



Solution Partner

PLM

SIEMENS



UniCam FX Basic User Course

Course Details:

Audience

UniCam FX Basic User is a 4 day course designed for programmers, engineers and documentation technicians responsible for programming SMT/AI machines as well as various types of printed circuit assembly production equipment.

Course Benefits

This course is designed to show the user how to create programs, create documentation as well as perform basic management and upkeep of the software.

Pre-Requisite: None

Course Duration: 4 days

Cost:

In-House: \$2,000 (Per Student / Travel Expenses not included)

Onsite: \$6,240 (Max of 5 Students / Instructor's Travel Expenses billed at actual cost)

To Register: Call Jim Peacock at (503) 953-5684
or email: jim@acuityinc.com
(Include company name, your name, phone# and how many students you would like to register for the class.)

Course Agenda: See below

The Basic User course covers the following topics:

Day 1

General Info

- Familiarization with the application.
 - Topography of the Application window
 - Using Quick Menu and standard menus.
 - Navigating the workspace.
 - Hot Keys and LMB/RMB menus.

Getting Started

- Creating a New Job
- Importing CAD, Centroid and Gerber Data
- Identify/Classify Fiducials
- Importing BOM information

Library Management

- Part Libraries
 - Updates to and from the Job
- Shape Libraries
 - Updates to and from the Job
 - Creating new shapes/Edit existing shapes.
- Machine Libraries

Day 2

Program Generation – Responsibilities of the Programmer/Engineer within UniCam FX

- Line Setup and Machine Configs
- Understanding the Shape Library and Managing Rotations
 - Normalize 0 rotations for shapes (Set Theta)
- Adjusting for Feeder Rotation
- Assignment of Parts
- Programming Machines
- Add missing shapes after Program Generation

Day 3

Documentation – Responsibilities of the Documenter within UniCam FX

- Building a Graphics Library
- Creation and use of Templates
- Creating Views
- Working with View Settings
- Copy/Reset Settings
- Creating Forms
- Using drawing tools: lines, circles, rectangles, polygons, text and callouts
- Using Bitmaps, JPEG, TIF, GIF, HPGL and DXF with documentation
- Using Hyperlinks with documentation
- Creating Slide Line documentation.

Day 4

User Labs

- This day is dedicated to the students taking their data and going thru the whole process that has been discussed on days 1-3.
- Here they can ask the instructor questions as they go thru the steps on their own as much as possible.