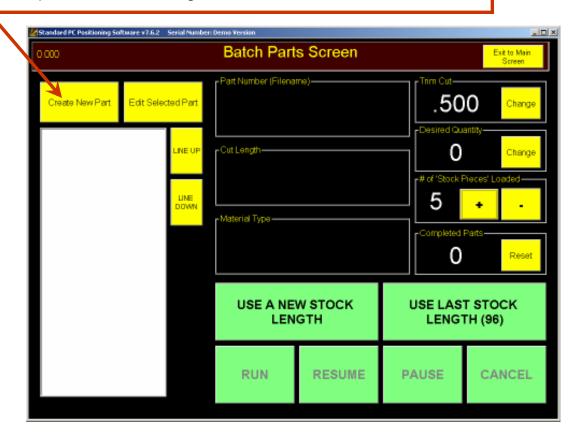
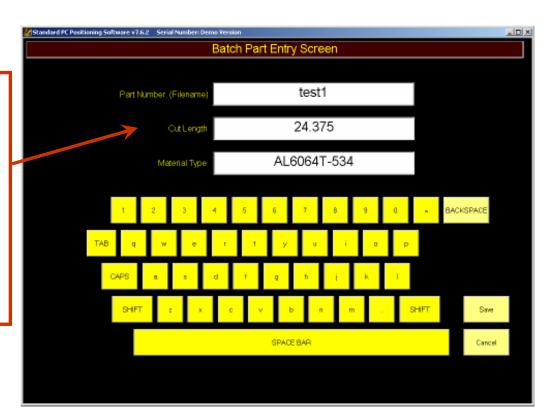
## Using the RazorGage Batch Screen

## Positioners • Software • Systems

To add a part/material configuration click CREATE NEW PART.



Enter a name for the part / material configuration, the length of the parts you want to cut, and the material designation that will tell the operator what kind of stock to use. Then press Save.

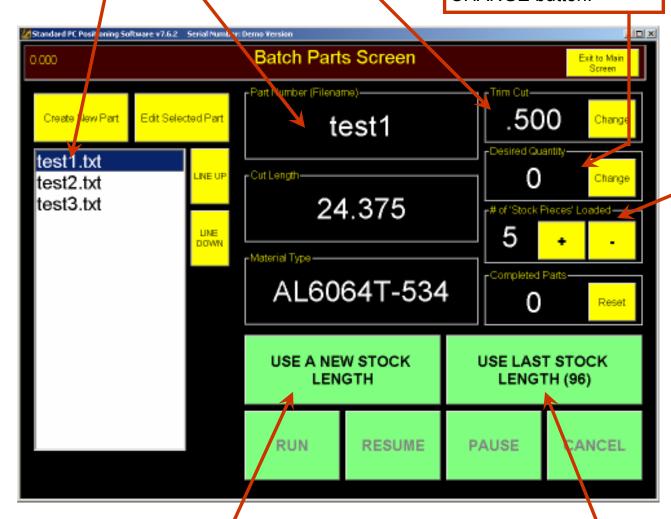


Once you have entered your part lengths and material types they will appear in the white box at the left of the Batch Parts Screen. Choose a part to bring up that part's information as shown below.

Enter the leading edge trim cut length here. This is a global variable that will stay constant regardless of which part you choose. It may be changed at any time by pressing the CHANGE button.

Press the + or - button to change the number of stock pieces you are going to push. This will enable the software to keep a count of how many finished pieces you've cut.

Enter the desired quantity for the current run here by pressing the CHANGE button.



Press the USE A NEW STOCK LENGTH to tell the RazorGage how long of a piece you will be introducing to the machine.

Press the USE LAST STOCK LENGTH to tell the machine that you will be feeding the same size stock that you had previously entered.

Since the Batch Screen is used for push feeding, a load position must be determined based on stock length. When a new piece of stock is to be introduced to the machine its length is indicated and the software instructs the RazorGage pusher to move out to a position suitable for the part to be loaded. Typically the value of this position must be greater than the stock length to ease the loading of the stock. To accommodate this condition the software adds the LOAD parameter to the stock length when calculating the load position. For example if the stock length is 10 feet and the LOAD parameter is set to 12 inches then the RazorGage will calculate the load position by adding 12 inches to the stock length for a position of 11 feet. To set the LOAD parameter follow the instructions below.

