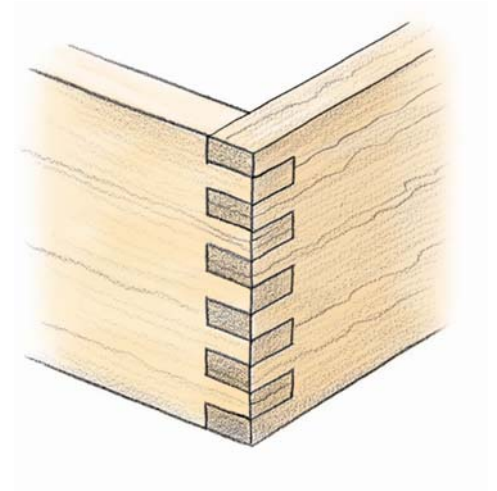


Box Joint Gadget

Ver. 1.1

Jim Anderson
Houston Texas
March 2015



The Disclaimer

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The Create Box joint Vectors and Tool paths gadget was formed by Jim Anderson of Houston, Texas. (Mar 2015)

The Create Box joint Vectors and Tool paths gadget program is very heavily based on code from Vectric's core software SDK, Brian Moran code and many other great software developers.

Some program details

- The material is held in a vertical position on the mill
- The material Z must be set to top of material
- The Z value is normally the length of material
- The XY Datum position, must be in any corner, but not in the center of material
- The milling action is performed on the end of the boards
- The user can adjust the number of fingers/gaps by changing the Total No. Fingers
- No special Bit required (end mill)
- The program creates both the right and left hand tool paths
- The program has error trapping, to include bit diameter compared to finger gap and many more

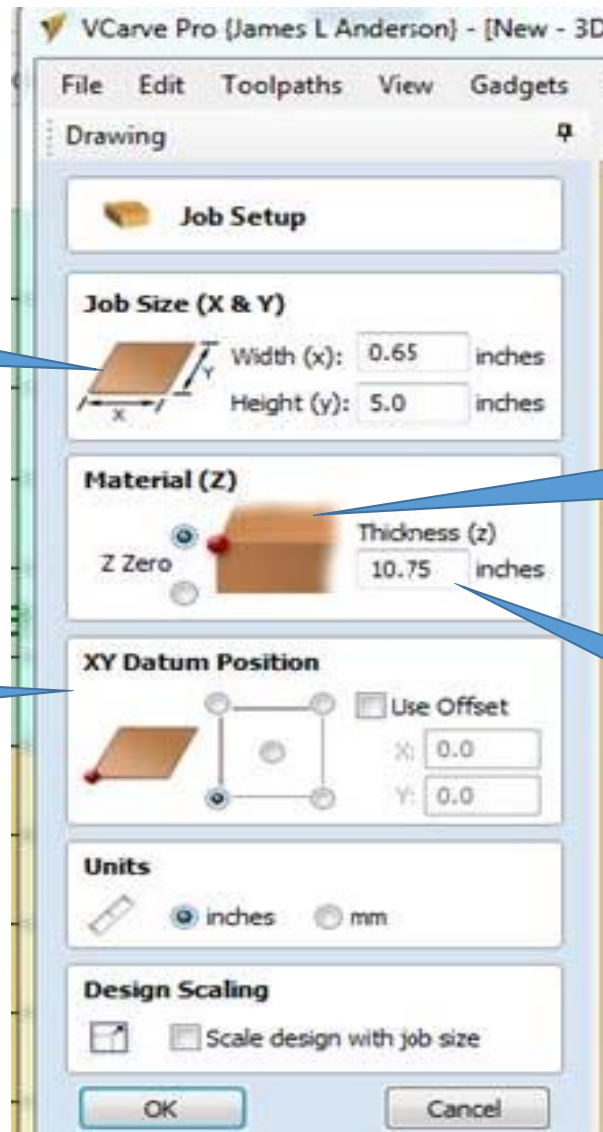
Material & Job Setup

Set the Material to represent the part to be milled in the vertical position

Always select a corner of the Material for XY Datum Position

Material (Z) to set to Top

Material Thickness is the length of part



User dialogue

Select Tool to open dialog box to select cutting tool

Adjust the number of total joints per corner. Even number will put the same count on both parts. Odd number will put stager count per part

Read only values. To change Material size use Job Setup

Boxjoint Toolpath Creator Version 1.1 by Jim Anderson

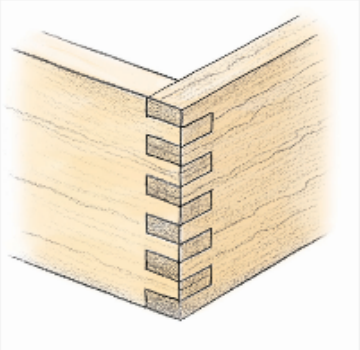
This gadget creates a series of tool paths for a boxjoint from the material job setup settings.

This requires the material to be held in a vertical position so that the milling can be performed on the edge or end of the material to receive specified joinery.

The gadget assumes that the Boxjoint will run in the direction of the longest side of the material job and the material is a rectangle in shape.

Use the Top of material (top end of material) for the Z value. Set the material thickness to the length of material.

For best results in cutting action, use "up-cut" spiral bits.



Tool... No Tool Selected

Total Number of Fingers

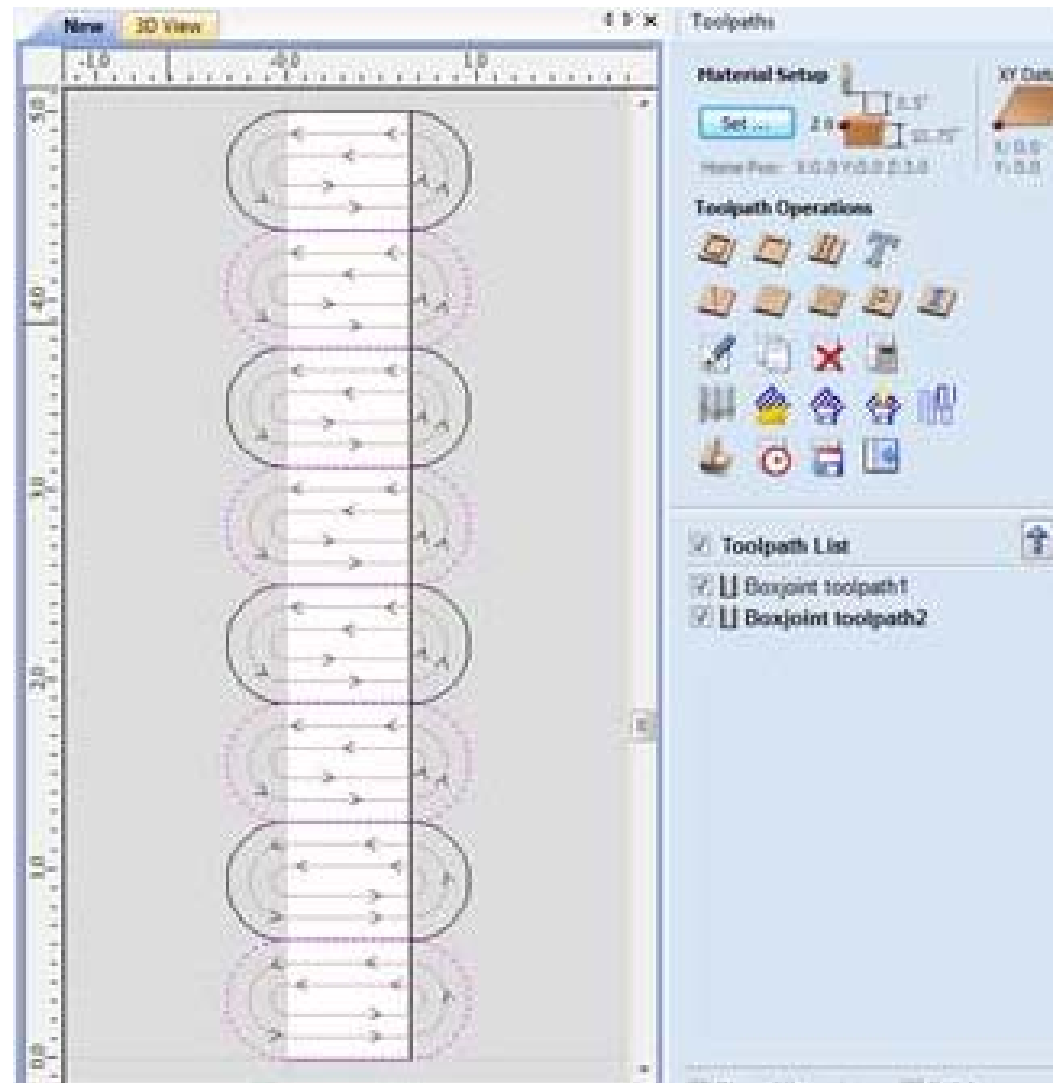
Material Thickness Material Units = inches

Length

OK **Cancel**

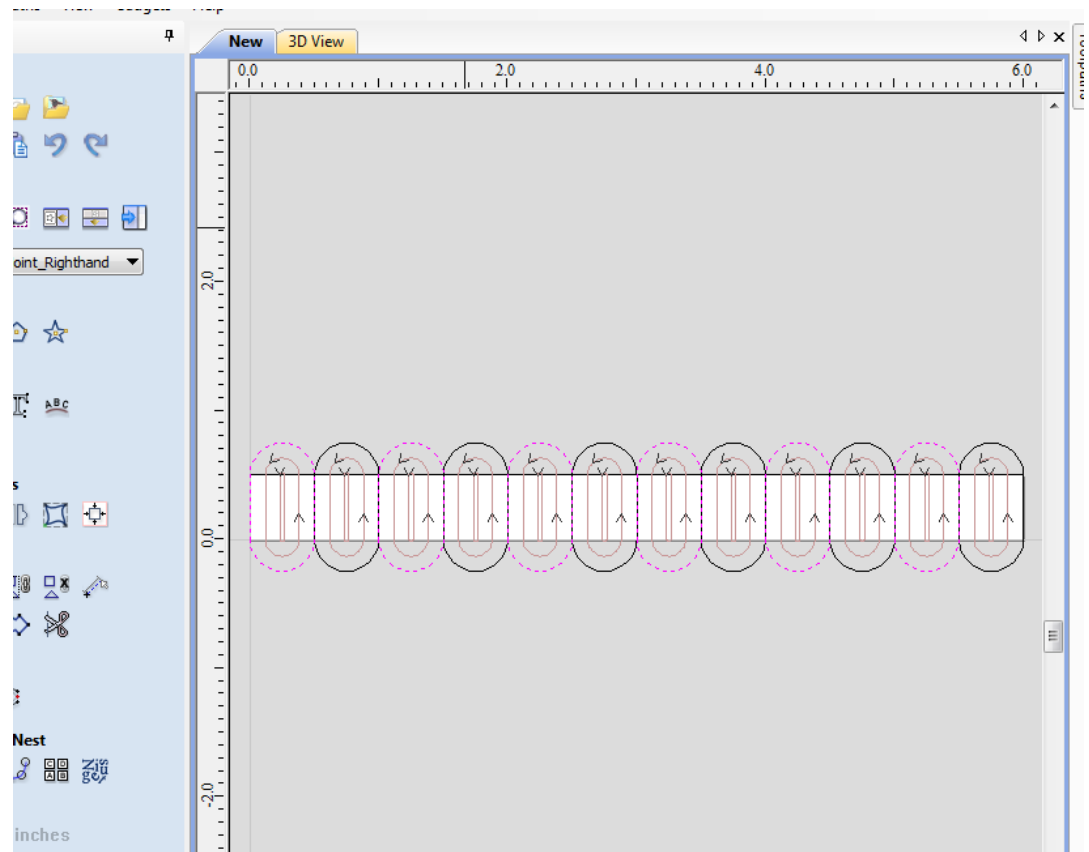
Closed vectors and Tool paths

The Gadget will build vectors and tool paths
any orientation. In the “Y” axis Vertically



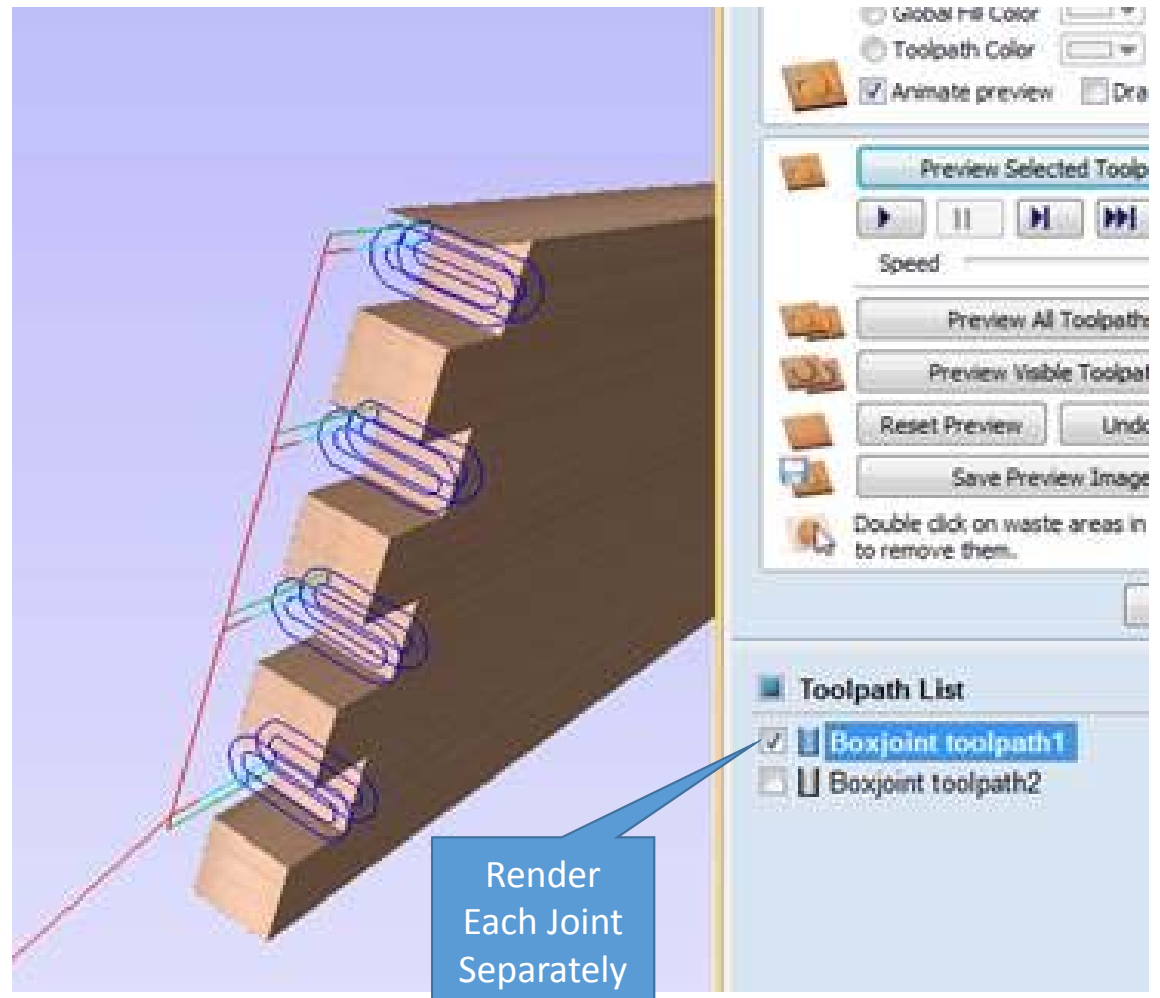
Closed vectors and Tool paths

The Gadget will build vectors and tool paths any orientation. In the "X" axis Horizontally



Tool path rendering

Recommend separating the tool paths into two (2) individual G-Code output files.



Thank
You