

## Bridgeport Mill G Codes

**G00 RAPID TRAVERSE**

**G01 LINEAR INTERPOLATION**

**G02 CIRCULAR INTERPOLATION CW**

**G03 CIRCULAR INTERPOLATION CCW**

**G04 DWELL**

**G08 MODAL DECELERATION OVERRIDE OFF**

**G09 MODAL DECELERATION OVERRIDE ON**

**G12 HELICAL INTERPOLATION CW**

**G13 HELICAL INTERPOLATION CCW**

**G17 X Y PLANE SELECTION**

**G18 ZX PLANE SELECTION**

**G19 YZ PLANE SELECTION**

**G22 CIRCULAR INTERPOLATION, FILLET INPUT CW**

**G22 CIRCULAR INTERPOLATION, FILLET INPUT CCW**

**G30 MIRROR IMAGE OFF**

**G31 MIRROR IMAGE X ON**

**G32 MIRROR IMAGE Y ON**

**G40 CUTTER DIAMETER OFFSET OFF**

**G41 CUTTER COMPENSATION LEFT**

**G42 CUTTER COMPENSATION RIGHT**

**G44 CUTTER COMPENSATION, NORMAL FEEDRATE**

**G45 CUTTER COMPENSATION, MODIFY FEEDRATE**

**G70 INPUT INCH**

**G71 INPUT MILLIMETER**

**G72 TRANSFORMATION OFF**

**G73 TRANSFORMATION / ROTATION, SCALING**

**G74 MULTI QUADRANT CIRCLE INPUT OFF**

**G75 MULTI QUADRANT CIRCLE INPUT ON**

**G77 ZIG ZAG MILL CYCLE**

**G78 POCKET MILL CYCLE**

**G79 BORE MILL CYCLE**

**G80 DRILL CYCLE OFF**

**G81 Z CYCLE, DRILL (FEED IN, RAPID OUT)**

**G82 Z CYCLE, SPOT FACE (FEED IN, RAPID OUT)**

**G83 Z CYCLE, DEEP HOLE (PECK, RAPID OUT)**

**G84 Z CYCLE, TAP (FEED IN, FEED OUT)**

**G85 Z CYCLE, BORE (FEED IN, FEED OUT)**

**G86 Z CYCLE, BORE (FEED IN, STOP-WAIT, RAPID OUT)**

**G87 Z CYCLE, CHIP BREAK (PECK, RAPID OUT)**

**G89 Z CYCLE, BORE (FEED IN, DWELL, FEED OUT)**

**G90 ABSOLUTE PROGRAMMING**

**G91 INCREMENTAL PROGRAMMING**

**G92 PRESET PART PROGRAMMING ZERO POINT**

**G96 RESTORE BASE PART PROGRAMMING COORDINATE SYSTEM**

**G97 SET WORK COORDINATE SYSTEM**

**G99 DECELERATION OVERRIDE**

**G170 OUTSIDE FRAME MILL**

**G171 INSIDE FRAME MILL**

**G172 POCKET FRAME MILL**

**G173 OUTSIDE FACE MILL**

**G174 INSIDE FACE MILL**

**G175 OUTSIDE CIRCLE MILL**

**G176 INSIDE CIRCLE MILL**

**G177 POCKET CIRCLE MILL**

**G179 SLOT MILL**

**G181-G189 Z CYCLE (SAME AS G81-G89) MULTI-HOLE**

**G191-199 Z CYCLE (SAME AS G81-G89) FRAME OF HOLES**