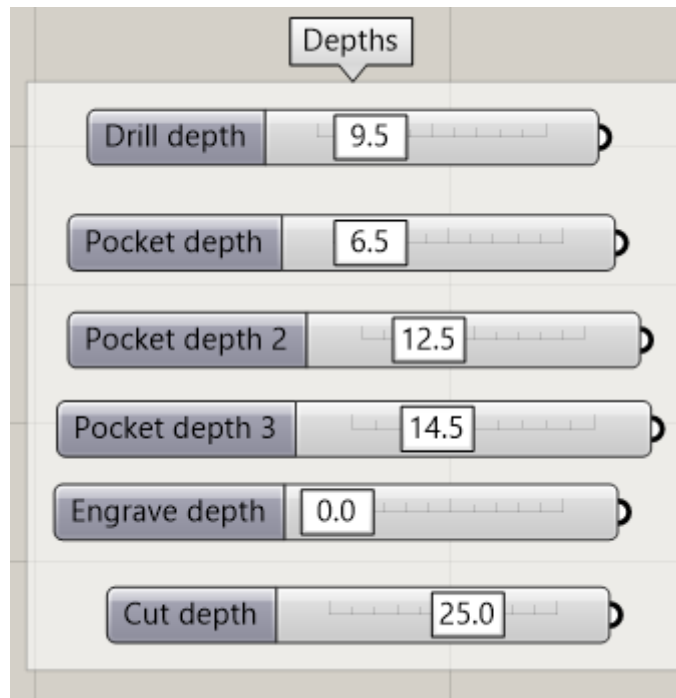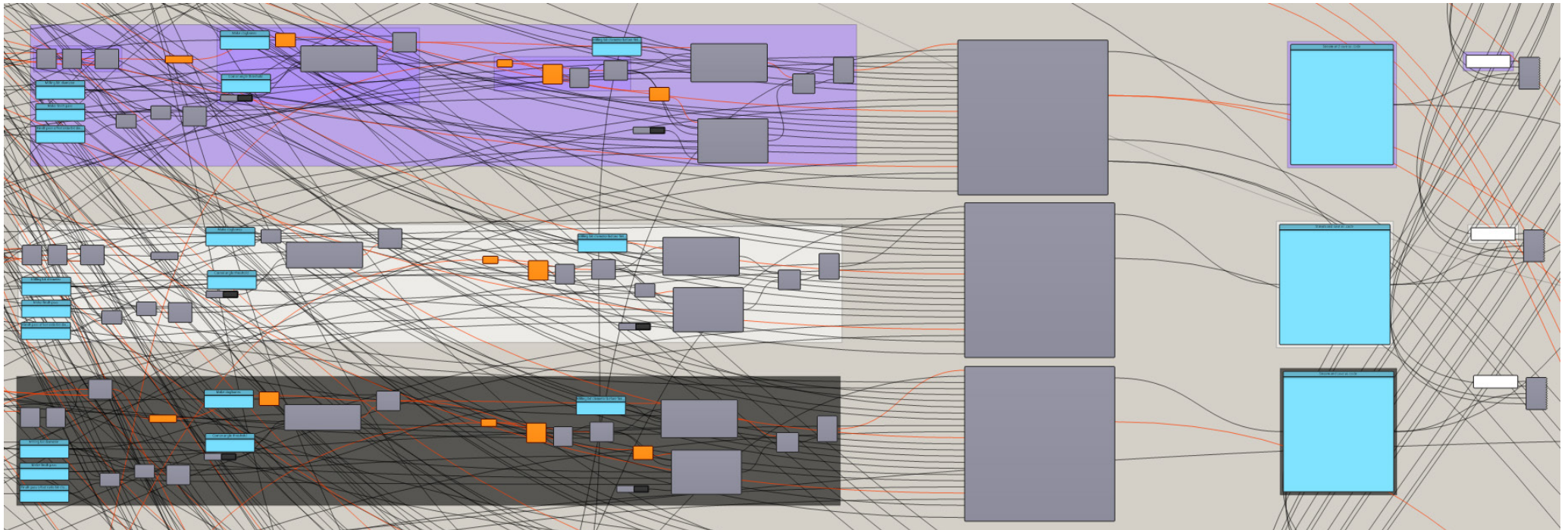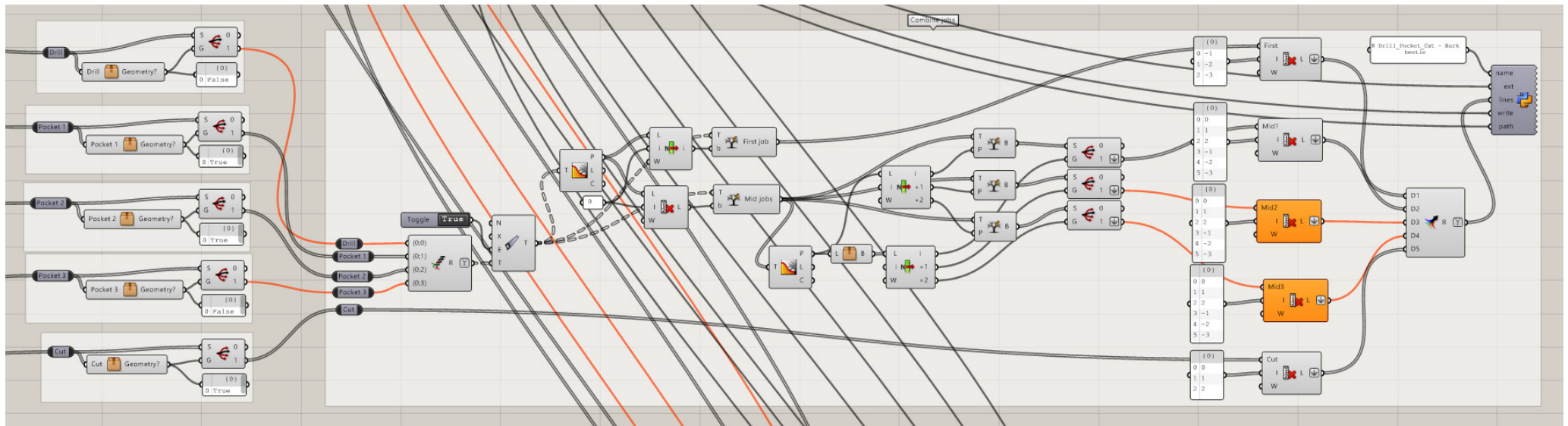# I've added two extra pocket layers

# Fixed it a bit ugly, by copied the whole pocket part twice

I've also added some additional exports. Besides the two extra pocket depths also an output file which combines drill,3 pockets and cut into a single output file.

1 Drill - Bark beetle.NC
2a Pocket 1 - Bark beetle.NC
2b Pocket 2 - Bark beetle.NC
2c Pocket 3 - Bark beetle.NC
3 Engrave - Bark beetle.NC
4 Cut - Bark beetle.NC
5 Tab cleanup - Bark beetle.NC
6 3D Roughing - Bark beetle.NC
7 3D Finishing - Bark beetle.NC
8 Drill_Pocket_Cut - Bark beetle.NC

I've also added some options which allow the feed rates and pass depth to differ between pocket, drill and cut. Which is relevant when exporting all in 1 job...
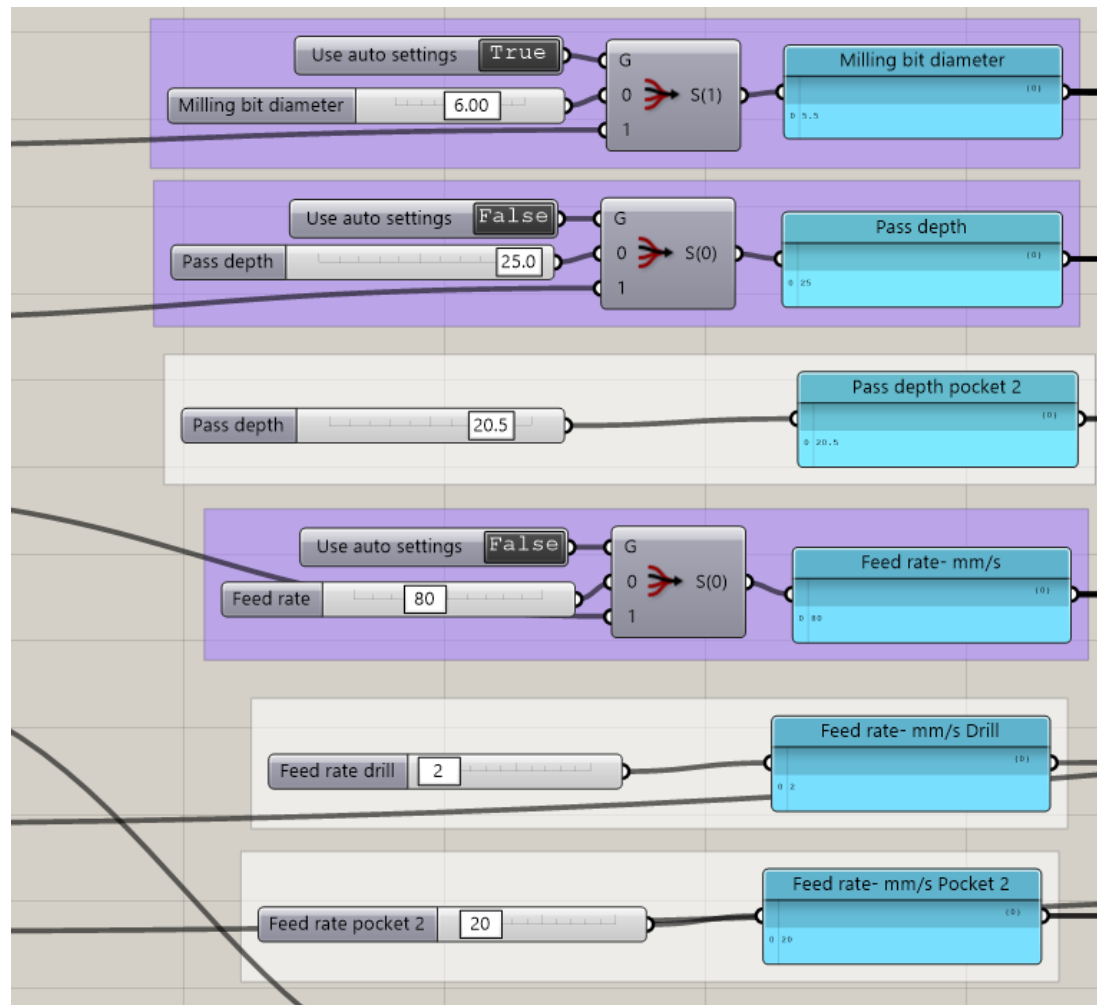
Besides the roughness their are flaws, like no visible jog path in the custom pockets. Also I think the time calculation does not work in this altered version.