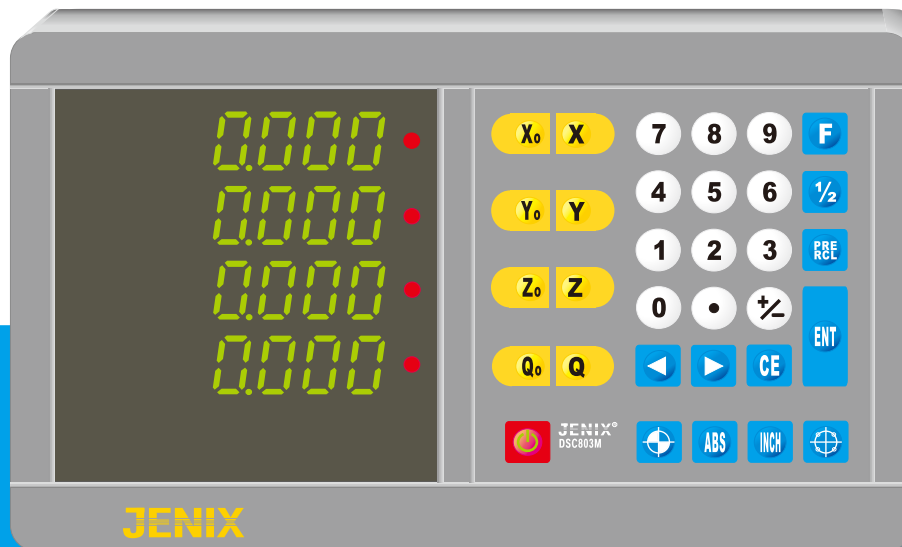


Digital
Counter

USER'S MANUAL

DSC800 SERIES



D C

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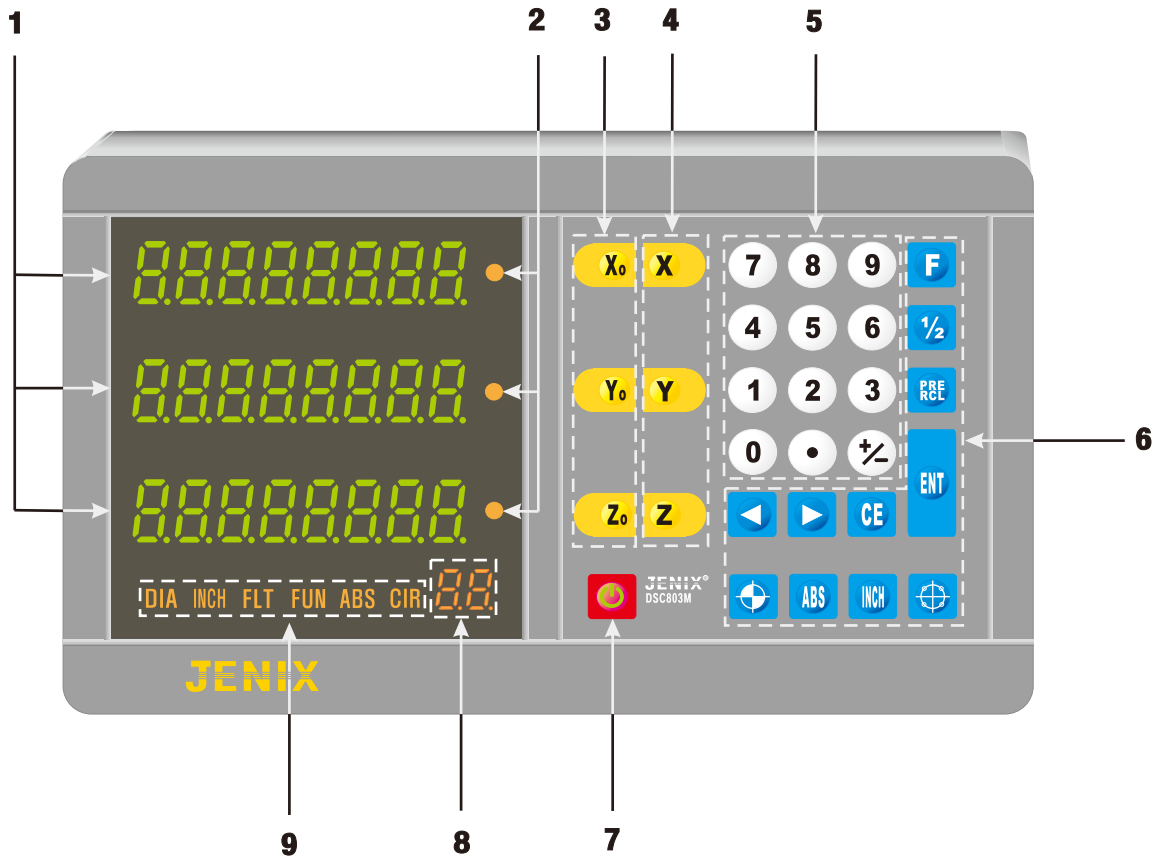
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DESCRIPTION OF DSC-800

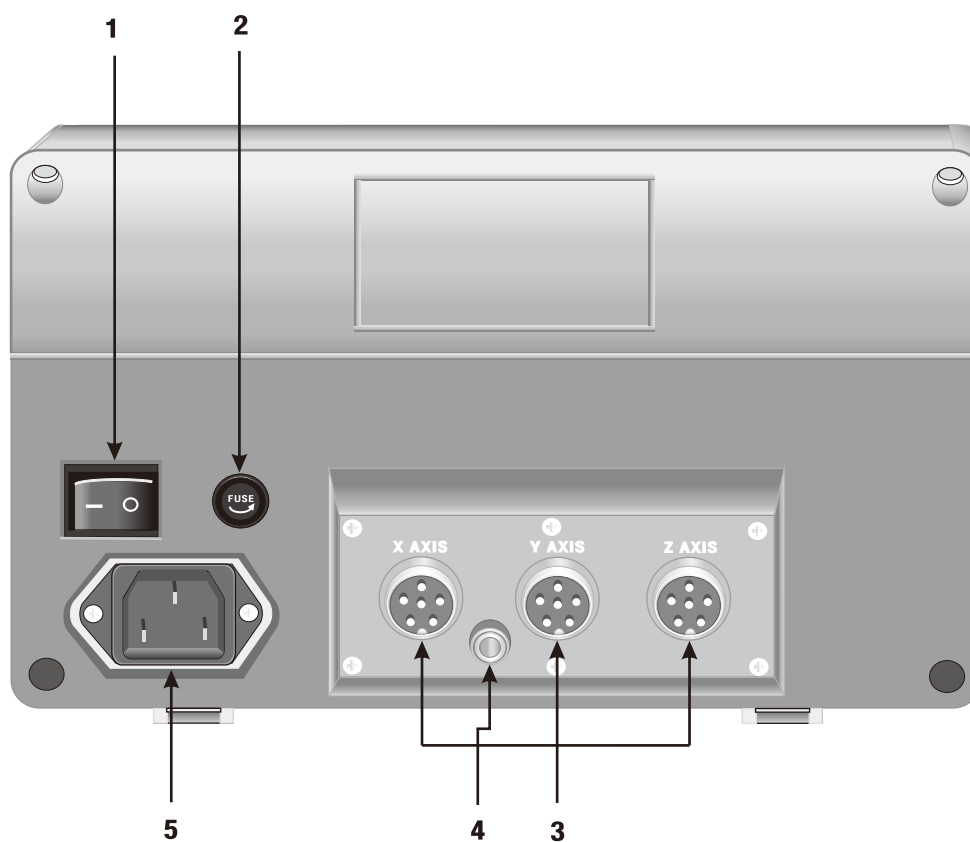
1. Front Panel



Keys	Description
1. Display area	Display the values of X, Y and Z axis
2. Axis indication lamp	Lamp will be on when the axis selected
3. Zero set keys	Initializing key
4. Axis indication key	To select the axis
5. Numbers key	0 ~ 9 numbers
6. Function Key	To begin any function, firstly start with "F"
7. ON/OFF switch	Turn on / off the display unit
8. Subsidiary display area	Display when "ABS" or Bolt hole circle... selected
9. Function lamp	Lamp will be on when a function selected

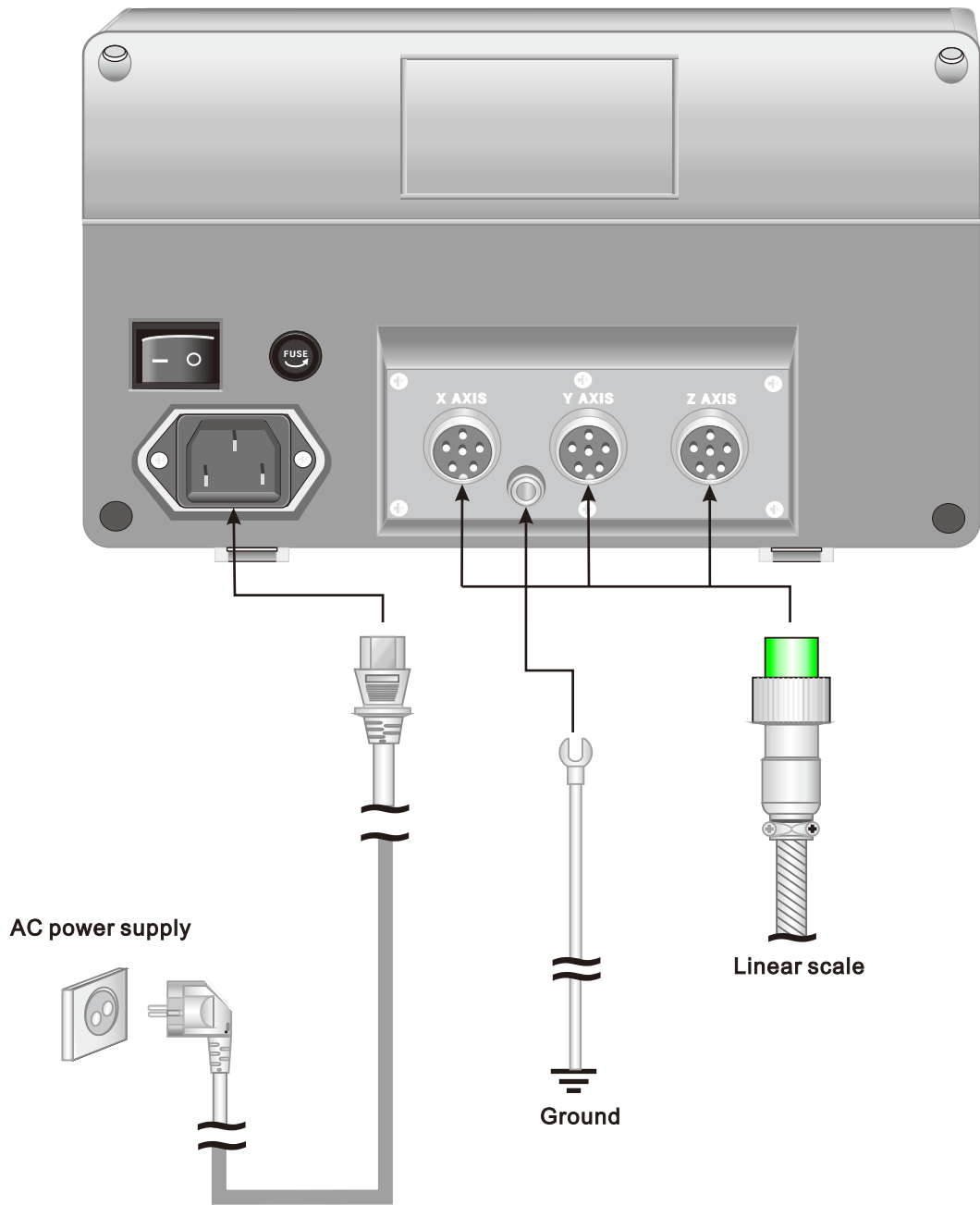
Note) This manual explains every function on the basis of 3-axis display unit (DSC-803).

2. Back Panel



















Keys	Description
1. Main power switch	ON/OFF the main power
2. Fuse	220V/1A
3. Connectors for scale	Connections for X, Y and Z axes
4. GND	Ground connector
5. AC supply power	Connection with a power cord

3. Wire connection



4. Description of buttons

Key	Name	Description
	Axis zero key	Reset present displayed axis
	Axis (indication) key	Select axis
	Number key	Numbers of 0 ~ 9
	Dot key	Input the value of decimal point
	+/- key	Changing positive(+) or negative(-) value
	Enter key	"Enter" means completion of the process
	Backward / Forward	When using "Menu" or "Function", move by sequence. Use this to look for the number of ABS or Bolt hole circle.
	Cancel key	Cancel input processing. Cancel executing operation. Clear the error.
	Function key	To use any function, firstly push "F" key
	1/2 key	Divide present value into a half
	Preset Recall	Recall memorized coordinates
	Absolute position	To use ABS at any position
	Bolt hole circle	To use Bolt hole circle function
	Mm / inch	Changing mm / inch
	Error key	To find error of a scale
	On / Off key	Turn on / off the FND display

DC

BASIC OPERATION

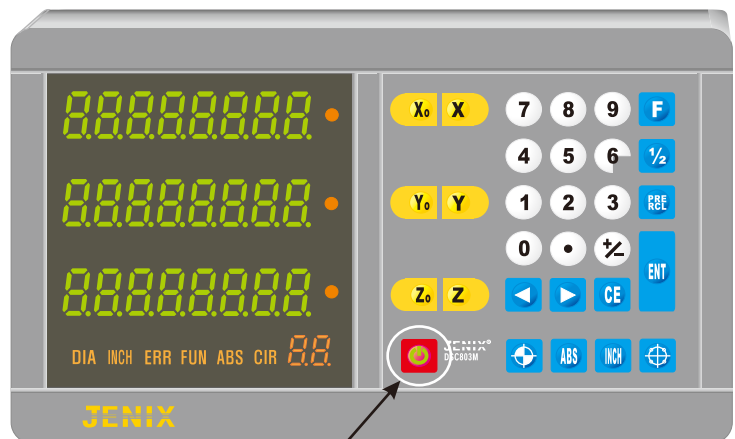
Power ON / OFF

For general use, leave the main switch always ON, use ON/OFF switch of the front side.
System will be on after 3 seconds of turning on.

- Main switch of the rear side

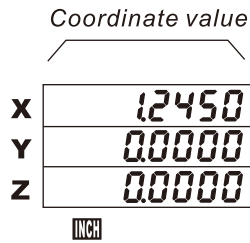
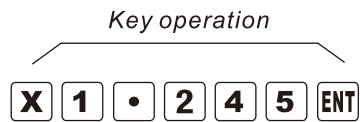
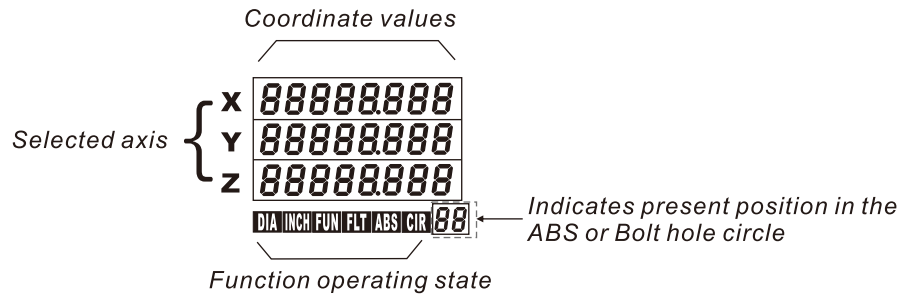


- ON/OFF switch of the front side



ON/OFF switch. If the switch of rear side is on, inside circuit is still working even when this switch is off.

Explanation of operation



Here explains present operating situation

Input "1.245"

1. Preset

<p>X → Input value → ENT</p>	<p>To input any value and to use the value repeatedly.</p>								
<p>Ex. Input value is 1.245 and use it repeatedly.</p> <div style="text-align: center;"> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px;"> X 1 . 2 4 5 ENT </div> <div style="border: 1px solid black; padding: 2px;"> <table style="border-collapse: collapse;"> <tr><td style="padding: 2px;">X</td><td style="padding: 2px;">1.2450</td></tr> <tr><td style="padding: 2px;">Y</td><td style="padding: 2px;">00000</td></tr> <tr><td style="padding: 2px;">Z</td><td style="padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div>	X	1.2450	Y	00000	Z	00000	INCH		<p>Input "1.245"</p>
X	1.2450								
Y	00000								
Z	00000								
INCH									

2. Recall preset values

<p>X → PRE RCL</p>	<p>To recall preset values, and use it repeatedly</p>																								
<p>Ex. To make 3 holes with the interval of "10.0000"</p> <div style="text-align: center;"> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px;"> X 1 0 ENT </div> <div style="border: 1px solid black; padding: 2px;"> <table style="border-collapse: collapse;"> <tr><td style="padding: 2px;">X</td><td style="padding: 2px;">10.0000</td></tr> <tr><td style="padding: 2px;">Y</td><td style="padding: 2px;">00000</td></tr> <tr><td style="padding: 2px;">Z</td><td style="padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div> <p style="margin-top: 10px;">Move X-axis to 0.0000</p> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px;"> X PRE RCL </div> <div style="border: 1px solid black; padding: 2px;"> <table style="border-collapse: collapse;"> <tr><td style="padding: 2px;">X</td><td style="padding: 2px;">00000</td></tr> <tr><td style="padding: 2px;">Y</td><td style="padding: 2px;">00000</td></tr> <tr><td style="padding: 2px;">Z</td><td style="padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div> <div style="display: flex; justify-content: space-around; margin-top: 10px;"> <div style="border: 1px solid black; padding: 2px;"> X PRE RCL </div> <div style="border: 1px solid black; padding: 2px;"> <table style="border-collapse: collapse;"> <tr><td style="padding: 2px;">X</td><td style="padding: 2px;">10.0000</td></tr> <tr><td style="padding: 2px;">Y</td><td style="padding: 2px;">00000</td></tr> <tr><td style="padding: 2px;">Z</td><td style="padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div>	X	10.0000	Y	00000	Z	00000	INCH		X	00000	Y	00000	Z	00000	INCH		X	10.0000	Y	00000	Z	00000	INCH		<p>Input "10.0000"</p> <p style="margin-top: 10px;">Move X-axis table until 0.0000 dispalyed</p> <p style="margin-top: 10px;">Recall "10.0000" to use it repeatedly</p>
X	10.0000																								
Y	00000																								
Z	00000																								
INCH																									
X	00000																								
Y	00000																								
Z	00000																								
INCH																									
X	10.0000																								
Y	00000																								
Z	00000																								
INCH																									

3. Reset (Display Zero)

X₀ Y₀ Z₀	To make each axis zero								
<p>Ex. </p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> X₀ Y₀ Z₀ </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr><td style="padding-right: 5px;">X</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="padding-right: 5px;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="padding-right: 5px;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div>	X	00000	Y	00000	Z	00000	INCH		
X	00000								
Y	00000								
Z	00000								
INCH									

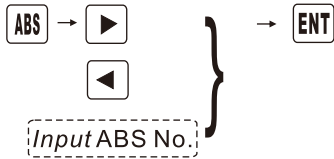
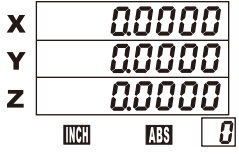
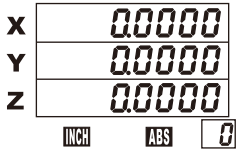
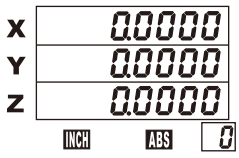
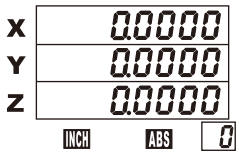
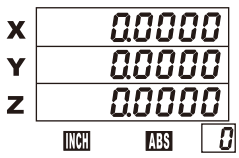
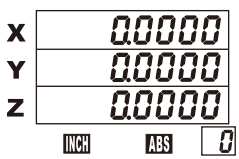
4. 1 / 2 Function (dividing into a half)

X → 1/2	To divide a value into a half																
<p>Ex. To divide "1.2400" into a half</p> <p style="margin-top: 20px;">Input or recall "1.2400"</p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> X 1/2 </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr><td style="padding-right: 5px;">X</td><td style="border: 1px solid black; padding: 2px;">12400</td></tr> <tr><td style="padding-right: 5px;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="padding-right: 5px;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> X </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr><td style="padding-right: 5px;">X</td><td style="border: 1px solid black; padding: 2px;">6.2000</td></tr> <tr><td style="padding-right: 5px;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="padding-right: 5px;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div>	X	12400	Y	00000	Z	00000	INCH		X	6.2000	Y	00000	Z	00000	INCH		
X	12400																
Y	00000																
Z	00000																
INCH																	
X	6.2000																
Y	00000																
Z	00000																
INCH																	

5. inch/mm conversion

INCH	To change from mm to inch														
<p>Ex. </p> <p style="margin-top: 20px;">1.0000 inch ↔ 25.4000 mm</p> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> INCH </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr><td style="padding-right: 5px;">X</td><td style="border: 1px solid black; padding: 2px;">10000</td></tr> <tr><td style="padding-right: 5px;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="padding-right: 5px;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; padding: 2px;">INCH</td></tr> </table> </div> </div> <div style="display: flex; justify-content: space-between; align-items: flex-start; margin-top: 20px;"> <div style="text-align: center;"> INCH </div> <div style="margin-left: 20px;"> <table style="border-collapse: collapse;"> <tr><td style="padding-right: 5px;">X</td><td style="border: 1px solid black; padding: 2px;">25400</td></tr> <tr><td style="padding-right: 5px;">Y</td><td style="border: 1px solid black; padding: 2px;">0000</td></tr> <tr><td style="padding-right: 5px;">Z</td><td style="border: 1px solid black; padding: 2px;">0000</td></tr> </table> </div> </div>	X	10000	Y	00000	Z	00000	INCH		X	25400	Y	0000	Z	0000	<p style="margin-top: 20px;">Input "inch" key then INCH lamp is on</p> <p style="margin-top: 20px;">Push "inch" key to release, INCH lamp is off</p>
X	10000														
Y	00000														
Z	00000														
INCH															
X	25400														
Y	0000														
Z	0000														

6. INCR/ABS Conversion

	<p>To set absolute position. ABS number can be 0~99 (100). In ABS mode, Bolt hole circle is unavailable. ABS number appears in the subsidiary display. Search ABS no. using, ◀ ▶ keys.</p>	
<p>1) Input ABS no.</p>		
<p>ABS</p>		<p>← “Blinking”</p>
<p>Input a number</p>		<p>← Input one of 0~99</p>
<p>ENT</p>		
<p>2) input ABS number using ◀ , ▶ key.</p>		
<p>ABS</p>		<p>← “Blinking”</p>
<p>▶ } ◀ }</p>		
<p>ENT</p>		

3) To find preset ABS coordinates in ABS mode

ABS mode (lamp on)

X 10000
Y 70000
Z 00000
INCH ABS 1



X 100000
Y -96800
Z 2.3584
INCH ABS 2



X 10000
Y 70000
Z 00000
INCH ABS 1

In ABS mode, pre saved ABS number can be found easily using ◀ ▶ keys.

4) To return to normal from ABS mode.

Normal state

X 2.4000
Y 88300
Z 399850
INCH



X 100000
Y -96800
Z 2.3584
INCH ABS 2

Push ABS key twice in the ABS mode, ABS lamp and number are off.

← Blinking



X 100000
Y -96800
Z 2.3584
INCH ABS 2



X 100000
Y -96800
Z 2.3584
INCH ABS 2

← Blinking



X 2.4000
Y 88300
Z 399850
INCH

Normal state

Ex. To assign "10.0000" to the ABS no. 5 of X-axis

Normal mode

X 3952 10
Y -80650
Z 18000
INCH

ABS

X 3952 10
Y -80650
Z 18000
INCH ABS 0

← Blinking

▶
◀ }
OR
5

X 40762
Y 160 10
Z -32500
INCH ABS 5

To find ABS no.5, move ◀ ▶ or directly input 5.

ENT

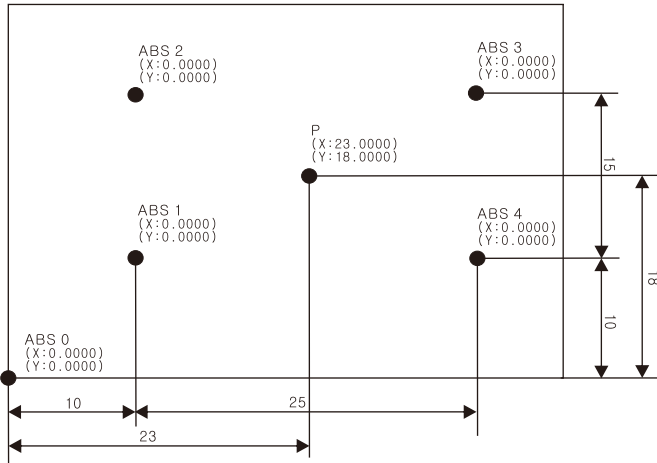
X 123784
Y 96000
Z -24000
INCH ABS 5

X 1 0 ENT

X 100000
Y 96000
Z -24000
INCH ABS 5

Type "10.0000"

Ex. To assign each point(coordinates) to each ABS number.



<PIC. 1>

Initial preset value from ABS no.0~99 is "0.0000"

Normal state

X -20.9450
Y 13800
Z 306.12
INCH

X₀ Y₀ Z₀

X 0.0000
Y 0.0000
Z 0.0000
INCH

Make each axis zero even in the normal mode.

ABS

X -20.9450
Y 13800
Z 306.12
INCH ABS 0

Changing from Normal to ABS mode

▶ }
◀ }
OR
0

X -20.9450
Y 13800
Z 306.12
INCH ABS 0

← "Blinking"

ENT

X 0.0000
Y 0.0000
Z 0.0000
INCH ABS 0

Move to "0" using ◀ ▶ keys, or type "0"

X₀ Y₀

X 0.0000
Y 0.0000
Z 0.0000
INCH ABS 0

X 10.0000
Y 10.0000
Z 0.0000
INCH ABS 0

Move worktable until 10.000 displayed in the X and Y axis window. (see ABS.1 of <PIC.1>)



X 10.0000
 Y 10.0000
 Z 0.0000
 INCH ABS 1

1) Define ABS no.1

Move to "1" using

X₀ Y₀

X 0.0000
 Y 0.0000
 Z 0.0000
 INCH ABS 1

Move worktable until "15.000" displayed in the Y-axis window (ABS no.2 in the <PIC.1>)



X 0.0000
 Y 15.0000
 Z 0.0000
 INCH ABS 2

1) Define ABS no.2

Move to "2" using

Y₀

X 0.0000
 Y 0.0000
 Z 0.0000
 INCH ABS 2

Move worktable until "25.000" displayed in the X-axis window (ABS no.3 in the <PIC.1>)



X 25.0000
 Y 0.0000
 Z 0.0000
 INCH ABS 2

1) Define ABS no.3

Move to "3" using

X₀

X 0.0000
 Y 0.0000
 Z 0.0000
 INCH ABS 3

Move worktable until "-15.000" displayed in the Y-axis window (ABS no.4 in the <PIC.1>)



X 0.0000
 Y -15.0000
 Z 0.0000
 INCH ABS 3

1) Define ABS no.4

Move to "4" using

Y₀

X 0.0000
 Y 0.0000
 Z 0.0000
 INCH ABS 4

Ex. To find the coordinates of ABS no.1 as in the <pic.1>,

Normal mode

X 230000
Y 180000
Z 00000
INCH

ABS

X 00000
Y 00000
Z 00000
INCH ABS 4

← "Blinking"

▶
◀
OR
1

X 130000
Y 80000
Z 00000
INCH ABS 1

Move to "1" using ◀ ▶ keys, or type "1"

ENT

X 130000
Y 80000
Z 00000
INCH ABS 1

X 00000
Y 00000
Z 00000
INCH ABS 1

ABS no.1 can be found by moving X-axis and Y-axis worktables until 0.0000 displayed each window.

7. Bolt hole circle

There are 4 factors for Bolt hole circle.

- 1) Radius (R), or Diameter(d)
- 2) The number of holes: d-no
- 3) Start angle: Sph
- 4) Final angle: Eph

Details for 4 factors (imputable range)

Factors	Available range
Radius(r) or diameter(d)	±8000.999mm or ±400.9998inch
The number of holes	2 ~ 99 holes
Start angle (Sph)	0.000 ~ 359.999
Final angle (Eph)	0.001 ~ 999.999

Ex. An example of a bolt hole circle

Axis setting = X & Y axis
 Radius(r) = 10.0
 The number of holes = 8
 Start angle = 0°.0"
 Final angle = 360°.0"

Normal mode

X₀ **Y₀** **Z₀**

1 **0**

X	12460
Y	-98450
Z	30 100
INCH	
X	00000
Y	00000
Z	00000
INCH	
X	c lr rAd
Y	00000
Z	00000
INCH CIR	
X	c lr rAd
Y	100000
Z	00000
INCH CIR	

Note

Before setting for bolt hole circle, a datum point should be defined.

Input 4 factors → move worktable → X & Y-axis window display "0.000" → find next hole by pushing key.

By using keys, the position (or ABS no.) of previous or next hole can be found easily.

Bolt hole circle is unavailable in the 1-axis display unit

Please do not move worktable during inputting factors.

← Blinking

ENT

X d-no
Y
Z 0.0000
INCH CIR

4

X d-no
Y 8
Z 0.0000
INCH CIR

ENT

X 5Ph
Y 0.0000
Z 0.0000
INCH CIR

ENT

X EPh
Y 360.0000
Z 0.0000
INCH CIR

ENT

X 10.0000
Y 0.0000
Z 0.0000
INCH CIR

Input the number of holes, "8".

Push ENT key as the start angle is "0°".

Final angle will be 360°, as the start angle is 0°.
Final angle = start angle + 360°

This is the position of first hole.

- NOTE -

- * Processing direction is counterclockwise.
- * Final angle should be added 360 to the start angle.

$$\text{Final angle } (^{\circ}) = \text{Start angle} + 360$$

► An example of bolt hole circle

Move worktable until 0.000 displayed in the X-axis window.

X 10.0000
Y 0.0000
Z 0.0000
INCH CIR 1

1st hole



X 0.0000
Y 0.0000
Z 0.0000
INCH CIR 1

1) Execute hole processing

Move worktable until 0.000 displayed in the X & Y-axis window.

X -2.9290
Y 7.0710
Z 0.0000
INCH CIR 2

2nd hole



X 0.0000
Y 0.0000
Z 0.0000
INCH CIR 2

2) Execute 2nd hole processing

Move worktable until 0.000 displayed in the X & Y-axis window.

X -7.0710
Y 2.9290
Z 0.0000
INCH CIR 3

3rd hole



X 0.0000
Y 0.0000
Z 0.0000
INCH CIR 3

3) Execute 3rd hole processing

Move worktable until 0.000 displayed in the X & Y-axis window.

X -7.0710
Y -2.9290
Z 0.0000
INCH CIR 4

4th hole

X 0.0000
Y 0.0000
Z 0.0000
INCH CIR 4

4) Execute 4th hole processing



X	-2.9290
Y	-7.0710
Z	0.0000
INCH CIR 5	

5th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.0000
Y	0.0000
Z	0.0000
INCH CIR 5	

5) Execute 5th hole processing



X	2.9290
Y	-7.0710
Z	0.0000
INCH CIR 6	

6th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.0000
Y	0.0000
Z	0.0000
INCH CIR 6	

6) Execute 6th hole processing



X	7.0710
Y	-2.9290
Z	0.0000
INCH CIR 7	

7th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.0000
Y	0.0000
Z	0.0000
INCH CIR 7	

7) Execute 7th hole processing



X	-7.0710
Y	2.9290
Z	0.0000
INCH CIR 8	

8th hole

Move worktable until 0.000 displayed in the X & Y-axis window.

X	0.0000
Y	0.0000
Z	0.0000
INCH CIR 8	

8) Execute 8th hole processing

8. Axis setting for Bolt hole circle

1). Setting as X & Y-axis

F → ▶ → ENT → ENT	Only available in 2, 3 and 4-axis display unit.
F	X 1.1A6E Y 00000 Z 00000 INCH/FUN
▶	X 2.21r6LE Y 00000 Z 00000 INCH/FUN
ENT	X 1.1A15 HY Y 00000 Z 00000 INCH/FUN
ENT	X 00000 Y 00000 Z 00000 INCH

1). Setting as X & Z-axis

F → ▶ → ENT → ▶ → ENT	Only available in DSC-803(3-axis), 804(4-axis) display unit.
F	X 1.1A6E Y 00000 Z 00000 INCH/FUN
▶	X 2.21r6LE Y 00000 Z 00000 INCH/FUN
ENT	X 1.1A15 HY Y 00000 Z 00000 INCH/FUN
▶	X 2.1A15 HZ Y 00000 Z 00000 INCH/FUN
ENT	X 00000 Y 00000 Z 00000 INCH

3). Setting as Y & Z-axis





F → ▶ → ENT → ▶ → ▶ → ENT		Only available in DSC-803(3-axis), 804(4-axis) display unit.								
F	<table border="1"> <tr><td>X</td><td>1.1 A t E</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH/FUN</td></tr> </table>	X	1.1 A t E	Y	0.0000	Z	0.0000	INCH/FUN		
X	1.1 A t E									
Y	0.0000									
Z	0.0000									
INCH/FUN										
▶	<table border="1"> <tr><td>X</td><td>2.2 I r c L E</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH/FUN</td></tr> </table>	X	2.2 I r c L E	Y	0.0000	Z	0.0000	INCH/FUN		
X	2.2 I r c L E									
Y	0.0000									
Z	0.0000									
INCH/FUN										
ENT	<table border="1"> <tr><td>X</td><td>1.1 A H 1 5 H Y</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH/FUN</td></tr> </table>	X	1.1 A H 1 5 H Y	Y	0.0000	Z	0.0000	INCH/FUN		
X	1.1 A H 1 5 H Y									
Y	0.0000									
Z	0.0000									
INCH/FUN										
▶	<table border="1"> <tr><td>X</td><td>2.2 A H 1 5 H Z</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH/FUN</td></tr> </table>	X	2.2 A H 1 5 H Z	Y	0.0000	Z	0.0000	INCH/FUN		
X	2.2 A H 1 5 H Z									
Y	0.0000									
Z	0.0000									
INCH/FUN										
▶	<table border="1"> <tr><td>X</td><td>3.3 A H 1 5 Y Z</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH/FUN</td></tr> </table>	X	3.3 A H 1 5 Y Z	Y	0.0000	Z	0.0000	INCH/FUN		
X	3.3 A H 1 5 Y Z									
Y	0.0000									
Z	0.0000									
INCH/FUN										
ENT	<table border="1"> <tr><td>X</td><td>0.0000</td></tr> <tr><td>Y</td><td>0.0000</td></tr> <tr><td>Z</td><td>0.0000</td></tr> <tr><td colspan="2">INCH</td></tr> </table>	X	0.0000	Y	0.0000	Z	0.0000	INCH		
X	0.0000									
Y	0.0000									
Z	0.0000									
INCH										

4). Setting as Radius & Diameter

F → ▶ → ENT → ▶ → ▶ → ▶ → ENT	Only available in DSC-802, 803, 804 display unit.
F	X 1.1 R t E Y 0.0000 Z 0.0000 INCH/FUN
▶	X 2.2 r c L E Y 0.0000 Z 0.0000 INCH/FUN
ENT	X 1.1 R 1.5 H Y Y 0.0000 Z 0.0000 INCH/FUN
▶	X 2.2 R 1.5 H E Y 0.0000 Z 0.0000 INCH/FUN
▶	X 3.3 R 1.5 Y E Y 0.0000 Z 0.0000 INCH/FUN
▶	X 4.4 R - r R d Y 0.0000 Z 0.0000 INCH/FUN
ENT	X 0.0000 Y 0.0000 Z 0.0000 INCH

Changing radius ↔ diameter
(Bolt hole circle)

9. Error Message

	<p>Cable cut. Inaccurate operation due to dust or dirt. Scratch or crack of a glass scale. Push CE key, error message will disappear</p> <p><Note> when new scale installed or repaired, push CE key before using, to clear Error message.</p>
<p data-bbox="220 465 264 510"></p> <p data-bbox="220 651 544 703">There is no scale connected in X-axis of a display unit.</p> <div data-bbox="679 461 906 607"> <p>X 00000 Y 00000 Z 00000</p> <p>INCH FEET</p> </div> <div data-bbox="679 656 906 801"> <p>X --oPEr-- Y 00000 Z 00000</p> <p>INCH FEET</p> </div> <div data-bbox="679 828 906 974"> <p>X Err r 15 Y 00000 Z 00000</p> <p>INCH FEET</p> </div> <p data-bbox="225 1055 791 1093">Ex.  To remove error message, push CE key</p> <div data-bbox="225 1160 269 1205"></div> <div data-bbox="679 1160 906 1305"> <p>X Err r 16 Y 42.7150 Z 1.3600</p> <p>INCH FEET</p> </div> <div data-bbox="225 1332 269 1377">CE</div> <div data-bbox="679 1332 906 1478"> <p>X 20.7000 Y 42.7150 Z 1.3600</p> <p>INCH FEET</p> </div>	<p data-bbox="962 656 1382 707">This means cable of a scale is cut or disconnected.</p> <p data-bbox="962 824 1369 875">Measured value error due to dirt or foreign body in a scale.</p> <p data-bbox="962 902 1425 954">Measured value error due to damage or scratch of a glass scale</p> <p data-bbox="986 1332 1425 1361">Remove the error message by CE key</p>

Cause of Error and solution

Symptom	Cause	Solution
Inaccuracy	Foreign body in a scale. Lubrication oil in a scale. Loose connection of a scale. No ground. Lubrication in joint of extension cable. Wrong operation for Rate or Resolution. Breakdown of glass, reading head or flexible cable.	Remove the foreign body. Remove the lubrication oil. Tighten up the connectors. It needs grounding. Clean up the joint part. Operate "RATE" or "Resolution" Otherwise, contact your local service.
No counting	Electric shock from outside. Wrong operation for input "RATE".	Check the ground. Correct "RATE"
"OPEN" message	There is no connection. Wire is cut.	Make sure the connection and wire cut. Otherwise, contact your local service.

DC

FUNCTION

F

All of operation for function starts from F key

- F**
- 1. LATHE : Summing function for lathe (4-2p)
 - 2. CIRCLE : Bolt hole circle (2-12 ~ 2-14p)
 - 3. SCALE : Changing resolution
 - 4. DIR : Changing processing direction
 - 5. RATE : Rate, Correction or Compensation.
 - 6. DIA : Double counting for lathe (4-3 ~ 4-4p)
 - 7. RESET: Initializing function
 - 8. TEST: FND (Flexible Numeric Display) testing
 - 9. Adding up Z & Q axes

1. Changing resolution (SCALE)

1) 5/1000mm (3.SCALE)

(0.0002 inch)

<p>F → ▶ → ▶ → ENT → X → ENT → 5 → ENT</p>		<p>After applying new resolution, 0.000 will be displayed. Resolution should be set according to the scale's resolution</p>
<p>F ▶ ▶ (Double)</p>	<p>X 35cALE Y 0.0000 Z 0.0000 INCH/EUN</p>	
<p>ENT</p>	<p>X 35cALE Y SEL RH 15 Z 0.0000 INCH/EUN</p>	
<p>X</p>	<p>X 5.0000 Y SEL RH 15 Z 0.0000 INCH/EUN</p>	
<p>ENT</p>	<p>X 5.0000 Y SEL RH 15 Z 0.0000 INCH/EUN</p>	
<p>5</p>	<p>X 5.0000 Y SEL RH 15 Z 0.0000 INCH/EUN</p>	
<p>ENT</p>	<p>X 0.0000 Y 0.0000 Z 0.0000 INCH</p>	

2) 1/1000mm (3.ScALE)
 (0.00004 inch)

F → [▶] → [▶] → ENT → X → ENT → 1 → ENT

After applying new resolution, 0.000 will be displayed.
 Resolution should be set according to the scale's resolution

F [▶] [▶]
 (Double)

X 35cALE
 Y 00000
 Z 00000
 INCH/FUN

ENT

X 35cALE
 Y SEL RH 15
 Z 00000
 INCH/FUN

X

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

1

X 10000
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 00000
 Y 00000
 Z 00000
 INCH

2) 5/10000mm (3.SCALE)
 (0.00002 inch)

F → [▶] → [▶] → ENT → X → ENT →
 0 → . → 5 → ENT

After applying new resolution, 0.00000 will be displayed.
 The resolution should be same as its scale's.

F [▶] [▶]
 (Double)

X 35 SCALE
 Y 00000
 Z 00000
 INCH/FUN

ENT

X 35 SCALE
 Y SEL RH 15
 Z 00000
 INCH/FUN

X

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/FUN

0 . 5

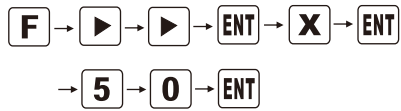
X 0.500
 Y SEL RH 15
 Z 00000
 INCH/FUN

ENT

X 0.00000
 Y 00000
 Z 00000
 INCH

3) 5/100mm (3.ScALE)

(0.002 inch)



After applying new resolution, 0.000 will be displayed.
Resolution should be set according to the scale's resolution

F [▶] [▶]
(Double)

X 35cALE
Y 00000
Z 00000
INCH/EN

ENT

X 35cALE
Y SEL RH 15
Z 00000
INCH/EN

X

X 5.0000
Y SEL RH 15
Z 00000
INCH/EN

ENT

X 5.0000
Y SEL RH 15
Z 00000
INCH/EN

5 0

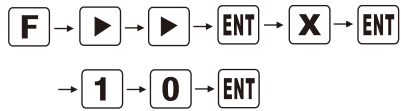
X 50.0000
Y SEL RH 15
Z 00000
INCH/EN

ENT

X 00000
Y 00000
Z 00000
INCH

4) 1/100mm (3.ScALE)

(0.0004 inch)



After applying new resolution, 0.000 will be displayed.
 Resolution should be set according to the scale's resolution

F [▶] [▶]
 (Double)

X 35cALE
 Y 00000
 Z 00000
 INCH/EUN

ENT

X 35cALE
 Y SEL RH 15
 Z 00000
 INCH/EUN

X

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/EUN

ENT

X 5.0000
 Y SEL RH 15
 Z 00000
 INCH/EUN

1 0

X 10.0000
 Y SEL RH 15
 Z 00000
 INCH/EUN

ENT

X 0.0000
 Y 00000
 Z 00000
 INCH

2. Changing direction (4.dlr)

	Processing direction can be changed as below Left (+), Right(-) → Left (-), Right (+)																																								
<p>F (3 times)</p> <p>ENT</p> <p>X</p> <p> </p> <p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">4d lr</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">4d lr</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL RH IS</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">d lr ---]</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL RH IS</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">d lr [- - -</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">SEL RH IS</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH</td> </tr> </table>	X	4d lr	Y	00000	Z	00000		INCH/FUN	X	4d lr	Y	SEL RH IS	Z	00000		INCH/FUN	X	d lr ---]	Y	SEL RH IS	Z	00000		INCH/FUN	X	d lr [- - -	Y	SEL RH IS	Z	00000		INCH/FUN	X	00000	Y	00000	Z	00000		INCH
X	4d lr																																								
Y	00000																																								
Z	00000																																								
	INCH/FUN																																								
X	4d lr																																								
Y	SEL RH IS																																								
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Y	SEL RH IS																																								
Z	00000																																								
	INCH/FUN																																								
X	00000																																								
Y	00000																																								
Z	00000																																								
	INCH																																								

3. Rate or Correction (5.rAtE)

<p> F → ▶ → ▶ → ▶ → ▶ → ENT → X → ENT → Input RATE → ENT </p>	<ul style="list-style-type: none"> In case measured distance(value) is different from real distance. Initial value from factory is "1.000000". Input range is 0.000001~9.999999. If 0.000000 is set, there will not be displayed anything but "0".
--	--

<p>F ▶ ▶ ▶ ▶ (4 times)</p>	<p>X 5.rAtE Y 00000 Z 00000 <small>INCH/FUN</small></p>	
<p>ENT</p>	<p>X 5.rAtE Y SEL RH IS Z 00000 <small>INCH/FUN</small></p>	
<p>X</p>	<p>X 1000000 Y SEL RH IS Z 00000 <small>INCH/FUN</small></p>	
<p>ENT</p>	<p>X 1000000 Y SEL RH IS Z 00000 <small>INCH/FUN</small></p>	
<p>Input RATE</p>	<p>X 1000000 Y SEL RH IS Z 00000 <small>INCH/FUN</small></p>	<p>Input "1.000000" as a rate value</p>
<p>ENT</p>	<p>X 00000 Y 00000 Z 00000 <small>INCH</small></p>	

Correct or Compensation



Ex. 1

$$\frac{\text{Real distance (100.000)}}{\text{Measured distance (100.100)}} = 0.999000$$

Ex. 2

$$\frac{\text{Real distance (100.000)}}{\text{Measured distance (099.900)}} = 1.001001$$

REF.
$$\frac{\text{Value from a check master or a block gauge}}{\text{Value of display unit}}$$

Ex.3

Real distance = 100mm
Measured distance = 100.4mm

$$\frac{100}{100.4} = 0.996015$$

F **▶** **▶** **▶** **▶**
(4 times)

X **5rAtE**
Y **00000**
Z **00000**
INCH/EUN

ENT

X **5rAtE**
Y **SEL RH 15**
Z **00000**
INCH/EUN

X

X **1000000**
Y **SEL RH 15**
Z **00000**
INCH/EUN

ENT

X **1000000**
Y **SEL RH 15**
Z **00000**
INCH/EUN

0 **.** **9** **9** **6** **0** **1** **5**

X **0996015**
Y **SEL RH 15**
Z **00000**
INCH/EUN

ENT

X **00000**
Y **00000**
Z **00000**
INCH

4.Reset function (7.rESEt)

1) ABS Reset (Delete ABS data)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT ▶ → ▶ → ENT </p>	<p>Be careful to use ABS reset, as this will delete all saved ABS data.</p>																																	
<p> F ▶ ▶ ▶ ▶ ▶ ▶ (6 times) </p> <p> ENT </p> <p> ENT </p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">7.rESEt</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">1.r5t Ab5</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">1.r5t Ab5</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">-- 1n 1t --</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 20px;">X</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td>Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH</td> </tr> </table>	X	7.rESEt	Y	00000	Z	00000		INCH/FUN	X	1.r5t Ab5	Y	00000	Z	00000		INCH/FUN	X	1.r5t Ab5	Y	-- 1n 1t --	Z	00000		INCH/FUN	X	00000	Y	00000	Z	00000		INCH	<p>Move to No.7</p>
X	7.rESEt																																	
Y	00000																																	
Z	00000																																	
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X	1.r5t Ab5																																	
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Y	-- 1n 1t --																																	
Z	00000																																	
	INCH/FUN																																	
X	00000																																	
Y	00000																																	
Z	00000																																	
	INCH																																	

2) Program Reset (Delete all saved data)

<p> → → → → → → → → → </p>	<p>1) All saved data deleted and return factory setting;</p> <ul style="list-style-type: none"> * Resolution : 5/100. * Bolt hole circle : set as X & Y-axis, radius * Direction : the state from factory * Rate : 1.000000 * Removal of double counting function
--	--

<p> (6 times) </p> <p></p> <p></p> <p></p>	<table border="1"> <tr><td>X</td><td>7rESEt</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/EUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>1r5t Abs</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/EUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>2r5t ALL</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/EUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>2r5t ALL</td></tr> <tr><td>Y</td><td>-- in it --</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/EUN</td></tr> </table> <table border="1"> <tr><td>X</td><td>00000</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH</td></tr> </table>	X	7rESEt	Y	00000	Z	00000	INCH/EUN		X	1r5t Abs	Y	00000	Z	00000	INCH/EUN		X	2r5t ALL	Y	00000	Z	00000	INCH/EUN		X	2r5t ALL	Y	-- in it --	Z	00000	INCH/EUN		X	00000	Y	00000	Z	00000	INCH		<p>Move to No.7</p>
X	7rESEt																																									
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Z	00000																																									
INCH/EUN																																										
X	2r5t ALL																																									
Y	-- in it --																																									
Z	00000																																									
INCH/EUN																																										
X	00000																																									
Y	00000																																									
Z	00000																																									
INCH																																										

5. Testing FND (8.tESt)

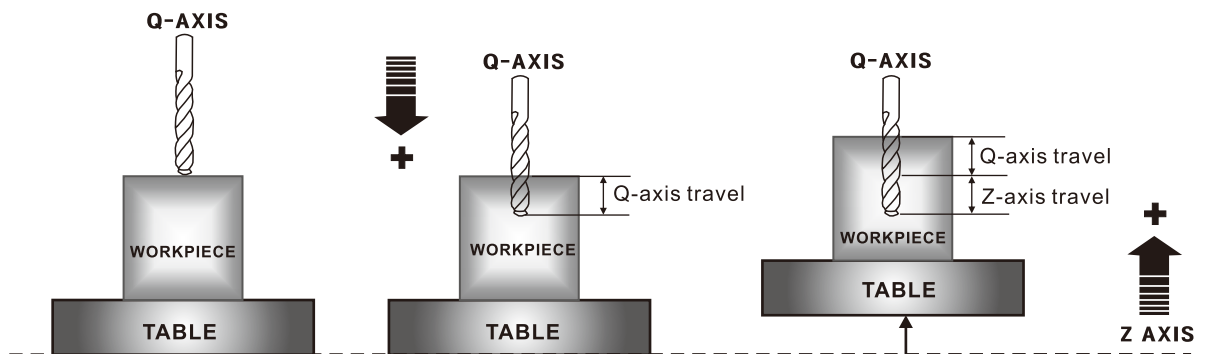
<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ </p> <p> → ENT → CE </p>	<p>Check FND (Flexible Numeric Display)</p>
<p> F ▶ ▶ ▶ ▶ ▶ ▶ ▶ </p> <p>(7 times)</p>	<p> X 8.tESt Y 00000 Z 00000 <small>INCH/FUN</small> </p> <p> X 11111111 • Y 11111111 • Z 11111111 • <small>DIA INCH FUN REF ABS CIR 11</small> </p> <p> X 00000 Y 00000 Z 00000 <small>INCH/FUN</small> </p> <p> CE </p> <p> X 00000 Y 00000 Z 00000 <small>INCH</small> </p>
	<p>Move to No.8</p> <p>During the test, all of the numbers changing from 1 to 8. This is repeated 3 times.</p> <p>To quit testing, push CE key.</p>

6. Adding up Z & Q axes(10. qAdd)

<p> F → → → → → → → → → → → ENT → → ENT </p>	<p>- The added up value shows in Z-axis window</p> <p>- To escape from this function , select “nor” (normal) at the 3rd step</p>																																								
<p> F (9 times) </p> <p>ENT</p> <p> } } </p> <p>ENT</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td>Q</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/FUN</td></tr> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>nor</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td>Q</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/FUN</td></tr> <tr><td>X</td><td>10.9Ad</td></tr> <tr><td>Y</td><td>9Ad</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td>Q</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH/FUN</td></tr> <tr><td>X</td><td>00000</td></tr> <tr><td>Y</td><td>00000</td></tr> <tr><td>Z</td><td>00000</td></tr> <tr><td>Q</td><td>00000</td></tr> <tr><td colspan="2" style="text-align: center;">INCH Ad</td></tr> </table>	X	10.9Ad	Y	00000	Z	00000	Q	00000	INCH/FUN		X	10.9Ad	Y	nor	Z	00000	Q	00000	INCH/FUN		X	10.9Ad	Y	9Ad	Z	00000	Q	00000	INCH/FUN		X	00000	Y	00000	Z	00000	Q	00000	INCH Ad	
X	10.9Ad																																								
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INCH/FUN																																									
X	10.9Ad																																								
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Z	00000																																								
Q	00000																																								
INCH/FUN																																									
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INCH/FUN																																									
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Y	00000																																								
Z	00000																																								
Q	00000																																								
INCH Ad																																									
	<p>Added up value shows in Z-axis window.</p> <p>“Ad” will be displaying when in add-up mode.</p>																																								

Notice

When Q-axis moves **down**, and Z-axis moves **up**,
 their directions must be **same** as **+/+** or **-/-**.



- **Changing directions** (refer to the page3-7)

Z-axis: **F** → → → → → **ENT** → **Z** → (or) → **ENT**

Q-axis: **F** → → → → → **ENT** → **Q** → (or) → **ENT**

7. Pitch Setting for Magnetic scale

1) MSOW type

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → X → ▶ → ENT </p>	MSOW type Magnetic Scale								
<p> F ▶ ▶ ▶ ▶ ▶ ▶ ▶ ▶ → ENT (8 times) </p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">REF 25</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table>	X	REF 25	Y	SEL AH 15	Z	0.000		INCH/FUN
X	REF 25								
Y	SEL AH 15								
Z	0.000								
	INCH/FUN								
<p>X</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">REF 5</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table>	X	REF 5	Y	SEL AH 15	Z	0.000		INCH/FUN
X	REF 5								
Y	SEL AH 15								
Z	0.000								
	INCH/FUN								
<p> ▶ } ◀ } </p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">REF 5</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">SEL AH 15</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH/FUN</td> </tr> </table>	X	REF 5	Y	SEL AH 15	Z	0.000		INCH/FUN
X	REF 5								
Y	SEL AH 15								
Z	0.000								
	INCH/FUN								
<p>ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">0.000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">INCH</td> </tr> </table>	X	0.000	Y	0.000	Z	0.000		INCH
X	0.000								
Y	0.000								
Z	0.000								
	INCH								

Set the period(pith) to 5mm
 ※ There are only two options here: 2mm or 5mm

Notice

- Factory setting is 25mm (for optical glass scale).
- In case of magnetic scale, MSOW is to be 5mm and MSS is to be 2mm.

2) Pitch setting for MSS type

<p> </p>	<p>For MSS type only</p>								
<p> (8 times) </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>9rEF</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;"><small>INCH/FUN</small></td></tr> </table>	X	9rEF	Y	SEL AH 15	Z	0.000	<small>INCH/FUN</small>	
X	9rEF								
Y	SEL AH 15								
Z	0.000								
<small>INCH/FUN</small>									
<p></p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>rEF 25</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;"><small>INCH/FUN</small></td></tr> </table>	X	rEF 25	Y	SEL AH 15	Z	0.000	<small>INCH/FUN</small>	
X	rEF 25								
Y	SEL AH 15								
Z	0.000								
<small>INCH/FUN</small>									
<p> </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>rEF 5</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;"><small>INCH/FUN</small></td></tr> </table>	X	rEF 5	Y	SEL AH 15	Z	0.000	<small>INCH/FUN</small>	
X	rEF 5								
Y	SEL AH 15								
Z	0.000								
<small>INCH/FUN</small>									
<p> </p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>rEF 2</td></tr> <tr><td>Y</td><td>SEL AH 15</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;"><small>INCH/FUN</small></td></tr> </table>	X	rEF 2	Y	SEL AH 15	Z	0.000	<small>INCH/FUN</small>	
X	rEF 2								
Y	SEL AH 15								
Z	0.000								
<small>INCH/FUN</small>									
<p></p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr><td>X</td><td>0.000</td></tr> <tr><td>Y</td><td>0.000</td></tr> <tr><td>Z</td><td>0.000</td></tr> <tr><td colspan="2" style="text-align: center;"><small>INCH</small></td></tr> </table>	X	0.000	Y	0.000	Z	0.000	<small>INCH</small>	
X	0.000								
Y	0.000								
Z	0.000								
<small>INCH</small>									

Set the period(pith) to 2mm

Notice

- Factory setting is 25mm (for optical glass scale).
- In case of magnetic scale, MSOW is to be 5mm and MSS is to be 2mm.

8. Vibration proof function

<p>F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶</p> <p>→ ▶ → ▶ → ▶ → ENT → ▶ → ENT</p>																																	
<p>F ▶ ▶ ▶ (10 times)</p> <p>ENT</p> <p>▶ } ◀ }</p> <p>ENT</p>	<table border="1"> <tr> <td>X</td> <td>1105c</td> </tr> <tr> <td>Y</td> <td>0.000</td> </tr> <tr> <td>Z</td> <td>0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;">INCH/FUN</td> </tr> </table> <table border="1"> <tr> <td>X</td> <td>1105c</td> </tr> <tr> <td>Y</td> <td>osc off</td> </tr> <tr> <td>Z</td> <td>0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;">INCH/FUN</td> </tr> </table> <table border="1"> <tr> <td>X</td> <td>1105c</td> </tr> <tr> <td>Y</td> <td>osc on</td> </tr> <tr> <td>Z</td> <td>0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;">INCH/FUN</td> </tr> </table> <table border="1"> <tr> <td>X</td> <td>0.000</td> </tr> <tr> <td>Y</td> <td>0.000</td> </tr> <tr> <td>Z</td> <td>0.000</td> </tr> <tr> <td colspan="2" style="text-align: center;">INCH</td> </tr> </table>	X	1105c	Y	0.000	Z	0.000	INCH/FUN		X	1105c	Y	osc off	Z	0.000	INCH/FUN		X	1105c	Y	osc on	Z	0.000	INCH/FUN		X	0.000	Y	0.000	Z	0.000	INCH	
X	1105c																																
Y	0.000																																
Z	0.000																																
INCH/FUN																																	
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Y	osc off																																
Z	0.000																																
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Y	osc on																																
Z	0.000																																
INCH/FUN																																	
X	0.000																																
Y	0.000																																
Z	0.000																																
INCH																																	

9. Displaying 0.1 or 0.01 unit from 0.001/0.005 (diSP: 0.000 → 0.00 or 0.0)

<p> F → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ▶ → ENT → X → ENT → input 10 or 100 → ENT </p>	<ul style="list-style-type: none"> - when scale resolution is 0.001 or 0.005, make the display 0.0 or 0.00 - when scale resolution is 0.01, make the display 0.0 - but original scale resolution is not changed at all. 																															
<p>• show the display 0.01 unit</p> <p> F ▶ ▶ ▶ (11 times) </p> <p>ENT</p> <p>X ENT</p> <p>1 0 ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">5.000</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">0.00</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table>	X	12.d 15P	Y	0.000	Z	0.000	FUN		X	12.d 15P	Y	5EL AH 15	Z	0.000	FUN		X	5.000	Y	5EL AH 15	Z	0.000	FUN		X	0.00	Y	0.000	Z	0.000	<p>* original factory setting is 5/1000 (mm).</p>
X	12.d 15P																															
Y	0.000																															
Z	0.000																															
FUN																																
X	12.d 15P																															
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Y	5EL AH 15																															
Z	0.000																															
FUN																																
X	0.00																															
Y	0.000																															
Z	0.000																															
<p>• show the display 0.1 unit</p> <p> F ▶ ▶ ▶ (11 times) </p> <p>ENT</p> <p>X ENT</p> <p>1 0 0 ENT</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 20px;">X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">12.d 15P</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">5.000</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">5EL AH 15</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">FUN</td></tr> <tr><td>X</td><td style="border: 1px solid black; padding: 2px;">0.0</td></tr> <tr><td>Y</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> <tr><td>Z</td><td style="border: 1px solid black; padding: 2px;">0.000</td></tr> </table>	X	12.d 15P	Y	0.000	Z	0.000	FUN		X	12.d 15P	Y	5EL AH 15	Z	0.000	FUN		X	5.000	Y	5EL AH 15	Z	0.000	FUN		X	0.0	Y	0.000	Z	0.000	
X	12.d 15P																															
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Z	0.000																															
FUN																																
X	0.0																															
Y	0.000																															
Z	0.000																															

13. S-Type : Rotary encoder setting

(1) & (2) are necessary but (3) is optional.

(1) Linear → Rotary

F → 13 (or **▶** x 12 times) → **ENT** → **X** (or other axis) → **ENT** → **▶** → **ENT**

(2) input "PPR"

F → 3 (or **▶** x 2 times) → **ENT** → **X** (or other axis) → **ENT** → *input PPR* → **ENT**

(3) changing decimal point (optional)

F → 12 (or **▶** x 11 times) → **ENT** → **X** (or other axis) → **ENT** → *input "100"(x.x) or "10"(x.xx)* → **ENT**

(1) Linear → Rotary

F → 13
(or **▶** x 12 times)

X 13.5-tYPE
Y 0.000
Z 0.000
ENT

ENT

X 13.5-tYPE
Y SEL AH 15
Z 0.000
ENT

X **ENT**

X L InERr
Y SEL AH 15
Z 0.000
ENT

▶

X rotARy
Y SEL AH 15
Z 0.000
ENT

ENT

X 0.000
Y 0.000
Z 0.000

(2) input "PPR"

F → 3
(or **▶** x 2 times)

ENT

X **ENT**

"5.000" flickering

input PPR
(2500 for example)

* PPR: Pulse Per Revolution

ENT

X 35cALE
Y 0.000
Z 0.000
ENT

X 35cALE
Y SEL AH 15
Z 0.000
ENT

X 5.000
Y SEL AH 15
Z 0.000
ENT

X 2500.000
Y SEL AH 15
Z 0.000
ENT

X 0.000
Y 0.000
Z 0.000

(3) changing decimal point (digits)

F → 12
(or **▶** x 11 times)

ENT

X 12.d 15P
Y 0.000
Z 0.000
ENT

X 12.d 15P
Y SEL AH 15
Z 0.000
ENT

X **ENT**

X 5.000
Y SEL AH 15
Z 0.000
ENT

1 **0** **ENT**

((100)ENT will display 0.0)

X 0.00
Y 0.000
Z 0.000

To change Rotary → Linear do the reverse process. Change from Rotary to Linear by F13.

It is also necessary to change resolution by F3, 1 for 1/1000mm and 5 for 5/1000mm.

▶ Factory setting is "Linear". When the display is initialized, this mode will go back to "Linear".

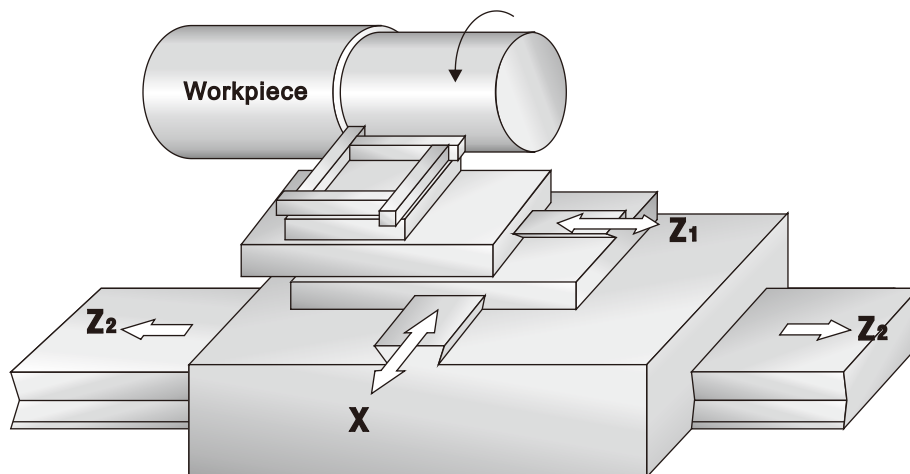
DC

LATHE FUNCTION

F

Set lathe function

- F — 1. LATHE : Summing function (4-2p)
- 2. DIA : Double counting function (4-3 ~ 4-4p)



1. Lathe Summing Function (1.LAtHE)

- This function is available in the model DSC-803, 804.
- X-axis can be adjustable.
- Result from summing Y & Z-axis appears in the Y-axis window.
- Inputting value and Zero setting don't work in the Z-axis
- If Y-axis is reset by [Y], Z-axis is also reset automatically.
- Bolt hole circle doesn't work.

[F]	X 1LAtHE	Y 00000	
	Z 00000	INCH/FUN	
[ENT]	X 1LAtHE	Y nor	
	Z 00000	INCH/FUN	
[right] } [left] }	X 1LAtHE	Y LAtHE	
	Z 00000	INCH/FUN	
[ENT]	X 00000	Y 00000	
	Z LAtHE	INCH	

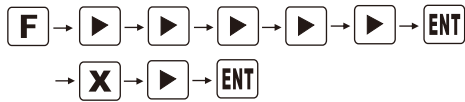
NOR ↔ LATHE by [right] [left]

Ex. Summing present values

	X -2.3600	Y 4.1260	
	Z 6.5084	INCH	
[F]	X 1LAtHE	Y nor	
	Z 6.5084	INCH/FUN	
[ENT]	X 1LAtHE	Y nor	
	Z 6.5084	INCH/FUN	
[right] } [left] }	X 1LAtHE	Y LAtHE	
	Z 6.5084	INCH/FUN	
[ENT]	X -2.3600	Y 10.6344	
	Z LAtHE	INCH	

Result from summing Y, Z-axis shows in the Z-axis window

2. Double Counting Function (6.dIA)



Select double counting function, one axis counts double.
(In working with a lathe, diameter is necessary)



```

X 6.d 1R
Y 0.0000
Z 0.0000
INCH/FUN
  
```

Move to No.6



```

X 6.d 1R
Y SEL RH 15
Z 0.0000
INCH/FUN
  
```



```

X rAd
Y SEL RH 15
Z 0.0000
INCH/FUN
  
```



```

X d 1R
Y SEL RH 15
Z 0.0000
INCH/FUN
  
```

X-axis will be double counting.

DIA ↔ RAD by [◀] [▶]



```

X 0.0000
Y 0.0000
Z 0.0000
DIA/INCH
  
```

Ex. To set double counting function (by diameter) for X-axis.

X	2.2000
Y	-0.8394
Z	4.0620

INCH

F 
(5 times)

X	6.d 1A
Y	-0.8394
Z	4.0620

INCHFUN

Move to No.6

ENT

X	6.d 1A
Y	SEL RH 15
Z	4.0620

INCHFUN

X

X	rAd
Y	SEL RH 15
Z	4.0620

INCHFUN

 }


X	d 1A
Y	SEL RH 15
Z	4.0620

INCHFUN

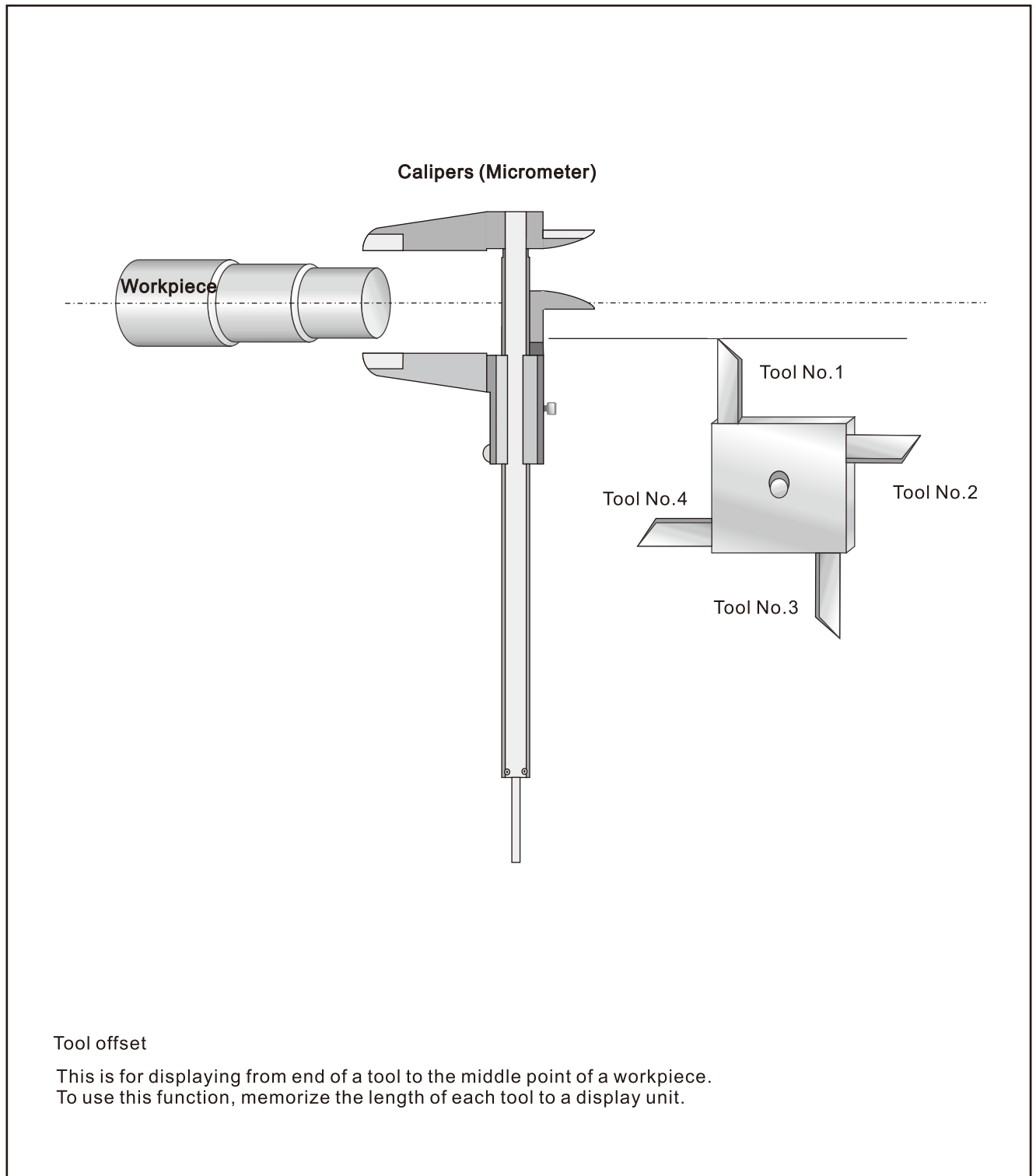
ENT

X	2.2000
Y	-0.8394
Z	4.0620

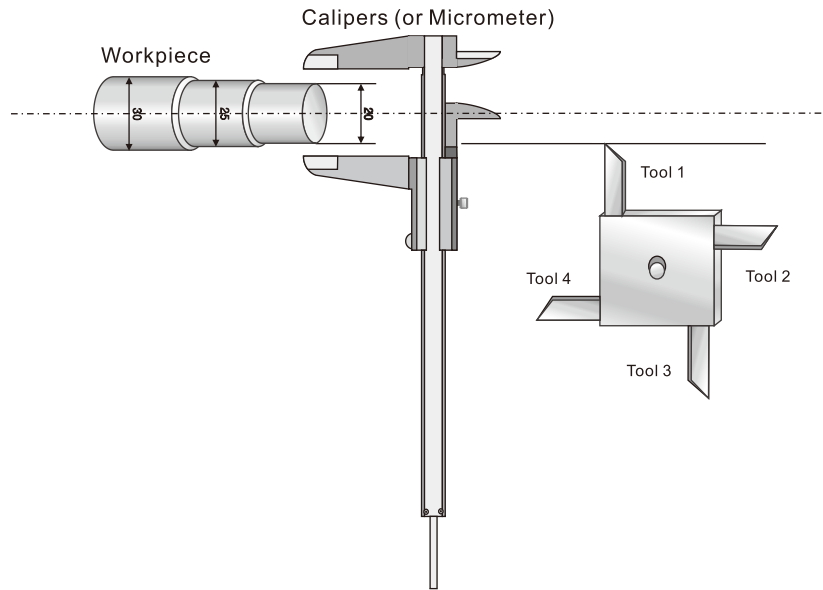
INCH

X-axis will be double counted.

3. Tool Offset



Ex. Tool#1 → Imitation processing → measuring diameter → input the value
 Tool#2
 Tool#3
 Tool#4



ABS

X 6.8530
 Y -0.5404
 Z 18.700
 INCH ABS 0

Select ABS function

1 **ENT**

X 6.8530
 Y -0.5404
 Z 18.700
 INCH ABS 1

Assign tool#1 to ABS No.1

X **2** **0** **ENT**

Measured diameter value, 20, of the workpiece.

X 20.0000
 Y -0.5404
 Z 18.700
 INCH ABS 1

Offset of Tool#1

Do imitation processing with Tool#1. Then, take off the tool and measure diameter of the workpiece with a calipers or micrometer. Input the measured value to a display unit.

Tool#1 will be set by inputting measured value, "20".

▶

X 30.080
 Y 10.860
 Z 2.2350
 INCH ABS 2

Assign tool#2 to ABS No.2

X **2** **5** **ENT**

X 25.0000
 Y 10.860
 Z 2.2350
 INCH ABS 2

Offset of Tool#2

Do imitation processing with Tool#2. Then, take off the tool and measure diameter of the workpiece with a calipers or micrometer. Input the measured value to a display unit.

Tool#2 will be set by inputting measured value, "25".



X	43060
Y	18860
Z	5.7800
	INCH ABS 3

X 3 0 ENT

X	30.0000
Y	18860
Z	5.7800
	INCH ABS 3

Assign tool#3 to ABS No.3

Offset of Tool#3

Do imitation processing with Tool#3. Then, take off the tool and measure diameter of the workpiece with a calipers or micrometer. Input the measured value to a display unit.

Tool#3 will be set by inputting measured value, "30".

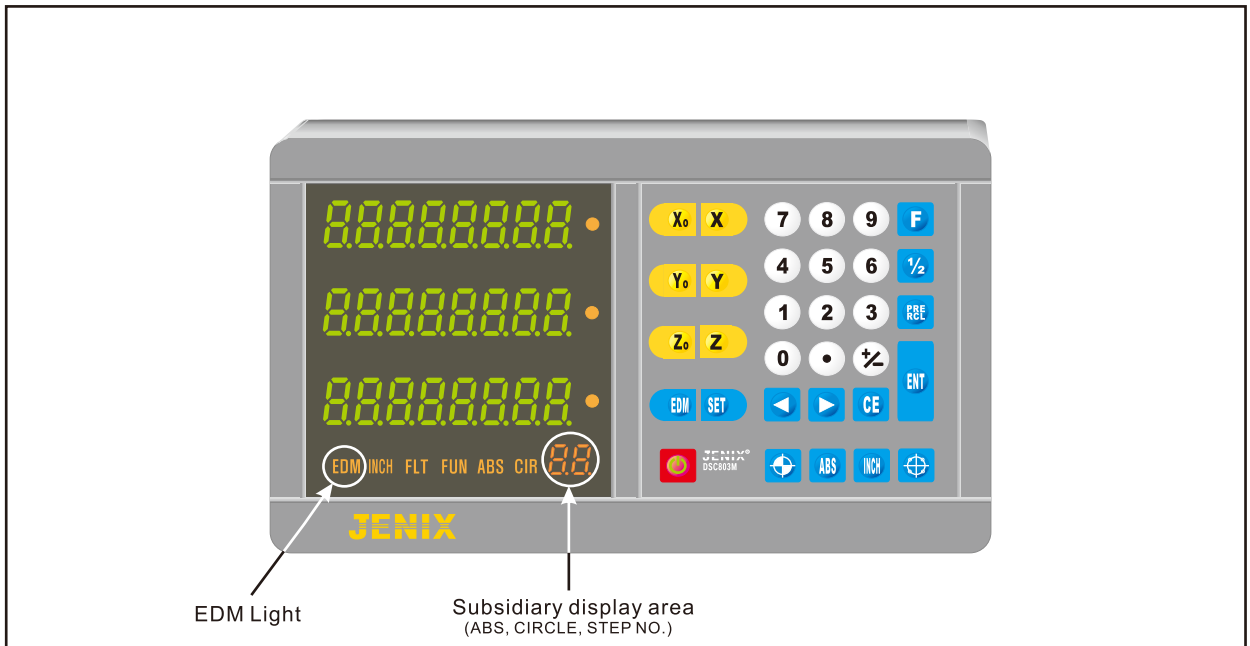
D
C

EDM Function

DC

BASIC OPERATION

► How to operate 803EDM



Keys	Name	Description
	EDM	To begin EDM Mode from Normal Mode
	SET	To set the discharge direction up or down in normal and EDM mode.
	Step Key or Up-Down Key	1. To move to the next discharging step 2. To use when discharge ready 3. To set discharge direction up or down
	ENT	Push ENT after inputting data

1. Key Operation

<div style="display: flex; justify-content: space-around; align-items: center;"> <div style="display: flex; gap: 10px;"> EDM SET ▶ ENT </div> <div style="text-align: right; padding-right: 10px;"> Xo X Yo Y ABS ⊕ </div> </div> <p style="text-align: right; margin-top: 5px;">These keys are not available in EDM mode.</p>	<div style="display: flex; justify-content: space-between;"> <div style="width: 30%;"> <p>EDM</p> <p>SET</p> <p>▶</p> <p>ENT } ▶ }</p> </div> <div style="width: 60%;"> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td></td> </tr> </table> <p>To start with EDM mode. EDM light will always be on in EDM mode.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">STEP - 1</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">10000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td></td> </tr> </table> <p>With SET key, you can input a value to each step.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">STEP - 2</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td></td> </tr> </table> <p>You can move to the next step using these arrow keys.</p> <table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">10000</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td style="text-align: right; font-size: small;">!</td> </tr> </table> <p>When you finish inputting data, push ENT key to complete preparation.</p> </div> </div>	X	00000		Y	00000	Z	00000		EDM INCH		X	STEP - 1		Y	10000	Z	00000		EDM INCH		X	STEP - 2		Y	00000	Z	00000		EDM INCH		X	10000		Y	00000	Z	00000		EDM INCH	!
X	00000																																								
Y	00000																																								
Z	00000																																								
	EDM INCH																																								
X	STEP - 1																																								
Y	10000																																								
Z	00000																																								
	EDM INCH																																								
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	EDM INCH																																								
X	10000																																								
Y	00000																																								
Z	00000																																								
	EDM INCH	!																																							

<NOTICE> If you want to repeat the same processing after a discharging cycle, don't forget to push ▶ key. Then " 1 " will be shown in the subsidiary display area.

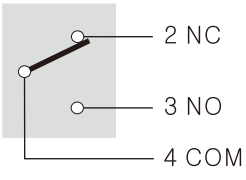
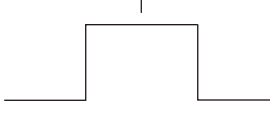
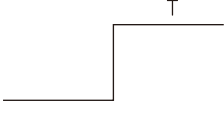
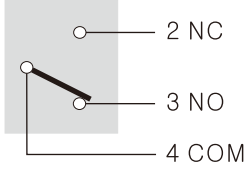
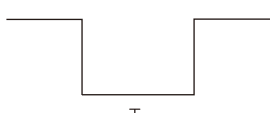

- ▶ <Ex.1> When you input data in EDM mode, X and Y axis display windows show EDM related information.
 - X-axis window: shows 'STEP-1' (to 'STEP-4')
 - Y-axis window: shows numerals you will input

- ▶ <Ex.2> When you start discharging, X and Y axis display windows show processing related information.
 - X-axis window: shows numerals assigned to each STEP.
 - Y-axis window:
 - (1) set as Down: firstly shows numerals which is the smallest in the pre-set values.
 - (2) set as Up: firstly shows numerals which is the biggest in the pre-set values.

When input data <Ex.1>	When start discharging <Ex.2>																								
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">STEP - 1</td> <td style="font-size: small;">← shows 'STEP-1'</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">10000</td> <td style="font-size: small;">← input value</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td></td> </tr> </table>	X	STEP - 1	← shows 'STEP-1'	Y	10000	← input value	Z	00000			EDM INCH		<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">12000</td> <td style="font-size: small;">← the numerals assigned to a STEP</td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">06852</td> <td style="font-size: small;">← the smallest value</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">06852</td> <td style="font-size: small;">← shows present location</td> </tr> <tr> <td></td> <td style="text-align: center; font-size: small;">EDM INCH</td> <td style="text-align: right; font-size: small;">! ← indicates the number of STEP</td> </tr> </table>	X	12000	← the numerals assigned to a STEP	Y	06852	← the smallest value	Z	06852	← shows present location		EDM INCH	! ← indicates the number of STEP
X	STEP - 1	← shows 'STEP-1'																							
Y	10000	← input value																							
Z	00000																								
	EDM INCH																								
X	12000	← the numerals assigned to a STEP																							
Y	06852	← the smallest value																							
Z	06852	← shows present location																							
	EDM INCH	! ← indicates the number of STEP																							

- ▶ When discharging of every step is finished, numerals will disappear from the subsidiary display area.
- ▶ If you input values at random regardless of the STEP;
 - (1) In case it was set as UP : the smallest value will be automatically assigned to STEP No.1 and the rest in order.
 - (2) In case it was set as DOWN : the biggest value will be automatically assigned to STEP No.1 and the rest in order.

2. Output Signal of DSC-803EDM Counter

OUTPUT SIGNAL			
A Signal		STEP-1 ~ STEP-3	STEP-4
		ON OFF 	ON OFF  STEP-4 < Z-axis STEP-4 > Z-axis
B Signal		STEP-1 ~ STEP-3	STEP-4
		ON OFF 	ON OFF  STEP-4 < Z-axis STEP-4 > Z-axis

► In STEP-1 ~ STEP-3, EDM counter will out a relay signal momentarily but, in STEP-4, the relay signal will be out continuously when Z-axis moves down over the value of STEP-4.













In other words, a relay signal will be out continuously,

- (1) If it has been set as 'UP': when the value of Z-axis is bigger than the value of STEP-4.
- (2) If it has been set as 'DOWN': when the value of Z-axis is smaller than the value of STEP-4.

3. How to input numerals

<p>EDM → SET → {input numerals} → [▶] → ENT } [▶] }</p>	<p>Xo X Yo Y ABS ⊕ These keys are not available in EDM mode.</p>									
<p>EDM</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">INCH</td></tr> </table>	X	00000	Y	00000	Z	00000	INCH		<p>Start EDM mode by pushing the EDM key. EDM light is always be on while in EDM mode.</p>
X	00000									
Y	00000									
Z	00000									
INCH										
<p>SET</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">STEP - 1</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">EDM INCH</td></tr> </table>	X	STEP - 1	Y	00000	Z	00000	EDM INCH		
X	STEP - 1									
Y	00000									
Z	00000									
EDM INCH										
<p>{input numerals}</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">STEP - 1</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">10000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">EDM INCH</td></tr> </table>	X	STEP - 1	Y	10000	Z	00000	EDM INCH		<p>Numerals shows in the Y-axis display area.</p>
X	STEP - 1									
Y	10000									
Z	00000									
EDM INCH										
<p>ENT } [▶] }</p>	<table style="width: 100%; border-collapse: collapse;"> <tr><td style="width: 10%; text-align: right;">X</td><td style="border: 1px solid black; padding: 2px;">10000</td></tr> <tr><td style="text-align: right;">Y</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td style="text-align: right;">Z</td><td style="border: 1px solid black; padding: 2px;">00000</td></tr> <tr><td colspan="2" style="text-align: center; font-size: small;">EDM INCH</td></tr> </table>	X	10000	Y	00000	Z	00000	EDM INCH		<p>When you finish inputting values, a value of a STEP will be shown in X-axis display area.</p>
X	10000									
Y	00000									
Z	00000									
EDM INCH										







4. Changing Discharge Directions

 →  } →   }	<p>(1) You can change directions Not in EDM mode, but just in 'Normal mode'.</p> <p>(2) Choose one of two directions, UP / DOWN.</p> <p>(3) When you change discharge direction, you also have to change scale direction(+/-) accordingly. (see page 31)</p>																																																																																									
<p>▶ To set discharge direction 'UP'.</p> <p></p> <p> } </p> <p></p> <p>▶ To set discharge direction 'DOWN'.</p> <p></p> <p> } </p> <p></p>	<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">SEtUP --</td> <td rowspan="3" style="width: 10%; text-align: center; vertical-align: middle;">INCH</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">EdN d ir</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">d ir dn-</td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">SEtUP --</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">EdN d ir</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">d ir uP-</td> <td></td> <td></td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> </table> <p style="margin-top: 10px;">UP : values are bigger when Z-axis goes down (Ex.1) STEP-1: 000.00 STEP-2: 250.00 STEP-3: 450.00 STEP-4: 550.00</p> <table style="width: 100%; border-collapse: collapse; margin-top: 10px;"> <tr> <td style="width: 10%; text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">SEtUP --</td> <td rowspan="3" style="width: 10%; text-align: center; vertical-align: middle;">INCH</td> <td rowspan="3" style="width: 10%;"></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">EdN d ir</td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">d ir uP-</td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">SEtUP --</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">EdN d ir</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">d ir dn-</td> <td></td> <td></td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> <tr> <td style="text-align: right;">X</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Y</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td style="text-align: right;">Z</td> <td style="border: 1px solid black; padding: 2px;">00000</td> <td></td> <td></td> </tr> <tr> <td colspan="4" style="text-align: center;">INCH</td> </tr> </table> <p style="margin-top: 10px;">DOWN : values are smaller when Z-axis goes down (Ex.2) STEP-1: 550.00 STEP-2: 450.00 STEP-3: 250.00 STEP-4: 000.00</p>	X	SEtUP --	INCH		Y	EdN d ir	Z	d ir dn-	INCH				X	SEtUP --			Y	EdN d ir			Z	d ir uP-			INCH				X	00000			Y	00000			Z	00000			INCH				X	SEtUP --	INCH		Y	EdN d ir	Z	d ir uP-	INCH				X	SEtUP --			Y	EdN d ir			Z	d ir dn-			INCH				X	00000			Y	00000			Z	00000			INCH				
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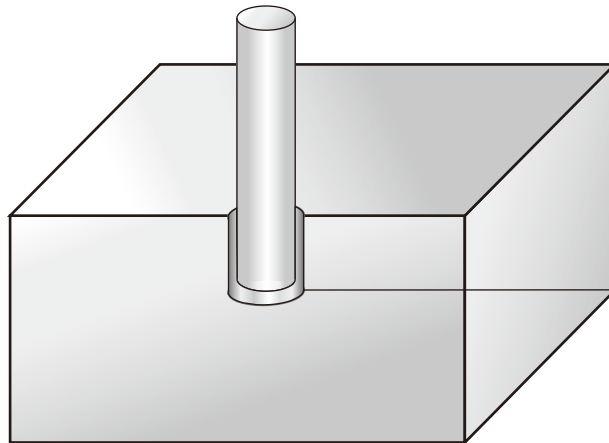
- ▶ When you set discharge direction 'UP', the value you will input should be bigger than present Z-axis value. In case of 'DOWN', the value should be smaller than the Z-axis value.
- ▶ If the STEP values go down though you set the direction 'UP', please change 'counting direction' from (-) to (+) or reversely.

※ 'Counting direction' is for the direction of a Linear Scale, while discharge direction is for the direction of an EDM counter(Z-axis moving)

※ How to change 'counting direction' (see 『page 31』 for more)

1. Make sure if the counter is in normal mode.
2. Push  button, then select '4.dir' from the menu and push  key.
3. Push  button. (the axis you want to change directions)
4. Push  or  to change present direction to opposite direction.
5. Push  to complete changing directions.

Ex. Example of electric discharge processing 1.



STEP-1 → 10

EDM

X 00000
Y 00000
Z 00000
EDM INCH

SET

X STEP - 1
Y 00000
Z 00000
EDM INCH

1 0

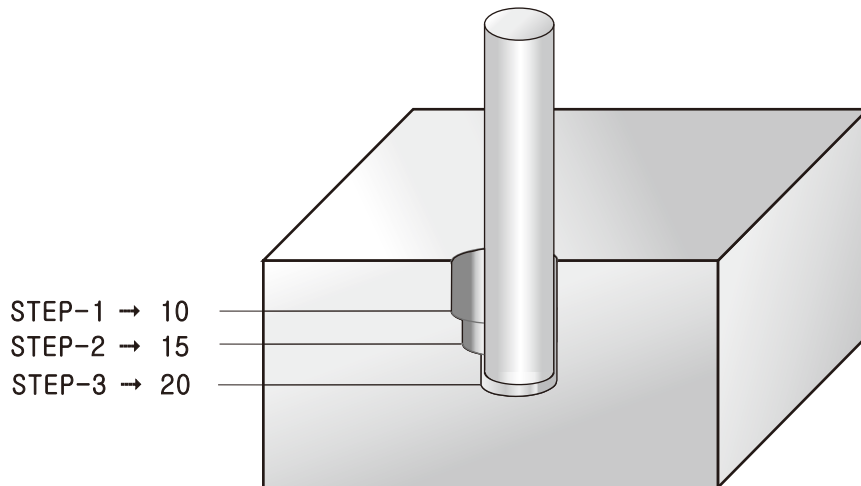
X STEP - 1
Y 100000
Z 00000
EDM INCH

ENT }
▶

X 100000
Y 00000
Z 00000
EDM INCH

10.000 is assigned to STEP-1, and
10.000 is automatically assigned to STEP-2 ~STEP-4.

Ex. Example of electric discharge processing 2.



EDM

X 00000
Y 00000
Z 00000
EDM INCH

SET

X STEP - 1
Y 00000
Z 00000
EDM INCH

1 0

X STEP - 1
Y 100000
Z 00000
EDM INCH

▶ 1 5

X STEP - 2
Y 150000
Z 00000
EDM INCH

▶ 2 0

X STEP - 3
Y 200000
Z 00000
EDM INCH

ENT }
▶ }

X 100000
Y 00000
Z 00000
EDM INCH

Assigning numerals to the STEPs has been finished as follows.

- STEP-1 = 10
- STEP-2 = 15
- STEP-3 = 20 and also
- STEP-4 = 20 (automatically)

5. To check present value of EDM mode as in normal mode

F	Whenever push 'F' Key Normal, value and EDM value are switched in turn.
F	<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> <p>EDM mode</p> <p>X 10.0000</p> <p>Y 00.0000</p> <p>Z 00.0000</p> <p>EDM INCH</p> </div> <div style="text-align: center;"> <p>EDM mode</p> </div> </div>
F	<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> <p>Normal Mode</p> <p>X 28.0374</p> <p>Y 6.8950</p> <p>Z 00.0000</p> </div> <div style="text-align: center;"> <p>Normal Mode</p> </div> </div>
F	<div style="display: flex; justify-content: space-between;"> <div style="text-align: center;"> <p>EDM mode</p> <p>X 10.0000</p> <p>Y 00.0000</p> <p>Z 00.0000</p> <p>EDM INCH</p> </div> <div style="text-align: center;"> <p>EDM mode</p> </div> </div>

Notice

Normal mode	EDM mode
<p>X 10.0000</p> <p>Y 00.0000</p> <p>Z 00.0000</p> <p>CIR</p> <p>Number of Bolt Hole circle</p>	<p>X 12.5680</p> <p>Y 00.0000</p> <p>Z 00.0000</p> <p>EDM INCH</p> <p>EDM STEP 번호</p> <p>Number of STEP in EDM mode</p>
In the subsidiary display area, it indicates; <ol style="list-style-type: none"> 1. in Normal mode : Bolt Hole Circle Number or ABS number 2. in EDM mode : STEP number 	

D INSTALLATION & TROUBLE SHOOTING

C

1. Installation

1) Installation and precaution

- ① Display counter should be safely grounded.
- ② Do not put the DRO system around other electrical appliances which could cause electrical noise.
- ③ Be careful not to let contaminants like lubrication oil and chips flow into the scale.
- ④ To insure the highest accuracy possible, install the scales as close as possible to the object being measured or the workplace.
- ⑤ It is strongly recommended to install a protective cover and insure that the reading head can move freely and smoothly.
- ⑥ Glass scales can be broken from any shock. Handle with care.
- ⑦ Use the voltage between 110V and 220V.

Required Tools for installation

Electric Drill : $\phi 3.5$, $\phi 4.3$, $\phi 5.2$

Tap : M4, M5, M6

Dial Gauge : 1/100 mm

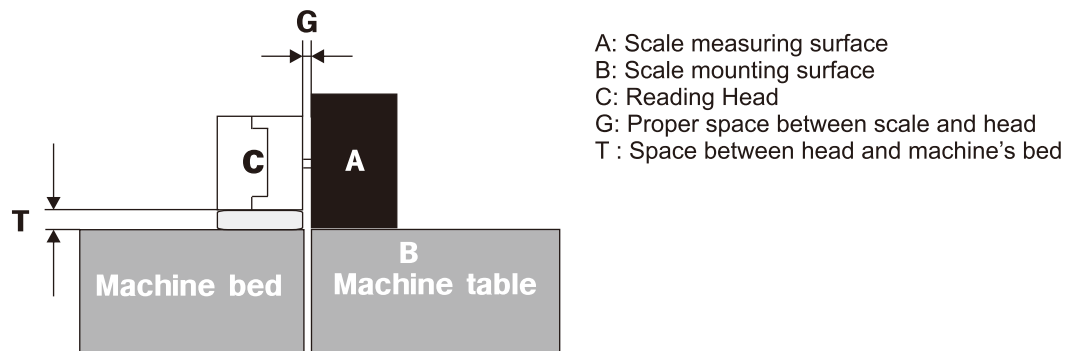
Tap Handle

Screwdriver

Wrench set .

2) Mounting & Accuracy

Mount the unit parallel with machine axis within the following limits:

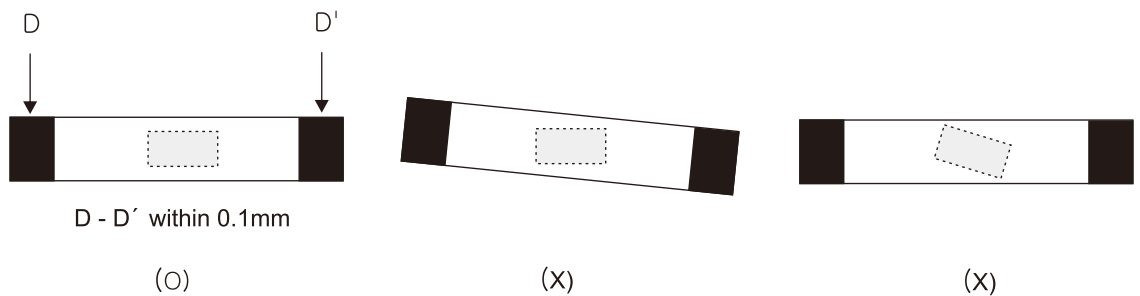
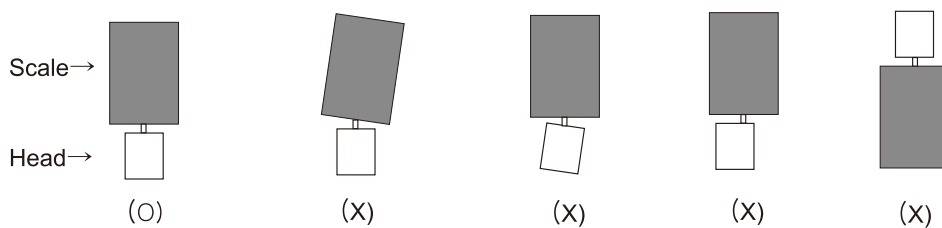
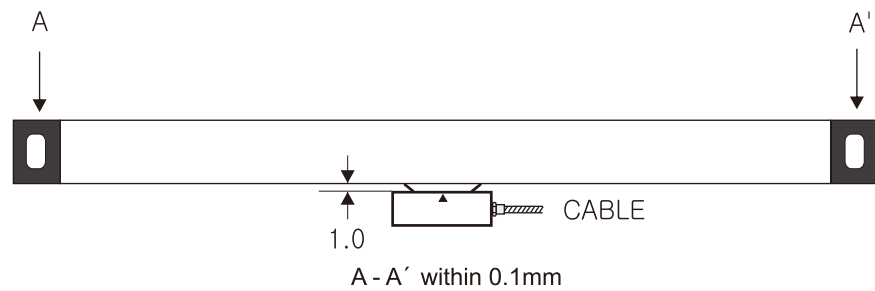


The following gap should be maintained.

Parallel line gap : Below 0.0039" (0.1mm)

T : 0.1378" (3.5mm) ± 0.0039" (0.1mm) → JSM

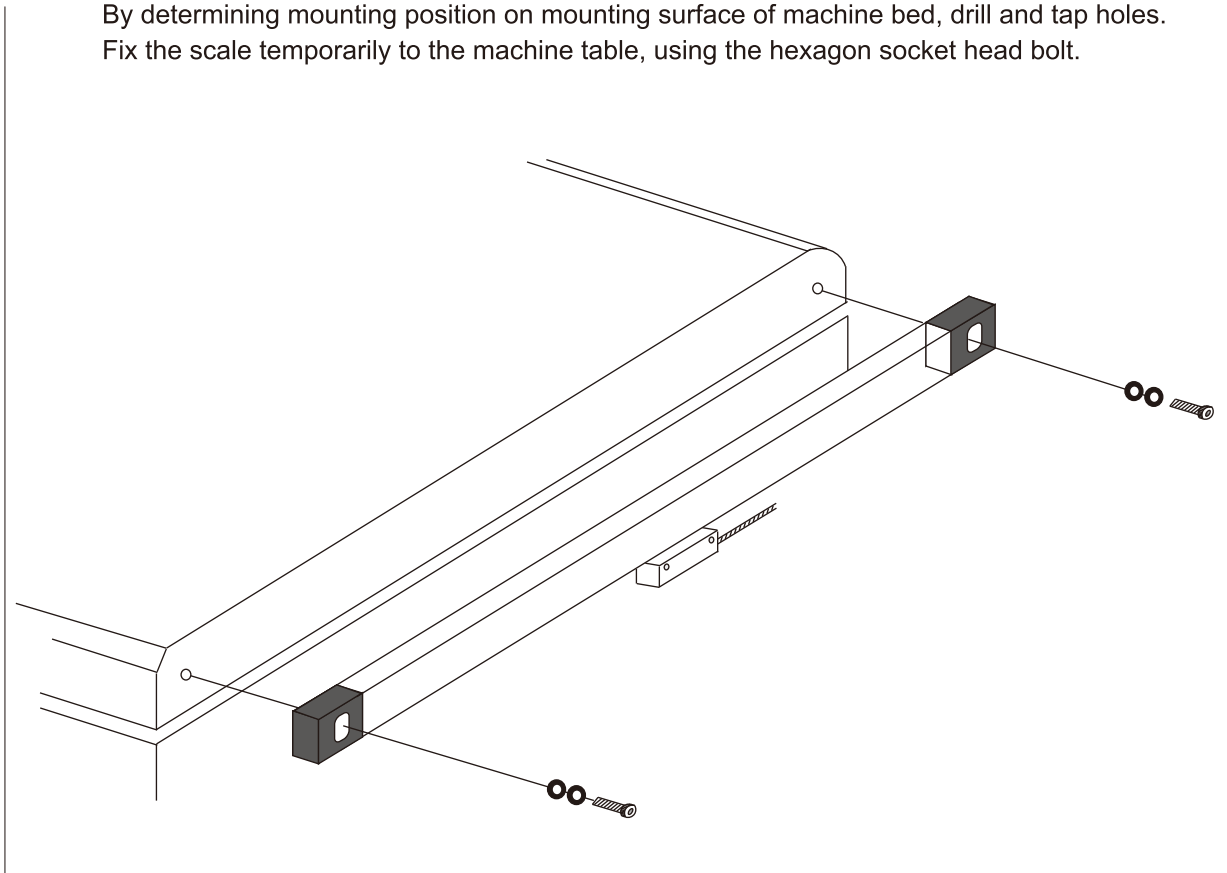
G : 0" (0mm) ± 0.0039" (0.1mm) → JSS



3) Mounting scale

(1) Positioning, Drilling, Temporary fixing.

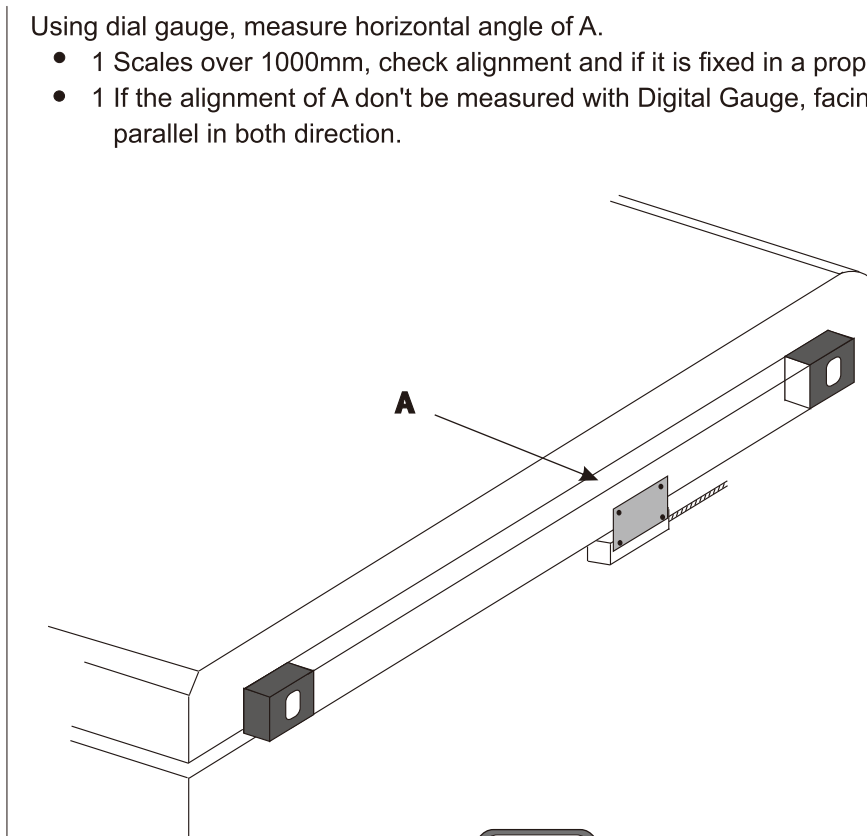
By determining mounting position on mounting surface of machine bed, drill and tap holes. Fix the scale temporarily to the machine table, using the hexagon socket head bolt.



(2) Mounting

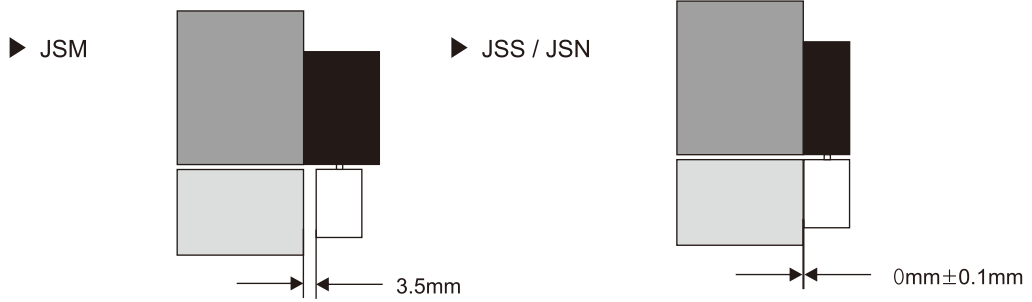
Using dial gauge, measure horizontal angle of A.

- 1 Scales over 1000mm, check alignment and if it is fixed in a proper space.
- 1 If the alignment of A don't be measured with Digital Gauge, facing area of alignment mark is parallel in both direction.



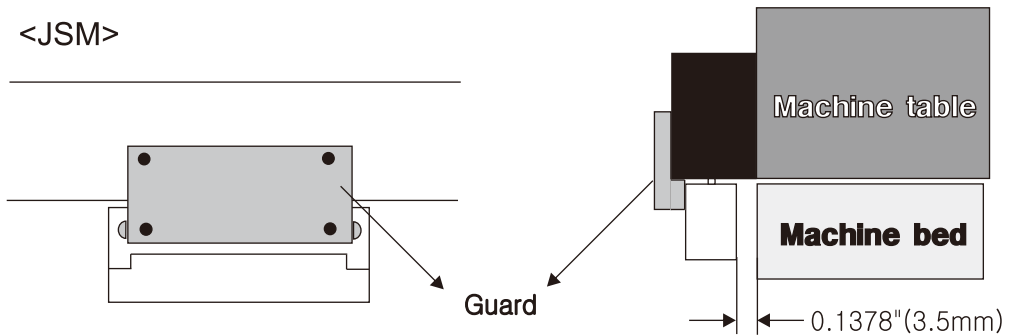
(3) Head carrier Mounting

Space between a machine bed and a reading head should be $0.1378''$ (3.5mm) $\pm 0.0039''$ (0.1mm) for JSM, and $0''$ (0mm) $\pm 0.0039''$ (0.1mm) for JSS or JSN.

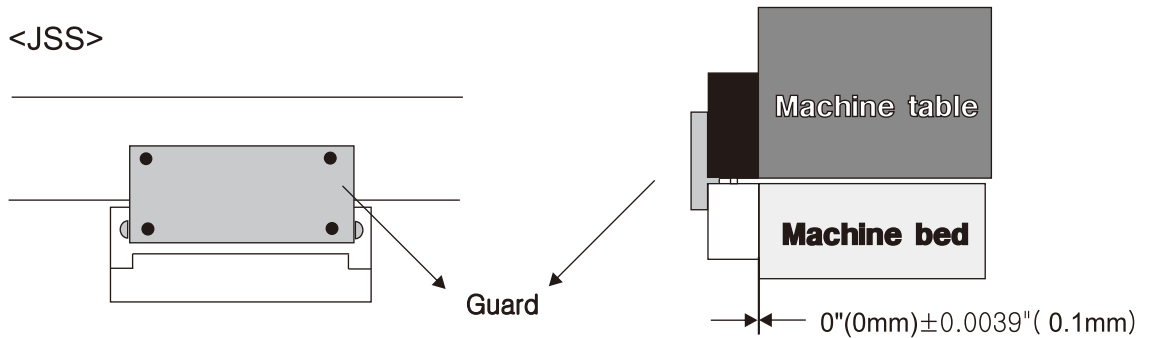


- The guard needs to be removed after installation.

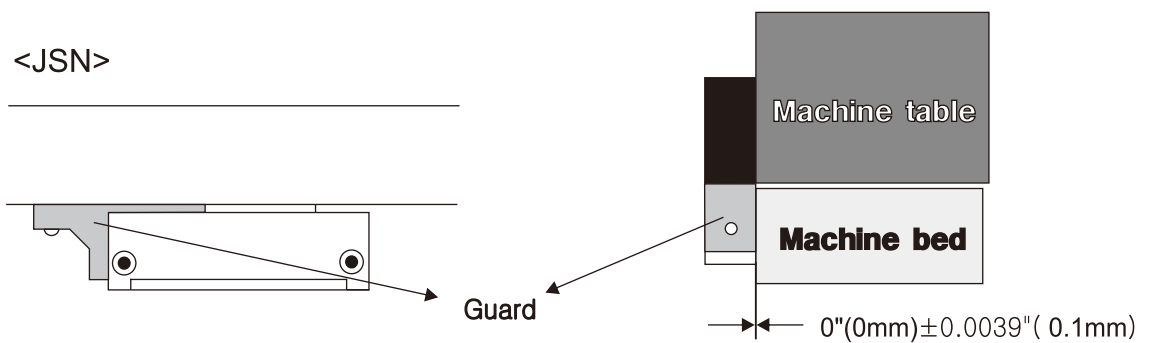
<JSM>

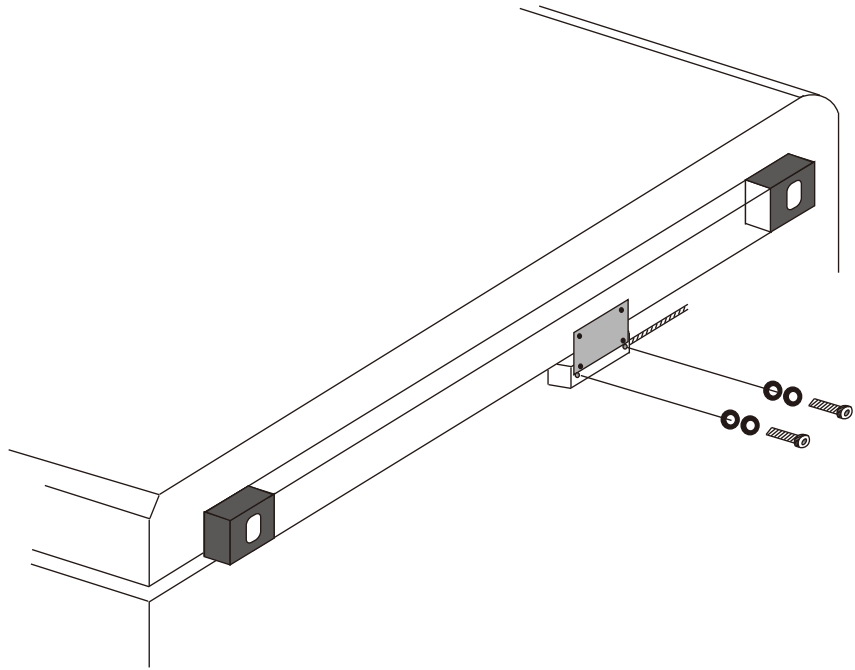


<JSS>

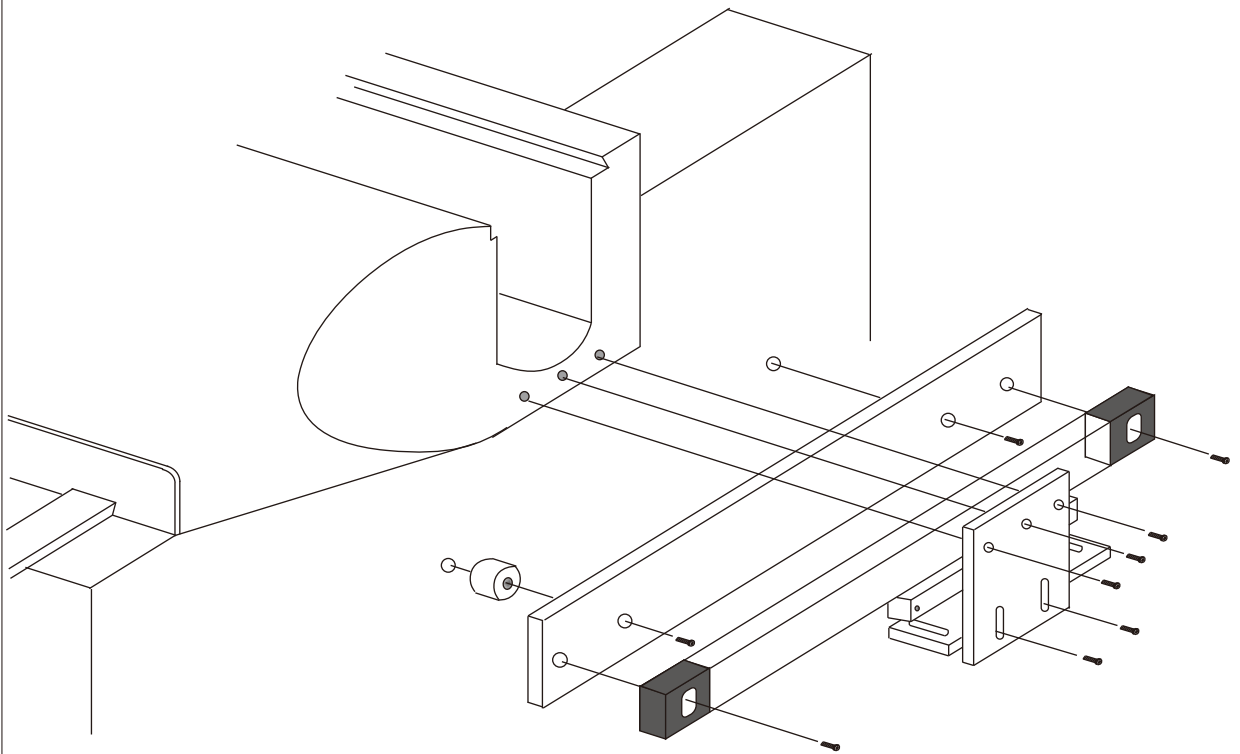


<JSN>







- With a mark at the end of scale as a datum line, gap between head and scale should be equal.

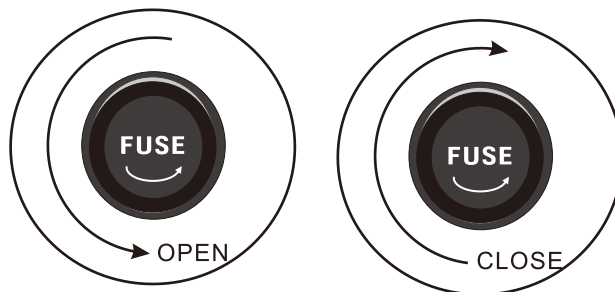
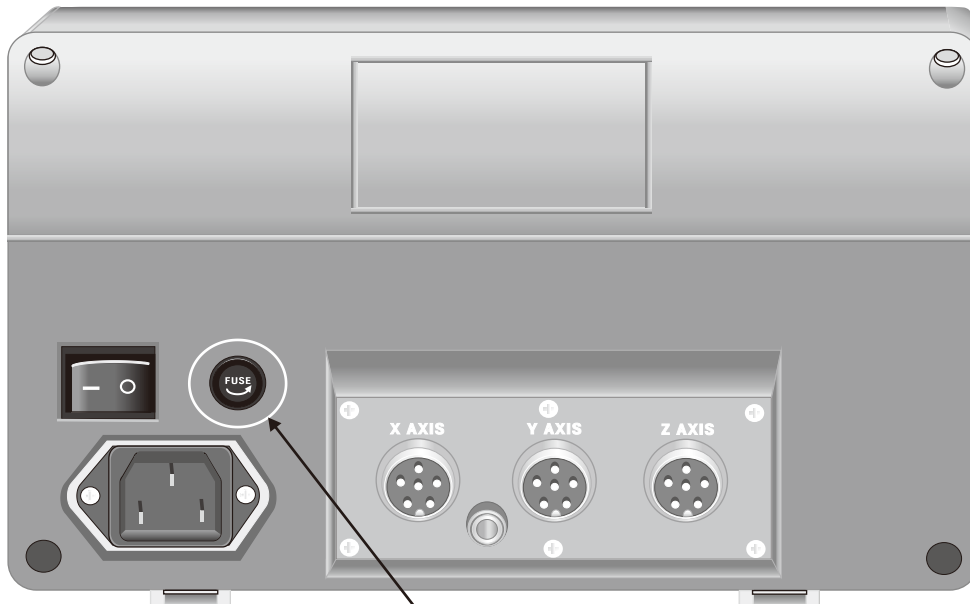


2. Trouble shooting

Trouble	Solution
Power was turned off.	<ul style="list-style-type: none"> ● Make sure  key is turned on. ● Make sure main power is on. ● Make sure Fuse has blown out ● Make sure power cord is connected rightly.
Fuse blows out frequently	<ul style="list-style-type: none"> ● Make sure supping power is stable or not. ● Disconnect a scale from the counter and check the connectors. ● After checking above, call repairing service.
Power is on but display is turned off	<ul style="list-style-type: none"> ● Cutting fluid or oil can flow into the keyboard. ● Disconnect a scale from a counter.
ERROR is shown in the axis window	<ul style="list-style-type: none"> ● Check the connection between a scale and a counter. ● Check the ground state of a counter. ● Check the fixing bolts are loosen. ● Connect the scale with other axis of a counter to see which one is the cause. ● Check backlash of the machine. ● Check if the scale was broken from being got bent or curved.
Displayed value is fixed when a scale is moving	<ul style="list-style-type: none"> ● Check "RATE" (32p) ● Check normal rate is "1000000". ● Check the connection of a scale and a counter.
One out of X,Y and Z-axis doesn't work	<ul style="list-style-type: none"> ● Connect the scale with other axis of a counter to see which one is the cause.
DIA lamp is on	<ul style="list-style-type: none"> ● Turn to RAD mode using "Double counting function of lathe" (39p).
Displayed value is double counted	<ul style="list-style-type: none"> ● Check "RATE" (32p). ● Check normal rate is "1000000". ● Check if DIA lamp is on, then do correction as below (39p)
Difference between real value and measured value Correction of RATE (32p)	<ul style="list-style-type: none"> ● Real distance ----- = RATE Correction Measured distance <p>Ex.1 $\frac{30.0000}{299.100} = 1.003009$ EX.2 $\frac{200.000}{200.050} = 0.999750$</p> <p></p> <p>(Select "5. RATE")</p>
Note	<ul style="list-style-type: none"> ● Be careful cutting fluid, oil or dust not to flow into a scale.

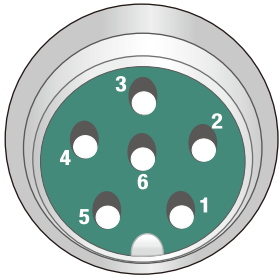
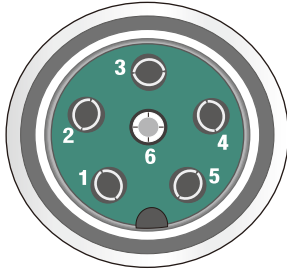
※ This product can be modified without previous notice to improve quality.

3. Replacing a fuse

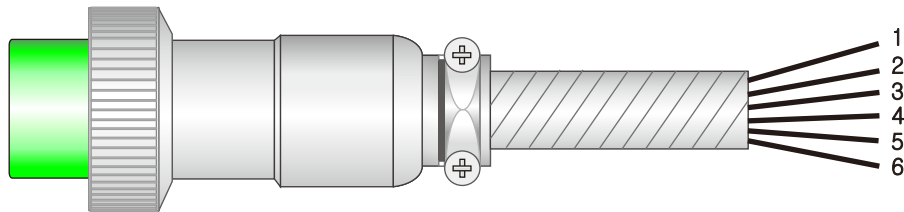


Kinds	Standard
Rated Voltage Fuse	110V ~ 220V 250V, 2A

4. Connector information

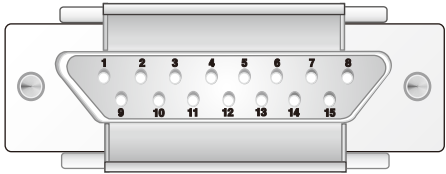
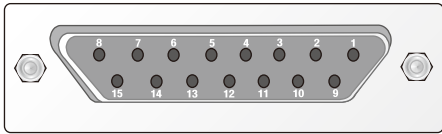
Counter	Scale
	
1 PIN : + (+5V) 2 PIN : A 3 PIN : B 4 PIN : Z 5 PIN : - (0V) 6 PIN : Shield	1 PIN : + (+5V) 2 PIN : A 3 PIN : B 4 PIN : Z 5 PIN : - (0V) 6 PIN : Shield

PIN & Color



PIN	Color	Signal
1 PIN	RED	+ (+5V)
2 PIN	YELLOW	A (+4.2V)
3 PIN	WHITE	B (+4.2V)
4 PIN	GREEN	Z (+0.4V)
5 PIN	BLACK	- (+0V)
6 PIN	BLACK SHIELD	Shield (GND)

PIN for DSC-703EDM Counter

					
Signal cable			803EDM counter		
2 PIN	A	YELLOW	2 PIN	A	WHITE
3 PIN	B	RED	3 PIN	B	GREEN
4 PIN	COM	WHITE	4 PIN	COM	BLACK

CERTIFICATE OF WARRANTY



- I We, Dong Sahn JENIX Co., Ltd. suggest a limited warranty against various defects describes below for two years from the date of purchasing, according to the regulation for the preservation of consumer's right.
- I Please contact the sales agent or service center as defects were found,
- I Please put down your purchasing date and the others below blanks.

Product	Digital Linear Scale (DRO)	Model	DSC800series
Date of Purchase		Serial number	
Agent		Amount	

GUIDANCE FOR THE COMPENSATION OF CONSUMER'S DAMAGE

KINDS of DAMAGES		DETAILS		
		Within the warranty period	After the warranty period	
Damage happened in normal operation, or functional defect	Functional or mechanical defects happened in normal operation	Gratuitous Exchange		
	Defects happened during shipping or installing	"		
	Repairable	Recurrence of a trouble	"	
		Recurrence of same trouble for over 4 times continuously	"	
No repairable	In case of stop producing of parts, or other reason	—	Exchange for new model as compensation	
Functional defect which caused from mishandling or misuse conducted on purpose by users.	Defect caused from careless handling or repairing and remodeling.	Charged	Charged	
	Defect caused from repairing by non authorized personnel.	"	"	
	Defect from applying non-allowable Voltage (use only AC 220V)	"	"	
	Defect or broken from dropping down when moving it another place, after installation.	"	"	
Others	The cause of trouble is not from product itself but from exterior factor.	"	"	
<ul style="list-style-type: none"> ● In the case that the cause is from the natural calamity. ● When life span of consumable parts is almost done or over. 		Charged		

Please be informed this certificate is not reissued.



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