MANUFACTURING

N C PROGRAMMING THROUGH THE SPECTRALIGHT LATHE

NAME PERIOD_____

LIGHT MACHINES CORP.

P.J. JACOBS J.H.S.

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GRADE SHEET AN INTRODUCTION TO NO PROGRAMMING THROUGH THE SPECTRALIGHT LATHE

CRITERIA	POSSIBLE	ACTUAL
WORKSHEET 1	10 -	
WORKSHEET 2 CHECK POINT 1 (PART DIAGRAM) INS. INITIAL	15 2	
ACTIVITY 1 CHECK POINT 2 (FINISH CUT)	25	<u> </u>
INS. INITIAL CHECK POINT 3 (ROUGH CUT)	2	
INS. INITIAL CHECK POINT 4 (PROGRAM)	2	
INS. INITIAL	2	
WORKSHEET 3 CHECK POINT 5 (HARD COPY) INS. INITIAL	10 2	
ACTIVITY 2	15	
CHECK POINT & (TOOL SEL.) INS. INITIAL CHECK POINT 7 (SIMULATION)	2	
INS. INITIAL : CHECK POINT 8 (PROBLEMS)	2	
INS. INITIAL	2	
ACTIVITY 3 CHECK POINT 9 (COMPUTER USE)	25	
INS. INITIAL CHECK POINT 10 (INIT. SETUP)	2	
INS. INITIAL CHECK POINT 11 (LATHE RUN)	2	
INS. INITIAL CHECK POINT 12 (FINISH)	2	
INS. INITIAL	2	
TOTAL	126	

LETTER GRADING A-116 TO 126

B-105 TO 115 C- 94 TO 104

D- 83 TO 93

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OBJECTIVES

AN INTRODUCTION TO NC PROGRAMMING THROUGH THE SPECTRALIGHT LATHE

Upon completion of this package the student will be able:

- To understand the relationship of the standard engine lathe to the CNC lathe.
- To understand the use of math in particular Cartesian coordinates in relationship with the CNC programming.
- To be able to create a soft and hard copy program for a manufactured part on the CNC lathe.
- 4. To be able to understand various G and M code commands using standards from industry.
- 5. To show on hard copy the G and M codes for spindle on, spindle off, feed rate, circular interpolation (arcs) and any other codes other than the normal X and Z location lines (blocks).
- 6. To set up and run programs on the CNC Spectralight lathe.

INTRODUCTION

AN INTRODUCTION TO NC PROGRAMMING THROUGH THE SPECTRALIGHT LATHE

The typical engine lathe has reached the point of dramatic change in both the classroom and industry. With the introduction of relatively inexpensive micro-computers, computer numerically controlled (CNC) machines have become readily available to large industries down to local job shops and the technical education classroom.

With the introduction into our classroom and local industries of the CNC lathe, a basic understanding of the similarities and differences between the engine lathe and CNC lathe must be achieved. A basic understanding of NC programming associated with the CNC lathe is a necessary to achieve the final operation of the machine.

The following material will provide a brief introduction to the CNC lathe and programming involved with the lathe.

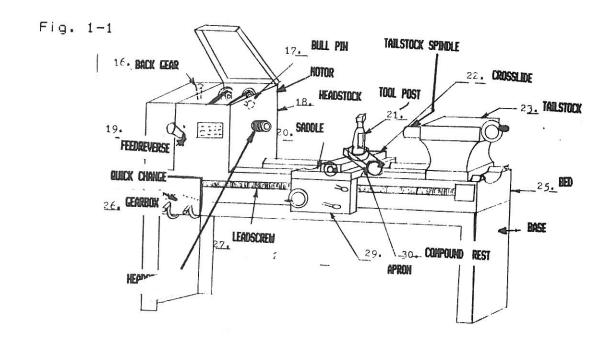
INFORMATION 1

FAMILIARIZATION OF THE ENGINE LATHE AND CNC LATHE

The following information on the engine lathe has already been provided to you in the study guides on basic engine lathe parts and operations. If you need anymore information on the engine lathe, please refer to those guides.

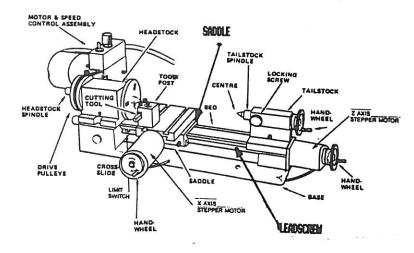
All lathes are sized by swing (largest diameter of material to be turned over the bed) and the longest amount of material that can be turned between centers. The lathe components are broken into 5 major sections which are:

headstock, tailstock, carriage, bed, and power plant. Included in these sections are smaller parts that are essential to lathe operation. Below is a diagram of the typical engine lathe with the main parts labeled.



The Spectralight CNC lathe has a 3 1/2" swing with a major length of 8" between centers. Its basic components are shown in the figure 1-2.





You will note that the 2 lathes have parts that are both approximately the same and parts that don't exist on one or the other lathe. By interfacing (connecting) the computer with the Spectralight lathe, the computer has taken over the need for some of the engine lathe parts.

WORKSHEET 1 (10 PTS)

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DIRECTIONS:

- Using information from figures 1-1 and 1-2, place in column 1 all common parts of the standard engine lathe and the CNC.
- 2. Using information from figures 1-1 and 1-2, place in column 2 all parts that are not in common between the 2 lathes.

COMMON PARTS	UNCOMMON PARTS
COLUMN 1	COLUMN 2
1.	1.
2.	2.
3.	3.
4.	4.
5.	5.
6.	6.
7.	7.
8.	8.
9.	9.
10.	10.
11:	11.
12.	12.
13.	13.

Not all spaces will necessarily be used. After finishing, tear out and hand in answers.

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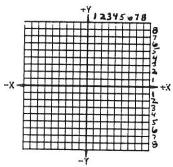
INFORMATION 2

PROGRAMMING USING MATH (CARTESIAN COORDINATES)

CNC programming involves the use of the mathmatical system (geometry) called Cartesian coordinates. In this system, any point in space or on any object maybe located by using a collection of lines that are perpendicular to each other (like on a graph).

In using a graph, the graph is broken into a coordinate system.

It will contain 2 axes (X and Y) for finding a point on a flat surface or 3 axes (X, Y and Z) for finding a point on any 3 dimensional (real life) object. For our purposes, we will work with the 2 axis (2 dimensional or flat object) X and Y coordinates. See figure 2-1 Figure 2-1.



In the above graph, you will notice that there is a plus and minus sign attached to the X and Y axis. Numbers found in these areas will contain either plus or minus signs. In figure 2-2 you will see point location and how numbers are assigned for locating purposes. For our purpose we will remain with positive numbers for both axes.

Numerically controlled machines like our lathe, always have a spindle axis (the part that turns). This spindle axis is always labeled Z. Z will now replace the Y letter axis since we are still working on 2 dimensions. See figure 2-3 to understand how the axes X and Z will be represented on our lathe.

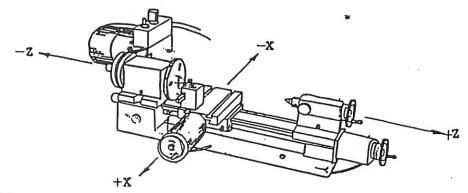


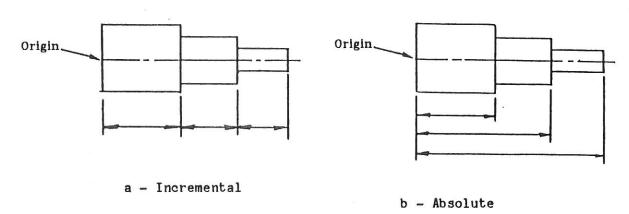
Figure 2-3 Relationship Between Axes And Lathe Components

Dimensioning of a part in an NC program is done in 1 of 2 ways.

One is called absolute and the other is called incremental. In figure

2-4 you will see an example of both types of dimensioning.

Fig. 2-4



For our purposes, we will use absolute dimensioning for ease of point location and programming.

If any arcs are to be used in your design, you must locate the beginning, end and center point of the arc.

Below in fig. 2-5 is a simple part placed on the graph with points located according to the absolute coordinate system. You will notice that the coordinates start from the right end and proceed to the left end. The use of straight lines (cutting tool movements) on this diagram is called linear interpolation while using arcs or curves (cutting tool movements) is called circular interpolation.

Fig. 2-5

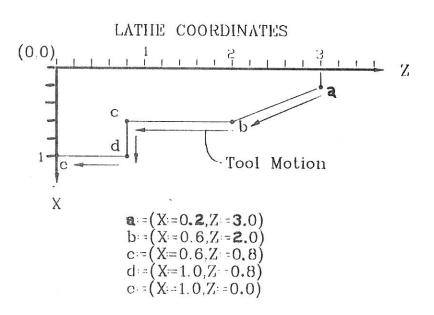


Figure 2-5 Two-Dimensional View Of Absolute Dimensioning Of Coordinate Points On A Workpiece

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	, *		

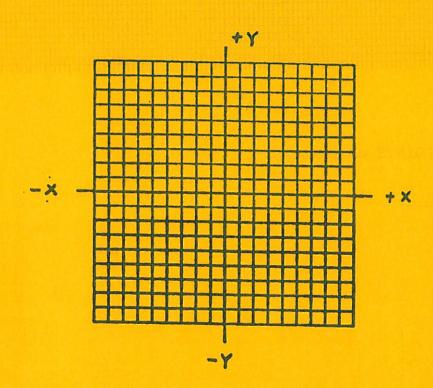
WORKSHEET 2 (15 PTS)

NAME

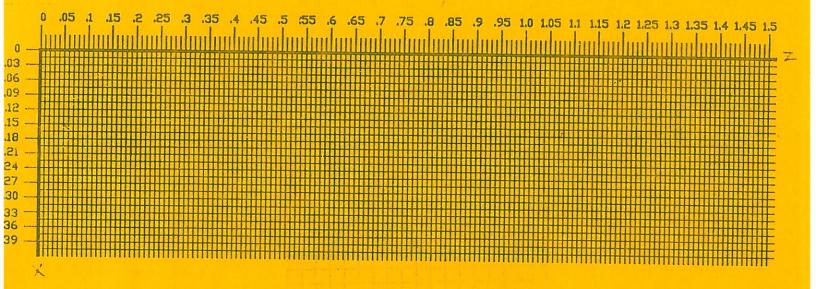
DIRECTIONS:

1. LOCATE POINTS GIVEN ON THE GRAPH BELOW

A =
$$x = +4$$
, $y = +6$
B = $x = -1$, $y = -5$
C = $x = +7$, $y = -3$
D = $x = -8$, $y = +7$



- 2. A. ON THE GRAPH BELOW, DRAW A PART THAT YOU WOULD LIKE TO PRODUCE ON THE CNC LATHE. KEEP IT SIMPLE WITH STRAIGHT LINES IF POSSIBLE. DRAW HALF THE PART SINCE IT WILL BE A CYLINDER. IF NECESSARY, REFER TO THE PART IN FIG. 2-5 MAXIMUM DIAMETER IS .5 MAXIMUM LENGTH IS .75
 - B. LOCATE ON THE GRAPH ALL POINTS (X AND Z) THAT MAKE UP THE PART. LOCATE THE BEGINNING, END, AND CENTER POINTS IF ARCS ARE USED.
 - C. PLACE ALL POINTS STARTING FROM THE RIGHT END IN THE APPROPRIATE COLUMN BELOW THE GRAPH.



LOCATE ALL X AND Z POINTS ON DRAWING

X Z

CHECK POINT 1