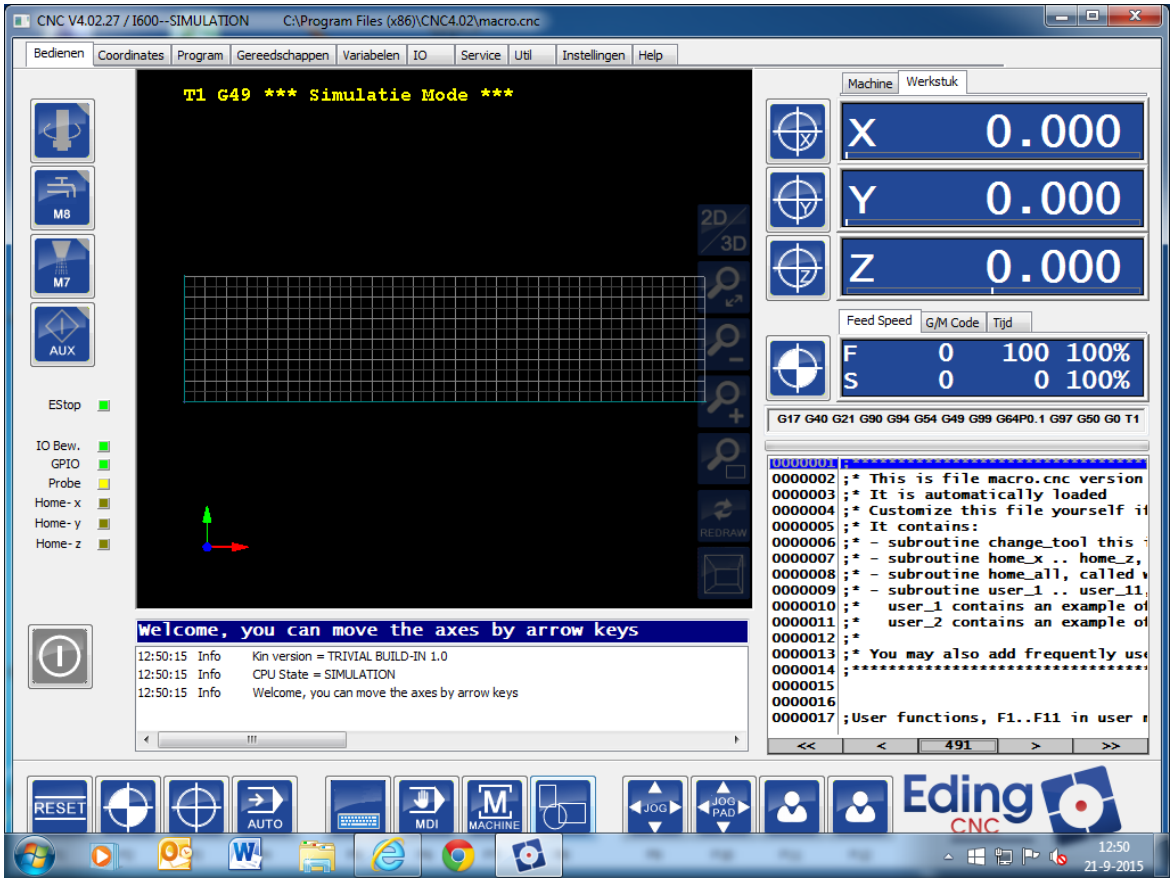
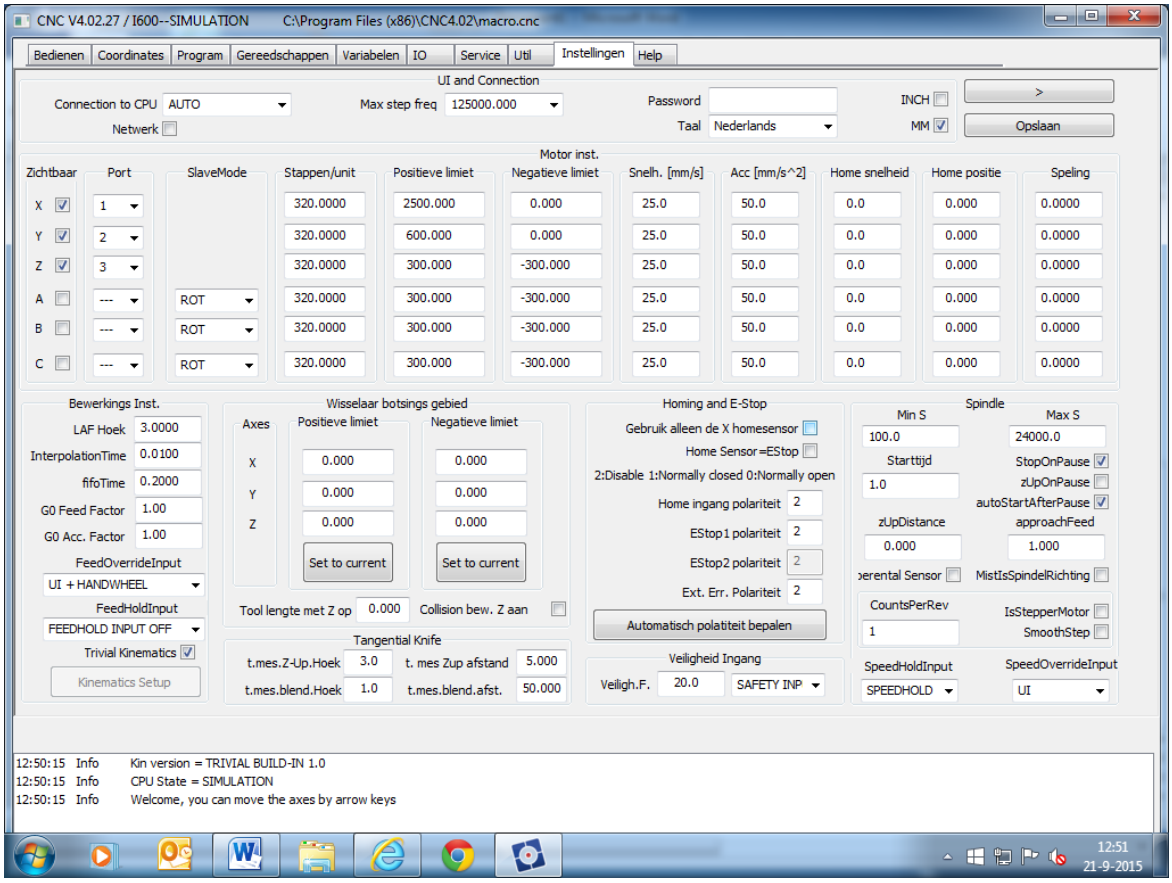

CNC V4.02.27 / I600--SIMULATION C:\Program Files (x86)\CNC4.02\macro.cnc
Bedienen Coordinates Program Gereedschappen Variabelen IO Service Util Instellingen Help
T1 G49 *** Simulatie Mode ***
Machine Werkstuk
X 0.000
Y 0.000
Z 0.000
Feed Speed G/M Code Tijd
F 0 100 100%
S 0 0 100%
G17 G40 G21 G90 G94 G54 G49 G99 G64P0.1 G97 G50 G0 T1
EStop
IO Bew.
GPIO
Probe
Home- x
Home- y
Home- z
Welcome, you can move the axes by arrow keys
12:50:15 Info Kin version = TRIVIAL BUILD-IN 1.0
12:50:15 Info CPU State = SIMULATION
12:50:15 Info Welcome, you can move the axes by arrow keys
0000002 ;* This is file macro.cnc version
0000003 ;* It is automatically loaded
0000004 ;* Customize this file yourself i
0000005 ;* It contains:
0000006 ;* - subroutine change_tool this
0000007 ;* - subroutine home_x .. home_z,
0000008 ;* - subroutine home_all, called
0000009 ;* - subroutine user_1 .. user_11
0000010 ;* user_1 contains an example o
0000011 ;* user_2 contains an example o
0000012 ;*
0000013 ;* You may also add frequently us
0000014
0000015
0000016
0000017 ;User functions, F1..F11 in user
491
RESET AUTO MDI MACHINE JOG JOG PAD
Eding CNC
12:50
21-9-2015


CNC V4.02.27 / I600--SIMULATION C:\Program Files (x86)\CNC4.02\macro.cnc
Bedienen Coordinates Program Gereedschappen Variabelen IO Service Util Instellingen Help
UI and Connection
Connection to CPU AUTO
Max step freq 125000.000
Password
INCH
Netwerk
Taal Nederlands
MM
Opslaan
Motor inst.
Zichtbaar Port SlaveMode Stappen/unit Positieve limiet Negatieve limiet Snelh. [mm/s] Acc [mm/s^2] Home snelheid Home positie Speling
X 1 320.0000 2500.000 0.000 25.0 50.0 0.0 0.000 0.0000
Y 2 320.0000 600.000 0.000 25.0 50.0 0.0 0.000 0.0000
Z 3 320.0000 300.000 -300.000 25.0 50.0 0.0 0.000 0.0000
A --- ROT 320.0000 300.000 -300.000 25.0 50.0 0.0 0.000 0.0000
B --- ROT 320.0000 300.000 -300.000 25.0 50.0 0.0 0.000 0.0000
C --- ROT 320.0000 300.000 -300.000 25.0 50.0 0.0 0.000 0.0000
Bewerkings Inst.
LAF Hoek 3.0000
InterpolationTime 0.0100
fifoTime 0.2000
G0 Feed Factor 1.00
G0 Acc. Factor 1.00
FeedOverrideInput
UI + HANDWHEEL
FeedHoldInput
FEEDHOLD INPUT OFF
Trivial Kinematics
Kinematics Setup
Wisselaar botsings gebied
Axes Positieve limiet Negatieve limiet
X 0.000 0.000
Y 0.000 0.000
Z 0.000 0.000
Set to current Set to current
Tool lengte met Z op 0.000 Collision bew. Z aan
Tangential Knife
t.mes.Z-Up.Hoek 3.0 t. mes Zup afstand 5.000
t.mes.blend.Hoek 1.0 t.mes.blend.afst. 50.000
Homing and E-Stop
Gebruik alleen de X homesensor
Home Sensor=EStop
2:Disable 1:Normally closed 0:Normally open
Home ingang polariteit 2
EStop1 polariteit 2
EStop2 polariteit 2
Ext. Err. Polariteit 2
Automatisch polatiteit bepalen
Veiligheid Ingang
Veiligh.F. 20.0 SAFETY INP
Spindle
Min S 100.0
Max S 24000.0
Starttijd 1.0
StopOnPause
zUpOnPause
autoStartAfterPause
zUpDistance 0.000
approachFeed 1.000
MistIsSpindelRichting
CountsPerRev 1
IsStepperMotor
SmoothStep
SpeedHoldInput SPEEDHOLD
SpeedOverrideInput UI
12:50:15 Info Kin version = TRIVIAL BUILD-IN 1.0
12:50:15 Info CPU State = SIMULATION
12:50:15 Info Welcome, you can move the axes by arrow keys
12:51
21-9-2015