



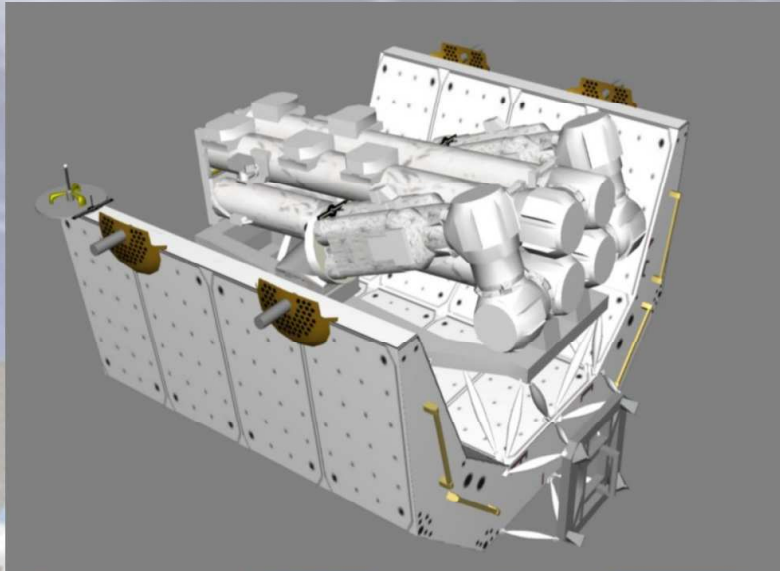
# Canad<sup>🇨🇦</sup>arm2

Coding by SiameseCat

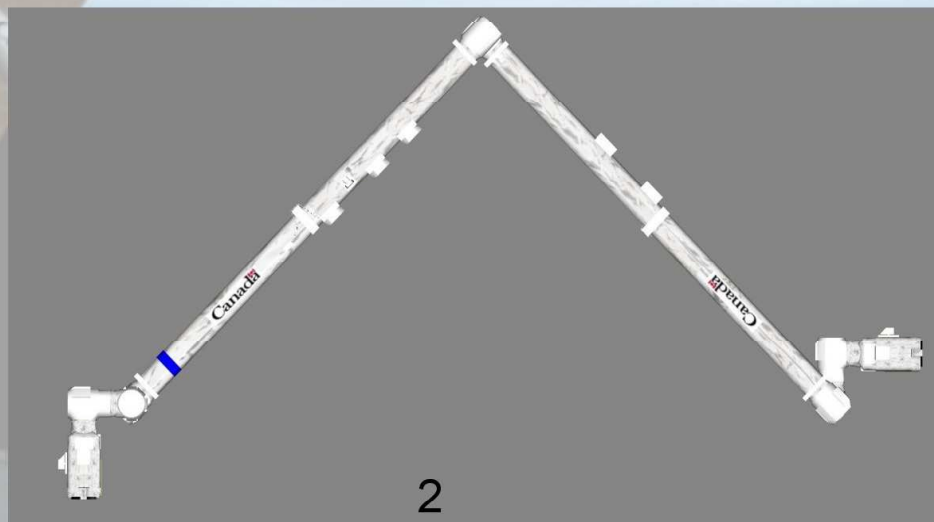
Mesh and Textures by Donamy

SSRMS Dialog box by David413

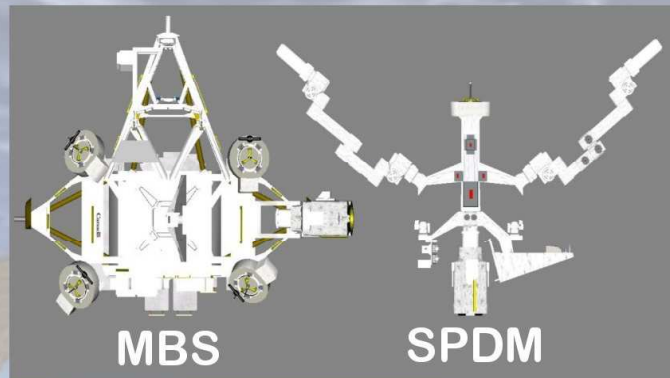
The Canadarm2 was launched aboard Space Shuttle Endeavour, STS-100 on 19 April 2001.



Weighing 1640 kg (3620 lb), Canadarm2 is 17.6 meters (57.7 feet) long when fully extended and has seven motorized joints. It's capable of handling large payloads. It played a key role in construction and continuing support, for the International Space Station (ISS).



The Space Station Remote Manipulator System (SSRMS), along with the Mobile Base System (MBS), and the Special Purpose Dexterous Manipulator (SPDM), makes up the Mobile Service System (MSS). The MSS was manufactured by MDA Space Missions for the Canadian Space Agency.



The unique thing about the SSRMS is that it can self-relocate and move end-over-end to reach different areas of the station. It is only limited by the number of Power Data Grapple Fixture (PDGFs). PDGFs are located around the station and provide power, data and video to the arm through its Latching End Effectors (LEEs). The arm can also travel the entire X Axis, of the space station truss using the Mobile Base System.





Astronauts control the SSRMS from a Robotic Work Station (RWS), of which there are two. One in the Destiny module and the other in the Cupola.

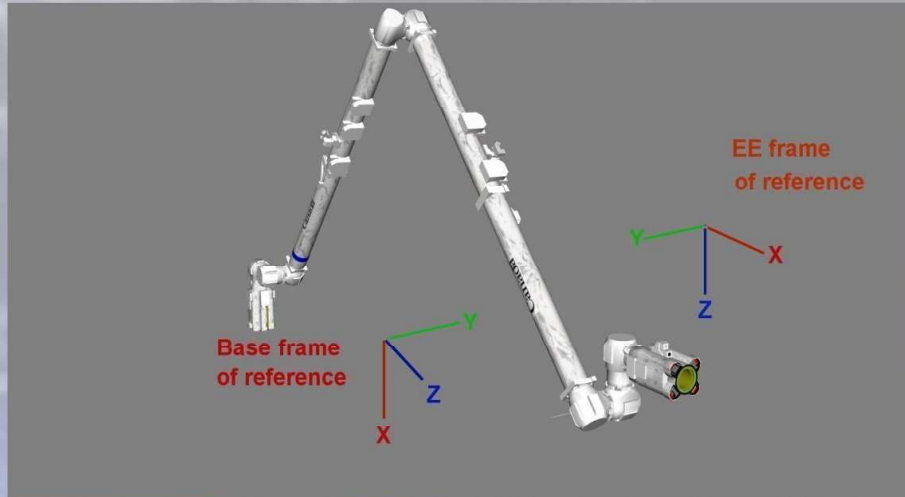


Note: the RWS in the Destiny module is not used.



View from the Cupola

## Controlling the SSRMS



The SSRMS uses two "Frames of Reference" Base and EE. Pressing **cntrl+F** will change between the two.

There are seven rotational joint mechanisms. Each has an angle limit of  $\pm 270^\circ$ .



Single joint rotation is possible using the standard number keys.

1 = shoulder roll	SR+
2 = shoulder yaw	SY+
3 = shoulder pitch	SP+
4 = elbow pitch	EP+
5 = wrist pitch	WP+
6 = wrist yaw	WY+
7 = wrist roll	WR+

[S] increases joint speed.

Pressing [cntrl] + 'n' moves that joint in the - direction.

Use the standard numkeys in rotation mode for kinematic rotation.

Translational motion along the chosen reference frame, is achieved using the cursor arrows, along with the delete and insert keys.

[→] = +Y motion

[Delete] = +X motion

[←] = -Y motion

[Insert] = -X motion

[↑] = +Z motion

[↓] = -Z motion

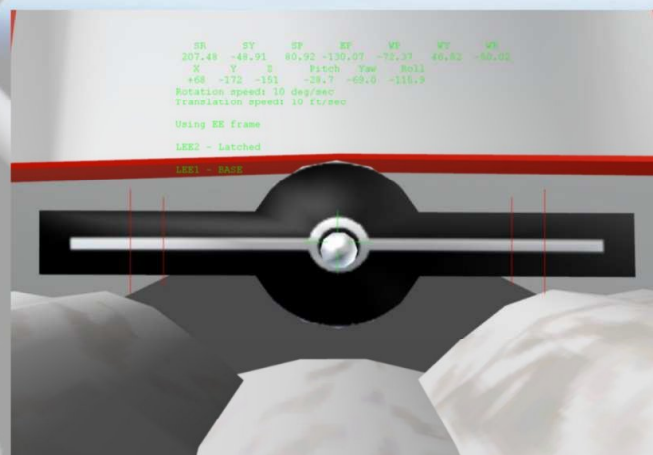
Press [/] numkey for translation mode to use the standard RCS keys for both translation and rotation.



To grapple a payload, maneuver the EE to the grapple fixture and line up with the fixtures target.

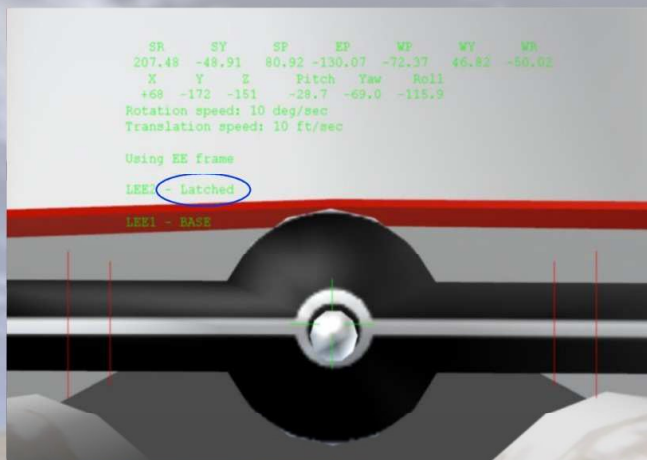


Line up the EE with the grapple pin, by centering the target post inside the white circle. Move toward the grapple fixture until your view matches roughly to the screenshot below.



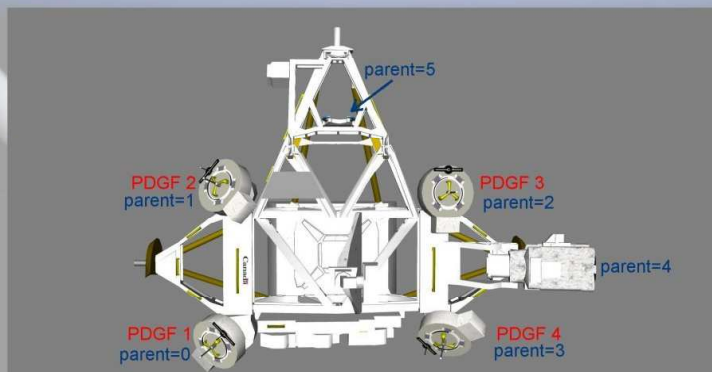
Capture the payload by pressing **[Cntrl]+[G]** to latch the LEE snare.

Note: you can **only** capture a child attachment.



To relocate the arm or 'walk-off', move the active LEE to a parent PDGF. Pressing **[G]** will identify the parent attachments, by showing a blue arrows for parents red arrows for children.

Latch it as above, then press **[Cntrl]+[A]** to make that PDGF the new base. Press **[Cntrl]+[G]** again to unlatch from the old PDGF.



the PDGFs of the MBS



Credits:

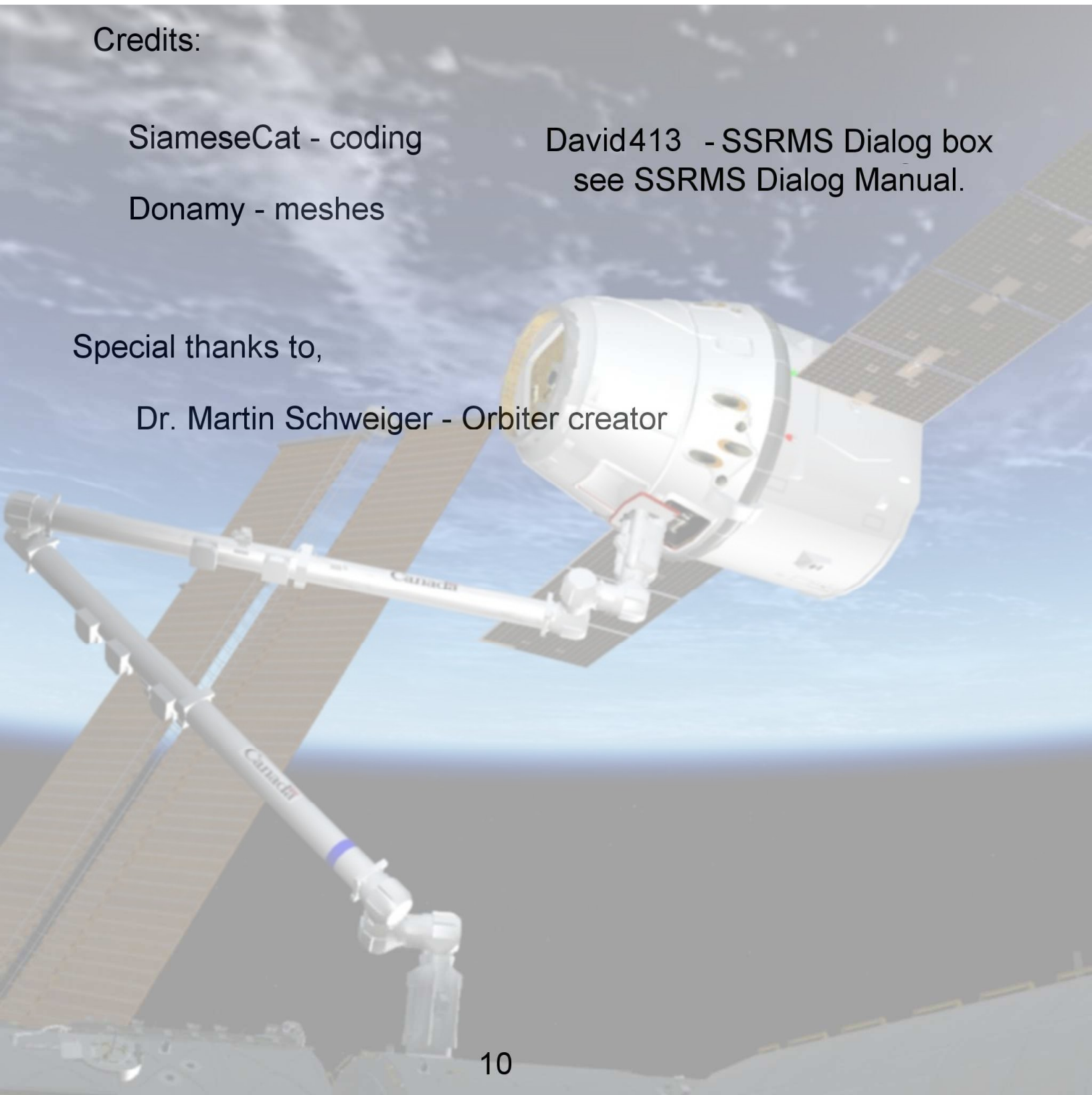
SiameseCat - coding

Donamy - meshes

David413 - SSRMS Dialog box  
see SSRMS Dialog Manual.

Special thanks to,

Dr. Martin Schweiger - Orbiter creator



## Recommended addons:

Note: Install these addons first in order of listing.

International Space Station 3.2

<http://www.orbithangar.com/searchid.php?ID=3737>

ISS AtoZ

<http://orbithangar.com/searchid.php?ID=5633>

SpaceX Launch Vehicles and Dragon

<http://www.orbithangar.com/searchid.php?ID=5442>

Dragon Update

<http://www.orbithangar.com/searchid.php?ID=5775>

Dragon Update 2

<http://www.orbithangar.com/searchid.php?ID=5871>

HTV-3

<http://www.orbithangar.com/searchid.php?ID=5756>

Antares/Cygnus

<http://www.orbithangar.com/searchid.php?ID=6419>