G10 Work shift

Work shift is used to offset a program from the original starting point. Typical applications are:

- Machining multiple parts off a single shootout of a bar.
- Shifting a program away from the spindle the first time it is run

G10XnZn

G10 will shift the reference of the slide incrimentally. If G10 is put into a loop the program will shift each time the command is used. The shift will take place on the next tool call. If you put the shift after a tool call the effect will take place the next time through the loop.

Note: The shift is executed on <u>tool calls</u>! Use the G10 command before tool calls otherwise there will be no effect.

The shift will be cancled with these commands: T0 - M30 - M02

The command must have a value for both X and Z.

Example of shifting a program for test running

In the following example we show using the G10 work shift for running a program the first time way from the work to make sure that the program looks like it will run OK. In this example you would set the tools to make the part. After the program is run a few inches away with the work shift the G10 command would be removed from the program. Then the program would be run to make a part.



G10 Work shift

X0Z1 X-.4 Z-.35 G96S150 G76S500 G95F.001X.005 G94F300Z1 G97 M30

Example of shifting a program for bar work

With the G10 work shift you can take a program and loop it with the shift so that you get multiple parts done on a single feedout. In the next example three parts will be made with one barfeed sequence:



