

Step ▶ ↻

Variables

AxisX:	(object)
AxisY:	(object)
AxisZ:	(object)
Robot:	(object)

on start

```
set AxisX to create axis "AxisX"
set AxisY to create axis "AxisY"
set AxisZ to create axis "AxisZ"
set Robot to create kinematic "Robot" with
  to Robot add AxisX as MAIN_AXIS_X direction POSITIVE
```

Cannot read property 'done' of undefined
create kinematic "Robot" with