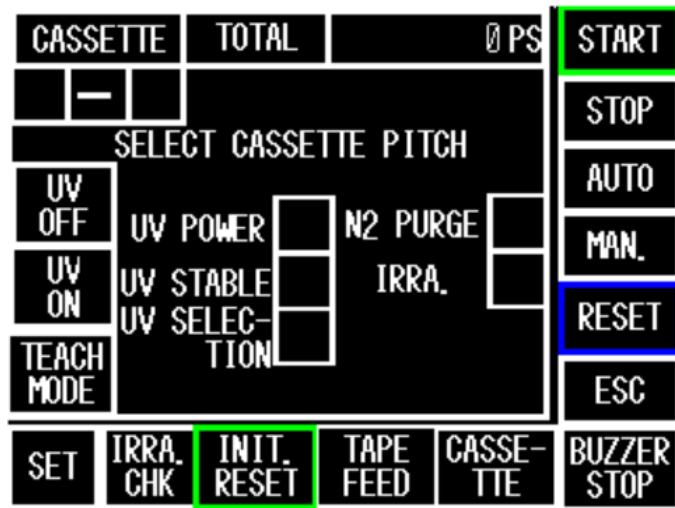


5.2 MAIN SCREEN



The screen is touch screen type. Press the key to operate.

- CASSETTE: Shows which cassette (Right / Left) is processing with ●.
- TOTAL: Shows the number of processed wafers.
- [START] key: Pressing the key starts auto operation.
- [STOP] key: Pressing the key stops the machine after the wafers in processing have been put into the cassette.
- [AUTO] key: Pressing the key displays MAIN SCREEN from "1st page of the setting screen" or "2nd page of the setting screen".
- [MAN.] key: Pressing the key displays "1st page of the setting screen".
- [RESET] key: Pressing the key resets the error or stopped condition.
- [ESC] key: Pressing the key displays the previous screen of currently displayed.
- [BUZZER STOP] key: Pressing the key stops the buzzer sounds.
- [UV OFF] key: Turn on the UV irradiation.
- [UV ON] key: Turn off the UV irradiation.
- [TEACH MODE] key: Pressing the key after connecting the teach pendant enables operation with it.
- [SET] key: Pressing the key displays "INDIVIDUAL OPERATION PANEL".
- [IRRA. CHK] key: Check the UV irradiation condition.
- [INIT.RESET] key: Pressing the key starts initial reset. The each unit moves to auto operation starting position.
- [TAPE FEED] key: BG tape is fed while the key is pressed.
- [CASSETTE] key: Press the key when 2 cassettes or more are processed continuously.
- UV POWER: ● is displayed when the UV irradiation is ON status.
- UV STABLE: ● is displayed when the UV ray is stable.
- UV SELECTION: ● is displayed when the UV lamp is in use.
- N2 PURGE : ● is displayed when the N2 is fill up.
- IRRA.: ● is displayed during irradiating UV ray to the wafer.
- [TEACH MODE] key: Pressing the key after connecting the teach pendant enables operation with it.

5.2 MAIN SCREEN (Continued)

[T. CHANGE] key: Pressing the key displays "SCREEN FOR TABLE CHANGE SETING". The screen is for table replacement when the chuck table is damaged. Press [TABLE ORIGIN P.], and then press [TABLE CHANGE P.]. The applying unit moves to right end and table pin moves downward.

