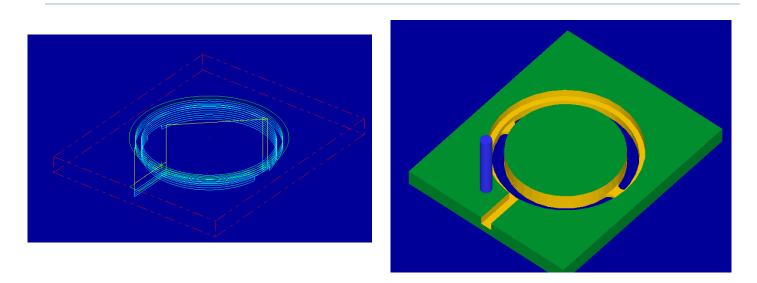
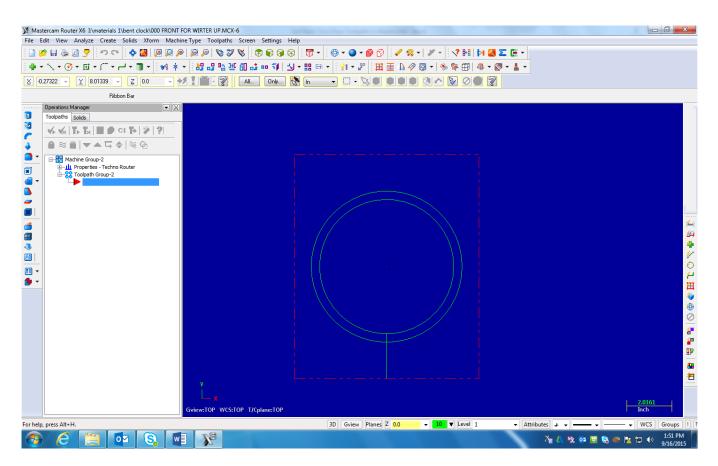
# Kerf Bent Clock Front Toolpaths in MasterCAM

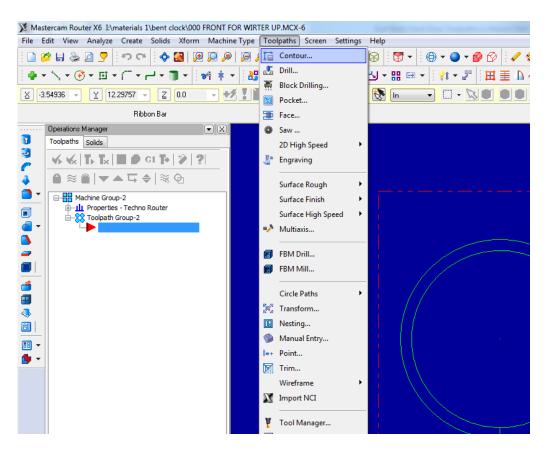


Open the MasterCAM application and open your clock door geometry file.



For 2D geometry such as we have, there are 2 main types of tool paths. The first one is a contour. In a contour toolpath the tool bit will follow a path. The path can be one piece of geometry or multiple pieces of geometry linked together end to end (this is called a chain). When the geometry is selected you must either pick the single option or the chaining option (multiple objects laid out end to end) before you select the geometry. We are going to complete three contour toolpaths on the three singular pieces of geometry. The second type of toolpath is a pocket. A pocket toolpath will make a cavity inside the selected geometry. For the clock front, we do not need a pocket toolpath, but you will use them when we get to the box.

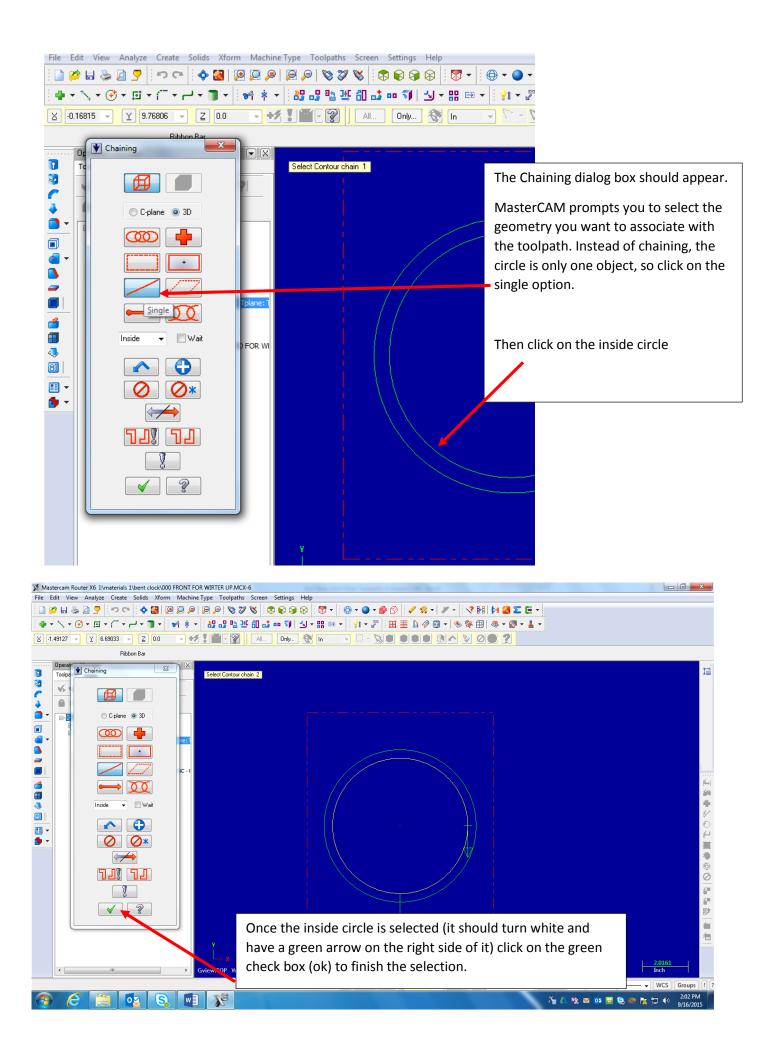
## To start the toolpaths, go to Toolpaths/contour

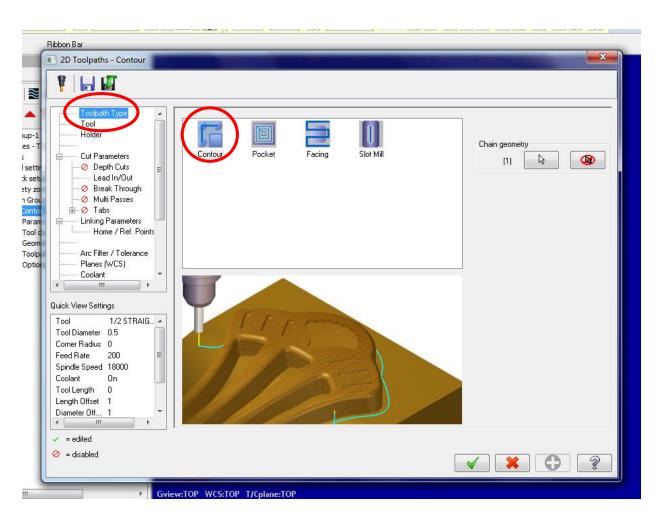


When the new NC dialog box comes up, type in a good file name such as Clock Front.

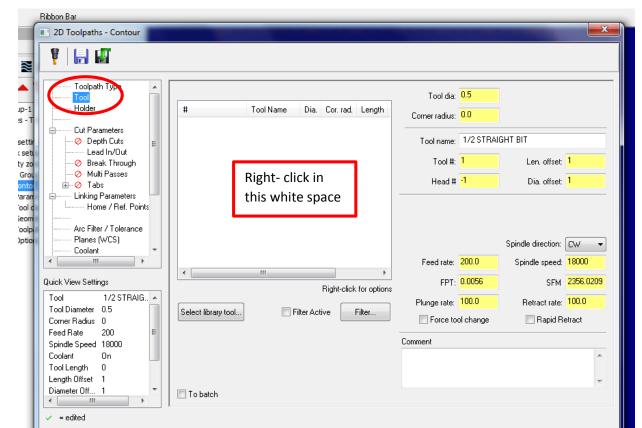
Click the green check.

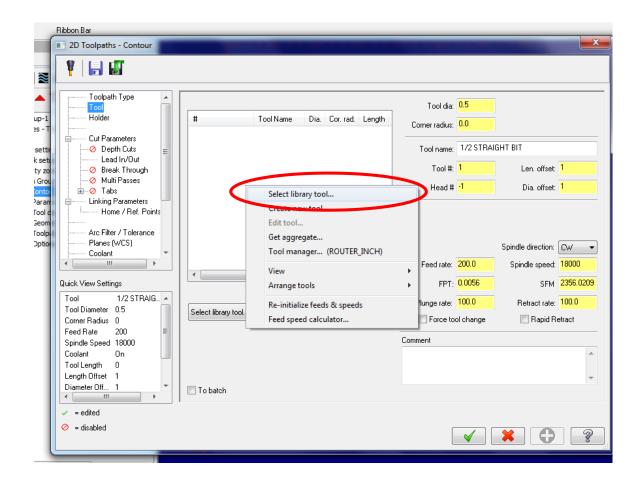
Enter	new NC name	×
C:V	Jsers\mmarmor\Documents\my mcamx8	NROU
	ock front	
		?
	I-I	





In the 2D Toolpaths – Contour dialog box, please enter the following information:



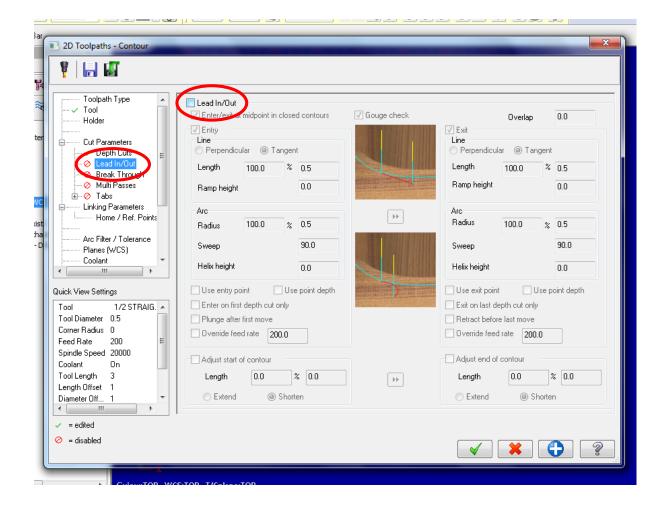


\Users\\RI	OUTER_INCH.TOOLS-6	3								
#	Tool Name	Dia.	Cor. rad.	Length	# Flutes	Туре	Rad. Type			
1	Marmor's bowl bit	1	0.25	0.5	4	Bul	Corner			
1	Marmor's bowl bit	1	0.25	0.5	4	Bul	Corner	-		
229	1/32 STRAIGHT BIT	0	0.0	2.0	2	Str	None	=		
230	1/16 STRAIGHT BIT	0	0.0	2.0	2	Str	None		Filter	
232	1/8 STRAIGHT BIT	0	0.0	2.0	2	Str	None		Filter Active	
235	1/4 STRAIGHT BIT	0	0.0	2.0	2	Str	None			
237	3/6 STRAIGHT BIT	U	0.0	2.0	2	50	None		59 of 230 tools	
239	1/2 STRAIGHT BIT	0.5	0.0	2.0	2	Str	None			
240	5/8 STRAIGHT BIT	0	0.0	2.0	2	Str	None			
241	3/4 STRAIGHT BIT	0	0.0	2.0	2	Str	None			
242	7/8 STRAIGHT BIT	0	0.0	2.0	2	Str	None			
243	1" STRAIGHT BIT	1.0	0.0	2.0	2	Str	None			
244	1-1/2 STRAIGHT BIT	1.5	0.0	2.0	2	Str	None			
245	2" STRAIGHT BIT	2.0	0.0	2.0	2	Str	None			
246	1/32 BALL CUTTER	0	0.015	2.0	2	Sp	Full			
247	1/16 BALL CUTTER	0	0.03125	2.0	2	Sp	Full			
249	1/8 BALL CUTTER	0	0.0625	2.0	2	Sp	Full	-	( 🗸 ) 🗶 📋	2

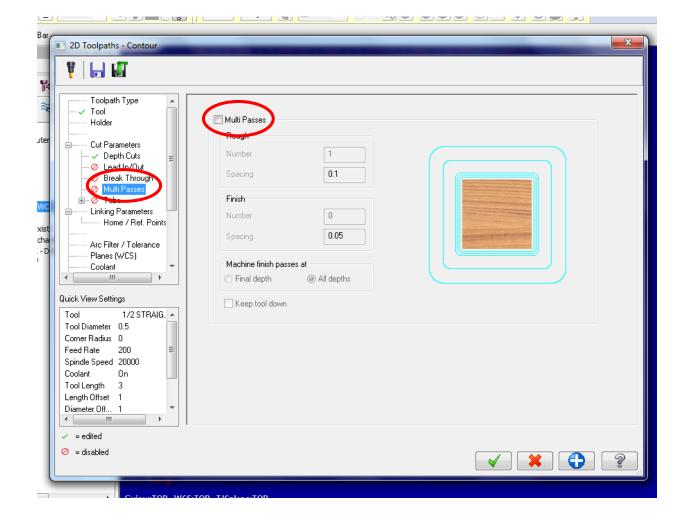
2D Toolpaths - Contour	
Coolant     Feed rate:     200.0     Sp       Quick View Settings     Right-click for options     FPT:     0.005	BIT Len. offset: 1 Dia. offset: 1 ndle direction: CW spindle speed: 18000 SFM 2617.801 Retract rate: 100.0 Rapid Retract

2D Toolpaths - Contour				X
Toolpath Type Tool Holder Depth Cut Depth Cut Dep	Compensation type Compensation direction Tip comp I Optimize cutter comp in Roll cutter around corners Sharp Infinite look ahead Internal corner rounding radius Max. depth variance	Computer	Contour type ② 2D	2D •
Tool     1/2 STRAIG. ▲       Tool Diameter     0.5       Corner Radius     0       Feed Rate     200       Spindle Speed     18000       Coolant     On       Tool Length     3       Length Offset     1       Diameter Off     1       ✓     = edited       ✓     = disabled	Stock to leave on walls Stock to leave on floors	0.0		
🧭 = disabled				<ul><li>X</li><li>2</li></ul>

Bar	2D Toolpaths - Contour		
w.	¥   🛃 👪		
Jter	Toolpath Type ✓ Tool Holder Holder Contrarameters Lead In/Dut ✓ Break mrough ✓ Multi Passes → ✓ Tabs ↓ Linking Parameters	Depth cuts Max rough step: # Finish cuts: 0	
xist cha : - D	Arc Filter / Tolerance Planes (WCS)	Finish step: 0.05	Depth cut order
	Quick View Settings Tool 1/2 STRAIG. Tool Diameter 0.5 Corner Radius 0 Feed Rate 200	<ul> <li>Absolute</li> <li>Incremental</li> </ul>	Tapered walls Taper angle: 0.0
	Spindle Speed 20000 Coolant On Tool Length 3 Length Offset 1 Diameter Off 1		
	✓ = edited ⊘ = disabled		× × •



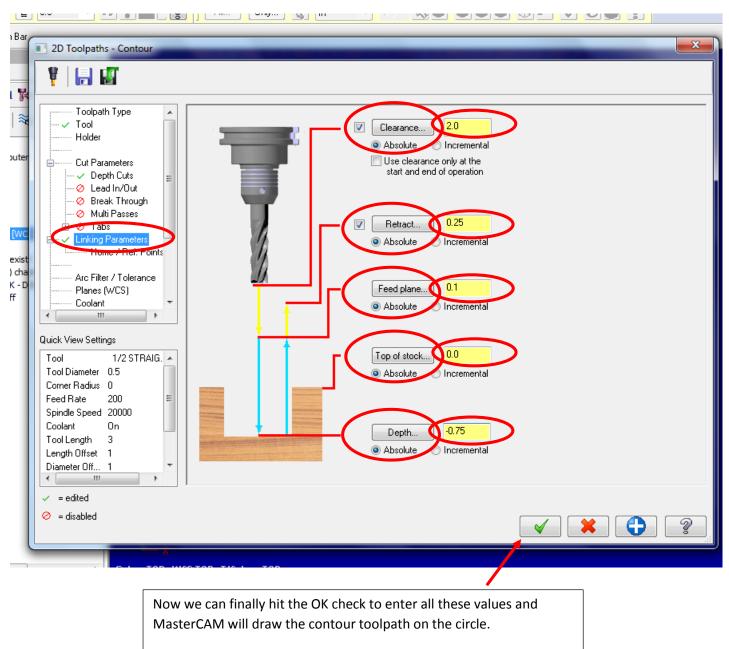
Bar	2D Toolpaths - Contour		
wc wc tha c-D f	Toolpath Type ✓ Tool Holder ← Cut Parameters ✓ Depth Cuts ← Cut Parameters ✓ Depth Cuts ← Break Through Wulti Parameters ↓ Unit Parameters Home / Ref. Points ← Arc Filter / Tolerance Planes (WCS)	Break through amount	
	Coolant  Quick View Settings  Tool 1/2 STRAIG.  Tool Diameter 0.5 Comer Radius 0 Feed Rate 200 Feed Rate 200 Coolant On Tool Length 3 Length Offset 1 Diameter Off 1		
	<ul> <li>✓ = edited</li> <li>⊘ = disabled</li> </ul>	× ×	) 🕒 🎅



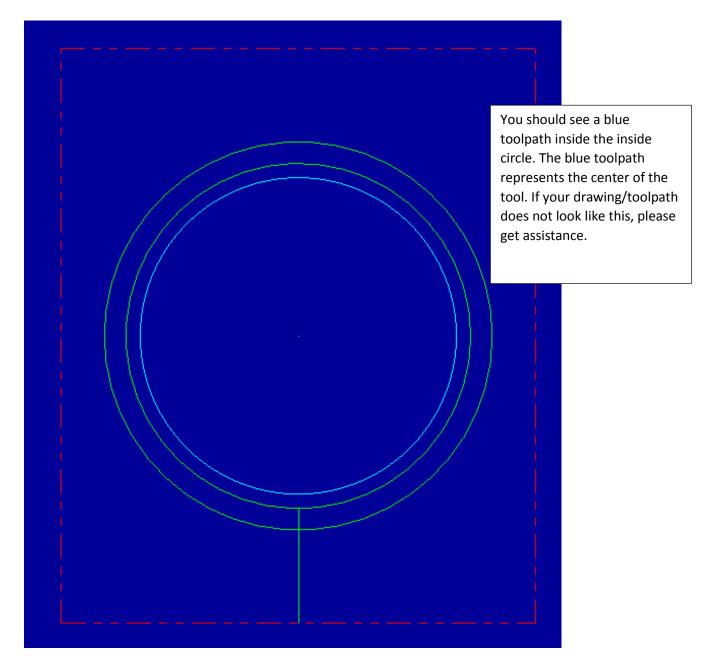
2D Toolpaths - Contour		
¥ 🔒 🖬		
Toolpath Type	Tabs Tab Position	
er □ □ Cut Parameters □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □ □	Number of tabs	
⊘ Lead In/Out	Max. distance between tabs	
C Hulti Passes	© Create tabs on shapes less than:     20 x 20	
Arc Filter / Tolerance	Tab all     Manual     Position	
Quick View Settings	Use square point for tab position	
	Tab Motion	
Tool 1/2 STRAIG.  Tool Diameter 0.5 Corner Radius 0	<ul> <li>Full</li> <li>Partial</li> </ul>	
Feed Rate 200 =	<ul> <li>Vertical moves</li> </ul>	
Spindle Speed 20000 Coolant On	Ramp moves Ramp angle:     45.0	
Tool Length 3	Width 0.75	Use feed plane for full height tabs
Length Offset 1	Tab thickness 0.02	Overwrite edited tabs
Diameter Off 1		
✓ = edited		
🤣 = disabled		× × 🗘 ?

}ar	2D Toolpaths - Contour	
74	Y 🔒 🖬	
*	Toolpath Type Tool Holder	
ter	Cut Parameters	Depth cuts
VC dist		Basically, we just set up the parameters for the contour cut. We still need to set the depth of the cut. But, the only Cut Parameters that should be turned on are the depth cuts (set at .125). It should look like the picture on the left.
- D	Arc Filter / Tolerance Planes (WCS)	Keep tool down
1	Coolant	Subprogram
	Quick View Settings	Absolute
	Tool     1/2 STRAIG.       Tool Diameter     0.5       Corner Radius     0       Feed Bate     200	

To set the depth of the cut, please enter the below values. In the Linking Parameters tab. Notice that all the values are **"Absolute" and the depth is a -.75.** 



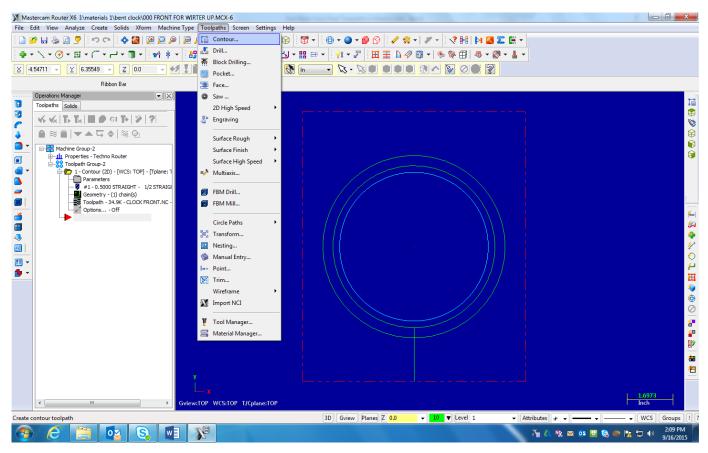
### Result:



The second toolpath is similar to the first. It will be a contour with the same cut parameters and same tool, but we will not go all the way through the piece. This time we will make a rabbit, so the depth will be -3/8'' or -.375.

#### Go to toolpaths/contour.

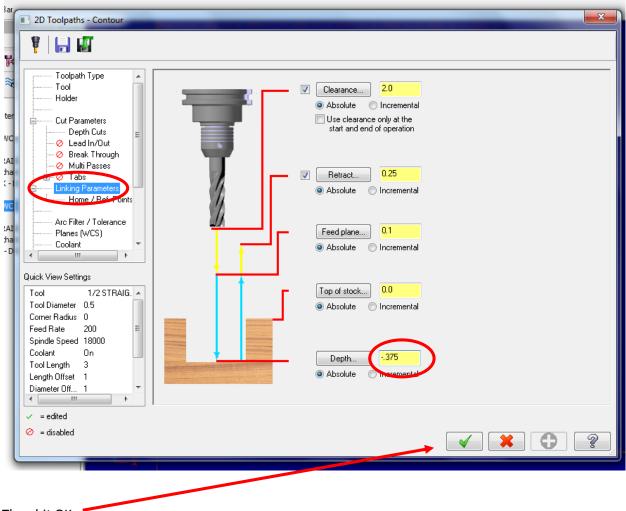
mooonlogi



Again, go to single, and click on the outside circle this time.

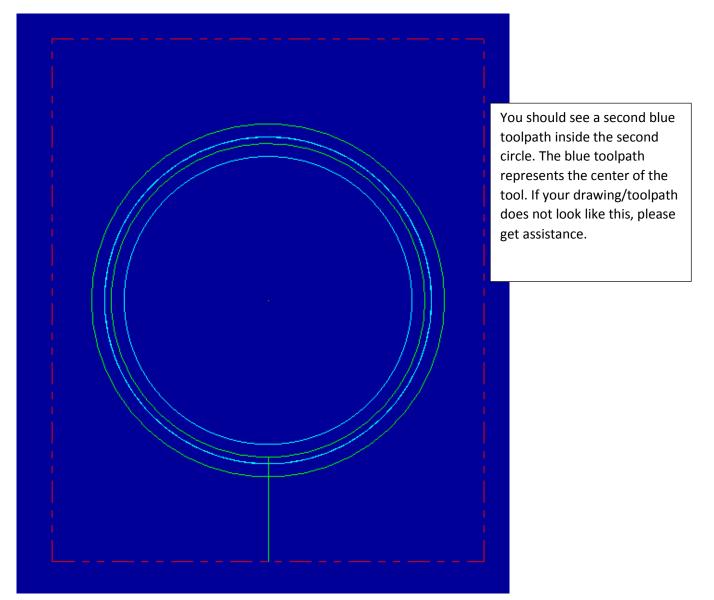
Chaining ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥3       Image: Chaining     ≥4       Image: Chaining	ne: 1 :AIG	Select Contour chain 2 Click on the outside circle	
Inside Vait		Click on the outside circle	
		check box (ok) to finish the selection.	

After you hit the OK button for selecting geometry for the toolpath, the 2D contour toolpath window pops up. This should have all the same settings we set for the first toolpath except for the depth. So you can check all the cut parameters and see if they are the same (they should be, if not just enter the same information for the last contour). Once you check the cut parameters, go to linking parameters and enter the **depth of -.375**.



Then hit OK.

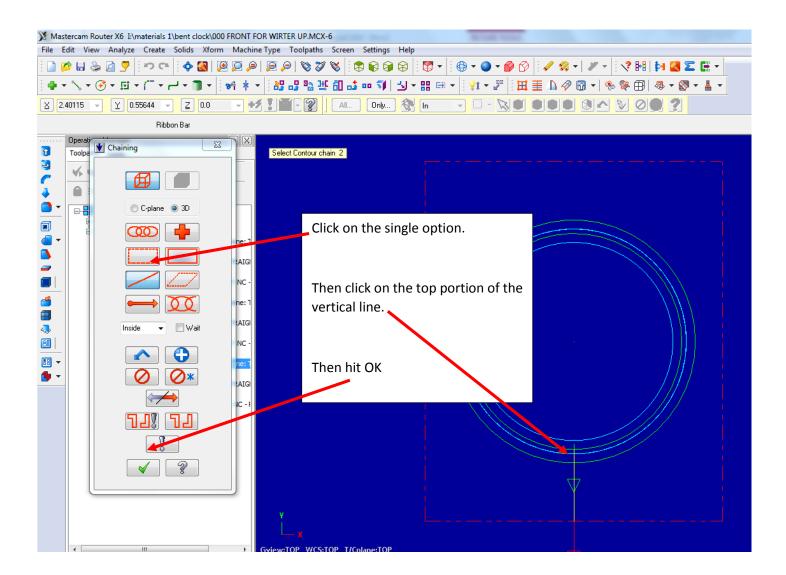
#### Result:



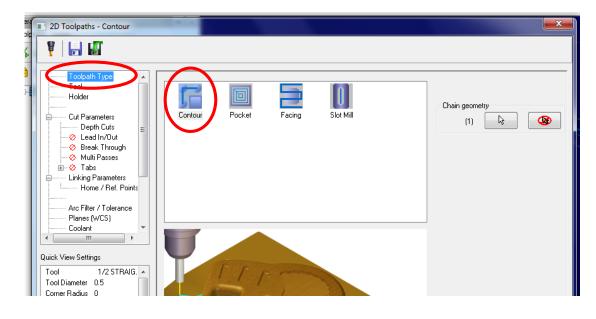
Now it's time for the plow for the dial and clock movement. This plow is represented by the small vertical line in the center of the clock front geometry. It is still a contour toolpath, so the procedure is similar. The only difference is the cutter compensation needs to be turned off, so the center of the cutter follows the line.

X Mastercam Router X6 I:\materials 1:\bent clock\000 FRONT FOR WIRTER UP.MCX-6									
	*								
File Edit View Analyze Create Solids Xform Machine Type	Toolpaths Screen Settings	Help							
। 🗋 🖉 🖶 🗞 🖉 🥊 🗁 🗠 । 🏟 🎇 👰 🔎 🕅	📔 Contour	😥    🗑 ▼    ⊕ ▼ ● ▼ ● ♥ 🔗    🖋 ♥   🥙 ▼    ♥ ▼    ₹ ♥ 🔢 🏚 ▼							
╡╋╺╰╲╺ छ ╸ छ ╸ ┌ ╸ ⊢ ╸ <b>╖</b> ╸ ( <del>%</del> ᆥ ╸ ) 🏭	L Drill	<u>└」 - :::</u> :::							
⊻ -4.54711 - ⊻ 6.35549 - ≥ 0.0 - +≸ 🚺									
Ribbon Bar	Face								
Operations Manager	484 Carrie								

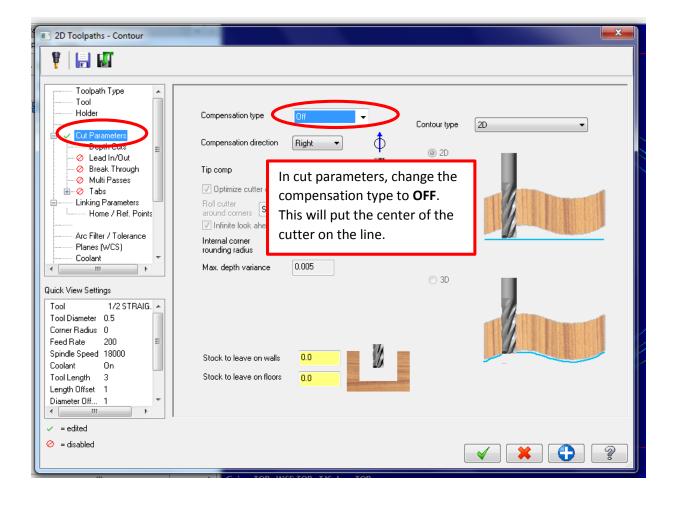
#### Go to Toolpaths/Countour



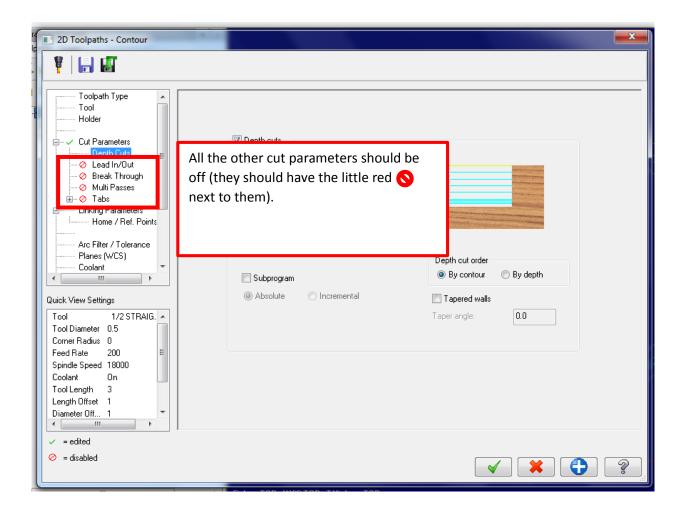
This contour tool path properties are similar to the other ones, but we need a couple of changes. So follow along and enter the following information into all the windows.

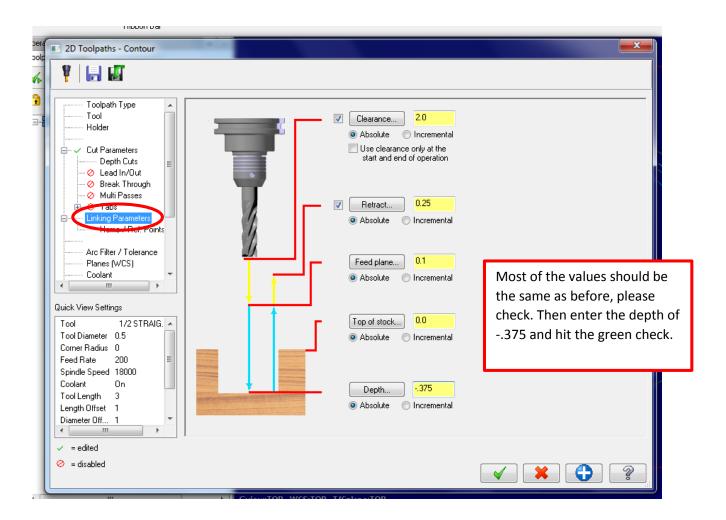


2D Toolpaths - Contour	and the second se		<b>—X</b> —
Y 🔒 🖬			
Cut Parameters	#       Tool Name       Dia.       Cor. rad.       Length       # I          1       1/2 ST       0.5       0.0       2.0       2         The same tool we used last	Corner radius: U.U	2 STRAIGHT BIT Len. offset: 1
→ Multi Passes → ◇ Tabs → ↓ Linking Parameters	time should be active. This is correct.	Head # <mark>-1</mark>	Dia. offset: 1
Home / Ref. Points Arc Filter / Tolerance Planes (WCS) Coolant Quick View Settings Tool 1/2 STRAIG. Tool Diameter 0.5 Comer Radius 0 Feed Rate 200 Spindle Speed 18000 Coolant 0n Tool Length 3 Length Offset 1 Diameter Off 1	III     III     Right-click for options     Select library tool     Filter Active Filter      To batch	Feed rate: 200 FPT: 0.00 Plunge rate: 100 Force tool ch Comment	156         SFM         2356.0209           .0         Retract rate:         100.0
✓ = edited ⊘ = disabled		×	



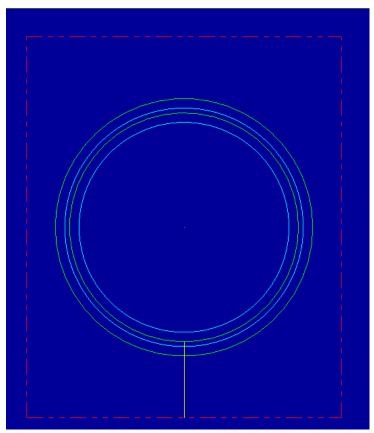
2D Toolpaths - Contour		
🕴 📄 👪		
Toolpath Type Tool Holder → Cast Farameters → Depth Cuts → Depth Cuts → Break Through → Multi Passes → O Tabs ↓ Linking Parameters Home / Ref. Points	Depth cuts     Max rough step:     0.1      # Finish cuts:     0      Finish step:     0.05	
Arc Filter / Tolerance Planes (WCS) Coolant	E Keep tool down	Depth cut order
Quick View Settings Tool 1/2 STRAIG. Tool Diameter 0.5 Corner Radius 0 Feed Rate 200 =	Absolute	Tapered walls Taper angle: 0.0
Spindle Speed 18000 Coolant On Tool Length 3 Length Offset 1 Diameter Off 1		
✓ = edited Ø = disabled		× × •

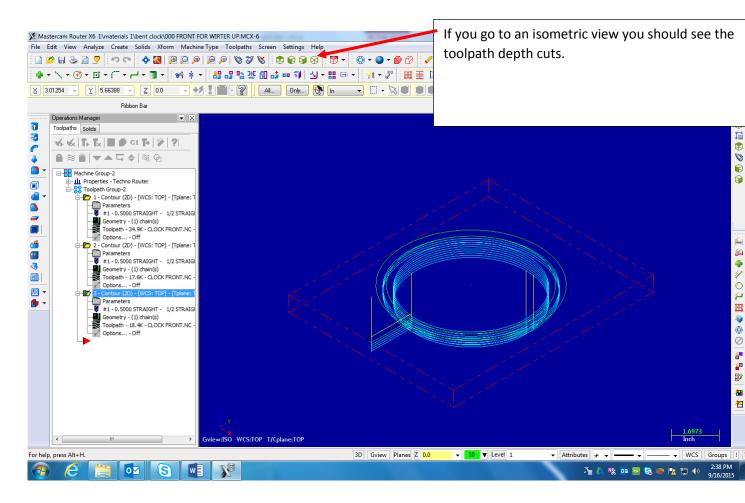




This should draw the toolpath, you probably will not see the toolpath since the center of the cutter follows the line. So you probably just see the line unless you are in a different view.

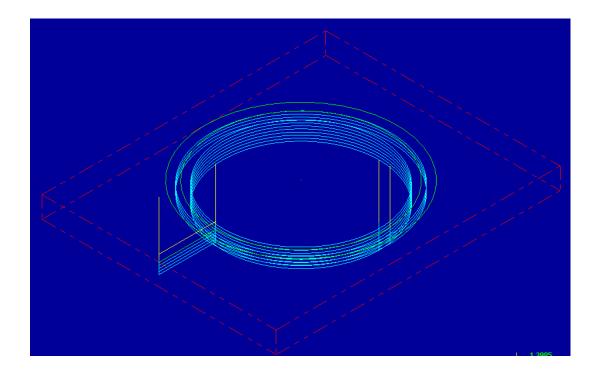
Result:



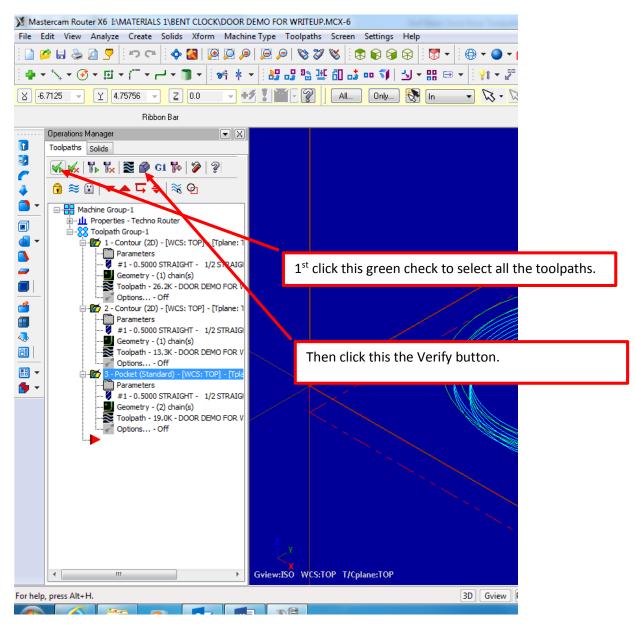


<del>御</del> 名

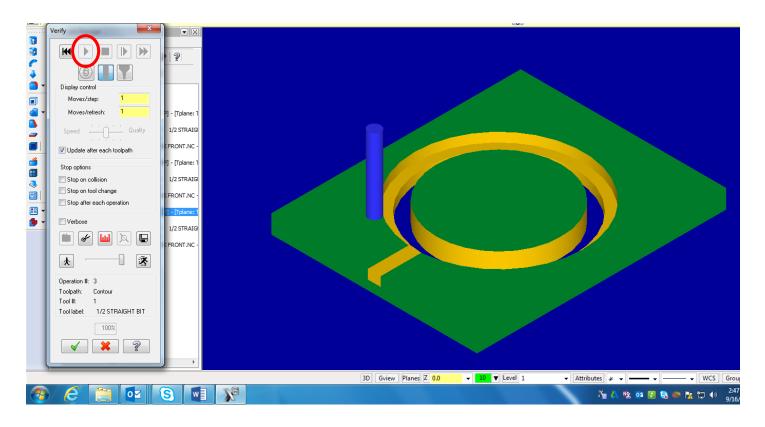
For the next procedure we want to verify the toolpath, basically we are going to virtually cut the piece on the computer. So we are going to look at the geometry and toolpaths in a 3D view so we can see what is going to happen better. Go to an isometric view if you did not already, zoom in\out, and center the work piece so it looks something like what is below.



To verify the toolpaths, do the following:



To verify, click the play button, and your work piece should look like below. Please show your instructor to receive credit.



Congratulations, you drew all the toolpaths you need for the clock front. <u>Please show Mr.</u> <u>Marmor so he can sign off on your completion of the process.</u>