

# Using Weld Checker



This task describes how to check the feasibility or reachability of a weld gun after one or more weld's manufacturing positions have been moved in the course of process planning.



Using **Check the validity of weldpoints of selected activity for collision checking**, you can get all the fasteners' status automatically for the weld guns. You can also modify the orientation of the manufacturing location of the fastener/tag or view the section plane.

See also [Resource Centric Workflow for Auto & Manual Gun search](#)



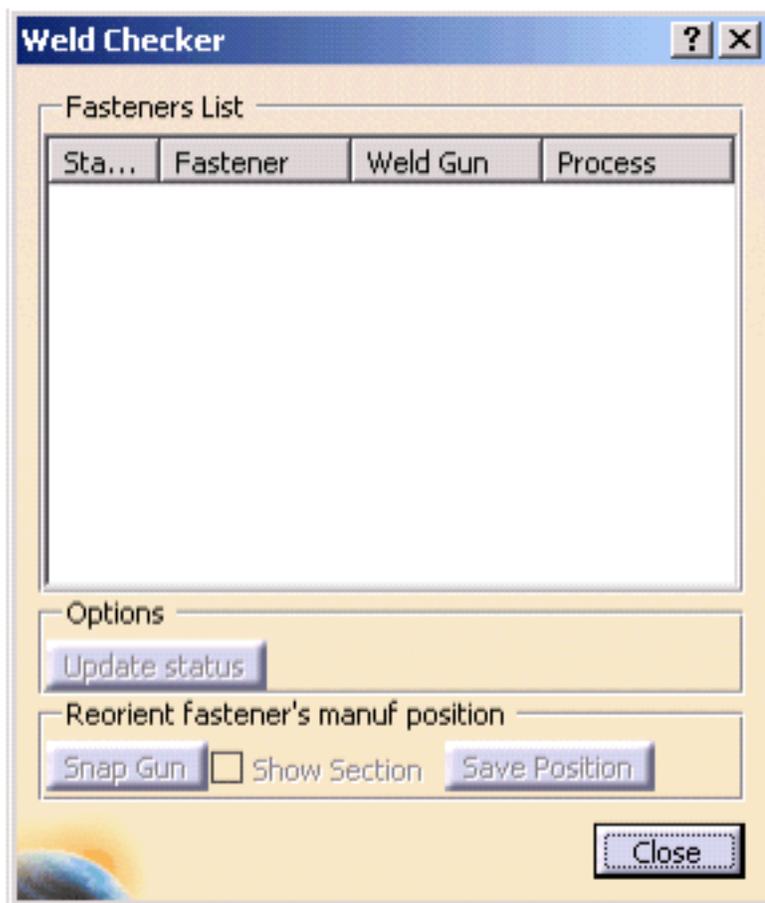
This procedure assumes that you have a process open that has fastener activities that have fasteners and weld guns assigned to them.



1. Select the **Check the validity of weldpoints of selected activity for collision checking**

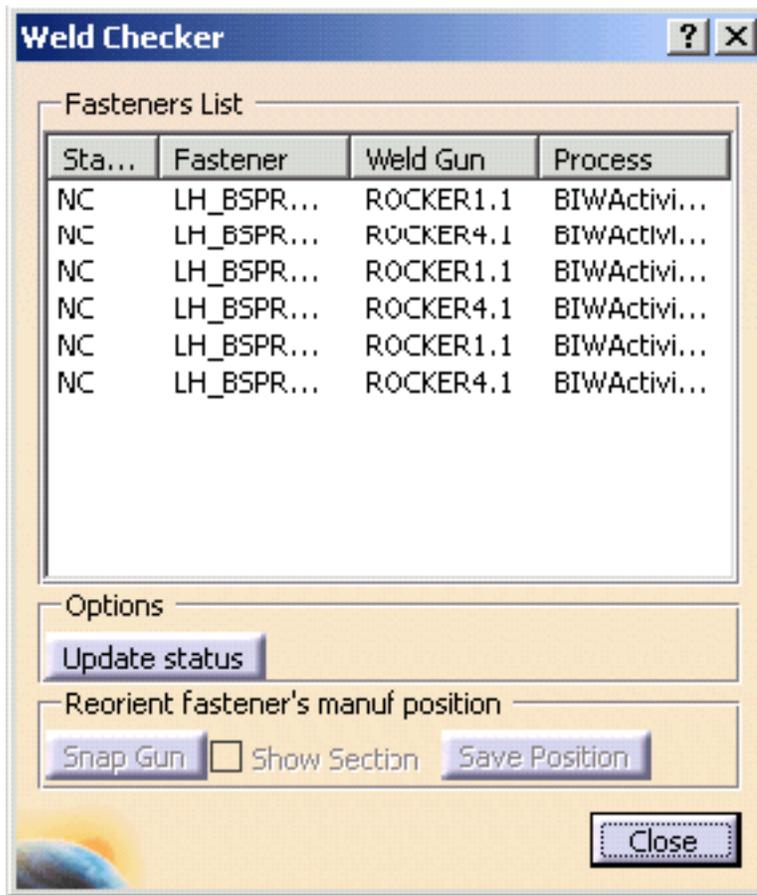


The Weld Checker dialog box appears.



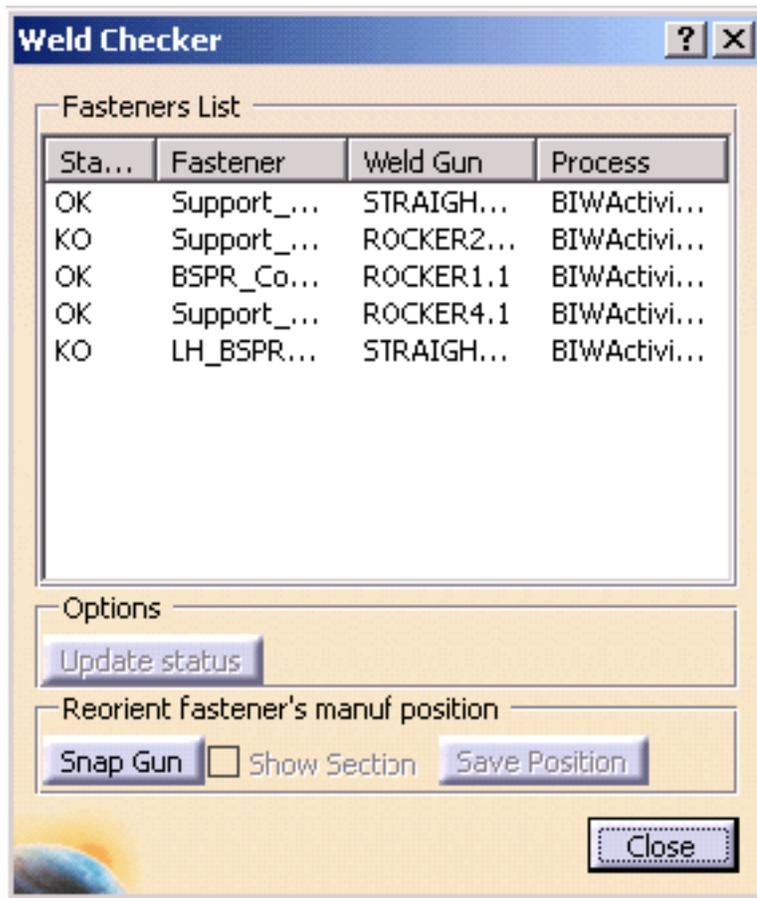
2. Select an activity that has fasteners and weld guns assigned to it.

The Weld Checker dialog box fills with data and the **Update Status** button becomes available. In the **Status** column, NC means "not checked."



**3. Select Update Status.**

The fasteners in the Fasteners List are checked.



The possible statuses are:

- o **OK**: feasible and reachable
- o **KO**: not feasible or not reachable

**4.** Select a fastener from the **Fasteners List** and select the **Snap Gun**.

The corresponding weld gun is snapped to the fastener in the 3D window and a manipulator is attached to the weld gun.

**5.** Select the **Show Section** check box.

A 2D Section window opens separately. The axis of rotation for the tool is set in the **Gun Search** area of the **Tools > Options > DPM Fastener Process Planner > Tool Selection Assistant** [tab](#).

**6.** Use the manipulator to alter the weld's position. Collision checking occurs as you move the gun.

**7.** Once you have created a satisfactory position, select the **Save Position**.

**8.** Click **Close** to exit the command.

