

This procedure is use to change user frame number to a section or all of a program points.

- 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 --> [**9**] 9 Frame Offset
- 7** PRESS --> [**F4**] [CHOICE]
- 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** PRESS --> [**F4**] [PART]
- 12** Using Arrow --> Scroll down to the **3rd line**.
- 13** ENTER --> The **number** where the changes should start. [**4**]

14 PRESS --> [ENTER]

15 Using Arrow --> Scroll down to the **4th line**.

16 ENTER --> The number where the changes should end. **[8]**

17 PRESS --> [ENTER]

18 Using Arrow --> Scroll down to the **5th line**.

19 ENTER --> A **new program name** (or keep the same one.)

20 PRESS --> [ENTER]

21 Using Arrow --> Scroll down to the **6th line**.

22 If you kept the same program name, enter a program line number where the lines with the switched frames will be copied. If you have changed the program name the step before, no “insert line” will be asked. **[10]**

23 PRESS --> [ENTER] (if you have entered an “insert line” number)

24 Using Arrow --> Scroll down until the **next page appear**.

25 ENTER --> Old frame number (*the frame number on which the points where reference to*) **[1]** (*for this example*)

26 PRESS --> [ENTER]

27 Using Arrow --> Scroll down to the **2nd line**.

28 ENTER --> The **new frame number** (the frame number on which the points on which you want to reference them to.) **[2]** (for this example)

29 PRESS --> [ENTER]

30 Using Arrow --> Scroll down to the **3rd line**.

31 PRESS --> [F5] NO (Physical positions will be changed. The points coordinates will remain the same but positions will be shifted according to the new frame)

32 PRESS --> [F2] EXECUTE

33 PRESS --> [F4] YES

34 PRESS --> [EDIT]

35 Delete line **4 to 8**: PRESS --> [F5] [EDCMD] (PRESS --> NEXT if you don't see it)

36 CHANGE --> **UFRAME_NUM** from **1** to **2**