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The screenshot shows a G-Code emulator window titled "Emulator". On the left, a list of G-code commands is displayed in a window titled "MAIN.G*":

```
1 O1234
2
3 M98 P500
4 G50 P2000
5 M98 P500
6 G50 P3000
7 M98 P500
8 M02
9
10 O500
11 G90 F10
12 G01 X0Y0
13 G01 X100R20
14 G01 Y50R20
15 G01 X0R20
16 G01 Y0
```

The main area of the emulator shows a 3D coordinate system with a grid. A red path is plotted on the XY plane, starting at the origin (0,0,0) and moving in a series of arcs. The path is labeled with "Ch 1" and "Ch 2". A red dot at the origin is labeled "0,0,0,0".

On the right side of the emulator, there are several controls:

- X Axis: 0
- Y Axis: 1
- Z Axis: 2
- Source: CMD, CN
- Trace button
- View button
- Ret Pos button
- Range_Scale: Min 2000, Max 100000, Max Elem 20000

Below the 3D plot, there is a legend for mouse controls:

```
rotate: L-Mouse Left/Right/Up/Down dr
move: <shift> + L-Mouse Left/Right/Up
scale: <ctrl> + L-Mouse Left/Right dr
```

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Last update: **2024/07/08 18:22**