

13. EDITOR

In the systems CNC836/846/856, the editor is built-in which is used by the same method to edit all text files i. e. to correct and create new part programs as well as to correct the tables and system files eventually. The control is performed by the whole screen and the screen orientation is to be executed by means of the flashing cursor.

13.1. Selecting a file to be edited

The file stored in the system memory is selected for editing from the offered list as follows:

To correct or to create part programs, press down the PROGRAMS push-button in the main menu. To correct tables select TABLES from the main menu and then from the sub-menu the relevant tables (CORRECTION, DISPLACEMENT, PARAMETERS, MACHINE CONSTANTS). To correct the system files, press down the SYSTEM, EDITION – SYSTEM in the main menu.

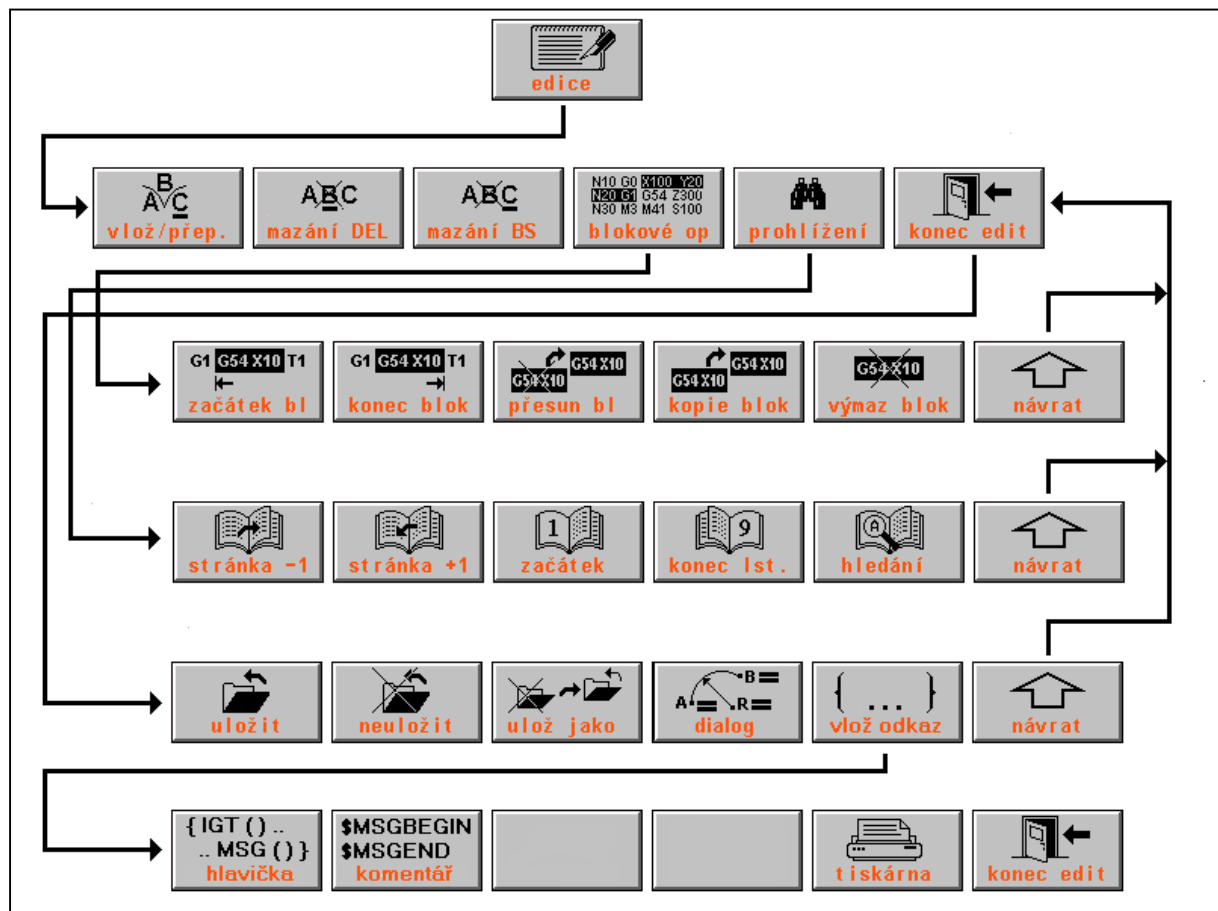
The list of files regarding to the relevant filter is appeared which are stored in the memory system. Select any required file by means of the cursor. To create a new file, position the cursor on the first row with the inscription “ESTABLISHMENT OF NEW PART PROGRAM (or TABLE). Press down the EDITION push-button.

13.2. Editor control

The EDITOR window format is limited by two information beams. If found in the edited file %, the message “part program % xxxxx is appeared in the upper beam where xxxxx is the part program No. When % is not found, the message “edition of the part program, the macro or the table” is appeared. Those are information message only without any significant importance.

In the lower beam, the message “FIND” is appeared after which the searching chain is to be entered (see below), the message “MARKING THE BLOCK” is in the right, where the status upon marking of the file part is indicated (see below). The editor is whole-figure one i. e. it is possible to move the cursor along the whole file and correct old or enter new data. During the editor input the cursor is located in the upper left corner. Rapid movement along a longer file is possible by means of the “BROWSING” sub-menu with the software push-buttons for listing of the pages and for jump to the starting and ending point of this file. All editing performed in the editor are performed in the work memory only. After finishing the editing procedure it will determine to which place the edited data are to be stored.

Two menu levels are available in the editor. It is possible to select three various sub-menus from the main menu. When pressing down the arrow “RETURN”, the return into the main menu is possible. Connection of the editor menu after pressing down of the EDITION push-button is illustrated in the following figure:



edice = edition

mazání = delete

prohlížení = browsing

začátek bloku = block starting point

přesun bl = block displacement

výmaz bloku = delete block

stránka = page

konec = end

uložit = store

uložit jako = store as

tiskárna = printer

vlož/přep = insert/overwrite

blokové op. = block operation

konec edit = edit end

konec bloku = block end

kopie bloku = block copy

návrat = return

začátek = start

hledání = searching

neuložit = do not store

dialog = dialogue

Push-button meaning in the editor main menu:

insert/
overwrite

The push-button to change the insert character mode and the overwrite character mode. “Insert character ” mode inserts a character on the cursor position. The cursor and the character to be located on the cursor position and all characters behind it will be shifted.

Overwrite/ Insert	Push-button to switch-over the insert character mode and the overwrite character mode. The “overwrite character” mode overwrites a character on the cursor position by any new character and the cursor will be passed to the next character.
delete	Deletes a character located on the cursor position. The cursor remains on its place. Note: the same function has the DEL push-button located on the operator panel.
delete BS	Deletes the character located in the left of cursor and the cursor will be moved to the left. It located on the row starting point, the “invisible” LF character will be deleted (row end) and two rows will be combined in one row.
block operations	Entry into the sub-menu of block operations
browsing	Entry into the sub-menu of browsing
edit end	Entry into the sub-menu of editor finish