PARAMETER NUMBERS AND THEIR CONTENTS (CONT'D)

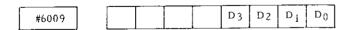
#6007 D6 D4 D3 D2 D0

- D6 i: Employs the newly entered tool compensation value in place of the old value.
 - Adds the newly entered tool compensation value to the soterd value to establish another offset.
- D4 1: Provides output during rewinding.
 - 0: Provides no output during rewinding.
- D3 1: Sets the least increment to 0.0001 in.
 - 0: Sets the least increment to 0.001 mm.
- D₂ 1: Makes the spindle override 100% during tapping.
 - 0: Does not make the spindle override 100% during tapping.
- D₀ 1: Establishes the 2nd prohibited area of the stored stroke limit outside the boundary.
 - 0: Establishes the 2nd prohibited area of the stored stroke limit inside the boundary.



- D1 1: Does not clear the common variables of #100 through #149.
 - 0: Clears the common variables of #100 through #149.

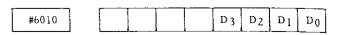
Note: Some controls are not provided with the parameter #6008.



D3, D2, D1, D0

Specify the start direction of backlash compensation on the 4th-, Z-, Y- and X-axes, respectively, upon power application.

- 1: Minus direction
- 0: Plus direction

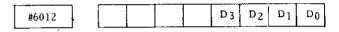


D₃, D₂, D₁, D₀

Specify the direction of reference point return on the 4th-, Z-, Y- and X-axes, respectively.

- 1: Minus direction
- 0: Plus direction

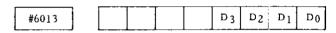
NOTE: The specification is effective for an axis with #6016 at "1."



D₃, D₂, D₁, D₀

Specify whether or not the plus-direction external deceleration signal is effective on the 4th-, Z-, Y- and X-axes, respectively.

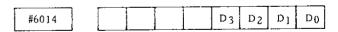
- 1: Makes the plus-direction external deceleration signal effective.
- 0: Makes the plus-direction external deceleration signal ineffective.



D₃, D₂, D₁, D₀

Specify whether or not the minus-direction external deceleration signal is effective on the 4th-, Z-, Y- and X-axes, respectively.

- Makes the minus direction external deceleration signal effective.
- Makes the minus direction external deceleration signal ineffective.



D₃, D₂, D₁, D₀

Specify the direction of the G60 unidirection approach upper limit on the 4th-, Z-, Y- and X axes, respectively.

- 1: Minus direction
- 0: Plus direction

NOTE: The approach upper limit as set with #6062 to #6065.