



innovative machine tools



# GE FANUC O 105 MILL TRAINING GUIDE

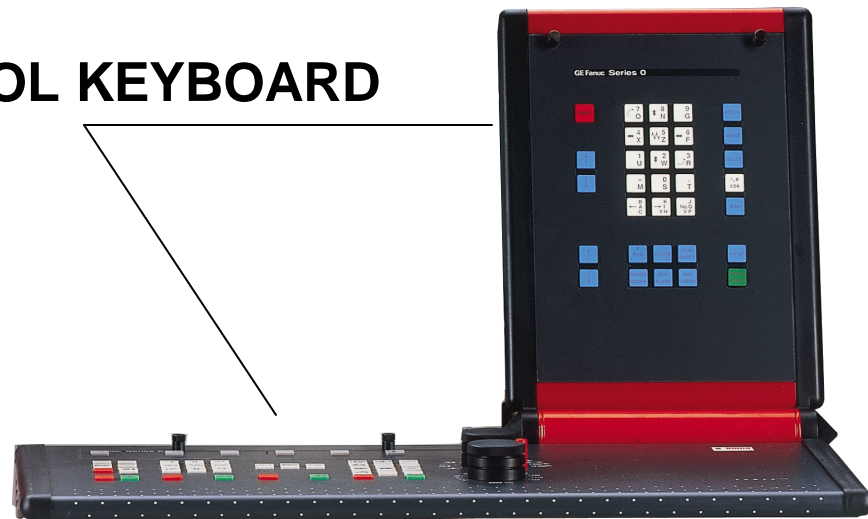
9/11/03 Version 6  
Made by EMCO  
Authored by Chad Hawk

# Training Index

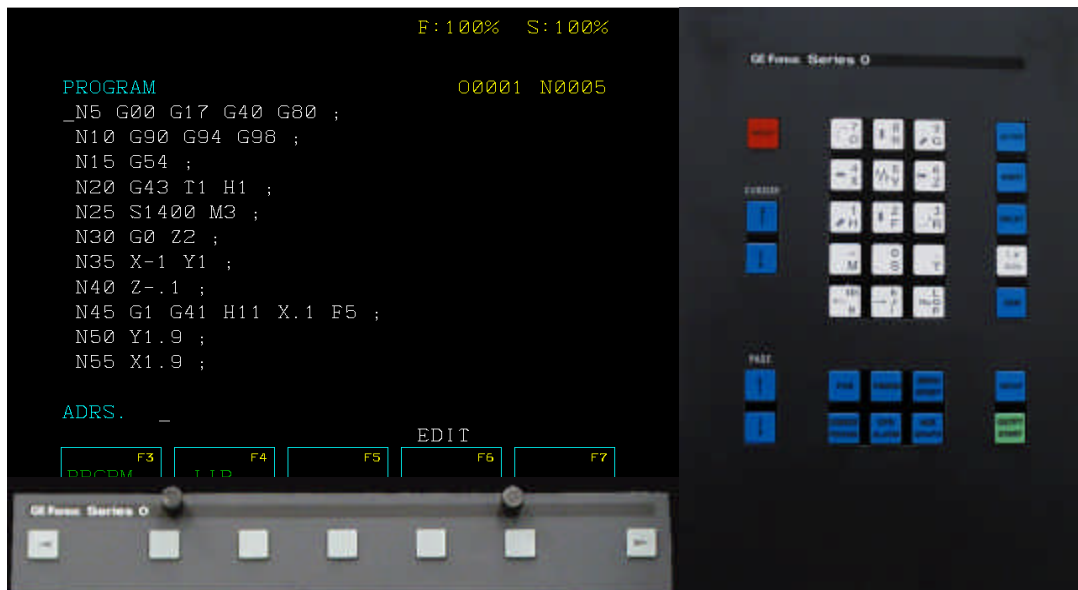
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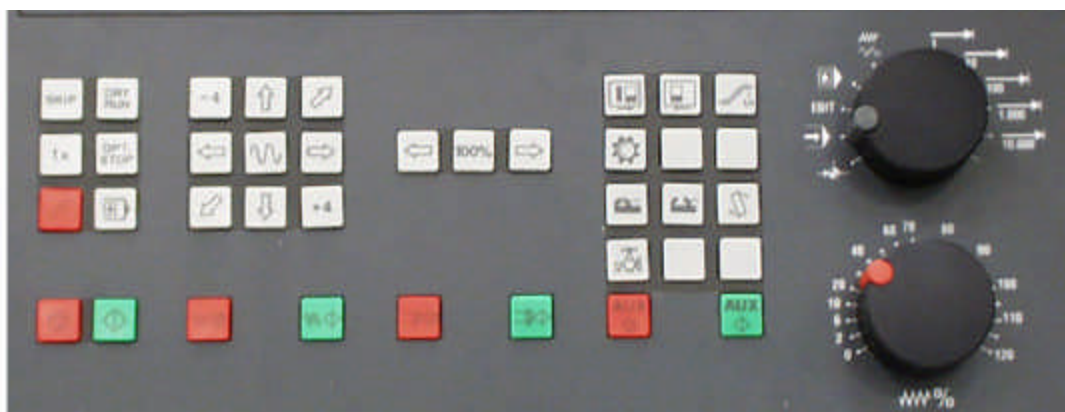
# CONTROL KEYBOARD



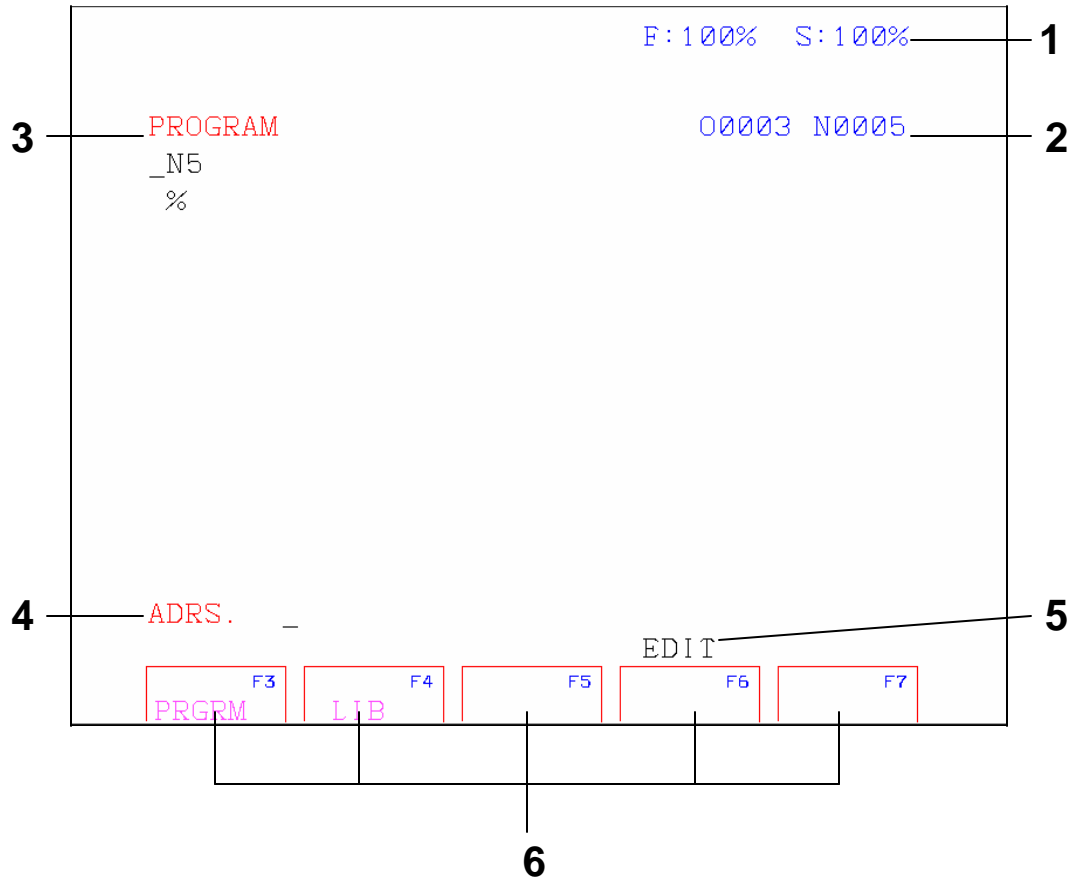
## FANUC O CONTROL



## MACHINE CONTROL



# The Fanuc O Screen



1. Displays of Feed and Spindle Speed override
2. Display of Program and Number block
3. Display of active Screen
4. Entry line
5. Display of active Mode
6. Display of Soft key Functions

# FANUC O KEYS



**RESET** = cancels most alarms, resets program,  
interrupts programs

## CURSOR MOVEMENT KEYS



**CURSOR UP** = moves cursor up



**CURSOR DOWN** = moves cursor down, search  
function, program call up



**PAGE UP** = moves one page up



**PAGE DOWN** = moves one page down

## CHANGE KEYS



**ALTER** = alter word (replace word)



**INSRT** = insert word, create new program



**DELET** = deletes word / block or a program



**EOB** = end of block, skip block



**CAN** = deletes entries in the address

## STORE KEYS



**INPUT** = inputs program / offsets / word / numbers



**OUTPT / START** = sends program / offsets out

## DATA INPUT KEYS



Continually press keys to see all possibilities of that Key.

Press one time a letter appears  
Press again a number appears

## FUNCTION KEYS (DISPLAY KEYS)



**POS** = displays actual, relative, machine positions



**PRGRM** = displays program, library page



**MENU / OFFSET** = displays Offsets, Work shifts



**DGNOS / PARAM** = displays parameters, diagnostic pages

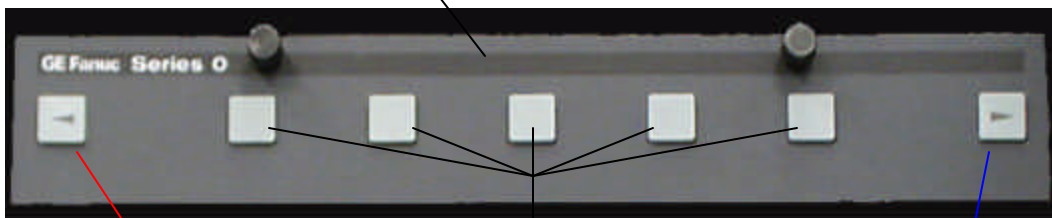


**OPR / ALARM** = displays operator & alarm messages



**AUX / GRAPH** = displays 2-D graph & 3D simulation

## **SOFT KEY MODULE**



**SCROLL BACK**

**SOFT KEYS**

**PAGES OVER**

# MACHINE KEYS

## MACHINE FUNCTION KEYS



= Press skip any block lines with ( / Slash) before block number will be skipped



= Test run without spindle on (remove raw material from chuck)



= (Single piece) for continuous mode active only on automatic material loading



= (Optional stop) for programs with (m1)



= (Reset) cancels most alarms, resets program, interrupts programs



= (Single block) reads one block line at a time



= (Cycle stop) program hold, feed hold



= (Cycle start) program start



=(Agreement button) used for open/closing door or to jog axis with the door open



=(Mode Key) Automatic & Hand Mode

Hand Mode is for moving machine around with door open and works in conjunction with the (Agreement button)





## DIRECTION KEYS

These keys control axis directional movements

+4 & -4 = Additional axis

Feed stop (Red) / Feed start (Green) works all modes but EDIT & ZRN



## SPINDLE OVERRIDE KEYS

Arrow key pointing right increase the Spindle speed (120% high)

Arrow key pointing left decrease the Spindle speed (50% low)

100% key jumps speed to 100%

Spindle stop (Red) / Spindle start (Green)

Works all modes except EDIT & ZRN (Reference)



## ACCESSORY FUNCTIONS

Arrow right door open

Arrow left door closed

Press for Rotary axis Indexing

Press once vise closed

Press once vise open

**Turret Index**

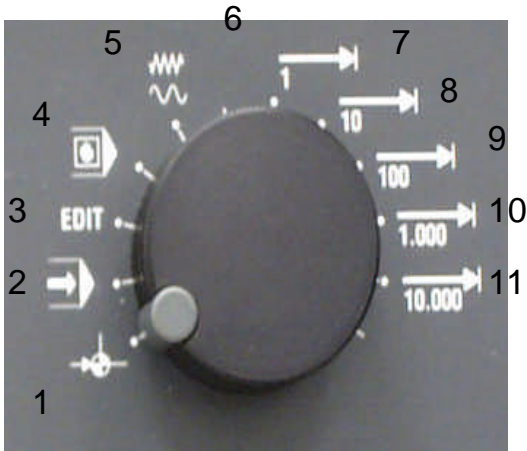
Press once coolant on

Press again coolant off

Press auxiliary drives on (Green)

Press auxiliary drives off (Red)

## MODE DIAL



- (1) ZRN = Zero / Reference or Home mode
- (2) AUTO = Automatic mode for running a program
- (3) EDIT = Edit mode for program changes or entering a new program
- (4) MDI = Manual Data Input mode for manually running the machine
- (5) JOG = Manual moving the axis in X, Y, Z
- (6) STEPS = Incremental feed movements
- (7) STEPS = .0001 or tenths
- (8) STEPS = .001 or thousands
- (9) STEPS = .010 or ten thousands
- (10) STEPS = .100 or hundred thousands
- (11) STEPS = .100 or hundred thousands

## FEED OVERRIDE DIAL



Controls feed for jogging in the X, Y, Z Axis.  
Overrides from 0% to 120% of the  
programmed feed rate or the rapid rate

Toggle Back										Over Toggle																																																																																														
Esc	Mode	<b>A</b>	F3	F4	F5	F6	F7	F8	Output	Input	>	Display																																																																																												
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	Turret	Air	Rotary	Jog	Jog	Spindle	Spindle	Vise	Vise	Door																																																																																														
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<table border="1"> <tr> <td colspan="3">Number Keys</td> </tr> <tr> <td>Num Lock</td> <td>Dry Run</td> <td>Op Stop</td> </tr> <tr> <td></td> <td>Skip</td> <td>SBL</td> </tr> <tr> <td>Z+</td> <td>Y+</td> <td>⏮</td> </tr> <tr> <td>X-</td> <td>REF ALL</td> <td>X+</td> </tr> <tr> <td>Y-</td> <td>Z-</td> <td>NC Start or</td> </tr> <tr> <td>Reset</td> <td>NC Stop</td> <td>(cycle start)</td> </tr> </table>													Number Keys			Num Lock	Dry Run	Op Stop		Skip	SBL	Z+	Y+	⏮	X-	REF ALL	X+	Y-	Z-	NC Start or	Reset	NC Stop	(cycle start)																																																																							
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Reset	NC Stop	(cycle start)																																																																																																						



- Any key with Gray highlight Press Ctl + the key for that function
- Some keys have two functions to them for 1st function just press the key
- 2nd function will be Gray press Ctl + the key for the function
- Some automotive keys when you press them 1 time this will close/turn off press them again will open/turn on
- F1 is a toggle key for the modes: Zero, Auto, Edit, MDI, Jog and F11 then F11 give Increment Step
- F12 is a toggle key for the Display screens: Position, Program, Offsets, Parameter, Alarm and F12 then F11 then F3 gives Graph
- F12 then F11 then F3 then F11 then F3 gives you 3D view
- Press enter 2 times this is the same as pressing EOB insert
- Alt + F4 will exit the software back to the desktop
- The Top right corner will allow the screen to be minimized, restored and close just like a standard windows screen

The machine functions are active only with NUM LOCK on

Keys are active they will move the axes if used as numbers. Use numbers on the keyboard.

# Turning the Machine On/Entering Fanuc Software

## Referencing the Machine

1. Press the **AUX** button  (This turns on the Auxiliary Drives)
2. Press the **Agreement** button   
**Open** door then **Shut** door (This Initialize the safety circuits on the Machine door)
3. Move the MODE dial to ZRN position also know as Reference make sure your feed rate is not on “0”



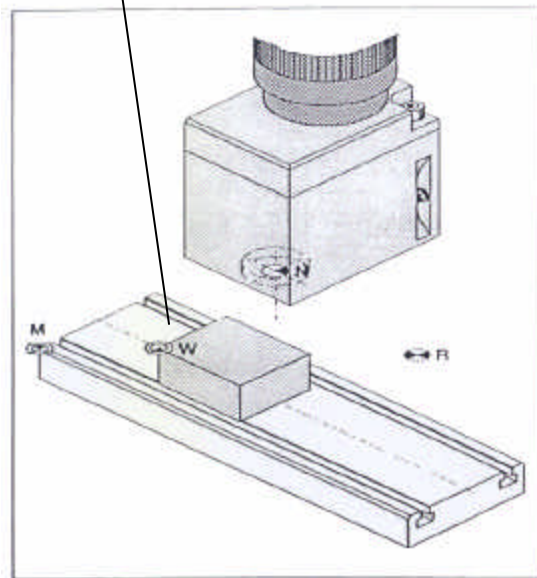
4. Make sure door is closed
5. Press the Z+ this references the Z axis.
6. Press the X- this references the X axis
7. Press the Y- this references the Y axis



**Note:** Every time you enter Fanuc O Software or Turn the Machine On you must reference the axis

# WORK SHIFT

Pages 10 – 18 is setting the Work shift & offsets to the lower left corner & the top of the part with the Tool stump



Reference points in the working area

## Reference Points of the EMCO Milling Machines

### M = Machine zero point

An unchangeable reference point established by the machine manufacturer.

Proceeding from this point the entire machine is measured.

At the same time "M" is the origin of the coordinate system.

### R = Reference point

A position in the machine working area which is determined exactly by limit switches. The slide positions are reported to the control by the slides approaching the "R".

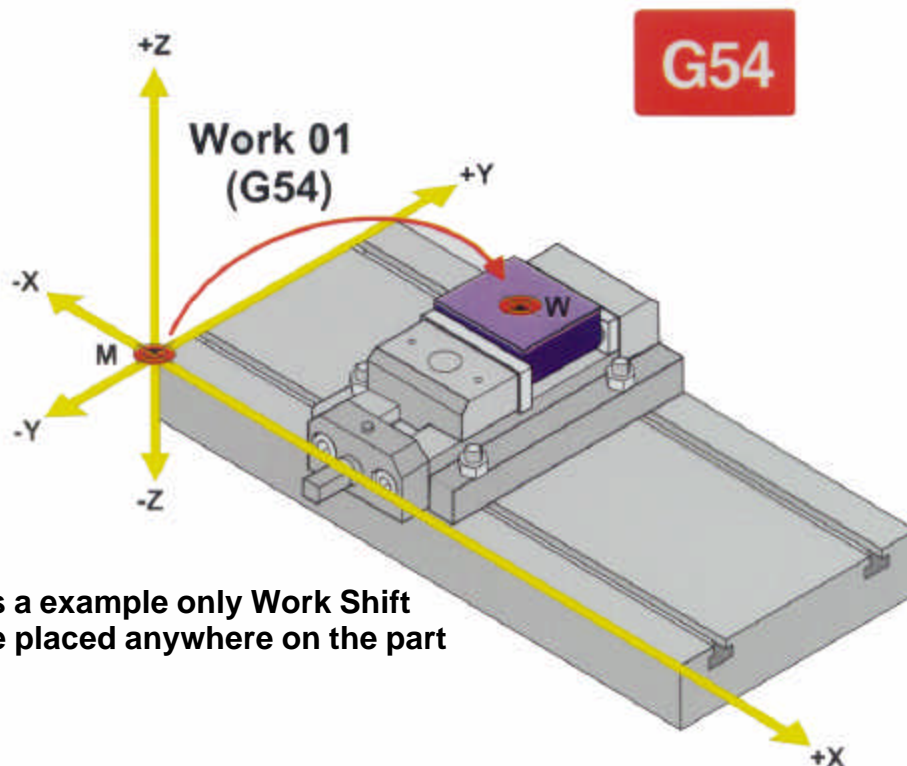
Required after every power failure.

### N = Tool mount reference point

Starting point for the measurement of the tools. "N" lies at a suitable point on the tool holder system and is established by the machine manufacturer.

### W = Workpiece zero point

Starting point for the dimensions in the part program. Can be freely established by the programmer and moved as desired within the part program.



This is a example only Work Shift can be placed anywhere on the part

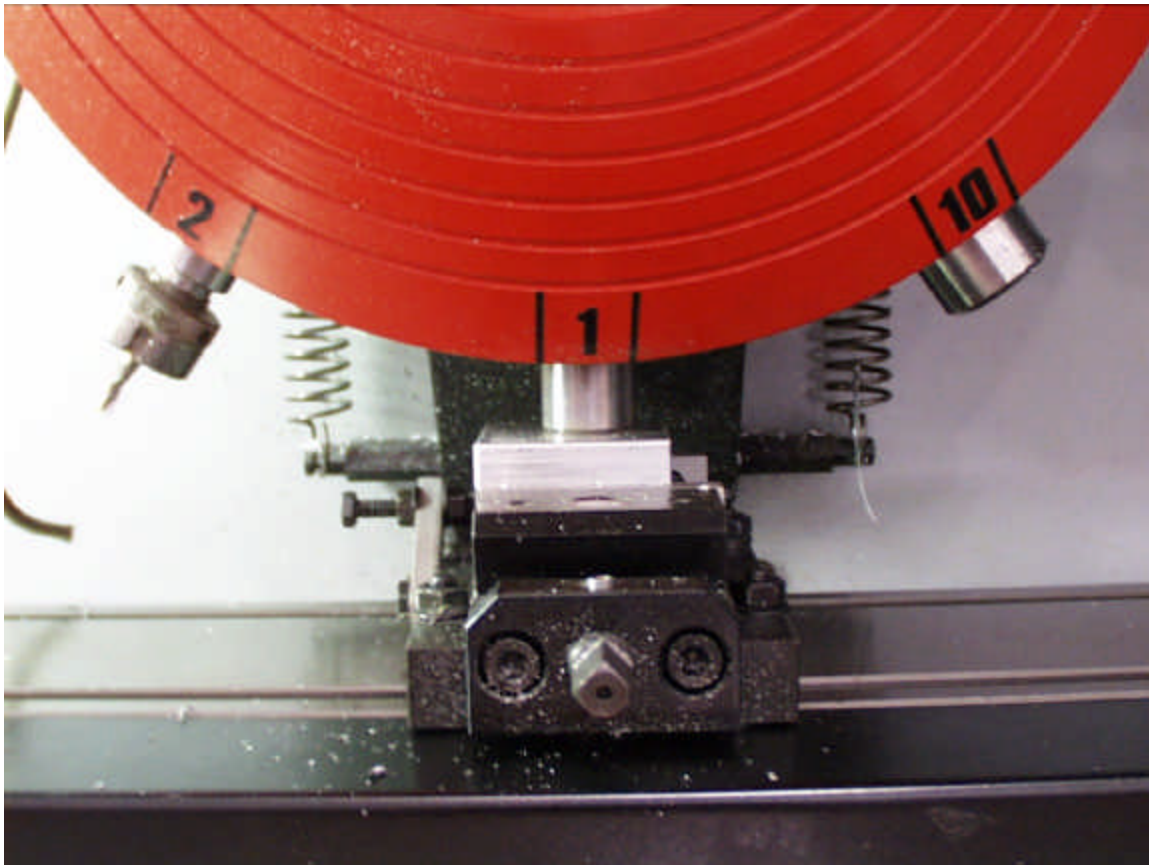


## Work Shift:

1. Move the MODE dial to JOG position
  2. Jog the tool STUMP to the top of the Work Piece & touch using the Direction
- keys. (Use piece of paper between nose and Work Piece)



NOTE: Use the Stump that has been provided with the Machine



3. Press the MENU/OFFSET button



4. Press the WORK Soft key (Gray Button) Example 2

5. Make sure that X, Y, Z are all 0 if they have values then the Work Shift will be taken from those values not from the machine 0

6. Press the OFFSET Soft key (Gray Button)

- Example 1 in the picture below
- Record the value in the Actual Position Relative Z

7. Press the WORK Soft key (Gray Button) Example 2

8. Move Cursor to 01 location

9. Recorded value in Work Coordinates 01(Z) which is G54

Example: Type Z 2.463 press Input button



This value is the distance from the top of the Machine bed to the top of the Work Piece.

Example 1

F:100% S:100%

OFFSET

00001 N0005

NO.	DATA	NO.	DATA
_001	0.0000	009	0.0000
002	0.0000	010	0.0000
003	0.0000	011	0.0000
004	0.0000	012	0.0000
005	0.0000	013	0.0000
006	0.0000	014	0.0000
007	0.0000	015	0.0000
008	0.0000	016	0.0000

ACTUAL POSITION (RELATIVE)

X	0.0000	Y	0.0000
Z	0.0000		

NO. —

EDIT

F3

F4

F5

F6

F7

OFFSET

WORK

Example 2

F:100% S:100%

WORK COORDINATES

00001 N0005

NO.		DATA	NO.		DATA
00	X	0.0000	02	X	0.0000
	Y	0.0000		Y	0.0000
	Z	0.0000		Z	0.0000
_01	X	0.0000	03	X	0.0000
	Y	0.0000		Y	0.0000
	Z	0.0000		Z	0.0000

ADRS. —

EDIT

F3

F4

F5


F6

F7








OFFSET

WORK

**Note:** Machine 0 is the spindle nose touching the top of the Machine bed.

10. Jog Spindle up away from WORK PIECE using Z+
11. Either follow step 12 or follow step 13 when finished go on to step 14
12. Index to a edge finder or tool (Ex. 3/8 end mill) Press 
  - Jog the Tool to the left side of the Work Piece & touch using the Direction keys. (Use Feed Dial or Steps to approach at a slower feed)

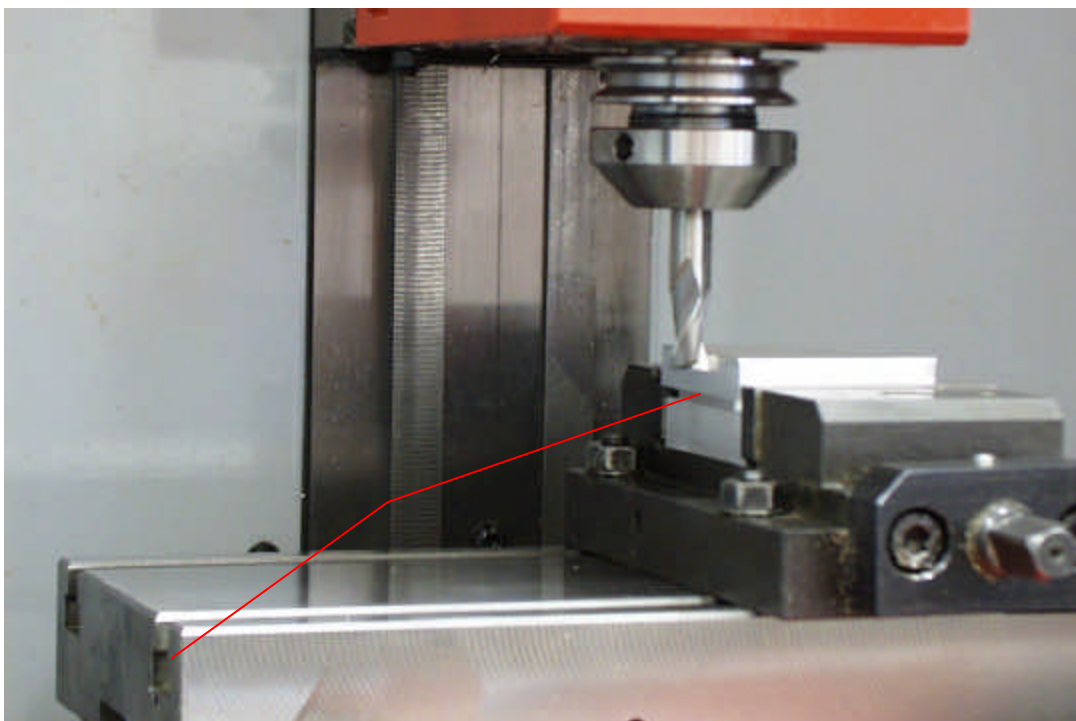
13. For Scratching move MODE Dial to MDI

- Press the PROGRAM display button  until top of the screen shows MDI (Program)
- Type S1000  M03  then  cycle start
- Then type T1  M6  then  (Door must be closed)



S=RPM M03=Spindle on Clockwise T1=Tool Position M6=Index

- Move MODE Dial to Jog then Jog the Tool to the left side of the Work Piece & touch using the Direction keys.



**Note:** Machine 0 in X is the center of the spindle to the left side of the Machine bed.



14. Press the MENU/OFFSET button



- Example 1 in the picture below
- Record the value in the Actual Position Relative X

15. Press the WORK Soft key (Gray Button) Example 2

16. Move Cursor to 01 location

17. The Recorded value PLUS the radius of the tool being used to scratch (3/8 Tool) type in Work Coordinates 01 (X)

Example 1

F:100% S:100%

OFFSET

00001 N0005

NO.	DATA	NO.	DATA
_001	0.0000	009	0.0000
002	0.0000	010	0.0000
003	0.0000	011	0.0000
004	0.0000	012	0.0000
005	0.0000	013	0.0000
006	0.0000	014	0.0000
007	0.0000	015	0.0000
008	0.0000	016	0.0000

ACTUAL POSITION (RELATIVE)

X	0.0000	Y	0.0000
Z	0.0000		

NO. —

EDIT

OFFSET

F3

F4

F5

WORK

F6

F7

Example 2

F:100% S:100%

WORK COORDINATES

00001 N0005

NO.	DATA	NO.	DATA
00	X 0.0000	02	X 0.0000
	Y 0.0000		Y 0.0000
	Z 0.0000		Z 0.0000
_01	X 0.0000	03	X 0.0000
	Y 0.0000		Y 0.0000
	Z 0.0000		Z 0.0000

ADRS. —

EDIT

OFFSET

F3

F4

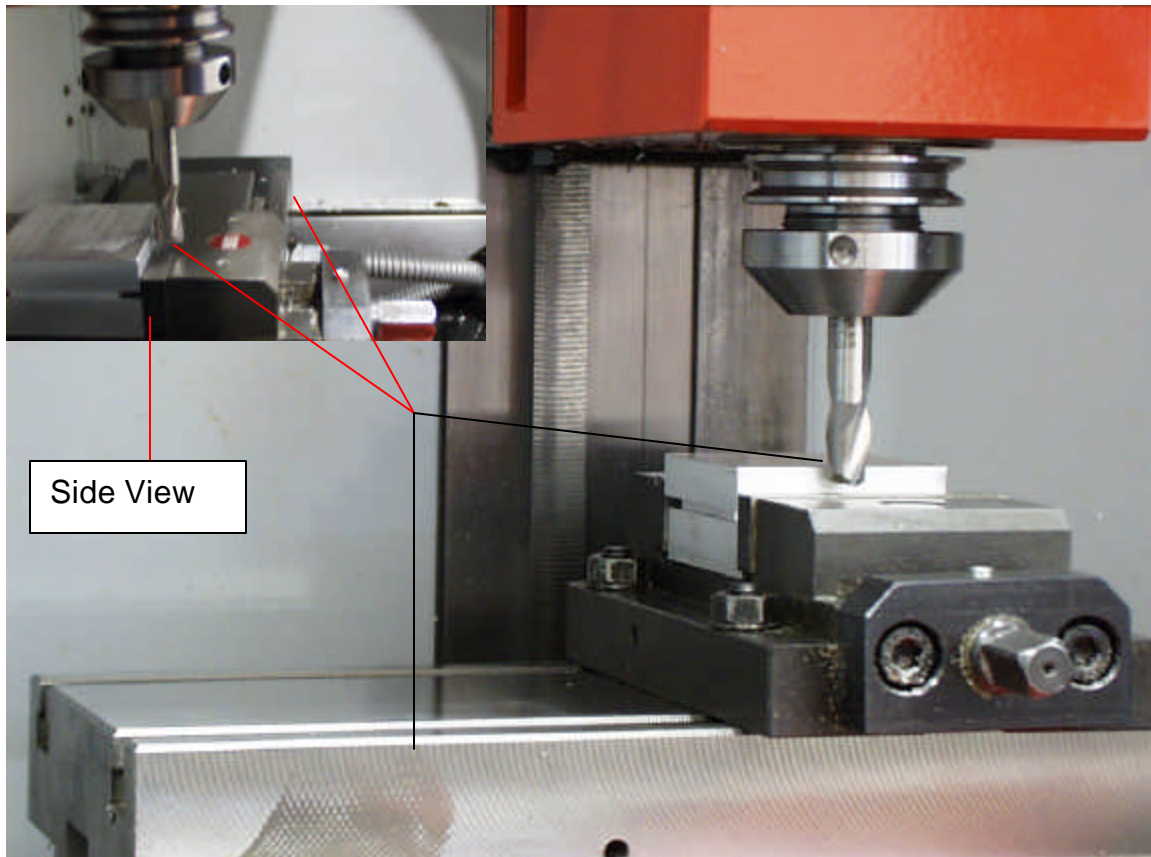
F5

WORK

F6

F7

18. Jog Spindle up away from WORK PIECE using Z+
19. Jog the Tool to the Front of the Work Piece & touch using the Direction keys. (Use Feed Dial or Steps to approach at a slower feed)



**Note:** Machine 0 in Y is the center of the spindle to the Front of the Machine bed.

20. Press the MENU/OFFSET button



- Example 1 in the picture below
- Record the value in the Actual Position Relative Y

21. Press the WORK Soft key (Gray Button) Example 2

22. Move Cursor to 01 location

23. The Recorded value plus the radius of the tool being used to scratch (3/8) type in Work Coordinates 01 (Y)

Example 1

F:100% S:100%

OFFSET

00001 N0005

NO.	DATA	NO.	DATA
_001	0.0000	009	0.0000
002	0.0000	010	0.0000
003	0.0000	011	0.0000
004	0.0000	012	0.0000
005	0.0000	013	0.0000
006	0.0000	014	0.0000
007	0.0000	015	0.0000
008	0.0000	016	0.0000

ACTUAL POSITION (RELATIVE)

X	0.0000	Y	0.0000
Z	0.0000		

NO. —

EDIT

WORK

Example 2

F:100% S:100%

WORK COORDINATES

00001 N0005

NO.	DATA	NO.	DATA
00	X 0.0000	02	X 0.0000
	Y 0.0000		Y 0.0000
	Z 0.0000		Z 0.0000
_01	X 0.0000	03	X 0.0000
	Y 0.0000		Y 0.0000
	Z 0.0000		Z 0.0000

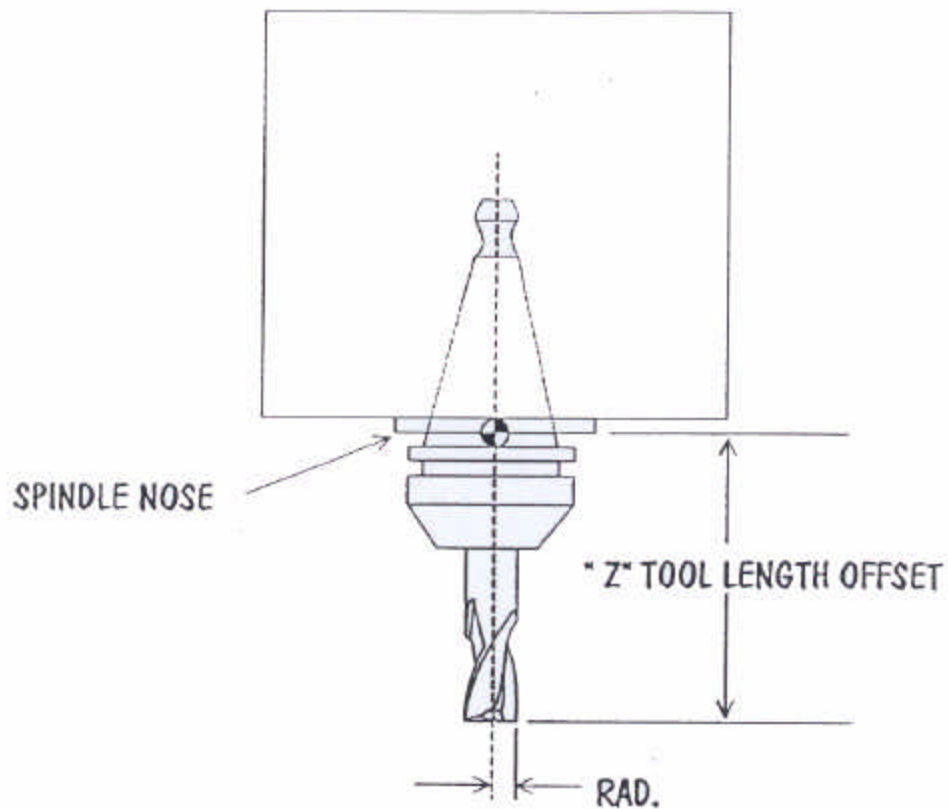
ADRS. —

EDIT

WORK

24. Jog the Tool up above the Work Piece using Z+

# TOOL OFFSET



F:100% S:100%

OFFSET		00001 N0005	
NO.	DATA	NO.	DATA
_001	0.0000	009	0.0000
002	0.0000	010	0.0000
003	0.0000	011	0.0000
004	0.0000	012	0.0000
005	0.0000	013	0.0000
006	0.0000	014	0.0000
007	0.0000	015	0.0000
008	0.0000	016	0.0000


ACTUAL POSITION (RELATIVE)

X 0.0000	Y 0.0000
Z 0.0000	

NO. —

EDIT

F3 OFFSET	F4	F5	F6 WORK
--------------	----	----	------------

1. Jog Tool tip down & touch the Top of the Work Piece  
(Use Feed Dial or Steps to approach at a slower feed)
2. Press the MENU/OFFSET button 
3. The value in Actual Position (Relative) Z; type this value in Offset NO. 001(H1) If tool is going to be T1
4. Place the Radius in the corresponding Offset 011 (H11)
  - This is for the cutter compensation when using G41 or G42
5. To set more Tools Repeat Steps 1 thru 4
  - Drills & Taps need no Radius set for them

F: 100% S: 100%

OFFSET		00001 N0005	
NO.	DATA	NO.	DATA
001	0.0000	009	0.0000
002	0.0000	010	0.0000
003	0.0000	011	0.0000
004	0.0000	012	0.0000
005	0.0000	013	0.0000
006	0.0000	014	0.0000
007	0.0000	015	0.0000
008	0.0000	016	0.0000

ACTUAL POSITION (RELATIVE)

X 0.0000	Y 0.0000
Z 0.0000	

NO. —

F3  
OFFSET

F4

F5

EDIT  
F6  
WORK

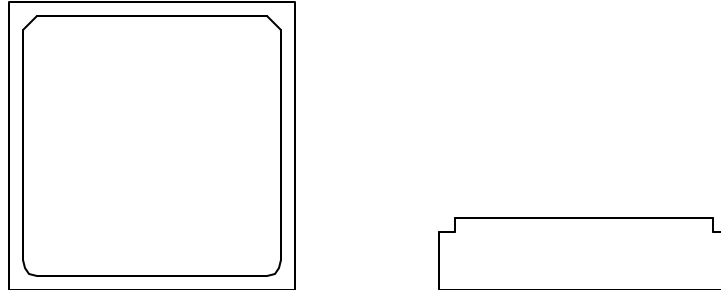
F7

**NOTE:** When you use a T the H = Height

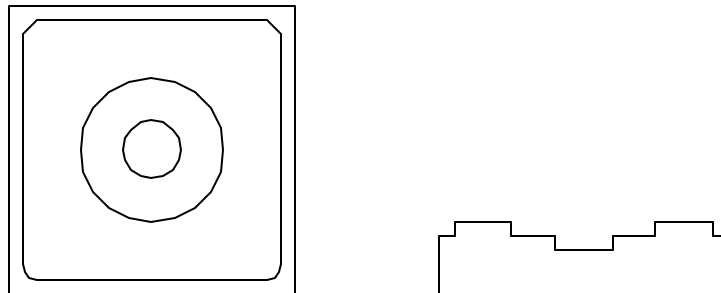
When you use a G41 or G42 the H = Radius

# Program Training

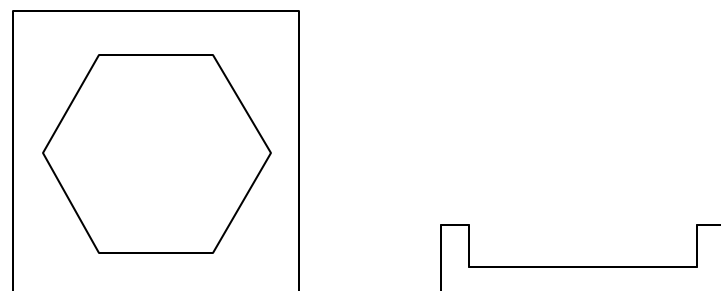
**Program O0001**




**Program O0003**




**Program O0005**




Change the Mode Dial to Edit & Press the  to do functions below & on the next 2 Page

- **INSERT A NEW PROGRAM**


1. Press letter o then program number
2. Press insert button 

**Example:** Q0001 OR Q1

- **CALL A EXISTING PROGRAM UP**

1. Press letter o then program number
2. Press cursor down button 

- **INSERT A WORD**



1. Press letter then number
2. Press insert button 

**Example:** press once letter Q appears press again number 7 appears

**HINT:** When inserting a word place the cursor one word on the left before the place being inserted

**Example:** \_N5 G01 X 0.25; G01 is the word being inserted

- **INSERT END OF BLOCK**


1. Press the (EOB) button 
2. Press insert button 

**HINT:** at the end of each number line needs an End Of Block looks like a Semicolon (;)

**Example:** N5 G01 X1.00 F.003;


**NOTE:** IN EDIT & IN PROGRAM USE INSERT ONLY.  
USE INPUT ALL OTHER APPLICATIONS.

- **DELETE A PROGRAM**

1. Press letter o then program number
2. Press delete button 


**Example:** O0001 OR O1

- **DELETE ALL PROGRAMS**

1. Press letter o plus the – & 9999
2. Press delete button 

**Example:** O – 9999

- **DELETE A WORD**

1. Press letter then number
2. Press delete button 


**Example:** press once S appears press again 0 appears

**HINT:** Deleting a word; place the cursor on the left side  
before the word being deleted

**Example:** BEFORE N5\_S1000; AFTER N5;

**(S1000)** is the word being deleted?

- **DELETE A BLOCK OR LINE NUMBER**

1. Type the number line
2. Press delete button 

**Example:** \_N10 G0 X1.0 F.003; make sure cursor is on  
the line being deleted (\_N10)



- **CANCEL MISTYPED WORD**

1. Press cancel button



**HINT:** In the ADRS. (Address) at the lower left of the screen is the word and numbers that you typed in. Before pressing insert check if what was typed in is correct. If not press cancel and retype word and numbers.

- **ALTER A WORD**

1. Type the Word needed altered
2. Press alter button



**Example:** Make sure the cursor is to the left of the words being altered (\_N5 CHANGE TO \_N10)

- **SEARCH FOR NUMBER BLOCK**

1. Press letter n and the number of the block
2. Press cursor down button



**Example:(N50)**

**HINT:** The arrow button pointing down

- **SEARCH FOR WORD**

1. Type in Word & number **Example: (M30)**
2. Press cursor down button



- **SEARCH FOR LETTER**

1. Press letter
2. Press cursor down button



**HINT:** This goes to the first (G). Follow steps 1 & 2 cursor goes to the next (G)

## **Survey commands G CODES: Mostly used only**

### **G00 Rapid motion**

- G01 Linear interpolation in working feed
- G02 Circular interpolation, clockwise
- G03 Circular interpolation, counter-clockwise
- G04 Dwell time, active block by block
- G09 Exact hold

### **G17 Selection of plane X-Y**

- G18 Selection of plane Z-X
- G19 Selection of plane Y-Z
- G20 Dimension in inch
- G21 Dimension in millimeter
- G28 Approach reference point

### **G40 Deselect miller radius compensation**

- G41 Miller radius compensation left
- G42 Miller radius compensation right
- G43 Tool length compensation positive
- G44 Tool length compensation negative

### **G49 Deselect tool length compensation**

- G53 Machine coordinate system

### **G54 Zero point shift 1**

- G55 Zero point shift 2
- G56 Zero point shift 3
- G57 Zero point shift 4
- G58 Zero point shift 5
- G59 Zero point shift 6
- G73 Chip break cycle

### **G80 Delete drilling cycle (G83 to G85)**

- G81 Drilling cycle
- G83 Excavation drilling cycle

### **G90 Absolute value programming**

- G91 Incremental value programming

### **G94 Feed in inch/min**

- G95 Speed with feed in inch/revolution

### **G97 Spindle speed per minute**

### **G98 Retract to plane of start (drilling cycles)**

## Survey commands M CODES: Mostly used



M00	Programmed stop, unconditional
M01	Programmed stop, conditional
M03	Spindle ON clockwise
M04	Spindle ON counter clockwise
<b>M05</b>	<b>Spindle OFF</b>
M06	Tool change
M08	Coolant ON
<b>M09</b>	<b>Coolant OFF</b>
M19	Orientated spindle stop
M25	Release clamping device
M26	Close clamping device
M30	Main program end with new start of program
M71	Blow-off ON
<b>M72</b>	<b>Blow-off OFF</b>
M98	Subroutine call-up
M99	Subroutine end

**A maximum of three M commands allowed for each program block!**

## Used Addresses

C	Chamfer
F	Feed rate, thread pitch
G	Path function
H	Tool height, tool radius
I, J, K	Circle parameter, scale factor, K number of repetition
M	Miscellaneous function
N	Block number 1 to 9999
O	Program number 1 to 9499
P	Dwell, subroutine
Q	Cutting depth or shift value
R	Radius, retraction height
S	Spindle speed
T	Tool called out
X, Y, Z	Position data
;	Block end

## Tools needed for Programs 1, 2, 3, 4, 5, 6

F1Z 910	<b><u>Collet holder</u></b>	For ESX-16 collets	
<b>152 800</b>	<b>(9.0-10.0mm)Æ 3/8"</b>	<b>ESX 16 COLLETS</b>	
<b>764 308</b>	Acc. to DIN 327, shape B cutting-ø10 mm / shank-ø10mm	<b><u>Slot end mill, HSS</u></b>	

### Program screen & Edit mode

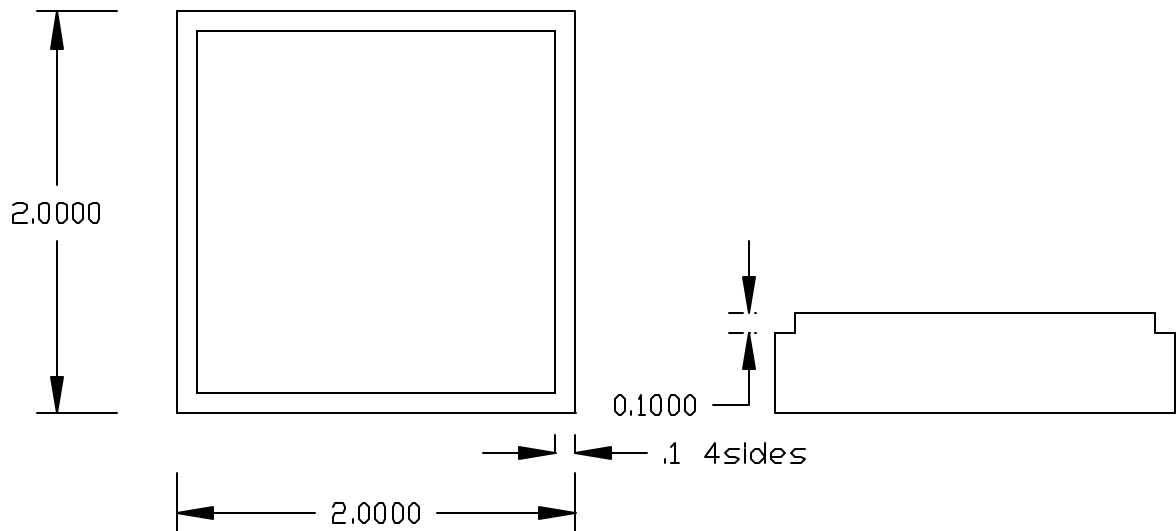
- To edit / change a program / insert new programs & input or output excising programs & offsets

### Program screen & MDI mode

- To manually program the spindle speed / move the axis (X,Y,Z) to a specified location and or Index to a certain tool

**Note: Material is 2024-T4 Alum, All feeds & speeds are programmed for this type of Aluminum**

## Program Q0001



N5 G00 G17 G40 G80 (Demo 1) (2 X 2 X .5 Alum.)

N10 G90 G94 G98

N15 G54

N20 G43 T1 H1 M6 (3/8 or 10mm Endmill)

N25 S1800 M3

N30 G0 Z1

N35 X-1 Y1

N40 Z-.1

N45 G1 G41 H11 X.1 F7

N50 Y1.9

N55 X1.9

N60 Y.1

N65 X.1

N70 Y1

N75 G0 G40 X-1

N80 G28 Z1.5

N85 G28 X2.5 Y2.5

N90 M30

# 2D Simulation

1. Press **Graph** button on the Display Keys for the Graph screen to appear

F:100% S:100%

PATH GRAPHIC (PARAMETER-1)    00011 N0000

AXIS                      P=                      0  
 (XY=0,    XZ=1,    YZ=2)

ANGLE  
 ROTATION              A=                      0  
 TILTING                A=                      0.00

SCALE                    K=

MAXIMUM/MINIMUM  
 X=            3.0000 Y=            1.5000 Z=            0.0000  
 I=            -0.5000 J=            -0.5000 K=            0.0000

START SEQ. NO. N=                      0  
END SEQ. NO.    N=                      9999

NO.    \_

JOG

F3  
PATH

F4  
SOLID

F5  
AUX

F6

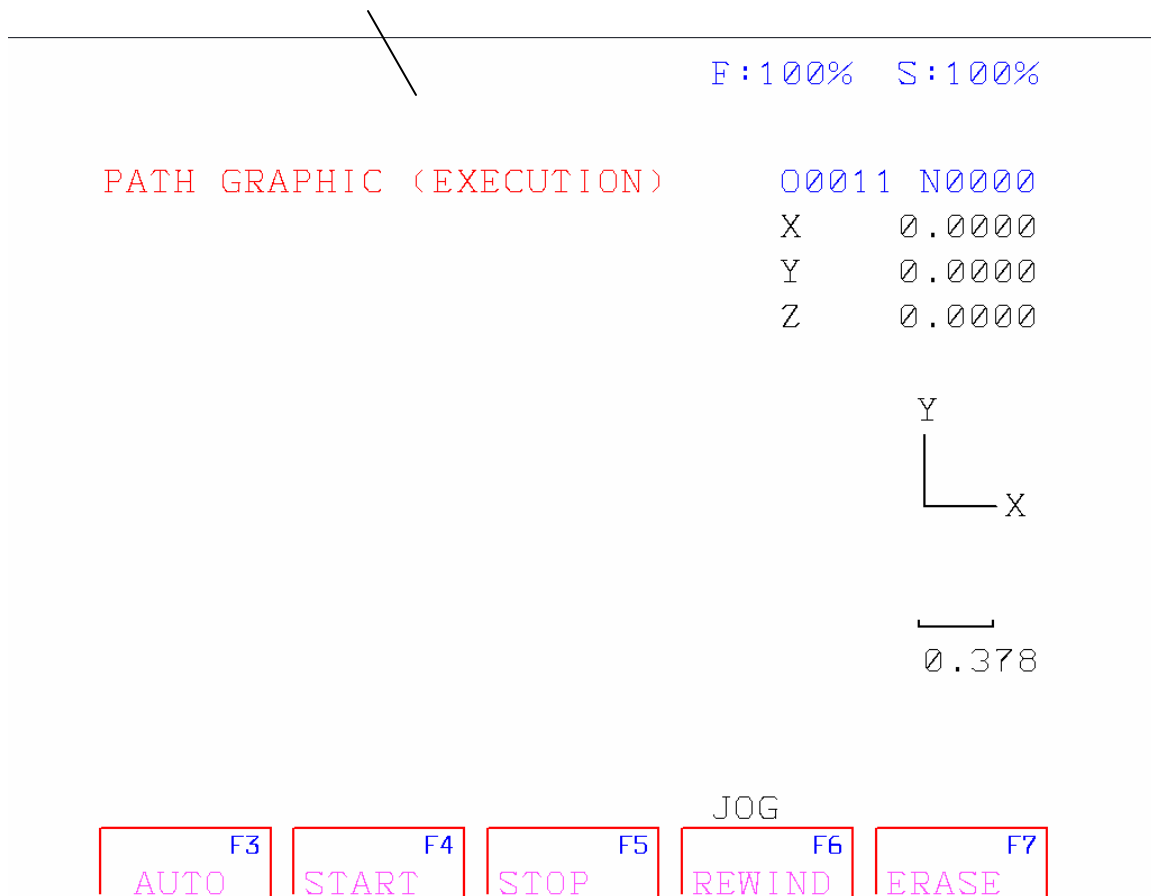
F7

>

Note: There are only 7 values you can change on this page the rest of them change by the values you will enter. This graph only works with an active program and runs only the current program selected

2. Axis P =    0 means G17            1 means G18            2 means G19
3. Maximum/Minimum X = Overall Length of the stock in X direction this is a positive value
4. Maximum/Minimum Y = Overall Width of the stock in Y direction this is a positive value
5. Maximum/Minimum Z = Overall Height of the stock in Z direction this is a positive value
6. Maximum/Minimum I = This value is normally a negative number and this is the viewable area passed X0 going negative
7. Maximum/Minimum J = This value is normally a negative number and this is the viewable area passed Y0 going negative
8. Maximum/Minimum K = This value is normally a negative number and this is the viewable area passed Z0 going negative

9. Press the Soft key **PATH**
10. Press the Soft key **EXEC** for Execution screen



Note: If you press the AUTO on this screen this will auto scale for you. You will need to press the arrow left on the soft keys to go back and enter your values that you originally had.

11. Now press **Cycle start** or Soft Key **Start** and you will see the tool movements of the program

- **Changing I/O to floppy drive** (Only need to do this once stays default)

1. Move the Mode Dial to **EDIT**
2. Press **Parameter** on the display keys
3. Page down until you see Parameter (Setting 1)
4. Cursor down to I/O
5. Type A (for the Floppy Drive) press Input key

Other Drives useable: **B (Drive), C (Drive), P (Printer), 1, 2 (Com Ports)**

- **Output Program from Fanuc software to Drive unit**

1. Press the **Program** on the display key
2. Type program number to be send out

Example: letter O and program number  
(O0002) or (O2)

3. Press (**Output Start**) key

- **Output Offsets from Fanuc software to Drive unit**

1. Press the **Menu Offset** display key
2. Press (**Output Start**) key

- **Input Program into Fanuc Software from Drive unit**

1. Press the **Program** display key
2. Type program number to be read

Example: letter O and program number  
(O0002) or (O2)

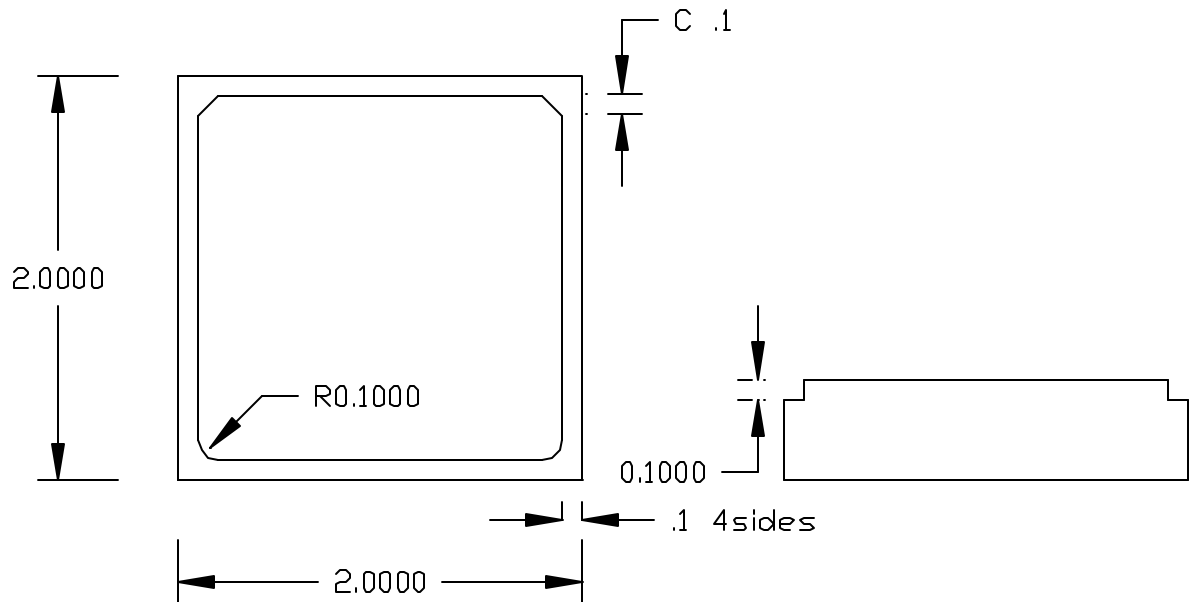
3. Press (**Input**) key

- **Input Offsets into Fanuc Software from Drive unit**

1. Press the **Menu Offset** display key
2. Press (**Input**) key



## Program Q0001 (C & R)



N5 G00 G17 G40 G80 (Demo 1) (2 X 2 X .5 Alum.)

N10 G90 G94 G98

N15 G54

N20 G43 T1 H1 M6 (3/8 or 10 mm end mill)

N25 S1800 M3

N30 G0 Z1

N35 X-1 Y1

N40 Z-.1

N45 G1 G41 H11 X.1 F7

N50 Y1.9 C.1

N55 X1.9 C.1

N60 Y.1 R.1

N65 X.1 R.1

N70 Y1

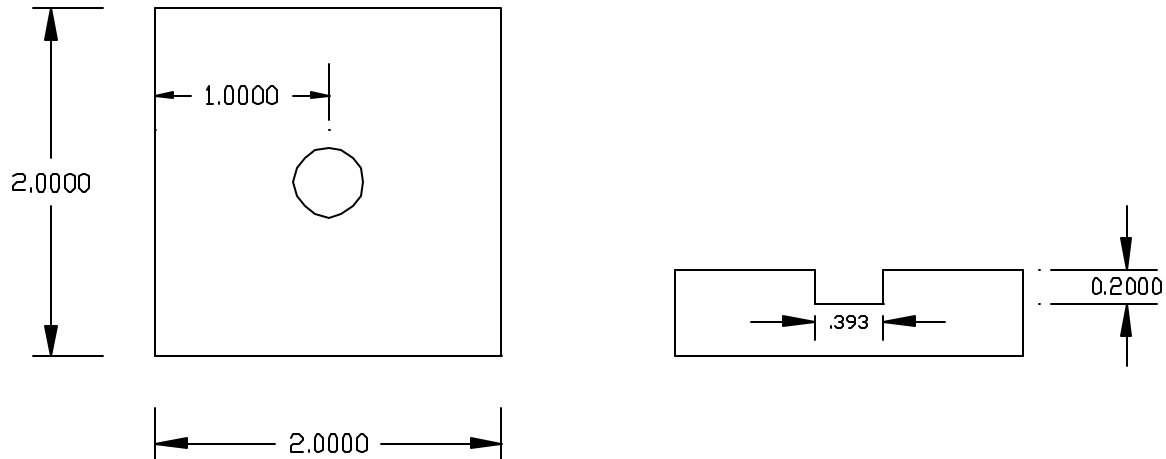
N75 G0 G40 X-1

N80 G28 Z1.5

N85 G28 X2.5 Y2.5

N90 M30

## Program Q0002 (Deep Hole Drilling)



G83 X = Location of hole Y = location of hole

**Z = Overall Depth of hole** P = Dwell at bottom of hole

**R = Retract after Cycle** **Q = incremental peck depth per pass**

K = Incremental repeats only used with G91 **F = Feed rate**

N5 G54 (Demo 2) (2 X 2 X .5 Alum.)

N10 G43 T1 H1 M6 (3/8 or 10 mm end mill)

N15 S1500 M3

N20 G0 Z1

N25 X1 Y1

**N30 Z.05**

**N35 G83 Z-.2 R.1 Q.05 F3**

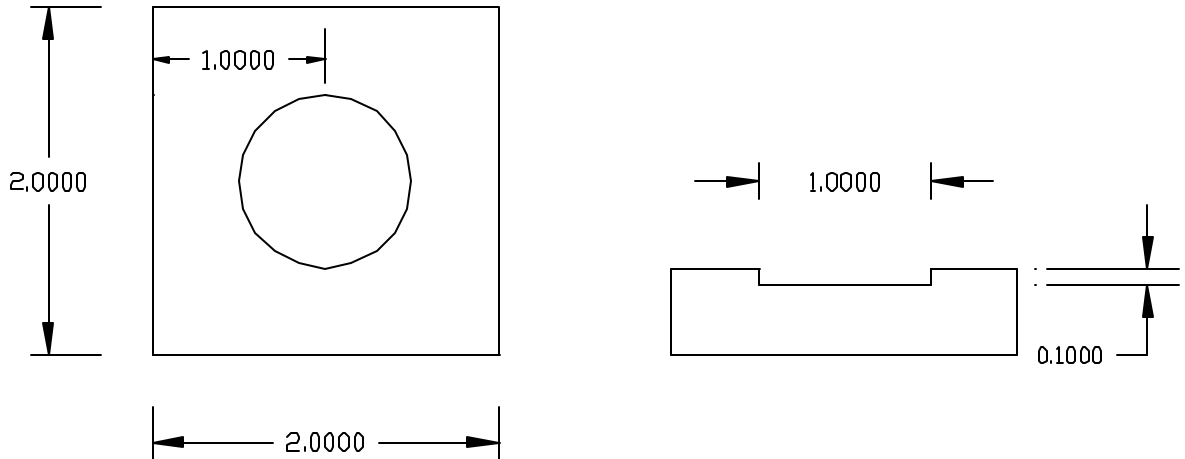
**N40 G80**

N45 G28 Z1.5

N50 G28 X2.5 Y2.5

N55 M30

## Program Q0003 (I & J)



N5 G54 (Demo 3) (2 X 2 X .5 Alum.)

N10 G43 T1 H1 M6 (3/8 or 10 mm end mill)

N15 S1500 M3

N20 G0 Z1

N25 X1 Y1

**N30 Z.1**

**N35 G1 Z-.1 F3**

**N40 S1800**

**N45 G1 G42 H11 X.5 F5**

**N50 G2 X.5 Y1 I.5 J0 (360 degrees)**

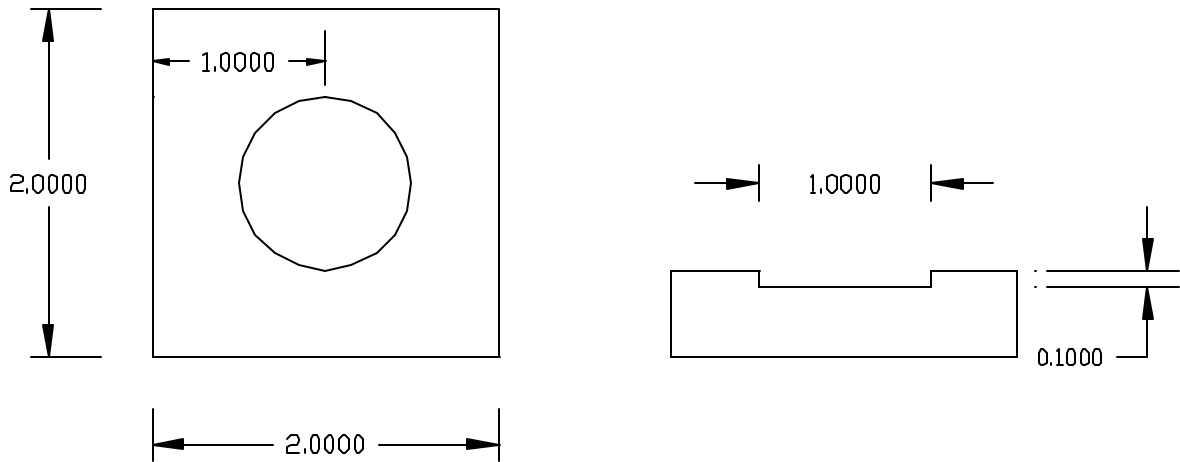
**N55 G0 G40 X1**

N60 G28 Z1.5

N65 G28 X2.5 Y2.5

N70 M30

## Program Q0003 (R)



```
N5 G54 (Demo 3) (2 X 2 X .5 Alum.)
N10 G43 T1 H1 M6 (3/8 or 10 mm end mill)
N15 S1500 M3
N20 G0 Z1
N25 X1 Y1
N30 Z.1
N35 G1 Z-.1 F3
N40 S1800
N45 G1 G42 H11 X.5 F5
N50 G2 X1.5 Y1 R.5 (180 Degrees)
N55 G2 X.5 Y1 R.5 (180 Degrees)
N60 G0 G40 X1
N65 G28 Z1.5
N65 G28 X2.5 Y2.5
N70 M30
```

1. To make all programs tie together or all programs O0001 thru O0003 to run together. Use M98 this calls out Sub programs or Sub routines.  
Example: M98 P010001
2. After M98 P is identified with 6 digits.
  - The First 2 digits is the number of times program is to be repeated
  - The next 4 digits is the program number without the letter O
3. Programs that are being used as a Sub Programs must end with M99 instead of M30.
4. All programs can be used as Sub Programs or Main Programs  
M99 means program is Sub, M30 means program is a Main
5. A main Program can also use M99 at the end.
  - Program is being used to repeat without cutting multiple parts.
  - This is mainly used for Demo's for just seeing Tool movements.
6. To link all 3 programs together follow Program O0004
  - Program O0001, O0002(R), O0003 must all have M99 at the end to link together

### **Program O0004 (Main Program)**

N5 G54 (Tie Prog. 1,2,3 together)

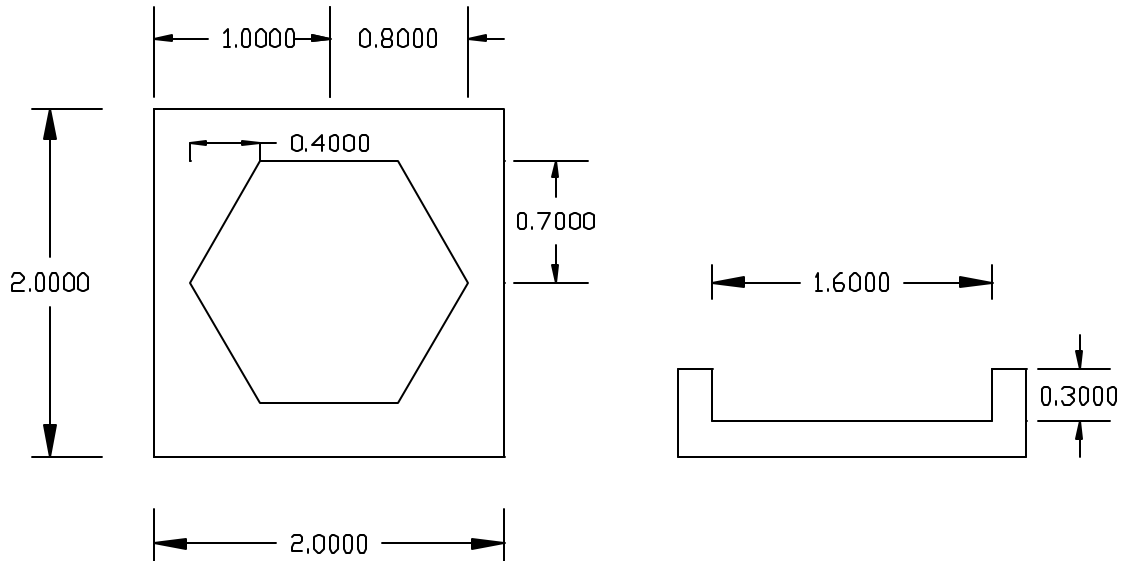
N10 M98 P010001

N15 M98 P010002

N20 M98 P010003

N25 M30

## Program Q0005 (Pocket Milling) (Making a Cycle)



```
N5 G54 (Demo 5) (2 X 2 X .5 Alum.)  
N10 G43 T1 H1 M6 (3/8 or 10 mm end mill)  
N15 S1500 M3  
N20 G0 Z1  
N25 X1 Y1  
N30 Z.1  
N35 G1 Z0 F3  
N40 M98 P030006  
N45 G0 G28 Z1.5  
N50 G28 X2.5 Y2.5  
N55 M30
```

## **Program Q0006 (Sub for program 5)**

N5 G91 (Sub Prog. for Prog. 5)

N10 G1 Z-.1 F2

N15 G90

N20 S1800

N25 G41 H11 X.4 Y1.35 F7

N30 X.2 Y1

N35 X.6 Y.3

N40 X1.4

N45 X1.8 Y1

N50 X1.4 Y1.7

N55 X.6

N60 X.2 Y1

N65 X.4

N70 X.8 Y.5

N75 X1.2

N80 X1.6 Y1

N85 X1.2 Y1.5

N90 X.8

N95 X.4 Y1

N100 G0 G40 X1

N105 M99