

 left: pan, scroll: zoom, right: rotate, c: connections
mesh (.stl) G-codes (.nc) foam rough cut (1/8)

input

file: untitled2.stl
triangles: 321656
xmin: -0.129 xmax: -0.001
ymin: -0.069 ymax: -0.001
zmin: -0.000 zmax: 0.013
units/in:
124.934 x 67.022 x 12.304 mm
4.919 x 2.639 x 0.484 in
view z angle:
view x angle:
view y offset:
view x offset:
view scale:

dpi:
width: 492 px

output

cut speed (mm/s):
plunge speed (mm/s):
jog speed (mm/s):
jog height (mm):
spindle speed (RPM):
tool:
coolant: on ☒ off ☐

process

send command:

server:

bottom z (mm):

bottom intensity (0-1):

top z (mm):

top intensity (0-1):

direction:
conventional ☐ climb ☒
cut depth (mm):

tool diameter (mm):

number of offsets (-1 to fill):

offset overlap (%):

path error (pixels):

sort path: ☒
sort merge diameter multiple:

sort order weight:
< 0: boundaries last
= 0: min distance
> 0: boundaries first

sort sequence weight:
< 0: exterior last
= 0: min distance
> 0: exterior first