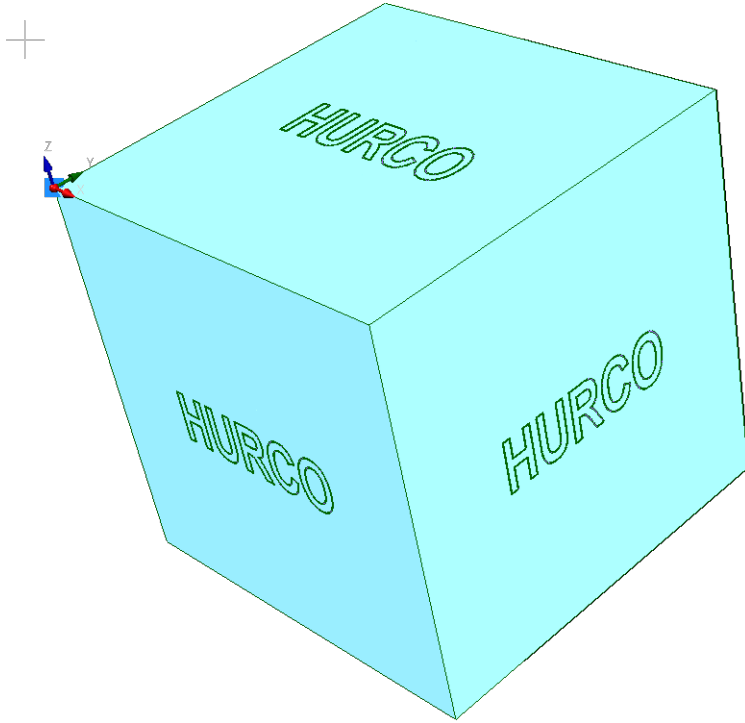


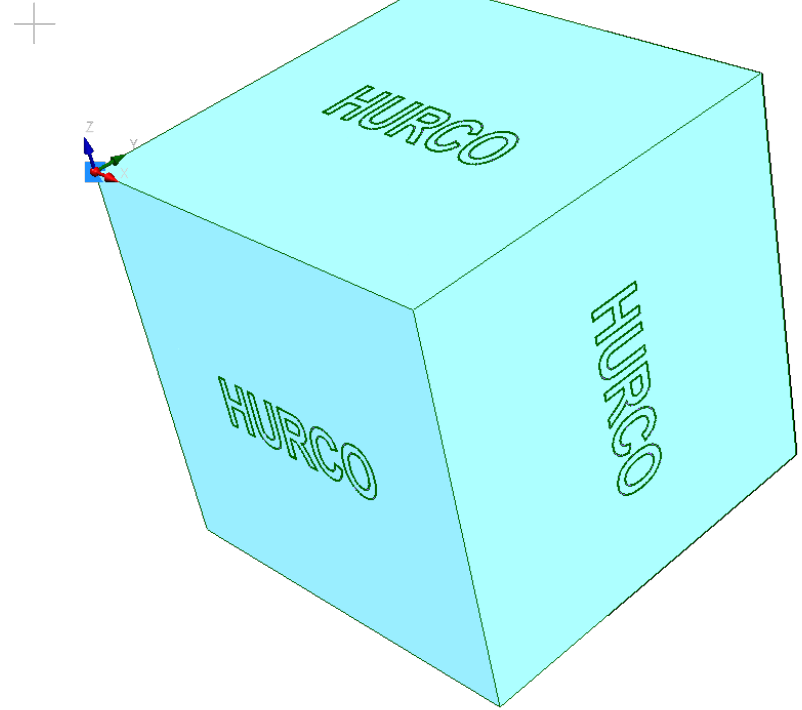
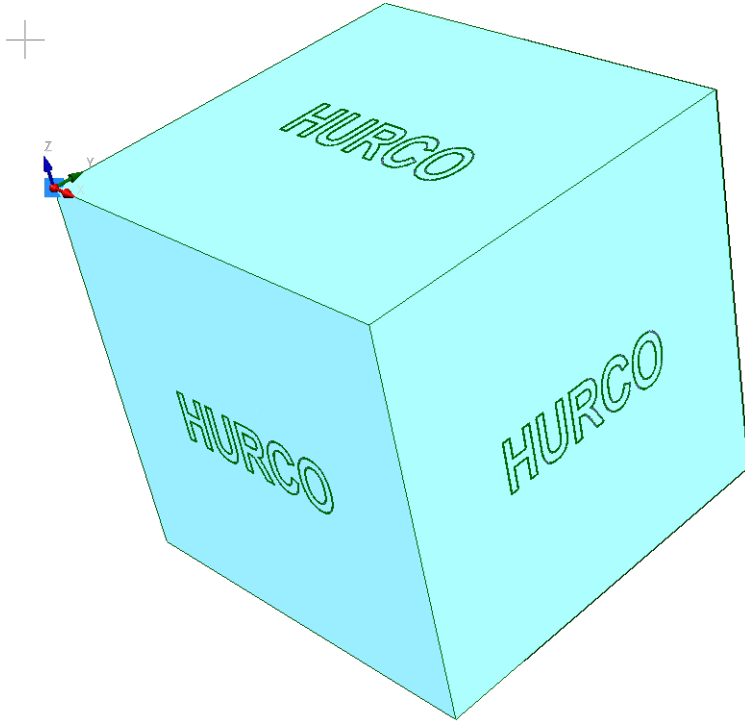
Let's Program Together

...controlling orientation

Let's Program Together



Let's Program Together

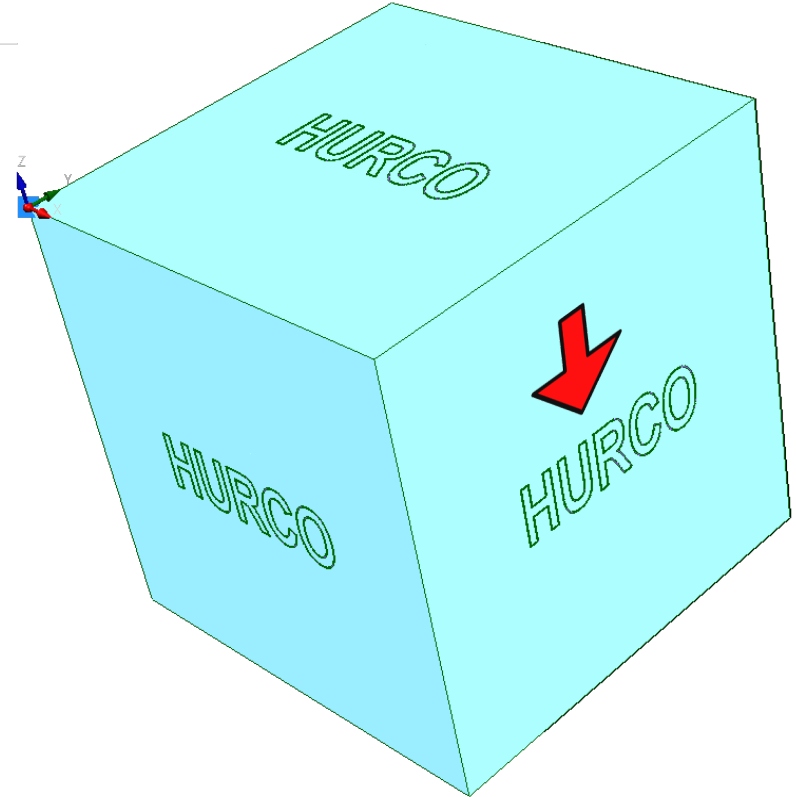


Let's Program Together

BLOCK	4	MILL TRUE-TYPE LETTERING	
X REFERENCE	-3.0000	Z START	0.1000
Y REFERENCE	3.0000	Z BOTTOM	-0.0100
TEXT WIDTH	3.0000	ORIENTATION	90.000
TEXT HEIGHT	0.7500	MAPPING	BODY ONLY
WIDTH REF LOC	CENTER	FONT	Arial
HEIGHT REF LOC	CENTER		
TEXT	HURCO		

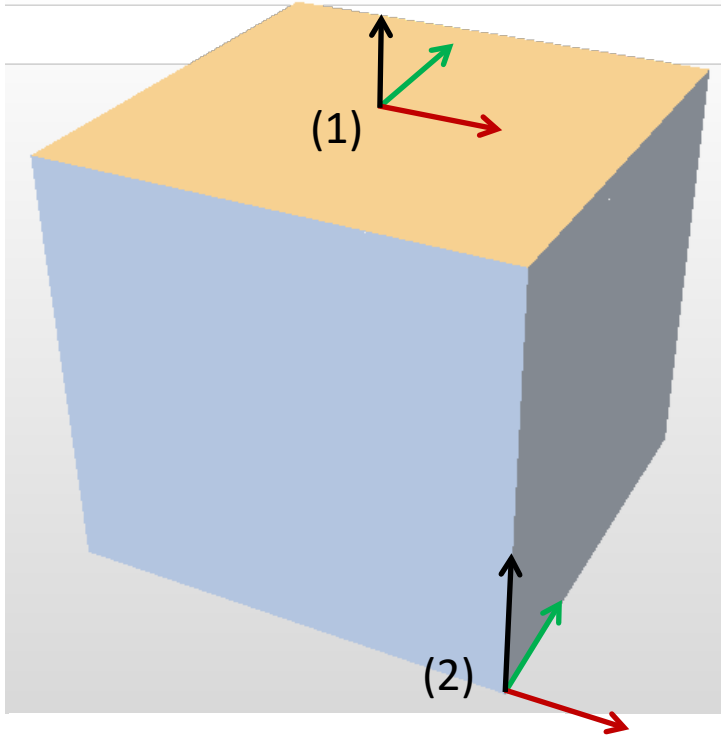
...either way

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



Right Side

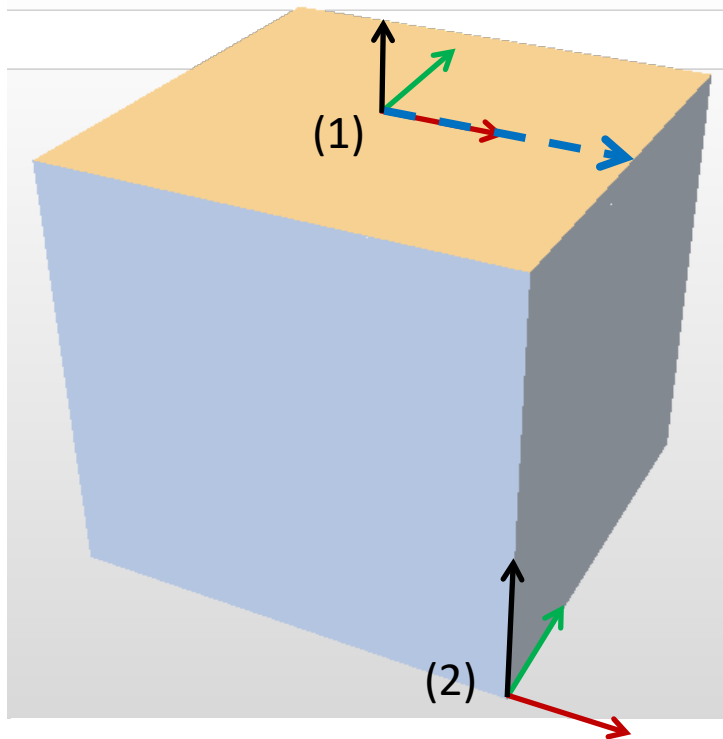
1. Move the origin point



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE
ORIENT METHOD	<input type="text" value="ANGLES"/>	
ORIGIN POINT		ROTATION ANGLES
X	<input type="text" value="3.0000"/>	R(X) <input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y) <input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z) <input type="text" value="90.000"/>

Right Side

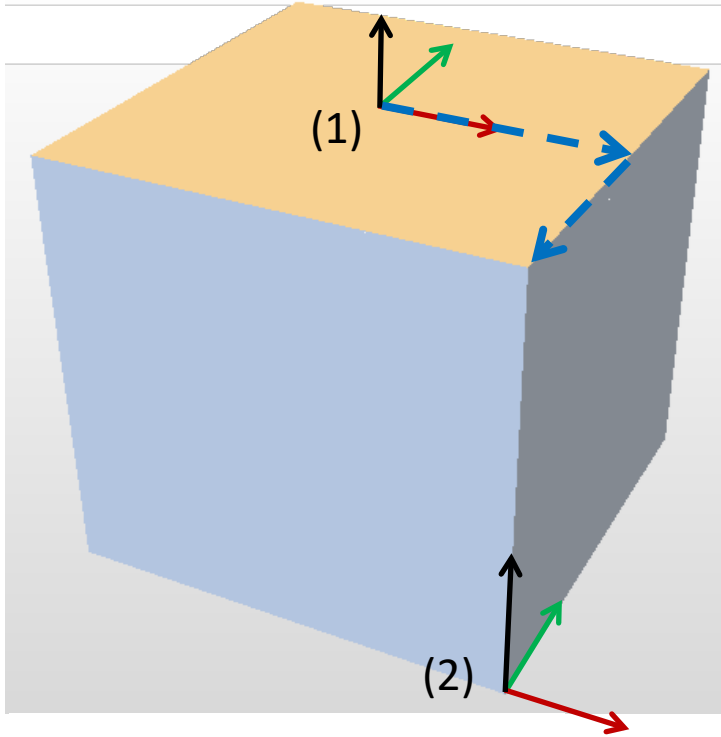
1. Move the origin point



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE	
ORIENT METHOD	<input type="text" value="ANGLES"/>		
ORIGIN POINT		ROTATION ANGLES	
X	<input type="text" value="3.0000"/>	R(X)	<input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y)	<input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z)	<input type="text" value="90.000"/>

Right Side

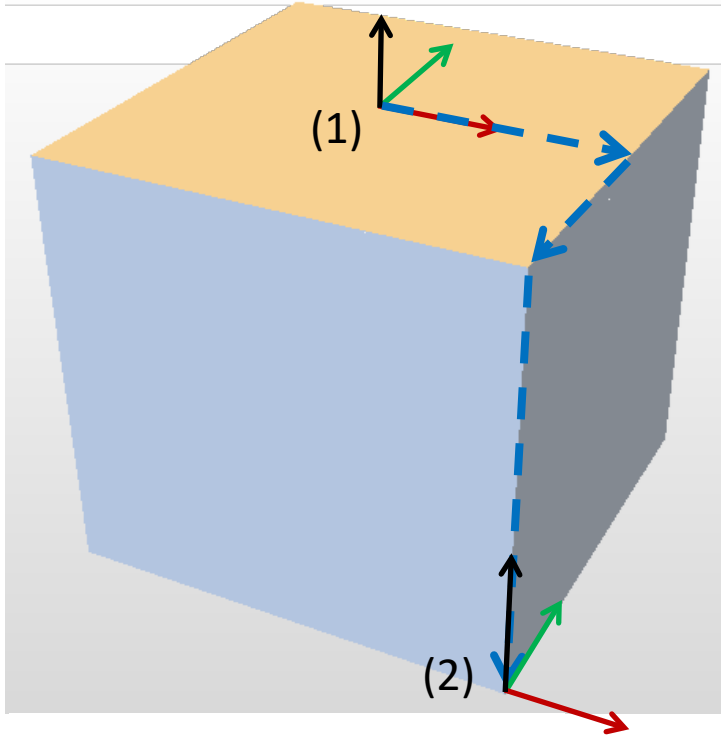
1. Move the origin point



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE	
ORIENT METHOD	<input type="text" value="ANGLES"/>		
ORIGIN POINT		ROTATION ANGLES	
X	<input type="text" value="3.0000"/>	R(X)	<input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y)	<input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z)	<input type="text" value="90.000"/>

Right Side

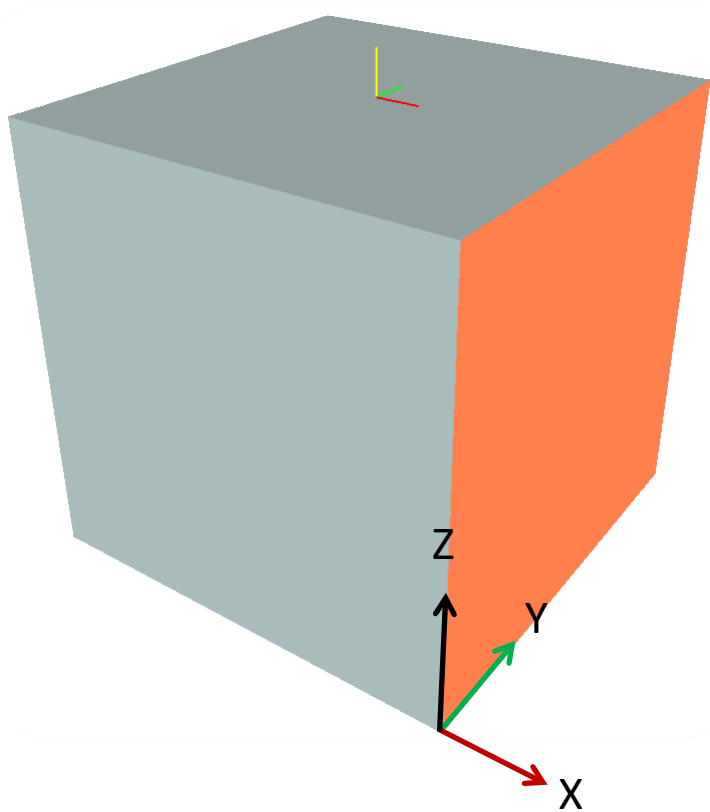
1. Move the origin point



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE	
ORIENT METHOD	<input type="text" value="ANGLES"/>		
ORIGIN POINT		ROTATION ANGLES	
X	<input type="text" value="3.0000"/>	R(X)	<input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y)	<input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z)	<input type="text" value="90.000"/>

Right Side

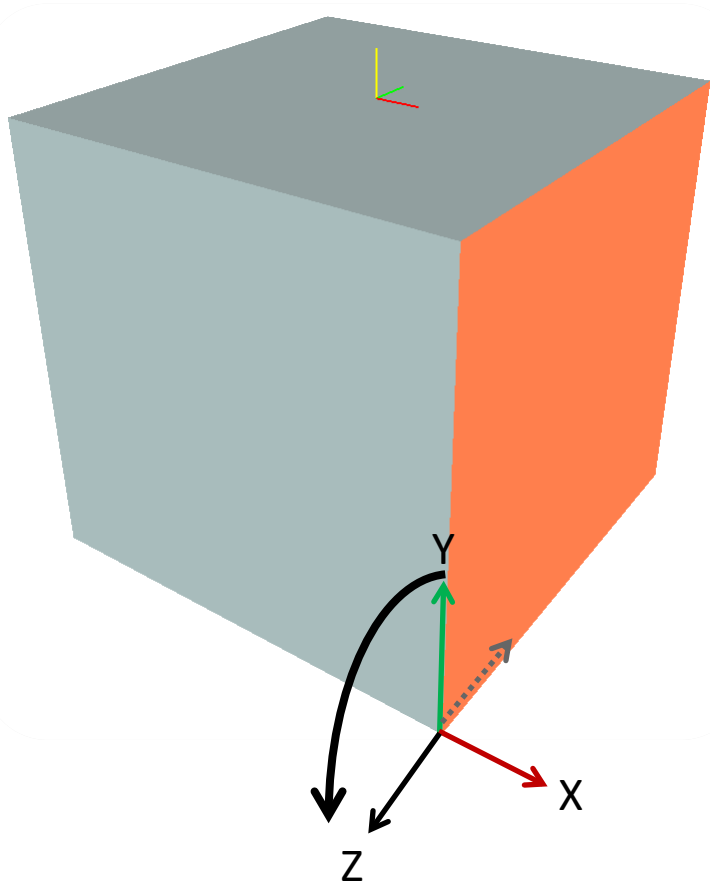
2. Rotate the workplane



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE	
ORIENT METHOD	<input type="text" value="ANGLES"/>		
ORIGIN POINT		ROTATION ANGLES	
X	<input type="text" value="3.0000"/>	R(X)	<input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y)	<input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z)	<input type="text" value="90.000"/>

Right Side

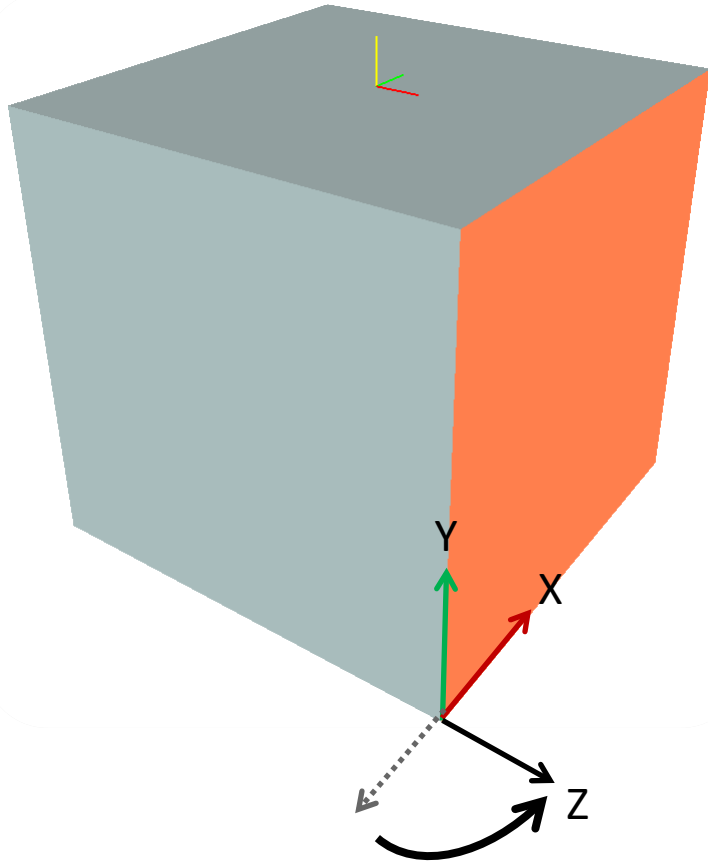
2. Rotate the workplane



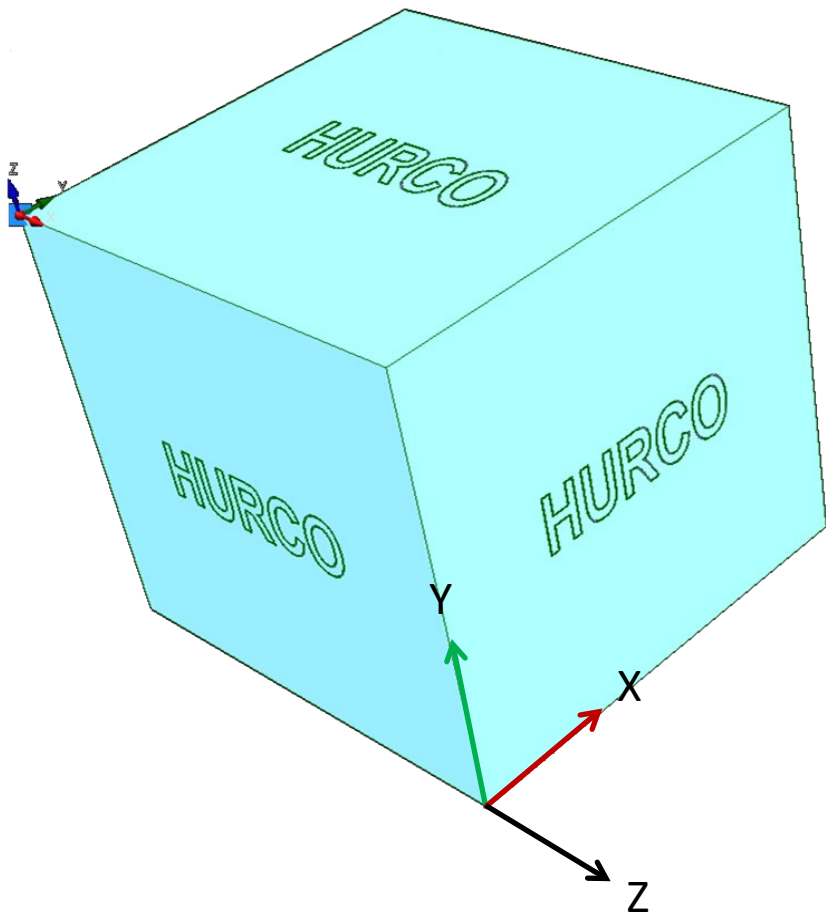
BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE
ORIENT METHOD	<input type="text" value="ANGLES"/>	
ORIGIN POINT		ROTATION ANGLES
X	<input type="text" value="3.0000"/>	<input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	<input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	<input type="text" value="90.000"/>

Right Side

2. Rotate the workplane



BLOCK	<input type="text" value="β"/>	TRANSFORM PLANE
ORIENT METHOD	<input type="text" value="ANGLES"/>	
ORIGIN POINT		ROTATION ANGLES
X	<input type="text" value="3.0000"/>	R(X) <input type="text" value="90.000"/>
Y	<input type="text" value="-3.0000"/>	R(Y) <input type="text" value="0.000"/>
Z	<input type="text" value="-6.0000"/>	R(Z) <input type="text" value="90.000"/>



BLOCK	<input type="text" value="7"/>	MILL TRUE-TYPE LETTERING	
X REFERENCE	<input type="text" value="3.0000"/>	Z START	<input type="text" value="0.1000"/>
Y REFERENCE	<input type="text" value="3.0000"/>	Z BOTTOM	<input type="text" value="-0.0150"/>
TEXT WIDTH	<input type="text" value="5.0000"/>	ORIENTATION	<input type="text" value="0.000"/>
TEXT HEIGHT	<input type="text" value="1.1250"/>	MAPPING	<input type="text" value="BODY ONLY"/>
WIDTH REF LOC	<input type="text" value="CENTER"/>	FONT	<input type="text" value="Arial"/>
HEIGHT REF LOC	<input type="text" value="CENTER"/>	TEXT	<input type="text" value="HURCO"/>
ROUGHING		FINISHING	SFQ
TOOL		<input type="text" value="3 END MILL, dia. 0.0620"/>	
MILLING TYPE		<input type="text" value="ON"/>	
MILL FEED	<input type="text" value="0.0"/>	PECK DEPTH	<input type="text" value="0.0000"/>
SPEED (RPM)	<input type="text" value="0"/>	PLUNGE FEED	<input type="text" value="0.0"/>