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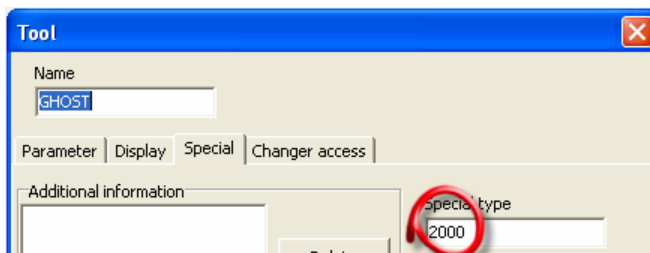
## 1. MT-Manager (Ghost-Tool)

There is a possibility to define a tool which does not exist in reality. This “ghost” tool can be used to define contours/ milling segments which only have a optical reason. The main reason for this feature is the display and positioning of clamping devices. Manufacturing definitions with this tool do have any effect on the machining program.


If needed, the ghost tool can be loaded in the tool manager.

<p>right mousebutton</p>	<p>In folder System MTManager MData Standard Components Tools</p> <p>Choose the file ghost.tool</p>		<p>Tool Ghost_1 now available with ID=9999</p>
<p>Step 1</p>	<p>Step 2</p>	<p>Step 3</p>	

This tool can also be created manually as a special tool. Important is the type = 2000



## 1.1 Example

<pre> ;MAKROTYP=0 ;BILD=xx1.wmf ;INFO= ;WZGV=TEST ;MASCHINE=HOLZHER ;NCNAME=xx1 ;KOMMENTAR= ;DX=0.000 ;DY=0.000 ;DZ=0 ;DIALOGDLL=Dialoge.Dll ;DIALOGPROC=StandardFormAnzeigen ;AUTOSCRIPTSTART=1 ;BUTTONBILD= ;DIMENSION_UNIT=0 VARS   DX := 600;*VAR*Dimension X   DY := 400;*VAR*Dimension Y   DZ := 19;*VAR*Dimension Z START FinishedPart (DX,DY,DZ,0,0,0,0,0,"",0,0,0) CALL HH_Park ( VAL PARK:=3,X:=0,Y:=0) TOOLM (9999,_VE,_V,_VA,_SD,_ANF,'1') SP (0,0,0,0,0,_ANF,0,0,0,0,1,0,0,0,0,0,0,0,0,0,0) G01 (0,0,0,0,3,2) G01 (0,0,0,0,5,2) G01 (0,0,0,0,7,2) G01 (0,0,0,0,1,2) EP (0,_ANF,0) SP (110,100,0,0,0,_ANF,0,0,0,1,1,0,0,0,0,0,0,0,0,0,0) G01 (210,100,0,0,0,2) G01 (210,295,0,0,0,2) G01 (100,295,0,0,0,2) G01 (100,100,0,0,0,2) EP (0,_ANF,0) </pre>	 <p>Positioning the cups depending on the dummy – router ID 9999</p>

## 2. Hop – Data command description

<pre> ;MAKROTYP=0 ;BILD=FRAESEN.WMF ;INFO=Milling ;WZGV= 7123K 039 ;MASCHINE= HOLZHER ;NCNAME=FRAESEN ;KOMMENTAR= ;DX=0 ;DY=0 ;DZ=0 ;DIALOGDLL=Dialoge.Dll ;DIALOGPROC=StandardFormAnzeigen ;AUTOSCRIPTSTART=1 ;BUTTONBILD= ;DIMENSION_UNIT=0 </pre>	Header – general information
<p><b>VARs</b></p> <pre> DX := 600;*VAR*Dimension X DY := 400;*VAR*Dimension Y DZ := 19;*VAR*Dimension Z L := 80;Ausschnittlänge B := 40;Ausschnittbreite i := 0; </pre>	<p><b>Key words</b></p> <p>Definition of variables</p>
<p><b>START</b></p> <pre> FinishedPart (DX,DY,DZ,0,0,0,0,0,"",0,0,0) ;Workpiece outside milling TOOLM (1, _VE, _V, _VA, _SD, _ANF, '1') SP(0,0,-2,2,2, _ANF,0,0,0,0,1,0,0,0,0,0,0,0,0,0,0,0) G01(600,0,0,0,0,2) G01(600,0,0,0,0,2) TP( _BL, _V/2, _DW, _KW) G01(600,400, _Z,0,0,2) TP( _BL, _V, _DW, _KW) G01 (0,400, _Z,0,0,2) TP( _BL, _V/2, _DW, _KW) G01(0,0,0,0,0,2) EP(2, _ANF,0) </pre>	<p><b>Key words</b></p> <p>Programm definition of manufacturing steps</p>

## 1.2 Header - Area

;MAKROTYP=0	0=Standard macro 1=System macro
;BILD=FRAESEN.WMF	Dialog picture
;INFO=Milling	Information for standard dialogue (not relevant from Hops 4 on)
;WZGV= 7123K_039	Used tool management
;MASCHINE= HOLZHER	Used machine
;NCNAME=FRAESEN	Name of NC – Programs
;KOMMENTAR=	Comment
;DX=0	Offset in X
;DY=0	Offset in Y
;DZ=0	Offset in Z
;DIALOGDLL=Dialoge.Dll	Not relevant
;DIALOGPROC=StandardFormAnzeigen	Not relevant
;AUTOSCRIPTSTART=1	0: No automatic run when changes have been made 1: Macro will automatically be recalculated when changes have been made
;BUTTONBILD=	
;DIMENSION_UNIT=0	0= Measurement mm 1= Measurement inch

## 1.3 Variables - Area

VARs	Key words
DX := 600;*VAR*Dimension X DY := 400;*VAR*Dimension Y DZ := 40;*VAR*Dimension Z Variable name := value comment	

## 1.4 HOPS Macro – Commands

**The description of the commands is based on the basic functions.**

### 1.4.1 Command overview

	German	English	Description
<b>Work piece Information:</b>	FERTIGTEIL	FINISHED_PART FINISHEDPART	Finished part - Information
<b>Tool calls:</b>	WZF WZB WZS	TOOLM TOOLD TOOLS	Tool call router Tool call drill Tool call saw
<b>Milling:</b>	SP G01 G02R G03R G02M G03M EP TANG SBOG TP	SP G01 G02R G03R G02C G03C EP TANG TAILARC TP	Milling Start point Linear interpolation Circular interpolation clockwise with radius Circular interpolation counter clockwise with radius Circular interpolation clockwise with centre point Circular interpolation counter clockwise with centre point Milling End point Interpolation tangential Interpolation tail arc Technology point
<b>Drill:</b>	HORZB BOHRUNG	HORD DRILLING	Horizontal drilling
<b>Sawing:</b>	SAEGEN	SAWING	Sawing
<b>Contours:</b>	KB KG01 KG02M KG03M KSPLIT KTANG KSBOG KVERRUNDUNG KG01ZUKB	CB CG01 CG02C CG03C CSPLIT CTANG CTAILARC CROUND CG01TOCB	Contour start Contour linear Contour circular clockwise with centre point Contour circular counter clockwise with centre point Split contour Contour tangential to next point Contour tail arc Round contour Close contour
<b>Milling contours:</b>	KSP KONTURFRAESEN	CSP CONTOURMILLING	Start point milling contour Contour milling
<b>Viewchange:</b>	EBENEF EBENE0 EBENE1 EBENE2 EBENE3 EBENE4	VIEW5 VIEW0 VIEW1 VIEW2 VIEW3 VIEW4	Free view definition Standard 0 Standard 1 Standard 2 Standard 3 Standard 4

<b>Draw functions:</b>	ZLINIE	DLINE	Draw line
	ZKBCCW	DARCCCW	Draw arc clockwise
	ZKBCW	DARCCW	Draw arc counter clockwise
	ZRECHTECK	DRECTANGLE	Draw rectangle
	ZTEXT	DTEXT	Draw text
<b>Transformations:</b>	SETURSPRUNG	PLACEORIGIN	Set origin
	SPROHX	MIRRORFPX	Mirror X
	SPROHY	MIRRORFPY	Mirror Y
	SPIEGELNEND	MIRROREND	End mirroring
	VERXY	SHIFTXY	Start moving
	VERXYEND	SHIFTXYEND	End moving
<b>Generic functions:</b>	HINWEISMELDUNG	GIVEOUTHINT	Message information in status line
	FEHLERMELDUNG	GIVEOUTERROR	Error message in status line
	NCINFO	NCINFO	NCINFO
	EINGABE	INPUT	Shows window for input export variables
<b>Comments</b>	NCINFOPROCESS	NCINFOPROCESS	NCINFOPROCESS
	; _DINISO_CALL	; _DINISO_CALL	Comment text in macro
<b>DINISO</b>			Tool call, view call, din iso code
	_DINISO	_DINISO	Direct code for nc program

## Types of variables (TYPE)

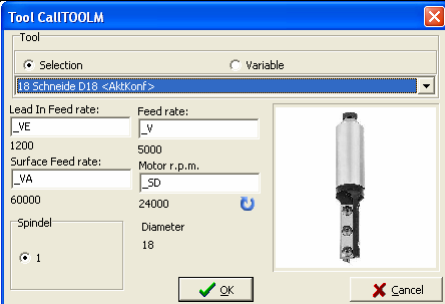
N=numeric	Numeric value
S=string	Alphanumeric value
B=boolean	Logical value 0/1
V=System variable	System variable can be used



**I.4.2 Finished part (Work piece Definition)**

<b>HOP – Syntax</b>			
<b>Finishedpart</b> (x,y,z,rf,sf,ox,oy,oz,co,fl,l,p)			
	Var	Type	
	X	N	Work piece dimension in X
	Y	N	Work piece dimension in Y
	Z	N	Work piece dimension in Y
	rf	N	Rotation flag (angle=rf*90°)
	sf	N	Not used
	ox	N	offset x
	oy	N	Offset y
	oz	N	offset z
	co	S	Comment
Fl	B	Field linking	
l	B	Activates Laser	
P	N	Stop flag: Stop situation (0↔LU, 1↔RU,2↔RO, 3↔LO,)	
<p><b>Example:</b>                      FinishedPart (800,400,20,0,0,0,0,0,0,0,0,0,0,0,0,0)</p>			

### I.4.3 TOOLM;TOOLD;TOOLS (TOOLCALL Router,Driller,Saw)

<b>HOP – Syntax</b>			
<b>TOOLM</b> (BoxNo,VE,V,VA,SD,ANF,Hid)	Tool call Router		
<b>TOOLD</b> (BoxNo,VE,V,VA,SD,ANF,Hid)	Tool call Driller		
<b>TOOLS</b> (BoxNo,VE,V,VA,SD,ANF,Hid)	Tool call Saw		
	Var	Type	
	BoxNo	N	Tool „ID“
	VE	N/V	Lead in Feed rate ( System Variable = _VE )
	V	N/V	Feed rate ( System Variable = _V )
	VA	N/V	Lead out Feed rate ( System Variable = _VA )
	SD	N/V	RPM ( System variable = _SD )
	ANF	N/V	Lead in / Lead out Factor ( System Variable = _ANF )
	Hid	S	Head ID
	<b>Example:</b> TOOLM (125,_VE,_V,_VA,_SD,_ANF,'1')		

I.4.4 SP (Starting point Milling)

HOP – Syntax			
<b>SP</b> (x,y,z,rk,ab, _ANF,dc,oa,ta,es,esz,pm,fr,zs,us,cm,l)			
	var	Type	
	x	N	Start coordinate X
	y	N	Start coordinate Y
	z	N	Start coordinate Y depending on esz
	rk	N	Radius compensation (0↔centre, 1↔left, 2↔right)
	ab	N	Lead in mode (0↔none, 1↔linear, 2↔radial, 4↔linear with radius compensation after Z-Positioning, 5↔radial with radius compensation after Z-Positioning) -1 to -5 equal with 1 to 5 but with Z-Interpolation while Lead in movement
	ANF	N/V	Lead in factor ( System Variable = _ANFAKT )
	dc	N	Distance to contour
	Oa	N	Offset angle
	Ta	N	Tip angle
	Es	N	
	Esz	N	
	Pm	N	Process mode 0↔no change 1↔with rotation 2↔against rotation 3↔with rotation (using mirror tool) 4↔against rotation (using mirror tool)
	Fm	N	Milling steps
	Zs	N	Depth per level
Us	N	Excess depth (when ta not zero )	
Cm	B	Interpolation with rotation Axis	
l	B	Activates Laser	
<p><b>Example:</b>                      SP (0,0,-2,2,1,_ANF,1.5,0,0,0,1,0,2,0,0,0,0,0,0,0,0,0)</p>			

### I.4.5 G01 (Linear Interpolation)

<b>HOP – Syntax</b>			
<b>G01</b> (x,y,z,r,es,esz)			
	var	Type	
	x	N	End point X
	Y	N	End point Y
	Z	N	End point Z
	R	N	Corner radius with next element
	es	N	Easy snap X/Y 
	Esz	N	Easy snap Z  2=relative
<p><b>Example:</b> G01 (210,100,0,0,0,2)</p>			

### I.4.6 G02M/G03M (arc G2/G3 with centre point)

HOP – Syntax		
<p><b>G02m</b> (x,y,z,mx,my,r,ess,esz,esm)  <b>G03m</b> (x,y,z,mx,my,r,ess,esz,esm)</p>		
var	Type	
x	N	End point Arc in X
Y	N	End point Arc in Y
Z	N	End point Arc in Z
Mx	N	Centre point X
My	N	Centre point Y
R	N	Corner radius to next element
ess	N	Easy snap End point XY 
Esz	N	Easy snap Z  2=relativee
esm	N	Easy snap centre point X/Y 
<p><b>Example:</b>                      G03M (0,5,0,5,5,0,3,2,3)</p>		

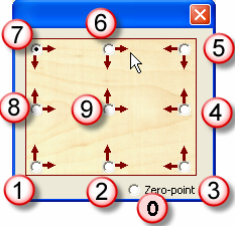
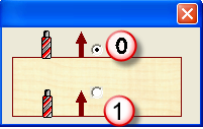
### I.4.7 EP (End point milling)

HOP – Syntax		
<p><b>EP</b> (ab,anf,bu)</p>		
var	Type	
ab	N	Lead out mode (0↔none, 1↔linear, 2↔radial, 4↔linear with radius compensation before Z-Up Positioning, 5↔radial with radius compensation before Z-UP Positioning)
anf	N/V	Lead out factor ( System variable = _ANFAKT )
bu	B	1↔Reverse direction
<p><b>Example:</b>                      EP (0, ANF,0)</p>		

I.4.8 EbeneF (free View)

<b>HOP – Syntax</b>																										
<b>EbeneF(x,y,z,β2,β1,es,esz)</b>																										
	<table border="1"> <thead> <tr> <th>var</th> <th>Type</th> <th></th> </tr> </thead> <tbody> <tr> <td>x</td> <td>N</td> <td>Zero of view in X</td> </tr> <tr> <td>y</td> <td>N</td> <td>Zero of view in Y</td> </tr> <tr> <td>z</td> <td>N</td> <td>Zero of view in Z</td> </tr> <tr> <td>β1</td> <td>N</td> <td>Tilt angle of view</td> </tr> <tr> <td>β2</td> <td>N</td> <td>Rotation angle of view</td> </tr> <tr> <td>es</td> <td>N</td> <td>Easy snap XY</td> </tr> <tr> <td>Esz</td> <td>N</td> <td>Easy snap Z</td> </tr> </tbody> </table>	var	Type		x	N	Zero of view in X	y	N	Zero of view in Y	z	N	Zero of view in Z	β1	N	Tilt angle of view	β2	N	Rotation angle of view	es	N	Easy snap XY	Esz	N	Easy snap Z	
var	Type																									
x	N	Zero of view in X																								
y	N	Zero of view in Y																								
z	N	Zero of view in Z																								
β1	N	Tilt angle of view																								
β2	N	Rotation angle of view																								
es	N	Easy snap XY																								
Esz	N	Easy snap Z																								
<p><b>Example:</b> EbeneF (0,0,0,90,0,0,2)</p>																										

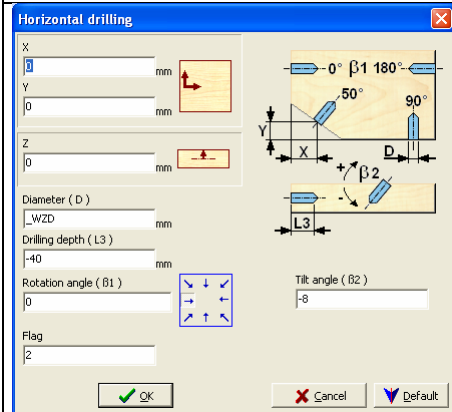
I.4.9 DRILLING

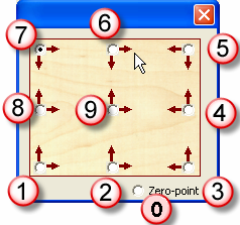
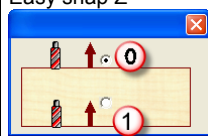
HOP – Syntax			
DRILLING(X,Y,D,T,Flag,es,esz)			
	var	Type	
	x	N	position in X
	y	N	position in Y
	d	N/V	Diameter (_WZD depending on the active Tool)
	T	N	Drilling depth
	Flag	N	Drilling flag
	es	N	Easy snap XY 
	Esz	N	Easy snap Z  2=relative
<p><b>Example:</b>                      Drilling (0,0,5mm,-13,10,0,0,0,0,0,0)</p>			

### I.4.10 HorD (horizontal Drilling)

#### HOP – Syntax

**HorD**(x,y,z,d,t,flag,β2,β1,es,esz)



var	Type	
x	N	position in X
y	N	position in Y
z	N	position in Z
d	N/V	Diameter (_WZD depending on the active Tool)
T	N	Drilling depth
Flag	N	Drilling flag
β1	N	Rotation angle (0 ↔ plus X-Direction)
β2	N	Tilt angle (0 ↔ horizontal)
es	N	Easy snap XY 
Esz	N	Easy snap Z  2=relative

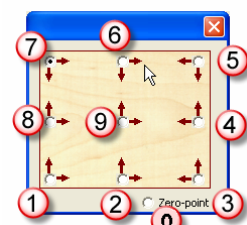
**Example:**

HorD (0,0,0,\_WZD,-40,2,-8,0,8,1,0,0)



I.4.11 Sawing


HOP – Syntax			
Sawing (sx,sy,sz,ex,ey,ez,bl,ep,al,K,β2,bh,ess,ese,esz,0,0)			
	var	Type	
	sx	N	Start point X
	Sy	N	Start point Y
	sz	N	Start point Z
	Ex	N	End point X
	Ey	N	End point Y
	Ez	N	End point Z
	bl	N	Radius compensation (0 ↔ centre, 1 ↔ left, 2 ↔ right)
	Ep	N	Fit in
	al	N	Lead in/out (a)
K	N	Process mode	
β2	N	Tilt angle	
Bh	N	Z-Level	
Ess	N	Easy snap Start point	
Ese	N	Easy snap End point	
Esz	N	Easy snap Z-Level	





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I.4.13 \_DINISO

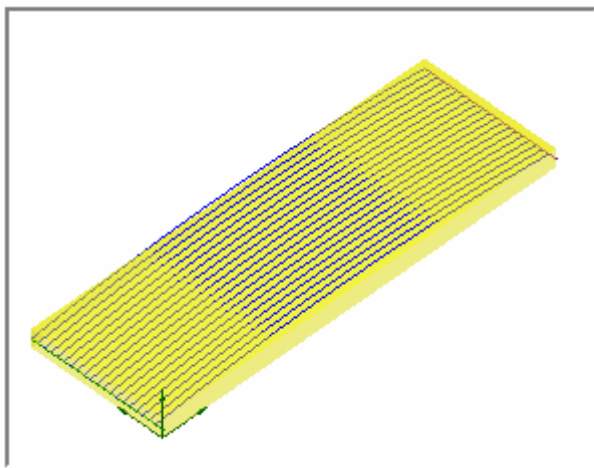
<p><b>HOP – Syntax</b></p>	<p><b>DINISO – Code</b> Sent through any string as code into the NC-program.</p>		
<p>CALL _DINISO ( VAL CODE:='G1 G91 X200 Y230 Z-23 F8500')</p>			
	<p>var</p> <p>Code</p>	<p>Type</p> <p>S</p>	<p>0=without tool call 1=with tool call</p>

I.4.13.1 Example DINISO**Example DINISO:**


```

;MAKROTYP=0
;BILD=test1_lehne1.wmf
;INFO=
;WZGV=7123F_001
;MASCHINE=HOLZHER
;NCNAME=test1_lehne1
;KOMMENTAR=
;DX=0.000
;DY=0.000
;DZ=0
;DIALOGDLL=Dialoge.Dll
;DIALOGPROC=StandardFormAnzeigen
;AUTOSCRIPTSTART=0
;BUTTONBILD=
;DIMENSION_UNIT=0
VARS
  DX := 600;*VAR*Dimension X
  DY := 200;*VAR*Dimension Y
  DZ := 28;*VAR*Dimension Z
  Stepp := -10;*VAR*
  z := 0;
  Stri := ";
  Radius := 2500;
  A := 15;Abstand von oben
START
Fertigteil (DX,DY,DZ,0,0,0,0,0,"0,0,0)
CALL HH_Park ( VAL PARK:=3,X:=0,Y:=0)
WZF (20,_VE,_V,_VA,_SD,_ANF,'1')
;CALL _Format_V5 ( VAL ECKENVERRUNDUNG:=0,TIEFE:=2,AUFMASS:=0,ANF:=_ANF,ESMD:=1,GGL:=0,LASER:=0,DEPTH:=0)
CALL _DINISO_CALL ( VAL TOOLCALL:=1,SPEED:=1,VIEWCHANGE:=1,LIFTPOS:=0,SX:=10,SY:=0,SZ:=45,EBX:=0,EBY:=0,EBZ:=0,EBKW:=90,EBDW:=0,ESXY:=1,ESZ:=0,ESXYS:=1,ESZSP:=0,CODESTR:=)
z := 0
Stri := 'G01 X=-10 Y='+FloatToStr(_RZ-A,4,3)+' Z='+FloatToStr(z,4,3)+' F'+FloatToStr(_V,4,3)
CALL _DINISO ( VAL CODE:=Stri)
Stri := 'G01 X=0'
CALL _DINISO ( VAL CODE:=Stri)
WHILE ABS(z)<_RY
Stri := 'G01 Z='+FloatToStr(Z,4,3)
CALL _DINISO ( VAL CODE:=Stri)
Stri := 'G02 X='+FloatToStr(_RX,4,3)+' Y='+FloatToStr(_RZ-A,4,3)+' CR='+FloatToStr(Radius,4,3)
CALL _DINISO ( VAL CODE:=Stri)
;jetzt zustellen in z
z := z+Stepp
Stri := 'G01 Z='+FloatToStr(z,4,3)
CALL _DINISO ( VAL CODE:=Stri)
Stri := 'G03 X='+FloatToStr(0,4,3)+' CR='+FloatToStr(Radius,4,3)
CALL _DINISO ( VAL CODE:=Stri)
;jetzt zustellen in Y
z := z+Stepp
END
;--
;-- visual
WZF (9999,_VE,_V,_VA,_SD,_ANF,'1')
EbeneF (0,0,0,90,0,1,0)
SP (0,_RZ-A,-_RY,0,0,_ANF,0,0,0,1,0,0,0,abs(Stepp),0,0,0,0,0,0,0,0)
G02R (_RX,_Y,0,Radius,0,0,2)
EP (0,_ANF,0)
Ebene0()

```

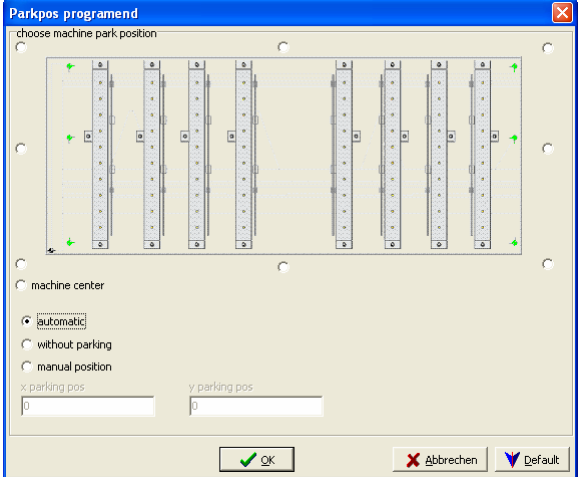


## ; (comment line)

<b>HOP – Syntax</b>	
<p data-bbox="178 365 571 403">;comment</p> 	<p data-bbox="571 365 1409 403">Comment</p>

## 1.5 Additional functions

### 1.5.1 HH\_Park

<p><b>HOP – Syntax</b></p>	<p>Defines the park mode of the machine at program end</p>							
<p><b>CALL HH_Park ( VAL PARK:=11,X:=0,Y:=0)</b></p>								
	<table border="1"> <thead> <tr> <th>var</th> <th>Type</th> <th></th> </tr> </thead> <tbody> <tr> <td>park</td> <td>N</td> <td></td> </tr> </tbody> </table>	var	Type		park	N		<p>Park position                      0=without                      1=left rear                      2=right rear                      3=middle rear                      4=left front                      5=right front                      6=middle front                      7=left middle                      8=right middle                      9=machine centre                      10=manual                      11=automatic</p>
var	Type							
park	N							
	<table border="1"> <tbody> <tr> <td>X</td> <td>N</td> <td></td> </tr> </tbody> </table>	X	N		<p>Park position in X active when park=10</p>			
X	N							
	<table border="1"> <tbody> <tr> <td>Y</td> <td>N</td> <td></td> </tr> </tbody> </table>	Y	N		<p>Park position in Y active when park=10</p>			
Y	N							

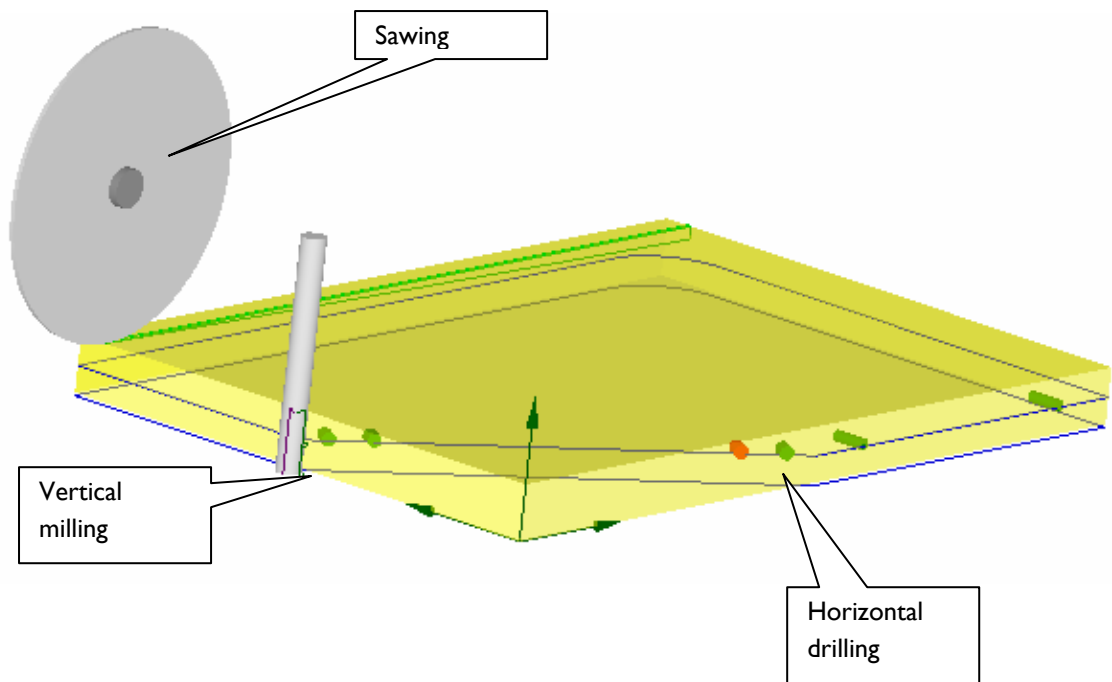
## 1.6 Example

```

;INFO=TEST
;WZGV=7123F_001
;MASCHINE=HOLZHER
;NCNAME=Test
;KOMMENTAR=
;DX=0.000
;DY=0.000
;DZ=0
;DIMENSION_UNIT=0
VARS
  DX := 600;*VAR*Dimension X
  DY := 400;*VAR*Dimension Y
  DZ := 40;*VAR*Dimension Z
START
FinishedPart (DX,DY,DZ,0,0,11,21,31,"",1,0,0)
CALL HH_Park ( VAL PARK:=10,X:=0,Y:=0)
;this is a comment
TOOLM (18,_VE,_V,_VA,_SD,_ANF,'1')
CALL _DINISO_CALL ( VAL
TOOLCALL:=1,SPEED:=1,VIEWCHANGE:=0,LIFTPOS:=0,SX:=0,SY:=0,SZ:=0,EBX:=0,EBY:=0,EBZ:=0,EBKW:=0,E
BDW:=0,ESXY:=0,ESZ:=0,ESXYS:=0,ESZSP:=0,CODESTR:=';R10=23'+'|'+';R11=19.3'+'|'+EXTCALL
""PRG4711""
SP (0,0,-2,1,2,_ANF,0,0,0,8,1,1,2,0,0,0,0,0,0,0,0,0)
G01 (0,0,0,0,7,2)
G01 (50,0,0,1,5,5,2)
g02m (0,50,0,50,50,0,5,2,5)
G01 (0,0,0,0,3,2)
G01 (0,0,0,0,2,2)
G01 (0,0,0,0,8,2)
EP (2,_ANF,0)
VIEW5 (0,0,0,90,270+arctan((dx/2)/(dy/2)),8,0)
TOOLD (501,_VE,_V,_VA,_SD,_ANF,'1')
DRILLING (20,20,_WZD,-13,10,0,0,1,0,0,0,0)
DRILLING (20+32,20,_WZD,-13,10,0,0,1,0,0,0,0)
DRILLING (20,20,_WZD,-13,10,0,0,3,0,0,0,0)
DRILLING (20+32,20,_WZD,-13,10,0,0,3,0,0,0,0)
VIEW0()
HorD (50,0,0,8,-25,0,0,90,3,1,0,0)
HorD (50,0,0,8,-25,0,0,90,2,1,0,0)
TOOLS (220,_VE,_V,_VA,_SD,_ANF,'1')
SAWING (0,20,0,0,20,-9,0,1,0,0,0,0,7,5,2,0,0)

```





## 3. Document-Reference:

### 1.7 [System\Help\de\GlobaleVariablen.pdf](#), [System\Help\en\GlobalVariables.pdf](#)

Overview on the system variables.