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The screenshot shows a G-Code emulator window titled "Emulator". On the left is a code editor with a file named "MAIN.G*" containing 16 lines of G-code. The code includes various commands such as `O1234`, `M98 P500`, `G50 P2000`, `G50 P3000`, `M02`, `O500`, `G90 F10`, `G01 X0Y0`, `G01 X100R20`, `G01 Y50R20`, `G01 X0R20`, and `G01 Y0`. The main area is a 3D plot showing a red path on a grid. The path starts at the origin, moves along the X-axis, then curves in a circular path in the XY plane, and finally moves along the Y-axis. The plot is labeled with "Ch 1" and "Ch 2" axes. On the right side of the emulator, there are control panels for "X Axis" (set to 0), "Y Axis" (set to 1), "Z Axis" (set to 2), and "Source" (set to "CMD, CN"). Below these are buttons for "Trace", "View", and "Ret Pos". At the bottom right, there is a "Range_Scale" section with input fields for "Min" (2000), "Range" (100000), and "Max Elem" (20000). A small text box in the 3D plot area provides instructions: "rotate: L-Mouse Left/Right/Up/Down dr...", "move: <shift> + L-Mouse Left/Right/Up...", and "scale: <ctrl> + L-Mouse Left/Right dr..."

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