

Routine Name				Run #		Date & Time	
Glamet - Juego 1				March 19, 2025 10:47:29 AM			
Feature	Unit	Nominal	Actual	Tolerances		Deviation	Exceeded
Step 6 - Item 1 Distancia							
Y Distance	mm	+5.800	+8.954	+0.000	+0.000	+3.154	
Step 14 - Item 2 Distancia							
Straight Line	mm	+14.000	+18.408	+0.000	+0.000	+4.408	
Step 17 - Item 3 Distancia							
Width	mm	+30.000	+28.574	+0.000	+0.000	-1.426	
Step 22 - Item 4 Distancia							
Y Distance	mm	+42.000	+40.229	+0.000	+0.000	-1.771	
Step 11 - Item 5 Distancia							
Width	mm	+13.000	+13.375	+0.000	+0.000	+0.375	
Step 12 - Item 6 Distancia							
Width	mm	+5.600	+6.529	+0.000	+0.000	+0.929	
Step 24 - Item 7 Distancia							
Straight Line	mm	+12.000	+32.133	+0.000	+0.000	+20.133	
Step 26 - Item 8 Distancia							
Width	mm	+28.500	+29.070	+0.000	+0.000	+0.570	

Routine Name				Run #		Date & Time	
Glamet - Juego 2				March 18, 2025 11:18:48 AM			
Feature	Unit	Nominal	Actual	Tolerances		Deviation	Exceeded
Step 9 - Item 1 Distancia							
Width	mm	+5.800	+6.830	+0.000	+0.000	+1.030	
Step 21 - Item 2 Distancia							
Straight Line	mm	+14.000	+18.614	+0.000	+0.000	+4.614	
Step 22 - Item 3 Distancia							
X Distance	mm	+30.000	+29.341	+0.000	+0.000	-0.659	
Step 28 - Item 4 Distancia							
Y Distance	mm	+42.000	+40.869	+0.000	+0.000	-1.131	
Step 12 - Item 5 Distancia							
Width	mm	+13.000	+12.988	+0.000	+0.000	-0.012	
Step 13 - Item 6 Distancia							
Width	mm	+5.600	+6.400	+0.000	+0.000	+0.800	
Step 28 - Item 7 Distancia							
Straight Line	mm	+12.000	+32.254	+0.000	+0.000	+20.254	
Step 29 - Item 8 Distancia							
Width	mm	+28.500	+29.090	+0.000	+0.000	+0.590	

