

## 11. Frame Outline Display

Set frame outline for hoop display

This function can only be done in Stand-by mode (not Drive mode).

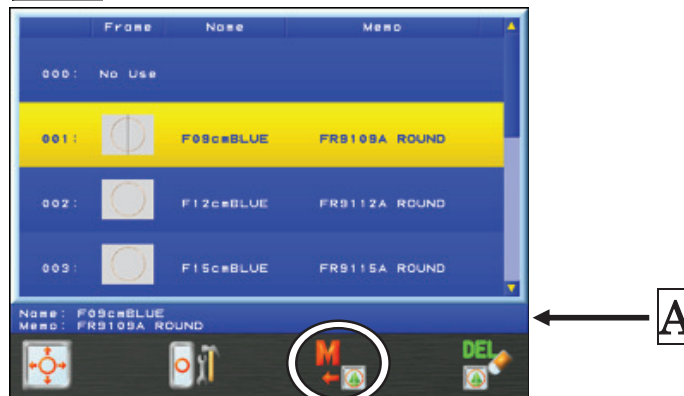
### 11-1. Input Frame outline data

- 1) Make a “FRAME” folder on a USB flash drive.
- 2) Copy the frame outline data files to the “FRAME” folder.  
\* Copy “\*\*\*.FMO” and “\*\*\*.BMP” files for a set for each frame file.

- 3) Press the **Preference key** .


- 4) Press the **G-key** .

- 5) Press the **C-key**  to display the frame outline menu screen.






The frame outline data files are displayed in a list.

**A** Displays the name and memo of the frame outline data file that is currently selected.

- 6) Press the **E-key**  to load the Frame Outline data files. A confirmation screen will display. Please refer to “Chapter 3, 10. Confirmation Message” for details.

## 11-2. Frame Outline Selection





Select a frame outline to display during frame trace.

- 1) Press the **Preference key** .
- 2) Press the **G-key** .
- 3) Press the **C-key**  to display the frame outline menu screen




- 4) Use the **Jog keys** to select a frame outline.
  - \* Select "000: No Use", if you do not want to display a frame outline.


### 11-3. Frame Outline Data Deletion

- 1) Press the **Preference key** .
- 2) Press the **G-key** .
- 3) Press the **C-key**  to display the frame outline menu screen
- 4) Press the **G-key**  to display the frame outline delete screen.




\*To cancel, press the **G-key**  again to go back to the frame outline menu.

- 5) Use the **Jog keys** to select a frame to delete.
  - \* Use the following procedures to select multiple frame files to be deleted.
    - Select a frame and press the **Origin key** to tag the file with an (\*) mark on it.
    - Tag as many frames as you want to delete using the previous step.
    - To un-tag a frame, select the frame again and press the **Origin key** to cancel it.





Press the **C-key**  to select all frames for deletion.

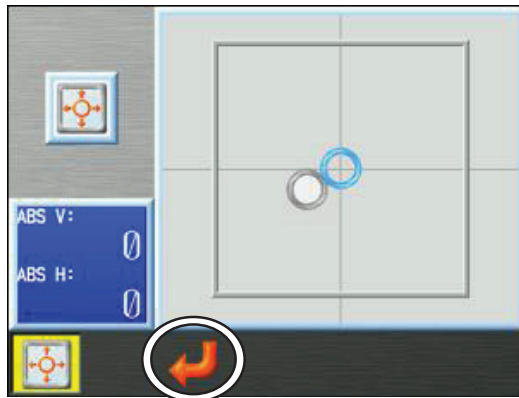
- 6) Press the **A-key**  to delete the selected frames.

Press the **B-key**  to cancel and go back to the frame outline menu.

## 11-4. Frame Outline Offset


Adjust the Frame offset to center the frame with the machine.

- 1) Press the **Preference key** .
- 2) Press the **G-key** .
- 3) Press the **C-key**  to display the frame outline menu screen.
- 4) Press the **A-key**  to display the frame offset screen.







The outside square displays the machine soft limit settings.

\*To cancel, press the **A-key**  to go back to the frame outline menu.

- 5) Use the **Jog keys** to adjust the frame offset position.
- 6) Press and hold the **C-key**  to save the new offset position.




## 11-5. Frame Outline Margin

Use to set a safety margin outline within the frame display to warn when getting too close to the frame.

- 1) Press the **P**reference key .
- 2) Press the **G** key .
- 3) Press the **C** key  to display the frame outline menu screen.
- 4) Press the **C** key  to display the Frame Outline Margin screen.



\*To cancel, press the **C** key  to go back to frame outline screen.

- 5) Press the **D** key  to decrease the setting value.
- Press the **E** key  to increase the setting value.
- Press the **F** key  to use the numeric entry to enter a value.

Please refer to “*Chapter 3, 13. Numeric Entry*” to enter value.