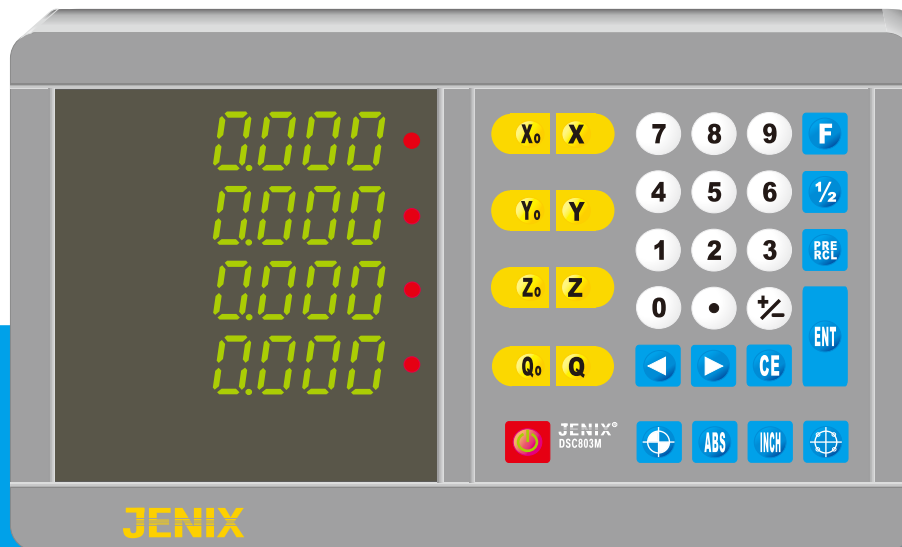


Digital
Counter

USER'S MANUAL

DSC800 SERIES



D C

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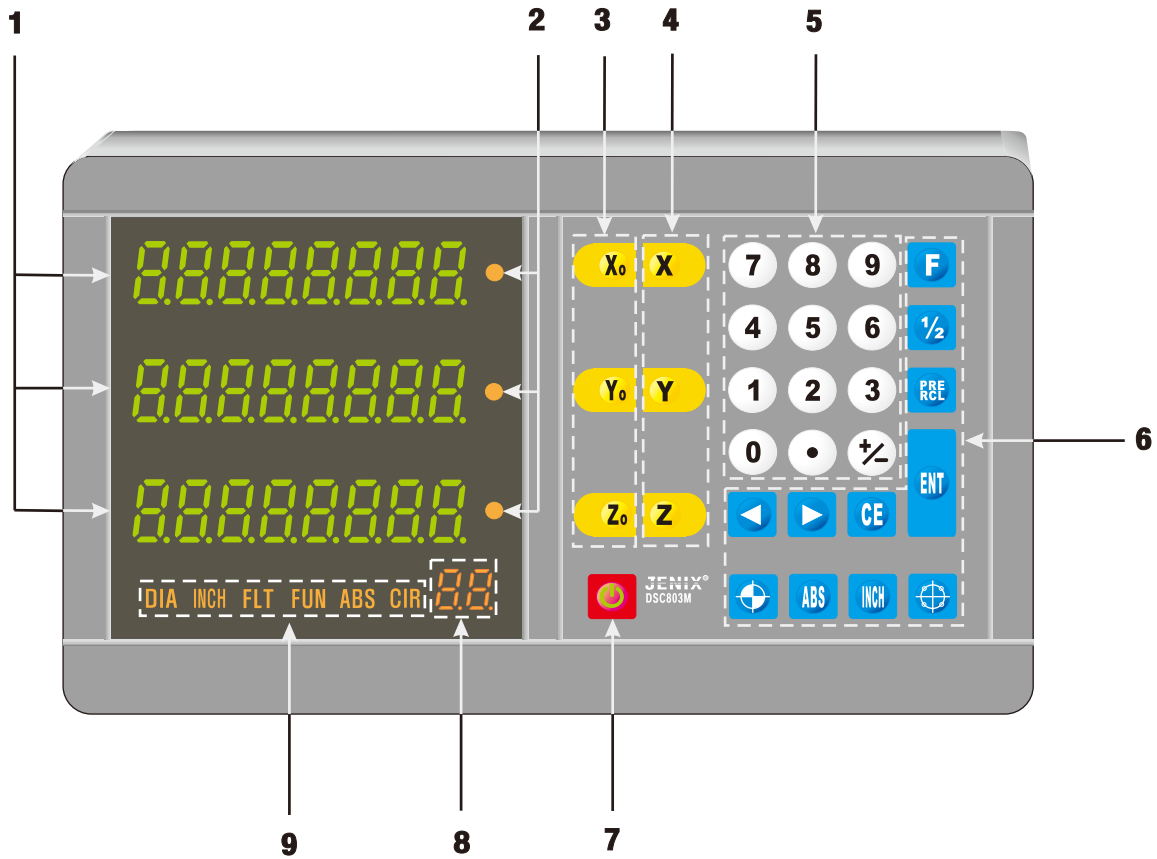
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D DESCRIPTION OF DSC-800

C

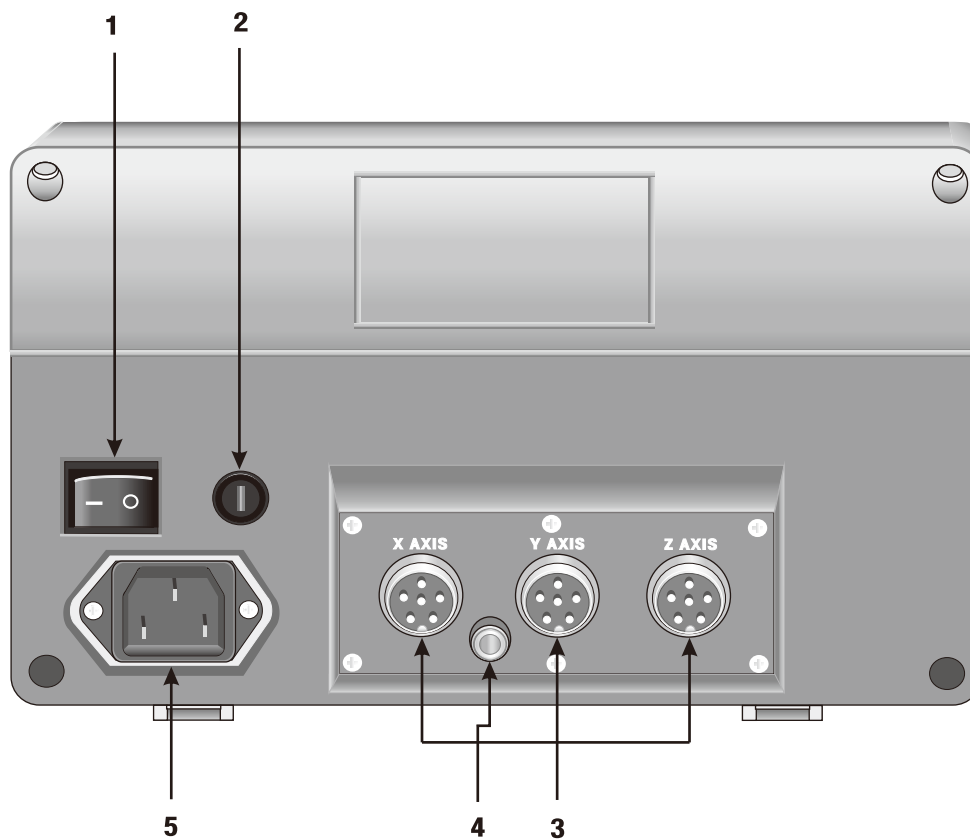
1. Front Panel



Keys	Description
1. Display area	Display the values of X, Y and Z axis
2. Axis indication lamp	Lamp will be on when the axis selected
3. Zero set keys	Initializing key
4. Axis indication key	To select the axis
5. Numbers key	0 ~ 9 numbers
6. Function Key	To begin any function, firstly start with "F"
7. ON/OFF switch	Turn on / off the display unit
8. Subsidiary display area	Display when "ABS" or Bolt hole circle... selected
9. Function lamp	Lamp will be on when a function selected

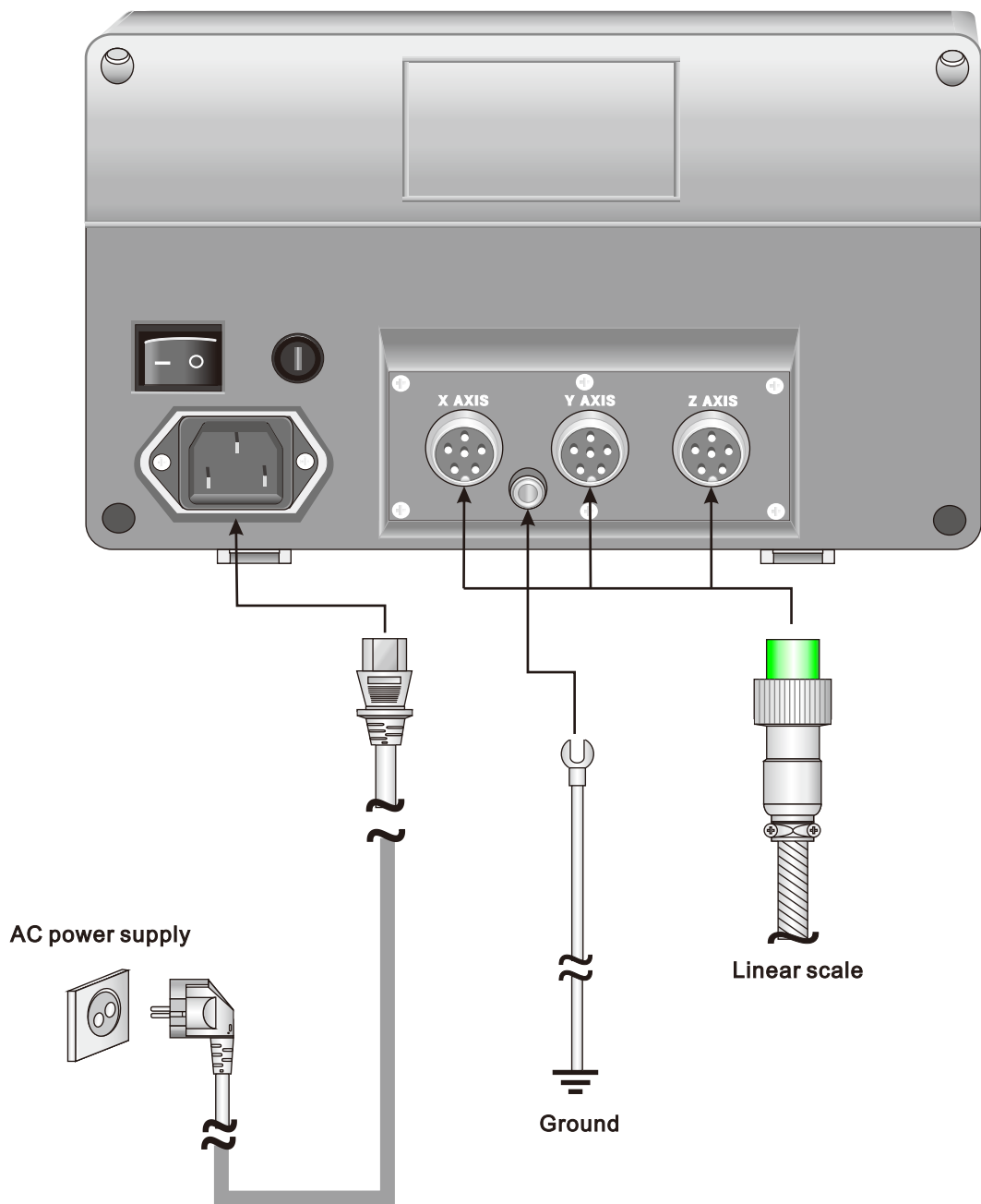
Note) This manual explains every function on the basis of 3-axis display unit (DSC-803).

2. Back Panel



















Keys	Description
1. Main power switch	ON/OFF the main power
2. Fuse	220V/1A
3. Connectors for scale	Connections for X, Y and Z axes
4. GND	Ground connector
5. AC supply power	Connection with a power cord

3. Wire connection



4. Description of buttons

Key	Name	Description
	Axis zero key	Reset present displayed axis
	Axis (indication) key	Select axis
	Number key	Numbers of 0 ~ 9
	Dot key	Input the value of decimal point
	+/- key	Changing positive(+) or negative(-) value
	Enter key	"Enter" means completion of the process
	Backward / Forward	When using "Menu" or "Function", move by sequence. Use this to look for the number of ABS or Bolt hole circle.
	Cancel key	Cancel input processing. Cancel executing operation. Clear the error.
	Function key	To use any function, firstly push "F" key
	1/2 key	Divide present value into a half
	Preset Recall	Recall memorized coordinates
	Absolute position	To use ABS at any position
	Bolt hole circle	To use Bolt hole circle function
	Mm / inch	Changing mm / inch
	Error key	To find error of a scale
	On / Off key	Turn on / off the FND display

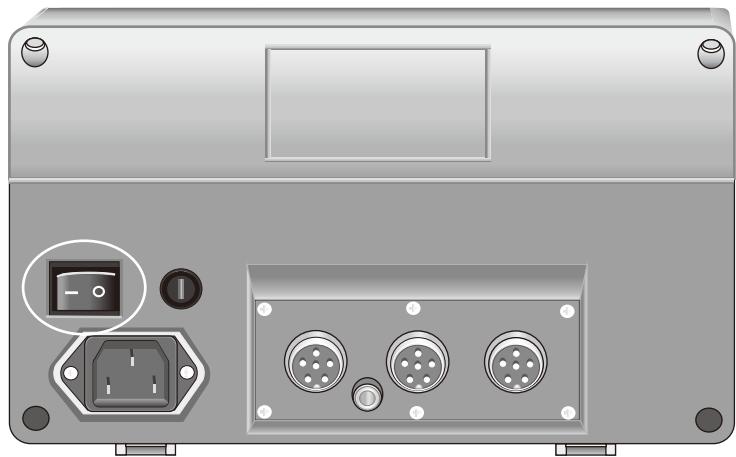
DC

BASIC OPERATION

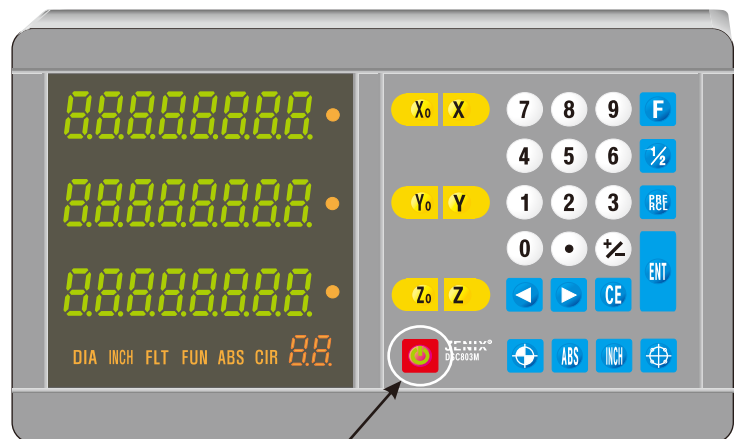
Power ON / OFF

For general use, leave the main switch always ON, use ON/OFF switch of the front side.
System will be on after 3 seconds of turning on.

- Main switch of the rear side

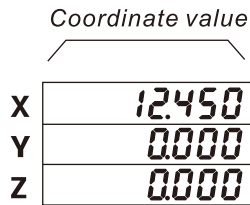
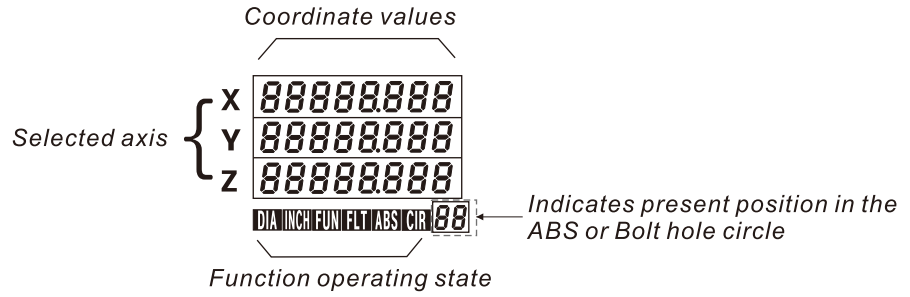


- ON/OFF switch of the front side



ON/OFF switch. If the switch of rear side is on, inside circuit is still working even when this switch is off.

Explanation of operation



Here explains present operating situation

"Input 12.450"

1. Preset

X → Input value → ENT	To input any value and to use the value repeatedly.													
<p>Ex. Input value is 12.45 and use it repeatedly.</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 20px;"> <p>Start point</p> </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr> <td style="border: 1px solid black; padding: 2px 5px;">X</td> <td style="border: 1px solid black; padding: 2px 5px;">1</td> <td style="border: 1px solid black; padding: 2px 5px;">2</td> <td style="border: 1px solid black; padding: 2px 5px;">.</td> <td style="border: 1px solid black; padding: 2px 5px;">4</td> <td style="border: 1px solid black; padding: 2px 5px;">5</td> <td style="border: 1px solid black; padding: 2px 5px;">ENT</td> </tr> </table> <table style="margin-top: 5px; border-collapse: collapse;"> <tr> <td style="border: none; padding-right: 5px;">X</td> <td style="border: 1px solid black; padding: 2px 5px;">12.450</td> </tr> <tr> <td style="border: none; padding-right: 5px;">Y</td> <td style="border: 1px solid black; padding: 2px 5px;">0.000</td> </tr> <tr> <td style="border: none; padding-right: 5px;">Z</td> <td style="border: 1px solid black; padding: 2px 5px;">0.000</td> </tr> </table> </div> </div>		X	1	2	.	4	5	ENT	X	12.450	Y	0.000	Z	0.000
X	1	2	.	4	5	ENT								
X	12.450													
Y	0.000													
Z	0.000													
<p style="text-align: right;">Input "12.45"</p>														

2. Recall preset values

X → RCL	To recall preset values, and use it repeatedly																																					
<p>Ex. To make 3 holes with the interval of "10.000"</p> <div style="display: flex; align-items: center; justify-content: center;"> <div style="text-align: center; margin-right: 20px;"> <p>Start point</p> </div> </div>																																						
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Y	0.000																																					
Z	0.000																																					

3. Reset (Display Zero)

X₀ Y₀ Z₀	To make each axis zero						
<p>Ex. </p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> X₀ Y₀ Z₀ </div> <div style="margin-left: 20px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> </div> </div>	X	0.000	Y	0.000	Z	0.000	
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Z	0.000						

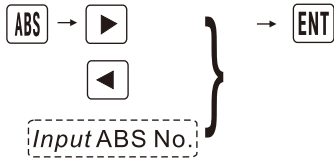
4. 1 / 2 Function (dividing into a half)

X → ½	To divide a value into a half												
<p>Ex. To divide "12.400" into a half</p> <p style="margin-top: 20px;">Input or recall "12.400"</p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> X ½ </div> <div style="margin-left: 20px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>X</td><td>12.400</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>X</td><td>6.200</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> </div> </div>	X	12.400	Y	0.000	Z	0.000	X	6.200	Y	0.000	Z	0.000	
X	12.400												
Y	0.000												
Z	0.000												
X	6.200												
Y	0.000												
Z	0.000												

5. inch/mm conversion

INCH	To change from mm to inch												
<p>Ex. </p> <p style="margin-top: 20px;">25.400 mm ↔ 1.000 inch</p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> INCH </div> <div style="margin-left: 20px;"> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>X</td><td>25.400</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> <table border="1" style="border-collapse: collapse; text-align: center;"> <tr><td>X</td><td>1.0000</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> </table> </div> </div> <p style="text-align: center; margin-top: 10px;"><small>INCH</small></p>	X	25.400	Y	0.000	Z	0.000	X	1.0000	Y	0.0000	Z	0.0000	<p style="margin-top: 20px;">Input "inch" key then INCH lamp is on</p> <p style="margin-top: 20px;">Push "inch" key to release, INCH lamp is off</p>
X	25.400												
Y	0.000												
Z	0.000												
X	1.0000												
Y	0.0000												
Z	0.0000												

6. INCR/ABS Conversion

	<p>To set absolute position. ABS number can be 0~99 (100). In ABS mode, Bolt hole circle is unavailable. ABS number appears in the subsidiary display. Search ABS no. using, ◀ ▶ keys.</p>										
<p>1) Input ABS no.</p>											
<p>ABS</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table> <p style="text-align: right; margin-right: 20px;">← “Blinking”</p>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										
<p style="border: 1px dashed black; display: inline-block; padding: 2px;">Input a number</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table> <p style="text-align: right; margin-right: 20px;">← Input one of 0~99</p>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										
<p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										
<p>2) input ABS number using ◀ , ▶ key.</p>											
<p>ABS</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table> <p style="text-align: right; margin-right: 20px;">← “Blinking”</p>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										
<p>▶ } ◀ }</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										
<p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 5%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td></td><td style="text-align: right; padding-right: 5px;">ABS</td></tr> <tr><td></td><td style="border: 1px solid black; padding: 2px;">0</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		ABS		0
X	0.000										
Y	0.000										
Z	0.000										
	ABS										
	0										

3) To find preset ABS coordinates in ABS mode

ABS mode (lamp on)

X	1000
Y	7000
Z	0000
ABS <input type="checkbox"/>	

In ABS mode, pre saved ABS number can be found easily using ◀ ▶ keys.



X	10000
Y	-9680
Z	24585
ABS <input checked="" type="checkbox"/>	



X	1000
Y	7000
Z	0000
ABS <input type="checkbox"/>	

4) To return to normal from ABS mode.

Normal state

X	2400
Y	8830
Z	39985



X	10000
Y	-9680
Z	24585
ABS <input checked="" type="checkbox"/>	

Push ABS key twice in the ABS mode, ABS lamp and number are off.

← Blinking



X	10000
Y	-9680
Z	24585
ABS <input checked="" type="checkbox"/>	



X	10000
Y	-9680
Z	24585
ABS <input checked="" type="checkbox"/>	

← Blinking



X	2400
Y	8830
Z	39985

Normal state

Ex. To assign "10.000" to the ABS no. 5 of X-axis

Normal mode

X	395.2 10
Y	-8065
Z	0.000

ABS

X	395.2 10
Y	-8065
Z	0.000

ABS 0

← *Blinking*

▶
◀
OR
5

X	40.765
Y	16.0 10
Z	-3.250

ABS 5

To find ABS no.5, move ◀▶ or directly input 5.

ENT

X	123.785
Y	9600
Z	-2.400

ABS 5

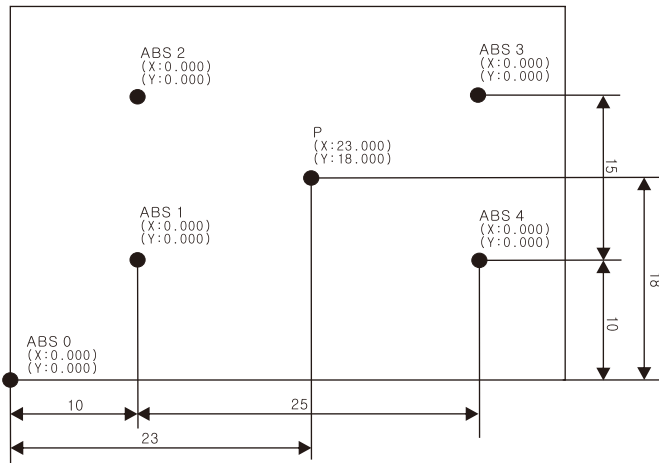
X 1 0 ENT

X	10.000
Y	9600
Z	-2.400

ABS 5

Type "10.000"

Ex. To assign each point(coordinates) to each ABS number.



<PIC. 1>

Initial preset value from ABS no.0~99 is "0.000"

Normal state

X	-20.945
Y	13.800
Z	10.000

X₀ Y₀ Z₀

X	0.000
Y	0.000
Z	0.000

Make each axis zero even in the normal mode.

ABS

X	-20.945
Y	13.800
Z	10.000

Changing from Normal to ABS mode

ABS 0

← "Blinking"

▶ }
◀ }
 OR
0

X	-20.945
Y	13.800
Z	10.000

ABS 0

ENT

X	0.000
Y	0.000
Z	0.000

ABS 0

X₀ Y₀

X	0.000
Y	0.000
Z	0.000

ABS 0

X	10.000
Y	10.000
Z	0.000

ABS 0

Move worktable until 10.000 displayed in the X and Y axis window. (see ABS.1 of <PIC.1>)

		X	10.000	1) Define ABS no.1
		Y	10.000	
		Z	0.000	
			ABS 1	Move to "1" using ▶
	X ₀ Y ₀	X	0.000	
		Y	0.000	
		Z	0.000	
			ABS 1	
		X	0.000	Move worktable until "15.000" displayed
		Y	15.000	in the Y-axis window (ABS no.2 in the <PIC.1>)
		Z	0.000	
			ABS 1	
▶		X	0.000	1) Define ABS no.2
		Y	15.000	
		Z	0.000	
			ABS 2	Move to "2" using ▶
	Y ₀	X	0.000	
		Y	0.000	
		Z	0.000	
			ABS 2	
		X	25.000	Move worktable until "25.000" displayed
		Y	0.000	in the X-axis window (ABS no.3 in the <PIC.1>)
		Z	0.000	
			ABS 2	
▶		X	25.000	1) Define ABS no.3
		Y	0.000	
		Z	0.000	
			ABS 3	Move to "3" using ▶
	X ₀	X	0.000	
		Y	0.000	
		Z	0.000	
			ABS 3	
		X	0.000	Move worktable until "-15.000" displayed
		Y	-15.000	in the Y-axis window (ABS no.4 in the <PIC.1>)
		Z	0.000	
			ABS 3	
▶		X	0.000	1) Define ABS no.4
		Y	-15.000	
		Z	0.000	
			ABS 4	Move to "4" using
	Y ₀	X	0.000	
		Y	0.000	
		Z	0.000	
			ABS 4	

Ex. To find the coordinates of ABS no.1 as in the <pic.1>,

Normal mode

X	23000
Y	18000
Z	0000

ABS

X	0000
Y	0000
Z	0000

ABS 4

← "Blinking"

▶
◀
OR
1

X	13000
Y	8000
Z	0000

ABS 1

Move to "1" using ◀▶ keys, or type "1"

ENT

X	13000
Y	8000
Z	0000

ABS 1

X	0000
Y	0000
Z	0000

ABS 1

ABS no.1 can be found by moving X-axis and Y-axis worktables until 0.000 displayed each window.

7. Bolt hole circle

There are 4 factors for Bolt hole circle.

- 1) Radius (R), or Diameter(d)
- 2) The number of holes: d-no
- 3) Start angle: Sph
- 4) Final angle: Eph

Details for 4 factors (imputable range)

Factors	Available range
Radius(r) or diameter(d)	+8000.999mm or +400.9998inch
The number of holes	2 ~ 99 holes
Start angle (Sph)	0.000 ~ 359.999
Final angle (Eph)	0.001 ~ 999.999

Ex. An example of a bolt hole circle

Axis setting = X & Y axis
 Radius(r) = 10.0
 The number of holes = 8
 Start angle = 0°.0"
 Final angle = 360°.0"

Normal mode

X₀ Y₀ Z₀

⊕

1 0

X	12.460
Y	-98.45
Z	30.100
X	0.000
Y	0.000
Z	0.000
X	c l r rAd
Y	0.000
Z	0.000
Ⓜ	
X	c l r rAd
Y	10.000
Z	0.000
Ⓜ	

Note

Before setting for bolt hole circle, a datum point should be defined.

Input 4 factors → move worktable → X & Y-axis window display "0.000" → find next hole by pushing ⏪ key.

By using ⏪ ⏩ keys, the position (or ABS no.) of previous or next hole can be found easily.

Bolt hole circle is unavailable in the 1-axis display unit

Please do not move worktable during inputting factors.

← Blinking

ENT

X	d-no
Y	1
Z	0.000

CIR

4

X	d-no
Y	8
Z	0.000

CIR

Input the number of holes, "8".

ENT

X	SPh
Y	0.000
Z	0.000

CIR

Push ENT key as the start angle is "0°".

ENT

X	EPH
Y	360.000
Z	0.000

CIR

Final angle will be 360°, as the start angle is 0°.
Final angle = start angle + 360

ENT

X	10.000
Y	0.000
Z	0.000

CIR

This is the position of first hole.

- NOTE -

- * Processing direction is counterclockwise.
- * Final angle should be added 360 to the start angle.

$$\text{Final angle } (^{\circ}) = \text{Start angle} + 360$$

► An example of bolt hole circle

X 10.000
Y 0.000
Z 0.000
CIR 1

1st hole

Move worktable until 0.000 displayed in the X-axis window.

X 0.000
Y 0.000
Z 0.000
CIR 1

1) Execute hole processing



X -2.935
Y 70.70
Z 0.000
CIR 2

2nd hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X 0.000
Y 0.000
Z 0.000
CIR 2

2) Execute 2nd hole processing



X -70.75
Y 2.930
Z 0.000
CIR 3

3rd hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X 0.000
Y 0.000
Z 0.000
CIR 3

3) Execute 3rd hole processing



X -70.75
Y -2.930
Z 0.000
CIR 4

4th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X 0.000
Y 0.000
Z 0.000
CIR 4

4) Execute 4th hole processing



X	-2935
Y	-7070
Z	0.000

CIR 5

5th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.000
Y	0.000
Z	0.000

CIR 5

5) Execute 5th hole processing



X	2935
Y	-7070
Z	0.000

CIR 6

6th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.000
Y	0.000
Z	0.000

CIR 6

6) Execute 6th hole processing



X	7075
Y	-2930
Z	0.000

CIR 7

7th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.000
Y	0.000
Z	0.000

CIR 7

7) Execute 7th hole processing



X	-7075
Y	2930
Z	0.000

CIR 8

8th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.000
Y	0.000
Z	0.000

CIR 8

8) Execute 8th hole processing

8. Axis setting for Bolt hole circle

1). Setting as X & Y-axis

F → ▶ → ENT → ENT		Only available in 2, 3 and 4-axis display unit.
F	X 1L ALE Y 0.000 Z 0.000	
▶	ENT X 2.c 1r cLE Y 0.000 Z 0.000	
ENT	ENT X 1A H 15 H Y Y 0.000 Z 0.000	
ENT	ENT X 0.000 Y 0.000 Z 0.000	

1). Setting as X & Z-axis

F → ▶ → ENT → ▶ → ENT		Only available in DSC-803(3-axis), 804(4-axis) display unit.
F	X 1L ALE Y 0.000 Z 0.000	
▶	ENT X 2.c 1r cLE Y 0.000 Z 0.000	
ENT	ENT X 1A H 15 H Y Y 0.000 Z 0.000	
▶	ENT X 2A H 15 H Z Y 0.000 Z 0.000	
ENT	ENT X 0.000 Y 0.000 Z 0.000	

3). Setting as Y & Z-axis





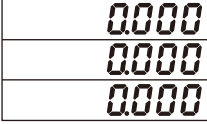















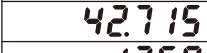




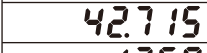


F → ▶ → ENT → ▶ → ▶ → ENT	Only available in DSC-803(3-axis), 804(4-axis) display unit.						
F	<table border="1" style="margin: auto;"> <tr><td>X</td><td>1.1 R t E</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> RUN	X	1.1 R t E	Y	0.000	Z	0.000
X	1.1 R t E						
Y	0.000						
Z	0.000						
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>2.2 1 r c L E</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> RUN	X	2.2 1 r c L E	Y	0.000	Z	0.000
X	2.2 1 r c L E						
Y	0.000						
Z	0.000						
ENT	<table border="1" style="margin: auto;"> <tr><td>X</td><td>1.1 R H 1 5 H Y</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> RUN	X	1.1 R H 1 5 H Y	Y	0.000	Z	0.000
X	1.1 R H 1 5 H Y						
Y	0.000						
Z	0.000						
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>2.2 R H 1 5 H Z</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> RUN	X	2.2 R H 1 5 H Z	Y	0.000	Z	0.000
X	2.2 R H 1 5 H Z						
Y	0.000						
Z	0.000						
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>3.3 R H 1 5 Y Z</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table> RUN	X	3.3 R H 1 5 Y Z	Y	0.000	Z	0.000
X	3.3 R H 1 5 Y Z						
Y	0.000						
Z	0.000						
ENT	<table border="1" style="margin: auto;"> <tr><td>X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table>	X	0.000	Y	0.000	Z	0.000
X	0.000						
Y	0.000						
Z	0.000						

4). Setting as Radius & Diameter

F → ▶ → ENT → ▶ → ▶ → ▶ → ENT	Only available in DSC-802, 803, 804 display unit.								
F	<table border="1" style="margin: auto;"> <tr><td>X</td><td>1.1 R_{LE}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	1.1 R _{LE}	Y	0.000	Z	0.000	RUN	
X	1.1 R _{LE}								
Y	0.000								
Z	0.000								
RUN									
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>2.2 R_{LE}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	2.2 R _{LE}	Y	0.000	Z	0.000	RUN	
X	2.2 R _{LE}								
Y	0.000								
Z	0.000								
RUN									
ENT	<table border="1" style="margin: auto;"> <tr><td>X</td><td>1.1 R_{15 H_Y}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	1.1 R _{15 H_Y}	Y	0.000	Z	0.000	RUN	
X	1.1 R _{15 H_Y}								
Y	0.000								
Z	0.000								
RUN									
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>2.2 R_{15 H_Z}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	2.2 R _{15 H_Z}	Y	0.000	Z	0.000	RUN	
X	2.2 R _{15 H_Z}								
Y	0.000								
Z	0.000								
RUN									
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>3.3 R_{15 Y_Z}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	3.3 R _{15 Y_Z}	Y	0.000	Z	0.000	RUN	
X	3.3 R _{15 Y_Z}								
Y	0.000								
Z	0.000								
RUN									
▶	<table border="1" style="margin: auto;"> <tr><td>X</td><td>4.4 R_{15 - r R_d}</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">RUN</td></tr> </table>	X	4.4 R _{15 - r R_d}	Y	0.000	Z	0.000	RUN	
X	4.4 R _{15 - r R_d}								
Y	0.000								
Z	0.000								
RUN									
ENT	<table border="1" style="margin: auto;"> <tr><td>X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		
X	0.000								
Y	0.000								
Z	0.000								

Changing radius ↔ diameter
(Bolt hole circle)

9. Error Message

	<p>Cable cut. Inaccurate operation due to dust or dirt. Scratch or crack of a glass scale. Push CE key, error message will disappear</p> <p><Note> when new scale installed or repaired, push CE key before using, to clear Error message.</p>
<p style="text-align: center;">  There is no scale connected in X-axis of a display unit. </p> <p style="text-align: center;"> Ex.  To remove error message, push CE key </p>	<div style="display: flex; justify-content: space-between;"> <div style="width: 45%;"> <p style="text-align: center;">  X  Y  Z   </p> <p style="text-align: center;">  X  Y  Z   </p> <p style="text-align: center;">  X  Y  Z   </p> </div> <div style="width: 50%;"> <p>This means cable of a scale is cut or disconnected.</p> <p>Measured value error due to dirt or foreign body in a scale.</p> <p>Measured value error due to damage or scratch of a glass scale</p> </div> </div> <div style="display: flex; justify-content: space-between; margin-top: 20px;"> <div style="width: 45%;"> <p style="text-align: center;">  X  Y  Z   </p> <p style="text-align: center;">  X  Y  Z   </p> </div> <div style="width: 50%;"> <p>Remove the error message by CE key</p> </div> </div>

Cause of Error and solution

Symptom	Cause	Solution
Inaccuracy	Foreign body in a scale. Lubrication oil in a scale. Loose connection of a scale. No ground. Lubrication in joint of extension cable. Wrong operation for Rate or Resolution. Breakdown of glass, reading head or flexible cable.	Remove the foreign body. Remove the lubrication oil. Tighten up the connectors. It needs grounding. Clean up the joint part. Operate "RATE" or "Resolution" Otherwise, contact your local service.
No counting	Electric shock from outside. Wrong operation for input "RATE".	Check the ground. Correct "RATE"
"OPEN" message	There is no connection. Wire is cut.	Make sure the connection and wire cut. Otherwise, contact your local service.

DC

FUNCTION

F

All of operation for function starts from F key

- F**
- 1. LATHE : Summing function for lathe (38p)
 - 2. CIRCLE : Bolt hole circle (22 ~ 24p)
 - 3. SCALE : Changing resolution
 - 4. DIR : Changing processing direction
 - 5. RATE : Rate, Correction or Compensation.
 - 6. DIA : Double counting for lathe (39 ~ 40p)
 - 7. RESET: Initializing function
 - 8. TEST: FND (Flexible Numeric Display) testing

1. Changing resolution (SCALE)

1) 5/1000mm (3.SCALE)
(0.0002 inch)

F → ▶ → ▶ → ENT → X → ENT → 5 → ENT		After applying new resolution, 0.000 will be displayed. Resolution should be set according to the scale's resolution
F ▶ ▶ (Double)	X 3.5cALE Y 0.000 Z 0.000 ENT	
ENT	X 3.5cALE Y SEL RH IS Z 0.000 ENT	
X	X 5.000 Y SEL RH IS Z 0.000 ENT	
ENT	X 5.000 Y SEL RH IS Z 0.000 ENT	
5	X 5.000 Y SEL RH IS Z 0.000 ENT	
ENT	X 0.000 Y 0.000 Z 0.000	

2) 1/1000mm (3.ScALE)
 (0.00004 inch)

F → **▶** → **▶** → **ENT** → **X** → **ENT** → **1** → **ENT**

After applying new resolution, 0.000 will be displayed.
 Resolution should be set according to the scale's resolution

F **▶** **▶**
 (Double)

X	35cALE
Y	0.000
Z	0.000

ENT

ENT

X	35cALE
Y	SEL RH 15
Z	0.000

ENT

X

X	5.000
Y	SEL RH 15
Z	0.000

ENT

ENT

X	5.000
Y	SEL RH 15
Z	0.000

ENT

1

X	1.000
Y	SEL RH 15
Z	0.000

ENT

ENT

X	0.000
Y	0.000
Z	0.000

2) 5/10000mm (3.ScALE)
 (0.00002 inch)

F → [▶] → [▶] → ENT → X → ENT →
 0 → . → 5 → ENT

After applying new resolution, 0.00000 will be displayed.
 The resolution should be same as its scale's.

F [▶] [▶]
 (Double)

X 35cALE
 Y 00000
 Z 00000
 INCH/FUN

ENT

X 35cALE
 Y SEL RH 15
 Z 00000
 INCH/FUN

X

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

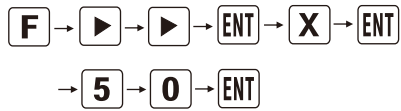
0 . 5

X 0.500
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 0.00000
 Y 00000
 Z 00000
 INCH

3) 5/100mm (3.SCALE)
(0.002 inch)



After applying new resolution, 0.000 will be displayed.
Resolution should be set according to the scale's resolution

F [▶] [▶]
(Double)

X	35cALE
Y	0.000
Z	0.000

RUN

ENT

X	35cALE
Y	SEL AH 15
Z	0.000

RUN

X

X	5.000
Y	SEL AH 15
Z	0.000

RUN

ENT

X	5.000
Y	SEL AH 15
Z	0.000

RUN

5 0

X	50.000
Y	SEL AH 15
Z	0.000

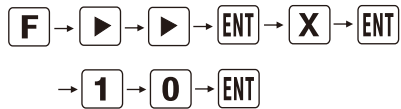
RUN

ENT

X	0.000
Y	0.000
Z	0.000

4) 1/100mm (3.ScALE)

(0.0004 inch)



After applying new resolution, 0.000 will be displayed.
 Resolution should be set according to the scale's resolution

F [▶] [▶]
 (Double)

X	35cALE
Y	0.000
Z	0.000

RUN

ENT

X	35cALE
Y	SEL AH 15
Z	0.000

RUN

X

X	5.000
Y	SEL AH 15
Z	0.000

RUN

ENT

X	5.000
Y	SEL AH 15
Z	0.000

RUN

1 0

X	10.000
Y	SEL AH 15
Z	0.000

RUN

ENT

X	0.000
Y	0.000
Z	0.000

2. Changing direction (4.dlr)

	Processing direction can be changed as below Left (+), Right(-) → Left (-), Right (+)																																						
<p> (3 times) </p> <p> </p> <p> </p> <p> </p> <p> </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">X</td> <td style="text-align: left;">4d lr</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">X</td> <td style="text-align: left;">4d lr</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="text-align: left;">SEL RH IS</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">X</td> <td style="text-align: left;">d lr ---]</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="text-align: left;">SEL RH IS</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">X</td> <td style="text-align: left;">d lr [----</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="text-align: left;">SEL RH IS</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;"></td> </tr> </table> <table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td style="text-align: right;">X</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="text-align: left;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="text-align: left;">0.000</td> </tr> </table>	X	4d lr	Y	0.000	Z	0.000			X	4d lr	Y	SEL RH IS	Z	0.000			X	d lr ---]	Y	SEL RH IS	Z	0.000			X	d lr [----	Y	SEL RH IS	Z	0.000			X	0.000	Y	0.000	Z	0.000
X	4d lr																																						
Y	0.000																																						
Z	0.000																																						
X	4d lr																																						
Y	SEL RH IS																																						
Z	0.000																																						
X	d lr ---]																																						
Y	SEL RH IS																																						
Z	0.000																																						
X	d lr [----																																						
Y	SEL RH IS																																						
Z	0.000																																						
X	0.000																																						
Y	0.000																																						
Z	0.000																																						

3. Rate or Correction (5.rAtE)

<p>F → ▶ → ▶ → ▶ → ▶ → ENT → X → ENT</p> <p>→ Input RATE → ENT</p>	<ul style="list-style-type: none"> In case measured distance(value) is different from real distance. Initial value from factory is "1.000000". Input range is 0.000001~9.999999. If 0.000000 is set, there will not be displayed anything but "0".
--	--

<p>F ▶ ▶ ▶ ▶ (4 times)</p>	<p>X 5.rAtE</p> <p>Y 0.000</p> <p>Z 0.000</p> <p style="text-align: center;">ENT</p>	
<p>ENT</p>	<p>X 5.rAtE</p> <p>Y SEL RH IS</p> <p>Z 0.000</p> <p style="text-align: center;">ENT</p>	
<p>X</p>	<p>X 1.000000</p> <p>Y SEL RH IS</p> <p>Z 0.000</p> <p style="text-align: center;">ENT</p>	
<p>ENT</p>	<p>X 1.000000</p> <p>Y SEL RH IS</p> <p>Z 0.000</p> <p style="text-align: center;">ENT</p>	
<p>Input RATE</p>	<p>X 1.000000</p> <p>Y SEL RH IS</p> <p>Z 0.000</p> <p style="text-align: center;">ENT</p>	<p>Input "1.000000" as a rate value</p>
<p>ENT</p>	<p>X 0.000</p> <p>Y 0.000</p> <p>Z 0.000</p>	

Correct or Compensation



Ex. 1

$$\frac{\text{Real distance (100.000)}}{\text{Measured distance (100.100)}} = 0.999000$$

Ex. 2

$$\frac{\text{Real distance (100.000)}}{\text{Measured distance (99.900)}} = 1.001001$$

REF.

$$\frac{\text{Value from a check master or a block gauge}}{\text{Value of display unit}}$$

Ex.3

Real distance = 100mm
Measured distance = 100.4mm

$$\frac{100}{100.4} = 0.996015$$

F **▶** **▶** **▶** **▶**
(4 times)

X	SCALE
Y	0.000
Z	0.000

ENT

ENT

X	SCALE
Y	SEL RH 15
Z	0.000

ENT

X

X	1000000
Y	SEL RH 15
Z	0.000

ENT

ENT

X	1000000
Y	SEL RH 15
Z	0.000

ENT

0 **.** **9** **9** **6** **0** **1** **5**

X	0.996015
Y	SEL RH 15
Z	0.000

ENT

ENT

X	0.000
Y	0.000
Z	0.000

4.Reset function (7.rESEt)

1) ABS Reset (Delete ABS data)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT ▶ → ▶ → ENT </p>	<p>Be careful to use ABS reset, as this will delete all saved ABS data.</p>																														
<p> F ▶ ▶ ▶ ▶ ▶ ▶ (6 times) </p> <p>ENT</p> <p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">7rESEt</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; border: 1px solid black; padding: 2px;">RUN</td> </tr> </table> <p style="text-align: right; margin-top: 10px;">Move to No.7</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">1rSt Abs</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; border: 1px solid black; padding: 2px;">RUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">1rSt Abs</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">-- In It --</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; border: 1px solid black; padding: 2px;">RUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> </table>	X	7rESEt	Y	0.000	Z	0.000		RUN	X	1rSt Abs	Y	0.000	Z	0.000		RUN	X	1rSt Abs	Y	-- In It --	Z	0.000		RUN	X	0.000	Y	0.000	Z	0.000
X	7rESEt																														
Y	0.000																														
Z	0.000																														
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	RUN																														
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Y	-- In It --																														
Z	0.000																														
	RUN																														
X	0.000																														
Y	0.000																														
Z	0.000																														

2) Program Reset (Delete all saved data)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → ▶ → ENT </p>	<p>1) All saved data deleted and return factory setting;</p> <ul style="list-style-type: none"> * Resolution : 5/100. * Bolt hole circle : set as X & Y-axis, radius * Direction : the state from factory * Rate : 1.000000 * Removal of double counting function 																																															
<p> F ▶ ▶ ▶ ▶ ▶ ▶ (6 times) </p> <p>ENT</p> <p>▶</p> <p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">7-RESET</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="3" style="text-align: center;">ENT</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">1-5t ABS</td> <td rowspan="3"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="3" style="text-align: center;">ENT</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">2-5t ALL</td> <td rowspan="3"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="3" style="text-align: center;">ENT</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">2-5t ALL</td> <td rowspan="3"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">-- In It --</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="3" style="text-align: center;">ENT</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> <td rowspan="3"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> </table>	X	7-RESET		Y	0.000	Z	0.000	ENT			X	1-5t ABS		Y	0.000	Z	0.000	ENT			X	2-5t ALL		Y	0.000	Z	0.000	ENT			X	2-5t ALL		Y	-- In It --	Z	0.000	ENT			X	0.000		Y	0.000	Z	0.000
X	7-RESET																																															
Y	0.000																																															
Z	0.000																																															
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Z	0.000																																															
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Y	0.000																																															
Z	0.000																																															
ENT																																																
X	2-5t ALL																																															
Y	-- In It --																																															
Z	0.000																																															
ENT																																																
X	0.000																																															
Y	0.000																																															
Z	0.000																																															

Move to No.7

5. Testing FND (8.tESt)

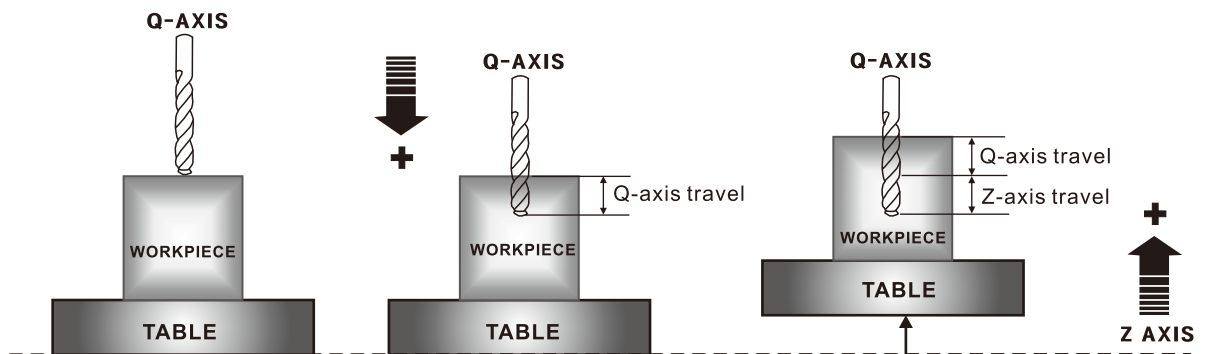
<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ </p> <p> → ENT → CE </p>	<p>Check FND (Flexible Numeric Display)</p>																																			
<p> F ▶ ▶ ▶ ▶ ▶ ▶ ▶ </p> <p>(7 times)</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">8.tESt</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; padding: 2px;">RUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">11111111</td> <td style="width: 10px;">•</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">11111111</td> <td>•</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">11111111</td> <td>•</td> </tr> <tr> <td colspan="3" style="text-align: center; padding: 2px;"> DIAGNCH FULWFLT ABS/CIR 1 1 </td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; padding: 2px;">RUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> </table>	X	8.tESt	Y	0.000	Z	0.000	RUN		X	11111111	•	Y	11111111	•	Z	11111111	•	DIAGNCH FULWFLT ABS/CIR 1 1			X	0.000	Y	0.000	Z	0.000	RUN		X	0.000	Y	0.000	Z	0.000	<p>Move to No.8</p> <p>During the test, all of the numbers changing from 1 to 8. This is repeated 3 times.</p> <p>To quit testing, push CE key.</p>
X	8.tESt																																			
Y	0.000																																			
Z	0.000																																			
RUN																																				
X	11111111	•																																		
Y	11111111	•																																		
Z	11111111	•																																		
DIAGNCH FULWFLT ABS/CIR 1 1																																				
X	0.000																																			
Y	0.000																																			
Z	0.000																																			
RUN																																				
X	0.000																																			
Y	0.000																																			
Z	0.000																																			
<p>CE</p>																																				

6. Adding up Z & Q axes(10. qAdd)

<p> F → → → → → → → → → → → ENT → → ENT </p>	<p>- The added up value shows in Z-axis window</p> <p>- To escape from this function , select “nor” (normal) at the 3rd step</p>																																									
<p> F (9times) </p> <p>ENT</p> <p> } } </p> <p>ENT</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td>Q</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">FUN</td></tr> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>nor</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td>Q</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">FUN</td></tr> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>9Ad</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td>Q</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">FUN</td></tr> <tr><td>X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td>Q</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: right;">Ad</td></tr> </table>	X	10.9Ad	Y	0.000	Z	0.000	Q	0.000	FUN		X	10.9Ad	Y	nor	Z	0.000	Q	0.000	FUN		X	10.9Ad	Y	9Ad	Z	0.000	Q	0.000	FUN		X	0.000	Y	0.000	Z	0.000	Q	0.000	Ad		<p>Added up value shows in Z-axis window.</p> <p>“Ad” will be displaying when in add-up mode.</p>
X	10.9Ad																																									
Y	0.000																																									
Z	0.000																																									
Q	0.000																																									
FUN																																										
X	10.9Ad																																									
Y	nor																																									
Z	0.000																																									
Q	0.000																																									
FUN																																										
X	10.9Ad																																									
Y	9Ad																																									
Z	0.000																																									
Q	0.000																																									
FUN																																										
X	0.000																																									
Y	0.000																																									
Z	0.000																																									
Q	0.000																																									
Ad																																										

Notice

When Q-axis moves **down**, and Z-axis moves **up**,
 their directions must be **same** as **+/+** or **-/-**.



- **Changing directions** (refer to the page3-7)

Z-axis: **F** → → → → → **ENT** → **Z** → (or) → **ENT**

Q-axis: **F** → → → → → **ENT** → **Q** → (or) → **ENT**

7. Pitch Setting for Magnetic scale

1) MSOW type

<p style="text-align: center;"> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ </p> <p style="text-align: center;"> → ▶ → ENT → X → ▶ → ENT </p>	MSOW type Magnetic Scale									
<p> F ▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶ </p> <p style="text-align: center;">(8 times)</p> <p>→ ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">9rEF</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; border: 1px solid black; padding: 2px;">FUN</td> </tr> </table>	X	9rEF	Y	SEL AH 15	Z	0.000	FUN		<p>Set the period(pith) to 5mm</p> <p>※ There are only two options here: 2mm or 5mm</p>
X	9rEF									
Y	SEL AH 15									
Z	0.000									
FUN										
<p style="text-align: center;">X</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">rEF 25</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; border: 1px solid black; padding: 2px;">FUN</td> </tr> </table>	X	rEF 25	Y	SEL AH 15	Z	0.000	FUN		
X	rEF 25									
Y	SEL AH 15									
Z	0.000									
FUN										
<p> ▶ } ◀ } </p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">rEF 5</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; border: 1px solid black; padding: 2px;">FUN</td> </tr> </table>	X	rEF 5	Y	SEL AH 15	Z	0.000	FUN		
X	rEF 5									
Y	SEL AH 15									
Z	0.000									
FUN										
<p style="text-align: center;">ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> </table>	X	0.000	Y	0.000	Z	0.000			
X	0.000									
Y	0.000									
Z	0.000									

⚠ Notice

- Factory setting is 25mm (for optical glass scale).
- In case of magnetic scale, MSOW is to be 5mm and MSS is to be 2mm.

2) Pitch setting for MSS type

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → X → ▶ → ▶ → ENT </p>	<p>For MSS type only</p>								
<p> F ▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶ (8 times) → ENT </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>rEF</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">ENT</td></tr> </table>	X	rEF	Y	SEL AH 15	Z	0.000	ENT	
X	rEF								
Y	SEL AH 15								
Z	0.000								
ENT									
<p>X</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>rEF 25</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">ENT</td></tr> </table>	X	rEF 25	Y	SEL AH 15	Z	0.000	ENT	
X	rEF 25								
Y	SEL AH 15								
Z	0.000								
ENT									
<p> ▶ } ◀ } </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>rEF 5</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">ENT</td></tr> </table>	X	rEF 5	Y	SEL AH 15	Z	0.000	ENT	
X	rEF 5								
Y	SEL AH 15								
Z	0.000								
ENT									
<p> ▶ } ◀ } </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>rEF 2</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;">ENT</td></tr> </table>	X	rEF 2	Y	SEL AH 15	Z	0.000	ENT	
X	rEF 2								
Y	SEL AH 15								
Z	0.000								
ENT									
<p>ENT</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		
X	0.000								
Y	0.000								
Z	0.000								

Set the period(pith) to 2mm

Notice

- Factory setting is 25mm (for optical glass scale).
- In case of magnetic scale, MSOW is to be 5mm and MSS is to be 2mm.

8. Vibration proof function

<p>F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶</p> <p>→ ▶ → ▶ → ▶ → ENT → ▶ → ENT</p>																															
<p>F ▶ ▶ ▶ (10 times)</p> <p>ENT</p> <p>▶ } ◀ }</p> <p>ENT</p>	<table border="1"> <tr><td>X</td><td>1105c</td></tr> <tr><td>Y</td><td>0000</td></tr> <tr><td>Z</td><td>0000</td></tr> <tr><td colspan="2">FUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>1105c</td></tr> <tr><td>Y</td><td>osc off</td></tr> <tr><td>Z</td><td>0000</td></tr> <tr><td colspan="2">FUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>1105c</td></tr> <tr><td>Y</td><td>osc on</td></tr> <tr><td>Z</td><td>0000</td></tr> <tr><td colspan="2">FUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>0000</td></tr> <tr><td>Y</td><td>0000</td></tr> <tr><td>Z</td><td>0000</td></tr> </table>	X	1105c	Y	0000	Z	0000	FUN		X	1105c	Y	osc off	Z	0000	FUN		X	1105c	Y	osc on	Z	0000	FUN		X	0000	Y	0000	Z	0000
X	1105c																														
Y	0000																														
Z	0000																														
FUN																															
X	1105c																														
Y	osc off																														
Z	0000																														
FUN																															
X	1105c																														
Y	osc on																														
Z	0000																														
FUN																															
X	0000																														
Y	0000																														
Z	0000																														

9. Displaying 0.1 or 0.01 unit from 0.001/0.005 (diSP: 0.000 → 0.00 or 0.0)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → X → ENT → input 10 or 100 → ENT </p>	<ul style="list-style-type: none"> - when scale resolution is 0.001 or 0.005, make the display 0.0 or 0.00 - when scale resolution is 0.01, make the display 0.0 - but original scale resolution is not changed at all. 																															
<p>• show the display 0.01 unit</p> <p> F ▶ ▶ ▶ (11 times) </p> <p>ENT</p> <p>X ENT</p> <p>1 0 ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">5.000</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">0.00</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table>	X	12.d 15P	Y	0.000	Z	0.000	FUN		X	12.d 15P	Y	5EL AH 15	Z	0.000	FUN		X	5.000	Y	5EL AH 15	Z	0.000	FUN		X	0.00	Y	0.000	Z	0.000	<p>* original factory setting is 5/1000 (mm).</p>
X	12.d 15P																															
Y	0.000																															
Z	0.000																															
FUN																																
X	12.d 15P																															
Y	5EL AH 15																															
Z	0.000																															
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Z	0.000																															
FUN																																
X	0.00																															
Y	0.000																															
Z	0.000																															
<p>• show the display 0.1 unit</p> <p> F ▶ ▶ ▶ (11 times) </p> <p>ENT</p> <p>X ENT</p> <p>1 0 0 ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">5.000</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">0.0</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table>	X	12.d 15P	Y	0.000	Z	0.000	FUN		X	12.d 15P	Y	5EL AH 15	Z	0.000	FUN		X	5.000	Y	5EL AH 15	Z	0.000	FUN		X	0.0	Y	0.000	Z	0.000	
X	12.d 15P																															
Y	0.000																															
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Y	5EL AH 15																															
Z	0.000																															
FUN																																
X	0.0																															
Y	0.000																															
Z	0.000																															

13. S-Type : Rotary encoder setting

(1) & (2) are necessary but (3) is optional.

(1) Linear → Rotary

F → 13 (or **▶** x 12 times) → **ENT** → **X** (or other axis) → **ENT** → **▶** → **ENT**

(2) input "PPR"

F → 3 (or **▶** x 2 times) → **ENT** → **X** (or other axis) → **ENT** → *input PPR* → **ENT**

(3) changing decimal point (optional)

F → 12 (or **▶** x 11 times) → **ENT** → **X** (or other axis) → **ENT** → *input "100"(x.x) or "10"(x.xx)* → **ENT**

(1) Linear → Rotary

F → 13
(or **▶** x 12 times)

X 13.5-tYPE
Y 0.000
Z 0.000
ENT

ENT

X 13.5-tYPE
Y SEL RH IS
Z 0.000
ENT

X **ENT**

X L InERr
Y SEL RH IS
Z 0.000
ENT

▶

X rotARy
Y SEL RH IS
Z 0.000
ENT

ENT

X 0.000
Y 0.000
Z 0.000

(2) input "PPR"

F → 3
(or **▶** x 2 times)

ENT

X **ENT**

"5.000" flickering

input PPR
(2500 for example)

* PPR: Pulse Per Revolution

ENT

X 35cALE
Y 0.000
Z 0.000
ENT

X 35cALE
Y SEL RH IS
Z 0.000
ENT

X 5.000
Y SEL RH IS
Z 0.000
ENT

X 2500.000
Y SEL RH IS
Z 0.000
ENT

X 0.000
Y 0.000
Z 0.000

(3) changing decimal point (digits)

F → 12
(or **▶** x 11 times)

ENT

X 12.d 1SP
Y 0.000
Z 0.000
ENT

X 12.d 1SP
Y SEL RH IS
Z 0.000
ENT

X **ENT**

X 5.000
Y SEL RH IS
Z 0.000
ENT

1 **0** **ENT**

((100)ENT will display 0.0)

X 0.00
Y 0.000
Z 0.000

To change Rotary → Linear do the reverse process. Change from Rotary to Linear by F13.

It is also necessary to change resolution by F3, 1 for 1/1000mm and 5 for 5/1000mm.

▶ Factory setting is "Linear". When the display is initialized, this mode will go back to "Linear".

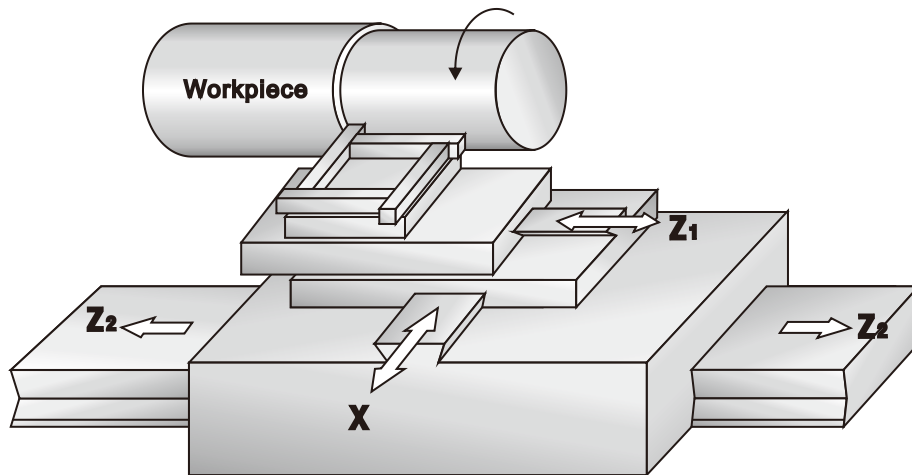
DC

LATHE FUNCTION

F

Set lathe function

- F — 1. LATHE : Summing function (38p)
- 2. DIA : Double counting function (39~40p)



1. Lathe Summing Function (1.LAtHE)

- This function is available in the model DSC-803, 804.
- X-axis can be adjustable.
- Result from summing Y & Z-axis appears in the Y-axis window.
- Inputting value and Zero setting don't work in the Z-axis
- If Y-axis is reset by [Y], Z-axis is also reset automatically.
- Bolt hole circle doesn't work.

<p>F</p>	<p>X 1LAtHE</p> <p>Y 0.000</p> <p>Z 0.000</p>		
<p>ENT</p>	<p>RUN</p> <p>X 1LAtHE</p> <p>Y nor</p> <p>Z 0.000</p>		
<p>▶ } ◀ }</p>	<p>RUN</p> <p>X 1LAtHE</p> <p>Y LAtHE</p> <p>Z 0.000</p>		
<p>ENT</p>	<p>RUN</p> <p>X 0.000</p> <p>Y 0.000</p> <p>Z LAtHE</p>		

NOR ↔ LATHE by **▶** **◀**

Ex. Summing present values

	<p>X -23600</p> <p>Y 41260</p> <p>Z 65085</p>		
<p>F</p>	<p>X 1LAtHE</p> <p>Y nor</p> <p>Z 65085</p>		
<p>ENT</p>	<p>RUN</p> <p>X 1LAtHE</p> <p>Y nor</p> <p>Z 65085</p>		
<p>▶ } ◀ }</p>	<p>RUN</p> <p>X 1LAtHE</p> <p>Y LAtHE</p> <p>Z 65085</p>		
<p>ENT</p>	<p>RUN</p> <p>X -23600</p> <p>Y 106345</p> <p>Z LAtHE</p>		<p>Result from summing Y, Z-axis shows in the Z-axis window</p>

2. Double Counting Function (6.dIA)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → X → ▶ → ENT </p>	<p>Select double counting function, one axis counts double. (In working with a lathe, diameter is necessary)</p>									
<p> F ▶ ▶ ▶ ▶ ▶ (5 times) </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>6.d 1R</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td></td><td style="text-align: center;">RDN</td></tr> </table>	X	6.d 1R	Y	0.000	Z	0.000		RDN	<p>Move to No.6</p>
X	6.d 1R									
Y	0.000									
Z	0.000									
	RDN									
<p>ENT</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>6.d 1R</td></tr> <tr><td>Y</td><td>SEL RH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td></td><td style="text-align: center;">RDN</td></tr> </table>	X	6.d 1R	Y	SEL RH 15	Z	0.000		RDN	
X	6.d 1R									
Y	SEL RH 15									
Z	0.000									
	RDN									
<p>X</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>r Rd</td></tr> <tr><td>Y</td><td>SEL RH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td></td><td style="text-align: center;">RDN</td></tr> </table>	X	r Rd	Y	SEL RH 15	Z	0.000		RDN	
X	r Rd									
Y	SEL RH 15									
Z	0.000									
	RDN									
<p> ▶ } ◀ } </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>d 1R</td></tr> <tr><td>Y</td><td>SEL RH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td></td><td style="text-align: center;">RDN</td></tr> </table>	X	d 1R	Y	SEL RH 15	Z	0.000		RDN	<p>X-axis will be double counting. DIA ↔ RAD by ◀ ▶</p>
X	d 1R									
Y	SEL RH 15									
Z	0.000									
	RDN									
<p>ENT</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td></td><td style="text-align: center;">DIA</td></tr> </table>	X	0.000	Y	0.000	Z	0.000		DIA	
X	0.000									
Y	0.000									
Z	0.000									
	DIA									

Ex. To set double counting function (by diameter) for X-axis.

X	25.000
Y	-8.395
Z	40.620

F (5 times)

X	6.d 1R
Y	-8.395
Z	40.620

ENT

Move to No.6

ENT

X	6.d 1R
Y	SEL RH 15
Z	40.620

ENT

X

X	rAd
Y	SEL RH 15
Z	40.620

ENT

}
 }

X	d 1R
Y	SEL RH 15
Z	40.620

ENT

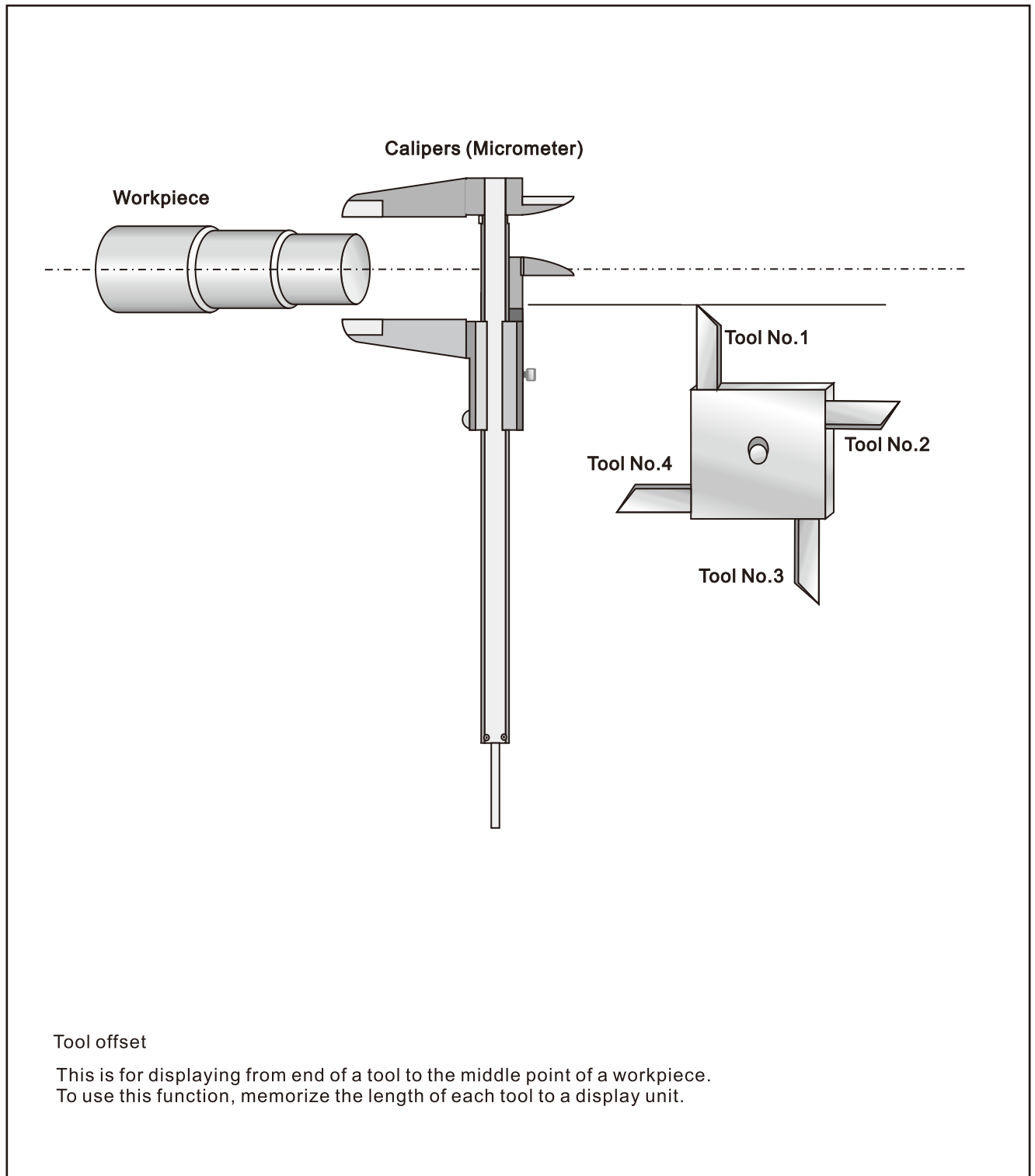
ENT

X	25.000
Y	-8.395
Z	40.620

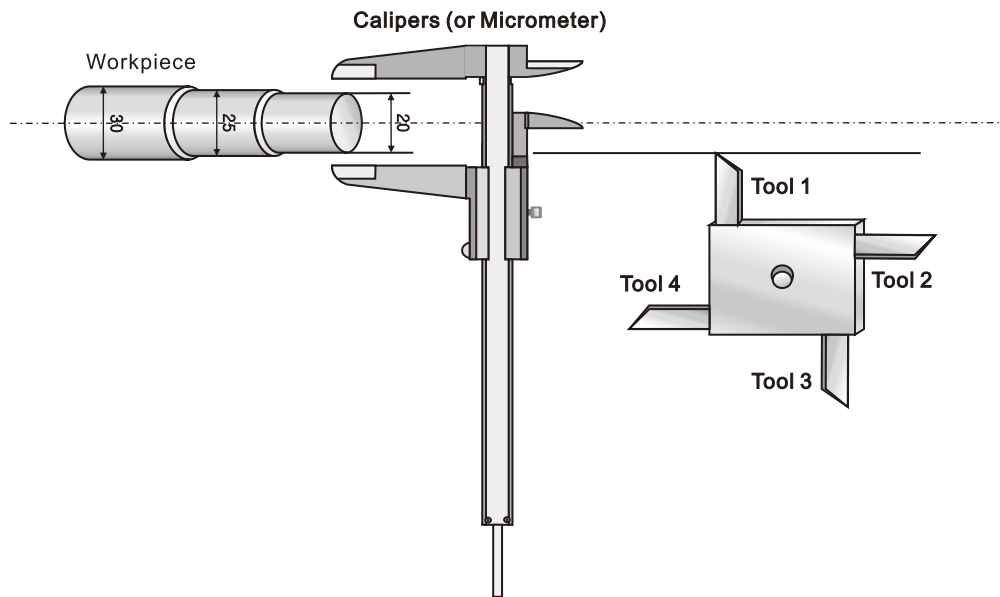
DIA

X-axis will be double counted.

3. Tool Offset



Ex. Tool#1 → Imitation processing → measuring diameter → input the value
 Tool#2
 Tool#3
 Tool#4



ABS

X 68.530
 Y -5.405
 Z 18.700
 ABS 0

Select ABS function

1 ENT

X 68.530
 Y -5.405
 Z 18.700
 ABS 1

Assign tool#1 to ABS No.1

X 2 0 ENT

Measured diameter value, 20,
 of the workpiece.

X 20.000
 Y -5.405
 Z 18.700
 ABS 1

Offset of Tool#1

Do imitation processing with Tool#1.
 Then, take off the tool and measure
 diameter of the workpiece with a calipers
 or micrometer. Input the measured value
 to a display unit.

Tool#1 will be set by inputting measured
 value, "20".

▶

X 30.080
 Y 10.860
 Z 22.350
 ABS 2

Assign tool#2 to ABS No.2

X 2 5 ENT

X 25.000
 Y 10.860
 Z 22.350
 ABS 2

Offset of Tool#2

Do imitation processing with Tool#2.
 Then, take off the tool and measure
 diameter of the workpiece with a calipers
 or micrometer. Input the measured value
 to a display unit.

Tool#2 will be set by inputting measured
 value, "25".



X	43060
Y	18860
Z	57200

ABS

X 3 0 ENT

X	30000
Y	18860
Z	57800

ABS

Assign tool#3 to ABS No.3

Offset of Tool#3

Do imitation processing with Tool#3. Then, take off the tool and measure diameter of the workpiece with a calipers or micrometer. Input the measured value to a display unit.

Tool#3 will be set by inputting measured value, "30".

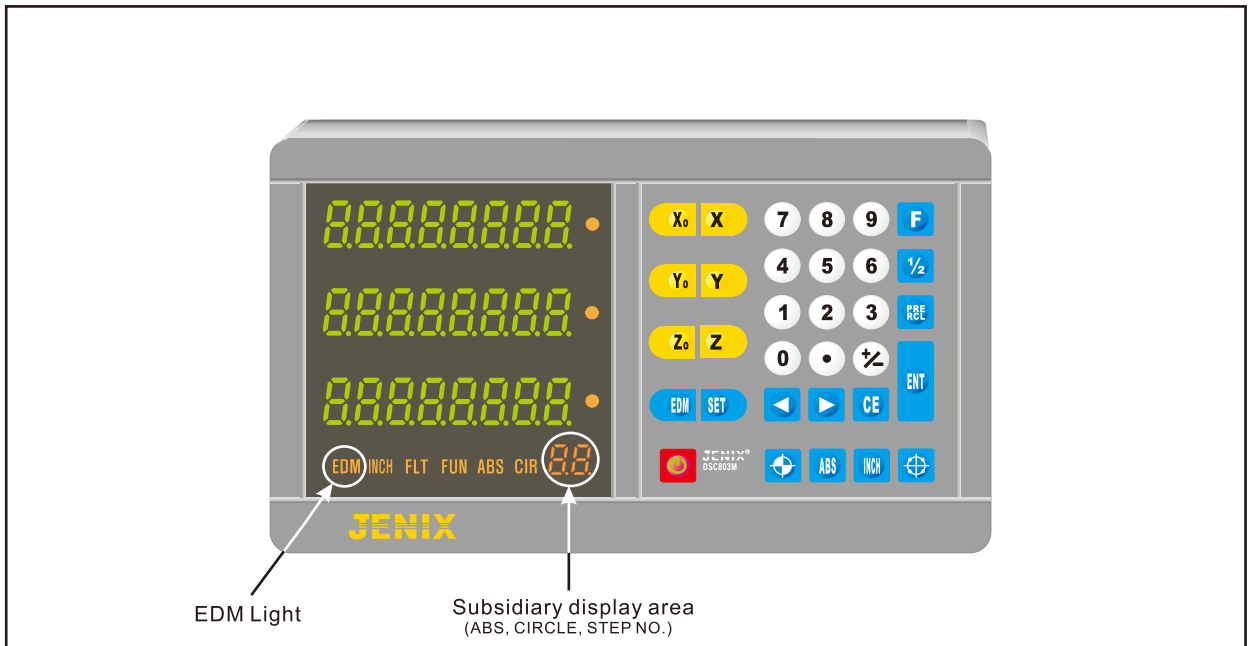
D
C

EDM Function

DC

BASIC OPERATION

► How to operate 803EDM



Keys	Name	Description
	EDM	To begin EDM Mode from Normal Mode
	SET	To set the discharge direction up or down in normal and EDM mode.
	Step Key or Up-Down Key	1. To move to the next discharging step 2. To use when discharge ready 3. To set discharge direction up or down
	ENT	Push ENT after inputting data

1. Key Operation

<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="display: flex; gap: 10px;"> <div style="border: 1px solid black; padding: 2px 5px;">EDM</div> <div style="border: 1px solid black; padding: 2px 5px;">SET</div> <div style="border: 1px solid black; padding: 2px 5px;">▶</div> <div style="border: 1px solid black; padding: 2px 5px;">ENT</div> </div> <div style="text-align: right; padding-right: 10px;"> <div style="display: flex; gap: 5px; font-size: small;"> Xo X Yo Y ABS ⊕ </div> <p>These keys are not available in EDM mode.</p> </div> </div>																																												
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 15%; text-align: center; vertical-align: top;"> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 10px;">EDM</div> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 10px;">SET</div> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 10px;">▶</div> <div style="display: flex; align-items: center;"> <div style="border: 1px solid black; padding: 2px 5px; margin-right: 5px;">ENT</div> <div style="font-size: 2em; margin-right: 5px;">}</div> <div style="border: 1px solid black; padding: 2px 5px; margin-bottom: 10px;">▶</div> </div> </td> <td style="width: 40%; padding: 5px;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: right; vertical-align: top;">X</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">0.000</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Y</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">0.000</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Z</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">0.000</td> </tr> <tr> <td colspan="2" style="text-align: center; font-size: small;">EDM</td> </tr> </table> </td> <td style="width: 45%; padding: 5px; vertical-align: top;"> <p>To start with EDM mode. 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<p><NOTICE> If you want to repeat the same processing after a discharging cycle, don't forget to push ▶ key. Then " 1 " will be shown in the subsidiary display area.</p>																																												

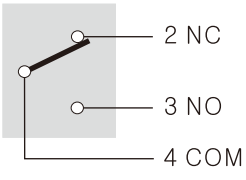
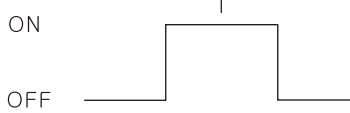
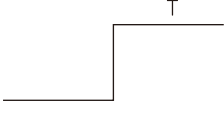
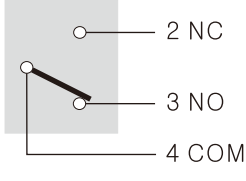
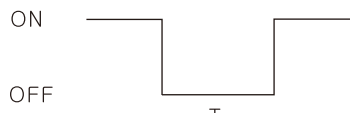

- ▶ <Ex.1> When you input data in EDM mode, X and Y axis display windows show EDM related information.
 - X-axis window: shows 'STEP-1' (to 'STEP-4')
 - Y-axis window: shows numerals you will input

- ▶ <Ex.2> When you start discharging, X and Y axis display windows show processing related information.
 - X-axis window: shows numerals assigned to each STEP.
 - Y-axis window:
 - (1) set as Down: firstly shows numerals which is the smallest in the pre-set values.
 - (2) set as Up: firstly shows numerals which is the biggest in the pre-set values.

When input data <Ex.1>	When start discharging <Ex.2>																								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: right; vertical-align: top;">X</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">STEP - 1</td> <td style="font-size: small; padding-left: 5px;">← shows 'STEP-1'</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Y</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">10.000</td> <td style="font-size: small; padding-left: 5px;">← input value</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Z</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">0.000</td> <td></td> </tr> <tr> <td colspan="3" style="text-align: center; font-size: small;">EDM</td> </tr> </table>	X	STEP - 1	← shows 'STEP-1'	Y	10.000	← input value	Z	0.000		EDM			<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20%; text-align: right; vertical-align: top;">X</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">10.000</td> <td style="font-size: small; padding-left: 5px;">← the numerals assigned to a STEP</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Y</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">4.860</td> <td style="font-size: small; padding-left: 5px;">← the smallest value</td> </tr> <tr> <td style="text-align: right; vertical-align: top;">Z</td> <td style="border: 1px solid black; padding: 2px 5px; text-align: center;">4.860</td> <td style="font-size: small; padding-left: 5px;">← shows present location</td> </tr> <tr> <td colspan="3" style="text-align: center; font-size: small;">EDM</td> </tr> </table>	X	10.000	← the numerals assigned to a STEP	Y	4.860	← the smallest value	Z	4.860	← shows present location	EDM		
X	STEP - 1	← shows 'STEP-1'																							
Y	10.000	← input value																							
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X	10.000	← the numerals assigned to a STEP																							
Y	4.860	← the smallest value																							
Z	4.860	← shows present location																							
EDM																									

- ▶ When discharging of every step is finished, numerals will disappear from the subsidiary display area.
- ▶ If you input values at random regardless of the STEP;
 - (1) In case it was set as UP : the smallest value will be automatically assigned to STEP No.1 and the rest in order.
 - (2) In case it was set as DOWN : the biggest value will be automatically assigned to STEP No.1 and the rest in order.

2. Output Signal of DSC-803EDM Counter

OUTPUT SIGNAL			
A Signal		STEP-1 ~ STEP-3	STEP-4
		ON  OFF	ON  OFF STEP-4 < Z-axis STEP-4 > Z-axis
B Signal		STEP-1 ~ STEP-3	STEP-4
		ON  OFF	ON  OFF STEP-4 < Z-axis STEP-4 > Z-axis

► In STEP-1 ~ STEP-3, EDM counter will out a relay signal momentarily but, in STEP-4, the relay signal will be out continuously when Z-axis moves down over the value of STEP-4.

In other words, a relay signal will be out continuously,

- (1) If it has been set as 'UP': when the value of Z-axis is bigger than the value of STEP-4.
- (2) If it has been set as 'DOWN': when the value of Z-axis is smaller than the value of STEP-4.

3. How to input numerals

<p>EDM → SET → {input numerals} → ▶ → ENT } ▶ }</p>	<p>Xo X Yo Y ABS ⊕ These keys are not available in EDM mode.</p>							
<p>EDM</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table> <p style="text-align: center; font-size: small;">EDM</p>	X	0.000	Y	0.000	Z	0.000	<p>Start EDM mode by pushing the EDM key. EDM light is always be on while in EDM mode.</p>
X	0.000							
Y	0.000							
Z	0.000							
<p>SET</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">STEP - 1</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table> <p style="text-align: center; font-size: small;">EDM</p>	X	STEP - 1	Y	0.000	Z	0.000	
X	STEP - 1							
Y	0.000							
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<p>{input numerals}</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">STEP - 1</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">10.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table> <p style="text-align: center; font-size: small;">EDM</p>	X	STEP - 1	Y	10.000	Z	0.000	<p>Numerals shows in the Y-axis display area.</p>
X	STEP - 1							
Y	10.000							
Z	0.000							
<p>▶</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">STEP - 2</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table> <p style="text-align: center; font-size: small;">EDM</p>	X	STEP - 2	Y	0.000	Z	0.000	<p>Move to the next STEP with ▶ key.</p>
X	STEP - 2							
Y	0.000							
Z	0.000							
<p>ENT } ▶ }</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">10.000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table> <p style="text-align: center; font-size: small;">EDM</p>	X	10.000	Y	0.000	Z	0.000	<p>When you finish inputting values, a value of a STEP will be shown in X-axis display area.</p>
X	10.000							
Y	0.000							
Z	0.000							

4. Changing Discharge Directions

	<p>(1) You can change directions Not in EDM mode, but just in 'Normal mode'.</p> <p>(2) Choose one of two directions, UP / DOWN.</p> <p>(3) When you change discharge direction, you also have to change scale direction(+/-) accordingly. (see page 31)</p>												
<p>▶ To set discharge direction 'UP'.</p> <p>SET</p> <table style="margin-left: 20px;"> <tr><td>X</td><td>SEtUP --</td></tr> <tr><td>Y</td><td>Edn dir</td></tr> <tr><td>Z</td><td>dir dn-</td></tr> </table> <p style="margin-left: 20px;">UP : values are bigger when Z-axis goes down (Ex.1) STEP-1: 000.00 STEP-2: 250.00 STEP-3: 450.00 STEP-4: 550.00</p> <p></p> <p>ENT</p> <table style="margin-left: 20px;"> <tr><td>X</td><td>0000</td></tr> <tr><td>Y</td><td>0000</td></tr> <tr><td>Z</td><td>0000</td></tr> </table>	X	SEtUP --	Y	Edn dir	Z	dir dn-	X	0000	Y	0000	Z	0000	
X	SEtUP --												
Y	Edn dir												
Z	dir dn-												
X	0000												
Y	0000												
Z	0000												
<p>▶ To set discharge direction 'DOWN'.</p> <p>SET</p> <table style="margin-left: 20px;"> <tr><td>X</td><td>SEtUP --</td></tr> <tr><td>Y</td><td>Edn dir</td></tr> <tr><td>Z</td><td>dir uP-</td></tr> </table> <p style="margin-left: 20px;">DOWN : values are smaller when Z-axis goes down (Ex.2) STEP-1: 550.00 STEP-2: 450.00 STEP-3: 250.00 STEP-4: 000.00</p> <p></p> <p>ENT</p> <table style="margin-left: 20px;"> <tr><td>X</td><td>0000</td></tr> <tr><td>Y</td><td>0000</td></tr> <tr><td>Z</td><td>0000</td></tr> </table>	X	SEtUP --	Y	Edn dir	Z	dir uP-	X	0000	Y	0000	Z	0000	
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Z	0000												

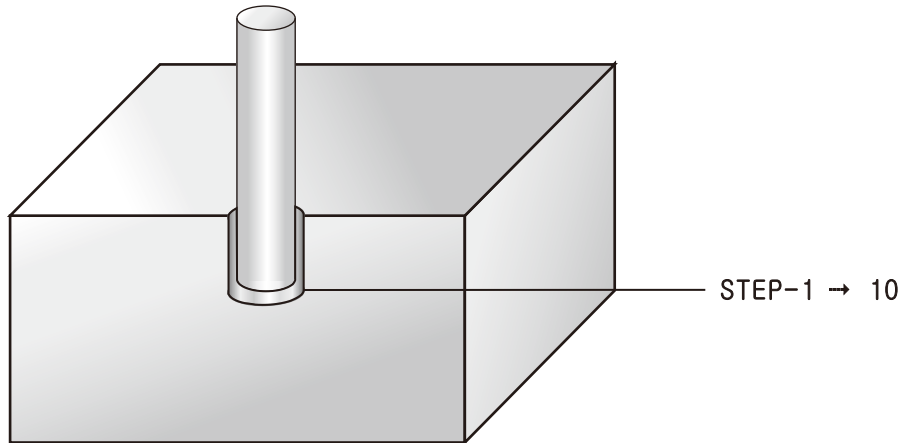
- ▶ When you set discharge direction 'UP', the value you will input should be bigger than present Z-axis value. In case of 'DOWN', the value should be smaller than the Z-axis value.
- ▶ If the STEP values go down though you set the direction 'UP', please change 'counting direction' from (-) to (+) or reversely.

※ 'Counting direction' is for the direction of a Linear Scale,
while discharge direction is for the direction of an EDM counter(Z-axis moving)

※ How to change 'counting direction' (see 『page 31』 for more)

1. Make sure if the counter is in normal mode.
2. Push **F** button, then select '4.dir' from the menu and push **ENT** key.
3. Push **Z** button. (the axis you want to change directions)
4. Push or to change present direction to opposite direction.
5. Push **ENT** to complete changing directions.

Ex. Example of electric discharge processing 1.



EDM

X	0.000
Y	0.000
Z	0.000

EDM

SET

X	STEP - 1
Y	0.000
Z	0.000

EDM

1 0

X	STEP - 1
Y	10.000
Z	0.000

EDM

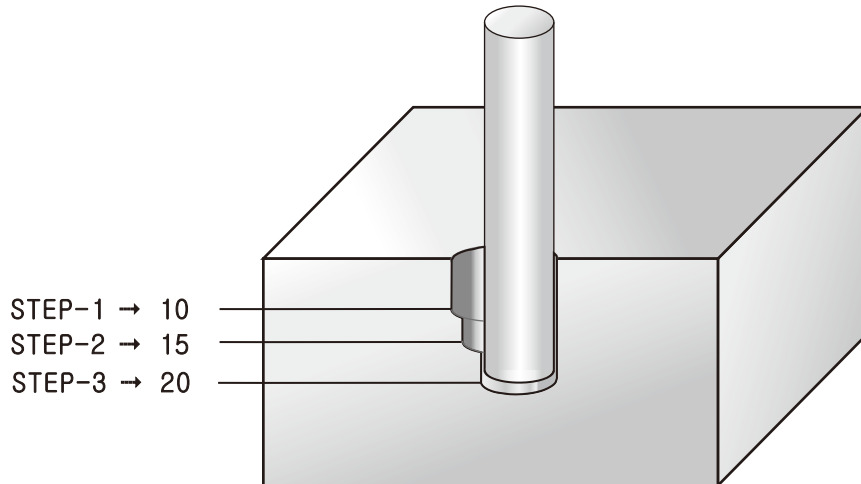
ENT }
▶

X	10.000
Y	0.000
Z	0.000

EDM

10.000 is assigned to STEP-1, and
10.000 is automatically assigned to STEP-2 ~STEP-4.

Ex. Example of electric discharge processing 2.



EDM

X	0.000
Y	0.000
Z	0.000

SET

EDM

X	STEP - 1
Y	0.000
Z	0.000

1 0

EDM

X	STEP - 1
Y	10.000
Z	0.000

▶ 1 5

EDM

X	STEP - 2
Y	15.000
Z	0.000

▶ 2 0

EDM

X	STEP - 3
Y	20.000
Z	0.000

ENT }
▶ }

EDM

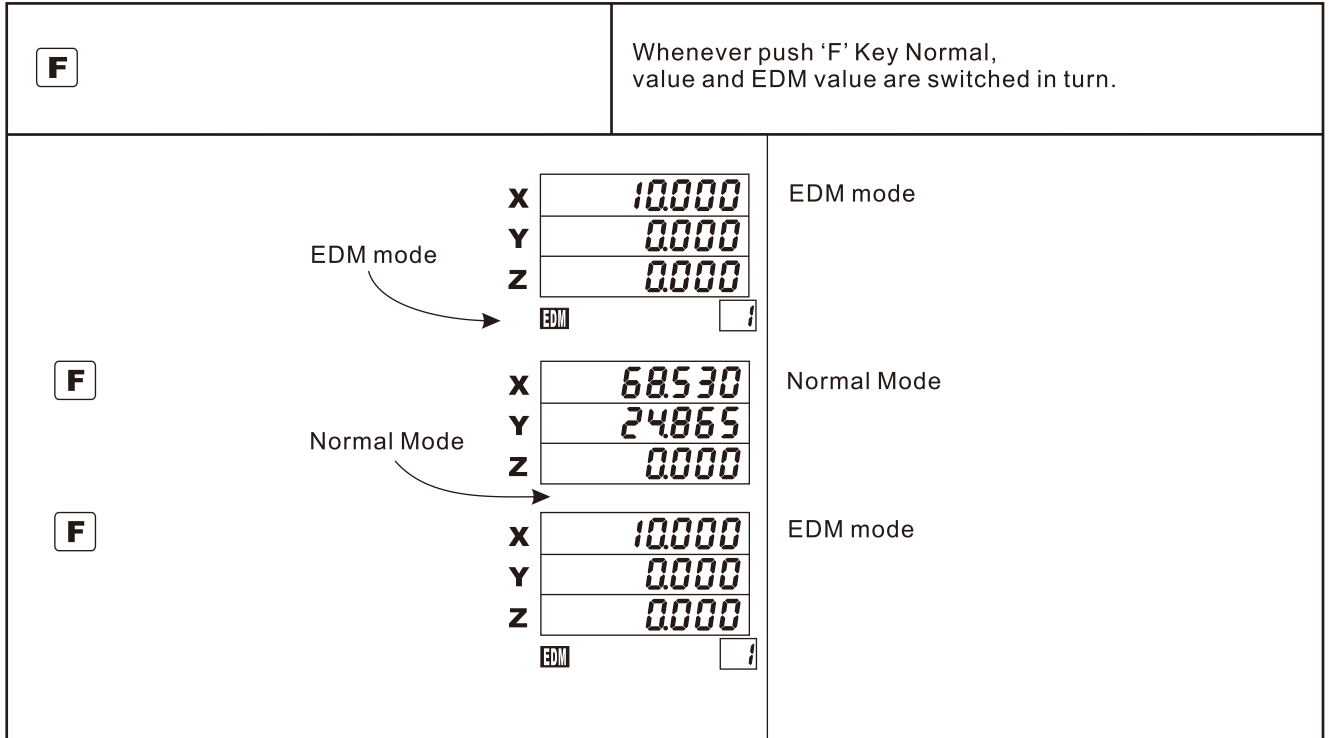
X	10.000
Y	0.000
Z	0.000

EDM

Assigning numerals to the STEPs has been finished as follows.

STEP-1 = 10
STEP-2 = 15
STEP-3 = 20 and also
STEP-4 = 20 (automatically)

5. To check present value of EDM mode as in normal mode



Notice

Normal mode	EDM mode
X 10.000 Y 0.000 Z 0.000 CHR / ↓ Number of Bolt Hole circle	X 12.500 Y 0.000 Z 0.000 EDM / ↓ Number of STEP in EDM mode
EDM STEP 번호	
In the subsidiary display area, it indicates; 1. in Normal mode : Bolt Hole Circle Number or ABS number 2. in EDM mode : STEP number	

D INSTALLATION & TROUBLE SHOOTING

C

1. Installation

1) Installation and precaution

- ① Display counter should be safely grounded.
- ② Do not put the DRO system around other electrical appliances which could cause electrical noise.
- ③ Be careful not to let contaminants like lubrication oil and chips flow into the scale.
- ④ To insure the highest accuracy possible, install the scales as close as possible to the object being measured or the workplace.
- ⑤ It is strongly recommended to install a protective cover and insure that the reading head can move freely and smoothly.
- ⑥ Glass scales can be broken from any shock. Handle with care.
- ⑦ Use the voltage between 110V and 220V.

Required Tools for installation

Electric Drill : $\phi 3.5$, $\phi 4.3$, $\phi 5.2$

Tap : M4, M5, M6

Dial Gauge : 1/100 mm

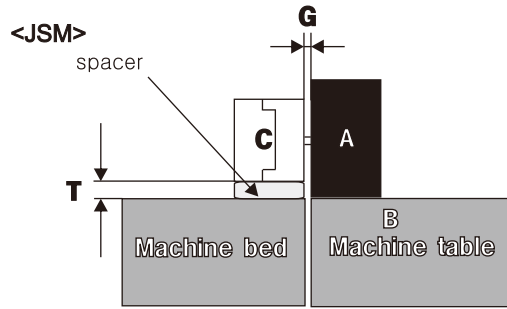
Tap Handle

Screwdriver

Wrench set .

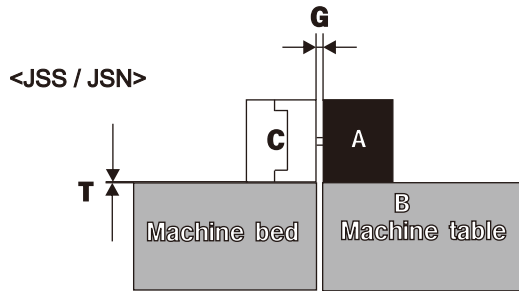
Mounting accuracy

Mount a linear scale to be horizontal and perpendicular to each central axis.

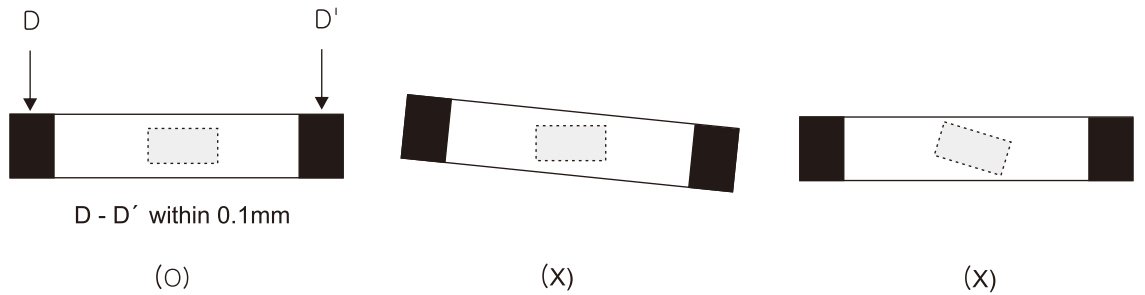
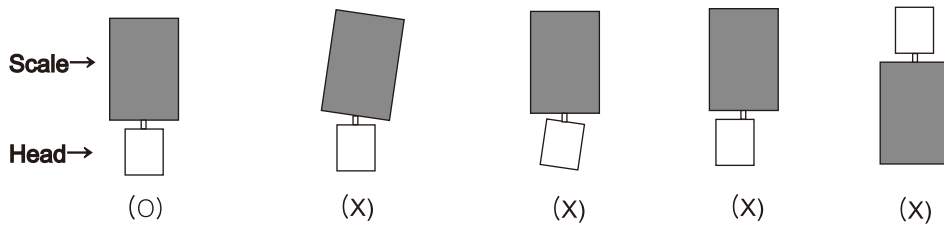
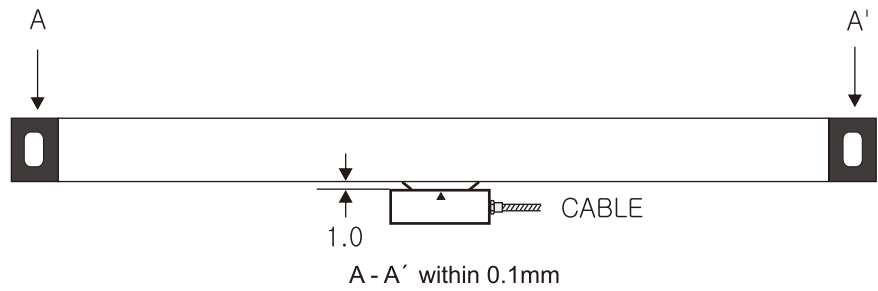


- A: a scale body
- B: mounting surface for a scale body
- C: a reading Head
- G: space between a scale body and its heading head
- T : space between a reading head and machine bed

The following gap or space should be maintained.
Degree of parallelization between B and C should be under 0.0039"(0.1mm)



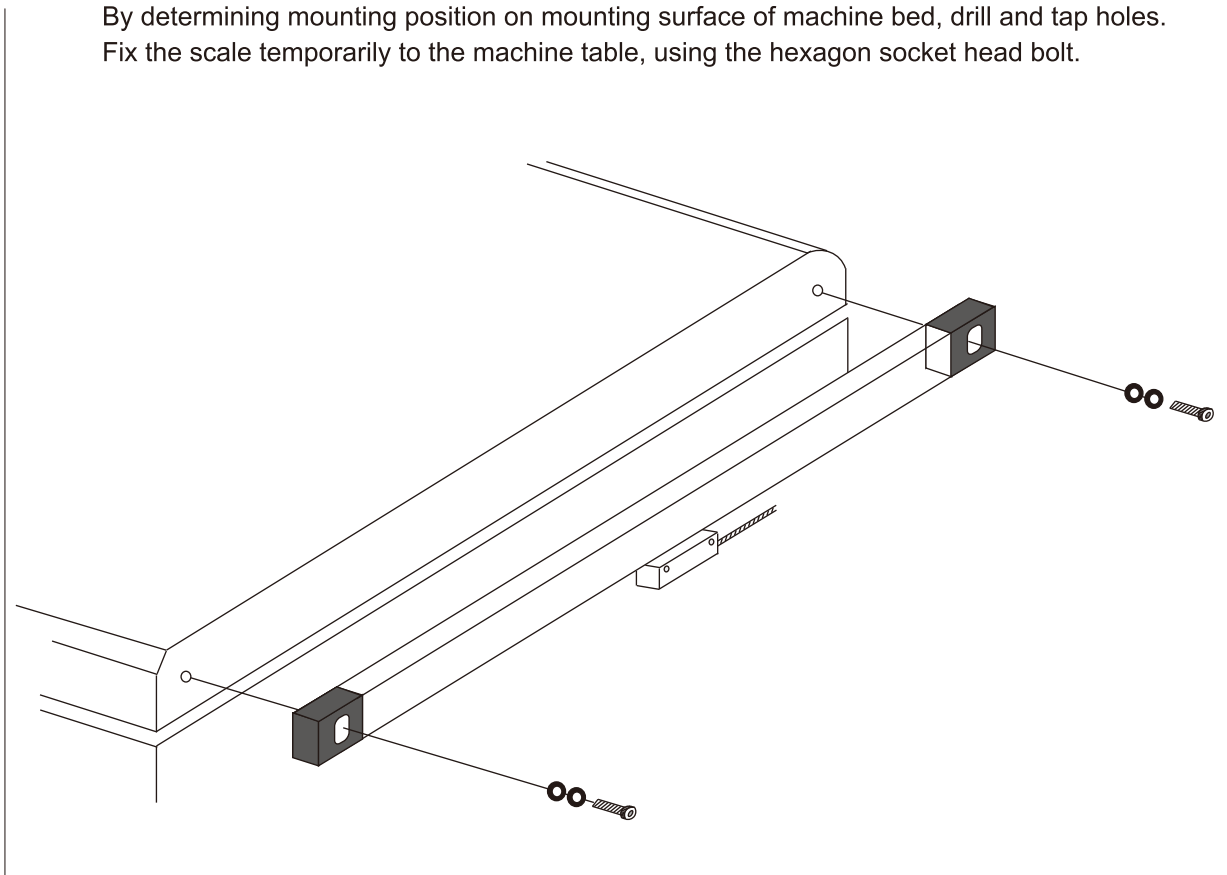
- T : 0.1378"(3.5mm)±0.0039"(0.1mm) → JSM
- 0"(0mm)±0.0039"(0.1mm) → JSS, JSN
- G : 0.039"(1mm)±0.0039"(0.1mm)



3) Mounting scale

(1) Positioning, Drilling, Temporary fixing.

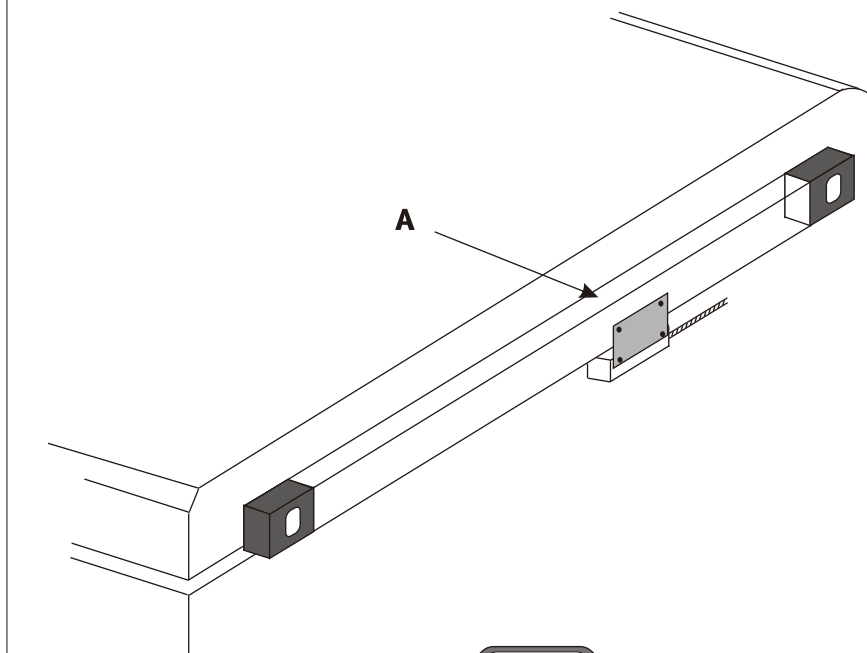
By determining mounting position on mounting surface of machine bed, drill and tap holes. Fix the scale temporarily to the machine table, using the hexagon socket head bolt.



(2) Mounting

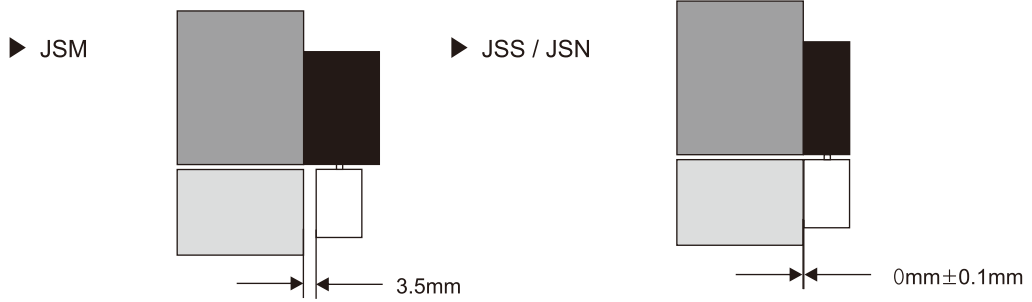
Using dial gauge, measure horizontal angle of A.

- 1 Scales over 1000mm, check alignment and if it is fixed in a proper space.
- 1 If the alignment of A don't be measured with Digital Gauge, facing area of alignment mark is parallel in both direction.



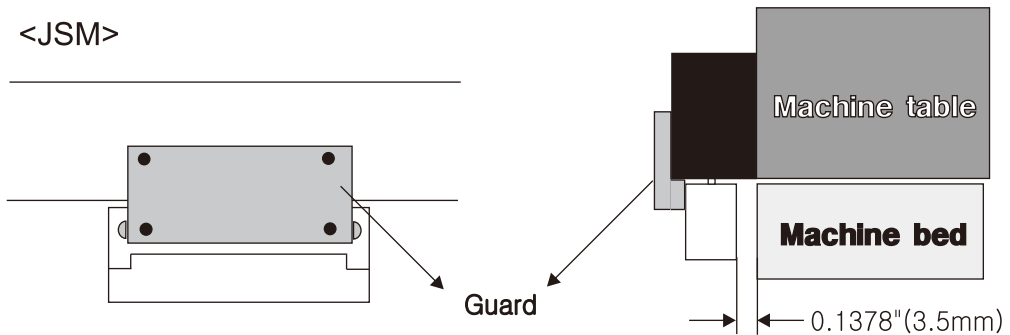
(3) Head carrier Mounting

Space between a machine bed and a reading head should be $0.1378''$ (3.5mm) $\pm 0.0039''$ (0.1mm) for JSM, and $0''$ (0mm) $\pm 0.0039''$ (0.1mm) for JSS or JSN.

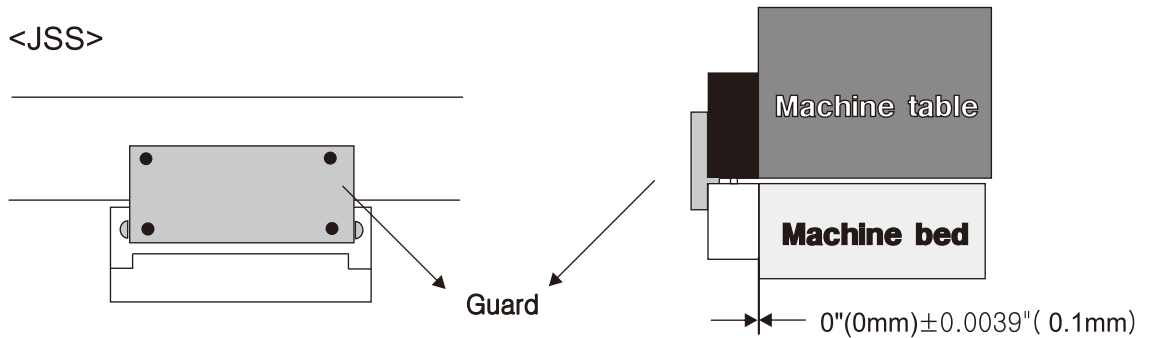


- The guard needs to be removed after installation.

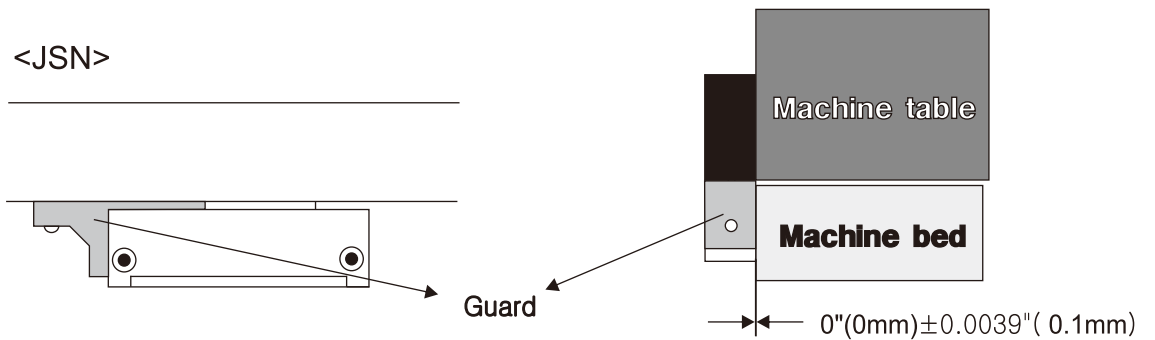
<JSM>

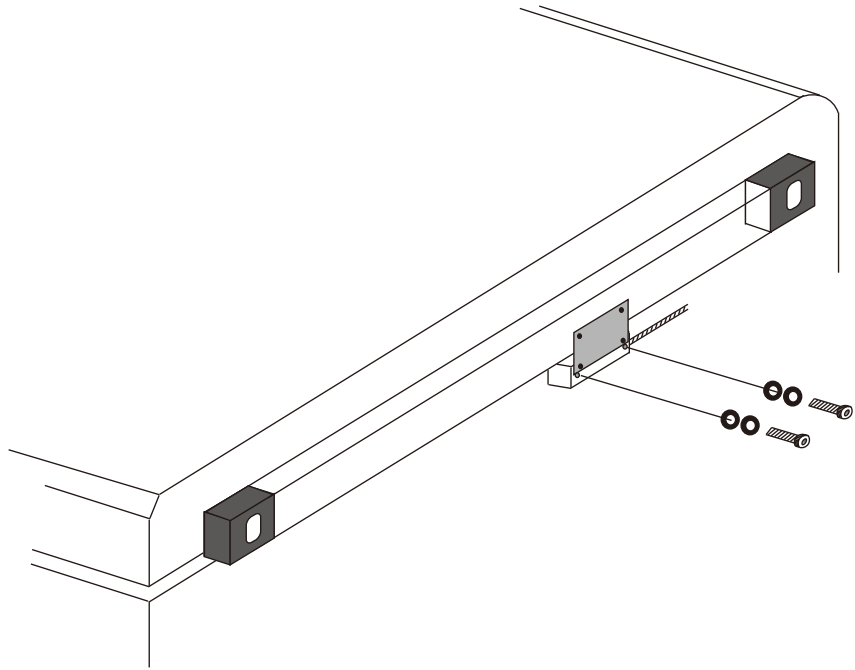


<JSS>

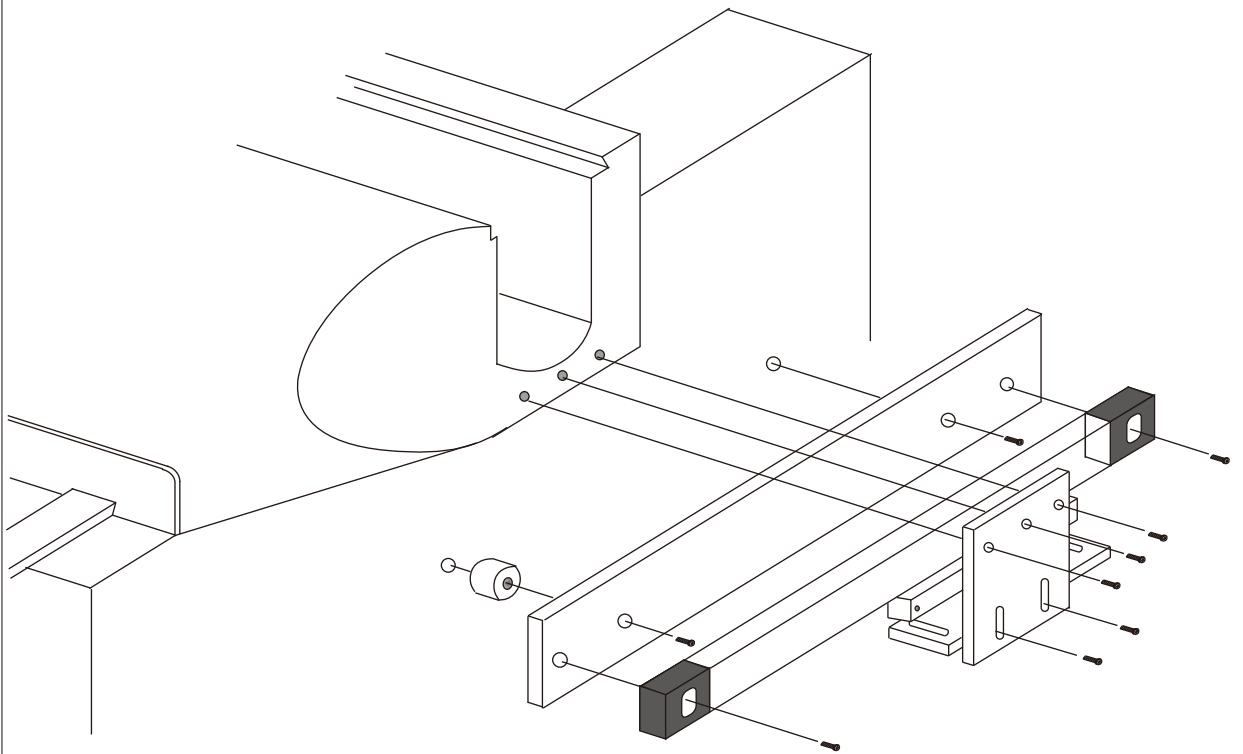


<JSN>







- With a mark at the end of scale as a datum line, gap between head and scale should be equal.

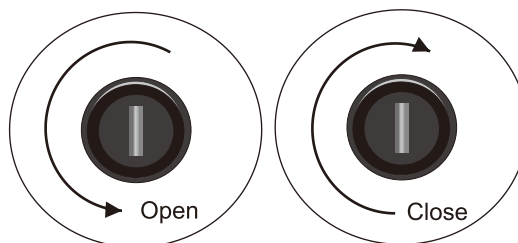
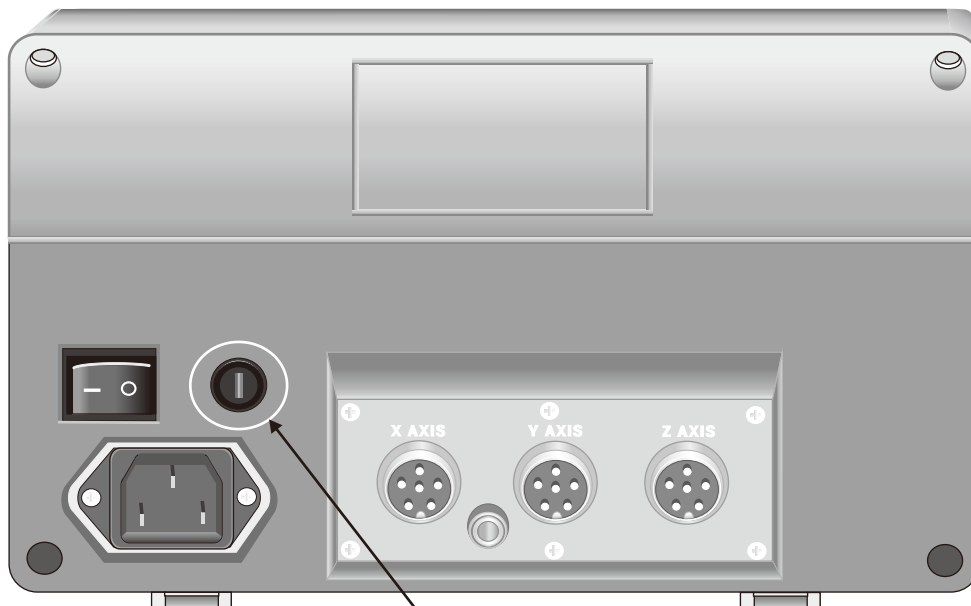


2. Trouble shooting

Trouble	Solution
Power was turned off.	<ul style="list-style-type: none"> ● Make sure  key is turned on. ● Make sure main power is on. ● Make sure Fuse has blown out ● Make sure power cord is connected rightly.
Fuse blows out frequently	<ul style="list-style-type: none"> ● Make sure supping power is stable or not. ● Disconnect a scale from the counter and check the connectors. ● After checking above, call repairing service.
Power is on but display is turned off	<ul style="list-style-type: none"> ● Cutting fluid or oil can flow into the keyboard. ● Disconnect a scale from a counter.
ERROR is shown in the axis window	<ul style="list-style-type: none"> ● Check the connection between a scale and a counter. ● Check the ground state of a counter. ● Check the fixing bolts are loosen. ● Connect the scale with other axis of a counter to see which one is the cause. ● Check backlash of the machine. ● Check if the scale was broken from being got bent or curved.
Displayed value is fixed when a scale is moving	<ul style="list-style-type: none"> ● Check "RATE" (32p) ● Check normal rate is "1000000". ● Check the connection of a scale and a counter.
One out of X,Y and Z-axis doesn't work	<ul style="list-style-type: none"> ● Connect the scale with other axis of a counter to see which one is the cause.
DIA lamp is on	<ul style="list-style-type: none"> ● Turn to RAD mode using "Double counting function of lathe" (39p).
Displayed value is double counted	<ul style="list-style-type: none"> ● Check "RATE" (32p). ● Check normal rate is "1000000". ● Check if DIA lamp is on, then do correction as below (39p)
Difference between real value and measured value Correction of RATE (32p)	<ul style="list-style-type: none"> ● Real distance ----- = RATE Correction Measured distance <p>Ex.1 $\frac{30.0000}{299.100} = 1.003009$ EX.2 $\frac{200.000}{200.050} = 0.999750$</p> <p></p> <p>(Select "5. RATE")</p>
Note	<ul style="list-style-type: none"> ● Be careful cutting fluid, oil or dust not to flow into a scale.

※ This product can be modified without previous notice to improve quality.


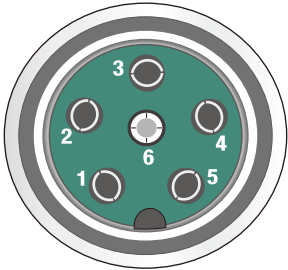
3. Replacing a fuse



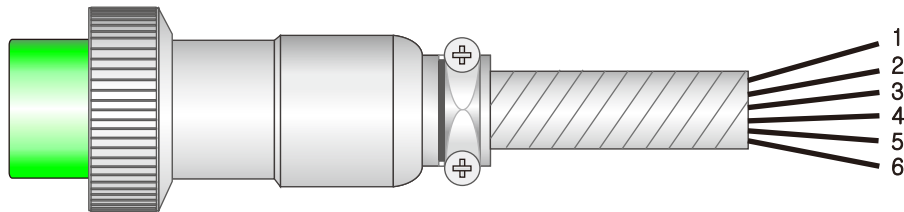
Replacing a fuse, 250V 2A.
Use a - type screw driver

Kinds	Standard
Rated Voltage Fuse	110V ~ 220V 250V, 2A

4. Connector information

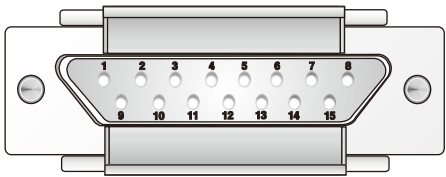
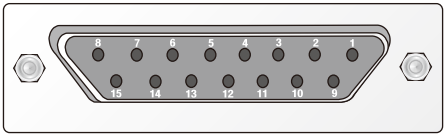
Counter	Scale
	
1 PIN : + (+5V) 2 PIN : A 3 PIN : B 4 PIN : Z 5 PIN : - (0V) 6 PIN : Shield	1 PIN : + (+5V) 2 PIN : A 3 PIN : B 4 PIN : Z 5 PIN : - (0V) 6 PIN : Shield

PIN & Color



PIN	Color	Signal
1 PIN	RED	+ (+5V)
2 PIN	YELLOW	A (+4.2V)
3 PIN	WHITE	B (+4.2V)
4 PIN	GREEN	Z (+0.4V)
5 PIN	BLACK	- (+0V)
6 PIN	BLACK SHIELD	Shield (GND)

PIN for DSC-703EDM Counter

					
Signal cable			803EDM counter		
2 PIN	A	YELLOW	2 PIN	A	WHITE
3 PIN	B	RED	3 PIN	B	GREEN
4 PIN	COM	WHITE	4 PIN	COM	BLACK

5. RS232 transmission format

1. OUTPUT CODE

RS-232: 115200bps, 8bit data, no parity, 1 stop bit

2. DATA FORMAT

Character String: 42 byte

Format: (4-axis display)

X	x	x	x	x	x	x	x	x	x	x	Y	y	y	y	y	y	y	y	y	Z	z	z	z	z	z	z	z	z	z	Q	q	q	q	q	q	q	q	q	CR	LF
---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	---	----	----

X,Y,Z,Q : Axis data Start

xxxxxxxxx : X axis coordination value that has 9 digits including decimal point.
 Decimal position can be moved according to its scale setting.

yyyyyyyyy : Y axis coordination value that has 9 digits including decimal point.
 Decimal position can be moved according to its scale setting.

zzzzzzzzz : Z axis coordination value that has 9 digits including decimal point.
 Decimal position can be moved according to its scale setting.

qqqqqqqqq : Q axis coordination value that has 9 digits including decimal point.
 Decimal position can be moved according to its scale setting.

CR : carriage return(0x0d)

LF : line feed(0x0a)

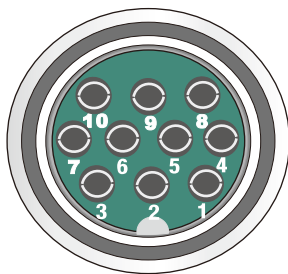
(Ex.) X000132.00Y000001.00Z087234.00Q00123.097®①

X = 123.00, Y=1.00, Z = 87234.00, Q=123.097
 ® : CR , ① : LF

6. NC Scale Pin Assignment

Counter (15-pin)			Cable (9-pin)		
2 PIN	RX	Green	2 PIN	TX	White
3 PIN	TX	White	3 PIN	RX	Green
5 PIN	GND	Black	5 PIN	GND	Black

Linear Scale



1 PIN	black	Vcc (+) 5V
2 PIN	yellow	A
3 PIN	white	B
4 PIN	green	\bar{A}
5 PIN	brown	\bar{B}
6 PIN	pink	Z
7 PIN	gray	\bar{Z}
8 PIN	shield	Shield (GND)
9 PIN	blue	GND (-) 0V

CERTIFICATE OF WARRANTY



- We, Dong Sahn JENIX Co., Ltd. suggest a limited warranty against various defects describes below for two years from the date of purchasing, according to the regulation for the preservation of consumer's right.
- Please contact the sales agent or service center as defects were found,
- Please put down your purchasing date and the others below blanks.

Product	Digital Linear Scale (DRO)	Model	DSC800series
Date of Purchase		Serial number	
Agent		Amount	

GUIDANCE FOR THE COMPENSATION OF CONSUMER'S DAMAGE

KINDS of DAMAGES		DETAILS		
		Within the warranty period	After the warranty period	
Damage happened in normal operation, or functional defect	Functional or mechanical defects happened in normal operation	Gratuitous Exchange		
	Defects happened during shipping or installing	"		
	Repairable	Recurrence of a trouble	"	
		Recurrence of same trouble for over 4 times continuously	"	
No repairable	In case of stop producing of parts, or other reason	—	Exchange for new model as compensation	
Functional defect which caused from mishandling or misuse conducted on purpose by users.	Defect caused from careless handling or repairing and remodeling.	Charged	Charged	
	Defect caused from repairing by non authorized personnel.	"	"	
	Defect from applying non-allowable Voltage (use only AC 220V)	"	"	
	Defect or broken from dropping down when moving it another place, after installation.	"	"	
Others	The cause of trouble is not from product itself but from exterior factor.	"	"	
<ul style="list-style-type: none"> ● In the case that the cause is from the natural calamity. ● When life span of consumable parts is almost done or over. 		Charged		

Please be informed this certificate is not reissued.



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