

FANUC Series 30*i*/31*i*/32*i*-MODEL A
FANUC Series 30*i*/31*i*/32*i*-MODEL B
FANUC Series 35*i*-MODEL B
FANUC Series 0*i*-MODEL F
FANUC Power Motion *i*-MODEL A

Macro Executor
PROGRAMMING MANUAL

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In this manual we have tried as much as possible to describe all the various matters.

However, we cannot describe all the matters which must not be done, or which cannot be done, because there are so many possibilities.

Therefore, matters which are not especially described as possible in this manual should be regarded as "impossible".

SAFETY PRECAUTIONS

DEFINITION OF WARNING, CAUTION, AND NOTE

This manual includes safety precautions for protecting the user and preventing damage to the machine. Precautions are classified into Warning and Caution according to their bearing on safety. Also, supplementary information is described as a Note. Read the Warning, Caution, and Note thoroughly before attempting to use the machine.

**WARNING**

Applied when there is a danger of the user being injured or when there is a danger of both the user being injured and the equipment being damaged if the approved procedure is not observed.

**CAUTION**

Applied when there is a danger of the equipment being damaged, if the approved procedure is not observed.

NOTE

The Note is used to indicate supplementary information other than Warning and Caution.

- Read this manual carefully, and store it in a safe place.

GENERAL WARNINGS FOR CNC APPLICATION DEVELOPMENT

**WARNING**

Be careful enough for the following warnings when you develop two or more applications or use networks.

If you neglect them, there is a danger of the user being injured or there is a danger of both the user being injured and the equipment being damaged.

- 1 Be careful enough if you write an identical NC data, an identical PMC data or a series of related data set by two or more above applications including network functions. Because they are executed based on each individual cycles (in other words, asynchronous cycles), there is a possibility that the data will be written in an unexpected order.

Therefore, do NOT write above data in the following cases.

- Applications and network functions
- Two or more applications
- Two or more network functions

Data, applications and network functions of interest are listed in below. However, all may not be listed completely because new features will be added in the future.

⚠ WARNING

- 2 Be careful enough that you must prevent PMC signals in the same byte from being written by the following two or more applications including network functions. While an application reads and writes one byte of PMC signals, other applications may write the same byte.
- 3 Be careful enough if you process a PMC signal set that is related to a NC function by using the following two or more applications including network functions. Because they are executed based on each individual cycles (in other words, asynchronous cycles), there is a possibility that the NC may receive the PMC signal set in an unexpected order.
- 4 Generally, when multi-byte data are read or written at once among the following two or more applications including network functions, the coherency of the read multi-byte data (in other words, reading all latest data at once) is not guaranteed. To ensure the coherency of the multi-byte data, prepare flags to notify the completion of reading or writing process that is separated from the entity of the data and make the handshaking process to access the data by using the flags.

Data List Table

Category	Data
General data for NC	Parameter, Tool compensation value and related data, Work zero offset value and related data, Workpiece coordinate system shift value and related data, Macro variable, P-CODE variable, Program and related data, Tool management function data, Tool life management data, Error compensation related data , Overtravel check (Interference check) related data
PMC data	PMC signal, PMC parameter

List Table of Applications and Network Functions

Category	Functions
Applications	PMC Ladder, Macro Executor, C Language Executor, FANUC PICTURE, FOCAS2
Network functions	FL-net, EtherNet/IP, PROFINET, Modbus/TCP, PROFIBUS-DP, DeviceNet, CC-Link

- 5 CNC has functions that read or write PMC signals in other than the G/F address. Be careful enough if the above mentioned applications and network read or write PMC signals used by these functions. When reading or writing the same PMC signal, applications or CNC functions may work in an unexpected manner.

GENERAL WARNINGS FOR MACRO EXECUTOR APPLICATION DEVELOPMENT

WARNING

- 1 Be careful enough if you write an NC data which can influence working of machine. There is a possibility that the NC may work with a wrong NC data. In this case, it may cause an unexpected machine behavior and also tools, machines or workpieces may be damaged.
You have to make it sure that the writing of the NC data is safe and proper, when modifying the NC data which can influence working of machine.
The NC data which can influence working of machine is as follows. All of them may not be mentioned below when new application or function will be released.

NC data which can influence working of machine :

NC parameter, NC program, Tool offset value, Pitch error compensation data, Work zero offset value, Custom macro value, P code macro value

- 2 Be careful enough if you write a PMC signal. There is a possibility that the NC may work with a wrong PMC signal. In this case, it may cause an unexpected machine behavior and also tools, machines or workpieces may be damaged.
You have to make it sure that the writing of the PMC signal is safe and proper, when modifying the PMC signal.

TABLE OF CONTENTS

SAFETY PRECAUTIONS	s-1
DEFINITION OF WARNING, CAUTION, AND NOTE	s-1
GENERAL WARNINGS FOR CNC APPLICATION DEVELOPMENT	s-1
GENERAL WARNINGS FOR MACRO EXECUTOR APPLICATION DEVELOPMENT	s-3
1 GENERAL	1
2 MACRO COMPILER AND MACRO EXECUTOR	3
2.1 MACRO COMPILER.....	3
2.1.1 P-CODE Macro and P-CODE File.....	3
2.2 MACRO EXECUTOR	5
2.3 P-CODE MACRO	6
2.3.1 Limitations on Commands	6
2.3.2 Differences from the Series 16i.....	8
2.4 MODULE DIVISION FUNCTION	8
2.4.1 Method of Module Addition.....	8
2.5 MULTI-PATH CONTROL FUNCTION	10
2.5.1 Independent Operating Environment for Each Path.....	10
2.5.2 P-CODE Variables/Extended P-CODE Variables Common to Paths	11
2.5.3 Multiple P-CODE Macros Independent of Paths	11
2.5.4 Reading the Path Number Currently under Execution (#8531)	12
3 EXECUTION MACRO FUNCTION.....	13
3.1 GENERAL	13
3.2 CALLING AN EXECUTION MACRO	13
3.2.1 Overview	13
3.2.1.1 Macro call and subprogram call.....	13
3.2.1.2 Passing of arguments	22
3.2.1.3 Local variable levels	25
3.2.2 Simple Call (G65)	27
3.2.3 Modal Call (G66/G66.1)	27
3.2.4 Macro Call Using G Code	28
3.2.5 Macro Call Using G Code with Decimal Point	29
3.2.6 Macro Call Using G Code (Specification of 1 Set).....	30
3.2.7 Macro Call Using G Code (Specification of 3 Sets)	31
3.2.8 Macro Modal Call Using G Code.....	32
3.2.8.1 Macro call using a cancel G code for a macro modal call using G code	36
3.2.8.2 Variable for checking whether a modal call is in progress	36
3.2.9 Special Macro Call Using G Code	36
3.2.10 Macro Call Using M Code	39
3.2.11 Macro Call Using M Code (Specification of 3 Sets).....	40
3.2.12 Special Macro Call Using M Code.....	41
3.2.13 Special Macro Call Using Axis Address	43
3.2.14 Special Macro Call Using T Code.....	47
3.2.15 Special Macro Call Using D Code	50
3.2.16 Special Macro Call Using H Code	52
3.2.17 Special Macro Call Using S Code	55
3.2.18 Subprogram Call (M98)	57
3.2.19 Subprogram Call Using M Code	57

3.2.20	Subprogram Call Using M Code in the Specified Range	58
3.2.21	Subprogram Call Using M Code (Specification of 3 Sets)	59
3.2.22	Subprogram Call Using S Code	61
3.2.23	Subprogram Call Using T Code	62
3.2.24	Subprogram Call Using Second Auxiliary Function Code	63
3.2.25	Subprogram Call Using Specific Code	64
3.2.26	Subprogram Call for User Program	65
3.2.27	P-CODE Workpiece Number Search	70
3.2.28	Macro Call Argument for Axis Name Expansion	71
3.3	DIAGNOSIS DATA	73
3.4	LIMITATIONS ON EXECUTION MACROS	73
3.4.1	Commands which cannot Use Execution Macros	73
3.4.2	Functions which cannot Use Execution Macros	74
3.4.3	Optional Block Skip	74
3.4.4	Interruption Type Custom Macro	74
3.4.5	Axis Specification and Extended Axis Name Specification Using an Axis Number	74
3.4.5.1	Axis specification using an axis number	74
3.4.5.2	Specification of an extended axis name	76
3.4.6	Method of Variable Specification for Address N in the Programmable Data Input Mode	78
3.4.7	G Code System Conversion (for a Lathe System)	79
3.5	DIFFERENCES FROM THE Series 16i	81
4	CONVERSATIONAL MACRO FUNCTION AND AUXILIARY MACRO FUNCTION	85
4.1	CONVERSATIONAL MACRO FUNCTION	85
4.1.1	Execution and Termination	86
4.1.2	Command	88
4.2	AUXILIARY MACRO FUNCTION	88
4.2.1	Execution and Termination	89
4.2.2	Command	90
4.2.3	Execution Cycle	90
4.3	EXECUTION CONTROL CODE	91
4.4	EXECUTION CONTROL VARIABLES (#8500, #8550, #8551, AND #8530)	93
4.5	COMMON CONVERSATIONAL MACRO FUNCTION	94
4.6	FATAL ERROR	95
4.7	DIFFERENCES FROM THE Series 16i	96
5	MACRO VARIABLES	99
5.1	MACRO VARIABLE LIST	99
5.2	LOCAL VARIABLES (#1 TO #33) / ARRAY-TYPE VARIABLES (#1 TO #99)	101
5.3	COMMON VARIABLES (#100 TO #199 AND #500 TO #999)	101
5.4	P-CODE VARIABLES (#10000 TO #19999)	103
5.5	EXTENDED P-CODE VARIABLES (#20000 TO #89999)	104
5.6	P-CODE VARIABLES/EXTENDED P-CODE VARIABLES IN THE MULTI-PATH CONTROL SYSTEM	105
5.6.1	Writing and Reading P-CODE Variables/Extended P-CODE Variables between Paths	105

5.7	CUSTOM MACRO COMMON VARIABLES (#99100 TO #99999)	106
5.8	CUSTOM MACRO SYSTEM VARIABLES (#1000 AND UP, #10000 AND UP, #100000 AND UP).....	107
5.8.1	Writing and Reading the System Variables of Other Paths.....	108
5.8.2	P-CODE Macro UI/UO Separation Function.....	109
5.8.3	Caution	111
5.9	ARITHMETIC AND LOGIC OPERATION	112
5.10	DIFFERENCES FROM THE Series 16i.....	113
6	MACRO EXECUTOR FUNCTION.....	115
6.1	SCREEN DISPLAY FUNCTIONS.....	120
6.1.1	Screen Coordinate System.....	121
6.1.2	Screen Display Identification Variables (#8681 and #8682).....	127
6.1.3	Screen Display Control Codes	127
6.1.3.1	Screen clear (G202).....	128
6.1.3.2	Color specification (G240).....	129
6.1.3.3	Drawing start point setting (G242).....	130
6.1.3.4	Command for display with background color (G250).....	131
6.1.3.5	Character display (G243).....	140
6.1.3.6	Direct language specification function	144
6.1.3.7	User-defined character registration and display function (G319).....	150
6.1.3.8	Drawing line type specification (G244).....	154
6.1.3.9	Prompt statement display (G280)	155
6.1.3.10	Linear drawing (G01)	155
6.1.3.11	Circular drawing (clockwise) (G02).....	155
6.1.3.12	Circular drawing (counterclockwise) (G03).....	155
6.1.3.13	Cursor display (rectangular cursor) (G230).....	157
6.1.3.14	Graphic cursor function (G249)	157
6.1.3.15	Cursor control (#8505, #8506, and #8507).....	158
6.1.3.16	Absolute mode (G390)/incremental mode (G391) specification	158
6.1.3.17	Graphic coordinate system setting (G392)	159
6.1.3.18	Rapid traverse rate specification (G311)	159
6.1.3.19	Rapid traverse drawing (G300)	160
6.1.3.20	Graphic filling function (G206).....	161
6.1.3.21	Rectangular display (G204).....	162
6.1.3.22	Marking (G321).....	164
6.1.3.23	Shift function for graphic screen adjustment.....	165
6.1.3.24	Reading of the graphic state (#8800).....	165
6.1.3.25	Brightness modulation mode display on the monochrome LCD and base color	165
6.1.3.26	Differences from the Series 16i	166
6.1.4	Character String Registration Program Number Specification (#8509).....	167
6.1.5	Screen Control Function (#8510, #8571).....	167
6.1.5.1	Screen reading	167
6.1.5.2	Screen switching.....	170
6.1.6	State Display Mask Function on the Conversational Macro Screen	171
6.1.7	O and N Number Display Mask Function	171
6.1.8	Soft Key Frame Display Mask Function	171
6.1.9	Display 7 Soft Keys Data on the 12 Soft Keys Type	171
6.1.9.1	Differences from the Series 16i	173
6.1.10	User Help Screen Control Function	173
6.1.10.1	Differences from the Series 16i	176
6.2	KEY INPUT AND DATA INPUT CONTROL.....	176
6.2.1	Command Key Input Variable (#8501).....	176
6.2.2	Data Input Control Variable (#8502)	179

6.2.3	Extended Data Input Control Variable (#8552)	180
6.2.4	Consecutive Input of Cursor and Page Keys	181
6.2.5	Key Input Line Control (#8561 to #8563)	181
6.2.6	MDI Key Image Reading Function (#8549)	182
6.2.6.1	Differences from the Series 16i	184
6.3	Specification of a PMC Path in Multi-Path PMCs (#8603)	185
6.4	ADDRESS FUNCTIONS	185
6.4.1	PMC Address Reference	185
6.4.2	CNC Parameter Reference	187
6.4.2.1	Differences from the Series 16i	187
6.5	PMC ADDRESS READING/WRITING (G310)	188
6.5.1	Differences from the Series 16i	190
6.5.2	Notes on I/O Signals Updated by Other Than PMC	190
6.6	CNC DATA READING/WRITING	191
6.6.1	Writing Setting Parameters and Parameters	191
6.6.1.1	Completion code	194
6.6.1.2	Differences from the Series 16i	195
6.6.2	Writing and Reading Pitch Error Compensation Data	195
6.6.2.1	Completion code	196
6.7	READER/PUNCHER INTERFACE	197
6.7.1	General	197
6.7.2	Function	198
6.7.3	Macro Variable Input/Output Functions	201
6.7.4	Data Transmission/Reception Waiting	205
6.7.5	FANUC Cassette Control	207
6.7.6	Completion Codes (#8539)	211
6.7.6.1	Differences from the Series 16i	212
6.8	MEMORY CARD CONTROL	213
6.8.1	General	213
6.8.2	Functions	214
6.8.3	Completion Codes (#8539)	218
6.8.3.1	Differences from the Series 16i	219
6.9	CNC PROGRAM REFERENCING AND WRITING, AND PROGRAM INFORMATION READING	220
6.9.1	General	220
6.9.2	Referencing and Writing CNC Programs	221
6.9.3	Reading Program Information (#8527, #8528)	233
6.9.4	Completion code (#8529)	233
6.9.5	Limitations	234
6.9.6	Appendix tables	235
6.9.7	Differences from the Series 16i	235
6.10	CUTTING TIME, DISTANCE READ AND PRESET FUNCTIONS	236
6.10.1	Differences from the Series 16i	238
6.11	RELATIVE COORDINATE READ AND PRESET FUNCTIONS (#8996 TO #8999)	238
6.11.1	Differences from the Series 16i	239
6.12	ARRAY-TYPE PROCESSING AND REFERENCING OF P-CODE VARIABLES	240
6.12.1	Differences from the Series 16i	241
6.13	TORQUE LIMIT OVERRIDE CONTROL (#8990 TO #8993 AND #8621 TO #8628)	242
6.14	PMC AXIS CONTROL	243

6.14.1	PMC Axis Control Using G Code	243
6.14.1.1	General	243
6.14.1.2	Details of control codes	245
6.14.1.3	Limitations	248
6.14.2	PMC Axis Control Using Variables	248
6.14.2.1	General	248
6.14.2.2	Details of control variables	250
6.14.3	Caution	252
6.14.4	Differences from the Series 16i	252
6.14.5	Control Examples	252
6.14.6	To detect an alarm for unselected PMC axis control	254
6.15	FILE CONTROL	254
6.15.1	General	254
6.15.2	Setup Procedure	254
6.15.3	Setting	256
6.15.4	Error Messages	256
6.15.5	List of Commands	257
6.15.6	Caution	260
6.16	AXIS-DIRECTION-BY-AXIS-DIRECTION INTERLOCK FUNCTION (#8600, #8601, #8607, AND #8608)	261
6.16.1	Differences from the Series 16i	263
6.17	WINDOW FUNCTION (#8996 TO #8999)	263
6.17.1	General	263
6.17.2	Alarm Information and External Alarm Information	267
6.17.3	Axis, Relative Coordinate, Servo Motor Load Current Value, and Positional Deviation value	272
6.17.4	Run Time and Parts Count	274
6.17.5	Diagnosis Information	275
6.17.6	System, Servo, and PMC Series Information	276
6.17.7	Differences from the Series 16i	277
6.18	FUNCTION FOR SEARCHING DATA TABLES FOR CONTROL VARIABLES	277
7	DEBUGGING FUNCTION	281
7.1	GENERAL	281
7.2	DISPLAYING AND SETTING ON THE DEBUGGER SCREEN	281
7.3	DIRECT SETTING BY PARAMETER AND KEY	285
7.4	DIFFERENCES FROM THE Series 16i	286
8	OPERATION	287
8.1	DISPLAYING AND SETTING MACRO VARIABLE VALUES	287
9	PARAMETERS	296
9.1	COMPILE PARAMETERS	296
9.2	EXECUTOR PARAMETERS	316
APPENDIX		
A	ERROR NO. LIST	333
B	CODE TABLES	338
C	DIFFERENCES FROM THE Series 16i	346

C.1	MACRO COMPILER.....	346
C.2	EXECUTION MACRO FUNCTIONS.....	346
C.3	CONVERSATIONAL MACRO FUNCTIONS AND AUXILIARY MACRO FUNCTIONS.....	351
C.4	MACRO VARIABLES	352
C.5	MACRO EXECUTOR FUNCTIONS.....	354
C.6	DEBUG FUNCTION	360
C.7	PARAMETERS	361
C.7.1	Parameters That Must Always Be Set.....	361
C.7.2	Parameters That Have Been Added, Changed, and Abolished	361
C.7.2.1	Compile parameters	361
C.7.2.2	Executor parameters	364

1 GENERAL

Some NC programs such as programs created using custom macros need not be modified once created. Others such as machining programs differ depending on the machining target.

This function can convert a custom macro program created by the machine tool builder to an executable macro program, load the executable macro program (P-CODE macro) into FLASH ROM (called F-ROM in the following), and execute it.

The function which converts a custom macro program to an executable macro program is called the macro compiler. The function which reads and executes a P-CODE macro is called the macro executor.

Features

- The execution speed is high because a custom macro program is loaded after converted to an executable so that the machining time can be reduced and the machining precision can be improved.
- Any custom macro is not destroyed because it is loaded into F-ROM so that reliability is improved.
- Because executable macro programs are loaded into F-ROM, program editing memory can efficiently be used.
- The user can call the execution format macro program with an easy call procedure without being conscious of the registered program. On the program edit memory, custom macros can be prepared and executed in the standard manner.
- Since the converted program into execution format is not indicated on the program display, the machine tool builder's knowhow can be protected.
- A conversational macro function is available. This function allows the machine tool builder to create original screens.
- An auxiliary macro function is available. This function can execute each P-CODE macro regardless of which mode or screen is selected.
- Programming errors in each P-CODE macro to be executed using the conversational macro function or auxiliary macro function can easily be detected using a debugging function.

This manual covers the following models.

In this manual, the following abbreviations may be used for the models:

Model name	Abbreviation		
FANUC Series 30i-MODEL A/B	30i -A/B	Series 30i	FANUC Series 30i/31i/32i, Series 30i/31i/32i, 30i/31i/32i -A/B
FANUC Series 31i-MODEL A/B	31i -A/B	Series 31i	
FANUC Series 32i- MODEL A/B	32i -A/B	Series 32i	
FANUC Series 35i- MODEL B	35i -B	Series 35i	FANUC Series 35i, Series 35i, 35i -B
FANUC Series 0i- MODEL F	0i -F	Series 0i	FANUC Series 0i, Series 0i, 0i -F
FANUC Power Motion i- MODEL A	PMi -A	PMi	FANUC PMi, Series PMi, PMi -A

Definition of terms

The words used in the explanation are defined as follows.

(1) P-CODE file/module

MEM format file created by linking an executable macro program compiled by the personal computer with compile parameters

With the module division function, a P-CODE file is referred to as a module.

- (2) P-CODE macro, P-CODE program
Execution type macro program prepared by a machine tool builder, being compiled and registered to F-ROM.
- (3) Execution macro
Macro program to operate machine in P-CODE macro.
- (4) Conversational macro
Macro program to operate screen in P-CODE macro.
- (5) Auxiliary macro
Macro program to make an auxiliary operation for the execution macro and the conversational macro in P-CODE macro.
- (6) User program
Program prepared by end-user for program edit memory.
- (7) Compile parameter
The term, compile parameter, used in this manual does not represent an ordinary CNC parameter but represents a parameter determined by the link control file when a P-CODE file is created. (Refer to "FANUC Series 30i/31i/32i/35i/PMi Macro Compiler PROGRAMMING MANUAL (B-66263EN)".) This means that the compile parameters cannot be modified, for example, through the MDI panel and so on.
- (8) Parameter/Executor parameter
The term, parameter or executor parameter, used in this manual represents an ordinary CNC parameter. This means that the parameters and executor parameters can be modified, for example, through the MDI panel and so on.
- (9) Controlled axis number and spindle number in a multi-path system
 - Relative controlled axis/spindle number in a path
Referred to as the nth axis in a path/nth spindle in a path or as the nth axis/nth spindle.
 - Controlled axis number and spindle number in the entire system
Referred to as the system common nth axis and system common nth spindle.

Example :

The Z-axis in the second path is referred to as the second axis in the path or the second axis as the relative controlled axis number in the path, and the system common fifth axis as the controlled axis number in the entire system.

1st path	2nd path
X axis	X axis
Y axis	Z axis
Z axis	

2 MACRO COMPILER AND MACRO EXECUTOR

2.1 MACRO COMPILER

The macro compiler converts (compiles) a custom macro program (P-CODE source program) to an executable macro program. Then, the macro compiler links the executable macro program with compile parameters and converts it to a MEM-format file.

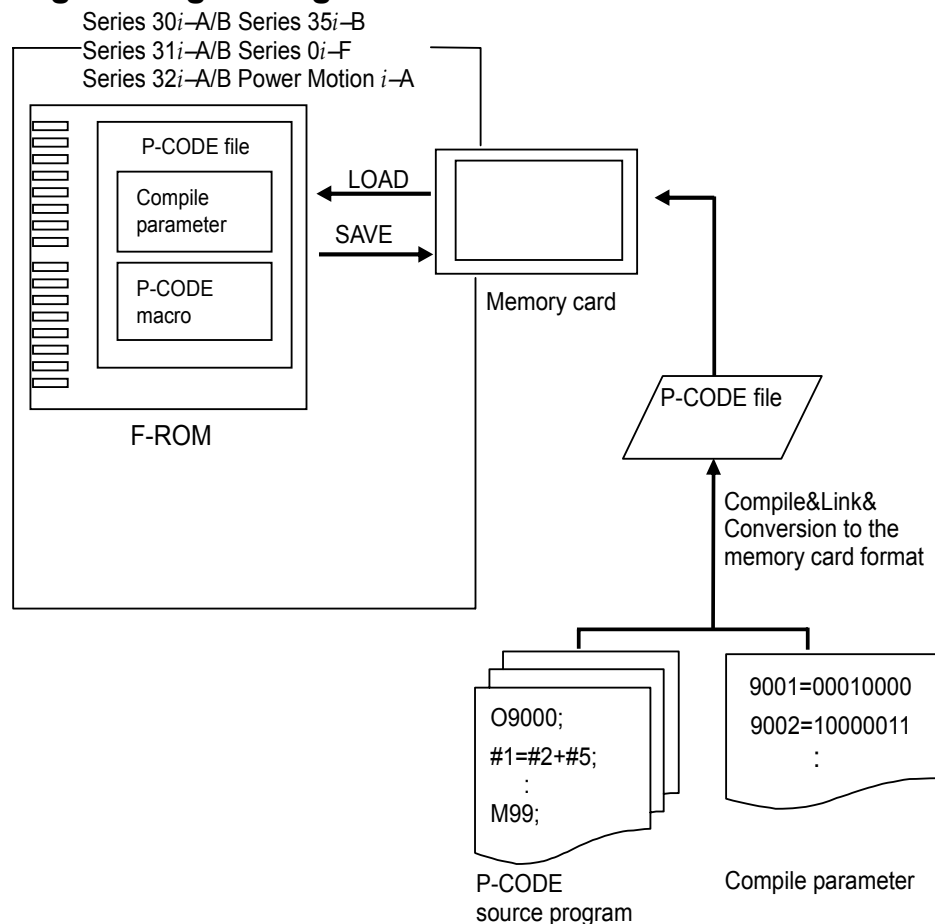
The created MEM-format file is loaded into F-ROM (FLASH ROM module).

* For details such as operation procedures, refer to "FANUC Series 30i/31i/32i/35i/PMi Macro Compiler PROGRAMMING MANUAL (B-66263EN)."

2.1.1 P-CODE Macro and P-CODE File

A P-CODE file is converted to a MEM-format file and is then registered from a memory card to F-ROM in the FANUC Series 30i -A/B, 31i -A/B, or 32i -A/B, 35i -B, 0i -F, Power Motion i -A (referred to as the Series 30i/31i/32i/35i/0i-F/PMi in the remainder of this manual). A P-CODE file loaded into F-ROM can also be saved onto a memory card.

Concept of saving and registering a P-CODE file



P-CODE file size

The size of a P-CODE file is set using one of the compile parameters in the Table 2.1 (a):

Table 2.1 (a)

P-CODE file size	BIT name	Compile parameter number
4096Kbyte(4Mbyte)	M4MB	9001#2
3072Kbyte(3Mbyte)	M3MB	9000#6
2048Kbyte(2Mbyte)	M2MB	9000#5
1536Kbyte(1.5Mbyte)	M512,M1MB	9000#3,#4
1024Kbyte(1Mbyte)	M1MB	9000#4
896Kbyte	M128,M256,M512	9000#1,#2,#3
768Kbyte	M256,M512	9000#2,#3
640Kbyte	M128,M512	9000#1,#3
512Kbyte	M512	9000#3
384Kbyte	M128,M256	9000#1,#2
256Kbyte	M256	9000#2
128Kbyte	M128	9000#1

If the ROM-format file created by linking compile parameters is larger than the size set as listed in the Table 2.1 (a), an error (ROM SIZE OVER) occurs when the macro linker is executed.



CAUTION

To use a P-CODE file, an option is required. If a P-CODE file loaded into the CNC is larger than the size allowed by the option, the CNC does not start up with error USER FILE(P-CODE):SIZE OVER.

P-CODE macro size

The actual size of a P-CODE macro which can be created depends on the P-CODE file size as listed in the Table 2.1 (b). For the second and third modules, see Section 2.4, "MODULE DIVISION FUNCTION".

Table 2.1 (b)

P-CODE file size	P-CODE macro size	
	Basic module	2nd/3rd module
4096Kbyte	4000Kbyte	4075Kbyte
3072Kbyte	2976Kbyte	3051Kbyte
2048Kbyte	1952Kbyte	2027Kbyte
1536Kbyte	1440Kbyte	1515Kbyte
1024Kbyte	928Kbyte	1003Kbyte
896Kbyte	800Kbyte	875Kbyte
768Kbyte	672Kbyte	747Kbyte
640Kbyte	544Kbyte	619Kbyte
512Kbyte	416Kbyte	491Kbyte
384Kbyte	288Kbyte	363Kbyte
256Kbyte	160Kbyte	235Kbyte
128Kbyte	32Kbyte	107Kbyte

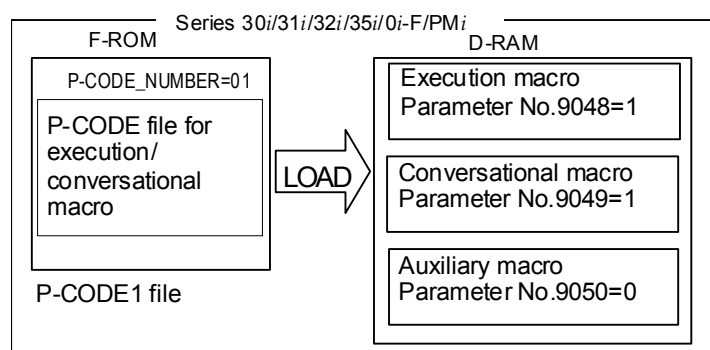
2.2 MACRO EXECUTOR

The macro executor has execution macro function, conversational macro function, and auxiliary macro function.

The P-CODE number (specified by " P-CODE_NUMBER=" in the link control file) for each of an execution macro, conversational macro, and auxiliary macro executed on each path is selected by specifying parameters Nos. 9048 to 9050 separately for each macro. If any of parameters Nos. 9048 to 9050 is set to 0, the corresponding macro is disabled. If all of the execution macro, conversational macro, and auxiliary macro are disabled, no P-CODE file is loaded.

Example

For a system that executes an execution macro and conversational macro, set parameter No. 9050 for an auxiliary macro to 0.




Execution macro function

When the user specifies a G, M, T, or specific code and so on specified by a compile parameter from a user program, the execution macro function calls and executes the macro program for operating the machine (execution macro) that is in a P-CODE macro.

The user can also execute a user program not to call an execution macro, but to execute a custom macro program.

Conversational macro function

When function key  is pressed, the conversational macro function calls and executes a macro program for processing screens (conversational macro) that is in a P-CODE macro.

The screen displayed by the user program is called the conventional macro screen or user screen.

Auxiliary macro function

At power-on, the auxiliary macro function calls and executes a macro program for performing auxiliary processing (auxiliary macro) that is in a P-CODE macro.

2.3 P-CODE MACRO

A P-CODE macro means an executable macro program created by compiling a P-CODE source program using the macro compiler and loaded it into F-ROM.

Program number

The program number range is from 1 to 99999999.

NOTE

To use a 5-digit or longer program number, set the bit 3 (ON8) of parameter No.11304 to 1.

Sequence number

The sequence number range is from 1 to 99999999.

- Note

NOTE

No sequence number must be added to any block with an O number.
(The sequence number is invalidated if added.)

Number of digits of a valid setting

The maximum number of digits of a valid setting is 9.

Maximum number of P-CODE macros

The maximum number of P-CODE macros is 1000.

2.3.1 Limitations on Commands

NOTE

For each macro executor function, there may be limitations other than listed below. See the explanation of each macro executor function.

Custom macro and real time macro

P-CODE macros cannot use real time macro commands. They can use only custom macro commands, but they cannot use some custom macro commands, and there are limitations on others.

Some commands run differently when used in P-CODE macros from when used in custom macros. For details, see Chapter 3, "Execution Macro Function".

Custom macro command	P-CODE macro
A program can be specified with its program number or name.	A program can be specified with its program number only.
A constant value consisting of up to 12 digits Maximum value : ± 999999999999 Minimum value : ± 0.000000000001	9 digits ± 999999999 ± 0.00000001
The maximum allowable number of digits of a macro variable number is 6.	9 digits
Chamfer command (,C_) and corner R command (,R_)	Not allowed
The name of a nonvolatile custom macro common variable can be specified.	The same specification is enabled by defining a symbol name(*1).

Custom macro command	P-CODE macro
The name of a system variable can be specified.	The same specification is enabled by defining a symbol name(*1). As subscript [n] for a name, only a constant can be specified(*2).
The name of a system constant can be specified.	The same specification is enabled by defining a symbol name(*1). As subscript [n] for a name, only a constant can be specified(*2).
SETVN is possible.	Not allowed
An indirect axis address can be specified.	Not allowed
Real time macro command	Not allowed

*1 With a P-CODE macro, a symbol name used in a source program can be defined in the symbol definition file. By defining a system variable/constant name used with a custom macro by using this function, the same specification as done with the custom macro is enabled. For details, refer to "FANUC Series 30i/31i/32i/35i/PMi Macro Compiler PROGRAMMING MANUAL (B-66263EN)".

NOTE

Bit symbols such as [#_M_SBK], [#_M_FIN], [#_M_FHD], [#_M_OV], and [#_EST] cannot be defined.

*2 As subscript [n] for a name, only a constant can be specified. No variable and operation can be specified.

[Example]

@[#_ABSMT[1]] #5021: Allowed → When #101=[#_ABSMT[1]] is coded, it is replaced with #101=#5021.

@[#_ABSMT[#100]] #5021: Not allowed

Specifying an extended axis name

A P-CODE macro cannot specify an extended axis directly with its extended axis name set in parameter No. 1025 or 1026.

If wishing to use an extended axis name in an execution macro, use the function for specifying an axis with an axis number. For details, see Subsection 3.3.5, "Axis Specification and Extended Axis Name Specification Using an Axis Number".

Variable specification for address N in the Programmable Data Input (G10)

With the P-CODE macro, the code of address N cannot be specified using a variable. To specify address N by using a variable in the programmable data input mode (between G10 and G11), specify address "NN" instead of address N. For details, see Subsection 3.3.6, "Method of Variable Specification for Address N in the Programmable Data Input Mode".

Optional block skip

When a block with a sequence number is skipped using the optional block skip function, a block consisting of only the sequence number is created.

Example

Original program	Command to be executed when skipped
/1 N1 X100.;	N1;
N2 /2 Y200.;	N2;

When N1 is skipped as listed above, the similar operation as for N2 is performed.



CAUTION

An optional block skip command can be executed in execution, auxiliary, and conversational macros. Carefully execute the command so that the same optional block skip signal will not be used.

2.3.2 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Program	<ul style="list-style-type: none"> - Programs from 01 to 09999 can be created. - Up to 400 programs can be registered. 	<ul style="list-style-type: none"> - Programs from 01 to 099999999 can be created. - Up to 1000 programs can be registered.
Sequence number	N1 to N99999	N1 to N99999999
Number of digits of a valid setting	Up to 8 digits	Up to 9 digits
Number of digits of a macro variable number	Up to 6 digits	Up to 9 digits
Number of IF statements in one program	Up to 400 IF statements	Up to 2000 IF statements
Number of IF statement nesting levels	Up to 3 levels	Up to 10 levels
Optional block skip	Specifiable with an execution macro only	Specifiable with an execution macro, auxiliary macro, or conversational macro
Specification of abbreviations of operation commands (specification of the first two characters only, such as RO for ROUND and FI for FIX)	Not allowed	Allowed
PRM[#]	Not allowed	Allowed
PRM[#],#k	Not allowed	Allowed
PRM[#]/[#k]	Not allowed	Allowed
PRM[#],#k]/[#]	Not allowed	Allowed
ATAN[#]	Not allowed	Allowed
ATAN[#],#k	Not allowed	Allowed
ATN[#]	Not allowed	Allowed
ATN[#],#k	Not allowed	Allowed
ATN[#]/[#k]	Not allowed	Allowed
RND[#]	Not allowed	Allowed
SQR[#]	Not allowed	Allowed
POW[#],#j	Not allowed	Allowed

2.4 MODULE DIVISION FUNCTION

This function additionally registers multiple P-CODE files (modules) with one path and assigns higher priority to the added modules.

With this function, multiple modules can be separately managed in a variety of applications. For example, a module serving as the function base and a module for making an addition/modification can be combined. Alternatively, a function is given to one module, and another function is given to another mode.

2.4.1 Method of Module Addition

Set a P-CODE number for each macro executor module then perform loading with the boot system. (Set a P-CODE number with "P-CODE_NUMBER=" in the link control file.)

Set a P-CODE number for a module serving as the base (hereinafter referred to as a basic module) in parameters Nos. 9048 to 9050. Set the same P-CODE number in all of parameters Nos. 9048 to 9050.

Set a P-CODE number for the second module to be added in parameter No. 9055. Set a P-CODE number for the third module in parameter No. 9056.

Example of setting 1

To a system that has an execution macro, conversational macro, and auxiliary macro as the basic module, an execution macro module is added as the second module and the third module.

Basic module	2nd module	3rd module
Parameter No.9048=1 (Basic execution macro)	Parameter No.9055=2 (2nd execution macro)	Parameter No.9056=3 (3rd execution macro)
Parameter No.9049=1 (Conversational macro)	* Set the compile parameters related to the conversational and auxiliary macros to 0.	* Set the compile parameters related to the conversational and auxiliary macros to 0.
Parameter No.9050=1 (Auxiliary macro)		

* If a value other than 1 is set in any of parameters Nos. 9048 to 9050, the second and third modules are disabled.

Example of setting 2

To a system that has an execution macro, conversational macro, and auxiliary macro as the basic module, an execution macro and auxiliary macro are added.

Basic module	2nd module
Execution macro Parameter No.9048=1	Parameter No.9055=3
Conversational macro Parameter No.9049=0	
Auxiliary macro Parameter No.9050=1	

NOTE

- 1 This function is disabled when modules with different execution/conversational/auxiliary macros are used within the same path.
Set all of parameters Nos. 9048 to 9050 to the same P-CODE number or 0 (for nonuse).
- 2 Whether to enable/disable an execution macro, conversational macro, and auxiliary macro is set using parameters Nos. 9048 to 9050. This setting cannot be made using parameters Nos. 9055 and 9056.

Compile parameter

As the compile parameter, priority is given to the nonzero value of an additional module. This means that the compile parameter cannot be set to 0 by setting an additional module.

The order of priority from higher to lower is: third module to second module to basic module.

Example

When basic module P-CODE number = 1, second module P-CODE number = 2, and third module P-CODE number = 3:

1. Compile parameter No. 9010 of P-CODE number 1 = 100
 Compile parameter No. 9010 of P-CODE number 2 = 200
 Compile parameter No. 9010 of P-CODE number 3 = 300
 → Compile parameter No. 9010 = 300 is enabled.
2. Compile parameter No. 9038 of P-CODE number 1 = 0
 Compile parameter No. 9038 of P-CODE number 2 = 3000
 Compile parameter No. 9038 of P-CODE number 3 = 0
 Compile parameter No. 9038 = 3000 is enabled.
3. Compile parameter No. 9100#0 of P-CODE number 1 = 1
 Compile parameter No. 9100#0 of P-CODE number 2 = 0
 Compile parameter No. 9100#0 of P-CODE number 3 = 0
 → Bit 0 of compile parameter No. 9100 = 1 is enabled.

P-CODE program

Higher priority is given to an additional module at P-CODE program call time.

The third module, second module, and basic module are searched in this order for a program to be called.

Example

When basic module P-CODE number = 1, second module P-CODE number = 2, and third module P-CODE number = 3

Registered program			P-CODE file number actually executed
P-CODE1	P-CODE2	P-CODE3	
O9010			O9010 of P-CODE1 is executed.
O9011	O9011		O9011 of P-CODE2 is executed.
O9012	O9012	O9012	O9012 of P-CODE3 is executed.
O9013	O9013	O9013	O9013 of P-CODE3 is executed.

2.5 MULTI-PATH CONTROL FUNCTION

The macro executor of the Series 30i/31i/32i/35i/0i-F/PMi is designed to enable independent path-by-path operation and data sharing in a multi-path system and to build an efficient system.

The macro executor has three features:

- <1> Independent operating environment for each path
- <2> Variable area that can be easily shared among paths
- <3> Multiple P-CODE macros independent of paths

2.5.1 Independent Operating Environment for Each Path

An independent operation can be performed in each path.

Execution macro : Usable in automatic operation by each path

Conversational macro : A conversational macro program of the path selected on the screen display is executed.

Auxiliary macro : Auxiliary macros as many as up to the number of paths are executed simultaneously.

So, executor parameters, local variables, common variables (#100 and up, #500 and up), and system variables are provided separately for each path.

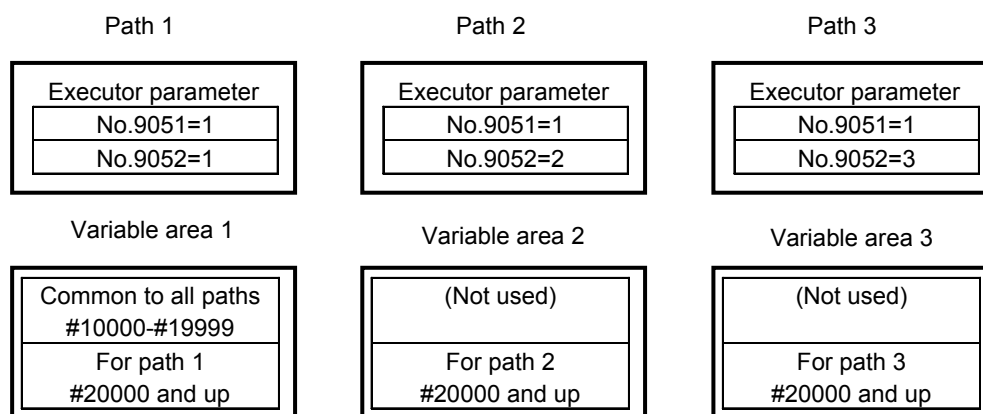
2.5.2 P-CODE Variables/Extended P-CODE Variables Common to Paths

For P-CODE variables (#10000 and up)/extended P-CODE variables (#20000 and up), multiple variable areas can be allocated on an S-RAM file. No fixed variable area is assigned to each path. Instead, a variable area can be selected for each path by using parameters Nos. 9051 and 9052.

- When a different variable area number is set for each path in parameters Nos. 9051 and 9052
→ The variables are used as independent variables for each path.
- When the same variable area number is set for all paths in parameters Nos. 9051 and 9052
→ The variables are used as variables common to all paths.

Example of setting

P-CODE variables (#10000 and up) are shared by all paths, and extended P-CODE variables (#20000 and up) are used separately by each path.



Set the number of variable areas and variable type (floating-point or integer) for each of variables 1, 2, 3, and so on in the parameters Nos. 9053 and 9054, bit 3 of parameter No. 9033, and bit 4 of parameter No. 9033 for each of paths 1, 2, 3, and so on.

2.5.3 Multiple P-CODE Macros Independent of Paths

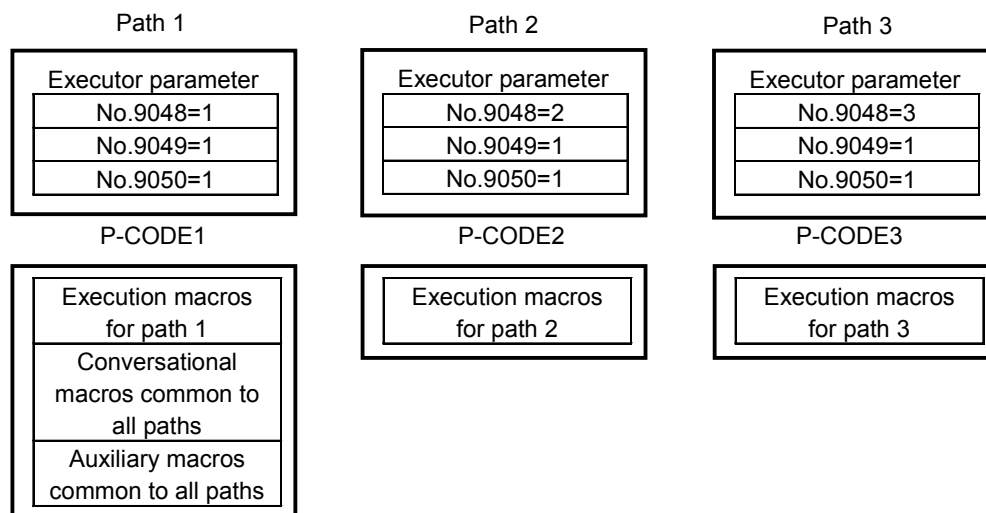
P-CODE macros can be shared among paths.

P-CODE macros executed by each path are selected using parameters Nos. 9048 to 9050 for execution macros, conversational macros, and auxiliary macros.

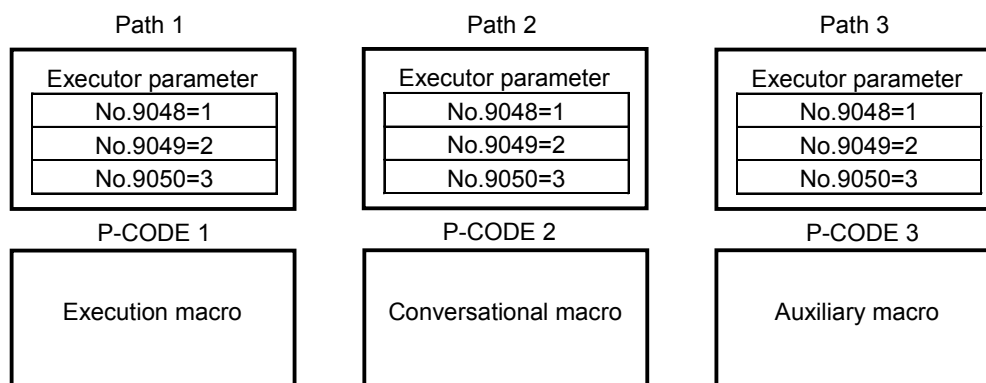
In this way, P-CODE macros can be grouped for sharing, or divided separately into execution macros, conversational macros, and auxiliary macros.

Example of setting 1**- When conversational macros/auxiliary macros are shared**

Different execution macros are used for each path, and the conversational macros/auxiliary macros of P-CODE1 only are used. P-CODE2 and P-CODE3 include execution macros only, so that the F-ROM can be saved.

**Example of setting 2****- When P-CODE macros are divided separately into execution macros/conversational macros/auxiliary macros**

Execution macros, conversational macros, and auxiliary macros are registered separately in each P-CODE. Macro replacement is enabled on the basis of each P-CODE.

**2.5.4 Reading the Path Number Currently under Execution (#8531)**

The path number currently under execution can be read with #8531.

Example:

When O9010 is called with Gxxx on both of paths 1, 2, and 3 under the setting above, the execution macro program of P-CODE1 can divide processing for each path with #8531 as described below.

O9010

IF [#8531 EQ 1] THEN

Execution processing for path 1

IF [#8531 EQ 2] THEN

Execution processing for path 2

IF [#8531 EQ 3] THEN

Execution processing for path 3

3 EXECUTION MACRO FUNCTION

3.1 GENERAL

Execution macro

An execution macro is a loaded P-CODE macro which is operated as a machining program.

A registered P-CODE macro cannot be executed singly.

A registered P-CODE macro is called for execution from a user program by using a call code such as G, M, S, T, D, or H specified by a compile parameter. An execution macro allows the similar specification as done with a custom macro.

At this time, an argument can be specified in a macro call, and can be referenced as a local variable by a P-CODE macro (execution macro).

Which P-CODE to be executed by each path is set in parameter No. 9048.

User program / Custom macro

A user program means an NC program loaded into program memory or an NC program to be executed as an execution macro caller during DNC or MDI operation.

A custom macro means an NC program to be called as a macro or subprogram in a user program.

3.2 CALLING AN EXECUTION MACRO

3.2.1 Overview

3.2.1.1 Macro call and subprogram call

Execution macro calls can roughly be divided into two types: macro calls and subprogram calls. Macro calls are further divided into two types: special macro calls, and other macro calls.

Simple calls and modal calls are also included in macro calls. A simple call (also called a macro call) calls an execution macro only in the specified block. A modal call calls an execution macro in each block until G67 is specified.

	Subprogram call	Macro call	
		Macro call using G65/G66/G66.1/G/M code	Special macro call ^(Note 2)
Argument-specification	Not allowed	All specifications after a call code are passed as arguments (#1 to #33). Two types are available: argument specification I and II.	All addresses specified in the block other than address N are passed as arguments to #1 to #33. Argument specification II cannot be used. Up to five G codes are used as arguments in the ascending order of G code group numbers. If multiple codes are specified in another address, the last code specified is used as an argument.
NC command specified in the same block	The NC statement is first executed, then the execution macro is called.	A command after a call code is treated as an argument. For a command before a call code, alarm PS0127 is issued. (A call code must be specified at the start of the block.)	Treated as an argument. (A call code need not be placed at the start of the block.) ^(Note 3)

	Subprogram call	Macro call	
		Macro call using G65/G66/G66.1/G/M code	Special macro call ^(Note 2)
Local variables	The level does not change ^(Note 1) .	The level changes.	

NOTE

- 1 Usually, the level is not changed by a subprogram call.
When bit 3 (LCLLV) of compile parameter No. 9163 is set to 1, Series 16i compatibility is provided. This means that the level changes only when an execution macro is called as a subprogram from a user program (using an M/S/T/second auxiliary function/specific code). (When an execution macro calls another execution macro or calls a user program as a subprogram, the level does not change as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0.)
- 2 Special macro calls include calls using a G code / M code / D code / H code / S code / T code / axis address.
- 3 The call code commanded in first is effective when two or more call codes are commanded in the same block. In this case, codes except the call codes are regarded as follows.
 - When the first call code is subprogram call, the execution macro is called after the words except call codes are executed as NC sentence .
 - When the first call code is macro call, except the call codes are regarded as arguments.

Types of calls

Call code	Program number called	Common variable for storing a specified code	Parameters to be set	Remarks
Simple call (G65)	Specified at address P.	None	None	No execution macro can be called from any user program using this command.
Modal call (G66,G66.1)	Specified at address P.	None	None	No execution macro can be called from any user program using this command.
Macro call using G code	O9010 to O9019	None	Compile parameters Nos. 9013 to 9022	<ul style="list-style-type: none"> - By setting bit 5 (GMACC) of compile parameter No. 9104 to 1, a special macro call is made. - By setting bit 1 (PRDGCAL) of compile parameter No. 9103 to 1, use of a G code with a decimal point is enabled. - Modal calls are allowed.

Call code	Program number called	Common variable for storing a specified code	Parameters to be set	Remarks
Macro call using G code (specification of 1 set)	Parameter setting	None	Compile parameters Nos. 9045 to 9047	<ul style="list-style-type: none"> - By setting bit 5 (GMACC) of compile parameter No. 9104 to 1, a special macro call is made. - Only G codes with no decimal point can be used. - Modal calls are allowed.
Macro call using G code (specification of 3 sets)	Parameter setting	None	Compile parameters Nos. 9129 to 9131	<ul style="list-style-type: none"> - By setting bit 5 (GMACC) of compile parameter No. 9104 to 1, a special macro call is made. - Only G codes with no decimal point can be used. - Modal calls are allowed.
			Compile parameters Nos. 9132 to 9134	
			Compile parameters Nos. 9135 to 9137	
Macro call using a cancel G code for a macro modal call using G code	O9006	None	Bit 4 (MDLP) of compile parameter No.9008 and Compile parameter No.9034)	Possible only when a macro modal call using G code is made with the Series 16i method (bit 0 (GMC) of compile parameter No. 9163 = 1)
Macro call using M code	O9020 to O9029	None	Compile parameters Nos. 9023 to 9032	
Macro call using M code (specification of 3 sets)	Parameter setting	None	Compile parameters Nos. 9120 to 9122	By setting bit 4 (EXMSCL) of compile parameter No. 9103 to 1, a special macro call is made.
			Compile parameters Nos. 9123 to 9125	
			Compile parameters Nos. 9126 to 9128	
Special macro call using axis address	O9009 or O9031 to O9030+n (n : number of axes)	#27	Compile parameters AxnCL (No. 9005#0 to #3, No. 9008#0 to #3, No. 9164#0 to #7 No. 9165#0 to #7) and AXCLS (No.9005#4)	A call can be masked with bits 0 to 7 (OnM) of parameter No. 9010 and bits 0 to 7 (OnM) of parameter No. 9020 to No. 9021.
Special macro call using T code	O9008	#27	Bit 7 (TMACC) of compile parameter No. 9005	A call can be masked with bit 0 (MTC) of parameter No. 9011.
Special macro call using D code	O9040	#27	Bit 0 (DMACC) of compile parameter No.9104	A call can be masked with bit 0 (MDC) of parameter No. 9012.
Special macro call using H code	O9041	#27	Bit 1 (HMACC) of compile parameter No.9104	A call can be masked with bit 1 (MHC) of parameter No. 9012.

Call code	Program number called	Common variable for storing a specified code	Parameters to be set	Remarks
Special macro call using S code	O9042	#27	Bit 2 (SMACC) of compile parameter No.9104	A call can be masked with bit 2 (MSC) of parameter No. 9012.
Subprogram call (M98)	Specified at address P.	None	None	No execution macro can be called from any user program using this command.
Subprogram call using M code	O9001 to O9003	None	Compile parameters Nos. 9010 to 9012	
Subprogram call using M code in the specified range	O9009	#148	Compile parameters Nos. 9042 and 9043	By setting bit 3 (MSCL) of compile parameter No. 9009 to 1, a special macro call is made.
Subprogram call using M code (specification of 3 sets)	Parameter setting	None	Compile parameters Nos. 9111 to 9113	By setting bit 4 (EXMSCL) of compile parameter No. 9103 to 1, a special macro call is made.
			Compile parameters Nos. 9114 to 9116	
			Compile parameters Nos. 9117 to 9119	
Subprogram call using S code	O9029	#147	Bit 0 (SSC) of compile parameter No. 9105	
Subprogram call using T code	O9000	#149	Bit 0 (TCAL) of compile parameter No. 9002	
Subprogram call using second auxiliary function code	O9028	#146	Bit 1 (BSC) of compile parameter No. 9105	
Subprogram call using specific code	O9004, O9005	#146 #147	Bit 1 (ACL1) and Bit 2 (ACL2) of compile parameter No.9002 Parameters Nos.6090 and 6091	
Subprogram call for user program (*2)	Specified at address P.	None	Compile parameter No. 9033	A user program in program memory is called from an execution macro.
P-CODE workpiece number search	Set for a control variable.	None	Bit 6 (PWSR) of compile parameter No. 9002	An execution macro is called preceding the main program at the start of automatic operation.

*2 Function specific to execution macros. This function calls no execution macro.

NOTE

- 1 The correspondence between codes used for macro and subprogram calls and the numbers of called programs, and whether to call a subprogram/macro are determined by compile parameters. The compile parameters are registered in the F-ROM at compile time. Be sure to specify the compile parameters at compile time.
- 2 Set a code for a subprogram call using a specific code in parameters Nos. 6090 and 6091 at execution time.

Usable call command

	Call method (call source → call destination)		
	User program →Execution macro	Execution macro →Execution macro	Execution macro →User program
Simple call of execution macro (G65)	×	○	×
Modal call of execution macro (G66, G66.1)	×	△	×
Macro call and special macro call using G code	○	△	×
Macro call and special macro call using G code (specification of 1 set)	○	△	×
Macro call and special macro call using G code (specification of 3 sets)	○	△	×
Macro call using a cancel G code for a macro modal call using G code	▲	×	×
Macro call using M code	○	△	×
Macro call using M code and special macro call (specification of 3 sets)	○	△	×
Special macro call using axis address	○	△	×
Special macro call using T code	○	△	×
Special macro call using D code	○	△	×
Special macro call using H code	○	△	×
Special macro call using S code	○	△	×
Subprogram call of execution macro (M98)	×	○	×
Subprogram call using M code	○	△	×
Subprogram call and special macro call using M code in the specified range	○	△	×
Subprogram call and special macro call using M code (specification of 3 sets)	○	△	×
Subprogram call using S code	○	△	×
Subprogram call using T code	○	△	×
Subprogram call using second auxiliary function code	○	△	×
Subprogram call using specific code	○	△	×
Subprogram call of user program	-	-	○
External device subprogram call (M198)	×	×	○

○ : Allowed

×

△ : Depends on bit 2 (PCDC) of compile parameter No. 9163 and bit 6 (GMP) of parameter No. 6008.

▲ : Allowed only if bit 0 (GMC) of compile parameter No. 9163 is set to 1.

See "Limitations on calls" described later for details.

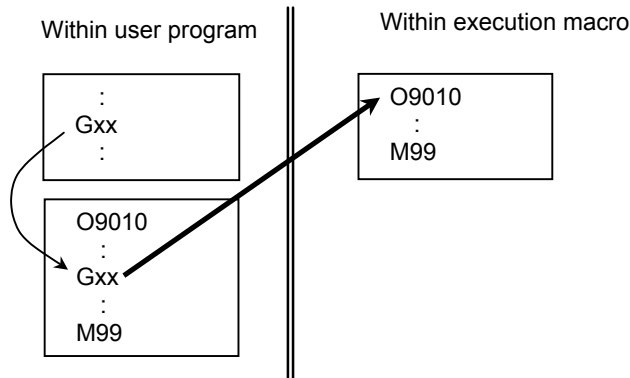
Limitations on calls

The limitations described below are applied when an execution macro is called from a user program or another execution macro and when an execution macro is called after a user program is called as a subprogram. Furthermore, three major methods are available for calling an execution macro. One method uses G65/G66 (G66.1)/M98, the second method uses G codes, and the third method uses other codes (M/S/T/D/H/second auxiliary function code/special code/axis address). The limitations depend on these methods.

(1) When an execution macro is called from a user program

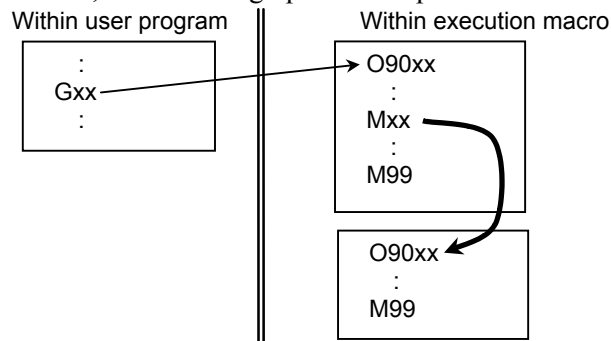
- G65, G66, G66.1, or M98 cannot be used.
(A program within a user program is called.)
- No limitation is applied to calls using G/M/S/T/D/H/second auxiliary function code/special code/axis address. From a custom macro called using G/M/S/T/second auxiliary function code/special code, an execution macro call using G/M/S/T/D/H/second auxiliary function code/special code/axis address can also be made.

(Example) From a user program called using a G code in a custom macro, an execution macro call using G code can be made.



(2) When an execution macro is called from another execution macro

From an execution macro called from a user program, only G65 or M98 can usually call another execution macro. However, by using bit 6 (GMP) of parameter No. 6008 and bit 2 (PCDC) of compile parameter No. 9163, the following operation is performed:



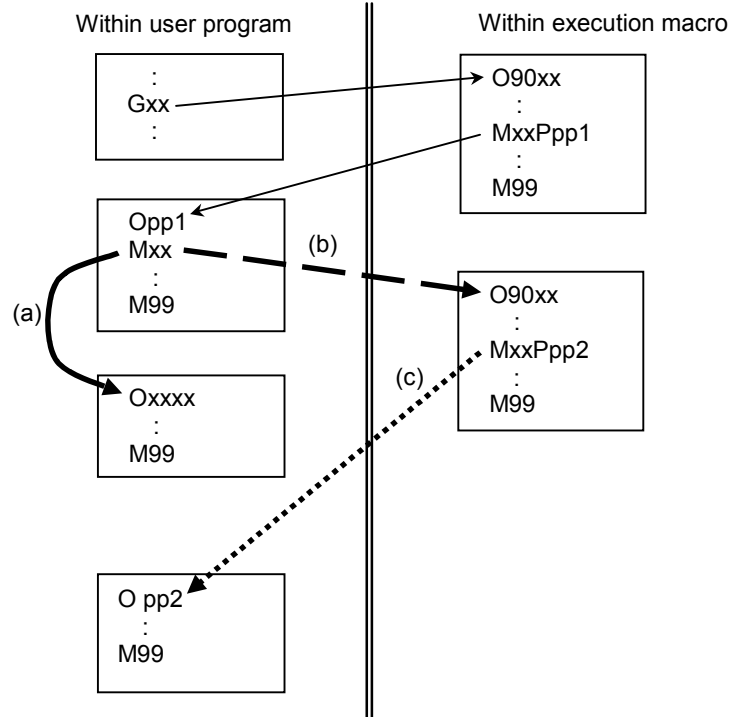
* In the description, the G/M/S/T/D/H/second auxiliary function codes/special codes are generically referred to as each code.

		Bit 2 (PCDC) of Compile parameter No. 9163	
		0	1
Bit 6 (GMP) of parameter No. 6008	0	Calls using G65 and M98 only are allowed. Other types of calls are disabled.	Calls using G65, M98, G66, and G66.1 are allowed. Other types of calls are disabled.
	1		<ul style="list-style-type: none"> - Calls using G65, M98, G66, and G66.1 are allowed. - From an execution macro called using a G code, another execution macro can be called using a code other than G codes (or using an axis address). - From an execution macro called using a code other than G codes (or using an axis address), another execution macro can be called using a G code. - Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.

(3) When a user program is called from an execution macro

From a user program called as a subprogram from an execution macro, another program can be called. In this case, three types of calls can be made as described below. The limitations depend on the settings of bit 6 (GMP) of parameter No. 6008, bit 2 (PCDC) of compile parameter No. 9163, and bit 6 (C16) of compile parameter No. 9163.

- (a) Calling another user program in program memory
- (b) Calling an execution macro
- (c) Calling a subprogram of the user program after an execution macro is called



* In the description, the G/M/S/T/D/H/second auxiliary function codes/special codes are generically referred to as each code.

			Bit 2 (PCDC) of Compile parameter No. 9163	
			0	1
(a)	Bit 6 (GMP) of parameter No. 6008	0	User macro calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.	User macro calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.
		1		<ul style="list-style-type: none"> - From an execution macro called using a G code, a user program can be called using a code other than G codes (or using an axis address). - From an execution macro called using a code other than G codes (or using an axis address), a user program can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.
(b)	Bit 6 (C16) of compile parameter No. 9163	0	When bit 6 (GMP) of parameter No. 6008 is set to 0: Once a user program is called, no execution macro can be called. When bit 6 (GMP) of parameter No. 6008 is set to 1: <ul style="list-style-type: none"> - From a user program called using a G code, an execution macro can be called using a code other than G codes (or using an axis address). - From a user program called using a code other than G codes (or using an axis address), an execution macro can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.	
		1	Each code (or axis address) can be used to call an execution macro (in the same manner as in "(1) How to call an execution macro") regardless of the setting of bit 6 (GMP) of parameter No. 6008.	
(c)	Bit 6 (GMP) of parameter No. 6008	0	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)
		1		A user program can be called. (The duplicated calling of a user program is allowed.)

NOTE

- 1 If an attempt is made to execute a call command not allowed, the command is treated as an ordinary G/M/S/T/D/H/second auxiliary function/axis address code.
- 2 If bit 0 (GMC) of compile parameter No. 9163 is set to 1, the same processing as performed when bit 6 (GMP) of parameter No. 6008 is set to 0 and bit 2 (PCDC) of compile parameter No. 9163 is set to 0 is performed.

Priority of calls

If a call code is set doubly with a custom macro or another call code in a parameter or compile parameter, the priority indicated in the Table 3.2 (a) governs:

Table 3.2 (a)

Priority	Call
High	Simple call of execution macro (G65)
↑	Modal call of execution macro (G66,G66.1)
	Macro call using G code
	Macro call using G code (specification of 1 set)
	Macro call using G code (specification of 3 sets)
	Macro call using M code
	Macro call using M code (specification of 3 sets)
	Special macro call using M code
	Special macro call using axis address
	Special macro call using T code
	Special macro call using D code
	Special macro call using H code
	Special macro call using S code
	Subprogram call of execution macro (M98)
	External device subprogram call (M198) ^{(*)1}
	Subprogram call for user program
	Subprogram call using specific code
	Subprogram call using M code
	Subprogram call using M code in the specified range
	Subprogram call using M code (specification of 3 sets)
	Subprogram call using S code
	Subprogram call using T code
	Subprogram call using second auxiliary function code
↓	Macro call/subprogram call which calls custom macro ^{(*)2}
Low	

*1 This priority is applied when an external device subprogram call is executed from an execution macro.

*2 By setting bit 1 (MCA) of parameter No. 9013 to 1, priority can be given to a custom macro call rather than to all execution macro calls. (If the code for an execution macro call set in a compile parameter is the same as the code for a custom macro call set in a parameter, priority is given to the custom macro call.)

Example

- 1 If 100 is set in both of compile parameter No. 9023 and compile parameter No. 9010, and M100 is set to enable both of a macro call using M code and a subprogram call using M code, a macro call using M code is made when M100 is specified actually.
- 2 If 100 is set in both of parameter No. 6050 and compile parameter No. 9013 as a G code for calling O9010:
 - The execution macro O9010 is called when bit 1 (MCA) of parameter No. 9013 is set to 0.
 - The user program O9010 is called when bit 1 (MCA) of parameter No. 9013 is set to 1.

Nesting

Execution macro calls can be nested to a depth of fifteen levels including only subprogram calls, to a depth of five levels including only macro calls, or to a depth of fifteen levels including subprogram calls and macro calls (to a depth of five levels for macro calls). This does not include custom macros.

Subprogram calls for user programs and external device subprogram calls from execution macros are included in the custom macro nesting levels.

3.2.1.2 Passing of arguments

For a macro call, arguments can be specified.

Two types of argument specification are available. Argument specification I uses addresses other than O once each. Argument specification II uses A, B, and C once each and also uses I, J, and K up to ten times. The type of argument specification is determined automatically according to the addresses used.

- Argument specification I

Address	Variable number
A	#1
B	#2
C	#3
D	#7
E	#8
F	#9
G ⁽²⁾	#10
H	#11
I ⁽¹⁾	#4

Address	Variable number
J ⁽¹⁾	#5
K ⁽¹⁾	#6
L ⁽²⁾	#12
M ₁ ⁽³⁾	#13
N ⁽⁴⁾	#14
M ₂ ⁽³⁾	#14
M ₃ ⁽³⁾	#15
P ⁽²⁾	#16
Q	#17

Address	Variable number
R	#18
S	#19
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

- Basically, each address other than O is used once.
- An address that need not be specified can be omitted. The value of the local variable corresponding to an omitted address is set to <null>.
- Addresses other than I, J, and K need not be specified in alphabetical order.
- If the same codes are specified more than once in an address other than M, the last code specified is used as an argument.

[Example] gg: Call code

Ggg A1 A2 A3 → To #1, 3 is passed.

- *1 Usually, addresses I, J, and K must be specified in alphabetical order.
When bit 7 (IJK) of parameter No. 6008 is set to 1, addresses I, J, and K need not be specified in alphabetical order.

Example

- 1 When bit 7 (IJK) of parameter No. 6008 is set to 0:
If I_J_K_ is specified, I=#4, J=#5, and K=#6 are set. However, if K_J_I_ is specified, argument specification II is applied, and K=#6, J=#8, and I=#10 are set.
- 2 When bit 7 (IJK) of parameter No. 6008 is set to 1:
Even if K_J_I_ is specified, argument specification I is applied. This means that I=#4, J=#5, and K=#6 are set as in the case where I_J_K_ is specified.

- *2 Usually, addresses G, L, and P cannot be used as arguments.
In the case of a macro call using G code/M code, addresses G, L, and P can be used when bit 5 (MCARG) of compile parameter No. 9008 is set to 1.
Moreover, addresses G, L, and P can be used for a special macro call.

NOTE

- 1 An NC command input format limitation is applied to address G. If G1000 is specified, for example, alarm PS0010 is issued.
- 2 If multiple G codes are specified, the last G code specified is used as an argument.
A G code not belonging to group 00 is passed as modal information to the subsequent blocks.

- *3 Up to three M codes specified in address M are used as arguments.
- Of the fourth and subsequent M codes, the last M code specified is passed to #15.
 - If address N is also used as an argument in a macro call using G code or M code, the second specified M code or the N code, whichever specified later, is passed to #14.
 - In a special macro call using axis address/G/T/D/H/S code, only one M code is usually used as an argument. When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes are used as arguments.
 - In a special macro call using M code, only the calling M code and the last M code specified are used as arguments, regardless of the setting of bit 7 (M3B) of parameter No. 3404.

Example 1

Suppose that a block for a macro call using M code specifies multiple M codes (M300 = Calling M code).

- When five M codes are specified in one block:
M300 M1 M2 M3 M4 M5 → #13=1, #14=2, #15=5
- When an N code is specified after the second M code:
M300 M1 M2 N10 M3 → #13=1, #14=10, #15=3
- When an N code is specified before the second M code:
M300 M1 N10 M2 M3 → #13=1, #14=2, #15=3

Example 2

Suppose that a block for a special macro call using T code specifies multiple M codes (T300= Call code).

- When the bit 7 (M3B) of parameter No.3404 is set to 0;
M1 N10 M2 T300 M3 M4 M5 → #27=300, #13=5, #14=<null>, #15=<null>
- When the bit 7 (M3B) of parameter No.3404 is set to 1;
M1 N10 M2 T300 M3 M4 M5 → #27=300, #13=1, #14=2, #15=5
- * In a special macro call using T code, address N is not used as an argument.

Example 3

Suppose that a special macro call using M code is made (M300 = Call code).

M1 M2 M300 M3 M4 M5 → #27=300, #13=5, #14=<null>, #15=<null>

- * The argument is the same when bit 7(M3B) of parameter No.3404 is set to 1.

- *4 Address N is used as an argument when address N is specified after an address other than O and N in a macro call using G code or M code.
Address N is used as an argument in a special macro call using M code, regardless of where address N is specified.
Address N is not used as an argument in a special macro call using axis address/G/T/D/H/S code.

Type of call	Address used as an argument				
	A, B, C, D, E, F, H, I, J, K, Q, R, S, T, U, V, W, X, Y, Z	G, L, P	M		N
			1st (M ₁)	2nd (M ₂), 3rd (M ₃)	
- Execution macro simple call (G65)	Specifiable	Not specifiable	Specifiable	Not specifiable	Not specifiable
- Execution macro modal call: Move command call (G66)					
- Execution macro modal call: Block-by-block call (G66.1) (Blocks after G66.1 block)	Specifiable	Specifiable	Specifiable	Not specifiable	Specifiable
- Macro call using G/M code	Specifiable	Specifiable when bit 5 (MCARG) of compile parameter No. 9008 is set to 1	Specifiable	Specifiable	Specifiable
- Special macro call using axis address / G / T / D / H / S code	Specifiable	Specifiable	Specifiable	Specifiable when bit 7 (M3B) of parameter No. 3404 is set to 1	Not specifiable
- Special macro call using M code	Specifiable	Specifiable	Specifiable	Not specifiable	Specifiable

- Argument specification II

Address	Variable number
A	#1
B	#2
C	#3
I ₁	#4
J ₁	#5
K ₁	#6
I ₂	#7
J ₂	#8
K ₂	#9
I ₃	#10
J ₃	#11

Address	Variable number
K ₃	#12
I ₄	#13
J ₄	#14
K ₄	#15
I ₅	#16
J ₅	#17
K ₅	#18
I ₆	#19
J ₆	#20
K ₆	#21
I ₇	#22

Address	Variable number
J ₇	#23
K ₇	#24
I ₈	#25
J ₈	#26
K ₈	#27
I ₉	#28
J ₉	#29
K ₉	#30
I ₁₀	#31
J ₁₀	#32
K ₁₀	#33

- Argument specification II uses A, B, and C once each and uses I, J, and K up to ten times.
- Subscripts of I, J, and K for indicating the order of argument specification are not written in the actual program.

NOTE

- 1 In a special macro call, argument specification II cannot be used.
- 2 When bit 7 (IJK) of parameter No. 6008 is set to 1, argument specification I is applied, regardless of the specification order of I, J, and K. So, argument specification II cannot be used.

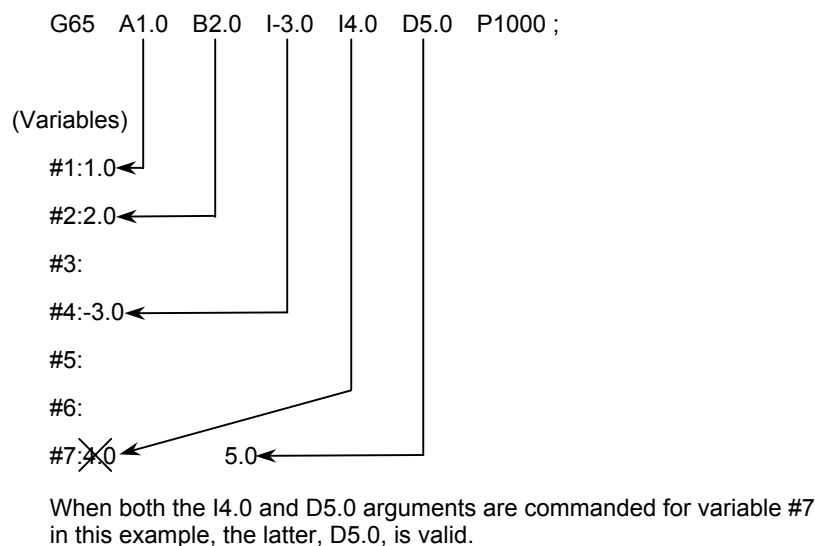
- Limitation Format

Specify a macro call code (G65/G66/G66.1/Gg/Mm) for other than special macro calls before all arguments.

Mixture of argument specifications I and II

The CNC internally identifies argument specification I and argument specification II. If a mixture of argument specification I and argument specification II is specified, the type of argument specification specified later takes precedence.

Example



Position of the decimal point

The units used for argument data passed without a decimal point correspond to the least input increment of each address.



CAUTION

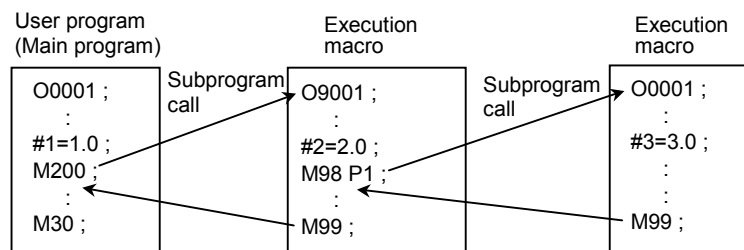
The value of an argument passed without a decimal point may vary according to the system configuration of the machine. It is good practice to use decimal points in macro call arguments to maintain program compatibility.

3.2.1.3 Local variable levels

- Each time a macro is called (such as G65, G66, G66.1/Gg/Mm/Tt/axis address), the local variable level is incremented by one. The values of the local variables at the previous level are saved in the CNC.
- When M99 is executed in a macro program, control returns to the calling program. At that time, the local variable level is decremented by one; the values of the local variables saved when the macro was called are restored.
- Usually, the local variable level does not change due to a subprogram call. If, however, an execution macro is called from a user program, using a subprogram call (call with an M/S/T/second auxiliary function/specific code), the level can be changed (equivalent to the Series 16i) as with a macro call by setting bit 3 (LCLLV) of compile parameter No. 9163 to 1.

Example

M code for calling O9001 as a subprogram is M200.



- When bit 3 (LCLLV) of compile parameter No. 9163 is set to 0

Local variables
(Level 0)

# 1	1.0
# 2	null
# 3	null
:	:
:	:
# 33	null

Local variables
(Level 0)

# 1	1.0
# 2	2.0
# 3	null
:	:
:	:
# 33	null

Local variables
(Level 0)

# 1	1.0
# 2	2.0
# 3	3.0
:	:
:	:
# 33	null

The local variable level does not change because a subprogram call is made as in the case of a custom macro.
(The local variables at the call source are used.)

- When bit 3 (LCLLV) of compile parameter No. 9163 is set to 1

Local variables
(Level 0)

# 1	1.0
# 2	null
# 3	null
:	:
:	:
# 33	null

Local variables
(Level 1)

# 1	null
# 2	2.0
# 3	null
:	:
:	:
# 33	null

Local variables
(Level 1)

# 1	null
# 2	2.0
# 3	3.0
:	:
:	:
# 33	null

The local variable level changes, although a subprogram call is made.
(The local variables at the call destination are used.)

For a subprogram call from an execution macro, the local variable level does not change.
(The local variables at the call source are used.)

3.2.2 Simple Call (G65)

An execution macro specified using address P is called as a macro.

Format

G65 P p L ℓ <argument-specification> ;	G65 : Call command. Must be specified before any argument. P : Program number of an execution macro to be called ℓ : Repetition count (1 by default) 1 to 99999999 argument: Data to be passed to the execution macro. Argument specifications I and II are available.
<div style="border: 1px solid black; padding: 5px; text-align: center;">Execution macro</div> <pre> O9010 ; : G65 P100 L2 A1.0 B2.0 ; : M99 ; </pre>	<div style="border: 1px solid black; padding: 5px; text-align: center;">Execution macro</div> <pre> O0100 ; : #3=#1+#2 ; IF [#3 GT 360] GOTO 9 ; G00 G91 X#3 ; N9 M99 ; </pre>

Limitation

No execution macro can be called from any user program using this command. This command can be specified only for calling an execution macro from another execution macro.

3.2.3 Modal Call (G66/G66.1)

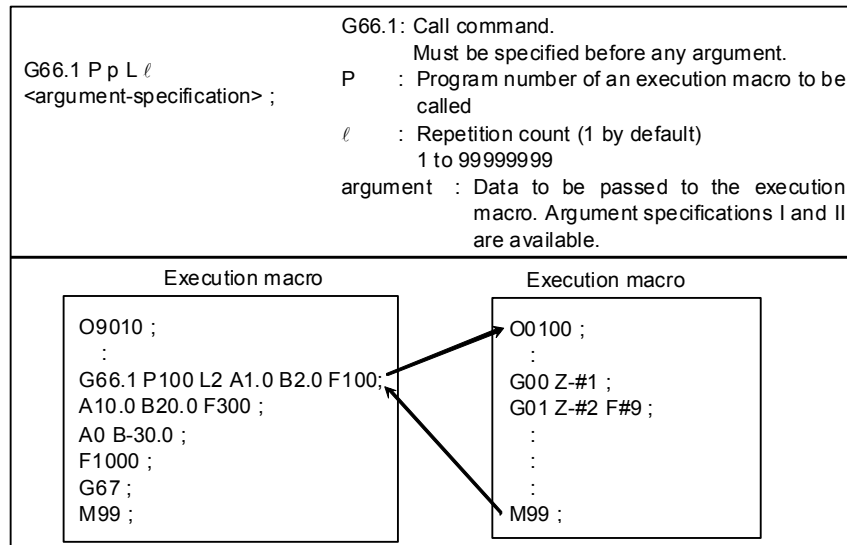
A modal call is performed for the execution macro specified at address P.

The specifications such as move command call (G66) operation, block-by-block call (G66.1) operation, and multi-level modal calls are exactly the same as for custom macros. See the specifications of custom macros as well.

Whether an execution macro program is called in a modal call (macro modal call using a G66/G66.1/G code) or not can be checked using variable #8680. For details, see Subsection 3.2.8.2, "Variable for checking whether a modal call is in progress".

Format

G66 P p L ℓ <argument-specification> ;	G66 : Call command. Must be specified before any argument. P : Program number of an execution macro to be called ℓ : Repetition count (1 by default) 1 to 99999999 argument: Data to be passed to the execution macro. Argument specifications I and II are available. Arguments only in G66 blocks are passed to local variables.
<div style="border: 1px solid black; padding: 5px; text-align: center;">Execution macro</div> <pre> O9010 ; : G66 P100 L2 A1.0 B2.0 ; G00 G90 X100.0 Y150.0 Y200.0 X150.0 Y300.0 G67 ; : M99 ; </pre>	<div style="border: 1px solid black; padding: 5px; text-align: center;">Execution macro</div> <pre> O0100 ; : G00 Z-#1 ; G01 Z-#2 F300 ; : : : : M99 ; </pre>



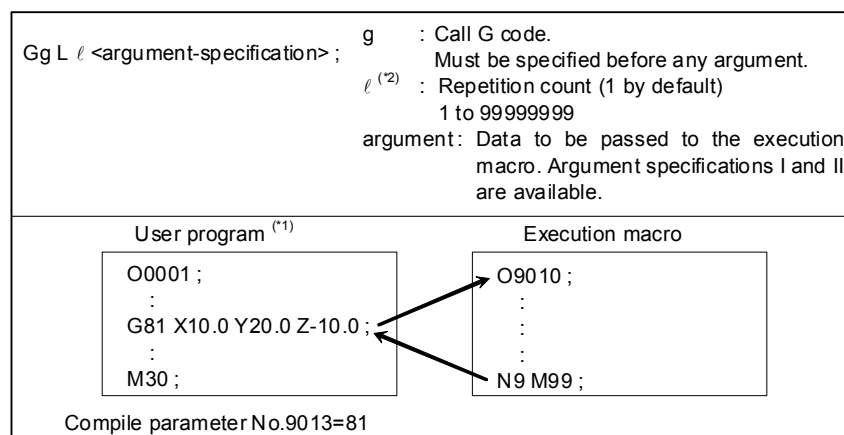
Limitation

- 1 No execution macro can be called from any user program using this command. This command can be specified only for calling an execution macro from another execution macro.
- 2 This command can be specified only when bit 2 (PCDC) of compile parameter No. 9163 is set to 1.
- 3 In the modal call mode by G66.1, G10 cannot be specified.

3.2.4 Macro Call Using G Code

- Execution macro O9010 to O9019 is called using the G code specified for compile parameters Nos. 9013 to 9022 as a macro.
- By setting 9999 in compile parameters Nos. 9013 to No. 9022, macro calling of O9010 to O9019 is enabled with "G0" in addition to "G9999".
- When bit 5 (GMACC) of compile parameter No. 9104 is set to 1, a special macro call is made. For details, see Subsection 3.2.9, "Special Macro Call Using G Code".
- When a negative G code is set in one of compile parameters Nos. 9013 to 9022, the corresponding execution macro is called in the modal mode. For details, see Subsection 3.2.8, "Macro Modal Call Using G Code".
- When bit 1 (PRDGCAL) of compile parameter No. 9103 is set to 1, a call using a G code with a decimal point can be made. For details, see Subsection 3.2.5, "Macro Call Using G Code with Decimal Point".

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.
- *2 When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address L is also used as an argument, so that the number of repeats cannot be specified.

Correspondence between parameter numbers and program numbers

Program number	Compile parameter number
O9010	9013
O9011	9014
O9012	9015
O9013	9016
O9014	9017
O9015	9018
O9016	9019
O9017	9020
O9018	9021
O9019	9022

Argument specification

- Argument specification I or II is automatically determined according to the address used.
- When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address G/L/P is also used as an argument. So, the number of repeats cannot be specified.
- Address N, when specified before a call G code, is used not as an argument but as a sequence number.
- Up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15. If address N is specified, however, the second specified M code or the N code, whichever specified later, is used as an argument.

[Example] Ggg: Call code

- (1) When an N code is specified after the second M code:
Ggg M1 M2 N100 M3 M4 M5 → #13=1,#14=100,#15=5
- (2) When an N code is specified before the second M code:
Ggg M1 N100 M2 M3 M4 M5 → #13=1,#14=2,#15=5

Limitation

- 1 If a G code exceeding 9999 is set, the macro call is invalidated.
- 2 Usually, when an execution macro is called from a program called using a G code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available. Moreover, when bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using an M/S/T/D/H/second auxiliary function/specific code/axis address can be made from a program called using a G code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.5 Macro Call Using G Code with Decimal Point

By setting bit 1 (PRDGCAL) of compile parameter No. 9103 to 1, O9010 to O9019 specified in compile parameters No. 9013 to No. 9022 can be called using a G code with a decimal point. A call code with no decimal point and a call code with a decimal point are not distinguished from each other. So, a macro call can be made with either a G code with a decimal point or a G code with no decimal point.

- By setting 9999 in compile parameter No. 9013 to No. 9022, O9010 to O9019 can be called using "G0.0" in addition to "G9.999", "G99.99", "G999.9", and "G999.9". In this case, the call code may also be "G0.", "G.0", or "G0.00".

Example

When bit 1 (PRDGCAL) of compile parameter No. 9103 is set to 1 and compile parameter No. 9013 is set to 123, O9010 can be called by specifying any of G1.23, G12.3, and G123.

3.2.6 Macro Call Using G Code (Specification of 1 Set)

Execution macros to be called using a G code can be added by setting the start number of G codes to be used for macro calls, the start number of execution macros to be called, and the number of definitions for compile parameters.

- When bit 5 (GMACC) of compile parameter No. 9104 is set to 1, a special macro call is made. For details of modal calls, see Subsection 3.2.9, "Special Macro Call Using G Code".
- When a negative number is set as the start G code number, modal calls are defined for the corresponding execution macros. For details of modal calls, see Subsection 3.2.8, "Macro Modal Call Using G Code".

The format, argument specification, and limitation are the same as for Subsection 3.2.4, "Macro Call Using G code".

Parameter setting

Compile parameter No. 9045 : Start G code number

Compile parameter No. 9046 : Number of definitions

Compile parameter No. 9047 : Start execution macro number

Example

When 900 is set for parameter No. 9045, 100 is set for parameter No. 9046, and 8000 is set for parameter No. 9047, the macro calls for the following combinations are defined. When -900 is set for parameter No. 9045, the modal calls for the same combinations are defined.

G900 → O8000
 G901 → O8001
 G902 → O8002
 ⋮
 G999 → O8099

Limitation

- 1 This type of macro call is invalidated in the following cases:
 - <1> A value outside the valid range is set for a compile parameter.
 - <2> The defined G code range exceeds 9999.
 - <3> The defined program number range exceeds 99999999.

NOTE

To use a program number with an O number of five or more digits, set bit 3 (ON8) of parameter No. 11304 to 1.

- 2 G codes used for macro calls are not used as call commands in this type of macro call even when included in the setting range.

3.2.7 Macro Call Using G Code (Specification of 3 Sets)

Up to three sets, each consisting of a start G code number used for macro calling, start execution macro number to be called, and the number of execution macros to be defined, can be set.

When bit 5 (GMACC) of compile parameter No. 9104 is set to 1, a special macro call is made. For details of modal calls, see Subsection 3.2.9, "Special Macro Call Using G Code".

When a negative number is set as the start G code number of each set, the corresponding execution macros are called in the modal mode. For details of modal calls, see Subsection 3.2.8, "Macro Modal Call Using G Code".

The format, argument specification, and limitation are the same as for Subsection 3.2.4, "Macro Call Using G code".

Parameter setting

Table 3.2.7 indicates the compile parameters to be set for each set.

Table 3.2.7

	1st set	2nd set	3rd set
Start G code number	9129	9132	9135
Number of execution macros to be defined	9130	9133	9136
Start execution macro number	9131	9134	9137

Example

Setting of the 1st set: No. 9129=900 No. 9131=8000 No. 9130=10

Setting of the 2nd set: No. 9132=950 No. 9134=8100 No. 9133=30

Setting of the 3rd set: No. 9135=1000 No. 9137=8900 No. 9136=5

The settings above define the following sets of macro calls:

1st set			2nd set			3rd set		
G900	→	O8000	G950	→	O8100	G1000	→	O8900
G901	→	O8001	G951	→	O8101	G1001	→	O8901
G902	→	O8002	G952	→	O8102	G1002	→	O8902
:		:	:		:	G1003	→	O8903
G909	→	O8009	G979	→	O8129	G1004	→	O8904

When No. 9129 = -900 is set, the same set of modal calls as the 1st set is defined. Similarly, when No. 9132 = -950 and No. 9135 = -1000 are set, the same sets of modal calls as the 2nd and 3rd sets are defined, respectively.

Limitation

- This type of macro call is invalidated in the following cases:
 - <1> A value outside the valid range is set for a compile parameter.
 - <2> The defined G code range exceeds 9999.
 - <3> The defined program number range exceeds 99999999.

NOTE

To use a program number with an O number of five or more digits, set bit 3 (ON8) of parameter No. 11304 to 1.

- Three types of macro calling based on G codes are available as indicated below. If the range of G codes set in <1> duplicates the ranges of G codes set in <2> or <3>, the G code priority order is, from high to low, <1> to <2> to <3>.
 - <1> Individual specification :
Compile parameters Nos. 9013 to 9022

- <2> Specification of 1 set :
Compile parameters Nos. 9045 to 9047
- <3> Specification of 3 sets :
Compile parameters Nos. 9129 to 9131, 9132 to 9134, 9135 to 9137

3.2.8 Macro Modal Call Using G Code

- If a negative number is set in a compile parameters Nos. 9013 to 9022, the corresponding execution macro is called in the modal mode.
- By setting -9999 in compile parameter No. 9013 to No. 9022, O9010 to O9019 can be called in the modal mode with "G0" in addition to "G9999". (This function is disabled when multiple G code macro calls are specified.)
- This capability is usable for multiple macro calls using G code. In this case, set a negative number as a start G code number in compile parameter No. 9045 or in compile parameters Nos. 9129, 9132, and 9135 for each set.
- Two modal call methods are available: the standard method and the Series 16i method.
- The variable #8680 can be used to check if an execution macro is called in a modal call (macro modal call using a G66/G66.1/G code). For details of modal calls, see Subsection 3.2.8.2, "Variable for checking whether a modal call is in progress".

(1) Standard method (when bit 0 (GMC) of compile parameter No. 9163 is set to 0)

Until the modal call cancel G code (G67) is specified, the execution macro is called with the specified G code in the modal mode equivalent to G66/G66.1 for custom macros.

The functions such as move command call (G66) operation, block-by-block call (G66.1) operation, and multi-level modal calls are exactly the same as for custom macros. See the specifications of custom macros as well.

Cancel G code

When G67 is specified, no macro modal call is made in the subsequent blocks. (See the custom macro specifications.)

Passing of arguments

The same operation as for custom macro move command call (G66) operation and block-by-block call (G66.1) operation is performed. (See the custom macro specifications.)

G10 command

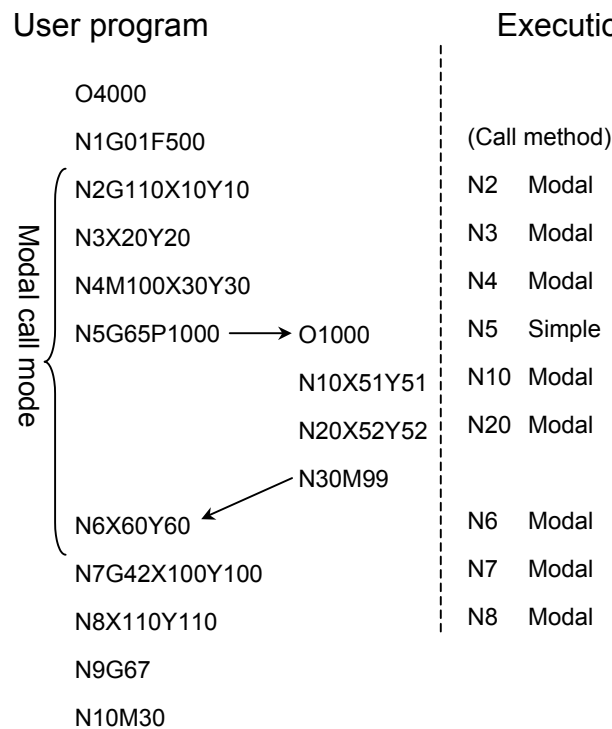
In the modal call mode by the block-by-block call (G66.1), G10 cannot be specified.

Call in the modal call mode

- In the modal call mode, a simple call (G65)/subprogram call (M98) can be made. No other call codes will result in macro calls/subprogram calls; modal calls of execution macro programs will be made.
- A modal call will also be effective in the program called with a simple call (G65)/subprogram call (M98) in a user program.

Example

Bit 1 (MCT) of compile parameter No.9163=0: Modal call equivalent to G66.1
 Compile parameter No. 9013= 42: With G42, O9010 is called as a macro.
 Compile parameter No. 9014=-110: With G110, O9011 is called as a macro in the modal mode.
 Compile parameter No. 9010= 100: With M100, O9001 is called as a sub program.



- M100 in N4 is an M code for a subprogram call, but because the mode is the modal call mode, M100 becomes an argument together with other codes (X30 and Y30 in the example) and O9011 is called in the modal mode.
- With G65 in N5, no modal call is made but O1000 is called in the simple mode, and a modal call is made in the called user program O1000.
- G42 in N7 is a G code for a macro call, but because the mode is the modal call mode equivalent to G66.1, G42 becomes an argument together with other codes (X100 and Y100 in the example) and O9011 is called in the modal mode.

Limitation

Same as those on the move command calling (G66) and each-block calling (G66.1) of custom macros. (See the custom macro specifications.)

(2) Series16i method (when bit 0 (GMC) of compile parameter No. 9163 is set to 1)

If bit 0 (GMC) of compile parameter No. 9163 is set to 1, modal calls of the Series 16i method can be made by setting bit 1 (MCT) of compile parameter No. 9163 to 0. The specifications of such modal calls are different from those of the each-block calling (G66.1) of custom macros, and have several features.

An execution macro (O9010 to O9019) is called in the modal mode with a specified G code until a cancel G code (G167 or the G code specified in compile parameter No. 9034) is specified.

When a modal call G code is specified and each NC command block is specified subsequently, a specified macro is called unconditionally (equivalent to G66.1). In this case, those addresses other than O and N are not executed but are used as arguments.

Moreover, the execution macro program O9006 can be called with a cancel G code for a macro modal call using G code. For details, see Subsection 3.2.8.1 "Macro call using a cancel G code for a macro modal call using G code".

Cancel G code

When G167 is specified, no macro modal call is made in the subsequent blocks.

(When G67 is specified, a modal call is not canceled but results in alarm PS1100.)

Instead of G167, the G code specified with compile parameter No. 9034 can be used as a cancel G code.

Passing of arguments

G, L, and P are newly used as arguments. Their correspondence to variables is: G: #10, L: #12, and P: #16. If N is specified after an address other than O and N, N is also used as an argument. In this case, the variable corresponding to N is #14. However, an NC command input format limitation is applied to address G. If G1000 is specified, for example, alarm PS0010 is issued.

G10 command

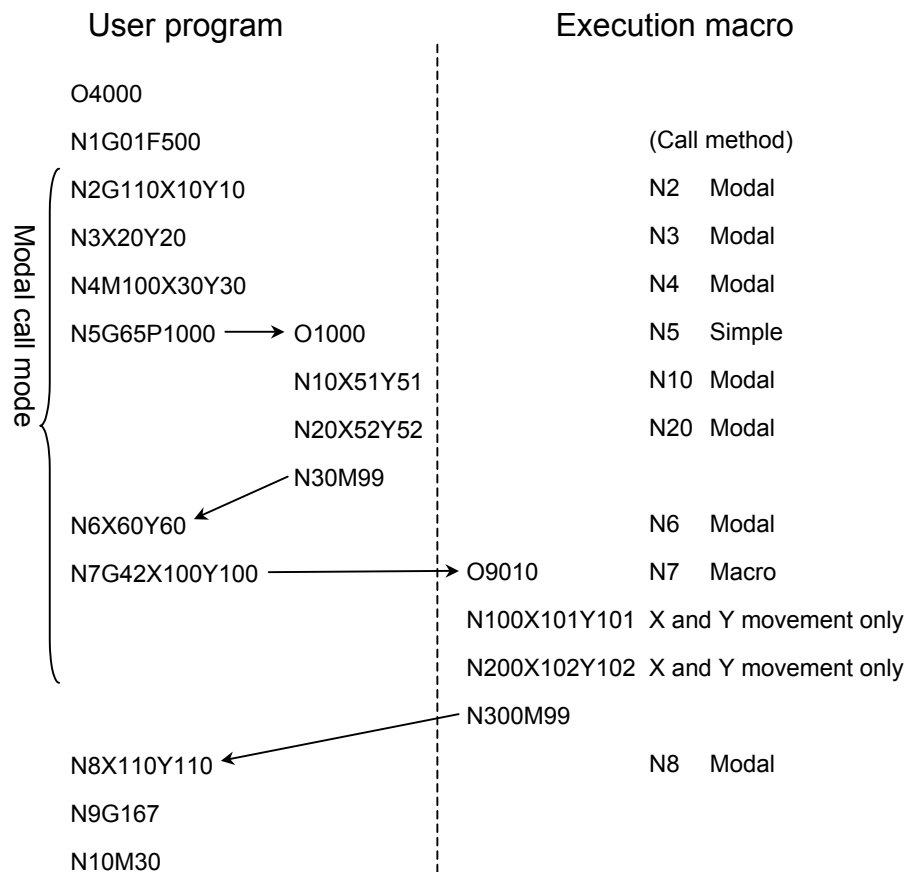
In the modal call mode, G10 cannot be specified. However, G10 can be specified in the program called by Macro Call Using G/M Code of an execution macro even in the modal call mode.

Call in the modal call mode

- In the modal call mode, a simple call (G65)/subprogram call (M98) and a macro call of an execution macro, using a G/M code can be made. No other call codes result in subprogram calls/macro program calls; modal calls of execution macro programs will be made.
- A modal call will also be effective in the program called with a simple call (G65)/subprogram call (M98) in a user program. It is not enabled in a macro call of an execution macro but is enabled when control returns to the user program.

Example

Bit 1 (MCT) of compile parameter No.9163=0: Modal call equivalent to G66.1
 Compile parameter No. 9013= 42: With G42, O9010 is called as a macro.
 Compile parameter No. 9014=-110: With G110, O9011 is called as a macro in the modal mode.
 Compile parameter No. 9010= 100: With M100, O9001 is called as a sub program.



- M100 in N4 is an M code for a subprogram call, but because the mode is the modal call mode, M100 becomes an argument together with other codes (X30 and Y30 in the example) and O9011 is called in the modal mode.
- With G65 in N5, no modal call is made but O1000 is called in the simple mode, and a modal call is made in the called user program O1000.
- With G42 in N7, no modal call is made but a macro call using a specified G code is made, and no modal call is made in the called execution macro O9010.

Limitation

- 1 This method is useful only when an execution macro is called from a user program. This method performs the same operation as performed when bit 6 (GMP) of parameter No. 6008 is set to 0 and bit 2 (PCDC) of compile parameter No. 9163 is set to 0.
- 2 Address L is also used as an argument, so that no repetition count can be specified.
- 3 No modal calls can be nested. No modal call can be nested with G66/G66.1.
- 4 In a modal call, no custom macro call using G/M/T/second auxiliary function code/special code can be made; modal calls of execution macro programs will be made.

3.2.8.1 Macro call using a cancel G code for a macro modal call using G code

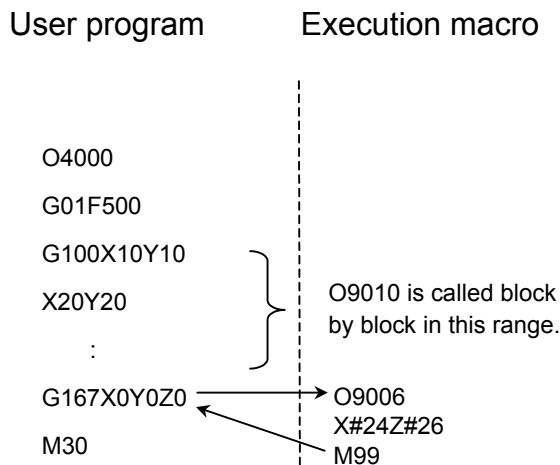
By setting bit 4 (MDLP) of compile parameter No. 9008 to 1, the execution macro program O9006 can be called when a cancel G code (G167 or the G code specified in compile parameter No. 9034) for a macro modal call using G code is specified. Thus, a macro program for performing processing after a modal call can be coded.

NOTE

This function is enabled only when bit 0 (GMC) of compile parameter No. 9163 is set to 1.

Example

Compile parameter No.9013= -100: With G100, O9010 is called as a macro in the modal mode.



3.2.8.2 Variable for checking whether a modal call is in progress

The variable #8680 can be used to check if an execution macro is called in a modal call (macro modal call using a G66/G66.1/G code).

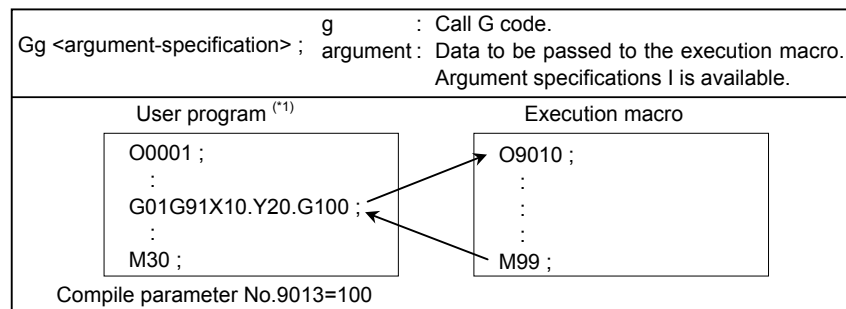
#8680 =0: Not in a macro modal call
 =1: In a macro modal call

3.2.9 Special Macro Call Using G Code

When bit 5 (GMACC) of compile parameter No. 9104 is set to 1, all of the following macro calls using G code are treated as special macro calls:

- (1) Macro call using G code
 - (2) Macro call using G code (specification of 1 set)
 - (3) Macro call using G code (specification of 3 sets)
- When a macro call using a G code with a decimal point, a macro modal call using a G code, or a macro call using a cancel G code for a macro modal call using G code is enabled, such a macro call is also treated as a special macro call.
 - The same program numbers and parameters as called and set for macro calls using respective G codes are called and set.
 - By setting 9999 in compile parameter No. 9013 to No. 9022, O9010 to O9019 can be call as special macros using "G0" in addition to "G9999". (This function is disabled in the case of specification of 1 set and specification of 3 sets.)

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Call code

In contrast to a macro call using a G code, a G code in a block is used as a call command unless another call command is specified before the G code. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

Example

When a special macro call using G100 and a subprogram call using M100 are enabled for the machine

- a) G100 M06; Calls a macro using G100.
- b) G01 X100. G100; Calls a macro using G100.
- c) G100 M100; Calls a macro using G100. (M100 is an argument.)
- d) M100 G100; A call is made with M100 before G100, so that G100 is treated as an ordinary G code, resulting in alarm PS0010.

- * If a special macro call is made with a G code (in cases of a to c), the specified addresses including the call code G100 are used as arguments.

Argument

- All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

Example

When a setting is made so that O9010 is called as a special macro with G100

O0001	O9010;
N1G90G00X50.0;	X#24;
N2G91G01X100.0G100;	M99;
N3 X150.;	

:
G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9010 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

- When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.

3. There are the following relationships between addresses and local variables:

In the case of address G, the specified call G code is passed to #27, and up to five of other G codes in the ascending order of G code group numbers are used as arguments and passed to #28 to #32.

Address	Variable number	Address	Variable number	Address	Variable number
A	#1	J	#5	S	#19
B	#2	K	#6	T	#20
C	#3	L	#12	U	#21
D	#7	M	#13	V	#22
E	#8	M2 ^(*1)	#14	W	#23
F	#9	M3 ^(*1)	#15	X	#24
G	#27 to #32	P	#16	Y	#25
H	#11	Q	#17	Z	#26
I	#4	R	#18		

*1 : When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15.

[Example] M1 M2 N100 G300 M3 M4 ; (G300 : Call code)

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
#27=300, #13=4, #14 =<null>, #15 =<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
#27=300, #13=1, #14=2, #15=4

Example

If "G91 G28 X123.45678 G100;" is specified on an IS-B machine that enables a special macro call to be made using G100, the arguments are passed as follows:

#24 → 123.457

#27 → 100

#28 → 28.0

#29 → 91.0

Others are set to <null>.

NOTE

The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of G100 M1.23; results in alarm PS0007.

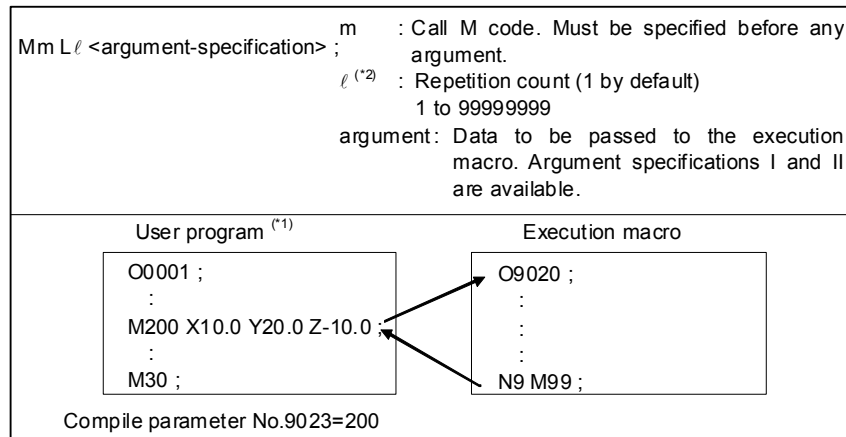
Limitation

- 1 Address L is also used as an argument, so that no repetition count can be specified.
- 2 No specified address is evaluated. So, an execution macro is called by a specified address without making a modal change.
- 3 The other limitations are the same as for a macro call using a respective G code.

3.2.10 Macro Call Using M Code

Execution macro O9020 to 9029 is called using the M code specified for compile parameters Nos. 9023 to 9032 as a macro.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.
- *2 When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address L is also used as an argument, so that the number of repeats cannot be specified.

Correspondence between parameter numbers and program numbers

Program number	Compile parameter number
O9020	9023
O9021	9024
O9022	9025
O9023	9026
O9024	9027
O9025	9028
O9026	9029
O9027	9030
O9028	9031
O9029	9032

Argument specification

- Argument specification I or II is automatically determined according to the address used.
- When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address G/L/P is also used as an argument. So, no repetition count can be specified.
- Address N, when specified before a call M code, is used not as an argument but as a sequence number.
- Up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15. Address N is specified, however, the second specified M code or the N code, whichever specified later, is used as an argument.

[Example] Mmm: Call code

- (1) When an N code is specified after the second M code:
Mmm M1 M2 N100 M3 M4 M5 → #13=1,#14=100,#15=5
- (2) When an N code is specified before the second M code:
Mmm M1 N100 M2 M3 M4 M5 → #13=1,#14=2,#15=5

Limitation

- 1 If an M code exceeding 99999999 is set, the macro call is invalidated. (The M code is output as an ordinary M code.)
- 2 Usually, when an execution macro is called from a program called using an M code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available. Moreover, when bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an M code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.11 Macro Call Using M Code (Specification of 3 Sets)

Up to three sets, each consisting of a start M code number used for macro calling, start execution macro number to be called, and the number of execution macros to be defined, can be set in compile parameters. This capability can additionally define three separate sets of execution macros. The format, argument specification, and limitation are the same as for Subsection 3.2.10, "Macro call using M code".

When bit 4 (EXMSCL) of compile parameter No. 9103 is set to 1, a special macro call is made. For details, see Subsection 3.2.12, "Special Macro Call Using M Code".

Parameter setting

The table below indicates the compile parameters to be set for each set.

	1st set	2nd set	3rd set
Start M code number	9120	9123	9126
Number of execution macros to be defined	9121	9124	9127
Start execution macro number	9122	9125	9128

Example

Setting of the 1st set: No. 9120=100 No. 9122=8000 No. 9121=10
 Setting of the 2nd set: No. 9123=150 No. 9125=8100 No. 9124=30
 Setting of the 3rd set: No. 9126=200 No. 9128=8900 No. 9127=5

The settings above define the following sets of macro calls:

1st set			2nd set			3rd set		
M100	→	O8000	M150	→	O8100	M200	→	O8900
M101	→	O8001	M151	→	O8101	M201	→	O8901
M102	→	O8002	M152	→	O8102	M202	→	O8902
:		:	:		:	M203	→	O8903
M109	→	O8009	M179	→	O8129	M204	→	O8904

Limitation

- 1 This type of macro call is invalidated in the following cases:
 - <1> A value outside the valid range is set for a compile parameter.
 - <2> The defined M code range exceeds 99999999.
 - <3> The defined program number range exceeds 99999999.

NOTE

To use a program number with an O number of five or more digits, set bit 3 (ON8) of parameter No. 11304 to 1.

- 2 M codes used for macro calls are not used as call commands in this type of macro call even when included in the setting range.

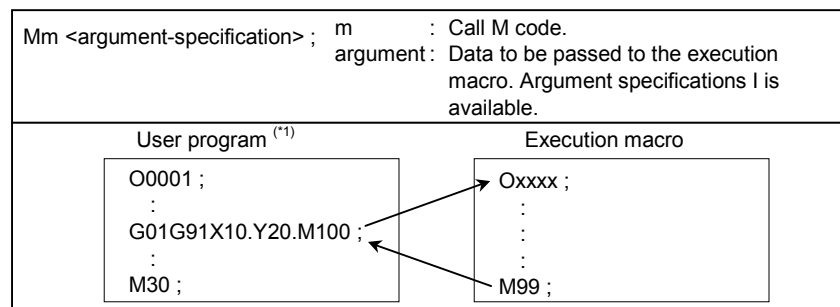
- 3 If the M code range of a call based on specification of 3 sets duplicates the M code of a call based on compile parameter Nos. 9023 to 9032, the call based on compile parameter Nos. 9023 to 9032 has higher priority.

3.2.12 Special Macro Call Using M Code

By setting bit 3 (MSCL) of compile parameter No. 9009, a subprogram call using a range specification M code can be treated as a special macro call.

Moreover, by setting bit 4 (EXMSCL) of compile parameter No. 9103, a total of 6 sets consisting of macro calls (specification of 3 sets) using M code and subprogram calls (specification of 3 sets) using M code can be treated as special macro calls.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter setting

- **Special macro call using a range specification M code**

When bit 3 (MSCL) of compile parameter No. 9009 is set to 1, a subprogram call using the range specification M codes set in the compile parameter No. 9042 and No. 9043 is treated as a special macro call. The called program number is O9009 at all times.

- **Special macro call (specification of 6 sets) using M code**

When bit 4 (EXMSCL) of compile parameter No. 9103 is set to 1, macro calls (specification of 3 sets) using the M codes set in compile parameter No. 9120 to No. 9128 and subprogram calls (specification of 3 sets) using the M codes set in compile parameter No. 9111 to No. 9119 are treated as special macro calls.

The table below indicates the compile parameters to be specified for each set.

	1st set	2nd set	3rd set	4th set	5th set	6th set
Start M code number	9111	9114	9117	9120	9123	9126
Number of execution macros to be defined	9112	9115	9118	9121	9124	9127
Start execution macro number	9113	9116	9119	9122	9125	9128

Example

Setting of the 1st set: No.9111=100 No.9113=8000 No.9112=10
 Setting of the 2nd set: No.9114=150 No.9116=8100 No.9115=30
 Setting of the 3rd set: No.9117=200 No.9119=8900 No.9118=5
 When the settings above are made, the following three sets of special macro calls are defined:

1st set			2nd set			3rd set		
M100	→	O8000	M150	→	O8100	M200	→	O8900
M101	→	O8001	M151	→	O8101	M201	→	O8901
M102	→	O8002	M152	→	O8102	M202	→	O8902
:		:	:		:	M203	→	O8903
M109	→	O8009	M179	→	O8129	M204	→	O8904

Call code

In contrast to a macro call using an M code, an M code in a block is used as a call command unless another call command is specified before the M code. When multiple call codes are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

Example

When a special macro call using M100 and a subprogram call using M10 are enabled for the machine

- a) M100 S1000; Calls a macro using M100.
- b) G01 X100. M100; Calls a macro using M100.
- c) M100 M10; Calls a macro using M100. (M10 is an argument.)
- d) M10 M100; Processes M100 as an usual M code, then calls a subprogram using M10.

* If a special macro call is made with M100 (in cases of a to c), all specified addresses including the call code M100 are used as arguments.

Argument

- 1 All addresses specifiable on the machine are treated as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made. (However, address N is used as an argument, and a modal change is made.)

Example

When a setting is made so that O9020 is called as a special macro with M100
 O0001 O9020;
 N1G90G00X50.0; X#24;
 N2G91G01X100.0M100; M99;
 N3 X150.;

:
 G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9020 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

2. When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.
3. There are the following relationships between addresses and local variables:
The first five addresses G in ascending order of G code groups are used as arguments and passed to variables #28 to #32.

Address	Variable number
A	#1
B	#2
C	#3
D	#7
E	#8
F	#9
G	#28 to #32
H	#11
I	#4

Address	Variable number
J	#5
K	#6
L	#12
M ^(*)	#13
M (call)	#27
N ^(*)	#14
P	#16
Q	#17
R	#18

Address	Variable number
S	#19
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

- *1 In the case of address M, the call M code is passed to #27, and another M code is passed to #13, regardless of the setting of bit 7 (M3B) of parameter No. 3404. When multiple M codes are specified, the last M code specified is passed to #13.
- *2 Address N is also used as an argument together with a sequence number. When multiple N codes are specified, the last N code specified is selected.

[Example]

N10 M1 M2 N100 M300 M3 M4 ; (M300 : call code) → #27=300, #13=4, #14=100, #15=<null>
The sequence number is 100.

Example

If "G91 G28 X123.45678 M100;" is specified on an IS-B machine that enables a special macro call to be made using M100, the arguments are passed as follows:

#24 → 123.457

#27 → 100

#28 → 28.0

#29 → 91.0

Others are set to <null>.

NOTE

The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address L does not allow the decimal point to be used. So, the specification of M100 L1.23; results in alarm PS0007.

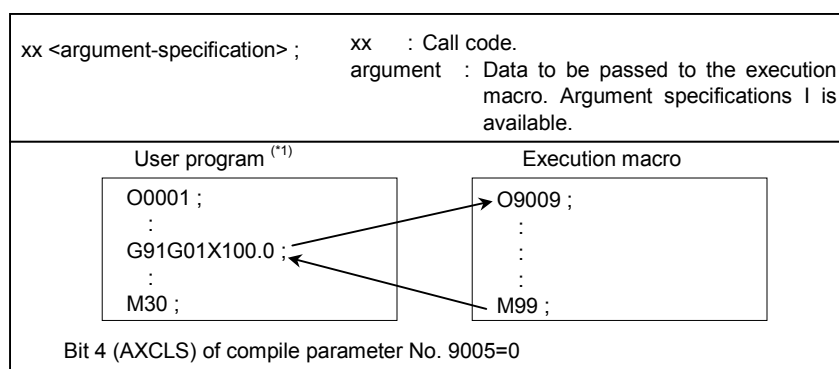
Limitation

- 1 Address L is also used as an argument, so that no repetition count can be specified.
- 2 The other limitations are the same as for a subprogram call using a range specification M code, a macro call (specification of 3 sets) using M code, or a subprogram call (specification of 3 sets) using M code.

3.2.13 Special Macro Call Using Axis Address

When bits 0 to 3 of compile parameter No. 9005, bits 0 to 3 of compile parameter No. 9008, and bits 0 to 7 of compile parameters Nos. 9164 and 9165 are set, an execution macro is called using an axis address (controlled axis move command) as a macro.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Selecting axes

Select the target controlled axes for a macro call using each bits 0 to 3 of compile parameter No. 9005, bits 0 to 3 of compile parameter No. 9008, and bits 0 to 7 of compile parameters Nos. 9164 and 9165 for each axis. These parameters are initialized to the values set for P-CODE at power-on.

For the target axes for a macro call, a macro call can also be disabled using each bit of parameters Nos. 9010 and 9020 to 9021 for each axis for which the macro call is to be disabled as required. These parameters can be changed using MDI because they are ordinary parameters.

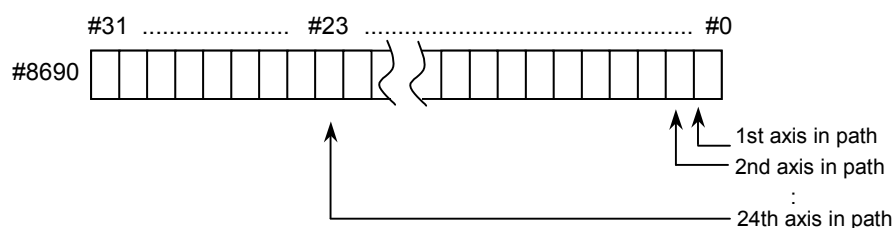
Example

When parameter No. 9005 is set to 00000111 for a machine having five axes, X, Y, Z, A, and C, a macro call is enabled for X, Y, and Z axes.

When parameter No. 9010 is set to 00000101, a macro call is disabled for X and Z axes.

Variables

Variable #8690 can be used to set and check each axis for which this type of macro call is disabled. The value set for this variable is reflected in parameters Nos. 9010 and 9020 to 9021. The following shows the relationships between variable settings and parameter settings:



- #0 to #7 : Corresponds to parameter No. 9010 and used to control the 1st to 8th axes in the path.
#8 to #15 : Corresponds to parameter No. 9020 and used to control the 9th to 16th axes in the path.
#16 to #23 : Corresponds to parameter No. 9021 and used to control the 17th to 24th axes in the path.

- = 1 : Disables the macro call for the 1st axis. (Bit 0 of parameter No. 9010=1)
= 2 : Disables the macro call for the 2nd axis. (Bit 1 of parameter No. 9010=1)
= 4 : Disables the macro call for the 3rd axis. (Bit 2 of parameter No. 9010=1)
: :
: :
=8388608 : Disables the macro call for the 24th axis. (Bit 7 of parameter No. 9021=1)

To disable the macro call for multiple axes, set the algebraic sum of the value set for each axis.

Example

To invalidate the call of the 1st and 3rd axes, #8690 = (1+4) = 5 can be set. To invalidate the call of the 1st, 16th, and 24th axes, the following can also be specified:

```
#100=2
#1=1-1
#16=16-1
#24=24-1
#101=POW[#100,#1] ; 1st axis
#116=POW[#100,#16] ; 16th axes
#124=POW[#100,#24] ; 24th axes
#8690=#101+#116+#124
```

#8690 =8421377 can be read.

NOTE

- 1 It may take time until the value set for the variable is reflected in parameters Nos. 9010 and 9020 to 9021, depending on the CNC operation status. Whether a macro call is enabled or disabled depends on the values set for the parameters when the macro call is issued.
- 2 This variable can be written and referenced using an execution macro, conversational macro, or auxiliary macro.

Selecting an execution macro

When multiple axes for which macro calls are enabled are set, whether to always call the same execution macro or call an execution macro for each axis can be selected using bit 4 (AXCLS) of compile parameter No. 9005.

```
AXCLS =0: Always calls O9009.
      =1: First axis specification → Calls O9031.
          Second axis specification → Calls O9032.
          :
          nth axis specification → Calls O9030+n
```

Call code

- 1 In contrast to a macro call using a G or M code, an axis address specified as a call code in a block is used as a call command unless another call code is specified before the axis address. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.
- 2 When multiple axis addresses for macro calls are specified in the same block, the axis address which appears first in the block is used as a call command.

Example

When a special macro call using X and Y and a subprogram call using M100 are enabled for the machine

- a) X100. B10; Calls a macro using X100.
- b) G91 G01 X100.; Calls a macro using X100.
- c) Y200. X100.; Calls a macro using Y200.
- d) X100. M100; Calls a macro using X100. (M100 is an argument.)
- e) M100 X100.; Calls a subprogram using M100 after the tool moves along the X axis according to X100.

* If a special macro call is made with X and Y (in cases of a to d), all specified addresses including the call codes X100. and Y200. are used as arguments.

Argument

- 1 All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

Example

For a machine that enables macro calls using X and Z

O0001; O9009;
 N1G90G00Y-50.0F500; X#27Z#26;
 N2G91G01X100.0Z120.0; M99;
 N3Y50.0;
 :

G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. So, O9009 and N3 causes a rapid traverse to X100.0, Z120.0 and Y50.0 respectively.

- 2 When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.
- 3 There are the following relationships between addresses and local variables:
 The axis address used as a call code is passed to variable #27.
 The first five addresses G in ascending order of G code groups are used as arguments and passed to variables #28 to #32.

Address	Variable number
A	#1
B	#2
C	#3
D	#7
E	#8
F	#9
G	#28 to 32
H	#11
I	#4

Address	Variable number
J	#5
K	#6
L	#12
M	#13
M2 ^(*)	#14
M3 ^(*)	#15
P	#16
Q	#17
R	#18

Address	Variable number
S	#19
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26
ABS/INC ^{NOTE}	#33

*1 : When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15.

[Example] M1 M2 N100 X300. M3 M4 ; (X300. : Axis address (call code))

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
 #27=300, #13=4, #14=<null>, #15=<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
 #27=300, #13=1, #14=2, #15=4

NOTE

When G code system A is used on a lathe system, whether the call address is specified as an absolute command or incremental command is posted to #33 (<null> for an absolute command or 1.0 for an incremental command).

Example

When the X-axis is a call axis

- 1 When G91 G28 X123.45678 T999; is specified for an IS-B machine, values are passed as follows:

#20 → 999.0

#27 → 123.457

#28 → 28.0

#29 → 91.0

Others are set to <null>.

- 2 On a lathe system for which G code system A is used
When X100.0; is specified: #27 = 100.0, and #33 = <null>
When U100.0; is specified: #27 = 100.0 and #33 = 1.0

NOTE

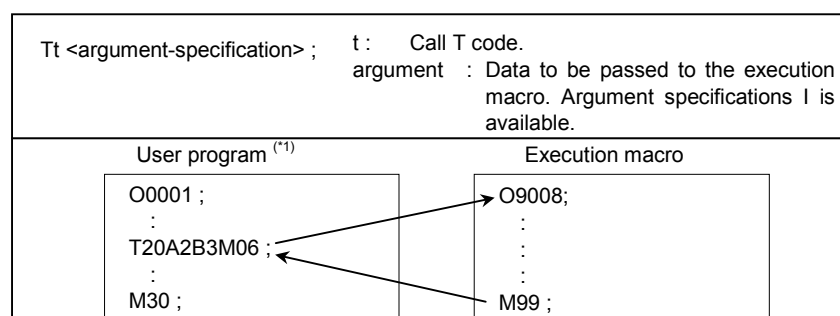
The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of X123.456 M1.23; results in alarm PS0007.

Limitation

- 1 Usually, when an execution macro is called from a program called using an axis address, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an axis address by setting bit 6 (GMP) of parameter No. 6008 to 1. This parameter is an ordinary parameter, so that parameter GMP can be modified, for example, through the MDI panel.
- 3 Address L is also used as an argument, so that no repetition count can be specified.

3.2.14 Special Macro Call Using T Code

When bit 7 (TMACC) of compile parameter No. 9005 is set to 1, execution macro O9008 is called as a macro by using a T code.

Format

- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter

When bit 7 (TMACC) of compile parameter No. 9005 is set to 1, this type of macro call is enabled. This parameter is initialized to the values set for P-CODE at power-on.

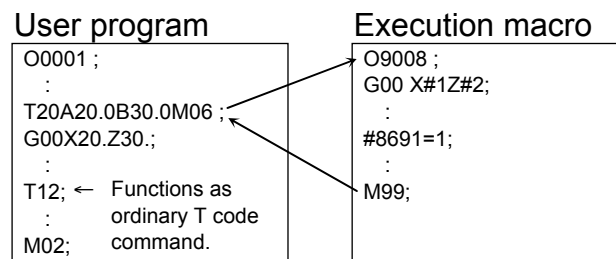
Bit 0 (MTC) of parameter No. 9011 can be used to disable this type of macro call as required. This parameter is an ordinary parameter, so that parameter MTC can be modified, for example, through the MDI panel.

Variable

Variable #8691 can be used to enable or disable this type of call and check the setting. The value set for this variable is reflected in bit 0 (MTC) of parameter No. 9011.

- #8691 = 0: Enables a call using a T code. (MTC = 0)
 = 1: Disables a call using a T code. (MTC = 1)

Example



NOTE

- 1 A value other than 0 or 1 cannot be set for this variable.
- 2 It may take time until the value set for the variable is reflected in bit 0 (MTC) of parameter No. 9011, depending on the CNC operation status. Whether this type of macro call is enabled or disabled depends on the value set for the parameter when the macro call is issued.
- 3 This variable can be written and referenced using an execution macro, conversational macro, or auxiliary macro.

Call code

In contrast to a macro call using a G or M code, a T code in a block is used as a call command unless another call command is specified before the T code. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

Example

When a macro call using a T code and a subprogram call using M100 are enabled for the machine

- a) T123 M06; Calls a macro using T123.
- b) G01 X100. T123; Calls a macro using T123.
- c) T123 M100; Calls a macro using T123.
- d) M100 T123; Processes T123 as a T code, then calls a subprogram using M100.

* When a special macro call using a T code is performed (a to c), all specified addresses including the T code are treated as arguments.

Argument

- 1 All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

Example

```

O0001                                O9008;
N1G90G00X50.0;                    X#24;
N2 G91G01X100.0T123;              M99;
N3 X150.;
:
```

G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9008 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

- 2 When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.
- 3 There are the following relationships between addresses and local variables:
Address T is passed to variable #27.
The first five addresses G in ascending order of G code groups are used as arguments and passed to variables #28 to #32.

Address	Variable number
A	#1
B	#2
C	#3
D	#7
E	#8
F	#9
G	#28 to 32
H	#11
I	#4

Address	Variable number
J	#5
K	#6
L	#12
M	#13
M2 ^(*)	#14
M3 ^(*)	#15
P	#16
Q	#17
R	#18

Address	Variable number
S	#19
T	#27
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

- *1: When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15.

[Example] M1 M2 N100 T300 M3 M4 ; (T300 : Call code)

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
#27=300, #13=4, #14=<null>, #15=<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
#27=300, #13=1, #14=2, #15=4

Example

When G91 G28 X123.45678 T999; is specified for an IS-B machine, values are passed as follows:

#24 → 123.457

#27 → 999.0

#28 → 28.0

#29 → 91.0

Others are set to <null>.

NOTE

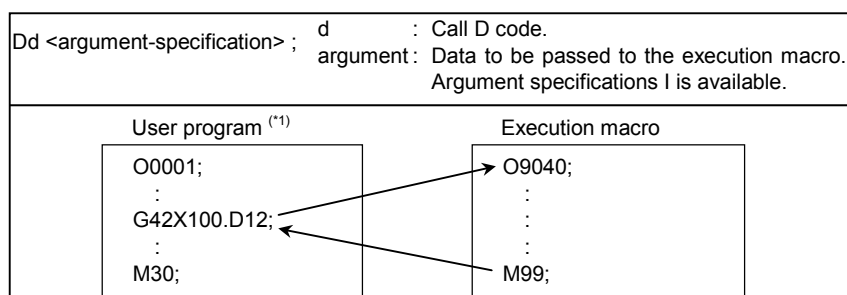
The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of T123 M1.23; results in alarm PS0007.

Limitation

- 1 Usually, when an execution macro is called from a program called using a T code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using a T code by setting bit 6 (GMP) of parameter No. 6008 to 1. This parameter is an ordinary parameter, so that parameter GMP can be modified, for example, through the MDI panel.
- 3 Address L is also used as an argument, so that no repetition count can be specified.

3.2.15 Special Macro Call Using D Code

When bit 0 (DMACC) of compile parameter No. 9104 is set to 1, execution macro O9040 is called as a macro by using a D code.

Format

- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter

When bit 0 (DMACC) of compile parameter No. 9104 is set to 1, this type of macro call is enabled. This parameter is initialized to the values set for P-CODE at power-on.

Bit 0 (MDC) of parameter No. 9012 can be used to disable this type of macro call as required. This parameter is an ordinary parameter, so that parameter MDC can be modified, for example, through the MDI panel.

In contrast to a macro call using a G or M code, a D code in a block is used as a call command unless another call command is specified before the D code. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

When a macro call using a D code and a subprogram call using M100 are enabled for the machine

- a) D123 M06; Calls a macro using D123.
- b) G41 X100. D123; Calls a macro using D123.
- c) D123 M100; Calls a macro using D123. (M100 is an argument.)
- d) M100 D123; Processes D123 as an ordinary D code, then calls a subprogram using M100.

* When a special macro call using a D code is performed (a to c), all specified addresses including the D code are treated as arguments.

1. All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

O0001	O9040;
N1G90G00X50.0;	X#24;
N2 G91G01X100.0D123;	M99;
N3 X150.;	
:	

G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9040 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

- 2 When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.
- 3 There are the following relationships between addresses and local variables:
Address D is passed to variable #27.
The first five addresses G in ascending order of G code groups are used as arguments and passed to variables #28 to #32.

Address	Variable number
S	#19
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

- 51 -

[Example] M1 M2 N100 D300. M3 M4 ; (D300. : Call code)

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
#27=300, #13=4, #14=<null>, #15=<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
#27=300, #13=1, #14=2, #15=4

Example

When G91 G28 X123.45678 D56; is specified for an IS-B machine, values are passed as follows:

#24 → 123.457

#27 → 56.0

#28 → 28.0

#29 → 91.0

Others are set to <null>.

NOTE

The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of D123 M1.23; results in alarm PS0007.

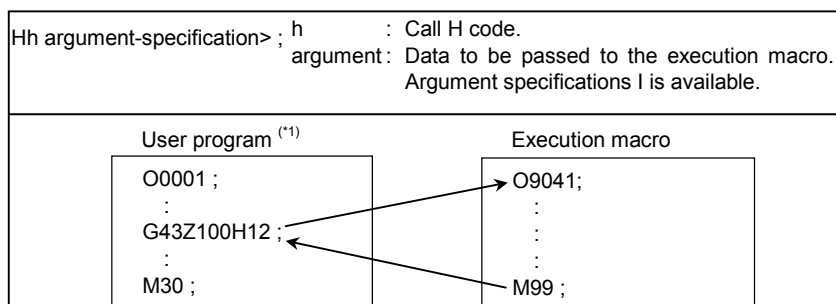
Limitation

- 1 Usually, when an execution macro is called from a program called using a D code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using a D code by setting bit 6 (GMP) of parameter No. 6008 to 1. This parameter is an ordinary parameter, so that parameter GMP can be modified, for example, through the MDI panel.
- 3 Address L is also used as an argument, so that no repetition count can be specified.

3.2.16 Special Macro Call Using H Code

When bit 1 (HMACC) of compile parameter No. 9104 is set to 1, execution macro O9041 is called as a macro by using an H code.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter

When bit 1 (HMACC) of compile parameter No. 9104 is set to 1, this type of macro call is enabled. This parameter is initialized to the values set for P-CODE at power-on.

Bit 1 (MHC) of parameter No. 9012 can be used to disable this type of macro call as required. This parameter is an ordinary parameter, so that parameter MHC can be modified, for example, through the MDI panel.

Call code

In contrast to a macro call using a G or M code, an H code in a block is used as a call command unless another call command is specified before the H code. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

Example

When a macro call using an H code and a subprogram call using M100 are enabled for the machine

- a) H123 M06; Calls a macro using H123.
- b) G43 Z100. H123; Calls a macro using H123.
- c) H123 M100; Calls a macro using H123. (M100 is an argument.)
- d) M100 H123; Processes H123 as an ordinary H code, then calls a subprogram using M100.

* When a special macro call using an H code is performed (a to c), all specified addresses including the H code are treated as arguments.

Argument

1. All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

Example

O0001;	O9041;
N1G90G00X50.0;	X#24;
N2 G91G01Z100.0H123;	M99;
N3 X150.;	
:	

G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9041 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

2. When an address is specified with no decimal point, a decimal point is added to the value passed to a local variable according to bit 0 (DPI) of parameter No. 3401.
3. There are the following relationships between addresses and local variables:
Address H is passed to variable #27.
The first five addresses G in ascending order of G code groups are used as arguments and passed to variables #28 to #32.

Address	Variable number
A	#1
B	#2
C	#3
D	#7
E	#8
F	#9
G	#28 to 32
H	#27
I	#4

Address	Variable number
J	#5
K	#6
L	#12
M	#13
M2 ^(r1)	#14
M3 ^(r1)	#15
P	#16
Q	#17
R	#18

Address	Variable number
S	#19
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

*1: When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15.

[Example] M1 M2 N100 H300 M3 M4 ; (H300 : Call code)

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
#27=300, #13=4, #14=<null>, #15=<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
#27=300, #13=1, #14=2, #15=4

Example

When G91 G28 Z123.45678 H56; is specified for an IS-B machine, values are passed as follows:

#26 → 123.457

#27 → 56.0

#28 → 28.0

#29 → 91.0

Others are set to <null>.

NOTE

The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of H123 M1.23; results in alarm PS0007.

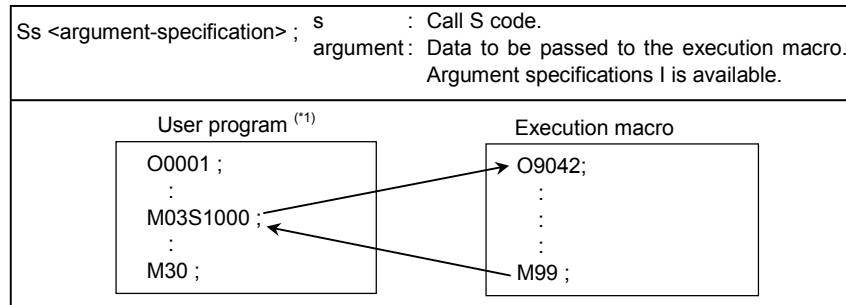
Limitation

- 1 Usually, when an execution macro is called from a program called using an H code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an H code by setting bit 6 (GMP) of parameter No. 6008 to 1. This parameter is an ordinary parameter, so that parameter GMP can be modified, for example, through the MDI panel.
- 3 Address L is also used as an argument, so that no repetition count can be specified.
- 4 If the C-axis is used on a lathe system, H is used for an incremental command, so that no call command using an H code can be specified.

3.2.17 Special Macro Call Using S Code

When bit 2 (SMACC) of compile parameter No. 9104 is set to 1, execution macro O9042 is called as a macro by using an S code.

Format



*1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter

When bit 2 (SMACC) of compile parameter No. 9104 is set to 1, this type of macro call is enabled. This parameter is initialized to the values set for P-CODE at power-on.

Bit 2 (MSC) of parameter No. 9012 can be used to disable this type of macro call as required. This parameter is an ordinary parameter, so that parameter MSC can be modified, for example, through the MDI panel.

Call code

In contrast to a macro call using a G or M code, an S code in a block is used as a call command unless another call command is specified before the S code. When multiple call commands are specified, the first call code specified is selected. A subsequent call code is used as an argument if the first call code specified is for a macro call. A subsequent call code is executed as an ordinary NC statement if the first call code specified is for a subprogram call.

Example

When a macro call using an S code and a subprogram call using M100 are enabled for the machine

- a) S123 M03; Calls a macro using S123.
- b) G00 Z100. S123; Calls a macro using S123.
- c) S123 M100; Calls a macro using S123. (M100 is an argument.)
- d) M100 S123; Processes S123 as an ordinary S code, then calls a subprogram using M100.

* When a special macro call using an S code is performed (a to c), all specified addresses including the S code are treated as arguments.

Argument

1. All addresses specifiable with a machine except address N are used as arguments. Those addresses that are used as arguments are just specified addresses, and no modal change is made.

O0001	O9042;
N1G90G00X50.0;	X#24;
N2 G91G01Z100.0S123;	M99;
N3 X150.;	
:	

G91G01 of N2 are just treated as arguments, and the modal state remains to be G90 G00. For this reason, O9042 and N3 causes a rapid traverse to X100.0 and X150.0 respectively.

- 2 When an address is specified with no decimal point, a decimal point is added to the value passed to a
local variable according to bit 0 (DPI) of parameter No. 3401.
- 3 There are the following relationships between addresses and local variables:
Address S is passed to variable #27.
The first five addresses G in ascending order of G code groups are used as arguments and passed to
variables #28 to #32.

Address	Variable number
S	#27
T	#20
U	#21
V	#22
W	#23
X	#24
Y	#25
Z	#26

- *1: When bit 7 (M3B) of parameter No. 3404 is set to 1, up to three M codes specified in address M are used as arguments. Of the fourth and subsequent M codes, the last M code specified is passed to #15.

[Example] M1 M2 N100 S300 M3 M4 ; (S300 : Call code)

- (1) Bit 7 (M3B) of parameter No.3404 is set to 0:
#27=300, #13=4, #14=<null>, #15=<null>
- (2) Bit 7 (M3B) of parameter No.3404 is set to 1:
#27=300, #13=1, #14=2, #15=4

When G91 G28 X123.45678 S5600; is specified for an IS-B machine, values are passed as follows:

- #24 → 123.457
- #27 → 5600.0
- #28 → 28.0
- #29 → 91.0

Others are set to <null>.

The specifiable addresses and specification range conform to the specification address range of the CNC. For example, address M does not allow the decimal point to be used. So, the specification of S123 M1.23; results in alarm PS0007.

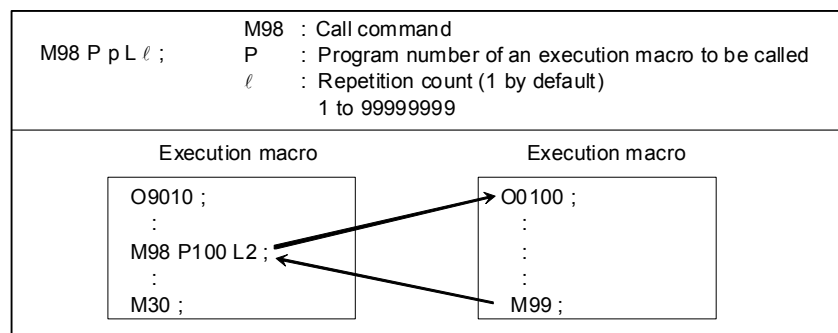
Limitation

- 1 Usually, when an execution macro is called from a program called using an S code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an S code by setting bit 6 (GMP) of parameter No. 6008 to 1. This parameter is an ordinary parameter, so that parameter GMP can be modified, for example, through the MDI panel.
- 3 Address L is also used as an argument, so that no repetition count can be specified.

3.2.18 Subprogram Call (M98)

The execution macro specified at address P is called as a subprogram.

Format



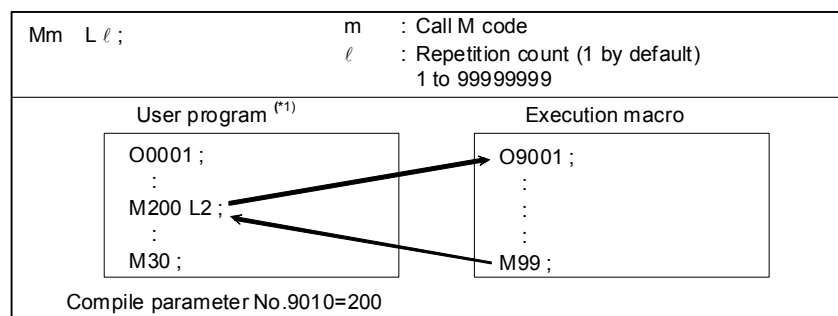
Limitation

No execution macro can be called from any user program using this command. This command can be specified only for calling an execution macro from another execution macro.

3.2.19 Subprogram Call Using M Code

Execution macro O9001 to O9003 is called as a subprogram using the M code specified for compile parameters Nos. 9010 to 9012.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

Correspondence between parameter numbers and program numbers

Program number	Compile parameter number
O9001	9010
O9002	9011
O9003	9012

Limitation

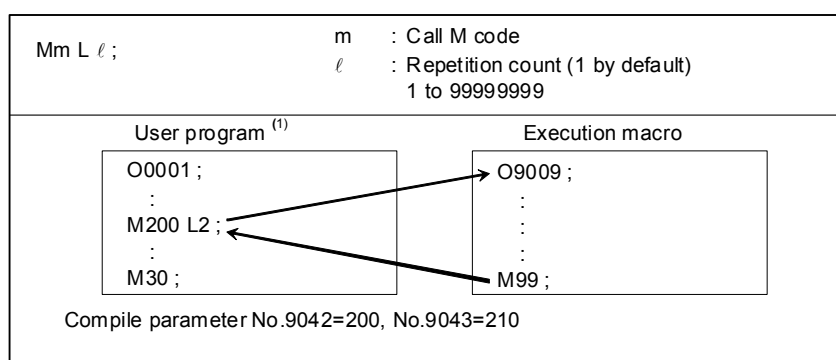
- 1 If an M code exceeding 99999999 is set, the subprogram call is invalidated. (The M code is output as an ordinary M code.)
- 2 Usually, when an execution macro is called from a program called using an M code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available. Moreover, when bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an M code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.20 Subprogram Call Using M Code in the Specified Range

Execution macro O9009 is called as a subprogram using an M code in the range specified by compile parameters Nos. 9042 and 9043.

When bit 3 (MSCL) of compile parameter No. 9009 is set to 1, a special macro call is made. For details, see Subsection 3.2.12, "Special Macro Call Using M Code".

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Argument

The specified M code is passed to variable #148.

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

Limitation

- 1 Usually, when an execution macro is called from a program called using an M code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available. Moreover, when bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an M code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.
- 2 This type of subprogram call is invalidated in the following cases:
 - <1> A value outside the valid range is set for a compile parameter No.9042 or 9043.
 - <2> The value set for compile parameter No. 9042 is greater than the value set for parameter No. 9043.
- 3 M codes used for macro and subprogram calls are not used as call codes in this type of subprogram call even when included in the setting range. If duplicate M codes are set, the following priority order is applied:
 - <1> Macro call using M code
(compile parameters Nos. 9023 to 9032 and 9120 to 9128)
 - <2> Subprogram call using M code
(compile parameters Nos. 9010 to 9012)
 - <3> Subprogram call using an M code in the specified range
(compile parameters Nos. 9042 and 9043)

3.2.21 Subprogram Call Using M Code (Specification of 3 Sets)

Up to three sets, each consisting of a start M code number used for subprogram calling, start execution macro number to be called, and the number of execution macros to be defined, can be set in compile parameters. This capability can additionally define three separate sets of execution macros.

When bit 4 (EXMSCL) of compile parameter No. 9103 is set to 1, a special macro call is made. For details, see Subsection 3.2.12, "Special Macro Call Using M Code".

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

Parameter setting

The table below indicates the compile parameters to be set for each set.

	1st set	2nd set	3rd set
Start M code number	9111	9114	9117
Number of execution macros to be defined	9112	9115	9118
Start execution macro number	9113	9116	9119

Example

Setting of the 1st set: No. 9111=100 No. 9113=8000 No. 9112=10
 Setting of the 2nd set: No. 9114=150 No. 9116=8100 No. 9115=30
 Setting of the 3rd set: No. 9117=200 No. 9119=8900 No. 9118=5

The settings above define the following sets of subprogram calls:

1st set			2nd set			3rd set		
M100	→	O8000	M150	→	O8100	M200	→	O8900
M101	→	O8001	M151	→	O8101	M201	→	O8901
M102	→	O8002	M152	→	O8102	M202	→	O8902
:		:	:		:	M203	→	O8903
M109	→	O8009	M179	→	O8129	M204	→	O8904

Limitation

- Usually, when an execution macro is called from a program called using an M code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available. Moreover, when bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an M code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.
- This type of subprogram call is invalidated in the following cases:
 - <1> A value outside the valid range is set for a compile parameter.
 - <2> The defined M code range exceeds 99999999.
 - <3> The defined program number range exceeds 99999999.

NOTE

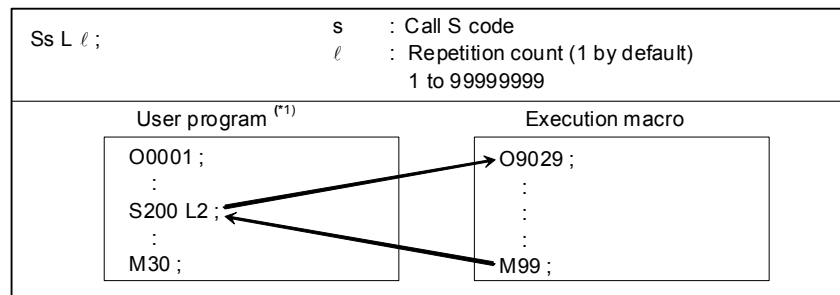
To use a program number with an O number of five or more digits, set bit 3 (ON8) of parameter No. 11304 to 1.

- M codes used for macro and subprogram calls are not used as call codes in this type of subprogram call even when included in the setting range. If duplicate M codes are set, the following priority order is applied:
 - <1> Macro call using M code
(compile parameters Nos. 9023 to 9032 and 9120 to 9128)
 - <2> Subprogram call using M code
(compile parameters Nos. 9010 to 9012)
 - <3> Subprogram call using an M code in the specified range
(compile parameters Nos. 9042 and 9043)
 - <4> Subprogram call using M code (specification of 3 sets)
(compile parameters Nos. 9111 to 9113, 9114 to 9116, and 9117 to 9119)

3.2.22 Subprogram Call Using S Code

When bit 2 (SMACC) of compile parameter No. 9104 is set to 0 and bit 0 (SSC) of parameter No. 9105 is set to 1, execution macro O9029 is called as a subprogram using an S code.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Argument

The specified S code is passed to variable #147.

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

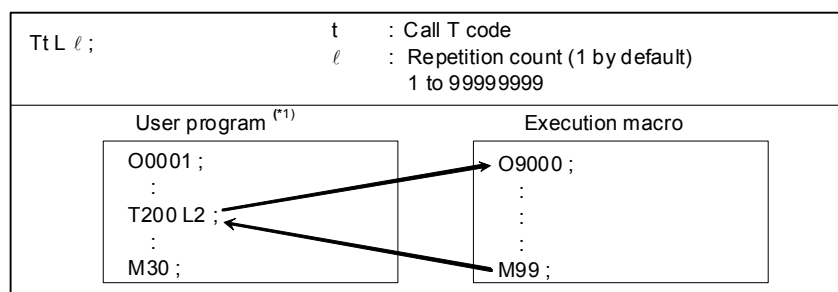
Limitation

- 1 Usually, when an execution macro is called from a program called using an S code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using an S code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.23 Subprogram Call Using T Code

When bit 7 (TMACC) of compile parameter No. 9005 is set to 0 and bit 0 (TCAL) of compile parameter No. 9002 is set to 1, execution macro O9000 is called as a subprogram using a T code.

Format



*1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Parameter

Setting bit 7 (TMACC) of compile parameter No. 9005 to 0 and bit 0 (TCAL) of compile parameter No. 9002 to 1 enables this type of subprogram call. These parameters are initialized to the values set for P-CODE at power-on.

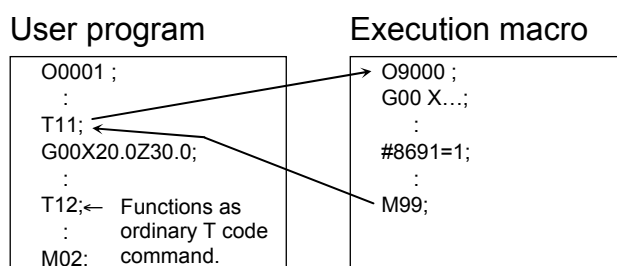
Bit 0 (MTC) of parameter No. 9011 can be used to disable this type of subprogram call as required. This parameter is an ordinary parameter, so that parameter MTC can be modified, for example, through the MDI panel.

Variables

Variable #8691 can be used to enable or disable this type of subprogram call and check the setting. The value set for this variable is reflected in bit 0 (MTC) of parameter No. 9011.

#8691 =0 : Enables a call using a T code. (MTC=0)
 =1 : Disables a call using a T code. (MTC=1)

Example



NOTE

- 1 A value other than 0 or 1 cannot be set for this variable.
- 2 It may take time until the value set for the variable is reflected in bit 0 (MTC) of parameter No. 9011, depending on the CNC operation status. Whether this type of call is enabled or disabled depends on the value set for the parameter when the call is issued.
- 3 This variable can be written and referenced using an execution macro, conversational macro, or auxiliary macro.

Argument

The specified T code is passed to variable #149.

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

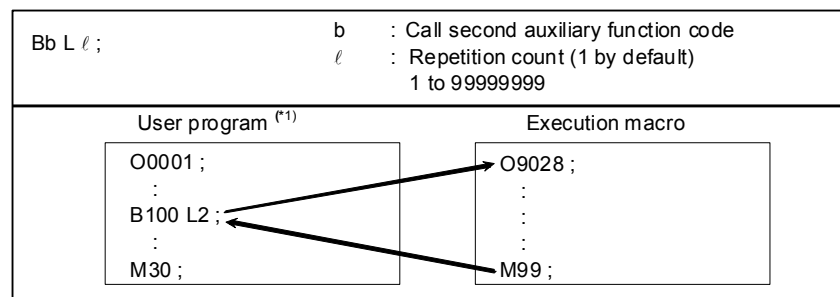
Limitation

- 1 Usually, when an execution macro is called from a program called using a T code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using a T code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.24 Subprogram Call Using Second Auxiliary Function Code

When bit 1 (BSC) of compile parameter No. 9105 is set to 1, execution macro O9028 is called as a subprogram using a second auxiliary function code.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Argument

The specified second auxiliary function code is passed to variable #146.

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

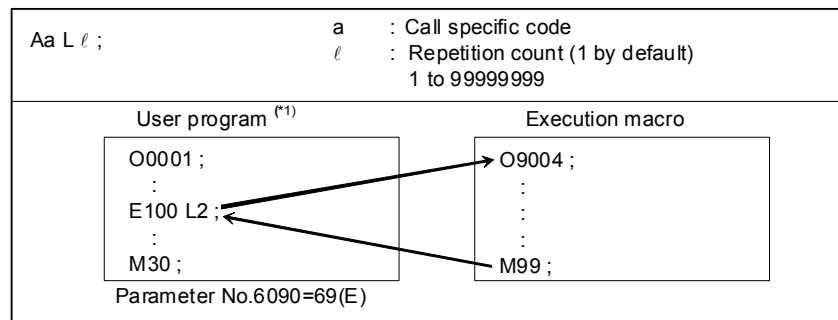
Limitation

- 1 Usually, when an execution macro is called from a program called using a second auxiliary function code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.
- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call using a G code can be made from a program called using a second auxiliary function code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.25 Subprogram Call Using Specific Code

When bit 1/2 (ACL1/ACL2) of compile parameter No. 9002 is set to 1, execution macro O9004/9005 is called as a subprogram by using the NC address (ASCII code converted to a decimal character code) specified in parameters Nos. 6090 and 6091. The parameters Nos. 6090 and 6091 are ordinary parameters, so that the parameters can be modified, for example, through the MDI panel.

Format



- *1 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a call can be made from an execution macro.

Call code

None of addresses O, N, P, L, and G and axis name addresses can be used as the call command for a subprogram call using a specific code.

Correspondence among parameter numbers, program numbers, and argument numbers

Parameter for enabling a call	Parameter for a call code	Program number	Argument
Bit 1 (AC1) of compile parameter No. 9002	No.6090	O9004	#146
Bit 2 (AC2) of compile parameter No. 9002	No.6091	O9005	#147

Local variable levels

By setting bit 3 (LCLLV) of compile parameter No. 9163 to 1, the level can be changed as in the case of macro calls when an execution macro is called from a user program. In this case, all local variables are set to <null> when an execution macro is called. (Series 16i compatibility specifications)

When an execution macro is called from another execution macro, the level remains unchanged as in the case where bit 3 (LCLLV) of compile parameter No. 9163 is set to 0. In this case, the local variables at the call source are passed.

Limitation

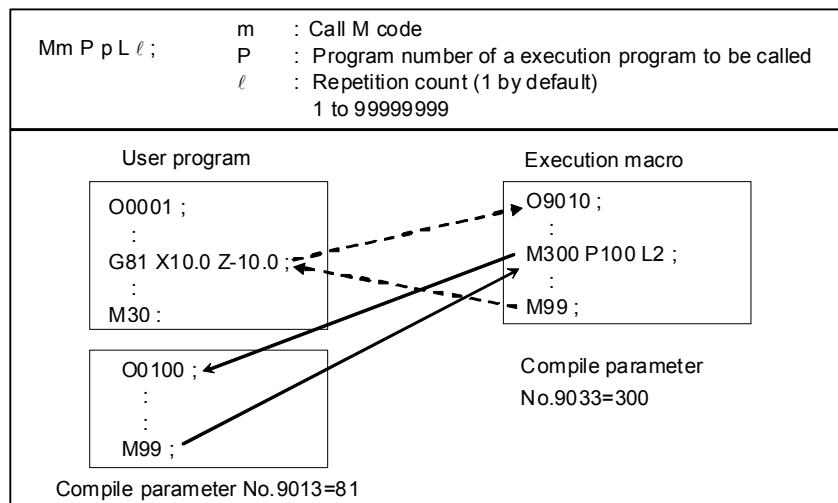
- 1 Usually, when an execution macro is called from a program called using a specific code, only a G65 or M98 command can be specified. When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, G66 and G66.1 are also available.

- 2 When bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a G code can be made from a program called using a specific code by setting bit 6 (GMP) of parameter No. 6008 to 1. Parameter GMP is an ordinary parameter, so that this parameter can be modified, for example, through the MDI panel.

3.2.26 Subprogram Call for User Program

A user program is called as a subprogram using the M code specified for compile parameter No. 9033.

Format



Priority level of Search target folders

When User program is called, it searches for each folder according to the priority level of the table below.

Priority	Parameter SCF(No.3457#7)		Note
	0	1	
High ↑ ↓ Low	Folder where the main program is stored	←	
	LIBRARY	←	
	There are only the above-mentioned two folders.	MTB2	This folder can be excluded from search target folders by setting the bit1 (MC2) of parameter No. 3457.
		MTB1	This folder can be excluded from search target folders by setting the bit2 (MC1) of parameter No. 3457.
		SYSTEM	This folder can be excluded from search target folders by setting the bit3 (SYS) of parameter No. 3457.

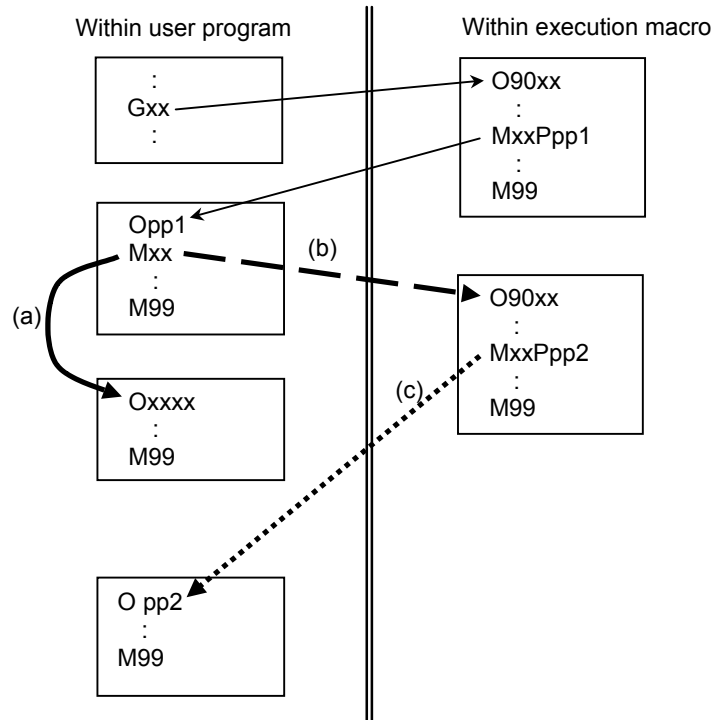
Nesting and local variables

Each subprogram call for a user program is assumed to call a custom macro as a subprogram using M98 and is counted among custom macro nesting levels.

The local variables at the calling execution macro are passed, regardless of the state of bit 3 (LCLLV) of compile parameter No. 9163.

Limitation

- 1 If an M code exceeding 99999999 is set, the call is invalidated. (The M code is output as an ordinary M code.)
- 2 From a user program called as a subprogram from an execution macro, another program can be called. In this case, three types of calls can be made as described below. The limitations depend on the settings of bit 6 (GMP) of parameter No. 6008, bit 2 (PCDC) of compile parameter No. 9163, and bit 6 (C16) of compile parameter No. 9163.
 - (a) Calling another user program in program memory
 - (b) Calling an execution macro
 - (c) Calling a subprogram of the user program after an execution macro is called



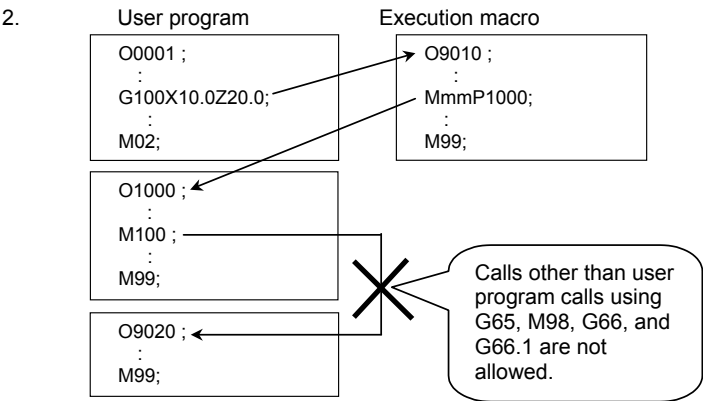
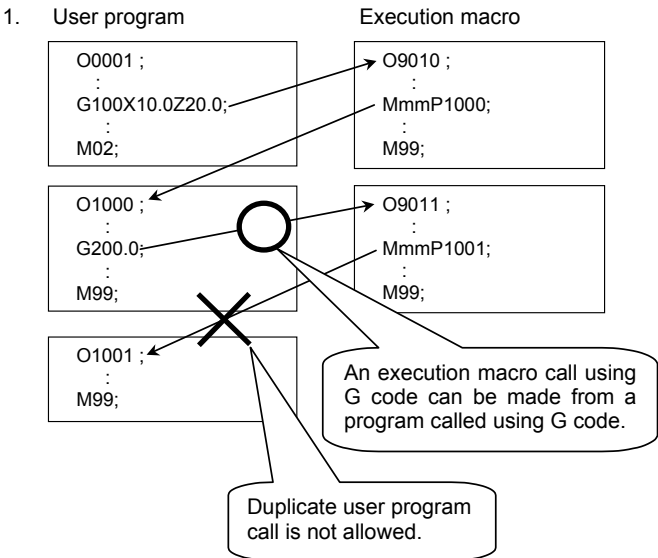
* G/M/S/T/D/H/second auxiliary function code/special code are collectively referred to as a code in the explanation below.

			Bit 2 (PCDC) of Compile parameter No. 9163	
			0	1
(a)	Bit 6 (GMP) of parameter No. 6008	0	User program calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.	User program calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.
		1		<ul style="list-style-type: none"> - From an execution macro called using a G code, a user program can be called using a code other than G codes (or using an axis address). - From an execution macro called using a code other than G codes (or using an axis address), a user program can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.
(b)	Bit 6 (C16) of compile parameter No. 9163	0	When bit 6 (GMP) of parameter No. 6008 is set to 0: Once a user program is called, no execution macro can be called. When bit 6 (GMP) of parameter No. 6008 is set to 1: <ul style="list-style-type: none"> - From a user program called using a G code, an execution macro can be called using a code other than G codes (or using an axis address). - From a user program called using a code other than G codes (or using an axis address), an execution macro can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.	
		1	Each code (or axis address) can be used to call an execution macro (in the same manner as in "How to call an execution macro") regardless of the setting of bit 6 (GMP) of parameter No. 6008.	

			Bit 2 (PCDC) of Compile parameter No. 9163	
			0	1
(c)	Bit 6 (GMP) of parameter No. 6008	0	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)
		1		A user program can be called. (The duplicated calling of a user program is allowed.)

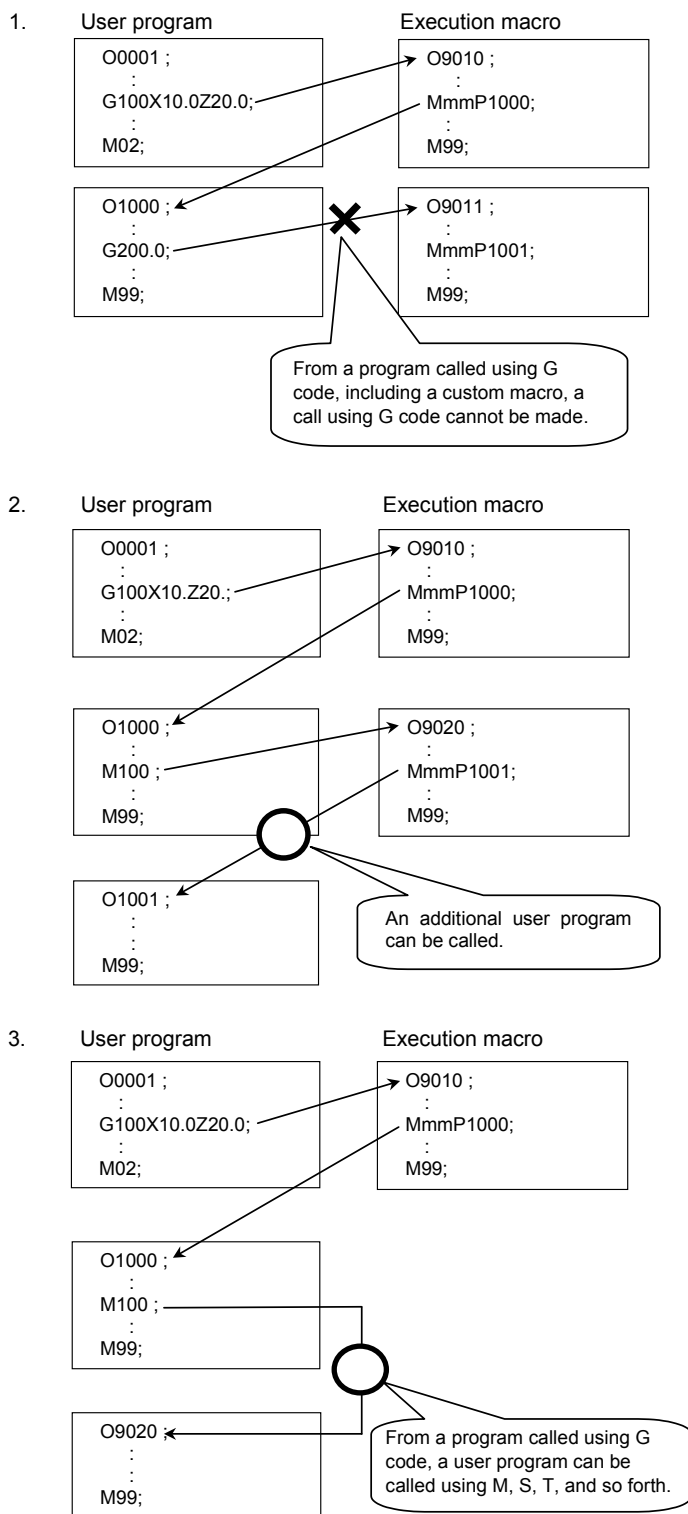
- 1 If a disabled type of call is attempted, the command is treated as an ordinary G/M/S/T/D/H/second auxiliary function/axis address code.
- 2 The same behavior as for bit 6 (GMP) of parameter No. 6008 = 0 and bit 2 (PCDC) of compile parameter No. 9163 = 0 occurs if bit 0 (GMC) of compile parameter No. 9163 = 1.

When bit 6 (GMP) of parameter No. 6008 and bit 2 (PCDC) of compile parameter No. 9163 are set to 0 and bit 6 (C16) of compile parameter No. 9163 is set to 1



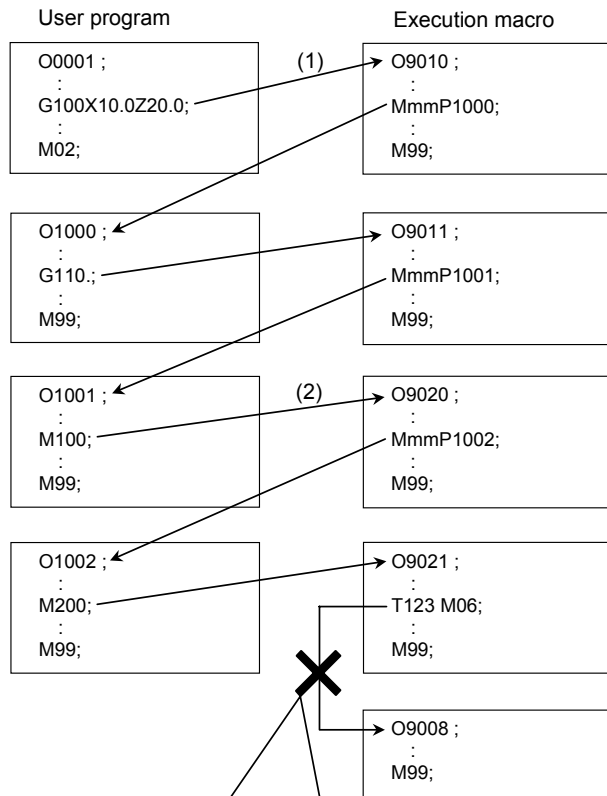
Example 2

When both of bit 6 (GMP) of parameter No. 6008 and bit 2 (PCDC) of compile parameter No. 9163 are set to 1



Example 3

When bit 6 (GMP) of parameter No. 6008, bit 2 (PCDC) of compile parameter No. 9163, and bit 6 (C16) of compile parameter No. 9163 are set to 1



One call using G code is made in (1) and one call using not G code is made in (2). So, no additional user program can be called from a user program and no additional execution macro can be called from an execution macro.

- If bit 6 (C16) of compile parameter No. 9163 is set to 1, no limitation is imposed on calling of an execution macro from a user program.
 - If bit 6 (GMP) of parameter No. 6008 is set to 1 and bit 2 (PCDC) of compile parameter No. 9163 is set to 1, a duplicate user program call can be made.
- If the above are combined, user program calls and execution macro calls can be made repeatedly until the allowed nesting level is reached.

3.2.27 P-CODE Workpiece Number Search

When automatic operation is started in the memory or DNC operation mode, the execution macro specified for variable #8610 is executed before the main program.

Call conditions and operation

- (a) Bit 6 (PWSR) of compile parameter No. 9002 is set to 1.
- (b) The memory or DNC operation mode is selected.

- (c) The program number of an execution macro is set for variable #8610 using a conversational macro or auxiliary macro before the start of automatic operation.
- (d) The main program is selected.

When the above four conditions are satisfied, starting automatic operation:

- (1) The execution macro specified by #8610 is called. When bit 4 (P98) of compile parameter No. 9163 is set to 0, the call is equivalent to a simple call (G65). When bit 4 (P98) of compile parameter No. 9163 is set to 1, the call is equivalent to a subprogram call.
- (2) Executes the main program after termination of the execution macro.

NOTE

No execution macro is called if the main program is not selected. In this case, alarm (PS1079) "PROGRAM FILE NOT FOUND" can be issued by setting bit 5 (NPA) of parameter No. 9035 to 1.

Warning



WARNING

When conditions a) to d) are satisfied, this function calls an execution macro regardless of the user program to be started. For this reason, take countermeasures such as issuing a warning message using an auxiliary macro or PMC and setting interlock processing to prevent operator errors when using this function.

Nesting and local variables

The execution macro is counted among execution macro nesting levels. Because the execution macro is called in the simple call (G65) or subprogram call (M98) mode, another execution macro can be called from the called execution macro using any call method.

In the simple call (G65) mode, the execution macro is executed using a local variable level different from the level the main program uses. In other words, the local variables used by the execution macro are not passed to the main program.

In the subprogram call (M98) mode, the execution macro uses the same local variable level as the main program. In other words, the local variables used by the execution macro are passed to the main program.

3.2.28 Macro Call Argument for Axis Name Expansion

Macro argument can be specified to the address of axis name expansion. By setting the parameter (No.11647), the address of axis name expansion is allocated to local variable number(#1 - #33).

This function is effective to not only an axis name expansion but also a usual axis address of one character. A usual axis address of one character can allocate to the local variable number (#1-#33).

Example

In case of the following axis configuration, if all arguments are specified, the relationship between the parameter (No.11647) and local variable number is as follows.

Axis name	Parameter (No.11647)	Local variable
XA1 (*1)	1	Argument is set to #1
XA2 (*1)	2	Argument is set to #2
Y	0	Argument is set to #25
Z	21	Argument is set to #21
C	0	Argument is set to #3
C2 (*1)	22	Argument is set to #22

(*1) Axis name expansion

```
G65 XA1=10.0— XA2=20.0— Y30.0— Z40.0— C50.0— C2=60.0
P1000 ;
```

(Variable) ←

#1: 10.0 ←

#2: 20.0 ←

#25: 30.0 ←

#21: 40.0 ←

#3: 50.0 ←

Allocating the same local variable

Please do not allocate the same local variable to 2 or more arguments. If the same local variable is allocated, the argument specified later becomes effective.

Example

When 2 arguments of XA1=10.0 and D20.0 are commanded to local variable #7, the later argument D20.0 becomes effective.

Axis name	Parameter (No.11647)	Local variable
XA1 (*1)	7	Argument is set to #7

(*1) Axis name expansion

```
G65 XA1=10.0— D20.0 P1000 ;
```

(Variable) ←

#7: 10.0 ← 20.0 ←

Using the same axis name

When using the same axis name, the parameter (No.11647) setting of the smallest axis number becomes effective. The setting of the other axis becomes invalid.

Example

When using the same axis name and using the axis name expansion, the relationship between the parameter (No.11647) and local variable number is as follows.

Axis name	Parameter (No.11647)	Local variable
XA1 (*1)	0	The argument for XA1 is invalid
XA1 (*1)	2	Invalid setting
YA2 (*1)	3	Argument is set to #3
YA2 (*1)	4	Invalid setting
C	5	Argument is set to #5
C	6	Invalid setting

(*1) Axis name expansion

G65 XA1=10.0 YA2=20.0 C30.0 P1000 ;

Because the argument for XA1 is invalid, the alarm (PS0129) "USE 'G' AS ARGUMENT" occurs.

G65 YA2=20.0 C30.0 P1000 ;

(Variable)
#3: 20.0 ←
#5: 30.0 ←

The setting range of the parameter

The setting range of the parameter (No.11647) is 0,1-33. This corresponds to local variable number (#1-#33). When other values are set, the setting of the axis is invalid. Therefore, when using the axis name expansion, the alarm (PS0129) occurs by commanding the axis. If the axis does not use the axis name expansion, the argument is assigned to original local variable (#1-#33).

3.3 DIAGNOSIS DATA

Diagnosis **1493**

Number of blocks in the macro statements executed by a custom macro/execution macro

[Data type] 2-word

[Unit of data] Block

Displays the number of blocks in the macro statements executed by a custom macro/execution macro per 1024 ms.

It provides an indication of the actual processing speed of macro statements.

3.4 LIMITATIONS ON EXECUTION MACROS**3.4.1 Commands which cannot Use Execution Macros**

- Command using a comma (,) such as optional-angle chamfering/corner rounding
- SETVN
- Arbitrary axis name setting
- Real time custom macro command

3.4.2 Functions which cannot Use Execution Macros

- Playback
- Manual numeric command
- Background drawing
- Multiple repetitive cutting cycle

3.4.3 Optional Block Skip

When a block with a sequence number in an execution macro is skipped using the optional block skip function, a block consisting of only the sequence number is created.

Example

Original program	Command to be executed when skipped
/1 N1 X100.;	N1;
N2 /2 Y200.;	N2;

When N1 is skipped as listed above, the similar operation as for N2 is performed.



CAUTION

When such a block is skipped in an execution macro, the block consists of only the sequence number with no travel distance. For this reason, if such a block is skipped in the cutter or another compensation mode, the tool path may differ from that in a user program.

3.4.4 Interruption Type Custom Macro

A program interrupted using an interruption type custom macro always calls a user program. It cannot call an execution macro program.

3.4.5 Axis Specification and Extended Axis Name Specification Using an Axis Number

Usually, an axis is specified with its axis name, but can also be specified with the symbol name corresponding to its axis number. This is called axis specification using an axis number.

If an extended axis name is enabled (bit 0 (EEA) of parameter No. 1000 = 1), a user program specifies a program with the program axis names, the second and third axis names, set in parameters Nos. 1025 and 1026, but a P-CODE macro cannot specify a program directly with the extended axis names set in parameters Nos. 1025 and 1026. Specify a program using an axis specification using an axis number.

3.4.5.1 Axis specification using an axis number

Usually, an axis is specified with its axis name, as in X100.0, but can also be specified with the symbol name corresponding to its axis number.

When an execution macro is executed, the specified symbol name is automatically converted to the axis name set in the corresponding axis number parameter No. 1020.

This means that multiple machines that have axes with the same axis number but different axis names, such as a machine that has the 4th axis as the B-axis and another that has the 4th axis as the C-axis can be used in a single P-CODE macro.

Axis numbers corresponding to symbol names

The axis numbers corresponding to the symbol names to be specified in a P-CODE macro are as follows:

Symbol name to be specified	Symbol name in an incremental command G code system A ^(Note)	Corresponding axis number
&A	YA	1st axis
&B	YB	2nd axis
&C	YC	3rd axis
:	:	:
&X	YX	24th axis

NOTE

If parameter No. 1020 that correspond to the axis number specified with a symbol name with an incremental command in G code system A for a lathe system is other than X, Z, C, and Y, alarm PS0009 is issued at execution time.

Specification with a symbol name

Usually, an axis is specified with an address plus a numeric value, as in X100.0, but in an axis specification using an axis number, a symbol name is followed by a numeric value enclosed in brackets, as in &A[100.0].

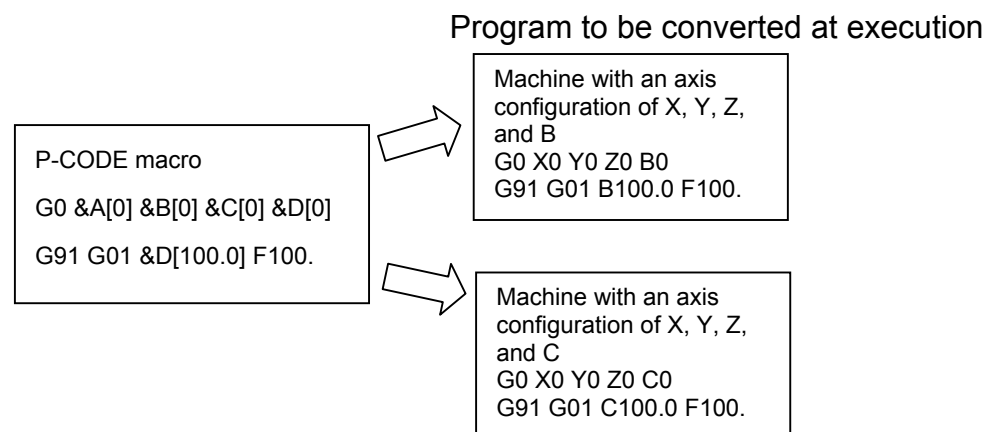
[Example]

If, on a machine that has an axis configuration of X, Z, Y, and C in G code system A for a lathe system (parameter No. 1020 = 88, 90, 89, and 67), the tool is to be moved along the 4th axis (C-axis), follow the table below.

	Normal specification	Specification with a symbol name
Absolute programming	C100.0	&D[100.0]
Incremental programming	H100.0	YD[100.0]

Example

If the same P-CODE macro is to be executed on a machine with an axis configuration of X, Y, Z, and B and another machine with an axis configuration of X, Y, Z, and C



Changing the axis numbers corresponding to symbol names

Axis numbers corresponding to the symbol names to be specified in a P-CODE macro are predetermined, such as the 1st axis for &A, the 2nd axis for &B, ..., and the 24th axis for &X ("YA", "YB", ... and "YX" for incremental commands in G code system A), but the axis number corresponding to a specified symbol name can be changed freely by setting in parameter No. 9076 the axis number to correspond to the symbol name.

For example, if the 1st axis is to be specified with &B and the 2nd axis with &A, make the following settings in parameter No. 9076.

Axis number	Parameter No.9076	Remarks
1st axis	2	Change the axis number to correspond to &B (YB) to the 1st axis.
2nd axis	1	Change the axis number to correspond to &A (YA) to the 2nd axis.
3rd axis	0	No changes (3rd axis to be controlled with &C (YC)).
4th axis	0	No changes (4th axis to be controlled with &D (YD)).

NOTE

If 2 or more axes are specified for the same axis number, alarm PW1106 will be issued at power on.

[Example]

If parameter No.9076 is set as listed below, alarm PW1106 will be issued at power on.

Axis number	Parameter No.9076	Remarks
1st axis	2	The 1st axis corresponds to &B (YB).
2nd axis	1	The 2nd axis corresponds to &A (YA).
3rd axis	2	The same setting as that for the 1st axis is invalid.

3.4.5.2 Specification of an extended axis name

A P-CODE macro cannot specify an extended axis directly with its extended axis name set in parameter No. 1025 or 1026. It specifies an extended axis using an axis specification using an axis number.

When an execution macro is executed, the specified symbol name is automatically converted to the extended axis name set in the corresponding axis number parameter No. 1020, 1025, or 1026.

For a 5-axis machine such as the one below, for example, a custom macro specifies extended axes with extended axis names as in XA1=100.0 ZM200.0, but a P-CODE macro specifies them using an axis specification using an axis number as in &A[100.0] &D[200.0].

Axis number	Axis name	Specification in a P-CODE macro		Remarks
			For an incremental command in G code system A	
1	XA1	&A	UA1 is specified with YA.	
2	XA2	&B	UA2 is specified with YB.	
3	Y			Not an extended axis name, thus specified with address Y as usual.
4	ZM	&D	WM is specified with YD.	
5	ZS	&E	WS is specified with YE.	

Symbol definition for an extended axis name

By defining the symbol for an extended axis name, a macro program can be coded with the same axis name as that in a custom macro.

Example

For the machine in a lathe system in which the 4th axis is ZA2 (parameters No. 1020 = 90, No. 1025 = 65, and No. 1026 = 50),

@ZA2 &D /*Axis name definition for an absolute command

@WA2 YD /*Axis name definition for an incremental command

by defining the symbols above, a macro program can be coded with the same extended axis name as that in a custom macro, as shown below.

ZA2[100.]; → Moves the ZA2-axis to 100.0.

WA2[100.]; → Moves the ZA2-axis +100.0.

Changing the axis numbers corresponding to symbol names

Axis numbers corresponding to the symbol names to be specified in a P-CODE macro are predetermined, such as the 1st axis for &A, the 2nd axis for &B, ..., and the 24th axis for &X ("YA", "YB", ... and "YX" for incremental commands in G code system A), but the axis number corresponding to a specified symbol name can be changed freely by setting in parameter No. 9076 the axis number to correspond to the symbol name.

This means that multiple machines that have axes with the same extended axis name but different axis numbers, such as a machine that has the B2-axis as the 5th axis and another that has the B2-axis as the 6th axis can be used in a single P-CODE macro.

Example 1

To use P-CODE macros created in a 5-axis (X, Y, Z, B1 (&D), B2 (&E)) configuration on a machine in a 4-axis configuration (1st axis = X, 2nd axis = Y, 3rd axis = Z, and 4th axis = B2), set parameter No. 9076 as follows:

[P-CODE macro]

Symbol definition

@B1 &D /* Defines an axis name for the 4th axis.

@B2 &E /* Defines an axis name for the 5th axis.

Axis number	Axis name to be specified	Remarks
1st axis	X	Axis with no expansion axis name is specified with no modification.
2nd axis	Y	Axis with no expansion axis name is specified with no modification.
3rd axis	Z	Axis with no expansion axis name is specified with no modification.
4th axis	B1	&D (4th axis) is specified.
5th axis	B2	&E (5th axis) is specified.

[Settings on the machine]

Axis number	Axis name	Parameter No. 9076	Remarks
1st axis	X	0	Not an expansion axis name
2nd axis	Y	0	Not an expansion axis name
3rd axis	Z	0	Not an expansion axis name
4th axis	B2	5	The axis number (5th axis) corresponding to &E is changed to the 4th axis.

Example 2

To use P-CODE macros created in a 3-axis (XA(&A), Y, ZA2(&C)) configuration on a machine in a 3-axis configuration (1st axis = XA, 2nd axis = ZA2, and 3rd axis = Y), set parameter No. 9076 as follows:

[P-CODE macro]

Symbol definition

@XA &A /* Defines an axis name for the 1st axis.

@ZA2 &C /* Defines an axis name for the 3rd axis.

Axis number	Axis name to be specified	Remarks
1st axis	XA	&A (1st axis) is specified.
2nd axis	Y	Axis with no expansion axis name is specified with no modification.
3rd axis	ZA2	&C (3rd axis) is specified.

[Settings on the machine]

Axis number	Axis name	Parameter No. 9076	Remarks
1st axis	XA	0	&A remains to be the 1st axis.
2nd axis	ZA2	3	The axis number (3rd axis) corresponding to &C is changed to the 2nd axis.
3rd axis	Y	0	Not an expansion axis name

NOTE

If 2 or more axes are specified for the same axis number, alarm PW1106 will be issued at power on.

[Example]

If parameter No. 9076 is set as listed below, alarm PW1106 will be issued at power on.

Axis number	Parameter No.9076	Remarks
1st axis	2	The 1st axis is &B (YB).
2nd axis	1	The 2nd axis is &A(YA).
3rd axis	2	Invalid because the parameter setting is the same as for the 1st axis

3.4.6 Method of Variable Specification for Address N in the Programmable Data Input Mode

With a P-CODE macro, address N may not be specified using a variable. (If such an attempt is made, a compile error occurs.)

When address N in the programmable data input mode (between G10 and G11) is to be specified in an execution macro, specify address "NN" instead of address N.

Example

To set the value 4 in parameter No. 0022 by using the programmable parameter input function

```
P-CODE macro
O0010;
:
#100=22;
#101=4;
G10 L52;
NN#100 R#101; → Executed as N#100 R#101, resulting in N22R4
G11 ;
:
M99 ;
```

Limitation

Address NN used with this function can be used only to substitute for address N used in data input based on the G10 command. Address NN cannot be used as a jump destination sequence number for a command such as the GOTO command.

Example

```
O9011;
#100=10;
GOTO #100; →NG PS alarm (NN#100 is not regarded as the jump destination N10.)
:
NN#100;
M99;
```

NOTE

This function can be used in the following series and edition of the macro compiler.

A08B-9010-J600#EN07 : V01.4 or later
 A08B-9010-J604#EN11 : V01.0 or later

3.4.7 G Code System Conversion (for a Lathe System)

When a P-CODE program for a lathe system is created, which G code system (A, B, or C) is used can be set using bit 0 (SP_G_B) and bit 1 (SP_G_C) of compile parameter No. 9004.

SP_G_C	SP_G_B	G code system in P-CODE program
0	0	G code system A
0	1	G code system B
1	0	G code system C
1	1	

Thus, the G codes in the P-CODE program are executed after being automatically converted to the G codes of the G code system set in bit 6 (GSB) and bit 7 (GSC) of parameter No. 3401.

However, if a P-CODE file created to G code system B or C is executed on a machine set to G code system A, nonexistent G code groups such as groups 03 and 11 are not converted. (For example, G90 is treated as an outer surface/inner surface turning cycle command.)

If a P-CODE program created to G code system A (with both of bit 0 (SP_G_B) and bit 1 (SP_G_C) of compile parameter No. 9004 set to 0) is executed on a machine set to G code system B or C, an operation based on an incremental command is performed on the axes specified with U_, V_, W_, and H_. However, no modal change is made.

Check the G code system set in bit 6 (GSB) and bit 7 (GSC) of parameter No. 3401 and create a P-CODE program according to a desired G code system.

Example

- 1 When a P-CODE macro created to G code system A (SP_G_B = 0, SP_G_C = 0) is executed on a machine set to G code system B (GSB = 1, GSC = 0)

P-CODE Operation on NC

G50X0; → Converted to G92X0;

G00X100.; → Positioned at X100. in absolute mode

U100.; → A movement is made by 100.0 on X-axis in incremental mode.
(The modal code G90/G91 is not changed.)

- 2 Example of P-CODE macro created to G code system B (SP_G_B = 1, SP_G_C = 0) (On a machine set to G code system A, G90 is treated as an outer surface/inner surface turning cycle command, and G91 results in alarm PS0010. So, G90 and G91 are not to be specified.)

#100=P3401;

#100=#100 AND 192; → Bits 6 and 7 of parameter No. 3401

IF [#100 EQ 0] On a machine set to G code system A

THEN

G94; → Converted to G98

G92 Z0.; → Converted to G50Z0

G00Z100. → Makes a movement to 100 on Z-axis in ABS mode.

U100. → Makes a movement by +100 on X-axis in INC mode.
: (Note: Bit 4 (UVW) of parameter No. 3400 must be
: set to 1.)

ELSE On a machine set to G code system B or C

G94; → Leaves G94 unchanged.

G92 Z0.; → Leaves G92Z0 unchanged.

G90G00 Z100.; → Makes a movement to 100 on Z-axis in ABS mode.

G91X100.; → Makes a movement by +100 on X-axis in INC mode.
: The modal code is G91.

ENDIF

NOTE

- 1 To execute a P-CODE program created to G code system B or C, bit 0 (SP_G_B) and bit 1 (SP_G_C) of compile parameter No. 9004 must be set at all times.
- 2 Only G codes are converted. For example, the U_V_W_H_ command created to G code system A is not converted to G91X_Y_Z_C_.
- 3 G code groups 03 and 11 do not exist in G code system A. So, when a P-CODE program created to G code system B or C is executed on a machine set to G code system A, G90/G91 and G98/G99 are not converted. For example, G90 is treated not as an absolute command but as an outer surface/inner surface turning cycle command.

3.5 DIFFERENCES FROM THE Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Program	<ul style="list-style-type: none"> - Programs from O1 to O9999 can be created. - Up to 400 programs can be registered. 	<ul style="list-style-type: none"> - Programs from O1 to O99999999 can be created. - Up to 1000 programs can be registered.
Sequence number	N1 to N99999	N1 to N99999999
NC command specified in a block containing a macro call code based on a G or M code	<ul style="list-style-type: none"> - If the NC command is specified before the call code, it is ignored (with the modal information updated). If the NC command is specified after the call code, it is treated as an argument. - If multiple call codes are specified, the first code is used for calling, and the subsequent code or codes are treated as arguments. 	If the NC command is specified before the call code, alarm PS0127 (NC statement/macro statement duplication) is issued. If the NC command is specified after the call code, it is treated as an argument.
Usable call command	When an execution macro is called from another execution macro, only G65/M98 can be specified. (For example, an execution macro called using a G code from a user program cannot make a call by using an M code.)	When an execution macro is called from another execution macro, G66/G66.1 can be used in addition to G65/M98 if bit 2 (PCDC) of compile parameter No. 9163 is set to 1. Moreover, if bit 2 (PCDC) of compile parameter No. 9163 is set to 1, and bit 6 (GMP) of parameter No. 6008 is set to 1, an M/S/T/D/H/second auxiliary function/specific code/axis address can be called from an execution macro called with a G code, and calling based on a G code is possible from an execution macro called with M/S/T/D/H/second auxiliary function/specific code/axis address. If bit 6 (GMP) of parameter No. 6008 is set to 0 or bit 2 (PCDC) of compile parameter No. 9163 is set to 0, the series are equivalent to Series 16i. For details, see "Usable call command" and "Limitations on calls" in Subsection 3.2.1.1, "Macro call and subprogram call".

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Priority if the call code in the custom macro set in a parameter is the same as the call code in the execution macro set in a compile parameter	<ul style="list-style-type: none"> - In a macro call using a G code, by setting bit 0 (MCG) of parameter No. 9013 to 1, the program in the custom macro is called with a G code. (This is effective to a macro call using a G code. With any other call code, the execution macro is given priority.) <p>Example: If 100 is set in both parameter No. 6050 and compile parameter No. 9013 and 110 is set in both parameter No. 6071 and compile parameter No. 9010, and if parameter bit MCG is set to 1, O9010 in the custom macro is called when G100 is specified and O9001 is called when M110 is specified.</p>	<ul style="list-style-type: none"> - In all macro/subprogram calls, a custom macro program is called by setting bit 1 (MCA) of parameter No. 9013 to 1. (This is effective to all call codes.) <p>Example: If 100 is set in both parameter No. 6050 and compile parameter No. 9013 and 110 is set in both parameter No. 6071 and compile parameter No. 9010, and if parameter bit MCA is set to 1, O9010 in the custom macro is called when G100 is specified and O9001 in the custom macro is called when M110 is specified.</p>
Nesting	<ul style="list-style-type: none"> - 4 levels of subprogram calls - 4 levels of macro calls 	<ul style="list-style-type: none"> - 15 levels of subprogram calls alone - 5 levels of macro calls alone - 15 levels when combined
Repetition based on address L	When an execution macro is called from a user program (other than G65/M98 and calling of a user program as a subprogram), the number of repeats cannot be specified.	The number of repeats can be specified in calls other than special macro calls based on G/M/H/D/S/T code/axis address in which address L is also used as an argument. (However, when bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address L is also used as an argument, so that the number of repeats cannot be specified in macro calling based on a G/M code.)
Passing of arguments	When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, G, L, N, and P are additionally used as arguments.	Even when bit 5 (MCARG) of compile parameter No. 9008 is set to 0, N and P are used as arguments. For address N, the number of digits after the decimal place becomes 0. When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, G and L are also used as arguments. Note that an NC command input format limitation is applied to address G. (For example, specifying G1000 results in alarm PS0010.) O and N values and G codes other than the 00 group are passed as modal information to the subsequent blocks.
	By setting bit 6 (INVIJK) of compile parameter No. 9103 to 1, argument specification I can be used regardless of the order in which I, J, and K are specified.	By setting bit 7 (IJK) of parameter No. 6008 to 1, argument specification I can be used regardless of the order in which I, J, and K are specified.

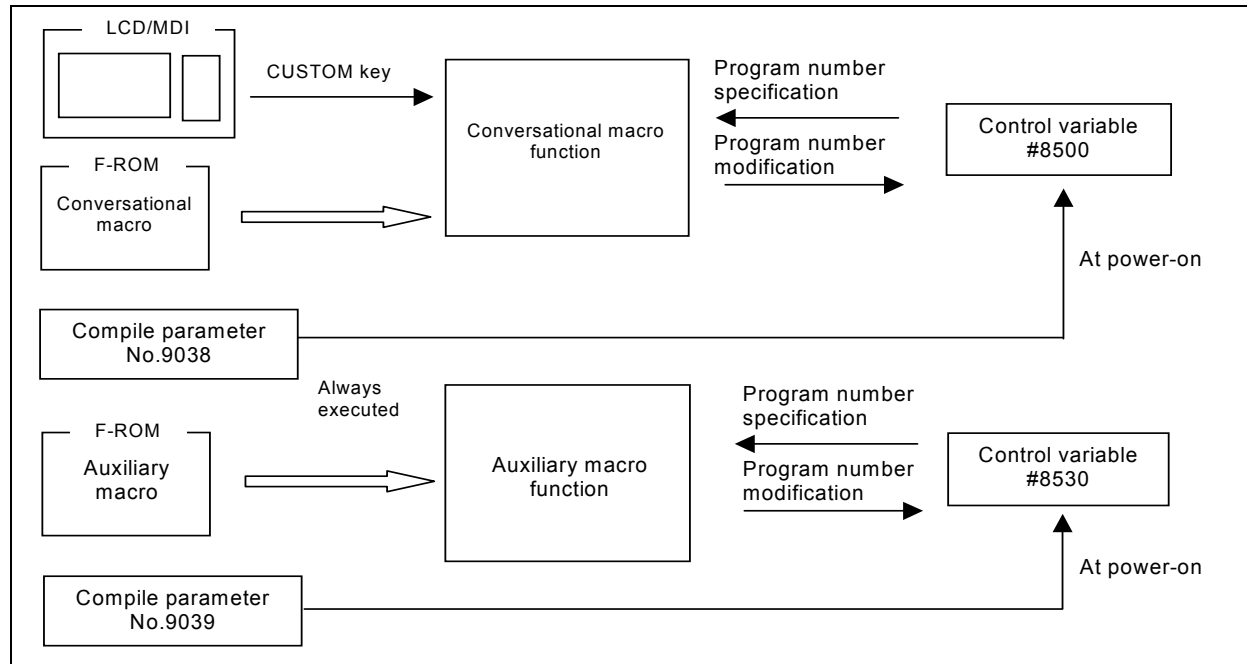
Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Local variable level	When an execution macro is called with a subprogram call from a user program, the local variable level changes just like the macro call.	A choice can be made by setting bit 3 (LCLLV) of compile parameter No. 9163. =0 : The local variable level does not change due to a subprogram call, like the custom macro level. =1 : Equivalent to Series 16i.
Macro call using a G code	Special macro calling is disabled.	If bit 5 (GMACC) of compile parameter No. 9104 is set to 1, this results in special macro calling.
Macro call using a G code (specification of multiple calls)	<ul style="list-style-type: none"> - Modal calling is disabled. - Special macro calling is disabled. 	<ul style="list-style-type: none"> - Modal calling is enabled. - If bit 5 (GMACC) of compile parameter No. 9104 is set to 1, this results in special macro calling.
Macro modal call using a G code	Only equivalent to G66.1. Different specifications from those of a macro modal call of a custom macro using a G code. For example, a modal call is canceled with G167 or the G code specified with compile parameter No. 9034.	<ul style="list-style-type: none"> - Whether the call is equivalent to G66/G66.1 can be selected with bit 1 (MCT) of compile parameter No. 9163. - A choice can be made by setting bit 0 (GMC) of compile parameter No. 9163 as follows: =0 : Same specifications as those of a macro modal call of a custom macro using a G code. For example, it is canceled with G67. =1 : Can be made equivalent to Series 16i by setting bit 1 (MCT) of compile parameter No. 9163 to 0.
G code for canceling a macro modal call using a G code	By using a cancellation G code, the execution macro program O9006 can be called as a macro.	
Special macro call using a T code/axis address	If a G code in G code group 01 exists, G80 may be generated and 80. may be included in variables #28 to #32.	Even if a G code in G code group 01 exists, G80 will never be generated.
	An argument is truncated to include the effective digits only, using the address specifiable in the NC, and passed. (Example) X123.45678 is regarded as #24=123.456	An argument is rounded off to include the effective digits only, using the address specifiable in the NC, and passed. (Example) X123.45678 is regarded as #24=123.457
	A macro is called after modal change using the address specified in the call block. (By setting bits 4 and 7 of compile parameter No. 9101 to 1, modal change can be disabled.)	A macro is called without modal change using the address specified in the call block.
	The handling of a block for calling a single command consisting of only a call code depends on bit 6 (NOPB) of compile parameter No. 9004 as follows: =0: An empty block is generated, then the execution macro is called after execution. =1: The execution macro is called immediately without generating an empty block.	No empty block is generated. (The compile parameter NOPB is not used.)

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Subprogram call using a specific code/M/T code	The handling of a block for calling a single command consisting of only a call code depends on bit 6 (NOPB) of compile parameter No. 9004 as follows: =0: An empty block is generated, then the execution macro is called after execution. =1: The execution macro is called immediately without generating an empty block.	No empty block is generated. (The compile parameter NOPB is not used.)
	When a user program calls an execution macro as a subprogram or calls another user program as a subprogram, the level of the local variables changes. (All local variables are set to <null>.)	As with a custom macro, the local variable level does not change due to a subprogram call. (When an execution macro is called from a user program, the local variables set in the user program are passed.) However, when bit 3 (LCLLV) of compile parameter No. 9163 is set to 1, compatibility with the Series 16i is provided. This means that when an execution macro is called from a user program, the level can be changed as in the case of a macro call.
Subprogram call using G66/G66.1 and an S code/second auxiliary function code	Not allowed	G66/G66.1 can be used to call an execution macro from another execution macro. Subprogram calling based on an S code/second auxiliary function code is enabled when an execution macro is called from a user macro or another execution macro.
Subprogram call for user program	The specification of a return destination sequence number at the time of return is disabled.	The specification of a return destination sequence number at the time of return is enabled.
	From a called user program, another user program can be called with G65/M98/G66 only.	Limitations differ depending on bit 6 (GMP) of parameter No. 6008, bit 2 (PCDC) of compile parameter No. 9163, and bit 6 (C16) of compile parameter No. 9163. For details, see Subsection 3.2.26, "Subprogram Call for User Program".
	The duplicate calling of a user program from an execution macro is disabled.	The duplicate calling of a user program from an execution macro is enabled.
P-CODE workpiece number search	Equivalent to macro calling only	A function equivalent to a simple call (G65)/subprogram call (M98) can be selected.
	An execution macro is executed even when the main program is not selected.	No execution macro is executed when the main program is not selected (when there is no program to run).
Interrupt type custom macro that is executing an execution macro	An interrupt type custom macro is invalid. (An interrupt signal may not be operated when an execution macro is being executed.)	An interrupt type custom macro is valid even when an execution macro is being executed. The interrupted program calls a user program. (It is impossible to allow an execution macro to interrupt.)

4 CONVERSATIONAL MACRO FUNCTION AND AUXILIARY MACRO FUNCTION

The conversational macro function allows the machine tool builder to create original screens. The auxiliary macro function can be executed regardless of which mode or screen is selected.

Conceptual diagram of the conversational macro function and auxiliary macro function



4.1 CONVERSATIONAL MACRO FUNCTION

The conversational macro function independently executes a conversational macro loaded into F-ROM in parallel with ordinary part program operation.

This function is executed at a level lower than that of automatic operation processing. This function is independent of the operation mode or automatic operation status.

Caution




CAUTION

- 1 The execution of the conversational macro function is processed at a lower level than that of the CNC operation internally. Therefore, the execution of the conversational macro function will not affect the processing speed of the CNC operation, but the processing speed of the conversational macro function may become slow while the CNC operation is ON. So, the conversational macro function is not suitable for machine control that requires cyclic operation or speedy processing.
- 2 The conversational macro function cannot execute any NC statements for the CNC operation. If any are specified, the function ignores them.
- 3 NC statements in the conversational macro function differ from NC statements in the meaning of addresses and in usage.

4.1.1 Execution and Termination

Execution

The conversational macro function is executed by pressing the function key  on the MDI panel.

Which P-CODE is executed on each path is set in parameter No. 9049.

When the conversational macro function is executed, the conversational macro main program with the value of the control variable for executing a conversational macro (#8500) as the program number is executed. When the power is turned on, the value of compile parameter No.9038 is set for the control variable for executing a conversational macro (#8500).

NOTE

- 1 An error may occur and execution may not be able to be continued. Such an error includes the case where no P-CODE macro is found as the conversational macro with the value of the control variable for executing a conversational macro (#8500) as the program number. In this case, a message indicating that a fatal error occurs is displayed on the conversational macro screen. (For details, see Section 4.6, "FATAL ERROR.")
- 2 If the conversational macro screen is displayed when the value of the conversational macro execution control variable (#8500) is 0, only O numbers, N numbers, status information, and soft keys are displayed.

- Initial screen at power-on



When bit 5 (DAUX) of compile parameter No. 9002 is set to 1, the conversational macro function is executed at power-on.

NOTE

If P-CODE programs are installed on multiple paths, and bit 5 (DAUX) of compile parameter No. 9002 for a P-CODE is set to 1, this function is enabled.

Termination

Terminate execution of the conversational macro function using one of the following methods:

- (1) Press a function key (such as  or ) on the MDI panel.
- (2) Set the control variable for executing a conversational macro (#8500) to 0.
- (3) Screen switching request based on the screen control variable (#8510)
- (4) Screen switching request from the system due to an alarm or another event

In the event of a factor to terminate execution of the conversational macro function, in the case of (1), the screen switches to the selected one.

in the case of (2), only O numbers/N numbers/status display/soft keys are shown.

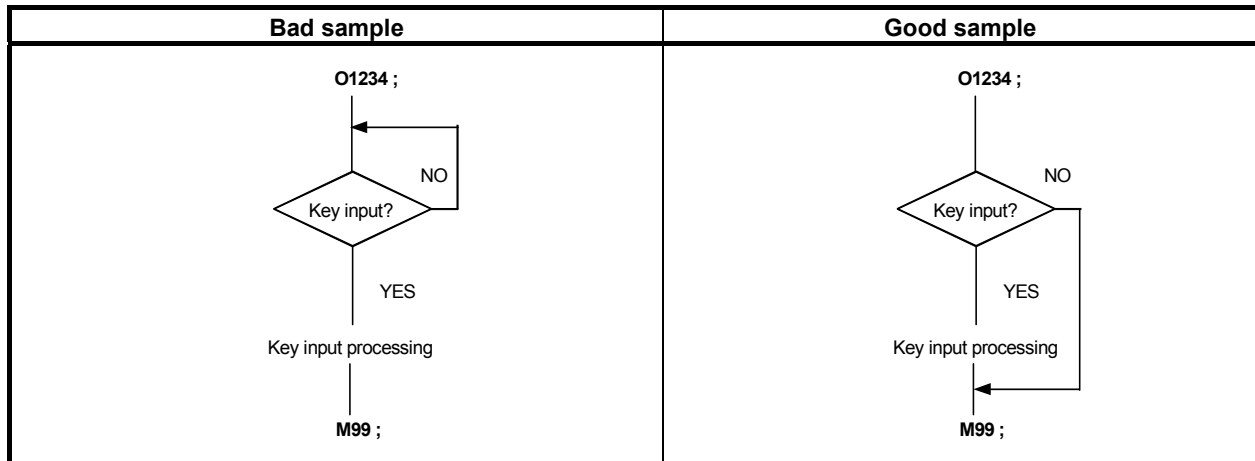
in the case of (3), the screen switches to the one specified with variable #8510.

in the case of (4), the screen switches to the one requested by the system.

The timing for determining whether a cause for ending the execution of the conversational macro function has occurred depends on the setting of bit 3 (TM99) of compile parameter No. 9160 as described below.

- When bit 3 (TM99) of compile parameter No. 9160 is set to 0
When the block being executed ends, whether a cause for ending the execution of the conversational macro function has occurred is determined.
In this case, execution of the main program is not continued until the program end instruction (execution control code M99/M99Pp) but the screen is switched immediately.

- When bit 3 (TM99) of compile parameter No. 9160 is set to 1
When the program end instruction (execution control code M99/M99Pp) in the main program of the conversational macro is executed, whether a cause for ending the execution of the conversational macro function has occurred is determined.
In this case, the execution of the program end instruction (execution control code M99/M99Pp) of the main program is used for determination. So, care needs to be used in programming.
If the written program is like the following bad sample program, the screen cannot be switched to another screen and the system enters the hang-up state.



When programming a conversational macro, always specify M99 in the same way as for a PMC ladder program to create a program which returns to the beginning of the main program. Alternatively, specify M99Pp to create a cyclic program which returns to the sequence number specified for M99Pp.
For the above reasons, do not program a conversational macro in which the GOTO command causes a branch in the backward direction.

NOTE

If a main program such as those described below must be executed until the end of the program (M99/M99Pp), set bit 3 (TM99) of compile parameter No. 9160 to 1.



- Program that must always close a reader/puncher interface, memory card, and so on.
- Program in which the variable value set in a conversational macro is expected by an auxiliary macro.

- Forced termination

To recover from the hang-up state, execution of the conversational macro function can forcibly be terminated.

By setting bit 2 (AFT) of parameter No. 9036 to 1, the execution of the auxiliary macro function can be terminated forcibly together with the conversational macro function. For details, see Section 4.2, "AUXILIARY MACRO FUNCTION".

- Procedure

If the system enters the hang-up state, simultaneously press  and .

NOTE

Recovery from the hang-up state is not always guaranteed. Carefully program a conversational macro.

4.1.2 Command

Commands that can be used

Macro statements and NC statements (special G code commands) can be written in conversational macros as in the case of CNC part programs.

Macro statements can have commands and macro variables similar to those for custom macros. Macro variables include local variables, common variables, and P-CODE variables. In addition, the macro executor function is available. This function can read keys, display screens, and perform other processing. NC statements in conversational macros cannot execute NC statements for the CNC operation. If any are specified, they are ignored. NC statements in conversational macros differ from NC statements in the meaning of addresses and in usage.

For details, see Chapter 5, "Macro Variables," and Chapter 6, "MACRO EXECUTOR FUNCTION."

CAUTION


Carefully use system variables #3000, #3003, #3004, and #3006 because they affect automatic operation.

Commands that cannot be used

The following custom macro commands cannot be used, among others:

- (1) Modal call and macro call using a G, M, T, H, D, or S code or axis address
- (2) Subprogram call using an M, S, or T code, M code in the specified range, second auxiliary function code, or specific code
- (3) External output commands BPRNT, DPRNT, POPEN, and PCLOS

4.2 AUXILIARY MACRO FUNCTION

The conversational macro function is executed using function key , but the auxiliary macro function does not need such an operation or command. After power-on, the auxiliary macro function starts execution immediately.

This function is executed at a level lower than that of automatic operation processing. This function is independent of the operation mode or automatic operation status.

Caution

CAUTION

- 1 The auxiliary macro function is executed at a level lower than that of CNC operation processing. Therefore, execution of the auxiliary macro function does not affect the speed of CNC operation processing, but the speed at which the auxiliary macro function is executed may become low during CNC operation. So, the auxiliary macro function is not suitable for machine control that requires cyclic operation or speedy processing.

- Example

There is no guarantee that modal information of all blocks can be read surely even if the following commands of reading modal information is programmed in auxiliary macro.

- #101=#4314; Modal information on the block currently being executed (sequence number)
- #102=#4201; Modal information on the block currently being executed (G code group 1)
- #103=#4203; Modal information on the block currently being executed (G code group 3)

- 2 The auxiliary macro function cannot execute any NC statement for CNC operation.

4.2.1 Execution and Termination

Execution

After power-on, the auxiliary macro function is always executed.

Which P-CODE is executed on each path is set in parameter No. 9050.

After the auxiliary macro function enters the constant execution state, it executes the auxiliary macro main program with the value of the control variable for executing an auxiliary macro (#8530) as the program number. When the power is turned on, the value of compile parameter No. 9039 is set for the control variable for executing an auxiliary macro (#8530).

NOTE

During reader/punch interface control using an auxiliary macro, the screen may not be switched to another screen.

An error may occur and execution may not be able to be continued. Such an error includes the case where no P-CODE macro is found as the auxiliary macro with the value of the control variable for executing an auxiliary macro (#8530) as the program number. In this case, a message indicating that a fatal error occurs is displayed on the conversational macro screen. (For details, see Section 4.6, "Fatal Error.")

Termination



The auxiliary macro function does not terminate because it is always executed. Setting the control variable for executing an auxiliary macro (#8530) to 0 places the auxiliary macro function in the wait state when a program end command (execution control code M99 or M99Pp) in the main program is executed. The function remains in the wait state until a program number is set for the control variable for executing an auxiliary macro (#8530) again.

A program must be created to be cyclic just like a conversational macro.

- Forced termination

By setting bit 2 (AFT) of parameter No. 9036 to 1, the execution of the auxiliary macro function can be terminated forcibly together with the conversational macro function. At this time, the auxiliary macro function of all paths is terminated forcibly and the auxiliary macro execution control variable (#8530) is set to 0. For reexecution of the auxiliary macro function, set the auxiliary macro main program number in #8530 on a screen such as the P code variable screen.

- Procedure

Simultaneously press  and .

NOTE

Recovery from the hang-up state is not always guaranteed. Carefully program a auxiliary macro.

**CAUTION**

Usually, set bit 2 (AFT) of parameter No. 9036 to 0 to prevent the auxiliary macro function from being terminated by an erroneous forced termination operation.

4.2.2 Command

Commands that can be used

A main difference between the conversational macro function and auxiliary macro function is that the control codes for the macro executor function that are related to key reading and screen display are not available for the auxiliary macro function.

NC statements in auxiliary macros cannot execute NC statements for the CNC operation. If any are specified, they are ignored. NC statements in auxiliary macros differ from NC statements for the CNC operation in the meaning of addresses and in usage.

For details, see Chapter 5, "Macro Variables," and Chapter 6, "Macro Executor Functions."

**CAUTION**

Carefully use system variables #3000, #3003, #3004, and #3006 because they affect automatic operation.

Commands that cannot be used

The following custom macro commands cannot be used, among others:

- (1) Modal call and macro call using a G, M, T, H, D, or S code or axis address
- (2) Subprogram call using an M, S, or T code, M code in the specified range, second auxiliary function code, or specific code
- (3) External output commands BPRNT, DPRNT, POPEN, and PCLOS

4.2.3 Execution Cycle

Whether an auxiliary macro is executed depends on whether a conversational macro is executed.

When a conversational macro is executed

- **Sequential execution (when bit 1 (SEP) of parameter No. 9033 is set to 0)**

Auxiliary macro and conversational macro are sequentially executed.

Each macro is continuously executed until the main program end instruction (execution control code M99/M99Pp) is executed. When a main program run ends, control is transferred to another macro.

NOTE

The execution times of an auxiliary macro and conversational macro affect each other. For example, if the size of the auxiliary macro (the number of blocks to be executed) increases, the conversational macro cannot be executed until the M99 block of the auxiliary macro is executed. Until that time, the display of the conversational macro stops.

- **Parallel execution (when bit 1 (SEP) of parameter No. 9033 is set to 1)**

Unlike sequential execution, an auxiliary macro and conversational macro are executed in parallel.

Auxiliary macro blocks as many as set in parameter No. 9066 are executed each time. A conversational macro is continuously executed, regardless of the state of the auxiliary macro. So, the execution times of an auxiliary macro and conversational macro affect each other less in parallel execution than in sequential execution.

**CAUTION**

The conversational macro is not synchronized with the auxiliary macro in the parallel execution mode. When the same macro variable or macro executor function is to be used, program the conversational macro and auxiliary macro so that no competition will occur.

When no conversational macro is executed (when the conversational macro screen is not displayed)

The auxiliary macro is repeatedly executed.

Blocks as many as set in parameter No. 9066 are executed each time, regardless of the setting of bit 1 (SEP) of parameter No. 9033.

Number of auxiliary macro blocks executed

Number of auxiliary macro blocks executed	
When the conversational macro screen is displayed and sequential execution is specified (bit 1 (SEP) of parameter No. 9033 is set to 0)	The main program is executed until the end (M99).
When a screen other than the conversational macro screen is displayed or parallel execution is specified (bit 1 (SEP) of parameter No. 9033 is set to 1)	Blocks as many as set in parameter No. 9066 are executed. When the value of parameter No. 9066 is 0 or less, 100 blocks are executed.

Diagnosis data

Diagnosis 1494

Number of blocks in executed by an auxiliary macro

[Data type] 2-word

[Unit of data] Block

Displays the number of blocks executed by an auxiliary macro per 1024 ms.

It provides an indication of the actual processing speed of auxiliary macros.

Caution

**CAUTION**

Execution of the auxiliary macro is affected by the CNC operation processing time because the auxiliary macro is executed at a level lower than that of CNC operation processing. For this reason, the specified intervals are not guaranteed. If the number of execution blocks in the auxiliary macro is increased and the processing time becomes longer, the screen may be displayed slowly.

4.3 EXECUTION CONTROL CODE

The following control codes are available for controlling execution.

These control codes can be specified in conversational macros and auxiliary macros.

G65 : Macro call

M98: Subprogram call

M99: Program end

Macro call (G65)**- Format****G65 Pp <argument-specification> ;**

P : Program number of a P-CODE macro to be called

L : Repetition count (1 by default)

argument : Data to be passed to the P-CODE macro. (Argument specifications I and II are available.)

Specify G65 before any argument.

Macro calls can be nested to a depth of fifteen levels including only macro calls or to a depth of fifteen levels including subprogram calls and macro calls.

Subprogram call (M98)**- Format****M98 Pp ;**

P : Program number of a P-CODE macro to be called

L : Repetition count (1 by default)

Subprogram calls can be nested to a depth of fifteen levels including only subprogram calls or to a depth of fifteen levels including subprogram calls and macro calls.

Program end (M99<Pp>)**- Format****M99 <Pp> ;**

P : Sequence number of the calling P-CODE macro

(By default, control is returned to the block following the call command in the calling macro.)

- M99<Pp> command in the conversational macro main program

Always specify M99<Pp> at the end of the main program.

M99<Pp> in the main program is a special command unlike subprogram end.

When M99<Pp> is executed in the main program, execution of the conversational macro temporarily terminates. Then, the following processing is performed:

- 1 Determines whether to terminate the conversational macro function.
When the conversational macro function is executed again after terminated, executes the conversational macro specified by the control variable for executing a conversational macro (#8500) from the beginning regardless of the <Pp> specification.
- 2 When the value of the control variable for executing a conversational macro (#8500) is changed, erases both character and graphic displays, then executes the new conversational macro. When the value is not changed, repeatedly executes the same macro without erasing both character and graphic displays. When <Pp> is specified, starts execution from the block with the sequence number specified by p.
- 3 Initializes the local variables to <null>.

- M99<Pp> command in the auxiliary macro main program

Always specify M99<Pp> at the end of the main program.

M99<Pp> in the main program is a special command unlike subprogram end.

When M99<Pp> is executed in the main program, execution of the auxiliary macro temporarily terminates. Then, the following processing is performed:

- 1 Checks whether the value of the control variable for executing an auxiliary macro (#8530) is 0.
When the value is 0, places the auxiliary macro function in the wait state.

When the program number of an auxiliary macro is set for the control variable for executing an auxiliary macro (#8530) again, executes the specified auxiliary macro from the beginning regardless of the <Pp> specification.


- 2 When the value of the control variable for executing an auxiliary macro (#8530) is changed, executes the new auxiliary macro. When the value is not changed, repeatedly executes the same auxiliary macro. When <Pp> is specified, starts execution from the block with the sequence number specified by p.
- 3 Initializes the local variables to <null>.

4.4 EXECUTION CONTROL VARIABLES (#8500, #8550, #8551, AND #8530)

Control variable for executing a conversational macro (#8500, #8550, and #8551)

For conversational macro execution, three screens are available.

Conversational macro screen	Conversational macro execution control variable
Conversational macro screen 1 (User screen 1)	#8500
Conversational macro screen 2 (User screen 3)	#8550
Conversational macro screen 3 (User screen 3)	#8551

Each time the function key  is pressed, screen display sequentially switches from one screen to another. A conversational macro program to be executed is selected according to the value of the conversational macro execution control variable corresponding to a selected screen.

The conversational macro control variables are initialized to the values set in compile parameter Nos. 9038, 9040, and 9041 when the power is turned on.

A conversational macro program to be executed can be changed by rewriting the conversational macro execution control variable. If a conversational macro execution control variable is rewritten, the character display and graphic display are erased and initialized after execution of the program end instruction (M99 block) of the main program of the conversational macro program being executed then a new conversational macro program is executed.

If 0 is set in a conversational macro execution control variable, the screen display returns to the screen displayed before selection of the conversational macro screen.

If the value of a conversational macro execution control variable remains unchanged, the same conversational macro program is executed repeatedly. In this case, character display and graphic display are not erased and initialized.

Control variable for executing an auxiliary macro (#8530)

This control variable sets the main program number of an auxiliary macro.

The auxiliary macro execution control variable #8530 is initialized to the value set in compile parameter No. 9039 when the power is turned on.

By rewriting the auxiliary macro execution control variable #8530, the auxiliary macro program to be executed can be changed. If the auxiliary macro execution control variable #8530 is rewritten, the program end instruction (M99 block) of the main program of the auxiliary macro program being executed is executed, then a new auxiliary macro program is executed. If the auxiliary macro execution control variable #8530 is not rewritten, the same auxiliary macro program is executed repeatedly.

If 0 is set in the auxiliary macro execution control variable #8530, the execution of the auxiliary macro program ends after the program end instruction (M99 block) of the main program of the auxiliary macro program is executed.

4.5 COMMON CONVERSATIONAL MACRO FUNCTION

When the multi-path control function is used, the conversational macro function of the first path can be executed, regardless of the path selection made by the path selection signal and the setting of parameter No. 9049, by setting bit 0 (TTDSP) of compile parameter No. 9007 to 1.

In this case, the O/N display, status display, variables used, and all macro executor functions usable with a conversational macro become identical to those used with the first path.

When bit 0 (TTDSP) of compile parameter No.9007 is set to 0;

- P-CODE macro with which a conversational macro is used
P-CODE file set in parameter No. 9049 of the path selected by the path selection signal
- O/N display and status display
The statuses of the programs of the path selected by the path selection signal are displayed.
- Used common variables, system variables, control variables, P-CODE variables, and so forth
The variables of the path selected by the path selection signal are used.
- All macro executor functions usable with a conversational macro
The functions of the path selected by the path selection signal are executed.

[Example]

See the description of the CNC parameters for the address function.

→ See the description of the parameters of the path selected by the path selection signal.

Relative axis coordinate read and preset function

→ Relative coordinates on the axes of the path selected by the path selection signal

When bit 0 (TTDSP) of compile parameter No.9007 is set to 1;

- P-CODE macro with which a conversational macro is used
P-CODE file set in parameter No. 9049 of the first path
- O/N display and status display
The statuses of the programs of the first path are displayed.
- Used common variables, system variables, control variables, P-CODE variables, and so forth
The variables of the first path are used.
- All macro executor functions usable with a conversational macro
Same as for the first path

[Example]

See the description of the CNC parameters for the address function.

→ See the description of the parameters of the first path.

Relative axis coordinate read and preset function

→ Relative coordinates on the axes of the first path

NOTE

The setting of bit 0 (TTDSP) of compile parameter No. 9007 contained in the P-CODE file that is set in parameter No. 9049 of the path selected by the path selection signal is valid.

Example

When parameter No. 9049 is set for each path as described below in a 4-path system where two P-CODE files are loaded

P-CODE1 file

P-CODE2 file

P-CODE_NUMBER=01

P-CODE_NUMBER=02

P9007=xxxxxxx0

P9007=xxxxxxx1

:

:

	Path 1	Path 2	Path 3	Path 4
Parameter No.9049 (P-CODE file number used)	1	2	0	1
Bit 0 (TTDSP) of compile parameter No.9007	0	1	Not used	0

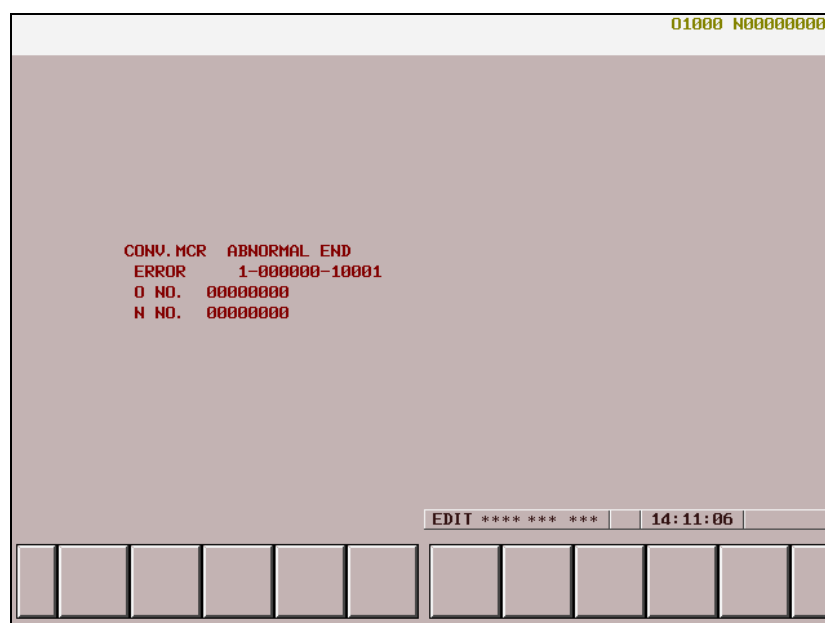


	Screen selected by the path selection screen			
	Path 1	Path 2	Path 3	Path 4
P-CODE macro with which a conversational macro is used	P-CODE1 file	P-CODE1 file	-	P-CODE1 file
O/N number and status display, path number display, etc.	1st path	1st path	Invalid screen	4th path
All variables used	1st path	1st path	Disabled	4th path
All conversational macro functions	1st path	1st path	Disabled	4th path

4.6 FATAL ERROR

An error may occur and execution may not be able to be continued during execution of a conversational macro or auxiliary macro. Such an error includes the case where a P-CODE macro program is not found. In this case, the screen is forcibly switched to the conversational macro screen and a message indicating that a fatal error occurred is displayed.

If such an error occurs during execution of an auxiliary macro, the control variable for executing an auxiliary macro (#8530) is preset to 0 and execution of the auxiliary macro is terminated.





The following items are displayed on the conversational macro screen:

- Name of the P-CODE macro in which a fatal error occurred
- Message "ABNORMAL END"
- Error information

a-bbbbbb-cccc

- a : 0: No error occurred.
1: An error occurred in a macro statement command.
2: An error occurred in an NC statement command.
- bbbbbb : • Variable number for a macro statement
(0 is displayed for other than a variable.)
• G code for an NC statement
- cccc : Error number
When no error occurred, 0 is displayed.
For details of the error, see Appendix A, "ERROR NO. LIST."
- Number of the program in which the error occurred
 - Sequence number for which the error occurred


Clearing the error information display screen




Error information display can be canceled by pressing function key  or  and terminating the conversational macro function.

NOTE

If an error occurs during execution of an auxiliary macro, the control variable for executing an auxiliary macro (#8530) is preset to 0. To restart execution of an auxiliary macro, set the program number for the control variable for executing an auxiliary macro (#8530).

4.7 DIFFERENCES FROM THE Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Conversational macro execution	If a conversational macro that has the value of the conversational macro execution control variable (#8500) as its program number is not found, no conversational macro is executed.	If an error that prevents execution from being continued occurs as in the case where a conversational macro that has the value of the conversational macro execution control variable (#8500) as its program number is not found, the conversational macro screen displays the occurrence of a fatal error (error number 10001).
If there is one conversational macro screen, the operation to be performed when the  key is pressed on the conversational macro screen.	Control returns to the beginning of the main program of the conversational macro again, and then the operation is executed. By setting bit 4 (CNCHG) of compile parameter No. 9006 to 1, the pressing of the key can be ignored and the operation can be executed continuously.	The pressing of the key is ignored. (Same situation when bit 4 (CNCHG) of compile parameter No. 9006 for Series 16i is set to 1.)

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Timing for determining whether a cause for ending the execution of the conversational macro function has occurred	When the program end instruction (execution control code M99/M99Pp) in the main program of the conversational macro is executed, whether a cause for ending the execution of the conversational macro function has occurred is determined.	<ul style="list-style-type: none"> - When bit 3 (TM99) of compile parameter No. 9160 is set to 0: When the block being executed ends, whether a cause for ending the execution of the conversational macro function has occurred is determined. Execution of the main program is not continued until the program end instruction (execution control code M99/M99Pp) but the screen is switched immediately. - When bit 3 (TM99) of compile parameter No. 9160 is set to 1: Same as for Series 16i
Auxiliary macro execution	An auxiliary macro that has the program number set in compile parameter No. 9039 is executed. (Unlike a conversational macro, programs to be executed cannot be controlled using a variable.)	The main program of an auxiliary macro that has the value of the auxiliary macro execution control variable (#8530) as its program number is executed. (As with a conversational macro, programs to be executed can be controlled using the variable.) When the power is turned on, the value of compile parameter No. 9039 is set in the auxiliary macro execution control variable (#8530).
	If a program that has the program number set in compile parameter No. 9039 is not found, no program is executed.	If an error that prevents execution from being continued occurs as in the case where an auxiliary macro that has the value of the auxiliary macro execution control variable (#8530) as its program number is not found, the conversational macro screen displays the occurrence of a fatal error.
Conversational macro and auxiliary macro execution cycle	Auxiliary macros and conversational macros are sequentially executed in this order. (Execution is switched by an M99 block.)	Auxiliary macros and conversational macros can be executed in parallel by switching each time blocks as many as the number set in parameter No. 9066 are executed. When bit 1 of parameter No. 9033 is set to 0, sequential execution is performed as with the Series 16i.
Forced termination of a conversational macro/auxiliary macro	Hold down the rightmost soft key [>] (continuous menu key) and the numeric key  on the MDI unit for about 10 seconds.	Press the  key and  key on the MDI unit simultaneously. To enable forced termination of an auxiliary macro, bit 2 (AFT) of parameter No. 9036 must be set to 1.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Alarm during conversational macro and auxiliary macro execution	If a conversational macro that has the value of #8500 as its program number is not found, no conversational macro is executed.	If a conversational macro that has the value of #8500 as its program number is not found, the conversational macro screen displays an error.
	If the GOTO destination N or N specified with G243P_ cannot be found, the alarm is ignored and the next block is executed.	If the GOTO destination N or N specified with G243P_ cannot be found, a message indicating that a fatal error occurs is displayed on the conversational macro screen (error number: 10002) and the conversational or auxiliary macro is stopped.
Execution control code	The execution control codes are M98 and M99. (G65 is not usable.)	The execution control codes are G65, M98, and M99.
Specification of repetition	Repetition cannot be specified using M98 used with a conversational macro/auxiliary macro.	Repetition can be specified using address L with G65/M98.
Nesting	4 levels of calls	15 levels of calls when macro calls and subprogram calls are combined
Local variables	Local variables cannot be used with a conversational macro/auxiliary macro.	Local variables can be used with a conversational macro/auxiliary macro.

5 MACRO VARIABLES

5.1 MACRO VARIABLE LIST

The following variables can be used in P-CODE macros.

Variable number	Type	Remarks	Conversational macro	Auxiliary macro	Execution macro
#1 to 33	Local variable	The local variables used in a conversational macro and those used in an auxiliary macro are independent of one another. The local variables used in an execution macro can also be used in a custom macro. If array-type variables are effective, no local variables can be used in conversational macros and auxiliary macros.	○	○	○
#1 to 99	Array-type variable	Array-type variables cannot be used if local variables are effective. (This applies to the array-type variables in conversational macros and auxiliary macros.)	○	○	×
#100 to 199	Volatile common variable	The same volatile common variable can be used in any of conversational macros, auxiliary macros, and execution macros. Using bits 0 (MV0) and 1 (MV1) of parameter No. 9034, it is possible to specify whether volatile common variables can also be used as custom macro common variables or they are to be used as independent P-CODE macro common variables.	○	○	○
#500 to 999	Nonvolatile common variable	The same nonvolatile common variable can be used in any of conversational macros, auxiliary macros, and execution macros. Using bits 2 (MV2) to 7 (MV7) of parameter No. 9034, it is possible to specify whether nonvolatile common variables can also be used as custom macro common variables or they are to be used as independent P-CODE macro common variables.	○	○	○
#1000 to 8499	Custom macro system variable	The variables used in custom macros can also be used as system variables.	○	○	○

Variable number	Type	Remarks	Conversational macro	Auxiliary macro	Execution macro
#8500 to 8999	P-CODE control variable	See the List of control variables in Chapter 6, "MACRO EXECUTOR FUNCTION".	○	○	○
#10000 to 19999	P-CODE variable	The same P-CODE variable can be used in any of conversational macros, auxiliary macros, and execution macros. The upper limit on the variable number is determined with bit 3 (EV2) of parameter No. 9033 and parameter No. 9053. * To use the variable as a custom macro system variable, use #110000 or larger.	○	○	○
#20000 to 89999	Extended P-CODE variable	The same extended P-CODE variable can be used in any of conversational macros, auxiliary macros, and execution macros. The upper limit on the variable number is determined with bit 4 (EVF) of parameter No. 9033 and parameter No. 9054. * To use the variable as a custom macro system variable, use #120000 or larger.	○	○	○
#99100 to 99199	Volatile custom macro common variable	The same variable can be used in any of conversational macros, auxiliary macros, and execution macros. (#99000 + Custom macro variable number)	○	○	○
#99500 to 99999	Nonvolatile custom macro common variable	The same variable can be used in any of conversational macros, auxiliary macros, and execution macros. (#99000 + Custom macro variable number)	○	○	○
#100000 to 199999	Custom macro system variable	Variables shared for custom macros are used. (#100000 + System variable number) When variable #8572 is set to 0: #100000 + Custom macro system variable number. (In this case, variables #100000 to #100999 cannot be used.) When variable #8572 is set to 1: Custom macro system variable #100000 and up	○	○	○

5.2 LOCAL VARIABLES (#1 TO #33) / ARRAY-TYPE VARIABLES (#1 TO #99)

Local variables can be used in any of conversational macros, auxiliary macros, and execution macros. The local variables used in an execution macro, those used in a conversational macro, and those used in an auxiliary macro are independent of one another. The local variables used in an execution macro can also be used in a custom macro.

NOTE

If array-type variables are effective, local variables are not effective in conversational macros and auxiliary macros.
In execution macros, local variables are effective regardless of whether array-type variables are effective or not.

If a P-CODE variable is to be referenced by a conversational macro or auxiliary macro as an array-type variable, an array-type variable (#1 to #99) can be used. See Section 6.12, "ARRAY-TYPE PROCESSING AND REFERENCING OF P-CODE VARIABLES" for details.

5.3 COMMON VARIABLES (#100 TO #199 AND #500 TO #999)

Common variables can be used in any of conversational macros, auxiliary macros, and execution macros, and the same common variable can be used in any of them. It is possible to specify whether to use common variables as custom macro common variables or use them as P-CODE macro common variables, independent of custom macro common variables. To do this, use bits 0 (MV0) to 7 (MV7) of parameter No. 9034.

NOTE

To make a parameter setting that use a custom macro common variable, an option for custom macro is required. If the parameters are set so that variables #150 to #199 and #550 to #999 are used as custom macro common variables, an option for additional custom macro common variables is required.

Variable protection

By setting variable numbers for the appropriate parameters in the same way as in custom macros, multiple common variables (#500 to #999) can be protected. The parameters used for the protection differ depending on whether P-CODE macro common variables are used or custom macro common variables are used.

NOTE

Parameters Nos. 9067 to 9068 are for P-CODE macro common variables.
Parameters Nos. 6031 to 6032 are for custom macro common variables.

Reset

P-CODE macro common variables are not cleared by a reset. By setting bit 4 (RSC) of parameter No. 9000 to 1, however, the P-CODE macro common variables #100 to #199 can be cleared to <null> by a reset.

NOTE

Bit 4 (RSC) of parameter No. 9000 is used for P-CODE macro common variables. The custom macro common variables #100 to #199 are not affected, regardless of the states of bits 0 (MV0) and 1 (MV1) of parameter No. 9034. The custom macro common variables #100 to #199 depend on bit 6 (CCV) of parameter No. 6001.

Caution



CAUTION

The same common variable can be used in any of conversational macros, auxiliary macros, and execution macros, but caution is necessary. If the common variable used in an execution macro and a user program is the same as the common variable used in a conversational macro and an auxiliary macro, writing may occur from the execution macro while writing is performed from the conversational macro or auxiliary macro because execution macros have a higher processing level than conversational macros and auxiliary macros, with the result that the values written by the execution macro may be overwritten by the remaining processing of the conversational macro or auxiliary macro. For this reason, make sure that the variables used in execution macros are different from those used in conversational macros and auxiliary macros.

Example

Bit 0 of #100 is used as the execution macro flag, and bit 1 of #100 is used as the auxiliary macro flag.

To set bit 0 to ON: #100=#100 OR 1

To set bit 1 to ON: #100=#100 OR 2

Execution macro

Auxiliary macro

```

:
#100 = #100 OR 1 ;
:
    
```

```

:
#100 = #100 OR 2 ;
:
    
```

Auxiliary macro



Execution macro



The value of #100 read at the start of auxiliary macro processing is written to #100 after auxiliary macro processing, so a value written during execution macro processing may be lost.



WARNING

Take care that you do not write the same variable (custom macro common variable or P-CODE macro common variable) with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

5.4 P-CODE VARIABLES (#10000 TO #19999)

P-CODE variables can be used in P-CODE macros.

P-CODE variables start with #10000, and the number of P-CODE variables that can be used is determined using the appropriate parameter.

It is possible to specify whether to use P-CODE variables as floating-point data variables or integer data variables, using the bit 3 (EV2) of parameter No. 9033.

Setting

1. Set the variable type for bit 3 (EV2) of parameter No. 9033.
2. Set the number of variables for parameter No. 9053.
When 1 is set in the parameter, one variable can be used.
The maximum value that can be set for this parameter is 10000.
If this parameter is 0, no P-CODE variables can be used.

- Caution on setting

The maximum value that can be set for parameter No. 9053 is 10000. The actual maximum value that can be set, however, depends on the free space of the backup memory.

To determine the free space of the backup memory, select "7.MACRO COMPILER UTILITY" → "1.USER FILE INFORMATION" from the menu on the IPL monitor screen to display the following, referring to Appendix, "STARTING OF THE IPL MONITOR," in the Maintenance Manual (B-64485EN). (For details, see Subsection 6.15.2, "Setup Procedure".)

CURRENT DATA :		
USER FILE AREA SIZE	=	xx
NUMBER OF USER FILE	=	xx
DATA AREA SIZE (BYTE)	=	xx
SRAM FREE	=	xx

The value displayed next to "SRAM FREE" × 512 bytes is the free space of the backup memory. From the free space of the backup memory and the size to be used, decide on the setting of parameter No. 9053.

The relationship between the setting of parameter No. 9053 and the size used is as follows:

For floating-point data (bit 3 (EV2) of parameter No.9033 is set to 0):

Parameter No.9053 × 8 bytes

For integer data (bit 3 (EV2) of parameter No.9033 is set to 1):

Parameter No.9053 × 2 bytes

NOTE

- 1 For integer data, a value in the range of -32768 to +32767 can be set in a variable. If the value has a fractional part, it is rounded off to the nearest integer number. A <null> representation is not possible. If a P-CODE variable of the integer data type appears in an <expression>, it is converted to floating-point data before the expression is evaluated.
- 2 P-CODE variables retain their values even after the power is turned off.
- 3 The free space of the backup memory must not be exceeded.
If a setting is made that exceeds the free space of the backup memory, "FILE ALLOCATION ERROR" appears at power-on and the system stops at the IPL monitor screen.
If this occurs, select "0.END IPL" to terminate the IPL monitor, and set parameter No. 9053 to a value that does not exceeds the free space of the backup memory.

⚠ WARNING

Take care that you do not write the same P-CODE variable with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

5.5 EXTENDED P-CODE VARIABLES (#20000 TO #89999)

Extended P-CODE variables can be used in P-CODE macros.

Extended P-CODE variables start with #20000, and the number of extended P-CODE variables that can be used is determined using the appropriate parameter.

It is possible to specify whether to use extended P-CODE variables as floating-point data variables or integer data variables, using the bit 4 (EVF) of parameter No. 9033.

Setting

1. Set the variable type for bit 4 (EVF) of parameter No. 9033.
2. Set the number of variables for parameter No. 9054.
When 1 is set in the parameter, one variable can be used.
The maximum number that can be set for this parameter is 70000.
If this parameter is 0, no extended P-CODE variables can be used.

- Caution on setting

The maximum value that can be set for parameter No. 9054 is 70000. The actual maximum value that can be set, however, depends on the free space of the backup memory.

To determine the free space of the backup memory, select "7.MACRO COMPILER UTILITY" → "1.USER FILE INFORMATION" from the menu on the IPL monitor screen to display the following, referring to Appendix, "STARTING OF THE IPL MONITOR," in the Maintenance Manual (B-64485EN). (For details, see Subsection 6.15.2, "Setup Procedure".)

CURRENT DATA :

USER FILE AREA SIZE	=	xx
NUMBER OF USER FILE	=	xx
DATA AREA SIZE (BYTE)	=	xx
SRAM FREE	=	xx

The value displayed next to "SRAM FREE" × 512 bytes is the free space of the backup memory. From the free space of the backup memory and the size to be used, decide on the setting of parameter No. 9054. The relationship between the setting of parameter No. 9054 and the size used is as follows:

For floating-point data (bit 4 (EVF) of parameter No.9033 is set to 0): Parameter No. 9054 × 8 bytes

For integer data (bit 4 (EVF) of parameter No.9033 is set to 1): Parameter No. 9054 × 2 bytes

NOTE

- 1 For integer data, a value in the range of -32768 to +32767 can be set in a variable. If the value has a fractional part, it is rounded off to the nearest integer number. A <null> representation is not possible. If an extended P-CODE variable of the integer data type appears in an <expression>, it is converted to floating-point data before the expression is evaluated.
- 2 Extended P-CODE variables retain their values even after the power is turned off.

NOTE

- 3 The free space of the backup memory must not be exceeded.
 If a setting is made that exceeds the free space of the backup memory, "FILE ALLOCATION ERROR" appears at power-on and the system stops at the IPL monitor screen.
 If this occurs, select "0.END IPL" to terminate the IPL monitor, and set parameter No. 9054 to a value that does not exceeds the free space of the backup memory.

**WARNING**

Take care that you do not write the same extended P-CODE variable with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

5.6 P-CODE VARIABLES/EXTENDED P-CODE VARIABLES IN THE MULTI-PATH CONTROL SYSTEM

When P-CODE programs are installed on multiple paths, whether to use the variables of each path or to use the P-CODE variables (#10000 and up) and extended P-CODE variables (#20000 and up) of a specified path number can be chosen.

Setting

Parameter No. 9051

- =0 : The P-CODE variables (#10000 and up) of each path are used.
- =1 to 10 : The P-CODE variables (#10000 and up) of a specified path are used.

Parameter No. 9052

- =0 : The extended P-CODE variables (#20000 and up) of each path are used.
- =1 to 10 : The extended P-CODE variables (#20000 and up) of a specified path are used.

5.6.1 Writing and Reading P-CODE Variables/Extended P-CODE Variables between Paths

The P-CODE variables (#10000 and up) and extended P-CODE variables (#20000 and up) of a specified path can be read and written.

Read**- Format**

G316 Pp Dd Ll;

- P : Variable number of the local path
- D : Variable number of the remote path
(P-CODE variable #10000 to #19999 or extended P-CODE variable #20000 to #89999)
- L : Remote path number (1 to 10) *Omissible

* When L is omitted, the remote path is determined as follows:

- Local path = 1: The remote path is fixed at 2.
- Local path = Other than 1: The remote path is fixed at 1.

The value of variable number #d of remote path number #l is read into variable number #p of the local path.

Example

G316 P10000 D20000 L3;

The data of variable number #20000 of path number 3 is read into variable number #10000 of the local path.

Write**- Format**

G316 Dd Qq Ll;

Q : Variable number of the local path

D : Variable number of the remote path

L : Remote path number (1 to 10) *Omissible

* When L is omitted, the remote path is determined as follows:

Local path = 1: The remote path is fixed at 2.

Local path = Other than 1: The remote path is fixed at 1.

The value of variable number #q of the local path is written into variable number #d of remote path number 1.

Example

G316 Q10000 D20000 L3;

The value of variable number #10000 of the local path is written into variable number #20000 of remote path number 3.

5.7 CUSTOM MACRO COMMON VARIABLES (#99100 TO #99999)

Using numbers #99100 to #99999, it is possible to write and read values to and from custom macro common variables (#100 to #199 and #500 to #999) from conversational macros, auxiliary macros, and execution macros.

The number of the variable to be written and read plus 99000 is the number to be used.

#99100 corresponds to variable #100.

:

#99199 corresponds to variable #199.

#99500 corresponds to variable #500.

:

#99999 corresponds to variable #999.

NOTE

If the option for additional custom macro common variables is not attached, it is possible to write and read values from only variables #100 to #149 and #500 to #549.

**WARNING**

Take care that you do not write the same custom macro common variable with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

5.8 CUSTOM MACRO SYSTEM VARIABLES (#1000 AND UP, #10000 AND UP, #100000 AND UP)

All system variables that can be used in custom macros can be used in execution macros, conversational macros, and auxiliary macros.

However, #10000 to #19999 are used as P-CODE variables, and #20000 to #89999 are used as extended P-CODE variables. If any of custom macro system variables #10000 to #89999 has a duplicate number, 100000 is added to its variable number when it is read or written.

If any of custom macro system variable #100000 and up has a duplicate number, it is selected by using control variable #8572 whether it should correspond to variable #10000 and up or directly to #100000 and up.

Control variable #8572

=0 : Variables #10000 to #189999 are treated as custom macro system variables #10000 to #89999.
(Specify them with custom macro system variable numbers + 100000.)

=1 : They are treated directly as variable number #100000 and up.
(Specify them with custom macro system variable numbers.)

Specified number	#8572=0	#8572=1
1000 to 8499	#1000 to #8499 (custom macro system variables)	#1000 to #8499 (custom macro system variables)
10000 to 89999	#10000 to #89999 (P-CODE variables)	#10000 to #89999 (P-CODE variables)
99100 to 99999	Correspond to custom macro common variables #100 to #999.	Correspond to custom macro common variables #100 to #999.
100000 and up	Correspond to custom macro system variables whose variable number is equal to the specified variable number minus 100000. (#101000 to #189999 correspond to system variables #1000 to #89999.)	Correspond to custom macro common variables #100000 or larger. * If wishing to use custom macro system variables #10000 to #89999, set variable #8572 to 0.

Refer to FANUC Series 30i/31i/32i-MODEL A or FANUC Series 30i/31i/32i-MODEL B OPERATOR'S MANUAL/ FANUC Series 35i-MODEL B OPERATOR'S MANUAL/ FANUC Series 0i-MODEL F OPERATOR'S MANUAL/ FANUC Power Motion i-MODEL A for details of system variables.

Example

#8572=0 → Variable #100000 and up correspond to system variable numbers minus 100000.

#100=#10001 → P-CODE variable #10001 is assigned to #100.

#101=#110001 → The tool offset value of No. 1 is assigned to #101 (equivalent to custom macro system variable #10001).

#8572=1 → Variables #100000 and up correspond directly to system variables.

#100=#10001 → P-CODE variable #10001 is assigned to #100.

#101=#100001 → The end point position of the previous block (workpiece coordinate system) is assigned to #101.

5.8.1 Writing and Reading the System Variables of Other Paths

By specifying the path number in the high-order 8th and 9th digit positions of a system variable number, it is possible to read or write the system variable of the specified path.

While this operation is available for any type of macro (execution, conversational, and auxiliary), it is not possible to read or write the system variable of a path for which the use of the relevant P-CODE is disabled (set to 0) in the corresponding parameters Nos. 9048 to 9050.

For information about the variables that can be read and written, see the list of readable and writable variables.

Format

#ppxxxxxx

pp : Path number

Omitted	=	Local path (*)
1	=	1st path
:	=	:
10	=	10th path

(*) If the path number is omitted, the result is the same as with the normal system variable command (e.g., #5021 to #5040 or #100051 to #100100).

xxxxxxx : System variable number (1000 and up, 100000 and up ^{Note})

NOTE

If wishing to write and read system variable #100000 and up, set variable #8572 to 1.

#8572

=0: Variables #110000 to #120000 are treated as custom macro system variables #10000 to #20000.

(Specify them with custom macro system variable numbers + 100000.)

=1: They are treated directly as variable numbers #100000 and up.

(Specify them with custom macro system variable numbers.)

Example

1st path machine coordinate value 2nd path machine coordinate value

X1123.456 X2-123.456

Y145.670 Z278.900

Z1345.789 C245.000

In this case, if #100=#5023 is executed for the first path, the machine coordinate value 345.789 of the third axis of the local path is read in #100.

If #100=#20005023 is executed, the machine coordinate value 45.0 of the third axis of the second path is read in #100.

List of readable and writable variables

For details of the system variables, refer to the descriptions of the individual system variables in the FANUC Series 30i/31i/32i-MODEL A or FANUC Series 30i/31i/32i-MODEL B OPERATOR'S MANUAL/ FANUC Series 35i-MODEL B OPERATOR'S MANUAL/ FANUC Series 0i-MODEL F OPERATOR'S MANUAL/ FANUC Power Motion i-MODEL A OPERATOR'S MANUAL..

System variable number	Attribute	Description
#2001 to #2999	R/W	Tool compensation value

System variable number	Attribute	Description
#10001 to #19999		Note) Since #10000 to #19999 are P-CODE variables, they are read and written as #110000 to #119999. (#8572 is set to 0.)
#5001 to #5020 #100001 to #100050	R	End point position of the previous block (workpiece coordinate system) Note) #100001 to #100050 are used when #8572 is set to 1.
#5021 to #5040 #100051 to #100100	R	Specified current position (machine coordinate system) Note) #100051 to #100100 are used when #8572 is set to 1.
#5041 to #5060 #100101 to #100150	R	Specified current position (workpiece coordinate system) Note) #100101 to #100150 are used when #8572 is set to 1.

M

System variable number	Attribute	Description
#5081 to #5100 #100201 to #100250	R	Tool length offset value in the currently executed block Note) #100201 to #100250 are used when #8572 is set to 1.

T

System variable number	Attribute	Description
#5081 to #5083 #5121 to #5123	R	Tool offset value in the currently executed block

NOTE

- 1 If a path number out of the range is specified, one of the following occurs:
Execution macro : Alarm PS0115 is generated.
Conversational/Auxiliary macro : The command is ignored.
- 2 A variable cannot be specified by its name.
- 3 If wishing to write and read system variable #100000 and up, set variable #8572 to 1.
- 4 To write and read data on the 10th path, set bit 0 (F16) of parameter No. 6008 to 0. If bit 0 (F16) of parameter No. 6008 is set to 1, operation precision is up to eight digits. Thus, if an operation command such as #100=#[100005000+#1] is issued to write and read the data on the 10th path, operation may not be performed correctly.

5.8.2 P-CODE Macro UI/UO Separation Function

It is possible to use different signals in P-CODE macros from those used in user programs, as interface input signals, which can be read from custom macro system variables #1000 to #1015, #1032, #1110 to #1115, and #1132, and interface output signals to be sent.

By setting bit 3 (EUI) of parameter No. 9035 to 1, the signals written and read to and from system variables in P-CODE macros (conversational macros, auxiliary macros, and execution macros) become the following interface signals.

NOTE

If this function is used, the UI/UO signals in user programs (other than P-CODE macros) are ordinary interface signals.

- Variables #1000 to #1015 and #1032

By reading custom macro system variables #1000 to #1015 and #1032, the states of the input signals for P-CODE macros can be determined.

- Variables #1100 to #1115 and #1132

By using custom macro system variables #1100 to #1115 and #1132, the output signals for P-CODE macros can be read and written.

- Input signals for P-CODE macros EUI00 to EUI15 <G082 to G083>

[Classification] Input signal

[Function] The control unit is not provided with any related function. These signals can be read by a P-CODE macro, as a kind of custom macro system variable, and are used as interfaces between the P-CODE macro and the PMC. They correspond to custom macro system variables, as follows:

Signal	Number of signals	Variable	Value correspondence
EUI00	1	#1000	"0" corresponds to 0 and "1" to 1.
EUI01	1	#1001	
EUI02	1	#1002	
EUI03	1	#1003	
:	:	:	
EUI14	1	#1014	
EUI15	1	#1015	16-bit binary code
EUI00 to EUI15	16	#1032	

These custom macro system variables cannot be used on the left side of an assignment statement.

- Output signals for P-CODE macros EUO00 to EUO15 <F084 to F085>

[Classification] Output signal

[Function] The control unit is not provided with any related function. These signals can be read and written by a P-CODE macro, as a kind of custom macro system variable, and are used as interfaces between the P-CODE macro and the PMC. They correspond to custom macro system variables, as follows:

Signal	Number of signals	Variable	Value correspondence
EUO00	1	#1100	"0" corresponds to 0 and "1" to 1.
EUO01	1	#1101	
EUO02	1	#1102	
EUO03	1	#1103	
:	:	:	
EUO14	1	#1114	
EUO15	1	#1115	16-bit binary code
EUO00 to EUO15	16	#1132	

These custom macro system variables can be used on both the right and left sides of an assignment statement.

When a system variable is used on the right side of an assignment statement, the value stored (sent) when the variable was last used on the left side of an assignment statement is assumed.

- Signal addresses

	#7	#6	#5	#4	#3	#2	#1	#0
G082	EUI07	EUI06	EUI05	EUI04	EUI03	EUI02	EUI01	EUI00
G083	EUI15	EUI14	EUI13	EUI12	EUI11	EUI10	EUI09	EUI08

	#7	#6	#5	#4	#3	#2	#1	#0
F084	EUO07	EUO06	EUO05	EUO04	EUO03	EUO02	EUO01	EUO00
F085	EUO15	EUO14	EUO13	EUO13	EUO11	EUO10	EUO09	EUO008

5.8.3 Caution

CAUTION

It is possible to specify custom macro system variables #3000, #3003, #3004, and #3006 from conversational macros and auxiliary macros. Use great caution when specifying the variables because they affect automatic operation.

Displaying an alarm message using variable #3000

Specifying variable #3000 from a conversational macro or auxiliary macro places the CNC in the alarm state. On the alarm message screen, the number of the specified macro alarm is displayed along with the message. Placing the CNC in the alarm state causes automatic operation to stop.

Specifying the variable from an execution macro has the same effect as specifying it from a user program.

- Caution

CAUTION

Specifying variable #3000 from a conversational macro or auxiliary macro causes automatic operation to stop due to an alarm.

Displaying an operator message using variable #3006

Specifying variable #3006 from a conversational macro or auxiliary macro causes a message to be displayed on the external operator message screen and automatic operation to stop.

Specifying the variable from an execution macro has the same effect as specifying it from a custom macro program.

- NOTE

NOTE

Specifying variable #3006 from a conversational macro or auxiliary macro causes automatic operation to stop.

Judging machining simulation of MANUAL GUIDE *i* using variable #3010

If you want to prevent the macro executor program from running during machining simulation of MANUAL GUIDE *i*, change its processing according to the state of system variable #3010.

For details, refer to "FANUC MANUAL GUIDE *i* Common to Lathe System/Machining Center System OPERATOR'S MANUAL (B-63874EN)"

Writing a custom macro system variables

WARNING

Take care that you do not write the same data like tool compensation value with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

5.9 ARITHMETIC AND LOGIC OPERATION

Various operations can be performed on variables. Program an arithmetic and logic operation in the same way as for a general arithmetic expression.

#i=<expression>

<Expression>

The expression to the right of the arithmetic and logic operation contains constants and/or variables combined by a function or operator. Variables #j and #k below can be replaced with a constant. If a constant used in an expression has no decimal point, it is assumed to end with a decimal point.

Table 5.9 (a) Arithmetic and logic operation

Type of operation	Operation	Description
<1> Definition or replacement	#i=#j	Definition or replacement of a variable
<2> Addition-type operations	#i=#j+#k #i=#j-#k #i=#j OR #k #i=#j XOR #k	Addition Subtraction Logical OR (bit by bit of 32 bits) Exclusive OR (bit by bit of 32 bits)
<3> Multiplication-type operations	#i=#j*#k #i=#j/#k #i=#j AND #k #i=#j MOD #k	Multiplication Division Logical AND (bit by bit of 32 bits) Remainder (A remainder is obtained after #j and #k are rounded to their nearest whole numbers. When #j is a negative value, #i is assumed to be a negative value.)
<4> Functions	#i=SIN[#j] #i=COS[#j] #i=TAN[#j] #i=ASIN[#j] #i=ACOS[#j] #i=ATAN[#j] #i=ATAN[#j]/[#k] #i=ATAN[#j,#k] #i=SQRT[#j]	Sine (in degrees) Cosine (in degrees) Tangent (in degrees) Arc sine Arc cosine Arc tangent (one argument), ATN can also be used. Arc tangent (two arguments), ATN can also be used. Arc tangent (two arguments), ATN can also be used. Square root, SQR can also be used.
	#i=ABS[#j] #i=BIN[#j] #i=BCD[#j] #i=ROUND[#j] #i=FIX[#j] #i=FUP[#j] #i=LN[#j] #i=EXP[#j] #i=POW[#j,#k] #i=ADP[#j] #i=PRM[#j] #i=PRM[#j,#k] #i=PRM[#j]/[#j] #i=PRM[#j,#k]/[#j]	Absolute value Conversion from BCD to binary Conversion from binary to BCD Rounding off, RND can also be used. Rounding down to an integer Rounding up to an integer Natural logarithm Exponent using base e (2.718...) Power (#j to the #kth power) Addition of a decimal point Parameter reading (system common, path, or machine group parameter) Parameter reading (system common, path, or machine group parameter bit number specification) Parameter reading (axis or spindle parameter) Parameter reading (axis or spindle parameter bit number specification)

5.10 DIFFERENCES FROM THE Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Local variables	Local variables can be used with an execution macro only.	If array-type variables are invalid (#8518=0), local variables can be used even with conversational/auxiliary macros.
	The local variables used are different from those used with custom macros. So, even when an execution macro is called as a subprogram from a user program, the local variable level changes, and the calling local variable is not passed.	Local variables are assigned separately to execution/conversational/auxiliary macros. However, they are common to execution and custom macros. So, when a subprogram is called, the local variable level does not change, and the calling local variable is passed. (However, if bit 3 (LCLLV) of compile parameter No. 9163 is set to 1, the local variable level changes and the calling local variable is not passed as with the Series 16i when an execution macro is called as a subprogram from a user program.)
Common variables	<ul style="list-style-type: none"> - Common variables that can be used are #100 to #149 and #500 to #531. In an execution macro, however, #150 to #199 and #532 to #999 can be used as custom macro common variables. - Common variables are shared among execution/conversational/auxiliary macros. They are separate from custom macro common variables (#100 to #149 and #500 to #531). 	<ul style="list-style-type: none"> - Common variables that can be used are #100 to #199 and #500 to #999. - Whether common variables are shared among execution/conversational/auxiliary macros, whether common variables are P-CODE macro common variables independent of custom macros, and whether common variables are custom macro common variables can be chosen using bits 0 to 7 (MV0 to MV7) of parameter No. 9034
	Common variables cannot be protected.	As with custom macros, multiple common variables can be protected.
P-CODE variables	P-CODE variables are used as variables for floating-point data.	Whether P-CODE variables are used as variables for floating-point data or for integer data can be chosen.
	The number of variables is set in a compile parameter. When 1 is set, 100 variables can be used.	The number of variables is set in parameter No. 9053. When 1 is set, 1 variables can be used.
Extended P-CODE variables	The number of variables is set in a compile parameter. When 1 is set, 12 variables for floating-point data or 30 variables for integer data can be used.	The number of variables is set in parameter No. 9054, regardless of the data format. When 1 is set, one variable can be used.
	Program memory is used.	Program memory is not used because a dedicated area is used.
P-CODE variables / extended P-CODE variables between paths	<ul style="list-style-type: none"> - By setting bit 1 (TTVR1) of compile parameter No. 9007 to 1, it is possible to write and read the P-CODE variables of the first path in all paths. - By setting bit 2 (TTVR2) of compile parameter No. 9007 to 1, it is possible to write and read the extended P-CODE variables of the first path in all paths. 	<ul style="list-style-type: none"> - It can be selected using parameters Nos. 9051 and 9052 whether to use the P-CODE variables/extended P-CODE variables of each path should be used or those of a specified path number should be used. * If wishing to use the same variables in multiple paths, set the same value in parameter No. 9051 for P-CODE variables and in parameter No. 9052 for extended P-CODE variables.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Variable display	Variables cannot be input or output.	Execution, conversational, and auxiliary macros have their respective variable screens. (Variables other than local variables and control variables are actually common to execution, conversational, and auxiliary macros.) Common variables, P-CODE variables, and extended P-CODE variables can be input and output. For details, see Chapter 8, "Operation".
P-CODE macro UI/UO separation function	To use input/output signals for P-CODE macros EUI00 to EUI15 <G082 to G083> / EUO00 to EUO15 <F084 to F085>, set bit 0 (DIOC) of compile parameter No. 9006 to 1.	To use input/output signals for P-CODE macros EUI00 to EUI15 <G082 to G083> / EUO00 to EUO15 <F084 to F085>, set bit 3 (EUI) of parameter No. 9035 to 1.

6

MACRO EXECUTOR FUNCTION

List of macro executor functions, related G codes, and related control variables

Section	Function	Outline of function	Related G code	Related control variable	Conversational	Auxiliary	Execution
6.1	Screen display functions	Controls conversational macro screen display. (Control on character display, graphic display, cursor display, and so forth)	G202, G240, G242, G243, G244, G250, G01, G02, G03, G230, G249, G280, G390, G391, G392, G311, G300, G206, G204, G317, G319	#8509, #8510, #8571, #8555, #8556	○	△	×
6.2	Key input and data input control	Reads MDI key input states, input data values, and so forth.	—	#8501, #8502, #8503, #8504, #8508, #8552, #8549, #8533, #8561 to #8563	○	△	×
6.3	Specification of a PMC path in multi-path PMCs (#8603)	Enables specification of a PMC path using control variable #8603 in multi-path PMCs.	—	#8603	○	○	○
6.4	Address functions	Reads the data of PMC addresses or CNC parameter values.	—	—	○	○	○
6.5	PMC address reading/writing	Reads and writes the data of PMC addresses D, R, C, K, T, E, X, and Y.	G310	—	○	○	○
6.6	CNC data reading/writing	Reads parameters and setting parameters and reads and writes pitch error compensation data.	G314	—	○	○	×
6.7 6.8	Reader/punch interface / Memory card control	Exercises RS232C and memory card control.	G330 to G339	#8537 to #8539	○	○	×
6.9	CNC program referencing and writing, and program information reading	Registers, deletes, and modifies CNC part programs, and reads program information and background state.	G320 to G322 G325 to G329	#8520 to #8523 #8527 to #8529	○	○	×
6.10	Cutting Time and Distance Read and Preset Functions	Reads and presets cutting time and cutting distance.	—	#8553, #8554	○	○	×
6.11	Relative Coordinate Read and Preset Functions	Reads and presets relative coordinates.	G310	#8996 to #8999	○	○	○
6.12	Array-Type Processing and Referencing of P-CODE Variables	Controls processing of array-type variables or a variable string in handling of macro variables.	G315	#8511 to #8519	○	△	×
6.13	Torque Limit Override Control	Enables the torque limit override value to be changed to a specified value.	—	#8990 to #8993 #8621 to #8628	○	○	○
6.14	PMC axis control	Enables PMC controlled axes to be controlled through the PMC axis control interface.	G340, G341, G344, G345, G346, G348, G349, G350, G351	#8602	○	○	×

Section	Function	Outline of function	Related G code	Related control variable	Conversational	Auxiliary	Execution
6.15	File control	Creates and deletes files, and reads and writes data.	FGEN, FDEL, FOPEN, FCLOS, FREAD, FWRIT, FPSET	—	○	×	○
6.16	Axis-direction-by-axis-direction interlock function	Enables interlock in each axis direction, and enables a move axis and move direction on the rising edge of the SKIP signal.	—	#8600, #8607, #8601, #8608	○	○	×
6.17	Window Function	Enables alarm information, relative coordinates, run time, parts count, and system information such as system series and edition information to be referenced.	—	#8996 to #8999	○	○	×
6.18	Function for Searching Data Tables for Control Variables	Searches a data table consisting of sets made up by multiple successive control variables according to a specified condition. If a target control variable is found, the set number of the data table including that variable is returned.	G400	#8650 to #8655	○	○	×

○: Usable, △: Usable in some cases, ×: Not usable

NOTE

- 1 The G codes described in Section 6.1 cannot be executed with auxiliary macro functions.
- 2 G315, described in Section 6.12, is a G code that cannot be executed with auxiliary macro functions.
- 3 The G codes described in Section 6.14 requires the PMC axis control option.

Caution**CAUTION**

Even those functions that are usable in multiple P-CODE macros (conversational macros, auxiliary macros, and execution macros) must not be used simultaneously.

G code list

G code	Function	Modal / One-shot	Conversational	Auxiliary	Execution	Reference item
Screen display functions						
G01	Linear display	Modal	○	X	X	
G02	Circular display (CW)	Modal	○	X	X	
G03	Circular display (CCW)	Modal	○	X	X	
G202	Screen clear	One-shot	○	X	X	

G code	Function	Modal / One-shot	Conversational	Auxiliary	Execution	Reference item
G204	Rectangular display	One-shot	○	X	X	
G206	Filling	One-shot	○	X	X	
G230	Cursor (rectangular cursor) display	One-shot	○	X	X	
G240	Screen/graphic display color	One-shot	○	X	X	
G242	Graphic start point	Modal	○	X	X	
G243	Character display	Modal	○	X	X	
G244	Graphic line type command	One-shot	○	X	X	
G249	Graphic cursor function	One-shot	○	X	X	
G250	Command for display with background color	One-shot	○	X	X	
G280	Prompt statement display	One-shot	○	X	X	
G300	Rapid traverse drawing	Modal	○	X	X	
G311	Specification of rapid traverse rate for rapid traverse drawing	One-shot	○	X	X	
G317	Marking	One-shot	○	X	X	
G319	User-defined character registration	One-shot	○	○	X	
G390	Absolute mode specification	Modal	○	X	X	
G391	Incremental mode specification	Modal	○	X	X	
G392	Graphic coordinate system setting	One-shot	○	X	X	
CNC program referencing and writing						
G320	Program registration	One-shot	○	○	X	
G321	Program deletion	One-shot	○	○	X	
G322	Program condensing	One-shot	○	○	X	
G325	Block read	One-shot	○	○	X	
G326	Block write	One-shot	○	○	X	
G327	Block deletion	One-shot	○	○	X	
G328	Block read (characters)	One-shot	○	○	X	
G329	Block write (characters)	One-shot	○	○	X	
Reader/puncher interface / Memory card control						
G330	Line open	One-shot	○	○	X	
G331	Line close	One-shot	○	○	X	
G335	One-character read (reception)	One-shot	○	○	X	
G336	Write (transmission)	Modal	○	○	X	
G337	Variable data read (reception)	One-shot	○	○	X	
G338	Variable data write (transmission)	One-shot	○	○	X	
G339	FANUC CASSETTE control	One-shot	○	○	X	
PMC axis control						
G340	Rapid traverse command	One-shot	○	○	X	
G341	Cutting feed command	One-shot	○	○	X	
G344	Dwell command	One-shot	○	○	X	
G345	Reference position return command	One-shot	○	○	X	
G346	Auxiliary function command	One-shot	○	○	X	
G348	State signal read command	One-shot	○	○	X	
G349	Command signal write command	One-shot	○	○	X	
Other functions						
G310	Relative coordinate presetting	Modal	○	○	○	
G310	PMC data read/write	Modal	○	○	○	
G314	CNC data read/write	One-shot	○	○	X	
G315	Array-type data processing	One-shot	○	○	X	
G316	Inter-multi-path control variable read/write function	One-shot	○	○	X	
G400	Function for searching data tables for control variables	One-shot	○	○	X	

List of control variables

Variable No.	Function	Type	R/W	Conversational	Auxiliary	Execution
Variable related to macro variables						
#8572	Control of switching between system variables and P-CODE variables	Integer	R/W	○	○	○
Execution macro call masking function						
#8690	Execution macro call masking variable 1 (Axis address call masking)	Integer	R/W	○	○	○
#8691	Execution macro call masking variable 2 (Macro calls and subprogram calls with T codes)	Integer	R/W	○	○	○
Modal call function						
#8680	Modal call recognition variable	Integer	R/	○	○	○
P-CODE workpiece number search						
#8610	Program number	Integer	R/W	○	○	X
Execution control variable						
#8500	Conversational macro execution control variable 1 (User screen 1)	Integer	R/W	○	○	○
#8550	Conversational macro execution control variable 2 (User screen 2)	Integer	R/W	○	○	○
#8551	Conversational macro execution control variable 3 (User screen 3)	Integer	R/W	○	○	○
#8555	User help screen execution control variable	Integer	R/W	○	○	X
#8530	Auxiliary macro execution variable	Integer	R/W	○	○	○
Screen display control						
#8509	Character string registration program variable	Floating	R/W	○	○	X
#8510	Function screen control variable	Integer	R/W	○	○	X
#8571	Sub menu screen control variable	Integer	R/	○	○	X
#8556	User help screen control variable	Integer	R/W	○	○	X
Screen display identification						
#8681	Display device identification	Integer	R/	○	○	X
#8682	Identification of display with background color	Integer	R/	○	○	X
Graphic state reading						
#8800	Graphic state reading variable	Integer	R/	○	X	X
Cursor control						
#8505	Cursor control variable	Integer	R/W	○	○	X
#8506	Cursor X position control variable	Integer	R/W	○	○	X
#8507	Cursor Y position control variable	Integer	R/W	○	○	X
Key input and data input control						
#8501	Key input control variable	Integer	R/	○	X	X
#8502	Data input control variable	Floating	R/W	○	X	X
#8503	Numeric data variable	Floating	R/	○	X	X
#8504	Address data variable	Floating	R/	○	X	X
#8508	Character string input	Floating	R/	○	X	X
Key input line control						
#8561	Key input line display position X coordinate	Integer	R/W	○	○	X
#8562	Key input line display position Y coordinate	Integer	R/W	○	○	X
#8563	Allowable number of key input characters	Integer	R/W	○	○	X
Extended data input control variable						
#8552	Variable number setting	Floating	R/W	○	X	X
MDI key image reading function						
#8549	MDI key image reading	Integer	R/	○	○	X

Variable No.	Function	Type	R/W	Conversational	Auxiliary	Execution
#8533	MDI keyboard type reading	Integer	R/	○	○	X
Multi-path control						
#8531	Execution path number reading	Integer	R/	○	○	○
#8603	Specification of a PMC path in multi-path PMCs	Integer	R/W	○	○	○
Reader/puncher interface						
#8537	Completion code (auxiliary macro execution result)	Floating	R/	○	○	X
#8538	Completion code (conversational macro execution result)	Floating	R/	○	○	X
#8539	Completion code (common to auxiliary macros and conversational macros)	Floating	R/	○	○	X
Referencing and writing CNC programs						
#8520	Program number specification	Integer	R/W	○	○	X
#8521	Block number specification	Integer	R/W	○	○	X
#8522	Storage variable number specification	Integer	R/W	○	○	X
#8523	Variable number for specifying the number of decimal places	Integer	R/W	○	○	X
Program information read						
#8527	Number of registered programs	Integer	R/	○	○	X
#8528	Free CNC program memory space	Integer	R/	○	○	X
#8529	Completion number	Integer	R/	○	○	X
Cutting time and distance read and preset functions						
#8553	Reading and presetting the cutting time	Integer	R/W	○	○	X
#8554	Reading and presetting a cutting distance	Integer	R/W	○	○	X
Relative coordinate read and preset functions						
#8996	Completion code	Integer	R/	○	○	X
#8997	Intra-path controlled axis number	Integer	R/W	○	○	X
#8998	Relative coordinate read selection code	Integer	R/W	○	○	X
#8999	Relative coordinate data	Floating	R/	○	○	X
Array-type processing and referencing of P-CODE variables						
#8511	Source data	Floating	R/W	○	○	X
#8512	Source two-dimensional array number	Integer	R/W	○	○	X
#8513	Source three-dimensional array number	Integer	R/W	○	○	X
#8514	Destination two-dimensional array number	Integer	R/W	○	○	X
#8515	Destination three-dimensional array number	Integer	R/W	○	○	X
#8516	Number of one-dimensional array elements	Integer	R/W	○	○	X
#8517	Number of two-dimensional array elements	Integer	R/W	○	○	X
#8518	(1 whenever used)	Integer	R/W	○	○	X
#8519	Array start variable number	Integer	R/W	○	○	X
Torque limit override control						
#8621 to #8628	Torque limit override values of the 1st to 8th axes in a path	Integer	R/W	○	○	○
#8990	Read/write selection	Integer	R/W	○	○	○
#8991	Controlled axis number in a path	Integer	R/W	○	○	○
#8992	Torque limit override value	Integer	R/W	○	○	○
#8993	Completion code	Floating	R/	○	○	○
PMC axis control						
#8602	PMC controlled axis selection	Integer	R/W	○	○	X
#8700	PMC controlled axis selection variable (macro variable command type)	Integer	R/W	○	○	X
#8710,#8720 #8730,#8740	PMC command signal variable	Integer	R/W	○	○	X

Variable No.	Function	Type	R/W	Conversational	Auxiliary	Execution
#8711,#8721 #8731,#8741	PMC control command variable	Integer	R/W	○	○	X
#8712,#8722 #8732,#8742	PMC cutting feed variable	Integer	R/W	○	○	X
#8713,#8723 #8733,#8743	PMC control travel distance variable	Integer	R/W	○	○	X
#8715,#8725 #8735,#8745	Variables for reading PMC status signals	Integer	R/W	○	○	X
Axis-direction-by-axis-direction interlock function						
#8600 (1 to 16 axes) #8607 (17 to 24 axes)	Axis-direction-by-axis-direction interlock control variables	Integer	R/W	○	○	X
#8601 (1 to 16 axes) #8608 (17 to 24 axes)	Movement axis and direction variables for the rise time of the SKIP signal	Integer	R/	○	○	X
Window function						
#8996	Completion code	Integer	R/	○	○	X
#8997	Axis number	Integer	R/W	○	○	X
#8998	System information ID	Integer	R/W	○	○	X
#8999	System information	Floating	R/	○	○	X
Function for searching data tables for control variables						
#8650	Start macro variable number in the search target data table (for READ) Start macro variable number in the set next to the retrieved data table set number (#8655) (for WRITE)	Integer	R/W	○	○	X
#8651	The number of macro variables forming a set in the data table	Integer	R/W	○	○	X
#8652	The number of search target data table sets (for READ) Set value minus the number of sets that have already been retrieved (for WRITE)	Integer	R/W	○	○	X
#8653	Lower limit to the search value	Floating	R/W	○	○	X
#8654	Upper limit to the search value	Floating	R/W	○	○	X
#8655	The data table set number where a control variable that satisfies the search condition is contained	Integer	R/	○	○	X

NOTE

The variable types are as follows:

Floating : Floating-point type

Integer : Integer type

When an attempt is made to input a <null> value to a variable of the integer type, the value is changed to zero before being input.

6.1 SCREEN DISPLAY FUNCTIONS

In the descriptions below, the terms, type of 12 soft keys and type of 7 soft keys, represent the following display units:

Type of 12 soft keys : Type of display unit (10.4" LCD, 15" LCD, 19" LCD) with (10 + 2) horizontal soft keys

Type of 7 soft keys : Type of display unit (8.4" LCD) with (5 + 2) horizontal soft keys

6.1.1 Screen Coordinate System

The coordinate system used with the conversational macro function for character display and cursor display is referred to as the character coordinate system.

The coordinate system used with the conversational macro function for graphic display is referred to as the graphic coordinate system.

In each coordinate system, the X-axis represents the horizontal direction, and the Y-axis represents the vertical direction.

Character coordinate system

One unit represents one character.

The display range depends on the display device size, bit 2 (CM30) of compile parameter No. 9009, and whether the screen has the background color or not.

- For 8.4" LCD (type of 7 soft keys)

Screen with background color (Bit 0 (VGAR) of compile parameter No. 9100 = 1)	Screen without background color (Bit 0 (VGAR) of compile parameter No. 9100 = 0)	
	Bit 2 (CM30) of compile parameter No. 9009	
	1	0
<p>The display range is 19 lines by 40 characters.</p> <p>The specified values are as follows: X coordinate: 0 to 39 from left to right Y coordinate: 0 to 18 from top to bottom The 13th and 15th lines cannot be displayed, because the system uses them for key input and state display, respectively (the 14th line is also used for state display when 1 is set in bit 4 (EXST) of compile parameter No. 9160).</p> <p>See Fig. 6.1.1(a).</p>	<p>The display range is 19 lines by 40 characters.</p> <p>The specified values are as follows: X coordinate: 0 to 39 from left to right Y coordinate: 0 to 18 from top to bottom The 15th and 16th lines cannot be displayed, because the system uses them for key input and state display, respectively.</p> <p>See Fig. 6.1.1(b).</p>	<p>The display range is 16 lines by 40 characters (the first two lines and last one line cannot be displayed).</p> <p>The specified values are as follows: X coordinate: 0 to 39 from left to right Y coordinate: 0 to 15 from top to bottom The 13th and 14th lines cannot be displayed, because the system uses them for key input and state display, respectively.</p> <p>See Fig. 6.1.1(c).</p>

[Note]

A command for display beyond this range is ignored.

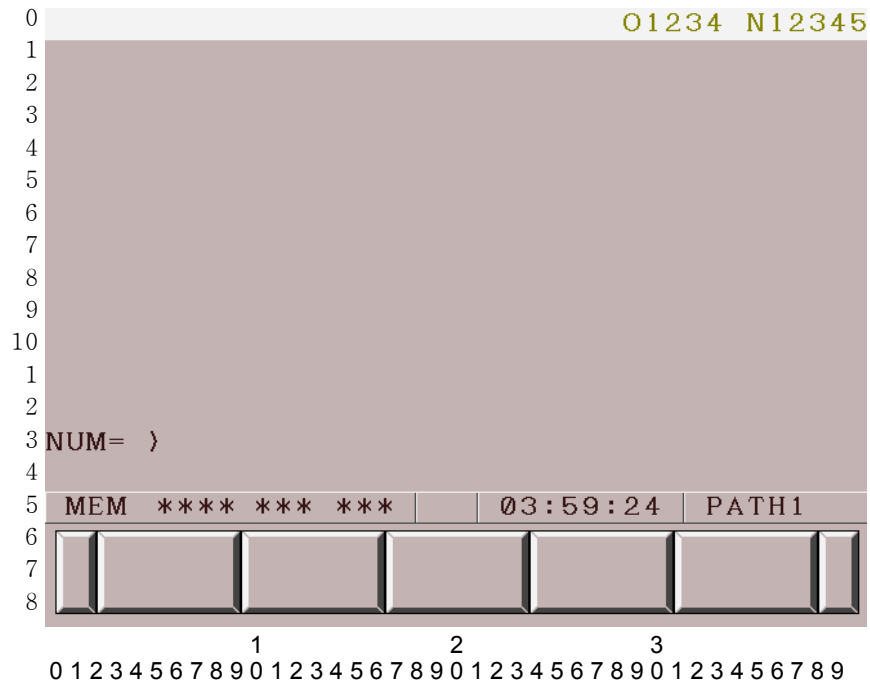


Fig. 6.1.1 (a) Character coordinate (type of 7 soft keys, with background color)

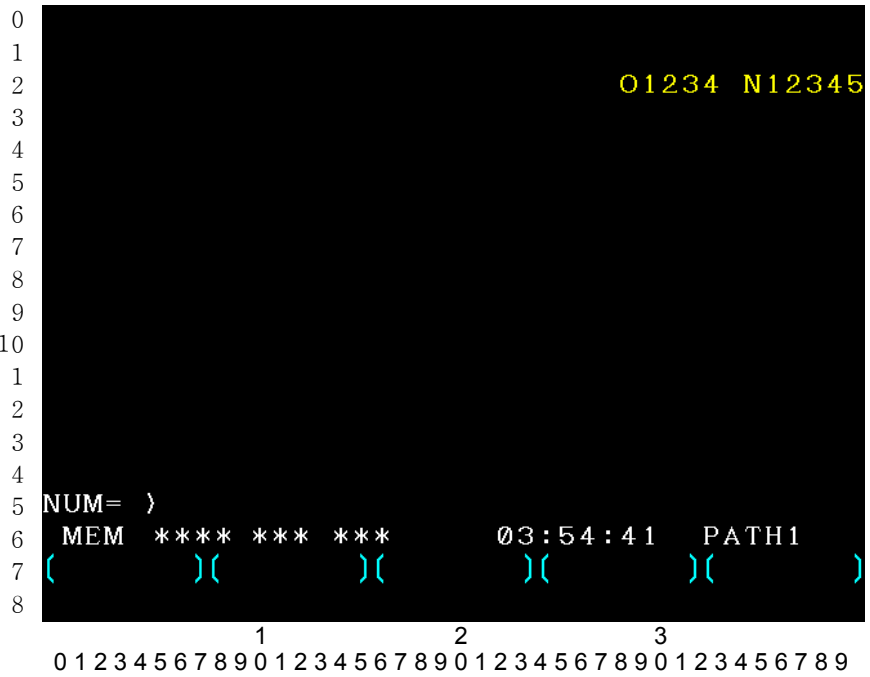


Fig. 6.1.1 (b) Character coordinate (type of 7 soft keys, without background color)

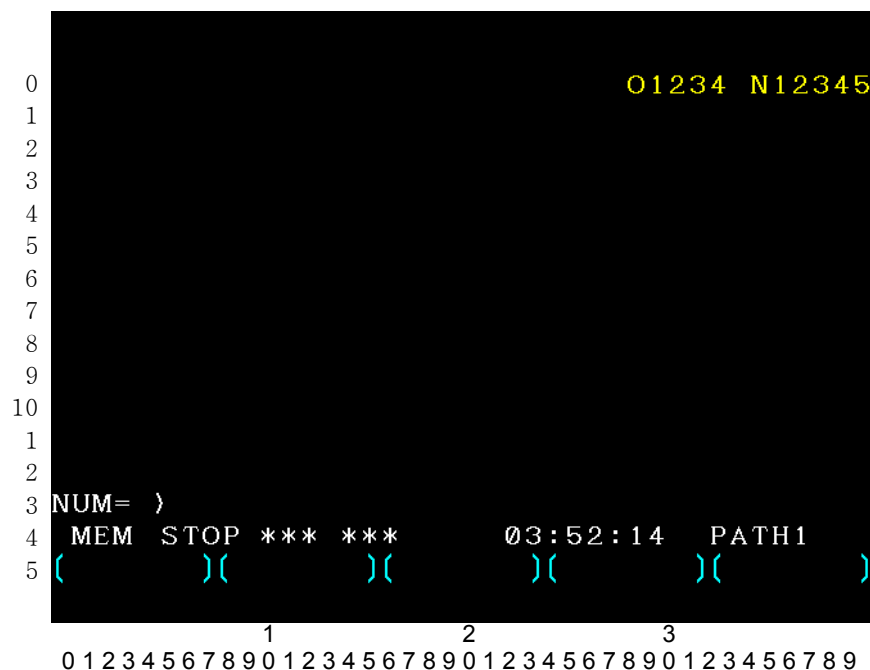


Fig. 6.1.1 (c) Character coordinate (type of 7 soft keys, without background color)

- For 10.4", 15", or 19" LCD (type of 12 soft keys)

Screen with background color (Bit 0 (VGAR) of compile parameter No. 9100 = 1)	Screen without background color (Bit 0 (VGAR) of compile parameter No. 9100 = 0)	
	Bit 2 (CM30) of compile parameter No. 9009	
	1	0
The display range is 30 lines by 80 characters. The specified values are as follows: X coordinate: 0 to 79 from left to right Y coordinate: 0 to 29 from top to bottom The 22nd and 24th lines cannot be displayed, because the system uses them for key input and state display, respectively (the 23rd line is also used for state display when 1 is set in bit 4 (EXST) of compile parameter No. 9160). See Fig. 6.1.1(d).	The display range is 30 lines by 80 characters. The specified values are as follows: X coordinate: 0 to 79 from left to right Y coordinate: 0 to 29 from top to bottom The 23rd and 24th lines cannot be displayed, because the system uses them for key input and state display, respectively. See Fig. 6.1.1(e).	The display range is 25 lines by 80 characters (the first three lines and last two lines cannot be displayed). The specified values are as follows: X coordinate: 0 to 79 from left to right Y coordinate: 0 to 24 from top to bottom The 20th and 21st lines cannot be displayed, because the system uses them for key input and state display, respectively. See Fig. 6.1.1(f).

[Note]

A command for display beyond this range is ignored.

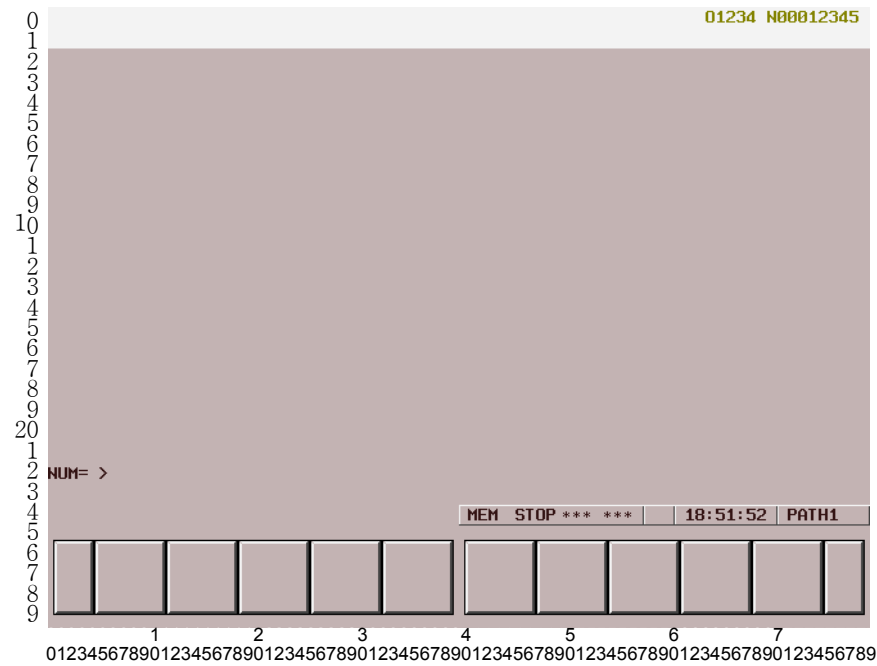


Fig. 6.1.1 (d) Character coordinate (type of 12 soft keys, with background color)

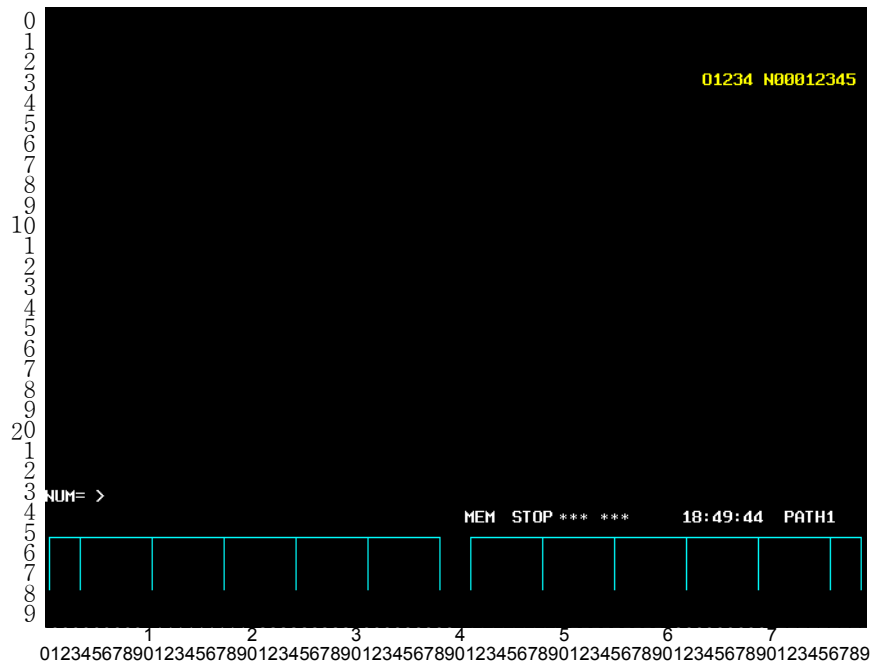


Fig. 6.1.1 (e) Character coordinate (type of 12 soft keys, without background color)

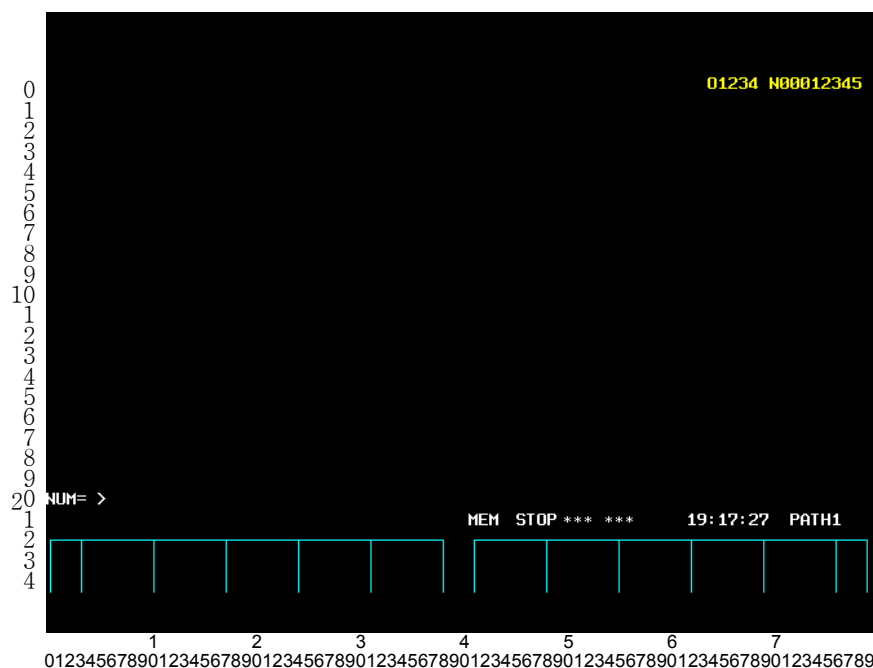


Fig. 6.1.1 (f) Character coordinate (type of 12 soft keys, without background color)

NOTE

For 15"/19" LCD units, on the conversational macro screen, the character coordinate is the same as that of 10.4" LCD units. Vertical soft keys are not displayed.

Graphic coordinate

One unit is one dot.

The screen center (X,Y)=(0,0).

Along the X-axis, display at -320 to 319 (from left to right) can be specified. Along the Y-axis, display at -232 to 247 (from bottom to top) can be specified. A command for display beyond this range is ignored.

NOTE

For 8.4" LCD unit (type of 7 soft keys), be sure to set bit 2 (HRGR) of compile parameter No. 9003 to 1.

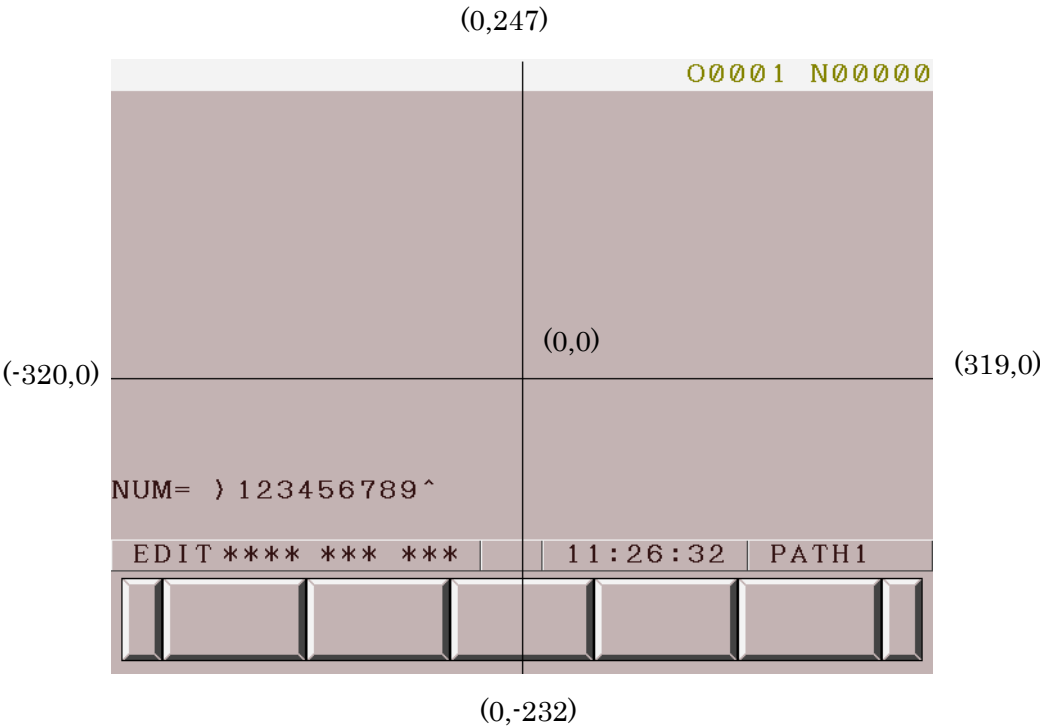


Fig. 6.1.1 (g) Graphic coordinate (type of 7 soft keys)

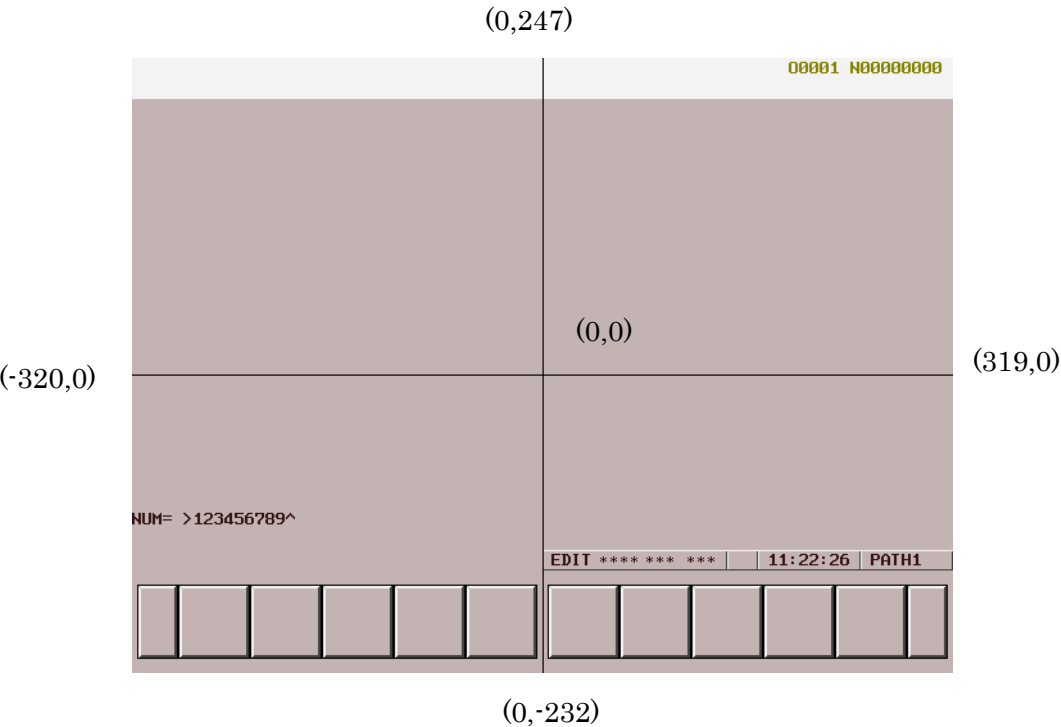


Fig. 6.1.1 (h) Graphic coordinate (type of 12 soft keys)

NOTE

For 15"/19" LCD units, on the conversational macro screen, the graphic coordinate is the same as that of 10.4" LCD units. Vertical soft keys are not displayed.

6.1.2 Screen Display Identification Variables (#8681 and #8682)

Display device identification (#8681)

#8681 : Display device identification control variable
 0 : 8.4" LCD
 1 : 10.4" LCD
 2 : 15" LCD, 19" LCD

NOTE

For 15"/19" LCD units, on the conversational macro screen, the character coordinates and graphic coordinates are the same as that of 10.4" LCD units. Therefore, when changing coordinates depending on the display unit, handle the values read by this variable for 1 and 2 as identical values.

Identification of display with background color (#8682)

#8682 : Control variable for identification of display with background color
 0 : Without background color
 1 : With background color

6.1.3 Screen Display Control Codes

The screen display control codes are listed below. The meanings of the control codes and addresses are different from those of ordinary NC statements. The screen display control codes cannot be specified with execution macros. (G01, G02, and G03 are CNC linear/circular interpolation commands.)

G202 : Screen clear
 G240 : Color specification
 G242 : Drawing start point setting
 G250 : Command for display with background color
 G243 : Character display
 G244 : Drawing line type specification
 G280 : Prompt statement display
 G01 : Linear drawing
 G02 : Circular drawing (clockwise)
 G03 : Circular drawing (counterclockwise)
 G230 : Cursor display (rectangular cursor)
 G249 : Graphic cursor
 G390 : Absolute mode specification
 G391 : Incremental mode specification
 G392 : Graphic coordinate system setting
 G311 : Rapid traverse rate specification
 G300 : Rapid traverse drawing
 G206 : Graphic filling
 G204 : Rectangular display
 G317 : Marking

G202, G240, G249, G250, G244, G280, G230, G311, G206, G204, and G317 are one-shot G codes.

G243, G01, G02, G03, G242, and G300 are modal G codes, and are treated as those belong to the same G code group.

G390 and G391 are also modal G code, but belong to a different G code group from the above modal G code group.

NOTE

When bit 4 (NVGA) of compile parameter No. 9167 is set to 1, G242, G244, G249, G250, G01, G02, G03, G392, G311, G300, G206, G204, and G317 cannot be used.

Modal addresses and their meanings

- X : X coordinate in the character coordinate system, X coordinate of the drawing end point in the graphic coordinate system, speed ratio X of rapid traverse drawing
- Y : Y coordinate in the character coordinate system, Y coordinate of the drawing end point in the graphic coordinate system, speed ratio Y of rapid traverse drawing
- I : X coordinate of the center of circular drawing in the graphic coordinate system, X coordinate of a diagonal point in rectangular display
- J : Y coordinate of the center of circular drawing in the graphic coordinate system, Y coordinate of a diagonal point in rectangular display
- A : Character size (character display)
- B : Blinking specification (character display)
- F : Format for numeric value display (character display)
- Z : Zero suppression specification for numeric value display (character display)

NOTE

Addresses X and Y are used as modal addresses common to character display and graphic display.

One-shot addresses and their meanings

- D : Numeric value to be displayed
- K : Number of spaces to be displayed
- C : Character code
- P : Sequence number, screen specification, attribute specification, drawing line type specification
- M : Mark number (marking)
- L : Cursor length (cursor display), blinking specification (character display)

NOTE

For macro calls, all addresses are treated as arguments.

6.1.3.1 Screen clear (G202)

This code clears either the graphic screen or character screen (or both) according to the specification of address P.

Specifying addresses X, Y, I, and J results in partial clear. If they are omitted, the entire screen is cleared. The soft keys are not cleared.

Format

G202 Xx Yy Ii Jj Pp ;

- X : X coordinate start point in the character coordinate system
- Y : Y coordinate start point in the character coordinate system
- I : Number of characters to be partially cleared (X coordinate)
- J : Number of characters to be partially cleared (Y coordinate)
- P=1 : Clears the graphic screen.
- =2 : Clears the character screen.
- =3 : Clears both the graphic and character screens.

Character screen clear

The screen is cleared with the color of color palette 0 (base color).

Graphic display clear

- For display with background color (when bit 0 (VGAR) of compile parameter No. 9100 is set to 1):
The color of color palette 15 is used.
- For display without background color (when bit 0 (VGAR) of compile parameter No. 9100 is set to 0):
The color of color palette 0 is used.

NOTE

When bit 4 (NVGA) of compile parameter No. 9167 is set to 1, P2 and P3 only are valid. (P3, even when specified, has the same effect as P2.)

6.1.3.2 Color specification (G240)

The colors of line segments and characters specified in a conversational program can be chosen from sixteen colors in character display/graphic display.

As a background color for character display, one of sixteen colors can be specified.

Format

G240 Pp Cc LI;

P: Specification of color for character display/graphic display

When a minus (-) value is specified, characters are displayed in reverse video.

P = 0	:	Color of color palette 0	Standard color: Black (base color)
= 1	:	Color of color palette 1	Standard color: Red
= 2	:	Color of color palette 2	Standard color: Green
= 3	:	Color of color palette 3	Standard color: Yellow
= 4	:	Color of color palette 4	Standard color: Blue
= 5	:	Color of color palette 5	Standard color: Purple
= 6	:	Color of color palette 6	Standard color: Light blue
= 7	:	Color of color palette 7	Standard color: White
= 8	:	Color of color palette 8	Standard color: Dark gray
= 9	:	Color of color palette 9	Standard color: Dark red
=10	:	Color of color palette 10	Standard color: Dark green
=11	:	Color of color palette 11	Standard color: Dark yellow
=12	:	Color of color palette 12	Standard color: Dark blue
=13	:	Color of color palette 13	Standard color: Dark purple
=14	:	Color of color palette 14	Standard color: Dark aqua green
=15	:	Color of color palette 15	Standard color: Light gray

C: Specification of background color for character display

C = 0	:	Color of color palette 0	Standard color: Black
= 1	:	Color of color palette 1	Standard color: Red
= 2	:	Color of color palette 2	Standard color: Green
= 3	:	Color of color palette 3	Standard color: Yellow
= 4	:	Color of color palette 4	Standard color: Blue
= 5	:	Color of color palette 5	Standard color: Purple
= 6	:	Color of color palette 6	Standard color: Light blue
= 7	:	Color of color palette 7	Standard color: White
= 8	:	Color of color palette 8	Standard color: Dark gray
= 9	:	Color of color palette 9	Standard color: Dark red
=10	:	Color of color palette 10	Standard color: Dark green
=11	:	Color of color palette 11	Standard color: Dark yellow
=12	:	Color of color palette 12	Standard color: Dark blue
=13	:	Color of color palette 13	Standard color: Dark purple
=14	:	Color of color palette 14	Standard color: Dark aqua green
=15	:	Color of color palette 15	Standard color: Light gray

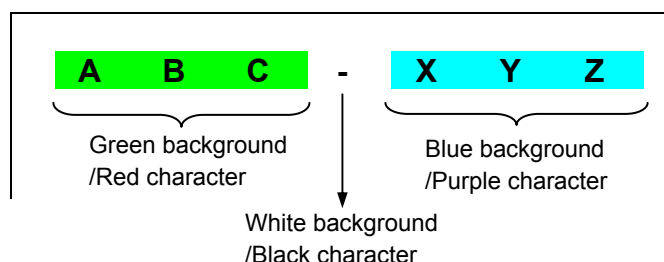
L: Specification of blinking
 L = 0 : Without blinking
 = 1 : With blinking

NOTE

For the standard color in the case of display with background color (when bit 0 (VGAR) of compile parameter No. 9100 is set to 1), see "Standard color palettes" in Subsection 6.1.3.4, "Command for display with background color (G250)".

Example

G240 P1 C2 ;
 G243 X0 Y0 (ABC) ;
 G240 P0 C7 ;
 G243 (-) ;
 G240 P5 C4 ;
 G243(XYZ) ;



When addresses P and C only are specified, the specification is handled in the same way as 0 is specified in address L.

G240 P1 ; Character color Color of color palette 1
 Background color (No change)
 Blinking Without blinking
 G240 C1 ; Character color (No change)
 Background color Color of color palette 1
 Blinking Without blinking

NOTE

- 1 If G240 is not specified even once, color palette 7 is used for character display/graphic display, and color palette 0 is used for background color for character display without blinking.
- 2 When bit 4 (NVGA) of compile parameter No. 9167 is set to 1, the function of address C cannot be used.
- 3 When a monochrome LCD unit is used as a display device, brightness is to be used as described below (for the standard color).
 The values of address P can be arranged in the order of higher to lower brightness as follows: 7, 3, 12, 6, 2, 5, 1, 4, 8, 9, 11, 10, 0 (where 2 = 5 and 9 = 11). Actually, one brightness value cannot be easily distinguished from another. So, the use of 7 and 2 only is recommended for creation.
- 4 The color palette settings made on the CNC are used.

6.1.3.3 Drawing start point setting (G242)

This code allows specification of the drawing start point in the graphic coordinate system, using addresses X and Y. The next drawing starts at that point.

Format

G242 Xx Yy ;
 X : X coordinate of the drawing start point
 Y : Y coordinate of the drawing start point

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.

6.1.3.4 Command for display with background color (G250)

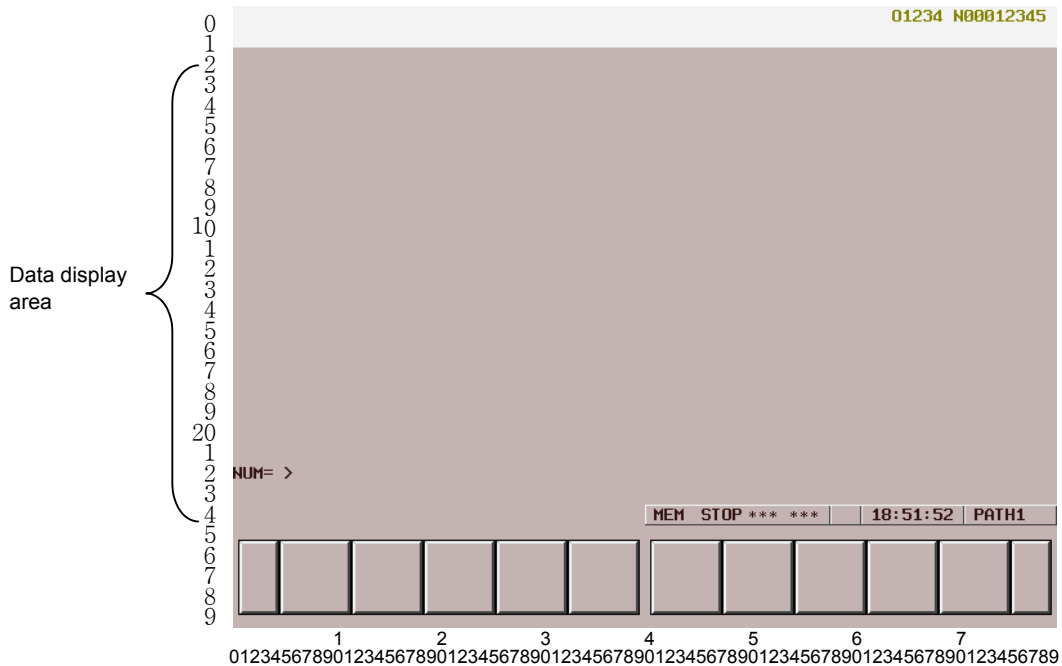
By setting bit 0 (VGAR) of compile parameter No. 9100 to 1, display with background color is enabled with a conversational macro.

For display with background color, graphic display is used. If a graphic command is specified at the same position, display with background color is overwritten. Similarly, display with background color overwrites display based on a graphic command.

When the screen clear command (G202) is specified, graphic display is cleared by the color of color palette 15.

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 This code is disabled when bit 2 (VRM) of parameter No. 9011 is set to 1.
- 3 If a graphic command is specified at the same position, display with background color is overwritten. Similarly, display with background color overwrites display based on a graphic command.
- 4 When character display or graphic display is cleared using the screen clear command (G202), the background display of display with background color can disappear, or a coordinate change can occur. A coordinate change occurs when the window frame mode is used.
- 5 When the screen clear command (G202) is executed, graphic display is cleared by the color of color palette 15.
- 6 When the standard color is specified, the value of the color palette for character display differs from that for graphic display. The display color specified with the display color specification command (G240) differs between character display and graphic display.



Screen with background color (type of 12 soft keys)

Format

G250 P_ <parameter> ;

P_ : Item number specification

<parameter> : Parameter specification of each item

List of items

Item (P_)	Description	Parameter
000	Clears screen display with background color.	None
001	Clears the data display area only.	None
002	Clears the background of screen display with background color.	None
003	Clears only the background of the data display area.	None
010	Displays a convex group frame.	X_Y_I_J_
011	Displays a concave group frame.	X_Y_I_J_
012	Displays an input frame.	X_Y_C_
015	Displays a key input line frame.	X_Y_
018 ^(*)	Displays a selection window frame.	X_Y_
019 ^(*)	Displays a nonselection window frame.	X_Y_
020 ^(*)	Registers a window frame mode.	X_Y_R_
021 ^(*)	Selects a window fame mode.	R_
022 ^(*)	Performs mode display of a selection window frame.	R_
023 ^(*)	Performs mode display of a nonselection window frame.	R_
024 ^(*)	Performs mode display of a selection window frame background.	R_
025 ^(*)	Performs mode display of a nonselection window frame background.	R_
030	Displays the soft key unselected state.	None
031	Displays the soft key pressed state.	R_(B_)
040	Sets a graphic color palette (1 palette).	R_A_B_C_
041	Sets a character color palette (1 palette).	R_A_B_C_
042	Sets a graphic/character color palette.	R_

*1 Item that can be specified with 10.4", 15", and 19" LCD units.

- The background of screen display with background color means the graphic display plane. On the screen, a graphic display plane and character display plane are placed one over the other for display.

- For display with background color, a graphic display plane is used.
- The window frame mode is a mode using the selection/nonselection window frame as the reference. This means that in character display, the top-left point of each window frame represents coordinates (0,0). However, graphic display coordinates are not affected.

Details of items

- **P000**
- **P001**

Clears display with background color and character display.

- **P002**
- **P003**

Clears only display with background color.

Item number	Range to be cleared	Plane to be cleared	
		Character	Graphic
P000	Entire screen	To be cleared.	To be cleared.
P001	Data display area only	To be cleared.	To be cleared.
P002	Entire screen	Not to be cleared.	To be cleared.
P003	Data display area only	Not to be cleared.	To be cleared.

- **P010 X_Y_I_J_**
- **P011 X_Y_I_J_**

P10 displays a convex group frame, and P11 displays a concave group frame.

X : Top-left point (X coordinate) of the frame
Y : Top-left point (Y coordinate) of the frame
I : Bottom-right point (X coordinate) of the frame
J : Bottom-right point (Y coordinate) of the frame

The points X, Y, I, and J represent coordinates in character display.

(X, Y)



(I, J)

A rectangular frame is specified using the parameters above.

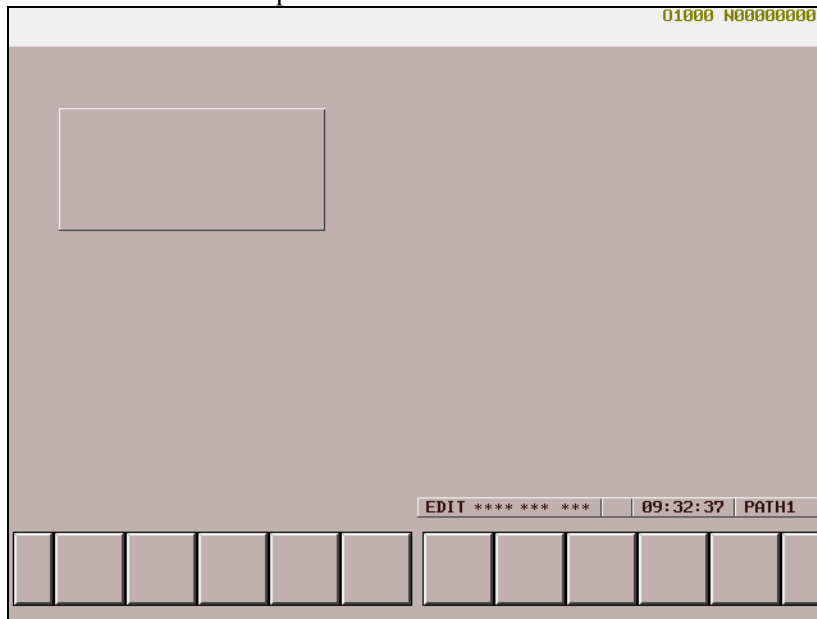
If a specified frame is larger than the screen, the specification is ignored.

Only display with background color is provided.

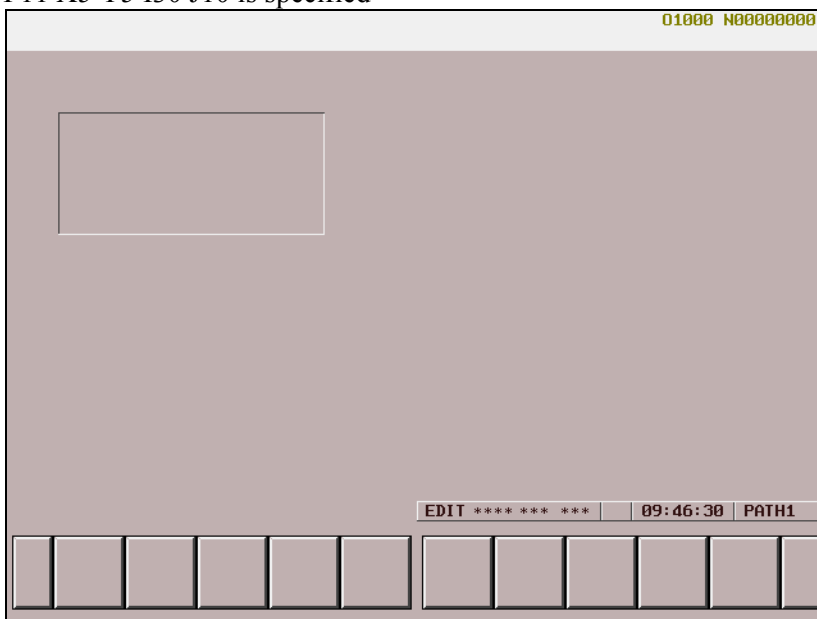
NOTE

The commands specified in addresses X, Y, I, and J become absolute commands at all times.

- When G250 P10 X5 Y5 I30 J10 is specified



- When G250 P11 X5 Y5 I30 J10 is specified



- P012 X_Y_C_

Displays an input frame.

- X : Frame start point (X coordinate)
- Y : Frame start point (Y coordinate)
- C : Frame length

The points X and Y represent coordinates in character display.

The length C represents a character width.

The size of a frame is fixed at 1 line along the Y-axis. If a specified frame of this size is larger than the display area of the screen, the specification is ignored.

Only display with background color is provided.

NOTE

The commands specified in addresses X and Y become absolute commands at all times.

- P015 X_ Y_

Displays a key input line frame.

X : Frame start point (X coordinate)

Y : Frame start point (Y coordinate)

The points X and Y represent coordinates in character display.

The size of a frame is fixed at 40 characters along the X-axis and at 1 line along the Y-axis. If a specified frame of this size is larger than the display area of the screen, the specification is ignored.

Only display with background color is provided.

NOTE

The commands specified in addresses X and Y become absolute commands at all times.

- P018 X_ Y_

- P019 X_ Y_

P018 displays a selection window frame, and P019 displays a nonselection window frame.

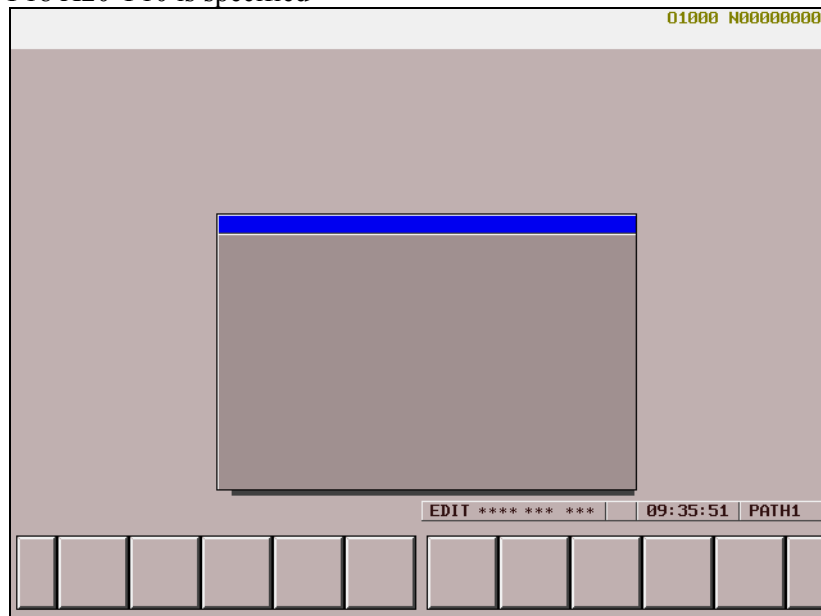
X : Frame start point (X coordinate)

Y : Frame start point (Y coordinate)

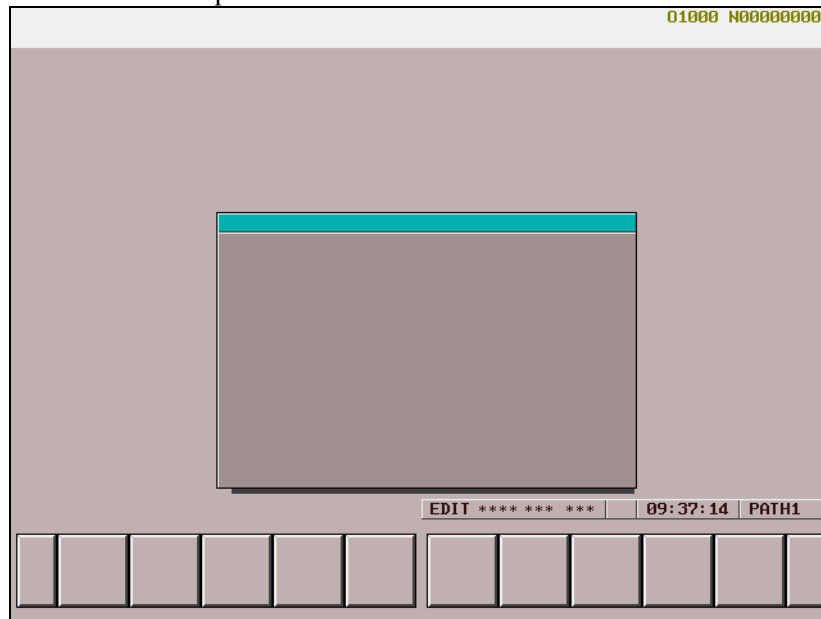
The points X and Y represent coordinates in character display.

The size of a frame is fixed at 41 characters along the X-axis and at 14 lines along the Y-axis. If a specified frame of this size is larger than the display area of the screen, the specification is ignored.

- When G250 P18 X20 Y10 is specified



- When G250 P19 X20 Y10 is specified

**NOTE**

- 1 These commands are valid with 10.4", 15", and 19" LCD units only.
- 2 The commands specified in addresses X and Y become absolute commands at all times.

- **P020 X_ Y_ R_**

Registers a window frame mode.

- R : Frame number (1 to 3)
- X : Frame start point (X coordinate)
- Y : Frame start point (Y coordinate)

The points X and Y represent coordinates in character display.

The size of a frame is fixed at 41 characters along the X-axis and at 14 lines along the Y-axis. If a specified frame of this size is larger than the display area of the screen, the specification is ignored.

NOTE

- 1 These commands are valid with 10.4", 15", and 19" LCD units only.
- 2 The commands specified in addresses X and Y become absolute commands at all times.

- **P021 R_**

Selects a frame registered with P020.

This command does not display a frame but only selects a frame.

- R : Selection number of a frame registered with P20

NOTE

- 1 These commands are valid with 10.4", 15", and 19" LCD units only.
- 2 When bit 3 (INCD) of compile parameter No. 9167 is set to 1, the current coordinates for incremental specification are preset.

- **P022 R_**
- **P024 R_**

Displays a frame registered with P020, as a selection window frame.
P022 clears the character display in a range.

R : Selection number of a frame registered with P20

NOTE

- 1 These commands are valid with 10.4", 15", and 19" LCD units only.
- 2 When bit 3 (INCD) of compile parameter No. 9167 is set to 1, the current coordinates for incremental specification are preset.

- **P023 R_**
- **P025 R_**

Displays a frame registered with P020, as a non-selection window frame.
P023 clears the character display in a range.

R : Selection number of a frame registered with P20

NOTE

- 1 These commands are valid with 10.4", 15", and 19" LCD units only.
- 2 When bit 3 (INCD) of compile parameter No. 9167 is set to 1, the current coordinates for incremental specification are preset.

- **P030**

Displays the soft key unselected state.

- **P031 R_ B_**

Displays the soft key pressed state.

R : Soft key number
(For the type of 7 soft keys: Soft keys 1 to 5)
(For the type of 12 soft keys: Soft keys 1 to 10)

B : Soft key number
(For the type of 7 soft keys: Soft keys 1 to 5)
(For the type of 12 soft keys: Soft keys 1 to 10)

- For the type of 7 soft keys
 - 1 = Selects soft key 1.
 - 2 = Selects soft key 2.
 - 3 = Selects soft key 3.
 - 4 = Selects soft key 4.
 - 5 = Selects soft key 5.
- For the type of 12 soft keys
 - 1 = Selects soft key 1.
 - 2 = Selects soft key 2.
 - 3 = Selects soft key 3.
 - 4 = Selects soft key 4.
 - 5 = Selects soft key 5.
 - 6 = Selects soft key 6.
 - 7 = Selects soft key 7.
 - 8 = Selects soft key 8.
 - 9 = Selects soft key 9.
 - 10 = Selects soft key 10.

When two soft keys are to be selected, one soft key is selected using address R, and the other using address B.

Example

When G250 P31 R2 B8 ; is specified, soft key 2 and soft key 8 are selected.

NOTE

The specification of 0 for R has the effect of the specification of P30.

- **P040 R_ A_ B_ C_**- **P041 R_ A_ B_ C_**

Sets a specified color palette. P040 sets a graphic color palette. P041 sets a character color palette.

R : Color palette number (0 to 15)

A : R value of R/G/B

B : G value of R/G/B

C : B value of R/G/B

- **P042 R_**

Sets all graphic and character color palettes as standard colors.

R : =0 : Standard color for screen display with background color

=1 : Standard color for screen display without background color

- The RGB values of the individual color palettes are set as standard colors for display with background color when R = 0 is set, and are set as standard colors for display without background color when R = 1 is set. For the setting of each color palette, see the item of Standard color palettes.

Standard color palettes- **Screen display with background color****Graphic color**

	R value	G value	B value	Color
Color palette 0	0	0	0	Black
Color palette 1	15	0	0	Red
Color palette 2	0	15	0	Green
Color palette 3	15	15	0	Yellow
Color palette 4	0	0	15	Blue
Color palette 5	15	0	15	Purple
Color palette 6	0	15	15	Light blue
Color palette 7	15	15	15	White
Color palette 8	0	0	15	Blue
Color palette 9	0	11	11	Deep light blue
Color palette 10	15	15	15	White
Color palette 11	10	9	9	Dark gray
Color palette 12	15	15	15	White
Color palette 13	12	11	11	Gray
Color palette 14	4	4	4	Light black
Color palette 15	12	11	11	Gray

Character color

	R value	G value	B value	Color
Color palette 0	0	0	0	Black (base color)
Color palette 1	8	0	0	Dark red
Color palette 2	0	8	0	Dark green
Color palette 3	8	8	0	Ocher
Color palette 4	15	15	0	Yellow
Color palette 5	15	0	15	Purple
Color palette 6	0	8	8	Peacock blue
Color palette 7	3	1	1	Light black
Color palette 8	15	15	15	White

	R value	G value	B value	Color
Color palette 9	13	13	13	Light gray (light)
Color palette 10	12	12	12	↓
Color palette 11	11	11	11	↓
Color palette 12	10	10	10	Gray
Color palette 13	9	9	9	↓
Color palette 14	8	8	8	↓
Color palette 15	7	7	7	Light black (dark)

- **Screen display without background color**

Graphic color

	R value	G value	B value	Color
Color palette 0	0	0	0	Black
Color palette 1	15	0	0	Red
Color palette 2	0	15	0	Green
Color palette 3	15	15	0	Yellow
Color palette 4	0	0	15	Blue
Color palette 5	15	0	15	Purple
Color palette 6	0	15	15	Light blue
Color palette 7	15	15	15	White
Color palette 8	0	0	15	Blue
Color palette 9	0	11	11	Deep light blue
Color palette 10	15	15	15	White
Color palette 11	10	9	9	Dark gray
Color palette 12	15	15	15	White
Color palette 13	12	11	11	Gray
Color palette 14	4	4	4	Light black
Color palette 15	12	11	11	Gray

Character color

	R value	G value	B value	Color
Color palette 0	0	0	0	Black (base color)
Color palette 1	15	0	0	Red
Color palette 2	0	15	0	Green
Color palette 3	15	15	0	Yellow
Color palette 4	0	0	15	Blue
Color palette 5	15	0	15	Purple
Color palette 6	0	15	15	Light blue
Color palette 7	15	15	15	White
Color palette 8	14	14	14	Light gray (light)
Color palette 9	13	13	13	↓
Color palette 10	12	12	12	↓
Color palette 11	11	11	11	Gray
Color palette 12	10	10	10	↓
Color palette 13	9	9	9	↓
Color palette 14	8	8	8	↓
Color palette 15	7	7	7	Light black (dark)

6.1.3.5 Character display (G243)

This code displays characters.

Format

G243 Xx Yy Aa Bb Cc Kk Ff.e Dd Zz Pp
() (' ') (* *) (&' ') ^{Note} ;

NOTE

For a direct specification of Simplified Chinese characters and European languages, use (&1' ') for Simplified Chinese characters and with (&2' ') for Russian Cyrillic characters. For details, see Subsection 6.1.3.6, "Direct language specification function".

- Addresses X and Y

Addresses X and Y are used to specify the display position of the character string in the character coordinate system.

X : X coordinate of the display position of the character string
Y : Y coordinate of the display position of the character string

NOTE

- 1 When specifying both X and Y, specify them in succession.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.

- ()

(and) are used to directly specify the character string to be displayed. The characters that can be enclosed in (and) are the alphabetic characters (uppercase only), digits, the minus sign, the decimal point, and spaces.

Example

G243(FANUC);
"FANUC" is displayed.

- (' ')

(' and ') are used to specify the character string (of single- and double-byte characters) to be displayed. The characters that can be enclosed in (' and ') are the characters given in the Katakana Code Table and the Chinese and Hiragana Code Table in Appendix B.

Hiragana and Chinese characters each take a space twice wider than a single-byte character.

Example

G243('Fanuc-NC 装置');;
"Fanuc-NC 装置" is displayed.

- (* *)

(* and *) are used to specify the internal codes corresponding to the character string to be displayed. The character codes must be specified in hexadecimal.

The codes must be delimited by a space. Hiragana and Kanji characters each take a space twice wider than a single-byte character.

Example

G243(*46 41 4E 55 43 2D*);
 G243(*4E 43 20 4175 4356*);
 "FANUC-NC 装置" is displayed.

NOTE

Use the JIS codes (codes given in the Katakana Code Table and the Chinese and Hiragana Code Table in Appendix B).

- Address A

Address A specifies the character size.

- A=1 : Standard size
 =2 : Double size (two times wider and one time higher)
 =3 : Triple size (three times wider and two times higher)

- Double-size characters can be used to display standard-size characters (codes in the katakana code table, alphanumeric code table (excluding lowercase alphabetic characters), and symbol table in Appendix B, "Code Tables") in the same size as for kanji characters. Kanji and hiragana codes cannot be displayed. However, in coding with (_), usable codes are limited. In coding with (' _), the single quotation mark (') (27) cannot be displayed as a double-size character.
- The triple size is three times wider and two times higher than the standard size. The characters that can be displayed with the triple size are the alphabetic characters, digits, the minus sign, the decimal point, and the space. No other characters can be displayed with the triple size.

Example

- Standard size G243 Xx Yy A1 (8)

8

- Double size G243 Xx Yy A2 (8)

8

- Triple size G243 Xx Yy A3 (8)

8

- Address B

Address B specifies blinking control.

- B=0 : Does not blink the character string.
 =1 : Blinks the character string less frequently according to the software timer (ON for about 1/2 second and OFF for about 1/4 second).
 =2 : Blinks the character string frequently according to the software timer (ON for about 1/4 second and OFF for about 1/8 second).

NOTE

When B1 or B2 is specified for blinking, the character string may be displayed or erased according to the state of the timer. So, unless displayed repeatedly, the character string continues to be displayed or erased.
 Specifying B1 or B2 causes all the subsequent character strings to blink.

Example

If the initial setting of #100 is 1 and O1000 is called repeatedly in the processing below, ABC blinks. However, XYZ, which is called only once, continues to be displayed or erased.

```
O1000
G243X10Y10B1(ABC)
IF[#100 EQ 1] THEN
    G243X10Y12B1(XYZ)
    #100=0
ENDIF
```

- Address K

Address K specifies the number of spaces. The specified number of spaces are displayed.

K : Specification of the number of spaces

When spaces are displayed, the affected coordinates are updated.

- Address C

Address C is used to directly specify the character codes to be displayed. The codes that can be specified are 32 to 95 (20 to 5F in hexadecimal) and 160 to 223 (A0 to DF in hexadecimal).

Do not attempt to display codes other than those that can be specified.

C : Direct specification of the character code to be displayed

Example

```
G243 C65 ;
"A" is displayed.
```

NOTE

Use ASCII codes.

- Address P

Address P specifies the number of the sequence containing a character string.

The character string in the single block determined with the sequence number specified for P in the program set in the character string registration program control variable (#8509) is displayed.

By using the 5th digit of address P, up to nine character string registration programs can be freely selected. Define the character string registration program control variable (#8509) as the start program number of character string registration programs. The number (0 to 8) specified in the 5th digit of address P added to the start program number functions as the number of the program where an actual character string is registered.

Ponnnn

o : Selects a program (0 to 8) from character string registration programs.
* The value 0 represents the program being executed.

nnnn : Sequence number (0001 to 9999)

Example

```
#8509=1000 ;
G243 P10;
→ Displays the character string of sequence number N10 in O1000.
G243 P80010;
→ Displays the character string of sequence number N10 in O1008.
```

Address P executes a specified block after completion of the block.

Example

O9000 ;	O8000 ;
:	:
#8509=8000 ;	N10 (IJK) ;
G243 (ABC) P20 ;	N20 (XYZ) ;
:	:
M99 ;	M99 ;
O9100 ;	
:	
#8509=8000 ;	
G243 P20 (ABC) ;	
:	
M99 ;	

When O9000 is executed, the character string in the single block with the sequence number 20 of program No. 8000 is displayed. Thus, "ABCXYZ" is displayed.

Even when O9100 is executed, "ABCXYZ" is displayed.

In a character string registration program, a display position can be specified.

Example

O9000 ;	O8000 ;
:	:
#8509=8000 ;	N10 (IJK) ;
G243 X0 Y0 ;	N20 X10 Y20 (XYZ) ; → Display position specification
G243 P20 ;	:
:	M99 ;
M99 ;	

When O9000 is executed, "XYZ" is displayed at (X10,Y20).

NOTE

When #8509 is set to 0, the block of a sequence number specified in the program being executed is executed.

- Address D

Address D specifies the numeric value to be displayed:

D : Specification of the numeric value to be displayed

The number of significant digits of the value that can be specified directly for address D is 9.

The number of display significant digits for address D is, however, 12, so that values in the range of -999999999999 to -0.000000001, 0, and 0.000000001 to 999999999999 can be displayed. The number of decimal places can be up to 9.

- Address F

Address F specifies the format in which a numeric value is to be displayed. To the left side of the decimal point, specify the number of digits of the numeric value to be displayed; to the right side, specify the number of decimal places.

F : Specification of the format in which a numeric value is to be displayed

The valid range of address F is 1.0 to 12.6. The decimal places to be specified to the right side of the decimal point must be a single digit of 0 to 9. Note that the number of display digits varies with the specified value and the value of address Z.

- Address Z

Address Z specifies whether to suppress leading zeros when a numeric value is displayed. When Z is equal to 0, the sign is not displayed.

- Z=0 : Does not suppress leading zeros.
 =1 : Suppresses leading zeros.

Example

- 1 G243 D-123.4567 F8.3 Z1;
 "△△-123.457" is displayed. (10-character display)
- 2 G243 D-123.4567 F8.3 Z0;
 "00123.457" is display. (9-character display)
- 3 G243 D-123.4567 F8.0 Z1;
 "△△△△-123" is displayed. (9-character display)
- 4 G243 D-123.4567 F8.0 Z0;
 "00000123" is displayed. (8-character display)
 (△ represents a space.)

NOTE

The number of digits of the integer part, which is equal to the number of display digits minus the number of decimal places, both specified for address F, must be equal to or greater than the number of digits of the integer part of the numeric value specified for address D. Otherwise, the numeric value is not displayed correctly.

- Limitation**NOTE**

- 1 Character strings are displayed in the order in which they are specified.
- 2 The same address cannot be specified twice.
- 3 F and Z become effective first.
- 4 Up to five character strings enclosed in any of (_), (' _ '), and (* _ *) can be specified in a single block, in total.
- 5 Up to 255 characters can be specified in a single block, in total.

6.1.3.6 Direct language specification function

Using a macro compiler that supports the direct language specification function, it is possible to specify characters of a specific language directly.

The direct language specification function supports the following languages:

- Simplified Chinese characters
- Russian Cyrillic characters

The direct language specification using the macro executor is supported for the character display conversational macro (G243), macro alarm (#3000), and macro message (#3006).

NOTE

- 1 The function is not supported for prompt statement display (G280).
- 2 Russian Cyrillic characters can be used only for the character display conversational macro (G243). The relationship between the usable functions and languages is shown below.

Language	G243	#3000	#3006
Simplified Chinese characters	Usable	Usable	Usable
Russian Cyrillic characters	Usable	Not usable	Not usable

- 3 This function can be used with the macro compiler below.
 - Macro Compiler
 - A08B-9010-J600#EN07 : V01.4 or later
 - A08B-9010-J604#EN11 : V01.0 or later

The direct language specification function allows one-byte ASCII code characters to be specified as well. The specifiable ASCII codes are 20H to 5FH one-byte character codes.

Simplified Chinese characters

To display simplified Chinese characters, use the G243 (character display) command.

A character string can be written directly between "&1" and "" using simplified Chinese characters (GB2312).

•Example 1 Displaying simplified Chinese characters "参数" in the character coordinate system (0,3)

G243 X0 Y3 (&1'参数');

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (a).

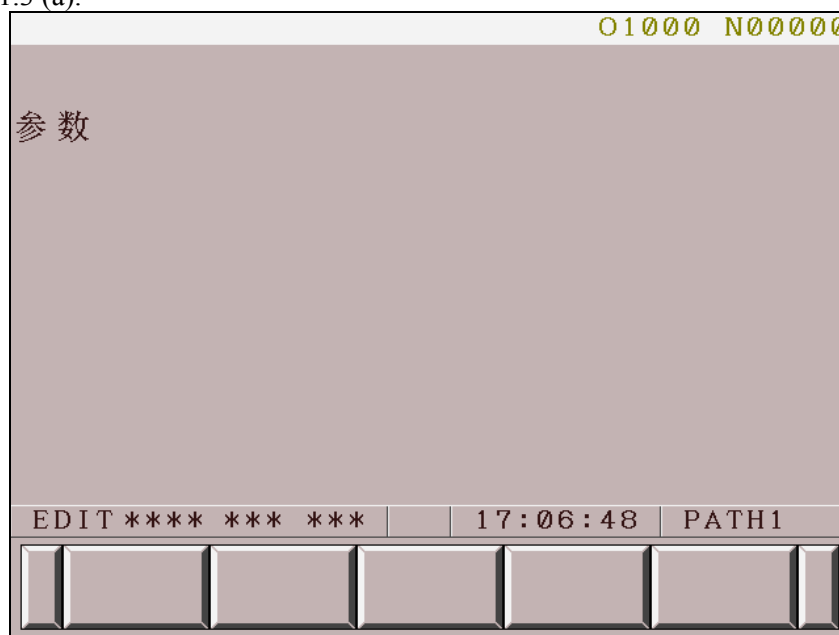


Fig. 6.1.3 (a)

•Example 2 Displaying simplified Chinese characters and one-byte characters

G243 X0. Y3. (&' 宏程序报警 参数 012AB C?);

This command specifies simplified Chinese characters "宏程序报警", a one-byte space character, simplified Chinese characters "参数", one-byte alphanumeric characters "012AB", two one-byte space characters, a one-byte alphanumeric character "C", and a one-byte mark "?".

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (b).



Fig. 6.1.3 (b)

•Example 3 Displaying simplified Chinese characters using address P of G243

#8509=1000;

G243 X0 Y3 P10;

→ The character string in "N10", which is the sequence number of O1000, is displayed.

```
O1000;
:
N10(&' 参数');
:
M99;
```

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (c).

For information about address P of G243, see the section describing address P of character display (G243) in Subsection 6.1.3.5.

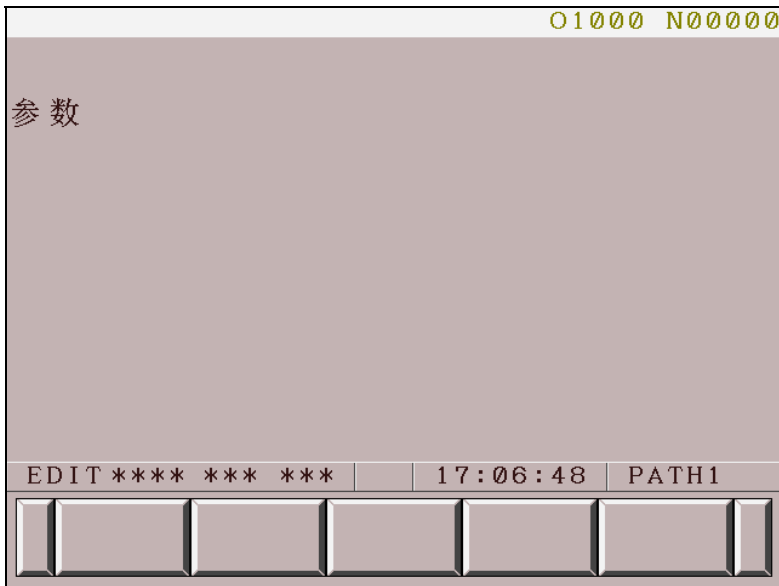


Fig. 6.1.3 (c)

•Specifying characters using a macro alarm system variable

To display simplified Chinese characters, write the character string, enclosed by "&1'" and "'", after the alarm number of system variable #3000. Up to 26 one-byte characters can be displayed. As for simplified Chinese characters (GB2312), up to 13 characters can be displayed.

Example) Displaying "宏程序报警 参数012AB C?" as an alarm message

#3000=10(&1' 宏程序报警 参数012AB C?');

If this command is executed, the characters are displayed as shown Fig. 6.1.3 (d).

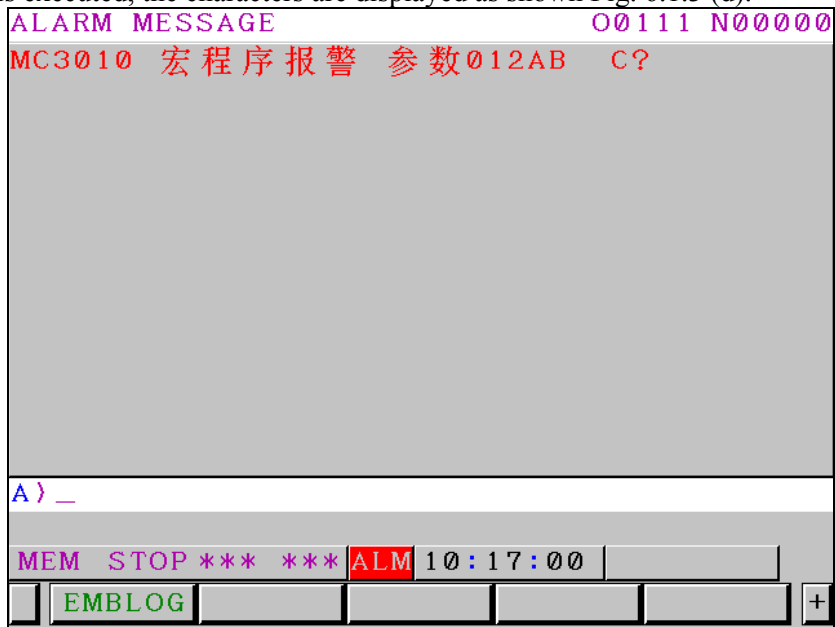


Fig. 6.1.3 (d)

NOTE

Simplified Chinese character strings are not output correctly to the operation history punch.

• Specifying characters using a macro message system variable

To display simplified Chinese characters, write the character string, enclosed by "&1'" and "'", after the number of system variable #3006. Up to 26 one-byte characters can be displayed. As for simplified Chinese characters (GB2312), up to 13 characters can be displayed.

Example) Displaying "宏程序报警 参数012AB C?" as a macro message

```
#3006=10(&1' 宏程序报警 参数012AB C?');
```

If this command is executed, the characters are displayed as shown Fig. 6.1.3 (e).

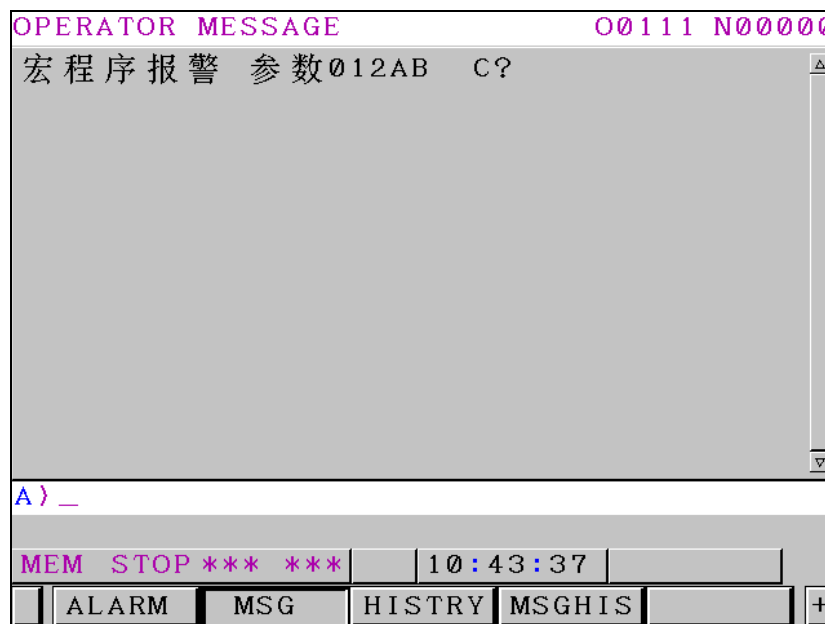


Fig. 6.1.3 (e)

NOTE

- 1 Simplified Chinese character strings are not output to the operation history punch.
- 2 Simplified Chinese character strings are not displayed in alarm history display.

Russian Cyrillic characters

To display Russian Cyrillic characters, use the G243 (character display) command.

A character string can be written directly between "&2'" and "'" using Russian Cyrillic characters.

• Example 1 Displaying Russian Cyrillic characters "АВВГ" in the character coordinate system (0,3)

```
G243 X0 Y3 (&2'АВВГ');
```

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (f).

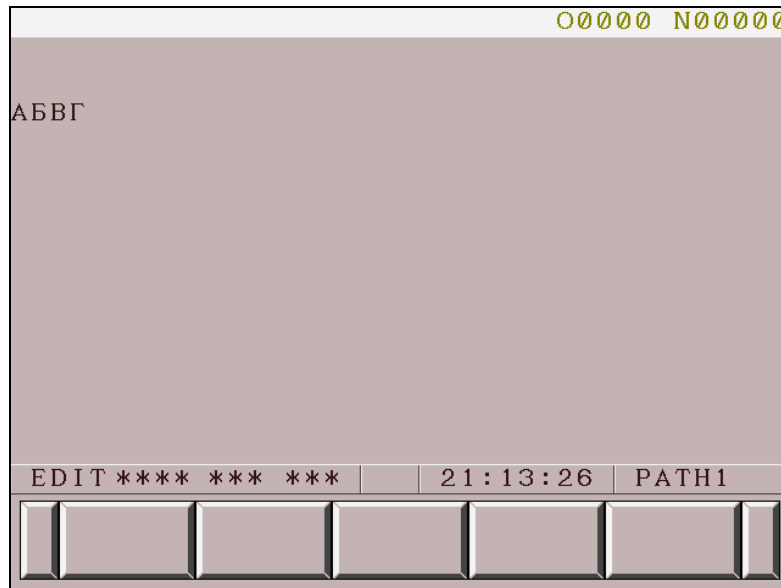


Fig. 6.1.3 (f)

•Example 2 Displaying Russian Cyrillic characters and one-byte characters

G243 X0. Y3. (&2'АБВГДЕ ЁЖ012AB C?');

This command specifies Russian Cyrillic characters "АБВГДЕ", a one-byte space character, Russian Cyrillic characters "ЁЖ", one-byte alphanumeric characters "012AB", two one-byte space characters, a one-byte alphanumeric character "C", and a one-byte mark "?".

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (g).



Fig. 6.1.3 (g)

•Example 3 Displaying Russian Cyrillic characters using address P of G243

#8509=1000;

G243 X0 Y3 P10;

→ The character string "N10", which is the sequence number of O1000, is displayed.

```
O1000;
:
N10(&2' АБВГ ');
:
M99;
```

If this command is executed, the characters are displayed at the character coordinate system position (0,3) as shown Fig. 6.1.3 (h).

For information about address P of G243, see the section describing address P of character display (G243) in Subsection 6.1.3.5.

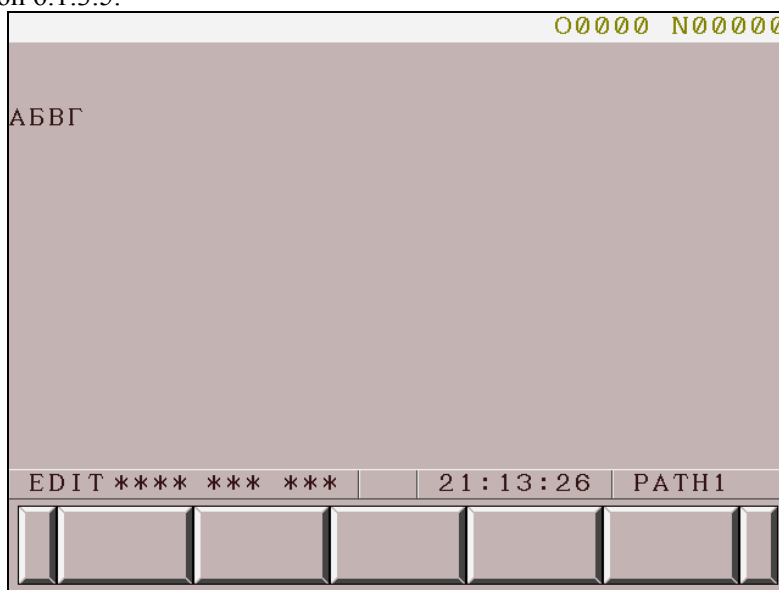


Fig. 6.1.3 (h)

6.1.3.7 User-defined character registration and display function (G319)

A character pattern uniquely created and registered by the user is called a user-defined character.

The user-defined character registration command (G319) is used to store user-defined characters in the user-defined character memory, and the G243 (character display) command is used to display registered character patterns.

The user-defined character memory is managed with numbers, and machine tool builders are allowed to use the user-defined character memory in the following range:

Type of 7 soft keys: Up to 71 characters from 256 to 326

Type of 12 soft keys: Up to 256 characters from 256 to 511

Registration method

Format

G319 Pp Qq ;

- Address P

P : Number of the variable at the top that defines the character pattern

- Address Q

Q : Number of the user-defined character to be registered (decimal)

256 to 326 (for the type of 7 soft keys)

256 to 511 (for the type of 12 soft keys)

A user-defined character consists of the following number of dots:

- Type of 7 soft keys: horizontal 16 dots × vertical 25 dots = 400 dots
- Type of 12 soft keys: horizontal 8 dots × vertical 16 dots = 128 dots

Each row of the character pattern data is stored in a variable array in binary coded decimal format. The G319 command registers the character pattern in this variable array to the user-defined character memory.

NOTE

- 1 Make sure that the user-defined character number is in the range of 256 to 326 (for the type of 7 soft keys) or 256 to 511 (for the type of 12 soft keys). If an out-of-range number is specified, the G319 command is ignored.
- 2 The user-defined character memory may also be used by other applications developed by machine tool builders (e.g., C Language Executor). Take care to avoid contention for user-defined character numbers.
- 3 Character patterns need to be registered in the user-defined character memory after each power-on. (Turning off the power deletes the registered character patterns.)
- 4 Make sure that the character pattern definition value is in the range of 0 to 255 (for the type of 7 soft keys) or 0 to 65535 (for the type of 12 soft keys).

• Character pattern example for the type of 7 soft keys

●: On (blinking)																		
○: Off (steady off)																		
	1	2	3	4	5	6	7	8	9	0	1	2	3	4	5	6	Binary	Decimal
1	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	0000000000000000	0
2	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	0000000000000000	0
3	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
4	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000011111000000	1984
5	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000111111000000	4032
6	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
7	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
8	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
9	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 0	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 1	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 2	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 3	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 4	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 5	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 6	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 7	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 8	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
1 9	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
2 0	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
2 1	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
2 2	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000001111000000	960
2 3	○	○	○	○	○	○	●	●	●	○	○	○	○	○	○	○	0000111111110000	4080
2 4	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	0000000000000000	0
2 5	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	○	0000000000000000	0

• Character pattern example for the type of 12 soft keys

	1 2 3 4 5 6 7 8	Binary	Decimal
1	○○○○○○○○	00000000	0
2	○○○●●○○○	00011000	24
3	○○●●●○○○	00111000	56
4	○○○●●○○○	00011000	24
5	○○○●●○○○	00011000	24
6	○○○●●○○○	00011000	24
7	○○○●●○○○	00011000	24
8	○○○●●○○○	00011000	24
9	○○○●●○○○	00011000	24
1 0	○○○○●○○○	00011000	24
1 1	○○○○●○○○	00011000	24
1 2	○○○○●○○○	00011000	24
1 3	○○○○●○○○	00011000	24
1 4	○○○○●○○○	00011000	24
1 5	○○●●●○○○	00111100	60
1 6	○○○○○○○○	00000000	0

Display method

To display a registered user-defined character, specify the character display command (G243) as follows.

Format

G243 Xx Yy Aa Qq ;

or

G243 Xx Yy Aa ("8qqqq") ;

- Addresses X and Y

In addresses X and Y, specify the display position of the character string using the character coordinate system.

X : X coordinate of the display position of the character string

Y : Y coordinate of the display position of the character string

- Address A

In address A, specify the character size.

A=1 : Standard-size character

A=2 : Double-size character (two times horizontally and one time vertically)

A=3 : Triple-size character (three times horizontally and two times vertically)

As for double-size and triple-size characters, the user-defined characters of the specified user-defined character numbers, as well as those of the specified user-defined character numbers + α , are displayed collectively. The display method is described below.

Example

- Standard size G243 Xx Yy A1 Q256 ; /* or ("8100")

256

- Double size G243 Xx Yy A2 Q256 ; /* or ("8100")

256

257

- Triple size G243 Xx Yy A3 Q256 ; /* or ("8100")

256	257	258
259	260	261

(The number in each cell represents a user-defined character number.)

- Address Q

Q : Number of the user-defined character to be displayed (decimal)

Address Q is equivalent to address Q of the user-defined character registration command (G319).

NOTE

Do not specify two or more identical addresses in the same one block.

If two or more identical addresses are specified, the later specified address value takes effect.

- ("8qqq")

"8" is a fixed value indicating user-defined character display.

qqq : Number of the user-defined character to be displayed (hexadecimal)

In qqq, specify address Q of the user-defined character registration command (G319) in hexadecimal notation.

100h to 146h (for the type of 7 soft keys)

100h to 1FFh (for the type of 12 soft keys)

Example

An example of registering and displaying user-defined characters for the type of 12 soft keys is shown below.

```

/*      1 2 3 4 5 6 7 8
#110 = 1 ; /* 1 ○○○○○○○●
#111 = 3 ; /* 2 ○○○○○○●●
#112 = 7 ; /* 3 ○○○○○●●●
#113 = 15 ; /* 4 ○○○○●●●●
#114 = 255 ; /* 5 ●●●●●●●●
#115 = 96 ; /* 6 ○●●○○○○○
#116 = 51 ; /* 7 ○○●●○○●●
#117 = 25 ; /* 8 ○○○●●○○●
#118 = 12 ; /* 9 ○○○○●●○○
#119 = 14 ; /* 10 ○○○○●●●○
#120 = 31 ; /* 11 ○○○●●●●●
#121 = 31 ; /* 12 ○○○●●●●●
#122 = 63 ; /* 13 ○○●●●●●●
#123 = 60 ; /* 14 ○○●●●●○○
#124 = 112 ; /* 15 ○●●●○○○○
#125 = 192 ; /* 16 ●●○○○○○○

```

G319 P110 Q256 ; /* Registered to user-defined character number 256

```

/*      1 2 3 4 5 6 7 8
#110 = 128 ; /* 1●○○○○○○○○
#111 = 192 ; /* 2●●○○○○○○
#112 = 224 ; /* 3●●●○○○○○
#113 = 240 ; /* 4●●●●○○○○
#114 = 255 ; /* 5●●●●●●●●
#115 = 6 ; /* 6○○○○○○●●○
#116 = 204 ; /* 7●●○○●●○○
#117 = 152 ; /* 8●○○●●○○○
#118 = 48 ; /* 9○○●●○○○○
#119 = 112 ; /* 10○●●●○○○○
#120 = 248 ; /* 11●●●●●○○○
#121 = 248 ; /* 12●●●●●○○○
#122 = 252 ; /* 13●●●●●●○○
#123 = 60 ; /* 14○○●●●●○○
#124 = 14 ; /* 15○○○○●●●○
#125 = 3 ; /* 16○○○○○○●●
G319 P110 Q257 ; /* Registered to user-defined character number 257

G243 X5 Y2 A2 Q256 ; /* Displaying user-defined character numbers 256 and 257
/* or
/*G243 X5 Y2 A2 ("8100")










```

6.1.3.8 Drawing line type specification (G244)

This code specifies the type of the line segment to be drawn by linear or circular drawing.

Format

G244 Pp ;

P=0	: Solid line	
=1	: Broken line	
=2	: Alternate long and short dash line	
=3	: Alternate long and two short dashes line	
=4	: Erasure	
=5	: Dotted line	
=17	: Broken line where broken parts are not drawn	
=18	: Alternate long and short dash line where broken parts are not drawn	
=19	: Alternate long and two short dashes line where broken parts are not drawn	
=21	: Dotted line where broken parts are not drawn	

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 Solid line is automatically assumed when the graphic screen clear code (G202) is issued.
- 3 For each of the lines where broken parts are not drawn (P = 17, 18, 19, and 21), parts where the line is broken are not drawn. For a screen without background color, specify with P of 1, 2, 3, or 5 and for a screen with background color, specify with P of 17, 18, 19, or 21.

6.1.3.9 Prompt statement display (G280)

A prompt statement is a statement that prompts input. In character string input mode (data input control variable #8502 is equal to 3), a prompt statement of up to 39 characters can be displayed on the key input line.

The character string can be specified in the same way as with G243.

Format

G280 Cc Kk Pp (_) ;

C : Character code. (See the explanation of G243.)

K : Number of spaces. (See the explanation of G243.)

P : Number of the sequence containing a character string. (See the explanation of G243.)

(_) : Character string to be displayed. (See the explanation of G243)

NOTE

- 1 G280 is a one-shot G code, which means that the code is effective only in the block in which it is specified.
- 2 If a prompt statement is displayed with multiple addresses, a single space is automatically inserted between the character string displayed with one address and that displayed with another.

6.1.3.10 Linear drawing (G01)

This code draws a straight line up to the specified X and Y coordinates, with the line type specified with G244 and the color specified with G240.

Format

G01 Xx Yy ;

X : X coordinate of the end point of linear drawing

Y : Y coordinate of the end point of linear drawing

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.

6.1.3.11 Circular drawing (clockwise) (G02)

6.1.3.12 Circular drawing (counterclockwise) (G03)

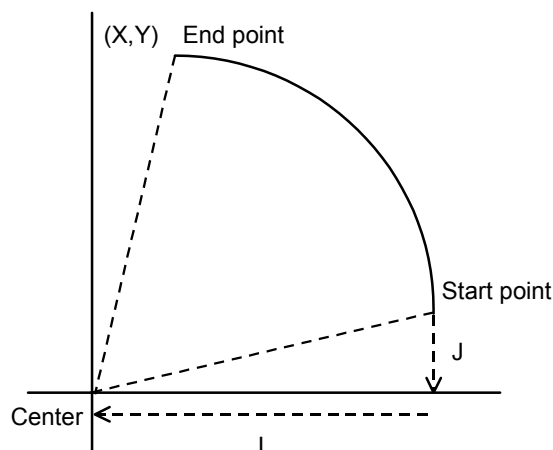
An arc is drawn using the line type specified by G244 and the color specified by G240, ending at the point of specified X and Y coordinates. Two methods are available to specify the center (I,J) of an arc.

When the bit 3(INCD) of compile parameter No. 9167 is set to 0 :

Not only the end coordinates of an arc but also the center coordinates of the arc are specified using absolute coordinates.

When the bit 3(INCD) of compile parameter No. 9167 is set to 1 :

The vector from the start point of an arc to the center of the arc is used for specification.



G02 draws an arc clockwise.

G03 draws an arc counterclockwise.

Format

G02 Xx Yy Ii Jj ;

G03 Xx Yy Ii Jj ;

X : X coordinate of the end point of circular drawing

Y : Y coordinate of the end point of circular drawing

I : X coordinate of the center of circular drawing

(Component of the X-direction vector from the start point of the arc to the center of the arc when bit 3 (INCD) of compile parameter No. 9167 is set to 1)

J : Y coordinate of the center of circular drawing

(Component of the Y-direction vector from the start point of the arc to the center of the arc when bit 3 (INCD) of compile parameter No. 9167 is set to 1)

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - When bit 3 (INCD) of compile parameter No. 9167 is set to 1, the commands of addresses X and Y are switched between absolute and incremental commands by G390/G391.
- 3 The command values of addresses I and J are based on the vector from the start point of an arc to the center of the arc.

Example of program for circular drawing

Example

Bit 3(INCD) of compile parameter No.9167 =1

G390 G242 X150.0 Y0.0 ; Set the drawing start point.

G01 X250.0 ; Draw a straight line to X250. using an absolute command.

G02 X150.0 I-50.0 J0.0 ;

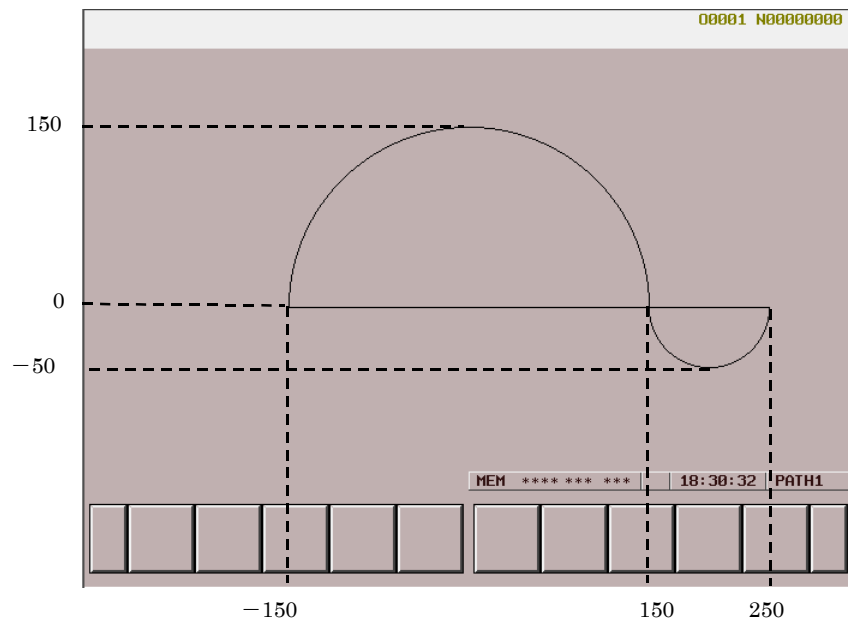
G391G03 X-300.0 I-150.0 ;

G01 X300.0 ;

} I represents the X-direction vector component as seen from the start point of an arc to the center of the arc.

Since X, Y, I, and J are modal addresses, the previously specified values are assumed if they are omitted.

When the program above is executed, the following is drawn in the graphic coordinate system:



6.1.3.13 Cursor display (rectangular cursor) (G230)

This code displays the character cursor yellow in reverse video.

Format

G230 Xx Yy Ll ;

Addresses X and Y specify the display position of the cursor in the character coordinate system.

X : X coordinate of the cursor display position

Y : Y coordinate of the cursor display position

Address L specifies the length of the cursor.

L : Specification of the cursor length

NOTE

- 1 The cursor is erased when the cursor length is set to 0.
- 2 The cursor can also be erased by the character screen clear code (G202).
- 3 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.

6.1.3.14 Graphic cursor function (G249)

Graphic cursor display can be provided with a conversational macro.

Format

G249 Pp Xx Yy ;

P : Control command

=0 : Display ON (turned on)

=1 : Display ON (low-speed blink display)

=2 : Display ON (high-speed blink display)

=3 : Display OFF

- X : X coordinate of the graphic cursor display position
 Y : Y coordinate of the graphic cursor display position

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.
- 3 Addresses X and Y may be omitted. For an omitted address, the value previously specified with G249 is used.
- 4 Moving the graphic cursor does not affect the current position in the graphic coordinate system.
- 5 If the graphic screen is cleared with "G202 P1 ;" or "G202 P3 ;", the graphic cursor is erased. Moreover, the position of the graphic cursor is initialized to (0,0).

6.1.3.15 Cursor control (#8505, #8506, and #8507)

By setting a value in the cursor control variable #8505, the cursor can be displayed.

#8505=0: Erases the cursor.

=1: Displays the cursor.

When the power is turned on, the value of #8505 is 0.

The cursor can be displayed at a desired position by setting a value in the cursor X position control variable #8506 and the cursor Y position control variable #8507. Specify a cursor position in the character coordinate system.

NOTE

- 1 The cursor drawn is displayed as an underscore (_). This function is different from cursor control (rectangular cursor) based on G230, and can be used together with the rectangular cursor.
- 2 Even when the screen clear function (G202) is specified, the control variables #8505, #8506, and #8507 are not affected. So, the cursor displayed is not moved or erased.
- 3 Even if an attempt is made for character coordinate system compensation on a 8.4" LCD unit, compensation is not performed.
- 4 The cursor is colored according to the color at the position where the cursor is placed.

6.1.3.16 Absolute mode (G390)/incremental mode (G391) specification

When bit 3 (INCD) of compile parameter No. 9167 is set to 1, whether a coordinate command in the character coordinate system and graphic coordinate system is an absolute mode command (G390) or incremental mode command (G391) is to be specified.

NOTE

- 1 When bit 3 (INCD) of compile parameter No. 9167 is set to 0, an absolute mode command is specified at all times.
- 2 These codes are effective to G204, G230, G242, G243, G300, G249, G01, G02, G03, G206, and G317.

6.1.3.17 Graphic coordinate system setting (G392)

This code sets the current position to a specified position in the graphic coordinate system. The subsequent drawing commands are executed in this coordinate system.

Format

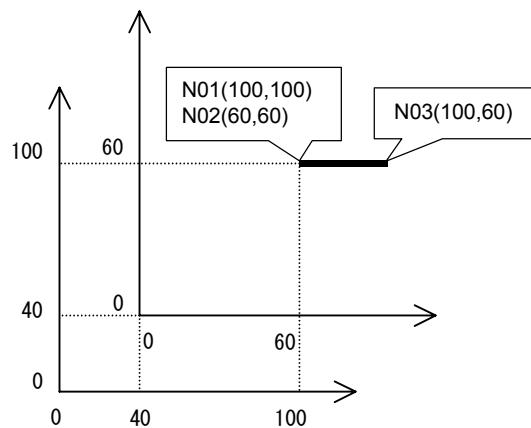
G392 Xx Yy ;
 X : X coordinate
 Y : Y coordinate

Example

```
N01 G242 X100.0 Y100.0 ;
N02 G392 X60.0 Y60.0 ;
N03 G01 X100.0 ;
```

When the above program is executed, the position (100, 100) assumed in N01 changes to (60, 60) in N02, and linear drawing is performed from (60, 60) to (100, 60) in N03.

As a result, the origin position shifts by (40, 40).

**NOTE**

- 1 The specified X and Y coordinates are always assumed absolute.
- 2 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.

6.1.3.18 Rapid traverse rate specification (G311)

This code specifies the X- and Y-axis speed ratios assumed during rapid traverse drawing.

Format

G311 Xx Yy ;

Specify a speed ratio when performing rapid traverse drawing.

- X : Rapid traverse drawing speed ratio in the X axis
 Y : Rapid traverse drawing speed ratio in the Y axis

NOTE

- 1 The rapid traverse drawing speed ratios must be positive integer numbers in the range of 1 to 32767.
- 2 The specified X and Y values are always assumed absolute.
- 3 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.

6.1.3.19 Rapid traverse drawing (G300)

This code performs drawing with rapid traverse from the current position to a specified point. The path is determined with the rapid traverse rate specification.

Format

G300 Xx Yy ;

X : X coordinate for rapid traverse drawing

Y : Y coordinate for rapid traverse drawing

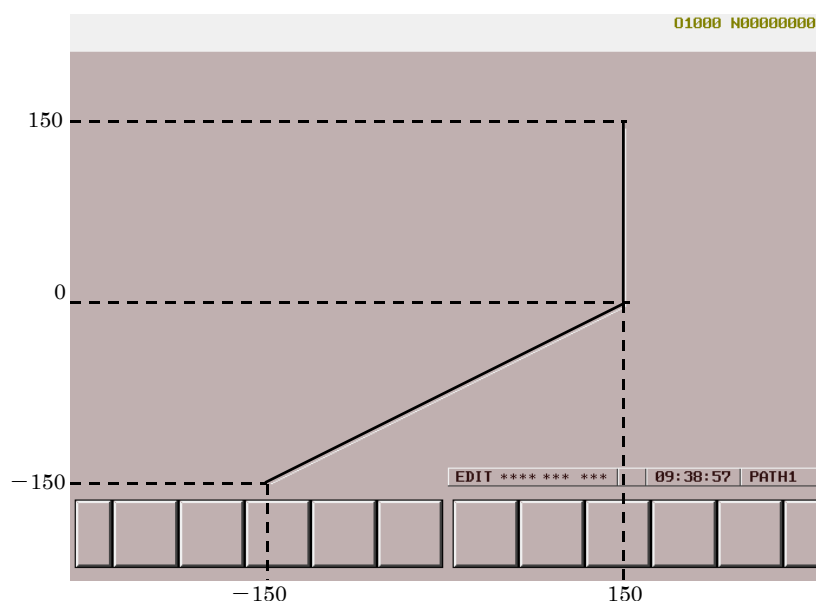
NOTE

- 1 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.
- 2 Non-linear drawing is always performed regardless of the CNC parameters.
- 3 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.

Rapid traverse drawing program example**Example**

```
G311 X200.0 Y100.0 ;
G242 X-150.0 Y-150.0 ;
G300 X150.0 Y150.0 ;
```

When the above program is executed, drawing is performed in the graphic coordinate system as shown below.



6.1.3.20 Graphic filling function (G206)

With the graphic function, an area to be filled is to be drawn by solid lines beforehand. Then, an arbitrary point in the area and a boundary color for filling are to be specified together with G206. As the color for filling, the display color specified when G206 is specified is used.

Format

G206 Xx Yy Pp ;
 X : Arbitrary point in an area to be filled (X coordinate)
 Y : Arbitrary point in an area to be filled (Y coordinate)
 P : Boundary color for filling

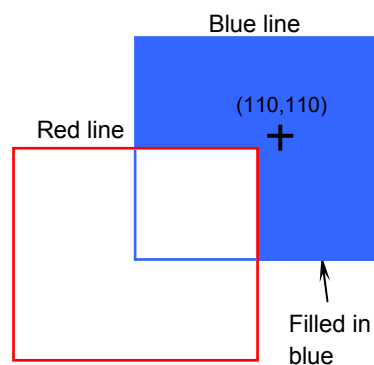
Boundary color for filling (Pp)

- P = 0 : Same as filling color
- = 8 : Other than black (color palette with 0 set for R, G, and B)
- The color of color palette 8 cannot be used.
- The colors of P1 to P7 and P9 to P15 are the same as for G240. So, see Subsection 6.1.3.2, "Color specification (G240)". (No minus (-) value can be specified.)
- When the same color as used for filling or P0 is specified as the boundary color, those lines in other colors that are placed in the area to be filled are filled.
- When P8 is specified as the boundary color, the innermost area is filled.

Example

- 1 When P8 (color other than the color palette with 0 set for all of R, G, and B) is specified as the boundary color:

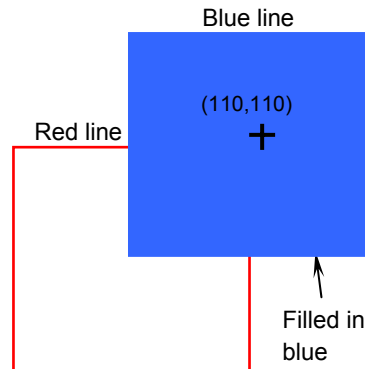
```
G240P1;..... Red line
G244P0;..... Solid line
G242X0.0Y0.0;
G01X100.0;
Y100.0;
X0.0;
Y0.0;
G240P4;..... Blue line
G242X50.0Y50.0;
G01X150.0;
Y150.0;
X50.0;
Y50.0;
G206P8X110.0Y110.0; → The innermost area is filled.
```



Example

2 When P0 (same as the color for filling) is specified as the boundary color:

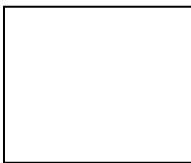
```
G240P1;..... Red line
G244P0;..... Solid line
G242X0.0Y0.0;
G01X100.0;
Y100.0;
X0.0;
Y0.0;
G240P4;..... Blue line
G242X50.0Y50.0;
G01X150.0;
Y150.0;
X50.0;
Y50.0;
G206P0X110.0Y110.0; →
```



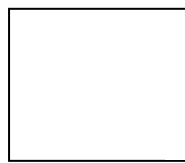
The red lines in the area to be filled are filled.

NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.
- 3 When bit 3 (GPNT) of compile parameter No. 9003 is set to 1, the color of color palette 8 can be used. In this case, P16 is used to specify a boundary color other than black (with 0 set for all of R, G, and B).
- 4 A fill area must be defined by a closed line.



Allowed



Not allowed

6.1.3.21 Rectangular display (G204)

This code fills the rectangle having points (X, Y) and (I, J) as diagonal points with the color specified for P, and fills the edge of the outer frame with the color specified with G240.

Format

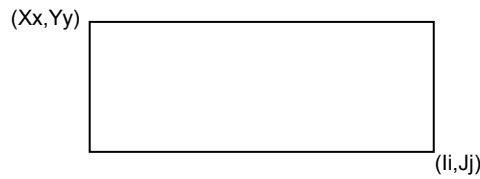
G204 Xx Yy Ii Jj [Pp];

X : X coordinate of the rectangular display start position
 Y : Y coordinate of the rectangular display start position
 I : X coordinate of the rectangular display end position
 J : Y coordinate of the rectangular display end position
 P : Color with which the rectangle is to be filled

The setting of color is the same as for P of G240. So, see Subsection 6.1.3.2, "Color specification (G240)". No minus (-) value can be specified.

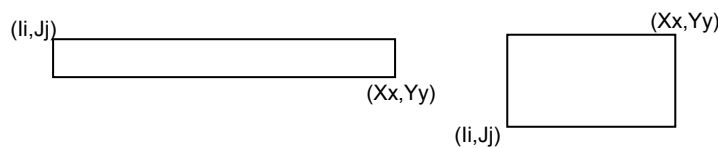
[] may be omitted.

Example



The points specified by addresses X and Y and addresses I and J may be at any positions that can form a rectangle.

Example

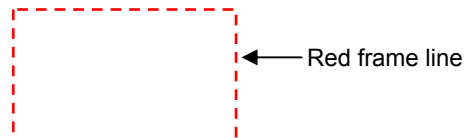


- When P is not specified, filling is not performed, but the outer frame only is drawn using the color specified by G240.
- The line type of a rectangle is specified using the line type command (G244P_).

Example

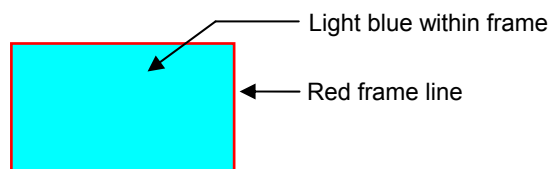
- 1 When P is not specified:

```
G244P1; ..... Dashed line
G240P1; ..... Red line
G204 X-200. Y150.0 I0.0 J10.0 ;
```



- 2 When P is specified:

```
G244P0; ..... Solid line
G240P1; ..... Red line
G204 X-200. Y150.0 I0.0 J10.0 P6 ;
```



NOTE

- 1 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.
- 3 When specifying fill processing, be sure to specify a solid line.
- 4 Fill processing starts at the point defined by the midpoint between addresses X and I and the midpoint between addresses Y and J.
- 5 The boundary color of fill processing is handled as a frame line color (specified by G240P_).
- 6 After execution with address P specified, the color specification (G240P_) is updated to the color of address P to change the color of the subsequent line segments and character strings.

6.1.3.22 Marking (G321)

This code draws the mark specified for M with the color specified for P at the position specified for X and Y (graphic coordinates).

Format

G317 Xx Yy Mm Pp ;

X : X coordinate of the position at which a mark is to be displayed

Y : Y coordinate of the position at which a mark is to be displayed

M : Specification of the number of the mark to be displayed

P : Specification of the color of the mark to be displayed

The available marks are shown below as dot patterns, together with the mark numbers.

Mark number	1	2	3	4
Mark	Origin mark	Arrow head pointing upward	Arrow head pointing downward	Arrow head pointing to the left
	<pre>00000 0 0000 0 00000 0 00000 0000*0000 0000 0 0000 0 000 0 00000</pre>	<pre> * 0 0 0 0 0 0 0</pre>	<pre>0 0 0 0 0 0 *</pre>	<pre> 0 0 0 0 * 0 0 0</pre>
Mark number	5	6	7	8
Mark	Arrow head pointing to the right	Arrow head pointing to the upper left	Arrow head pointing to the lower left	Arrow head pointing to the upper right
	<pre>0 0 0 * 0 0 0</pre>	<pre>*000 0 0 0</pre>	<pre>0 0 0 *000</pre>	<pre>000* 0 0 0</pre>
Mark number	9	10		
Mark	Arrow head pointing to the lower right	Black, round mark		
	<pre>0 0 0 000*</pre>	<pre>000 00000 0000000 000*000 0000000 00000 000</pre>		

NOTE

- 1 The asterisk "*" indicates the position specified for X and Y.
- 2 The commands of addresses X and Y are:
 - Absolute commands at all times when bit 3 (INCD) of compile parameter No. 9167 is set to 0.
 - Switched between absolute and incremental commands by G390/G391 when bit 3 (INCD) of compile parameter No. 9167 is set to 1.
- 3 This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.
- 4 When address P is omitted, the mark is displayed by the color palette 7.
- 5 When addresses X and Y are omitted, the mark is displayed at the current position.

6.1.3.23 Shift function for graphic screen adjustment

This function allows shifting of the origin of the graphic coordinate system on the conversational macro screen in units of dots by using compile parameters Nos. 9048 and 9049.

The X coordinate of the current origin of the graphic coordinate system is changed to the coordinate specified for compile parameter No.9048. The Y coordinate of the current origin of the graphic coordinate system is changed to the coordinate specified for compile parameter No.9049.

NOTE

This code is disabled when bit 4 (NVGA) of compile parameter No. 9167 is set to 1.

6.1.3.24 Reading of the graphic state (#8800)

By reading graphic state reading variable #8800, it can be determined whether the graphics is available in conversational macro.

#8800 = 0 : The graphics is available in conversational macro.

#8800 = 1 : The graphics is not available in conversational macro.

NOTE

When bit 4 (NVGA) of compile parameter No. 9167 is set to 1, graphic display cannot be used. So, 1 is read from the graphic state read variable #8800 at all times.

6.1.3.25 Brightness modulation mode display on the monochrome LCD and base color

On the monochrome LCD, bit 2 (MVD) of parameter No. 9033 can be used to put the conversational macro screen in the brightness modulation mode.

The brightness of the screen is specified using the display color type specification control code (G240).

If the screen is not put in the brightness modulation mode, all colors except for color palette 0 (standard color of black) are displayed as a color on color palette 7 (standard color of white).

NOTE

The monochrome LCD is for the Series 30i /31i /32i -A.

6.1.3.26 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Graphic resolution	For an indicator with 7 soft keys Bit 2 (HRGR) of compile parameter No. 9003 = 0 Standard mode: 320×270 dots Bit 2 (HRGR) of compile parameter No. 9003 = 1 High resolution mode: 640×480 dots	640×480 dots as standard Be sure to set bit 2 (HRGR) of compile parameter No. 9003 to 1.
Character display (G243) Address X, Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Character display (G243) Address D	The number of significant display digits is 8.	The number of significant display digits is 12. (However, no more than 9 digits can be specified using an immediate value.)
Character display (G243) Address F	The maximum number of digits is 8. The number of decimal places is 3.	The maximum number of digits is 12. The number of decimal places is 6.
Number of character string sets specifiable in a single character display (G243) block	As many (), (' '), and (* *) sets as necessary can be specified in the same block.	Up to five (), (' '), and (* *) sets in total are effective in the same block.
Sequence of modal addresses processed with a conversational macro	Unlike ordinary NC programs, the conversational macro program processes each address in the sequence in which they were specified. Example of operation <1> F8.3; G243 F5.1 D#100; → #100 is represented with F5.1. <2> F8.3; G243 D#100 F5.1; → #100 is represented with F8.3.	Like ordinary NC programs, the conversational macro program processes data other than character strings in block units. Therefore, operations do not change according to the specified sequence. Example of operation <1> F8.3; G243 F5.1 D#100; → #100 is represented with F5.1. <2> F8.3; G243 D#100 F5.1; → #100 is represented with F5.1.
Display if the same addresses are specified in the same block (G243)	They are all displayed in the order in which they are specified. The same addresses can be specified in a single block, as in G243X_Y_C_C_.	The last address becomes effective. Thus, the same addresses cannot be specified in a single block as in G243X_Y_C_C_. They must be specified in separate blocks as shown below. G243X_Y_C_; C_;
Linear drawing (G01) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Circular drawing (G02 and G03) Addresses X, Y, I, and J	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Graphic filling function (G206) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Rectangular display (G204) Addresses X, Y, I, and J	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Cursor (rectangular cursor) display (G230)	Not possible.	X: X coordinate of the cursor display position Y: Y coordinate of the cursor display position L: Cursor length command
Graphic cursor function (G249) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Drawing start point setting (G242) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Prompt statement display (G280)	Not allowed	In the character string input mode (data input control variable #8502 = 3), up to 39 characters can be displayed on the key input line.
Graphic coordinate system setting (G392)	Not allowed	A specified position is set up as the current position. The subsequent drawing commands are executed in this coordinate system.
Rapid traverse rate specification (G311)	Not allowed	X:Rapid traverse drawing speed ratio in the X axis Y:Rapid traverse drawing speed ratio in the Y axis
Rapid traverse drawing (G300)	Not allowed	X:X coordinate for rapid traverse drawing Y:Y coordinate for rapid traverse drawing
Marking (G317)	Not allowed	This code draws the mark specified for M with the color specified for P at the position specified for X and Y.
Base color for a monochrome LCD	White	Bit 0 (BGW) of parameter No.9032: =0 : Black =1 : White NOTE: The monochrome LCD is for the Series 30i/31i/32i -A.

6.1.4 Character String Registration Program Number Specification (#8509)

Variable #8509 is the control variable for specifying the program in which a character string is registered. See the explanation of address P of G243 in Section 6.1.3.5, "Character display" for details.

6.1.5 Screen Control Function (#8510, #8571)

Variable #8510 or #8571 can be used to determine which function or sub menu screen is currently displayed on the CNC screen.

In addition, variable #8510 can be used to switch the CNC screen to the desired function or sub menu screen by writing the corresponding value to the variable.









6.1.5.1 Screen reading

Reading the function screen


By reading the value of variable #8510, it can be determined which function screen is currently being displayed.

The values that can be read from variable #8510 are as given in Table 6.1.5.1 (a).

Table 6.1.5.1 (a)

Function screen		Value of #8510
 : POSITION screen		0
 : PROGRAM screen		1
 : OFFSET/SETTING screen		2
 : SYSTEM screen (parameter, diagnosis, and so on)		3
 : ALARM/MESSAGE screen		4
 : GRAPHIC screen		5
 : USER screen (conversational macro screen, C Language Executor screen)		6
 : C Language Executor screen		7

NOTE




With the small keyboard, both the GRAPHIC and USER screens are controlled using the  key. The value of #8510 is 5 when displaying the GRAPHIC screen and 6 when displaying USER screen.








Reading the sub menu screen

By reading the value of variable #8571, it can be determined which sub menu screen is currently being displayed.

The values that can be read from variable #8571 are as given in Table 6.1.5.1 (b).

Table 6.1.5.1 (b)

Sub menu screen		Value of #8571
	: Current position display screen (absolute coordinate system)	1
	: Current position display screen (relative coordinate system)	2
	: Current position display screen (overall coordinate systems)	3
	: Manual pulse interruption screen	4
	: Operating monitor screen	6
	: 3-dimensional manual feed screen	7
	: Program display screen	1
	: Program list screen	2
	: Next program display screen	3
	: Program check screen	4
	: Machining time display screen	6
	: Manual numerical command screen	7
	: Program restart screen	8
	: Tool offset screen	1
	: Setting data screen	2
	: Workpiece coordinate system setting screen	3
	: Macro variable screen	6
	: Software operator's panel screen	8
	: Tool management screen or tool life management screen	9
	: Y-axis offset screen	11
	: Workpiece coordinate system shift screen	12
	: Tool compensation/second geometry tool offset screen	13
	: Precision level selection screen	17

Sub menu screen		Value of #8571
	: Chuck and tail stock barrier setting screen	21
	: Language specification screen	22
	: Operation level setting screen	23
	: Wrong operation prevention setting screen	24
	: Parameter screen	1
	: Self diagnosis screen	2
	: SERV GUIDE Mate screen	3
	: System configuration screen	4
	: Memory contents display screen	6
	: Pitch error compensation screen	7
	: Setting screen for servo parameters	8
	: Setting screen for spindle parameters	9
	: PMC maintenance screen	11
	: PMC ladder screen	12
	: PMC configuration screen	13
	: Machining parameter tuning screen	16
	: ALL I/O screen	17
	: Operation history screen	19
	: Color setting screen	21
	: Periodic maintenance screen	22
	: Maintenance information screen	23
	: FSSB setting screen	27
	: Parameter tuning screen	28
	: Setting screen for embedded Ethernet port	31
	: Setting screen for PCMCIA Ethernet card	32
	: Setting screen for Ethernet board	33
	: M code group setting screen	37
	: 3-dimensional error compensation screen	39
	: Alarm screen	1
	: Message screen	2
	: Alarm history screen	3
	: Message history screen	4
	: Graphic parameter screen	1
	: Graphic screen	2
	: Conversational macro screen (user screen 1)	1
	: Conversational macro screen (user screen 2)	2
	: Conversational macro screen (user screen 3)	3
	: C Language Executor screen (user screen 1)	4
	: C Language Executor screen (user screen 2)	5
	: C Language Executor screen (user screen 3)	6
	: C Language Executor screen (user screen 4)	7
	: C Language Executor screen (user screen 5)	8
	: C Language Executor screen (user screen 1)	50
	: C Language Executor screen (user screen 2)	51
	: C Language Executor screen (user screen 3)	52
	: C Language Executor screen (user screen 4)	53
	: C Language Executor screen (user screen 5)	54

NOTE









- 1 An option may be required depending on the screen.
- 2 Screens other than those listed Table 6.1.5.1 (b) are not supported.

6.1.5.2 Screen switching

Switching function screens

By writing to variable #8510 one of the 1-digit values given in Table 6.1.5.2 (a), the screen can be switched to the specified function screen.





Table 6.1.5.2 (a)





Function screen		Value of #8510
 : POSITION screen		0
 : PROGRAM screen		1
 : OFFSET/SETTING screen		2
 : SYSTEM screen (parameter, diagnosis, and so on)		3
 : ALARM/MESSAGE screen		4
 : GRAPHIC screen		5
 : USER screen (conversational macro screen, C Language Executor screen)		6
 : C Language Executor screen		7

Switching sub menu screens

By writing to variable #8510 one of the 2-digit values given in Table 6.1.5.2 (b), the screen can be switched to the specified function screen.

Table 6.1.5.2 (b)

Sub menu screen		Value of #8510
	: Current position display screen (absolute coordinate system)	101
	: Current position display screen (relative coordinate system)	102
	: Current position display screen (overall coordinate systems)	103
	: Manual pulse interruption screen	104
	: Operating monitor screen	106
	: 3-dimensional manual feed screen	107
	: Program display screen	11
	: Program list screen	12
	: Next program display screen	13
	: Program check screen	14
	: Machining time display screen	16
	: Manual numerical command screen	17
	: Program restart screen	18
	: Tool offset screen	21
	: Setting data screen	22
	: Workpiece coordinate system setting screen	23
	: Macro variable screen	26
	: Software operator's panel screen	28
	: Tool management screen or tool life management screen	29
	: Parameter screen	31
	: Self diagnosis screen	32
	: SERVO GUIDE Mate screen	33
	: System configuration screen	34
	: Memory contents display screen	36
	: Pitch error compensation screen	37
	: Setting screen for servo parameters	38
	: Setting screen for spindle parameters	39

Sub menu screen		Value of #8510
	: Alarm screen	41
	: Message screen	42
	: Alarm history screen	43
	: Message history screen	44
	: Graphic parameter screen	51
	: Graphic screen	52
	: Conversational macro screen (user screen 1)	61
	: Conversational macro screen (user screen 2)	62
	: Conversational macro screen (user screen 3)	63
	: C Language Executor screen (user screen 1)	64
	: C Language Executor screen (user screen 2)	65
	: C Language Executor screen (user screen 3)	66
	: C Language Executor screen (user screen 4)	67
	: C Language Executor screen (user screen 5)	68
	: C Language Executor screen (user screen 1)	70
	: C Language Executor screen (user screen 2)	71
	: C Language Executor screen (user screen 3)	72
	: C Language Executor screen (user screen 4)	73
	: C Language Executor screen (user screen 5)	74

NOTE

- 1 An option may be required depending on the screen.
- 2 Screens other than those listed Table 6.1.5.2 (b) are not supported.

6.1.6 State Display Mask Function on the Conversational Macro Screen

By setting bit 2 (STDM) of compile parameter No. 9006 to 1, state display (mode and status display) on each of conversational macro screens 1, 2, and 3 can be disabled.

In this way, the 17th line for the type of 7 soft keys and the 24th line for the type of 12 soft keys can be controlled by a conversational macro.

6.1.7 O and N Number Display Mask Function

By setting bit 0 (ONMSK) of compile parameter No. 9003 to 1, the display of O and N numbers on a conversational macro screen (each of user screens 1, 2, and 3) can be disabled.

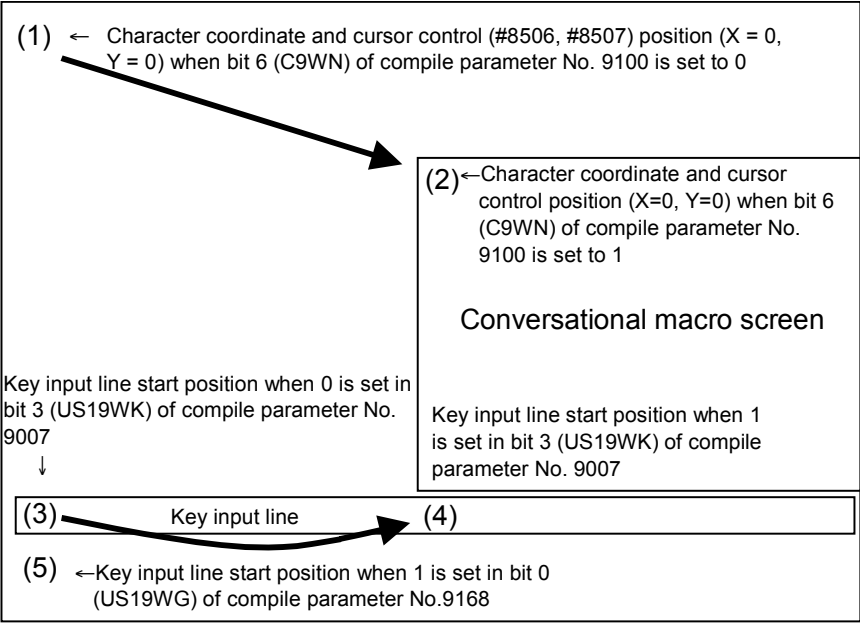
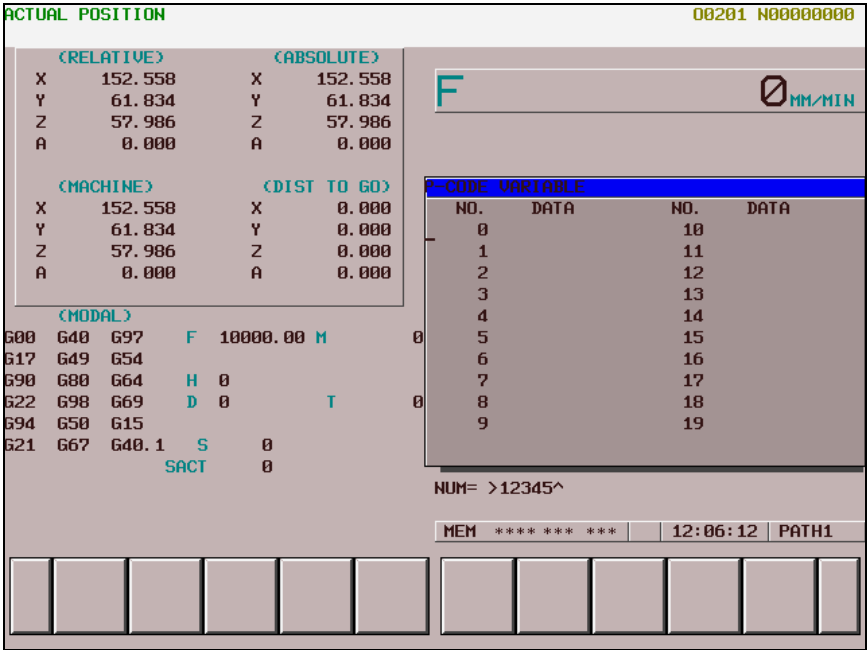
6.1.8 Soft Key Frame Display Mask Function

By setting bit 7 (MSFT) of compile parameter No. 9100 to 1, the display of a soft key frame on a conversational macro screen (each of user screens 1, 2, and 3) can be disabled. This function, however, is enabled only for display without background color.

6.1.9 Display 7 Soft Keys Data on the 12 Soft Keys Type

In conversational macro (user screen 1), this function is useful to sharing the character display between 7 soft keys type and 12 soft keys type.

By specifying bit 5 (US19W) of compile parameter No. 9006, it is possible to provide the display of the type of 7 soft keys when a conversational macro screen (user screen 1) is displayed. In this screen, the overall position indication (for up to five axes) is displayed at the top of the macro screen of the type of 7 soft keys created by the conversational macro function, and modal information similar to that shown on the program check screen is shown on the left side.



(Screen image)

NOTE

- 1 This function is enabled if a 10.4" LCD is used.
- 2 This function is not available for other conversational macro screens (user screens 2 and 3). In these screens, a macro screen fills the whole screen space.
- 3 In the overall position indication, the location information of up to five axes is displayed.
- 4 Extended axis name (parameter Nos.1025,1026), axis display order (parameter No.3130) are invalid for this screen.

Position compensation for the character coordinate system

On a screen with background color, if bit 6 (C9WN) of compile parameter No. 9100 is set to 1, the start point of the character coordinate and the cursor control position (#8506, #8507) can be compensated for to the upper left position of the window frame of the type of 7 soft keys (position <2> in the screen image diagram).

This makes the upper left of the display area of the type of 7 soft keys the start point (where both the X and Y coordinates are 0).

Position compensation for the key input line

When 1 is set in bit 3 (US19WK) of compile parameter No. 9007, the position of the key input line can be moved below the window frame of the type of 7 soft keys (<4> in the screen image diagram).

Display of 24 groups of G-code modal information

When the compile parameter US19WG(No.9168#0) set to 1, the G-code modal information on 24 groups is displayed.

When the US19WG set to 0, the G-code modal information on 18 groups is displayed.

Display order depends on the setting of displaying G-code group (the parameter D01~D32(No.3124#0~3127#7)).

NOTE

When the compile parameter US19WK(No.9007#3) set to 0, and the setting with background color is enabled, the position for displaying the key input line is changed under G-code group display area. (The position of (5) on the screen image)

Display of Run Time and Parts Count


When the option of "Run hour and parts count display" is enabled, the number of machined parts, run time, and cycle time is displayed as well as the program check screen.


6.1.9.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Position indication	Position indication currently selected on the program screen	Overall position indication for up to five axes
Character coordinate of cursor control when bit 6 (C9WN) of compile parameter No. 9100 is set to 1	The cursor control position is the same as that when C9WN is set to 0.	Just like the character coordinate, the cursor control position (#8506, #8507) is also X0, Y0.

6.1.10 User Help Screen Control Function

This function allows the user to add a unique help screen (user help screen).

Pressing the  key displays the added item on the Help (Initial Menu) screen. It is also possible to add a character string inside the frame of soft key [F1]. Pressing soft key [F1] in the Help (Initial Menu) screen or selecting the added item by moving the cursor or by some other means displays the user help screen.

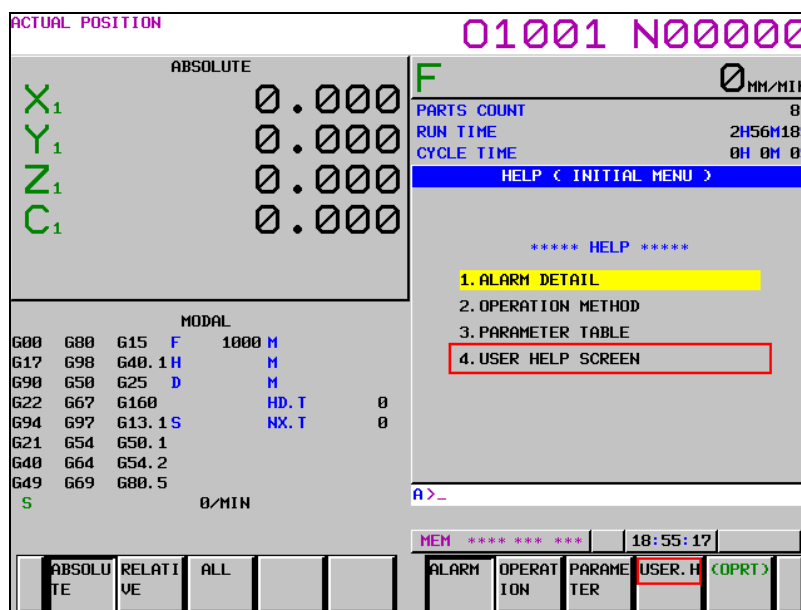
It is also possible to have the user help screen displayed immediately, without displaying the Help (Initial Menu) screen, when the  key is pressed.

Adding an item to the Help (Initial Menu) screen

In compile parameter No. 9050, set the number of the program to be added to the Help (Initial Menu) screen. Create the program to be added, using the color specification command G240 and character display command G243, as in the example given below.

Example

This example adds "USER HELP SCREEN" as the fourth item and displays "USER.H" inside the frame of soft key [F1].



Compile parameter
P9050=3000

/*Program to be added

O3000 ;


G240 Pp ;

G243 ('USER HELP SCREEN'); ← Color specification (optional)

G240 Pp ; ← Character string to be added

G243 ('USER.H'); ← Color specification (optional)

M99 ; ← Soft key character string


Pressing the  key displays the Help (Initial Menu) screen with the added item in it. Pressing soft key [USER.H] or selecting '4. USER HELP SCREEN' by moving the cursor or by some other means displays the user help screen.

NOTE

- 1 The display position of the character string of the added item in the Help (Initial Menu) screen, as well as that of the character string in the soft key frame are fixed. The display position coordinates cannot be specified using addresses X and Y of G243. If addresses X and Y are specified, they are ignored.
- 2 The color specification of the character string must be based on the color palette of the CNC system.

User help screen

In compile parameter No. 9051, set the number of the main program that will execute the user help screen. The user help screen program can use the function equivalent to that of the conversational macro.

To have the user help screen displayed immediately, without displaying the Help (Initial Menu) screen, when the  key is pressed, set 1 in bit 7 (HPU) of parameter No. 3109.

Example

```
Compile parameter
P9051=3001

/*User help screen program
O3001 ;
G243 X00 Y00 ('USER HELP SCREEN');
      :           :
M99 ;
```

- Execution control variable #8555

The main program of the user help screen can be changed to another program by changing the execution control variable (#8555). The execution control variable (#8555) performs the same function as the conversational macro execution control variables (#8500, #8550, and #8551).

Example

```
This example changes the main program of the user help screen from O3001 to
O3002.

/*Main program of the user help screen
O3001 ;
      :
#8555 = 3002 ;
M99 ;
```

NOTE

Each time the Help (Initial Menu) screen is changed to the user help screen, the value of #8555 is rewritten by the program number set in compile parameter No. 9051) and executed as the main program of the user help screen.

Compile parameter
P9051=3001


[User help screen] ...The main program is O3001.

↓ Rewrite the variable as #8555=3002;.

[User help screen] ...The main program is O3002.

↓ Press the  key.

Current position screen]

↓ Press the  key.

[Help (Initial Menu) screen]

↓ Change to the user help screen.

[User help screen] ...The main program is O3001.

- Control variable #8556

Writing a value in control variable #8556 in the main program of the user help screen enables you to go back to the screen prior to the Help (Initial Menu) screen.

Example

To go back to the screen prior to the Help (Initial Menu) screen by using #8556 in the main program of the user help screen (O3001), specify the command as follows.

O3001 ;

:

#8556 = 1 ;

M99 ;

When the screen prior to the help screen is the current position screen, you will return to the current position screen.

[Current position screen] ←





[Help (Initial Menu) screen]



[User help screen] #8556=1;

6.1.10.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Help (Initial Menu) screen	All the addresses of G243 are available.	Only address P and character strings are available. (The character string display position and character size cannot be specified.)
Help (Initial Menu) screen	"4." is not automatically added to the added character string.	"4." is automatically added to the added character string.
Help screen / User help screen	While the conversational macro screen is being displayed, the  key can be used to display the Help screen/User help screen.	While the conversational macro screen is being displayed, the screen cannot be switched to the Help screen/User help screen, using the  key.

6.2 KEY INPUT AND DATA INPUT CONTROL

6.2.1 Command Key Input Variable (#8501)

Command key input can be read from variable #8501.




If there is no command key input, the value of variable #8501 is 0.










Once there is command key input, variable #8501 retains its value, not accepting any subsequent command key input until it is read by a command.


When read by a command, variable #8501 becomes ready to accept command key input and changes its value to 0. It is not possible to write a value to variable #8501.

The command keys are given below, together with the corresponding values of variable #8501.

Command keys of the type of 7 soft keys

Page key		1	SOFT FUNCTION KEY LEFT		11
Page key		2	SOFT FUNCTION KEY 1		12

Cursor key		3
Cursor key		4
ALTER key		5
INSRT key		6
DELETE key		7
INPUT key		8
RESET key		10
Cursor key		18
Cursor key		19

SOFT FUNCTION KEY 2	13
SOFT FUNCTION KEY 3	14
SOFT FUNCTION KEY 4	15
SOFT FUNCTION KEY 5	16
SOFT FUNCTION KEY RIGHT 	17












The arrangement and names of the soft function keys are as follows:



[]	[]	[]	[]
↑	↑	↑	↑	↑	↑	↑	↑
(0)	(1)	(2)	(3)	(4)	(5)	(6)	

(0) : SOFT FUNCTION KEY LEFT
 (1) : SOFT FUNCTION KEY1
 (2) : SOFT FUNCTION KEY2
 (3) : SOFT FUNCTION KEY3

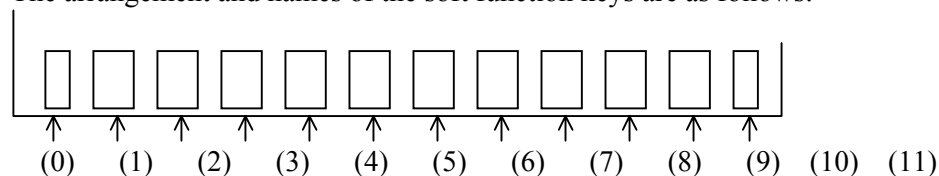
(4) : SOFT FUNCTION KEY4
 (5) : SOFT FUNCTION KEY5
 (6) : SOFT FUNCTION KEY RIGHT

Command keys of the type of 12 soft keys

Page key		1
Page key		2
Cursor key		3
Cursor key		4
ALTER key		5
INSRT key		6
DELETE key		7
INPUT key		8
RESET key		10
Cursor key		18
Cursor key		19

SOFT FUNCTION KEY LEFT 	20
SOFT FUNCTION KEY 1	21
SOFT FUNCTION KEY 2	22
SOFT FUNCTION KEY 3	23
SOFT FUNCTION KEY 4	24
SOFT FUNCTION KEY 5	25
SOFT FUNCTION KEY 6	26
SOFT FUNCTION KEY 7	27
SOFT FUNCTION KEY 8	28
SOFT FUNCTION KEY 9	29
SOFT FUNCTION KEY 10	30
SOFT FUNCTION KEY RIGHT 	31

The arrangement and names of the soft function keys are as follows:

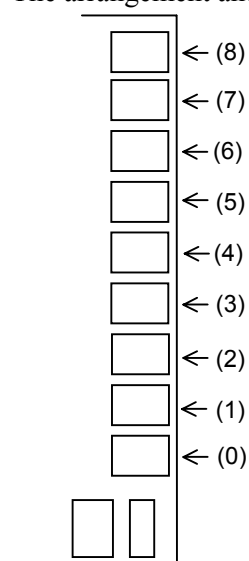


- | | |
|------------------------------|--------------------------------|
| (0) : SOFT FUNCTION KEY LEFT | (6) : SOFT FUNCTION KEY6 |
| (1) : SOFT FUNCTION KEY1 | (7) : SOFT FUNCTION KEY7 |
| (2) : SOFT FUNCTION KEY2 | (8) : SOFT FUNCTION KEY8 |
| (3) : SOFT FUNCTION KEY3 | (9) : SOFT FUNCTION KEY9 |
| (4) : SOFT FUNCTION KEY4 | (10) : SOFT FUNCTION KEY10 |
| (5) : SOFT FUNCTION KEY5 | (11) : SOFT FUNCTION KEY RIGHT |

- When vertical soft keys are provided

VERTICAL SOFT KEY 0	32
VERTICAL SOFT KEY 1	33
VERTICAL SOFT KEY 2	34
VERTICAL SOFT KEY 3	35
VERTICAL SOFT KEY 4	36
VERTICAL SOFT KEY 5	37
VERTICAL SOFT KEY 6	38
VERTICAL SOFT KEY 7	39
VERTICAL SOFT KEY 8	40

The arrangement and names of the vertical soft keys are as follows:



- | | |
|---------------------------|---------------------------|
| (0) : VERTICAL SOFT KEY 0 | (5) : VERTICAL SOFT KEY 5 |
| (1) : VERTICAL SOFT KEY 1 | (6) : VERTICAL SOFT KEY 6 |
| (2) : VERTICAL SOFT KEY 2 | (7) : VERTICAL SOFT KEY 7 |
| (3) : VERTICAL SOFT KEY 3 | (8) : VERTICAL SOFT KEY 8 |
| (4) : VERTICAL SOFT KEY 4 | |

NOTE

Do not use VERTICAL SOFT KEY 0 because it is used on the CNC system.


- Identification of decimal point input


When a decimal point is input, the value of #8501 is incremented by α . The value of α is as follows:

Bit 5(KY20) of compile parameter No.9003	Bit 1(KY100) of compile parameter No.9160	+ α value
0	0	0 (code itself)
1	0	+20 for the type of 7 soft keys +40 for the type of 12 soft keys
1 or 0	1	+100

Example of use

When bit 1 (KY100) of compile parameter No. 9160 is set to 1.

If <1>  is keyed, #8503=1.0 and #8501=8 results.

If <1.>  is keyed, #8503=1.0 and #8501=108 results.

In this way, whether a decimal point is input can be checked.

6.2.2 Data Input Control Variable (#8502)

#8502 : Data input control variable

#8503 : Numeric data variable

#8504 : Address data variable

#8508 : Character string variable

By setting the following values in data input control variable #8502, the input of numeric data, address data, and character string is controlled.

#8502 = 0 : No data input

= 1 : Input of numeric data

= 2 : Input of address data and numeric data

= 3 : Input of character strings

(1) No data input (#8502 = 0)

Nothing is displayed on the data input line, and no data can be input.

When the power is turned on, the value of #8502 is set to 0.

(2) Input of numeric data (#8502 = 1)

"NUM=" is displayed on the key input line, and numeric data can be input. The input numeric data can be read from numeric data variable #8503. By setting bit 6 (NNUM) of compile parameter No. 9006 to 1, NUM= can be hidden.

(3) Input of address data and numeric data (#8502 = 2)

"ADR=" is displayed first on the key input line, and address data can be input. When address data has been input, NUM= is then displayed to enable numeric data to be input.

The input address data and numeric data can be read from address data variable #8504 and numeric data variable #8503, respectively. The addresses that can be input and their corresponding values of variable #8504 are given below.

A : 1	B : 2	C : 3	D : 4	E : 5	F : 6
G : 7	H : 8	I : 9	J : 10	K : 11	L : 12
M : 13	N : 14	O : 15	P : 16	Q : 17	R : 18
S : 19	T : 20	U : 21	V : 22	W : 23	X : 24
Y : 25	Z : 26				

(4) Input of character strings (#8502 = 3)

Nothing is displayed on the key input line, but character data can be input. The input characters can be read from character string variable #8508 in the order in which they are input. The data that can be read is ASCII codes. After the last character is read, <null> is read. The maximum allowable number of characters in a character string is 73.

A prompt statement can be displayed on the data input line, using the G280 command.

The key input line returns to the initial state due to the input of a command key that causes the value of command key input variable #8501 to change from 0 to a non-0 value. Then, the input numeric data, address data, and character data can be read from the numeric data variable, address data variable, and character string variable, respectively. When neither numeric data or address data is input, the values of variables #8503 and #8504 are <null>. The numeric data variable and the address data variable retain their values until input is made again.

6.2.3 Extended Data Input Control Variable (#8552)

By setting 3 in #8502 and setting a variable number in #8552, the character string input mode is set and ">" is displayed in the input line to enable address data and numeric data to be input.

When a command key that causes command key input variable #8501 to be set to a non-zero value is input, the data input line returns to its initial state. The input numeric data and address data can be read from 32 variables starting with the one having the variable number set in variable #8552, as ASCII code data.

If nothing has been input, 32 <null> codes are read.

Example

Assume that the variables are set as follows:

#8502=3;

#8552=500;

and that the following is input:

0123456ABCD

When the  key is pressed, the following data is read from the variables:

#500=48

#501=49

#502=50

#503=51

#504=52

#505=53

#506=54

#507=65

#508=66

#509=67

#510=68




#511=<Null>

:

#531=<Null>

#8501=8

NOTE

- 1 The macro variables starting with the one having the number set in variable #8552 retain their previous values until the  key is pressed. It is after the  key is pressed that the new values are set in these variables.
- 2 The values of variables #8503 and #8504 are not guaranteed.
- 3 If a non-zero macro variable number is set in variable #8552, this function is executed unconditionally when the  key is pressed.
In this case, the input data cannot be read from character string variable #8508.

6.2.4 Consecutive Input of Cursor and Page Keys

Command key input variable #8501 allows consecutive input of cursor and page keys.

When a cursor or page key is pressed and held down, the data for the cursor or page key is set in variable #8501 with the following timing, and can be read consecutively. Note that the cursor or page key is not buffered in variable #8501 but that the data is read with the following timing.

It is assumed below that data is read from variable #8501 as soon as it is set.



6.2.5 Key Input Line Control (#8561 to #8563)

The display position (X and Y coordinates) of the key input line on the conversational macro screen and the allowable number of key input characters can be controlled using conversational macros.

Control variables

- #8561 : X coordinate of the key input line display position
- #8562 : Y coordinate of the key input line display position
- #8563 : Allowable number of key input characters

If you switch to the conversational macro screen from another screen, the variable values are reset to their initial values shown below. Whenever you have switched screens, therefore, you need to set these control variables again.

Initial values

- Screen with background color (when 1 is set in bit 0 (VGAR) of compile parameter No. 9100 and 0 is set in bit 2 (VRM) of parameter No. 9011)

	Type of 7 soft keys	Type of 12 soft keys
X coordinates	0	0
Y coordinates	13	22
Allowable number of key input characters	32	32

- Screen without background color (when 0 is set in bit 0 (VGAR) of compile parameter No. 9100 or 1 is set in bit 2 (VRM) of parameter No. 9011)

	Type of 7 soft keys		Type of 12 soft keys	
	Bit 2 (CM30) of compile parameter No. 9009		Bit 2 (CM30) of compile parameter No. 9009	
	1	0	1	0
X coordinates	0	0	0	0
Y coordinates	15	13	23	20
Allowable number of key input characters	32	32	32	32

#8561, #8562 (X and Y coordinates of the key input line display position)

Specify the display position of the key input line.

#8561: X coordinates

#8562: Y coordinates

NOTE

The display position is changed as soon as you write a value in #8562.
Therefore, be sure to set #8561 first and then #8562.


#8563 (allowable number of key input characters)

Specify the maximum number of characters that can be input on the key input line. If 0 is set, the maximum number returns to the initial value of 32 characters.

6.2.6 MDI Key Image Reading Function (#8549)

From control variable #8549, the MDI key images showing the current MDI key pressing states can be read. Using this variable, the states of the MDI keys currently pressed can be monitored.

And, when bit 2 (VGET) of compile parameter No.9168 is set to 1, the key images of virtual MDI key can be read.

The pressing of the  key + a key can be distinguished from the pressing of the key once. See the key code list for details.

This variable holds the image of MDI keys as a decimal number. A key image value assumes an 8-bit binary number.

As a key code, the value of a key image in the pressed state is represented using a decimal number from 00 to FF.

Example

When the  key is pressed, the key code is 90H. In #8549, 144 is set.

Example of use

To cause "PUSH" to blink while the  key is pressed and held down on the standard MDI keyboard, enter the following:

```

:
#100=#8501 ;
IF [#100 NE 2] GOTO 20 ;
N10 G243 X0 Y0 A1 B1 (PUSH);
#101 = #8549 ;
IF [#101 NE 143] GOTO 20 ;
M99 P10 ;
N20 G243 X0 Y0 A1 K4 ;
:

```

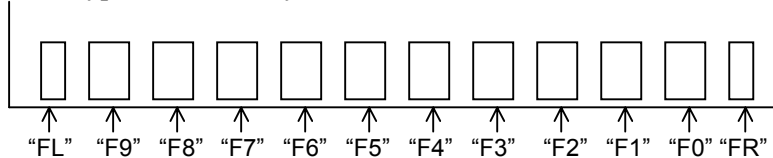
Key code list

"F0" to "F9", "FR", and "FL" in the key code table are the key codes of soft keys. "VF1" to "VF9" are the key codes for vertical soft keys.

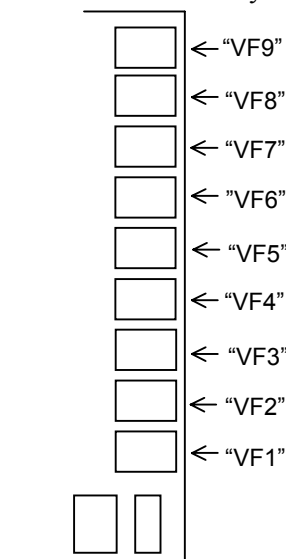
- Type of 7 soft keys



- Type of 12 soft keys



- Vertical soft keys



NOTE

Do not use VF1 because it is used on the CNC system.

"BACK SPACE", "SPCL", "MENU", and "KEY ON/OFF" in the key code table are the original key codes of virtual MDI key.

MDI keyboard type reading variable

By reading variable #8533, the type of the MDI keyboard can be determined.

#8533 = 0 : Standard keyboard
 = 2 : Small keyboard
 = 3 : QWERTY keyboard

When virtual MDI key is valid and bit 2 (VGET) of compile parameter No.9168 is set to 1, the value 0 can be read in #8533 regardless of the kind of the connected MDI keyboard.


(00H to 7FH) * Parentheses () indicate the character for a QWERTY keyboard.



	0	1	2	3	4	5	6	7
0			SP	0	@	P		
1			(!)	1	A	Q		
2			(")	2	B	R		
3			#	3	C	S		
4			(\$)	4	D	T		
5			(%)	5	E	U		
6			&	6	F	V		
7			(')	7	G	W		
8			(8	H	X		
9	TAB)	9	I	Y		
A	EOB		*	(:)	J	Z		
B			+	(;)	K	[
C			,	(<)	L	(¥)		
D			-	=	M]		
E			.	(>)	N			(~)
F			/	?	O	(_)		

(80H to FFH)

	8	9	A	B	C	D	E	F
0		RESET	VF1					F0
1			VF2					F1
2			VF3					F2
3			VF4					F3
4	SHIFT	INSERT	VF5				AUX	F4
5		DELETE	VF6					F5
6	CAN/ BACK SPACE	ALTER	VF7					F6
7		ALT	VF8					F7
8	→	INPUT	VF9				POS	F8
9	←						PROG	F9
A	↓	HELP					OFS/SET	
B	↑	CTRL					SYSTEM	
C		ABC/abc			SPCL		MESSAGE	
D					MENU		GRAPH (Note)	
E	PAGE ↓				KEY ON/OFF		CUSTOM1 (Note)	FR
F	PAGE ↑						CUSTOM2	FL

NOTE

For the small keyboard, 0EDH corresponds to the  key.

For the standard keyboard, 0EDH and 0EEH correspond to  and  keys, respectively.

6.2.6.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
MDI keyboard type reading (#8533)	The function is not available.	#8533 can be read using a conversational or auxiliary macro.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
MDI key image reading (#8549)	Cannot be read using an auxiliary macro.	- Can also be read using an auxiliary macro. - Some MDI key images are different.

6.3 Specification of a PMC Path in Multi-Path PMCs (#8603)

In multi-path PMCs, a PMC path can be specified with control variable #8603.

#8603 =0,1 : 1st PMC
 =2 : 2nd PMC
 =3 : 3rd PMC

By specifying a PMC path, using control variable #8603, before PMC address reference, PMC address reading/writing (G310), and the axis-direction-by-axis-direction interlock function (#8600, #8601, #8607, #8608), data for the second and third PMCs can be accessed. If nothing is specified, commands are always for the first PMC.

Example

If, for the CNC in a 2-path system, the first path is to be accessed for the first PMC, and the second path is to be accessed for the second PMC:

(1st path)	(2nd path)
#8603=1;	#8603=2;
G310R_Q_;	G310R_Q_;

NOTE

Control variable #8603 is common to conversational macros, auxiliary macros, and execution macros like other control variables. Thus, caution is required so that it is not accessed by these macros at the same time.

6.4 ADDRESS FUNCTIONS

An address function returns the contents of a PMC address or the contents of a CNC parameter as a function value.

An address function cannot be used on the left side of an expression because the contents cannot be written.

For multi-path PMCs, specify a PMC path using control variable #8603. For details, see Section 6.3, "Specification of a PMC Path in Multi-Path PMCs (#8603)".

6.4.1 PMC Address Reference

Format

<address><address-number>

or

<address><address-number>.<bit-position>

The valid range of each PMC address is as shown in Table 6.4.1 (a).

Table 6.4.1 (a)

Address	30i-A/H	
G	0 to 767	(0.0 to 767.7)
	1000 to 1767	(1000.0 to 1767.7)
	2000 to 2767	(2000.0 to 2767.7)
	3000 to 3767	(3000.0 to 3767.7)
	4000 to 4767	(4000.0 to 4767.7)
	5000 to 5767	(5000.0 to 5767.7)
	6000 to 6767	(6000.0 to 6767.7)
	7000 to 7767	(7000.0 to 7767.7)
	8000 to 8767	(8000.0 to 8767.7)
	9000 to 9767	(9000.0 to 9767.7)
F	0 to 767	(0.0 to 767.7)
	1000 to 1767	(1000.0 to 1767.7)
	2000 to 2767	(2000.0 to 2767.7)
	3000 to 3767	(3000.0 to 3767.7)
	4000 to 4767	(4000.0 to 4767.7)
	5000 to 5767	(5000.0 to 5767.7)
	6000 to 6767	(6000.0 to 6767.7)
	7000 to 7767	(7000.0 to 7767.7)
	8000 to 8767	(8000.0 to 8767.7)
	9000 to 9767	(9000.0 to 9767.7)
X	0 to 127	(0.0 to 127.7)
	200 to 327	(200.0 to 327.7)
	400 to 527	(400.0 to 527.7)
	600 to 727	(600.0 to 727.7)
	1000 to 1127	(1000.0 to 1127.7)
Y	0 to 127	(0.0 to 127.7)
	200 to 327	(200.0 to 327.7)
	400 to 527	(400.0 to 527.7)
	600 to 727	(600.0 to 727.7)
	1000 to 1127	(1000.0 to 1127.7)
E	0 to 9999	(0.0 to 9999.7)
R	0 to 7999	(0.0 to 7999.7)
	9000 to 9499	(9000.0 to 9499.7)
D	0 to 9999	(0.0 to 9999.7)
T	0 to 499	(0.0 to 499.7)
	9000 to 9499	(9000.0 to 9499.7)
K	0 to 99	(0.0 to 99.7)
	900 to 999	(900.0 to 999.7)
C	0 to 399	(0.0 to 399.7)
	5000 to 5199	(5000.0 to 5199.7)

NOTE

If a value exceeding the applicable valid range is specified, the correct value cannot be read. Refer to PMC PROGRAMMING MANUAL for details.

<Address>, <address number>, or <bit position> is to be coded directly using numeric values or coded using a variable, #[<expression>], or [<expression>].

Example

- 1 #100 = G100.1
The value of bit 1 of PMC address G100 is set in variable #100.
- 2 #100 = T10
The contents of PMC address T10 is set in variable #100.
- 3 #101 = C22.2
The value of bit 2 of PMC address C22 is set in variable #101.
- 4 Instead of coding directly using a numeric value as described above, G#[#100+1] or G#[#100+1].[[#100-1]/2] can be coded.
- 5 The PMC address that can be used are G, F, X, Y, E, R, D, T, K, and C. The notation must conform to the description in PMC Ladder. Refer to PMC PROGRAMMING MANUAL for details.

6.4.2 CNC Parameter Reference

Format

P<parameter-number>

or

P<parameter-number>.<controlled-axis-number-in-a-path/spindle-number-in-a-path>

- Refer to Parameter Manual for details of parameters.
- As for path type parameters, those of the currently selected path are read.
- As for bit type parameters, bit position data cannot be specified. So, obtain a necessary bit position with an instruction such as the AND instruction.
- <Parameter number>, <controlled-axis-number-in-a-path>, or <spindle-number-in-a-path> is to be coded directly using a numeric value or coded using a variable, #[<expression>], or [<expression>].

Example

- 1 #100 = P1000
The value of CNC parameter No. 1000 is set in macro variable #100.
- 2 #100 = P1020.2
The value of the 2nd axis of CNC parameter No. 1020 is set in macro variable #100.
- 3 Instead of coding directly using a numeric value as described above, P#100 or P#100.#101 can be coded.

NOTE

If a nonexistent parameter number is specified, 0 is read.

6.4.2.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Parameter		There are parameters whose numbers have been changed and those that have been changed to the real type or path type.

6.5 PMC ADDRESS READING/WRITING (G310)

Data can be read from and written to PMC addresses using the conversational, auxiliary, and execution macro function. With an execution macro, the G310 block is executed as an NC statement. By setting 1 in bit 4 (NOB) of parameter No. 9036, however, it is also possible to execute it as a macro statement. When the block is executed as a macro statement, the macro will not be stopped by single block execution.

For multi-path PMCs, specify a PMC path using control variable #8603. For details, see Section 6.3, "Specification of a PMC Path in Multi-Path PMCs (#8603)".

PMC address writing

- Format

G310 Dd Qq LI ;

G310 Rr Qq LI ;

G310 Cc Qq LI ;

G310 Kk Qq LI ;

G310 Tt Qq LI ;

G310 Ee Qq LI ;

G310 Yy Qq LI ;

D : PMC address D

R : PMC address R

C : PMC address C

K : PMC address K

T : PMC address T

E : PMC address E

Y : PMC address Y

Q : Data to be written

L : Data size

Specifiable data lengths are 1, 2, and 4 bytes only. If none is specified, or if the data length is not correct, 1 byte is assumed.

The data specified for address Q is written to PMC addresses D, R, C, K, T, E, and Y with the size specified for address L. The data specified for address Q is rounded off to the nearest integer value, as required, and converted into binary format before being written.

If the data is a negative numeric value, it is converted to a two's complement.

If the data to be written is more than a word, the lowest byte is written to the lowest address, the second lowest byte to the second lowest address, and so on.

Example

#100 = -500.0 ;

G310 D300 Q#100 L4 ;

When the above program is executed, the following data is written to the PMC data area (D300 to D303).

Bit	7	6	5	4	3	2	1	0
D300	0	0	0	0	1	1	0	0
D301	1	1	1	1	1	1	1	0
D302	1	1	1	1	1	1	1	1
D303	1	1	1	1	1	1	1	1

The two's complement of the decimal number -500.0 is FFFFE0CH.

NOTE

- 1 Data cannot be specified in bit units.
- 2 If the specified data exceeds the byte length specified for address L, the specified byte length of data is written and no error handling is performed.
In the example, if "L1" is specified, the lowest byte (0CH) of -500.0 is written in D300 only.

PMC address reading

- Format

G310 Dd Pp LI ;

G310 Rr Pp LI ;

G310 Cc Pp LI ;

G310 Kk Pp LI ;

G310 Tt Pp LI ;

G310 Ee Pp LI ;

G310 Xx Pp LI ;

G310 Yy Pp LI ;

D : PMC address D

R : PMC address R

C : PMC address C

K : PMC address K

T : PMC address T

E : PMC address E

X : PMC address X

Y : PMC address Y

P : Number of the variable in which data is to be set

L : Data size

Specifiable data lengths are 1, 2, and 4 bytes only. If none is specified, or if the data length is not correct, 1 byte is assumed.

By specifying a variable number for address P with the control code (G310) command, data can be read from PMC addresses D, R, C, K, T, E, X, and Y. By using address L, 2/4-byte data can be read as a batch. The data that has been read is regarded to be binary format data with the specified byte length, converted, and stored in the variable specified for address P.

If the data to be read is more than a word, the data from the lowest address is written to the lowest byte, the data from the second lowest address to the second lowest byte, and so on.

Example

Assume that the PMC data area (D400 and D401) contains the following data:

D400= 0CH

D401= FEH

and that the following is issued:

G310 D400 P101 L2;

then, "-500.0" is input to variable #101.

6.5.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
G310 command in an execution macro	The G310 block is executed as a macro statement.	Value of bit 4 (NOB) of parameter No. 9036: 0: Executed as an NC statement. 1: Executed as a macro statement.
Writing data to and reading data from the PMC	The readable and writable addresses are X, Y, D, R, C, and K.	The readable and writable addresses are X, Y, D, R, C, K, T, and E.

6.5.2 Notes on I/O Signals Updated by Other Than PMC

Applications like macro executor (Note1) directly update I/O signals independently of PMC sequence program execution. Similarly, I/O signals transmitted over networks (Note1) directly update I/O signals independently of PMC sequence program execution. Applications like macro executor and PMC sequence program are executed with individual cycle, i.e. asynchronous.

Therefore, when PMC sequence program uses signals updated via applications like macro executor or network, or applications like macro executor or network use signals updated PMC sequence program, the following should be noted:

**WARNING**

When you develop these applications, take care of the following notes.
If the following notes are ignored, the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.
As for details, refer to "SAFETY PRECAUTIONS".

NOTE

As for kinds of applications like macro executor and networks, refer to "SAFETY PRECAUTIONS".

- (1) Note on input signals
Signals, which are already written with PMC sequence program, must not be written with applications like macro executor or networks.
- (2) Note on output signals
When output signals are updated via an application like macro executor or network, the output signals, which are just being updated, may be transferred to I/O device, just like PMC sequence program. Please take care when referring to plural signals at the I/O device.
When an input signal transmitted via an application like macro executor or network is referenced at more than one place in the PMC sequence program, the same value is not guaranteed to be referenced within the same cycle of the sequence program.
To refer to the same value of the input signal within the same cycle, store the input signal status in temporary area such as internal relay and refer to it.

- (3) Note on multiple-byte data
Generally, when multiple-byte data is input or output via an application like macro executor or network, concurrence of the data (a condition free from data splitting) is not guaranteed. To ensure multiple-byte data concurrence, please make use of handshaking process that uses signals to notify reading/writing completion.
- (4) Distributed processing of signals
You must take care that when distributing the processing of signals related to a NC function to several applications (applications like macro executor and ladder program). Because of said asynchronous of applications, unexpected processing order may happen.
- (5) Note when writing bit signals
Please do not write bit signals in the same byte address with plural programs such as PMC sequence program, applications like macro executor and network. If there is duplication writing in the same byte address, each bit signal may not be updated correctly.

6.6 CNC DATA READING/WRITING

The following CNC data can be written/read.

1. Writing setting parameters and parameters
2. Writing and reading pitch error compensation data

6.6.1 Writing Setting Parameters and Parameters

Prepare consecutive P-CODE variables; the number of variables to be prepared is four plus the number of data items to be set. The CNC parameters can be written by executing the G314 command after setting data beginning with the first number.

Data to be set in variables

- | | | |
|-------------------------|---|---|
| (1) Variable number + 0 | : | Completion code (setting not required) |
| (2) Variable number + 1 | : | Parameter number |
| (3) Variable number + 2 | : | Control axis/spindle number at which to start writing |
| (4) Variable number + 3 | : | Number of control axes/spindles to be written |
| (5) Variable number + 4 | : | Setting data (1st) |

: :

Variable number + (4+n-1) : Setting data (nth)

* n: 4 + (maximum number of control axes - 1) or 4 + (maximum number of spindles - 1)

- (1) Writing completion code (output data)
 - This does not need to be set.
 - The completion code is set after the parameter writing command (G314).
- (2) Parameter number (input data)
 - Set the number of the parameter to be written.
- (3) Control axis/spindle number at which to start writing (input data)
 - If the parameter to be written is of the axis or spindle type, specify the intra-path control axis (spindle) number at which to start writing.
 - Specifying a control axis/spindle number plus 100 is regarded as specifying it as a system common control axis (spindle) number. (Example: To specify the fifth system common axis, specify 105.)
 - If the parameter is of any type other than the axis or spindle type, this setting is ignored.

- (4) Number of control axes/spindles to be written (input data)
- Specify the number of data items to be written, beginning with the number specified in (3).
 - If -1 is set, it is assumed that all control axes (spindles) are specified.
 - If the parameter is of any type other than the axis or spindle type, this setting is ignored.
- (5) Setting data (input data)
- Set the parameter values to be written.
 - Set data in as many variables as the number of axes (spindles) that is specified by (4) variable number + 3.
 - If the parameter is of the bit type, the bit positions cannot be specified. In that case, set a value obtained by converting the bit image of the entire parameter (eight bits) into decimal format. Make sure that this act of setting parameters does not affect other bit parameters, such as setting a value obtained by ORing the parameter values to be written to the parameter values that are read by the CNC parameter reference function (see Subsection 6.4.2).

NOTE

In variable number + 4 and later, set parameter data correctly. If writing data for multiple control axes (spindles), be sure to set the data for all the specified control axe (spindles).

Otherwise, the normality of the written data will not be guaranteed.

After setting the above data, start the parameter writing command from a conversational or auxiliary macro program in the format shown below.

Format

G314 Pp [Ll] [Tt] [Ss] ; [] is optional.

p	:	First variable number of the variables storing data
l = 0 (or omitted)	:	The local path is assumed.
= 1 to maximum number of paths	:	Specify the path number to be written.
t = 0 (or omitted)	:	The local machine group number is assumed.
= 1 to maximum number of tool groups	:	Specify the machine group number to be written.
s = 0 (or omitted)	:	Data is written to a CNC parameter. (Bit 0 (PWE) of parameter No. 8900 must be set to 1.)
= 1	:	Data is written to a setting parameter.

When 0 is set in bit 0 (PWE) of parameter No. 8900, specifying S1 allows data to be written only in setting parameters. When 1 is set in bit 0 (MPE) of parameter No. 9036, data can be written in all writable parameters. (See Table 6.6.1 (a).)

Note that parameter No. 9036 can be written using this function, regardless of the state of bit 0 (PWE) of parameter No. 8900.

Table 6.6.1 (a)

		Bit 0 (PWE) of parameter No. 8900			
		0		1	
		Bit 0 (MPE) of parameter No. 9036		Bit 0 (MPE) of parameter No. 9036	
		0	1	0	1
Setting parameter	S=1	Allowed	Allowed	Allowed	
	S=0	Not allowed			
Parameter		Not allowed			

Example**1 For an axis type parameter**

This example shows how to change parameter No. 1320 for the 2nd and 3rd axes of 2nd path (local path) in a system where 1st path consists of three control axes and 2nd path consists of four control axes.

<1> When specifying intra-path control axis numbers

(#10000 not required)	...	Setting not required (completion code)
#10001=1320;	...	Parameter No.1320
#10002=2 ;	...	Specification of the 2nd axis in a path
#10003=2;	...	Number of data items to be written = 2
#10004=1000;	...	Data to be written (1st)
#10005=2000;	...	Data to be written (2nd)
G314 P10000 ;	→	Write the parameter.

<2> When specifying system common control axis numbers

(#11000 not required)	...	Setting not required (completion code)
#11001=1320;	...	Parameter No.1320
#11002=105 ;	...	Specification of the system common 5th axis
#11003=2;	...	Number of data items to be written = 2
#11004=1000;	...	Data to be written (1st)
#11005=2000;	...	Data to be written (2nd)
G314 P11000 ;	→	Write the parameter.

2 For a system common parameter

Parameter No.0020: Change the communication equipment settings.

(#12000 not required)	...	Does not need to be set in the completion code.
#12001=20 ;	...	Parameter No.0020
#12002=0 ;	...	Set 0.
#12003=0 ;	...	Set 0.
#12004=4 ;	...	Data to be written
G314 P12000 ;	→	Write the parameter.
IF[#12000 NE 0]GOTO 900;	→	Check the completion code to confirm normal end.
Writing is completed.		
N900;		
Error processing		

3 Bit 2 (INI) of bit type parameter No. 0000: Set 1 only for the switch between mm and inch.

(#13000 not required)	...	Does not need to be set in the completion code.
#13001=0 ;	...	Parameter No.0000
#13002=0 ;	...	Set 0.
#13003=0 ;	...	Set 0.
#13004= [P0] OR 4;	...	Using the parameter reading function, read parameter No. 0000. Mask the read value, and set only bit 2. (Specify the value in decimal.)
G314 P13000 ;	→	Write the parameter.
IF[#13000 NE 0]GOTO 900;	→	Check the completion code to confirm normal end.
Writing is completed.		
N900;		
Error processing		

Example

```

4 Set setting parameter No. 3123 of the 3rd path to 10 (if bit 0 (PWE) of parameter
  No. 8900 is set to 0)
  (#14000 not required)      ... Setting not required (completion code)
  #14001=3123 ;             ... Setting parameter number
  #14002=0 ;                 ... Set 0.
  #14003=0 ;                 ... Set 0.
  #14004=10;                 ... Data to be written
  G314 P14000 L3 S1;         → Specify a path number for L3 and setting
                              parameter writing for S1, and execute.
  IF[#14000 NE 0]GOTO 900; → Check the completion code to confirm normal
                              end.
                              Writing is completed.
  N900;
                              Error processing

```

NOTE

- 1 The command cannot be executed during axis movement. The completion code -1 is returned.
- 2 Depending on the parameter, P/W alarm No. 0000 may occur. In that case, it is necessary to turn off the power.

**CAUTION**

Before changing any parameter during automatic operation, consider thoroughly whether it is OK to change the data in question.

**WARNING**

Take care that you do not write the same parameter with several applications like C language executor. If there is data duplication writing in the system, the data not intended is input, and the machine may behave in an unexpected manner and tool, workpiece, and the machine may also be damaged.

6.6.1.1 Completion code

Check the completion code of the parameter writing command.

Value	Description
0	Normal end
-1	The axis is moving or is not ready for data writing.
3	The specified number of the parameter to be written is invalid.
4	Invalid data is set for axis specification.
5	The setting data is invalid.
7	The data of the parameter corresponding to the specified parameter number is protected.
8	An invalid value is specified in the G314 block data (P, L, T, or S).

6.6.1.2 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Parameter writing	G312 is used.	G314 is used. Because there are parameters whose numbers are different from those of Series 16i/18i/21i or whose types have been changed to the integer type or path type, the G code, format, setting method, and so forth are different.

6.6.2 Writing and Reading Pitch Error Compensation Data

By preparing multiple data items to be written to or read from any consecutive P-CODE variables and specifying G314 K2, the following pitch error compensation data can be written or read.

- Stored pitch error compensation
- Bi-directional pitch error compensation
- Straightness compensation

Format

G314 K2 Ww Pp Ss Ee

- K2 : Causes the function to become a pitch error compensation write/read function.
- w = 1 : Causes the function to become a write command.
= 0 : Causes the function to become a read command.
- p : Specify the top variable number of the variable group to store read data or write data.
- s : Specify the compensation point number of the pitch error compensation data at which to start writing or reading.
- e : Specify the compensation point number of the pitch error compensation data at which to end writing or reading.

NOTE

If K2 is omitted, parameter writing is performed.

Example

- Writing the values set in variables #10000 to #10010 to pitch error compensation data items No. 100 to No. 110
 - In the 11 P-CODE variables #10000 to #10010, set the data to be written.
 #10000=1 ... Data to be written (1st)
 #10001=2 ... Data to be written (2nd)
 :
 #10010=11 ... Data to be written (11th)
 - Specify the writing of pitch error compensation data.
G314 K2 W1 P10000 S100 E110
 - Check the completion code (#8579).
- Reading pitch error compensation data items No. 200 to No. 210 into variables #10000 and up
 - Specify the reading of pitch error compensation data.
G314 K2 W0 P10000 S200 E210
 - Check the completion code (#8579).
 - If the reading terminates normally, the data items have been read into P-CODE variables #10000 to #10010.

NOTE

If the variable group to store data contains invalid variable, the completion code (#8579) is set to 115.

6.6.2.1 Completion code

When the reading or writing of pitch error compensation data is specified, check the completion code (#8579).

Value	Description
0	Normal end
3	The specified data contains an error, or the necessary data is not specified.
5	The write data contains an error.
6	The pitch error compensation option is not set.
7	Writing is not possible because of the 8-level data protection function.
115	An unusable variable number is specified.

6.7 READER/PUNCHER INTERFACE

6.7.1 General

The communication line can be controlled with the conversational macro function/auxiliary macro function when the communication line is not used for other purposes, for example, by the CNC.

Line control is performed using the following seven control codes.

Line control functions are effective when bit 7 (EXT1) of compile parameter No. 9002 is 1.

G330: Line open

G331: Line close

G335: 1-byte reception

G336: Data transmission

G337: Macro variable input

G338: Macro variable output

G339: File information reading/file deletion

One of the following four line control methods can be selected when a line is opened.

(1) Hard flow control

The line is opened in bidirectional mode and the macro executor does not perform output control with control codes DC1 to DC4. Use this method when creating a user-unique protocol. When an overflow is detected in the receive buffer, the remote device is requested to stop/resume transmission by turning the control signal RS on/off.

(2) Reception control (automatic control with DC1/DC3)

When the line is opened, the DC1 code is automatically sent to request the remote device to send data. When the line is closed, the DC3 code is sent. When an overflow is detected in the receive buffer, control is automatically performed with DC1 and DC3. When the line is opened in reception control mode, G336 for data transmission and G338 for macro variable output cannot be executed.

(3) Transmission control (automatic control with DC2/DC4)

When the line is opened, the DC2 code is automatically sent to request the remote device to receive data. When the line is closed, the DC4 code is sent. The interruption and resumption of transmission due to DC3 and DC1 from the remote device are automatically performed.

When the line is opened in transmission control mode, G335 for 1-byte reception and G337 for macro variable input cannot be executed.

(4) File control

When the FANUC Handy File, FANUC Floppy Cassette, FANUC FA Card, FANUC Program File Mate, or Memory card is used, and the line is opened in file control mode, it is possible to acquire file names and sizes, delete files, and change file names.

Completion codes are available for checking whether input/output processing has been executed correctly. Check the completion code after executing a control code.

All completion codes are for read only.

#8537 : Completion code for the result of executing an auxiliary macro

#8538 : Completion code for the result of executing a conversational macro

#8539 : Completion code common to auxiliary macros and conversational macros

See Section 6.7.6, "Completion codes" for details of completion codes.

6.7.2 Function

Line open G330

- Format

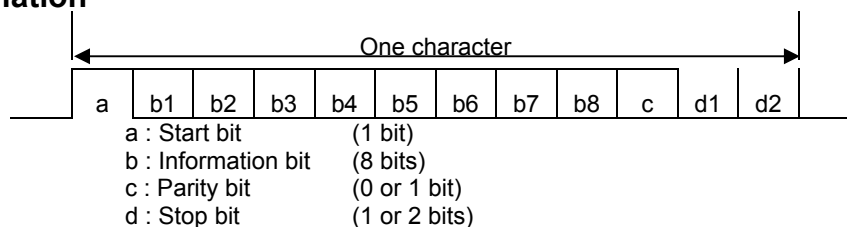
G330 Pp Bb Ss Cc ;

- P** : Interface number and control method of the input/output device for the foreground
- = 1 : Hard flow control with RS-232-C1
 - = 2 : Hard flow control with RS-232-C2
 - = 11 : Reception control with RS-232-C1
 - = 12 : Reception control with RS-232-C2
 - = 21 : Transmission control with RS-232-C1
 - = 22 : Transmission control with RS-232-C2
 - = 31 : File control with RS-232-C1
 - = 32 : File control with RS-232-C2
- B** : Baud rate of the input/output device
- | | | |
|--------------|-------------|-------------|
| 1: 50b/s | 3: 110b/s | 4: 150b/s |
| 6: 300b/s | 7: 600b/s | 8: 1200b/s |
| 9: 2400b/s | 10: 4800b/s | 11: 9600b/s |
| 12: 19200b/s | | |
- S** : Number of stop bits and parity bits
- = 1 : 1 stop bit, without parity
 - = 2 : 2 stop bits, without parity
 - = 11 : 1 stop bit, odd parity
 - = 12 : 2 stop bits, odd parity
 - = 21 : 1 stop bit, even parity
 - = 22 : 2 stop bits, even parity
- C** : Output code specification
- = 1 : ASCII code
 - = 2 : ISO code

NOTE

- 1 When the FANUC Handy File, FANUC Floppy Cassette, FANUC FA Card, or FANUC Program File Mate is used, specify C2.
- 2 If address C is not specified, ASCII code is used.

- Explanation



Line close G331

- Format

G331 ;

- Explanation

This code closes an open line.

When a line is closed, the completion code is always 0 (normal termination).

1-byte reception G335

- Format

G335 Pp ;

P : Number of the macro variable in which the received data is to be stored

- Explanation

This code reads one byte of received data and stores it in a specified macro variable.

Received data is once stored in the receive buffer (592 bytes) then is read one byte at a time by this control code.

If the receive buffer is about to overflow due to a delay in reading the buffer relative to the reception of data, one of the following operations is performed according to the control method specified when the line is opened.

(1) When hard flow control is used

When a receive buffer overflow is detected (when the size of free space is 25 bytes or less), the control signal RS is set to OFF to send a request to the remote device to stop transmission. When the receive buffer becomes available (when the size of free space exceeds 567 bytes) as read processing proceeds, the signal (RS) is set to ON to request the remote device to resume transmission.

(2) When read control (DC1/DC3 automatic control) is used

When a receive buffer overflow is detected (when the size of free space is 25 bytes or less), a "DC3" code is automatically output to request the remote device to stop transmission. When the receive buffer becomes available (when the size of free space exceeds 567 bytes) as read processing proceeds, a "DC1" code is output to request the remote device to resume transmission.

(3) When transmission control (DC2/DC4 automatic control) is used

When the line is opened in the transmission control mode, one-byte read control cannot be exercised. If the code is specified, 8 is set in the completion code.

About the behavior if there is no receiving data, refer to "6.7.4 Data Transmission/ Reception Waiting".

Example

G330 P11 Bb Ss Cc;	→ Open a line by RS-232-C 1 reception control.
#100=10000;	
N100 G335 P#100 ;	→ Read data in #10000 and later.
IF[#100 EQ 37] GOTO999;	→ Check the end of data by '%' (ASCII code is 37).
IF [#8539 NE 0] GOTO900 ;	→ Check for any error.
Processing of the read data	
#100=#100+1;	→ Next byte
(#10000~:Received data)	
GOTO 100	→ Repeat until there is no more data.
N900 Error processing	
N999 G331;	→ Close the line.

Data transmission G336

- Format

G336 Cc (_) (' _ ') (* _ *) Kk Ff.e Dd Pp Zz R100 ;

C : Specify a code to be directly output. (Specify one character.)
Code conversion processing is not performed. Specify this address when outputting a code other than the control codes (DC1 to DC4) and ASCII/ISO codes.

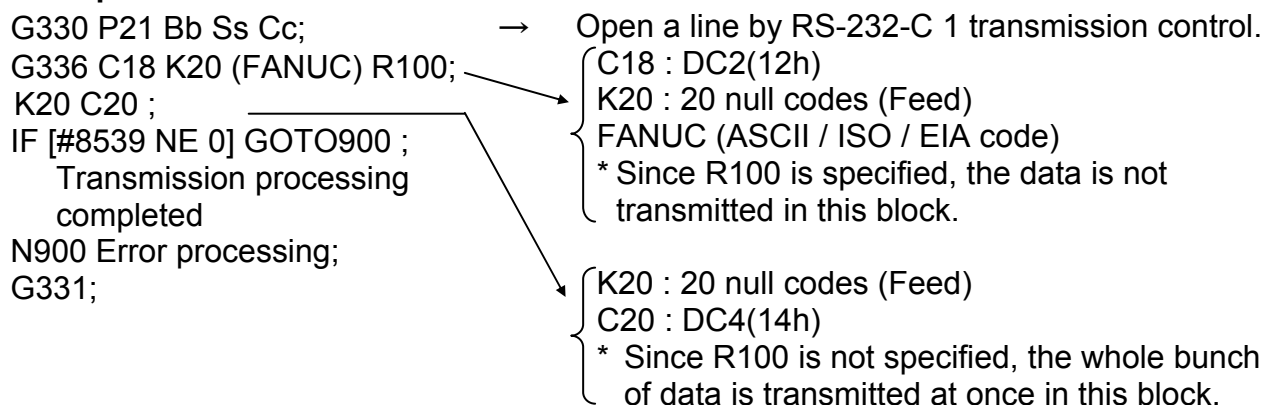
- K : Specify the number of non-punch holes.
The output code is not a space (20h) but a null code (00h) (non-punch).
- (' ') : Single-byte characters (codes listed in the katakana code table, alphanumeric code table, and symbol code table in Appendix B, "CODE TABLES") can be used. Kanji and hiragana codes cannot be used.
- (*_*) : Data is not transmitted in the block in which the next transmission command is specified but is stored temporarily in the transmit buffer. The data is transmitted at the same time a data transmission block (G336/G338) in which the next transmission command is not specified or line close block (G331) is executed.

The other addresses are the same as for screen display control (G243). So, see Subsection 6.1.3.5, "Character display (G243)".

- Explanation

- Data is transmitted in a specified format.
- Before being transmitted, a specified character string is converted to ASCII or ISO code according to the specification at line open time.
- When a line is opened in reception control mode, data transmission cannot be executed. If an attempt is made to execute it, a completion code of 8 is set.
- Data is not transmitted character by character but is stored in the transmit buffer and transmitted collectively on a per-block basis (when the EOB command is found).
- If R100 is specified in a block, data is not transmitted in that block, allowing the data to be transmitted at the same time as a data transmission block (G336) in which R100 is not specified. This enables you to delay the transmission of blocks until a desired block by specifying R100 in each of those blocks, when, for example, one-character command is specified in two or more blocks using address C, thereby allowing the whole bunch of data to be transmitted at once and speeding up the execution of a macro program.

Example



- Also, when only data transmission (G336/G338) is performed between line opening and closing, you can delay transmission until after the 255-byte transmit buffer is full, by setting 1 in bit 4 (CWB) of parameter No. 9035. The specification of R100 is irrelevant to this function.

NOTE

- 1 When only one byte, such as a control code, is transmitted, or when output and input are performed alternately between line opening and closing, set 0 in bit 4 (CWB) of parameter No. 9035. If 1 is set, data is transmitted in units of 255 bytes, hindering the normal exchange of data.
- 2 The size of the transmit buffer is 255 bytes.
If the transmit buffer size is exceeded, 255 bytes of data are transmitted. Also, when line close (G331) is executed, the data stored in the transmit buffer is transmitted as well.

- By specifying bit 0 (NTV) of compile parameter No. 9167, it is possible to prevent the TV check space from being output when "LF" is output.
 NTV = 0: The TV check space is output when "LF" is output.
 NTV = 1: The TV check space is not output when "LF" is output.
- About the behavior if the data transmission has been stopped, refer to "6.7.4 Data Transmission/ Reception Waiting".

6.7.3 Macro Variable Input/Output Functions

Macro variable data input G337

- Format

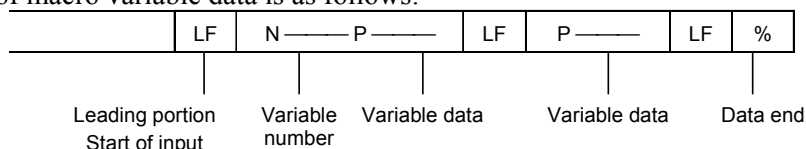
G337 Pp Qq R99 ;

- P : Read variable number (valid when variable number "N" is not specified in the macro variable data to be read)
 Q : Number of read variables (optional)
 R : Continuous reading specification (optional)

- Explanation

This code sets the macro variable data received from a line opened in reception control mode into the macro variable having a specified number.

The data format of macro variable data is as follows:



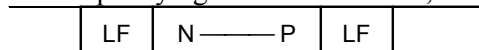
Any information that may precede the first appearance of "LF" on the data is ignored. The information ranging from the first "LF" to the data end ("%") is regarded to be significant.

In significant information, the section delimited by two "LFs" is called a block. A single block contains the data for a single macro variable. In a block, address "N" indicates the variable number, and address "P" indicates variable data.

Address "N" is optional. When it is omitted, the variable number is assumed to be the variable number in the immediately preceding block plus 1.

When "N" is omitted in the first block, the variable number specified for address "P" with G337 is assumed. This makes it possible to prepare a data without address "N" and store the data in any desired macro variable using "G337 Pp."

Address "P" on the data indicates the value of the variable, and cannot be omitted. If the value is null (#0), "P" must be followed by "LF" without specifying the numeric value, as shown below.



NOTE

- G337 is a one-shot code.
- In a significant information section, any codes other than "LF," data end "%," addresses "N" and "P," and subsequent numeric data are ignored.

By using address Q, the number of variables to be read can be specified. When the specified number of variables have been read, a completion code (#8539) of 99 is set, notifying that continuous reading is possible. If the data end "%" is read before the specified number of variables are read, a completion code (#8539) of 0 is set. When address Q is omitted, an infinite number of variables is assumed.

When the number of variables to be read is specified and a completion code (#8539) of 99 is set, the subsequent macro variable data can be read by specifying R99.

When continuous reading R99 is not specified, the data for the next variable will be lost because of the significant information check (discarding of the data up to the first ":(LF).")

EXAMPLE

Input of macro variable data

To read the following data in which macro variable number address "N" is omitted, enter the following:

% LF P	LF ... P	LF P	LF ... P	LF P	LF ... P	LF P	LF ... P	LF %
← Data for 10 variables		↔ Data for 20 variables		↔ Data for the remaining variables →				

G330 Pp Bp ;

G337 P100 Q10 ; The data for the first 10 variables is stored in variables #100 to #109.
IF [#8539 NE 99] GOTO 888 ; (#8539=99 for normal processing)

;
G337 P15000 Q20 R99 ; The data for the next 20 variables is stored in variables #15000 to #15019.
IF [#8539 NE 99] GOTO 888 ; (#8539=99 for normal processing)

;
G337 P16000 R99 ; The data for the remaining variables is stored in variable #16000 and above.
IF [#8539 NE 0] GOTO 888 ; (#8539=0 for normal processing)

;
N888 Error processing
G331 ;

About the behavior if there is no receiving data, refer to "6.7.4 Data Transmission/ Reception Waiting".

Macro variable data output G338**- Format**

G338 Pp Qq Ff.e Zz Rr;

P : Specification of the number of the first output macro variable

Q : Specification of the number of output macro variable data items

F : Specification of the output format of macro variable data (modal value in the case of omission)

f : Specifies the total number of digits.

e : Specifies the number of decimal places.

Z : Specification of the zero suppression of macro variable data (modal value in the case of omission)

z = 0 : Does not perform zero suppression.

1 : Performs zero suppression.

R : Data format of output data

r = 0 : Standard format. (The standard format is also assumed when "R" is omitted.)

r = 1 : Does not output variable numbers.

r = 10 : Does not output % (EOR) at the end of data.

r = 11 : Does not output variable numbers and % (EOR) at the end of data

r = 20 : Does not output % (EOR) at the start of data.

r = 21 : Does not output variable numbers and % (EOR) at the start of data.

r = 30 : Does not output % (EOR) at the start and end of data.

r = 31 : Does not output variable numbers and % (EOR) at the start and end of data.

r=1xx : (xx=00,01,11,20,21,30,31)

Normally, data is transmitted collectively on a per-block basis (when the EOB command is found). However, by adding 100 to each of the values after R above (r = 100, 101, 110, 111, 120, 121, 130, 131), it is possible to prevent the data from being transmitted in the current block and have the stored data transmitted collectively when the G338 command is executed in the regular data format (r = 0, 1, 10, 11, 20, 21, 30, 31).

NOTE

- 1 The value specified for address F is treated in the same way as that specified with screen display control G243, except F-9.8 and F-9.9. See Section 6.1.3.5, "Character display" for details.
F-9.8 and F-9.9 will be described in detail later.
- 2 The value specified for address Z is treated in the same way as that specified with screen display control G243. See Section 6.1.3.5, "Character display" for details.
- 3 If improper data is specified for the variable number, output processing is interrupted and a completion code of 115 is set.
- 4 G338 is a one-shot G code.

- Explanation

This code converts specified macro variable data to a predetermined data format and sends it from a line opened in transmission control mode. The output code depends on the C specification when the line is opened.

The output data format is the same as the input format: Address "N" for the first variable number and address "P" for variable data are output to the first block, the specified number of variable data items are output consecutively to the subsequent blocks, with address "P," and finally, the data end ("%") code is output.

Using bit 6 (PTCH) of compile parameter No. 9003, it is possible to output a "CR" code to each block. It can be used to start a new line on a printing device.

PTCH = 0: "CR" is not output after "LF."

%	LF	N10000P1234	LF	P5678	LF	%
---	----	-------------	----	-------	----	---

PTCH = 1: "CR" is output twice after "LF."

%	LF	CR	CR	N10000P1234	LF	CR	CR	P5678	LF	CR	CR	%
---	----	----	----	-------------	----	----	----	-------	----	----	----	---

For address F, the following specifications are possible:

When -9.9 is specified for f, the significant digits of macro variable data is automatically identified and output. The maximum number of digits that can be output is 12. The output data format is the same as that described above.

If, however, the variable data is outside the following range:

-999999999999. to -0.000000000001

999999999999. to 0.000000000001

"LF" is output following "P" in the same way as when the data is null.

When -9.8 is specified for f, data is output in floating-point format. The output data format is the same as that described above, except that address "Q" is output instead of address "P" and the variable data is fixed to 16 characters.

The macro variable data that has been output in this data format can be read by using G337; the data is stored in the appropriate variables in floating-point format.

NOTE

- 1 f is set to 9.3 when the power is turned on. When a value is specified for address F, that value is stored. When F is omitted, the previously specified value takes effect.
- 2 z is set to 0 when the power is turned on. When a value is specified for address Z, that value is stored. When Z is omitted, the previously specified value takes effect.

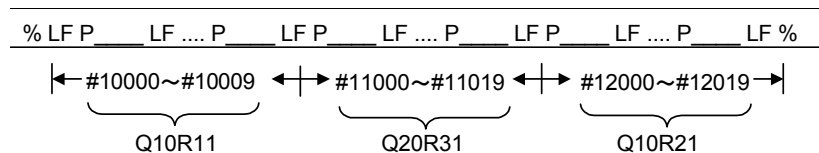
- When variable numbers are not output, the output variable data can be stored in any desired variables using address P with macro variable input function G337.
- By exercising control on output of "%" (EOR) with address R, multiple variable groups can be output in one-data format.
- Data is not transmitted character by character but is stored in the transmit buffer and transmitted collectively on a per-block basis (when the EOB command is found).
- Moreover, when only data transmission (G336/G338) is performed between line opening and closing, you can delay transmission until after the 255-byte transmit buffer is full, by setting 1 in bit 4 (CWB) of parameter No. 9035. The specification of R1xx is irrelevant to this function.
- Feeding control is not performed at the time of output. To use a paper tape puncher or some other tool for feeding, use data transmission G336.
- About the behavior if the data transmission has been stopped, refer to "6.7.4 Data Transmission/ Reception Waiting".

NOTE

- 1 When output and input are performed alternately between line opening and closing, set 0 in bit 4 (CWB) of parameter No. 9035. If 1 is set, data is transmitted in units of 255 bytes, hindering the normal exchange of data.
- 2 The size of the transmit buffer is 255 bytes.
If the transmit buffer size is exceeded, 255 bytes of data are transmitted. Also, when line close (G331) is executed, the data stored in the transmit buffer is transmitted as well.

Example 1) Macro variable output (without the R1xx command)

G330 Pp Bp ;	→ Open the line
:	
G338 P10000 Q10 F8.3 Z1 R11 ;	→ Outputs % (EOR) at the start and outputs 10 data items from #10000 without variable numbers.
IF[#8539 NE 0]GOTO999;	Does not output % (EOR) at the end.
:	
G338 P11000 Q20 F8.3 Z1 R31;	→ Does not output % (EOR) at the start or end nor variable numbers. Outputs 20 data items from #11000. This block of data follows the above data.
IF[#8539 NE 0]GOTO999;	
:	
G338 P12000 Q10 F8.3 Z1 R21;	→ Does not output % (EOR) at the start nor variable numbers. Outputs 10 data items from #12000 after the above data and % (EOR) at the end.
IF[#8539 NE 0]GOTO999;	
:	
N999 Error processing	
G331 ;	→ Close the line.

**Example 2) Macro variable output (with the R1xx command)**

G330 Pp Bp ;	→ Open the line
:	
G338 P10000 Q10 F8.3 Z1 R111 ;	→ Stores 10 data items from #10000 after % (EOR) at the start in the transmit buffer without variable numbers. Does not append % (EOR) at the end.
IF[#8539 NE 0]GOTO999;	
:	
G338 P11000 Q20 F8.3 Z1 R131 ;	→ Stores 20 data items from #11000 after the above data in the transmit buffer without appending % (EOR) at the start or end and variable numbers.
IF[#8539 NE 0]GOTO999;	
:	
G338 P12000 Q10 F8.3 Z1 R121;	→ Stores 10 data items from #12000 after the above data and % (EOR) at the end in the transmit buffer without appending % (EOR) at the start and variable numbers.
IF [#8539 NE 0] GOTO 999 ;	
:	
N999 Error processing	
G331 ;	→ Closes the line after transmitting all the codes in the transmit buffer.

6.7.4 Data Transmission/Reception Waiting

When entering the state that the command waits for transmission/reception, the behavior depends on the following parameters.

Compile parameter No.9056	: Time-out period for waiting for transmission/reception.
Bit 3 (DTW) of Executor parameter: No.9037	When Compile parameter No.9056 is set to 0, the behavior of the G335 command depends on this parameter.
Bit 1 (RCN) of Executor parameter: No.9035	When entering the state that the command waits for transmission/reception, the behavior depends on this parameter whether to discontinue the command with the reset key

G335 : 1-byte reception	G336 : Data transmission	G337 : Macro variable data input	G338 : Macro variable data output
<p>When compile parameter No.9056 is set to 0 and bit 3 (DTW) of executor parameter No.9037 is set to 0 : Completion code variable #8539 is set to 255 and block is over at once.</p> <p>When compile parameter No.9056 is set to 0 and bit 3 (DTW) of executor parameter No.9037 is set to 1 : The block is not ended while there is no receive data.</p> <p>When compile parameter No.9056 is set to not 0 : Time-out period for waiting for reception (1 to 180sec). If the system is placed in the data reception waiting state for a specified time, completion code variable #8539 is set to 255.</p>	<p>The operation of the block is decided depending on a set value of compile parameter No.9056.</p> <p>0 : The block is not ended while there is no data.</p> <p>1 to 180 : Time-out period for waiting for transmission /reception (1 to 180sec). If the system is placed in the data transmission/reception waiting state for a specified time, completion code variable #8539 is set to 255.</p>		
<p>By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.</p>			

Example

Program in which cancellation is taken into consideration

```

09000;
N1  G330 Pp Bp ... ;           Line open
N2  IF [#8539 NE 0] GOTO 10;
N3  G335 P500;                 1-byte reception
N4  IF [#8539 NE 0] GOTO 11;
N5  G331;                     Line close
    :
N11 G331;
N12 G243 X0 Y1 (DATA INPUT ERROR);
    :

```

If, in block N3, the reception waiting state continues even after the time set for compile parameter No.9056, block N3 is terminated and control jumps from block N4 to the error handling block N11. At this time, completion code variable #8539 is set to 255.

Setting bit 1 (RCN) of parameter No. 9035 enables block N3 to end at a reset when the block is waiting for reception. At this time, completion code variable #8539 is set to 12.

NOTE

A reset caused by compile parameter No.9056 or by setting bit 1 (RCN) of executor parameter No.9035 to 1 is also valid for a transmit/receive instruction used with an auxiliary macro. If transmission/reception is to be performed by an auxiliary macro, therefore, the possibility that the RESET key may be pressed regardless of the state of the auxiliary macro must be taken into consideration during programming.

6.7.5 FANUC Cassette Control

Using line open G330 and file information control G339, it is possible to read file data from FANUC Handy File, FANUC Floppy Cassette, FANUC FA Card, and FANUC PROGRAM File Mate, create and delete files, and perform other operations.

Searching for the beginning of a file	G330
File creation	G330
File information reading	G330/G339 P1
File deletion	G330/G339 P2
File renaming	G330/G339 P3

NOTE

For addresses B, S, and C, see the section handling line open (G330). However, set ISO(2) in address C.

Searching for the beginning of a file G330

- Format

G330 Pp Bb Ss Cc (LI / Ff / Aa) ;

- Explanation

When a line is opened in reception control mode, with one of address L, F, and A specified, it is possible to search for the beginning of a specified file on the FANUC cassette.

For an explanation of specifying addresses P, B, S, and C, see the explanation of line open G330. Address P must be reading control (p = 11/12).

Select one of addresses L, F, and A, referring to the following explanation.

(1) Searching for the beginning of a file using its file name

By specifying address L, it is possible to search for the beginning of a file using its file name.

Set the ASCII codes (decimal) of the file name in macro variables having consecutive 17 numbers and specify the number of the first macro variable for address L.

Example

To search for the beginning of the file "ABCD," set 65 (A), 66 (B), 67 (C), 68 (D), 32, 32, ..., and 32 (space) in 17 macro variables #100 to #116.

G330 P11 B10 S12 C2 L100 ;

The above command searches for the beginning of the file "ABCD."

NOTE

- 1 The file name must consist of 17 characters. If the file name consists of less than 17 characters, fill the remaining variables with a value of 32 (space) to make the name consist of 17 characters.
- 2 The file name can use alphanumeric characters and spaces. The file name cannot, however, start with a space. If this occurs, a completion code of 8 is set.

(2) Searching for the beginning of a file using its file number

By specifying address F, it is possible to search for the beginning of a file using its file number.

Specify the number of the file to search for (1 to 9999).

Example

To search for the beginning of a file with file number 3.

G330 P11 B10 S12 C2 F3;

(3) Searching for the beginning of the next file

By specifying address A, it is possible to search for the beginning of the file following the one the beginning of which has been searched for. Use this address to read files in succession. For address A, always specify 1 (a = 1). Otherwise, a completion code of 8 is set.

Example

To search for the beginning of the file following the one the beginning of which has been searched for.

G330 P11 B10 S12 C2 A1 ;

File creation G330**- Format**

G330 Pp Bb Ss Cc (LI / Ff) ;

- Explanation

When a line is opened in transmission control mode, with either address L or F specified, it is possible to create a new file on the FANUC cassette.

For an explanation of specifying addresses P, B, S, and C, see the explanation of line open G330. Address P must be writing control (p = 21/22).

Select either address L or F, referring to the following explanation.

(1) Creating a file with a file name

By specifying address L, it is possible to create a file with a file name. Set the ASCII codes (decimal) of the file name in macro variables having consecutive 17 numbers and specify the number of the first macro variable for address L.

Example

To create a file "ABCD," set 65 (A), 66 (B), 67 (C), 68 (D), 32, 32, ..., and 32 (space) in 17 macro variables #100 to #116.

G330 P21 B10 S12 C2 L100 ;

The above command creates a file with the file name "ABCD."

NOTE

- 1 The file name must consist of 17 characters. If the file name consists of less than 17 characters, fill the remaining variables with a value of 32 (space) to make the name consist of 17 characters.
- 2 The file name can use alphanumeric characters and spaces. The file name cannot, however, start with a space. If this occurs, a completion code of 8 is set.
- 3 The created file is added at the end of the already registered ones.

(2) Creating a file with a file number

By specifying address F, it is possible to create a new file with a specified file number. Specify the number of the file to be created (1 to 9999).

Example

To create a file with file number 3, enter the following:

G330 P21 B10 S12 C2 F3 ;

NOTE

- 1 When a file is created with a file number, the existing file with that file number is deleted, as well as any files with the subsequent file numbers. For the FANUC Handy File in DOS format, however, the files with the file numbers subsequent to the specified number are not deleted.
- 2 This method of creating a file with a file number allows only an existing file number to be specified. To add a new file, create it with a file name.

File information control G330/G339**- Format****G330 Pp Bb Ss ;**

p = 31: File control with RS-232-C1
 32: File control with RS-232-C2

For an explanation of addresses B and S, see the explanation of line open G330.

G339 Pp (LI Ss Ff) ;

p = 1: Reads file information
 2: Deletes a file
 3: Rename a file

Specify addresses L, S, and F as required.

- Explanation

G339 can be used to read file information, delete a file, and rename a file.

File information reading	G339 P1
File deletion	G339 P2
File renaming	G339 P3

To enable of the use of this function, the control mode must be file information control mode when the line is opened (G330). To specify file information control mode, specify 31/32 ... for address P when opening the line.

NOTE

When the line is opened in file information control mode, two or more successive operations such as a file information read operation followed by a file deletion operation cannot be specified in one line open period. If, for example, file information is to be read and checked and then the file is to be deleted, the line must be opened and closed for each operation, as in the example below.

Example

Order in which commands are issued

- 1) Open the line in file information control mode.
- 2) File information reading
- 3) Line close
- 4) Open the line in file information control mode.
- 5) File deletion
- 6) Line close

(1) File information reading G339 P1

G339 P1 stores file information (file name and size) in specified macro variables.

G339 P1 Ff LI Ss ;

F : File number specification (1 to 9999)

L : Number of the first one of the consecutive 17 macro variables used to store the 17-character file name to be read. The file name is stored as ASCII codes (decimal).

S : Number of the macro variable used to store the file size to be read

By reading file information by specifying a file number for address F and then issuing G339 P1 with a file number omitted, the file information for the next file number can be read. If a file with the specified file number does not exist, a completion code of 11 is set.

(2) File deletion G339 P2

G339 P2 deletes a specified file.

G339 P2 (LI / Ff) ;

Specify the file with its file name or file number.

L : Number of the first one of the consecutive 17 macro variables used to store the 17-character file name of the file to be deleted. The file name must be set with ASCII codes (decimal).

F : File number specification (1 to 9999)

NOTE

When a file is deleted, any subsequent files are moved backward, with their file numbers changed. Bear this in mind when issuing a command with a file number after deleting a file.

(3) File renaming

G339 P3 renames a specified file.

G339 P3 LI Ff ;

Specify the file number of the file to be renamed and the new file name.

F : File number specification (1 to 9999)

L : Number of the first one of the consecutive 17 macro variables containing the ASCII codes of the new 17-character file name

6.7.6 Completion Codes (#8539)

Completion codes are returned for G330 to G339 commands. If an error occurs, its description is set in a completion code. Check the completion code after issuing a command.

There are three types of completion codes:

#8537 : Completion code for the result of executing an auxiliary macro

#8538 : Completion code for the result of executing a conversational macro

#8539 : Completion code common to auxiliary commands and conversational macros

When the command specified in an auxiliary macro program is completed, a completion code is set in both variables #8537 and #8539. If the command specified in a conversational macro program is completed, a completion code is set in both variables #8538 and #8539.

#8539	Description
0	Normal termination
1	The line is not open.
2	Line error (DR signal off)
3	Line error (overrun error)
4	Line error (buffer over error)
5	Line error (framing error, parity error)
6	No line function option.

#8539	Description
7	The line is busy.
8	(1) Data (P, Q, R, and so forth) specified in a block of G330 to G339 is incorrect, or necessary data is not specified. (2) G336 or G338 was issued in reception control mode. (3) G335 or G337 was issued in transmission control mode. (4) G339 was specified in a mode other than file control mode.
9	Invalid data format
10	Invalid file number
11	A file with the number specified with the file information reading code does not exist.
12	Operation was stopped by an NC reset in the data transmission/reception waiting state.
99	With macro variable input function G337, the continuous reading of macro variables is possible.
115	An undefined variable number is specified.
211	Line error (CD signal off)
255	The specified time has elapsed since the system entered the data transmission/reception waiting state.

6.7.6.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
G335 : 1-byte reception When there is no received data.	- When there is no received data, completion code variable #8539 is set to 255 and block is over at once.	- When there is no received data, the operation of the block is decided depending on a set value of executor parameter No.9056 and bit 3 (DTW) of executor parameter No.9037. Refer to "6.7.4 Data Transmission/ Reception Waiting" for details.
	- There is no setting for the block can be ended by an NC reset even within the wait time.	- By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.
G337 : Macro variable data input When there is no received data.	- When there is no received data, completion code variable #8539 is set to 255 and block is over at once.	- When there is no received data, the operation of the block is decided depending on a set value of executor parameter No.9056. Refer to "6.7.4 Data Transmission/ Reception Waiting" for details.
	- There is no setting for the block can be ended by an NC reset even within the wait time.	- By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.
G336 : Data transmission G338 : Macro variable data output When transmission is waiting.	- When transmission is waiting, the operation of the block is decided depending on a set value of executor parameter No.9056. 0: Time-out period for waiting for transmission (5000msec). 1 to 32767: Time-out period for waiting for transmission (1 to 32767msec). -1: The block is not ended while transmission is waiting. If the system is placed in the data transmission waiting state for a specified time, completion code variable #8539 is set to 12.	- When transmission is waiting, the operation of the block is decided depending on a set value of executor parameter No.9056. Refer to "6.7.4 Data Transmission/ Reception Waiting" for details.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	- By setting bit 4 (RCN) of compile parameter No.9009 to 1, the block can be ended by an NC reset even within the wait time.	- By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.
G336/338 data transmission timing	Data is output on a code-by-code basis.	Data is output on a per-block basis. Also, the next output command (R100/R1xx) allows data to be stored in the transmit buffer and to be output when a G336 or 338 command without the next output command is executed, thus speeding up macro execution.
G336 data writing	Addresses are processed in the order they are specified. Operation example <1> F8.3; G336 F5.1 D#100;→ #100 is output with F5.1. <2> F8.3; G336 D#100 F5.1;→ #100 is output with F8.3.	Data is processed in blocks. Therefore, the operation is not changed by the order the addresses are specified. Operation example <1> F8.3; G336 F5.1 D#100; → #100 is output with F5.1. <2> F8.3; G336 D#100 F5.1; → #100 is output with F5.1.
	If identical addresses are specified in the same one block, they are output in the order in which they are specified. More than one address can be specified in a block, as in G336C_C_.	If two or more identical addresses are specified in the same one block, the last specified address takes effect. It is not allowed to specify more than one address in a block, as in G336C_C_. Addresses must be specified in separate blocks as shown below. G336C_ C_;
	Any number of (_), (' _ '), and (* _ *) combinations may be specified in the same one block.	Up to five (_), (' _ '), and (* _ *) combinations may be specified in total in the same one block.
	Space is not output when "LF" is output.	Bit 0 (NTV) of compile parameter No. 9167 allows you to choose whether to output TV check space when "LF" is output.
G338 macro variable data output	- The maximum number of digits for automatic decimal point position output of F-9.9 is 9. - F-9.8 specifies output in a special floating-point format.	- The maximum number of digits for automatic decimal point position output of F-9.9 is 12. - F-9.8 specifies output in the IEEE-compliant floating-point format. Data output in the special format of the Series 16i cannot be read with G337.
Completion code (#8539)		Added partially

6.8 MEMORY CARD CONTROL

6.8.1 General

Memory card control can be executed using the same commands that are used for the reader/puncher interface.

Memory card control is enabled when bit 7 (EXT1) of compile parameter No. 9002 is set to 1.

- G330 : Memory card open
- G331 : Memory card close
- G335 : 1-byte reading
- G336 : Data writing
- G337 : Macro variable input
- G338 : Macro variable output
- G339 : File information reading/file deletion

Completion codes are also used, as with the reader/puncher interface.
See Section 6.8.3, "Completion codes" for details of completion codes.

6.8.2 Functions

Memory card open G330

- Format

G330 Pp (Ll / Ff) ;

P

- = 14 : Memory card read control (Specify a file name.)
- = 24 : Memory card write control (Specify a file name.)
- = 34 : File control based on memory card

L

- : Specify the start variable number of the variable string storing the file name.
In read mode, a search for the beginning of the file is made based on this file name.
In write mode, a new file is created using this file name.

F

- : Specify the file number.
In read mode, the data is read from the file specified by this file number.
In write mode, the data is overwritten to the file specified by this file number.

- Explanation

By setting the lower one digit specified for P to "4", the memory card is opened and made usable according to the control method and control conditions.

Example

```
G330 P24 L100 ;
IF [#8539 NE 0] GOTO900 ;
Open processing completed
N900 Error processing
```

- Memory card read control

The read control mode can be set by setting P=14 when the memory card is opened.
When address L or address F is specified in the read control mode, a specified file on the memory card is found and the file data is read.

Heading by file name

When the start variable number of the variable string where a desired file name is stored is specified with address L, a heading based on the file name can be made.

A file name consists of 12 variable strings (file name (8 characters) + period + extension (3 characters)) and a decimal ASCII code.

Example

To search for the beginning of the file "ABC.DAT", set 65 (A), 66 (B), 67 (C), 46 (.), 68 (D), 65 (A), 84 (T), 32, ..., 32 (space) in 12 common variables #100 to #111.

G330 P14 L100 ;

NOTE

- 1 A file name must consist of 12 characters. If a file name is shorter than 12 characters, pad 32 (space) at the following unused character position(s) to make a 12-character file name.
- 2 Specify a file name + extension by using alphanumeric characters. If a file name starts with code 32 (space), however, completion code 114 is returned.

Heading by file number

The file search by the file number can be done by specifying address F.
Specify the file number to search for (1 to 9999).

Example

To search for the file number 3.

G330 P14 F3;

NOTE

If the specified file doesn't exist, completion code variable #8539 is set to 114.

- Memory card write control

The write control mode can be set by setting P=24 when the memory card is opened. When address L is specified in the write control mode, a new file can be created on the memory card and data can be written into the file.

Creation by file name

When the start variable number of the variable string where a desired file name is stored is specified with address L, a new file can be created under a specified file name on the memory card and data can be written into the file. A file name consists of 12 variable strings and a decimal ASCII code.

Example

To create a file named "ABC.DAT", set 65 (A), 66 (B), 67 (C), 46 (.), 68 (D), 65 (A), 84 (T), 32, ..., 32 (space) in 12 common variables #100 to #111.

G330 P24 L100 ;

NOTE

- 1 A file name must consist of 12 characters. If a file name is shorter than 12 characters, pad 32 (space) at the following unused character position(s) to make a 12-character file name.
- 2 Specify a file name + extension by using alphanumeric characters. If a file name starts with code 32 (space), however, completion code 122 is returned.

Memory card close G331**- Format**

G331 ;

- Explanation

This code ends memory card control.

Memory card close processing is terminated normally at all times. (Completion code=0)

1-byte reading G335

- Format

G335 Pp ;

P : Number of a macro variable to which read data is assigned

- Explanation

The file on the memory card is read from the beginning, one byte at a time, and the read data is assigned to the specified macro variable. When there is no more data to read, completion code 121 is set.

For a byte read, open memory card control in the read control mode (P=14).

Example

G330 P14 L500 ;	→	Open in read control mode
#100=10000;		
N100 G335 P#100 ;	→	Read into #10000 and up.
IF [#8539 EQ 121] GOTO999 ;	→	Check the end of data.
IF [#8539 NE 0] GOTO900 ;	→	Check for any error.
Processing of the read data		
#100=#100+1;	→	Next byte
(#10000~ : Read data)		
GOTO100	→	Repeat until there is no more data.
N900 Error processing		
N999 G331	→	Close memory card
Next processing		

Data writing G336

- Format

G336 Cc (_) (' _ ') (* _ *) Kk Ff.e Dd Pp Zz ;

- C : Specify a code to be directly output. (Specify one character.)
Code conversion processing is not performed. Specify this address when outputting a code other than the ASCII codes.
- K : Specify the number of space characters (20h).
- (' _ ') : Single-byte characters (codes listed in the katakana code table, alphanumeric code table, and symbol code table in Appendix B "CODE TABLES") can be used. Kanji and hiragana codes cannot be used.
- (* _ *)

The other addresses are the same as for screen display control (G243). So, see Subsection 6.1.3.5, "Character display (G243)".

- Explanation

Data is output in a specified format.

A specified character string is converted to ASCII codes for output.

Open memory card control in the write control mode (P=24).

Example

G330 P24 L500 ;	→	Open in write control mode
G336 C9 K20 (FANUC) ;	→	C9 : Horizontal tab
K30;	→	K20 : 20 space characters (20h).
IF [#8539 NE 0] GOTO900 ;	→	FANUC (ASCII code)
Write processing completed	→	30 space characters (20h)
G331;		
GOTO1000;		
N900 Error processing		
N1000 Next processing		

Macro variable input G337**- Format****G337 Pp Qq R99 ;****- Explanation**

Macro variable data is read from the memory card opened in the read control mode, and is assigned to specified macro variable.

This processing is the same as macro variable data input (G337) described in Section 6.7, "READER/PUNCHER INTERFACE", except that data is input from the memory card.

Macro variable output G338**- Format****G338 Pp Qq Ff.e Zz Rr;****- Explanation**

In the write control mode, the data of a specified macro variable is converted to a specified format for output.

This processing is the same as macro variable data output (G338) described in Section 6.7, "READER/PUNCHER INTERFACE", except that data is output to the memory card.

File information reading/file deletion G339**- Format****G339 Pp (Ff LI Ss) ;**

p = 1 : File information reading

2 : File deletion

Specify address L/S and F as required for processing.

- Explanation

By specifying G339, file information on the memory card can be read and a file on the memory card can be deleted.

Before this function can be used, the file information control mode must be set when the line is opened (G330). To set the file information control mode, specify p = 34 in address P when opening the line. At this time, the specification of a file (L) is not necessary. (G330 P34 ;)

(1) File information reading G339 P1

By specifying G339 P1, file information (file name and size) can be read into a specified macro variable.

G339 P1 Ff LI Ss ;

- F : Specify a file by file number (1 to 9999).
 L : Specify the start number of the 12 consecutive macro variables storing the read 12-character file name. The file name is stored in ASCII code format (decimal).
 S : Number of the macro variable storing the read file size

If there is no directory corresponding to the specified file number, completion code 114 is returned.

Example

G330 P34 ;	→	Open in file information control mode
G339 P1 F1 L101 S100 ;	→	Read file information
IF [#8539 NE 0] GOTO100 ;		
Read processing completed		
G331 ;	→	Close memory card
GOTO200 ;		
N100 Error processing		
N200 Next processing		

(2) File deletion G339 P2

By specifying G339 P2, the specified file can be deleted.

G339 P2 (Ff LI) ;

- F : Number of the file to be deleted (1 to 9999)
 L : Start number of the variable string where the name (ASCII code) of a file to be deleted is stored.

Example

To delete a file named "ABC.DAT", set 65 (A), 66 (B), 67 (C), 46 (.), 68 (D), 65 (A), 84 (T), 32, ..., 32 (space) in 12 common variables #100 to #111.

G330 P34 ;	→	Open in file information control mode
G339 P2 L100 ;	→	File deletion
IF [#8539 NE 0] GOTO100 ;		
Read processing completed		
G331 ;	→	Close memory card
GOTO200 ;		
N100 Error processing		
N200 Next processing		

6.8.3 Completion Codes (#8539)

Completion codes are returned for G330 to G339 commands. If an error occurs, its description is set in a completion code. Check the completion code after issuing a command.

There are three types of completion codes:

- #8537 : Completion code for the result of executing an auxiliary macro
 #8538 : Completion code for the result of executing a conversational macro
 #8539 : Completion code common to auxiliary commands and conversational macros

When the command specified in an auxiliary macro program is completed, a completion code is set in both variables #8537 and #8539. If the command specified in a conversational macro program is completed, a completion code is set in both variables #8538 and #8539.

#8539	Description
0	Normal termination
1	The memory card is not opened.
6	A necessary option is not specified.
7	The memory card cannot be opened because it is used with another function. Or, it is write-protected.
8	Data (P, Q, R, and so forth) specified in a block of G330 to G339 is incorrect, or necessary data is not specified.
9	Invalid data format
10	The file number is invalid.
12	(1) The specified time has elapsed since the system entered the data transmission/reception waiting state. (2) The command has been interrupted by an NC reset while waiting for data input or output when 1 is set in bit 1 (RCN) of parameter No. 9035.
30	Memory card not inserted yet
32	The battery power of the memory card is low.
99	With macro variable input function G337, the continuous reading of macro variables is possible.
102	Insufficient free space on memory card
114	Specify file not found
115	The specified file is protected. An undefined variable number was specified.
117	The file is not opened in a correct mode.
121	End of file
122	Illegal file name specified
130	A file with the same name already exists on memory card.
141	Close the file.
150	(1) Memory card cannot be recognized. (2) An error occurred on memory card.

6.8.3.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
G330 Memory card write control	When creating by the file name is specified and the file with the same name exists on the memory card, the file is overwritten.	When creating by the file name is specified and the file with the same name exists, the file is not opened and an error occurs.
G336 data writing	Addresses are processed in the order they are specified. Operation example <1> F8.3; G336 F5.1 D#100; → #100 is output with F5.1. <2> F8.3; G336 D#100 F5.1; → #100 is output with F8.3.	Data is processed in blocks. Therefore, the operation is not changed by the order the addresses are specified. Operation example <1> F8.3; G336 F5.1 D#100; → #100 is output with F5.1. <2> F8.3; G336 D#100 F5.1; → #100 is output with F5.1.
	If identical addresses are specified in the same one block, they are output in the order in which they are specified. More than one address can be specified in a block, as in G336C_C_.	If two or more identical addresses are specified in the same one block, the last specified address takes effect. It is not allowed to specify more than one address in a block, as in G336C_C_. Addresses must be specified in separate blocks as shown below. G336C_; C_;

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	Any number of (_), (' _ '), and (* _ *) combinations may be specified in the same one block. Space is not output when "LF" is output.	Up to five (_), (' _ '), and (* _ *) combinations may be specified in total in the same one block. Bit 0 (NTV) of compile parameter No. 9167 allows you to choose whether to output TV check space when "LF" is output.
G338 macro variable data output	<ul style="list-style-type: none"> - The maximum number of digits for automatic decimal point position output of F-9.9 is 9. - F-9.8 specifies output in a special floating-point format. 	<ul style="list-style-type: none"> - The maximum number of digits for automatic decimal point position output of F-9.9 is 12. - F-9.8 specifies output in the IEEE-compliant floating-point format. Data output in the special format of the Series 16i cannot be read with G337.
Memory card completion codes (#8539)		Some codes have been added or changed.

6.9 CNC PROGRAM REFERENCING AND WRITING, AND PROGRAM INFORMATION READING

6.9.1 General

Using the conversational macro function and auxiliary macro function enables CNC part programs to be registered, deleted, and modified.

Program and block numbers are used to manage CNC programs. The block number begins with the address "O" block of the program and then increments by 1 for each EOB.

A macro-based CNC program is comprised of blocks that are a repetition of two variables (address code and value) representing data at one word.

Using this function requires that bit 7 (EXT1) of compile parameter No. 9002 to be set 1.

Example

```
O0001;          Block No. 1
G00 X10;        Block No. 2
M03 S1000;      Block No. 3
:
```

Program No. 0001, block No. 3, storage variable No. 100

```
#100= 13 .....Address M
#101=  3 .....Value
#102= 19 .....Address S
#103=1000 .....Value
#104= 27 .....Address EOB
```

Control commands are issued by specifying G codes (G320 to G329) with macros. Completion code (#8529) is available which can be used to check whether specified functions have been executed normally. Completion code (#8529) should be checked after G320 to G329 are executed.

The completion code is 0 in the case of normal termination. When the completion code is other than 0, an alarm code for this function is issued.

Target folder

Target folders in which NC programs are to be registered, deleted, and changed are

If parameter No. 3467 is set to 0

The default folder in the background.

If parameter No. 3467 is set to a value other than 0

Folder specified for parameter No. 3467 from the initial folder.

NOTE

If "6. path-by-path folder" is selected for parameter No. 3467, the target folder is the folder of the displayed path if the command is from a conversational macro; and if the command is from an auxiliary macro, it is the folder of the path in which the auxiliary macro is being executed.

Control variables

- #8520 : Program number specification
- #8521 : Block number specification
- #8522 : Storage variable number specification
- #8523 : Variable number for specifying the number of decimal places
- #8527 : Number of registered programs (read-only)
- #8528 : Free-space capacity of CNC program memory (read-only)
- #8529 : Completion code (read-only)

Control codes

- G320 : Newly registers a program.
- G321 : Deletes a program.
- G325 : Reads a specified word-type block.
- G326 : Writes a specified word-type block.
- G327 : Deletes a block.
- G322 : Condenses a program.
- G328 : Reads a specified character-type block.
- G329 : Writes a specified character-type block.

6.9.2 Referencing and Writing CNC Programs

Newly registering a program (G320)

- Format

G320;

- Explanation

To newly register a program, issue G320 by specifying a program number (#8520) for the program.

Example

To register O0002:

```
#8520=2;
G320;
IF [#8529 NE 0] GOTO 900;
Registration completed

N900;
Error
```

Newly registering a program involves the same processing as for "Oxxxx"+"INSERT" (editing); no EOB is inserted.

Example

O0002 %

Deleting a program (G321)**- Format**

G321;

- Explanation

To delete a program, issue G321 by specifying the program number (#8520) of the program.

Example

To delete O0003:

#8520=3;

G321;

IF [#8529 NE 0] GOTO 900;

Deletion completed

N900;

Error

Reading a specified block (G325/G328)**(1) Reading a specified word-type block (G325)****- Format**

G325 Pp;

p : Maximum allowable number of variable data items
(When omitted: Until (EOB) or %(EOR))

- Explanation

A block can be read into a specified variable area by specifying its program number and block number. The block number used here is relative to the O-number block, which is counted as block No. 1. Therefore, it is different from a sequence number (Nxxxx). A block number is used also in G326, G327, G328, and G329.

By using address P, specify the maximum number of readable variables. If a block to be read is so large that the variables more than the specified maximum number of readable variables are required, the read processing is stopped, and completion code 210 is set in #8529.

When a value specified without the decimal point is read, the position of the decimal point is determined by bit 0 (DPI) of parameter No. 3401. By setting 1 in bit 2 (PRDPI) of compile parameter No. 9160, it is also possible to keep calculator type decimal point input.

Example 1

* The minimum setting unit is that of the IS-B (0.001) machine.

[NC program]

O0004;

G92 X0. M08;

G90 G00 X10.5 Z15 M05;

[Macro program]

#8520=4;

#8521=3;

#8522=100;

G325 P11;

IF [#8529 NE 0] GOTO 900;

Read completed

N900;

Error

Executing the above macro programs causes program data to be stored in an area starting at #100 specified using storage variable number #8522, as follows:

#100=	7	Address G
#101=	90	Value
#102=	7	Address G
#103=	0	Value
#104=	24	Address X
#105=	10.5	Value
#106=	26	Address Z
#107=	0.015	Value
15.0 when 1 is set in bit 2 (PRDPI) of compile parameter No.	
	9160	
#108=	13	Address M
#109=	5	Value
#110=	27	Address EOB

If a program does not end with an EOB, or the location of an EOR is specified with a block number, the EOR (28) is stored as an address. If any block number after the EOR block is specified, completion code "211" is set and the block is not read.

Example 2

O0004;

G92 X0. M08;

M02%

Assuming the above steps, the variable area will be:

#100=13Address M

#101= 2Value

#102=28Address EOR

Example 3

O0004;

G92 X0. M08;

%

Assuming the above steps, the variable area will be:

#100=28Address EOR

- Reading the O-number block

By setting bit 6 (PG10) of compile parameter No. 9160, it is possible to select the data to be read actually when the O-number block is read by setting 1 in block number variable #8521.

Bit 6 (PG10) of compile parameter No. 9160

=0: All words including the O number can be read.

=1: Words excluding the O number can be read.

Example

[NC program]

O0011 N10 G00X0 ;

N20 M05;

[Macro program]

#8520=11;

#8521=1;

#8522=100;

G325 P9;

IF [#8529 NE 0] GOTO 900;

Read completed

N900;

Error

If this macro program is executed, the program data is stored, beginning with #100, as follows.

Variable read	Bit 6 (PG10) of compile parameter No. 9160	
	0	1
#100	15: Address O	14: Address N
#101	11: Value	10: Value
#102	14: Address N	7 : Address G
#103	10: Value	0 : Value
#104	7 : Address G	24: Address X
#105	0 : Value	0 : Value
#106	24: Address X	27: Address EOB
#107	0 : Value	
#108	27: Address EOB	

- Processing for a block other than a word-type block

If a block read using the function for reading a specified word-type block (G325) is not a word-type block (but a character-type block), completion code 253 is returned to #8529 for notification. If this completion code is returned, read the block again by using the function for reading a specified character-type block (G328).

Example 2

```
#8520 = Program number ;
#8521 = Block number;
#8522 = Read variable number;
G325 ;      (Reading a specified word-type block)
IF [#8529 EQ 253] GOTO 100;
:
N100 G328 ; (Reading a specified character-type block)
```

NOTE

This command cannot read an extended address (extended axis name or extended spindle name). Use the function for reading a specified character-type block (G328).

(2) Reading a specified character-type block (G328)**- Format****G328 Pp;**

p : Maximum allowable number of variable data items
(When omitted: Until (EOB) or %(EOR))

- Explanation

Even if a block specified in a CNC program is not represented as a word-type block (in the format "address + number"), this command enables the block to be read to a specified variable area by converting each character to an ASCII code (decimal). At this time, the control commands (WHILE/IF/...) and the functions (SIN/COS/FUP/...) are represented as special codes.

By using address P, specify the maximum number of readable variables. If a block to be read is so large that the variables more than the specified maximum number of readable variables are required, the read processing is stopped, and completion code 210 is set in #8529.

Example 1

```
#8520 = Program number ;
#8521 = Block number;
#8522=100;(Read variable number)
G328 P9 ;
IF [#8529 NE 0] GOTO 900; (Error check)
```

When the block is "#1=SIN[#2];", the following is read:

```
#100 : 35  " # "
#101 : 49  " 1 "
#102 : 61  " = "
#103 : 276 "SIN"
#104 : 91  " [ "
#105 : 35  " # "
#106 : 50  " 2 "
#107 : 93  " ] "
#108 : 59  " ; "
```

•Reading the O-number block

By setting bit 6 (PG10) of compile parameter No. 9160, it is possible to select the data to be read actually when the O-number block is read by setting 1 in block number variable #8521.

Bit 6 (PG10) of compile parameter No. 9160

=0: All characters including the O number can be read.

=1: Characters excluding the O number can be read.

NOTE

When the O-number block is read by setting 1 in block number variable #8521, the length of the read O-number block is always 8 digits.

Example

[NC program]

O0011(ABC) ;

N20 M05;

[Macro program]

#8520=11;

#8521=1;

#8522=100;

G328 P15;

IF [#8529 NE 0] GOTO 900;

Read completed

N900;

Error

If this macro program is executed, the program data is stored, beginning with #100, as follows.

Variable read	Bit 6 (PG10) of compile parameter No. 9160	
	0	1
#100	79: "O"	40: "("
#101	48: "0"	65: "A"
#102	48: "0"	66: "B"
#103	48: "0"	67: "C"
#104	48: "0"	41: ")"
#105	48: "0"	59: ";"
#106	48: "0"	
#107	49: "1"	
#108	49: "1"	
#109	40: "("	
#110	65: "A"	
#111	66: "B"	
#112	67: "C"	
#113	41: ")"	
#114	59: ";"	

High-speed sequential reading from a specified block (G325/G328)

Consecutive blocks can be read sequentially from a specified block at high speed.

This can be done using one of the two methods described below. In either case, data cannot be read properly if the program is edited while the blocks are being read. If this is inconvenient, read the blocks by setting 0 in bit 5 (PRS) of parameter No. 9036 and +1 in block number variable #8521.

- (1) Specifying -1 in block number variable #8521
Series16i compatible function
- (2) Specifying bit 5 (PRS) of parameter No. 9036
It is possible to switch between regular block reading and high-speed block reading only by setting the parameter as necessary, without changing the macro program for regular block reading whereby blocks are read by specifying +1 in block number variable #8521.

**CAUTION**

Do not edit the program during high-speed block reading.
Doing so hinders proper data reading.

- (1) Specifying -1 in block number variable #8521
After executing the block read command (G325/G328), set "-1" in block number variable #8521 and specify block read (G325/G328) repeatedly. This enables high-speed block reading.
 - <1> Execute the block read command (G325/G328).
One block of program data corresponding to the block specified in #8521 is stored sequentially from the variable number specified in #8522.
 - <2> Specify -1 in block number variable #8521.
 - <3> Specify the block read command (G325/G328) repeatedly.
By specifying -1 in #8521, program data is stored sequentially from the variable number used in <1>.

NOTE

If the read operation is performed again after the end block (EOR block) of the program is read, the completion code (#8529) is 251 instead of 211.

Example 1

[NC program]

```
O0004 N1 G90 G01 X100 Y100 F10000 ;
N2 X101 Y101 ;
N3 X102 Y102 ;
N4 X103 Y103 ;
      :
N10 X109 Y109 ;
```

```

[Macro program]
#8520 = 4          /* Program number specification */
#8521 = 1          /* Block number specification */
#8522 = 100        /* Storing variable number specification */
G325              /* Specified word-type block reading */
IF [ #8529 NE 0 ] /* Error check */
  GOTO 70
  /****** Processing of the read data *****/
#8521 = -1         /* High-speed data reading specification */
#500 = 0
WHILE [ #500 LT 10 ] DO1
  G325             /* Specified word-type block reading */
  IF [ #8529 NE 0 ] /* Error check */
    GOTO 70
    /****** Processing of the read data *****/
  #500 = #500 + 1
END1
:
N70 /****** Error processing *****/
:

```

If the command shown above is executed, program data N1 to N10 are stored sequentially, with 15 stored in #100 specified by storing variable number #8522, 4 stored in #101, 14 stored in #102, and so on.

- (2) Specifying bit 5 (PRS) of parameter No. 9036
 If "1" is set in bit 5 of parameter No. 9036 when consecutive blocks are to be read sequentially, those blocks can be read at high speed by specifying block read (G325/G328) repeatedly while specifying +1 in block number variable #8521.

Example 2

[NC program]

```

O0004 N1 G90 G01 X100 Y100 F10000 ;
N2 X101 Y101 ;
N3 X102 Y102 ;
N4 X103 Y103 ;
:
N10 X109 Y109 ;

```

[Macro program]

```

#8520 = 4          /* Program number specification */
#8521 = 1          /* Block number specification */
#8522 = 100        /* Storing variable number specification */
WHILE [ #8521 LE 10 ] DO1
  G325             /* Specified word-type block reading */
  IF [ #8529 NE 0 ] /* Error check */
    GOTO 70
  /****** Processing of the read data *****/
  #8521=#8521+1    /* Next block number specification
END1
:
N70 /****** Error processing *****/
:

```

Writing a specified block (G326/G329)**(1) Writing a specified word-type block (G326)****- Format****G326 Pp;**

p : Maximum allowable number of variable data items

- Explanation

Program data created in a variable area can be written at the end of a block specified using a program number and block number. The maximum allowable number of variable data items is specified using address P. If there is address EOB within the specified variable data, the data up to the EOB is written. If there is address EOR, the data up to the data immediately before the EOR is written. If there is neither EOB nor EOR, a number of data items specified using address P are written.

Example

[NC program]

```

O0004;
G92 X0. M08;
G90 G00 X10.5 M05;

```

```

[Macro program]
#8520=4;
#8521=2;
#8522=100;
#100=7;
#101=1;
#102=24;
#103=20.5;
#104=6;
#105=1000;
#106=27;
G326 P7;
IF [#8529 NE 0] GOTO 900;
Write completed

N900;
Error

```

Executing the above macro program causes the following blocks to be inserted in the program.

```

O0004;
G92 X0. M08;
G1 X20.5 F1000.;
G90 G0 X10.5 M05;

```

If a block number is specified only in EOR or a later number is specified, the completion code is "211" and the write operation is not performed. Specifying 1 as a block number enables a program to be written to a program that has only a program number, however.

NOTE

- 1 This command cannot register a program.
If an attempt is made to register a program (with "O" placed at the start of write data), the error code (#8529=202) is posted.
- 2 This command cannot write an extended address (extended axis name or extended spindle name). Use the function for writing a specified character-type block (G329).

(2) Writing a specified character-type block (G329)

- Format

G329 Pp;

p : Maximum allowable number of variable data item

- Explanation

Even when program data is not represented in the word-type format, program data created on a character-by-character basis can be written using this function. First, define program data by using ASCII code in a macro variable area beforehand. Then, use this command to write the program data after the block specified by program number and block number. An EOB is specified using ";" (59), and an EOR is specified using "%" (37).

By using address P, specify the maximum number of variable data items. If specified variable data includes address EOB, the data up to EOB is written. If specified variable data includes address EOR, the data up to the data immediately before the EOR is written. If specified variable data includes neither EOB nor EOR, the number of data items specified by address P are written.

Example

```
#8520 = Program number ;
#8521 = Block number;
#8522 = ASCII code string start number
G329P10;
IF [#8529 NE 0] GOTO 900; (Error check)
```

The command P for specifying the maximum number of write data items is the same as for the function for writing a specified word-type block (G326).

NOTE

This command cannot register a program.
If an attempt is made to register a program (with "O" placed at the start of write data), the error code (#8529=202) is posted.

Specifying the location of a decimal point for each address when writing a block

When writing a block, the number of decimal places can be specified at each address. The number of decimal places at address A is specified using a value assigned to a variable number specified in #8523. The number of decimal places for each address can be determined as follows:

```
#8523=501;
#501 is used to represent the number of decimal places at address A.
#502 is used to represent the number of decimal places at address B.
:
#525 is used to represent the number of decimal places at address Y.
#526 is used to represent the number of decimal places at address Z.
```

Specify <null> or integer 0 to 7 as the number of decimal places. If <null> is specified, an address with no decimal place is assumed.

Example

If address code = A and value = 1.2345678:

Decimal place specification	= <null>	A1	
	=0	A1.	
	=1	A1.2	
	=2	A1.23	
	=3	A1.235	*
	=4	A1.2346	*
	=5	A1.23457	*
	=6	A1.234568	*
	=7	A1.2345678	

* The numeral is rounded off to the specified number of decimal places.

Example

If #8523 is 0, the least input increment at a specified address is used.

Special example

Usually in G325 and G326, a block consisting of a word based on a combination of address and value, and an EOB is used as a unit of processing as stated above. Therefore, it is impossible to use a macro variable to represent a block skip command that is not accompanied by a value as shown below. In this case, a <null> variable is used to represent it.

Example

Block skip specification

/M00; → #100=	29	Address /
#101=	<null>	Value <null>
#102=	13	Address M
#103=	0	Value 0
#104=	27	Address EOB

Deleting a block (G377)**- Format**

G327;

- Explanation

G327 deletes a block specified using program and block numbers.

Example

```
#8520=4;
#8521=3;
G327;
IF [#8529 NE 0] GOTO 900;
Deletion completed

N900;
Error
```

Executing the above commands deletes block No. 3 from program O0004.

Condensing a program (G322)**- Format**

G322;

- Explanation

G322 condenses program memory and sorts out free areas. Using program number specification variable (#8520) supports two program condense types (entire program memory and specified programs). The result of condensing is reported using a completion code (#8529).

- If #8520 = 0

The entire program memory is subjected to condense processing. First specify #8520 = 0, then issue condense function control code (G322).

Example 1

```
#8520=0
G322 ;
IF [#8529 NE 0] GOTO 900;
Entire memory condensed

N900;
Error
```

- If a program number is specified in #8520
Only a specified program number is subjected to condense processing. First set a desired program number in #8520, then issue condense function control code (G322).

Example 2

```
#8520=1234;
G322;
IF [#8529 NE 0] GOTO 900;
O1234 condensed

N900;
Error
```

6.9.3 Reading Program Information (#8527, #8528)

Number of registered programs (#8527)

#8527: Number of registered programs

The number of programs registered in the program memory of the CNC can be read using this variable.

NOTE

- 1 Variable #8527 cannot be written to.
- 2 The number of folders is also counted in the number of programs.

Free space of the CNC program memory (#8528)

#8528: Free space of the CNC program memory (in characters)

The free space of the CNC program memory can be read using this variable.

NOTE

Variable #8528 cannot be written to.

6.9.4 Completion code (#8529)

After execution of each operation, check the completion code.

#8529	Description
0	Normal end.
1	An attempt was made to open a program file that was already open.
2	An attempt to open a program file failed because it was being used by another user.
3	An attempt to open a program file failed because it did not exist.
4	An attempt was made to edit a program already being edited.
10	A specified program has not been registered.

#8529	Description
11	An existing program number was specified .
12	The program file area has no free space.
13	Too many programs are registered (registration of an excessive number of programs).
15	An attempt was made to edit a word that could not be.
16	An attempt was made to edit a program that could not be.
18	The setting of parameter No.3467 exceeds the valid range.
74	An incorrect program number was specified.
110	An attempt was made to write an out-of-range value (12 digits). (G326)
115	A macro variable number for editing is incorrect.
200	A specified character code cannot be found. (G329)
202	An attempt is made to write "O" at the start. (G329)
203	The free space of the program is below the number of pages (500 bytes per page) specified for compile parameter No. 9054. (G320, G326, G329)
210	In reading specified blocks, an attempt was made to read blocks the number of which exceeds the maximum number of blocks that can be read.
211	A block number beyond the EOR block was specified. (The completion code is 251 if high-speed reading is performed with -1 specified in block number variable #8521.)
251	An incorrect block number was specified.
252	An attempt was made to edit an address not found in the address code table. Or, the address is not of the word type (address + value).
253	A specified block is not in word-type (address + value) format.
254	Program editing is disabled by the memory protection signal (KEY3) or the 8-level data protection function. (When bit 1 (KEYC) of compile parameter No. 9006 is set to 0)
255	<ul style="list-style-type: none"> - An attempt was made to edit the main program or the running program. - An attempt was made to edit a program being edited in the background. - Bit 7 (EXT1) of compile parameter No. 9002 is set to 0.

6.9.5 Limitations

Foreground operation

Target folders in which NC programs are to be registered, deleted, and changed are

If parameter No. 3467 is set to 0

The default folder in the background.

If parameter No. 3467 is set to a value other than 0

Folder specified for parameter No. 3467 from the initial folder.

Thus, to run a created or edited program in the foreground, the program must be selected.

Number of address value digits that can be written

The maximum number of address value digits that can be written using G326 or G329 is the number of digits of the address value that can be specified.

6.9.6 Appendix tables

Address code table

Address	Code	Address	Code	Address	Code	Address	Code
A	1	B	2	C	3	D	4
E	5	F	6	G	7	H	8
I	9	J	10	K	11	L	12
M	13	N	14	O	15	P	16
Q	17	R	18	S	19	T	20
U	21	V	22	W	23	X	24
Y	25	Z	26				
EOB	27	EOR	28	/	29		

Special code table

Instruction	Code	Instruction	Code	Instruction	Code	Instruction	Code
IF	258	THEN	271	BIN	283	SETVN	295
WHILE	259	XOR	272	FIX	284	ADP	296
GOTO	260	OR	273	FUP	285	POW	297
DO	261	AND	274	ROUND	286	FGEN	298
END	262			ACOS	287	FDEL	299
GE	264	SIN	276	ASIN	288	FOPEN	300
GT	265	COS	277	LN	289	FCLOS	301
LE	266	TAN	278	EXP	290	FPSET	302
LT	267	ATAN	279	POPEN	291	FREAD	303
NE	268	SQRT	280	PCLOS	292	FWRIT	304
EQ	269	ABS	281	DPRNT	293		
MOD	270	BCD	282	BPRNT	294		

6.9.7 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Specified word-type block reading (G325)	When a value specified without the decimal point is read, the position of the decimal point is always determined by calculator type decimal point input.	When a value specified without the decimal point is read, the position of the decimal point is determined as follows. Bit 2 (PRDPI) of compile parameter No. 9160 =0: Determined by bit 0 (DPI) of parameter No. 3401 =1: Always determined by calculator type decimal point input
	When the O-number block is read with 1 specified in block number variable #8521, the O number cannot be read.	When the O-number block is read with 1 specified in block number variable #8521, the operation differs depending on bit 6 (PG1O) of compile parameter No. 9160, as follows. =0: All words including the O number can be read. =1: Words excluding the O number can be read.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Specified character-type block reading (G328)	When the O-number block is read with 1 specified in block number variable #8521, the O number cannot be read.	When the O-number block is read with 1 specified in block number variable #8521, the operation differs depending on bit 6 (PG10) of compile parameter No. 9160, as follows. =0: All characters including the O number can be read. =1: Characters excluding the O number can be read.
Specified word-type block writing (G326)	When data is read having one or more 0s after the decimal point, the 0s after the decimal point are not output regardless of the decimal point position. (Example) When address code = X, value = 123.000, and number of digits after the decimal point = 3 X123. is written.	When data is read having one or more 0s after the decimal point, the 0s are output based on the decimal point position. (Example) When address code = X, value = 123.000, and number of digits after the decimal point = 3 X123.000 is written.
Program condensation	Only the program specified with #8520	#8520=0: The entire program memory is condensed. #8520≠0: A specified program is condensed.
Program editing prohibition	If the memory protection signal (KEY3) is off, program editing is disabled.	By setting bit 1 (KEYC) of compile parameter No. 9006 to 1, editing is possible even in the program editing prohibited state due to the memory protection signal (KEY3) or the 8-level data protection function.
Completion code (#8529)	In addition to the completion codes indicated in the completion code list, there are completion codes posted with the same numbers as PS alarm numbers.	Detail completion codes are provided. No codes other than those indicated in the list are output.
Special code		Usable codes are added.
Background editing option	A background editing function is required.	No background editing function is required.
Program number during background editing (#8525)	Program number during background editing can be read.	Reading is now possible even in the background editing status and, therefore, variable #8525 is disabled. "0" is always read.
Background editing status (#8526)	It can be read whether background editing is stopped (= 0) or active (= 1).	Reading is now possible even in the background editing status and, therefore, variable #8526 is disabled. "0" is always read.

6.10 CUTTING TIME, DISTANCE READ AND PRESET FUNCTIONS

Control variables can be used to read and preset the cutting time and cutting distance. This function can be used to manage the service life of tools.

Reading and presetting the cutting time (#8553)

By using #8553, the cumulative cutting time parameters Nos.6753 and 6754 can be read and preset. The value of #8553 is the sum of the parameters Nos. 6753 and 6754 and its unit is the hour as with the macro variable (#3002). The clock precision is 16 msec.

When a preset operation is performed, a value less than one minute is discarded, and the values of the parameters Nos. 6753 and 6754 are also preset.

Example 1

#100=#8553 ; → The cutting time is read into #100.
 (When #100=5.755, the cutting time is 5 hours, 45 minutes, and 18 seconds.)
 #8553=0 ; → However, cutting time is preset to 0; the related parameters (parameter Nos. 6753 and 6754) are also preset to 0.

Example 2

#8553=5.755 ; → A time period less than 1 minute is set to 0. So, 5.75 is set in #8553. In this case, 0 is set in parameter No. 6753, and 345 is set in parameter No. 6754.

NOTE

Switching on the power does not reset #8553 to 0.

Reading and presetting a cutting distance (#8554)

#8554 adds up the cutting distance specified in commands such as G01 (linear interpolation), G02, and G03 (circular interpolation). The unit depends on the setting of bit 0 (CUNIT) of compile parameter No. 9160 as follows:

=0: Integer value. (In the case of IS-B/metric input, #8554=1000 for a cutting distance of 1.0 mm)

=1: Real value. (In the case of IS-B/metric input, #8554=1.0 for a cutting distance of 1.0 mm)

Their measurement unit is the least input increment for the reference axis.

Writing a value to #8554 enables the cutting distance to be preset.

Example

#100 = #8554 ; → The cutting distance is read into #100.
 #8554 = 0 ; → The cutting distance is preset to 0.

- Cumulative cutting distance along an arbitrary axis only

A cumulative calculation can be made by excluding an axis selected using bit 0 (NDTx) of parameter No. 9026.

However, this function is valid only during linear interpolation using a code such as G01. During circular interpolation using the G02 or G03 command, for example, even an axis selected using bit 0 (NDTx) of parameter No. 9026 is included in a cumulative cutting distance calculation.

Example

When, on a machine with 1st axis = X and 2nd axis = Y, bit 0 (NDTx) of parameter No. 9026 for the 1st axis is set to 1:

1 G01 X_ Y_ F_;

#100 = #8554 ; → The cutting distance of the axis other than the 1st axis can be read.

2 G17;

G02 X_ Y_ I_ J_ F_;

#100 = #8554 ; → The cutting distance of all axes including the 1st axis can be read.

NOTE

- 1 To use the cutting distance read and preset functions, the following settings are required:
 Bit 7 (EXT1) of compile parameter No.9002 = 1
 Bit 7 (CUTLG) of compile parameter No.9004 = 1
- 2 Even if cutting is stopped by a reset, the travel distance of the block is added because a tool move distance is added to #8554 at the start of cutting block execution.
- 3 When the power is turned on, #8554 is not set to 0. The cumulative value is clamped to 2147483648. Management by the user is requested.

6.10.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Cutting period reading and presetting	Even if presetting is performed, parameter Nos. 6753 and 6754 are not modified.	Both reading and presetting are performed based on parameter Nos. 6753 and 6754.
Cutting distance accumulation along arbitrary axes only	The 1st, 2nd, and 3rd controlled axes only can be selected.	All axes can be selected.

6.11 RELATIVE COORDINATE READ AND PRESET FUNCTIONS (#8996 TO #8999)

These functions enable reading and presetting of relative coordinates.

Reading relative coordinates

By setting an ID number for reading relative coordinates in #8998 and setting an axis number in #8997, relative coordinates can be read using #8999.

- #8998 Information ID 110 : Reading of the relative coordinates of the 1st controlled axis in the path
 111 : Reading of the relative coordinates of the 2nd controlled axis in the path
 112 : Reading of the relative coordinates of the 3rd controlled axis in the path
 113 : Reading of the relative coordinates of the 4th controlled axis in the path
 114 : Reading of the relative coordinates of the 5th controlled axis in the path
 115 : Reading of the relative coordinates of the 6th controlled axis in the path
 116 : Reading of the relative coordinates of the 7th controlled axis in the path
 117 : Reading of the relative coordinates of the 8th controlled axis in the path
 118 : Reading of the relative coordinates of the 1st to 24th controlled axes in the path
- #8997 Axis number : 1 to the maximum number of controlled axes in the path
 (Usable only when #8998=118)
- #8999 Relative coordinate
- #8996 Completion code 0: Normal end.
 -1: Abnormal end.

Example

If the relative coordinate of the 1st axis is -123.456, executing the following steps sets #500 with -123456.

#8998 = 118;

#8997 = 1; (acquires the information about the 1st axis)

#500 = #8999;

- Note**NOTE**

- 1 If a value other than 1 to the maximum number of controlled axes in the path is specified in #8997, the value read from #8999 is <null>.
- 2 When the power is switched on, #8999 is reset to 0.
- 3 The unit of a read value is the least input increment for a specified axis.

Presetting relative coordinates**- Format**

G310 Aa Qq ;

- a : Controlled-axis number to be subjected to presetting (1 to the number of controlled axes in the path), or axis ID No. (110 to 117)
- q : Coordinate to be preset

Address Q specifies the coordinate to be preset.

Q = -999999999 to +999999999

Executing this control code presets the relative coordinate.

Example

To preset the relative coordinate of the 1st axis to -123.45, issue:

G310 A1 Q-123450 ;

or

G310 A110 Q-123450 ;

- Note**NOTE**

- 1 If a value other than 1 to the maximum number of controlled axes in the path or axis ID Nos. 110 to 117 in address A, or address A is not specified, the specification of G310 is ignored.
- 2 The unit of address Q is the least input increment of the specified axis.
- 3 In an execution macro, the G310 block is executed as an NC statement. However, by setting 1 in bit 4 (NOB) of parameter No. 9036, it is also possible to execute it as a macro statement.

6.11.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
If specified in an execution macro	If specified in an execution macro, a G310 block is executed as a macro statement.	If specified in an execution macro, a G310 block is executed depending on bit 4 (NOB) of parameter No. 9036 as follows: =0 : as an NC statement. =1 : as a macro statement.

6.12 ARRAY-TYPE PROCESSING AND REFERENCING OF P-CODE VARIABLES

Array-type processing of P-CODE variables

This function controls processing of array-type macro variables or a sequence of macro variables.

- 1) Clearing array-type variables and a sequence of variables (continuous writing of specified data)
- 2) Transferring from array-type variables or a sequence of variable to a sequence of variables

Each type of processing is performed by first defining an array, a sequence of variables, or data in each of the following control variables, then issuing control code G315.

#8511 : Source data

#8512 : Source two-dimensional array number or the start variable number of a sequence of variables

#8513 : Source three-dimensional array number

#8514 : Destination two-dimensional array number or the start variable number of a sequence of variables

#8515 : Destination three-dimensional array number

- Format

G315 P (processing code) K (number of data items to be processed);

- P001 : Stores data from #8511 to K consecutive variables starting at the one specified in #8514.
(P1)
- P002 : Transfers data from K consecutive variables starting at the one specified in #8512 to K consecutive variables starting at the one specified in #8514 (transfer in ascending order).
(P2)
- P003 : Transfers data from K consecutive variables starting at the one specified in #8512 to K consecutive variables starting at the one specified in #8514 (transfer in descending order).
(P3)
- P101 : Stores data from #8511 to K consecutive array-type variables starting at array-type variable #1 specified in #8514 and #8515.
- P102 : Transfers data from K consecutive array-type variables starting at array-type variable #1 specified in #8512 and #8513 to K consecutive array-type variables starting at array-type variable #1 specified in #8514 and #8515 (ascending order).
- P103 : Transfers data from K consecutive array-type variables starting at array-type variable #1 specified in #8512 and #8513 to K consecutive array-type variables starting at array-type variable #1 specified in #8514 and #8515 (descending order).

Each process code consists of three digits and specifies the type of processing to be performed. Leading zeros are omissible.

A difference between P2 and P3 and between P102 and P103 is whether a transfer progresses from a small variable number to a large or from a large to a small.

Example

If #8512 = 10000 and #8514 = 10010,

G315 P2 K3; is equivalent to the following steps:

#10010 = #10000

#10011 = #10001

#10012 = #10002, and

G315 P3 K3; is equivalent to the following steps:

#10012 = #10002

#10011 = #10001

#10010 = #10000

Array-type referencing of P-CODE variables

P-CODE variables (10000 and up) can be referenced as two-dimensional or three-dimensional array-type variables. Previously assigning proper values to the following array control variables enables variable numbers #1 to #99 to be used to reference the P-CODE variables for the corresponding array elements.

Array control variables

- #8512 : Two-dimensional array number
- #8513 : Three-dimensional array number
- #8516 : Number of one-dimensional array elements
- #8517 : Number of two-dimensional array elements
- #8518 : 1
- #8519 : Array start variable number

Variables #1 to #99 are used to reference the P-CODE variables by previously specifying array types using array control variables #8516 to #8519, then specifying the target array numbers using #8512 and #8513.

The P-CODE variables are associated with the array elements as shown below.

P-CODE variable number

$$= \#8519 + ((\#8516 * \#8517) * (\#8513 - 1)) \\ + (\#8516 * (\#8512 - 1)) + (\text{specified variable number} - 1)$$

Example

- If #8516 = 10, #8517 = 5, and #8519 = 10100,
- (1) #1 with #8512 = 1 and #8513 = 1 specified corresponds to #10100.
 - (2) #10 with #8512 = 3 and #8513 = 2 specified corresponds to #10179.

When the power is turned on, each array control variable is set up as follows:

#8512 to #8517 = 1 and #8519 = 10000

So, when using P-CODE variables as two-dimensional arrays, you need not beware of #8513 and #8517.

NOTE

When using variables #1 to #99 to reference P-CODE variables as array-type, set #8518 = 1. If #8518 = 0, an alarm is issued, because #1 to #33 are treated as local variables and #34 to #99 are treated as unusable. When the power is turned on, #8518 is set to 0.

Caution



CAUTION

No check is made on any variable and calculated variable number for validity. Use a macro program to make validity checks if necessary.

6.12.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Processing and referencing P-CODE variables as array type	Variables 1 to 99 are always array-type variables.	Variables can be switched between local variables and array-type variables with the setting of variable #8518. =0 : Variables #1 to #33 are local variables, and #34 to #99 are unusable. =1 : Variables #1 to #99 are array-type variables.

6.13 TORQUE LIMIT OVERRIDE CONTROL (#8990 TO #8993 AND #8621 TO #8628)

Assigning appropriate values to #8990 to #8992 enables the torque limit override to be changed to the specified value. Assigning appropriate values to #8990 and #8991 enables a torque limit override value to be read into #8992. Whether setting and changing ended normally can be sensed by accessing #8993.

Values for the 1st axis to the 8th axis can be read and written using also #8621 to #8628. (Series 16i compatible)

(1) When #8990 to #8993 are used.

Control variable	Set value	Description
#8990	100	Writes a torque limit override value.
	101	Reads a torque limit override value.
#8991	1 to maximum number of controlled axes in a path	Controlled axis number in a path
#8992	0 to 255	Torque limit override value
#8993	0 or -1	Completion code
		0: Normal end -1: An out-of-range value is set in #8991 or #8992.

(2) When #8621 to #8628 are used. (Series 16i compatible)

Control variable	Description
#8621	Torque limit override value of the 1st controlled axis in a path
#8622	Torque limit override value of the 2nd controlled axis in a path
:	:
#8628	Torque limit override value of the 8th controlled axis in a path

For the 9th axis and up, only the method of (1) using #8990 to #8993 can be used.

Relationship between settings and torque limit override values

Set value	Torque limit override value
0	0%
:	:
127	50%
:	:
255	100%

Example

To set the torque limit override value of the 3rd axis to 50%, set the variables in the order shown below.

#8990 = 100Write operation specification

#8991 = 33rd axis specification

#8992 = 127Override value specification

Caution

⚠ CAUTION

- 1 When the power is turned on, the torque limit override value for each axis is set to 100%.
- 2 In the case of an execution macro, if an attempt is made to specify a value outside the range of 1 to the maximum number of intra-path controlled axes in #8991 or a value outside the range of 0 to 255 in #8992, alarm PS110 occurs.

Parameter

	#7	#6	#5	#4	#3	#2	#1	#0
6286								TQO

[Input type] Parameter input

[Data type] Bit axis

#0 **TQO** Specifies whether to enable the torque limit override function, as follows:

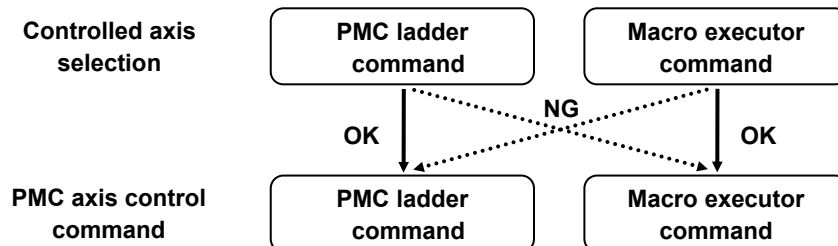
0: Disable (100% override)

1: Enable

6.14 PMC AXIS CONTROL

Warning**⚠ WARNING**

- 1 PMC axis control must be executed while the PMC controlled-axis selection variable(#8700) or controlled axis selection signals EAX1 to EAX8 are "1". If PMC controlled-axis selection variable(#8700) and controlled axis selection signals EAX1 to EAX8 are "0", the command cannot be accepted. Therefore, the machine may behave in an unexpected manner.
- 2 PMC axis control is able to command by PMC ladder and macro executor. In case of use PMC axis control, "controlled axis selection" and "PMC axis control command", use the same command method. If you use the different command method to "controlled axis selection" and "PMC axis control command", "PMC axis control command" may be ignored, or the command may execute incorrect axis motion. Therefore, the machine may behave in an unexpected manner.



6.14.1 PMC Axis Control Using G Code

6.14.1.1 General

A PMC axis control interface can be used to control the PMC controlled axis. The following eight different control codes are available. Which PMC controlled axis to control is to be specified using the PMC controlled group selection variable (#8602) and the PMC controlled-axis selection variable (#8700).

- G340 → Rapid traverse command
- G341 → Cutting feed command
- G344 → Dwell command
- G345 → Reference position return command

- G346 → Auxiliary function command
 G348 → Status signal read command
 G349 → Command signal write command
 G350 → Machine coordinate system positioning

#8602: PMC controlled-group selection variable

Specify a controlled group.

#8602	Controlled group
0	1st group
1	2nd group
:	:
:	:
38	39th group
39	40th group

NOTE

- 1 If an integer out of a range between 0 and 39 is specified in #8602, the control command is ignored.
- 2 When the power is turned on, #8602 = 0.

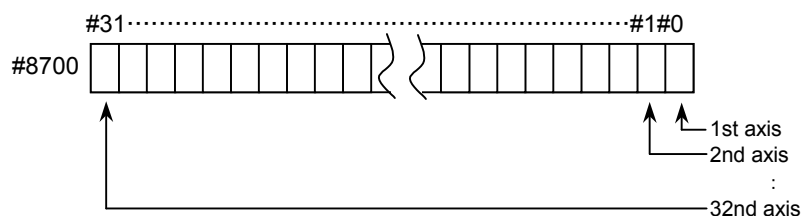
#8700: PMC controlled-axis selection variable

Specify the bit position corresponding to the controlled axis number to be selected.

For a multi-path system, the meaning of an axis number differs depending on bit 7 (PMX16) of compile parameter No. 9160.

Bit 7 (PMX16) of compile parameter No.9160

- =0: System common controlled axis number
 =1: Relative controlled axis number in a path



- = 0: Axis specified by controlled axis selection signals EAX1 to EAX8<G136>
 = 1: 1st axis
 = 2: 2nd axis
 = 4: 3rd axis
 :
 :

When setting multiple axes, set the logical sum of the values to be set for those axes.

Example

- 1 In a 2-path system with 3-axis machines for both paths, to select the 1st axis of the 2nd path from the 2nd path, specify the following:
 - If bit 7 (PMX16) of compile parameter No. 9160 is set to 0, specify the system common 4th axis.
#8700 = 16
 - If bit 7 (PMX16) of compile parameter No. 9160 is set to 1, specify the 1st axis in the path.
#8700 = 1
- 2 To set the 1st or 3rd axis as a target axis, variable #8700 can be set to 5 (= 1 + 4). To set the 1st, 16th, or 24th axis as a target axis, the following can also be specified.
 #100=2
 #1=1-1
 #16=16-1
 #24=24-1
 #101=POW[#100,#1] ; 1st axis
 #116=POW[#100,#16] ; 16th axis
 #124=POW[#100,#24] ; 24th axis
 #8700=#101+#116+#124

NOTE

- 1 If specifying an axis number with variable #8700, set controlled axis selection signals EAX1 to EAX8 <G136> to 0. Otherwise, the logical sum of controlled axis selection signals EAX1 to EAX8 <G136> and #8700 is assumed.
 <Example>
 If EAX1 is set to 1, and #8700 is set to 2, the 1st and 2nd axes are target controlled axes.
- 2 If parameter No. 8010 does not relate the group and axis specified by #8602 and #8700, the control command is ignored. When 0 is specified in #8700, however, only the axis specified by controlled axis selection signals EAX1 to EAX8 <G136> is controlled.
- 3 When the power is turned on, #8700 = 0.

For details, refer to the CONNECTION MANUAL (FUNCTION).

6.14.1.2 Details of control codes

Rapid traverse command (G340)

- Format

G340 Xx ;

x : Travel distance

- Explanation

This command specifies rapid traverse for the PMC controlled axis. Address X specifies a travel distance always in incremental mode.

This command performs the same operation as "G00" of CNC.

Cutting feed command (G341)**- Format****G341 Xx Ff ;**

x : Travel distance

f : Feedrate

- Explanation

This command specifies cutting feed for the PMC controlled axis. Address X specifies a travel distance always in incremental mode. The feedrate is specified using address F.

This command performs the same operation as "G94 G01" (in T series G code system A, "G98 G01") of CNC.

Dwell command (G344)**- Format****G344 Px ; or G344 Xx ;**

x : Dwell value

- Explanation

This command specifies dwell for the PMC controlled axis. Address P or X specifies a dwell value.

This command performs the same operation as "G04" of CNC.

Reference position return command (G345)**- Format****G345 ;****- Explanation**

This command specifies a reference position return for the PMC controlled axis.

After moving by rapid traverse in the reference position return direction set by bit 5 (ZMIx) of parameter No. 1006, this command performs the same operation as the manual reference position return function of the CNC.

Auxiliary function command (G346)**- Format****G346 Mm ;**

m : Auxiliary function code

- Explanation

This command specifies an auxiliary function for the PMC axis control interface. Address M specifies an auxiliary function code.

This command performs the same operation as an auxiliary function of the CNC.

Status signal read command (G348)**- Format****G348 Pp ;**

p : Variable number

- Explanation

This command reads into the variable the variable number of which is specified at address P the states of the output signals <F130, F133, F136, F139> of the corresponding PMC axis control interface.

#7	#6	#5	#4	#3	#2	#1	#0
EBSYg#p	EOTNg#p	EOTPg#p	EGENg#p	EDENg#p	EIALg#p	ECKZg#p	EINPg#p

A group number is represented by a combination of g and p.

Range of g: 1 to 4

Range of p: 1 to 10

Group number = g + (p-1) × 4

- <1> EBSYg#p (Axis control command read completion signal)
This signal indicates that the CNC has read PMC axis control command data for one block and stored it in a buffer.
- <2> EOTNg#p (Negative direction overtravel signal)
This signal indicates an overtravel state.
- <3> EOTPg#p (Positive direction overtravel signal)
This signal indicates an overtravel state.
- <4> EGENg#p (Axis moving signal)
This signal indicates the state of movement on an axis.
- <5> EDENg#p (Auxiliary function executing signal)
This signal indicates the state of auxiliary function execution.
- <6> EIALg#p (Alarm signal)
This signal indicates the alarm state related to PMC axis control.
- <7> ECKZg#p (Following zero check signal)
This signal indicates the following zero state.
- <8> EINPg#p (In-position signal)
This signal indicates in-position state.

Example

When EDENg#p = 1, G348 P100; results in the following : #100 = 8

Command signal write command (G349)**- Format**

G349 Pp ;

P : Command value

- Explanation

This command writes a value specified at address P as a command signal for the corresponding PMC axis control interface.

The states of the input signals <G142, G154, G166, G178> of the PMC do not change.

#7	#6	#5	#4	#3	#2	#1	#0
EBUFg#p	ECLRg#p	ESTPg#p	ESOFg#p	ESBKg#p	EMBUFg#p	ECKZg#p	EFIng#p

A group number is represented by a combination of g and p.

Range of g: 1 to 4

Range of p: 1 to 10

Group number = $g + (p-1) \times 4$

- <1> ECLRg#p (Reset signal)
This signal resets a PMC axis control command.
- <2> ESTPg#p (Axis control temporary stop signal)
This signal temporarily stops movement before the execution of a block is completed.
- <3> ESBKg#p (Block stop signal)
This signal causes a stop for each command block.

- <4> EMBUFg#p (Buffering disable signal)
This signal causes the buffering disabled state.

Example

When ECLRg#p = 1:
G349 P64; (64 = 01000000b)

NOTE

EBUFg#p (Axis control command read signal), ESOFg#p (Servo off signal), ECKZg#p (Following zero check signal), and EFING#p (Auxiliary function completion signal) in the input signals <G142, G154, G166, G178> cannot be written.

Machine coordinate system positioning (G350)**- Format**

G350 Xx ;

X : Travel distance

- Explanation

This command performs machine coordinate system positioning for the PMC controlled axis. Address X specifies a travel distance using an absolute position in the machine coordinate system.

6.14.1.3 Limitations**Command buffering**

PMC axis control is implemented by issuing more than one commands sequentially. So, command blocks are buffered on the CNC side. To put another way, when the CNC is executing a block, another command can be issued as long as the CNC's buffer has room to receive it. Note, however, that if the buffer has no room to receive a new command, the new command is kept waiting while the previous command is being executed, that is, until the previous command is finished to create room in the buffer. Executing G3xx causes buffering; so the EBSYg#p (axis control command read completion signal) is not needed.

Auxiliary function command

The auxiliary function command can be implemented using G346, but the auxiliary function strobe signal EMFg#p cannot be controlled on the macro side. It should be controlled by the PMC.

Unit of data

The travel distance (dwell value) specified at address X and the feedrate specified at address F should be represented in the least input increment of the specified axis.

6.14.2 PMC Axis Control Using Variables**6.14.2.1 General**

A conversational macro enables PMC axis control to be exercised using variables through the PMC axis control interface.

Control is exercised by combining the variables below.

#8700 → PMC controlled-axis selection variable

Up to four groups can be controlled per path, and the relationships between control variables and groups are as given in Table 6.14.2.1 (a). To specify an axis number, use variable #8700, PMC controlled-axis selection variable, as in PMC axis control using G code.

Table 6.14.2.1 (a)

Variable name	Variable area			
	(4p-3) group	(4p-2) group	(4p-1) group	(4p) group
PMC command signal variable	#8710	#8720	#8730	#8740
PMC control command variable	#8711	#8721	#8731	#8741
PMC cutting feedrate variable	#8712	#8722	#8732	#8742
PMC control travel distance variable	#8713	#8723	#8733	#8743
PMC state signal read variable	#8715	#8725	#8735	#8745

As four groups (4p-3) to (4p), it can be selected with the setting of bit 7 (PMX16) of compile parameter No. 9160 whether to use groups 1 to 4 universally regardless of the path or to use groups 1 to 40 depending on the path.

Bit 7 (PMX16) compile parameter No.9160	Path	(4p-3) group #8710~#8715	(4p-2) group #8720~#8725	(4p-1) group #8730~#8735	(4p) group #8740~#8745
=0	Path 1	Group 1	Group 2	Group 3	Group 4
	Path 2				
	:				
	Path 10				
=1	Path 1	Group 1	Group 2	Group 3	Group 4
	Path 2	Group 5	Group 6	Group 7	Group 8
	:	:	:	:	:
	Path 10	Group 37	Group 38	Group 39	Group 40

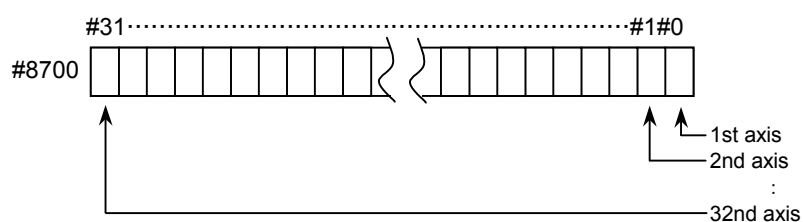
#8700: PMC controlled-axis selection variable

Specify the bit position corresponding to the controlled axis number to be selected.

For a multi-path system, the meaning of an axis number differs depending on bit 7 (PMX16) of compile parameter No. 9160.

Bit 7 (PMX16) of compile parameter No.9160

- =0: System common controlled axis number
- =1: Relative controlled axis number in a path



= 0: Axis specified by controlled axis selection signals EAX1 to EAX8<G136>

= 1: 1st axis

= 2: 2nd axis

= 4: 3rd axis

:

When setting multiple axes, set the logical sum of the values to be set for those axes.

Example

- 1 In a 2-path system with 3-axis machines for both paths, to select the 1st axis of the 2nd path from the 2nd path, specify the following:
 - If bit 7 (PMX16) of compile parameter No. 9160 is set to 0, specify the system common 4th axis.
#8700 = 16
 - If bit 7 (PMX16) of compile parameter No. 9160 is set to 1, specify the 1st axis in the path.
#8700 = 1
- 2 To set the 1st or 3rd axis as a target axis, variable #8700 can be set to 5 (= 1 + 4). To set the 1st, 16th, or 24th axis as a target axis, the following can also be specified.
 #100=2
 #1=1-1
 #16=16-1
 #24=24-1
 #101=POW[#100,#1] ; 1st axis
 #116=POW[#100,#16] ; 16th axis
 #124=POW[#100,#24] ; 24th axis
 #8700=#101+#116+#124

NOTE

- 1 For selection of a controlled axis, #8700 (PMC controlled-axis selection variable) is to be set.
- 2 If specifying an axis number with variable #8700, set controlled axis selection signals EAX1 to EAX8 <G136> to 0. Otherwise, the logical sum of controlled axis selection signals EAX1 to EAX8 <G136> and #8700 is assumed.
 <Example>
 If EAX1 is set to 1, and #8700 is set to 2, the 1st and 2nd axes are target controlled axes.
- 3 If parameter No. 8010 does not relate the group and axis specified by #8602 and #8700, the control command is ignored. When 0 is specified in #8700, however, only the axis specified by controlled axis selection signals EAX1 to EAX8 <G136> is controlled.
- 4 When the power is turned on, #8700 = 0.

For details, refer to the CONNECTION MANUAL (FUNCTION).

6.14.2.2 Details of control variables

PMC command signal variables (#8710, #8720, #8730, #8740)

When a numeric value is written to a PMC command signal variable (#8710, #8720, #8730, and #8740), the corresponding command signal of the PMC axis control interface is written to. However, data cannot be written to signal "EFINx". The states of the input signals <G142, G154, G166, G178> of the PMC do not change.

#7	#6	#5	#4	#3	#2	#1	#0
EBUFx	ECLRx	ESTPx	ESOFx	ESBKx	EMBUFx	ELCKZx	EFINx

x represents a group number from 1 to 4.

Control command variables (#8711, #8721, #8731, and #8741)

When a control command is written to a control command variable (#8711, #8721, #8731, and #8741), the corresponding axis control command signal is written to. The control command variables can also be read from.

For writing : The states of the input signals <G143, G155, G167, G179> of the PMC do not change.

For reading : The states of the input signals <G143, G155, G167, G179> of the PMC are read.

#7	#6	#5	#4	#3	#2	#1	#0
	EC6x	EC5x	EC4x	EC3x	EC2x	EC1x	EC0x

x represents a group number from 1 to 4.

Cutting feed control variables (#8712, #8722, #8732, and #8742)

When a numeric value is written to a cutting feed control variable (#8712, #8722, #8732, and #8742), the cutting feedrate is written to the corresponding command data signals. The cutting feed control variables can also be read from.

For writing : The states of the input signals <G144 to G145, G156 to G157, G168 to G169, G180 to G181> of the PMC do not change.

For reading : The states of the input signals <G144 to G145, G156 to G157, G168 to G169, G180 to G181> of the PMC are read.

#7	#6	#5	#4	#3	#2	#1	#0
EIF7x	EIF6x	EIF5x	EIF4x	EIF3x	EIF2x	EIF1x	EIF0x
EIF15x	EIF14x	EIF13x	EIF12x	EIF11x	EIF10x	EIF9x	EIF8x

x represents a group number from 1 to 4.

Control travel distance variables (#8713, #8723, #8733, and #8743)

When a numeric value is written to a control travel distance variable (#8713, #8723, #8733, and #8743), the axis travel distance, dwell time, or auxiliary function code is written to the corresponding command data signals. The control travel distance variables can also be read from.

For writing : The states of the input signals <G146 to G149, G158 to G161, G170 to G173, G182 to G185> of the PMC do not change.

For reading : The states of the input signals <G146 to G149, G158 to G161, G170 to G173, G182 to G185> of the PMC are read.

#7	#6	#5	#4	#3	#2	#1	#0
EID7x	EID6x	EID5x	EID4x	EID3x	EID2x	EID1x	EID0x
EID15x	EID14x	EID13x	EID12x	EID11x	EID10x	EID9x	EID8x
EID23x	EID22x	EID21x	EID20x	EID19x	EID18x	EID17x	EID16x
EID31x	EID30x	EID29x	EID28x	EID27x	EID26x	EID25x	EID24x

x represents a group number from 1 to 4.

Travel distance units depend on bit 5 (TDVDPI) of compile parameter No. 9160:

=0 : Calculator type decimal point input

=1 : Least input increment

PMC state signal read variables (#8715, #8725, #8735, and #8745)

To a PMC state signal read variable (#8715, #8725, #8735, and #8745), the corresponding state signal <F130, F133, F136, and F139> of the PMC axis control interface is written.

To a variable, one-byte signal interface data is assigned in decimal format.

#7	#6	#5	#4	#3	#2	#1	#0
ESYx	EOTNx	EOTPx	EGENx	EDENx	EIALx	ECKZx	EINPx

x represents a group number from 1 to 4.

For details of each signal, refer to the CONNECTION MANUAL (FUNCTION).

6.14.3 Caution

CAUTION

- 1 An auxiliary function can be specified using "G346". However, the auxiliary function strobe signal "EMFg#p" cannot be controlled with a conversational macro. Control the signal from the PMC.
- 2 When this function is performing PMC axis control, do not issue a control command from the PMC side. To be specific, do not issue a PMC axis control command, for example, by causing the conversational macro to use the UO signal to inform the PMC that PMC axis control is under way and eventually allowing the PMC to reference this signal. Be careful especially when a ladder or macro program is updated to add or change a PMC axis control sequence.
- 3 Once this function is used to perform PMC axis control, before causing the PMC to perform PMC axis control to the same axis, stop the macro program (if it has been activated) and reset the target axis on the PMC side (set the ECLRg#p to 1).

6.14.4 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Travel distance specified by a control travel distance variable (#8713, #8723, #8733, or #8743) for variable-based PMC axis control	Least input increment	Bit 5 (TDVDPI) of compile parameter No. 9160 =0 : Calculator type decimal point input =1 : Least input increment
PMC controlled-axis selection variable (#8700)	Specified with a relative controlled axis number in the path.	Bit 7 (PMX16) of compile parameter No. 9160 =0 : Specified with a system common controlled axis number. =1 : Specified with a relative controlled axis number in the path.
PMC axis control using variables	For the relationships between control variables and groups, use four groups A to D for each path.	Bit 7 (PMX16) of compile parameter No. 9160 =0 : Use groups 1 to 4 regardless of the path. =1 : Use groups (4N - 3) to (4N) depending on the path (where N denotes a path number (1 to 10)).

6.14.5 Control Examples

With "PMC axis control" using the macro executor, giving a move command is sufficient, regardless of whether it is a G code or variable, as long as all that is needed is to output a simple move command in response to some trigger event. In order to monitor the move completion of the specified block and alarms, however, it is necessary to monitor the states of the PMC command signal variables (#87x0) and PMC state signal read variables (#87x5).

(1) State management

In cases where the program waits for the move completion after outputting the move command, if a loop occurs within the macro, the screen is locked during that time. It is therefore necessary to set a state variable for state management.

Example

#100 : State variable

#100<>1 : Regular state

A trigger event is monitored. Upon detection of a trigger event, a move command is output, setting 1 in #100.

#100=1 : Axis moving

The program waits for the move to complete. Upon completion, an error check is made and the value of #100 is returned to 0.

(2) Monitoring of the move completion

The move completion can be monitored using the following three events:

- The state of the PMC command signal variable (#87x0) EBUFx is the same as that of the PMC state signal read variable (#87x5) EBSYx.
- The PMC state signal read variables (#87x5) EGENx and ECKZx are both set to 0.
- The PMC state signal read variable (#87x5) EINPx is set to 1.

Example

IF[[#87x0 AND 128] NE [#87x5 AND 128]] GOTO 999

IF[[#87x5 AND 18] NE 0] GOTO 999 → Moving

IF[[#87x5 AND 1] NE 1] GOTO 999

Move completed

(3) Check after the move completion

Whether the PMC axis has moved to the specified position correctly is determined by checking after the move completion whether the axis has reached the target coordinates. If the coordinates are checked after the move completion and the axis is not at the target position, the move operation has been canceled due to an alarm, emergency stop, or some other cause.

Sample program

- Moving the axis by 100 mm when the state of the signal (R100.0) changes from OFF to ON
 #100 : State variable
 #101 : R100.0 OFF→ON Monitoring variable
 #102 : Target position arrival check variable

```

O1000 IF[ #100 EQ 1 ] GOTO 100
IF[ R100.0 EQ 1 && #101 EQ 0 ] THEN
#102 = #504x + 100.0 /* R100.0 OFF=>ON
G340 X100.0 /* Stores the target position.
#100 = 1 /* Outputs the move command.
GOTO 999 /* State variable=1
ENDIF
#101 = R100.0
GOTO 999
N100 IF[ [#87x0 AND 128] NE [#87x5 AND 128] ] GOTO 999
IF[ [#87x5 AND 18] NE 0 ] GOTO 999 /* Axis moving
IF[ [#87x5 AND 1] NE 1] GOTO 999
IF[ ABS[#504x - #102] GT 0.000001 ] THEN
/*Error processing*/
ENDIF
#101 = R100.0 /* Read R100.0 for next detection
#100 = 0 /* State variable=0
N999 M99
%
```

6.14.6 To detect an alarm for unselected PMC axis control

If the controlled axis selection signals EAX1 to EAX8 are 0, execution of PMC axis control command is ignored. When the bit 2 (EZC) of parameter No.8019 is set to 1, controlled axis selection signals EAX1 to EAX8 state are 0, alarm DS1451 "IMPROPER PMC AXIS COMMAND" is detected when the PMC axis control command is executed. Unexpected operation of the machine can be prevented by alarm stop.

When the bit 2 (EZC) of parameter No.8019 is set to 1, alarm DS1451 is detected under the following conditions.

Monitor the following functions:

- PMC axis control using signal.
- PMC axis control using G code of macro executor.
- PMC axis control using variables of macro executor.

In both of following (1) and (2) conditions, alarm is detected by PMC axis control command.

State of PMC controlled-axis selection variable (#8700) or Controlled axis selection signals EAX1 to EAX8 <Gn136> of the other group does not affect.

- (1) Controlled axis selection signals EAX1 to EAX8 <Gn136> of commanded group is set to 0.
- (2) PMC controlled-axis selection variable (#8700) of commanded group is set to 0.

Alarm DS1451 is detected in the path that belongs to group of PMC axis control. Automatic operation of the path is stopped, operation of PMC axis control of the group is stopped. Further, in the alarm signal AL<Fn001.0> and alarm signal EIALg <F130.2, F133.2, F136.2, F139.2> is set to 1. If PMC axis control command from the different path, stop the automatic operation by setting the bit 1 (IAL) of parameter No.8100 to 0.

6.15 FILE CONTROL

6.15.1 General

The following types of file control can be performed with the conversational macro and execution macro.

1. Generating a file
2. Deleting a file
3. Reading data
4. Writing data





NOTE

The file control can not be performed with the auxiliary macro.

6.15.2 Setup Procedure

File control first requires that a user file area be set up.



To set up the user file area, follow the steps below:

1. While holding down the  and  MDI keys, switch on the power.
2. When the IPL monitor screen, below, appears, press the  and  keys, and select "7. MACRO COMPILER UTILITY".

```

IPL MENU
0. END IPL
1. DUMP MEMORY
3. CLEAR FILE
4. MEMORY CARD UTILITY
5. SYSTEM ALARM UTILITY
6. FILE SRAM CHECK UTILITY
7. MACRO COMPILER UTILITY
?

```

When the macro compiler utility screen, below, appears, press the  and  keys, and select "2. USER FILE SETTING".

```

MACRO COMPILER UTILITY MENU
0. END
1. USER FILE INFORMATION
2. USER FILE SETTING
3. USER FILE FORMAT
?

```

3. First, the currently set values are displayed as follows:

```

CURRENT DATA :
  USER FILE AREA SIZE      =   xx
  NUMBER OF USER FILE     =   xx
  DATA AREA SIZE (BYTE)   =   xx
  SRAM FREE                 =   xx




```





4. According to the displays, specify the size of the user file area and the number of files that can be generated in the user file area.








```

MODIFY DATA :
  USER FILE AREA SIZE      =   ?
  NUMBER OF USER FILE     =   ?

```

If you want to change the data, enter the desired value, and press the  key. If you do not want to change the data, enter nothing and press the  key. If you want to cancel the setting, press the  key.

5. When setting ends, the following message is displayed.
- If the setting has not been changed:
"DATA NOT CHANGED" is displayed.
 - If setting has been completed normally:
The new setting is displayed in the same manner as at step 4, and "DATA SETTING END" is displayed.
 - If an invalid value has been specified:
"SETTING ERROR" is displayed and followed by a description of the cause of the error.
6. Pressing the  key displays the macro compiler utility screen again.
7. After user file area setup is completed normally, perform formatting.
In the macro compiler utility screen, press the  and  keys, and select "3. USER FILE FORMAT".
8. When "USER FILE FORMAT OK? [Y/N]" is displayed, press the  key.
9. When formatting ends normally, "USER FILE FORMAT: END" is displayed.

10. Pressing the  key displays the macro compiler utility screen again.
11. Press the  and  keys, and select "0. END".
12. When you return to the IPL monitor screen, press the  and  keys, and select "0. END IPL".
13. The IPL monitor screen is exited, and a usual screen appears.
If you want to check only the present settings of the user file, press the  and  keys on the macro compiler utility screen, and select "1. USER FILE INFORMATION".

6.15.3 Setting

The relationships among the user file area, the number of files that can be generated in the user file area, and the size actually assigned to data areas are as described below:

1. The number of files that can be generated in the user file area must be a multiple of 16. If a specified value is not a multiple of 16, it is rounded up to the nearest multiple of 16.
2. The size of the user file area must satisfy the following condition.
User file area size $\geq (1 + \text{the number of files that can be generated in the user file area} + \text{the number of files that can be generated in the user file area}/16)$
3. The size actually allotted to data areas (in bytes) is calculated by the following expression.
Allotted size = $[\{\text{user file area size} - (1 + \text{the number of files that can be generated in the user file area}/16)\} \times 496]$ [bytes]

The maximum value that can be set as a user file area varies with the free space in the backup memory. The size of the backup memory free space is displayed at SRAM FREE in step 4 of the setup procedure. Actually, the maximum value that can be set is as follows:

(Backup memory free space + current user file area size)

The current user file area size is displayed at USER FILE AREA in step 4 of the setup procedure.

Example

[Example of setup]

- <1> • User file area = 18
 - If the number of files that can be generated in the user file area = 16, the size that can be allotted is:
 $[\{18 - (1 + 16/16)\} \times 496] = 7936$ [bytes]
- <2> • User file area = 100
 - If the number of files that can be generated in the user file area = 48, the size that can be allotted is:
 $[\{100 - (1 + 48/16)\} \times 496] = 47616$ [bytes]

6.15.4 Error Messages

The following table lists the error messages that may be displayed when the user file is set up.

Message	Description
FILE AREA TOO LARGE	A specified user file size is greater than the maximum size that can be set up.
FILE AREA TOO SMALL	The relationship between the user file area size and the number of files that can be generated in the user file area does not satisfy the condition stated in item 2 above.

6.15.5 List of Commands

Generating a file

Function	This command generates a file.
Format	FGEN (file-number, file-size, status-variable-number)
Explanation	<p>The <file-number> parameter numbers a file to be generated. The file is accessed using this number. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <file-size> parameter specifies the size of a file to be generated. The unit of the size is bytes.</p> <p>The <status-variable-number> parameter specifies the macro variable number to which the execution result of the command is returned. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>, the <file-size>, and the <status-variable-number>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Sample statement	<p>FGEN (200,120,100)</p> <p>This statement generates a file that is numbered 200 and is 120 bytes large. The result of executing the statement is returned to macro variable #100.</p> <p>FGEN (#500,#501,100)</p> <p>This statement generates a file that is numbered #500 and is #501 bytes large. The result of executing the statement is returned to macro variable #100.</p>

Deleting a file

Function	This command deletes a file.
Format	FDEL (file-number, status-variable number)
Explanation	<p>The <file-number> parameter specifies a file to be deleted. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <status-variable-number> parameter specifies the macro variable number to which the execution result of the command is returned. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number> and the <status-variable-number>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Caution	A file that is open cannot be deleted.
Sample statement	<p>FDEL (200,100)</p> <p>This statement deletes file No. 200. The result of executing the statement is returned to macro variable #100.</p> <p>FDEL (#600,100)</p> <p>This statement deletes file No. #600. The result of executing the statement is returned to macro variable #100.</p>

Opening a file

Function	This command opens a file.
Format	FOPEN (file-number, access-mode, status-variable-number)
Explanation	<p>The <file-number> parameter specifies a file to be opened. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <access-mode> parameter specifies a read or write mode. See Table 6.15.6 (b) for the access mode values that can be specified.</p> <p>The <status-variable-number> parameter specifies the macro variable number to which the execution result of the command is returned. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>This status variable number is valid also for FCLOS, FREAD, FWRIT, and FPSET.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>, the <access-mode>, and the <status-variable-number>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Caution	<p>Up to 10 files can be open at the same time.</p> <p>The file open command cannot be executed for a file that is already open.</p>
Sample statement	<p>FOPEN (200,1,100)</p> <p>This statement opens file No. 200 in both write and read modes. The result of executing the statement is returned to macro variable #100.</p> <p>FOPEN (#600,1,100)</p> <p>This statement opens file No. #600 in both write and read modes. The result of executing the statement is returned to macro variable #100.</p>

Closing a file

Function	This command closes a file.
Format	FCLOS (file-number)
Explanation	<p>The <file-number> parameter specifies a file to be closed. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The result of executing this command is returned to the macro variable number specified in FOPEN. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Sample statement	<p>FCLOS (200)</p> <p>This statement closes file No. 200. The result of executing this statement is returned to the status variable number specified when the file was opened.</p> <p>FCLOS (#600)</p> <p>This statement closes file No. #600. The result of executing this statement is returned to the status variable number specified when the file was opened.</p>

Reading data from a file

Function	This command reads the contents of a file.
Format	FREAD (file-number, data-type, data-variable-number)
Explanation	<p>The <file-number> parameter specifies a file to be read from. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <data-type> parameter specifies the type of the data to be read. See Table 6.15.6 (c) for the data type values.</p> <p>The <data-variable-number> parameter specifies the number of the macro variable to which the read data is to be assigned.</p> <p>The result of executing this command is returned to the macro variable number specified in FOPEN. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>, the <data-type>, and the <data-variable-number>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Caution	After data is read, its pointer is updated automatically.

Sample statement	FREAD (200,2,500) The data currently indicated by the pointer of file No. 200 is read in binary form 1 (word type) and assigned to macro variable #500. The result of executing this statement is returned to the status variable number specified when the file was opened.
	FREAD (#600,2,#601) The data currently indicated by the pointer of file No. #600 is read in binary form 1 (word type) and assigned to macro variable #[#601]. The result of executing this statement is returned to the status variable number specified when the file was opened.

Writing data to a file

Function	This command writes data to a file.
Format	FWRIT (file-number, data-type, data)
Explanation	<p>The <file-number> parameter specifies a file to be written to. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <data-type> parameter specifies the type of the data to be written. See Table 6.15.6 (c) for the data type values.</p> <p>The <data> parameter specifies the data to be written.</p> <p>The result of executing this command is returned to the macro variable number specified in FOPEN. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>, the <data-type>, and the <data>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Caution	After data is written, its pointer is updated automatically.
Sample statement	<p>FWRIT (200,2,123) The data 123 is written to a location currently indicated by the pointer of file No. 200 in binary form 1 (word type). The result of executing this statement is returned to the status variable number specified when the file was opened.</p> <p>FWRIT (#600,2,#601) The data #601 is written to a location currently indicated by the pointer of file No. #600 in binary form 1 (word type). The result of executing this statement is returned to the status variable number specified when the file was opened.</p>

Setting a file pointer

Function	This command sets a file pointer.
Format	FPSET (file-number, pointer-type, pointer)
Explanation	<p>The <file-number> parameter specifies the file for which a pointer is to be set up. See Table 6.15.6 (a) for the values that can be used as file numbers.</p> <p>The <pointer-type> parameter specifies the type of the pointer to be set up. See Table 6.15.6 (d) for the type values.</p> <p>The <pointer> specifies a desired pointer according to the specified type.</p> <p>The result of executing this command is returned to the macro variable number specified in FOPEN. The user must check this value. See Table 6.15.6 (e) for the status values.</p> <p>Only the macro variable and the numerical value can be described in the specification of the <file-number>, the <pointer-type>, and the <pointer>.</p> <p>The common variable and the P-CODE variable can be used as the macro variable.</p>
Caution	<p>If pointer type 0 is specified, the <pointer> parameter is nullified.</p> <p>If pointer type 2 is specified, the positive and negative values of the <pointer> parameter correspond to the backward and forward directions from the current pointer, respectively.</p>
Sample statement	<p>FPSET (200,2,12) This statement advances the current pointer of file No. 200 by 12. The result of executing this statement is returned to the status variable number specified when the file was opened.</p> <p>FPSET (#600,2,#601) This statement advances the current pointer of file No. #600 by #601. The result of executing this statement is returned to the status variable number specified when the file was opened.</p>

6.15.6 Caution

CAUTION

- 1 To read data from a file, specify the same conditions as used when the data was written. (Satisfy the following conditions.)
 - The file pointer for reading points to the same location as for writing.
 - The data type for reading is the same as for writing.
 If the above conditions are not satisfied, the read data may differ from the write data.
- 2 If the data type is binary form 1 or 2, writing <null> data results in 0 being written.

NOTE

In the file control command, the following descriptions cannot be used.

- Use of space (Example: FGEN(400,4800, 13000))
- Use of symbol definition (Example: FGEN(400,4800,_RET_CODE))

Table 6.15.6 (a) File numbers

Value	Description
200 to 999999999	File

Table 6.15.6 (b) Access mode values

Value	Description
0	Read mode
1	Read and write mode

Table 6.15.6 (c) Data type values

Value	Description
0	Floating point form (8 bytes)
2	Binary form 1 (Word type : 2 bytes)
3	Binary form 2 (Long type : 4 bytes)

Table 6.15.6 (d) Pointer type values

Value	Description
0	Sets the pointer to the start point.
1	Sets the pointer relative to the start point.
2	Sets the pointer relative to the current location.

Table 6.15.6 (e) Status values

Value	Description
0	Normal end
1	The specified file is missing.
2	The specified file is not open.
3	A maximum number (10) of files that can be open at the same time are already open.
4	A maximum number of files that can be generated at the same time have already been generated.
5	The file area is already full.
6	The specified pointer is invalid.
7	The specified file size is invalid.
8	The attempt to open the file failed.
9	The specified file has not been closed.
10	The specified access mode is invalid.

Value	Description
11	An existing file was specified.
12	An I/O error has occurred.
13	The specified file number is invalid.
14	The specified data type is invalid.

6.16 AXIS-DIRECTION-BY-AXIS-DIRECTION INTERLOCK FUNCTION (#8600, #8601, #8607, AND #8608)

The axis-direction-by-axis-direction interlock control variables (#8600 and #8607) can be used to apply interlock for individual axes and their movement directions. The movement axis and direction variables for the rise time of the skip signal (#8601 and #8608) can be used to detect the axis that runs when the skip signal rises, and its direction.

This function is enabled when bit 0 (XIT) of parameter No. 9035 is set to 1.

The axis-direction-by-axis-direction interlock function is enabled only in the axis-direction-by-axis-direction interlock mode, that is, in the JOG or HNDL mode in which the PMC internal relay (R area) signal specified in parameters Nos. 9069 and 9070 is on. For multi-path PMCs, specify a PMC path using control variable #8603. For details, see Section 6.3, "SPECIFICATION OF A PMC PATH IN MULTI-PATH PMCS (#8603)".

Each digit of the binary numbers assigned to #8600, #8601, #8607, and #8608 corresponds to the movement axis and its direction. In addition, #8600 and #8601 support the 1st to 16th axes, and #8607 and #8608, the 17th to 24th axes.

#8600 and #8601 (1st to 16th controlled axes in a path)

	#7	#6	#5	#4	#3	#2	#1	#0
0BYTE	AX4-	AX4+	AX3-	AX3+	AX2-	AX2+	AX1-	AX1+
1BYTE	AX8-	AX8+	AX7-	AX7+	AX6-	AX6+	AX5-	AX5+
2BYTE	AX12-	AX12+	AX11-	AX11+	AX10-	AX10+	AX9-	AX9+
3BYTE	AX16-	AX16+	AX15-	AX15+	AX14-	AX14+	AX13-	AX13+

#8607 and #8608 (17th to 24th controlled axes in a path)

	#7	#6	#5	#4	#3	#2	#1	#0
0BYTE	AX20-	AX20+	AX19-	AX19+	AX18-	AX18+	AX17-	AX17+
1BYTE	AX24-	AX24+	AX23-	AX23+	AX22-	AX22+	AX21-	AX21+

Example

- 1 If #8600 and #8601 have a binary number of 1000000000000001, they indicate the positive direction of the 1st axis (AX1+) and the negative direction of the 8th axis (AX8-). This binary number is equivalent to 32769 in decimal.
- 2 If #8607 and #8608 have a binary number of 1000000000000001, they indicate the positive direction of the 17th axis (AX17+) and the negative direction of the 24th axis (AX24-). This binary number is equivalent to 32769 in decimal.

Axis-direction-by-axis-direction interlock control variables (#8600 and #8607)

When both #8600 and #8607 are 0, interlock is applied to all axes when the skip signal is on.

The skip signal is one of the signals shown below, depending on bit 6 (SKX) of parameter No. 9035.

When bit 6 (SKX) of parameter No.9035 is set to 0;

SKIPP<Gn006.6>

When bit 6 (SKX) of parameter No.9035 is set to 1;

- SKIP<X004.7> (when the 1st PMC is used)
SKIP<X013.7> (when the 2nd PMC is used)
SKIP<X011.7> (when the 3rd PMC is used)
- By setting bit 2 (XSG) of parameter No. 3008 and parameter No. 3012, it is possible to map the skip signal to an arbitrary X address.

Even if this function is not used for the 17th axis and those assigned a higher axis number, not only #8600 but also #8607 must be 0. #8601 and #8608 reflect the axes that are caused to stop when the skip signal becomes on and the direction in which the axes were moving just before they stopped. These control variables retain the information until the skip signal is turned off and on again. Interlock is kept applied to the axes and directions that correspond to the values of the control variables. To release interlock, turn off the PMC internal relay (R area).

If either #8600 or #8607 is not 0, interlock is applied to the axes and directions indicated by #8600 or #8607.

#8600 corresponds to the 1st to 16th controlled axes in a path, and #8607 corresponds to the 17th to 24th controlled axes in a path.

NOTE

Set data in #8607 and #8600 in the stated sequence. Interlock begins when data is set in #8600.

Consider the following example.

#8607=32769;(Positive direction of the 17th axis, negative direction of the 24th axis)

#8600=1;(Positive direction of the 1st axis) → At this point, interlock is applied to the 1st, 17th, and 24th axes.

To release interlock, reset #8600 and #8607 to 0, or turn off the PMC internal relay (R area) to reset these control variables to 0. Immediately after the power is switched on, or when the axis-direction-by-axis-direction interlock function is disabled (parameter bit 0 (XIT) of parameter No. 9035 = 0 or the PMC internal relay (R area) is off), #8600 and #8607 are 0.

Movement axis and direction variables for the rise time of the skip signal (#8601 and #8608)

When the state of the skip signal is changed from off to on, #8601 and #8608 indicate the axis that moved most recently and the direction of its movement.

The skip signal is one of the signals shown below, depending on bit 6 (SKX) of parameter No. 9035.

When bit 6 (SKX) of parameter No.9035 is set to 0;

SKIPP<Gn006.6>

When bit 6 (SKX) of parameter No.9035 is set to 1;

- SKIP<X004.7> (when the 1st PMC is used)
SKIP<X013.7> (when the 2nd PMC is used)
SKIP<X011.7> (when the 3rd PMC is used)
- By setting bit 2 (XSG) of parameter No. 3008 and parameter No. 3012, it is possible to map the skip signal to an arbitrary X address.

#8601 corresponds to the 1st to 16th controlled axes in a path, and #8608 corresponds to the 17th to 24th controlled axes in a path.

#8601 and #8608 retains their values until the state of the skip signal changes from off to on again. When the PMC internal relay (R area) is turned off, both #8601 and #8608 are reset to 0, thereby disabling this function.

NOTE

Any value can be written to neither #8601 nor #8608.

6.16.1 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
PMC internal relay (R area) signal	Selected using compile parameters No. 9035 and No. 9036.	Set using parameters Nos. 9069 and 9070.
SKIP signal	Determined by the SKIP<X004.7> signal.	Can be set using bit 6 (SKX) of parameter No. 9035. =0 : SKIPP <Gn006.6> =1 : SKIP <X004.7>

6.17 WINDOW FUNCTION (#8996 TO #8999)

6.17.1 General

The window function enables referencing of the following system information:

1. Alarm information and external alarm information
2. Relative coordinates, servo motor load current value, positional deviation value
3. Run hour and parts count
4. Diagnosis information
5. System series information, servo series information, and PMC series information

Window control variables

- #8998 : System information ID
- #8997 : Axis number
- #8999 : System information
- #8996 : Completion code

Method of using

Set #8998 with the ID No. of the system information to be referenced.

If the system information depends on the controlled axis or spindle, set #8997 with the number of the controlled axis or spindle.

Now read-accessing #8999 enables you to view the information about the system.

Then, #8996 indicates whether the window function was executed normally (0 for normal end and -1 for abnormal end).

Example 1**Alarm information****(1) PS alarm monitoring**

#8998=1 ; → The system information ID for alarms is 1.
 #500=#8999 ; → Acquires alarm information.
 #500=#500 AND 8 ; → Checks for a PS alarm condition.
 IF[#500EQ0]GOTO 90 ;
 #8998=11 ; → The system information ID for PS alarms is 11.
 #500=#8999 ; → Acquires a PS alarm number.
 #501=#8996 ; → Sets the result of executing this function.
 N90 M99 ;

When these steps are executed, #500 is set with a PS alarm number, then #501 is set with information about whether the window function was executed normally.

(2) OT alarm monitoring

(Monitoring of + direction stored stroke limit 1 on the 1st axis in the path)

#8998= 28 ; → The ID for axis-type OT alarm flag 1 is 28.
 #8997= 1 ; → Axis number (1st axis)
 #500=#8999 ; → Acquires the contents of ID No. 28.
 #500=#500 AND 1 ;
 #501=#8996 ; → Sets the result of executing this function.
 N90 M99 ;

When these steps are executed, #500 is set with 1 if the tool is in the forbidden area for stored stroke limit 1. Then #501 is set with information about whether the window function was executed normally.

Example 2**Parts total**

#8998=200 ; → The ID for the parts total is 200.
 #500=#8999 ;
 #501=#8996 ; → Sets the result of executing this function.

When these steps are executed, #500 is set with the parts total. Then #501 is set with information about whether the window function was executed normally.

NOTE

#8996 is set with -1 (abnormal end) if:

- A value assigned to #8998 is invalid, or
- The value entered in #8997 exceeds the maximum number of controlled axes in the path or the maximum number of spindles in the path.

Lists of reference systems and the related information ID Nos.

ID No. (#8998)	Axis ID No. (#8997)	Information
1	-	Alarm basic flag
5	-	OH alarm flag
11	-	PS alarm number
13	-	MC alarm number (user alarm)
20	-	OT alarm No.500 (1st to 8th axes)
21	-	OT alarm No.501 (1st to 8th axes)
22	-	OT alarm No.502 (1st to 8th axes)
23	-	OT alarm No.503 (1st to 8th axes)
24	-	OT alarm No.504 (1st to 8th axes)
25	-	OT alarm No.505 (1st to 8th axes)
26	-	OT alarm No.506 (1st to 8th axes)
27	-	OT alarm No.507 (1st to 8th axes)
28	1 to maximum number of controlled axes in the path	OT alarm No.500 to 507
30	-	SV alarm No.401,404
37	1 to maximum number of controlled axes in the path	SV alarm No.401,404 (1st to 24th axes)
41	-	SV alarm No.410 to 417 (1st axis)
42	-	SV alarm No.410 to 417 (2nd axis)
43	-	SV alarm No.410 to 417 (3rd axis)
44	-	SV alarm No.410 to 417 (4th axis)
45	-	SV alarm No.410 to 417 (5th axis)
46	-	SV alarm No.410 to 417 (6th axis)
47	-	SV alarm No.410 to 417 (7th axis)
48	-	SV alarm No.410 to 417 (8th axis)
49	1 to maximum number of controlled axes in the path	SV alarm No.410 to 417 (1st to 24th axes)
55	-	External alarm flag
56	-	External alarm number 1
57	-	External alarm number 2
58	-	External alarm number 3
59	-	External alarm number 4
100	-	Number of controlled axes in a path
102	-	Total number of controlled axes
110	-	Relative coordinate of the 1st axis
111	-	Relative coordinate of the 2nd axis
112	-	Relative coordinate of the 3rd axis
113	-	Relative coordinate of the 4th axis
114	-	Relative coordinate of the 5th axis
115	-	Relative coordinate of the 6th axis
116	-	Relative coordinate of the 7th axis
117	-	Relative coordinate of the 8th axis
118	1 to maximum number of controlled axes in the path	Relative coordinates (1st to 24th axes)
200	-	Parts total
201	-	Parts required
202	-	Parts count
210	-	Power-on time
220	-	Cumulative operation time : minute
221	-	Cumulative operation time : millisecond
222	-	Cutting time : minute
223	-	Cutting time : millisecond
224	-	Free timer : minute
225	-	Free timer : millisecond
226	-	Cycle time : minute
227	-	Cycle time : millisecond

ID No. (#8998)	Axis ID No. (#8997)	Information
411	-	Servo motor load current value, 1st axis
412	-	Servo motor load current value, 2nd axis
413	-	Servo motor load current value, 3rd axis
414	-	Servo motor load current value, 4th axis
415	-	Servo motor load current value, 5th axis
416	-	Servo motor load current value, 6th axis
417	-	Servo motor load current value, 7th axis
418	-	Servo motor load current value, 8th axis
419	1 to maximum number of controlled axes in the path	Servo motor load current value (1st to 24th axes)
700	-	Diagnosis
701	-	Diagnosis
800	-	Positional deviation value of the 1st axis
801	-	Positional deviation value of the 2nd axis
802	-	Positional deviation value of the 3rd axis
803	-	Positional deviation value of the 4th axis
804	-	Positional deviation value of the 5th axis
805	-	Positional deviation value of the 6th axis
806	-	Positional deviation value of the 7th axis
807	-	Positional deviation value of the 8th axis
808	1 to maximum number of controlled axes in the path	Positional deviation values (1st to 24th axes)
8000	-	System series information digit 4
8001	-	System series information digit 3
8002	-	System series information digit 2
8003	-	System series information digit 1
8005	-	System edition information digit 4
8006	-	System edition information digit 3
8007	-	System edition information digit 2
8008	-	System edition information digit 1
8020	-	Servo series information digit 4
8021	-	Servo series information digit 3
8022	-	Servo series information digit 2
8023	-	Servo series information digit 1
8025	-	Servo edition information digit 4
8026	-	Servo edition information digit 3
8027	-	Servo edition information digit 2
8028	-	Servo edition information digit 1
8030	-	PMC series information digit 4
8031	-	PMC series information digit 3
8032	-	PMC series information digit 2
8033	-	PMC series information digit 1
8035	-	PMC edition information digit 4
8036	-	PMC edition information digit 3
8037	-	PMC edition information digit 2
8038	-	PMC edition information digit 1
8040	-	Ladder series information digit 4
8041	-	Ladder series information digit 3
8042	-	Ladder series information digit 2
8043	-	Ladder series information digit 1
8045	-	Ladder edition information digit 4
8046	-	Ladder edition information digit 3
8047	-	Ladder edition information digit 2
8048	-	Ladder edition information digit 1

ID No. (#8998)	Axis ID No. (#8997)	Information
10043	-	Diagnosis data No.43
10308	1 to maximum number of controlled axes in the path	Diagnosis data No.308
10309	1 to maximum number of controlled axes in the path	Diagnosis data No.309
10361	1 to maximum number of controlled axes in the path	Diagnosis data No.361
10379	-	Diagnosis data No.379
10403	1 to maximum number of spindles in the path	Diagnosis data No.403
10410	1 to maximum number of spindles in the path	Diagnosis data No.410
10411	1 to maximum number of spindles in the path	Diagnosis data No.411
10445	1 to maximum number of spindles in the path	Diagnosis data No.445
10552	1 to maximum number of controlled axes in the path	Diagnosis data No.552
10710	1 to maximum number of spindles in the path	Diagnosis data No.710
10712	1 to maximum number of spindles in the path	Diagnosis data No.712
10750	1 to maximum number of controlled axes in the path	Diagnosis data No.750
10752	1 to maximum number of controlled axes in the path	Diagnosis data No.752
10764	1 to maximum number of controlled axes in the path	Diagnosis data No.764
11110 to 11115	-	Option information items Nos. 1110 to 1115 on the diagnosis screen (Non-bit-type option information items)
11120 to 11294	-	Option information items Nos. 1120 to 1294 on the diagnosis screen (Bit-type option information items)
11701	1 to maximum number of controlled axes in the path	Diagnosis data No.1701
11703	1 to maximum number of spindles in the path	Diagnosis data No.1703
13500	1 to maximum number of controlled axes in the path	Diagnosis data No.3500
13570	-	Diagnosis data No.3570
13700	1 to maximum number of controlled axes in the path	Diagnosis data No.3700
13701	1 to maximum number of controlled axes in the path	Diagnosis data No.3701
14001	1 to maximum number of controlled axes in the path	Diagnosis data No.4001
16507	-	Diagnosis data No.6507

Each axis ID No. (#8997) corresponds to an axis as listed below:

- Controlled axes

1st axis controlled in the path :	1
2nd axis controlled in the path :	2
:	
24th axis controlled in the path :	24

6.17.2 Alarm Information and External Alarm Information

The alarm basic flag (ID No. 1) indicate the category of an alarm (if occurs).

For details, see "Detail information about each alarm." Bit information is output as 1 byte (0 to 255) or 2 byte (0 to 65535) to #8999 (see the example given for the alarm basic flag).

Alarm basic flag

ID No. (#8998)	Bit information (#8999)	Information
1	0001h	SW alarm
	0002h	PW alarm
	0004h	IO alarm
	0008h	PS/SR/MC alarm
	0010h	OT alarm
	0020h	OH alarm
	0040h	SV alarm
	0080h	_____
	0100h	_____

ID No. (#8998)	Bit information (#8999)	Information
	0200h	SP alarm
	0400h	_____
	0800h	_____
	1000h	_____
	2000h	_____
	4000h	_____
	8000h	External alarm

SW alarm : When this bit is 1, it means that the SW alarm flag is set with data.
 PW alarm : When this bit is 1, it means that the PW alarm flag is set with data.
 IO alarm : When this bit is 1, it means that the IO alarm flag is set with data.
 PS/SR/MC alarm : When this bit is 1, it means that the PS, SR, or MC alarm flag is set with data.
 OT alarm : When this bit is 1, it means that the OT alarm flag is set with data.
 OH alarm : When this bit is 1, it means that the OH alarm flag is set with data.
 SV alarm : When this bit is 1, it means that the SV alarm flag is set with data.
 SP alarm : When this bit is 1, it means that the SP alarm flag is set with data.
 External alarm : When this bit is 1, it means that the external alarm flags (1 to 4) are set with data.

Example

If the PS alarm and external alarm have occurred, 32776 (8008h) is output to #8999.

Detail information about each alarm

ID numbers used to acquire detail information about each alarm are listed below.

For the PS, SR, MC, and external alarms, their alarm number is output to #8999. For other alarms, numbers within the range of 0 to 128 or 0 to 32768 are output to #8999 as one byte, two bytes, or four bytes of bit information. For the bit information, the related alarm number can be recognized from the corresponding bit listed in any of the following tables.

For detailed descriptions of the alarm corresponding to each alarm, refer to Appendix A, "Alarm List" in OPERATOR'S MANUAL.

- External alarm flag

By using the external alarm flag (ID No. 55), which external alarm, if issued, is on can be checked.

For detailed information, see the descriptions of external alarms 1 to 4 (ID Nos. 56 to 59).

ID No. (#8998)	Bit information (#8999)	Information
55	01h	External alarm 1
	02h	External alarm 2
	04h	External alarm 3
	08h	External alarm 4
	10h	_____
	20h	_____
	40h	_____
	80h	_____

- Alarm number information

An alarm number can be read from alarm number information (ID Nos. 11, 13, 56, 57, 58, and 59). MC alarm number (ID No. 13) information is valid only when 255 is indicated by PS alarm (ID No. 11) information.

ID No. (#8998)	Alarm number (#8999)
11	PS/SR alarm number
13	MC alarm number (User alarm)
56	External alarm number 1
57	External alarm number 2
58	External alarm number 3
59	External alarm number 4

- Bit information

Overheat alarm

ID No. 5 provides details of an overheat alarm by outputting a number from 0 to 255 as one-byte bit information.

OH alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
5	01h	OH700
	02h	-----
	04h	-----
	08h	-----
	10h	OH701
	20h	-----
	40h	-----
	80h	-----

Overtravel alarm (1st axis to 8th axes)

ID Nos. 20 to 27 provide details of the overtravel alarms of the 1st to 8th axes by outputting a number from 0 to 255 as one-byte bit information.

Information bits 0 to 7 of ID Nos. 20 to 27 correspond to the 1st to 8th axes. To reference the 9th axis and up, use ID No. 28.

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
20	01h	OT500 (1st axis)
	02h	OT500 (2nd axis)
	04h	OT500 (3rd axis)
	08h	OT500 (4th axis)
	10h	OT500 (5th axis)
	20h	OT500 (6th axis)
	40h	OT500 (7th axis)
	80h	OT500 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
21	01h	OT501 (1st axis)
	02h	OT501 (2nd axis)
	04h	OT501 (3rd axis)
	08h	OT501 (4th axis)
	10h	OT501 (5th axis)
	20h	OT501 (6th axis)
	40h	OT501 (7th axis)
	80h	OT501 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
22	01h	OT502 (1st axis)
	02h	OT502 (2nd axis)
	04h	OT502 (3rd axis)
	08h	OT502 (4th axis)
	10h	OT502 (5th axis)
	20h	OT502 (6th axis)
	40h	OT502 (7th axis)
	80h	OT502 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
23	01h	OT503 (1st axis)
	02h	OT503 (2nd axis)
	04h	OT503 (3rd axis)
	08h	OT503 (4th axis)
	10h	OT503 (5th axis)
	20h	OT503 (6th axis)
	40h	OT503 (7th axis)
	80h	OT503 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
24	01h	OT504 (1st axis)
	02h	OT504 (2nd axis)
	04h	OT504 (3rd axis)
	08h	OT504 (4th axis)
	10h	OT504 (5th axis)
	20h	OT504 (6th axis)
	40h	OT504 (7th axis)
	80h	OT504 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
25	01h	OT505 (1st axis)
	02h	OT505 (2nd axis)
	04h	OT505 (3rd axis)
	08h	OT505 (4th axis)
	10h	OT505 (5th axis)
	20h	OT505 (6th axis)
	40h	OT505 (7th axis)
	80h	OT505 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
26	01h	OT506 (1st axis)
	02h	OT506 (2nd axis)
	04h	OT506 (3rd axis)
	08h	OT506 (4th axis)
	10h	OT506 (5th axis)
	20h	OT506 (6th axis)
	40h	OT506 (7th axis)
	80h	OT506 (8th axis)

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
27	01h	OT507 (1st axis)
	02h	OT507 (2nd axis)
	04h	OT507 (3rd axis)
	08h	OT507 (4th axis)
	10h	OT507 (5th axis)
	20h	OT507 (6th axis)
	40h	OT507 (7th axis)
	80h	OT507 (8th axis)

Overtravel alarm (1st axis to 24th axes)

ID No.28 provides details of an overtravel alarm by outputting a number from 0 to 255 as one-byte bit information. In #8997, be sure to specify an axis to be referenced.

OT alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
28	01h	OT500
	02h	OT501
	04h	OT502
	08h	OT503
	10h	OT504
	20h	OT505
	40h	OT506
	80h	OT507

Servo alarm No.401, No.404

ID No. 30 provides details of servo alarm No. 401 and No. 404 by outputting a number from 0 to 255 as one-byte bit information. Use ID No. 37 to make an axis-by-axis reference.

SV alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
30	01h	-----
	02h	SV401
	04h	-----
	08h	-----
	10h	SV404
	20h	-----
	40h	-----
	80h	-----

Servo alarm No.401, No.404 (1st to 24th axes)

ID No. 37 provides details of servo alarm No. 401 and No. 404 by outputting a number from 0 to 255 as one-byte bit information. In #8997, be sure to specify an axis to be referenced.

SV alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
37	01h	-----
	02h	SV401
	04h	-----
	08h	-----
	10h	SV404
	20h	-----
	40h	-----
	80h	-----

Servo alarm No.411 to No.417 (1st to 8th axes)

ID Nos. 41 to 48 provide details of servo alarm Nos. 411 to 417 by outputting a number from 0 to 255 as one-byte bit information. ID Nos. 41 to 48 correspond to the 1st axis to the 8th axis.

SV alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
41 to 48	01h	SV411
	02h	SV413
	04h	SV415
	08h	-----
	10h	-----
	20h	SV410
	40h	-----
	80h	SV417

Servo alarm No.411 to No.417 (1st to 24th axes)

ID No. 49 provides details of servo alarm Nos. 411 to 417 by outputting a number from 0 to 255 as one-byte bit information. In #8997, be sure to specify an axis to be referenced.

SV alarm flag

ID No. (#8998)	Bit information (#8999)	Alarm number
49	01h	SV411
	02h	SV413
	04h	SV415
	08h	-----
	10h	-----
	20h	SV410
	40h	-----
	80h	SV417

6.17.3 Axis, Relative Coordinate, Servo Motor Load Current Value, and Positional Deviation value

Axis

ID No.100 enables you to reference the maximum number of controlled axes in the path, and ID No.102 enables you to reference the maximum number of controlled axes in the entire system.

ID No. (#8998)	Information (#8999)
100	Maximum number of controlled axes in the path
102	Maximum number of controlled axes in the entire system

Relative coordinate value (1st to 24th axes)

ID Nos.110 to 117 enable you to reference the relative coordinates of the 1st to the 8th axes in the path.

By specifying an axis with ID No. 118, the relative coordinates of the 1st to the 24th axes in the path can be referenced. In #8997, be sure to specify an axis to be referenced.

ID No. (#8998)	Information (#8999)
110	Relative coordinate of the 1st axis
111	Relative coordinate of the 2nd axis
112	Relative coordinate of the 3rd axis
113	Relative coordinate of the 4th axis
114	Relative coordinate of the 5th axis
115	Relative coordinate of the 6th axis
116	Relative coordinate of the 7th axis
117	Relative coordinate of the 8th axis
118	Relative coordinate value (1st to 24th axes)

Servo motor load current value (1st to 24th axes)

ID Nos. 411 to 418 enable you to reference the load current values of the servo motors of the 1st to the 8th axes in the path.

The read data is input as values in the range of -6554 to +6554.

By specifying an axis with ID No. 419, the load current values of the servo motors of the 1st to the 24th axes in the path can be referenced. In #8997, be sure to specify an axis to be referenced.

ID No. (#8998)	Information (#8999)
411	Servo motor load current value of the 1st axis
412	Servo motor load current value of the 2nd axis
413	Servo motor load current value of the 3rd axis
414	Servo motor load current value of the 4th axis
415	Servo motor load current value of the 5th axis
416	Servo motor load current value of the 6th axis
417	Servo motor load current value of the 7th axis
418	Servo motor load current value of the 8th axis
419	Servo motor load current value (1st to 24th axes)

Actual load current value

Actual load current value can be determined as follows:

$(AD \times N) / 6554 = \text{Load current value (A peak)}$

AD : Input value (#8999 value)

N: See the table below.

Motor models	N value	Motor models	N value
$\beta iS0.2/5000$, $\beta iS0.3/5000$	4	$\alpha iS8/4000$, $\alpha iS8/6000$, $\alpha iS12/4000$, $\alpha iF12/3000$, $\alpha iF22/3000$, $\alpha iS22/4000HV$, $\alpha iS30/4000HV$, $\alpha iS40/4000HV$, $\alpha C30/1500i$	80
$\alpha iS2/5000HV$, $\alpha iS2/6000HV$, $\alpha iS4/5000HV$, $\beta iS2/4000HV$, $\beta iS4/4000HV$, $\beta iS8/3000HV$	10	$\alpha iS22/4000$, $\alpha iS30/4000$, $\alpha iS40/4000$, $\alpha iF30/3000$, $\alpha iF40/3000$, $\alpha iF40/3000$ FAN	160
$\alpha iS2/5000$, $\alpha iS2/6000$, $\alpha iS4/5000$, $\alpha iF1/5000$, $\alpha iF2/5000$, $\alpha iF4/4000HV$, $\alpha iF8/3000HV$, $\alpha C4/3000i$, $\alpha C8/2000i$, $\alpha C12/2000i$, $\beta iS0.4/5000$, $\beta iS0.5/5000$, $\beta iS0.5/6000$, $\beta iS1/5000$, $\beta iS1/6000$, $\beta iS2/4000$, $\beta iS4/4000$, $\beta iS8/3000$, $\beta iS12/3000HV$, $\beta iS22/2000HV$	20	$\alpha iS50/3000HV$, $\alpha iS50/3000HV$ FAN, $\alpha iS100/2500HV$, $\alpha iS200/2500HV$	180
$\alpha iF4/4000$, $\alpha iF8/3000$, $\alpha iS8/4000HV$, $\alpha iS8/6000HV$, $\alpha iS12/4000HV$, $\alpha iF12/3000HV$, $\alpha iF22/3000HV$, $\alpha C22/2000i$, $\beta iS12/3000$, $\beta iS22/2000$	40	$\alpha iS50/3000$, $\alpha iS50/3000FAN$, $\alpha iS100/2500$, $\alpha iS200/2500$, $\alpha iS300/2000$, $\alpha iS500/2000$, $\alpha iS300/2000HV$, $\alpha iS500/2000HV$, $\alpha iS1000/2000HV$	360

The load current value determined with the above calculation formula is the one for the maximum current value of the motor. Thus, it is lower than the continuous rated current value of the motor that is displayed on the servo adjustment screen, etc.

NOTE

If the motor used is not found in this table, refer to the maximum current of the applicable servo amplifier contained in the specifications of the motor used.

Positional deviation value (1st to 24th axes)

ID Nos. 800 to 807 enable you to reference the positional deviation values of the 1st to the 8th axes in the path.

By specifying an axis with ID No. 808, the positional deviation values of the 1st to the 24th axes in the path can be referenced. In #8997, be sure to specify an axis to be referenced.

ID No. (#8998)	Information (#8999)
800	Positional deviation value of the 1st axis
801	Positional deviation value of the 2nd axis
802	Positional deviation value of the 3rd axis
803	Positional deviation value of the 4th axis
804	Positional deviation value of the 5th axis
805	Positional deviation value of the 6th axis
806	Positional deviation value of the 7th axis
807	Positional deviation value of the 8th axis
808	Positional deviation value (1st to 24th axes)

6.17.4 Run Time and Parts Count

The unit of information provided by ID Nos. 210, 220, 222, 224, and 226 is "minute".

Example:

When ID No. 210 indicates 360, it means 6 hours.

When ID No. 220 indicates 369, it means 6 hours and 09 minutes.

When ID No. 224 indicates 359, it means 5 hours and 59 minutes.

The unit of information provided by ID Nos. 221, 223, 225, and 227 is "1/1000 second".

Example:

When ID No. 221 indicates 3000, it means 3 seconds.

When ID No. 221 indicates 36000, it means 36 seconds.

ID No. (#8998)	Information (#8999)
200	Parts total
201	Parts required
202	Parts count
210	Power-on time (minute)
220	Cumulative operation time (minute)
221	Cumulative operation time (millisecond)
222	Cutting time (minute)
223	Cutting time (millisecond)
224	Free timer (minute)
225	Free timer (millisecond)
226	Cycle time (minute)
227	Cycle time (millisecond)

6.17.5 Diagnosis Information

ID Nos. 700 and 701 output a number from 0 to 255 as one-byte bit information.

Diagnosis Information

ID No. (#8998)	Bit information (#8999)	Meaning
700	01h	-----
	02h	-----
	04h	-----
	08h	Inposition check
	10h	Feedrate override 0%.
	20h	Inter/Start Lock on
	40h	Speed Arrival on
	80h	-----

Diagnosis Information

ID No. (#8998)	Bit information (#8999)	Meaning
701	01h	-----
	02h	-----
	04h	-----
	08h	-----
	10h	Jog Feed Override 0%
	20h	-----
	40h	-----
	80h	-----

Following diagnosis data can be read. The read data follow the specification of each diagnosis data.

ID No. (#8998)	Diagnosis data No.	Meaning
10043	43	Number of the current display language of the CNC screen
10308	308	Servo motor temperature
10309	309	Pulse coder temperature
10361	361	Compensation pulses (NC)
10379	379	Test number of an MCC off Test
10403	403	Spindle motor temperature
10410	410	Spindle load meter indication
10411	411	Spindle motor speed indication
10445	445	Position data of position coder
10552	552	Error between semi-closed and closed loops
10710	710	Spindle error state
10712	712	Spindle warning state
10750	750	OVC level
10752	752	DC link voltage information
10764	764	Inertia estimation value
11701	1701	Servo leakage resistance data
11703	1703	Spindle leakage resistance data
13500	3500	Synchronization error amount
13570	3570	Wrong operation prevention function
13700	3700	Sequence number of a brake test
13701	3701	Cause of the interruption of a brake test
14001	4001	Belonging path of axis in flexible path axis assignment
16507	6507	Active machine configuration set No.

6.17.6 System, Servo, and PMC Series Information

System series information, servo series information, PMC series, and ladder series information are output using ID Nos. 8000 to 8008, ID Nos. 8020 to 8028, ID Nos. 8030 to 8038, and ID Nos. 8040 to 8048, respectively.

Each output value is a decimal representation of ASCII code.

- ID No. 8000 : System series information digit 4
- ID No. 8001 : System series information digit 3
- ID No. 8002 : System series information digit 2
- ID No. 8003 : System series information digit 1
- ID No. 8005 : System edition information digit 4
- ID No. 8006 : System edition information digit 3
- ID No. 8007 : System edition information digit 2
- ID No. 8008 : System edition information digit 1

- ID No. 8020 : Servo series information digit 4
- ID No. 8021 : Servo series information digit 3
- ID No. 8022 : Servo series information digit 2
- ID No. 8023 : Servo series information digit 1
- ID No. 8025 : Servo edition information digit 4
- ID No. 8026 : Servo edition information digit 3
- ID No. 8027 : Servo edition information digit 2
- ID No. 8028 : Servo edition information digit 1

- ID No. 8030 : PMC series information digit 4
- ID No. 8031 : PMC series information digit 3
- ID No. 8032 : PMC series information digit 2
- ID No. 8033 : PMC series information digit 1
- ID No. 8035 : PMC edition information digit 4
- ID No. 8036 : PMC edition information digit 3
- ID No. 8037 : PMC edition information digit 2
- ID No. 8038 : PMC edition information digit 1

- ID No. 8040 : Ladder series information digit 4
- ID No. 8041 : Ladder series information digit 3
- ID No. 8042 : Ladder series information digit 2
- ID No. 8043 : Ladder series information digit 1
- ID No. 8045 : Ladder edition information digit 4
- ID No. 8046 : Ladder edition information digit 3
- ID No. 8047 : Ladder edition information digit 2
- ID No. 8048 : Ladder edition information digit 1

Example

Assume the following for a system of series G003 and edition 0001:

```
#8998=8000 ;
#500=#8999 ; → Saves system series information digit 4
#8998=8001 ;
#501=#8999 ; → Saves system series information digit 3
#8998=8002 ;
#502=#8999 ; → Saves system series information digit 2
#8998=8003 ;
#503=#8999 ; → Saves system series information digit 1
#8998=8005 ;
#504=#8999 ; → Saves system edition information digit 4
#8998=8006 ;
#505=#8999 ; → Saves system edition information digit 3
#8998=8007 ;
#506=#8999 ; → Saves system edition information digit 2
#8998=8008 ;
#507=#8999 ; → Saves system edition information digit 1
```

Assume the following for a system of series G003 and edition 0001:

```
#500 = 71      'G' 4th digit of system series information
#501 = 48      '0' 3rd digit of system series information
#502 = 48      '0' 2nd digit of system series information
#503 = 51      '3' 1st digit of system series information
#504 = 48      '0' 4th digit of system edition information
#505 = 48      '0' 3rd digit of system edition information
#506 = 48      '0' 2nd digit of system edition information
#507 = 49      '1' 1st digit of system edition information
```

6.17.7 Differences from the Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Alarm information		Alarm numbers, formats, etc. are changed.
Diagnosis information		Diagnosis numbers, formats, etc. are changed.
Axis specification		Specify a controlled axis number/spindle number with #8997.
Completion code		A completion code is set in #8996.

6.18 FUNCTION FOR SEARCHING DATA TABLES FOR CONTROL VARIABLES

This function searches a data table, which contains sets of consecutive control variables, for a control variable that satisfies a specified condition. If it finds the target control variable, it returns the data table set number where the target control variable is contained.

The function can read the following data:

Format

Input

#8650 : Start control variable number in the search target data table (setting: 1 or greater)
 #8651 : The number of macro variables that forms a set in the data table (setting: 1 or greater)
 #8652 : The number of search target data table sets (setting: 1 or greater)
 #8653 : Lower limit to the search value (sign and decimal point can be entered)
 #8654 : Upper limit to the search value (sign and decimal point can be entered)
 G400 : Search execution (searches for control variable X that satisfies: $\#8653 \leq X \leq \#8654$)

Output

#8655 : The data table set number where a control variable that satisfies the search condition is contained (0 or greater), or
 = -1 : There is no control variable that satisfies the condition.
 = -2 : The setting of any of #8650 to #8652 is invalid (0 or less has been set).
 = -3 : $\#8653 \leq \#8654$ is not satisfied.
 #8650 : Start control variable number in the set next to the retrieved data table set number (#8655)
 #8652 : Set value minus the number of sets that have already been retrieved

NOTE

- 1 If #8655 = -1:
 #8650 = 1 (next control variable number in the search target data table)
 #8652 = 0
- 2 The set number begins with 0, but the minimum value of #8652 (the number of search data table sets) is 1.
- 3 If more than one control variable satisfies the search condition, a search ends by returning the data table set number that contains the first control variable to be found.
- 4 Only #8655 is a read-only variable.

Example

Data table
#20000

Set 0

#8650=20000 ;
 #8651=10 ;
 #8652=400 ;
 #8653=10.5 ;
 #8654=11.5 ;
 G400 ;

#20010

#100=#8655 :

Set 1

With the above steps, this function searches the data table shown at the left, in which the first control variable begins with #20000 and ten control variables form one set, for a control variable that satisfies the condition $10.5 \leq X \leq 11.5$. If it finds such a control variable, it returns the set number where the control variable is contained, using #8655. If no such control variable is found, -1 is returned.

If X = #20011 (set 1), for example, executing G400 results in:

#8655 = 1 : Set 1
 #8650 = 20020 : Start control variable number in set 2
 #8652 = 398 : 400 - 2

Combining with array-type references

Combining this function with array-type references makes it easy to reference the data table.

Example

If the previous sample program is combined with array-type references:

```
#8513=1 ;
#8516=10 ;          *1)
#8517=1 ;
#8518=1 ;          *2)
#8519=20000 ;      *3)
#8650=20000 ;
#8651=10 ;
#8652=400 ;
#8653=10.5 ;
#8654=11.5 ;
G400 ;
IF[#8655 LT 0] GOTO 999 ; .....Go to the remaining search processing
#8512=#8655 + 1 ;   *4)
:
```

The data table elements of a set that was retrieved can be referenced using #1 to #99 provided that #8512, #8518, and #8519 will not be changed.

```
#8519=#8650 ;      *5)
G400 ;
IF[#8655 LT 0] GOTO 999 ; .....Go to the remaining search processing
#8512=#8655 + 1 ;
```

NOTE

- *1) Specifies the number of elements of a data table set (number of control variables). The array-type references that can be used are only #1 to #99; so the maximum allowable number of elements is 99.
- *2) Before starting to make array-type references, set #8518 = 1. #1 to #99 function as array-type reference variables while #8518 = 1.
- *3) Sets the start macro variable number of an array.
- *4) Sets an array number (set number + 1) to be used for array-type references. This associates #1 to #99 as follows:
 $\#1: = \#[0 + [\#8519 + [\#8512 - 1] * \#8516]]$
 $\#2: = \#[1 + [\#8519 + [\#8512 - 1] * \#8516]]$
 $\#3: = \#[2 + [\#8519 + [\#8512 - 1] * \#8516]]$
 As many definitions as the number of elements set in #8516 follow.
- *5) To continue the second or subsequent searches, just change the start macro variable number of the array; array-type references can be continued accordingly.

Note**NOTE**

- 1 This function is valid only with the conversational macro and auxiliary macro functions.
- 2 The macro variable numbers in the search target data table must be consecutive. Otherwise, a search cannot be performed correctly. In addition, be careful not to specify a nonexistent control variable number or system variable as a search target.
- 3 A search target control variable can be either a custom macro variable or P-CODE macro variable.

7 DEBUGGING FUNCTION

7.1 GENERAL

The debugging function allows debugging of conversational macros and auxiliary macros. When the conversational macro function is executed, the debugger starts, displaying a debugger screen on the conversational macro screen. The debugger has the following functions:

- (1) Displaying the operation status
- (2) Displaying the program number of an executed P-CODE macro
- (3) Displaying the sequence number of an executed P-CODE macro
- (4) Displaying the number of blocks in an executed P-CODE macro
- (5) Single-block execution
- (6) Break function
 - Break by program number
 - Break by sequence number
 - Break by the number of executed blocks
 - Break by repeat count
- (7) Displaying and setting macro variables (five variables)
- (8) Changing targets
- (9) Temporarily erasing the debugger screen and re-displaying it
- (10) Displaying error information regarding an executed P-CODE macro

Single-block execution and break conditions can also be set directly by pressing an appropriate key instead of setting from the debugger screen.


NOTE

- 1 When using the debugging function, set bit 0 (DBG) of parameter No. 9033 to 1.
- 2 When the debugging function is used, entering data from the keyboard displays the data in the data input line even if the content of the data input control variable (#8502) is 0.
- 3 With a machine whose MDI keyboard is a small one, the debugging function cannot be used.
(From a small keyboard, it is not possible to enter the input mode of the debugger screen.)

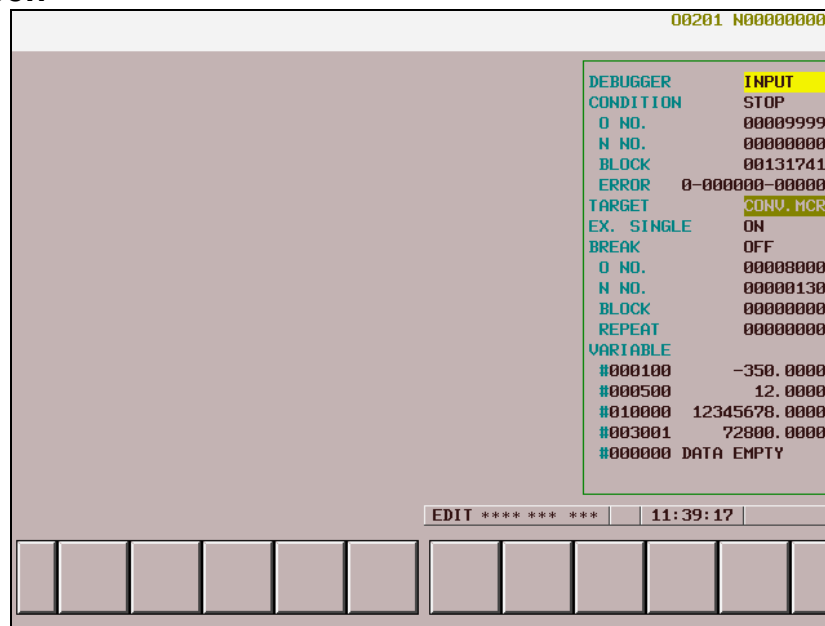
7.2 DISPLAYING AND SETTING ON THE DEBUGGER SCREEN

This section explains the procedures for displaying the debugger screen and making settings on the screen.

Displaying the debugger screen

Press function key  to execute the conversational macro function.

Debugger screen



The following items are displayed:

- (1) Whether to enable key input
When key input from the debugger is enabled, INPUT is indicated.
- (2) Operation condition
The operation condition of a target P-CODE macro is indicated by blinking. While the P-CODE macro is being executed, EXEC is indicated. When the macro is stopped, STOP is indicated.
- (3) Program number
The program number with which the target P-CODE macro has been executed is indicated.
- (4) Sequence number
The sequence number with which the target P-CODE macro has been executed is indicated.
- (5) Number of blocks
The number of blocks executed by the target P-CODE macro is indicated with a value up to 99999999.
- (6) Error information
Error information about the execution of the target P-CODE macro is displayed.

ERROR	a-bbbbbb-cccc
a	: 0 No error 1 An error occurred in macro statement specification. 2 An error occurred in NC statement specification.
bbbbbb	: • For a macro statement, a variable number is indicated. (For other than variables, 0 is indicated.) • For an NC statement, a G code is indicated.
cccc	: Error No. When there is no error, 0 is indicated. For details of errors, refer to Appendix A, "ERROR NO. LIST."
- (7) Target
The currently selected target is indicated.
- (8) Single-block execution status
For single-block execution, ON is indicated. For continuous operation, OFF is indicated.
- (9) Break function status
When the break function is enabled, ON is indicated. When the break function is disabled, OFF is indicated.
- (10) Break conditions
Program number by which a break is caused

Sequence number by which a break is caused
 Number of blocks by which a break is caused
 Repeat count by which a break is caused

(11) Macro variables (five variables)




The macro variables with set numbers are indicated. When P-CODE macro execution is stopped by single-block execution or the break function, the macro variables are re-displayed automatically.

NOTE

- 1 The number of executed blocks is preset to 0 when the program end command (M99<Pp>) has been executed in the main program of the P-CODE macro.
- 2 When no sequence number is assigned to a block in the P-CODE macro, the sequence number of the previously executed block is indicated.





- Temporarily erasing and displaying the debugger screen

The debugger screen can be erased and displayed temporarily.



Press  and . The debugger screen is erased and re-displayed alternately. (With personal computer function, press  and soft key [F3]. For details of soft key [F3], see Section 6.2, "Key Input and Data Input Control".)


Setting from the debugger screen

When setting single-block execution and break conditions, switch the key input mode to key input from the debugger.

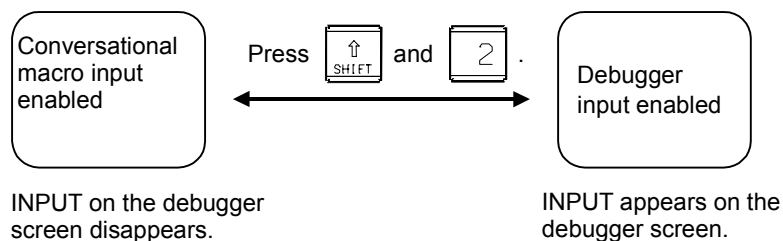
Then, use cursor keys     to move the cursor to an item you want to set.

Key input switching

To perform key input switching, press  and .

((With personal computer function, press  and soft key [F2].)

When the key input mode has been changed, INPUT appears on the debugger screen.





NOTE

When a P-CODE macro is stopped by single-block execution or the break function, the key input mode switches to the debugger input automatically.

Setting a target

Set a P-CODE macro to be debugged. The P-CODE macro must be in the stopped state. If the P-CODE macro is not stopped, set single-block execution to ON to stop the macro.

To set a target, move the cursor to the target, then press . Pressing  selects the conversational macro and auxiliary macro alternately.





Immediately after power is turned on, the conversational macro is initially selected. Later, the target set with the debugger is selected.


NOTE

When switching between targets is performed, execution of the P-CODE macro that has been set as the target so far starts. For a new target P-CODE macro, single-block execution and the break function are enabled.

Single-block execution






Enable single-block execution (set to ON). Move the cursor to OFF in the single-block execution field.


Press  to set ON. To reset the setting to OFF, press  again. When the setting is changed to ON during P-CODE macro execution, the execution stops. To re-execute the macro, press  and .

(With personal computer function, press  and soft key [F1].)

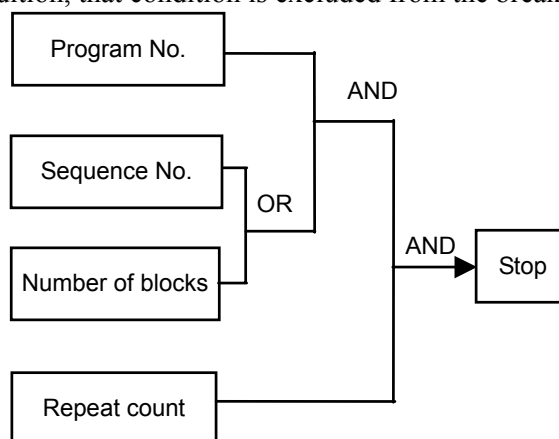
Break function

P-CODE macro execution must be in the stopped state. Move the cursor to the break condition you want to set.

Type a value, then press . Next, move the cursor to OFF in the break condition field. Press  to change the setting to ON. To reset the setting to OFF, press  again. To re-execute the P-CODE macro, press  and .

(With personal computer function, press  and soft key [F1].)

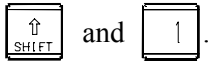
The relationship among break conditions is shown in the figure below. When the status of the P-CODE macro being executed matches the break conditions, the execution of the P-CODE macro is stopped. When 0 is set in a break condition, that condition is excluded from the break conditions.


**NOTE**

- 1 The number of executed blocks is preset to 0 when the program end command (M99<Pp>) has been executed in the main program of the P-CODE macro.
- 2 When no sequence number is assigned to a block in the P-CODE macro, the sequence number of the previously executed block is used to make a decision on a break.

Restarting a P-CODE macro

To restart a P-CODE macro that has been stopped by single-block execution or the break function, press





(With personal computer function, press  and soft key [F1].)

NOTE

When the target is a conversational macro, an execution restart automatically causes key input to switch from the debugger to conversational macro.

Setting macro variables

Move the cursor to a number, type a new number, and press .

Move the cursor to a value, type a new value, and press .

NOTE

Input of EMPTY is not allowed.

7.3 DIRECT SETTING BY PARAMETER AND KEY

Break condition setting by parameter

If a non-zero value is set in parameter No. 9002 or 9003, break conditions are set as follows according to the parameter setting and the break function is enabled (ON) when the conversational macro function has been executed to start the debugger:



- Program number to cause a break : Parameter No. 9002
- Sequence number to cause a break: Parameter No. 9003


These parameters are ordinary parameters, so that these parameter can be modified, for example, through the MDI unit.

Single-block execution by parameter

If bit 2 (STP) of parameter No. 9000 is set to 1, single-block execution is enabled (ON) when the conversational macro function has been executed to start the debugger.

Single-block execution by key







If the debugger has been started by executing the conversational macro function, single-block execution is enabled (ON) and disabled (OFF) alternately by pressing  and .

(With personal computer function, press  and soft key [F4].)

Break condition setting by key input

If the debugger has been started by executing the conversational macro function and the target P-CODE macro is in the stopped state, break conditions can be set, and the break function can be enabled (ON) by following the steps explained below.

- (1) Type break conditions.
 - For a program number (Oxxxxxxxx)
 - For a sequence number (Nxxxxxxxx)
 - For the number of blocks (Bxxxxxxxx)

- For a repeat count (Lxxxxxxx)
- (2) Press  and .
- (With personal computer function, press  and soft key [F5].)
- (3) When  and  are pressed without inputting any break condition, the break function is disabled (OFF).
- (With personal computer function, press  and soft key [F5].)

Debugging an auxiliary macro

The auxiliary macro function allows an auxiliary macro to be executed immediately after the CNC is turned on if the program number of the auxiliary macro is set in the auxiliary macro control variable (#8530). To debug an auxiliary macro starting with the first block, follow the steps explained below.

- (1) Set bit 1 (NDP) of parameter No. 9000 to 1 to display the P-CODE macro variable screen.
- (2) On the P-CODE macro variable screen, set 0 in #8530.
- (3) Start the debugger, and enable single-block execution (ON).
- (4) Change the target to the auxiliary macro.
- (5) In #8530, set the program number of the auxiliary macro you want to execute. Then, the first block of the auxiliary macro is executed then stopped.

7.4 DIFFERENCES FROM THE Series 16i

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Break function	By parameter setting, conversational macro program execution can be stopped at the position of a specified program and sequence number.	The debug function enables program execution to be stopped by specifying a program number, sequence number, the number of execution blocks, or the number of repeats.

8 OPERATION

8.1 DISPLAYING AND SETTING MACRO VARIABLE VALUES

In addition to the custom macro variable screen, an execution macro variable screen, conversational macro variable screen, and auxiliary macro variable screen (hereinafter collectively called the P-CODE macro variable screen) are provided.

This screen is used to display and set the values of the variables listed below.

For details of the individual variables, see Chapter 5, "MACRO VARIABLES".

Variable number	Type	Remarks
#1 to 33	Local variable	The local variables for the execution, conversational, and auxiliary macro variable screens are displayed. (The local variables of the current nest level are displayed.) When array-type variables are effective (#8518 = 1), the conversational and auxiliary macro variable screens display array-type variables.
#1 to 99	Array-type variable	The array-type variables are displayed on the conversational and auxiliary macro variable screens when array-type variables are effective (#8518 = 1). (The display of array-type variables and the display of local variables are mutually exclusive.)
#100 to 199	Volatile common variable	The P-CODE macro common variables are displayed. Custom macro common variables are displayed when volatile common variables are also used as custom macro common variables using bits 0 (MV0) and 1 (MV1) of parameter No. 9034.
#500 to 999	Nonvolatile common variable	The P-CODE macro common variables are displayed. Custom macro common variables are displayed when nonvolatile common variables are also used as custom macro common variables using bits 2 (MV2) to 7 (MV7) of parameter No. 9034.
#1000 and up	System variable	The custom macro system variables are displayed. (The system variables #10000 and up cannot be displayed. The system variables #100000 and up cannot be displayed.)
#8500 to 8999	Control variable	The control variables that can use execution, conversational, and auxiliary macros are displayed. (For details, see Chapter 6, "MACRO EXECUTOR FUNCTION".)
#10000 to 19999	P-CODE variable	As many as the number determined by parameter No. 9053 are displayed.
#20000 to 89999	Extended P-CODE variable	As many as the number determined by parameter No. 9054 are displayed.



NOTE

The display of local variables of custom macro and execution macro on the macro variable screen can be switched as follows according to bit3 (LVD) of parameter No.24306.

- In case of bit3 (LVD) of parameter No.24306 is 0.
Local variables of custom macro and execution macro display common value.
- In case of bit3 (LVD) of parameter No.24306 is 1.
Local variables of custom macro and execution macro display separate value. (FS16i compatible specification)

Displaying macro variable values

Display the P-CODE macro variable screen by following the procedure described below.

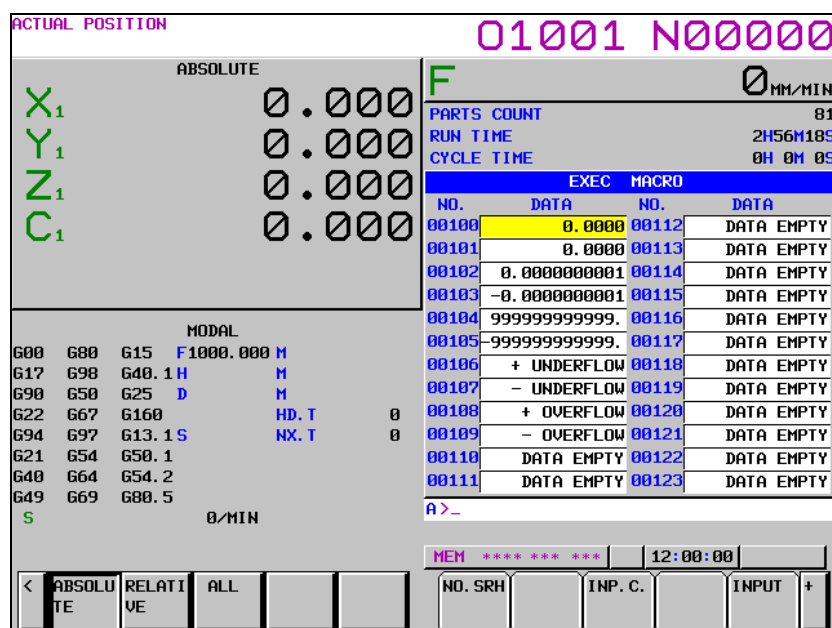
- (1) Press function key .
- (2) Press the continuous menu key  several times until soft key [MACRO] is displayed.
- (3) Press soft key [MACRO].
- (4) Press soft key [EXEC MACRO] to display the execution macro variable screen.
Press soft key [CONV. MACRO] to display the conversational macro variable screen.
Press soft key [AUX MACRO] to display the auxiliary macro variable screen.

NOTE

- 1 This screen is displayed by setting 1 in bit 1 (NDP) of parameter No. 9000.
- 2 The execution, conversational, and auxiliary macro variable screens are displayed only when the corresponding P-CODE macros set in parameters Nos. 9048 to 9050 are effective.

P-CODE macro variable screen

The macro variable numbers and values are displayed.



ACTUAL POSITION 01001 N00000

ABSOLUTE

X₁ 0.0000
Y₁ 0.0000
Z₁ 0.0000
C₁ 0.0000

MODAL

G00 G80 G15 F1000.000 M
G17 G98 G40.1 H M
G90 G50 G25 D M
G22 G67 G160 HD. T 0
G94 G97 G13.1 S NX. T 0
G21 G54 G50.1
G40 G64 G54.2
G49 G69 G80.5
S 0/MIN

EXEC		MACRO	
NO.	DATA	NO.	DATA
00100	0.0000	00112	DATA EMPTY
00101	0.0000	00113	DATA EMPTY
00102	0.0000000001	00114	DATA EMPTY
00103	-0.0000000001	00115	DATA EMPTY
00104	999999999999	00116	DATA EMPTY
00105	999999999999	00117	DATA EMPTY
00106	+ UNDERFLOW	00118	DATA EMPTY
00107	- UNDERFLOW	00119	DATA EMPTY
00108	+ OVERFLOW	00120	DATA EMPTY
00109	- OVERFLOW	00121	DATA EMPTY
00110	DATA EMPTY	00122	DATA EMPTY
00111	DATA EMPTY	00123	DATA EMPTY

A>_

MEM **** * 12:00:00

< ABSOLUTE RELATIVE ALL NO. SRH INP. C. INPUT +

Execution macro variable screen

ACTUAL POSITION		01001 N00000																																																					
ABSOLUTE X ₁ 0.0000 Y ₁ 0.0000 Z ₁ 0.0000 C ₁ 0.0000		F 0 MM/MIN PARTS COUNT 81 RUN TIME 2H56M18S CYCLE TIME 0H 0M 0S																																																					
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Conversational macro variable screen

ACTUAL POSITION		01001 N00000																																																					
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Auxiliary macro variable screen

Macro variable name screen (#500 to #549)

When common variables #500 to #549 are also used as custom macro common variables by setting bit 2 (MV2) of parameter No. 9034, the variable names of #500 to #549 can be displayed.

ACTUAL POSITION				01001 N00000			
ABSOLUTE				F 0 MM/MIN			
X ₁		0.0000		PARTS COUNT 81			
Y ₁		0.0000		RUN TIME 2H56M18S			
Z ₁		0.0000		CYCLE TIME 0H 0M 0S			
C ₁		0.0000					
MODAL				EXEC MACRO			
G00 G80 G15 F 1000 M				NO.	NAME	DATA	
G17 G98 G40.1 H				00500	[#P-CODE00]	1	0.0000
G90 G50 G25 D				00501	[#P-CODE01]	1	0.0000
G22 G67 G160				00502	[#P-CODE02]	1	0.0000
G94 G97 G13.1 S				00503	[#P-CODE03]	1	0.0000
G21 G54 G50.1				00504	[#P-CODE04]	1	0.0000
G40 G64 G54.2				00505	[#P-CODE05]	1	0.0000
G49 G69 G80.5				00506	[#P-CODE06]	1	0.0000
				00507	[#P-CODE07]	1	0.0000
				00508	[#P-CODE08]	1	0.0000
				00509	[#P-CODE09]	1	0.0000
				00510	[#P-CODE10]	1	0.0000
				00511	[#P-CODE11]	1	0.0000
S 0/MIN				A>_			
				MEM **** * 12:00:00			
<div> <div>< ABSOLUTE</div> <div>RELATIVE</div> <div>ALL</div> </div>				<div> <div>NO. SRH</div> <div>INP. C.</div> <div>INPUT +</div> </div>			

NOTE

Variable names are displayed only when bit 2 (MV2) of parameter No. 9034 is set to use custom common variables as P-CODE macro common variables as well and bit 5 (VRN) of parameter No. 3207 is set to display variable names.

Variable values

Depending on the condition, variable values are displayed as follows.

Condition	Variable value display
When the macro variable value is empty	"DATA EMPTY" is displayed.
When the macro variable is write enabled	The field is displayed in yellow reverse video.
When the macro variable is read protected or unusable	The field is blank.

If the operation results in a variable value that cannot be displayed, the following is displayed.

Variable value range	Variable value display
0 < Variable value < +0.00000000001	+ Underflow
-0.00000000001 < Variable value < 0	- Underflow
99999999999 < Variable value	+ Overflow
Variable value < -99999999999	- Overflow

Setting a variable value

The macro variables whose values can be set are only write-enabled macro variables.

Mode setting

Set the MDI mode.







NOTE

The mode restriction can be disabled by using bit 6 (MCM) of parameter No. 3290.

Cursor movement

Move the cursor to the macro variable whose value is to be set.

Method 1

Move the cursor by pressing page keys  and/or  and cursor keys , , , and/or .

Method 2

- (1) Enter the number of the macro variable.
- (2) Press soft key [NO.SRH].

Counter input (C input)

- (1) Move the cursor to the macro variable whose value is to be set.
- (2) Enter the relative coordinate axis name.
- (3) Press soft key [INP.C.].

"EMPTY" input

- (1) Move the cursor to the macro variable for which "DATA EMPTY" is to be displayed.
- (2) Press soft key [INPUT].

Write protection for P-CODE macro common variables

By setting variable numbers in parameters Nos. 9067 to 9068, it is possible to write-protect multiple P-CODE macro common variables (#500 to #999) or, in other words, make them read only. This protection is effective for both the input and all clear operations from the P-CODE macro variable screen using the MDI and write operations using macro programs. If a macro program specifies WRITE (used on the left side) for any common variable within the set range, alarm PS0116 occurs.

Inputting and outputting variable values

The values of the macro variables listed below can be output to an external input/output device. They can also be input from an external input/output device.

Variable number	Type	Remarks
#100 to 199	Volatile common variable	Either P-CODE macros or custom macros are output based on the setting of bits 0 (MV0) and 1 (MV1) of parameter No. 9034.
#500 to 999	Nonvolatile common variable	Either P-CODE macros or custom macros are output based on the setting of bits 2 (MV2) to 7 (MV7) of parameter No. 9034.
#10000 to 19999	P-CODE variable	As many as the number determined by parameter No. 9053 are output.
#20000 to 89999	Extended P-CODE variable	As many as the number determined by parameter No. 9054 are output.

Variable value output

The macro variables registered in CNC memory are output to an external input/output device.

- Mode setting


Set the EDIT mode.

NOTE

During an emergency stop, the macro variables can be output regardless of the mode.

- Output procedure

Press soft key [(OPRT)].

Press the continuous menu key  several times until soft key [PUNCH] is displayed.

Method 1 (when the output file name is not specified)

- (1) Press soft key [PUNCH].
- (2) Press soft key [EXEC].

NOTE

When the output file name is not specified, the default file name "PCODE.TXT" is assumed.

Method 2 (when the output file name is specified - 1)

- (1) Press soft key [PUNCH].
- (2) Enter the file name.
- (3) Press soft key [EXEC].

Method 3 (when the output file name is specified - 2)

- (1) Enter the file name.
- (2) Press soft key [PUNCH].
- (3) Press soft key [EXEC].

Pressing soft key [EXEC] outputs the macro variable data, during which the word "OUTPUT" blinks at the lower right corner of the screen. When the punch operation is complete, the word "OUTPUT" disappears.

- Output format**Variable value output format**

A macro variable value is output in hexadecimal notation using a bit image of double-precision floating-point data.

Therefore, the values of the data cannot be checked directly.

Variable value comment output

When 1 is set in bit 0 (MCO) of parameter No. 6019, the macro variable number and variable data value are output as a comment after % in the output data. This allows the data value to be checked directly. The output data is a comment, which is ignored at the time of input.

The output data range is nine digits before the decimal point and eight digits after the decimal point. If there are ten or more digits before the decimal point, "±OVER FLOW" is output. If there are nine or more digits after the decimal point, the decimal part is rounded off at the ninth digit when output. Also, since the maximum total output length is 15 digits, if the output data is 16 digits or longer, it is rounded off at the 16th digit. Note that, because the maximum output length before the decimal point is nine digits, if there are ten or more digits before the decimal point, "±OVER FLOW" is output.

When "Data (empty)" is displayed in the "Value" field, "EMPTY" is output.

Output example

Example if bit 2 (MV2) of parameter No. 9034 is set to 1 (variables #500 to #549 are also used as custom macro common variables)

```
%
----- P-CODE macro variable (L86)
G10L86P100(0000000000000000) ..... When the value is 0
G10L86P101(FFFFFFFFFFFFFFFF) ..... When the value is <null>
G10L86P102(C18FCA0555555555) ..... When the value is normal
:
G10L85P501(41CDCD6500000000) Custom macro variable (L85)
G10L85P502(0000000000000000)
:
G10L86P550(0000000000000000) P-CODE macro variable /
P-CODE variable (L86)
:
G10L86P999(0000000000000000)
G10L86P10000(0000000000000000)
:
G10L86P89999(40F5F8F000000000)

SETVN500[P-CODE00] ..... Variable name
SETVN501[P-CODE01]
SETVN502[P-CODE02]
:
M02
% ..... End of the data section

----- Comment -----
P100(0.0)
P101(EMPTY)
P102(-66666666.6666667)
:
P501(+OVER FLOW)
P502(0.0)
:
P550(0.0)
:
P999(0.0)
P10000(0.0)
:
P89999(89999.0)
%
```

NOTE

- 1 Variable names (SETVN500[.....] to 549[.....]) are output only when the variables are also used as custom macro common variables by using bit 2 (MV2) of parameter No. 9034.
- 2 The comment section after M02% is output only when 1 is set in bit 0 (MCO) of parameter No. 6019.

The G10L number has the following meanings.

G10L number	Meaning	Remarks
L85	Custom macro data - Volatile common variable - Nonvolatile common variable	When common variables are also used as custom macro common variables by using bits 0 to 7 (MV0 to MV7) of parameter No. 9034
L86	P-CODE data - Volatile common variable - Nonvolatile common variable - P-CODE variable - Extended P-CODE variable	When common variables are set as independent P-CODE macro common variables by using bits 0 to 7 (MV0 to MV7) of parameter No. 9034

Variable value input

The macro variables registered in an external input/output device are input to CNC memory.

- Mode setting

Set the EDIT mode.

NOTE

During an emergency stop, the macro variables can be input regardless of the mode.

- Input procedure

Press soft key [(OPRT)].

Press the continuous menu key  several times until soft key [READ] is displayed.

Method 1 (when the input file name is not specified)

- (1) Press soft key [READ].
- (2) Press soft key [EXEC].

NOTE

When the input file name is not specified, the default file name "PCODE.TXT" is assumed.

Method 2 (when the input file name is specified - 1)

- (1) Press soft key [READ].
- (2) Enter the file name.
- (3) Press soft key [EXEC].

Method 3 (when the input file name is specified - 2)

- (1) Enter the file name.
- (2) Press soft key [READ].
- (3) Press soft key [EXEC].

Pressing soft key [EXEC] inputs the macro variable data, during which the word "INPUT" blinks at the lower right corner of the screen. When the read operation is complete, the word "INPUT" disappears.

- Input format

The input format is the same as the output format. (For details, see the output format.)

NOTE

- 1 If the input format is invalid, an SR alarm occurs and the data input is interrupted.
- 2 A different alarm is issued depending on the content of the input data.
 - If a G code other than G10 or an L code other than L85 or L86 is specified
SR0114 "ILLEGAL EXPRESSION FORMAT"
 - If an address other than the G, L, or P code is specified
SR1300 "ILLEGAL ADDRESS"
 - If the line begins with a character other than an address character
SR1301 "MISSING ADDRESS"
 - If the specified P code is P200 to P499 or P1000 to P9999
SR1302 "ILLEGAL DATA NUMBER"
 - If the setting of bits 0 to 7 (MV0 to MV7) of parameter No. 9034 does not match the L code specification
SR2050 "#200-#999ILLEGAL P-CODE MACRO COMMON INPUT (NO OPTION)"
 - If more variable numbers than the number determined by parameter No. 9053 are specified when the specified P code is P10000 to P19999
SR2053 "P-CODE VARIABLE NUMBER IS OUTSIDE OF RANGE"
 - If more variable numbers than the number determined by parameter No. 9054 are specified when the specified P code is P20000 to P89999
SR2054 "EXTENDED P-CODE VARIABLE NUMBER IS OUTSIDE OF RANGE"

9 PARAMETERS

9.1 COMPILE PARAMETERS

When the power is turned on, the compile parameters are initialized to the values set in P-CODE variables. So, these parameters cannot be modified, for example, from the MDI panel and so on.

	#7	#6	#5	#4	#3	#2	#1	#0
9000		M3MB	M2MB	M1MB	M512	M256	M128	
9001						M4MB		

[Data type] Bit

Select a P-CODE file capacity.

No.9000 # 1 M128
 # 2 M256
 # 3 M512
 # 4 M1MB
 # 5 M2MB
 # 6 M3MB
 No.9001 # 2 M4MB

M4MB	M3MB	M2MB	M1MB	M512	M256	M128	P-CODE file size
0	0	0	0	0	0	1	128Kbyte
0	0	0	0	0	1	0	256Kbyte
0	0	0	0	0	1	1	384Kbyte
0	0	0	0	1	0	0	512Kbyte
0	0	0	0	1	0	1	640Kbyte
0	0	0	0	1	1	0	768Kbyte
0	0	0	0	1	1	1	896Kbyte
0	0	0	1	0	0	0	1Mbyte
0	0	0	1	1	0	0	1.5Mbyte
0	0	1	0	0	0	0	2Mbyte
0	1	0	0	0	0	0	3Mbyte
1	0	0	0	0	0	0	4Mbyte

	#7	#6	#5	#4	#3	#2	#1	#0
9002	EXT1	PWSR	DAUX			ACL2	ACL1	TCAL

[Data type] Bit

#0 TCAL Subprogram call using a T code is:

0: Disabled.
 1: Enabled.

#1 ACL1 Subprogram call using a specific code (O9004/#146) is:

0: Disabled.
 1: Enabled.

#2 ACL2 Subprogram call using a specific code (O9005/#147) is:

- 0: Disabled.
- 1: Enabled.

#5 DAUX When the power is turned on, the conversational macro function is:

- 0: Not executed.
- 1: Executed.

NOTE

When the display demands other than the conversational macro screen have been generated when the power is turned on, the conversational macro function might not be executed.

Example:

It is given priority to display alarm screen when the alarm is generated when the power is turned on. As a result, the conversational macro function might not be executed.

#6 PWSR P-CODE workpiece number search is:

- 0: Disabled.
- 1: Enabled.

#7 EXT1 The extended functions (CNC program reference/write, cutting distance accumulation/preset, and reader/puncher interface control) are:

- 0: Disabled.
- 1: Enabled.

	#7	#6	#5	#4	#3	#2	#1	#0
9003		PTCH	KY20		GPNT	*		ONMSK

[Data type] Bit

#0 ONMSK On the conversational macro screen, O and N numbers are:

- 0: Displayed.
- 1: Not displayed.

#2 *

NOTE

For 7.2" and 8.4" LCD units, be sure to set this parameter to 1.

#3 GPNT When a color other than black is to be specified as boundary color with the graphic filling function (G206):

- 0: P8 is used for specification.
- 1: P16 is used for specification.

NOTE

When this parameter is set to 0, color palette 8 is used as boundary color, and cannot be used for filling. When using color palette 8 for filling, set this parameter to 1.


#5 KY20 For a key-input variable allowing decimal point input, #8501 is:


- 0: Not incremented by α .
- 1: Incremented by α .
- α : +20 for a display unit with 7 soft keys

+40 for a display unit with 12 soft keys

Example

Example where this parameter is set to 1 for an indicator with 7 soft keys:

For <1> and , #8503=1.0, #8501=8

For <1.> and , #8503=1.0, #8501=28

Thus, whether the decimal point is entered can be identified.

NOTE

When using a system with vertical soft keys, use bit 1 (KY100) of compile parameter No. 9160.

#6 PTCH In macro variable output (G338), an EOB is output as:

0: LF.

1: LF CR CR.

	#7	#6	#5	#4	#3	#2	#1	#0
9004	CUTLG						SP_G_C	SP_G_B

[Data type] Bit

#0 SP_G_B

#1 SP_G_C For lathe systems, specify the G code system, A, B, or C, used to create the P-CODE programs.

SP_G_C	SP_G_B	G code system used in P-CODE programs
0	0	G code system A
0	1	G code system B
1	0	G code system C
1	1	

#7 CUTLG Cutting distance accumulation/preset (#8554) is:

0: Disabled.

1: Enabled.

	#7	#6	#5	#4	#3	#2	#1	#0
9005					AX4CL	AX3CL	AX2CL	AX1CL
9008					AX8CL	AX7CL	AX6CL	AX5CL
9164	X16CL	X15CL	X14CL	X13CL	X12CL	X11CL	X10CL	X09CL
9165	X24CL	X23CL	X22CL	X21CL	X20CL	X19CL	X18CL	X17CL

[Data type] Bit

Special macro call using an axis address is:

0: Disabled.

1: Enabled.

Select a control axis number within the path, using a bit:

No. 9005 #0 **AX1CL** 1st axis
 #1 **AX2CL** 2nd axis
 #2 **AX3CL** 3rd axis
 #3 **AX4CL** 4th axis

No. 9008 #0 **AX5CL** 5th axis
 #1 **AX6CL** 6th axis
 #2 **AX7CL** 7th axis
 #3 **AX8CL** 8th axis

No. 9164 #0 **X09CL** 9th axis
 #1 **X10CL** 10th axis
 :
 #7 **X16CL** 16th axis

No. 9165 #0 **X17CL** 17th axis
 #1 **X18CL** 18th axis
 :
 #7 **X24CL** 24th axis

	#7	#6	#5	#4	#3	#2	#1	#0
9005	TMACC			AXCLS				

[Data type] Bit

- #4 AXCLS** In macro call using an axis address:
 0: O9009 is called at all times as an execution macro.
 1: A different execution macro is called for each axis.

1st axis → O9031 is called.
 2nd axis → O9032 is called.
 :
 n-th axis → O9030+n is called.

- #7 TMACC** Special macro call using a T code is:
 0: Disabled.
 1: Enabled.

	#7	#6	#5	#4	#3	#2	#1	#0
9006		NNUM	US19W			STDM	KEYC	

[Data type] Bit

- #1 KEYC** With the CNC program reference/write function, the memory protection signal (KEY3) and 8-level data protection function are:
 0: Checked.
 (When protection is provided, completion code #8529=254.)
 1: Not checked.

- #2 STDM** On the conversational macro screen, state display (mode and status display) is:
 0: Not masked.
 1: Masked.

#5 US19W For the 12-soft key type, conversational macro user screen 1 is:

- 0: Not displayed as the 7-soft key type.
- 1: Displayed as the 7-soft key type.

#6 NNUM When data input control is enabled on the conversational macro screen, the "NUM" prompt is:

- 0: Displayed.
- 1: Not displayed.

	#7	#6	#5	#4	#3	#2	#1	#0
9007					US19WK			TTDSP

[Data type] Bit

#0 TTDSP The common conversational macro functions are:

- 0: Not used.
- 1: Used.

Setting this parameter to 1 causes the conversational macro functions for path 1 to be executed regardless of what path is selected with the path select signal and what the parameter No.9049 setting is. (In this case, the O/N and status displays, the variables used, and all the macro executor functions usable with conversational macros are the same as for path 1.)

#3 US19WK When the 7-soft key type display is specified for the 12-soft key type bit 5 (US19W) of compile parameter No. 9006 = 1), the position for displaying the key input line is:

- 0: Not changed.
- 1: Changed to within the display area for the 7-soft key type.

	#7	#6	#5	#4	#3	#2	#1	#0
9008			MCARG	MDLP				

[Data type] Bit

#4 MDLP A cancel G code (G167 or a G code specified using compile parameter No. 9034) for G code-based modal calls calls:

- 0: Nothing (only a modal call is canceled).
- 1: O9006 (a modal call is canceled and O9006 is called).

NOTE

This parameter is valid only when the Series 16i method (bit 0 (GMC) of compile parameter No. 9163 = 1) is used for modal calls. (If bit 0 (GMC) of compile parameter No. 9163 = 0, G67 cancels modal calls but does not call O9006 regardless of what the setting of this compile parameter is.)

#5 MCARG In a G/M code macro call, P, L, and G are:

- 0: Not used as arguments.
- 1: Used as arguments.

When this parameter is set to 1, the argument correspondence is: G#10, L#12, P#16.

NOTE

Input format restrictions regarding NC commands are placed on address G. For example, specifying G1000 results in alarm PS0010 being issued. If there are two or more G codes, only the last G code will be an argument. O, N, and non-00 group G codes are passed as modal information to the next block.

	#7	#6	#5	#4	#3	#2	#1	#0
9009					MSCL	CM30		

[Data type] Bit

- #2 CM30** On the conversational macro screen, all lines are:
 0: Not used.
 (For an indicator with 12 soft keys, 25 out of the 30 lines are used. For an indicator with 7 soft keys, 16 out of the 19 lines are used.)
 1: Used.

- #3 MSCL** A subprogram call based on a range-specified M code specified using compile parameters
 Nos. 9042 and 9043 is regarded as:
 0: An ordinary subprogram call
 1: A special macro call

9010	M code for calling program number 9001 as a subprogram
9011	M code for calling program number 9002 as a subprogram
9012	M code for calling program number 9003 as a subprogram

[Data type] Integer

[Valid data range] 1 to 99999999

Set an M code for calling each of program numbers 9001 to 9003 as a subprogram.

9013	G code for calling program number 9010 as a macro
9014	G code for calling program number 9011 as a macro
9015	G code for calling program number 9012 as a macro
9016	G code for calling program number 9013 as a macro
9017	G code for calling program number 9014 as a macro
9018	G code for calling program number 9015 as a macro
9019	G code for calling program number 9016 as a macro
9020	G code for calling program number 9017 as a macro
9021	G code for calling program number 9018 as a macro
9022	G code for calling program number 9019 as a macro

[Data type] Integer

[Valid data range] -9999 to 9999

Set a G code for calling each of program numbers 9010 to 9019 as a macro.
(When a negative value is set, modal call is performed.)

If this parameter is set to 9999, "G0" as well as "G9999" can call O9010 to O9019, using macros. (If the parameter is set to -9999, "G0" as well as "G9999" can make macro modal calls.)

9023	M code for calling program number 9020 as a macro
9024	M code for calling program number 9021 as a macro
9025	M code for calling program number 9022 as a macro
9026	M code for calling program number 9023 as a macro
9027	M code for calling program number 9024 as a macro
9028	M code for calling program number 9025 as a macro
9029	M code for calling program number 9026 as a macro
9030	M code for calling program number 9027 as a macro
9031	M code for calling program number 9028 as a macro
9032	M code for calling program number 9029 as a macro

[Data type] Integer

[Valid data range] 1 to 99999999

Set a M code for calling each of program numbers 9020 to 9029 as a macro.

9033	M code for calling a user program as a subprogram
------	---

[Data type] Integer

[Valid data range] 1 to 99999999 (except 02, 30, 98, and 99)

Set an M code for calling a user program as a subprogram.

9034	G code for canceling G code-based modal calls
------	---

[Data type] Integer

[Valid data range] 1 to 9999

Specify a G code for canceling G code-based modal calls. If 0 is specified, G167 is used as a cancel G code.

NOTE

This parameter is valid only when the Series 16i method (bit 0 (GMC) of compile parameter No. 9163 = 1) is used for modal calls. (If bit 0 (GMC) of compile parameter No. 9163 = 0, G67 cancels modal calls regardless of what the setting of this compile parameter is.)

9038	Conversational macro main program number (for user screen 1)
9040	Conversational macro main program number (for user screen 2)
9041	Conversational macro main program number (for user screen 3)

[Data type] Integer

[Valid data range] 1 to 99999999

Set the main program number of a conversational macro.

NOTE

The program number specified in each parameter is set in the corresponding conversational macro execution control variable when the power is turned on.

9039	Auxiliary macro main program number
------	-------------------------------------

[Data type] Integer

[Valid data range] 1 to 99999999

Set the main program number of an auxiliary macro.

NOTE

The program number specified in this parameter is set in the auxiliary macro execution control variable when the power is turned on.

9042	Code for subprogram call using a range specification M code (lower limit)
9043	Code for subprogram call using a range specification M code (upper limit)

[Data type] Integer

[Valid data range] 1 to 99999999

Set a range of codes for subprogram call using a range specification M code.

NOTE

- 1 If a value not within the specifiable range is set, or a specified range is such that No. 9042 > No. 9043, subprogram call using a range specification M code is disabled.
- 2 An M code used for macro call/subprogram call is not used as a calling code even when the M code is within the setting range.

9111	Start M code of subprogram call using an M code (specification of 3 sets) (1st set)
9112	Count of subprogram call using an M code (specification of 3 sets) (1st set)
9113	Start program number of subprogram call using an M code (specification of 3 sets) (1st set)
9114	Start M code of subprogram call using an M code (specification of 3 sets) (2nd set)
9115	Count of subprogram call using an M code (specification of 3 sets) (2nd set)

9116	Start program number of subprogram call using an M code (specification of 3 sets) (2nd set)
9117	Start M code of subprogram call using an M code (specification of 3 sets) (3rd set)
9118	Count of subprogram call using an M code (specification of 3 sets) (3rd set)
9119	Start program number of subprogram call using an M code (specification of 3 sets) (3rd set)
9120	Start M code of macro call using an M code (specification of 3 sets) (1st set)
9121	Count of macro call using an M code (specification of 3 sets) (1st set)
9122	Start program number of macro call using an M code (specification of 3 sets) (1st set)
9123	Start M code of macro call using an M code (specification of 3 sets) (2nd set)
9124	Count of macro call using an M code (specification of 3 sets) (2nd set)
9125	Start program number of macro call using an M code (specification of 3 sets) (2nd set)
9126	Start M code of macro call using an M code (specification of 3 sets) (3rd set)
9127	Count of macro call using an M code (specification of 3 sets) (3rd set)
9128	Start program number of macro call using an M code (specification of 3 sets) (3rd set)

[Data type] Integer

[Valid data range] Start M code

(Nos. 9111, 9114, 9117, 9120, 9123, and 9126) : 1 to 99999999

Count

(Nos. 9112, 9115, 9118, 9121, 9124, and 9127) : 1 and up

The upper limit depends on the start M code and start program number.

Start program number

(Nos. 9113, 9116, 9119, 9122, 9125, and 9128) : 1 to 99999999

NOTE

- 1 In the following cases, this call is disabled:
 - (1) In a compile parameter, a value not within the range is set.
 - (2) A defined M code range (start M code number + count) exceeds 99999999.
 - (3) A defined program number range (start program number + count) exceeds 99999999.
- 2 An M code used for macro/subprogram call, even when included in the setting range, is not used as an instruction for this subprogram call.

NOTE

3 If duplicate M codes are set, the M codes are valid according to the priority order below.

- (1) Macro call using an M code
(Compile parameters Nos. 9023 to 9032)
- (2) Subprogram call using an M code
(Compile parameters Nos. 9010 to 9012)
- (3) Subprogram call using a range specification M code
(Compile parameters Nos. 9042 and 9043)
- (4) Subprogram call using an M code (specification of 3 sets)
(Compile parameters Nos. 9111 to 9113, 9114 to 9116, and 9117 to 9119)

9045	Start G code of macro call using an G code (specification of 1 set)
9046	Count of macro call using an G code (specification of 1 set)
9047	Start program number of macro call using an G code (specification of 1 set)
9129	Start G code of macro call using an G code (specification of 3 sets) (1st set)
9130	Count of macro call using an G code (specification of 3 sets) (1st set)
9131	Start program number of macro call using an G code (specification of 3 sets) (1st set)
9132	Start G code of macro call using an G code (specification of 3 sets) (2nd set)
9133	Count of macro call using an G code (specification of 3 sets) (2nd set)
9134	Start program number of macro call using an G code (specification of 3 sets) (2nd set)
9135	Start G code of macro call using an G code (specification of 3 sets) (3rd set)
9136	Count of macro call using an G code (specification of 3 sets) (3rd set)
9137	Start program number of macro call using an G code (specification of 3 sets) (3rd set)

[Data type] Integer

[Valid data range] Start G code

(parameters Nos. 9045, 9129, 9132, and 9135) : -9999 to 9999 (except 0)

Count (parameters Nos. 9046, 9130, 9133, and 9136) : 1 to 9999

Start program number (parameters Nos. 9047, 9131, 9134, and 9137) :
1 to 99999999

If a negative value is set as a start G code number (parameters Nos. 9045, 9129, 9132, and 9135), modal call results. Use bit 1 (MCT) of parameter No. 9163 for setting of move command call (G66)/call of each block (G66.1).

NOTE

- 1 In the following cases, this call is disabled:
 - (1) In a compile parameter, a value not within the range is set.
 - (2) A defined G code range (start G code number + count) exceeds 9999.
 - (3) A defined program number range (start program number + count) exceeds 99999999.
- 2 A G code used for macro call, even when included in the setting range, is not used as an instruction for this macro call.
- 3 If duplicate G codes are set, the G codes are valid according to the priority order below.
 Three types of macro call using G codes are available as indicated below. If the range of G codes set in <1> duplicates the ranges of G codes set in <2> or <3>, the G code priority order is, from high to low, <1> to <2> to <3>.
 - (1) Individual specification :
 Compile parameters Nos. 9013 to 9022
 - (2) Specification of 1 sets :
 Compile parameters Nos. 9045 to 9047
 - (3) Specification of 3 sets :
 Compile parameters Nos. 9129 to 9131, 9132 to 9134, and 9135 to 9137

9048**Graphic coordinate system shift amount (X-axis)****9049****Graphic coordinate system shift amount (Y-axis)**

[Data type] Integer

[Unit of data] dot

[Valid data range] -320 to 319

Set a graphic coordinate system shift amount.

9050**Program number to add the item to the help (initial menu) screen**

[Data type] Integer

[Valid data range] 1 to 99999999

For the user help screen control function, set a program number to add the item to the help (initial menu) screen.

9051**User help screen program number**

[Data type] Integer

[Valid data range] 1 to 99999999

Set the main program number for the user help screen.

NOTE

Each time switching occurs from the help (initial menu) screen or NC screen to the user help screen, #8555 is initialized with a program number specified with the compile parameter No. 9051 and executed as the main program for the user help screen.

9054	Free space when the program write/delete function is executed
-------------	--

[Data type] Integer

[Unit of data] Page (500byte/page)

[Valid data range] 0 to

If the number of free pages in the program memory becomes the number of pages set in this parameter or less, the functions for program insertion (G320), block writing (G326, G329), and block deletion (G327) are not executed. (Completion code #8529=203)

9056	Time-out period for waiting for transmission/reception
-------------	---

[Data type] Integer

[Unit of data] sec

[Valid data range] 0 to 180

Set a time-out period to be applied when the transmission/reception function (G335 to G338) for reader/puncher interface control waits for transmission/reception.

No time-out occurs when 0 is set.

	#7	#6	#5	#4	#3	#2	#1	#0
9100	MSFT	C9WN	DLMT	VKLN				VGAR

[Data type] Bit

#0 VGAR When the display command with background color (G250) is specified:

0: Display with background color is disabled.

1: Display with background color is enabled.

#4 VKLN In background color display, background display for the key input line is:

0: Not provided.

1: Provided.

#5 DLMT The area of display with background color is:

0: Not limited to the data area.

1: Limited to the data area.

NOTE

1 Please set 0 usually.

2 The setting DLMT=1 is effective for 10.4" display device. The range of the display is as follows.

DLMT=0: X is 0 to 79 and Y is 0 to 29

DLMT=1: X is 0 to 79 and Y is 2 to 24 (Upper 2 rows and Lower 5 rows are ignored)

#6 C9WN When the 7-soft key type display is selected for the 12-soft key type (bit 5 (US19W) of compile parameter No. 9006 = 1), the character display coordinates are:

0: Not adjusted as the 7-soft key window display (the same coordinates as for the 12-soft key type display).

1: Adjusted as the 7-soft key window display.

NOTE

This parameter is valid only for screens with a background (bit 0 (VAGR) of compile parameter No. 9100 = 1).

- #7 MSFT** When no background color is specified (bit 0 (VGAR) of compile parameter No.9100 = 0), the conversational macro screen:
 0: Displays a soft key frame.
 1: Does not display a soft key frame.

	#7	#6	#5	#4	#3	#2	#1	#0
9103				EXMSCL			PRDGCAL	

[Data type] Bit

- #1 PRDGCAL** G code macro call with decimal point is:

0: Disabled.
 1: Enabled.

- #4 EXMSCL** Up to 3 macro calls based on M codes specified with compile parameters Nos. 9120 to 9128 and up to 3 subprogram calls based on M codes specified with compile parameters Nos. 9111 to 9119 are made as:
 0: Ordinary macro or subprogram calls.
 1: Special macro calls.

	#7	#6	#5	#4	#3	#2	#1	#0
9104			GMACC			SMACC	HMACC	DMACC

[Data type] Bit

- #0 DMACC** Special macro call using a D code is:

0: Disabled.
 1: Enabled.

- #1 HMACC** Special macro call using an H code is:

0: Disabled.
 1: Enabled.

- #2 SMACC** S code-based macro or subprogram calls are made as:

0: Ordinary macro or subprogram calls.
 1: Special macro calls.

- #5 GMACC** G code-based macro calls are made as:

0: Ordinary macro calls.
 1: Special macro calls.

	#7	#6	#5	#4	#3	#2	#1	#0
9105							BSC	SSC

[Data type] Bit

- #0 SSC** Subprogram call using an S code is:

0: Disabled.
 1: Enabled.

- #1 BSC** Subprogram call using a second auxiliary function code is:

0: Disabled.
 1: Enabled.

	#7	#6	#5	#4	#3	#2	#1	#0
9160	PMX16	PG10	TDVDPI	EXST	TM99	PRDPI	KY100	CUNIT

[Data type] Bit

#0 CUNIT The unit of a cumulative cutting distance value (#8554) is:

- 0: Integer value.
- 1: Real value.

NOTE

The cutting distance 1.0 mm on a machine with the reference axis based on IS-B/metric input depends on the setting of this parameter as follows:


- 0: #8554=1000
- 1: #8554=1.0

#1 KY100 For a key-input variable allowing decimal point input, #8501 is:

- 0: Not incremented by 100.
- 1: Incremented by 100.

NOTE

Example where this parameter is set to 1 for an indicator with 7 soft keys:

For <1> and , #8503=1.0, #8501=8

For <1.> and , #8503=1.0, #8501=108

Thus, whether the decimal point is entered can be identified.

#2 PRDPI For the word-type specified-block read (G325) of the CNC program reference function, the decimal places of the value read:

- 0: Follow the setting of bit 0 (DPI) of parameter No. 3401.
- 1: Are always of a calculator type decimal point input.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16i.

#3 TM99 A check to see if a cause to end conversational macro function execution has occurred is made when:

- 0: The execution of the current block ends.
If the cause is found, screen switching occurs immediately, before the program end instruction (execution control code M99/M99Pp) in the main program is executed.
- 1: The program end instruction (execution control code M99/M99Pp) in the conversational macro main program is executed.
If the cause is found, screen switching occurs after the program end instruction (execution control code M99/M99Pp) in the main program is executed.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16i.

- #4 EXST** In the status display of the conversational macro screen, three-dimensional interference check in progress or program coordinate system switching is:
 0: Not indicated.
 1: Indicated.
- #5 TDVDPI** In variable-based PMC axis control, the distance to move specified with control travel distance variables (#8713, #8723, #8733, and #8743) is regarded as of:
 0: Calculator type decimal point input.
 1: Least input increment.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16*i*.

- #6 PG10** In a specified-block read (G325/G328), if an attempt is made to read an O number block by assigning 1 to a block number variable (#8521):
 0: All words (characters) including the O number can be read.
 1: Words (characters) not including the O number can be read.
- #7 PMX16** In PMC axis control, the controlled-axis number selected using the axis select variable (#8700) and the relationships between control variables and groups in variable-based PMC axis control are specified as listed below:

PMX16	Control axis number selected using the axis select variable (#8700)	Relationships between control variables and groups in variable-based PMC axis control
0	System-common control axis number	Groups 1 to 4 regardless of the path involved #8710 to #8715: Group 1 is used. #8720 to #8725: Group 2 is used. #8730 to #8735: Group 3 is used. #8740 to #8745: Group 4 is used.
1	Relative control axis number within each path	Groups 4N-3 to 4N depending on the path involved #8710 to #8715: Group 4N-3 is used. #8720 to #8725: Group 4N-2 is used. #8730 to #8735: Group 4N-1 is used. #8740 to #8745: Group 4N is used.

Example

In a 2-path system with each path containing a 3-axis machine, path 2 can select the 1st axis in the path by specifying the:

- System-common 4th axis if bit 7 (PMX16) of compile parameter No. 9160 = 0.
 #8700 = 16
- 1st axis in the path if bit 7 (PMX16) of compile parameter No. 9160 = 1.
 #8700 = 1

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16*i*.

	#7	#6	#5	#4	#3	#2	#1	#0
9163		C16		P98	LCLLV	PCDC	MCT	GMC

[Data type] Bit

- #0 GMC** Modal calls are of the:
 0: Standard method.
 1: Series 16*i* method.

GMC	Call type	Cancel G code	Characteristic
0	Modal call using a G66/G66.1/G code	G67	<ul style="list-style-type: none"> Modal call nesting is usable. Bit 1 (MCT) of compile parameter No. 9163 can be used to specify which type, G66.1 or G66, G code-based modal calls are corresponding to. How an execution macro calls another execution macro is determined according to bit 2 (PCDC) of compile parameter No. 9163 and bit 6 (GMP) of parameter No. 6008.
1	Modal call using a G code	G167 or G code specified using compile parameter No. 9034	<ul style="list-style-type: none"> Modal call nesting is unusable. Bit 2 (PCDC) of compile parameter No. 9163 is disabled, that is, equivalent to “= 0” (for example, only G65 and M98 are usable for an execution macro to call another execution macro). Specifying bit 4 (MDLP) of compile parameter No. 9008 =1 makes a macro call usable to call an O9006 execution macro program when a cancel code is specified.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16*i*.

- #1 MCT** Macro modal call using a G code is:
 0: Block-by-block call (equivalent to G66.1).
 1: Move command call (equivalent to G66).

NOTE

This parameter is valid only for modal calls of the standard method (bit 0 (GMC) of compile parameter No. 9163 = 0).
 For modal calls of the Series 16*i* method (bit 0 (GMC) of compile parameter No. 9163 = 1), set this parameter to 0.

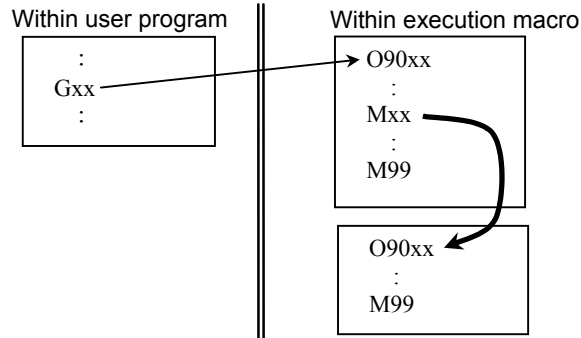
- #2 PCDC** How to make calls from an execution macro that was called from a user program, using a code like G/M/T..., varies depending on the combination of this parameter and bit 6 (GMP) of parameter No. 6008. For details, see the following table.

NOTE

This parameter is valid only for modal calls of the standard method (bit 0 (GMC) of compile parameter No. 9163 = 0).

For modal calls of the Series 16i method (bit 0 (GMC) of compile parameter No. 9163 = 1), this parameter is regarded as 0.

How to make a call from an execution macro

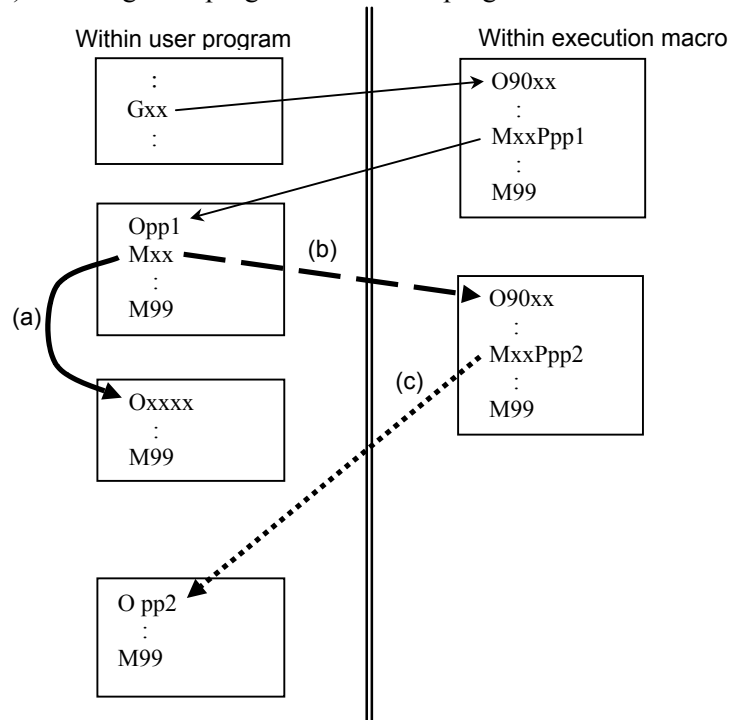


(1) How to call an execution macro

		Bit 2 (PCDC) of Compile parameter No. 9163	
		0	1
Bit 6 (GMP) of parameter No. 6008	0	Calls using G65 and M98 only are allowed. Other types of calls are disabled.	<ul style="list-style-type: none"> - Calls using G65, M98, G66, and G66.1 are allowed. Other types of calls are disabled.
	1		<ul style="list-style-type: none"> - Calls using G65, M98, G66, and G66.1 are allowed. - From an execution macro called using a G code, another execution macro can be called using a code other than G codes (or using an axis address). - From an execution macro called using a code other than G codes (or using an axis address), another execution macro can be called using a G code. - Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.

(In the description, the G/M/S/T/D/H/second auxiliary function codes/special codes are generically referred to as each code.)

- (2) How to make a call after a user program is called
- Calling another user program in program memory
 - Calling an execution macro
 - Calling a subprogram of the user program after an execution macro is called



			Bit 2 (PCDC) of Compile parameter No. 9163	
			0	1
①	Bit 6 (GMP) of parameter No. 6008	0	User program calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.	User program calls using G65, M98, G66, and G66.1 only are allowed. Other types of calls are disabled.
		1		<ul style="list-style-type: none"> - From an execution macro called using a G code, a user program can be called using a code other than G codes (or using an axis address). - From an execution macro called using a code other than G codes (or using an axis address), a user program can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.
②	Bit 6 (C16) of compile parameter No. 9163	0	When bit 6 (GMP) of parameter No. 6008 is set to 0: Once a user program is called, no execution macro can be called. When bit 6 (GMP) of parameter No. 6008 is set to 1: <ul style="list-style-type: none"> - From a user program called using a G code, an execution macro can be called using a code other than G codes (or using an axis address). - From a user program called using a code other than G codes (or using an axis address), an execution macro can be called using a G code. Other types of calls (G code to G code, code other than G codes to code other than G codes) are disabled.	
		1	Each code (or axis address) can be used to call an execution macro (in the same manner as in (1), "How to call an execution macro) regardless of the setting of bit 6 (GMP) of parameter No. 6008.	

			Bit 2 (PCDC) of Compile parameter No. 9163	
			0	1
©	Bit 6 (GMP) of parameter No. 6008	0	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)	After an execution macro is called, the user program cannot be called again. (The duplicate calling of a user program is disabled.)
		1		A user program can be called. (The duplicated calling of a user program is allowed.)

NOTE

- 1 If a disabled type of call is attempted, the command is treated as an ordinary G/M/S/T/D/H/second auxiliary function/axis address code.
- 2 The same behavior as for bit 6 (GMP) of parameter No. 6008 = 0 and bit 2 (PCDC) of compile parameter No. 9163 = 0 occurs if bit 0 (GMC) of compile parameter No. 9163 = 1.

#3 LCLLV If an execution macro is called as a subprogram from a user program (subprogram call using an M/S/T/second auxiliary function/specific code), the local variable level:

- 0: Does not change.
(The local variable at the calling source is used.)
- 1: Changes.
(The local variable at the called destination is used. (Equivalent to that of the Series 16i.))

#4 P98 The execution macro for P-CODE workpiece number search is:

- 0: Called as a macro.
The local variable used with the execution macro cannot be used with the main program.
- 1: Called as a subprogram.
The local variable used with the execution macro is passed to the main program.

#6 C16 When an execution macro program is called from a program called as a subprogram from a user program:

- 0: Each non-G code, such as M/T/S/..., or an axis code cannot use each non-G code, such as M/T/S/..., or an axis code to call an execution macro. In addition, a program called using a G code cannot use a G code to call an execution macro (no call can be made at all if bit 6 (GMP) of parameter No. 6008 = 0).
- 1: Regardless of the setting of bit 6 (GMP) of parameter No. 6008, each code, such as G/M/T/S/..., and axis address can be used to call an execution macro in the same manner as when an execution macro is called from a user program. (Equivalent to the behavior of the Series 16i.)

	#7	#6	#5	#4	#3	#2	#1	#0
9167	PL30			NVGA	INCD			NTV

[Data type] Bit

#0 NTV When an "LF" is output with G336 (data transmission), a space for a TV check is:

- 0: Output.
- 1: Not output.

#3 INCD The coordinates (X,Y,I,J) in the character coordinate system or graphic coordinate system are:

- 0: Specified in the absolute specification mode at all times.
- 1: Switchable between the absolute specification mode and incremental specification mode with G390/G391. (Valid for G204, G230, G242, G243, G300, G249, G250, G01, G02, G03, G206, and G317)

#4 NVGA This parameter is used with applications created for character cards of the old type, and is usually set to 0.

- 0: Normal mode
- 1: Equivalent to character cards (All graphic commands are ignored.)

#7 PL30 For screens with a background, the coloration of the color palette is set to the standard colors of the:

- 0: Conversational macro screen of the Series 16i.
- 1: Series 30i.

	#7	#6	#5	#4	#3	#2	#1	#0
9168						VGET	PAN	US19WG

[Data type] Bit

#0 US19WG When the 7-soft key type display is specified for the 12-soft key type (the compile parameter US19W(No.9006#5)=1), the number of display groups of G-code modal information is:

- 0: 18 groups.
- 1: 24 groups.

#1 PAN In the parameter writing command (G314), when two or more parameter writings are executed by specifying the intra-path control axis (spindle) number, Next parameter writing of the intra-path control axis (spindle) number is :

- 0: Order of the system common control axis (spindle) number.
- 1: Order of the intra-path control axis (spindle) number.

Example : 2path-6axes, parameter No.981=1, 2, 1, 2, 1, 2 (X1, X2, Y1, Y2, Z1, Z2)

Control axis/spindle number at which to start writing : 2,

Number of control axes/spindles to be written : 2

PAN(No.9168#1)=0 : Parameter writing Y1 and Y2.

PAN(No.9168#1)=1 : Parameter writing Y1 and Z1.

#2 VGET For virtual MDI key, the control variables of MDI keyboard type reading(#8533) and MDI key image reading(#8549) are :

- 0: Disabled.
- 1: Enabled.

When this compile parameter is set to 1, the following value can be read.

- In #8533, the value 0 can be read as the kind of virtual MDI key regardless of the kind of the connected MDI keyboard.
- In #8549, the key images of virtual MDI key can be read.


9.2 EXECUTOR PARAMETERS

When the power is turned on, the general parameters are not initialized to the values set in P-CODE variables. So, these parameters can be modified, for example, from the MDI panel and so on.

	#7	#6	#5	#4	#3	#2	#1	#0
3109	HPU							

[Input type] Parameter input

[Data type] Bit path

#7 HPU When the user help screen control function is enabled, pressing the  key displays the:
 0: Help (initial menu) screen.
 1: User help screen.

	#7	#6	#5	#4	#3	#2	#1	#0
9000				RSC		STP	NDP	SQN

[Input type] Parameter input

[Data type] Bit path

- #0 SQN** During execution macro execution, the program number and sequence number are:
 0: Not displayed.
 The program and sequence numbers of a calling user program are kept displayed until program control is returned to the calling user macro after the end of the execution macro.
 1: Displayed.
- #1 NDP** On the macro variable screen, the P-CODE variable screen is:
 0: Not displayed.
 1: Displayed.
- #2 STP** When a conversational macro/auxiliary macro is executed using the debug function:
 0: The macro is executed in the continuous mode.
 1: The macro is executed in the single block mode.
 This parameter is valid when bit 0 (DBG) of parameter No. 9033 is set to 1.

NOTE

When this parameter is set, the power must be turned off before operation is continued.

- #4 RSC** Upon reset, the P-CODE macro common variables (#100 to #199) are:
 0: Not cleared to <null>.
 1: Cleared to <Null>.

NOTE

This parameter does not affect the custom macro common variables #100 to #199, regardless of the states of bits 0 (MV0) and 1 (MV1) of parameter No. 9034.
 The custom macro common variables #100 to #199 depend on bit 6 (CCV) of parameter No. 6001.

9002	Conversational macro/auxiliary macro program number subject to breaking
-------------	--

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 1 to 99999999

Set the program number of a conversational macro/auxiliary macro subject to breaking by the debug function.

This parameter is valid when bit 0 (DBG) of parameter No. 9033 is set to 1.

NOTE

If either this parameter or parameter No. 9003 is set to a value other than 0 when the conversational macro function is executed, the break function is enabled, and the program number set in this parameter and the sequence number set in parameter No. 9003 are set as break conditions.

9003	Conversational macro/auxiliary macro sequence number subject to breaking
-------------	---

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 1 to 99999999

Set the sequence number of a conversational macro/auxiliary macro subject to breaking by the debug function.

This parameter is valid when bit 0 (DBG) of parameter No. 9033 is set to 1.

NOTE

If either this parameter or parameter No. 9002 is set to a value other than 0 when the conversational macro function is executed, the break function is enabled, and the sequence number set in this parameter and the program number set in parameter No. 9002 are set as break conditions.

	#7	#6	#5	#4	#3	#2	#1	#0
9010	08M	07M	06M	05M	04M	03M	02M	01M
9020	16M	15M	14M	13M	12M	11M	10M	09M
9021	24M	23M	22M	21M	20M	19M	18M	17M

[Input type] Parameter input

[Data type] Bit path

The axes for which special macro call using an axis address is enabled are:

0: Enabled.

1: Disabled.

With these parameters, special macro call using an axis address enabled with the compile parameters Nos. 9005, 9008, 9164, and 9165 can be disabled.

Select a control axis number within the path, using a bit.

No. 9010 #0 01M 1st axis
#1 02M 2nd axis
: : :
#7 08M 8th axis
No. 9020 #0 09M 9th axis
#1 10M 10th axis
: : :
No. 9021 #7 24M 24th axis

	#7	#6	#5	#4	#3	#2	#1	#0
9011						VRM		MTC

[Input type] Parameter input

[Data type] Bit path

#0 MTC Special macro call/subprogram call using a T code is:

0: Enabled.

1: Disabled.

With this parameter, call using a T code enabled with bit 0 (TCAL) of compile parameter No. 9002 or bit 7 (TMACC) of compile parameter No. 9005 can be disabled.

#2 VRM The conversational macro screen is:

0: Displayed with background color.

1: Not displayed with background color.

This parameter is valid when bit 0 (VGAR) of compile parameter No. 9100 is set to 1.

	#7	#6	#5	#4	#3	#2	#1	#0
9012						MSC	MHC	MDC

[Input type] Parameter input

[Data type] Bit path

#0 MDC Special macro call using a D code is:

0: Enabled.

1: Disabled.

This parameter can be used to disable D code-based special macro calls that have been enabled, using bit 0 (DMACC) of compile parameter No. 9104.

#1 MHC Special macro call using an H code is:

0: Enabled.

1: Disabled.

This parameter can be used to disable H code-based special macro calls that have been enabled, using bit 1 (HMACC) of compile parameter No. 9104.

#2 MSC Special macro call using an S code is:

0: Enabled.

1: Disabled.

This parameter can be used to disable S code-based special macro calls that have been enabled, using bit 2 (SMACC) of compile parameter No. 9104.

	#7	#6	#5	#4	#3	#2	#1	#0
9013							MCA	

[Input type] Parameter input

[Data type] Bit path

- #1 MCA** If an execution macro call code specified using a compile parameter has the same setting as for a custom macro call code specified using a parameter:
- 0: The execution macro call is enabled.
 - 1: The custom macro call is enabled.

Example

If both parameter No. 6050 and compile parameter No. 9013 specify 100 as a G code for calling O9010:

- O9010 specified in the execution macro is called if bit 1 (MCA) of parameter No. 9013 = 0.
- O9010 specified in the user program is called if bit 1 (MCA) of parameter No. 9013 = 1.

	#7	#6	#5	#4	#3	#2	#1	#0
9026								NDTx

[Input type] Parameter input

[Data type] Bit axis

- #0 NDTx** In a cumulative cutting distance calculation, an axis is:
- 0: Included.
 - 1: Not included.

NOTE

This parameter is valid only during linear interpolation as with the G01 command. (During circular interpolation as with the G02 or G03 command, an axis for which this parameter is set to 1 is also included in a cumulative cutting distance calculation.)

	#7	#6	#5	#4	#3	#2	#1	#0
9032								BGW

[Input type] Parameter input

[Data type] Bit

NOTE

When this parameter is set, the power must be turned off before operation is continued.

- #0 BGW** The screen background color of the monochrome LCD is:
- 0: Black.
 - 1: White. (Equivalent to that of the Series 16i.)

NOTE

The monochrome LCD is for the Series 30i /31i /32i -A.

	#7	#6	#5	#4	#3	#2	#1	#0
9033			SHS	EVF	EV2	MVD	SEP	DBG

[Input type] Parameter input

[Data type] Bit path

NOTE

When at least one of these parameters is set, the power must be turned off before operation is continued.

#0 DBG A conversational macro is started in:

0: Normal mode.

1: Debug mode.

#1 SEP An auxiliary macro and conversational macro are:

0: Executed sequentially.

(An auxiliary macro and conversational macro are executed alternately. If M99 is executed in one main program, control is transferred to the other main program.)

1: Executed in parallel.

(An auxiliary macro and conversational macro are executed in parallel. When an auxiliary macro is executed, blocks as many as the number set in parameter No. 9066 are executed at certain intervals.)

#2 MVD Monochrome display is provided:

0: Using two tones.

1: Using the brightness modulation mode.

NOTE

The monochrome LCD is for the Series 30i /31i /32i -A.

#3 EV2 P-CODE variables (#10000 and up) hold:

0: Floating-point data.

1: Integer data.

NOTE

Re-setting this parameter clears all data assigned to the P-CODE variables (#10000 and up) and extended P-CODE variables (#20000 and up) for all paths to 0.

#4 EVF Extended P-CODE variables (#20000 and up) hold:

0: Floating-point data.

1: Integer data.

NOTE

Re-setting this parameter clears all data assigned to the extended P-CODE variables (#20000 and up) and P-CODE variables (#10000 and up) for all paths to 0.

#5 SHS When the high-speed cycle machining function is enabled, variables #20000 and up are used as:

0: High-speed cycle machining data variables.

1: Expansion P code variables.

	#7	#6	#5	#4	#3	#2	#1	#0
9034	MV7	MV6	MV5	MV4	MV3	MV2	MV1	MV0

[Input type] Parameter input

[Data type] Bit path

NOTE

When at least one of these parameters is set, the power must be turned off before operation is continued.

- #0 MV0** The common variables #100 to #149 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #1 MV1** The common variables #150 to #199 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #2 MV2** The common variables #500 to #549 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #3 MV3** The common variables #550 to #599 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #4 MV4** The common variables #600 to #699 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #5 MV5** The common variables #700 to #799 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #6 MV6** The common variables #800 to #899 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.
- #7 MV7** The common variables #900 to #999 used by a P-CODE macro are:
 0: P-CODE macro common variables independent of the custom macro common variables.
 1: Shared as custom macro common variables.

	#7	#6	#5	#4	#3	#2	#1	#0
9035		SKX	NPA	CWB	EUI		RCN	XIT

[Input type] Parameter input

[Data type] Bit path

#0 XIT Interlock in each axis direction is:

0: Disabled.

1: Enabled.

#1 RCN Upon NC reset, reader/puncher control based on a conversational macro is:

0: Not stopped.

1: Stopped with completion code (#8539)=12.

#3 EUI As the UI/UO signals, a P-CODE macro uses:

0: UI000 to UI015 and UO000 to UO015.

1: EUI00 to EUI15 and EUO00 to EUO15.

#4 CWB When the data transmission (G336) command in reader/puncher control or the macro variable data output (G338) command is executed, actual data transmission is carried out:

0: In units of blocks.

1: When the send buffer (255 bytes) becomes full or the line close (G331) command is executed.

NOTE

- 1 Even when this parameter is 0 (data is sent in units of blocks), no data is sent with a block which contains the R1xx command.
- 2 When only 1 byte (for example control code) is to be sent or when output and input are to be performed alternately since the line is opened until the line is closed, set this parameter to 0. If it is set to 1, data transmission cannot be performed normally because data is transmitted 255 bytes at a time.

#5 NPA When a P-CODE work number search is enabled, an attempt to start automatic operation with no main program selected results in:

0: Nothing being performed.

1: Alarm PS1079 being issued.

#6 SKX The skip signal to be referenced by a linear or rotation axis move direction variable (#8601/#8608) when the skip signal rises is the:

0: SKIPP signal (Gn006.6).

1: SKIP signal (X004.7).

If this parameter is 1:

1. X013.7 for the 2nd PMC and X011.7 for the 3rd PMC.

2. X address assigned by parameter No. 3012 if bit 2 (XSG) of parameter No. 3008 = 1.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16i.

	#7	#6	#5	#4	#3	#2	#1	#0
9036			PRS	NOB	AMP	AFT		MPE

[Input type] Parameter input

[Data type] Bit

#0 MPE When bit 0 (PWE) of parameter No. 8900 = 0, the parameter write (G314) function can write to:

0: The parameters whose input type is setting input and parameter No. 9036.



1: All writable parameters.

If bit 0 (PWE) of parameter No. 8900 = 1, however, the parameter write function can write to all writable parameters regardless of the setting of this parameter.

#2 AFT The forcible end of the auxiliary macro function is:

0: Disabled.

1: Enabled.

If this parameter is 1, pressing the  and  keys simultaneously makes it possible to forcibly end the conversational macro and auxiliary macro functions.

NOTE

Usually, set this parameter to 0 in order to keep auxiliary macro function execution from stopping accidentally.

#3 AMP When the reader/puncher interface/memory card control function is performing input/output, using auxiliary macros, the INPUT/OUTPUT status is:

0: Displayed.

1: Not displayed.

#4 NOB With execution macros, the G310 (relative coordinate preset and PMC data read/write functions) block is executed as:

0: NC statement.

1: Macro statement.

NOTE

If this parameter is 1, the behavior is equivalent to that of the Series 16i.

#5 PRS The specified-block command (G325/G328) in the CNC program reads:

0: Always a specified block after confirming it.

1: A specified block and those that follow it sequentially at high speed.

NOTE

When this parameter is 1, do not edit programs during high-speed read; no correct data may be read.

9048	P-CODE macro number of an execution macro
------	---

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 20

Select the P-CODE number (number specified with P-CODE_NUMBER= in the link control file) where an execution macro to be executed with each path is held.

NOTE

- 1 With a path for which this parameter is set to 0, the execution macro is not executed.
- 2 When this parameter is set, the power must be turned off before operation is continued.

9049**P-CODE macro number of a conversational macro**

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 20

Select the P-CODE number (number specified with P-CODE_NUMBER= in the link control file) where an conversational macro to be executed with each path is held.

NOTE

- 1 With a path for which this parameter is set to 0, the conversational macro is not executed.
- 2 When this parameter is set, the power must be turned off before operation is continued.

9050**P-CODE macro number of an auxiliary macro**

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 20

Select the P-CODE number (number specified with P-CODE_NUMBER= in the link control file) where an auxiliary macro to be executed with each path is held.

NOTE

- 1 With a path for which this parameter is set to 0, the auxiliary macro is not executed.
- 2 When this parameter is set, the power must be turned off before operation is continued.

9051**Area number of P-CODE variables (#10000 and up)**

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 10

Set the area number for the P-CODE variables (#10000 to #19999) used by the macro executor of each path.

If the same area is selected for multiple paths, the P-CODE variables can be shared as common variables among the multiple paths.

NOTE

When this parameter is set, the power must be turned off before operation is continued.

9052**Area number of extended P-CODE variables (#20000 and up)**

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 10

Set the area number for the extended P-CODE variables (#20000 and up) used by the macro executor of each path.

If the same area is selected for multiple paths, the extended P-CODE variables can be shared as common variables among the multiple paths.

NOTE

When this parameter is set, the power must be turned off before operation is continued.

9053

Number of P-CODE variables (#10000 and up)

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 0 to 10000

Set the number of P-CODE variables.

NOTE

1 When this parameter is set, the power must be turned off before operation is continued.

2 Re-setting this parameter clears all data assigned to the P-CODE variables (#10000 and up) and extended P-CODE variables (#20000 and up) for all paths to 0.

9054

Number of extended P-CODE variables (#20000 and up)

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 0 to 70000

Set the number of extended P-CODE variables.

NOTE

1 When this parameter is set, the power must be turned off before operation is continued.

2 Re-setting this parameter clears all data assigned to the extended P-CODE variables (#20000 and up) and P-CODE variables (#10000 and up) for all paths to 0.

9055

P-CODE number of the 2nd module

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 20

Select a P-CODE number (number specified with P-CODE_NUMBER= in the link control file) in which there is a 2nd-module program to be executed in each path.

NOTE

- 1 When this parameter is set, the power must be turned off before operation is continued.
- 2 The 2nd module is invalid in a path for which this parameter is 0.
- 3 This parameter is valid only when the P-CODE numbers specified in parameters Nos. 9048 to 9050 are 0 or the same number as specified in this parameter.

Example:

When No. 9048=1, No. 9049=0, and No. 9050=1:

This parameter is valid.

When No. 9048=2, No. 9049=0, and No. 9050=1:

This parameter is invalid.

9056	P-CODE number of the 3rd module
------	---------------------------------

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 1 to 20

Select a P-CODE number (number specified with P-CODE_NUMBER= in the link control file) in which there is a 3rd-module program to be executed in each path.

NOTE

- 1 When this parameter is set, the power must be turned off before operation is continued.
- 2 The 3rd module is invalid in a path for which this parameter is 0.
- 3 This parameter is valid only when the P-CODE numbers specified in parameter Nos. 9048 to 9050 are 0 or the same number as specified in this parameter.

Example:

When No. 9048=1, No. 9049=0, and No. 9050=1:

This parameter is valid.

When No. 9048=2, No. 9049=0, and No. 9050=1:

This parameter is invalid.

9066	Number of blocks to be executed with the auxiliary macro function
------	---

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 0 to 1000

In parallel execution (with bit 1 (SEP) of parameter No. 9033 set to 1), the auxiliary macro function executes several auxiliary macro blocks at certain intervals.

With this parameter, set the number of blocks to be executed at a time. (Blocks as many as the set number + 1 are executed at a time.)

Specify the number of auxiliary macro blocks to be executed at a time.

If this parameter is 0, however, 100 blocks are assumed.

This parameter is valid for concurrent execution (bit 1 (SEP) of parameter No. 9033 = 1) and when a screen other than the conversational macro screen is being displayed.

NOTE

During conversational macro execution (while the conversational macro screen is being displayed), sequential execution (bit 1 (SEP) of parameter No. 9033 = 0) continues till the program end instruction (execution control code M99/M99Pp) in the main program regardless of the setting of this parameter.

9067**Protection range of P-CODE macro common variables (#500 to #999) (start)**

[Input type] Parameter input

[Data type] Word path

[Valid data range] 500 to 999

9068**Protection range of P-CODE macro common variables (#500 to #999) (end)**

[Input type] Parameter input

[Data type] Word path

[Valid data range] 500 to 999

Set the range of nonvolatile P-CODE macro common variables (#500 to #999) which must not be written to.

NOTE

If a value not within the specifiable range is set, or a specified range is such that No. 9067 > No. 9068, the P-CODE macro common variables are not protected from writing.

9069**PMC internal relay (R area) address of an interlock mode signal for each axis direction**

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 0 to

9070**PMC internal relay (R area) bit position of an interlock mode signal for each axis direction**

[Input type] Parameter input

[Data type] Byte path

[Valid data range] 0 to 7

Specify the PMC internal relay (R area) signal that determines the control mode of the interlock function for each axis direction.

Address: Specify the number of the R area,

Bit position: Specify the bit position of the signal.

NOTE

1 In the following cases, the interlock function for each axis direction is disabled:

- (1) An address not in the R area is specified.
- (2) An incorrect bit position is specified.
- (3) Bit 0 (XIT) of parameter No. 9035 is set to 0.

2 When specifying the R area for the 2nd- or 3rd-path PMC, specify the path for the PMC, using control variable #8603 in advance.

9072

Number of blocks for which macro statements in the execution macro program are executed in succession

[Input type] Parameter input

[Data type] 2-word path

[Valid data range] 0 to 99999999

Specify the number of blocks for which macro statements in the execution macro program are executed in succession. If this parameter is 0, 500 blocks are assumed.

NOTE

This parameter is valid only for macro statements in the execution macro program. It affects no macro statement in the custom macro program.

The setting of this parameter takes effect only when a specified number of macro statement blocks continue.

9076

Axis number to be newly used in an axis number-based axis command

[Input type] Parameter input

[Data type] Byte axis

[Valid data range] 0 to number of controlled axes

With the axis number-based axis command in an execution macro, there is a fixed correspondence between the symbol names specified with the P-CODE macro and axis numbers like: &A for the 1st axis, &B for the 2nd axis, ..., &X for the 24th axis (for an incremental command in G code system A, "YA", "YB", ..., "YX"). However, using this parameter to specify axis numbers for symbol names makes it possible to change the correspondence between the symbol names and axis numbers freely.

Example 1

To use P-CODE macros created in a 5-axis (X, Y, Z, B1 (&D), B2 (&E)) configuration on a machine in a 4-axis configuration (1st axis = X, 2nd axis = Y, 3rd axis = Z, and 4th axis = B2), set parameter No. 9076 as follows:

[P-CODE macro]

Symbol definition

@B1 &D /* Defines an axis name for the 4th axis.

@B2 &E /* Defines an axis name for the 5th axis.

Axis number	Axis name to be specified	Remark
1st axis	X	Axis with no expansion axis name is specified with no modification.
2nd axis	Y	Axis with no expansion axis name is specified with no modification.
3rd axis	Z	Axis with no expansion axis name is specified with no modification.
4th axis	B1	&D (4th axis) is specified.
5th axis	B2	&E (5th axis) is specified.

[Settings on the machine]

Axis number	Axis name	Parameter No. 9076	Remark
1st axis	X	0	Not an expansion axis name
2nd axis	Y	0	Not an expansion axis name
3rd axis	Z	0	Not an expansion axis name
4th axis	B2	5	The axis number (5th axis) corresponding to &E is changed to the 4th axis.

Example 2

To use P-CODE macros created in a 3-axis (XA(&A), Y, ZA2(&C)) configuration on a machine in a 3-axis configuration (1st axis = XA, 2nd axis = ZA2, and 3rd axis = Y), set parameter No. 9076 as follows:

[P-CODE macro]

Symbol definition

@XA &A /* Defines an axis name for the 1st axis.

@ZA2 &C /* Defines an axis name for the 3rd axis.

Axis number	Axis name to be specified	Remark
1st axis	XA	&A (1st axis) is specified.
2nd axis	Y	Axis with no expansion axis name is specified with no modification.
3rd axis	ZA2	&C (3rd axis) is specified.

[Settings on the machine]

Axis number	Axis name	Parameter No. 9076	Remark
1st axis	XA	0	&A remains to be the 1st axis.
2nd axis	ZA2	3	The axis number (3rd axis) corresponding to &C is changed to the 2nd axis.
3rd axis	Y	0	Not an expansion axis name

NOTE

- 1 If 2 or more axes are specified for the same axis number, alarm PW1106 will be issued at power on.

[Example]

If parameter No. 9076 is set as listed below, alarm PW1106 will be issued at power on.

Axis number	Parameter No.9076	Remark
1st axis	2	The 1st axis is &B (YB).
2nd axis	1	The 2nd axis is &A(YA).
3rd axis	2	Invalid because the parameter setting is the same as for the 1st axis.

- 2 When this parameter is set, the power must be turned off before operation is continued.

APPENDIX

A

ERROR NO. LIST

The error No. list given below explains the meanings of the error Nos. displayed as follows:

- Error Nos. displayed on the debugger screen of the debugging function
- Error Nos. displayed on the CONVERSATIONAL MACRO screen when a fatal error (an error that prevents continuation of execution) occurs during execution of a conversational macro or auxiliary macro, stopping the execution of the macro

Error Nos. are classified as follows:

- (1) 1 to 9999 : Numbers that match the PS/SR alarm numbers
- (2) 10001 and up : Fatal error numbers
- (3) 10101 and up : Numbers displayed only on the debugger screen
- (4) 99999 : Error No. when a conversational macro or auxiliary macro terminates forcibly.

The error Nos. from 1 to 9999 indicate errors in commands that can be used also in the execution macro. For the execution macro, a PS/SR alarm is issued when an error occurs, and automatic operation must be stopped. Therefore, the error Nos. from 1 to 9999 match the error Nos. of PS/SR alarms. If an error No. from 1 to 9999 that is not indicated in the table shown below is displayed, refer to Appendix H, "ALARM LIST" in "FANUC Series 30i/31i/32i OPERATOR'S MANUAL (Common to Lathe System/Machining Center System)" (B-63944EN), "FANUC Series 35i-MODEL B OPERATOR'S MANUAL" (B-64524EN), "FANUC Series 0i-MODEL F OPERATOR'S MANUAL" (B-64604EN), "FANUC Power Motion i-MODEL A OPERATOR'S MANUAL" (B-64574EN).

Error Nos. (1 to 9999)

Error Nos. that match error Nos. of PS/SR alarms

Error No.	Description
00003	The allowable number of digits is exceeded.
00006	Illegal use of a minus sign
00007	Illegal use of a decimal point
00009	Incorrect address
00010	Incorrect G code
00029	Format error
00085	Overrun error (1)
00086	DR signal off (1)
00087	Buffer overflow (1)
00110	Integer value overflow
00111	Fraction value overflow
00112	Division by zero
00115	A variable number is beyond the allowable range.
00116	Write-protected variable
00119	An argument is beyond the allowable range.
00125	Illegal macro statement format
01115	Read-protected variable
01143	Illegal print statement format
01305	Data is beyond the allowable range.
01333	Data write error
01590	TH error
01591	TV error
01805	I/O interface illegal command
01806	I/O interface operation error
01807	I/O interface parameter error
01808	Device opened twice
01823	Framing error (1)

Error No.	Description
01830	DR signal off (2)
01832	Overflow error (2)
01833	Framing error (2)
01834	Buffer overflow (2)

Error Nos. (10001 and up)

Fatal errors that prevent execution of a conversational macro/auxiliary macro

Error No.	Description
10001	Program not found
10002	Sequence number not found
10003	Illegal P-CODE
10004	Too many multiplexed macros
10005	Too many multiplexed subprograms
10006	Program end
10007	Address P error
10008	Sequence number error
10009	Program number error

Error Nos. (10101 and up)

Errors displayed only by the debugger

Error No.	Description
10101	Too many arguments
10102	Too long string
10103	Illegal PMC address
10104	PMC address error
10105	PMC bit error
10106	No graphic option
10107	No string
10108	Specification by execution macro is impossible.
11001	File not found
11002	File not opened
11003	Too many open files
11004	Too many files
11005	Too large file size
11006	Pointer error
11007	File size error
11008	File open error
11009	File not closed
11010	Illegal access mode
11011	Duplicate file
11012	I/O error
11013	Illegal file number
11014	Illegal data type
11015	Write-protected data
11016	Controlled-axis error
11017	Decimal point error
11018	Empty data input error
11019	Specification by conversational macro is impossible.
11020	Specification by auxiliary macro is impossible.
11021	Specification by execution macro/auxiliary macro is impossible.
11022	Specification by auxiliary macro/conversational macro is impossible.
11023	Illegal block delete number

Error No.	Description
11024	File I/O error
11026	No PMC-axis control option
11027	Address A out of range
11028	Address B out of range
11029	Address C out of range
11030	Address D out of range
11031	Address E out of range
11032	Address F out of range
11033	Address G out of range
11034	Address H out of range
11035	Address I out of range
11036	Address J out of range
11037	Address K out of range
11038	Address L out of range
11039	Address M out of range
11040	Address N out of range
11041	Address O out of range
11042	Address P out of range
11043	Address Q out of range
11044	Address R out of range
11045	Address S out of range
11046	Address T out of range
11047	Address U out of range
11048	Address V out of range
11049	Address W out of range
11050	Address X out of range
11051	Address Y out of range
11052	Address Z out of range
11053	No address A command
11054	No address B command
11055	No address C command
11056	No address D command
11057	No address E command
11058	No address F command
11059	No address G command
11060	No address H command
11061	No address I command
11062	No address J command
11063	No address K command
11064	No address L command
11065	No address M command
11066	No address N command
11067	No address O command
11068	No address P command
11069	No address Q command
11070	No address R command
11071	No address S command
11072	No address T command
11073	No address U command
11074	No address V command
11075	No address W command
11076	No address X command
11077	No address Y command
11078	No address Z command

Error No.	Description
11079	Duplicate address command
11080	System error (graphic)
11081	System error (character)
11082	Travel distance is 0 in PMC axis control.
11083	Read error in PMC axis control
11084	Illegal axis number in PMC axis control
11086	Not dwell time
11087	Too many servo axes
11088	Too many controlled axes
11089	Bit 7 (EXT1) of compile parameter No. 9002 is 0.
11090	#8502 data illegal
11093	Read failure in window function
11101	Duplicate open operation
11102	Being used by another user
11103	Program not found
11104	Program being edited
11110	Program not found
11111	Duplicate program number
11112	No free area
11113	Too many items registered
11115	Editing impossible (word)
11116	Editing impossible (program)
11174	Illegal program number specified
11204	Illegal address format
11215	Illegal macro variable number
11300	Specified character code not found (G329)
11302	Attempt made to write "O" at the beginning (G329)
11303	Program size exceeding the number of pages (500 bytes/page) specified in compile parameter No. 9054
11310	Maximum number of readable variables exceeded
11311	Block number specification beyond the EOR block
11352	Illegal block number specified
11353	Word type error
11354	Protected by the data protection key or 8-level data protection function (When bit 1 (KEYC) of compile parameter No. 9006 is set to 0)
11355	Background editing is in progress, or bit 7 (EXT1) of compile parameter (No. 9002) is set to 0.
11401	Line not opened yet
11402	Line error (DR signal off)
11403	Line error (Overrun error)
11404	Line error (Buffer over error)
11405	Line error (Framing error, Parity error)
11406	Line function option not selected
11407	Line being used
11408	The value of data (such as P, Q, and R) specified in a block of G330 to G339 is incorrect, or necessary data is not specified. In receive control mode, G336 or G338 was specified. In transmit control mode, G335 or G337 was specified. In a mode other than file control mode, G339 was specified.
11409	Illegal data format
11410	Illegal file number
11411	The file with a number specified to read file information is not found.
11412	A specified time has elapsed in data transmission/reception wait state. Operation was stopped by a reset during data transmission/reception wait state. (When bit 4 (RSRST) of compile parameter No. 9009 is set to 1)

Error No.	Description
11499	Continuous macro variable reading is enabled by the macro variable input function G337.
11515	Undefined variable number specified
11611	Line error (CD signal off)
11655	No receive data
11807	The memory card cannot be opened because it is used with another function. Or, it is write-protected.
11830	Memory card not inserted yet
11832	Low battery voltage
11902	Insufficient free space on memory card
11914	Specified file not found
11915	The specified file is protected. An undefined variable number is specified.
11917	File not opened in correct mode
11921	End of file
11922	The specified file name is illegal.
11930	File with the same name already present on memory card
11941	Close the file.
11950	Memory card cannot be recognized. Memory card was accessed illegally. An error occurred on memory card.

Error No. (99999)

Error when a conversational macro is terminated forcibly

Error No.	Description
99999	The conversational or auxiliary macro function is terminated forcibly.

B CODE TABLES

Code table of Japanese 'Katakana'

ア	B1	イ	B2	ウ	B3	エ	B4	オ	B5
カ	B6	キ	B7	ク	B8	ケ	B9	コ	BA
サ	BB	シ	BC	ス	BD	セ	BE	ソ	BF
タ	C0	チ	C1	ツ	C2	テ	C3	ト	C4
ナ	C5	ニ	C6	ヌ	C7	ネ	C8	ノ	C9
ハ	CA	ヒ	CB	フ	CC	ヘ	CD	ホ	CE
マ	CF	ミ	D0	ム	D1	メ	D2	モ	D3
ヤ	D4			ユ	D5			ヨ	D6
ラ	D7	リ	D8	ル	D9	レ	DA	ロ	DB
ワ	DC							ヲ	A6
ン	DD								
ア	A7	イ	A8	ウ	A9	エ	AA	オ	AB
				ツ	AF				
ヤ	AC			ユ	AD			ヨ	AE
”	DE	°	DF	。	A1	「	A2	」	A3
、	A4	・	A5	～	A0	ー	B0		

Code table of alphanumeric characters

A	41	B	42	C	43	D	44	E	45
F	46	G	47	H	48	I	49	J	4A
K	4B	L	4C	M	4D	N	4E	O	4F
P	50	Q	51	R	52	S	53	T	54
U	55	V	56	W	57	X	58	Y	59
Z	5A								
a	61	b	62	c	63	d	64	e	65
f	66	g	67	h	68	i	69	j	6A
k	6B	l	6C	m	6D	n	6E	o	6F
p	70	q	71	r	72	s	73	t	74
u	75	v	76	w	77	x	78	y	79
z	7A								
0	30	1	31	2	32	3	33	4	34
5	35	6	36	7	37	8	38	9	39

Code table of symbols

	20	!	21	“	22	#	23	\$	24
%	25	&	26	‘	27	(28)	29
*	2A	+	2B	,	2C	-	2D	.	2E
/	2F	:	3A	;	3B	<	3C	=	3D
>	3E	?	3F	@	40	[5B	¥	5C
]	5D	^	5E	_	5F				

Code table of Japanese 'Kanji' and 'Hiragana'

ア		あ	2421	あ	2422	阿	3024	哀	3025	愛	3026	挨	3027	逢	3029	悪	302D
		握	302E	旭	3030	圧	3035	幹	3036	扱	3037	宛	3038	安	3042	暗	3045
		案	3046	間	3047	鞍	3048										

イ		い	2423	い	2424	以	304A	伊	304B	位	304C	依	304D	偉	304E	圀	304F
		委	3051	威	3052	意	3055	慰	3056	易	3057	椅	3058	為	3059	異	305B
		移	305C	維	305D	緯	305E	胃	305F	萎	3060	衣	3061	違	3063	遺	3064
		医	3065	井	3066	域	3068	育	3069	一	306C	稲	3070	印	3075	員	3077
		因	3078	引	307A	飲	307B	院	3121	陰	3122	隠	3123				
ウ		う	2425	う	2426	右	3126	宇	3127	羽	3129	雨	312B	渦	3132	嘘	3133
		唄	3134	浦	313A	瓜	313B	噂	313D	運	313F	雲	3140				
エ		え	2427	え	2428	営	3144	影	3146	映	3147	栄	3149	永	314A	泳	314B
		洩	314C	英	3151	衛	3152	鋭	3154	液	3155	益	3157	駅	3158	越	315B
		閥	315C	円	315F	園	3160	宴	3163	延	3164	援	3167	沿	3168	演	3169
		炎	316A	煙	316C	縁	316F	遠	3173	鉛	3174	塩	3176				
オ		お	2429	お	242A	汚	3178	凹	317A	央	317B	奥	317C	往	317D	応	317E
		押	3221	横	3223	欧	3224	王	3226	黄	322B	岡	322C	沖	322D	億	322F
		屋	3230	憶	3231	臆	3232	牡	3234	乙	3235	恩	3238	温	3239	穩	323A
		音	323B														
カ		か	242B	が	242C	下	323C	化	323D	仮	323E	何	323F	価	3241	佳	3242
		加	3243	可	3244	夏	3246	家	3248	科	324A	暇	324B	果	324C	架	324D
		歌	324E	河	324F	火	3250	稼	3254	箇	3255	花	3256	荷	3259	華	325A
		菓	325B	課	325D	貨	325F	過	3261	我	3266	牙	3267	画	3268	芽	326A
		賀	326C	雅	326D	介	3270	会	3271	解	3272	回	3273	壊	3275	廻	3276
		快	3277	怪	3278	懷	327B	拐	327D	改	327E	械	3323	海	3324	灰	3325
		界	3326	皆	3327	絵	3328	開	332B	階	332C	貝	332D	効	332F	外	3330
		害	3332	慨	3334	概	3335	涯	3336	街	3339	該	333A	垣	3340	各	3346
		拡	3348	格	334A	核	334B	殻	334C	獲	334D	確	334E	穫	334F	覚	3350
		角	3351	較	3353	郭	3354	閣	3355	隔	3356	革	3357	学	3358	楽	335A
		額	335B	掛	335D	笠	335E	渦	3363	割	3364	括	3367	活	3368	渴	3369
		滑	336A	株	3374	刈	3422	乾	3425	冠	3427	寒	3428	刊	3429	勸	342B
		卷	342C	喚	342D	完	3430	官	3431	寛	3432	干	3433	幹	3434	患	3435
		感	3436	慣	3437	換	3439	敢	343A	飲	343F	汗	3440	漢	3441	環	3444
		甘	3445	監	3446	看	3447	管	3449	簡	344A	緩	344B	缶	344C	肝	344E
		観	3451	貫	3453	還	3454	鑑	3455	間	3456	閑	3457	閑	3458	陷	3459
		韓	345A	館	345B	丸	345D	含	345E	岸	345F	眼	3463	岩	3464	顔	3469
		願	346A														
キ		き	242D	ぎ	242E	企	346B	危	346D	喜	346E	器	346F	基	3470	奇	3471
		寄	3473	岐	3474	希	3475	幾	3476	揮	3478	机	3479	旗	347A	既	347B
		期	347C	棄	347E	機	3521	帰	3522	穀	3523	気	3524	汽	3525	折	3527
		季	3528	稀	3529	徽	352B	規	352C	記	352D	貴	352E	起	352F	軌	3530
		輝	3531	騎	3533	鬼	3534	偽	3536	戯	353A	技	353B	擬	353C	欺	353D

	犧	353E	疑	353F	義	3541	議	3544	菊	3546	喫	354A	詰	354D	却	3551
	客	3552	脚	3553	逆	3555	丘	3556	久	3557	休	3559	及	355A	吸	355B
	宮	355C	弓	355D	急	355E	救	355F	求	3561	泣	3563	球	3565	究	3566
	窮	3567	級	3569	糾	356A	給	356B	旧	356C	牛	356D	去	356E	居	356F
	巨	3570	拒	3571	拋	3572	拳	3573	虚	3575	許	3576	距	3577	漁	3579
	魚	357B	亨	357C	享	357D	京	357E	供	3621	競	3625	共	3626	協	3628
	叫	362B	境	362D	強	362F	恐	3632	挟	3634	教	3635	橋	3636	況	3637
	狂	3638	狹	3639	胸	363B	脅	363C	興	363D	郷	363F	鏡	3640	響	3641
	驚	3643	仰	3644	凝	3645	業	3648	局	3649	曲	364A	極	364B	玉	364C
	勤	3650	均	3651	巾	3652	錦	3653	琴	3657	禁	3658	筋	365A	緊	365B
	近	3661	金	3662	銀	3664										
ク	く	242F	ぐ	2430	九	3665	句	3667	区	3668	矩	366B	苦	366C	驅	366E
	具	3671	愚	3672	空	3675	偶	3676	遇	3678	隅	3679	屑	367D	屈	367E
	掘	3721	靴	3724	熊	3727	繰	372B	君	372F	訓	3731	群	3732	軍	3733
	郡	3734														
ケ	け	2431	げ	2432	係	3738	傾	3739	刑	373A	兄	373B	啓	373C	型	373F
	契	3740	形	3741	徑	3742	慶	3744	憩	3746	掲	3747	携	3748	敬	3749
	景	374A	系	374F	經	3750	繼	3751	茎	3754	計	3757	警	3759	輕	375A
	芸	375D	迎	375E	劇	3760	擊	3762	激	3763	隙	3764	桁	3765	傑	3766
	欠	3767	決	3768	潔	3769	穴	376A	結	376B	血	376C	月	376E	件	376F
	俟	3770	健	3772	兼	3773	券	3774	劍	3775	圈	3777	堅	3778	嫌	3779
	建	377A	憲	377B	懸	377C	拳	377D	検	3821	権	3822	犬	3824	献	3825
	研	3826	絹	3828	県	3829	肩	382A	見	382B	謙	382C	軒	382E	鍵	3830
	陰	3831	驗	3833	元	3835	原	3836	蔽	3837	幻	3838	弦	3839	減	383A
	源	383B	現	383D	言	3840	限	3842								
コ	こ	2433	ご	2434	個	3844	古	3845	呼	3846	固	3847	己	384A	庫	384B
	弧	384C	戸	384D	故	384E	湖	3850	狐	3851	誇	3858	雇	385B	顧	385C
	五	385E	互	385F	午	3861	娛	3864	後	3865	御	3866	語	386C	誤	386D
	護	386E	交	3872	侯	3874	候	3875	光	3877	公	3878	功	3879	効	387A
	勾	387B	厚	387C	口	387D	向	387E	喉	3922	坑	3923	好	3925	孔	3926
	孝	3927	工	3929	巧	392A	幸	392C	広	392D	康	392F	弘	3930	抗	3933
	拘	3934	控	3935	攻	3936	更	3939	校	393B	構	393D	江	393E	洪	393F
	港	3941	溝	3942	甲	3943	硬	3945	稿	3946	紅	3948	絞	394A	綱	394B
	耕	394C	考	394D	肯	394E	航	3952	荒	3953	行	3954	衡	3955	講	3956
	貢	3957	購	3958	郊	3959	鉦	395B	鋼	395D	降	395F	項	3960	香	3961
	高	3962	剛	3964	号	3966	合	3967	克	396E	刻	396F	告	3970	国	3971
	穀	3972	酷	3973	黒	3975	腰	3978	骨	397C	込	397E	此	3A21	頃	3A22
	今	3A23	困	3A24	婚	3A27	根	3A2C	混	3A2E						

サ	さ	2435	ざ	2436	左	3A38	差	3A39	査	3A3A	砂	3A3D	鎖	3A3F	座	3A42
	挫	3A43	債	3A44	催	3A45	再	3A46	最	3A47	妻	3A4A	彩	3A4C	才	3A4D
	採	3A4E	裁	3A4F	濟	3A51	災	3A52	碎	3A55	祭	3A57	細	3A59	業	3A5A
	裁	3A5B	載	3A5C	際	3A5D	劑	3A5E	在	3A5F	材	3A60	罪	3A61	財	3A62
	坂	3A64	阪	3A65	咲	3A69	崎	3A6A	作	3A6E	削	3A6F	昨	3A72	柵	3A74
	策	3A76	索	3A77	錯	3A78	桜	3A79	冊	3A7D	刷	3A7E	察	3B21	撈	3B22
	撮	3B23	擦	3B24	札	3B25	殺	3B26	雜	3B28	皿	3B2E	三	3B30	傘	3B31
	参	3B32	山	3B33	撒	3B35	散	3B36	産	3B3A	算	3B3B	讚	3B3E	贊	3B3F
	酸	3B40	残	3B44												
シ	し	2437	じ	2438	仕	3B45	伺	3B47	使	3B48	刺	3B49	史	3B4B	四	3B4D
	士	3B4E	始	3B4F	姉	3B50	姿	3B51	子	3B52	市	3B54	師	3B55	志	3B56
	思	3B57	指	3B58	支	3B59	施	3B5C	旨	3B5D	枝	3B5E	止	3B5F	死	3B60
	私	3B64	糸	3B65	紙	3B66	紫	3B67	脂	3B69	至	3B6A	視	3B6B	詞	3B6C
	詩	3B6D	試	3B6E	誌	3B6F	資	3B71	齒	3B75	事	3B76	似	3B77	字	3B7A
	寺	3B7B	持	3B7D	時	3B7E	次	3C21	治	3C23	磁	3C27	示	3C28	耳	3C2A
	自	3C2B	辞	3C2D	式	3C30	識	3C31	軸	3C34	七	3C37	失	3C3A	室	3C3C
	湿	3C3E	質	3C41	実	3C42	芝	3C47	縞	3C4A	写	3C4C	射	3C4D	捨	3C4E
	斜	3C50	煮	3C51	社	3C52	者	3C54	謝	3C55	車	3C56	借	3C5A	尺	3C5C
	釈	3C61	若	3C63	弱	3C65	主	3C67	取	3C68	守	3C69	手	3C6A	殊	3C6C
	狩	3C6D	種	3C6F	趣	3C71	酒	3C72	首	3C73	受	3C75	寿	3C77	授	3C78
	樹	3C79	需	3C7B	収	3C7D	周	3C7E	就	3D22	修	3D24	秀	3D28	秋	3D29
	終	3D2A	習	3D2C	臭	3D2D	舟	3D2E	衆	3D30	襲	3D31	蹴	3D33	週	3D35
	集	3D38	住	3D3B	充	3D3C	十	3D3D	従	3D3E	柔	3D40	洪	3D42	縦	3D44
	重	3D45	宿	3D49	祝	3D4B	縮	3D4C	熟	3D4F	出	3D50	術	3D51	述	3D52
	春	3D55	瞬	3D56	準	3D60	盾	3D62	純	3D63	巡	3D64	順	3D67	処	3D68
	初	3D69	所	3D6A	暑	3D6B	緒	3D6F	署	3D70	書	3D71	諸	3D74	助	3D75
	叙	3D76	女	3D77	序	3D78	除	3D3C	傷	3D7D	勝	3E21	商	3E26	唱	3E27
	奨	3E29	将	3E2D	小	3E2E	少	3E2F	尚	3E30	床	3E32	承	3E35	招	3E37
	掌	3E38	昇	3E3A	昭	3E3C	消	3E43	涉	3E44	焼	3E46	焦	3E47	照	3E48
	省	3E4A	称	3E4E	章	3E4F	笑	3E50	紹	3E52	衝	3E57	訟	3E59	証	3E5A
	詳	3E5C	象	3E5D	賞	3E5E	鐘	3E62	障	3E63	上	3E65	乘	3E68	剩	3E6A
	城	3E6B	場	3E6C	壤	3E6D	常	3E6F	情	3E70	条	3E72	淨	3E74	状	3E75
	蒸	3E78	錠	3E7B	飾	3E7E	植	3F22	織	3F25	職	3F26	色	3F27	触	3F28
	食	3F29	伸	3F2D	信	3F2E	侵	3F2F	唇	3F30	寝	3F32	審	3F33	心	3F34
	振	3F36	新	3F37	森	3F39	浸	3F3B	深	3F3C	申	3F3D	真	3F3F	神	3F40
	紳	3F42	芯	3F44	親	3F46	診	3F47	身	3F48	辛	3F49	進	3F4A	針	3F4B
	震	3F4C	人	3F4D	刃	3F4F	尽	3F54	陣	3F58						

ス	す	2439	ず	243A	須	3F5C	酢	3F5D	図	3F5E	吹	3F61	垂	3F62	推	3F64
	水	3F65	粋	3F68	遂	3F6B	酔	3F6C	錐	3F6D	数	3F74	据	3F78	杉	3F79
	裾	3F7E	澄	4021	寸	4023										
セ	せ	243B	ぜ	243C	世	4024	瀬	4025	是	4027	制	4029	勢	402A	征	402C
	性	402D	成	402E	政	402F	整	4030	星	4031	晴	4032	正	4035	清	4036
	生	4038	盛	4039	精	403A	聖	403B	声	403C	製	403D	西	403E	誠	403F
	誓	4040	請	4041	青	4044	静	4045	税	4047	席	404A	昔	404E	析	404F
	石	4050	積	4051	籍	4052	績	4053	責	4055	赤	4056	跡	4057	切	405A
	接	405C	折	405E	設	405F	節	4061	説	4062	雪	4063	絶	4064	舌	4065
	先	4068	千	4069	占	406A	宣	406B	専	406C	尖	406D	川	406E	戦	406F
	扇	4070	栓	4072	泉	4074	浅	4075	洗	4076	染	4077	潜	4078	旋	407B
	線	407E	織	4121	船	4125	選	412A	銑	412D	鮮	412F	前	4130	善	4131
	漸	4132	然	4133	全	4134	繕	4136								
ソ	そ	243D	ぞ	243E	塑	413A	礎	4143	粗	4146	素	4147	組	4148	訴	414A
	阻	414B	創	414F	双	4150	倉	4152	奏	4155	層	4158	想	415B	搜	415C
	掃	415D	挿	415E	操	4160	早	4161	巢	4163	争	4168	相	416A	窓	416B
	総	416D	草	4170	装	4175	走	4176	送	4177	騒	417B	像	417C	増	417D
	臓	4221	蔵	4222	贈	4223	造	4224	促	4225	側	4226	則	4227	即	4228
	息	4229	束	422B	測	422C	足	422D	速	422E	俗	422F	属	4230	族	4232
	続	4233	卒	4234	其	4236	揃	4237	存	4238	尊	423A	損	423B	村	423C
タ	た	243F	だ	2440	他	423E	多	423F	太	4240	訖	4242	墮	4244	妥	4245
	情	4246	打	4247	体	424E	対	4250	耐	4251	帯	4253	待	4254	怠	4255
	態	4256	戴	4257	替	4258	滞	425A	袋	425E	貸	425F	退	4260	隊	4262
	代	4265	台	4266	大	4267	第	4268	題	426A	淹	426C	卓	426E	宅	4270
	扱	4272	拓	4273	濯	4275	託	4277	濁	4279	諾	427A	叩	4321	達	4323
	奪	4325	脱	4326	棚	432A	谷	432B	誰	432F	単	4331	嘆	4332	担	4334
	探	4335	旦	4336	淡	4338	炭	433A	短	433B	端	433C	誕	4342	団	4344
	弾	4346	断	4347	暖	4348	段	434A	男	434B	談	434C				
チ	ち	2441	ぢ	2442	値	434D	知	434E	地	434F	恥	4351	池	4353	置	4356
	致	4357	遅	4359	馳	435A	築	435B	畜	435C	竹	435D	筑	435E	秩	4361
	茶	4363	着	4365	中	4366	仲	4367	宙	4368	忠	4369	抽	436A	昼	436B
	柱	436C	注	436D	虫	436E	鑄	4372	駐	4373	貯	4379	丁	437A	兆	437B
	帳	4422	庁	4423	張	4425	彫	4426	徴	4427	懲	4428	挑	4429	朝	442B
	町	442E	脹	4431	腸	4432	調	4434	超	4436	跳	4437	長	4439	頂	443A
	鳥	443B	直	443E	沈	4440	珍	4441	賃	4442						
ツ	っ	2443	っ	2444	づ	2445	墜	4446	追	4449	痛	444B	通	444C	塚	444D
	爪	445E	吊	445F	釣	4460										

テ		て	2446	で	2447	低	4463	停	4464	定	446A	底	446C	庭	446D	廷	446E
		抵	4471	提	4473	程	4478	締	4479	訂	447B	釘	4523	泥	4525	摘	4526
		敵	4528	滴	4529	的	452A	笛	452B	適	452C	撤	4531	鉄	4534	典	4535
		天	4537	展	4538	店	4539	添	453A	貼	453D	転	453E	点	4540	伝	4541
		殿	4542	田	4544	電	4545										
ト		と	2448	ど	2449	吐	4547	塗	4549	徒	454C	登	4550	途	4553	都	4554
		砥	4556	努	4558	度	4559	土	455A	怒	455C	倒	455D	党	455E	冬	455F
		凍	4560	刀	4561	島	4567	投	456A	東	456C	盜	4570	湯	4572	灯	4574
		当	4576	等	4579	答	457A	筒	457B	糖	457C	統	457D	到	457E	藤	4623
		討	4624	踏	4627	逃	4628	透	4629	陶	462B	頭	462C	闘	462E	働	462F
		動	4630	同	4631	堂	4632	導	4633	胴	4639	道	463B	銅	463C	峠	463D
		得	4640	徳	4641	特	4643	督	4644	毒	4647	独	4648	読	4649	凸	464C
		突	464D	届	464F	曇	465E	鈍	465F								
ナ		な	244A	内	4662	謎	4666	鍋	4669	馴	466B	縄	466C	南	466E	軟	4670
		難	4671														
ニ		に	244B	二	4673	匂	4677	肉	4679	日	467C	乳	467D	入	467E	尿	4722
		任	4724	認	4727												
ヌ		ぬ	244C														
ネ		ね	244D	熱	472E	年	472F	念	4730	燃	4733	粘	4734				
ノ		の	244E	悩	473A	濃	473B	納	473C	能	473D	脳	473E	農	4740		
ハ		は	244F	ば	2450	ば	2451	把	4744	覇	4746	波	4748	派	4749	破	474B
		馬	474F	廃	4751	拝	4752	排	4753	敗	4754	杯	4755	背	4758	肺	4759
		配	475B	倍	475C	媒	475E	買	4763	売	4764	博	476E	拍	476F	泊	4771
		白	4772	舶	4775	薄	4776	爆	477A	縛	477B	麦	477E	箱	4822	肌	4829
		畑	482A	八	482C	発	482F	髪	4831	罰	4833	抜	4834	閥	4836	伴	483C
		判	483D	半	483E	反	483F	搬	4842	板	4844	汎	4846	版	4847	犯	4848
		班	4849	繁	484B	般	484C	販	484E	範	484F	飯	4853	番	4856	盤	4857
ヒ		ひ	2452	び	2453	ぴ	2454	否	485D	彼	4860	悲	4861	扉	4862	批	4863
		比	4866	泌	4867	疲	4868	皮	4869	秘	486B	肥	486E	被	486F	費	4871
		避	4872	非	4873	飛	4874	備	4877	尾	4878	微	4879	美	487E	鼻	4921
		匹	4924	菱	4929	必	492C	筆	492E	百	4934	俵	4936	標	4938	氷	4939
		票	493C	表	493D	評	493E	描	4941	病	4942	秒	4943	品	494A	浜	494D
		貧	494F	敏	4952												
フ		ふ	2455	ぶ	2456	ぷ	2457	不	4954	付	4955	夫	4957	婦	4958	富	4959
		布	495B	府	495C	怖	495D	敷	495F	普	4961	浮	4962	父	4963	符	4964
		腐	4965	負	4969	武	4970	舞	4971	部	4974	封	4975	風	4977	伏	497A
		副	497B	復	497C	幅	497D	服	497E	福	4A21	腹	4A22	複	4A23	払	4A27

	沸	4A28	仏	4A29	物	4A2A	分	4A2C	噴	4A2E	憤	4A30	奮	4A33	粉	4A34
	紛	4A36	文	4A38	聞	4A39										
へ	へ	2458	べ	2459	べ	245A	丙	4A3A	併	4A3B	兵	4A3C	幣	4A3E	平	4A3F
	柄	4A41	並	4A42	閉	4A44	米	4A46	頁	4A47	壁	4A49	癖	4A4A	別	4A4C
	偏	4A50	変	4A51	片	4A52	編	4A54	辺	4A55	返	4A56	便	4A58	勉	4A59
	弁	4A5B														
ホ	ほ	245B	ぼ	245C	ぽ	245D	保	4A5D	捕	4A61	歩	4A62	補	4A64	募	4A67
	墓	4A68	慕	4A69	母	4A6C	簿	4A6D	倣	4A6F	包	4A71	報	4A73	宝	4A75
	崩	4A78	捧	4A7B	放	4A7C	方	4A7D	法	4B21	泡	4B22	縫	4B25	胞	4B26
	芳	4B27	訪	4B2C	豊	4B2D	飽	4B30	乏	4B33	亡	4B34	傍	4B35	剖	4B36
	妨	4B38	帽	4B39	忘	4B3A	忙	4B3B	房	4B3C	暴	4B3D	望	4B3E	棒	4B40
	紡	4B42	肪	4B43	膨	4B44	防	4B49	北	4B4C	僕	4B4D	撲	4B50	釦	4B55
	没	4B57	本	4B5C	翻	4B5D										
マ	ま	245E	摩	4B60	磨	4B61	魔	4B62	枚	4B67	毎	4B68	幕	4B6B	膜	4B6C
	末	4B76	迄	4B78	万	4B7C	満	4B7E								
ミ	み	245F	味	4C23	未	4C24	魅	4C25	密	4C29	脈	4C2E	妙	4C2F	民	4C31
ム	む	2460	務	4C33	夢	4C34	無	4C35	矛	4C37	霧	4C38				
メ	め	2461	名	4C3E	命	4C3F	明	4C40	盟	4C41	迷	4C42	鳴	4C44	滅	4C47
	免	4C48	綿	4C4A	面	4C4C										
モ	も	2462	模	4C4F	茂	4C50	毛	4C53	盲	4C55	網	4C56	耗	4C57	木	4C5A
	黙	4C5B	目	4C5C	戻	4C61	問	4C64	紋	4C66	門	4C67				
ヤ	や	2463	や	2464	冶	4C6A	夜	4C6B	野	4C6E	矢	4C70	役	4C72	約	4C73
	薬	4C74	訳	4C75	躍	4C76										
ユ	ゆ	2465	ゆ	2466	油	4C7D	諭	4D21	輸	4D22	優	4D25	勇	4D26	友	4D27
	有	4D2D	由	4D33	誘	4D36	遊	4D37	郵	4D39	融	4D3B				
ヨ	よ	2467	よ	2468	予	4D3D	余	4D3E	与	4D3F	誉	4D40	預	4D42	幼	4D44
	容	4D46	揚	4D48	揺	4D49	曜	4D4B	様	4D4D	洋	4D4E	溶	4D4F	用	4D51
	葉	4D55	要	4D57	踊	4D59	陽	4D5B	養	4D5C	抑	4D5E	浴	4D61	翼	4D63
ラ	ら	2469	螺	4D66	裸	4D67	来	4D68	頼	4D6A	雷	4D6B	絡	4D6D	落	4D6E
	乱	4D70	卵	4D71	欄	4D73	覧	4D77								
リ	り	246A	利	4D78	理	4D7D	裏	4E22	里	4E24	離	4E25	陸	4E26	律	4E27
	率	4E28	立	4E29	略	4E2C	流	4E2E	留	4E31	粒	4E33	隆	4E34	慮	4E38
	旅	4E39	虜	4E3A	了	4E3B	両	4E3E	寮	4E40	料	4E41	療	4E45	稜	4E47
	良	4E49	量	4E4C	領	4E4E	力	4E4F	緑	4E50	林	4E53	臨	4E57	輪	4E58
	隣	4E59														
ル	る	246B	塁	4E5D	涙	4E5E	累	4E5F	類	4E60						
レ	れ	246C	令	4E61	例	4E63	冷	4E64	励	4E65	礼	4E69	鈴	4E6B	隸	4E6C
	霊	4E6E	暦	4E71	歴	4E72	列	4E73	劣	4E74	烈	4E75	裂	4E76	恋	4E78

		練	4E7D	連	4F22												
口		ろ	246D	路	4F29	労	4F2B	浪	4F32	漏	4F33	老	4F37	郎	4F3A	六	4F3B
		録	4F3F	論	4F40												
ワ		わ	246E	わ	246F	和	4F42	話	4F43	歪	4F44	脇	4F46	惑	4F47	梓	4F48
		詫	4F4D	湾	4F51	腕	4F53										
ヲ		を	2472														
ン		ん	2473														
特殊 記号	α	2641	β	2642	→	2F40	↗	2F41	↑	2F42	↖	2F43	←	2F44	↙	2F45	
	↓	2F46	↘	2F47	↻	2F48	↺	2F49	∩	2F4A	∪	2F4B	■	2F4C	▽	2F50	
	∞	2F51	∞	2F52	∞	2F53											

C DIFFERENCES FROM THE Series 16i

C.1 MACRO COMPILER

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Program	<ul style="list-style-type: none"> - Programs from O1 to O9999 can be created. - Up to 400 programs can be registered. 	<ul style="list-style-type: none"> - Programs from O1 to O99999999 can be created. - Up to 1000 programs can be registered.
Sequence number	N1 to N99999	N1 to N99999999
Number of digits of a valid setting	Up to 8 digits	Up to 9 digits
Number of digits of a macro variable number	Up to 6 digits	Up to 9 digits
Number of IF statements in one program	Up to 400 IF statements	Up to 2000 IF statements
Number of IF statement nesting levels	Up to 3 levels	Up to 10 levels
Optional block skip	Specifiable with an execution macro only	Specifiable with an execution macro, auxiliary macro, or conversational macro
Specification of abbreviations of operation commands (specification of the first two characters only, such as RO for ROUND and FI for FIX)	Not allowed	Allowed
PRM[#] PRM[#, #k] PRM[#]/[#] PRM[#, #k]/[#]	Not allowed	Allowed
ATAN[#]	Not allowed	Allowed
ATAN[#, #k]	Not allowed	Allowed
ATN[#]	Not allowed	Allowed
ATN[#, #k]	Not allowed	Allowed
ATN[#, #k]	Not allowed	Allowed
RND[#]	Not allowed	Allowed
SQR[#]	Not allowed	Allowed
POW[#, #]	Not allowed	Allowed

C.2 EXECUTION MACRO FUNCTIONS

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Program	<ul style="list-style-type: none"> - Programs from O1 to O9999 can be created. - Up to 400 programs can be registered. 	<ul style="list-style-type: none"> - Programs from O1 to O99999999 can be created. - Up to 1000 programs can be registered.
Sequence number	N1 to N99999	N1 to N99999999


Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
NC command specified in a block containing a macro call code based on a G or M code	<ul style="list-style-type: none"> - If the NC command is specified before the call code, it is ignored (with the modal information updated). If the NC command is specified after the call code, it is treated as an argument. - If multiple call codes are specified, the first code is used for calling, and the subsequent code or codes are treated as arguments. 	If the NC command is specified before the call code, alarm PS0127 (NC statement/macro statement duplication) is issued. If the NC command is specified after the call code, it is treated as an argument.
Usable call command	<p>When an execution macro is called from another execution macro, only G65/M98 can be specified. (For example, an execution macro called using a G code from a user program cannot make a call by using an M code.)</p>	<p>When an execution macro is called from another execution macro, G66/G66.1 can be used in addition to G65/M98 if bit 2 (PCDC) of compile parameter No. 9163 is set to 1. Moreover, if bit 2 (PCDC) of compile parameter No. 9163 is set to 1, and bit 6 (GMP) of parameter No. 6008 is set to 1, an M/S/T/D/H/second auxiliary function/specific code/axis address can be called from an execution macro called with a G code, and calling based on a G code is possible from an execution macro called with M/S/T/D/H/second auxiliary function/specific code/axis address. If bit 6 (GMP) of parameter No. 6008 is set to 0 or bit 2 (PCDC) of compile parameter No. 9163 is set to 0, the series are equivalent to Series 16i. For details, see "Usable call command" and "Limitations on calls" in Subsection 3.2.1.1, "Macro call and subprogram call".</p>
Priority if the call code in the custom macro set in a parameter is the same as the call code in the execution macro set in a compile parameter	<ul style="list-style-type: none"> - In a macro call using a G code, by setting bit 0 (MCG) of parameter No. 9013 to 1, the program in the custom macro is called with a G code. (This is effective to a macro call using a G code. With any other call code, the execution macro is given priority.) <p>Example: If 100 is set in both parameter No. 6050 and compile parameter No. 9013 and 110 is set in both parameter No. 6071 and compile parameter No. 9010, and if parameter bit MCG is set to 1, O9010 in the custom macro is called when G100 is specified and O9001 is called when M110 is specified.</p>	<ul style="list-style-type: none"> - In all macro/subprogram calls, a custom macro program is called by setting bit 1 (MCA) of parameter No. 9013 to 1. (This is effective to all call codes.) <p>Example: If 100 is set in both parameter No. 6050 and compile parameter No. 9013 and 110 is set in both parameter No. 6071 and compile parameter No. 9010, and if parameter bit MCA is set to 1, O9010 in the custom macro is called when G100 is specified and O9001 in the custom macro is called when M110 is specified.</p>
Nesting	<ul style="list-style-type: none"> - 4 levels of subprogram calls - 4 levels of macro calls 	<ul style="list-style-type: none"> - 15 levels of subprogram calls alone - 5 levels of macro calls alone - 15 levels when combined




Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Repetition based on address L	When an execution macro is called from a user program (other than G65/M98 and calling of a user program as a subprogram), the number of repeats cannot be specified.	The number of repeats can be specified in calls other than special macro calls based on G/M/H/D/S/T code/axis address in which address L is also used as an argument. (However, when bit 5 (MCARG) of compile parameter No. 9008 is set to 1, address L is also used as an argument, so that the number of repeats cannot be specified in macro calling based on a G/M code.)
Passing of arguments	When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, G, L, N, and P are additionally used as arguments.	Even when bit 5 (MCARG) of compile parameter No. 9008 is set to 0, N and P are used as arguments. For address N, the number of digits after the decimal place becomes 0. When bit 5 (MCARG) of compile parameter No. 9008 is set to 1, G and L are also used as arguments. Note that an NC command input format limitation is applied to address G. (For example, specifying G1000 results in alarm PS0010.) O and N values and G codes other than the 00 group are passed as modal information to the subsequent blocks.
	By setting bit 6 (INVIJK) of compile parameter No. 9103 to 1, argument specification I can be used regardless of the order in which I, J, and K are specified.	By setting bit 7 (IJK) of parameter No. 6008 to 1, argument specification I can be used regardless of the order in which I, J, and K are specified.
Local variable level	When an execution macro is called with a subprogram call from a user program, the local variable level changes just like the macro call.	A choice can be made by setting bit 3 (LCLLV) of compile parameter No. 9163. =0 : The local variable level does not change due to a subprogram call, like the custom macro level. =1 : Equivalent to Series 16i.
Macro call using a G code	Special macro calling is disabled.	If bit 5 (GMACC) of compile parameter No. 9104 is set to 1, this results in special macro calling.
Macro call using a G code (specification of multiple calls)	<ul style="list-style-type: none"> - Modal calling is disabled. - Special macro calling is disabled. 	<ul style="list-style-type: none"> - Modal calling is enabled. - If bit 5 (GMACC) of compile parameter No. 9104 is set to 1, this results in special macro calling.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Macro modal call using a G code	Only equivalent to G66.1. Different specifications from those of a macro modal call of a custom macro using a G code. For example, a modal call is canceled with G167 or the G code specified with compile parameter No. 9034.	<ul style="list-style-type: none"> - Whether the call is equivalent to G66/G66.1 can be selected with bit 1 (MCT) of compile parameter No. 9163. - A choice can be made by setting bit 0 (GMC) of compile parameter No. 9163 as follows: =0 : Same specifications as those of a macro modal call of a custom macro using a G code. For example, it is canceled with G67. =1 : Can be made equivalent to Series 16i by setting bit 1 (MCT) of compile parameter No. 9163 to 0.
G code for canceling a macro modal call using a G code	By using a cancellation G code, the execution macro program O9006 can be called as a macro.	
Special macro call using a T code/axis address	If a G code in G code group 01 exists, G80 may be generated and 80. may be included in variables #28 to #32.	Even if a G code in G code group 01 exists, G80 will never be generated.
	An argument is truncated to include the effective digits only, using the address specifiable in the NC, and passed. (Example) X123.45678 is regarded as #24=123.456	An argument is rounded off to include the effective digits only, using the address specifiable in the NC, and passed. (Example) X123.45678 is regarded as #24=123.457
	A macro is called after modal change using the address specified in the call block. (By setting bits 4 and 7 of compile parameter No. 9101 to 1, modal change can be disabled.)	A macro is called without modal change using the address specified in the call block.
	The handling of a block for calling a single command consisting of only a call code depends on bit 6 (NOPB) of compile parameter No. 9004 as follows: =0: An empty block is generated, then the execution macro is called after execution. =1: The execution macro is called immediately without generating an empty block.	No empty block is generated. (The compile parameter NOPB is not used.)
Subprogram call using a specific code/M/T code	The handling of a block for calling a single command consisting of only a call code depends on bit 6 (NOPB) of compile parameter No. 9004 as follows: =0: An empty block is generated, then the execution macro is called after execution. =1: The execution macro is called immediately without generating an empty block.	No empty block is generated. (The compile parameter NOPB is not used.)

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	When a user program calls an execution macro as a subprogram or calls another user program as a subprogram, the level of the local variables changes. (All local variables are set to <null>.)	As with a custom macro, the local variable level does not change due to a subprogram call. (When an execution macro is called from a user program, the local variables set in the user program are passed.) However, when bit 3 (LCLLV) of compile parameter No. 9163 is set to 1, compatibility with the Series 16i is provided. This means that when an execution macro is called from a user program, the level can be changed as in the case of a macro call.
Subprogram call using G66/G66.1 and an S code/second auxiliary function code	Not allowed	G66/G66.1 can be used to call an execution macro from another execution macro. Subprogram calling based on an S code/second auxiliary function code is enabled when an execution macro is called from a user macro or another execution macro.
Subprogram call for user program	The specification of a return destination sequence number at the time of return is disabled.	The specification of a return destination sequence number at the time of return is enabled.
	From a called user program, another user program can be called with G65/M98/G66 only.	Limitations differ depending on bit 6 (GMP) of parameter No. 6008, bit 2 (PCDC) of compile parameter No. 9163, and bit 6 (C16) of compile parameter No. 9163. For details, see Subsection 3.2.26, "Subprogram Call for User Program".
	The duplicate calling of a user program from an execution macro is disabled.	The duplicate calling of a user program from an execution macro is enabled.
P-CODE workpiece number search	Equivalent to macro calling only	A function equivalent to a simple call (G65)/subprogram call (M98) can be selected.
	An execution macro is executed even when the main program is not selected.	No execution macro is executed when the main program is not selected (when there is no program to run).
Interruption type custom macro that is executing an execution macro	An interruption type custom macros is invalid. (An interrupt signal may not be operated when an execution macro is being executed.)	An interruption type custom macros is valid even when an execution macro is being executed. The interrupted program calls a user program. (It is impossible to allow an execution macro to interrupt.)

C.3 CONVERSATIONAL MACRO FUNCTIONS AND AUXILIARY MACRO FUNCTIONS

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Conversational macro execution	If a conversational macro that has the value of the conversational macro execution control variable (#8500) as its program number is not found, no conversational macro is executed.	If an error that prevents execution from being continued occurs as in the case where a conversational macro that has the value of the conversational macro execution control variable (#8500) as its program number is not found, the conversational macro screen displays the occurrence of a fatal error (error number 10001).
If there is one conversational macro screen, the operation to be performed when the  key is pressed on the conversational macro screen.	Control returns to the beginning of the main program of the conversational macro again, and then the operation is executed. By setting bit 4 (CNCHG) of compile parameter No. 9006 to 1, the pressing of the key can be ignored and the operation can be executed continuously.	The pressing of the key is ignored. (Same situation when bit 4 (CNCHG) of compile parameter No. 9006 for Series 16i is set to 1.)
Timing for determining whether a cause for ending the execution of the conversational macro function has occurred	When the program end instruction (execution control code M99/M99Pp) in the main program of the conversational macro is executed, whether a cause for ending the execution of the conversational macro function has occurred is determined.	<ul style="list-style-type: none"> - When bit 3 (TM99) of compile parameter No. 9160 is set to 0: When the block being executed ends, whether a cause for ending the execution of the conversational macro function has occurred is determined. Execution of the main program is not continued until the program end instruction (execution control code M99/M99Pp) but the screen is switched immediately. - When bit 3 (TM99) of compile parameter No. 9160 is set to 1: Same as for Series 16i
Auxiliary macro execution	An auxiliary macro that has the program number set in compile parameter No. 9039 is executed. (Unlike a conversational macro, programs to be executed cannot be controlled using a variable.)	The main program of an auxiliary macro that has the value of the auxiliary macro execution control variable (#8530) as its program number is executed. (As with a conversational macro, programs to be executed can be controlled using the variable.) When the power is turned on, the value of compile parameter No. 9039 is set in the auxiliary macro execution control variable (#8530).
	If a program that has the program number set in compile parameter No. 9039 is not found, no program is executed.	If an error that prevents execution from being continued occurs as in the case where an auxiliary macro that has the value of the auxiliary macro execution control variable (#8530) as its program number is not found, the conversational macro screen displays the occurrence of a fatal error.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Conversational macro and auxiliary macro execution cycle	Auxiliary macros and conversational macros are sequentially executed in this order. (Execution is switched by an M99 block.)	Auxiliary macros and conversational macros can be executed in parallel by switching each time blocks as many as the number set in parameter No. 9066 are executed. When bit 1 of parameter No. 9033 is set to 0, sequential execution is performed as with the Series 16i.
Forced termination of a conversational macro/auxiliary macro	Hold down the rightmost soft key [>] (continuous menu key) and the numeric key  on the MDI unit for about 10 seconds.	Press the  key and  key on the MDI unit simultaneously. To enable forced termination of an auxiliary macro, bit 2 (AFT) of parameter No. 9036 must be set to 1.
Alarm during conversational macro and auxiliary macro execution	If a conversational macro that has the value of #8500 as its program number is not found, no conversational macro is executed.	If a conversational macro that has the value of #8500 as its program number is not found, the conversational macro screen displays an error.
	If the GOTO destination N or N specified with G243P_ cannot be found, the alarm is ignored and the next block is executed.	If the GOTO destination N or N specified with G243P_ cannot be found, a message indicating that a fatal error occurs is displayed on the conversational macro screen (error number: 10002) and the conversational or auxiliary macro is stopped.
Execution control code	The execution control codes are M98 and M99. (G65 is not usable.)	The execution control codes are G65, M98, and M99.
Specification of repetition	Repetition cannot be specified using M98 used with a conversational macro/auxiliary macro.	Repetition can be specified using address L with G65/M98.
Nesting	4 levels of calls	15 levels of calls when macro calls and subprogram calls are combined
Local variables	Local variables cannot be used with a conversational macro/auxiliary macro.	Local variables can be used with a conversational macro/auxiliary macro.

C.4 MACRO VARIABLES



Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Local variables	Local variables can be used with an execution macro only.	If array-type variables are invalid (#8518=0), local variables can be used even with conversational/auxiliary macros.
	The local variables used are different from those used with custom macros. So, even when an execution macro is called as a subprogram from a user program, the local variable level changes, and the calling local variable is not passed.	Local variables are assigned separately to execution/conversational/auxiliary macros. However, they are common to execution and custom macros. So, when a subprogram is called, the local variable level does not change, and the calling local variable is passed. (However, if bit 3 (LCLLV) of compile parameter No. 9163 is set to 1, the local variable level changes and the calling local variable is not passed as with the Series 16i when an execution macro is called as a subprogram from a user program.)

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Common variables	<ul style="list-style-type: none"> - Common variables that can be used are #100 to #149 and #500 to #531. In an execution macro, however, #150 to #199 and #532 to #999 can be used as custom macro common variables. - Common variables are shared among execution/conversational/auxiliary macros. They are separate from custom macro common variables (#100 to #149 and #500 to #531). 	<ul style="list-style-type: none"> - Common variables that can be used are #100 to #199 and #500 to #999. - Whether common variables are shared among execution/ conversational/ auxiliary macros, whether common variables are P-CODE macro common variables independent of custom macros, and whether common variables are custom macro common variables can be chosen using bits 0 to 7 (MV0 to MV7) of parameter No. 9034
	Common variables cannot be protected.	As with custom macros, multiple common variables can be protected.
P-CODE variables	P-CODE variables are used as variables for floating-point data.	Whether P-CODE variables are used as variables for floating-point data or for integer data can be chosen.
	The number of variables is set in a compile parameter. When 1 is set, 100 variables can be used.	The number of variables is set in parameter No. 9053. When 1 is set, 1 variables can be used.
Extended P-CODE variables	The number of variables is set in a compile parameter. When 1 is set, 12 variables for floating-point data or 30 variables for integer data can be used.	The number of variables is set in parameter No. 9054, regardless of the data format. When 1 is set, one variable can be used.
	Program memory is used.	Program memory is not used because a dedicated area is used.
P-CODE variables / extended P-CODE variables between paths	<ul style="list-style-type: none"> - By setting bit 1 (TTVR1) of compile parameter No. 9007 to 1, it is possible to write and read the P-CODE variables of the first path in all paths. - By setting bit 2 (TTVR2) of compile parameter No. 9007 to 1, it is possible to write and read the extended P-CODE variables of the first path in all paths. 	<ul style="list-style-type: none"> - It can be selected using parameters Nos. 9051 and 9052 whether to use the P-CODE variables/extended P-CODE variables of each path should be used or those of a specified path number should be used. * If wishing to use the same variables in multiple paths, set the same value in parameter No. 9051 for P-CODE variables and in parameter No. 9052 for extended P-CODE variables.
Variable display	Variables cannot be input or output.	Execution, conversational, and auxiliary macros have their respective variable screens. (Variables other than local variables and control variables are actually common to execution, conversational, and auxiliary macros.) Common variables, P-CODE variables, and extended P-CODE variables can be input and output. For details, see Chapter 8, "Operation".
P-CODE macro UI/UO separation function	To use input/output signals for P-CODE macros EUI00 to EUI15 <G082 to G083> / EUO00 to EUO15 <F084 to F085>, set bit 0 (DIOC) of compile parameter No. 9006 to 1.	To use input/output signals for P-CODE macros EUI00 to EUI15 <G082 to G083> / EUO00 to EUO15 <F084 to F085>, set bit 3 (EUI) of parameter No. 9035 to 1.

C.5 MACRO EXECUTOR FUNCTIONS

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Graphic resolution	For an indicator with 7 soft keys Bit 2 (HRGR) of compile parameter No. 9003 = 0 Standard mode: 320×270 dots Bit 2 (HRGR) of compile parameter No. 9003 = 1 High resolution mode: 640×480 dots	640×480 dots as standard Be sure to set bit 2 (HRGR) of compile parameter No. 9003 to 1.
Character display (G243) Address X, Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Character display (G243) Address D	The number of significant display digits is 8.	The number of significant display digits is 12. (However, no more than 9 digits can be specified using an immediate value.)
Character display(G243) Address F	The maximum number of digits is 8. The number of decimal places is 3.	The maximum number of digits is 12. The number of decimal places is 6.
Number of character string sets specifiable in a single character display (G243) block	As many (_), (' _ '), and (* _ *) sets as necessary can be specified in the same block.	Up to five (_), (' _ '), and (* _ *) sets in total are effective in the same block.
Sequence of modal addresses processed with a conversational macro	Unlike ordinary NC programs, the conversational macro program processes each address in the sequence in which they were specified. Example of operation <1> F8.3; G243 F5.1 D#100; → #100 is represented with F5.1. <2> F8.3; G243 D#100 F5.1; → #100 is represented with F8.3.	Like ordinary NC programs, the conversational macro program processes data other than character strings in block units. Therefore, operations do not change according to the specified sequence. Example of operation <1> F8.3; G243 F5.1 D#100; → #100 is represented with F5.1. <2> F8.3; G243 D#100 F5.1; → #100 is represented with F5.1.
Display if the same addresses are specified in the same block (G243)	They are all displayed in the order in which they are specified. The same addresses can be specified in a single block, as in G243X_Y_C_C_.	The last address becomes effective. Thus, the same addresses cannot be specified in a single block as in G243X_Y_C_C_. They must be specified in separate blocks as shown below. G243X_Y_C_; C_;
Linear drawing (G01) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Circular drawing (G02 and G03) Addresses X, Y, I, and J	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Graphic filling function (G206) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Rectangular display (G204) Addresses X, Y, I, and J	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Cursor (rectangular cursor) display (G230)	Not possible.	X: X coordinate of the cursor display position Y: Y coordinate of the cursor display position L: Cursor length command
Graphic cursor function (G249) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Drawing start point setting (G242) Addresses X and Y	Absolute command only	When bit 3 (INCD) of compile parameter No. 9167 is set to 1, switching between the absolute command and incremental command is enabled with G390/G391.
Prompt statement display (G280)	Not allowed	In the character string input mode (data input control variable #8502 = 3), up to 39 characters can be displayed on the key input line.
Graphic coordinate system setting (G392)	Not allowed	A specified position is set up as the current position. The subsequent drawing commands are executed in this coordinate system.
Rapid traverse rate specification (G311)	Not allowed	X:Rapid traverse drawing speed ratio in the X axis Y:Rapid traverse drawing speed ratio in the Y axis
Rapid traverse drawing (G300)	Not allowed	X:X coordinate for rapid traverse drawing Y:Y coordinate for rapid traverse drawing
Marking (G317)	Not allowed	This code draws the mark specified for M with the color specified for P at the position specified for X and Y.
Base color for a monochrome LCD	White	Bit 0 (BGW) of parameter No.9032: =0 : Black =1 : White NOTE: The monochrome LCD is for the Series 30i /31i /32i -A.
Display of the type of 7 soft keys with the type of 12 soft keys	Position indication currently selected on the program screen On a screen with background color, if bit 6 (C9WN) of compile parameter No. 9100 is set to 1, it is only for the character coordinate that the upper left position of the display area of the type of 7 soft keys is X0,Y0. (The cursor control position is the same as that if C9WN is set to 0.)	Overall position indication for up to five axes On a screen with background color, if bit 6 (C9WN) of compile parameter No. 9100 is set to 1, it is both for the character coordinate and the cursor control position (#8506, #8507) that the upper left position of the display area of the type of 7 soft keys is X0,Y0.
Help (Initial Menu) screen	All the addresses of G243 are available. "4." is not automatically added to the added character string.	Only address P and character strings are available. (The character string display position and character size cannot be specified.) "4." is automatically added to the added character string.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Help screen / User help screen	While the conversational macro screen is being displayed, the  key can be used to display the Help screen/User help screen.	While the conversational macro screen is being displayed, the screen cannot be switched to the Help screen/User help screen, using the  key.
Key input line control (#8561 to #8563)	<ul style="list-style-type: none"> - #8561 : X coordinate of the key input line display position - #8562 : Y coordinate of the key input line display position - #8563 : Number of characters that can be key-input - #8564 : Prompt display color, display type - #8565 : Key input line display color, display type 	Only the position of the key input line can be changed with #8561 to #8563. (#8564 or #8565 are not supported.)
MDI keyboard type reading (#8533)	The function is not available.	#8533 can be read using a conversational or auxiliary macro.
MDI key image reading (#8549)	Cannot be read using an auxiliary macro.	<ul style="list-style-type: none"> - Can also be read using an auxiliary macro. - Some MDI key images are different.
PMC address reference	The readable addresses are G, F, X, Y, R, D, T, K, and C.	<ul style="list-style-type: none"> - The readable addresses are G, F, X, Y, R, D, T, K, C, and E - The data range is different.
CNC parameter reference		There are parameters whose numbers have been changed and those that have been changed to the real type or path type.
PMC address reading/writing (G310)	The readable and writable addresses are X, Y, D, R, C, and K.	The readable and writable addresses are X, Y, D, R, C, K, T, and E.
	The G310 block is executed as a macro statement.	Value of bit 4 (NOB) of parameter No. 9036: 0: Executed as an NC statement. 1: Executed as a macro statement.
Writing setting parameters and parameters	G312 is used.	G314 is used. Because there are parameters whose numbers are different from those of Series 16i/18i/21i or whose types have been changed to the integer type or path type, the G code, format, setting method, and so forth are different.
Reader/puncher interface G335/G337 When there is no received data.	- When there is no received data, completion code variable #8539 is set to 255 and block is over at once.	<ul style="list-style-type: none"> - When there is no received data, the operation of the block is decided depending on a set value of executor parameter No.9056. 0: The block is not ended while there is no receive data. 1 to 180: Time-out period for waiting for reception (1 to 180sec). If the system is placed in the data reception waiting state for a specified time, completion code variable #8539 is set to 255.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	- There is no setting for the block can be ended by an NC reset even within the wait time.	- By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.
Reader/puncher interface G336/G338 Transmission is waiting.	<p>- When transmission is waiting, the operation of the block is decided depending on a set value of executor parameter No.9056.</p> <p>0: Time-out period for waiting for transmission (5000msec).</p> <p>1 to 32767: Time-out period for waiting for transmission (1 to 32767msec).</p> <p>-1: The block is not ended while transmission is waiting. If the system is placed in the data transmission waiting state for a specified time, completion code variable #8539 is set to 12.</p> <p>- By setting bit 4 (RCN) of compile parameter No.9009 to 1, the block can be ended by an NC reset even within the wait time.</p>	<p>- When transmission is waiting, the operation of the block is decided depending on a set value of executor parameter No.9056.</p> <p>0: The block is not ended while there is no transmitted data.</p> <p>1 to 180: Time-out period for waiting for transmission (1 to 180sec). If the system is placed in the data transmission waiting state for a specified time, completion code variable #8539 is set to 255.</p> <p>- By setting bit 1 (RCN) of executor parameter No.9035 to 1, the block can be ended by an NC reset even within the wait time.</p>
Reader/puncher interface G336/338 data transmission timing	Data is output on a code-by-code basis.	Data is output on a per-block basis. Also, the next output command (R100/R1xx) allows data to be stored in the transmit buffer and to be output when a G336 or 338 command without the next output command is executed, thus speeding up macro execution.
Reader/puncher interface/ memory card control G336 (data writing)	<p>Addresses are processed in the order they are specified. Operation example <1> F8.3; G336 F5.1 D#100; → #100 is output with F5.1.</p> <p><2> F8.3; G336 D#100 F5.1; → #100 is output with F8.3.</p> <p>If identical addresses are specified in the same one block, they are output in the order in which they are specified. More than one address can be specified in a block, as in G336C_C_.</p>	<p>Data is processed in blocks. Therefore, the operation is not changed by the order the addresses are specified. Operation example <1> F8.3; G336 F5.1 D#100; → #100 is output with F5.1.</p> <p><2> F8.3; G336 D#100 F5.1; → #100 is output with F5.1.</p> <p>If two or more identical addresses are specified in the same one block, the last specified address takes effect. It is not allowed to specify more than one address in a block, as in G336C_C_. Addresses must be specified in separate blocks as shown below. G336C_; C ;</p>

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	Any number of (_), (' _ '), and (* _ *) combinations may be specified in the same one block. Space is not output when "LF" is output.	Up to five (_), (' _ '), and (* _ *) combinations may be specified in total in the same one block. Bit 0 (NTV) of compile parameter No. 9167 allows you to choose whether to output TV check space when "LF" is output.
Reader/puncher interface/ memory card control G338 (macro variable data output)	<ul style="list-style-type: none"> - The maximum number of digits for automatic decimal point position output of F-9.9 is 9. - F-9.8 specifies output in a special floating-point format. 	<ul style="list-style-type: none"> - The maximum number of digits for automatic decimal point position output of F-9.9 is 12. - F-9.8 specifies output in the IEEE-compliant floating-point format. Data output in the special format of the Series 16i cannot be read with G337.
Reader/puncher interface/ memory card control completion code (#8539)		Added partially
G330 Memory card read control	Both address 'F' (file number) and address 'L' (file name) can be used to specify a file.	Only address 'L' (file name) can be used to specify a file.
G330 Memory card write control	If a file with the same name exists on the memory card, the file is overwritten.	If a file with the same name exists, an error occurs and the file cannot be opened.
CNC program referencing and writing	To use this function, the background editing function is required as an CNC function.	No background editing function is required.
	The program number under background editing can be read with #8525.	Reading is now possible even in the background editing status and, therefore, variable #8525 is disabled. "0" is always read.
	It can be read with #8526 whether background editing is stopped (= 0) or active (= 1).	Reading is now possible even in the background editing status and, therefore, variable #8526 is disabled. "0" is always read.
	If the memory protection signal (KEY3) is off, program editing is impossible.	By setting bit 1 (KEYC) of compile parameter No. 9006 to 1, editing is possible even in the program editing prohibited state due to the memory protection signal (KEY3) or the 8-level data protection function.
Reading a specified word-type block (G325) of CNC program referencing and writing	When a value specified without the decimal point is read, the position of the decimal point is always determined by calculator type decimal point input.	When a value specified without the decimal point is read, the position of the decimal point is determined as follows. Bit 2 (PRDPI) of compile parameter No. 9160 =0: Determined by bit 0 (DPI) of parameter No. 3401 =1: Always determined by calculator type decimal point input

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
	When the O-number block is read with 1 specified in block number variable #8521, the O number cannot be read.	When the O-number block is read with 1 specified in block number variable #8521, the operation differs depending on bit 6 (PG10) of compile parameter No. 9160, as follows. =0: All words including the O number can be read. =1: Words excluding the O number can be read.
Reading a specified character-type block (G328) of CNC program referencing and writing	When the O-number block is read with 1 specified in block number variable #8521, the O number cannot be read.	When the O-number block is read with 1 specified in block number variable #8521, the operation differs depending on bit 6 (PG10) of compile parameter No. 9160, as follows. =0: All characters including the O number can be read. =1: Characters excluding the O number can be read.
Writing a specified word-type block (G326) of CNC program referencing and writing	When data is read having one or more 0s after the decimal point, the 0s after the decimal point are not output regardless of the decimal point position. (Example) When address code = X, value = 123.000, and number of digits after the decimal point = 3 X123. is written.	When data is read having one or more 0s after the decimal point, the 0s are output based on the decimal point position. (Example) When address code = X, value = 123.000, and number of digits after the decimal point = 3 X123.000 is written.
Program condensation of CNC program referencing and writing	Only the program specified with #8520	#8520=0: The entire program memory is condensed. #8520≠0: A specified program is condensed.
Completion code of CNC program referencing and writing (#8529)	In addition to the completion codes indicated in the completion code list, there are completion codes posted with the same numbers as PS alarm numbers.	Detail completion codes are provided. No codes other than those indicated in the list are output.
Special code of CNC program referencing and writing		Usable codes are added.
Cutting period reading and presetting	Even if presetting is performed, parameter Nos. 6753 and 6754 are not modified.	Both reading and presetting are performed based on parameter Nos. 6753 and 6754.
Cutting distance accumulation along arbitrary axes only	The first, second, and third controlled axes only can be selected.	All axes can be selected.
Relative coordinate presetting	If specified in an execution macro, a G310 block is executed as a macro statement.	If specified in an execution macro, a G310 block is executed depending on bit 4 (NOB) of parameter No. 9036 as follows: =0 : as an NC statement. =1 : as a macro statement.

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Processing and referencing P-CODE variables as array type	Variables 1 to 99 are always array-type variables.	Variables can be switched between local variables and array-type variables with the setting of variable #8518. =0 : Variables #1 to #33 are local variables, and #34 to #99 are unusable. =1 : Variables #1 to #99 are array-type variables.
PMC axis control	PMC controlled-axis selection variable #8700 is specified with a relative controlled axis number in the path.	PMC controlled-axis selection variable #8700 is specified depending on bit 7 (PMX16) of compile parameter No.9160 as follows: =0 : Specified with a system common controlled axis number. =1 : Specified with a relative controlled axis number in the path.
	For relationships between control variables and groups, use four groups A to D for each path.	Bit 7 (PMX16) of compile parameter No. 9160 =0 : Use groups 1 to 4 regardless of the path. =1 : Use groups (4N - 3) to (4N) depending on the path (where N denotes a path number (1 to 10)).
	The travel distance specified by a control travel distance variable (#8713, #8723, #8733, or #8743) is represented in the least input increment.	Depending on the bit 5 (TDVDPI) of compile parameter No. 9160, the travel distance specified by a control travel distance variable (#8713, #8723, #8733, or #8743) is represented in =0 : Calculator type decimal point input =1 : Least input increment.
Axis-direction-by-axis-direction interlock function (#8600, #8601, #8607, #8608)	The PMC internal relay (R area) signal is set with compile parameters Nos. 9035 and 9036.	The PMC internal relay (R area) signal is set with parameters Nos. 9069 and 9070.
	The skip signal is determined by the SKIP <X004.7> signal.	The skip signal can be selected with bit 6 (SKX) of parameter No. 9035. =0 : SKIPP<Gn006.6> =1 : SKIP<X004.7>
Window function		Controlled axis number/spindle number are specified with #8997.
		A completion code is set in #8996.
		Alarms etc. have been changed.
		Diagnoses etc. are changed.

C.6 DEBUG FUNCTION

Function	Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi
Break function	By parameter setting, conversational macro program execution can be stopped at the position of a specified program and sequence number.	The debug function enables program execution to be stopped by specifying a program number, sequence number, the number of execution blocks, or the number of repeats.

C.7 PARAMETERS

In migrating from the Series 16i to the Series 30i, it is necessary to consider those parameters that have been changed to compile parameters to executor parameters and those parameters that must newly be set.

C.7.1 Parameters That Must Always Be Set

9048	P-CODE number of an execution macro
------	-------------------------------------

Select the P-CODE number (number specified by "P-CODE_NUMBER=" in the link control file) of the execution macro program to be executed in each path.

* The execution macro is not executed in any path for which 0 is set.

9049	P-CODE number of a conversational macro
------	---

Select the P-CODE number (number specified by "P-CODE_NUMBER=" in the link control file) of the conversational macro program to be executed in each path.

* The conversational macro is not executed in any path for which 0 is set.

9050	P-CODE number of an auxiliary macro
------	-------------------------------------

Select the P-CODE number (number specified by "P-CODE_NUMBER=" in the link control file) of the auxiliary macro program to be executed in each path.

* The auxiliary macro is not executed in any path for which 0 is set.

If using P-CODE variables (#10000 and up)

9051	Area number of P-CODE variables (#10000 and up)
------	---

9053	Number of P-CODE variables (#10000 and up)
------	--

If using extended P-CODE variables (#20000 and up)

9052	Area number of extended P-CODE variables (#20000 and up)
------	--

9054	Number of extended P-CODE variables (#20000 and up)
------	---

C.7.2 Parameters That Have Been Added, Changed, and Abolished

C.7.2.1 Compile parameters

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
Bit 3 (EVF) of compile parameter No.9002	Changed to bit 4 (EVF) of parameter No. 9033.	Format of extended P-CODE variable area (#20000 and up)
Bit 4 (XDIL) of compile parameter No.9002	Changed to bit 0 (XIT) of parameter No. 9035.	Whether the axis-direction-by-axis-direction interlock function is enabled or disabled
Bit 2 (HRGR) of compile parameter No.9003	Always set it to 1.	
Bit 4 (HRGC) of compile parameter No.9004 and bit 7 (HRGCC) of compile parameter No.9008	Converged into bit 2 (MVD) of parameter No. 9033.	Note: For a monochrome LCD, the base color differs depending on bit 0 (BGW) of parameter No. 9032. The monochrome LCD is for the Series 30i /31i /32i -A.
Bit 6 (NOP_B) of compile parameter No.9004	Abolished.	No free blocks will be created. (Only the operation to be performed if bit 6 of compile parameter No. 9004 is set to 1)

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
Bit 5 (RSCRS) of compile parameter No.9005	Abolished.	The RS signal is not turned OFF when the reader/puncher interface sends "DC3". (Only the operation to be performed if bit 5 of compile parameter No. 9005 is set to 1)
Bit 0 (DIOC) of compile parameter No.9006	Changed to bit 3 (EUI) of parameter No. 9035.	Specification of the UI/UO signals of an execution macro/conversational macro
Bit 5 (DAUX) of compile parameter No.9002 and bit 3 (DAUXR) of compile parameter No.9006	Converged into bit 5 (DAUX) of compile parameter No. 9002.	Whether the screen is switched to the conversational macro screen at power-on.
Bit 4 (CNCHG) of compile parameter No.9006	Abolished.	If, while a program is being executed on the conversational macro screen, the [CUSTOM] key is pressed, the program will never be executed starting at the beginning of the main program of the conversational macro. (Only the operation to be performed if bit 4 of compile parameter No. 9006 is set to 1)
Bit 1 (TTVR1) of compile parameter No.9007	Changed to parameter No. 9051.	By specifying the area for the P-CODE variables (#10000 and up) to be used for each path and setting the same area, the variables are specified as common ones.
Bit 2 (TTVR2) of compile parameter No.9007	Changed to parameter No. 9052.	By specifying the area for the extended P-CODE variables (#20000 and up) to be used for each path and setting the same area, the variables are specified as common ones.
Bit 4 (PRRST) of compile parameter No.9009	Changed to bit 1 (RCN) of parameter No. 9035.	Whether the reader/puncher control due to a conversational macro should be interrupted with an NC reset.
Compile parameter No.9035	Changed to parameter No. 9069.	PMC internal relay (R area) address and bit position of axis-direction-by-axis-direction interlock mode signal
Compile parameter No.9036	Changed to parameter No. 9070.	
Compile parameter No.9037	Changed to parameter No. 9053. * The number of parameters is changed to 1, with the unit of data being "1".	Number of P-CODE variables (#10000 and up) to use Note: One variable is used if parameter No. 9053 is set to 1. (Only #10000 can be used.)
Compile parameter No.9044	Changed to parameter No. 9054. * The number of parameters is changed to 1, with the unit of data being "1".	Number of extended P-CODE variables (#20000 and up) to use Note: One variable is used if parameter No. 9054 is set to 1. (Only #20000 can be used.)
Compile parameter No.9055	Abolished.	The conversational macro alarm/auxiliary macro alarm functions are not provided. Use the debugging function.
Bit 2 (CUR2) of compile parameter No.9100	Abolished.	Abolished because of the enhancement of the P-CODE variable screen.
Bit 4 (TMCMD) of compile parameter No.9101	Abolished.	In a special macro call using a T code, a modal call will never change due to the call T code. (Only the operation to be performed if bit 4 of compile parameter No. 9101 is set to 1)
Bit 7 (AXMODL) of compile parameter No.9101	Abolished.	In a special macro call using an axis address, a modal call will never change due to the axis address. (Only the operation to be performed if bit 7 of compile parameter No. 9101 is set to 1)
Bits 0 (NOCAL1) to 2 (NOCAL3) of compile parameter No.9102	Changed to bit 0 (NDTx) of parameter No. 9026.	Whether or not included in the cumulative cutting distance. Supports all axes.

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
Bit 2 (G80NOAG) of compile parameter No.9103	Abolished.	Even if a G code in G code group 01 is specified in a special macro call, G80 will never be generated. (Only the operation to be performed if bit 2 of compile parameter No. 9103 is set to 1)
Bit 3 (ARGEF) of compile parameter No.9103	Abolished.	Abolished because arguments E and F are always separate from each other in a special macro call (E being #8 and F being #9).
Bit 5 (SHSCYCL) of compile parameter No.9103	Changed to bit 5 (SHS) of parameter No. 9033.	Whether to use variable #20000 and up as extended P-CODE variables when the high-speed cycle cutting function is enabled
Bit 6 (INVIJK) of compile parameter No.9103	Changed to bit 7 (IJK) of parameter No. 6008.	Whether to use argument addresses I, J, and K as argument I only. * Also used as custom macro parameters.
None	Bit 5 (GMACC) of compile parameter No.9104	A macro call using a G code can be used as a special macro call function.
None	Bit 0 (SSC) of compile parameter No.9105	A subprogram call using an S code can be made.
None	Bit 1 (BSC) of compile parameter No.9105	A subprogram call using a second auxiliary function code can be made.
Compile parameter No.9110	Changed to parameter No. 9072.	Number of blocks that process macro statements in an execution macro program consecutively.
None	Bit 0 (CUNIT) of compile parameter No.9160	The unit of the cumulative cutting distance (#8554) can be made a real value.
None	Bit 1 (KY100) of compile parameter No.9160	Whether to add +100 to #8501 for a key input variable with decimal point programming
None	Bit 2 (PRDPI) of compile parameter No.9160	By setting this compile parameter bit to 1, in reading a specified word-type block (G325) with the CNC program reference function, the decimal point position of the read-out numeric value is always subject to calculator type decimal point input (equivalent to the Series 16i).
None	Bit 3 (TM99) of compile parameter No.9160	By setting this compile parameter bit to 1, the conversational macro function does not terminate until M99 is executed (equivalent to the Series 16i).
None	Bit 5 (TDVDPI) of compile parameter No.9160	By setting this compile parameter bit to 1, in PMC axis control using variables, the travel distance specified for control travel distance variables (#8713, #8723, #8733, #8743) is represented in the least input increment (equivalent to the Series 16i).
None	Bit 6 (PG10(No.9160#6))	By setting this compile parameter bit to 1, if, in reading a specified block (G325/G328), an O-number block is read by setting 1 in block number variable #8521, words (characters) excluding the O number can be read (equivalent to the Series 16i).
None	Bit 7 (PMX16) of compile parameter No.9160	By setting this compile parameter bit to 1, in PMC axis control, the number of the controlled axis selected with axis selection variable #8700 becomes a relative controlled axis number in the path (equivalent to the Series 16i).
None	Bit 0 (GMC) of compile parameter No.9163	By setting this compile parameter bit to 1, a modal call using a G code is equivalent to that of the Series 16i.

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
None	Bit 1 (MCT) of compile parameter No.9163	A macro modal call using a G code can be made into move command calling (equivalent to G66).
None	Bit 2 (PCDC) of compile parameter No.9163	An execution macro can be called from another execution macro, using codes other than G65 and M98.
None	Bit 3 (LCLLV) of compile parameter No.9163	By setting this compile parameter bit to 1, the local variable level is changed if an execution macro is called from a user program, using a subprogram call (equivalent to the Series 16i).
None	Bit 4 (P98) of compile parameter No.9163	An execution macro for P-CODE workpiece number search can be made equivalent to a subprogram call.
None	Bit 6 (C16) of compile parameter No.9163	By setting this compile parameter bit to 1, an execution macro can be called using all call codes when an execution macro program is to be called for user program called using a subprogram call (equivalent to the Series 16i).
None	Bit 0 (X09CL) of compile parameter No.9164 to bit 7 (X24CL) of compile parameter No.9165	For use with special macro program calls using the 9th- to 24-axis addresses
None	Bit 0 (NTV) of compile parameter No.9167	Whether to output spaces for a TV check when "LF" is output with G336 (data transmission)
None	Bit 3 (INCD) of compile parameter No.9167	It is possible to switch between absolute and incremental commands, using G390 and G391, for coordinates (X, Y, I, J) in the character/graphic coordinate systems. (See Subsection 6.1.3.16, "Absolute mode (G390)/incremental mode (G391) specification".)
None	Bit 7 (PL30) of compile parameter No.9167	For a screen with background color, the color of the color palette can be selected between the Series 16i standard color and Series 30i standard color.

C.7.2.2 Executor parameters

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
Bit 2 (STP) of parameter No.9000	Abolished. (Meaning varies in this parameter according to the same parameter number of Series16i.)	Abolished because the break state of a conversational/auxiliary macro is checked using the debugging function.
None	Bit 2 (STP) of parameter No.9000	When the debugging function is enabled (bit 0 (DBG) of parameter No. 9033 = 1), it is possible to select between continuous operation and single-block execution when starting a conversational macro.
Bit 3 (EXS) of parameter No.9000	Abolished.	Even if feed hold is applied while a macro statement block of an execution macro is being executed, it does not stop there. (Only the operation to be performed if bit 3 of parameter No. 9000 is set to 1.)

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
Bit 7 (L2R) of parameter No.9000	Abolished.	For an execution macro of macro statements only, it is not possible to keep executing the execution macro only (without executing conversational/auxiliary macros or displaying). Note that the number of blocks to be executed consecutively is specified for parameter No. 9072.
Bits 4 (ASTP), 6 (MAAM), and 7 (MAAM) of parameter No.9011	Abolished.	The conversational macro alarm/auxiliary macro alarm functions are not provided. Use the debugging function. (See Chapter 7, "Debugging Function".)
Bit 0 (MCG) of parameter No.9013	Abolished.	Made effective to not only macro calls using a G code but also all other calls. Thus, the parameter No. is changed. See the description of bit 1 (MCA) of parameter No. 9013.
None	Bit 1 (MCA) of parameter No.9013	If the call code of the custom macro set with a parameter is the same as the call code of the execution macro set with a compile parameter, the call of the custom macro can be given priority.
None	Bit 0 (09M) of parameter No.9020 to bit 7 (24M) of parameter No.9021	For use with special macro program calls using the 9th- to 24th-axis addresses
None	Bit 0 (BGW) of parameter No.9032	By setting this compile parameter bit to 1, the base color can be set to white for a monochrome LCD (equivalent to the Series 16i). NOTE: The monochrome LCD is for the Series 30i /31i /32i -A.
None	Bit 0 (DBG) of parameter No.9033	Whether to start a conversational macro in debug mode. (See Chapter 7, "Debugging Function".)
None	Bit 1 (SEP) of parameter No.9033	Auxiliary/conversational macros can be executed in parallel. (See Subsection 4.2.3, "Execution Cycle".)
None	Bit 3 (EV2) of parameter No.9033	P-CODE variables (#10000 and up) can be made integer data.
None	Bits 0 (MV0) to 7 (MV7) of parameter No.9034	Common variables (#100 to #199 and #500 to #999) can be made common variables of custom macros. (See Section 5.3, "Common Variables".)
None	Bit 4 (CWB) of parameter No.9035	In a reader/puncher interface output command (G336/G338), high-speed output is possible by specifying R100.
None	Bit 5 (NPA) of parameter No.9035	In the state in which a main program is not selected (there is no program to run), automatic operation cannot be started. By setting this parameter bit to 1, this causes an alarm.
None	Bit 6 (SKX) of parameter No.9035	By setting this parameter to 1, in #8601/#8608 (movement axis and direction variables for the rise time of the skip signal), SKIP (X signal) is set as the skip signal (equivalent to the Series 16i).

Series 16i/18i/21i	Series 30i/31i/32i/35i/0i-F/PMi	Description
None	Bit 2 (AFT) of parameter No.9036	The auxiliary macro function can be terminated forcibly.
None	Bit 4 (NOB) of parameter No.9036	By setting this parameter bit to 1, a G310 (relative coordinate preset function and PMC data read/write function) of an execution macro is executed as a macro statement (same as the Series 16i).
None	Bit 5 (PRS) of parameter No.9036	In a command to read a specified block of a CNC program (G325/G328), consecutive blocks can be read at high speed.
None	Parameters Nos.9067 and 9068	Any range of common variables #500 to #999 can be protected.

INDEX

<A>

Absolute mode (G390)/incremental mode (G391)	
specification	158
ADDRESS FUNCTIONS	185
Alarm Information and External Alarm Information ..	267
Appendix tables.....	235
ARITHMETIC AND LOGIC OPERATION	112
ARRAY-TYPE PROCESSING AND REFERENCING	
OF P-CODE VARIABLES	240
AUXILIARY MACRO FUNCTION	88
Axis Specification and Extended Axis Name	
Specification Using an Axis Number	74
Axis specification using an axis number	74
Axis, Relative Coordinate, Servo Motor Load Current	
Value, and Positional Deviation value.....	272
AXIS-DIRECTION-BY-AXIS-DIRECTION	
INTERLOCK FUNCTION (#8600, #8601, #8607,	
AND #8608)	261

Brightness modulation mode display on the	
monochrome LCD and base color	165

<C>

CALLING AN EXECUTION MACRO	13
Caution.....	111,252,260
Character display (G243)	140
Character String Registration Program Number	
Specification (#8509)	167
Circular drawing (clockwise) (G02).....	155
Circular drawing (counterclockwise) (G03).....	155
CNC DATA READING/WRITING	191
CNC Parameter Reference	187
CNC PROGRAM REFERENCING AND WRITING,	
AND PROGRAM INFORMATION READING	220
CODE TABLES.....	338
Color specification (G240).....	129
Command	88,90
Command for display with background color (G250)..	131
Command Key Input Variable (#8501).....	176
Commands which cannot Use Execution Macros	73
COMMON CONVERSATIONAL MACRO	
FUNCTION	94
COMMON VARIABLES (#100 TO #199 AND #500	
TO #999)	101
COMPILE PARAMETERS	296,361
Completion code	194,196
Completion code (#8529).....	233
Completion Codes (#8539)	211,218
Consecutive Input of Cursor and Page Keys.....	181
Control Examples.....	252
CONVERSATIONAL MACRO FUNCTION	85
CONVERSATIONAL MACRO FUNCTION AND	
AUXILIARY MACRO FUNCTION	85

CONVERSATIONAL MACRO FUNCTIONS AND	
AUXILIARY MACRO FUNCTIONS	351
Cursor control (#8505, #8506, and #8507)	158
Cursor display (rectangular cursor) (G230)	157
CUSTOM MACRO COMMON VARIABLES (#99100	
TO #99999)	106
CUSTOM MACRO SYSTEM VARIABLES (#1000	
AND UP, #10000 AND UP, #100000 AND UP)....	107
CUTTING TIME, DISTANCE READ AND PRESET	
FUNCTIONS	236

<D>

Data Input Control Variable (#8502)	179
Data Transmission/Reception Waiting.....	205
DEBUG FUNCTION.....	360
DEBUGGING FUNCTION	281
DEFINITION OF WARNING, CAUTION, AND	
NOTE	s-1
Details of control codes.....	245
Details of control variables	250
DIAGNOSIS DATA	73
Diagnosis Information.....	275
Direct language specification function.....	144
DIRECT SETTING BY PARAMETER AND KEY.....	285
Display 7 Soft Keys Data on the 12 Soft Keys Type ...	171
DISPLAYING AND SETTING MACRO VARIABLE	
VALUES	287
DISPLAYING AND SETTING ON THE DEBUGGER	
SCREEN	281
Drawing line type specification (G244)	154
Drawing start point setting (G242).....	130

<E>

Error Messages.....	256
ERROR NO. LIST	333
Execution and Termination	86,89
EXECUTION CONTROL CODE	91
EXECUTION CONTROL VARIABLES (#8500,	
#8550, #8551, AND #8530)	93
Execution Cycle	90
EXECUTION MACRO FUNCTION	13
EXECUTION MACRO FUNCTIONS	346
EXECUTOR PARAMETERS	316,364
Extended Data Input Control Variable (#8552)	180
EXTENDED P-CODE VARIABLES (#20000 TO	
#89999)	104

<F>

FANUC Cassette Control.....	207
FATAL ERROR	95
FILE CONTROL	254
Function	198
FUNCTION FOR SEARCHING DATA TABLES FOR	
CONTROL VARIABLES.....	277
Functions.....	214

Functions which cannot Use Execution Macros.....	74	MODULE DIVISION FUNCTION	8
<G>		MULTI-PATH CONTROL FUNCTION.....	10
G Code System Conversion (for a Lathe System).....	79	Multiple P-CODE Macros Independent of Paths	11
GENERAL	1,13,197,213,220,243,248,254,263,281	<N>	
GENERAL WARNINGS FOR CNC APPLICATION DEVELOPMENT.....	s-1	Notes on I/O Signals Updated by Other Than PMC	190
GENERAL WARNINGS FOR MACRO EXECUTOR APPLICATION DEVELOPMENT.....	s-3	<O>	
Graphic coordinate system setting (G392).....	159	O and N Number Display Mask Function.....	171
Graphic cursor function (G249)	157	OPERATION	287
Graphic filling function (G206)	161	Optional Block Skip.....	74
<I>		Overview	13
Independent Operating Environment for Each Path	10	<P>	
Interruption Type Custom Macro.....	74	PARAMETERS	296,361
<K>		Parameters That Have Been Added, Changed, and Abolished	361
KEY INPUT AND DATA INPUT CONTROL	176	Parameters That Must Always Be Set.....	361
Key Input Line Control (#8561 to #8563).....	181	Passing of arguments	22
<L>		P-CODE MACRO.....	6
Limitations	234,248	P-CODE Macro and P-CODE File.....	3
Limitations on Commands	6	P-CODE Macro UI/UO Separation Function.....	109
LIMITATIONS ON EXECUTION MACROS	73	P-CODE VARIABLES (#10000 TO #19999)	103
Linear drawing (G01).....	155	P-CODE Variables/Extended P-CODE Variables Common to Paths	11
List of Commands	257	P-CODE VARIABLES/EXTENDED P-CODE VARIABLES IN THE MULTI-PATH CONTROL SYSTEM.....	105
Local variable levels	25	P-CODE Workpiece Number Search.....	70
LOCAL VARIABLES (#1 TO #33) / ARRAY-TYPE VARIABLES (#1 TO #99).....	101	PMC ADDRESS READING/WRITING (G310).....	188
<M>		PMC Address Reference	185
Macro call and subprogram call	13	PMC AXIS CONTROL	243
Macro Call Argument for Axis Name Expansion	71	PMC Axis Control Using G Code.....	243
Macro call using a cancel G code for a macro modal call using G code.....	36	PMC Axis Control Using Variables	248
Macro Call Using G Code	28	Prompt statement display (G280).....	155
Macro Call Using G Code (Specification of 1 Set).....	30	<R>	
Macro Call Using G Code (Specification of 3 Sets).....	31	Rapid traverse drawing (G300).....	160
Macro Call Using G Code with Decimal Point	29	Rapid traverse rate specification (G311).....	159
Macro Call Using M Code	39	READER/PUNCHER INTERFACE	197
Macro Call Using M Code (Specification of 3 Sets).....	40	Reading of the graphic state (#8800)	165
MACRO COMPILER.....	3,346	Reading Program Information (#8527, #8528)	233
MACRO COMPILER AND MACRO EXECUTOR.....	3	Reading the Path Number Currently under Execution (#8531).....	12
MACRO EXECUTOR	5	Rectangular display (G204)	162
MACRO EXECUTOR FUNCTION	115	Referencing and Writing CNC Programs.....	221
MACRO EXECUTOR FUNCTIONS.....	354	RELATIVE COORDINATE READ AND PRESET FUNCTIONS (#8996 TO #8999).....	238
Macro Modal Call Using G Code.....	32	Run Time and Parts Count	274
Macro Variable Input/Output Functions	201	<S>	
MACRO VARIABLE LIST.....	99	SAFETY PRECAUTIONS	s-1
MACRO VARIABLES.....	99,352	Screen clear (G202)	128
Marking (G321)	164	Screen Control Function (#8510, #8571).....	167
MDI Key Image Reading Function (#8549).....	182	Screen Coordinate System	121
MEMORY CARD CONTROL	213	Screen Display Control Codes	127
Method of Module Addition	8	SCREEN DISPLAY FUNCTIONS	120
Method of Variable Specification for Address N in the Programmable Data Input Mode	78		
Modal Call (G66/G66.1)	27		

Screen Display Identification Variables (#8681 and #8682).....	127
Screen reading.....	167
Screen switching.....	170
Setting.....	256
Setup Procedure.....	254
Shift function for graphic screen adjustment.....	165
Simple Call (G65).....	27
Soft Key Frame Display Mask Function.....	171
Special Macro Call Using Axis Address.....	43
Special Macro Call Using D Code.....	50
Special Macro Call Using G Code.....	36
Special Macro Call Using H Code.....	52
Special Macro Call Using M Code.....	41
Special Macro Call Using S Code.....	55
Special Macro Call Using T Code.....	47
Specification of a PMC Path in Multi-Path PMCs (#8603).....	185
Specification of an extended axis name.....	76
State Display Mask Function on the Conversational Macro Screen.....	171
Subprogram Call (M98).....	57
Subprogram Call for User Program.....	65
Subprogram Call Using M Code.....	57
Subprogram Call Using M Code (Specification of 3 Sets).....	59
Subprogram Call Using M Code in the Specified Range.....	58
Subprogram Call Using S Code.....	61
Subprogram Call Using Second Auxiliary Function Code.....	63
Subprogram Call Using Specific Code.....	64
Subprogram Call Using T Code.....	62
System, Servo, and PMC Series Information.....	276
<T>	
To detect an alarm for unselected PMC axis control....	254
TORQUE LIMIT OVERRIDE CONTROL (#8990 TO #8993 AND #8621 TO #8628).....	242
<U>	
User Help Screen Control Function.....	173
User-defined character registration and display function (G319).....	150
<V>	
Variable for checking whether a modal call is in progress.....	36
<W>	
WINDOW FUNCTION (#8996 TO #8999).....	263
Writing and Reading P-CODE Variables/Extended P-CODE Variables between Paths.....	105
Writing and Reading Pitch Error Compensation Data.....	195
Writing and Reading the System Variables of Other Paths.....	108
Writing Setting Parameters and Parameters.....	191

REVISION RECORD

Edition	Date	Contents
07	Dec., 2014	Addition of Series 0i-MODEL F
06	Mar., 2014	<ul style="list-style-type: none">• Addition of following items<ul style="list-style-type: none">- General warnings for CNC application development• Correction of errors
05	Sep., 2012	Addition of Series 35i-MODEL B, Power Motion <i>i</i> -MODEL A
04	Aug., 2011	<ul style="list-style-type: none">• Addition of following items<ul style="list-style-type: none">- Macro Call Argument for Axis Name Expansion• Addition and correction of parameters• Correction of errors
03	Jul., 2010	Addition of Series 30i/31i/32i-MODEL B
02	Jul., 2009	Total revision
01	Jun., 2003	

FANUC Series 30*i*/ 31*i*/ 32*i*-MODEL B
FANUC Series 0*i*-MODEL F
USB memory control in Macro executor

1. Type of applied technical documents

Name	FANUC Series 30 <i>i</i> /31 <i>i</i> /32 <i>i</i> -MODEL A FANUC Series 30 <i>i</i> /31 <i>i</i> /32 <i>i</i> -MODEL B FANUC Series 35 <i>i</i> -MODEL B FANUC Series 0 <i>i</i> -MODEL F FANUC Power Motion <i>i</i> -MODEL A Macro Executor PROGRAMMING MANUAL
Spec.No./Version	B-63943EN-2/07

2. Summary of change

Group	Name / Outline	New, Add, Correct, Delete	Applicable Date
Basic Function			
Optional Function	Descriptions about USB memory control in Macro executor are added. This function is included in Macro executor.	Add	Immediately
Unit			
Maintenance parts			
Notice	This function is available in the following CNC control software. FS30 <i>i</i> -B : G301,G311,G321,G331,G351 / 66.0 or later FS31 <i>i</i> -B5 : G421,G431 / 66.0 or later FS31 <i>i</i> -B : G401,G411 / 66.0 or later FS32 <i>i</i> -B : G501,G511 / 66.0 or later FS0 <i>i</i> -F : D4G1,D6G1 / 05.0 or later		
Correction			
Another			

[illegible]

<p>The following description is added as "6.9 USB MEMORY CONTROL". Section number of sections after "6.9 USB MEMORY CONTROL" is incremented.</p>

6.9 USB MEMORY CONTROL

6.9.1 General

USB memory control can be executed using the same commands that are used for the reader/puncher interface and Memory card control. USB memory control is enabled when bit 7 (EXT1) of compile parameter No. 9002 is set to 1.

G330 : USB memory open
G331 : USB memory close
G335 : 1-byte reading
G336 : Data writing
G337 : Macro variable input
G338 : Macro variable output
G339 : File information reading/file deletion

Completion codes are also used, as with the reader/puncher interface and Memory card control. See following section "Completion codes" for details of completion codes.

NOTE

This function is available in the following models.

- FANUC Series 30i/31i/32i-MODEL B
- FANUC Series 0i-MODEL F

6.9.2 Functions

USB memory open G330

- **Format**
G330 Pp LI ;

- ```
= 18 : USB memory read control (Specify a file name.)
= 28 : USB memory write control (Specify a file name.)
= 38 : File control based on USB memory
```

L : Specify the start variable number of the variable string storing the file name.  
In read mode, a search for the beginning of the file is made based on this file name.  
In write mode, a new file is created using this file name.

- **Explanation**

By setting the lower one digit specified for P to "8", the USB memory is opened and made usable according to the control method and control conditions.

|     |      |              |             |  |  |  |        |          |                                                                                                                                |      |      |  |
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|     |      |              |             |  |  |  |        |          | Title<br><br><b>FANUC Series 30i/31i/32i-MODEL B</b><br><b>FANUC Series 0i-MODEL F</b><br>USB memory control in Macro executor |      |      |  |
|     |      |              |             |  |  |  |        |          |                                                                                                                                |      |      |  |
|     |      |              |             |  |  |  |        |          |                                                                                                                                |      |      |  |
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|     |      |              |             |  |  |  |        | Draw No. | B-63943EN-2/07-01                                                                                                              | page | 3/10 |  |
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### Example

```
G330 P28 L100 ;
IF [#8539 NE 0] GOTO900 ;
Open processing completed
N900 Error processing
```

- **USB memory read control**

The read control mode can be set by setting P=18 when USB memory is opened.

When address L is specified in the read control mode, a specified file on USB memory is found and the file data is read.

## Heading by file name

When the start variable number of the variable string where a desired file name is stored is specified with address L, a heading based on the file name can be made. A file name consists of 2-33 variable strings and a decimal ASCII code. Number of maximum characters of file name can be 32 or 12 by bit 1 (SFU) of parameter No.11506.

## NOTE

- 1 If bit 1 (SFU) of parameter No.11506 is set to 0, number of maximum characters of file name is 32. Set 32 (space) to the next position of the file name.
- 2 If bit 1 (SFU) of parameter No.11506 is set to 1, number of maximum characters of file name is 12. If a file name is shorter than 12 characters, set 32 (space) to the next position of the file name.
- 3 Specify a file name + extension by using alphanumeric characters.
- 4 If head 8 characters of the file name is "FORFANUC", completion code 122 is returned.
- 5 Only the files in the USB memory root directory can be found.

### Example

G330 P18 L100 ;

If set following values in common variables #100 to #107, the file "ABC.DAT" is found by above command.

| Variable number | Setting value |
|-----------------|---------------|
| #100            | 65(A)         |
| #101            | 66(B)         |
| #102            | 67(C)         |
| #103            | 46(.)         |
| #104            | 68(D)         |
| #105            | 65(A)         |
| #106            | 84(T)         |
| #107            | 32(space)     |

} File name

} End of file name

[illegible]



## 1-byte reading G335

- **Format**

**G335 Pp ;**

P : Number of a macro variable to which read data is assigned

- **Explanation**

The file on USB memory is read from the beginning, one byte at a time, and the read data is assigned to the specified macro variable. When there is no more data to read, completion code 121 is set.

For a byte read, open USB memory control in the read control mode (P=18).

## Data writing G336

- **Format**

**G336 Cc ( \_ ) ( ' \_ ' ) ( \* \_ \* ) Kk Ff.e Dd Pp Zz ;**

C : Specify a code to be directly output. (Specify one character.)  
Code conversion processing is not performed. Specify this address when outputting a code other than the ASCII codes.

K : Specify the number of space characters (20h).

(‘\_’) : Single-byte characters (codes listed in the katakana code table, alphanumeric code table, and symbol

(\*\_\*) code table in Appendix B "CODE TABLES") can be used. Kanji and hiragana codes cannot be used.

The other addresses are the same as for screen display control (G243).

- **Explanation**

Data is output in a specified format. A specified character string is converted to ASCII codes for output.

Open USB memory control in the write control mode (P=28).

## Macro variable input G337

- **Format**

**G337 Pp Qq R99 ;**

- **Explanation**

Macro variable data is read from USB memory opened in the read control mode, and is assigned to specified macro variable.

This processing is the same as macro variable data input (G337) in the reader/puncher interface and Memory card control, except that data is input from USB memory.

### Macro variable output G338

- **Format**

**G338 Pp Qq Ff.e Zz Rr;**

- **Explanation**

In the write control mode, the data of a specified macro variable is converted to a specified format for output.

This processing is the same as macro variable data output (G338) in the reader/puncher interface and Memory card control, except that data is output to USB memory.

## File information reading/file deletion G339

- **Format**

**G339 Pp (Ff LI Ss) ;**

[illegible]

[illegible]

### Example

- bit 1 (SFU) of parameter No.11506 is set to 1.
- The name of file that file number is 1 is "ABC.DAT".
- The size of file that file number is 1 is 123 byte.

In the above conditions, common variables #100 to #133 are set the following values by G339 command.

#100 = 123

#101 - #133 = 65 (A), 66 (B), 67 (C), 46 (.), 68 (D), 65 (A), 84 (T), 32,...32(space)

G330 P38 ; → Open in file information control mode

G339 P1 F1 L101 S100 ;      →      Read file information

```
IF [#8539 NE 0] GOTO100 ;
```

Read processing completed

G331 ; → Close USB memory

GOTO200 ;

## N100 Error processing

## N200 Next processing

## (2) File deletion G339 P2

By specifying G339 P2, the specified file can be deleted.

**G339 P2 LI ;**

**L :** Start number of the variable string where the name (ASCII code) of a file to be deleted is stored.

## NOTE

- 1 If bit 1 (SFU) of parameter No.11506 is set to 0, number of maximum characters of file name is 32. Set 32 (space) to the next position of the file name.
- 2 If bit 1 (SFU) of parameter No.11506 is set to 1, number of maximum characters of file name is 12. If a file name is shorter than 12 characters, set 32 (space) to the next position of the file name.
- 3 Specify a file name + extension by using alphanumeric characters.
- 4 If head 8 characters of the file name is "FORFANUC", completion code 122 is returned.
- 5 Only the files in the USB memory root directory can be deleted.

|     |      |              |             |  |        |                                                                                                                                                               |                                                                                  |  |  |  |  |
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|     |      |              |             |  |        | <div>Title</div> <div>FANUC Series 30<i>i</i>/31<i>i</i>/32<i>i</i>-MODEL B<br/>FANUC Series 0<i>i</i>-MODEL F<br/>USB memory control in Macro executor</div> |                                                                                  |  |  |  |  |
|     |      |              |             |  |        |                                                                                                                                                               | <div>Draw No.</div> <div>B-63943EN-2/07-01</div> <div>page</div> <div>8/10</div> |  |  |  |  |
|     |      |              |             |  |        |                                                                                                                                                               |                                                                                  |  |  |  |  |
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### Example

To delete a file named "ABC.DAT", set 65 (A), 66 (B), 67 (C), 46 (.), 68 (D), 65 (A), 84 (T), 32 (space) in 8 common variables #100 to #107.

|                           |   |                                       |
|---------------------------|---|---------------------------------------|
| G330 P38 ;                | → | Open in file information control mode |
| G339 P2 L100 ;            | → | File deletion                         |
| IF [#8539 NE 0] GOTO100 ; |   |                                       |
| Read processing completed |   |                                       |
| G331 ;                    | → | Close USB memory                      |
| GOTO200 ;                 |   |                                       |
| N100 Error processing     |   |                                       |
| N200 Next processing      |   |                                       |

### 6.9.3 Completion Codes (#8539)

Completion codes are returned for G330 to G339 commands. If an error occurs, its description is set in a completion code. Check the completion code after issuing a command.

There are three types of completion codes:

#8537 : Completion code for the result of executing an auxiliary macro

#8538 : Completion code for the result of executing a conversational macro

#8539 : Completion code common to auxiliary commands and conversational macros

When the command specified in an auxiliary macro program is completed, a completion code is set in both variables #8537 and #8539. If the command specified in a conversational macro program is completed, a completion code is set in both variables #8538 and #8539.

| #8539 | Description                                                                                                                                                                                                                                                  |
|-------|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 0     | Normal termination                                                                                                                                                                                                                                           |
| 1     | USB memory is not opened.                                                                                                                                                                                                                                    |
| 6     | A necessary option is not specified.                                                                                                                                                                                                                         |
| 7     | USB memory cannot be opened because it is used with another function.<br>Or, it is write-protected.                                                                                                                                                          |
| 8     | Data (P, Q, R, and so forth) specified in a block of G330 to G339 is incorrect, or necessary data is not specified.                                                                                                                                          |
| 9     | Invalid data format                                                                                                                                                                                                                                          |
| 10    | The file number is invalid.                                                                                                                                                                                                                                  |
| 12    | (1) The specified time has elapsed since the system entered the data transmission/reception waiting state.<br>(2) The command has been interrupted by an NC reset while waiting for data input or output when 1 is set in bit 1 (RCN) of parameter No. 9035. |
| 30    | USB memory not inserted yet                                                                                                                                                                                                                                  |
| 34    | Initialization process of USB memory has not been completed yet.                                                                                                                                                                                             |
| 99    | With macro variable input function G337, the continuous reading of macro variables is possible.                                                                                                                                                              |
| 102   | Insufficient free space on USB memory                                                                                                                                                                                                                        |
| 114   | Specify file not found                                                                                                                                                                                                                                       |
| 115   | The specified file is protected.<br>An undefined variable number was specified.                                                                                                                                                                              |
| 117   | The file is not opened in a correct mode.                                                                                                                                                                                                                    |
| 121   | End of file                                                                                                                                                                                                                                                  |

[illegible]

