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Dadoes

Definitions

Please see the [Joinery section](#) for explanations of the types of dadoes that can be used.

CNC Layer Names

Dadoes

Mechanical Fasteners

Line Boring

Hinging

Drawers

Cabinet Deck

Handles and Knobs

Door Profile

Bulk Copy

Definitions

Types

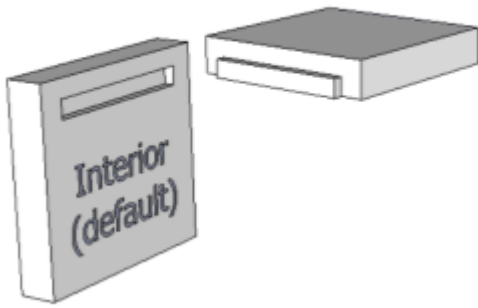
Dadoes

Mortise Adjustments (Groove)

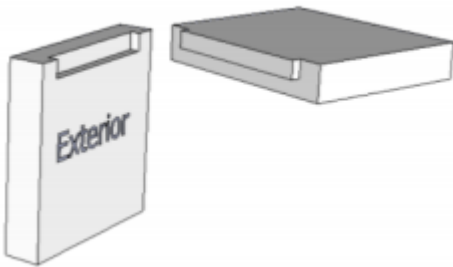
Tenon (tongue) Relief

Template	Type	Stop Left	Stop Right	Blind Mortise	Cutter Allowance		Depth	Mortise Adjustments (Groove)			Outside Width	Tenon (tongue) Relief
					Length	Width		Length	Inside Width			
Default	Dado			No	6mm	4mm						
Default	Blind Dado	25mm	25mm	Inside	6mm	4mm						
Default	Lock Rabbet			Inside	6mm	4mm						
Legrabox	Dado			Inside	6mm	4mm						

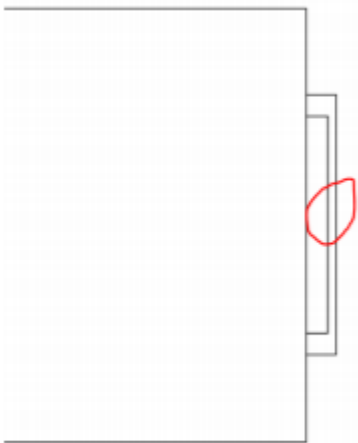
- **Template:** The Template used in your models. The machining specification used will be determined by which template(s) your model is using.
- **Type:** Lists the Dado types that have been defined on the Types tab.
- **Stop Left:** how far in you want the dado tongue notched on the first shoulder. Leave this field empty if you do not want a notch.
 - The Left Stop is used for
 - the left stop when the side being machined is running along the X axis
 - the bottom stop when the side being machined is running along the Z axis.
 - The front stop when the side being machines is running along the Y axis.
- For example, if you are placing a dado on left side of a drawer box back, you will be working on the Z axis. The left stop will notch at the bottom..
- **Stop Right** how far in you want the dado tongue notched on the second shoulder. Leave this field empty if you do not want a notch.
 - The Right Stop is used for
 - the right stop when the side being machined is running along the X axis
 - the top stop when the side being machined is running along the Z axis.
 - The back stop when the side being machines is running along the Y axis.
- **Blind Mortise:** if selected the Thickness of the dado is cut in half resulting in a blind mortise and tenon joint.
- You can specify which side of the part will have the tongue.:
 - **No:** no machining of the tongue thickness.
 - **Inside:** The tongue will be placed on the inside of the part



- **Outside:** The tongue will be placed on the outside of the part.

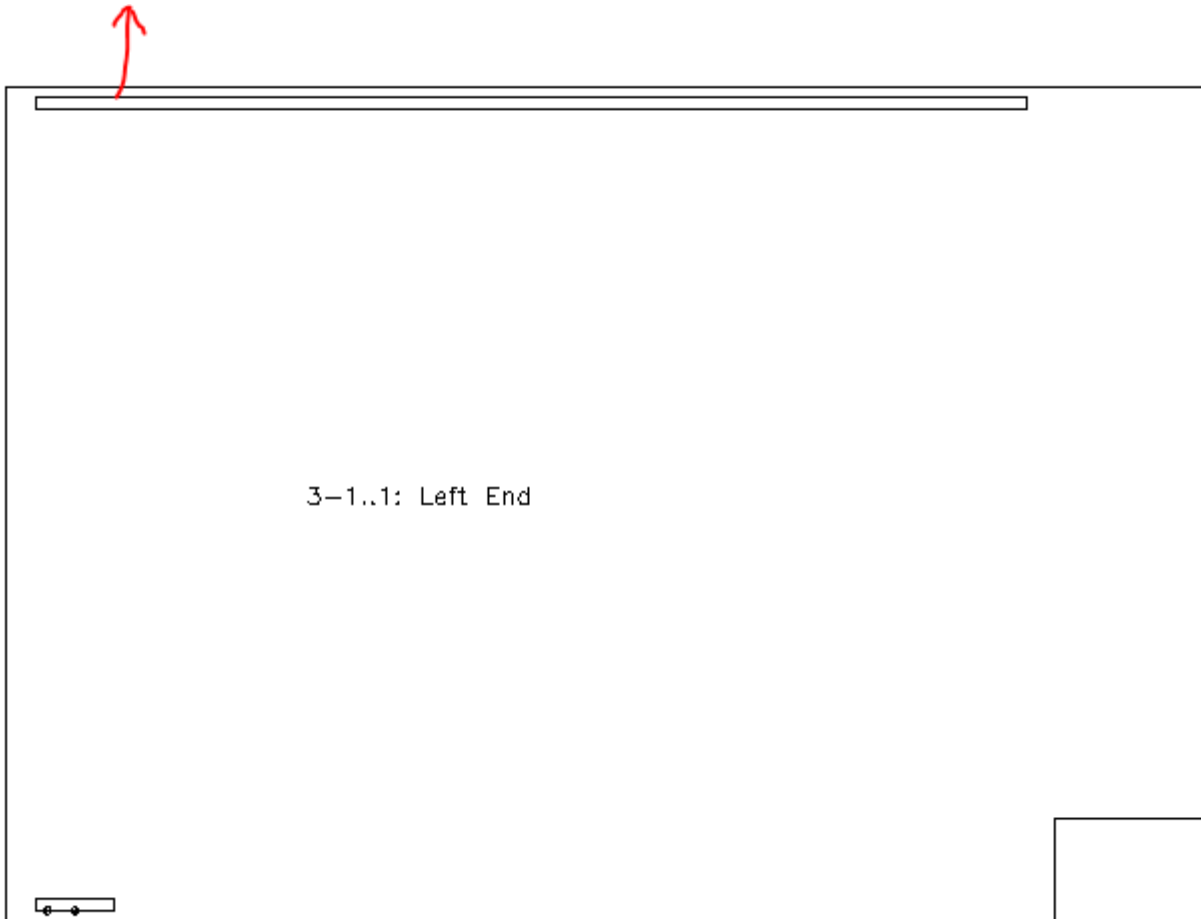


- Cutter Allowance Length: Usually $\frac{1}{2}$ the size of the router bit that you are using.
 - The length of the groove is extended by this amount on both ends. This allows for proper fitting of the male (tongue) end into the dado groove.
 - the clear-out areas for the tongue Length are extended by this amount.
- Cutter Allowance Width:
 - The width of the clear-out area for a blind dado tongue is increased by this amount.
 - You typically only need to increase the clear-out area by a small margin to ensure that the tongue are has properly been cleaned.



- Depth Adjustment: the extra depth that you want to add to the female side (groove) of your dado

- Length Adjustment: the total extra length you want to add to the female side (groove). It is split evenly between both ends of the groove.
- Inside Width Adjustment: the extra width you want to add to the inside part of the groove. The inside is the side of the groove that is furthest away from the outside of the part being cut.
- Outside Width Adjustment: the extra width you want to add to the outside part of the groove. The outside is the side of the groove that is closest to the outside of the part being cut.



- Tenon (tongue) Relief: This will cause the male part of the dado to reduce in size by the specified amount for each side that has that dado. If the dado has a tenon, the tenon is still the length of the Dado Depth specified in your model... but it too has been moved back by the amount requested.

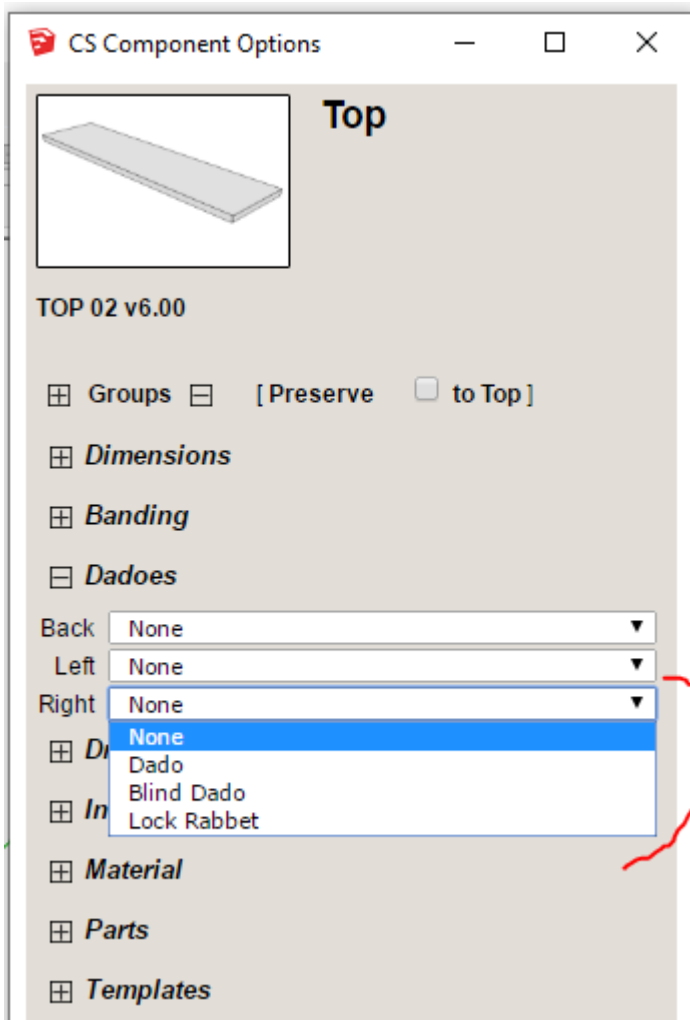


- This allows for a bit of play when inserting the part with the dado tongue.. in the example above, the back would be scaled back as shown.

Types

Definitions		Types				
Machining Type						
	Reference	Active	Order	Name	Dado Target Layer	Dado Source Layer
▶	1	<input checked="" type="checkbox"/>	1	Dado	Dado Groove	Dado Tongue
	1.1	<input checked="" type="checkbox"/>	2	Blind Dado	Dado Groove	Dado Tongue
	1.2	<input checked="" type="checkbox"/>	3	Lock Rabbet	Dado Groove	Dado Tongue
	1.3	<input type="checkbox"/>	4			
	1.4	<input type="checkbox"/>	5			
	1.5	<input type="checkbox"/>	6			
	1.6	<input type="checkbox"/>	7			
	1.7	<input type="checkbox"/>	8			
	1.8	<input type="checkbox"/>	9			
	1.11	<input type="checkbox"/>	11			
	1.12	<input type="checkbox"/>	12			
	1.13	<input type="checkbox"/>	13			
	1.14	<input type="checkbox"/>	14			
	1.15	<input type="checkbox"/>	15			
	1.16	<input type="checkbox"/>	16			
	1.17	<input type="checkbox"/>	17			
	1.18	<input type="checkbox"/>	18			
	1.19	<input type="checkbox"/>	19			
	1.21	<input type="checkbox"/>	21			
	1.22	<input type="checkbox"/>	22			
	1.23	<input type="checkbox"/>	23			
	1.24	<input type="checkbox"/>	24			
	1.25	<input type="checkbox"/>	25			
	1.26	<input type="checkbox"/>	26			
	1.27	<input type="checkbox"/>	27			
	1.28	<input type="checkbox"/>	28			
	1.29	<input type="checkbox"/>	29			

- This section allows you define the names of the dadoes that you wish to use when designing your cabinets. There is a maximum of 27 Dado names allowed.
- Reference: This is internal reference code used to communicate with your model and cannot be modified.
 - Active: Only types that are checked are listed in your dado options in your model. This allows you to define different types of dadoes, but restrict which ones you want your staff to use.



- Order: The order that you would like your Dado types to be listed in your selection list.
- Name: The name that will appear in your selection list.
- Dado Target Layer: This will be the CNC toolpath layer name used for the groove part of the dado.
- **Note:** this information is also listed (and can be changed) on the CNC Layer Names tab.
- Dado Source Layer: This will be the CNC toolpath layer name used for the tongue part of the dado.
- **Note:** this information is also listed (and can be changed) on the CNC Layer Names tab.