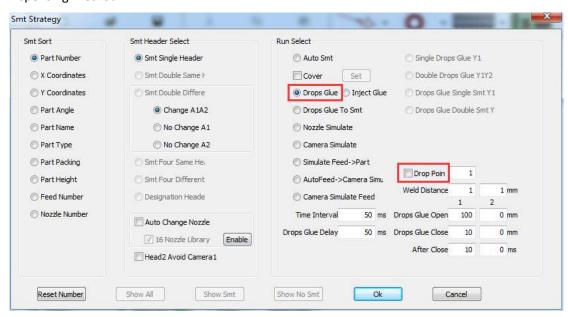
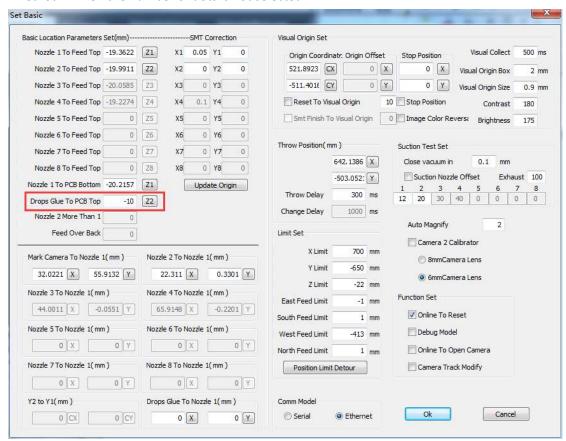
Dispensing Function Description

Dispensing Method 1.

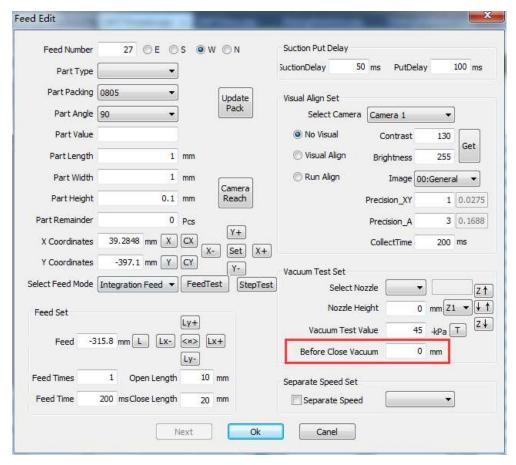


Method 1 when the number of dots is not selected.

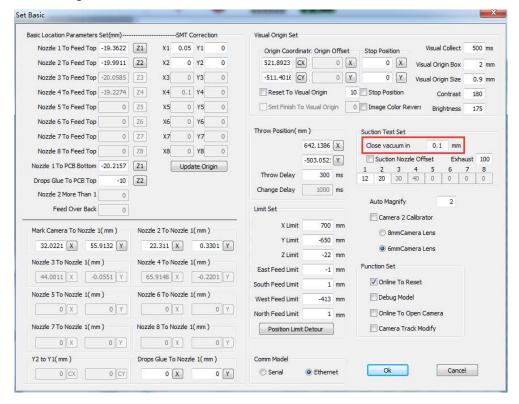


The height of the dispensing head to the PCB surface, each time the dispensing head drops to this setting.

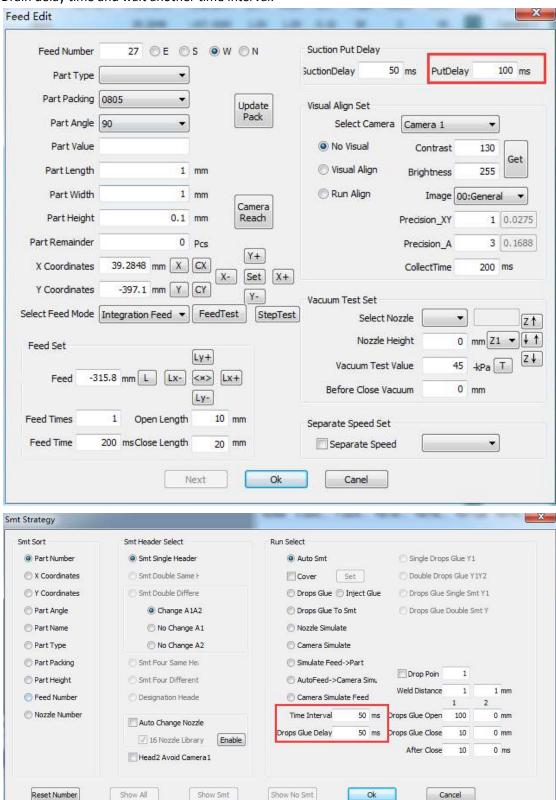
Working process: opening the solenoid valve at the start of the drop.



Close the solenoid valve when the vacuum closes early or, if no value is set, take the value in the basic setting.

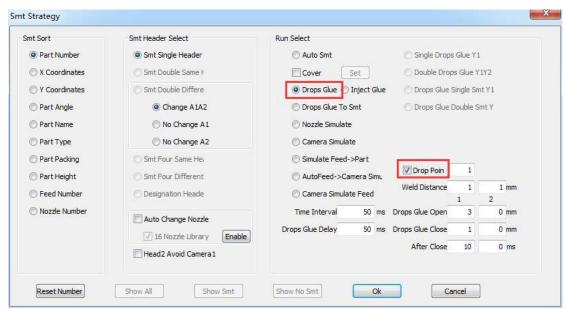


Drain delay time and wait another time interval.

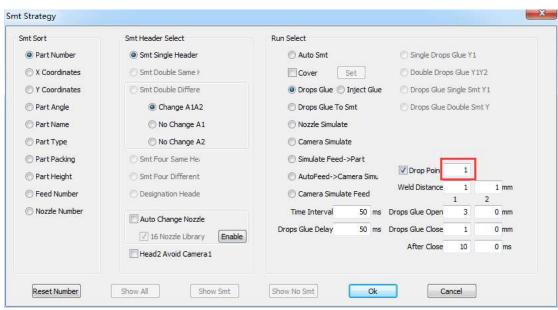


Dispensing method two.

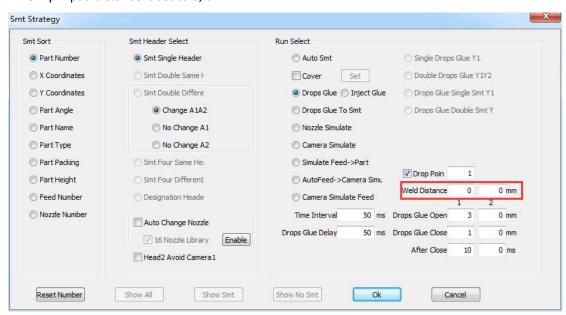
When the number of dots is selected, mode 2.



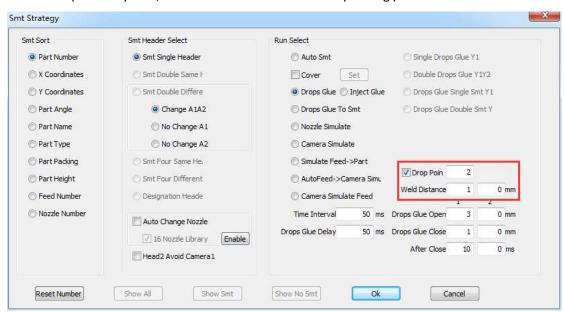
(b) If only the centre point of the dispensing process, the measurement is set to 1.



The 2-pin pad distance is set to 0, 0.

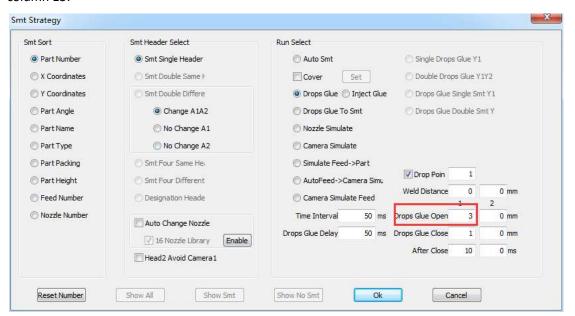


If a solder pad is required, measure to 2 and set the corresponding pad distance.

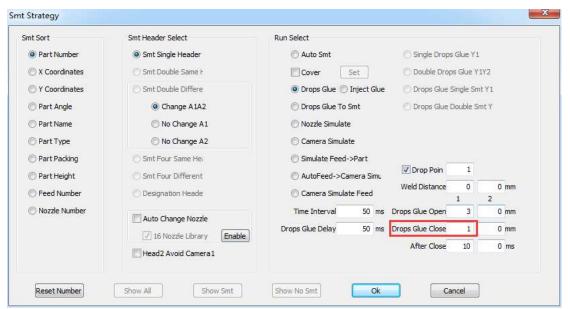


1. Open the dispensing valve: If the value is 0, it means the solenoid valve will be opened when it starts to descend, if there is a value, it will be calculated from top to bottom, and the solenoid valve will be opened when it reaches this value; if the value exceeds the descending stroke, it will become 0, it means the vacuum valve will be opened when the dispensing head starts to descend.

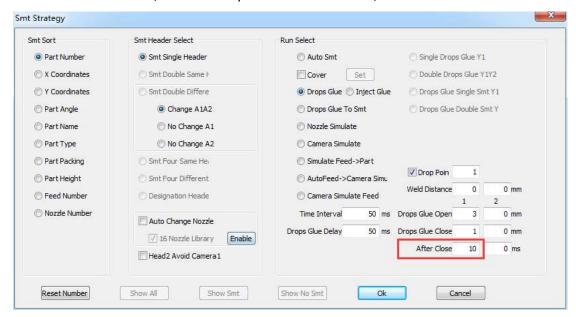
Note: If the MARK point function is set twice, then there is a Z-height compensate function in column 15.



2. The dispensing valve closes: when it is 0, the solenoid valve closes before rising, when there is a value, it is calculated from rising; when it reaches this value, the solenoid valve closes; if the value of this setting exceeds the rising stroke, it will become 0, indicating that the solenoid valve closes before rising.will



3. Valve closing time delay: If the "rising time to close the vacuum" is 0, when the dispensing head reaches the bottom, the time delay will be carried out first, then close the solenoid valve.



4.Bottom Delay (Dispensing Delay): after step 3 is performed, the delay is performed at the bottom.

