CNC SIMULATOR DO'S AND DON'TS CHECKLIST

Secti	e:on:	., , ,	Course: CAM8515/CAM8505
	Room T213 – You can remove the cover and put in:	the <u>pla</u>	
	DO	'S	
NO I LEA	PORTANT NOTE: THERE SHOULD BE A INDIVIDUAL ONE ALLOWS TO BE IN THE LAB VE THE LAB, MAKE SURE YOU WOULD LEAVE IF YOU ARE THE LAST TWO.	FOR S	SAFTEY REASONS. IF YOU WANT TO
	1. WASH YOUR HANDS People often underestimate how much they eat in a day. Write down what you eat and when you eat it to account for all meals, snacks, drinks, and desserts.		MAKE SURE YOU KEEP 2 METER DISTANCE ALL THE TIME There are 11 simulators in the room, on each side of the room only 3 simulators can be used (total 6) Only the 6 green spaces in the below picture can be used.
	2. READ THE "CNC SIMULATOR ORIENTATION" FILE Watch the following 4 videos (each less than 10 min) ✓ CNC Simulator Introduction – part 1 ✓ CNC Simulator Introduction – part 2 ✓ CNC Simulator Introduction – part 3 ✓ CNC Simulator Introduction – part 4		WHEN YOU ARE DONE PLEASE CLEAN THE KEYS BY A WIPE AVAILABLE IN T213 AS YOU DO FOR OTHER LABS We trust you all to do all these steps!
	OPTIONAL: READ OR SCAN READ THE "CNC OPERATION MANUAL" FILE AND BE FAMILIAR WITH THE PARTS AND KEYS		TURN OFF THE SIMULATOR
	3. WATCH THE 3 VIEDOS The videos are based on a sample file G-Code accessible on the Brightspace: O1001.nc file You can also download the TXT file and then "save as" it as an O1001.nc file		
	4. COPY THE NC FILE ON YOUR USB Now you can go back to page 18 of the CNC Simulation Orientation file and follow the steps described there and repeated on the 3 posted videos	B	-32

DON'T'S				
No food in the lab		NO ONE LEFT ALONE IN THE LAB The minimum number of students in the lab is 2 students.		
		 ✓ If you are the only one, please wait for your friend(s) to come and then go in. ✓ If you are the last 2, make sure to leave the room together. 		
Do not leave the simulator on		Do not turn on and off without waiting 10 seconds in between		
Do not leave The simulator with no cover on		Initial here please:		