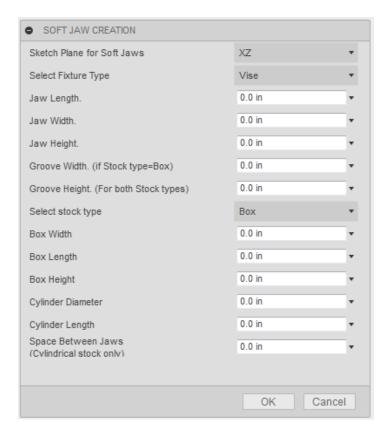
How to use the Soft Jaw and Stock addin for Fusion 360

This document is to be used to learn how to use the Soft Jaw and Stock addin for Fusion 360.

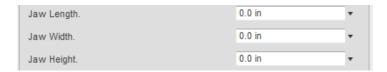
First let's look at the command panel:



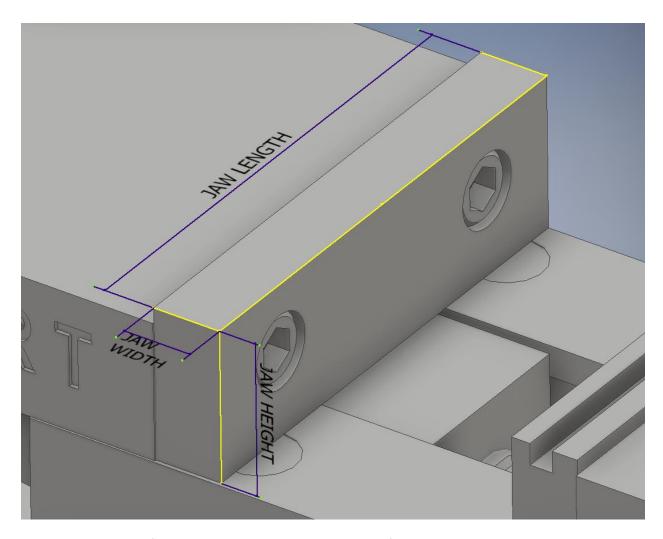
The First option in the command is defining what plane your soft jaws are going to be sketched on and extruded from. What you need to keep in mind on this one is that if your part is longer in the Y direction then you will select the XZ plane, and if it is longer in the X direction then you will want to select the YZ plane.

Select Fixture just has one selection option currently and that is Vise. Down the road we will have the ability to do Dovetail fixtures.

Next is going to be the Soft Jaw dimensions.



Below is an image to illustrate the dimensions comparative to the value being entered into the command panel.

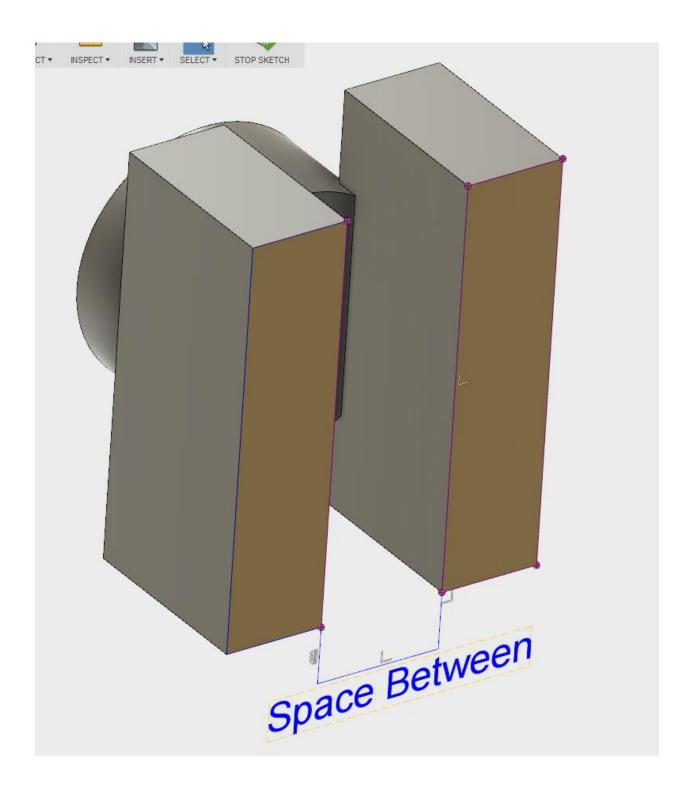


Groove Width is only filled in when the Stock type is selected for Box stock. Groove Height is going to be used for both Box and Cylinder; this is used for the amount of stock that is going to be sitting below the top of the Soft Jaw.

The Stock pulldown has two options: Box and Cylinder.

For box stock selections fill in the 3 values that comprise the length width and height of the box and then you are done.

For cylindrical stock selection fill in the diameter and length, and also enter in the dimension for what spacing you would want between the two soft jaws as seen below.



This should clarify the functionality of the addin. Another thing to note when using this addin; either use it at the beginning of the design process or at the end, but always remember that it is driven by the 0,0,0 point on the document. So, be sure to model everything about that center point in the positive z direction for best practice.