

Mark adjustment

In manual page 16 mark setting procedure is described briefly but this is more detailed procedure to calibrate marks from beginning.

1. Change system constant k1 remark as 1EMO (add 1 at first character instead of space)

CONSTANT DATA

Quick SET

Constant Data

	# 1	# 2	# 3	# 4	# 5	# 6	Remark*****
⌘ k 1	156289	100	945	-1754	38910	-1967	1EMO 140
k 2	156276	1	1600	1400	0	0	LUNA motor
k 3	40800	1000	-1000	-1000	0	0	ERVO/LIMIT/ZK U 9
k 4	51000	20	1	1	0	0	* rem 1
k 5	3	0	1000	0	0	0	PUMISS/ IMARK
k 6	846	846	10	200	0	80	UP POSITION
k 7	226	259	0	268	0	0	LOW/UP CAMERA 10
k 8	0	0	0	0	0	0	X SHIFT/TILT18
k 9	0	0	0	0	0	0	Y SHIFT/TILT27 0
k 10	80	270	80	0	0	0	FOCUS/LOCAMFOC
k 11	5	3	0	0	20	5	Lose/DTHI//scan
k 12	-4573	-5036					DPX/DPY
k 13	0	0	0	0	0	0	TILT0/TILT90 0
k 14	0	0	0	0	0	0	MTR WT/PKUP WT 0
k 15	1	0	1	1	0	65	POS WT/MT WT 1
k 16	2000	500	0	0	600	600	LM
k 17	2	43400	2	0	0	0	/XPIC
k 18	400	1000	0	0	500	500	WSL/WSLQ
k 19	2000	500	0	0	20000	20000	WS1/WSL1

ITEM HELP

k 1 Rem
The first character specify a special feature1=Skip skew checkR=log file of repeatabilityetc.Last 3 characters secify screen color but not used in current software

2. Change system constant k37 first value as -7.37 (factory set value).

CONSTANT DATA

Quick SET

Constant Data

	# 1	# 2	# 3	# 4	# 5	# 6	Remark*****
k 34	5	0	0	0	0	-30	v / /cont/brt 0
k 35	-7	9	0	0	0	0	X/Y OFFSET 0
k 36	103	3279	467	-11534	0	0	AMERA
⌘ k 37	-7.37	0	2	27	1200	450	X/Y SKEW tape0ff
k 38	0	0	0	0			#2 TILT0/90
k 39	0	0	0	0			#2 TILT18/27
k 40	0	0	0	0	0	0	#2 OFFSET 90
k 41	0	0	0	0	0	0	#2 OFFSET 180
k 42	0	0	0	0	0	0	#2 OFFSET 270
k 43	0	0	0	0	0	0	#2 OFFSET 0
k 44	-4499	4349	0	0	0	0	ND HEADOFFSET 23
k 45	3	0	20	20	0.6	0	ASER CENTER -480
k 46	10	10	0	0	0	0	#1 45 deg
k 47	10	10	0	0	0	0	#1 135 deg
k 48	10	10	0	0	0	0	#1 225 deg
k 49	10	10	0	0	0	0	#1 315 deg
k 50	0	0	0	0	0	0	#2 45 deg
k 51	0	0	0	0	0	0	#2 135 deg
k 52	0	0	0	0	0	0	#2 225 deg

ITEM HELP

k 37 # 1
X skew

3. After change above values press F2 to save data and terminate program once and turn off computer and mains.

Move head arm approx 2 inches back and forth by hand slowly several times and turn on mains and turn on computer and execute program.

This time the skew check after homing is skipped. load any data and go to PCB data.

PCBOARD DATA LIST Demo

MARK1 MARK2 X Y VIEW TRACE Align Origin

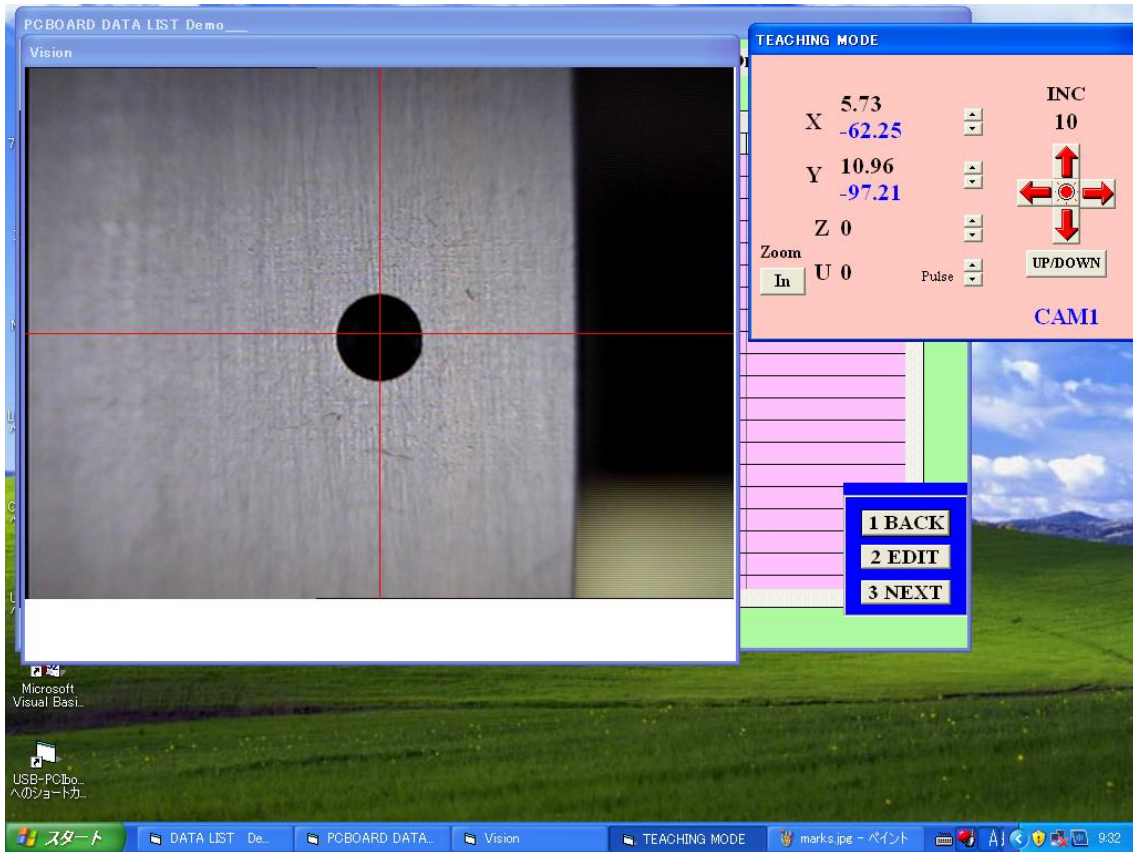
Bias point 67.98 108.17 # of parts per P.C.Board = 52

PCB DATA FROM BIAS POINT													
#	Hd	Fdr	X	Y	A	Pt	Nz	Ind	Strk	DT	HA	PF	REMARK-----+ ^
1	0	261	-20.11	84.87	0	33						0	
2	0	262	119.91	85.16	0	34						0	
3	1	4	0	0	90	4	2	1	860	0	0	3	
4	1	6	5.19	-4.16	15	4	2	1	860	0	0	3	
5	1	4	7.46	2.06	30	4	2	1	860	0	0	3	
6	1	6	14.13	1	45	4	2	1	860	0	0	3	
7	1	4	12.91	7.65	60	4	2	1	860	0	0	3	
8	1	6	19.25	9.86	75	4	2	1	860	0	0	3	
9	1	4	15.08	15.02	90	4	2	1	860	0	0	3	
10	1	6	19.32	20.29	105	4	2	1	860	0	0	3	
11	1	4	13.11	22.57	120	4	2	1	860	0	0	3	
12	1	6	14.22	29.23	135	4	2	1	860	0	0	3	
13	1	4	7.63	28.03	150	4	2	1	860	0	0	3	
14	1	6	5.18	34.39	165	4	2	1	860	0	0	3	
15	1	4	0.08	30.12	90	4	2	1	860	0	0	3	
16	1	6	-5.23	34.51	105	4	2	1	860	0	0	3	
17	1	4	-7.57	28.16	120	4	2	1	860	0	0	3	
18	1	6	-14.13	29.36	135	4	2	1	860	0	0	3	
19	1	4	-13.03	22.59	150	4	2	1	860	0	0	3	
20	1	6	-19.45	20.2	165	4	2	1	860	0	0	3	

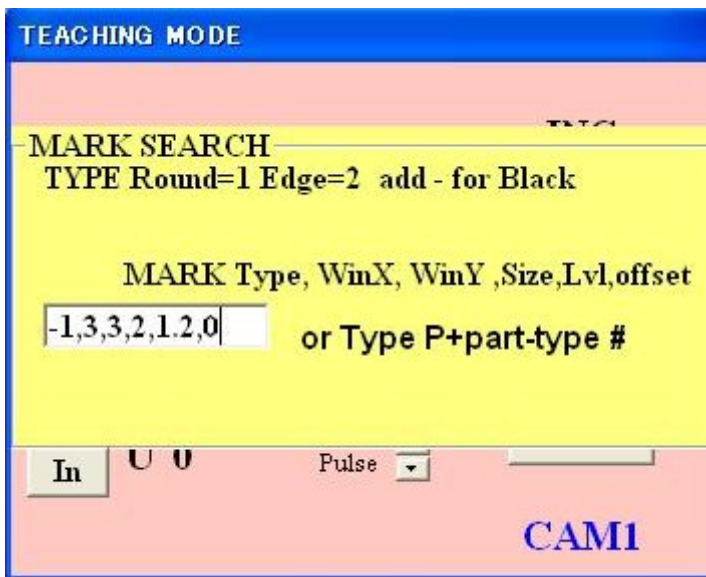
1 BACK
2 EDIT
3 NEXT

F1-Help F2-Backup F6-Prtl assy F8-Teaching ESC-Return Enter-Confirm

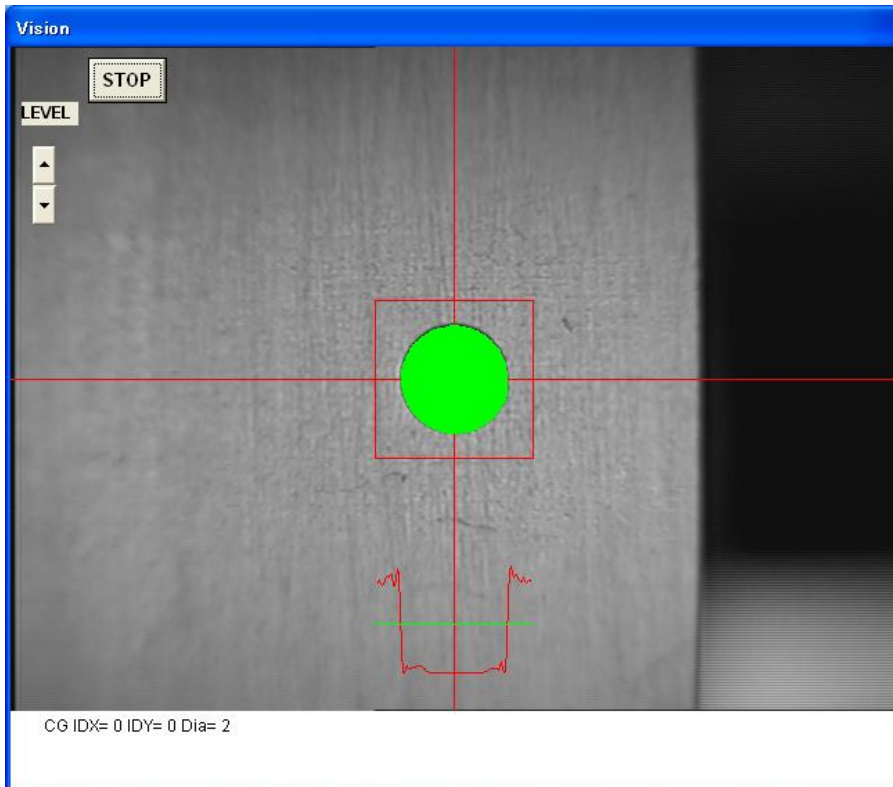
Click on MARK1 at top left and the camera moves left mark position.



If mark is far from cross line center then move camera by arrow key and when it comes approx center press S key then yellow window opens so input as -1,3,3,2,1.2,0<enter>



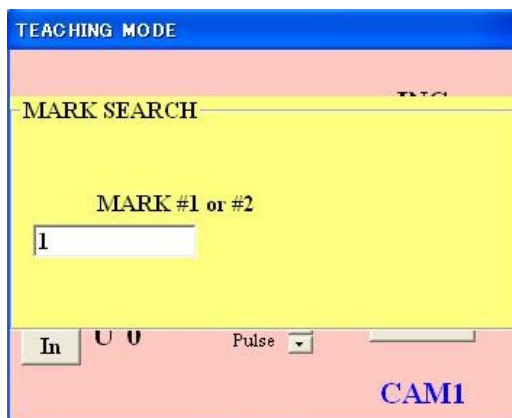
Then searching starts



When it centered and IDX and IDY becomes zero then press ENTER key and press Shift+F11 key



Click Y then yellow window asks which mark so if it is left one then input 1 and if it is right one then input 2. Press Escape key and back to PCB data and calibrate next MARK2.



After 2 marks are calibrated , back to system constant k1 and erase 1 of remark and change as EMO and press F2 key again to save all changes.