

DEFINE MACHINE

P1

1. Vertical Function Key (Screen Right)



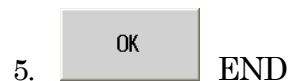
2. Function Key (Screen Bottom)



3. Define Machine Data Set.

DEFINEMACHINE	
A TURRET	
TOOL	
TOOL NUMBER	0
OFFSET NUM.	32
SP1 REF. TOOL	
SET PO. X	-190.000
SET PO. Z	0.000
TIP PO. X	-90.000
TIP PO. Z	-32.000
JAW INITIAL PARAMETER	
L	61.400
D	175.000
WIDTH	60.500
START ANGLE	149.787
OTHERS	
CENTER POSITION	0.000
OK	
CANCEL	

CENTER POSITION is for adjust NC-tailstock.



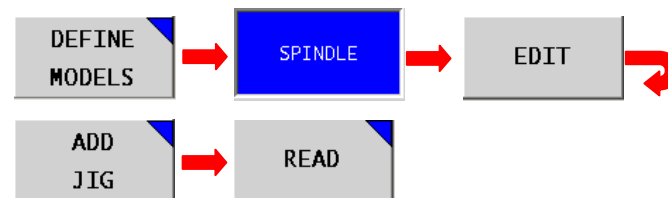
CHUCK

P2

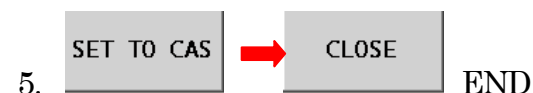
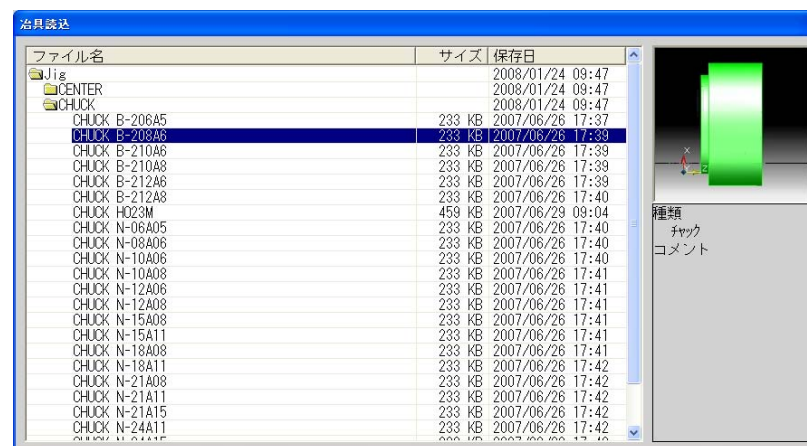
1. Vertical Function Key (Screen Right)



2. Function Key (Screen Bottom)



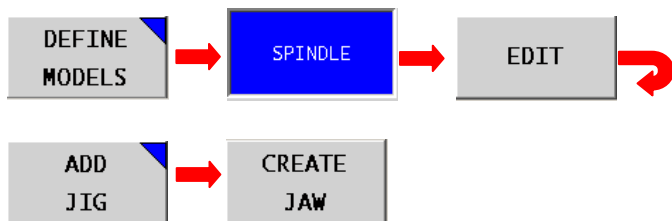
3. Select from [Jig]-[CHUCK] files.



1. Vertical Function Key (Screen Right)

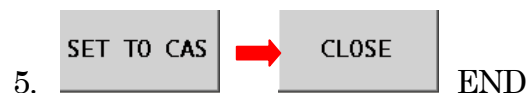
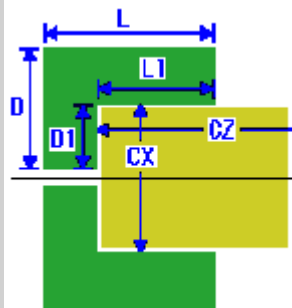


2. Function Key (Screen Bottom)



3. Jaw Data Set.

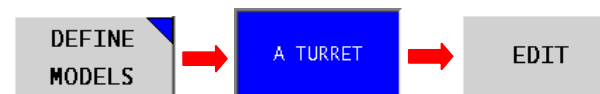
MODELING FUNCTION - CHUCK JAW CREATION - CHUCK JAW 3D DISPLAY	
CHUCKING	OUTSIDE
ITEM	VALUE
JAW LENGTH L	61.400
JAW LENGTH D	175.000
JAW SIZE L1	0.000
JAW SIZE D1	0.000
CHUCKING DIA. CX	0.000
DETAIL SETTING	DO
JAW POSITION CZ	0.000
CREATE JAW STOP	DO
START ANGLE	149.787
WIDTH	60.500
NUMBER	3



1. Vertical Function Key (Screen Right)

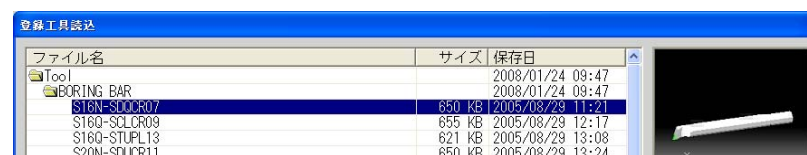


2. Function Key (Screen Bottom)



3. Select Turret number.

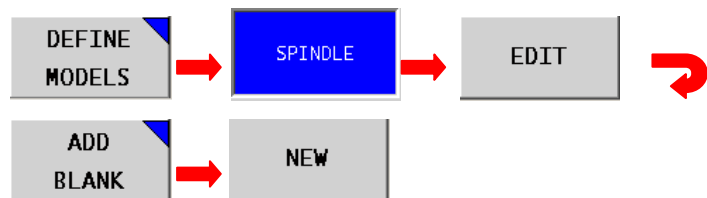
TOOL No.	SET TOOL NAME	PRJ AMOUNT	HOLDER NAME	TOOL NAME
1	PCLNL2525	42.748	OUT1	PCLNL2525
2	PDJNL2525	45.584	OUT1	PDJNL2525
3	R166.5FA-2525-16	45.181	OUT1	R166.5FA-2525-16
4	S32S-PCLNL12	88.062	INSIDE	S32S-PCLNL12
5		*****		



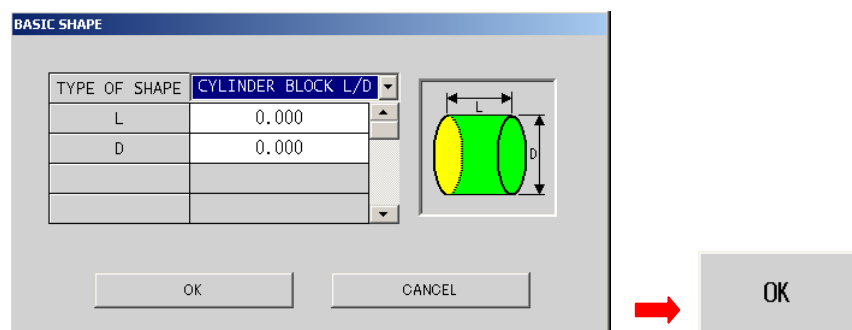
1. Vertical Function Key (Screen Right)



2. Function Key (Screen Bottom)



3. Select Shape & Input Data.



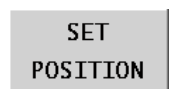
4. If need add shape



5. If all shape add then



6. For adjust position



7.

