBoxes source | Overpacking |

| Sensor | Sensor | Sink | SmartSource | Reflector | Reflector | Robot | Robot arm |

| Alram | Arm | Array sensor | Box | Vive controller #2 | Vive headset | Weighing conveyor | |

VR

# Drive the simulations with a real PLC*, an automation workshop** or a virtual controller included in Virtual Universe Pro.

**\***
- Siemens S7 IP, MPI, PPI
- Siemens S5
- Schneider Electric TSX, SoMachine, Twido
- Beckhoff
- Mitsubishi
- Rockwell Ethernet IP
- CodeSys PLCs compatibles
- Automgen targets (Eg. Arduino)
- Modbus TCP, SLMP, OPC

**\*\***
- Siemens PlcSim
- Schneider Unity
- Schneider SoMachine
- Mhj WinSps
- CodeSys
- Omron Cx-Simulator
- Rockwell SoftLogix
- Automgen (all compatible targets)
- Matlab Simulink
- Labview
- Proteus
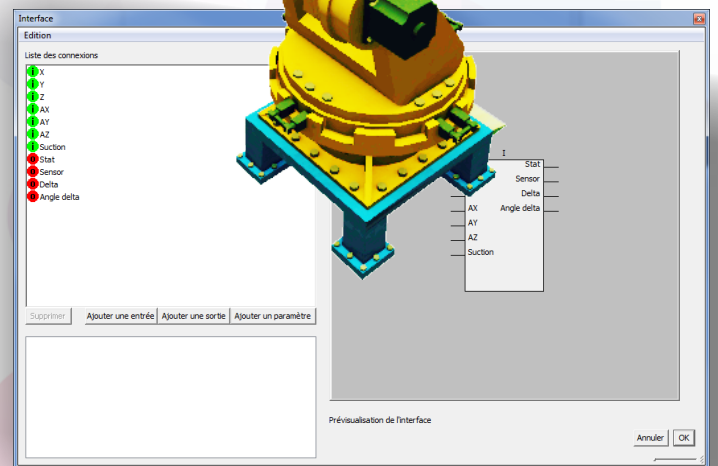- all software or programming tools
- dll, ip, universal memory access
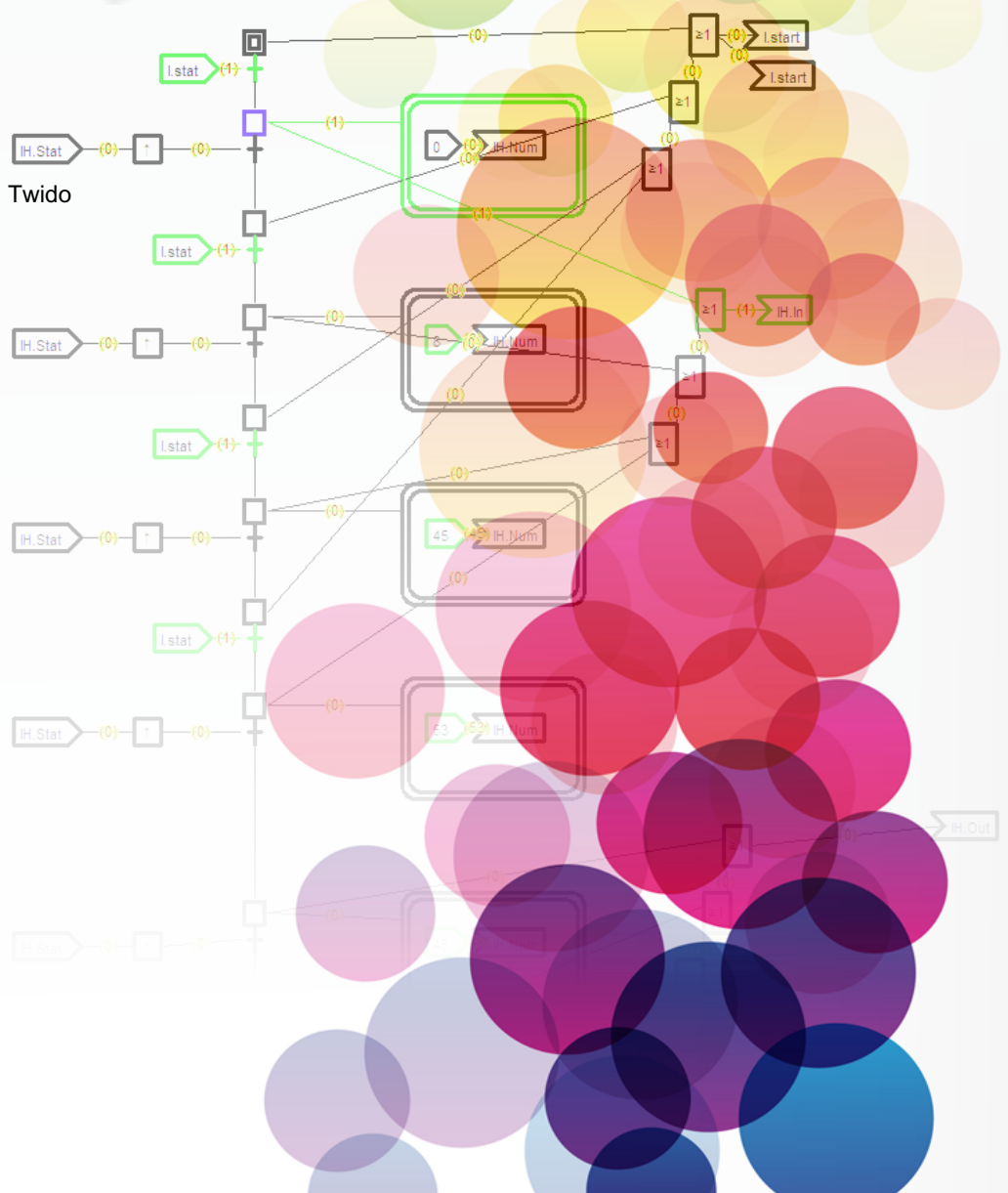
About fifteen ready-to-use examples illustrate the use of the library objects.
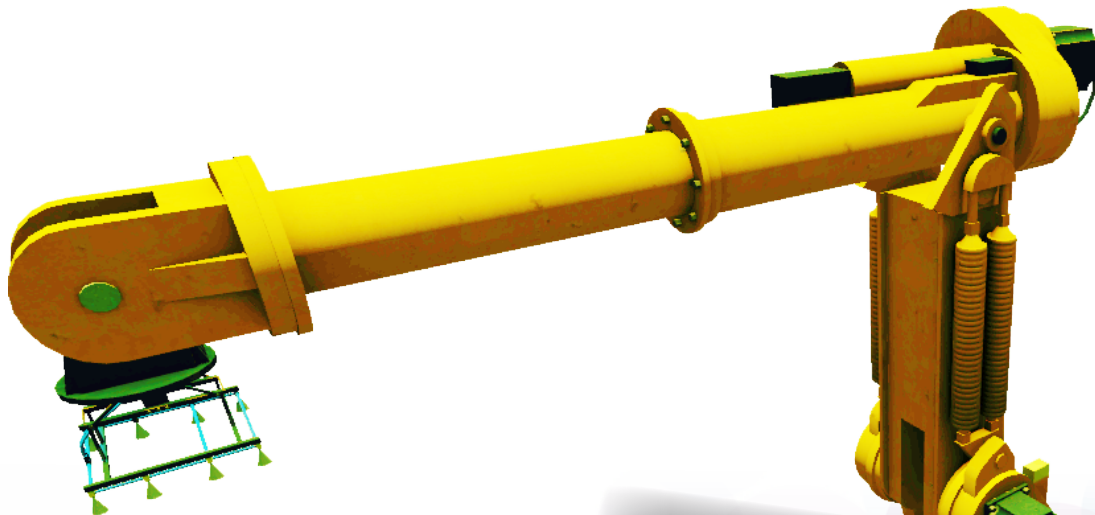
For each object, an optimized interface composed of inputs, outputs and parameters makes it easy to control the object from an automation program.
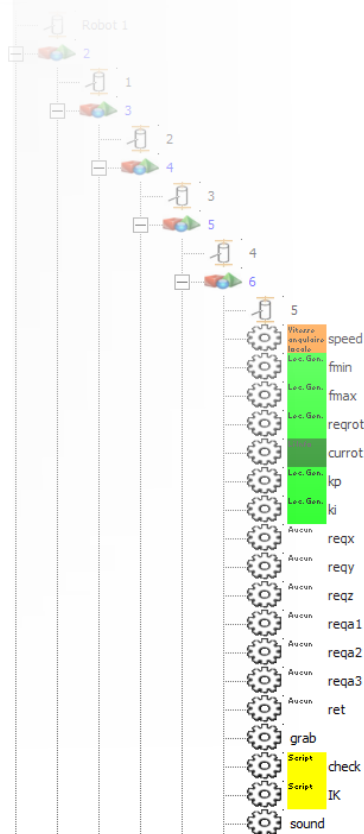
The configuration of each object is accessible and editable, this allows you to redefine the characteristics of the objects of the library and to understand how to create your own objects. You can also mix library objects with your own creations created from your usual CAD* software.

*import from Solidworks, Catia, Solid Edge, Inventor, etc. is available with the STANDARD and ULTIMATE versions of Virtual Universe Pro

Control panels are used to drive the objects manually and to observe the various associated states. They have the dual purpose of being able to test the functioning of the objects before realizing the program that will use them and also to simulate failures.



Sensor 1
Forced

Sensor 1

Start          Inv

CURRENT SPEED
+00.1 m/s

PRESET SPEED
+00.1 m/s
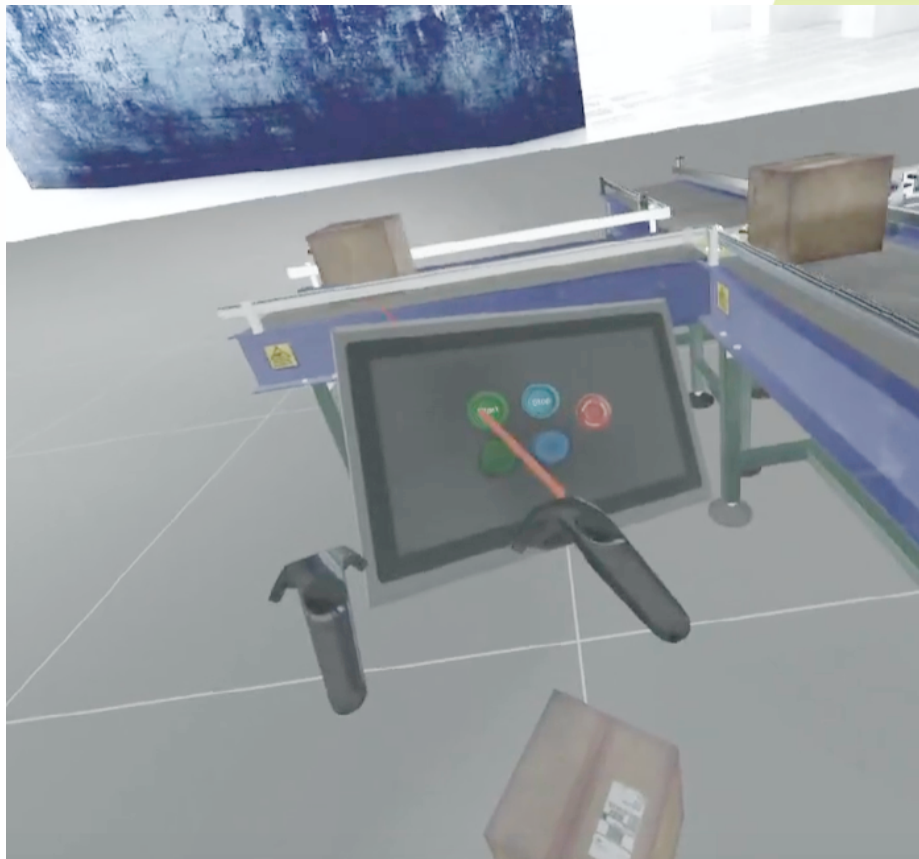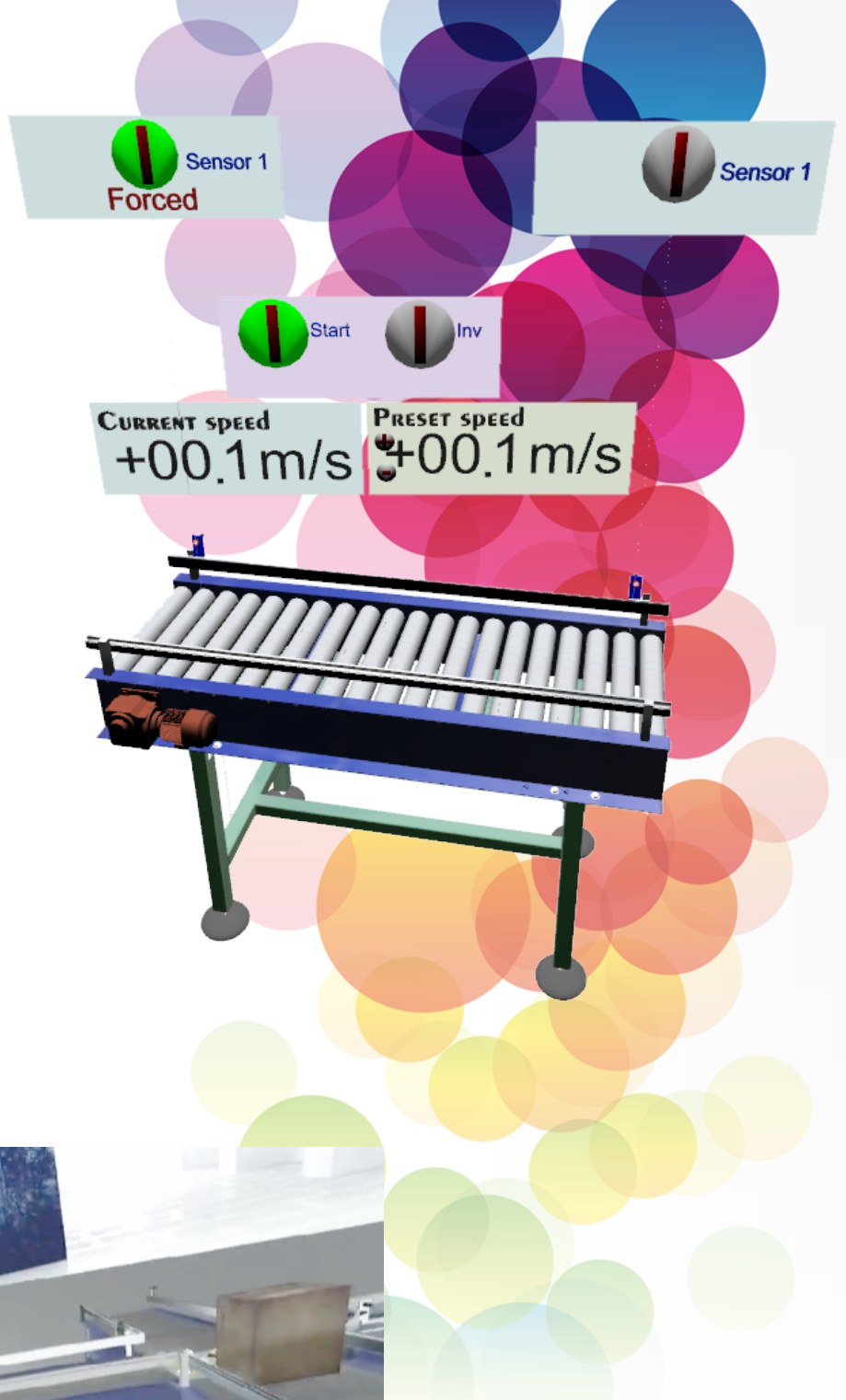


All the library objects are compatible with the use of a virtual reality headset. The controllers associated with the vr headset allow a full immersion and interaction.