

Sheet parameters

Information can be entered for sheet size, clamp information, datum position, comments and tag values. A complete job information sheet can be printed for the machine operator.



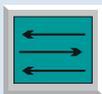
Punch Redraw

At any time the order of punching can be shown in single step or slow mode.



Punch Properties

Query the properties of any punch action and change any of its characteristics such as its position, tag amount, no of punches, tool used etc. No need to delete a punch action if its wrong just simply change its properties.



Punch Sort

No need to worry about the order of punching as it can be easily optimised into the shortest distance with options for preference in the Y or X axis. For auto-index punches the rotation of the tool can also be optimised.



Punch Delete

Single punches or any number of punches can be selected and deleted from the sheet. No need to worry if you delete the wrong punch because you can use the multiple undo function at any time.



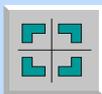
Punch Move

Punches or complete components can be dynamically moved or rotated around the sheet for manual nesting.



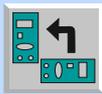
Single copy or Multi-Part

Once a component has been created it can be quickly turned into a multi-part using common slitting. Switches are available for fill to sheet.



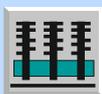
Punch Mirror

Punches or complete components can be mirrored with the option to delete the original. Of course the physical limitations of the punch press are taken into consideration with regards to auto-indexing of tools.



Punch Rotate

Punches or complete components can be rotated on the sheet. Again the physical limitations of the punch press are taken into consideration with regards to auto-indexing of tools.



Turret

Shows a list of all the punch stations with current tool including size and priority of punching. Standard tool shapes include round, rectangular, obround, louvre, hexagon, crucifix, D and double D and also any special shape can be used. Any number of Turret configurations and tool libraries can be stored. When a tool is loaded a check is made to make sure that the tool will fit into the station selected.



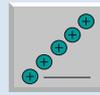
Parts

Components can be stored as parts for manual or automatic dissimilar part nesting later.



Single Punch

Places a single punch on the sheet. If the punch is in an auto-index station you can specify its angle.



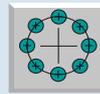
Punch Row

Punches a row of holes at the specified pitch and angle.



Punch Grid

Punches a rectangular grid of holes at the specified pitch and angle.



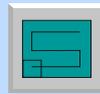
Punch Bolt Hole

Punches a bolt hole circle at the specified start angle, no of holes, angle and radius.



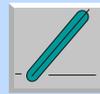
Punch A Line

Punches a line at the specified length and angle.



Punch A Rectangular area to scrap

Punches a rectangular area to scrap by specifying width and height and its direction and corner to start from. Used mainly for corner notches.



Nibble A Line

Nibbles a line with a round punch by specifying length, nibble increment, angle etc.



Nibble an Arc

Nibbles an arc with a round punch by specifying its radius, nibble increment, start angle, end angle etc. Can also be used to nibble arcs with a rectangular punch in an auto-index station.



Punch a complete Circle

Punches a complete circle with a round punch by specifying its radius, nibble increment, start angle, etc. Switches are available to punch the centre to scrap or issue a program stop to the machine so the scrap can be removed manually.



Post Processor

Select this when you have finished your job and saved it to disk. This will produce the CNC program for the punching machine with re-positioning commands if necessary.



File Management

Select this to save or load punched jobs, and also for import or export of GXF and DXF formats.

The following keystrokes are valid in G-Coder Professional - please note that you must have the cursor on the sheet for them to have any effect. Some commands require a mouse button to be clicked whilst one or two keys are held down on the keyboard. For example Ctrl + Left Click means press and hold down the Ctrl key and then click the left mouse button.

Screen display

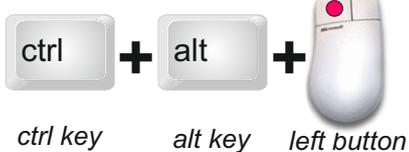
Zoom In



Zoom Out



Pan



Undo



Punch Selecting in Delete, Move, Rotate etc

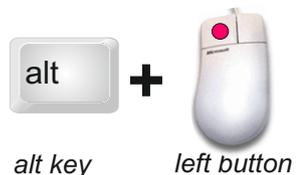
Select Punch Action



De-select Punch Action



Select all punches by window

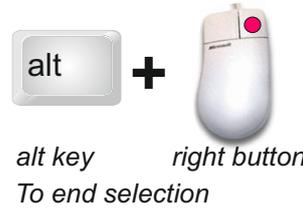
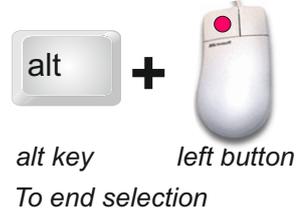


Move mouse to stretch window over punches to select

De-select all punches by window



Move mouse to stretch window over punches to select



Punch Mode

Direct Punch Mode



Indicated by tool and cursor drawn in **BLACK**

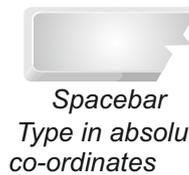
Geometry Mode



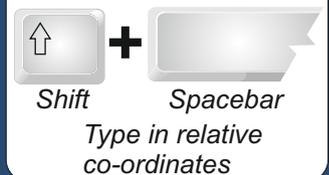
Indicated by tool and cursor drawn in **RED**

Placing Punches on Sheet in Direct Punch Mode

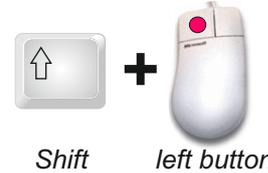
Absolute Position from Datum



Relative to last punch

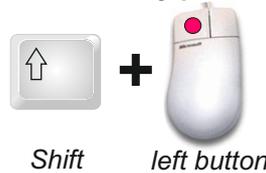


Current screen co-ordinate



Placing Punches on Sheet in Geometry Mode

Snap punch to Geometry point



Snap point



Changes snap point of punch to any corner of rectangular tool or its centre when in single punch.

Mirror Command



either



or



Mirror in X axis

Mirror in Y axis

Move Command



page up

Rotate selected punches anti-clockwise

page down

Rotate selected punches clockwise



Cursor arrow - Move selected punches in arrow direction by nudge value set in the Sheet parameters. One key press is equal to move of nudge value.



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