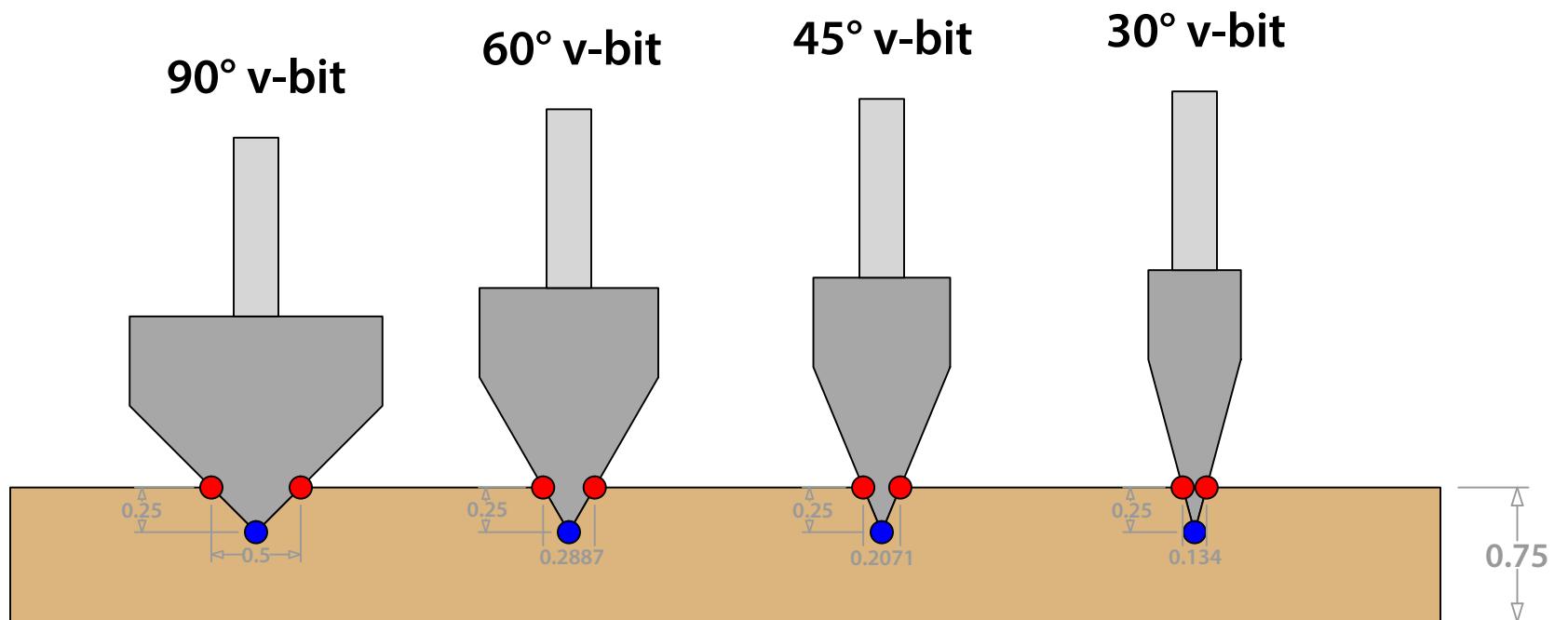
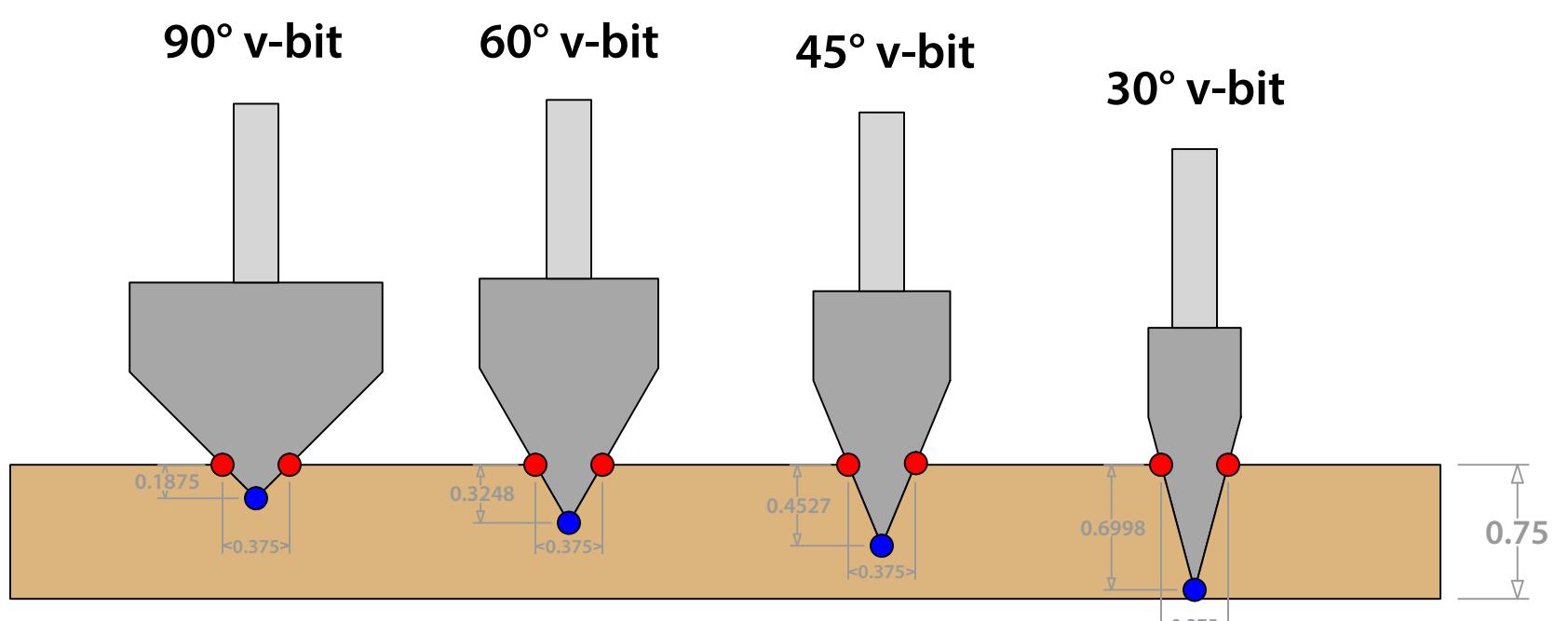


Less detail v-bit (wider cuts) → More detail v-bit (finer cuts)

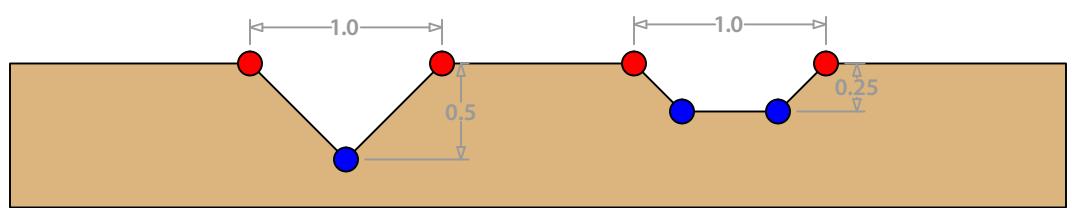


Same cut depth = different cut width
(The angle of the bit determines the width of the cut.)



Same cut width = different cut depth
(The angle of the bit determines the depth of the cut.)

No flat depth:



Flat depth used:



When no flat depth is set, the cut depth of a v-bit will be determined by how far apart your vector lines are. The v-bit will cut deep enough until both edges of your vector lines are touched by the v-bit.

A flat depth should be used when your vector lines are spaced farther apart. When a flat depth is set, the v-bit will still cut up to the vector lines. The only difference is that it will not cut any deeper than the specified depth.

Legend:

● red dot:
vector lines
(exaggerated)

● blue dot:
cut depth