

SINGLE VISION LENSES

- 1- Confirm that the parameter "*Memory Card Type*" has *128 KB/L* selected by pressing the **MENU** key two (2) times and using the down cursor key, until you are at the "*Memory Card Type*" setting.
- 2- Trace frame or pattern
- 3- Press **DATA SET** key to display the traced data
- 4- Enter the data as if you were doing a normal job. Confirm that all data is correct.
- 5- Bring the cursor to **MEM** on the display screen.
Press the **+** or **-** key to enter a number
- 6- Make sure that the cursor is still on **MEM**, then press and hold the **START/STOP** key for 3 seconds or until you hear a beep.
The frame is now stored in memory.

To Recall a Traced Frame

- 1- Bring the cursor to **MEM** on display screen. Using the **+** or **-** key, enter the number you want to recall from memory.
- 2- Press and hold the **DATA SET** key for about 3 seconds. You will hear *TWO* beeps and the data will be displayed on your screen.
- 3- Confirm that the shape and data are correct and review the layout and grinding modes that you want to grind. The edger will not store the layout mode, *ACT, PAS or BF (Bifocal)* so be sure to select the appropriate mode before grinding.
- 4- If the **DATA SET** key is not pressed long enough, the shape and data that appears on the screen will be from the last shape you worked on..
- 5- Once you reviewed all the information on the screen and all is OK, you may proceed with grinding as usual. (Make sure the cursor is not located on **MEM** before pressing **START/STOP** to grind.)

NOTE: Clients that have an internal memory board having problems with different shapes appearing on the screen after tracing and pressing **DATA SET** for a standard job. This is because they hold the **DATA SET** key too long! To pull up a shape from the tracer, press & release **DATA SET** immediately. To pull up a shape from the memory system press and hold the **DATA SET** key for approximately 2-3 seconds or until you hear the second beep from the panel!!!