

This procedure is use to change a series of point positions in a program.

- 1** PRESS --> [ **SELECT** ]
- 2** Choose the program you want to make user frame reference changes.
- 3** PRESS --> [ **ENTER** ]
- 4** PRESS --> [ **MENU** ]
- 5** SELECT --> [ **1** ] 1 UTILITIES
- 6** SELECT --> [ **5** ] 5 Prog Adjust
- 7** PRESS --> [ **F2** ] DETAIL
- 8** Select the program in which the changes have to be made
- 9** PRESS --> [ **ENTER** ]
- 10** Using arrow --> Scroll down to the **2nd line**.
- 11** ENTER --> The number where the changes should start.
- 12** Using arrow --> Scroll down to the **3rd line**.
- 13** ENTER --> The number where the changes should end.

- 14 PRESS --> [ ENTER ]
- 15 Using arrow --> Scroll down to the **4th line**.
- 16 PRESS --> [ F4 ] [ CHOICE ]
- 17 SELECT --> [ 1 ] 1 USER (Or 2 TOOL, depending according to what the adjustment is made).
- 18 Using arrow --> Scroll down to the **5th line**.
- 19 Enter an amount of millimeters for which the selected points will be move according to the USER frame X axis, on which they are referenced on.
- 20 PRESS --> [ ENTER ] (*if you have entered something*)
- 21 Using arrow --> Scroll down to the **6th line**.
- 22 Enter an amount of millimeters for which the selected points will be move according to the USER frame Y axis, on which they are referenced on.
- 23 PRESS --> [ ENTER ] (*if you have entered something*)
- 24 Using arrow --> Scroll down to the **7th line**.
- 25 Enter an amount of millimeters for which the selected points will be move according to the USER frame Z axis, on which they are referenced on.

- 26** PRESS --> **[ ENTER ]** (if you have entered something)
- 27** Using arrow --> Scroll down to the **8th line.**
- 28** Enter an amount of degrees for which the selected points will be move according to the USER frame W, on which they are referenced on.
- 29** PRESS --> **[ ENTER ]** (if you have entered something)
- 30** Using arrow --> Scroll down to the **9th line.**
- 31** Enter an amount of degrees for which the selected points will be move according to the USER frame P, on which they are referenced on.
- 32** PRESS --> **[ ENTER ]** (*if you have entered something*)
- 33** Using arrow --> Scroll down to the **10th line.**
- 34** Enter an amount of degrees for which the selected points will be move according to the USER frame R, on which they are referenced on.
- 35** PRESS --> **[ ENTER ]** (if you have entered something)
- 36** Using arrow --> Scroll down to the **11th line.**
- 37** Enter an amount of **mm/s** for which the speed of the selected linear or circular points will be changed.

- 38** PRESS --> **[ ENTER ]** (*if you have entered something*)
- 39** Using arrow --> Scroll down to the **12th line.**
- 40** Enter an amount of **%** for which the speed of the selected joint points will be changed.
- 41** PRESS --> **[ ENTER ]** (*if you have entered something*)
- 42** PRESS --> **[ F4 ]** ENABLE
- 43** PRESS --> **[ NEXT ]**
- 44** PRESS --> **[ F2 ]** CLR\_ADJ
- 45** PRESS --> **[ F4 ]** YES (*this will make the adjustment permanent*)
- 46** PRESS --> **[ F3 ]** CLR\_ALL
- 47** PRESS --> **[ F4 ]** YES (This will clear the adjustment schedule listed on the previous page)