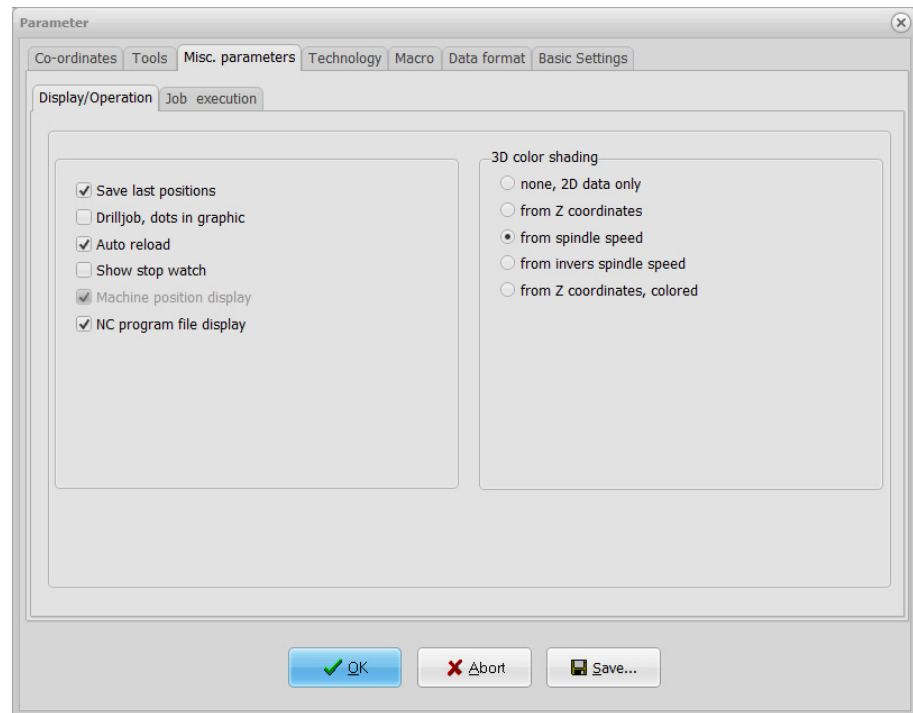


Miscellaneous-Display/Operation

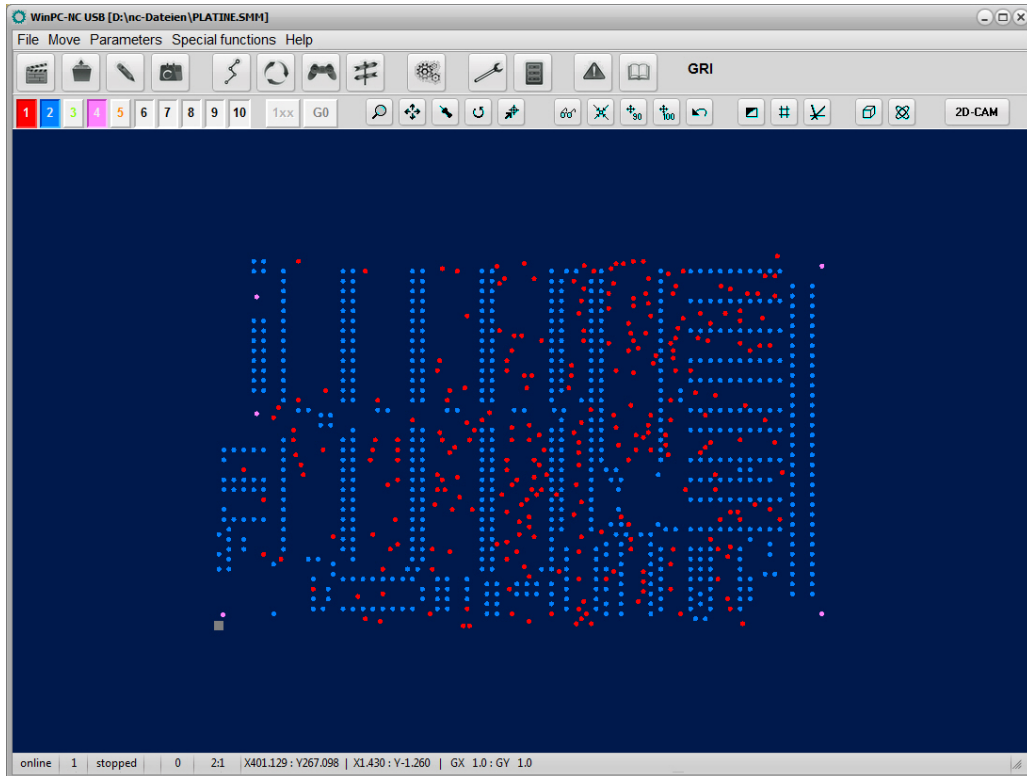


Parameter-Miscellaneous-Display/Operation

Drill job, dots in graphic

*Marking
insertion
points*

The graphical display does not show holes drilled with HPGL, MultiCAM or G code formats. Activating this parameter marks all insertion points with a small circle.



Display as drilling job with marked punctures

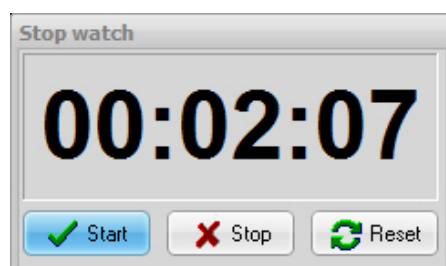
Automatic reload

The reload function continuously monitors the date and time of the currently loaded file and reloads the newly modified file if there is a discrepancy.

Using this function, for example, it is possible to edit an NC file in the drawing program, make continuous changes to it and then you switch back to **WinPC-NC**, to be able to check all the changes on the screen straight away

Stopwatch

- This parameter is enabled by the function stop watch of **WinPC-NC**. The displayed stopwatch is reset with each job start and begins running in seconds. An automatic stop takes place at the job end.



Stop watch from WinPC-NC

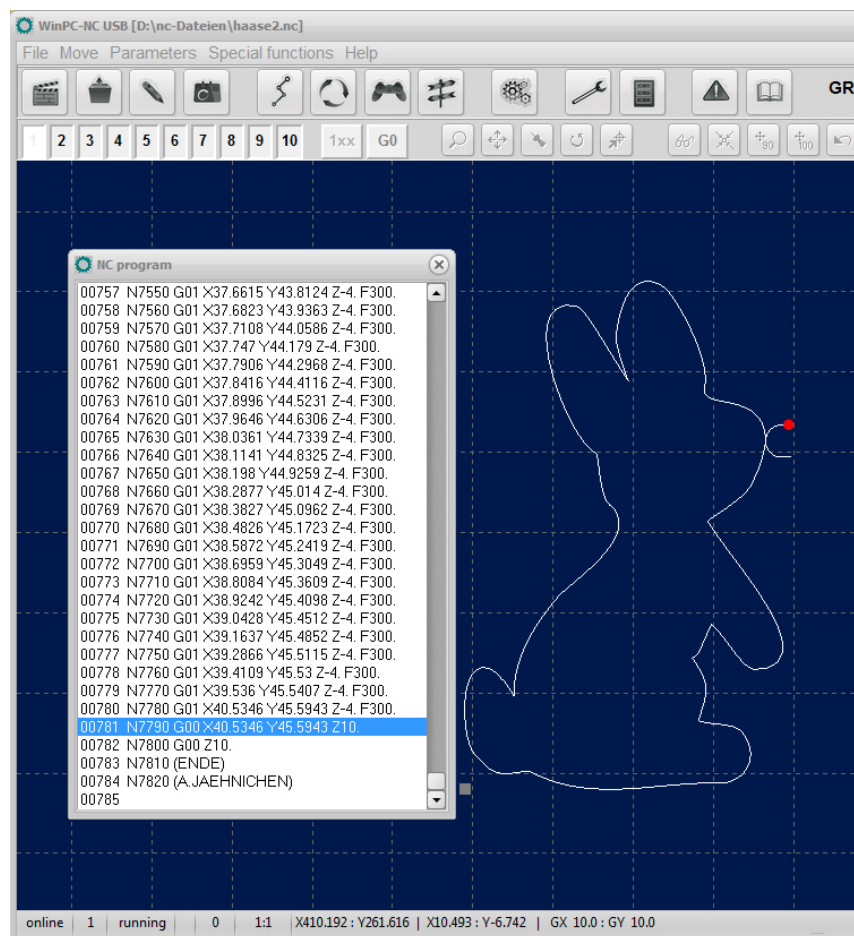
In this way it is possible to determine exact execution times of the job and for instance to account for labour costs.

Display of position

In **WinPC-NC USB** the display of the axes position in realtime is switchable and can be displayed as a small window.

Ideally you zoom and arrange the windows in the way that all relevant information is available.

NC-Program window



Program window during operation

To obtain an overview concerning the actual program section there is a file display with a cursor bar which marks the actual command during operation in realtime.

The program window is suitable for any formats except for DXF and postscript and for files with 300000 lines at most.

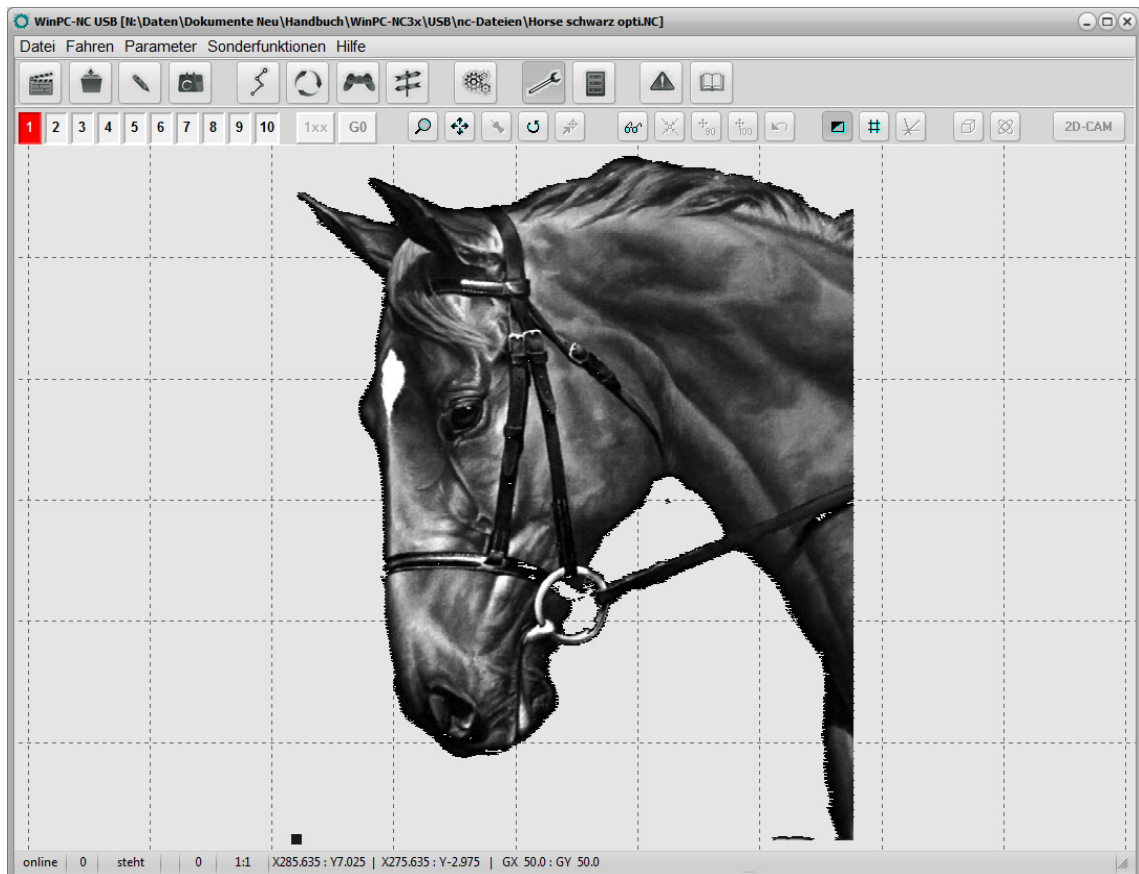
Save position

WinPC-NC can save the actual machine position after each movement and job. This is useful when there are no reference switches available or homing is not always possible. The set values remain valid even after *Exit* and *re-start*.

3D color shading

In **WinPC-NC** all loaded files are displayed in 2D and flat view only. When loading 3D files or reliefs the visual check is not quite easy and therefore you can select a color shading where the exact colors are shifted to light and dark corresponding to Z heights or PWM values.

The color shading may be selected to correspond to different values and settings. There are five possible options. With inverse display a higher speed value is displayed in brighter color, otherwise by a darker shade.



Color shade according to relief- and laser engraving or grinding applications

*No ones,
merley 2D
files*

Here a mere 2D display is presented with lines and drillings in the selected tool color

*from Z
coordinates
/ from Z
coordinates
colored*

All colors are shifted to more light or darker corresponding to the current Z height. The colored option will shift stronger as the regular one and this may cause considerable color changes.

*from spin-
dle speed /
from inver-
ted spindel
speed*

this option will be a good idea at grinding applications wheredifferent spindle speeds or PWM signal levels indicate the gray shading parts. At inverted shading a higher PWM value shifts the color more to light nuances.