The water jet effect the steering

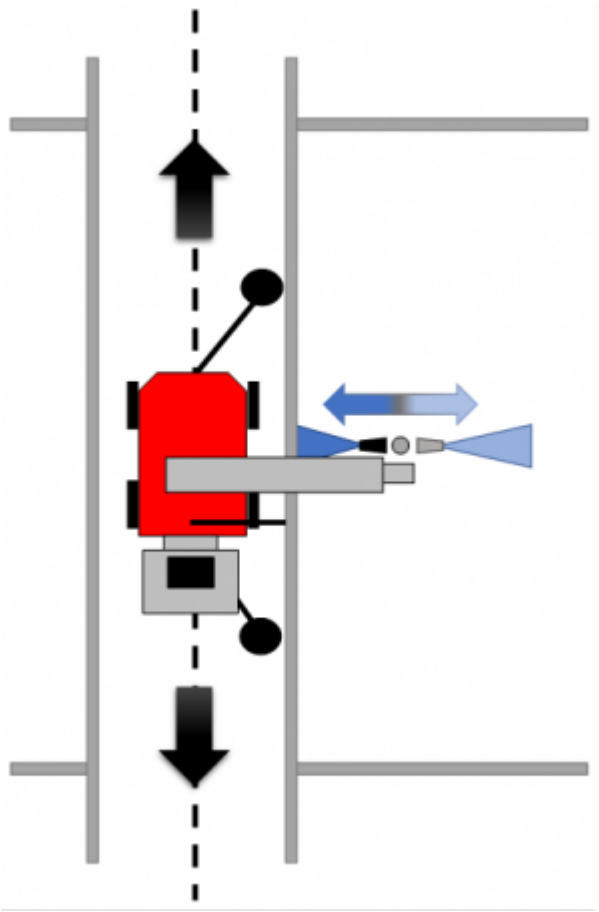
Description

The water jet effects the steering of the robot. If you for example want the robot to move from point A to point B with water on, you should know about the following information.

How to move the robot with water on

When moving the robot, always have the telescope retracted fully and have the nozzle as close to the robot as possible. Aim the water jet straight away from or straight towards the robot. This is to prevent the robot to steer sideways due to the force from the water jet.

The effect gets greater the further away the water is from the robot. This is why we want the telescope retracted fully and the arm have a position where the nozzle is close to the robot. See the illustration below.



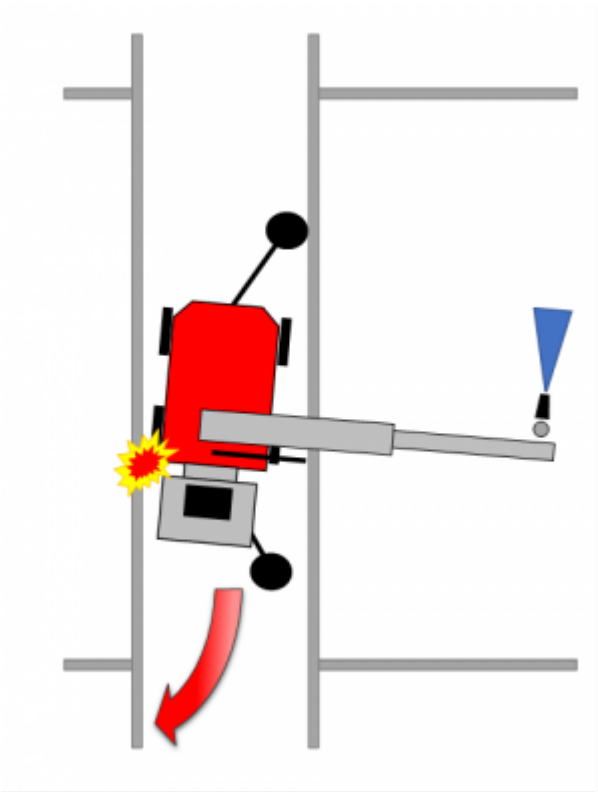
Correct way to move the robot with water on.

This is a great opportunity to wash the wall closest to the robot. Simply aim the nozzle straight towards the robot and place the water jet in the middle of the wall (vertically) as you drive the robot to the next position. We do like this when programming the wall program where we go from one wall to another, for example.

Don't do this when creating a program

If you're not following our recommendations the robot will lose track of the steering. This could of course lead to collisions in the aisle if the robot hits a wall. It could also lead to collisions inside the pen when the robot deviated from its guiding wall.

Backwards



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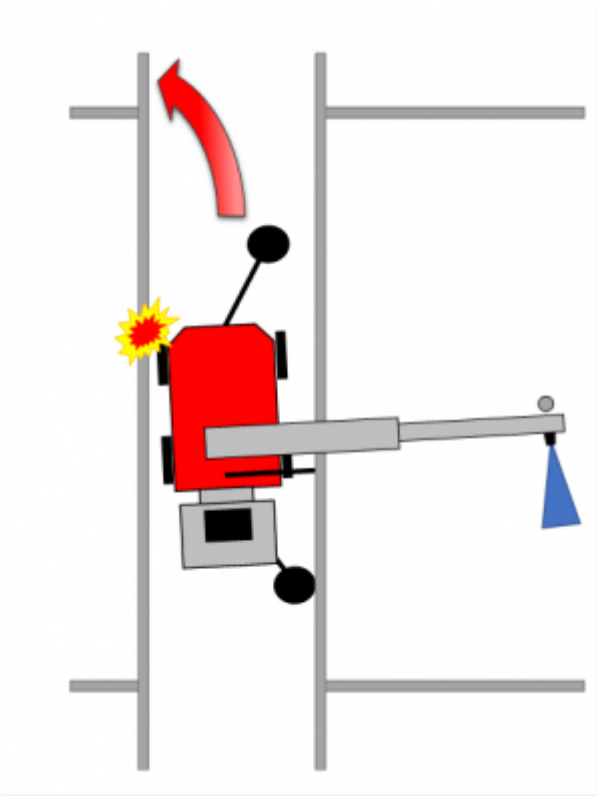
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If the nozzle is aimed forward and the robot moves backwards, the rear end of the robot moves out.

Forward



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If the nozzle is aimed backwards and the robot moves forward, the front of the robot moves out.

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