

# PROGRAMMING STEPS

## 1. KNOW YOUR WORKING SPACE AREAS

GPuncher has three working areas

- **The part designing**, here you draw your part and is the default software entrance.
- **The sheet layout**, here you grid your part, you can switch back and fourth between part designing and sheet layout by pressing the tab key in your keyboard or by the pull down menu View-Work Space
- **The tool designing**, here you design all of your special tools, go to it by pull down menu View-Work Space-Tooling design

## 2. DRAW YOUR PART

Use the Construct menu to add lines, circles, obrounds, rectangles, special tool hits and other any entities that your part requires.

Use the Edit menu to edit your added features. Also you can take advantage of the Grouping menu to move, rotate, copy a group of patterns all at once.

## 3. SET YOUR SHEET SIZE AND MAKE A GRID

From the part design module switch to sheet layout module by pressing the tab key or by pull down menu View-Work Space-Sheet Layout. Activate the part by pull down menu Blank-Part Grid / Activate, right click on any of your part to switch the activation state. Once you activate a part that's the one you can work on.

## 4. TOOL UP PART PATTERNS

You can tool up in Sheet Layout or switch back to part designing to tool up your parts, doesn't matter. Use the command located in the pull down menu Tooling Up.

## 5. ADD THE PUNCHING SEQUENCE ORDER

Before you are able to generate g-code you have to add every part pattern to an order sequence and do so by using the command in pull down menu Sequence.

## 6. GENERATE G-CODE

After following the steps in this tutorial you are ready to generate g-code, do so by going to pull down menu File-Make Nc Code.

## 7. SEND THE G-GCODE TO YOUR NC CONTROL PANEL

Now you got the g-code file ready to send to the nc control panel, do so by using the pull down menu File-Send Module. If you bought the FileGoNc utility software you will be able to send it or you would just get a warning about it. You need this utility to enable this function.