



SANMINA

# Sanmina

Curso básico  
para la  
generación de  
programas en  
AOI VITROX

Parte 3.1 Good  
Image

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WHAT WE MAKE, **MAKES A DIFFERENCE**

Concept to Delivery / Advanced Technology / Manufacturing & Global Supply Chain Solutions / Systems & Intelligence

## 1 Scan Full and Good Image

1.1 Selecciona el programa

1.2 Da click en **Scan full board and good image**

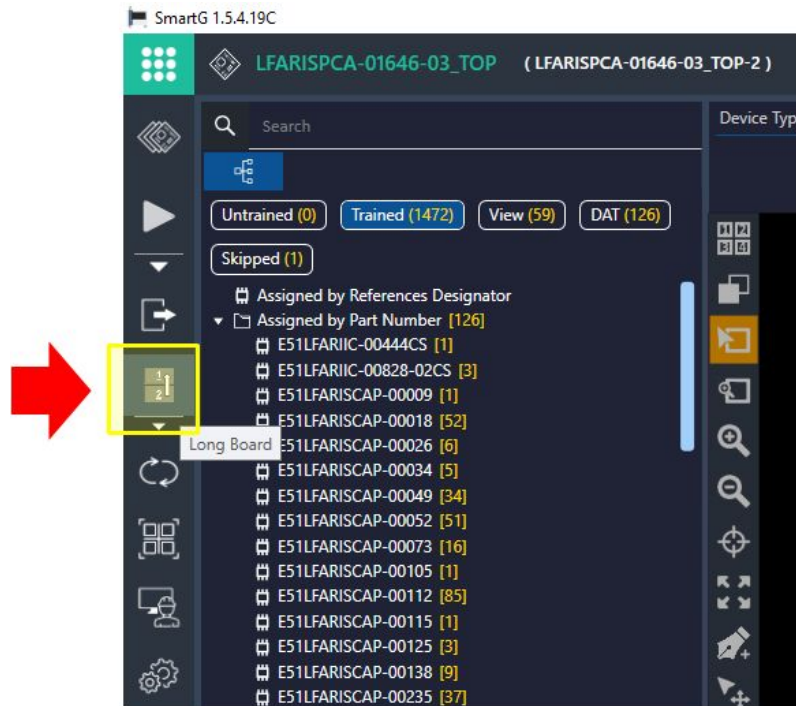
1.3 Espera a que se genere la carpeta



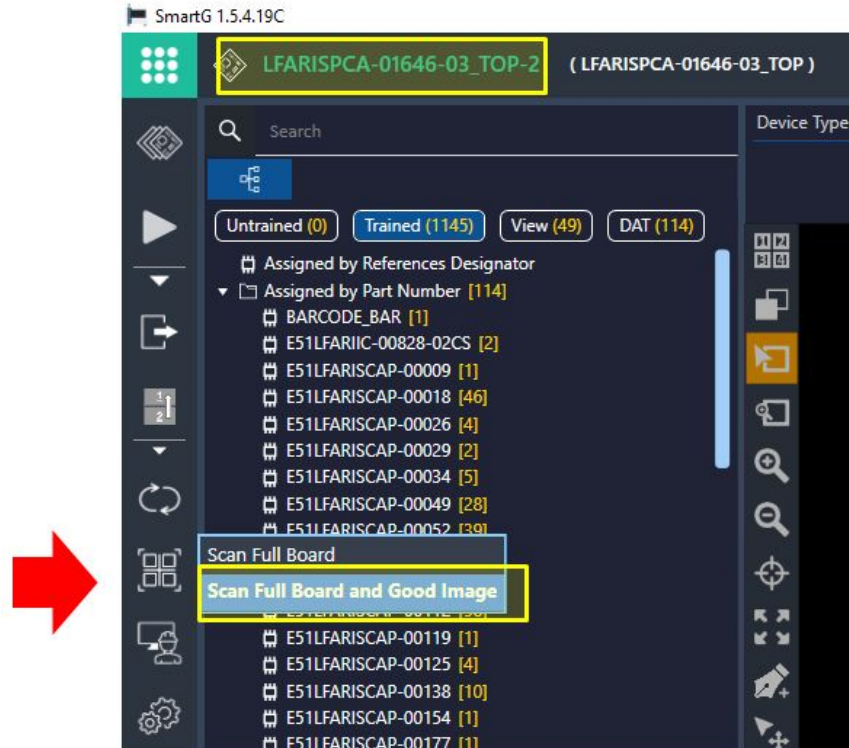
### 2. Long Board

2.1 Selecciona la opción **longboard**, para pasar a la parte 2 del programa

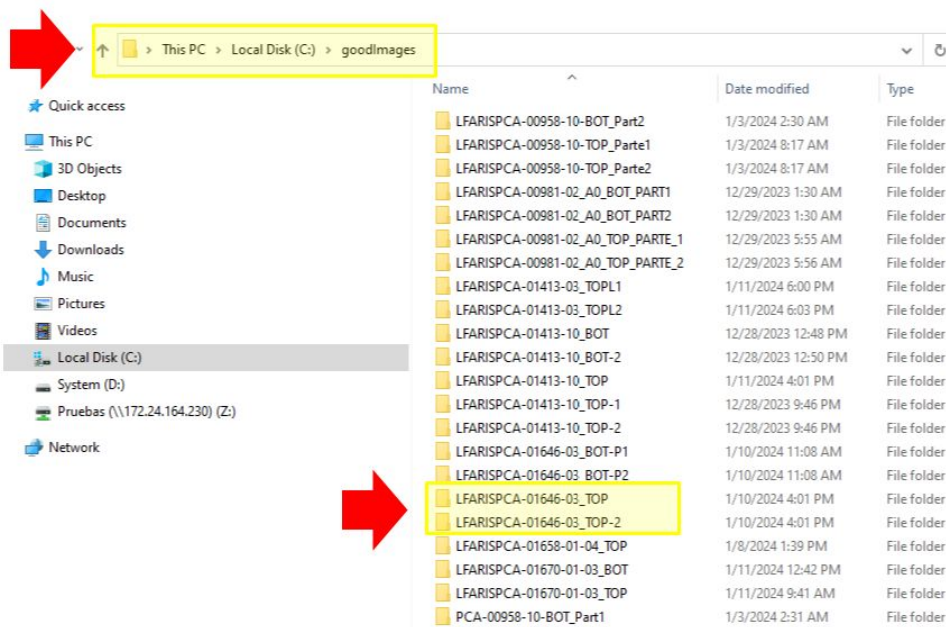
2.2 Espera a que la tarjeta clamp en su segunda posición



2.3 Da click en **Scan full board and good image** para guardar las imagenes de la parte 2

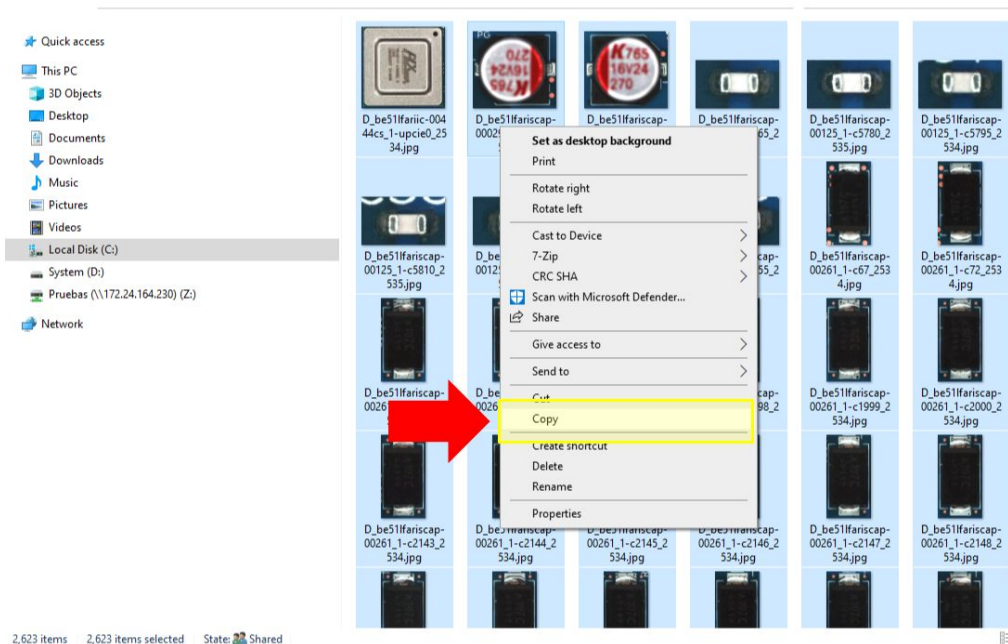


2.4 Verifica que se generaron las dos carpetas que contiene las imágenes de referencia de la parte 1 y parte 2 **C:\goodImages**



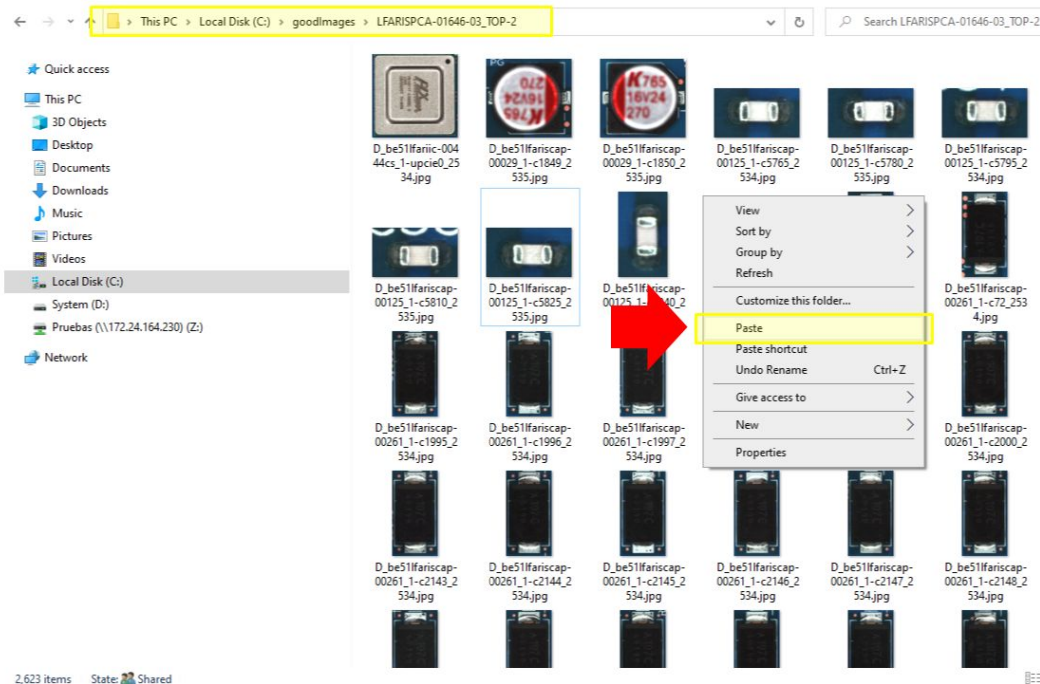
2.5 Abre la carpeta uno y selecciona todas la imágenes (Ctrl + A )

2.6 Copia las imagenes (Ctrl + C )

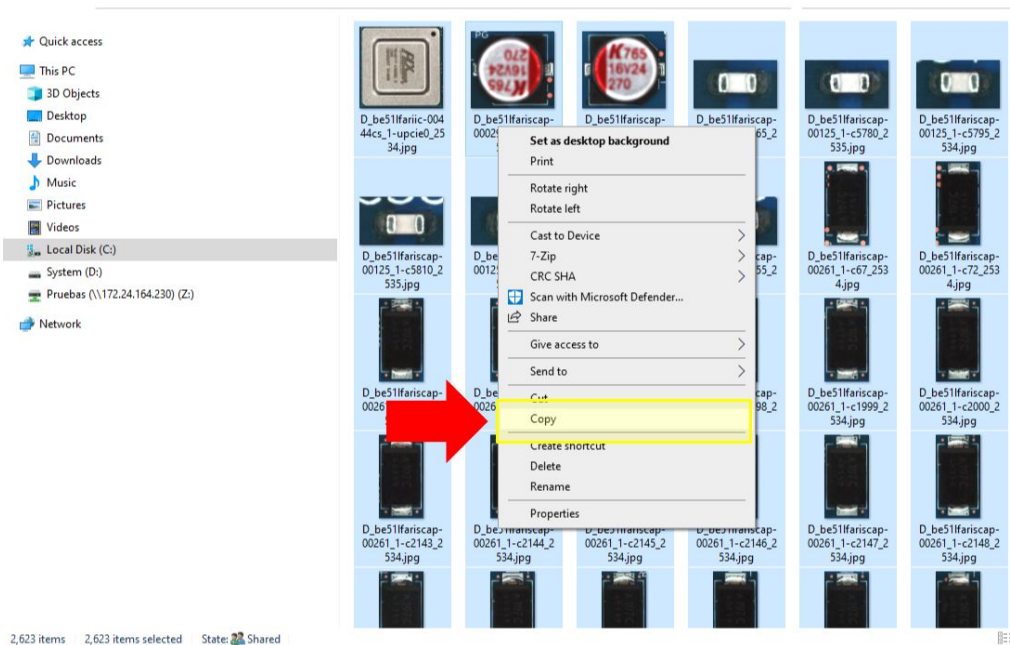


2.7 Abre la carpeta 2

2.8 Pega las imagenes (Ctrl + V)

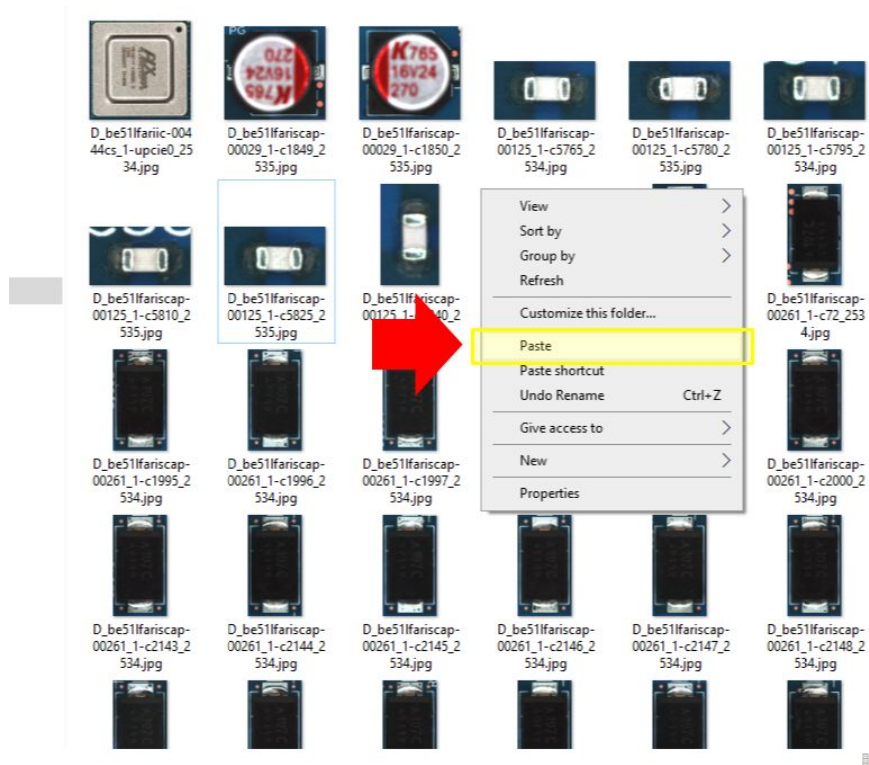


## 2.9 Selecciona todas las imágenes de la carpeta 2 (Ctrl + A)

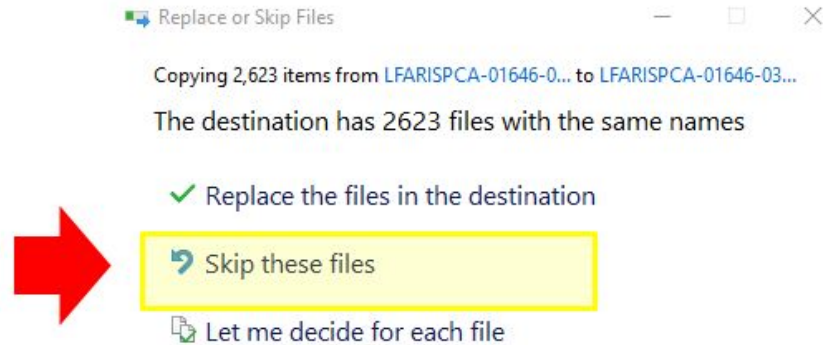




2.10 Ve a la carpeta 1 y pega las imágenes (Ctrl + V)



### 2.11 Selecciona **Skip these files**



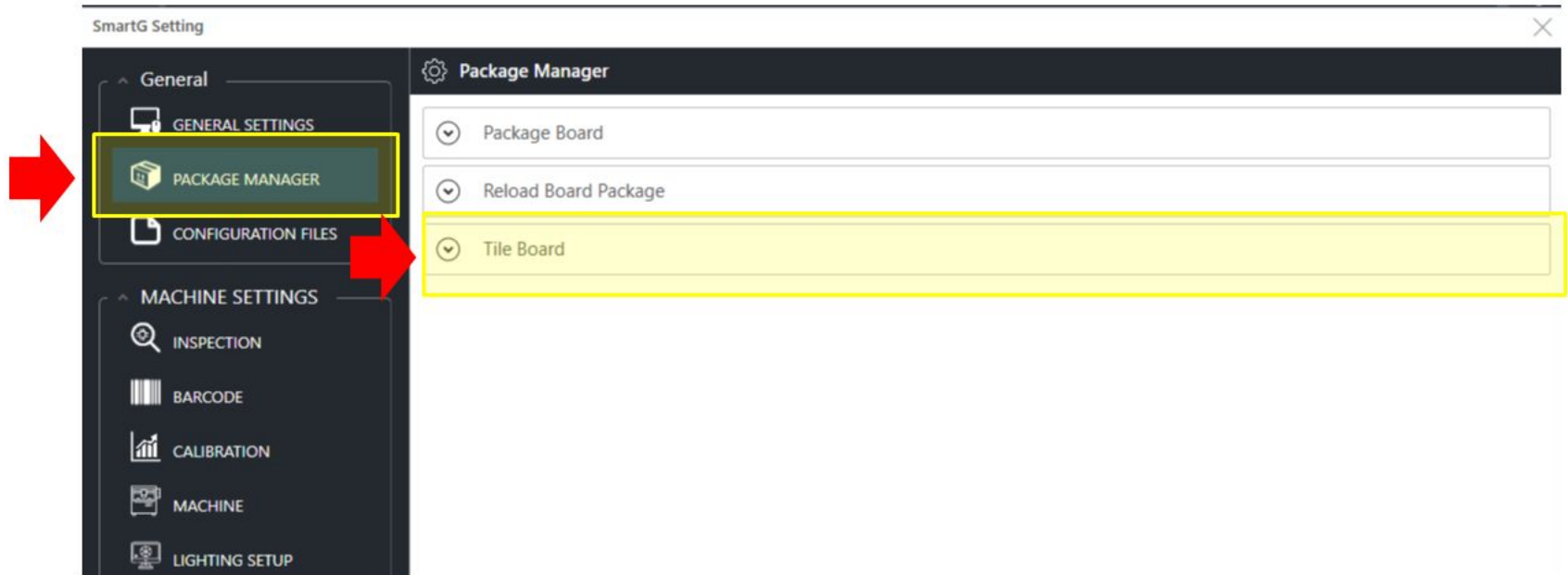
**Como resultado debemos tener el mismo contenido en ambas carpetas, tenemos las imágenes de la 1 en la 1 y 2 y las imágenes de la 2 en la 1**

### 3. Almacenamiento de tiles

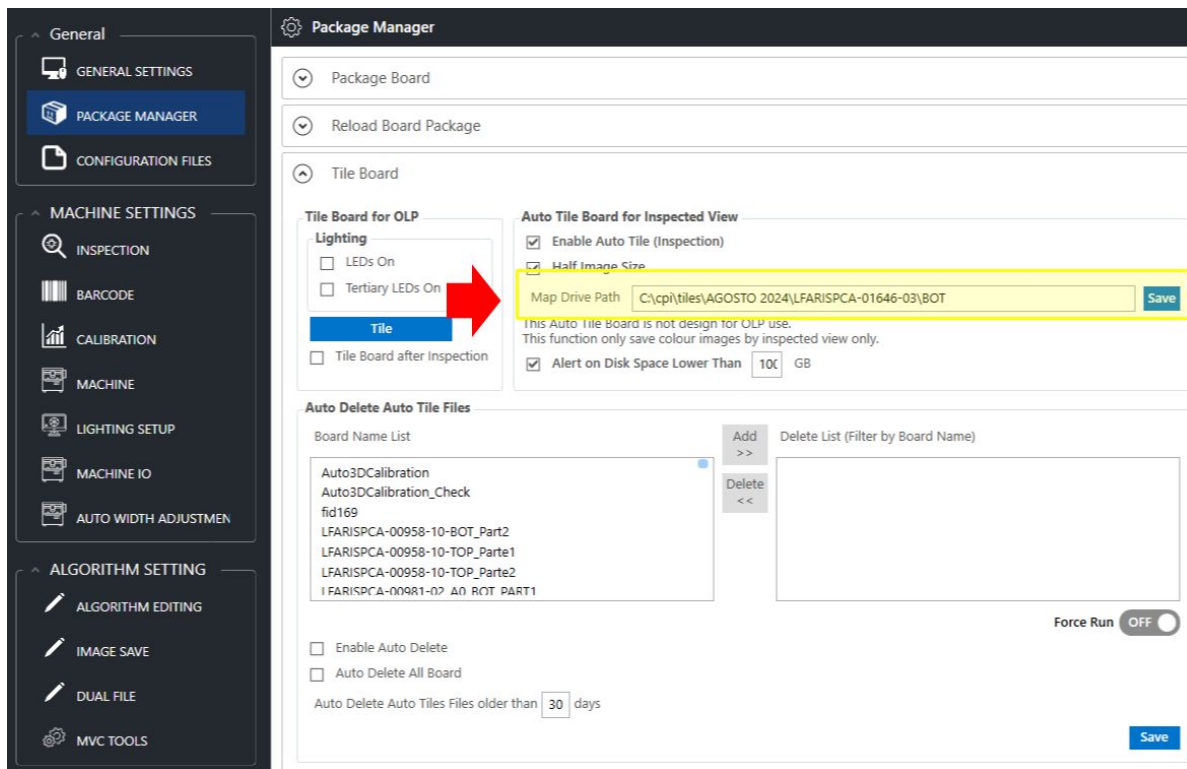
3.1 Da click en Utilities

3.2 Selecciona Package Manager

3.3 Despliega Tile Board



3.5 Ubica la opción **Map Drive Path**, coloca la ruta de la carpeta donde deseas guardar los resultados de la inspección



The screenshot displays the SANMINA Package Manager configuration window. The left sidebar contains a navigation menu with sections: General, MACHINE SETTINGS, and ALGORITHM SETTING. The 'PACKAGE MANAGER' option is selected under General. The main panel is titled 'Package Manager' and shows the 'Tile Board' configuration. A red arrow points to the 'Map Drive Path' field, which is highlighted with a yellow box. The path entered is 'C:\cp\tiles\AGOSTO 2024\LFARISPCA-01646-03\BOT'. Below this field, a warning message states: 'This Auto Tile Board is not design for OLP use. This function only save colour images by inspected view only.' The 'Auto Delete Auto Tile Files' section is also visible, showing a list of board names and a 'Force Run' toggle set to 'OFF'.

**General**

- GENERAL SETTINGS
- PACKAGE MANAGER**
- CONFIGURATION FILES

**MACHINE SETTINGS**

- INSPECTION
- BARCODE
- CALIBRATION
- MACHINE
- LIGHTING SETUP
- MACHINE IO
- AUTO WIDTH ADJUSTMEN

**ALGORITHM SETTING**

- ALGORITHM EDITING
- IMAGE SAVE
- DUAL FILE
- MVC TOOLS

**Package Manager**

- Package Board
- Reload Board Package
- Tile Board**

**Tile Board for OLP**

- Lighting**
  - ☐ LEDs On
  - ☐ Tertiary LEDs On
- ☐ Tile Board after inspection

**Auto Tile Board for Inspected View**

- ☒ Enable Auto Tile (Inspection)
- ☒ Half Image Size
- Map Drive Path: C:\cp\tiles\AGOSTO 2024\LFARISPCA-01646-03\BOT
- ☒ Alert on Disk Space Lower Than 10% GB

This Auto Tile Board is not design for OLP use.  
This function only save colour images by inspected view only.

**Auto Delete Auto Tile Files**

Board Name List

- Auto3DCalibration
- Auto3DCalibration\_Check
- fid169
- LFARISPCA-00958-10-BOT\_Part2
- LFARISPCA-00958-10-TOP\_Part1
- LFARISPCA-00958-10-TOP\_Part2
- LFARISPCA-00981-07-A0 ROT PART1

Force Run: OFF

Auto Delete Auto Tiles Files older than 30 days