

Using Edit Function

Chapter 10

OBJECTIVE

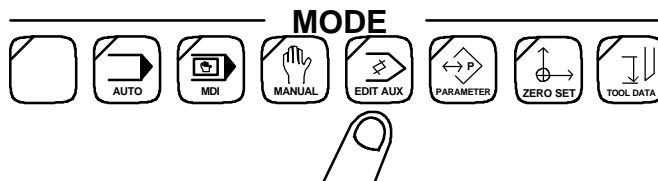
Correctly use the Edit function to generate new programs and change programs previously entered.

INTRODUCTION

There are various methods for "communicating" with the Okuma memory (i.e. using an IBM compatible computer or paper tape). This chapter covers how to enter data directly into the OSP memory from the keypad. The following information will explain how to make a new program in the Edit mode of operation.

CREATING A NEW PROGRAM

1. On the Operation Panel, select the Edit mode of operation.



The PROGram OPERATION screen will be displayed.

2. Select function key [F4] (EDIT).

In the lower left corner of the screen you will see the letter E displayed. At this point you will need to enter the **unique** name for a program.

3. For this project call the program PROJECT3.MIN. Enter the characters at the keypad for this program.
4. After the program name has been entered select the WRITE key.

The PROGram OPERATION Edit screen will be displayed.

PROG OPERATION EDIT				PROJECT3.MIN			
FIND	LINE ERASE	LINE DELETE	CHAR. DELETE	LINE INSERT	CHAR. INSERT	EDIT QUIT	[EXTEND]
F1	F2	F3	F4	F5	F6	F7	F8

Because you are entering a new program there is nothing displayed. Notice that your program name (PROJECT3.MIN) is displayed in the right corner. Also note that the function keys now list various functions for editing such as CHARacter INSERT, LINE DELETE, etc...

5. Use the keypad to enter your program. Use the WRITE key at the end of each line. If you need to move the cursor on the screen use the Cursor Arrow keys.

After all the information has been entered, and is correct, select function key [F7] (EDIT QUIT). When the = prompt reappears at the bottom of the screen, your program has been saved to the bubble memory.

The PROG OPERATION screen is re-displayed (notice that the function keys have changed).

PROG OPERATION							
<pre> N10 G50 S1500 N20 G0 X30 Z30 N30 G96 S800 T010101 M3 M8 M42 N40 X3.1 Z4.0 N50 G1 X-0.1 F.011 N60 Z4.1 N70 G0 X2.625 N80 G1 Z.75 F.011 N90 X3.1 N100 G0 X30 Z30 N110 G97 S1000 T020202 M3 M8 M42 N120 G0 X0 Z4.5 N130 G1 Z.75 F.011 N140 G0 Z4.5 N150 X30 Z30 M5 M9 N160 M2 </pre>							
=							
DATE	DIR	PIP	EDIT	FREE	LIST		[EXTEND]
F1	F2	F3	F4	F5	F6	F7	F8

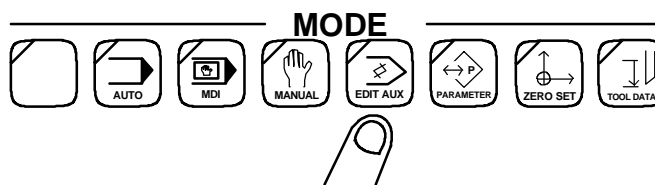
The information from your program is still displayed on the screen, but you can no longer perform editing.

At this point you have finished entering the information for the program PROJECT3.MIN.

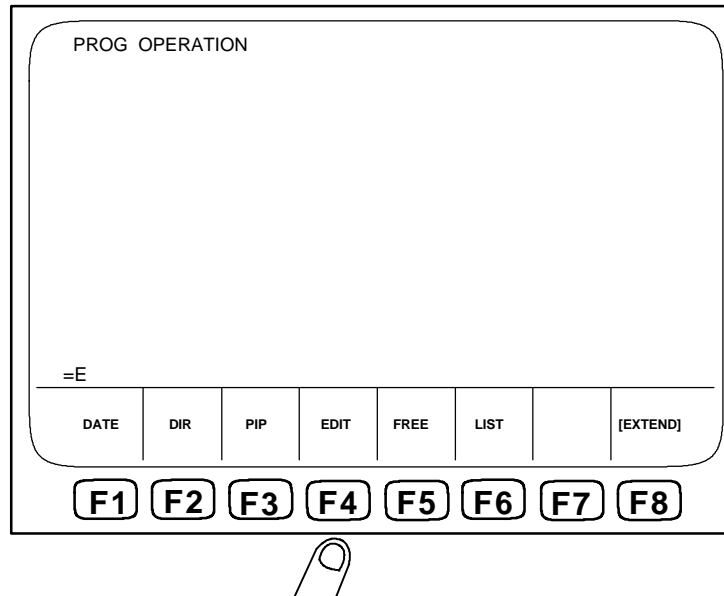
EDITING AN EXISTING PROGRAM

If you need to perform editing on a file that already exist (for example one that was made in IGF), use the following information.

1. On the Operation Panel, select the Edit mode of operation.



The PROGram OPERATION SCREEN will be displayed.



2. Select function key [F4] (EDIT).

In the lower corner of the screen you will see the letter E displayed. This is the point where you need to enter the name of the program.

3. For this example call the program SHAFT. Enter the characters at the keypad for this program.
4. After the program name has been entered press the WRITE key.

The PROGram OPERATION Edit screen will be displayed.

PROG OPERATION EDIT SHAFT.MIN

```

N10 G50 S1500
N20 G0 X30 Z30
N30 G96 S900 T010101 M3 M8 M42
N40 X1.963 Z6.2
N50 G1 Z5.36 F.012
N60 X3 Z4.48
N70 Z3.75
N80 X3.5
N90 X4.937
N100 Z1.25
N110 X5.6
N120 G0 X30 Z30 M5 M9
N130 M3

```

=E SHAFT.MIN
>

FIND	LINE ERASE	LINE DELETE	CHAR. DELETE	LINE INSERT	CHAR. INSERT	EDIT QUIT	[EXTEND]
------	---------------	----------------	-----------------	----------------	-----------------	--------------	----------

F1 F2 F3 F4 F5 F6 F7 F8

The program SHAFT.MIN is displayed. Notice that your program name is displayed in the right corner of the screen (all part programs are automatically assigned the .MIN extension). Also note that the function keys now list various functions for editing.

Use the Cursor Arrow keys to position the cursor over the desired information for your edit. The various function keys can be used to accomplish some editing features (more detail on these function keys can be found in your Okuma Operation Manual).

Use the keys of the Extended Keypad to enter any value changes. Note that it is **not** necessary to use the WRITE key after a change; use the Cursor Arrow keys.

5. After all the information is correct, select the function key [F7] (EDIT QUIT).

The PROGram OPERATION screen will be re-displayed and you will notice that the function keys have changed.

The information from your program is still displayed on the screen, but you can no longer perform editing.

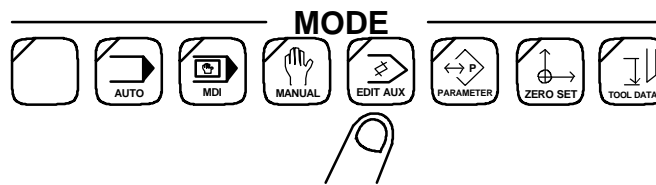
At this point you will have finished editing your program.

EDITING PROGRAMS USING MENU

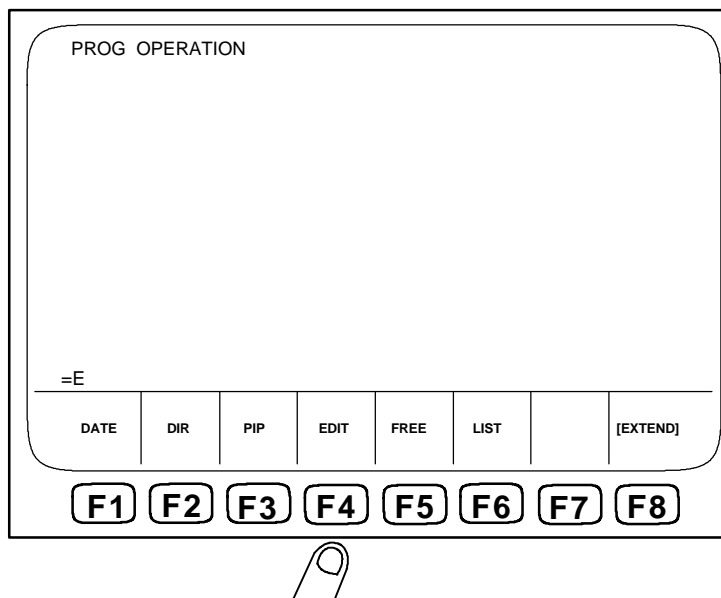
There is an alternate method for selecting a program to be edited for the OSP5020 controls as well as some of the later OSP5000L-G controls. Instead of entering a program name (such as SHAFT) the * character can be used to represent program names.

The following information can be used to perform this procedure.

1. On the Operation Panel, select the Edit Mode of operation.



The PROGram OPERATION screen will be displayed.



2. Select the function key [F4] (EDIT).

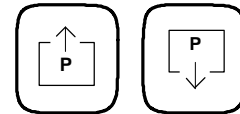
In the lower left corner of the screen you will see the letter E displayed. This is the point where you normally entered the program name.

3. For this example enter a * at the Extended Keypad
4. Press the WRITE key.

The PROGram OPERATION (PROGRAM SELECT INDEX) will be displayed.

PROG OPERATION		EDIT	
PROGRAM FILE		PROGRAM SELECT INDEX	
TEST.MIN		PAGE1	
A.MIN			
TEST2.MIN			
Z.MIN			
TEST3.MIN			
SHAFT.MIN			
=E SHAFT.MIN			
>			
DATE	DIR	PIP	EDIT
FREE	LIST	[EXTEND]	
F1	F2	F3	F4
F5	F6	F7	F8

5. Use the cursor Arrow keys to position the cursor over the program name that you desire to edit. If there are more programs stored in the bubble memory than can be displayed at one time, selecting one of the PAGE keys will show these additional listings.



6. When the cursor is properly positioned, select the WRITE key.

The PROGram OPERATION Edit Screen will be displayed.

PROG OPERATION EDIT SHAFT.MIN

```

N10 G50 S1500
N20 G0 X30 Z30
N30 G96 S900 T010101 M3 M8 M42
N40 X1.963 Z6.2
N50 G1 Z5.36 F.012
N60 X3 Z4.48
N70 Z3.75
N80 X3.5
N90 X4.937
N100 Z1.25
N110 X5.6
N120 G0 X30 Z30 M5 M9
N130 M3

```

=E SHAFT.MIN
>

FIND	LINE ERASE	LINE DELETE	CHAR. DELETE	LINE INSERT	CHAR. INSERT	EDIT QUIT	[EXTEND]
------	---------------	----------------	-----------------	----------------	-----------------	--------------	----------

F1 F2 F3 F4 F5 F6 F7 F8

The program SHAFT.MIN is displayed. Notice that your program name is displayed in the right corner of the screen (all part programs are automatically assigned the .MIN extension). Also note that the function keys now list various functions for editing.

Use the Cursor Arrow keys to position the cursor over the desired information for your edit. The various function keys can be used to accomplish some editing features (more detail on these function keys can be found in your Okuma Operation Manual).

Use the keys of the Extended Keypad to enter any value changes. Note that it is **not** necessary to use the WRITE key after a change; use the Cursor Arrow keys.

- After all the information is correct, select the function key [F7] (EDIT QUIT).

The PROGram OPERATION screen is re-displayed (notice that the function keys have changed).

PROG OPERATION							
N10 G50 S1500 N20 G0 X30 Z30 N30 G96 S800 T010101 M3 M8 M42 N40 X3.1 Z4.0 N50 G1 X-0.1 F.011 N60 Z4.1 N70 G0 X2.625 N80 G1 Z.75 F.011 N90 X3.1 N100 G0 X30 Z30 N110 G97 S1000 T020202 M3 M8 M42 N120 G0 X0 Z4.5 N130 G1 Z.75 F.011 N140 G0 Z4.5 N150 X30 Z30 M5 M9 N160 M2							
=							
DATE	DIR	PIP	EDIT	FREE	LIST		[EXTEND]
F1	F2	F3	F4	F5	F6	F7	F8

The information from your program is still displayed on the screen, but you can no longer perform editing.

At this point you will have finished editing your program.