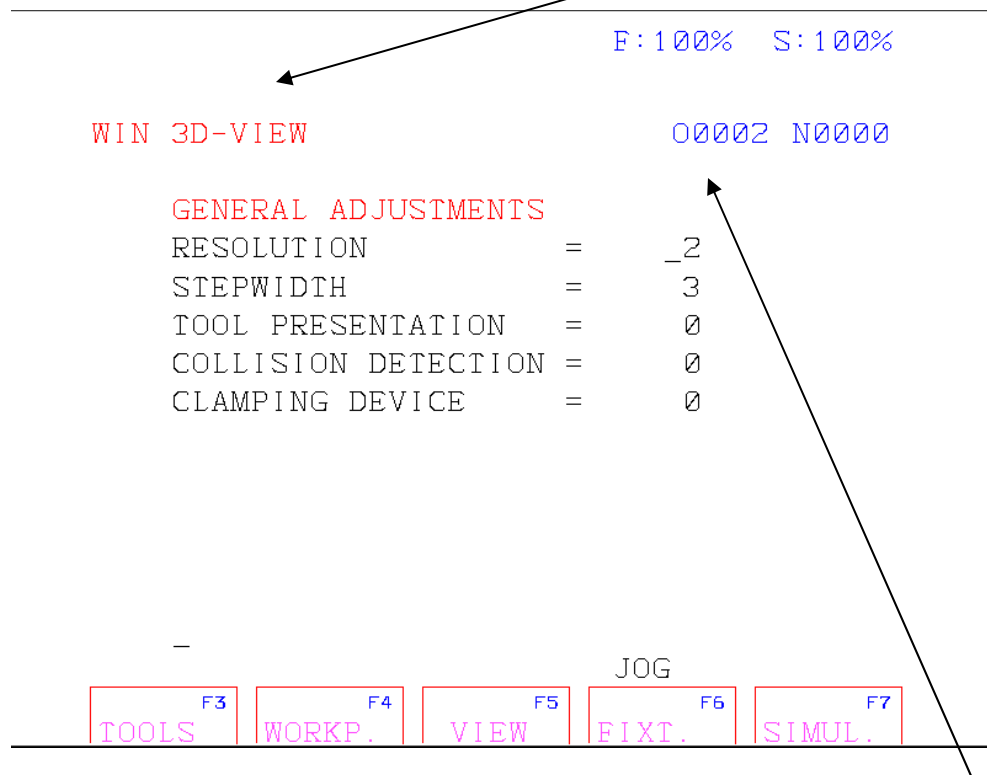


3D Simulation

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



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. Clamping Device = **0** off **1** on

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

F:100% S:100%

WIN 3D-VIEW TOOL-SELECT. 00011 N0000

TOOLHOLDER	T _01 0 02 0	I 0
TOOL LIBRARY	TOOL NUMBER 1	
TOOL NAME	1/8" endmill	
TOOL ANGLE	0.000000	
EDGE ANGLE	0.000000	
CUTTER RADIUS	0.062500	
CUTTER LENGTH	0.393700	
CUTTER POSITION	0	
COMMENT		

— JOG

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

F:100% S:100%

WIN 3D-VIEW TOOL-SELECT. 00011 N0000

TOOLHOLDER	T _01 0 02 0	I 0
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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	0.393700
CUTTER POSITION	0
COMMENT	

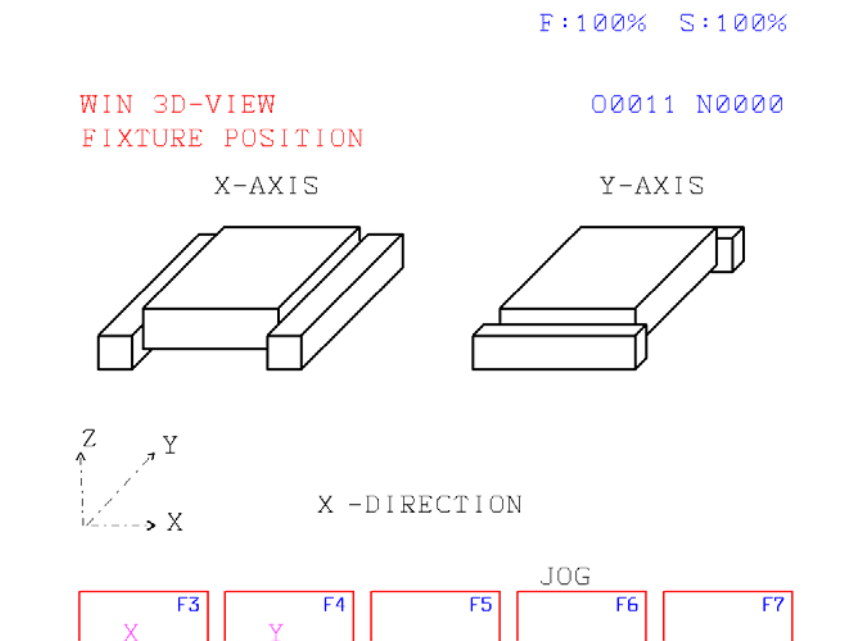
— JOG

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

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

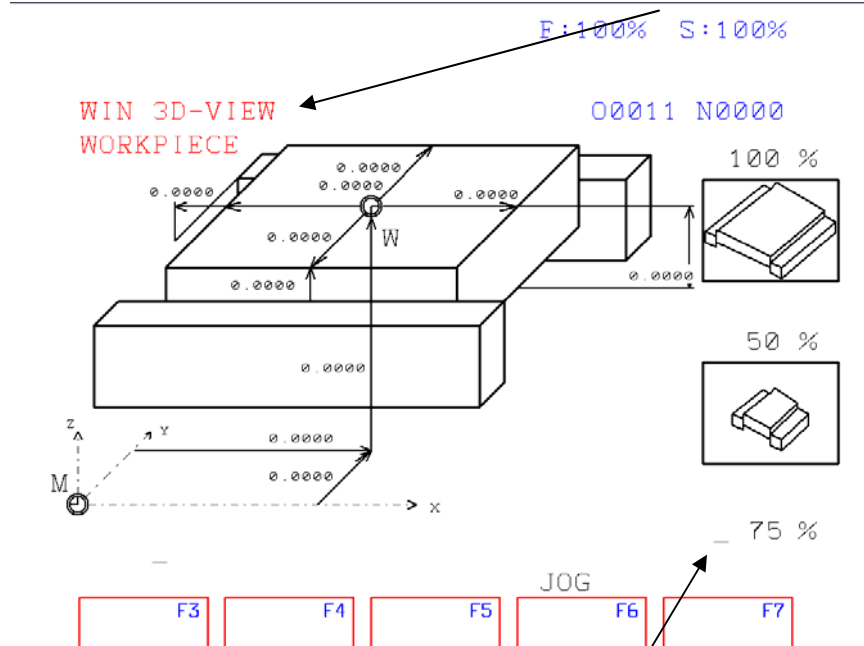
13. Press the FIXT. soft key for this screen



14. Select the way the vice has been placed on the machine. The Y direction is common for the 55 Mill

15. Press the Left arrow soft key to go back to the main page

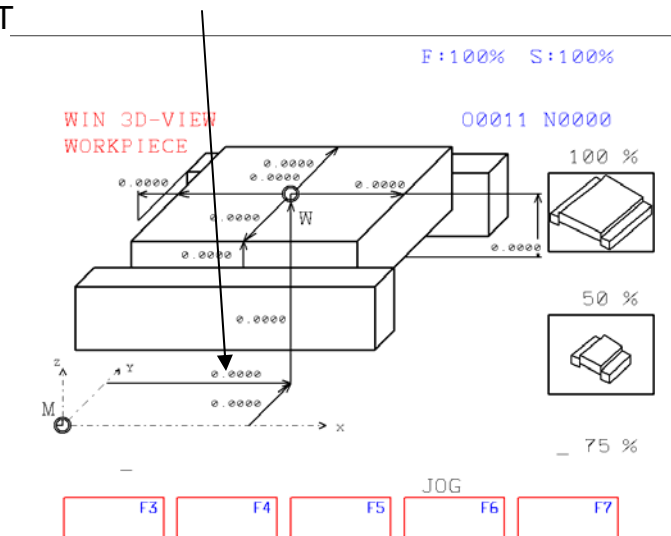
16. Press soft key for WORKP. to setup the work piece



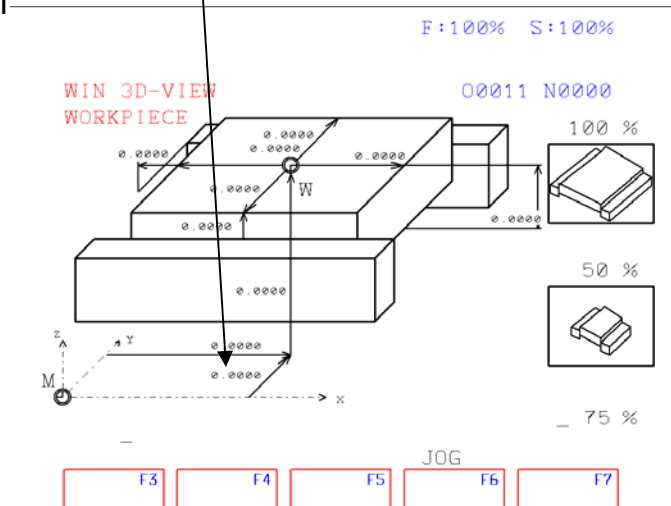
17. The cursor automatically starts at view size. This can be set to 100% down to 50%

18. Type in the viewable size then Press INPUT

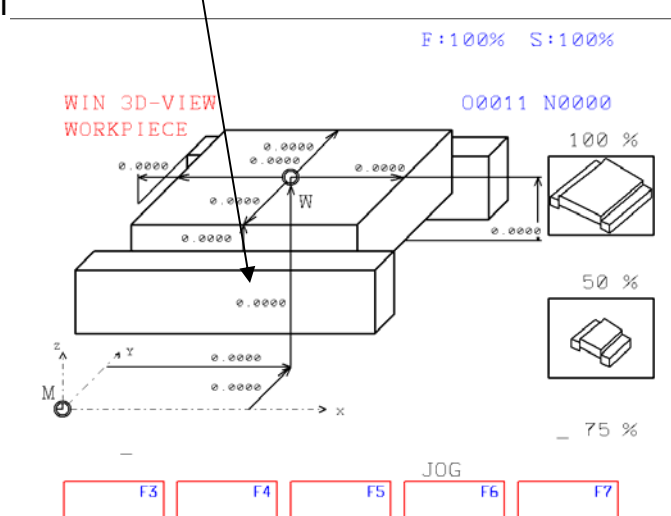
19. Type in the Work Shift for X if this is on the Machine. If not leave 0
20. Press INPUT



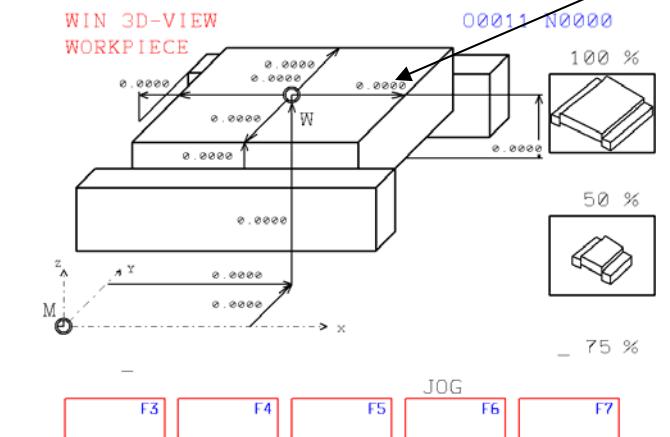
21. Type in the Work Shift for Y if this is on the Machine. If not leave 0
22. Press INPUT



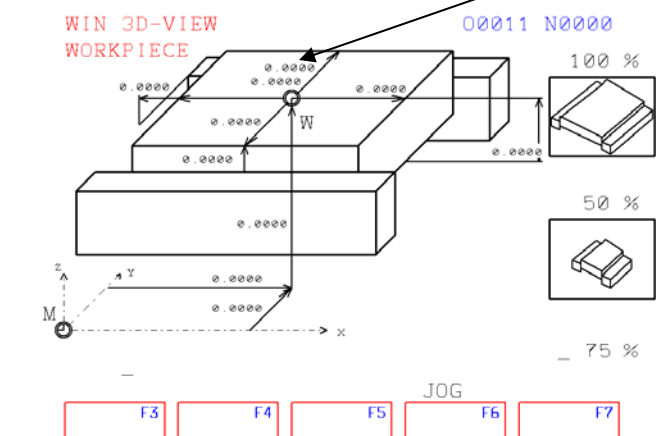
23. Type in the Work Shift for Z if this is on the Machine. If not leave 0
24. Press INPUT



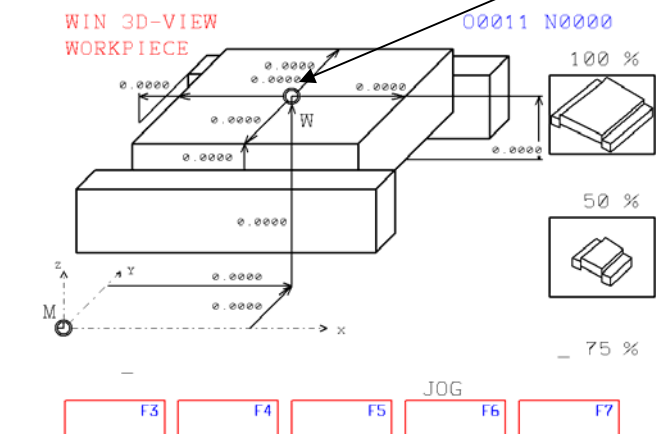
25. Type in amount of stock in the X+ direction of the Work Shift. If the Work Shift is the bottom Left corner and if stock size is 2 X 2 X .5 then type in 2.
 26. Press INPUT F:100% S:100%



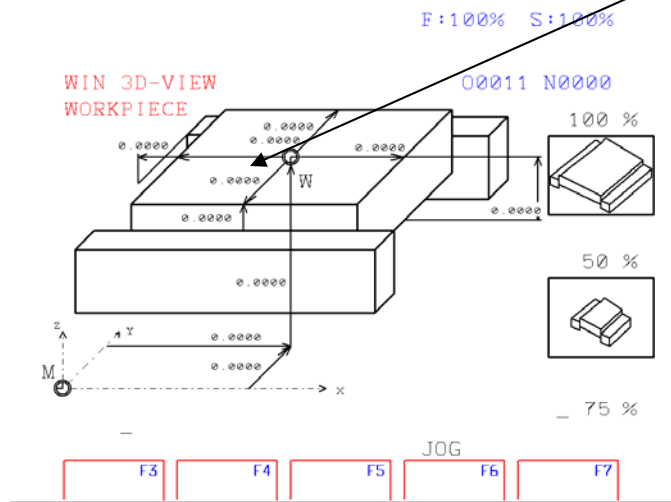
27. Type in amount of stock in the Y+ direction of the Work Shift. If the Work Shift is the bottom Left corner and if stock size is 2 X 2 X .5 then type in 2.
 28. Press INPUT F:100% S:100%



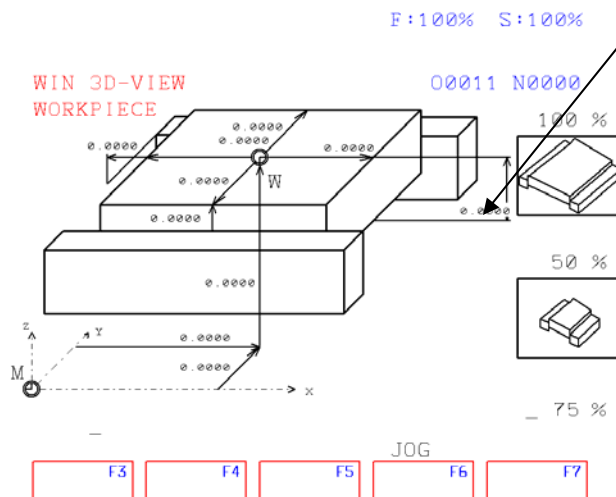
29. Type in amount of stock in the X- direction of the Work Shift. If the Work Shift is the bottom Left corner and if stock size is 2 X 2 X .5 then leave 0
 30. Press INPUT F:100% S:100%



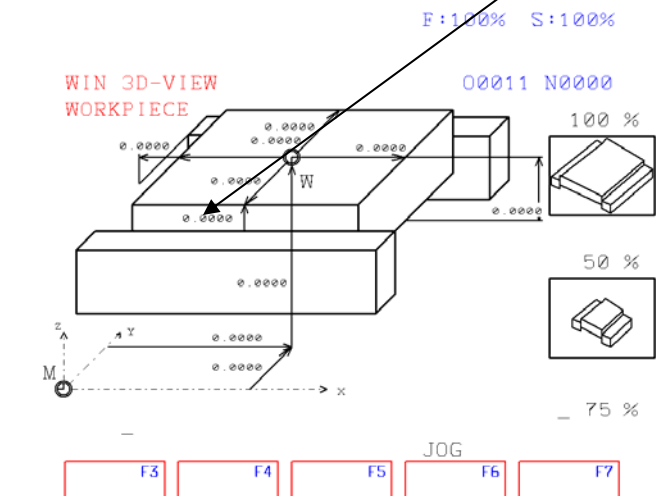
31. Type in amount of stock in the Y- direction of the Work Shift. If the Work Shift is the bottom Left corner and if stock size is 2 X 2 X .5 then leave 0
 32. Press INPUT



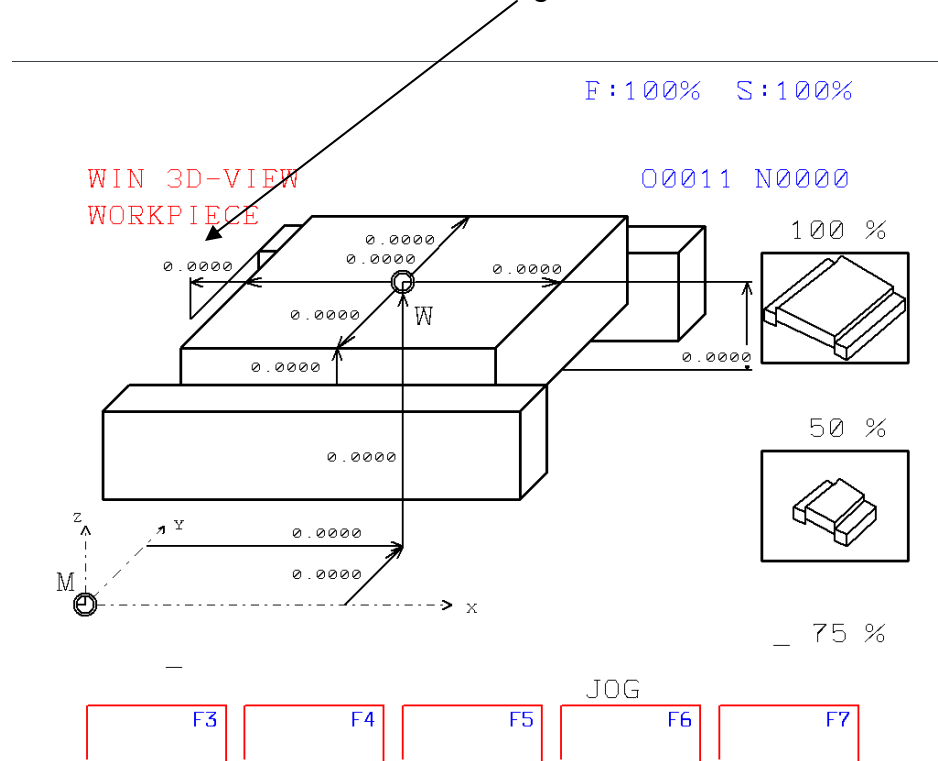
33. Type the height of Raw Stock if stock size is 2 X 2 X .5 then type in .5
 34. Press INPUT



35. Type in amount of Stock from top of vise to the top of the Raw Stock
 36. Press INPUT



37. Type in the amount of stock in or out of the vise. If the stock is sticking out to the left of the vise the value will be negative



38. Press INPUT

39. Press the Left arrow soft key to go back to the main page

40. Now press soft key for SIMUL. then press soft key for Start and 3D simulation will start