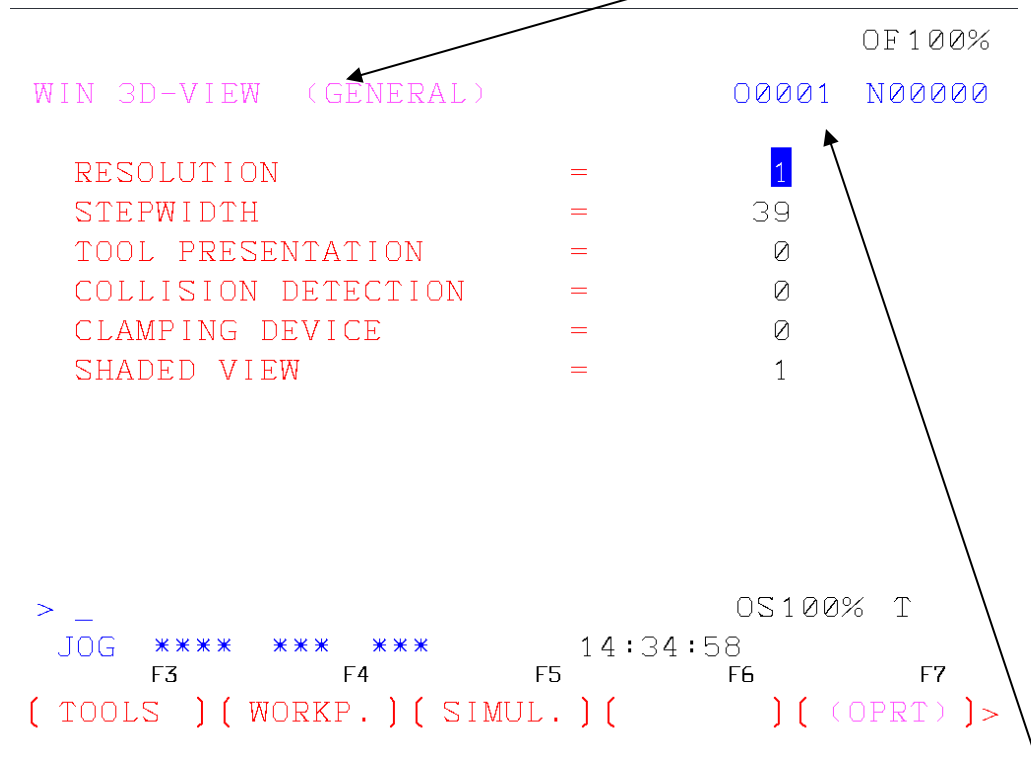


# 3D Simulation

1. Press F12 then F11 then F3 for the Graph screen to appear
2. Press F11 then F3 for the screen WIN 3D - VIEW



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

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

8. Press F3 for TOOLS and this screen will appear

OF 100%

WIN 3D-VIEW (TOOL SELECTION) 00001 N00000

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

> - OS100% T

JOG \*\*\*\* \* F3 F4 F5 14:35:55 F6 F7

{ POS.- } { POS.+ } { TOOL - } { TOOL + } { TAKE }

OF 100%

WIN 3D-VIEW (TOOL SELECTION) 00001 N00000

TOOL HOLDER	T	I
	01	0
	02	0
TOOL LIBRARY	TOOL NUMBER 1	
CUTTER POSITION	2	
COMMENT		

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

> - OS100% T

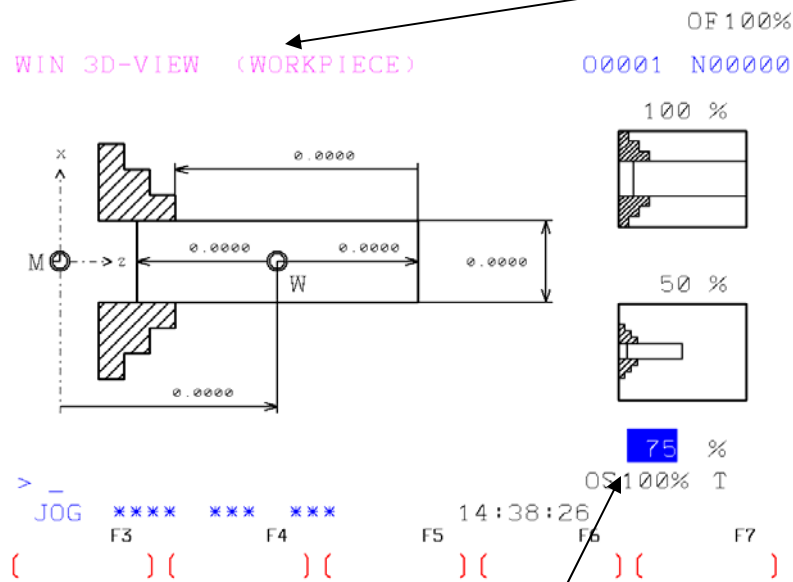
JOG \*\*\*\* \* F3 F4 F5 14:35:55 F6 F7

{ POS.- } { POS.+ } { TOOL - } { TOOL + } { TAKE }

9. Press F7 for TAKE to place type of tool in the I place for that position

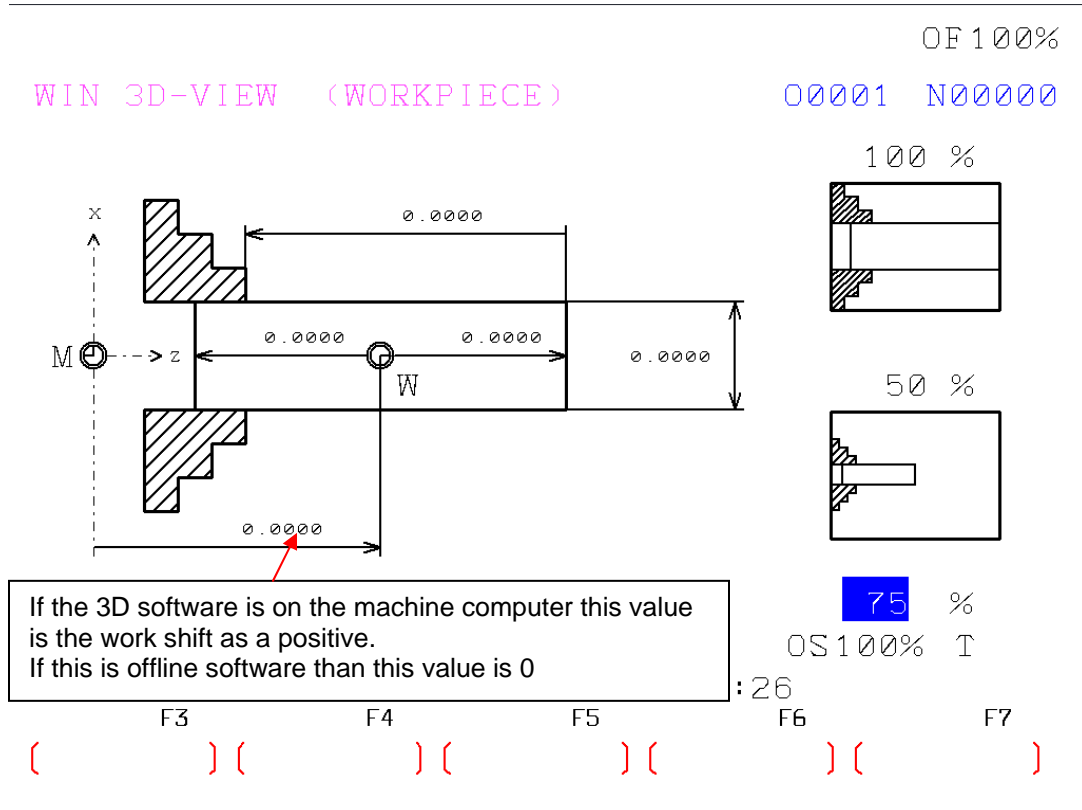
10. Press F2 to go back to the main page

11. Press F4 for WORKP. to setup the work piece



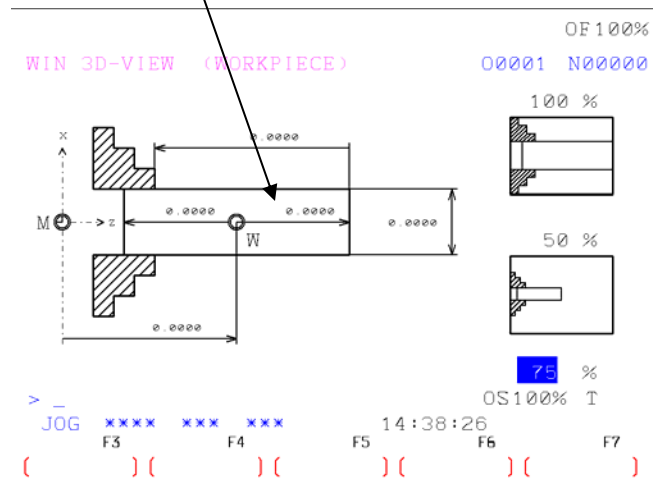
12. The cursor automatically starts at view size. This can be set to 100% down to 50%

13. Select number for viewable size and Press Enter

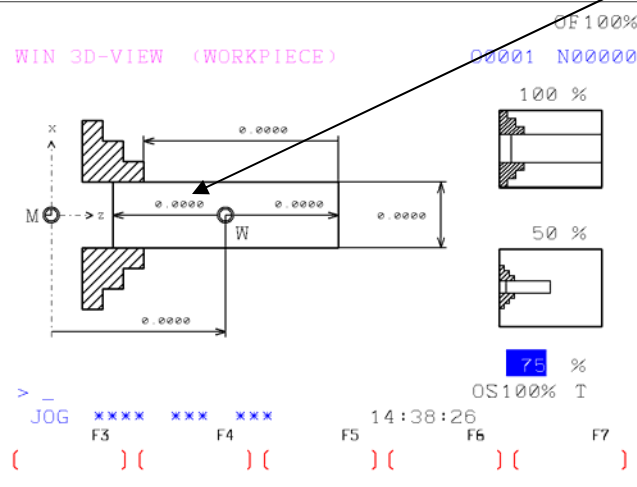


14. Type Machine Work Shift in as a positive number if this 3D is on the machine then Press Enter. If not on the machine leave 0 and Press Enter

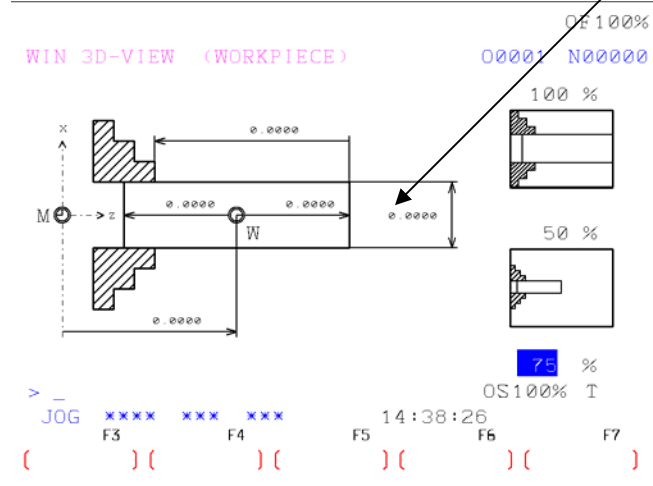
15. Type in any amount of stock on the right side of Work Shift. This is normally for someone using extra work shifts. If not using extra Work Shifts Press Enter or leave 0



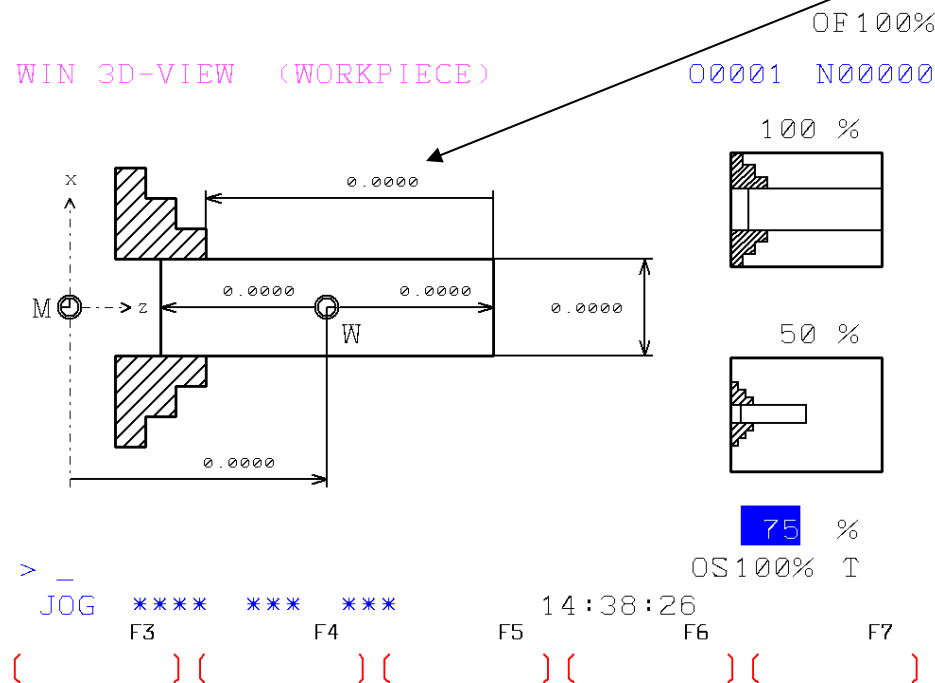
16. Type in size of Raw Stock. If you have 3 X 1 stock type in 3 for length. Press Enter



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



18. 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 Enter



19. Press F2 to go back to the main page
20. Now press F5 for SIMUL. then press F4 for start and 3D simulation will begin

20. Now press F5 for SIMUL. then press F4 for start and 3D simulation will begin