Mnemonic	ABSIO	ABSMT	ABSOT	ABSKP
Meaning	sition of block im- mediately	position (same as POS. MACHINE	current position (same as POS.UNI-	Position at which skip sig-nal did not go on in G31 block.
Coordi- nate system	Work coordi- nate system	coordi-	Work co- ordinate system	Work co- ordinate system
Tool position, Tool length, Tool radius compensation Amount	Not included		Included	Included

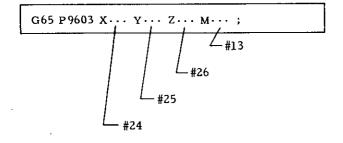
Notes:

- 1. When the skip signal is not turned on in G31 block, the skip signal position is at the end of G31 block.
- 2. The "input unit x 10" feature is valid up to the macro call block (the argument designation part by G65 or G66) but is invalid in the user macro body.
- 3. System variables #5001 through #5104 may not be placed to the left-hand of operational expression.

Sample Program

The tool is positioned to the specified location (X, Y, Z) on machine coordinate system, performs the specified M feature, and returns to the start point.

Main Program



Macro Program

```
O9603;

#1 = #5001;

#2 = #5002;

#3 = #5003;

G91;

G00 x [#24-#5021] y [#25-#5022];

G00 z [#26-#5023];

M#13;

G00 Z#3;

G00 X#1 Y#2;

M99;
```

List of Variables

Variable No.	Meaning		
#1 to #33	Local variables.		
#100 to #149	Common variables (reset to blank at power-off).		
#500 to #509	Common variables (retained at power-off).		
#1000 to #1015	Interface input signals (each signal for each bit).		
#1032	Interface input signal (Σ # [1000 + i] i=0 * 2i).		
#1100 to #1115	Interface output signals (each signal for each bit).		
#1132	Interface output signal (\$\Sigma \pi \big \big		
#2001 to #2099	Tool offset amount.		
#2500 to #2806	Work coordinate system shift amount, external work coordinate system correction amount.		
#3000	Alarm message display.		
#3001	Clock 1 (in units of 1 ms).		
#3002 ,	Clock 2 (in units of 1 s).		
#3003	Single block stop, auxiliary function complete wait control.		
#3004	Feed-hold, feedrate-override, and exact-stop control.		
#3100	RS232C data output (print out feature)		
#4001 to #4120	Current value of modal information command.		