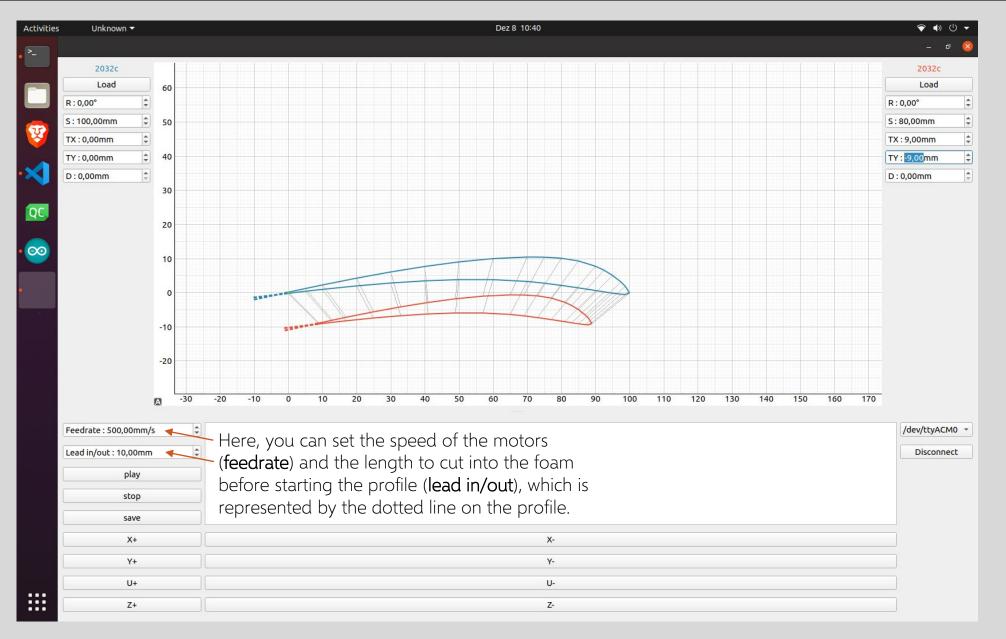
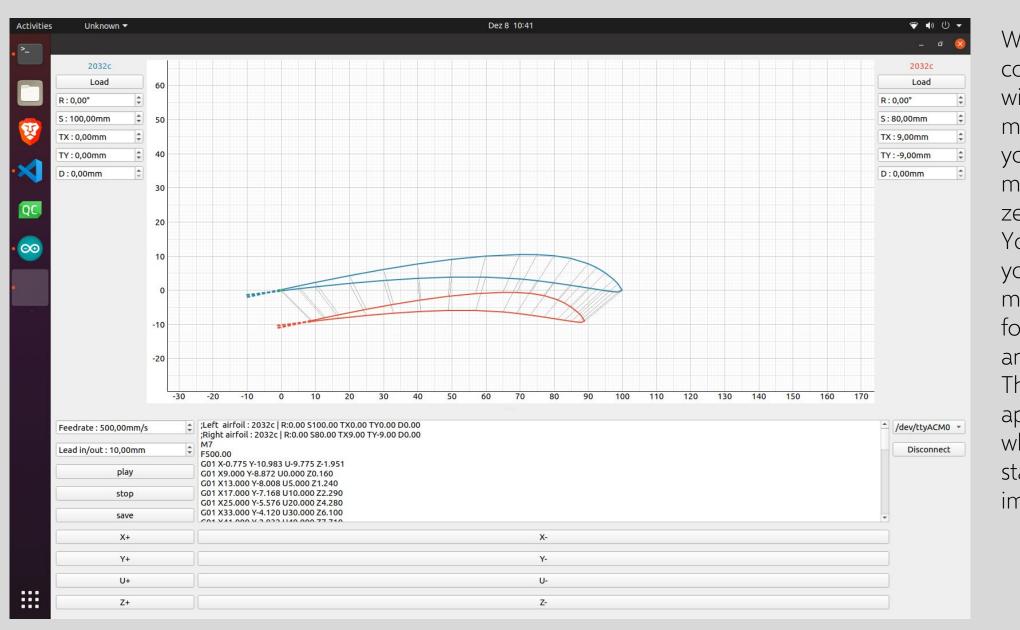


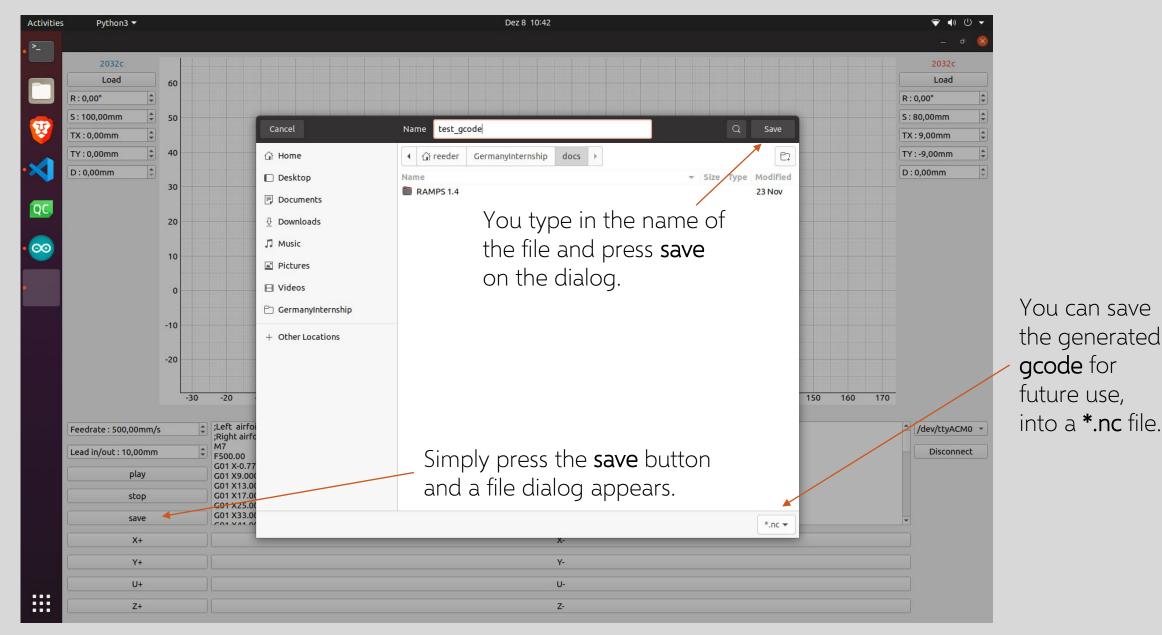
When you hit the Load button, a file dialog appears, and you can load \*.dat/\*.txt (coordinate) files. I am looking into importing other files, such as \*.dxf and \*.stl, however it will take some work since they have proprietary tags in their coordinates to untangle. I think most cad softwares can export a list of coordinates into a text file.



Once you open the two profiles, one will be highlighted in blue and the other in red. As you can see, you can move/modify the profile with the controls to make tapered wings.



When you complete your wing profile modifications, you then jog the motors to the zero position. You then set your zero (l am making a button for that today), and press play. The gcode appears in the white box and starts immediately.



the generated

• You can then navigate to the directory where you saved the gcode to view and edit the gcode as needed. I will make an import button on the interface to load gcode files, not just wing profiles, into the software.

