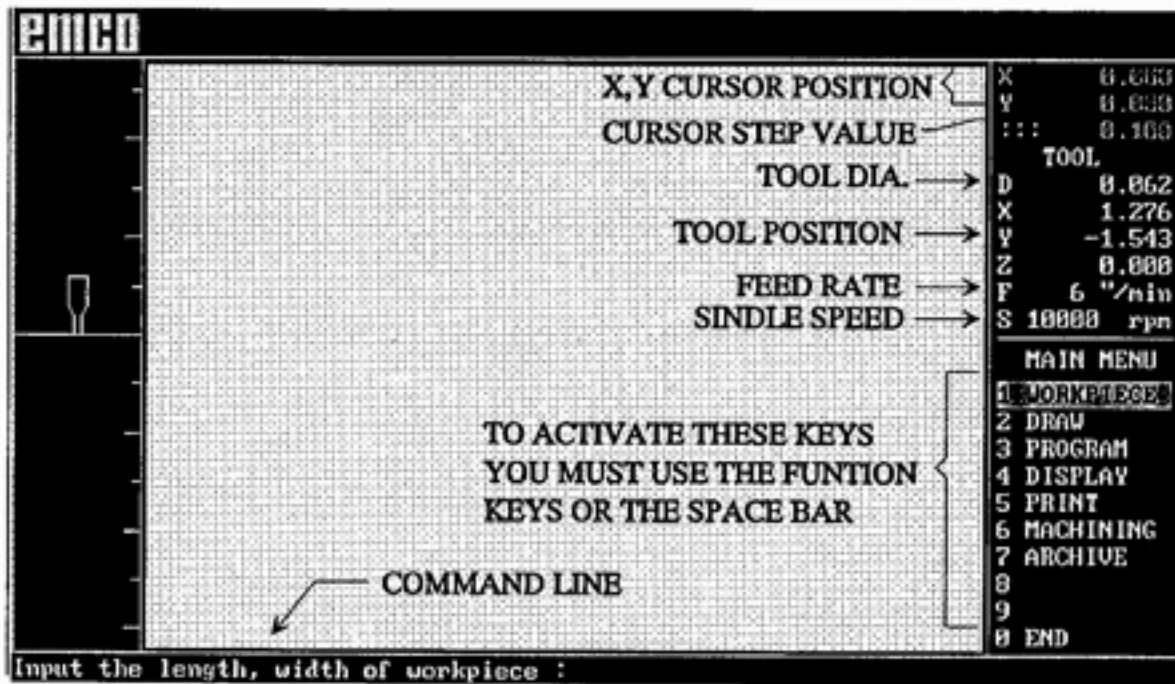




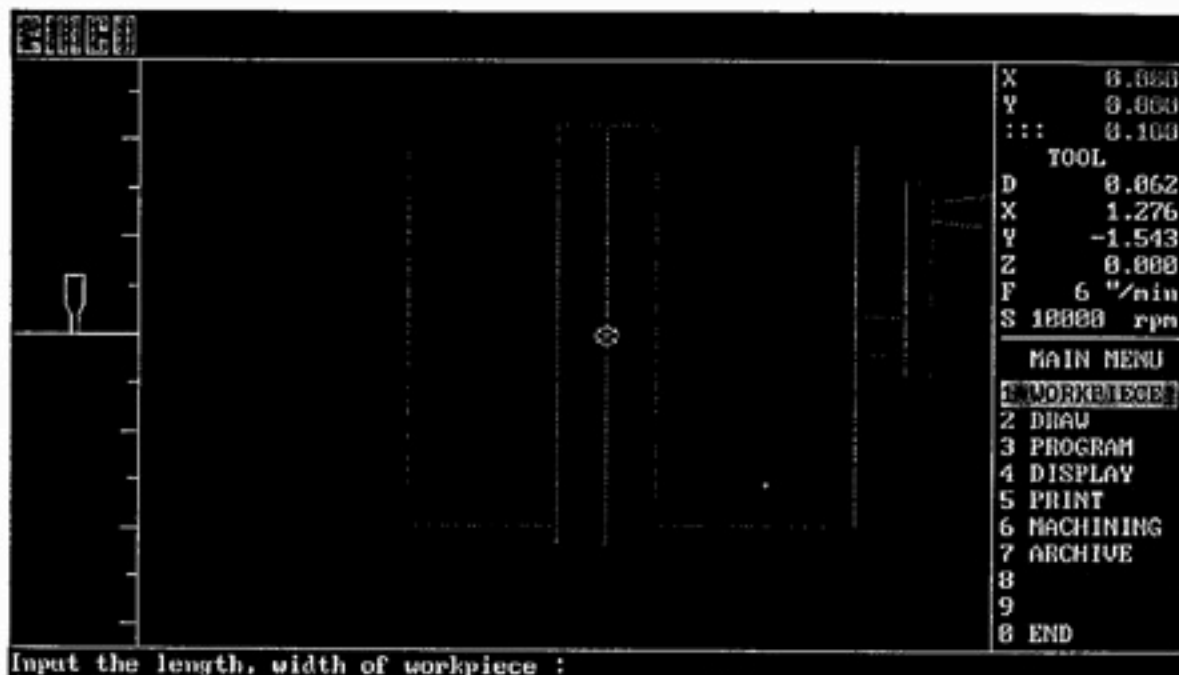
SHAPING THE NEXT GENERATION
OF AMERICAN ENGINEERS

EMCO MAIER PCMILL 30
STEP BY STEP
TRAINING MANUAL

SCREEN DISPLAY

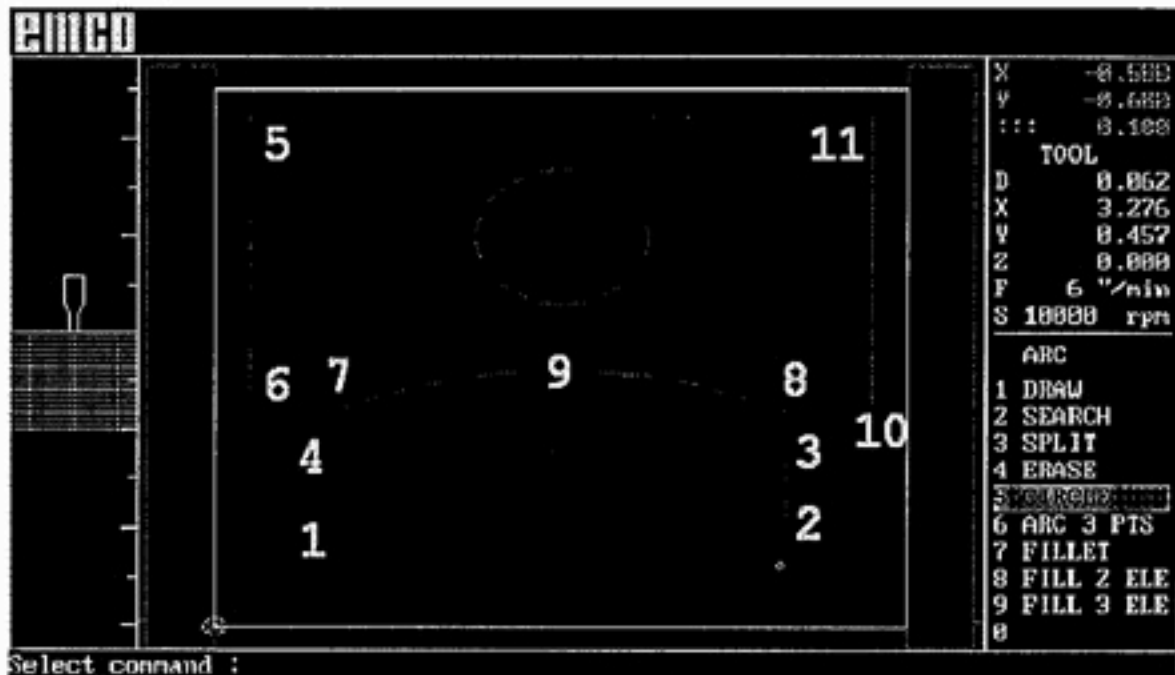


CREATING A WORKPIECE

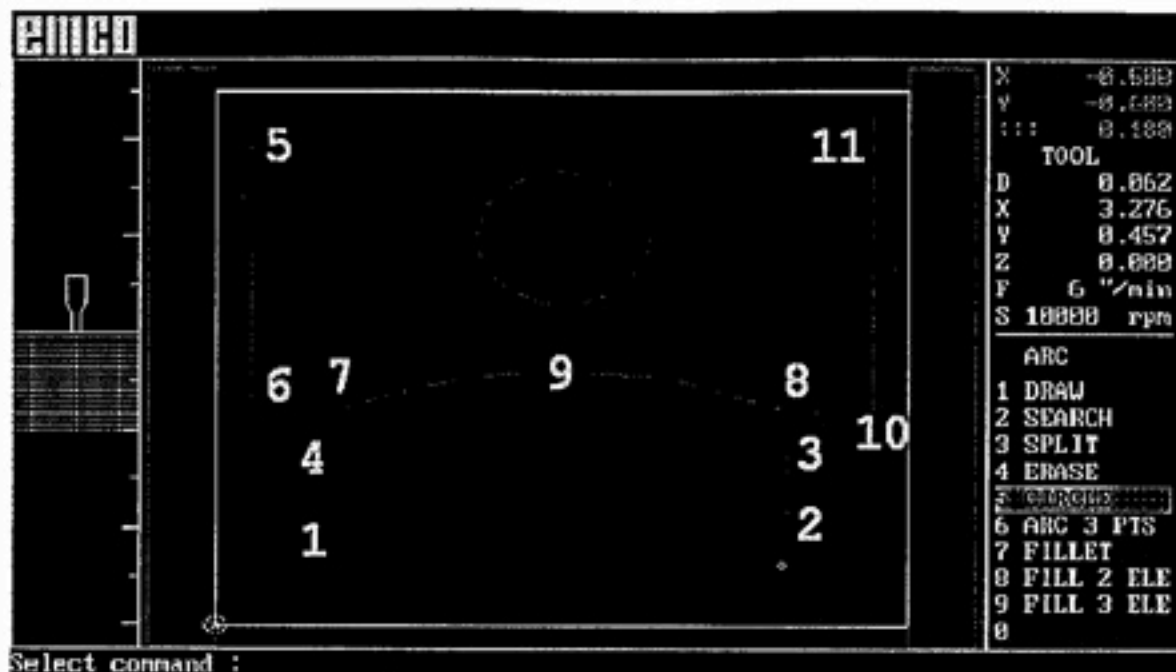


- 1) FROM THE MAIN MENU PRESS "F1" TO HIGHLIGHT WORKPIECE.
- 2) INPUT THE LENGTH OF THE WORKPIECE FOLLOWED BY A COMMA, THEN INPUT THE WIDTH. IN THIS EXAMPLE: 4,4
- 3) PRESS ENTER
- 4) INPUT THE THICKNESS OF THE WORKPIECE, IN THIS EXAMPLE THE PART IS 1" THICK.
- 5) PRESS ENTER
- 6) USE THE CURSOR KEYS TO MOVE CURSOR TO THE LOWER LEFT CORNER OF THE WORKPECE, (THIS WILL BE WORKPIECE ZERO)
- 7) PRESS ENTER
- 8) PRESS "N" FOR NORMAL VIEW (WORKPIECE AND VISE WILL BE DISPLAYED ON SCREEN).

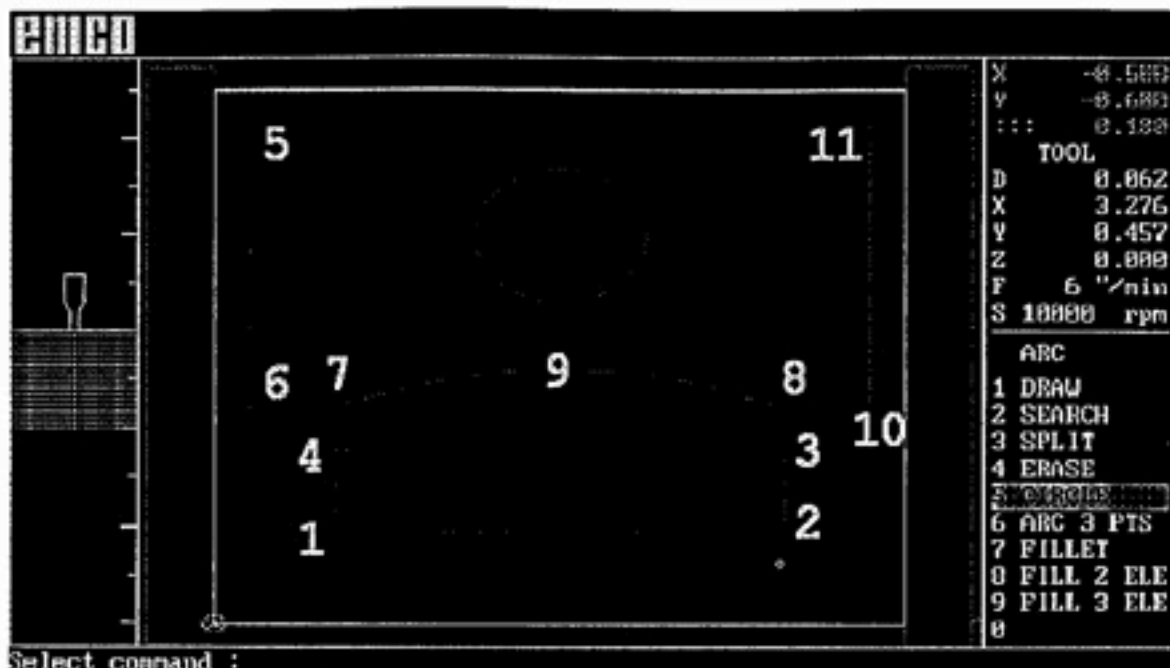
DRAWING A PART USING HOT KEYS



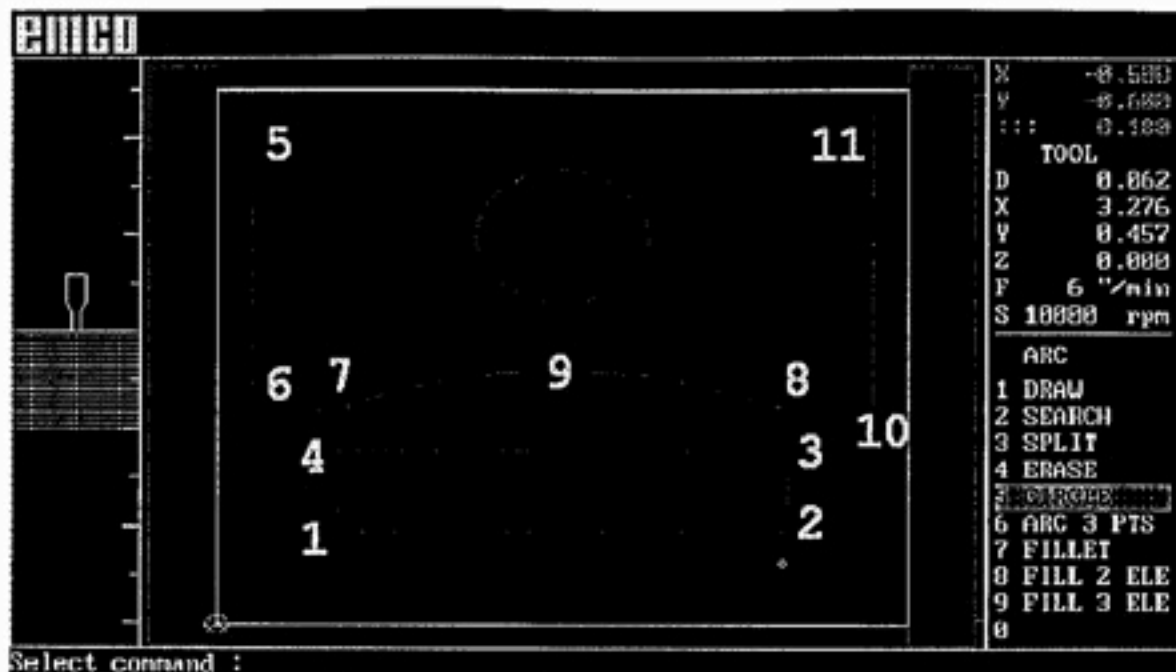
- 1) PRESS THE UP ARROW KEY 7 TIMES
- 2) PRESS THE RIGHT ARROW KEY 7 TIMES (CURSOR SHOULD BE AT POINT #1), AT THE UPPER RIGHT HAND OF YOUR SCREEN, NOTE THE X,Y CURSOR POSITION IS "X .7" & "Y .7"
- 3) PRESS "S" FOR START POINT OF A LINE
- 4) USING THE CURSOR KEYS, POSITION CURSOR AT "X 3.3" & "Y .7" (POINT #2)
- 5) PRESS THE "+" KEY (THIS WILL DRAW A LINE TO THE CURSOR)
- 6) POSITION CURSOR AT "X 3.3" & "Y 1.3" (POINT #3)
- 7) PRESS THE "+" KEY
- 8) POSITION CURSOR AT "X .7" & "Y 1.3" (POINT #4)
- 9) PRESS THE "+" KEY
- 10) POSITION CURSOR AT "X .7" & "Y .7" (POINT #1), PRESS THE "+" KEY



- 11) POSITION CURSOR AT "X .2" & "Y 3.8" (POINT #5)
- 12) TYPE "S" FOR START POINT OF A LINE
- 13) POSITION CURSOR AT "X .2" & "Y 1.6" (POINT #6)
- 14) PRESS THE "+" KEY
- 15) POSITION CURSOR AT "X .7" & "Y 1.6" (POINT #7)
- 16) PRESS THE "+" KEY
- 17) PRESS "F2" DRAW
- 18) PRESS "F4" ARC
- 19) TYPE "S" FOR START POINT OF ARC (FIRST POSITION ON ARC)
- 20) POSITION CURSOR AT "X 3.3" & "Y 1.6" (POINT #8)
- 21) TYPE "E" FOR END POINT OF ARC (SECOND POSITION ON ARC)
- 22) POSITION CURSOR AT "X 2.0" & "Y 1.9" (POINT #9, THIRD POSITION ON ARC)
- 23) PRESS "F6" ARC 3 POINTS
- 24) TYPE "Z" TO ZOOM AND REDRAW WORKPIECE
- 25) POSITION CURSOR AT "X 3.3" & "Y 1.6" (POINT # 8,)

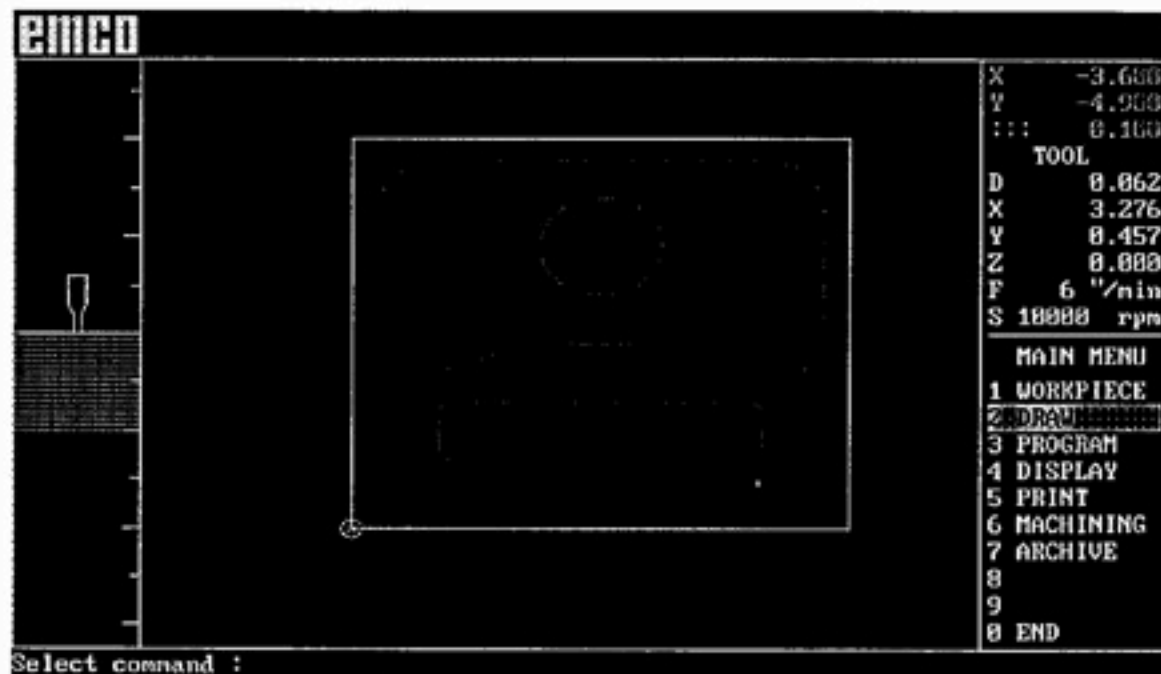


- 26) TYPE "S" FOR START POINT OF LINE
- 27) POSITION CURSOR AT "X 3.8" & "Y 1.6" (POINT #10)
- 28) PRESS THE "+" KEY
- 29) POSITION CURSOR AT "X 3.8" & "Y 3.8" (POINT #11)
- 30) PRESS THE "+" KEY
- 31) POSITION CURSOR AT "X .2" & "Y 3.8" (POINT # 5)
- 32) PRESS THE "+" KEY
- 33) PRESS "F5" (CIRCLE) FROM THE ARC MENU
- 34) POSITION CURSOR AT "X 2.0" & "Y 2.9" (CIRCLE CENTER POINT)
- 35) PRESS ENTER TO ACCEPT CENTER POINT
- 36) TYPE ".5" FOR CIRCLE RADIUS
- 37) PRESS ENTER TO CONFIRM RADIUS



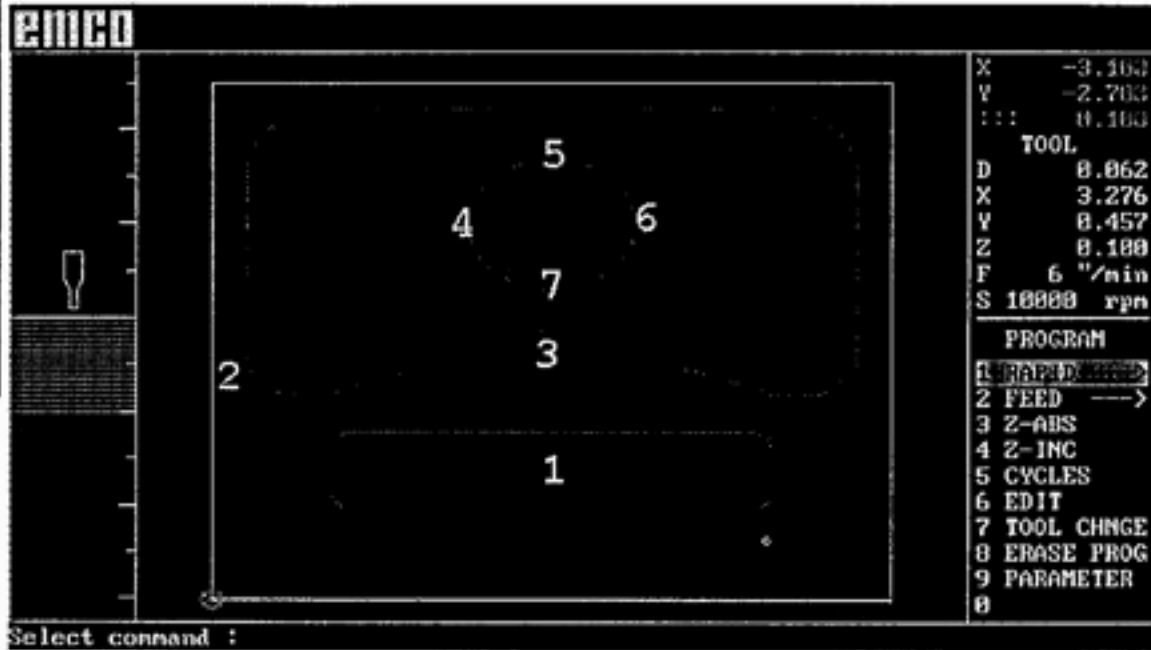
- 38) POSITION CURSOR NEAR POINT #1
- 39) TYPE "R" (RADIUS)
- 40) TYPE ".125" (SIZE OF RADIUS), THEN PRESS ENTER
- 41) PRESS ENTER AGAIN TO CONFIRM SLECTION
- 42) TO CREATE A RADIUS AT POINTS #2,3 & 4, POSITION CURSOR AND REPEAT STEPS 42,43 & 44
- 43) POSITION CURSOR NEAR POINT #6
- 44) PRESS "C" (CHAMFER)
- 45) TYPE ".2" (CHAMFER SIZE), THEN PRESS ENTER
- 46) PRESS ENTER AGAIN TO CONFIRM
- 47) REPEAT STEPS 47,48 & 49 TO DRAW A CHAMFER AT POINT #10
- 48) POSITION CURSOR NEAR POINT #11
- 49) TYPE "R" (RADIUS)
- 50) TYPE ".5" FOR SIZE OF RADIUS, THEN PRESS ENTER
- 51) PRESS ENTER AGAIN TO CONFIRM, REPEAT TO DRAW RADIUS AT #5

THE CAD PORTION OF THIS EXERSIZE IS NOW COMPLETE

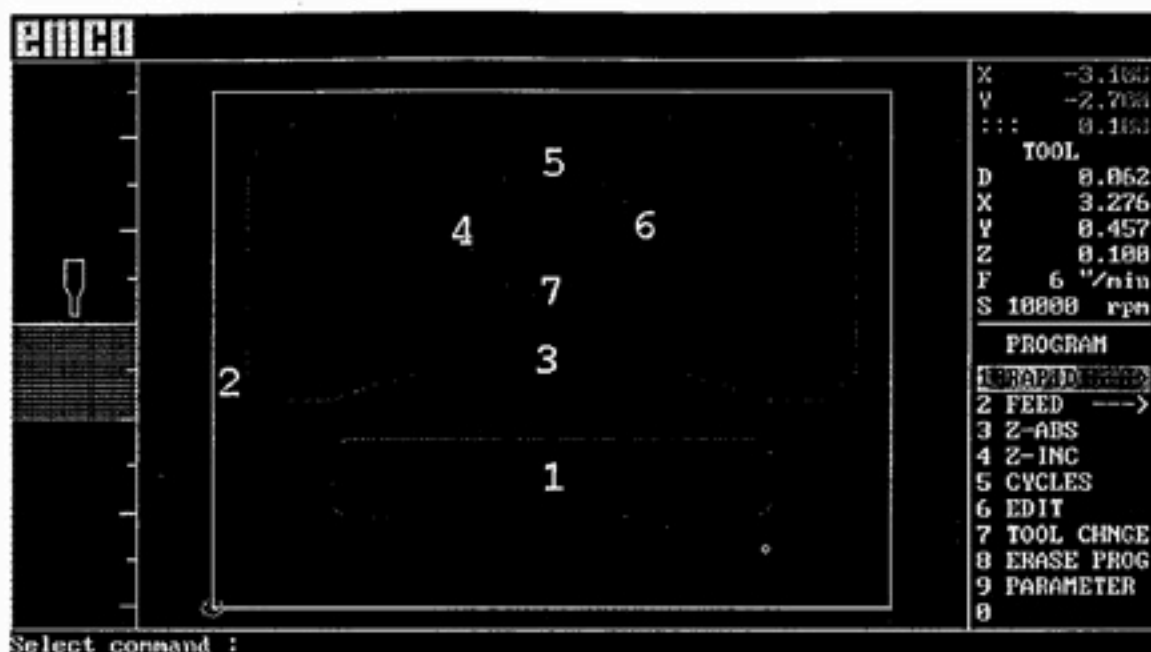


- TO SAVE THIS DRAWING, PRESS "ESC" KEY UNTILL YOUR BACK TO THE MAIN MENU
- PRESS "F7" (ARCHIVE)
- PRESS "F3" (STORE GEO)
- TYPE "DEMO"
- THIS DRAWING IS NOW SAVED AS "DEMO"

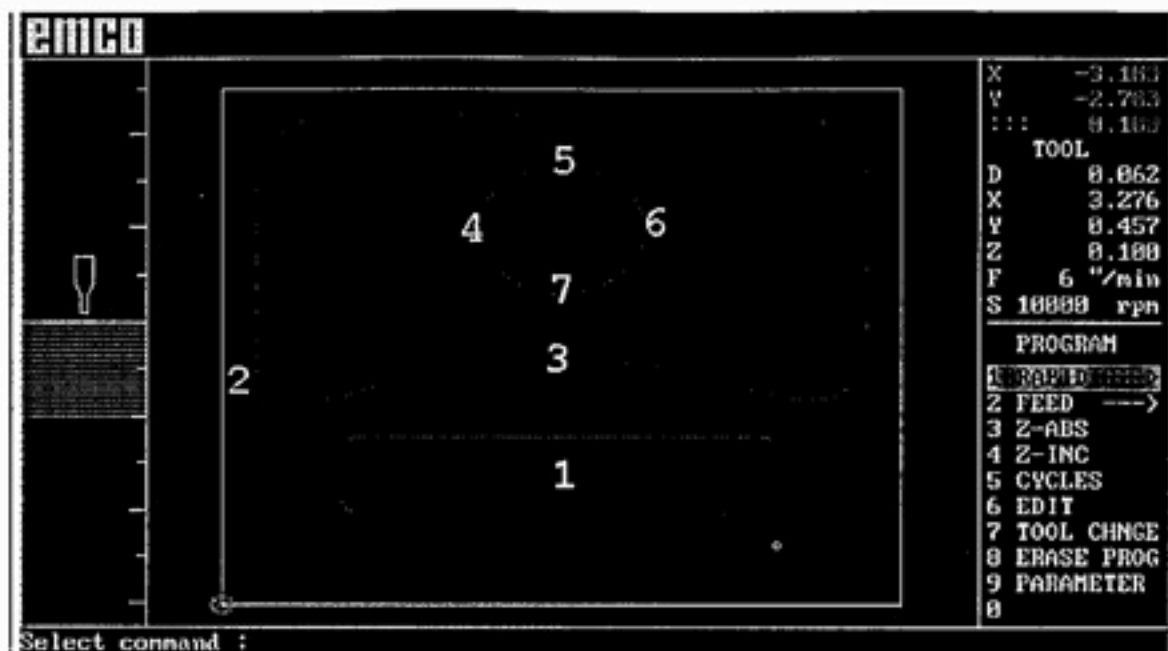
CREATING A PROGRAM



- 1) ALL ARCS GREATER THAN 90 DEGREES MUST BE SPLIT
- 2) FROM THE MAIN MENU PRESS "F2" DRAW
- 3) PRESS "F4" ARC
- 4) PRESS "F3" SPLIT
- 5) POSITION CURSOR NEAR POINT #3
- 6) PRESS ENTER
- 7) PRESS ENTER AGAIN TO CONFIRM
- 8) TO SPLIT ARC POINTS #4,5,6 & 7 ON ON PART DRAWING,
REPEAT STEPS 4,5,6 & 7
- 9) PRESS "ESC" SEVERAL TIMES TO RETURN TO THE MAIN MENU



- 10) PRESS "F3" PROGRAM
- 11) PRESS "F7" TOOL CHANGE
- 12) PRESS "3" (.250 DIA. END MILL)
- 13) PRESS ENTER
- 14) PRESS "F3" (Z-ABS)
- 15) TYPE ".05" (START POSITION IN Z)
- 16) PRESS ENTER
- 17) POSITION CURSOR AT POINT #1, "X 2.0" & "Y 1.0" (CENTER OF POCKET)
- 18) PRESS "F1" RAPID (TOOL WILL RAPID TO CURSOR POSITION)
- 19) PRESS "F5" CYCLE
- 20) SCREEN SHOULD CHANGE TO CYCLES MENU
- 21) PRESS "F4" RECT. POCKET
- 22) PRESS "F1" INPUT APPROACH
- 23) TYPE ".05"
- 24) PRESS ENTER



25) PRESS "F2" INPUT DEPTH OF SINGLE CUT

26) TYPE ".05"

27) PRESS ENTER

28) PRESS "F3" INPUT END DEPTH OF CUT

29) TYPE "-.150"

30) PRESS ENTER

31) PRESS "F4" INPUT RETRACT HEIGHT

32) TYPE ".05"

33) PRESS ENTER

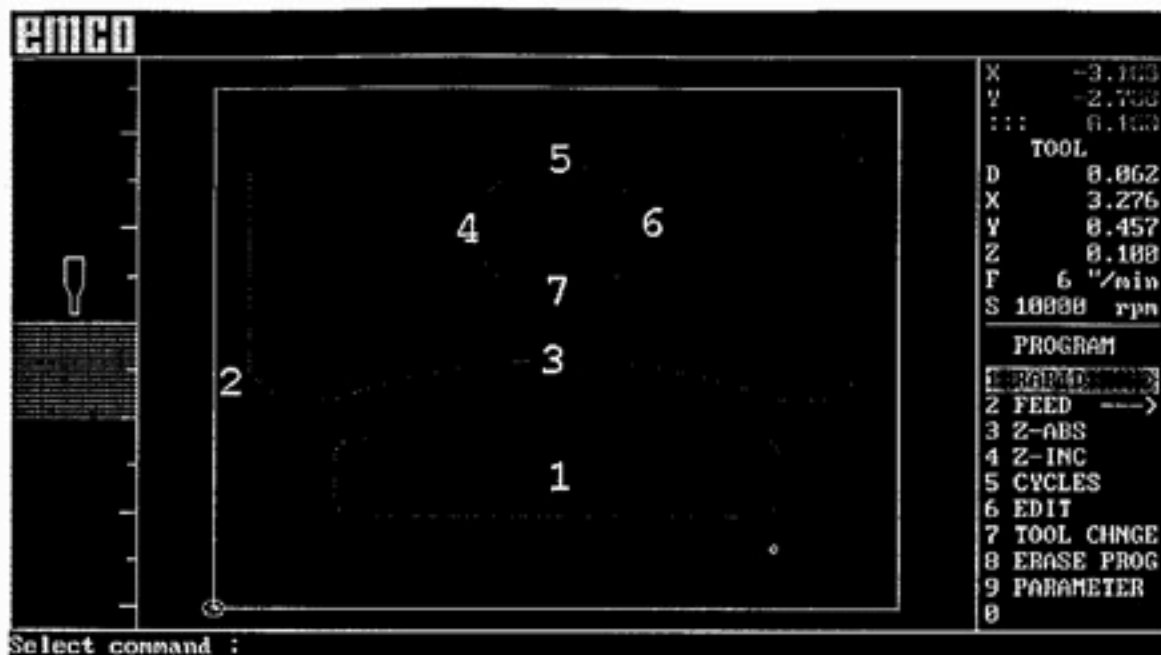
34) PRESS "F5" INPUT DIRECTION

35) PRESS "2"

36) PRESS ENTER

37) PRESS "F6" INPUT LENGTH OF POCKET

38) TYPE "2.6"



39) PRESS ENTER

40) PRESS "F7" INPUT HEIGHT OF POCKET

41) TYPE ".6"

42) PRESS ENTER

43) PRESS "F10" END

44) PRESS ENTER

45) POSITION CURSOR AT "X .5" & "Y 1.9"

46) PRESS "ESC" TO PROGRAM MENU

47) PRESS "F1" RAPID (TOOL WILL RAPID TO CURSOR POSITION)

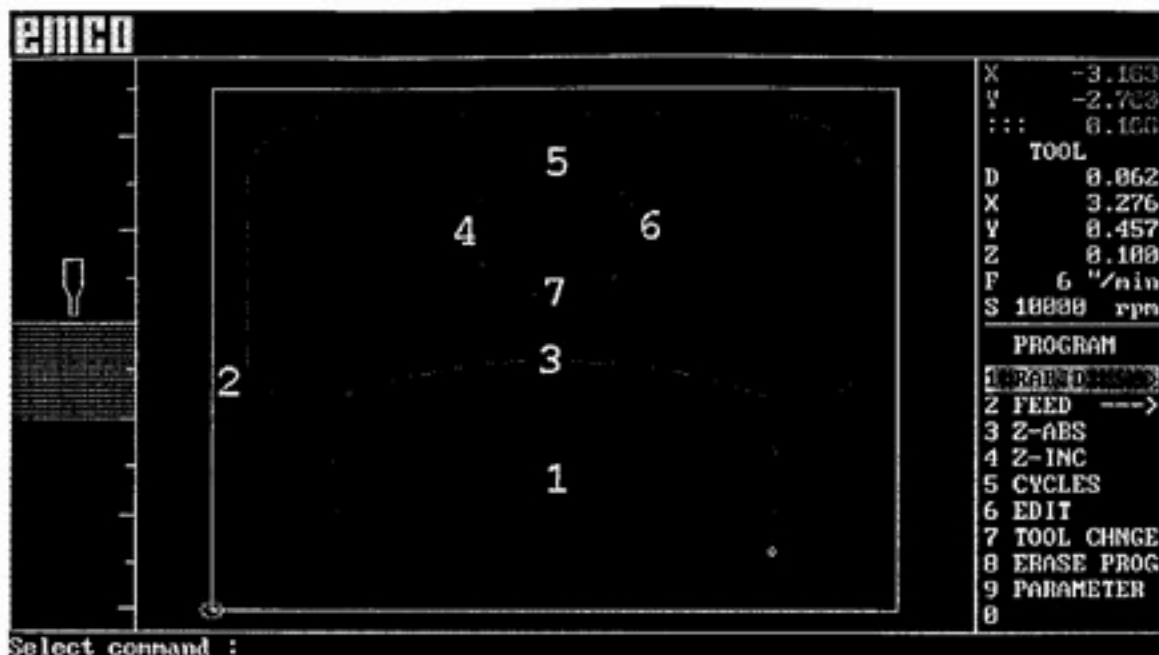
48) PRESS "F6" FREE POCKET (IRREGULAR POCKET)

49) PRESS "F1" CONTOUR

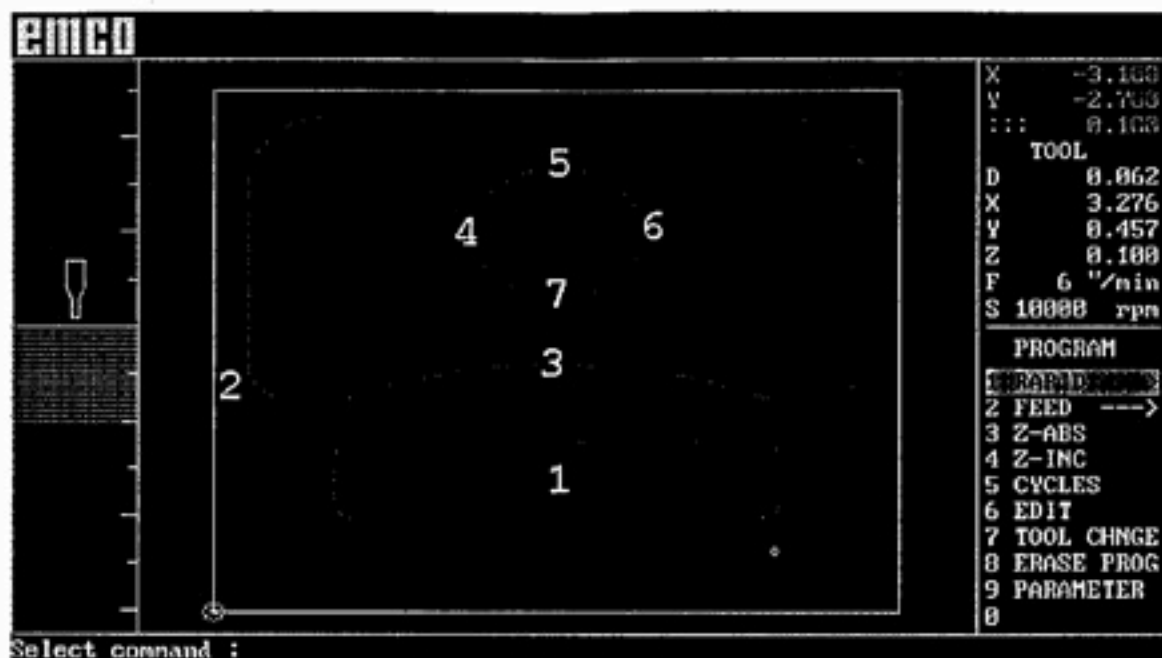
50) TYPE "1234" FOR FREE POCKET SUBROUTINE PROGRAM NUMBER

51) PRESS ENTER

52) CURSOR SHOULD BE AT POINT #2, IF CURSOR IS NOT AT THIS POINT,
PRESS THE SPACE BAR TO MOVE CURSOR AT POINT #2



- 53) PRESS ENTER
- 54) PRESS "1" OTHER DIRECTION (DEFINE POINTS IN A C.C.W. DIRECTION)
- 55) PRESS ENTER
- 56) PRESS ENTER 10 MORE TIMES TO DEFINE ALL POINTS ON CONTOUR
- 57) CURSOR SHOULD BE AT "X .5" & "Y 1.9", PRESS ENTER TO ACCEPT START POSITION OF TOOL
- 58) PRESS ENTER AGAIN TO DEFINE ANOTHER CONTOUR (THE CIRCLE WILL BE AN ISLAND)
- 59) PRESS THE SPACE BAR SEVERAL TIMES TO POSITION CURSOR AT POINT #4
- 60) PRESS ENTER TO CONFIRM
- 61) PRESS CURSOR 4 MORE TIMES TO DEFINE THE EXISTING POINT ON THE CIRCLE CONTOUR (CURSOR SHOULD BE MOVING IN A C.W. DIRECTION TO IDENTIFY THAT THE CONTOUR WILL BE AN ISLAND, OPPOSITE THAT OF THE FREE POCKET WHICH WAS DEFINED IN A C.C.W DIRECTION)
- 62) POSITION CURSOR AT "X 1.3" & "Y 2.9"
- 63) PRESS ENTER



64) PRESS "N" FOR NO FURTHER CONTOURS

65) PRESS "F2" MACHINING

66) PRESS "F1" TO MACHINE ON LEFT SIDE (INSIDE) OF POCKET

67) PRESS "F3" OFFSET

68) PRESS "0" (NO OFFSET, OR MATERIAL TO BE LEFT FOR A FINISH PASS)

69) PRESS ENTER

70) PRESS "F4" DEPTH OF SINGLE CUT

71) TYPE ".05"

72) PRESS ENTER

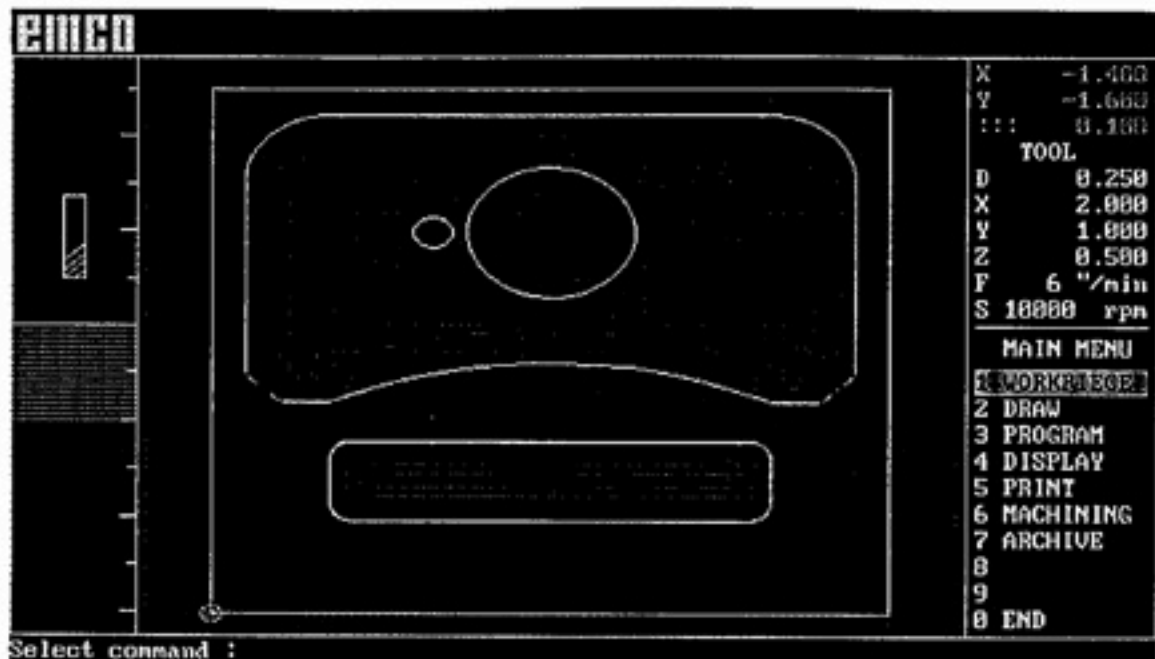
73) PRESS "F5" END DEPTH

74) TYPE "-.150"

75) PRESS ENTER

76) PRESS "F8" RETRACT HEIGHT

77) TYPE ".5"



78) PRESS ENTER

79) PRESS "F9" APPROACH

80) PRESS "F1" DIRECT

81) PRESS "F10" EXECUTE

THE PROGRAMING OF THE PART IS COMPLETE

TO VIEW THE TOOL PATH IN SOLID SIMULATION, "ESC" TO THE MAIN MENU

1) PRESS "F4" DISPLAY

2) PRESS "F5" CHANGE SIMULATION

3) PRESS ENTER TO CONFIRM