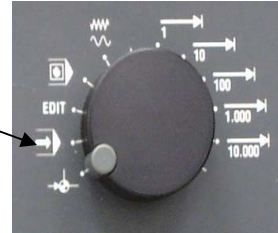


# 3D Simulation

1. Change Mode Dial to **Auto**
2. Press **Graph** button on the Display Keys for the Graph screen to appear
3. Press the arrow right on the soft keys
4. Press the 3D View soft key for the screen WIN 3D - VIEW



F:100% S:100%

WIN 3D-VIEW

O0001 N0005

## GENERAL

RESOLUTION	=	_1
STEPWIDTH	=	39
TOOL PRESENTATION	=	0
COLLISION DETECTION	=	0
CLAMPING DEVICE	=	0
SHADED VIEW	=	1

—

F3	F4	F5	F6	F7
TOOLS	WORKP.		JOG	SIMUL.

**Note: This 3D graph only works with an active program and runs only the current program selected**

5. Resolution = **0** means Low **1** means Medium **2** means High  
The higher the number the better appearance you will see the part
6. Step Width = The higher the number the faster the simulation will run
7. Tool Presentation = **0** means solid model **1** means transparent  
**2** means wire frame **3** means no tool shown
8. Collision detection = **0** off **1** on
9. Shaded View = **0** off **1** on

10. Press the soft key labeled TOOLS this screen will appear

---

F:100% S:100%

WIN 3D-VIEW TOOL-SELECT. 00001 N0005

	T	I
TOOLHOLDER	01	0
	02	0
TOOL LIBRARY	TOOL NUMBER 1	
TOOL NAME	Side tool right	
TOOL ANGLE	120.500000	
EDGE ANGLE	27.500000	
CUTTER RADIUS	0.015748	
CUTTER LENGTH	0.305118	
CUTTER POSITION	2	
COMMENT		

— JOG

F3 POS.-	F4 POS.+	F5 TOOL-	F6 TOOL+	F7 TAKE
-------------	-------------	-------------	-------------	------------

---

F:100% S:100%

WIN 3D-VIEW TOOL-SELECT. 00001 N0005

	T	I
TOOLHOLDER	01	0
	02	0

T = the tool position on the turret

Use the (POS.-) and (POS.+) to change what tool that is being set

I = Type of tool that is in the position of the turret

Use the (TOOL-) and (TOOL+) to select type of tool

CUTTER LENGTH	0.305118
CUTTER POSITION	2
COMMENT	

— JOG

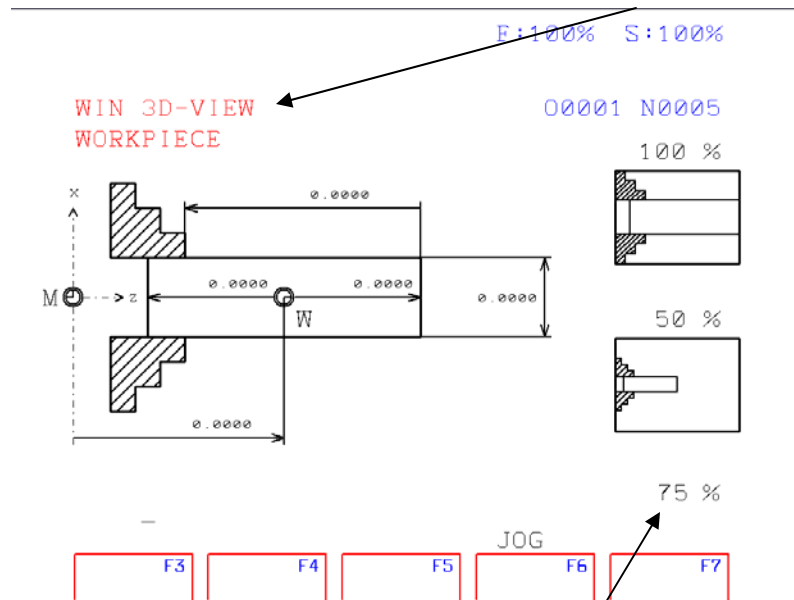
F3 POS.-	F4 POS.+	F5 TOOL-	F6 TOOL+	F7 TAKE
-------------	-------------	-------------	-------------	------------

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11. Press the Take soft key to place type of tool in the I place for that position

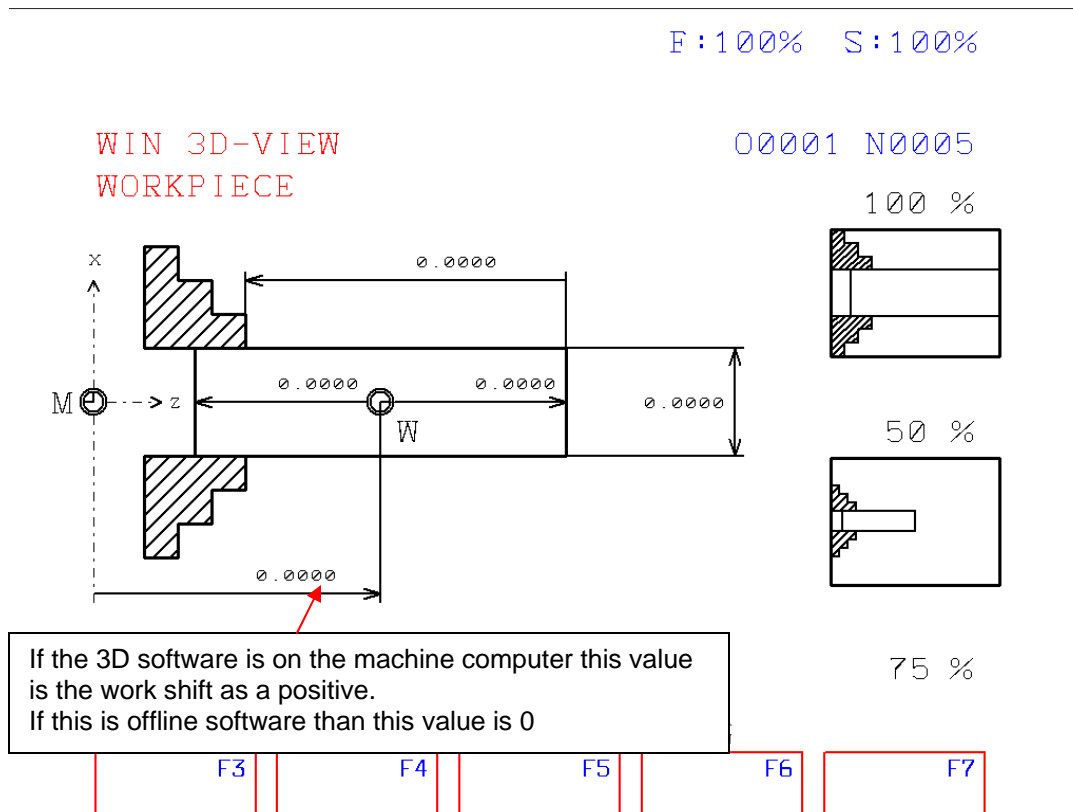
12. Press the Left arrow key on the soft keys to go back to the main page

13. Press the soft key WORKP. to setup the work piece



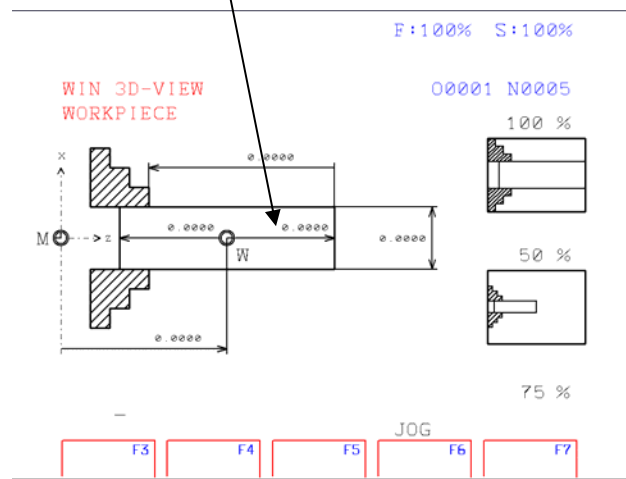
14. The cursor automatically starts at view size. This can be set to 100% down to 50%

15. Select number for viewable size and Press INPUT

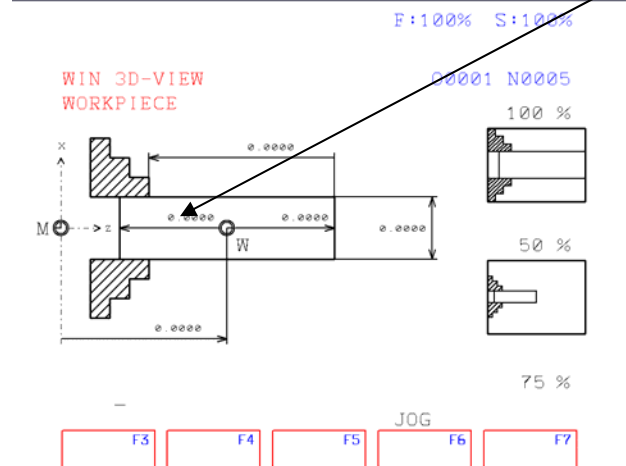


16. Type Machine Work Shift in as a positive number if this 3D is on the machine then Press Enter. If not on the machine leave 0 and Press INPUT

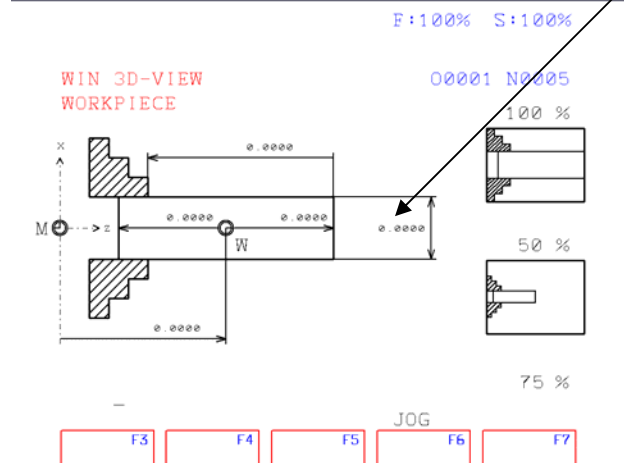
17. Type in any amount of stock on the right side of Work Shift. This is normally for someone using extra work shifts. If not using extra Work Shifts Press INPUT or leave 0



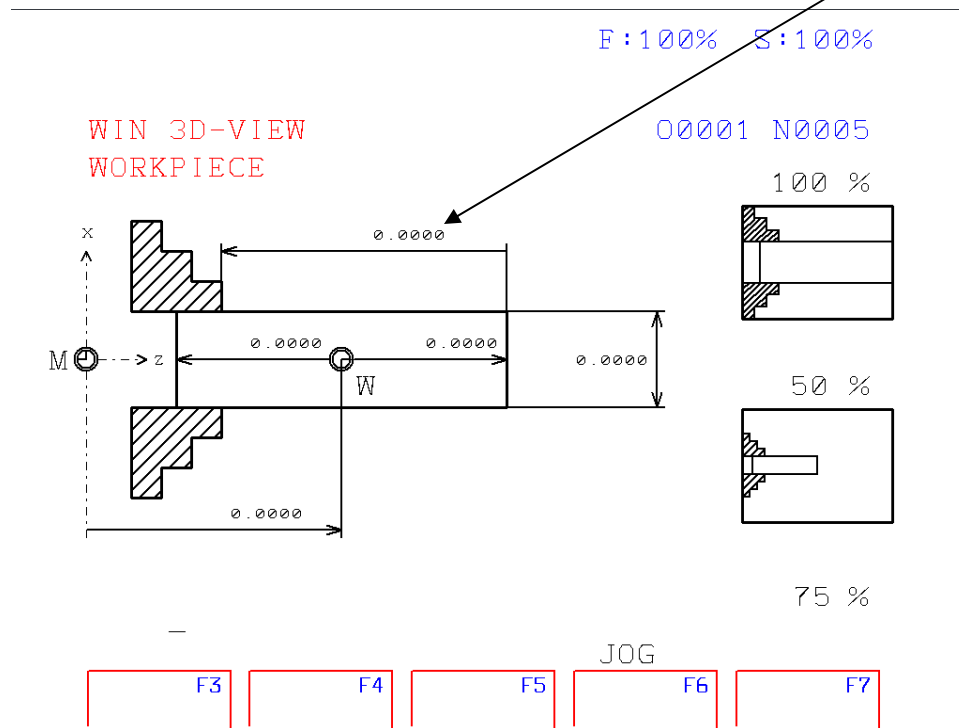
18. Type in size of Raw Stock. If you have 3 X 1 stock type in 3 for length. Press INPUT



19. Type in the Diameter of the Raw Stock. If it is 3 X 1 type in 1 for Dia. Press INPUT



20. Type in the amount of Stock from the Face of the Chuck Jaws to the end of the Raw Stock. If it is 3 X 1 then the number is going to be around 2.5  
Press INPUT



21. Press the Left arrow key on the soft keys to go back to the main page.
22. Now Press soft key for SIMUL. then Press soft key for Start and 3D simulation will begin