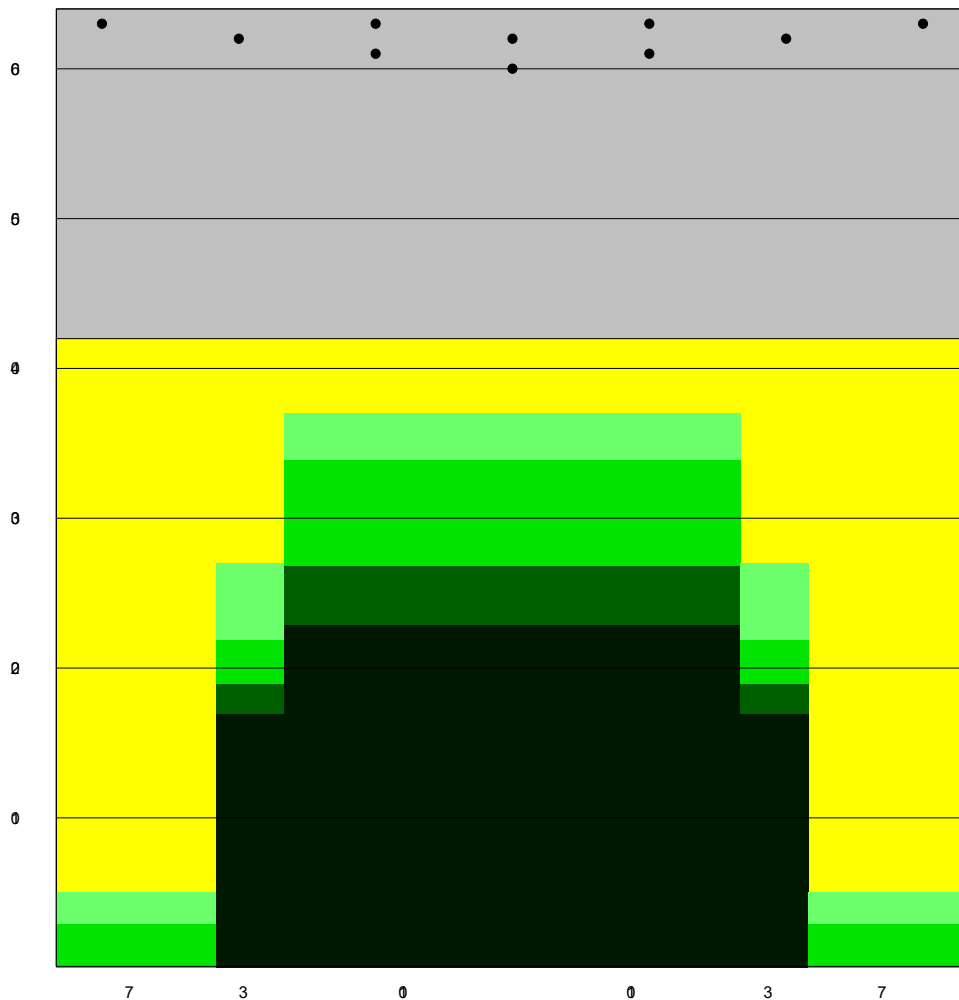


Name	<input type="text"/>																				
BUFFER Mode :	<table border="1"> <tr><td colspan="2">Double</td></tr> <tr><td>Forward</td><td>Reverse</td></tr> <tr><td><input type="text" value="42.0"/></td><td><input type="text" value="41.0"/></td></tr> </table>	Double		Forward	Reverse	<input type="text" value="42.0"/>	<input type="text" value="41.0"/>														
Double																					
Forward	Reverse																				
<input type="text" value="42.0"/>	<input type="text" value="41.0"/>																				
Distance - Ft.																					
OIL Mode :	<table border="1"> <tr><td colspan="2">Double</td></tr> <tr><td>Forward</td><td>Reverse</td></tr> <tr><td><input type="text" value="0.0"/></td><td><input type="text" value="5.0"/></td></tr> <tr><td><input type="text" value="17.0"/></td><td><input type="text" value="22.0"/></td></tr> <tr><td><input type="text" value="37.0"/></td><td><input type="text" value="34.0"/></td></tr> <tr><td><input type="text" value="37.0"/></td><td><input type="text" value="34.0"/></td></tr> <tr><td><input type="text" value="17.0"/></td><td><input type="text" value="22.0"/></td></tr> <tr><td><input type="text" value="0.0"/></td><td><input type="text" value="5.0"/></td></tr> </table>	Double		Forward	Reverse	<input type="text" value="0.0"/>	<input type="text" value="5.0"/>	<input type="text" value="17.0"/>	<input type="text" value="22.0"/>	<input type="text" value="37.0"/>	<input type="text" value="34.0"/>	<input type="text" value="37.0"/>	<input type="text" value="34.0"/>	<input type="text" value="17.0"/>	<input type="text" value="22.0"/>	<input type="text" value="0.0"/>	<input type="text" value="5.0"/>				
Double																					
Forward	Reverse																				
<input type="text" value="0.0"/>	<input type="text" value="5.0"/>																				
<input type="text" value="17.0"/>	<input type="text" value="22.0"/>																				
<input type="text" value="37.0"/>	<input type="text" value="34.0"/>																				
<input type="text" value="37.0"/>	<input type="text" value="34.0"/>																				
<input type="text" value="17.0"/>	<input type="text" value="22.0"/>																				
<input type="text" value="0.0"/>	<input type="text" value="5.0"/>																				
Distances - Ft.																					
left outside :																					
left track :																					
left inside :																					
right inside :																					
right track :																					
right outside :																					
Transfer Rate %	<table border="1"> <tr><td><input type="text" value="100"/></td><td><input type="text" value="100"/></td></tr> </table>	<input type="text" value="100"/>	<input type="text" value="100"/>																		
<input type="text" value="100"/>	<input type="text" value="100"/>																				
SPEED SETTINGS:	<table border="1"> <tr><td colspan="2">Pass 1</td><td colspan="2">Pass 2</td></tr> <tr><td>Forward</td><td>Reverse</td><td>Forward</td><td>Reverse</td></tr> <tr><td>High</td><td>High</td><td>High</td><td>High</td></tr> <tr><td>Medium</td><td>Medium</td><td>Medium</td><td>Medium</td></tr> <tr><td>Medium</td><td></td><td></td><td></td></tr> </table>	Pass 1		Pass 2		Forward	Reverse	Forward	Reverse	High	High	High	High	Medium	Medium	Medium	Medium	Medium			
Pass 1		Pass 2																			
Forward	Reverse	Forward	Reverse																		
High	High	High	High																		
Medium	Medium	Medium	Medium																		
Medium																					
Travel																					
Condition																					
Strip																					

Short Run Mode	<input type="text" value="Off"/>
Turn-around Distance	<input type="text" value="0.0"/> Ft.

Stripping Mode	<input type="text" value="Off"/>
Start	<input type="text" value="0.0"/> Ft.
Cleaner Pad Distance	<input type="text" value="61.5"/> Ft.
Vacuum	<input type="text" value="On Start"/>

Cleaner Flow	
In oil	<input type="text" value="100"/> %
Back lane	<input type="text" value="100"/> %



- Graph layers :
- Oil Pass 1 Forward
 - Oil Pass 1 Reverse
 - Oil Pass 2 Forward
 - Oil Pass 2 Reverse
 - Stripping