

Let's Program Together

...do it by the numbers

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STOCK GEOMETRY

MANUAL STOCK SIZING ZERO REF

X REF POSITION

Y REF POSITION

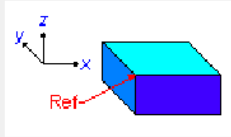
Z REF POSITION

STOCK TYPE

X LENGTH

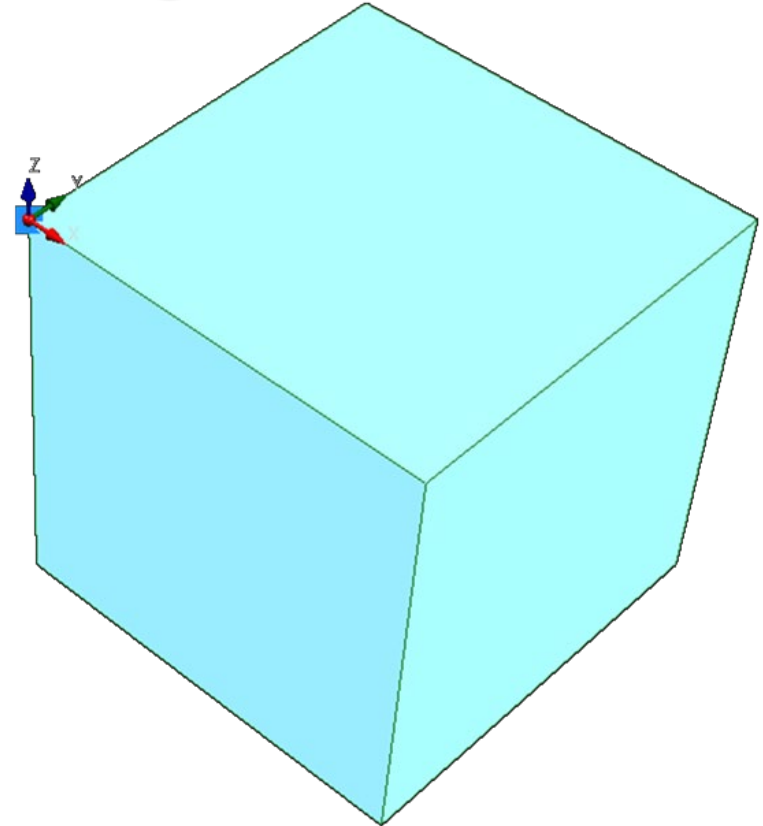
Y LENGTH

Z LENGTH



PROGRAM REVIEW SCREEN

DATA BLOCKS	SUB BLOCKS
1. ROTARY POSITION	
END OF PROGRAM	



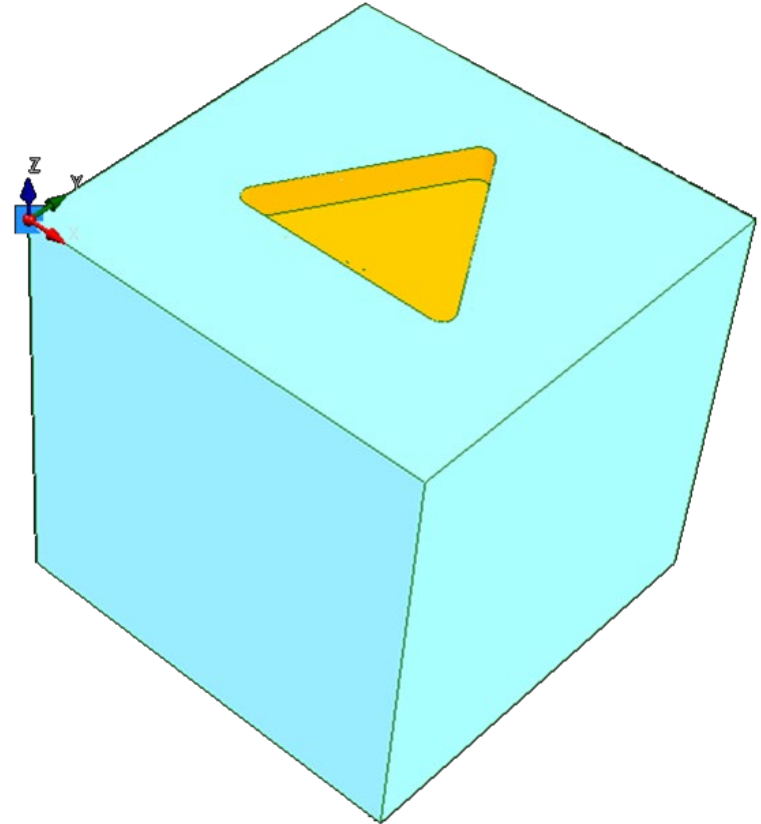
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BLOCK	<input type="text" value="1"/>	ROTARY POSITION	
RESET ROTARY ENCODERS	<input type="text" value="NO"/>	STOP	<input type="text" value="NO"/>
FIRST MOVE (Z RETRACT)			
RETRACT TYPE	<input type="text" value="Z HOME"/>	Z POSITION	<input type="text" value="0.0000"/>
SECOND MOVE			
ENABLE	<input type="text" value="NO"/>	X POSITION	<input type="text" value="0.0000"/>
		Y POSITION	<input type="text" value="0.0000"/>
THIRD MOVE (END POSITION)			
X POSITION	<input type="text" value="FIRST"/>	<input type="text" value="0.0000"/>	
Y POSITION	<input type="text" value="FIRST"/>	<input type="text" value="0.0000"/>	
IV ANGLE	<input type="text" value="FIRST"/>	<input type="text" value="0.000"/>	
V ANGLE	<input type="text" value="FIRST"/>	<input type="text" value="0.000"/>	

- Start every program with a Rotary Position Block
- Ensures that the tilting and rotary axes are at a known location before starting the program
- Almost always leave the data to the default values

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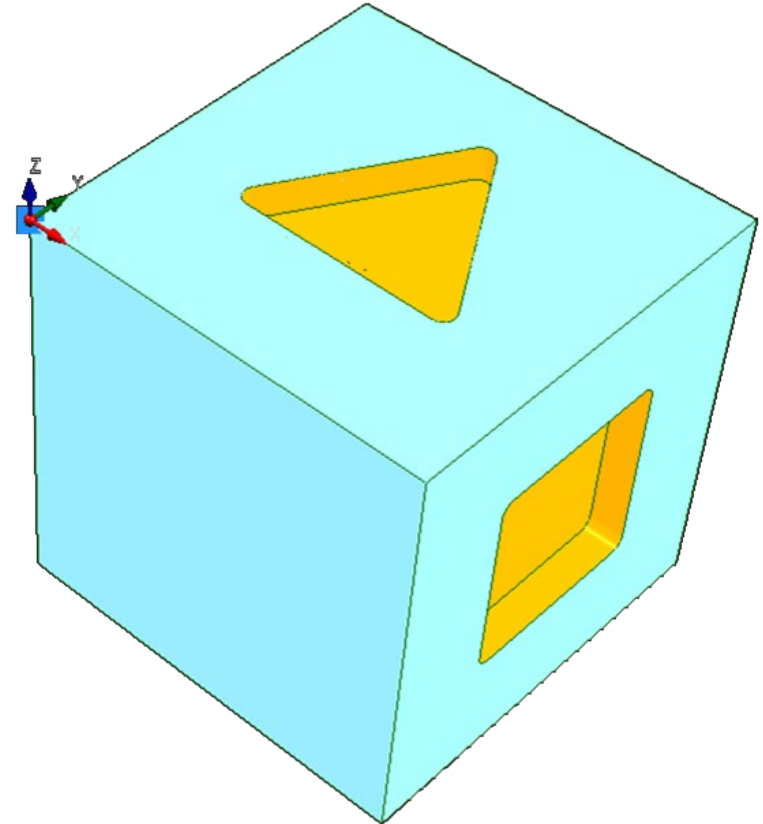
BLOCK	2	MILL POLYGON	
NUMBER OF SIDES	3	Z START	0.1000
X CENTER	3.0000	Z BOTTOM	-0.5000
Y CENTER	3.0000	CORNER RADIUS	0.0000
SIZING METHOD	OUTER DIAMETER		
SIZING DIAMETER	4.0000		
ORIENTATION ANGLE	0.000		
ROUGHING FINISHING SFQ			
TOOL	1 END MILL, dia. 0.5000		
MILLING TYPE	POCKET BOUNDARY		
POCKET TYPE	OUTWARD	POCKET OVERLAP (%)	50
MILL FEED	91.7	PECK DEPTH	0.1000
SPEED (RPM)	9167	PLUNGE FEED	20.0



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BLOCK	3	UNIVERSAL ROTARY TRANSFORM PLANE	
ORIENT METHOD	ANGLES		
ORIGIN POINT		AXIS ANGLES	
X	6.0000	R(X)	0.000
Y	0.0000	R(Y)	90.000
Z	0.0000	R(Z)	0.000

PROGRAM REVIEW SCREEN	
DATA BLOCKS	SUB BLOCKS
1. ROTARY POSITION	
2. MILL POLYGON (POCKET BOUNDARY)	
3. TRANSFORM PLANE	
4. MILL POLYGON (POCKET BOUNDARY)	
5. TRANSFORM PLANE END	
END OF PROGRAM	



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BLOCK	6	UNIVERSAL ROTARY TRANSFORM PLANE	
ORIENT METHOD	ANGLES		
ORIGIN POINT		AXIS ANGLES	
X	0.0000	R(X)	90.000
Y	0.0000	R(Y)	0.000
Z	-6.0000	R(Z)	0.000

PROGRAM REVIEW SCREEN	
DATA BLOCKS	SUB BLOCKS
3. TRANSFORM PLANE	
4. MILL POLYGON (POCKET BOUNDARY)	
5. TRANSFORM PLANE END	
6. TRANSFORM PLANE	
7. MILL POLYGON (POCKET BOUNDARY)	
8. TRANSFORM PLANE END	
END OF PROGRAM	

