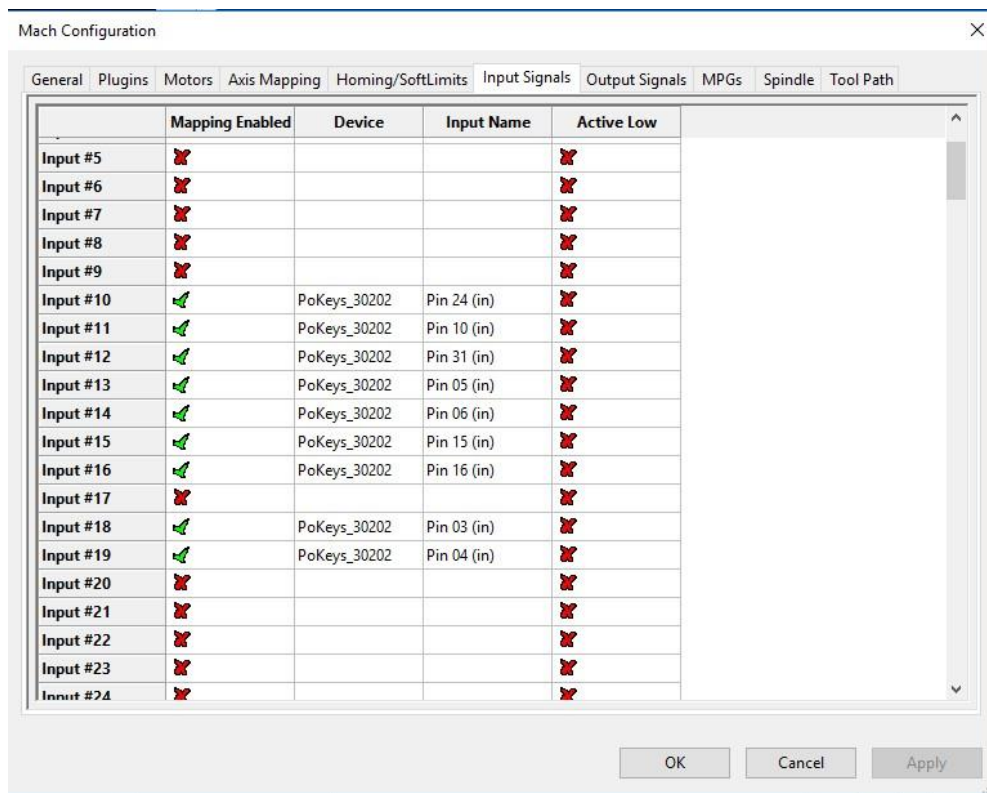


# CNC4PC

Integration Solutions for CNC Projects

## CNC4PC Pendant for Mach4

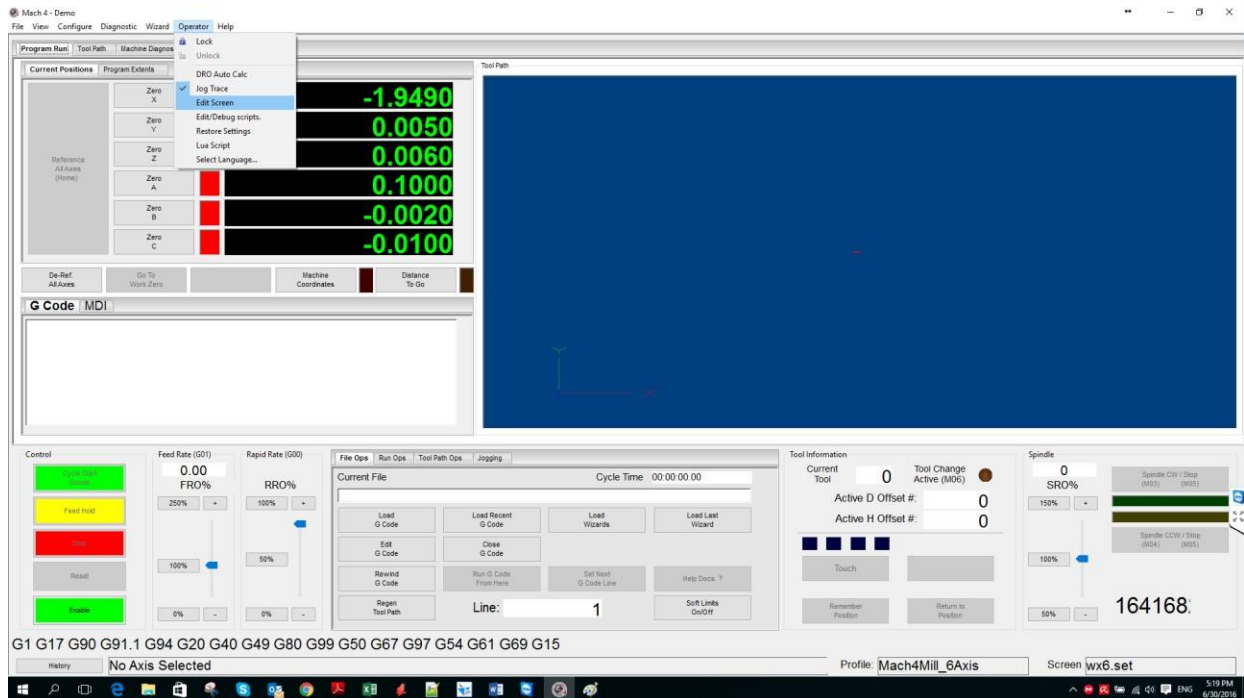
- Configure the input to be used in the control device (Pokeys, ESS. etc)
- Assign the input in the mach4

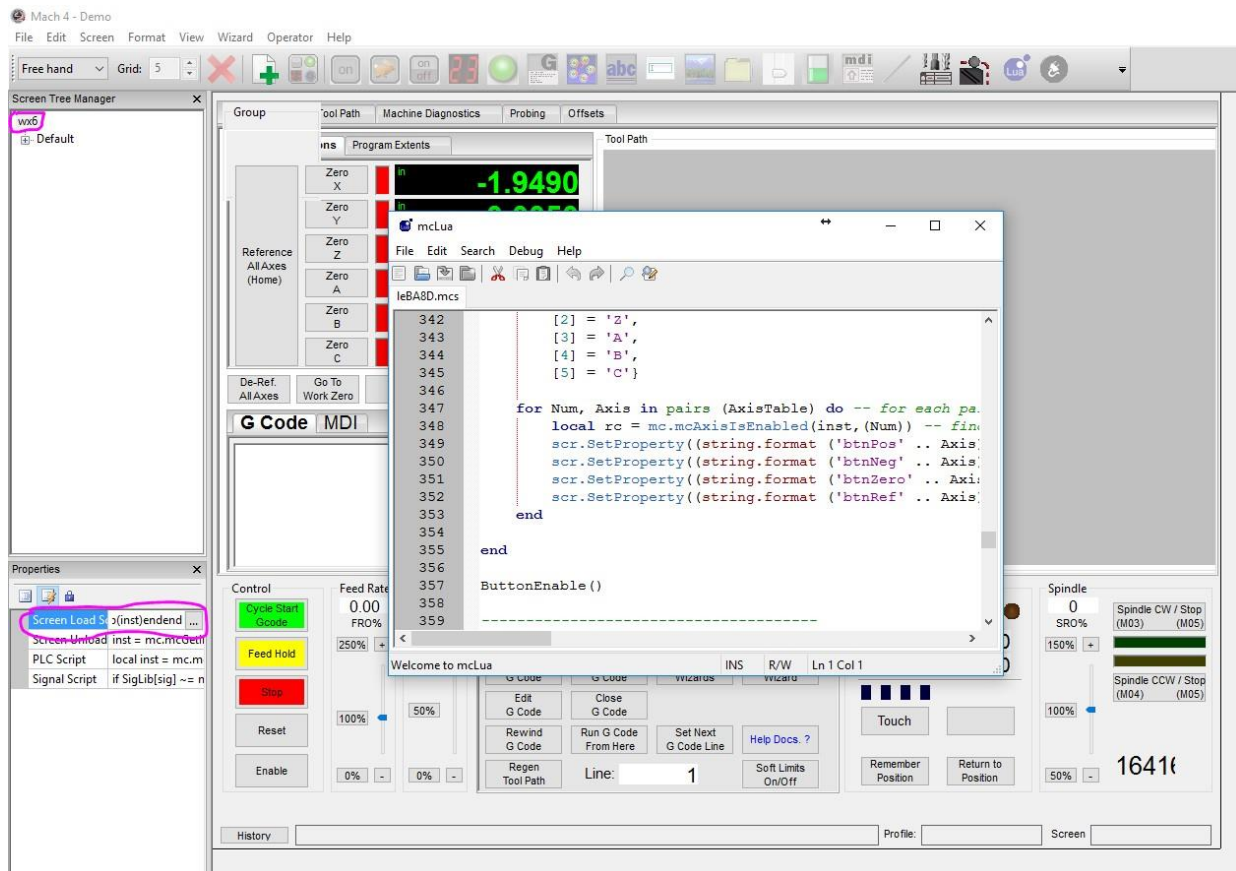


- Pinout.

Function	ESS, UC300 PIN	POKEYS PIN
Input #10	Port 2 Pin 4	Pin 24
Input #11	Port 2 Pin 5	Pin 10
Input #12	Port 2 Pin 6	Pin 31
Input #13	Port 2 Pin 7	Pin 05
Input #14	Port 2 Pin 8	Pin 06
Input #15	Port 2 Pin 9	Pin 15
Input #16	Port 2 Pin 10	Pin 16
Input #18	Port 2 Pin 12	Pin 03
Input #19	Port 2 Pin 13	Pin 04

- Edit Screen to add the lua code.





- Copy the following code at the end of the screen script or Download [here](#).

-----  
 -- CNC4PC Pendant --  
 -----

-- These simply run the CNC4PCPendant function if their state changes.

```

SigLib = {
[mc.ISIG_INPUT10] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT11] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT12] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT13] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT14] = function (state)
CNC4PCPendant()
end,

```

---

```

[mc.ISIG_INPUT15] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT16] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT17] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT18] = function (state)
CNC4PCPendant()
end,
[mc.ISIG_INPUT19] = function (state)
CNC4PCPendant()
end
end
}

```

```
-----
-- CNC4PC Pendant function.
-----
```

```

function CNC4PCPendant()
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT10) -- Is mapped to Port 2 Pin 4 *X
Selection local XSelection, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT11) -- Is mapped to Port 2 Pin 5 *Y
Selection local YSelection, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT12) -- Is mapped to Port 2 Pin 6 *Z
Selection local ZSelection, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT13) -- Is mapped to Port 2 Pin 7 *A
Selection local ASelection, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT14) -- Is mapped to Port 2 Pin 8 *.001
Selection
local Step001, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT15) -- Is mapped to Port 2 Pin 9 *.010
Selection
local Step010, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT16) -- Is mapped to Port 2 Pin 10 *.100
Selection
local Step100, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT17) -- Is mapped to Port 2 Pin 15
*Estop local PenStop, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT18) -- Is mapped to Port 2 Pin 12 *B
Selection
local BSelection, rc = mc.mcSignalGetState(hSig)
local hSig, rc = mc.mcSignalGetHandle(inst, mc.ISIG_INPUT19) -- Is mapped to Port 2 Pin 13 *C
Selection
local CSelection, rc = mc.mcSignalGetState(hSig)
local PenJogOn, rc = mc.mcSignalGetHandle(inst, mc.OSIG_OUTPUT10)-- Is mapped to Port 2 Pin
1
*Jog on LED if XSelection == 1 then
mc.mcMpgSetAxis(inst, 0, 0) --X Axis
mc.mcCntlSetLastError(inst, "X
Selected")
mc.mcSignalSetState(PenJogOn, 1)

```

---

```

elseif YSelection == 1 then
mc.mcMpgSetAxis(inst, 0, 1) --Y Axis
mc.mcCntlSetLastError(inst, "Y
Selected")
mc.mcSignalSetState(PenJogOn, 1)
elseif ZSelection == 1 then
mc.mcMpgSetAxis(inst, 0, 2) --Z Axis
mc.mcCntlSetLastError(inst, "Z
Selected")
mc.mcSignalSetState(PenJogOn, 1)
elseif ASelection == 1 then
mc.mcMpgSetAxis(inst, 0, 3) --A Axis
mc.mcCntlSetLastError(inst, "A
Selected")
mc.mcSignalSetState(PenJogOn, 1)
elseif BSelection == 1 then
mc.mcMpgSetAxis(inst, 0, 4) --B Axis
mc.mcCntlSetLastError(inst, "B
Selected")
mc.mcSignalSetState(PenJogOn, 1)
elseif CSelection == 1 then
mc.mcMpgSetAxis(inst, 0, 5) --C Axis
mc.mcCntlSetLastError(inst, "C
Selected")
mc.mcSignalSetState(PenJogOn, 1)
else
mc.mcMpgSetAxis(inst, 0, -1) --No Axis
mc.mcCntlSetLastError(inst, "No Axis Selected")
mc.mcSignalSetState(PenJogOn, 0)
end
if Step001 == 1 then
mc.mcMpgSetInc(inst, 0,
.001) elseif Step010 == 1
then mc.mcMpgSetInc(inst,
0, .010) elseif Step100 == 1
then mc.mcMpgSetInc(inst,
0, .100) end if PenStop == 1
then mc.mcCntlEStop(inst)
end
end

```

- Exit and save the screen and it will be ready.

