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G52 ()

Summary

- G52 : Work
 - Work , Work 가
- 가

Format

G52 X_Y_Z_

- X, Y, Z :

Example

```

main.g
1 O1234
2 M98 P1000
3 G52 X20Y20
4 M98 P1000
5 G52 X40Y40
6 M98 P1000
7 M02
8
9 O1000
10 G90 F5
11 G01 X10 Y0
12 G01 X100 R10
13 G01 Y50 R10
14 G01 X0 R10
15 G01 Y0 R10
16 G01 X10
17
  
```

The emulator window displays a 2D coordinate system with axes labeled 'Ch 0' and 'Ch 1'. A grid is visible. A red path is shown, starting from the origin (0,0) and moving to (10,0), then (10,50), then (100,50), then (100,0), then (10,0), and finally (10,10). This path illustrates the effect of the G52 offsets: the first G52 offset (X20Y20) shifts the origin to (20,20), and the second G52 offset (X40Y40) shifts it to (40,40). The path shows the tool moving relative to these shifted origins.

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