

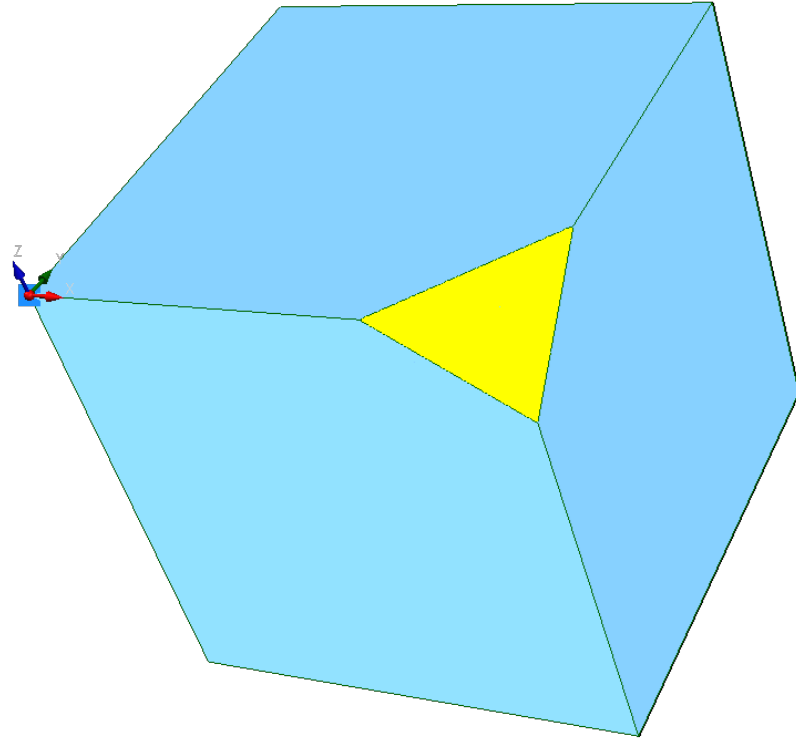
# Let's Program Together

...when it's not at 90°

# Let's Program Together

BLOCK	2	UNIVERSAL ROTARY TRANSFORM PLANE
ORIENT METHOD	ANGLES	
ORIGIN POINT		
X	5.5000	
Y	0.5000	
Z	-0.5000	
AXIS ANGLES		
R(X)	0.000	
R(Y)	45.000	
R(Z)	-45.000	

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



# Let's Program Together

BLOCK  MILL CIRCLE

X CENTER	<input type="text" value="0.0000"/>	Z START	<input type="text" value="0.1000"/>
Y CENTER	<input type="text" value="0.0000"/>	Z BOTTOM	<input type="text" value="0.0000"/>
RADIUS	<input type="text" value="1.5000"/>		

BLOCK  HOLES

OPERATION

Z START	<input type="text" value="0.1000"/>	OPERATION	
Z BOTTOM	<input type="text" value="-1.0000"/>	>>>>	1. DRILL
			2. LOCATIONS (1)
			HOLES END

BLOCK  HOLES

OPERATION  LOCATIONS

	X	Y
1	<input type="text" value="0.0000"/>	<input type="text" value="0.0000"/>
2	<input type="text"/>	<input type="text"/>
3	<input type="text"/>	<input type="text"/>
4	<input type="text"/>	<input type="text"/>

