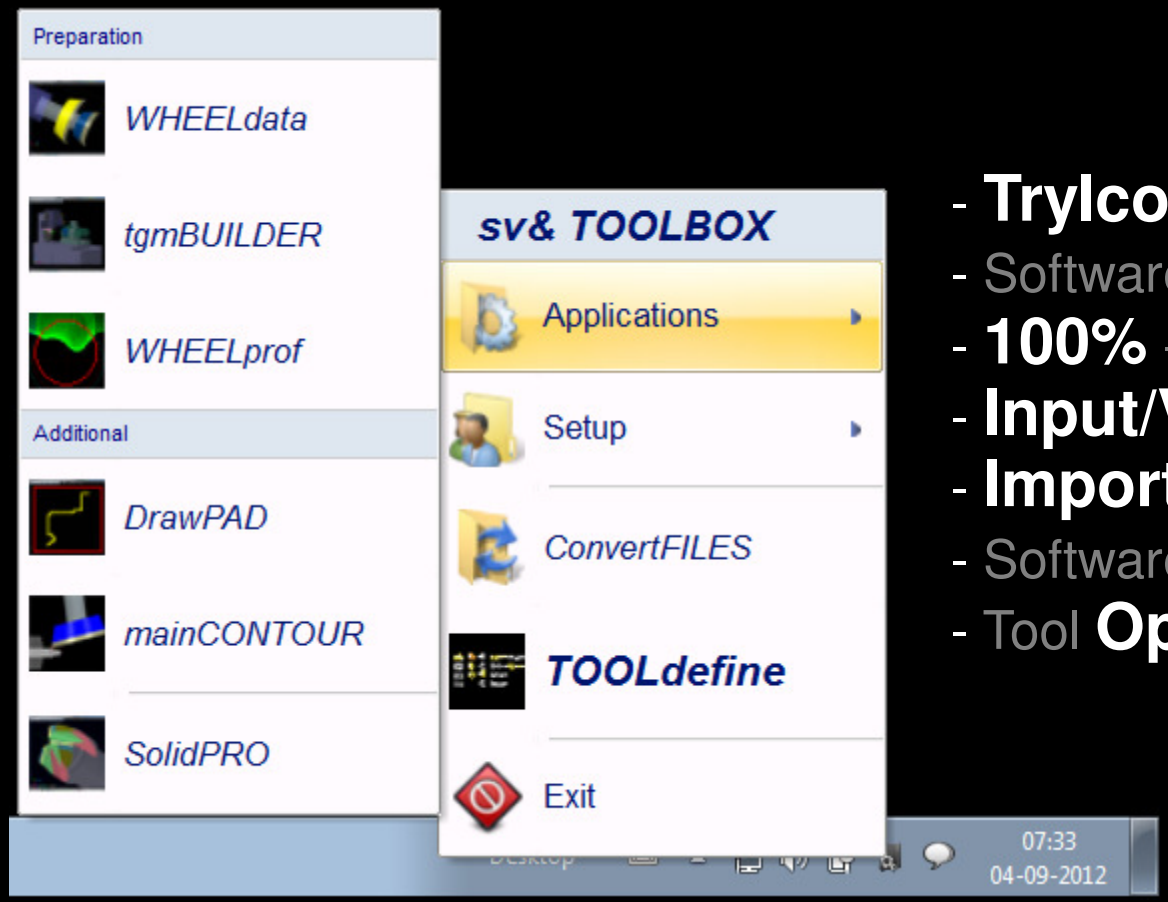
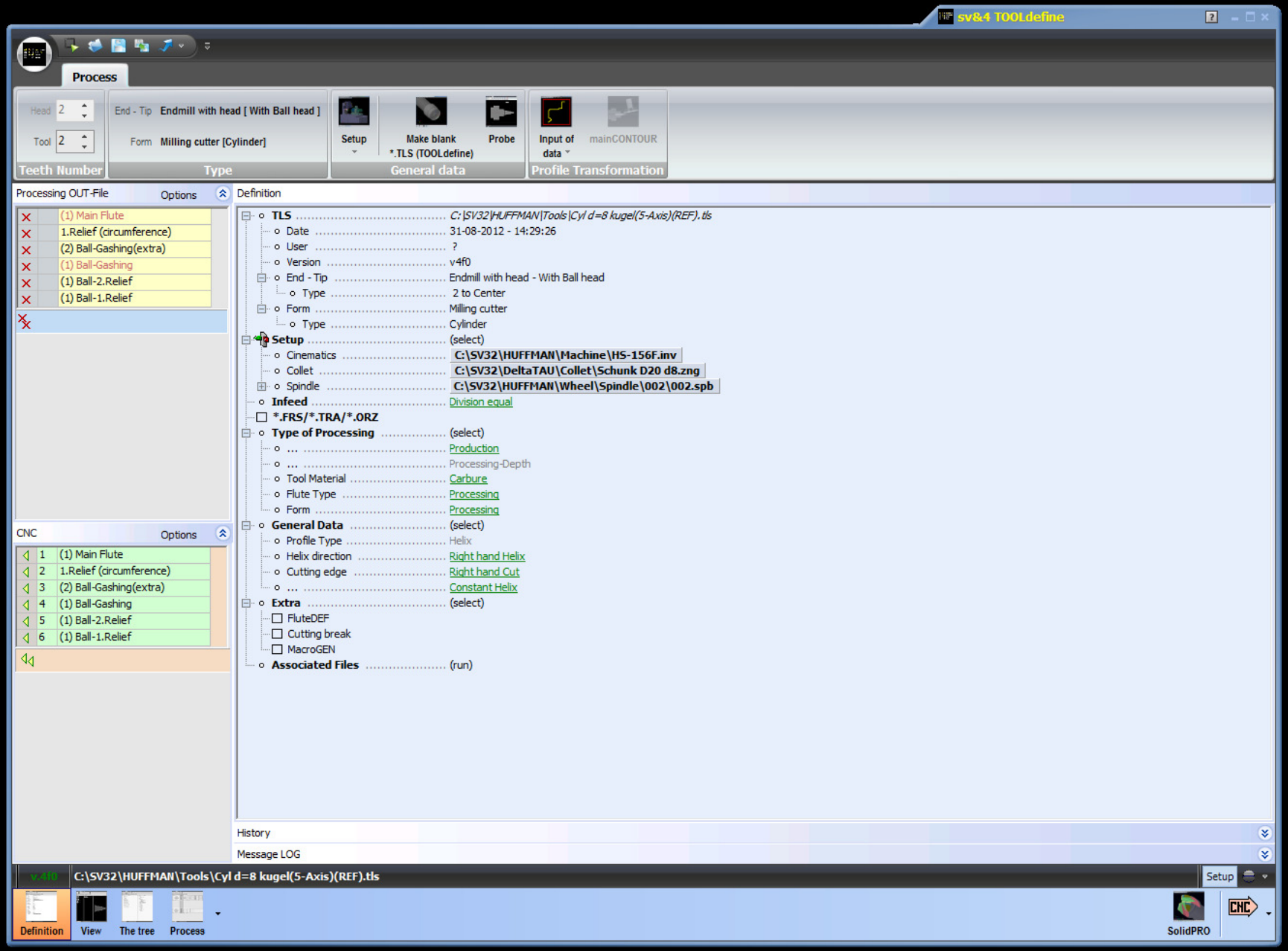
sv& TOOLBOX (v.4f0) LECA

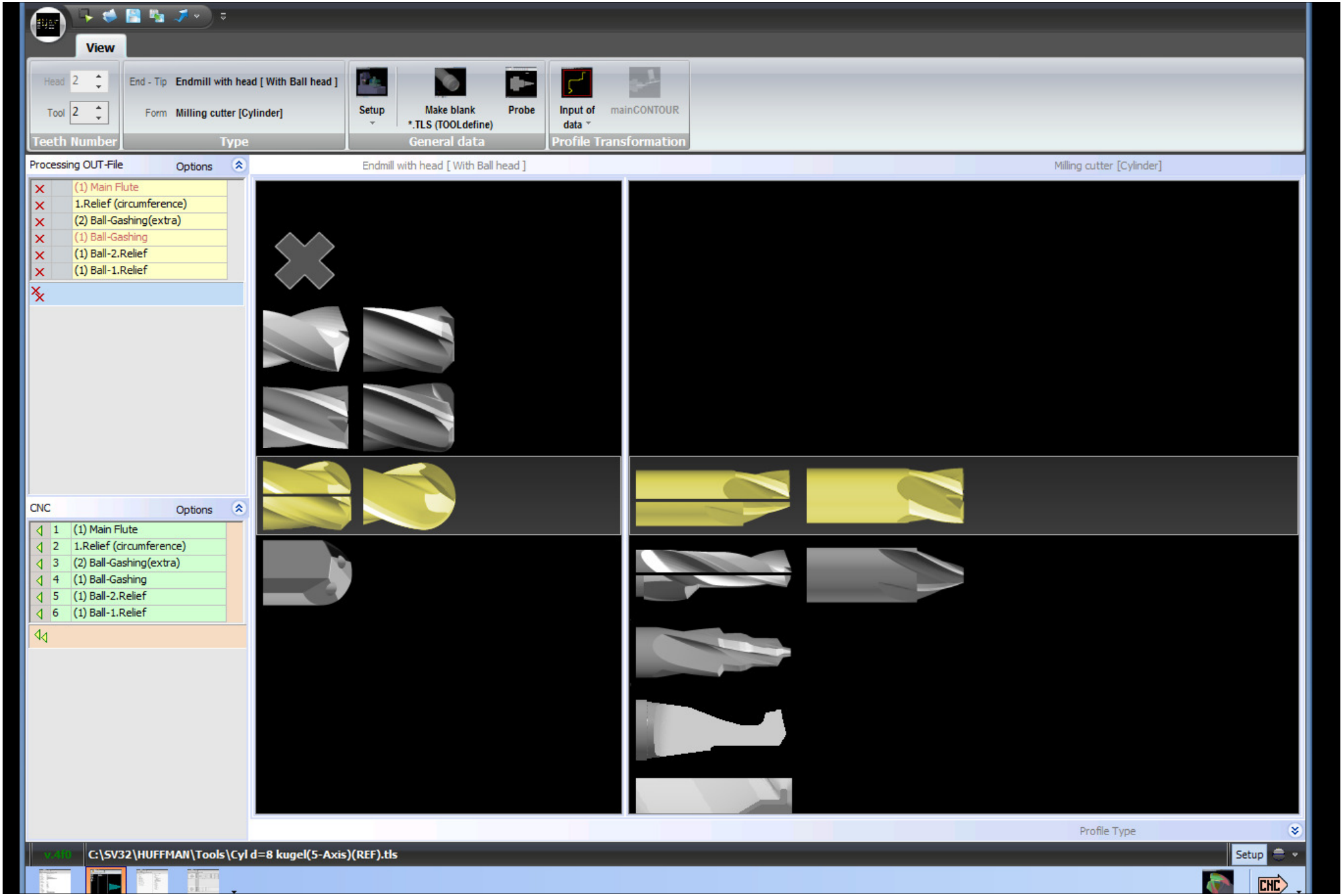
- **Windows 7** compatible
- **OpenGL** Graphic object oriented
- **2D/3D -** online Tools simulation
- **3D –** Machine process simulation (collision)
- **OUT/CNC** – Complete process online view
- **100% -** compatible with all older versions
- **Internet** – online technical support

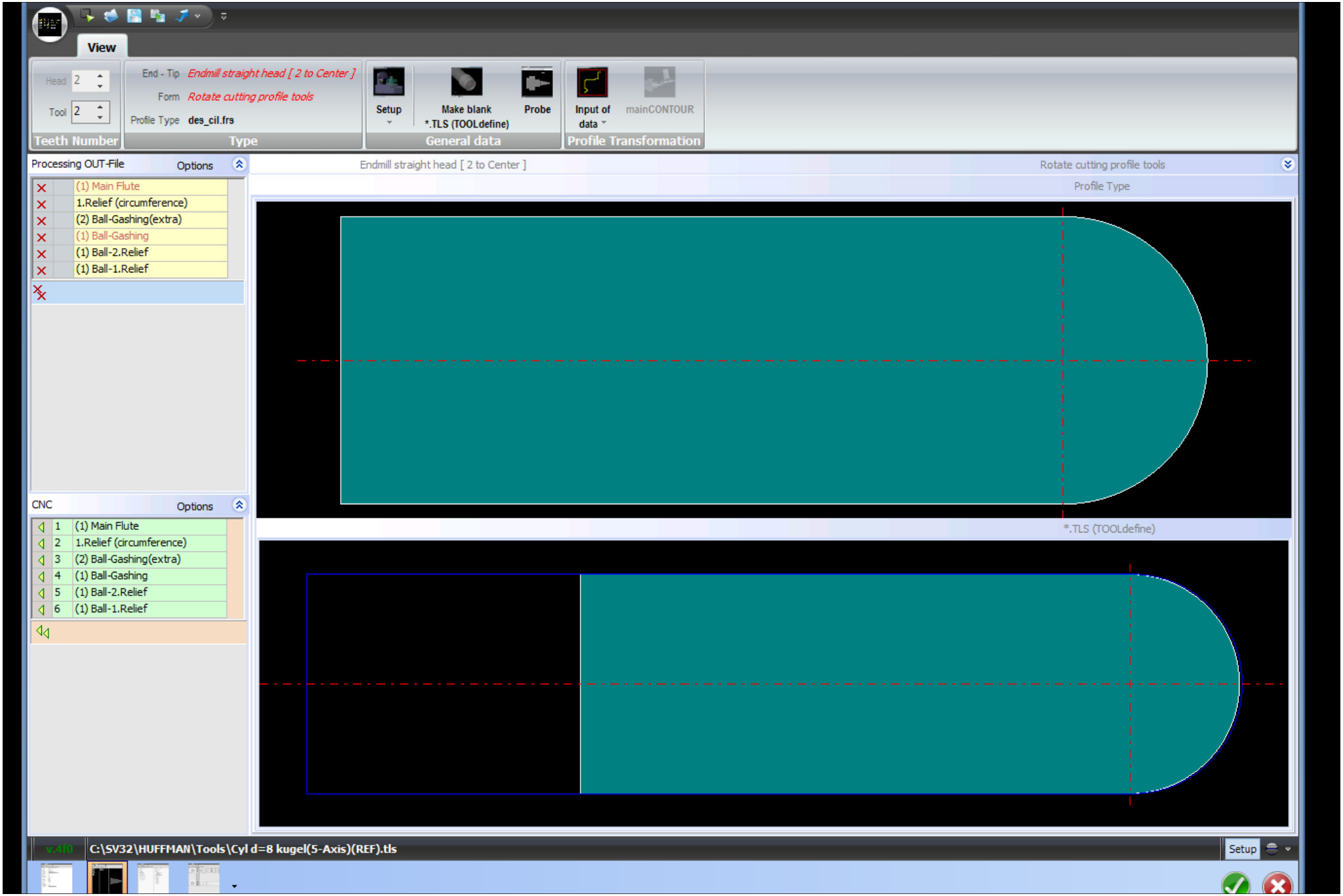
The **TOOLBOX** menu LECA

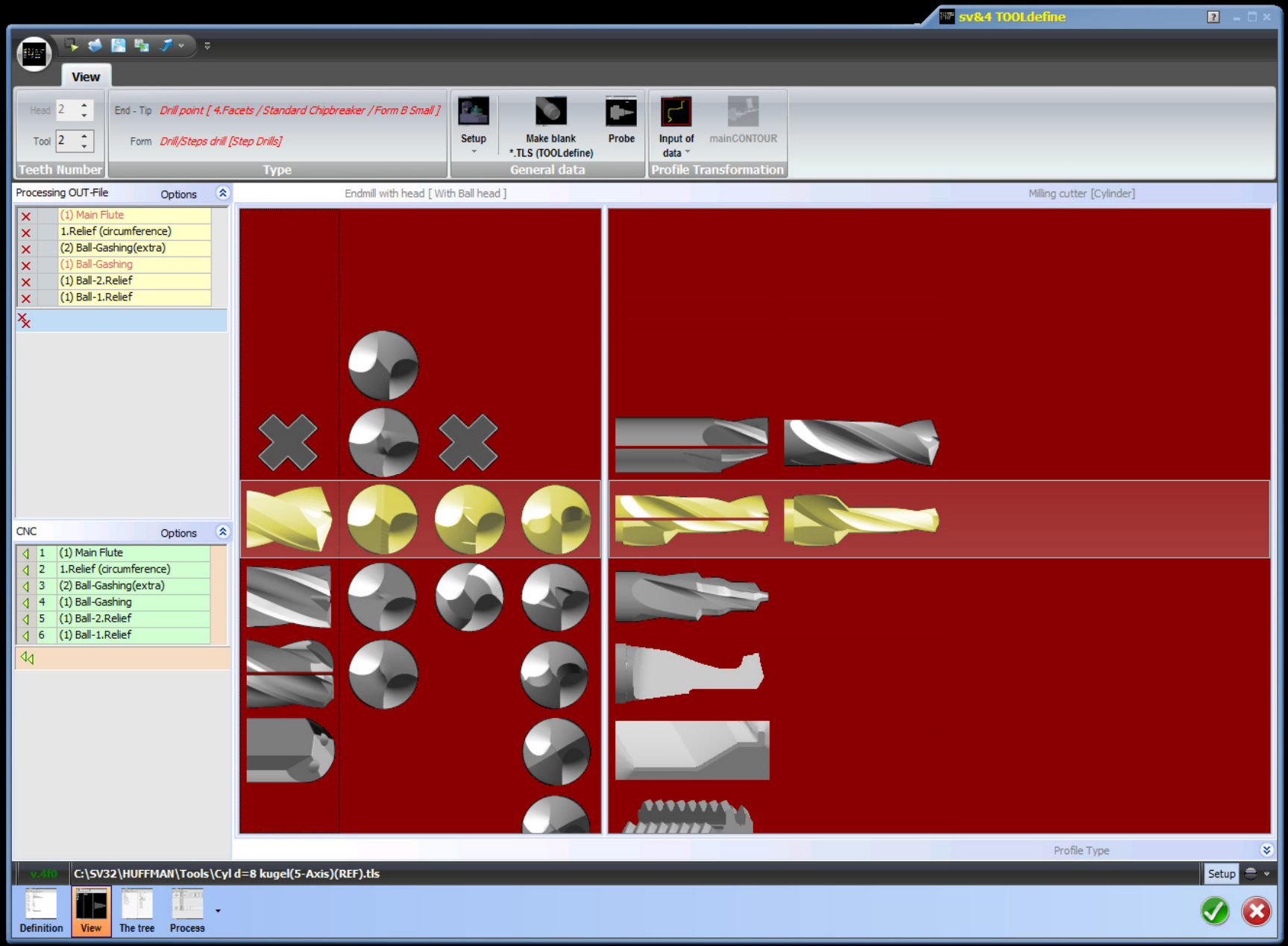


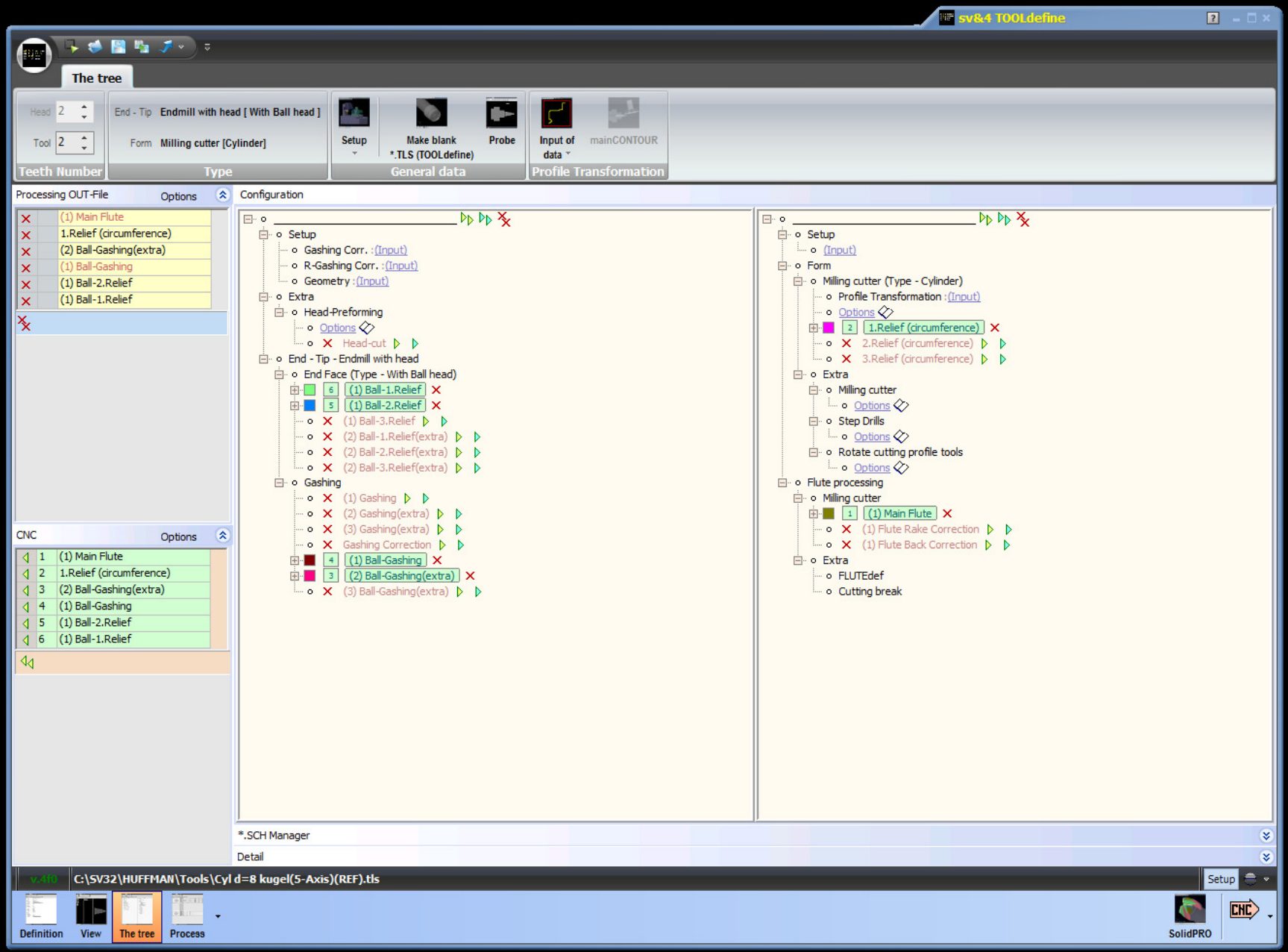
- **TryIcon** – screen position
- Software **Version** – free to select
- **100%** - multitasking applications
- **Input/View** - functionality
- **Import/Export** – convert file versions
- Software **Update** - online function
- Tool **Options** – online activate

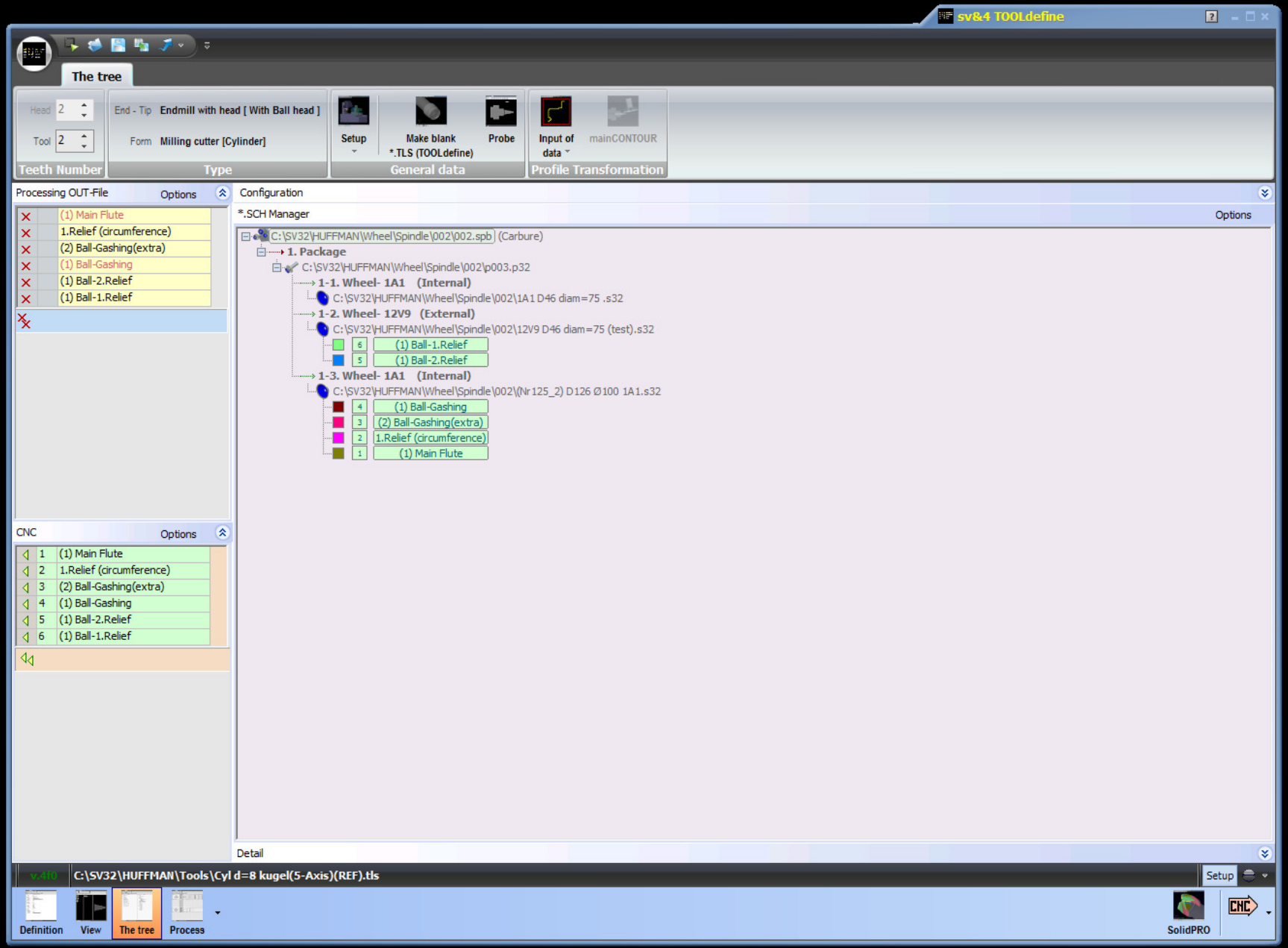

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Definition
TLS C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Date 31-08-2012 - 14:29:26
User ?
Version v4f0
End - Tip Endmill with head - With Ball head
Type 2 to Center
Form Milling cutter
Type Cylinder
Setup (select)
Cinematics C:\SV32\HUFFMAN\Machine\HS-156F.inv
Collet C:\SV32\DeltaTAU\Collet\Schunk D20 d8.zng
Spindle C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
Infeed Division equal
.FRS/.TRA/*.ORZ
Type of Processing (select)
... Production
... Processing-Depth
Tool Material Carbure
Flute Type Processing
Form Processing
General Data (select)
Profile Type Helix
Helix direction Right hand Helix
Cutting edge Right hand Cut
... Constant Helix
Extra (select)
FluteDEF
Cutting break
MacroGEN
Associated Files (run)
History
Message LOG
v.410
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

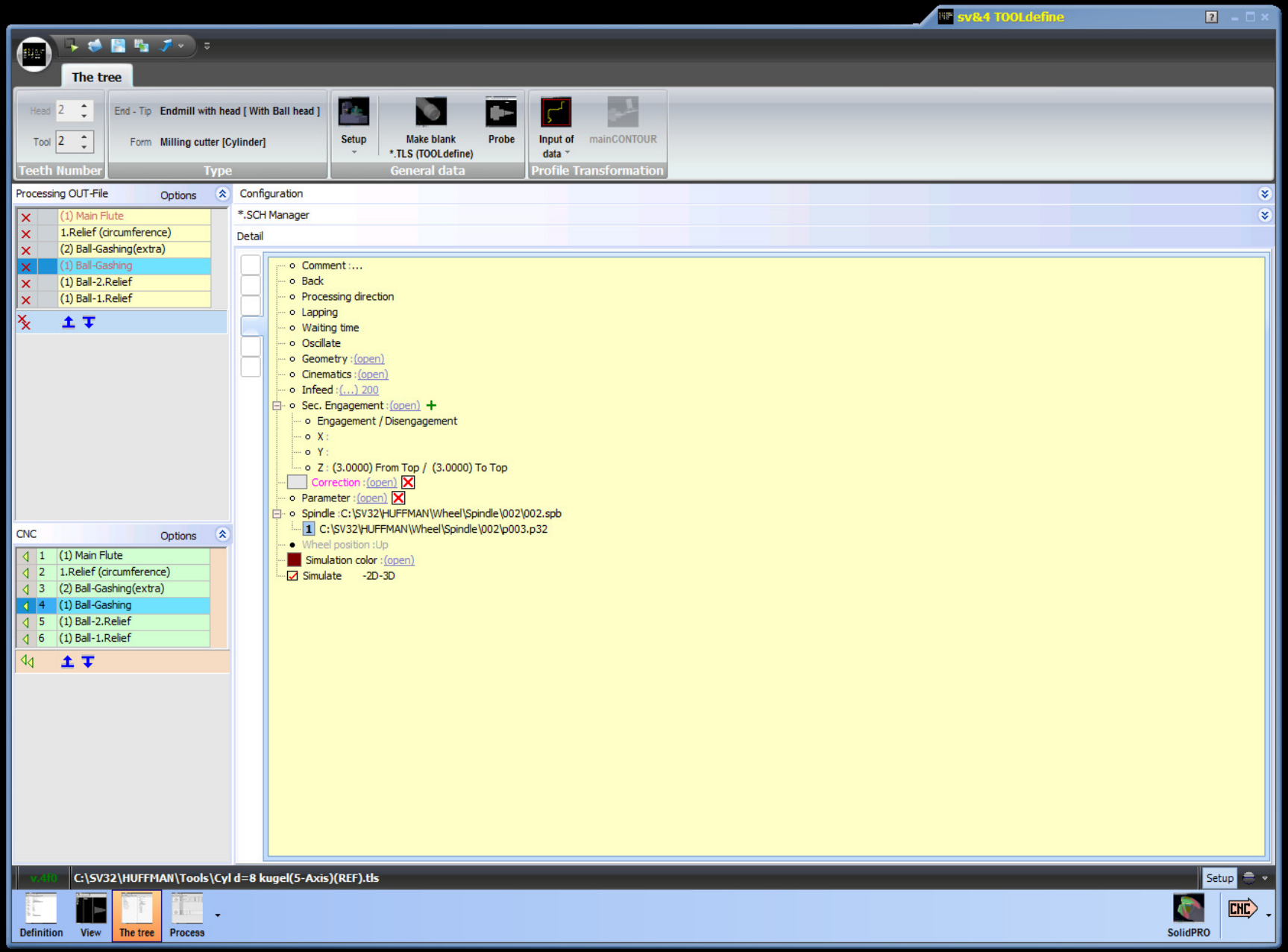

View
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Endmill with head [With Ball head]
Milling cutter [Cylinder]
Profile Type
v.410
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
CNC

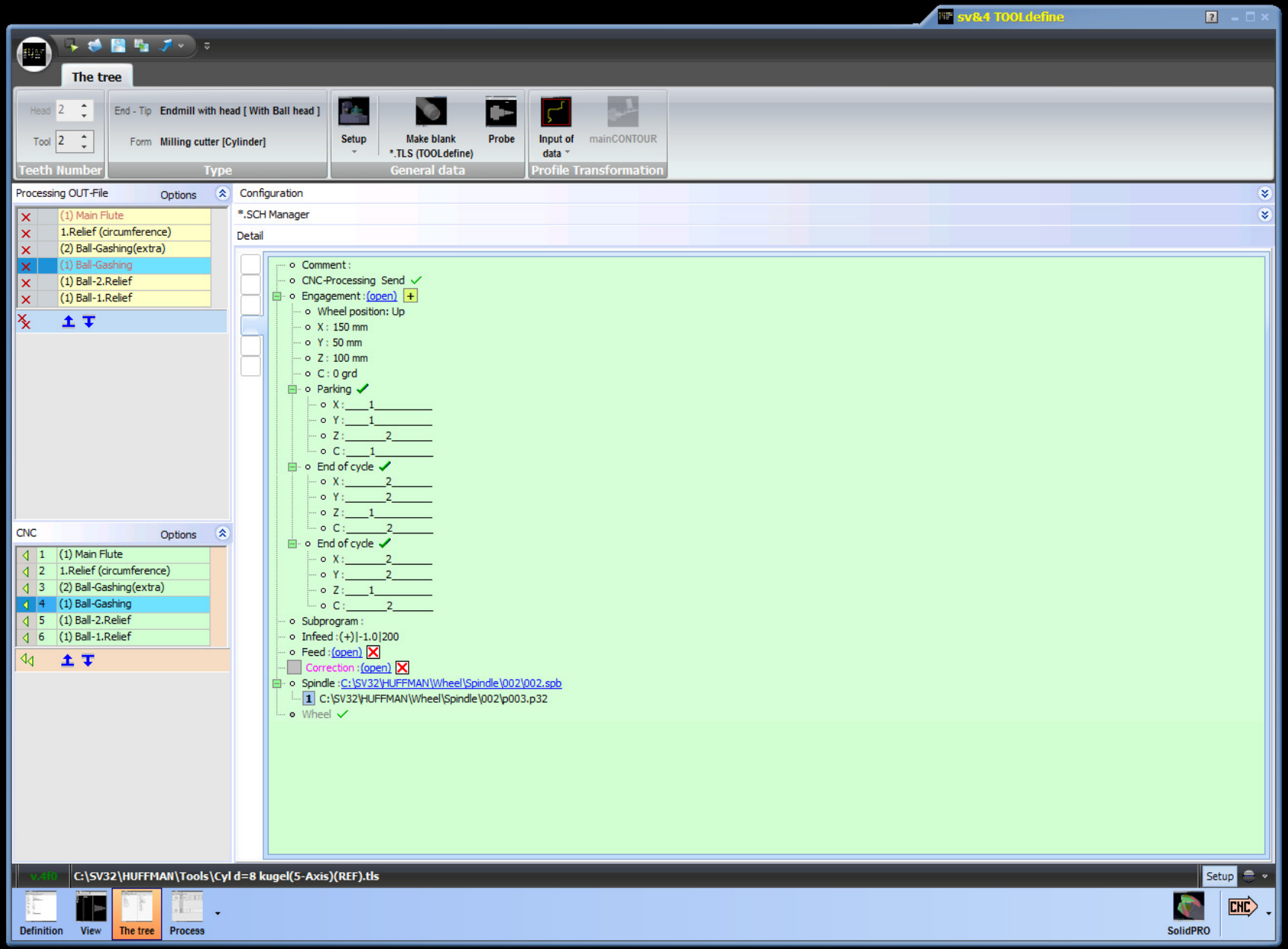

View
Head 2
Tool 2
Teeth Number
End - Tip Endmill straight head [2 to Center]
Form Rotate cutting profile tools
Profile Type des_cil.frs
Type
Setup
Make blank
*.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Endmill straight head [2 to Center]
Rotate cutting profile tools
Profile Type
*.TLS (TOOLdefine)
v.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup

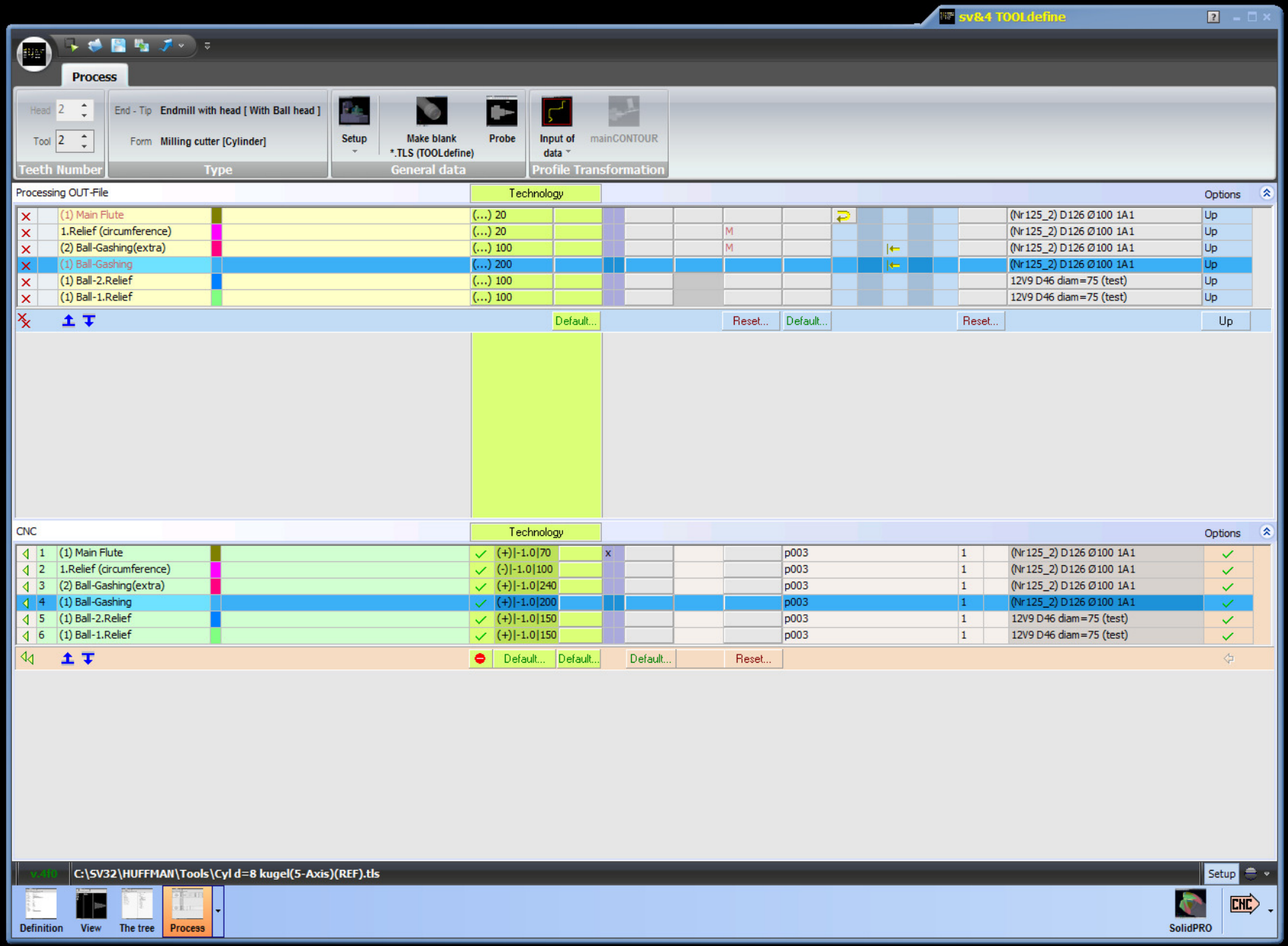

sv&4 TOOLdefine
View
Head 2
Tool 2
Teeth Number
End - Tip Drill point [4.Facets / Standard Chipbreaker / Form B Small]
Form Drill/Steps drill [Step Drills]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Endmill with head [With Ball head]
Milling cutter [Cylinder]
Profile Type
v.410
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process

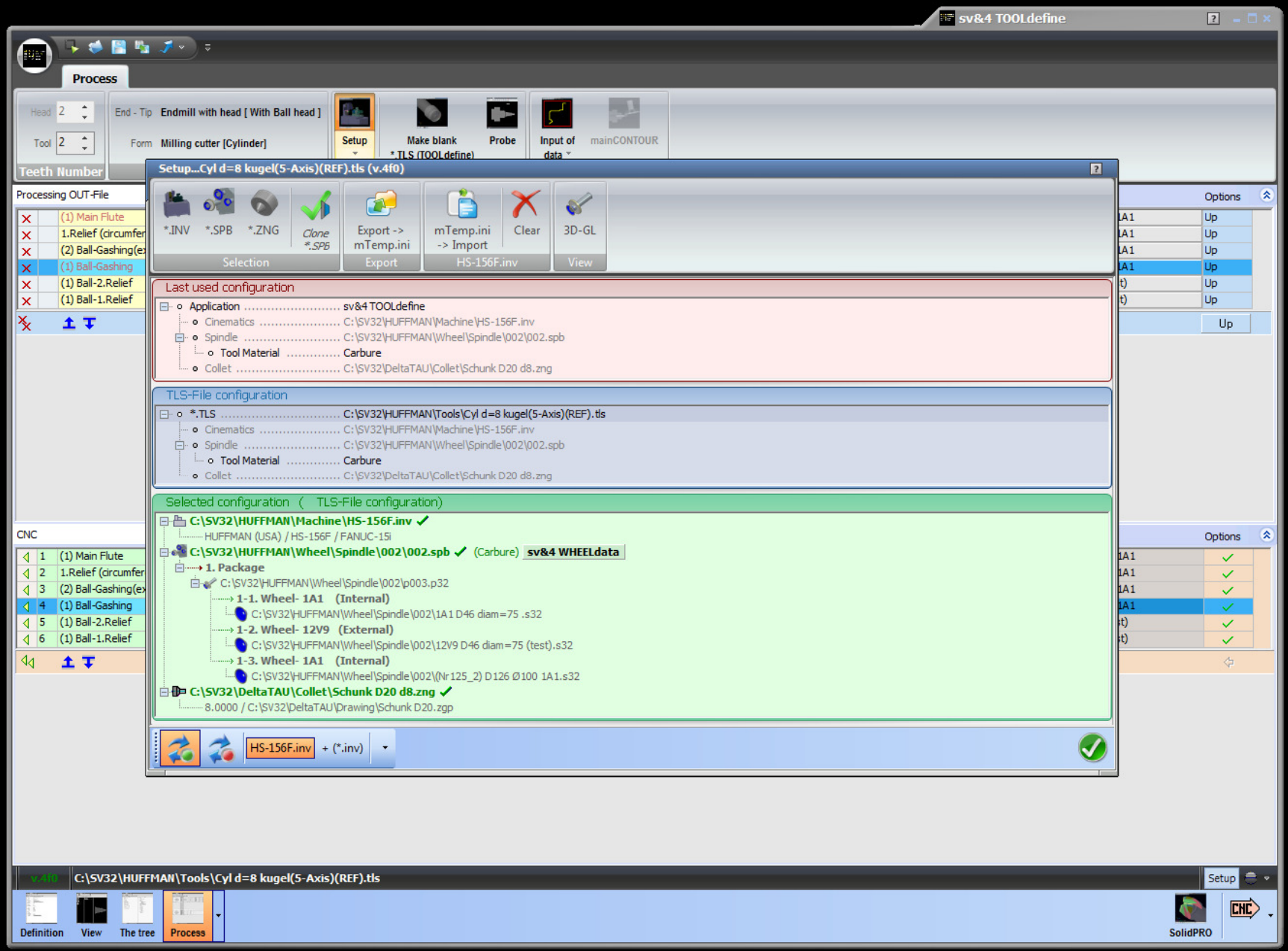

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank
*.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
Setup
Gashing Corr. : (Input)
R-Gashing Corr. : (Input)
Geometry : (Input)
Extra
Head-Preforming
Options
Head-cut
End - Tip - Endmill with head
End Face (Type - With Ball head)
6 (1) Ball-1.Relief
5 (1) Ball-2.Relief
(1) Ball-3.Relief
(2) Ball-1.Relief(extra)
(2) Ball-2.Relief(extra)
(2) Ball-3.Relief(extra)
Gashing
(1) Gashing
(2) Gashing(extra)
(3) Gashing(extra)
Gashing Correction
4 (1) Ball-Gashing
3 (2) Ball-Gashing(extra)
(3) Ball-Gashing(extra)
Setup
(Input)
Form
Milling cutter (Type - Cylinder)
Profile Transformation : (Input)
Options
2 1.Relief (circumference)
2.Relief (circumference)
3.Relief (circumference)
Extra
Milling cutter
Options
Step Drills
Options
Rotate cutting profile tools
Options
Flute processing
Milling cutter
1 (1) Main Flute
(1) Flute Rake Correction
(1) Flute Back Correction
Extra
FLUTEdef
Cutting break
*.SCH Manager
Detail
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

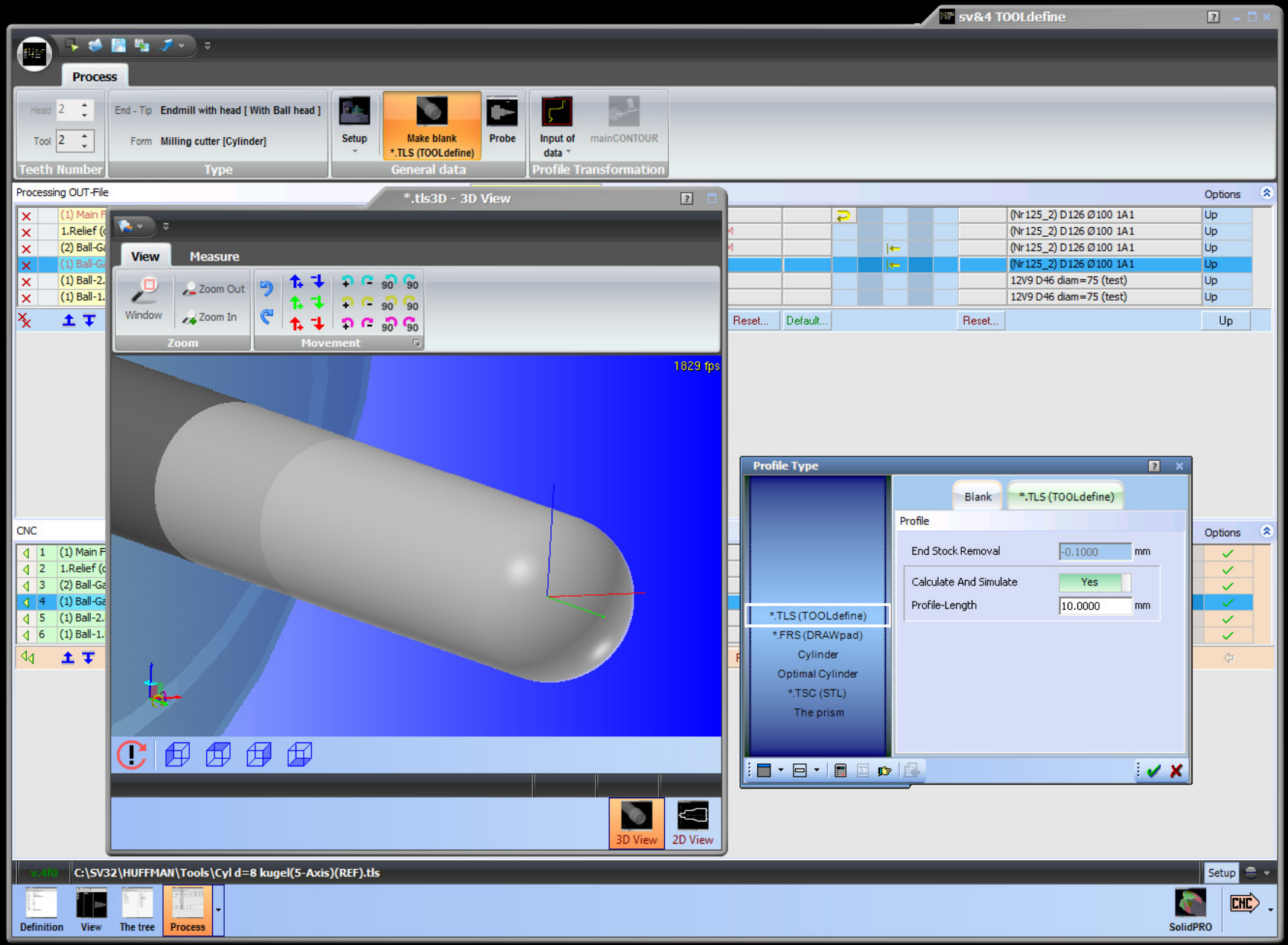

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
*.SCH Manager
Options
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb (Carbure)
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
6 (1) Ball-1.Relief
5 (1) Ball-2.Relief
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
4 (1) Ball-Gashing
3 (2) Ball-Gashing(extra)
2 1.Relief (circumference)
1 (1) Main Flute
Detail
v.410
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

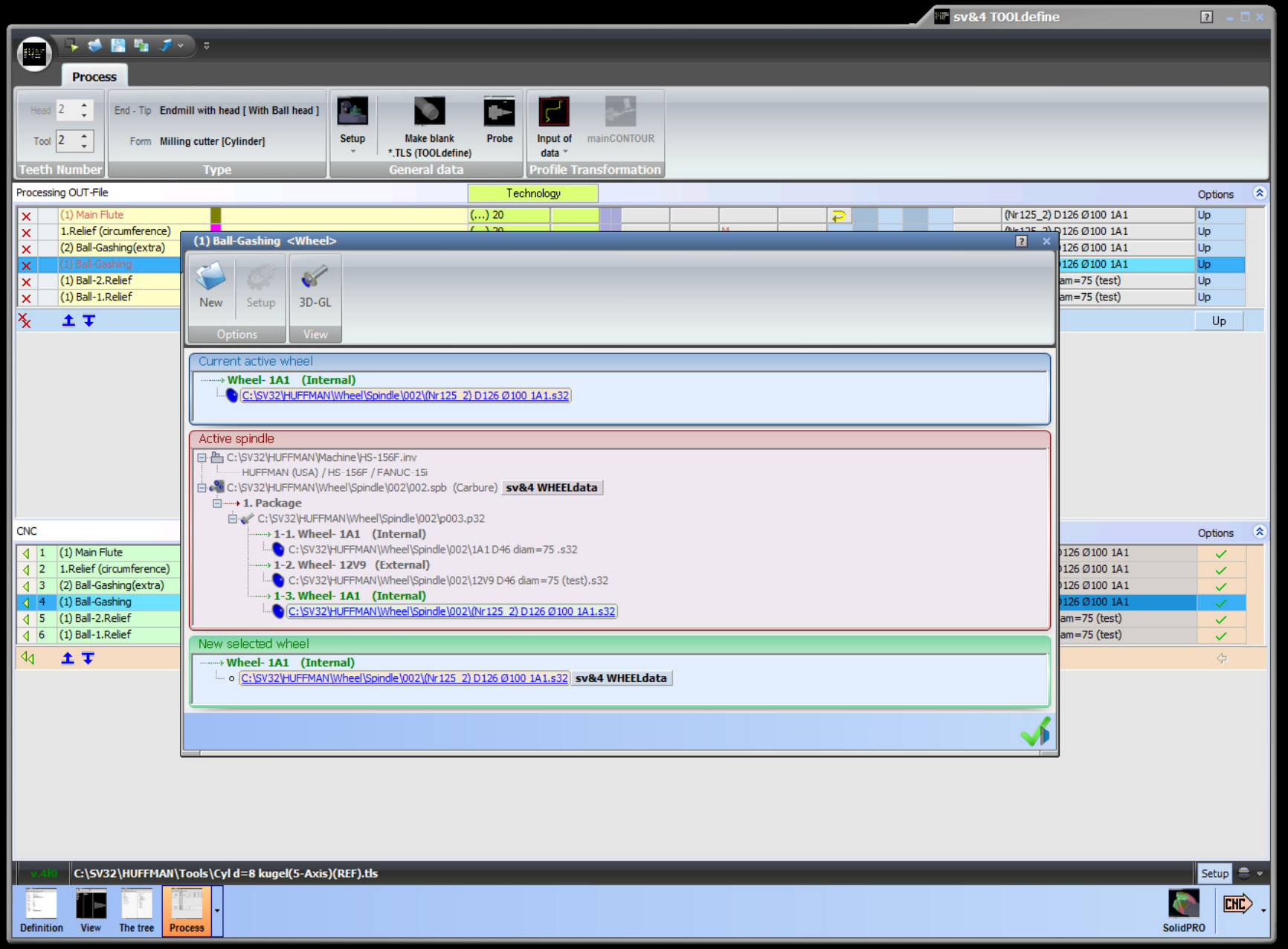

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
*.SCH Manager
Detail
Comment :...
Back
Processing direction
Lapping
Waiting time
Oscillate
Geometry :(open)
Cinematics :(open)
Infeed :(...) 200
Sec. Engagement :(open)
Engagement / Disengagement
X :
Y :
Z : (3.0000) From Top / (3.0000) To Top
Correction :(open)
Parameter :(open)
Spindle :C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1 C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
Wheel position :Up
Simulation color :(open)
Simulate -2D-3D
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

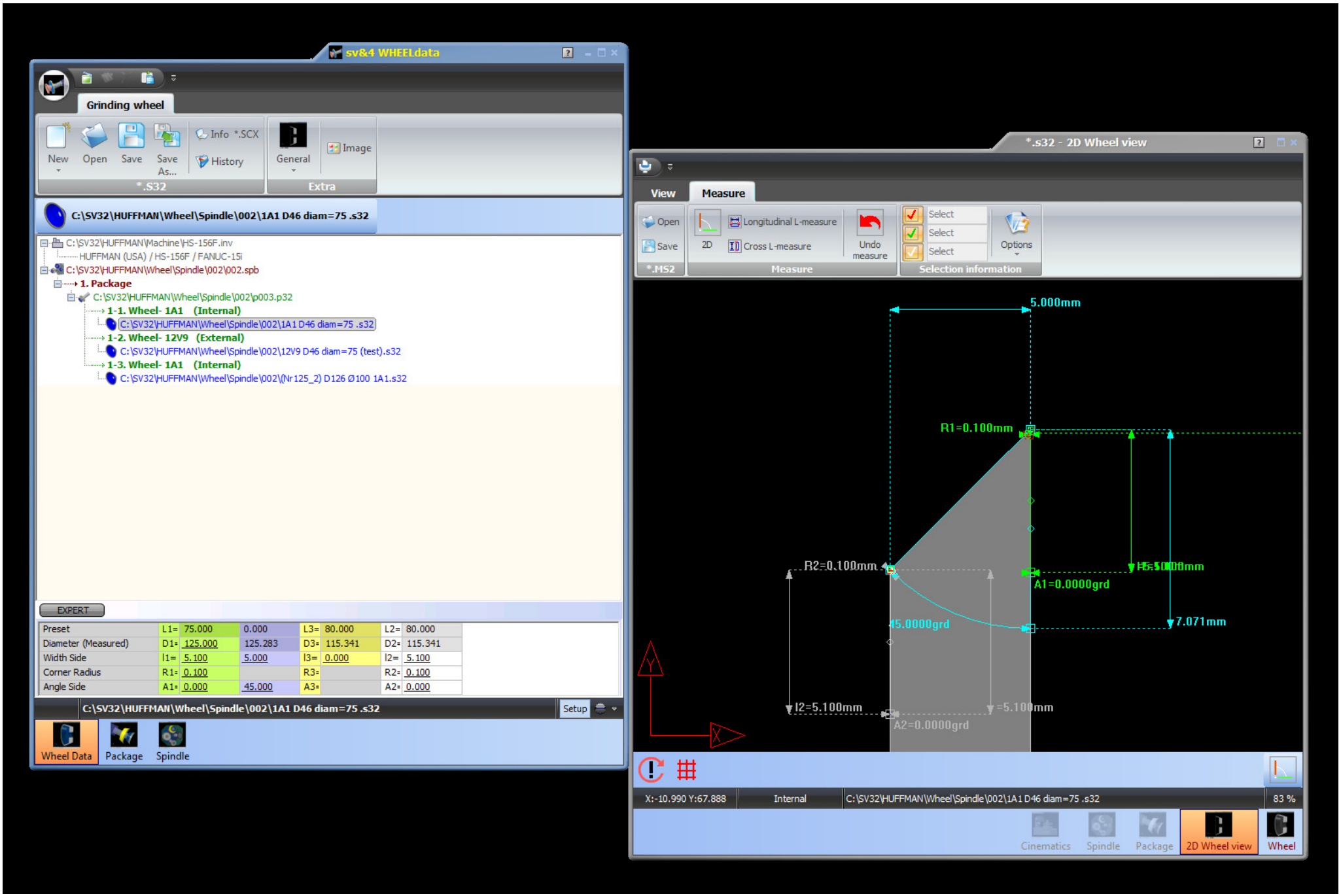

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
*.SCH Manager
Detail
Comment :
CNC-Processing Send
Engagement :(open)
Wheel position: Up
X : 150 mm
Y : 50 mm
Z : 100 mm
C : 0 grd
Parking
X :____1_____
Y :____1_____
Z :_____2_____
C :____1_____
End of cycle
X :_____2_____
Y :_____2_____
Z :____1_____
C :_____2_____
End of cycle
X :_____2_____
Y :_____2_____
Z :____1_____
C :_____2_____
Subprogram :
Infeed :(+)|-1.0|200
Feed :(open)
Correction :(open)
Spindle :C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1 C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
Wheel
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

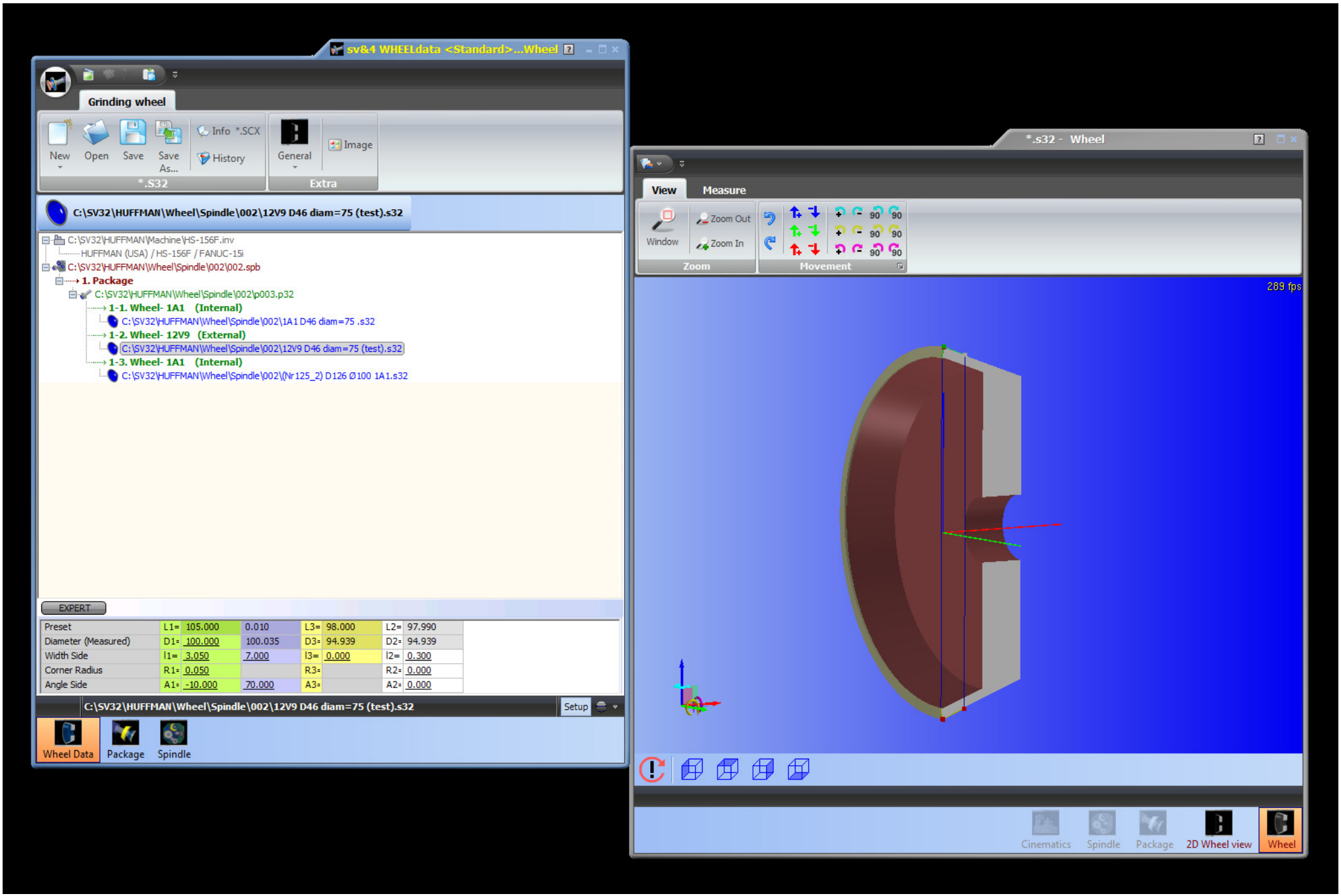

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Technology
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
(Nr125_2) D126 Ø100 1A1
12V9 D46 diam=75 (test)
Up
Default...
Reset...
CNC
p003
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Definition
View
The tree
Process
SolidPRO

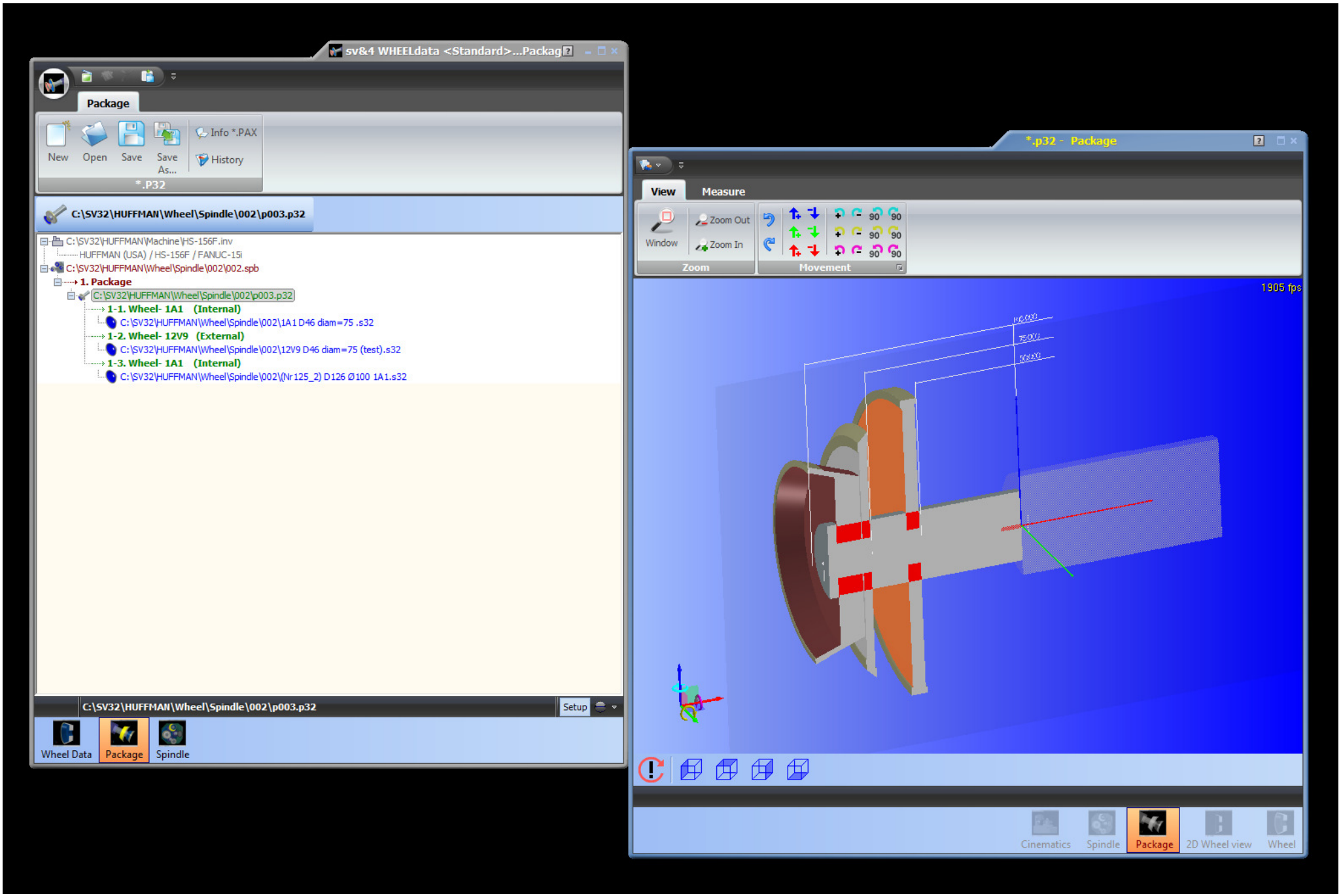

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Setup
Make blank *.TLS (TOOLdefine)
Probe
Input of data
mainCONTOUR
Setup...Cyl d=8 kugel(5-Axis)(REF).tls (v.4f0)
*.INV
*.SPB
*.ZNG
Clone *.SPB
Selection
Export -> mTemp.ini
Export
mTemp.ini -> Import
Clear
HS-156F.inv
3D-GL
View
Last used configuration
Application ..... sv&4 TOOLdefine
Cinematics ..... C:\SV32\HUFFMAN\Machine\HS-156F.inv
Spindle ..... C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
Tool Material ..... Carbure
Collet ..... C:\SV32\DeltaTAU\Collet\Schunk D20 d8.zng
TLS-File configuration
*.TLS ..... C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Cinematics ..... C:\SV32\HUFFMAN\Machine\HS-156F.inv
Spindle ..... C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
Tool Material ..... Carbure
Collet ..... C:\SV32\DeltaTAU\Collet\Schunk D20 d8.zng
Selected configuration (TLS-File configuration)
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb (Carbure) sv&4 WHEELdata
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
C:\SV32\DeltaTAU\Collet\Schunk D20 d8.zng
8.0000 / C:\SV32\DeltaTAU\Drawing\Schunk D20.zgp
HS-156F.inv + (*.inv)
Processing OUT-File
(1) Main Flute
1.Relief (circumfer
(2) Ball-Gashing(ex
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
Up
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

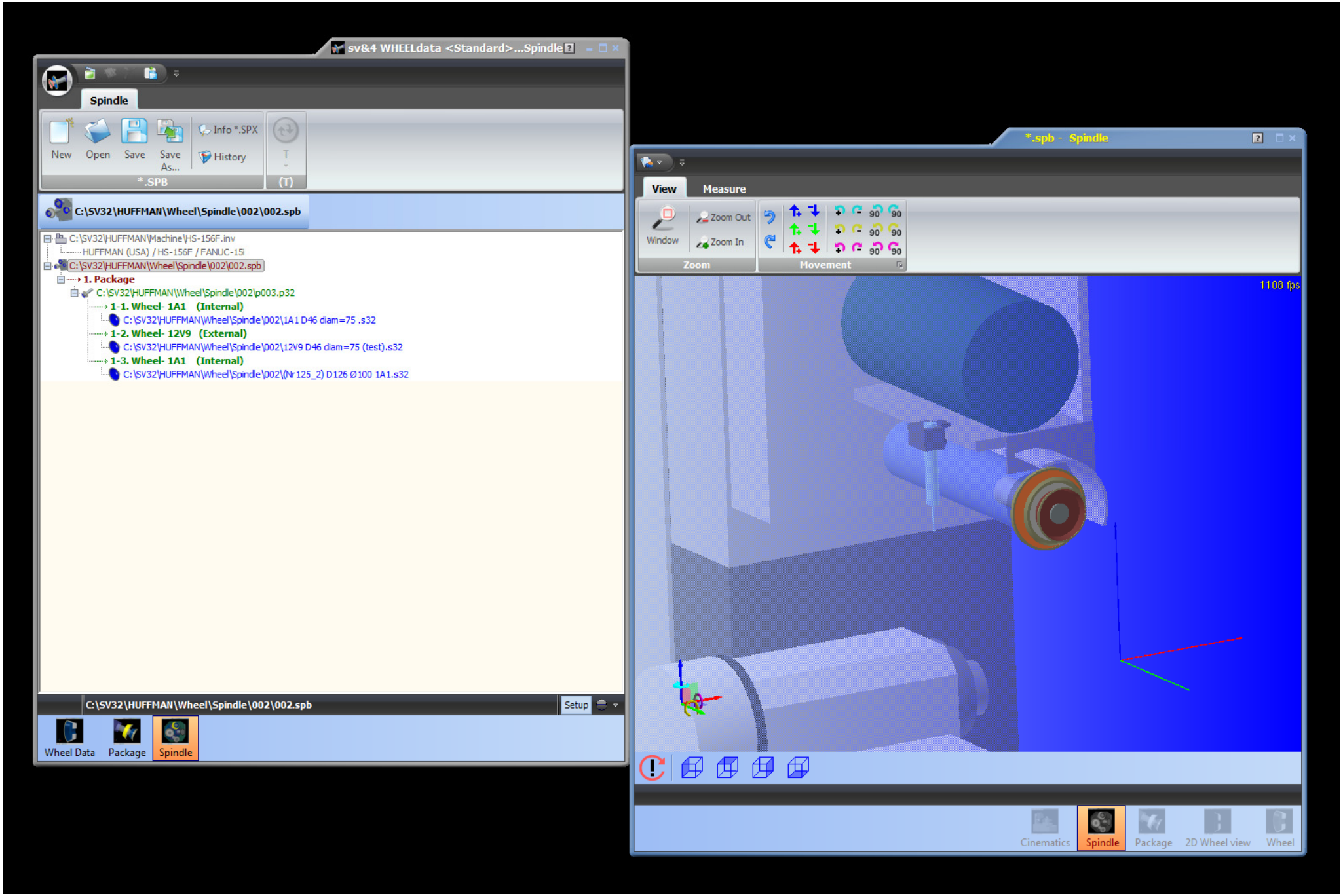

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank
*.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
*.tls3D - 3D View
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
1629 fps
3D View
2D View
(Nr125_2) D126 Ø100 1A1
12V9 D46 diam=75 (test)
Up
Reset...
Default...
CNC
Profile Type
Blank
*.TLS (TOOLdefine)
Profile
End Stock Removal
-0.1000
mm
Calculate And Simulate
Yes
Profile-Length
10.0000
*.TLS (TOOLdefine)
*.FRS (DRAWpad)
Cylinder
Optimal Cylinder
*.TSC (STL)
The prism
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO

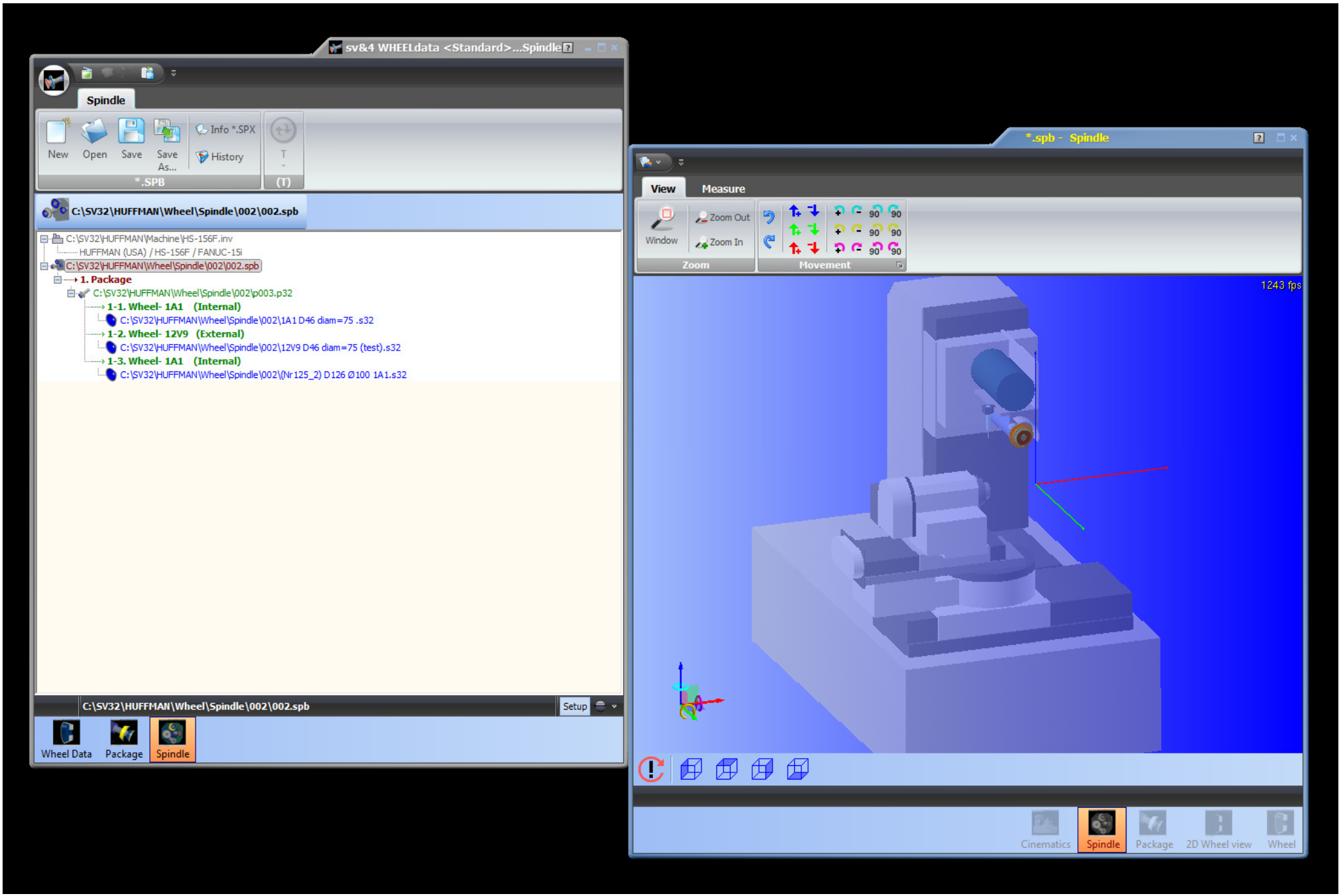

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Technology
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
(1) Ball-Gashing <Wheel>
New
Setup
3D-GL
Options
View
Current active wheel
Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
Active spindle
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb (Carbure)
sv&4 WHEELdata
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
New selected wheel
Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
sv&4 WHEELdata
CNC
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

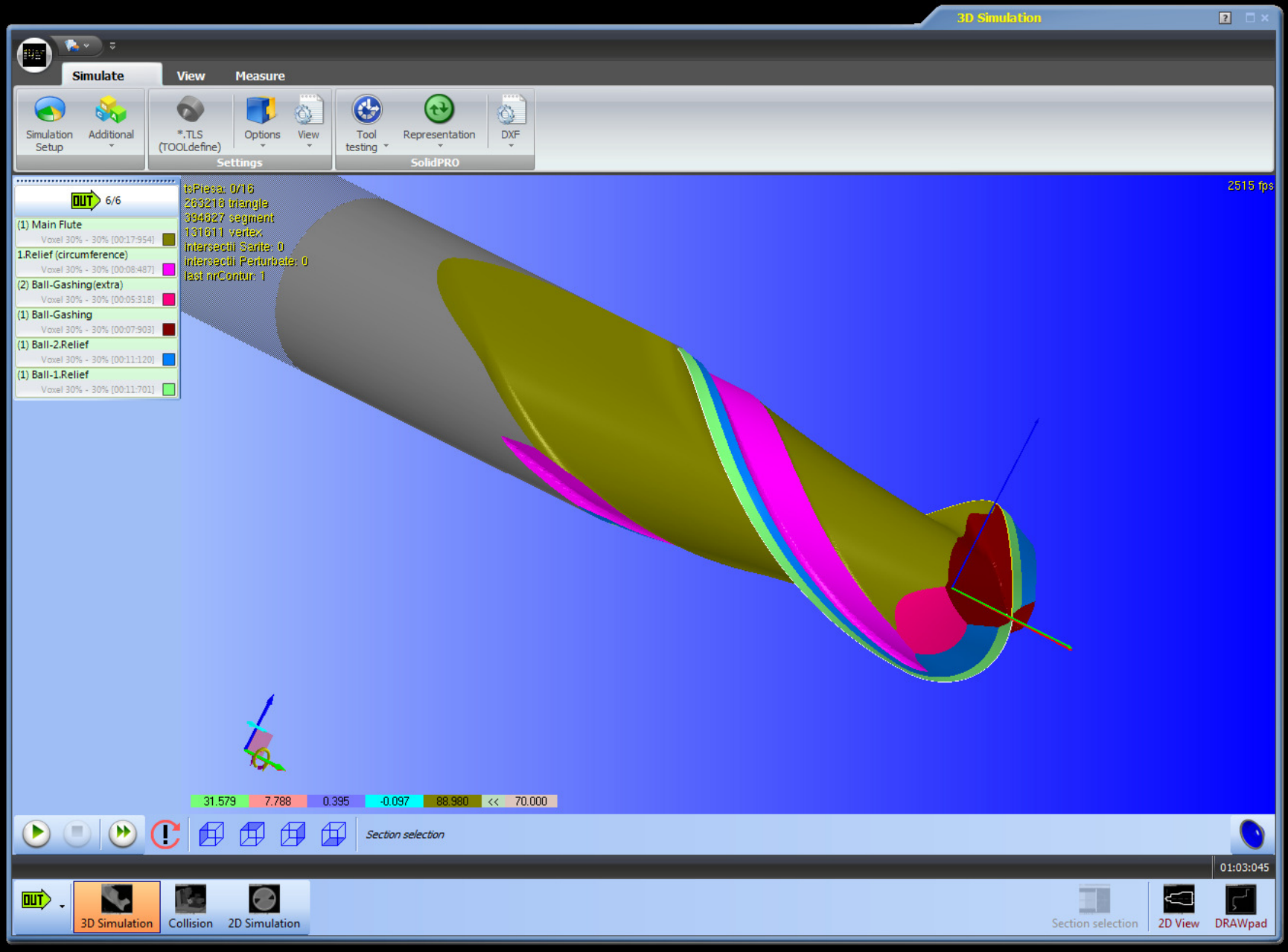

sv&4 WHEELdata
Grinding wheel
New
Open
Save
Save As...
Info *.SCX
History
General
Image
*.S32
Extra
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr 125_2) D126 Ø100 1A1.s32
EXPERT
Preset L1= 75.000 0.000 L3= 80.000 L2= 80.000
Diameter (Measured) D1= 125.000 125.283 D3= 115.341 D2= 115.341
Width Side l1= 5.100 5.000 l3= 0.000 l2= 5.100
Corner Radius R1= 0.100 R3= R2= 0.100
Angle Side A1= 0.000 45.000 A3= A2= 0.000
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
Setup
Wheel Data
Package
Spindle
*.s32 - 2D Wheel view
View
Measure
Open
Save
*.MS2
2D
Longitudinal L-measure
Cross L-measure
Undo measure
Measure
Select
Select
Select
Options
Selection information
5.000mm
R1=0.100mm
R2=0.100mm
A1=0.0000grd
45.0000grd
7.071mm
l2=5.100mm
A2=0.0000grd
X:-10.990 Y:67.888
Internal
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
83 %
Cinematics
Spindle
Package
2D Wheel view
Wheel

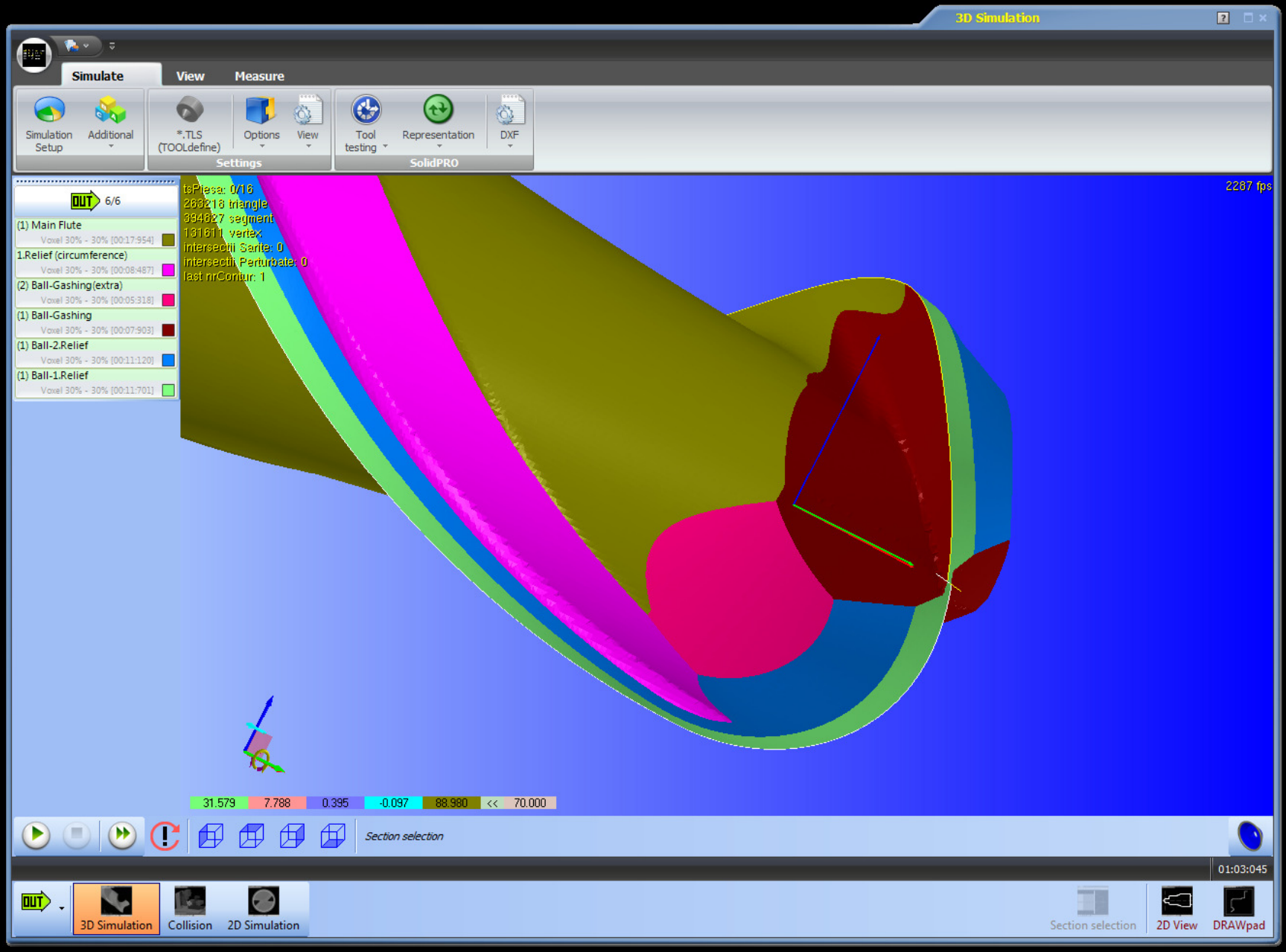

sv8.4 WHEELdata <Standard>...Wheel
Grinding wheel
New
Open
Save
Save As...
Info *.SCX
History
*.S32
General
Image
Extra
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
EXPERT
Preset L1= 105.000 0.010 L3= 98.000 L2= 97.990
Diameter (Measured) D1= 100.000 100.035 D3= 94.939 D2= 94.939
Width Side l1= 3.050 7.000 l3= 0.000 l2= 0.300
Corner Radius R1= 0.050 R3= R2= 0.000
Angle Side A1= -10.000 70.000 A3= A2= 0.000
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
Setup
Wheel Data
Package
Spindle
*.s32 - Wheel
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
289 fps
Cinematics
Spindle
Package
2D Wheel view
Wheel

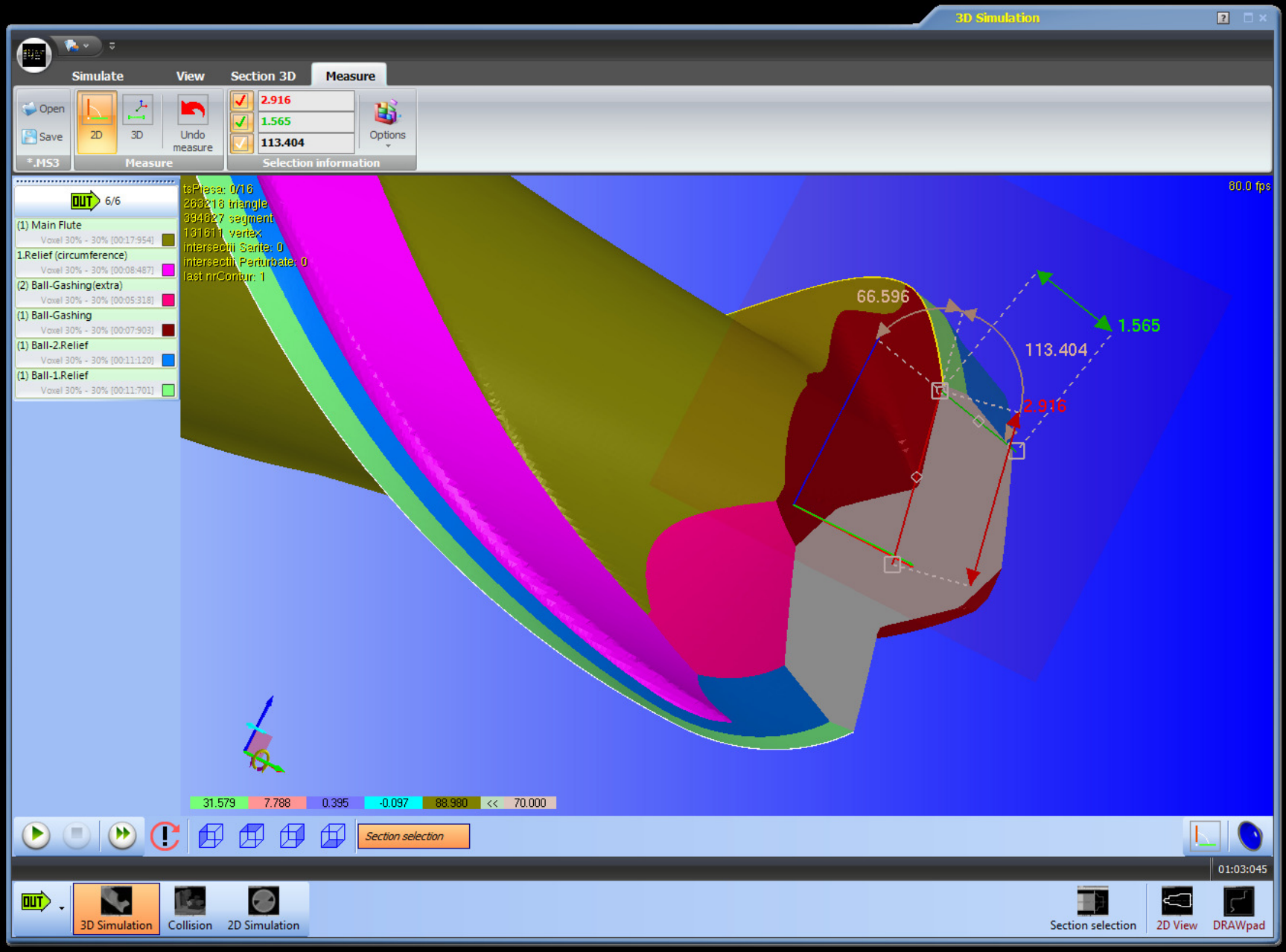

sv&4 WHEELdata <Standard>...Packag
Package
New
Open
Save
Save As...
Info *.PAX
History
*.P32
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr 125_2) D 126 Ø 100 1A1.s32
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
Setup
Wheel Data
Package
Spindle
*.p32 - Package
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
90
1905 fps
Cinematics
Spindle
Package
2D Wheel view
Wheel

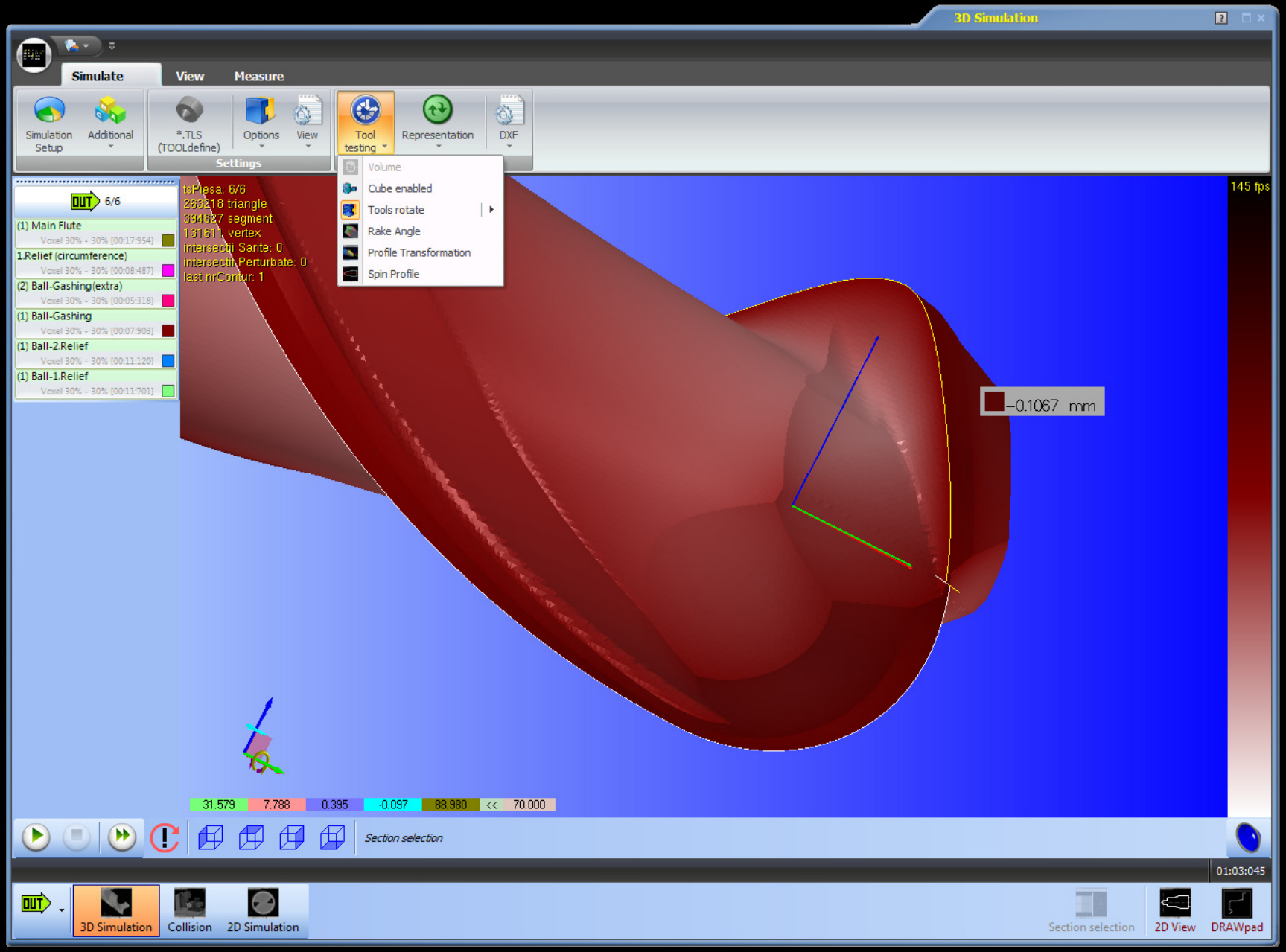

sv&4 WHEELdata <Standard>...Spindle
Spindle
New
Open
Save
Save As...
Info *.SPX
History
*.SPB
(T)
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr125_2) D126 Ø100 1A1.s32
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
Setup
Wheel Data
Package
Spindle
*.spb - Spindle
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
1108 fps
Cinematics
Spindle
Package
2D Wheel view
Wheel

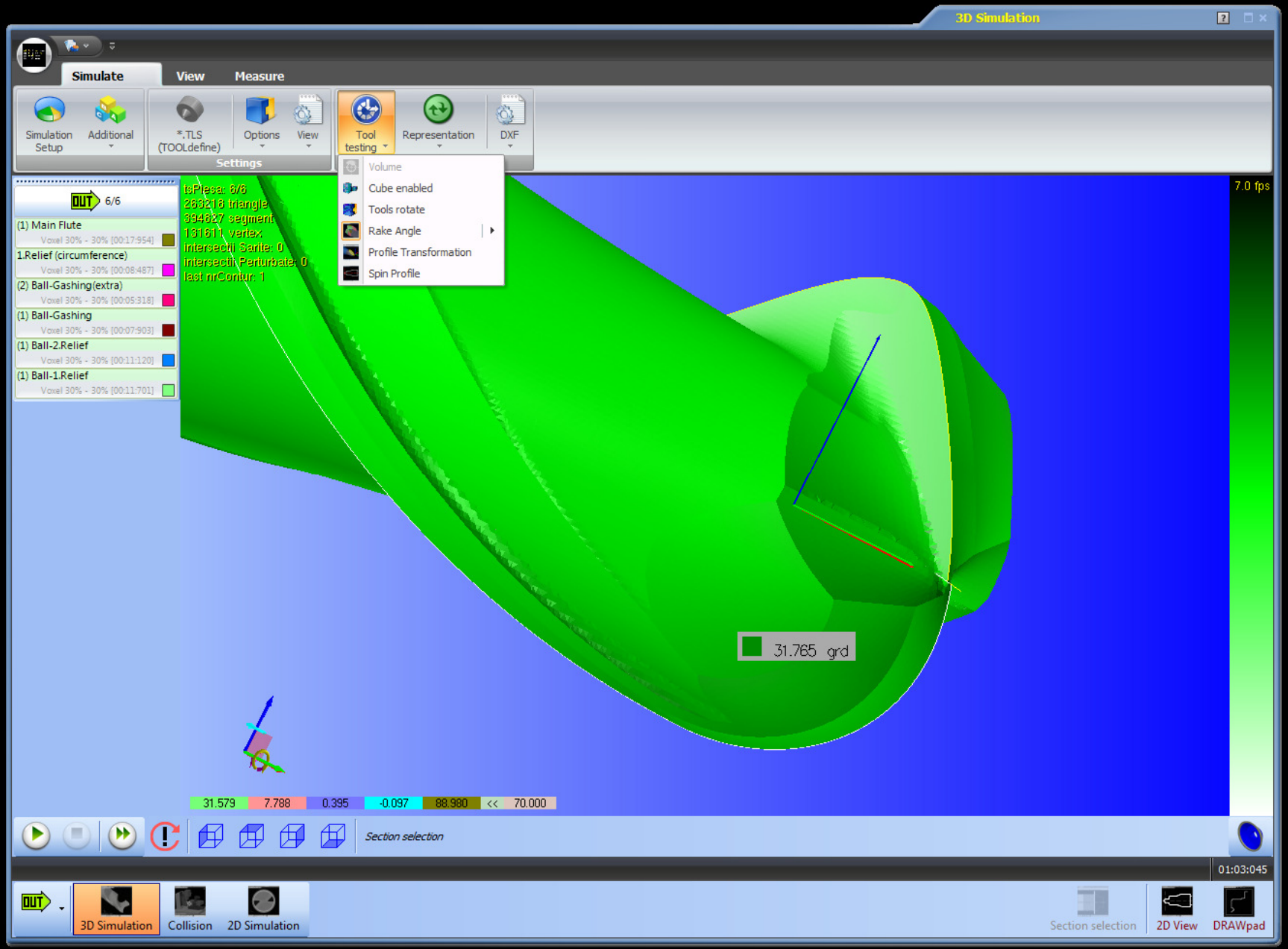

sv&4 WHEELdata <Standard>...Spindle
Spindle
New
Open
Save
Save As...
Info *.SPX
History
*.SPB
(T)
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
1-1. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
1-2. Wheel- 12V9 (External)
C:\SV32\HUFFMAN\Wheel\Spindle\002\12V9 D46 diam=75 (test).s32
1-3. Wheel- 1A1 (Internal)
C:\SV32\HUFFMAN\Wheel\Spindle\002\(Nr 125_2) D126 Ø100 1A1.s32
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
Setup
Wheel Data
Package
Spindle
*.spb - Spindle
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
1243 fps
Cinematics
Spindle
Package
2D Wheel view
Wheel

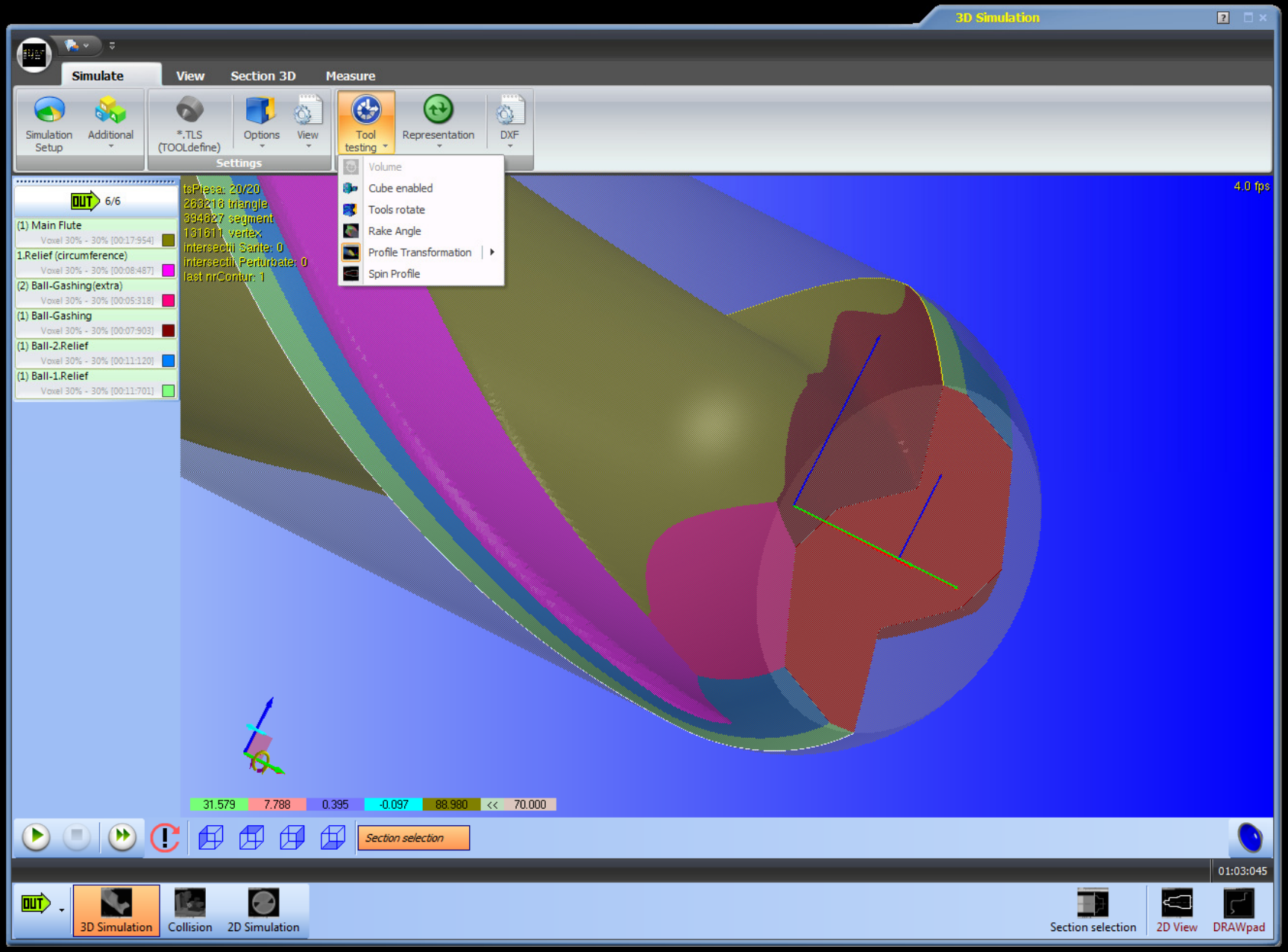

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tePiesa: 0/16
283218 triangle
394827 segment
131611 vertex
Intersectii Sarte: 0
Intersectii Perturbate: 0
last nrContur: 1
2515 fps
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

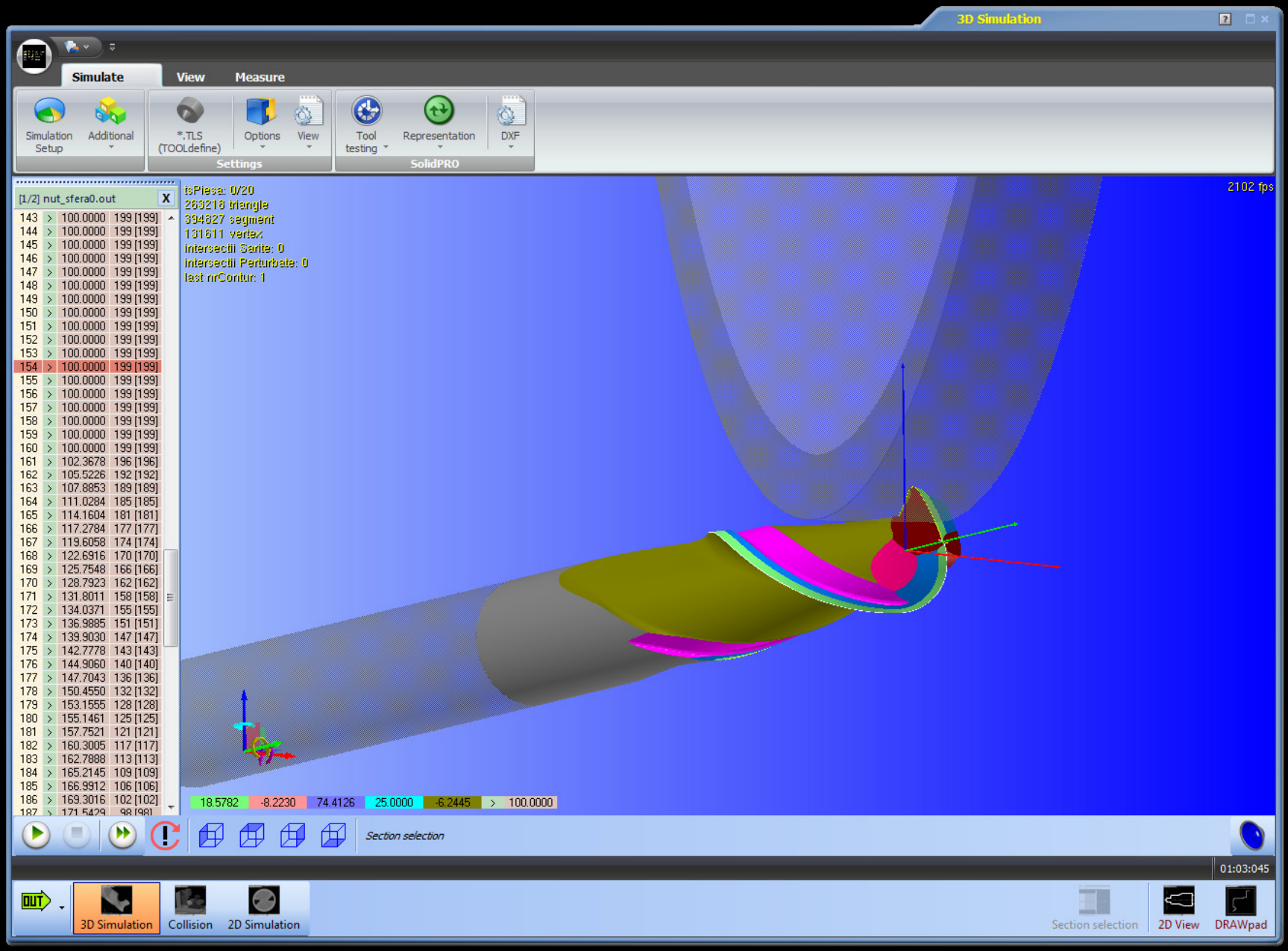

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tsPiesa: 0/16
263218 triangle
394827 segment
131611 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
2287 fps
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

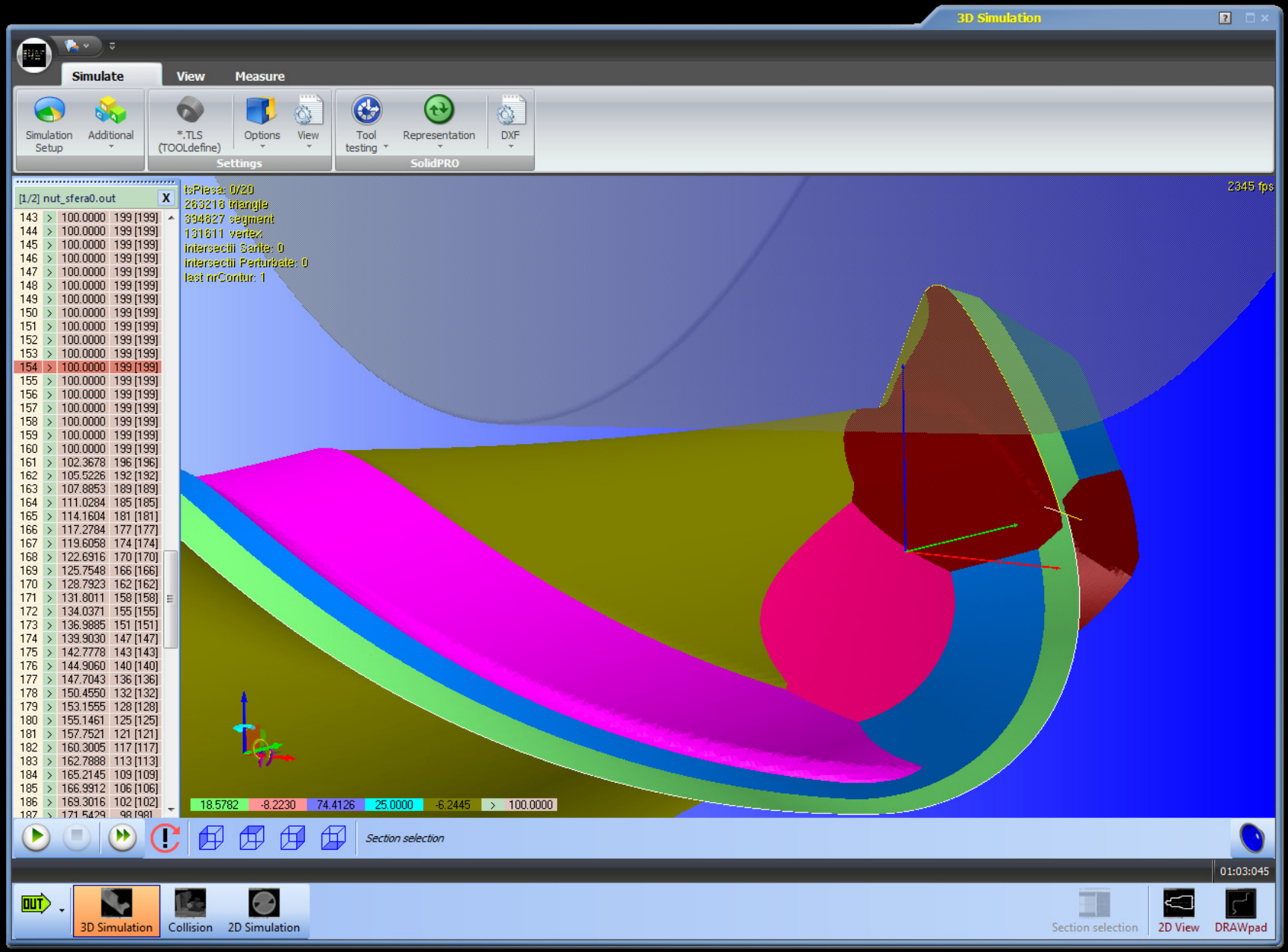

3D Simulation
Simulate
View
Section 3D
Measure
Open
Save
*.MS3
2D
3D
Undo measure
Measure
2.916
1.565
113.404
Options
Selection information
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tsPiesa: 0/16
263216 triangle
394827 segment
131611 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
80.0 fps
66.596
1.565
113.404
2.916
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

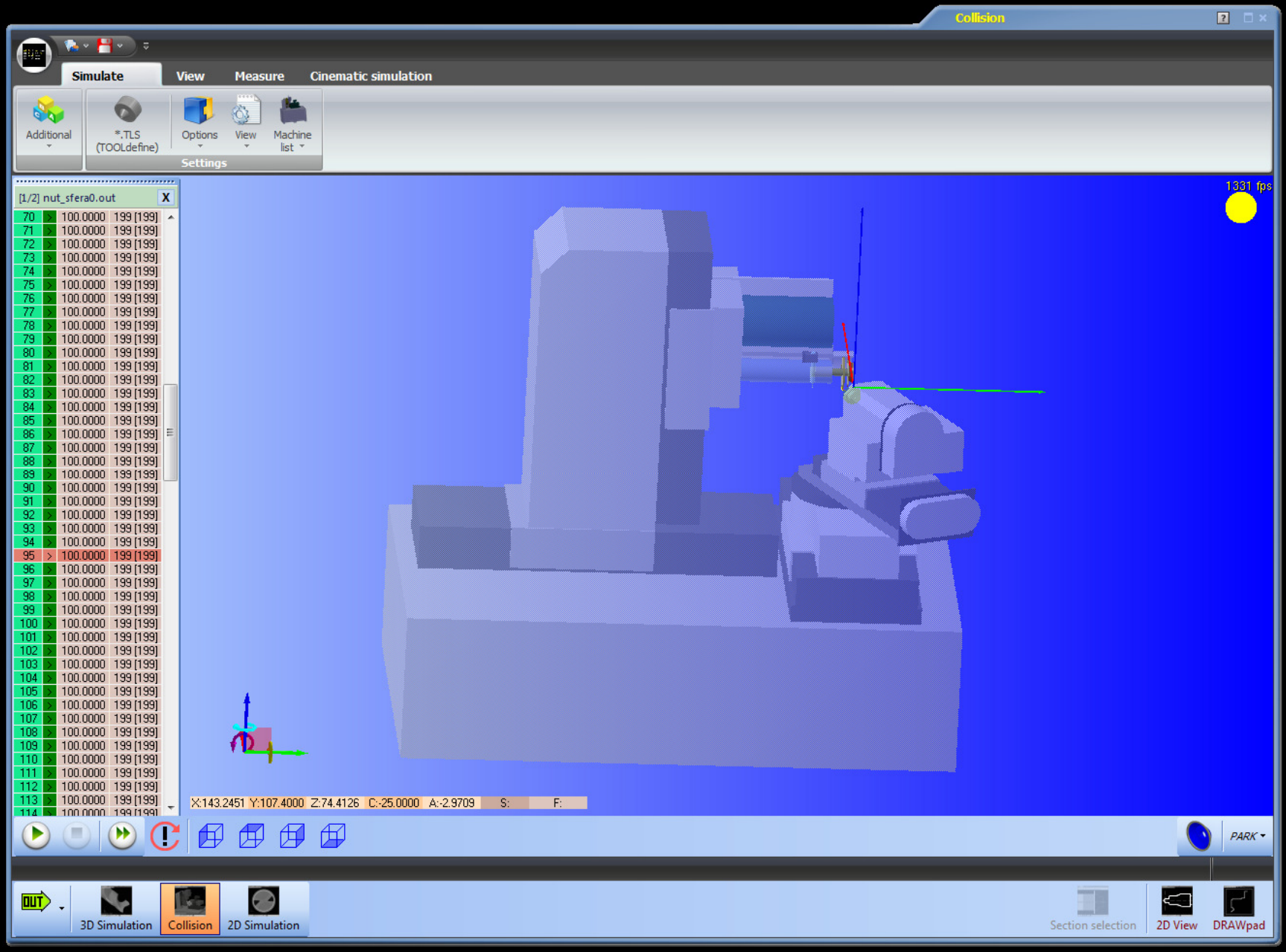

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
OUT 6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tsPiesa: 6/6
263218 triangle
394827 segment
131611 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
145 fps
-0.1067 mm
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

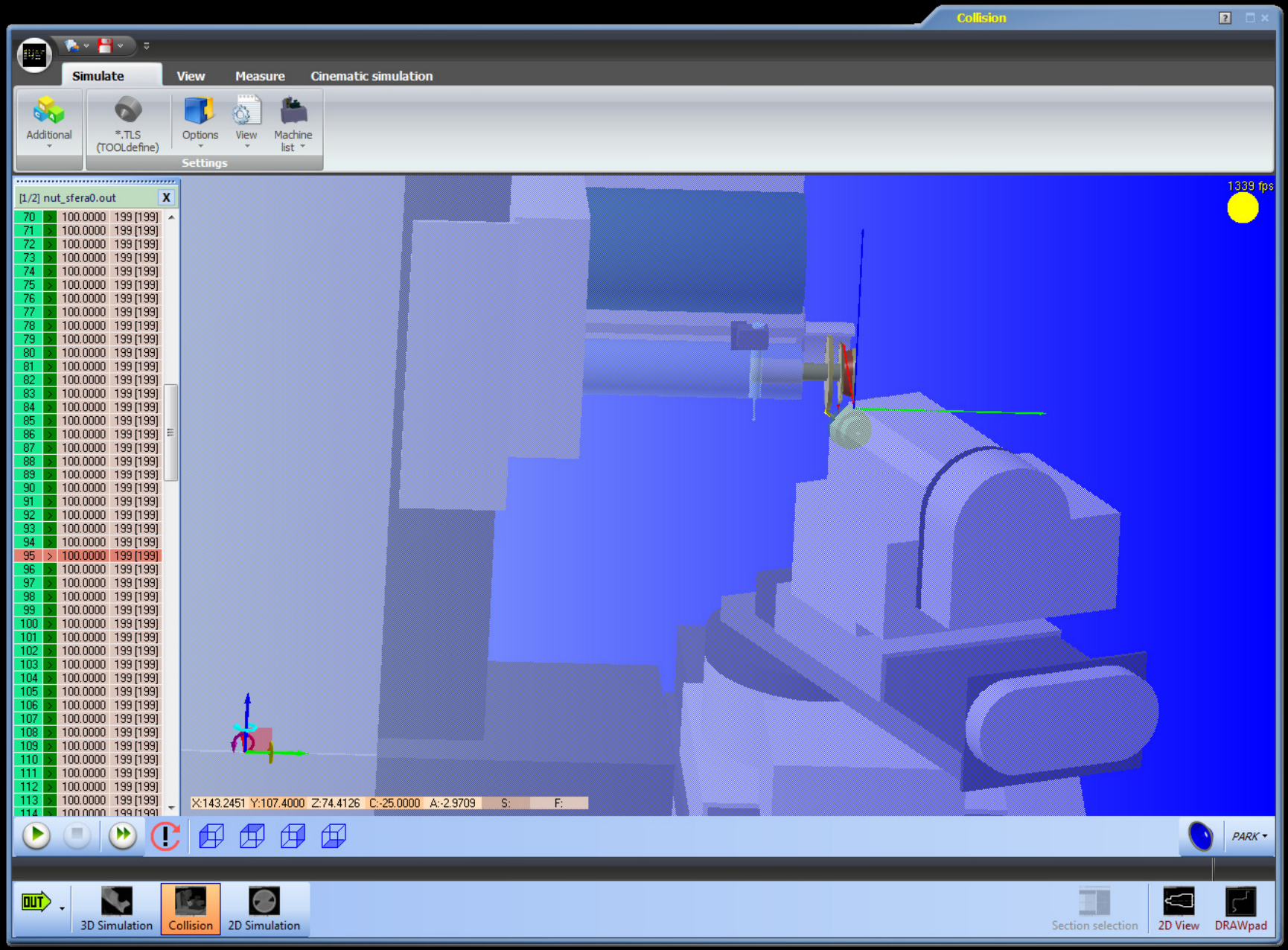

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
OUT 6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tsPiesa: 6/6
263218 triangle
394827 segment
131611 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
7.0 fps
31.765 grd
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

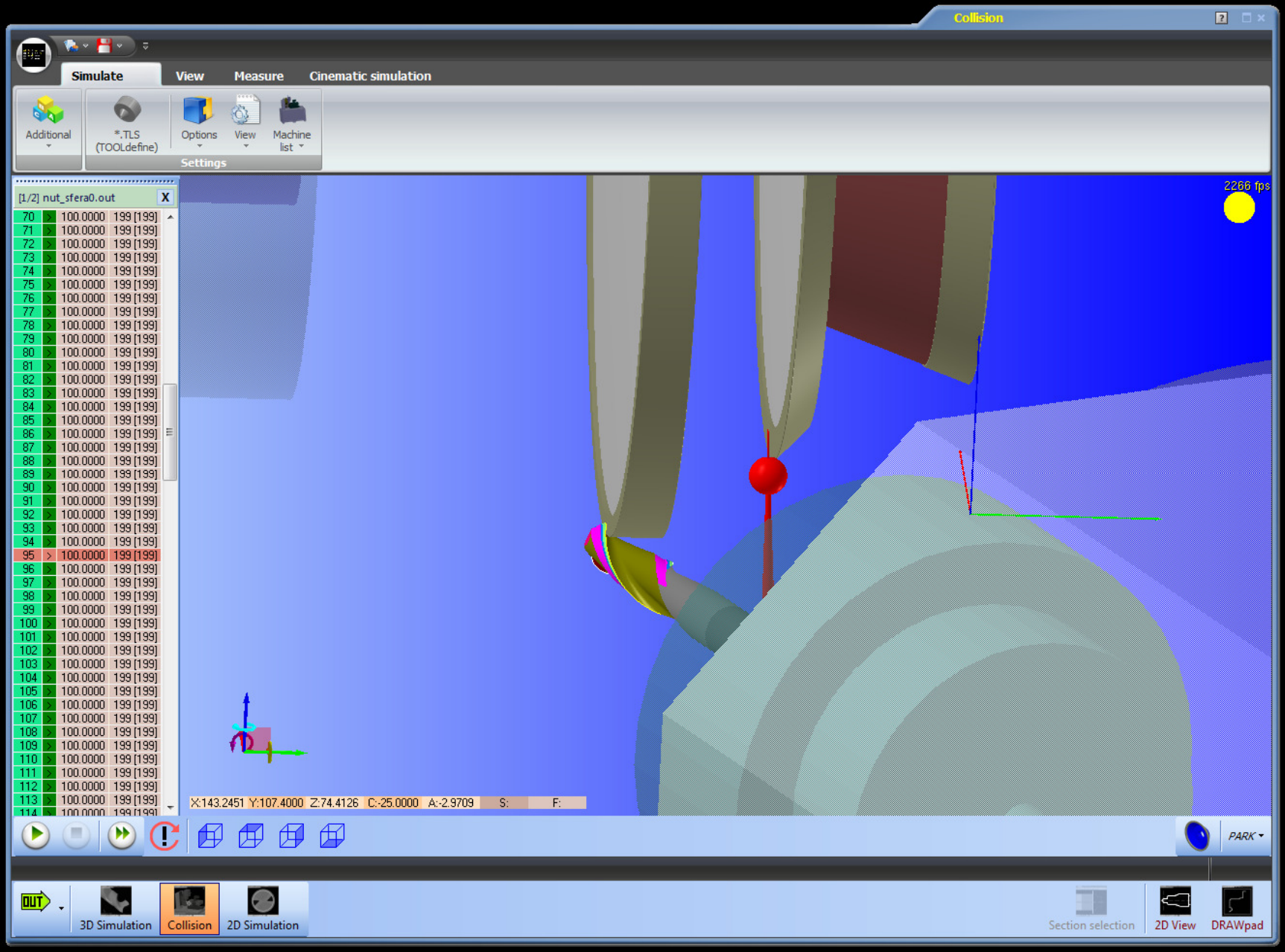

3D Simulation
Simulate
View
Section 3D
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
OUT 6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
Voxel 30% - 30% [00:07:903]
(1) Ball-2.Relief
Voxel 30% - 30% [00:11:120]
(1) Ball-1.Relief
Voxel 30% - 30% [00:11:701]
tsPiesa: 20/20
263218 triangle
394827 segment
131611 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
4.0 fps
31.579
7.788
0.395
-0.097
88.980
<<
70.000
Section selection
01:03:045
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

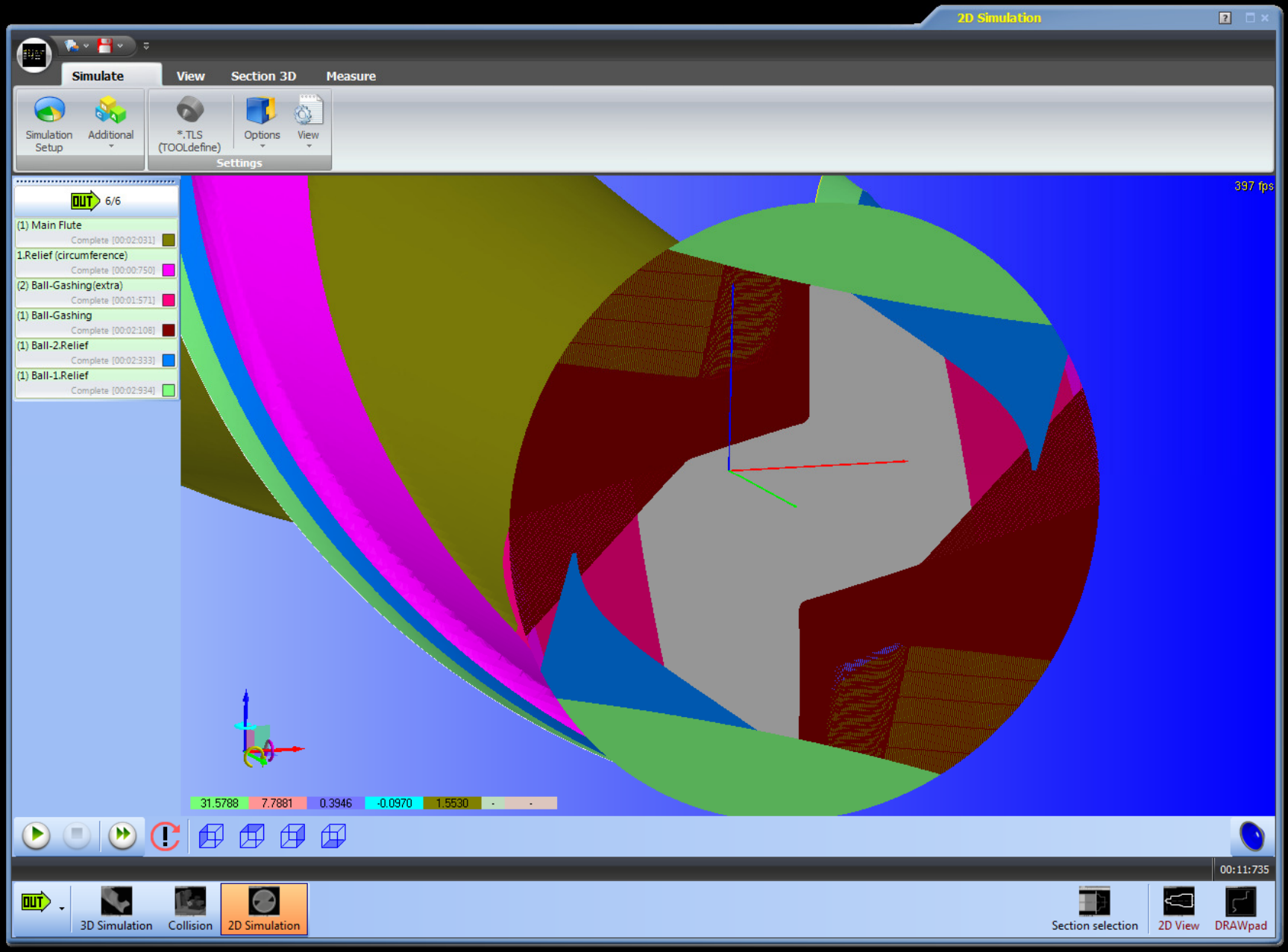

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
[1/2] nut_sfera0.out
tsPiesa: 0/20
263218 triangle
394827 segment
131611 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
2102 fps
18.5782
-8.2230
74.4126
25.0000
-6.2445
100.0000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

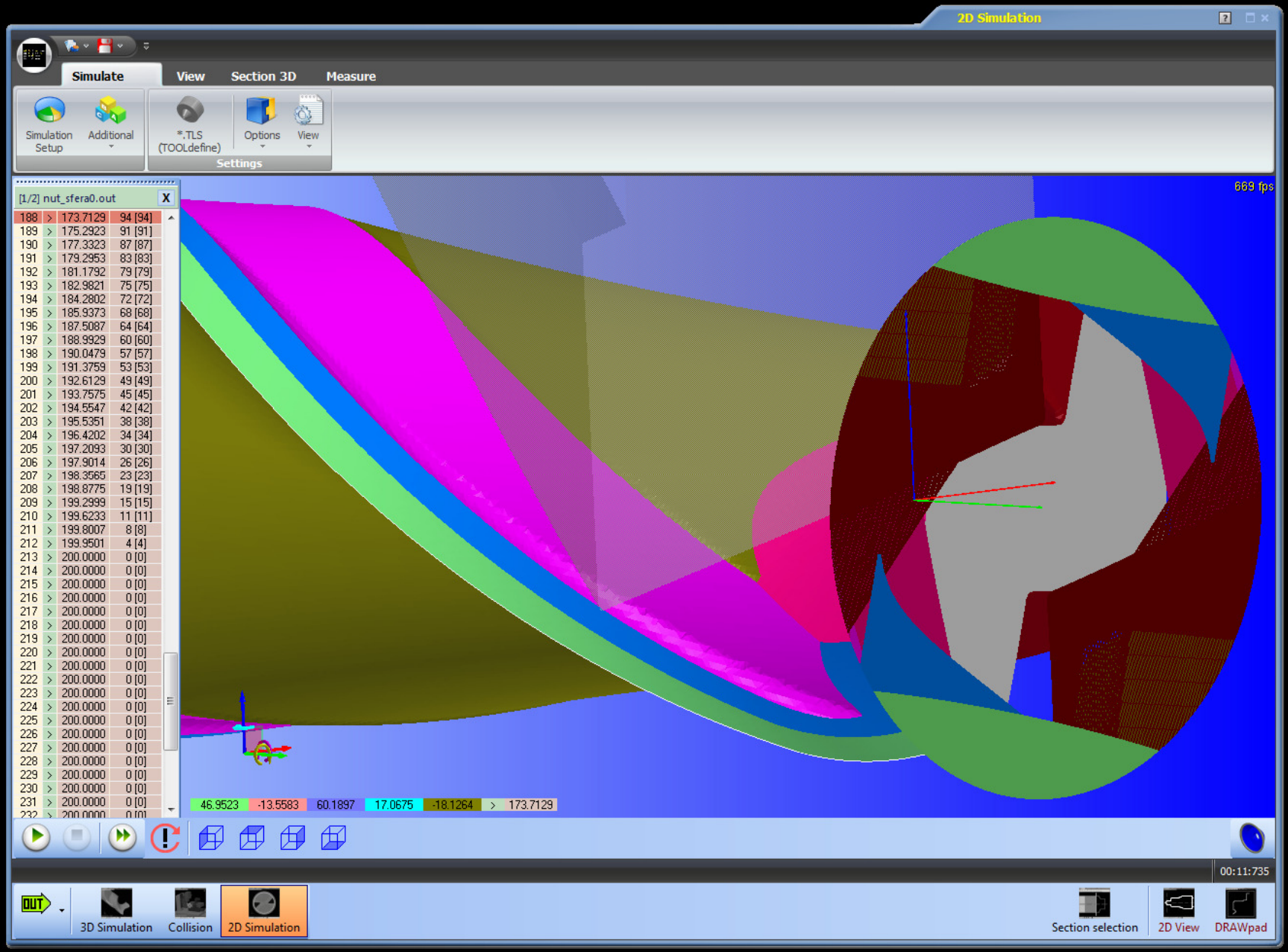

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Tool testing
Representation
DXF
Settings
SolidPRO
[1/2] nut_sfera0.out
tsPiesa: 0/20
263218 triangle
394827 segment
131611 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
2345 fps
18.5782
-8.2230
74.4126
25.0000
-6.2445
100.0000
Section selection
01:03:045
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

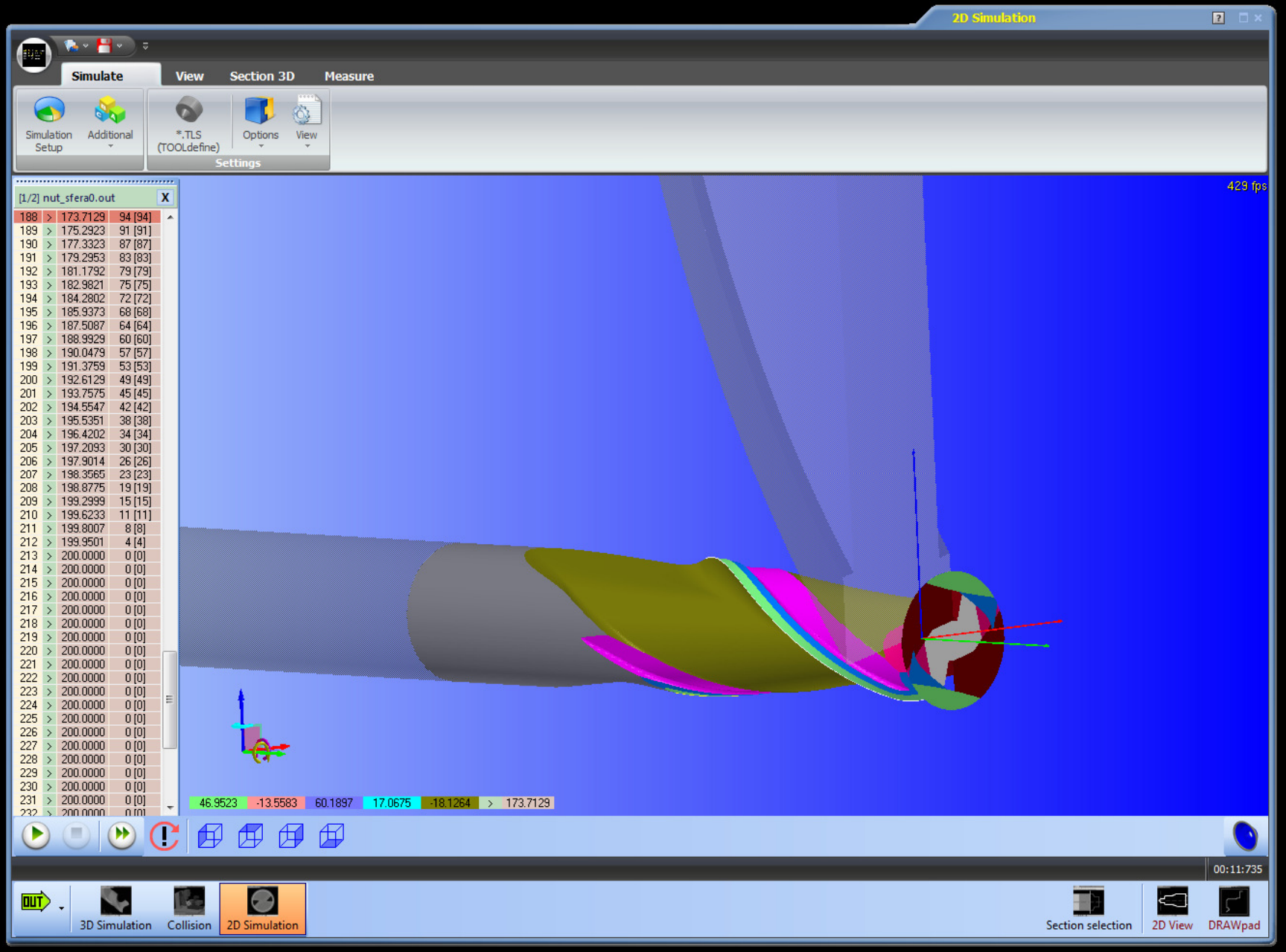

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.TLS (TOOLdefine)
Options
View
Machine list
Settings
[1/2] nut_sfera0.out
1331 fps
X:143.2451 Y:107.4000 Z:74.4126 C:-25.0000 A:-2.9709 S: F:
PARK
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

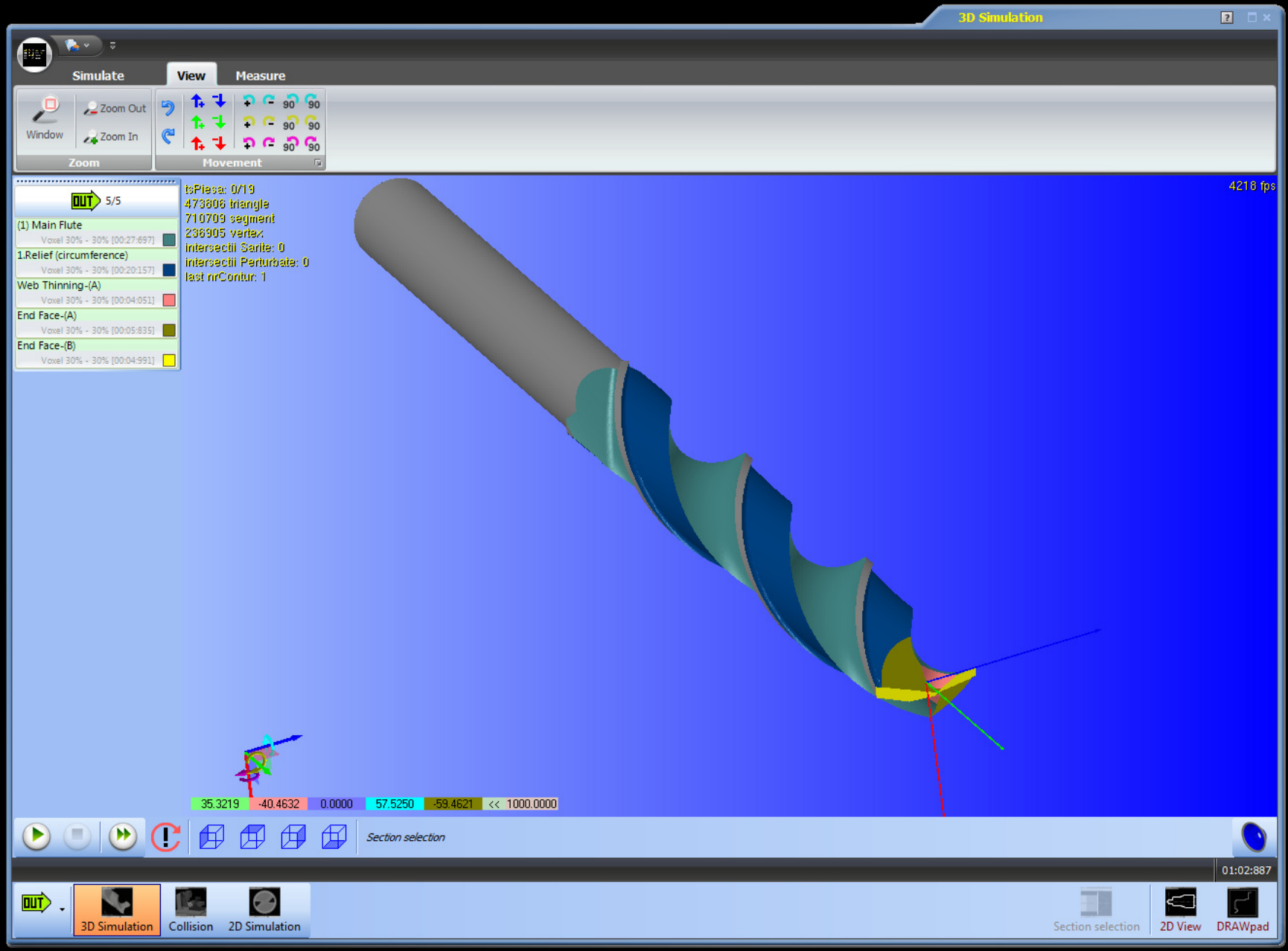

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.TLS (TOOLdefine)
Options
View
Machine list
Settings
[1/2] nut_sfera0.out
1339 fps
X:143.2451 Y:107.4000 Z:74.4126 C:-25.0000 A:-2.9709 S: F:
PARK
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

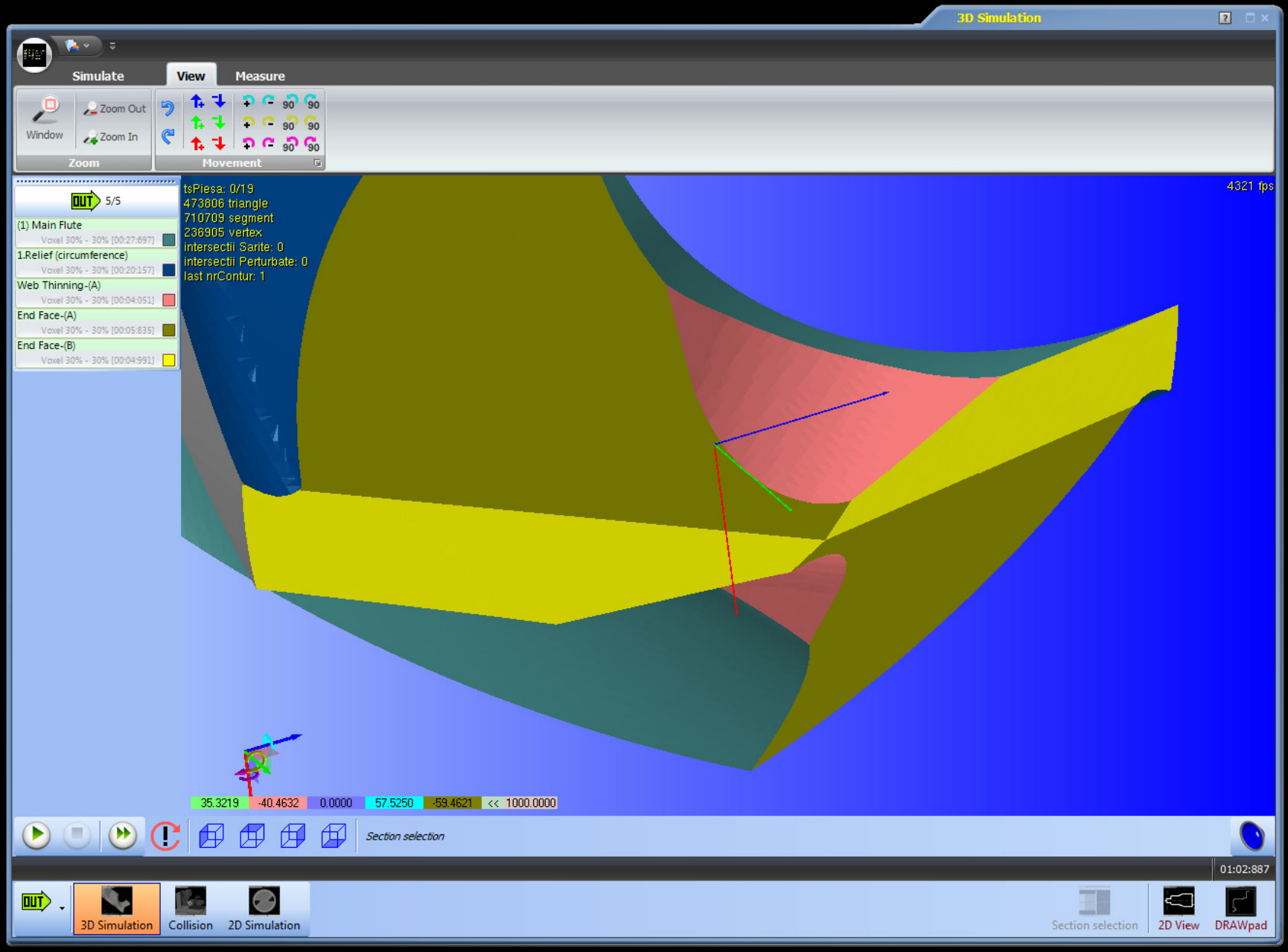

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.TLS (TOOLdefine)
Options
View
Machine list
Settings
[1/2] nut_sfera0.out
2266 fps
X:143.2451 Y:107.4000 Z:74.4126 C:-25.0000 A:-2.9709 S: F:
PARK
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

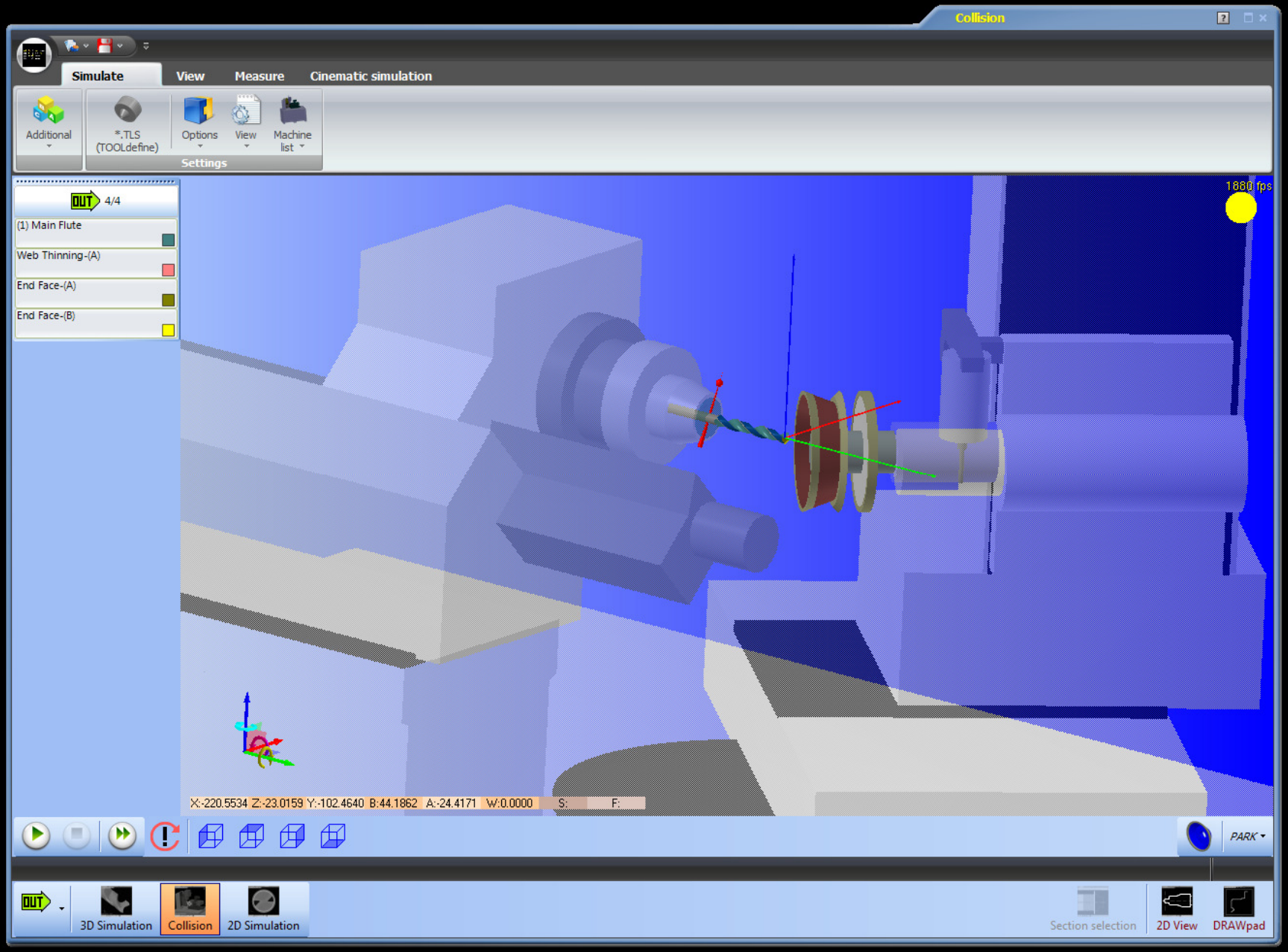

2D Simulation
Simulate
View
Section 3D
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
OUT 6/6
(1) Main Flute
Complete [00:02:031]
1.Relief (circumference)
Complete [00:00:750]
(2) Ball-Gashing(extra)
Complete [00:01:571]
(1) Ball-Gashing
Complete [00:02:108]
(1) Ball-2.Relief
Complete [00:02:333]
(1) Ball-1.Relief
Complete [00:02:934]
397 fps
31.5788
7.7881
0.3946
-0.0970
1.5530
00:11:735
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

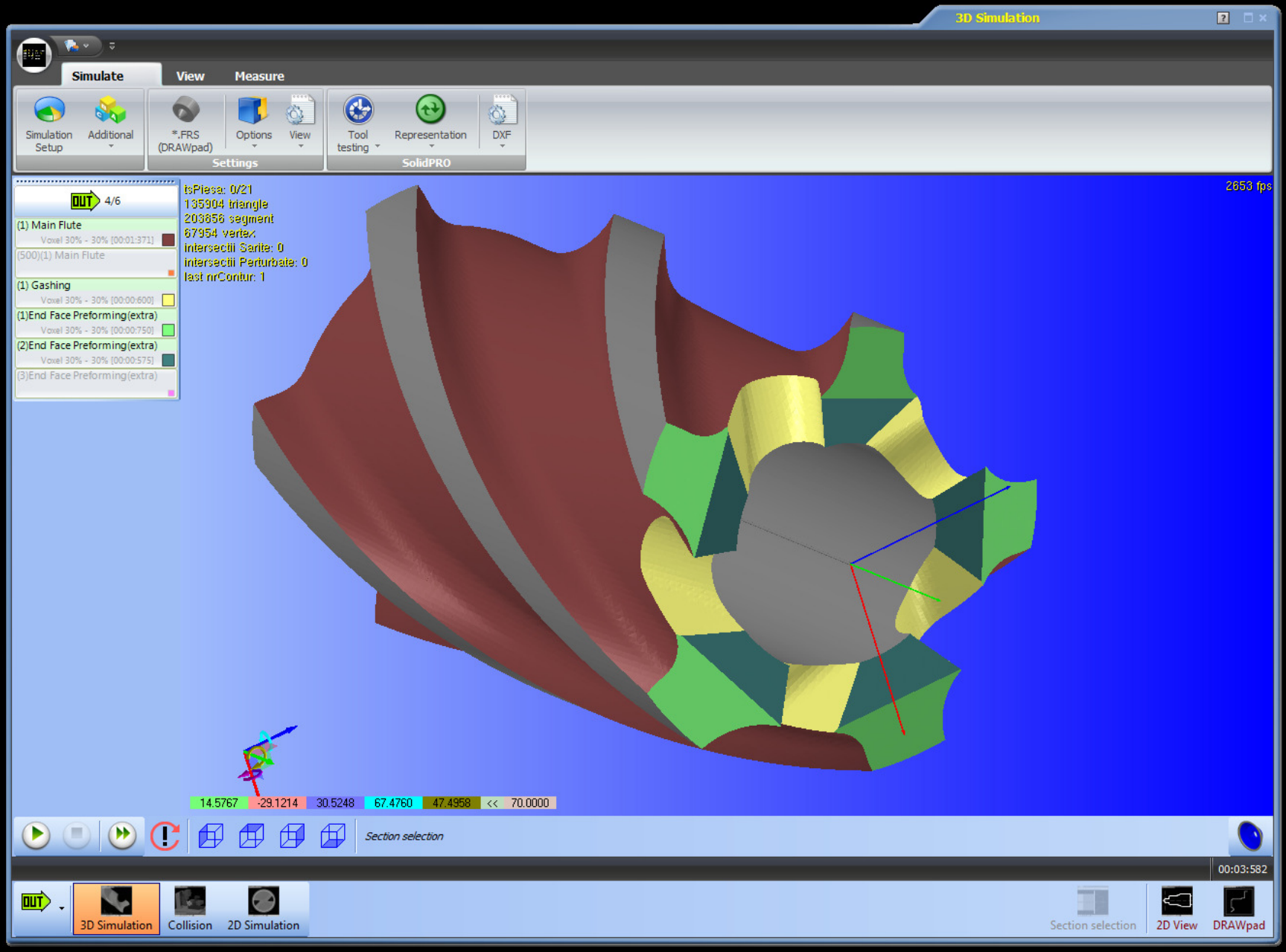

2D Simulation
Simulate
View
Section 3D
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
[1/2] nut_sfera0.out
X
188 > 173.7129 94 [94]
189 > 175.2923 91 [91]
190 > 177.3323 87 [87]
191 > 179.2953 83 [83]
192 > 181.1792 79 [79]
193 > 182.9821 75 [75]
194 > 184.2802 72 [72]
195 > 185.9373 68 [68]
196 > 187.5087 64 [64]
197 > 188.9929 60 [60]
198 > 190.0479 57 [57]
199 > 191.3759 53 [53]
200 > 192.6129 49 [49]
201 > 193.7575 45 [45]
202 > 194.5547 42 [42]
203 > 195.5351 38 [38]
204 > 196.4202 34 [34]
205 > 197.2093 30 [30]
206 > 197.9014 26 [26]
207 > 198.3565 23 [23]
208 > 198.8775 19 [19]
209 > 199.2999 15 [15]
210 > 199.6233 11 [11]
211 > 199.8007 8 [8]
212 > 199.9501 4 [4]
213 > 200.0000 0 [0]
214 > 200.0000 0 [0]
215 > 200.0000 0 [0]
216 > 200.0000 0 [0]
217 > 200.0000 0 [0]
218 > 200.0000 0 [0]
219 > 200.0000 0 [0]
220 > 200.0000 0 [0]
221 > 200.0000 0 [0]
222 > 200.0000 0 [0]
223 > 200.0000 0 [0]
224 > 200.0000 0 [0]
225 > 200.0000 0 [0]
226 > 200.0000 0 [0]
227 > 200.0000 0 [0]
228 > 200.0000 0 [0]
229 > 200.0000 0 [0]
230 > 200.0000 0 [0]
231 > 200.0000 0 [0]
669 fps
46.9523 -13.5583 60.1897 17.0675 -18.1264 > 173.7129
00:11:735
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

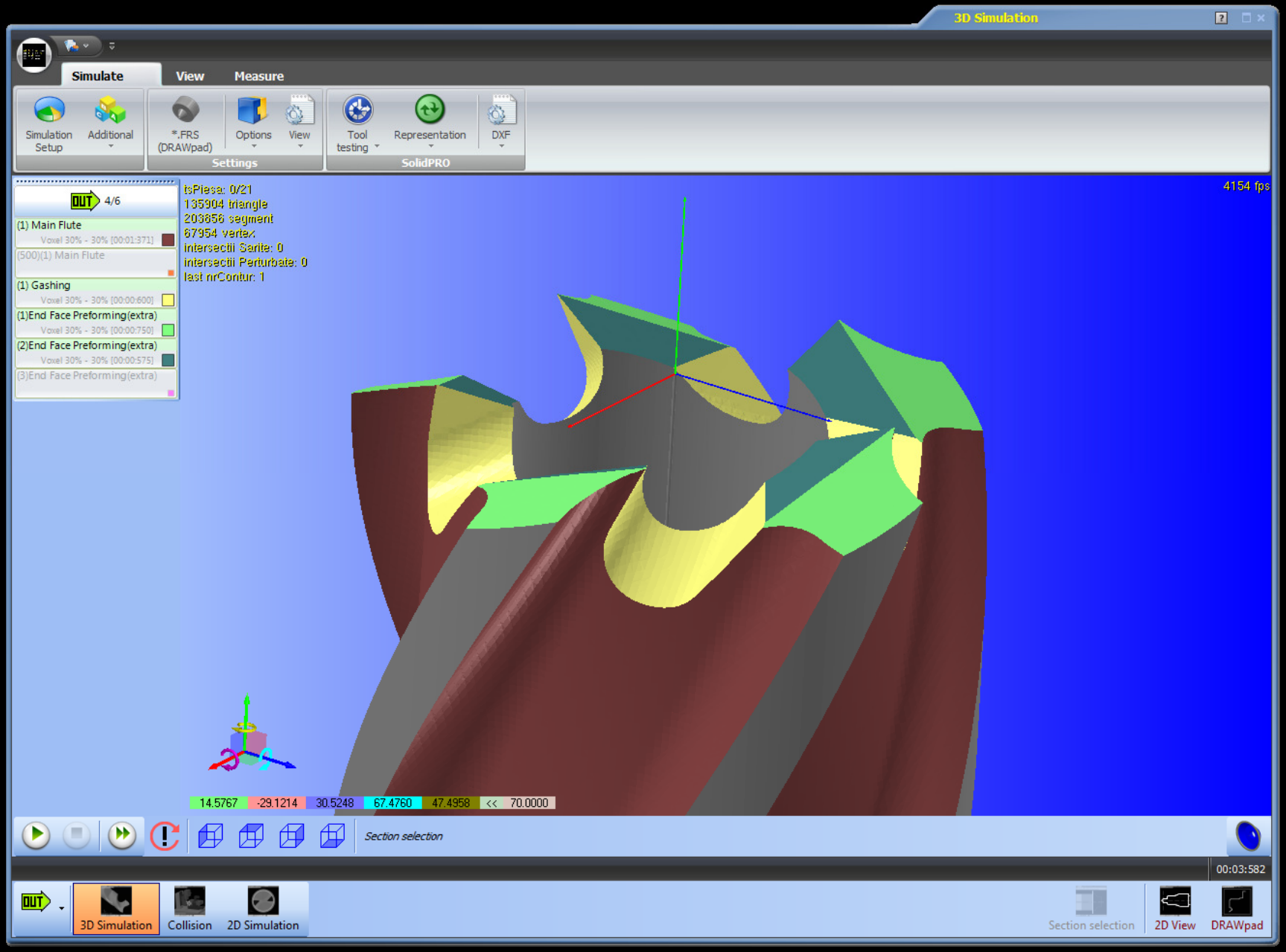

2D Simulation
Simulate
View
Section 3D
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
[1/2] nut_sfera0.out
X
188 > 173.7129 94 [94]
189 > 175.2923 91 [91]
190 > 177.3323 87 [87]
191 > 179.2953 83 [83]
192 > 181.1792 79 [79]
193 > 182.9821 75 [75]
194 > 184.2802 72 [72]
195 > 185.9373 68 [68]
196 > 187.5087 64 [64]
197 > 188.9929 60 [60]
198 > 190.0479 57 [57]
199 > 191.3759 53 [53]
200 > 192.6129 49 [49]
201 > 193.7575 45 [45]
202 > 194.5547 42 [42]
203 > 195.5351 38 [38]
204 > 196.4202 34 [34]
205 > 197.2093 30 [30]
206 > 197.9014 26 [26]
207 > 198.3565 23 [23]
208 > 198.8775 19 [19]
209 > 199.2999 15 [15]
210 > 199.6233 11 [11]
211 > 199.8007 8 [8]
212 > 199.9501 4 [4]
213 > 200.0000 0 [0]
214 > 200.0000 0 [0]
215 > 200.0000 0 [0]
216 > 200.0000 0 [0]
217 > 200.0000 0 [0]
218 > 200.0000 0 [0]
219 > 200.0000 0 [0]
220 > 200.0000 0 [0]
221 > 200.0000 0 [0]
222 > 200.0000 0 [0]
223 > 200.0000 0 [0]
224 > 200.0000 0 [0]
225 > 200.0000 0 [0]
226 > 200.0000 0 [0]
227 > 200.0000 0 [0]
228 > 200.0000 0 [0]
229 > 200.0000 0 [0]
230 > 200.0000 0 [0]
231 > 200.0000 0 [0]
429 fps
46.9523 -13.5583 60.1897 17.0675 -18.1264 > 173.7129
00:11:735
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

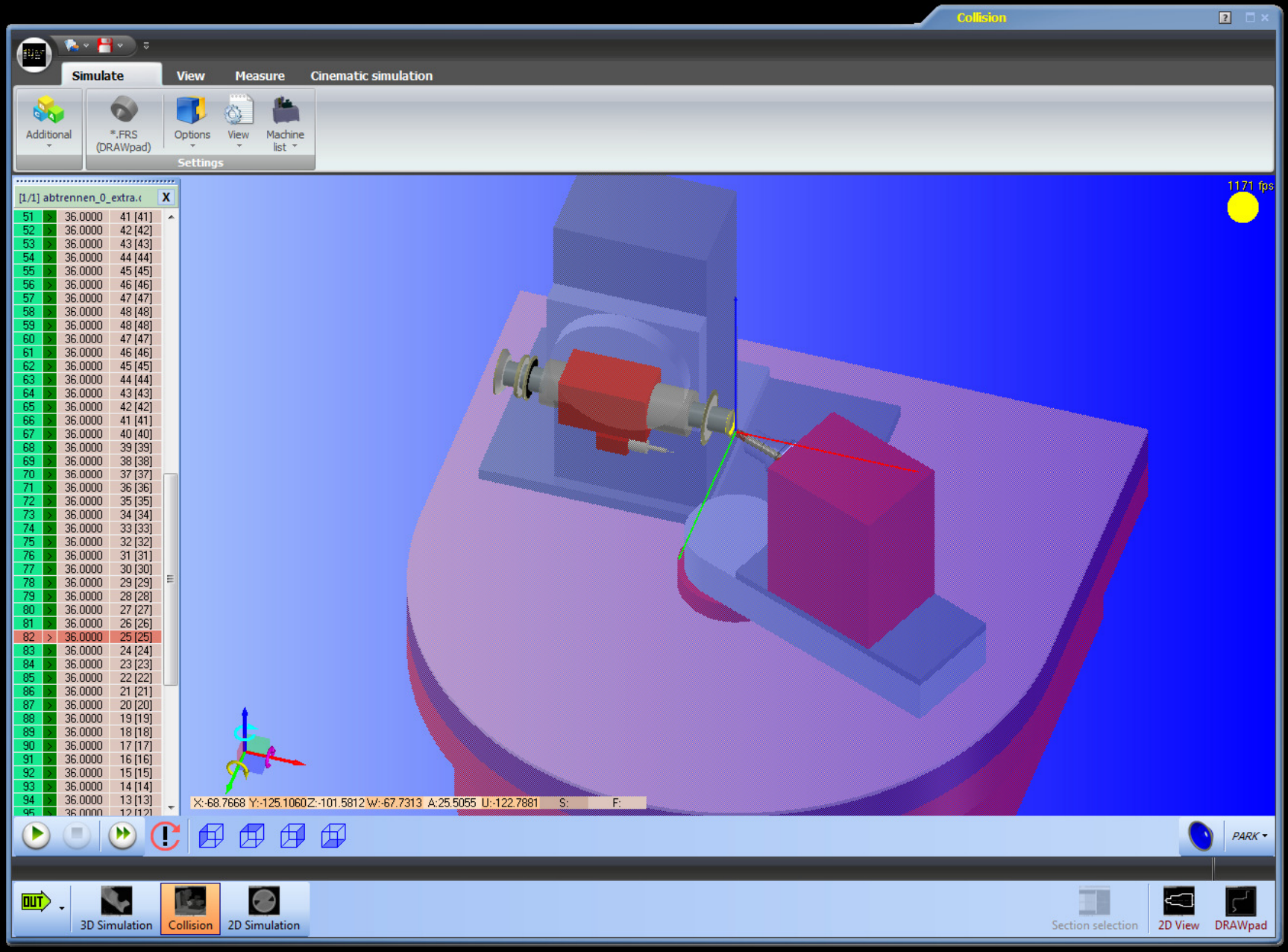

3D Simulation
Simulate
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
90
90
90
90
90
90
5/5
(1) Main Flute
Voxel 30% - 30% [00:27:697]
1.Relief (circumference)
Voxel 30% - 30% [00:20:157]
Web Thinning-(A)
Voxel 30% - 30% [00:04:051]
End Face-(A)
Voxel 30% - 30% [00:05:835]
End Face-(B)
Voxel 30% - 30% [00:04:991]
tsPiesa: 0/19
473806 triangle
710709 segment
236905 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
4218 fps
35.3219
-40.4632
0.0000
57.5250
-59.4621
<< 1000.0000
Section selection
01:02:887
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

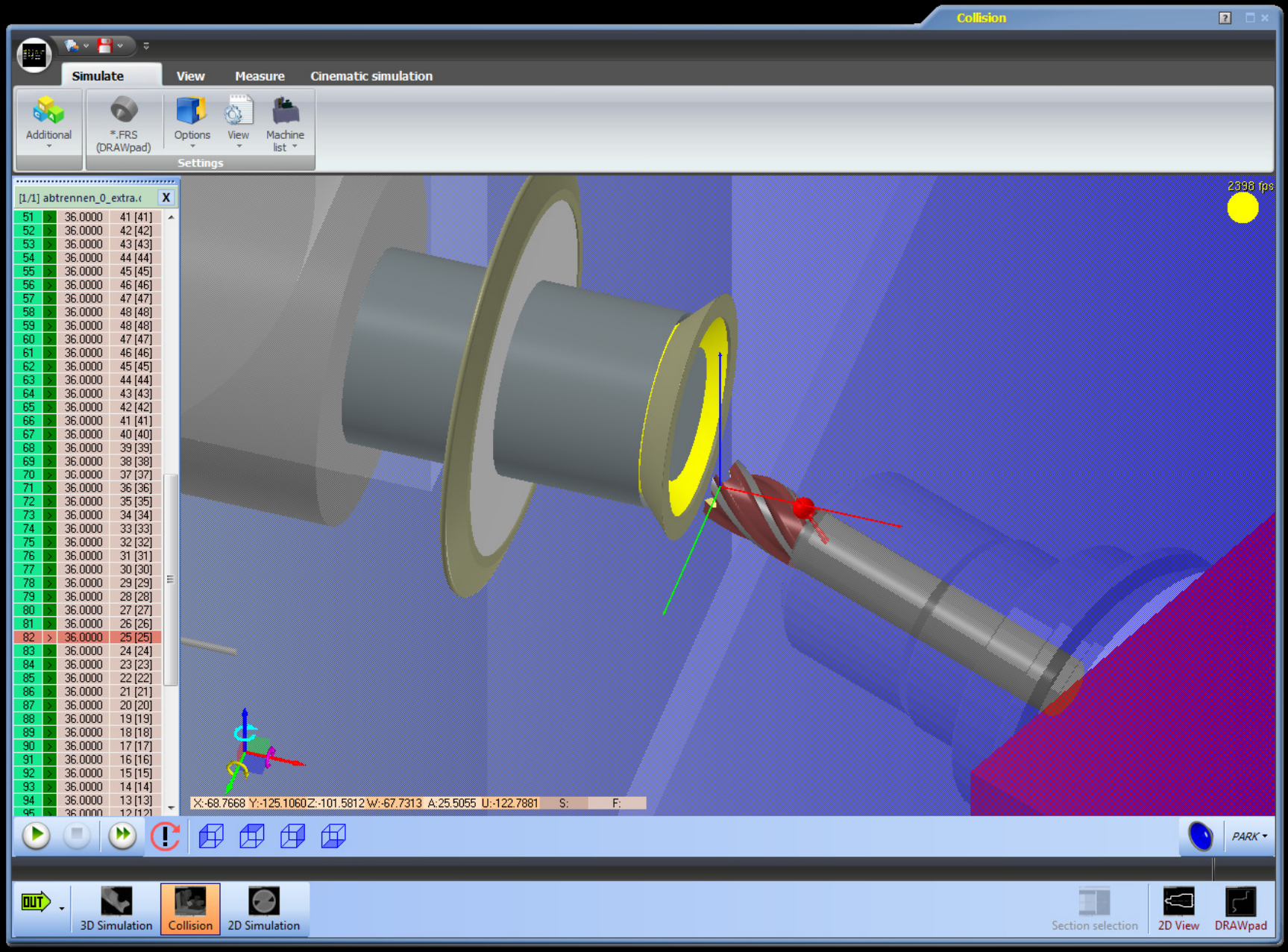

3D Simulation
Simulate
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
90
90
90
90
90
90
5/5
(1) Main Flute
Voxel 30% - 30% [00:27:697]
1.Relief (circumference)
Voxel 30% - 30% [00:20:157]
Web Thinning-(A)
Voxel 30% - 30% [00:04:051]
End Face-(A)
Voxel 30% - 30% [00:05:835]
End Face-(B)
Voxel 30% - 30% [00:04:991]
tsPiesa: 0/19
473806 triangle
710709 segment
236905 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
4321 fps
35.3219
-40.4632
0.0000
57.5250
-59.4621
<< 1000.0000
Section selection
01:02:887
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

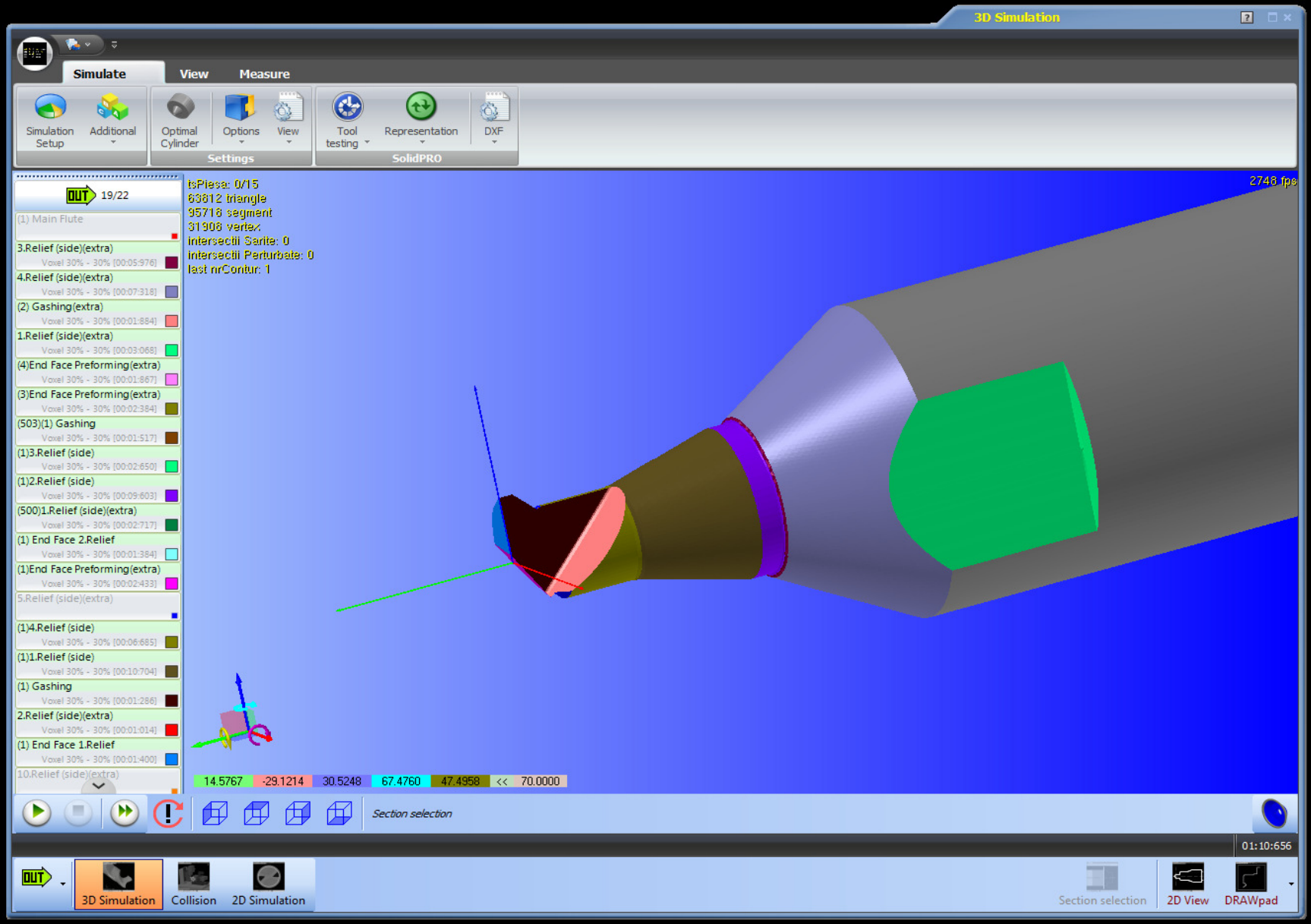

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.TLS (TOOLdefine)
Options
View
Machine list
Settings
OUT 4/4
(1) Main Flute
Web Thinning-(A)
End Face-(A)
End Face-(B)
1880 fps
X:-220.5534 Z:-23.0159 Y:-102.4640 B:44.1862 A:-24.4171 W:0.0000 S: F:
PARK
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

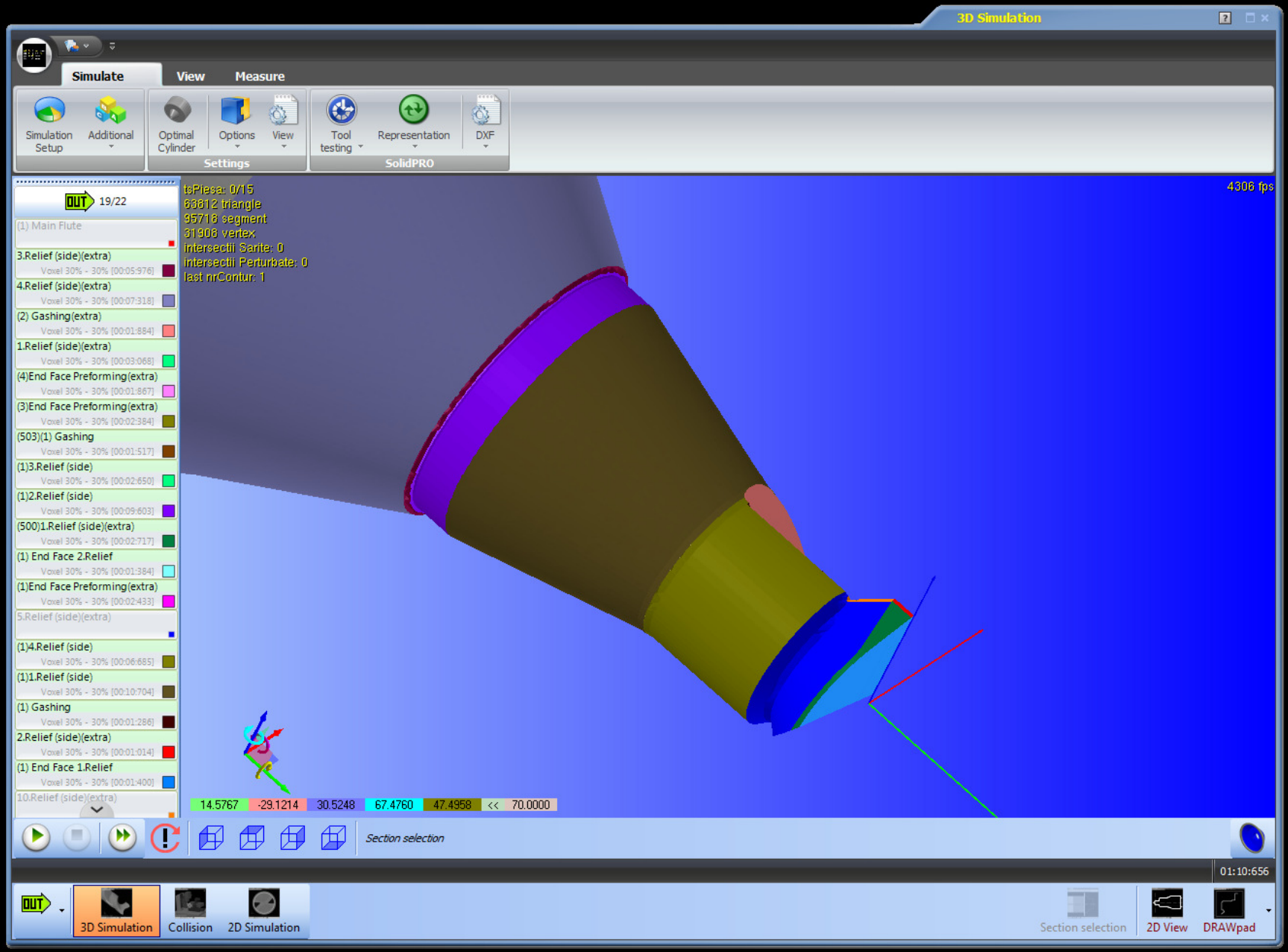

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.FRS (DRAWpad)
Options
View
Tool testing
Representation
DXF
Settings
SolidPRO
4/6
(1) Main Flute
Voxel 30% - 30% [00:01:371]
(500)(1) Main Flute
(1) Gashing
Voxel 30% - 30% [00:00:600]
(1)End Face Preforming(extra)
Voxel 30% - 30% [00:00:750]
(2)End Face Preforming(extra)
Voxel 30% - 30% [00:00:575]
(3)End Face Preforming(extra)
tsPiesa: 0/21
135904 triangle
203856 segment
67954 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
2653 fps
14.5767
-29.1214
30.5248
67.4760
47.4958
<<
70.0000
Section selection
00:03:582
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

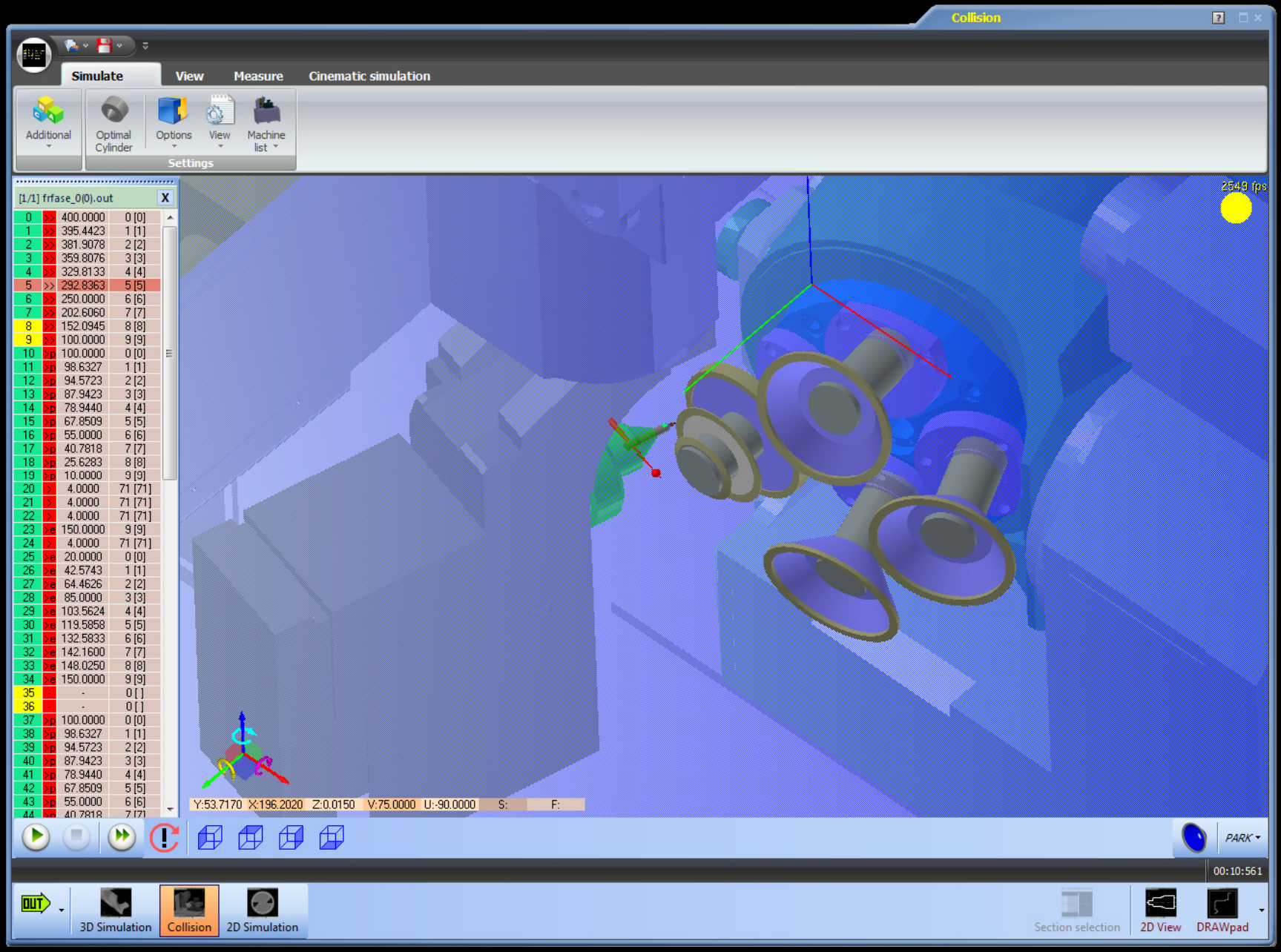

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.FRS (DRAWpad)
Options
View
Tool testing
Representation
DXF
Settings
SolidPRO
4/6
(1) Main Flute
Voxel 30% - 30% [00:01:371]
(500)(1) Main Flute
(1) Gashing
Voxel 30% - 30% [00:00:600]
(1)End Face Preforming(extra)
Voxel 30% - 30% [00:00:750]
(2)End Face Preforming(extra)
Voxel 30% - 30% [00:00:575]
(3)End Face Preforming(extra)
tsPiesa: 0/21
135904 triangle
203856 segment
67954 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
4154 fps
14.5767
-29.1214
30.5248
67.4760
47.4958
<<
70.0000
Section selection
00:03:582
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

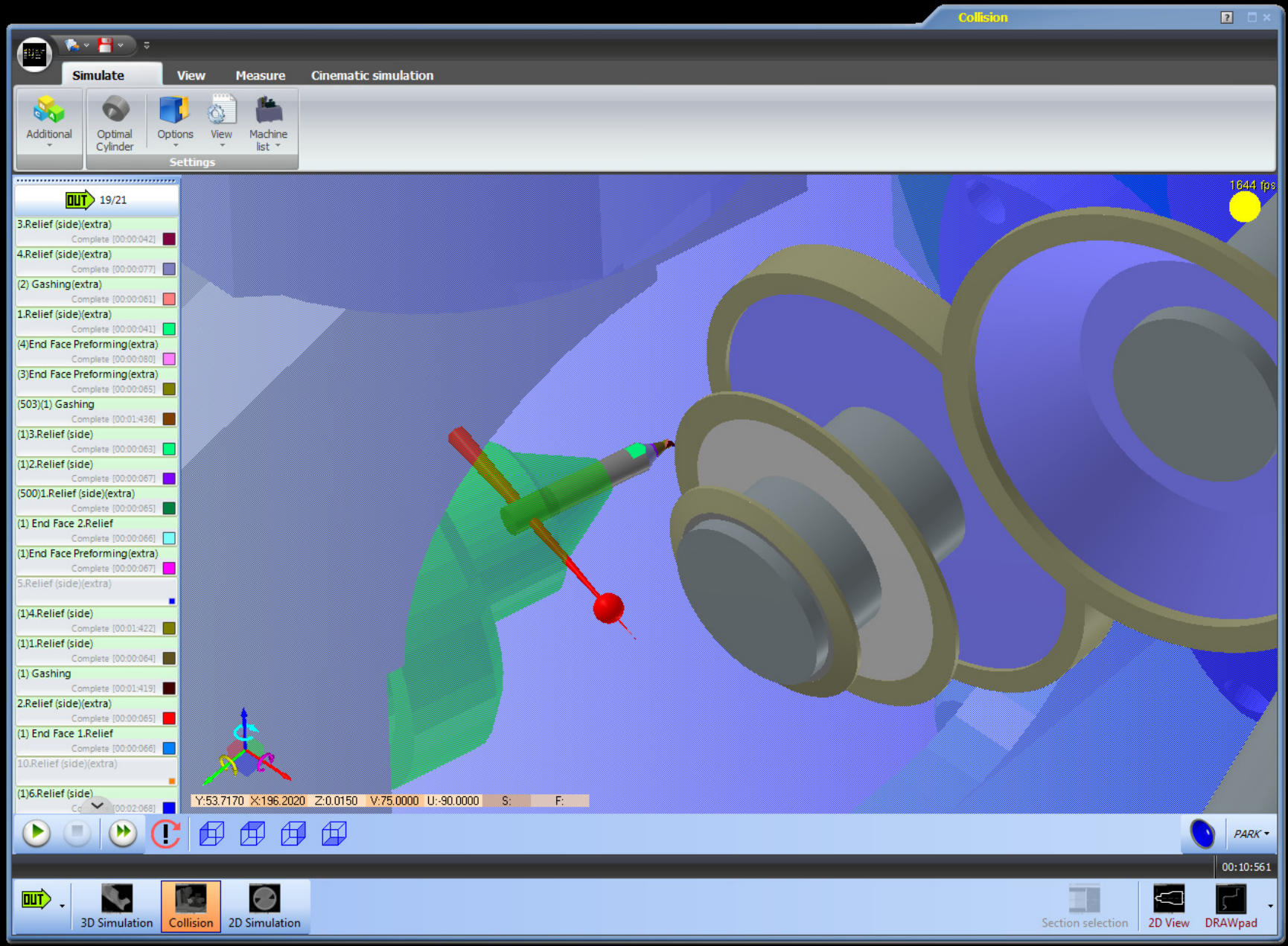

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.FRS (DRAWpad)
Options
View
Machine list
Settings
[1/1] abtrennen_0_extra.c
1171 fps
X:-68.7668 Y:-125.1060 Z:-101.5812 W:-67.7313 A:25.5055 U:-122.7881 S: F:
PARK
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

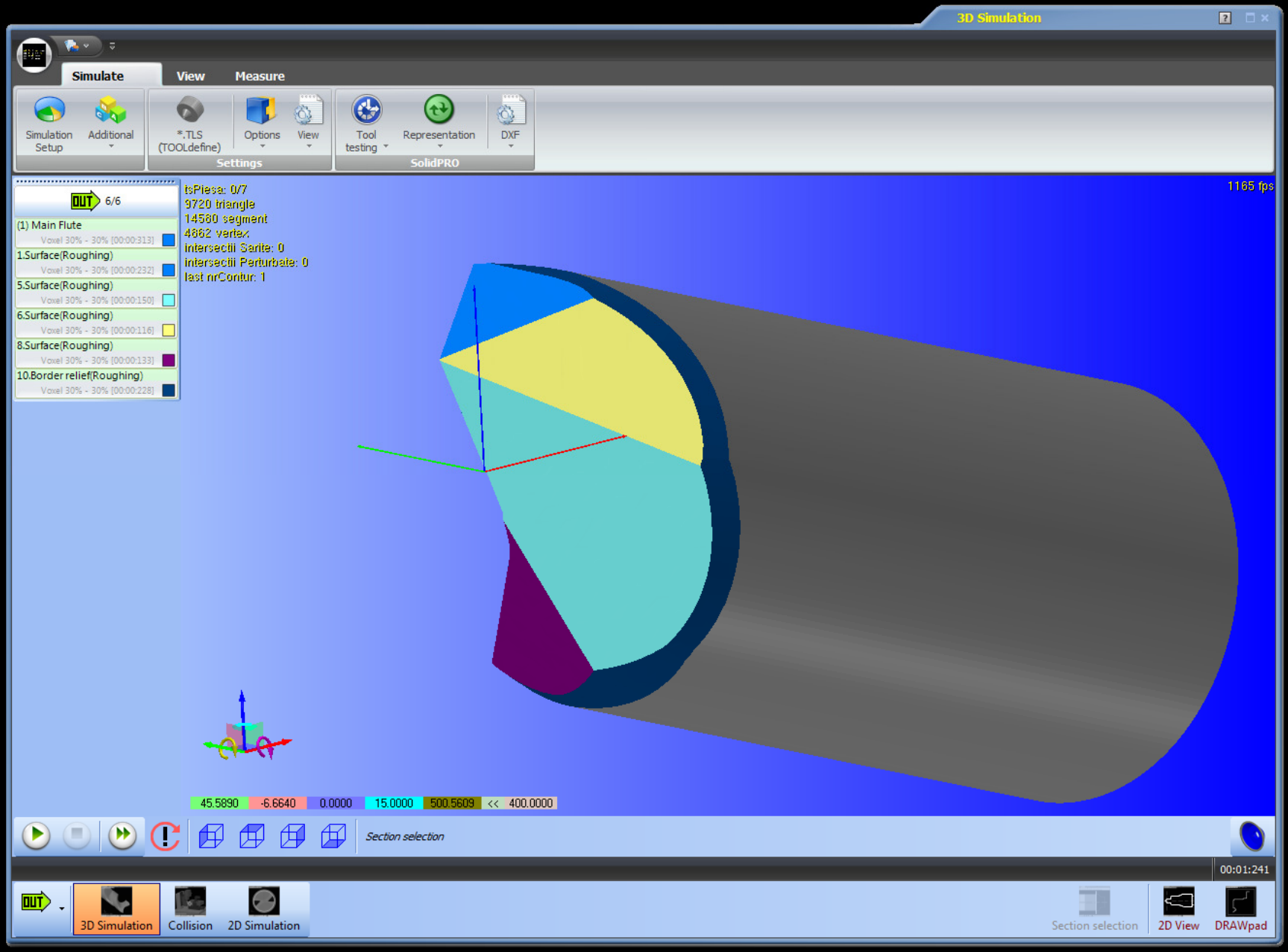

Collision
Simulate
View
Measure
Cinematic simulation
Additional
*.FRS (DRAWpad)
Options
View
Machine list
Settings
[1/1] abtrennen_0_extra.c
2398 fps
X:-68.7668 Y:-125.1060 Z:-101.5812 W:-67.7313 A:25.5055 U:-122.7881 S: F:
PARK
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

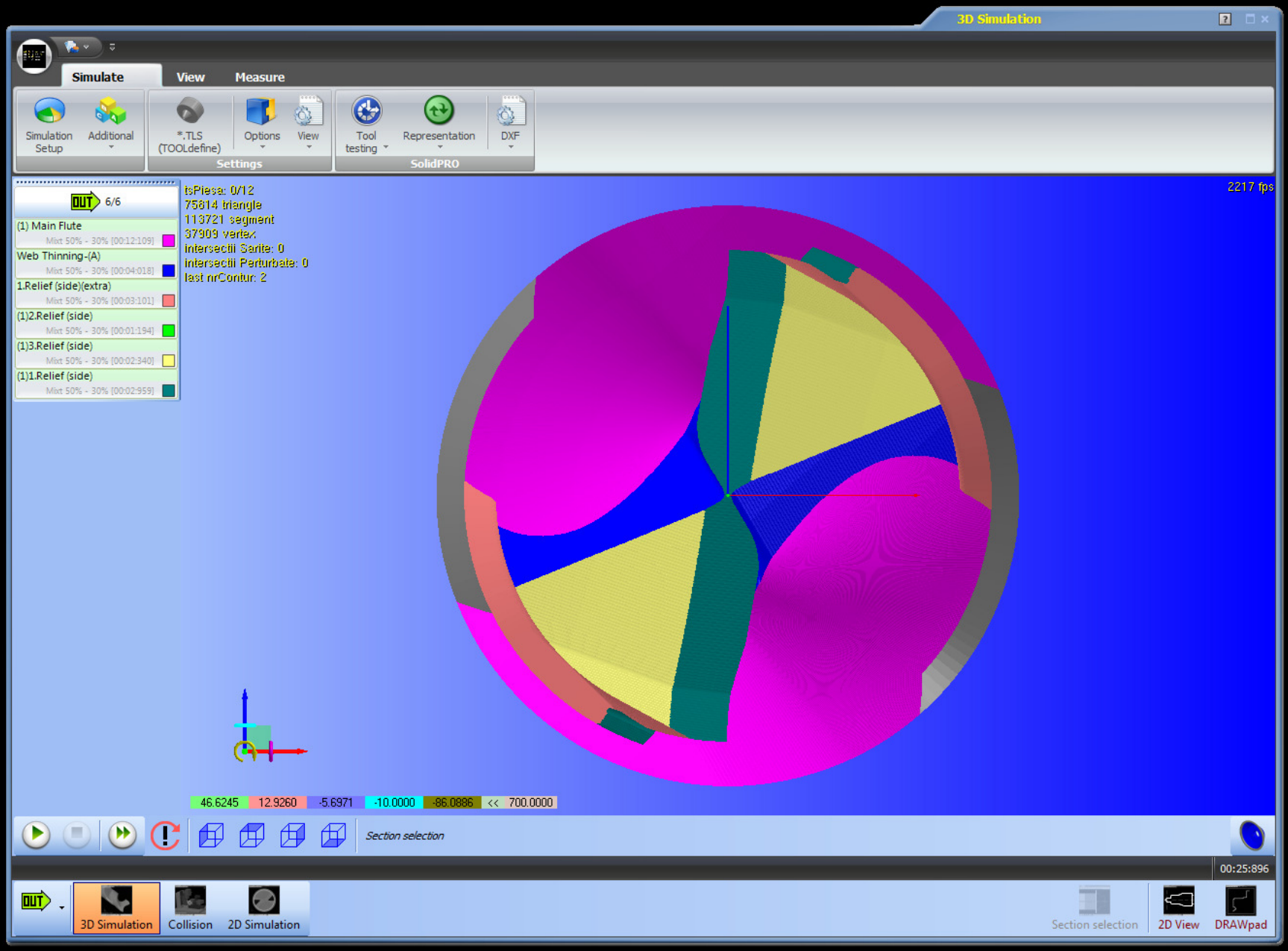

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
Optimal Cylinder
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
OUT 19/22
(1) Main Flute
3.Relief (side)(extra)
4.Relief (side)(extra)
(2) Gashing(extra)
1.Relief (side)(extra)
(4)End Face Preforming(extra)
(3)End Face Preforming(extra)
(503)(1) Gashing
(1)3.Relief (side)
(1)2.Relief (side)
(500)1.Relief (side)(extra)
(1) End Face 2.Relief
(1)End Face Preforming(extra)
5.Relief (side)(extra)
(1)4.Relief (side)
(1)1.Relief (side)
(1) Gashing
2.Relief (side)(extra)
(1) End Face 1.Relief
10.Relief (side)(extra)
tsPiesa: 0/15
63812 triangle
95716 segment
31908 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
2748 fps
14.5767
-29.1214
30.5248
67.4760
47.4958
<<
70.0000
Section selection
01:10:656
OUT
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

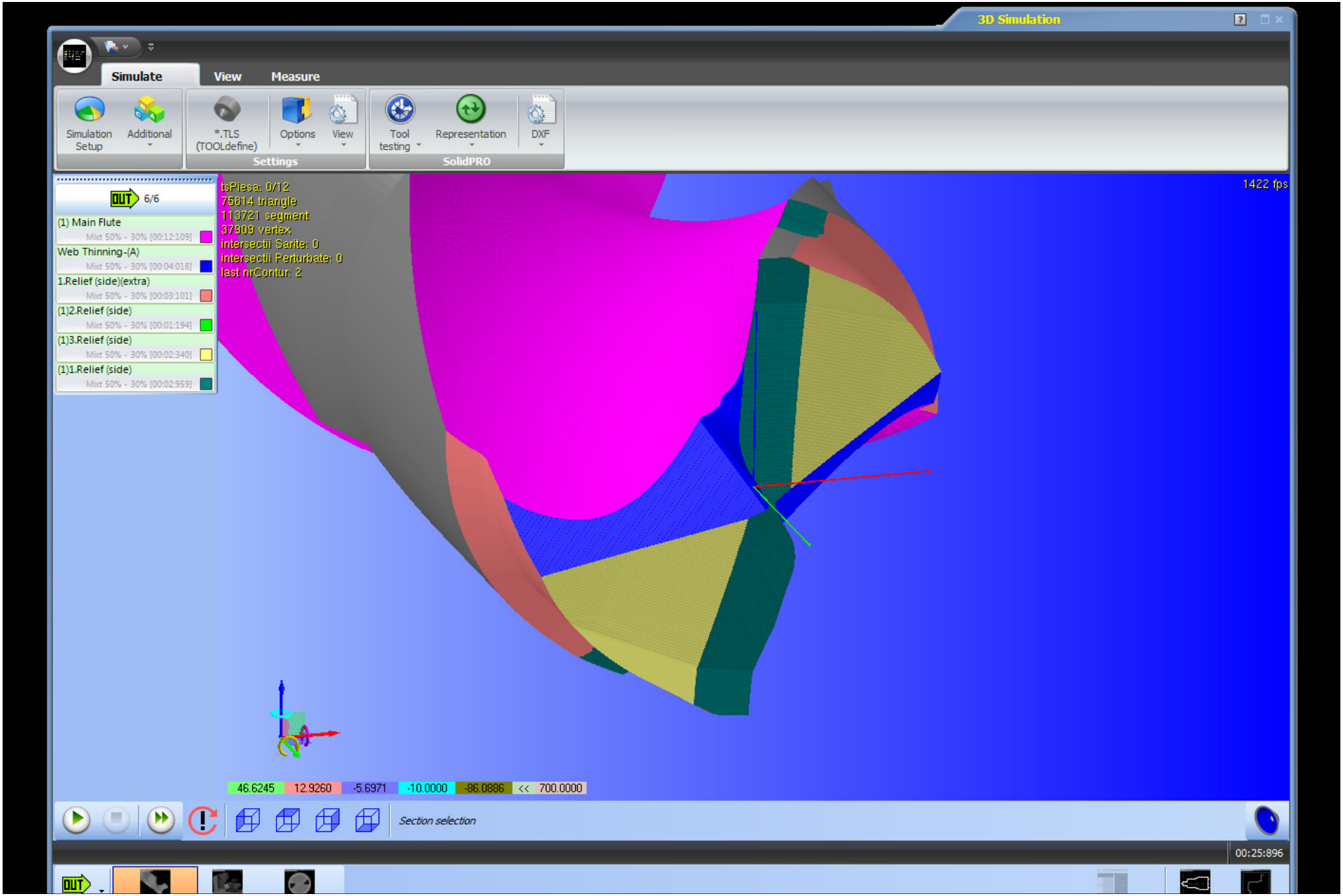

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
Optimal Cylinder
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
19/22
(1) Main Flute
3.Relief (side)(extra)
4.Relief (side)(extra)
(2) Gashing(extra)
1.Relief (side)(extra)
(4)End Face Preforming(extra)
(3)End Face Preforming(extra)
(503)(1) Gashing
(1)3.Relief (side)
(1)2.Relief (side)
(500)1.Relief (side)(extra)
(1) End Face 2.Relief
(1)End Face Preforming(extra)
5.Relief (side)(extra)
(1)4.Relief (side)
(1)1.Relief (side)
(1) Gashing
2.Relief (side)(extra)
(1) End Face 1.Relief
10.Relief (side)(extra)
tsPiesa: 0/15
83812 triangle
95716 segment
31908 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 1
4306 fps
14.5767
-29.1214
30.5248
67.4760
47.4958
<<
70.0000
Section selection
01:10:656
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

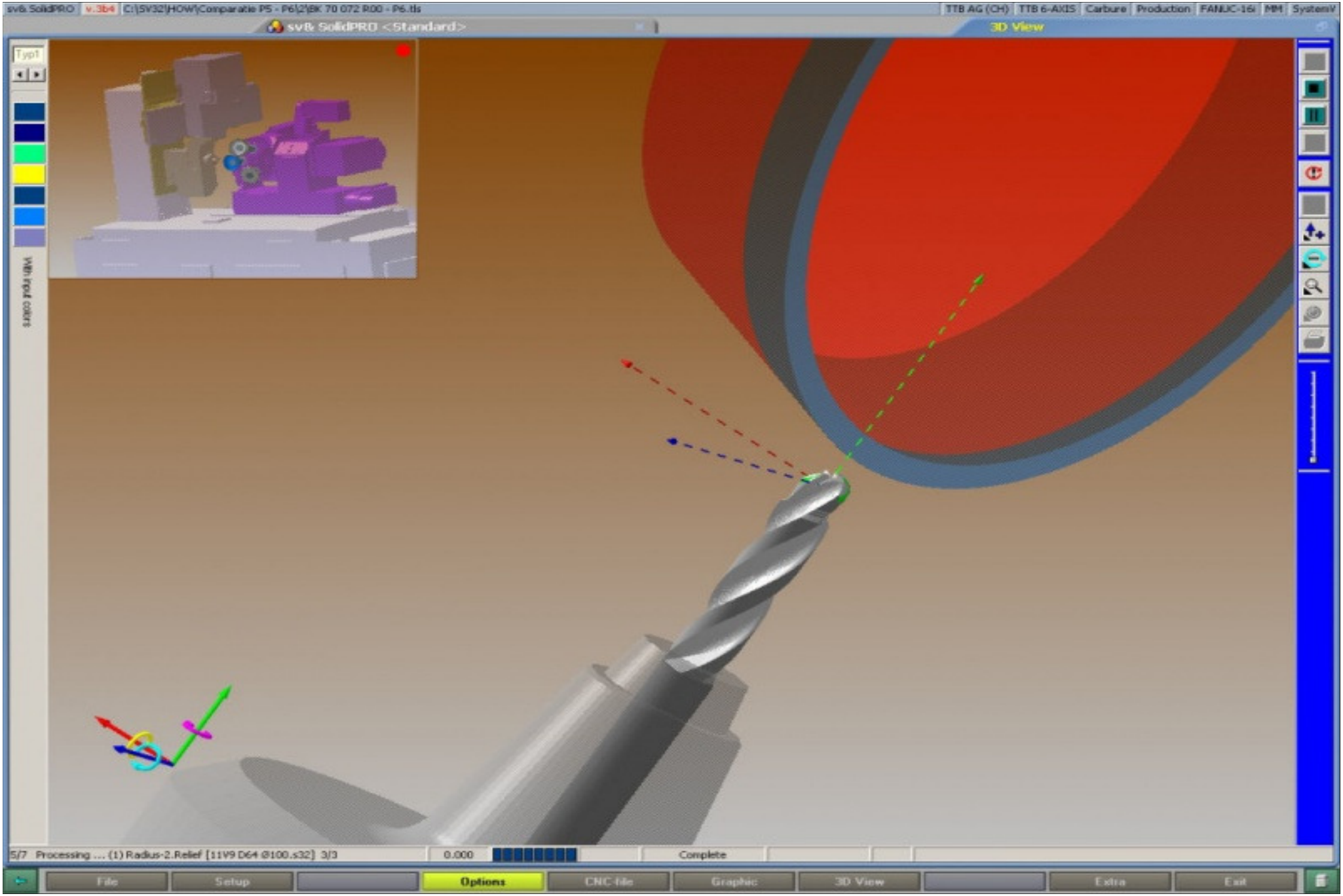

Collision
Simulate
View
Measure
Cinematic simulation
Additional
Optimal Cylinder
Options
View
Machine list
Settings
[1/1] frfase_0(0).out
2543 fps
Y:53.7170 X:196.2020 Z:0.0150 V:75.0000 U:-90.0000 S: F:
PARK
00:10:561
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

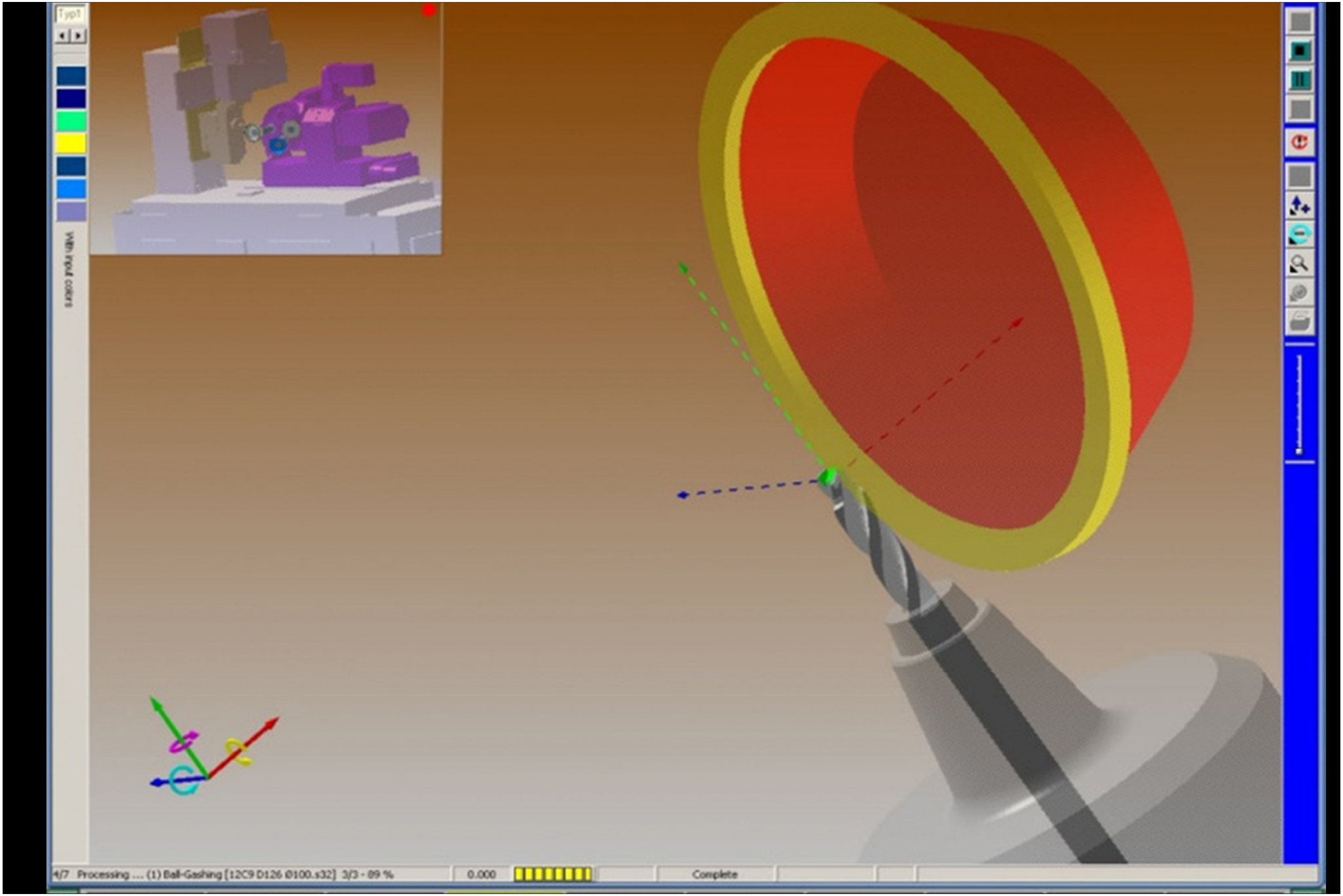

Collision
Simulate
View
Measure
Cinematic simulation
Additional
Optimal Cylinder
Options
View
Machine list
Settings
19/21
3.Relief (side)(extra)
Complete [00:00:042]
4.Relief (side)(extra)
Complete [00:00:077]
(2) Gashing(extra)
Complete [00:00:061]
1.Relief (side)(extra)
Complete [00:00:041]
(4)End Face Preforming(extra)
Complete [00:00:080]
(3)End Face Preforming(extra)
Complete [00:00:065]
(503)(1) Gashing
Complete [00:01:436]
(1)3.Relief (side)
Complete [00:00:063]
(1)2.Relief (side)
Complete [00:00:067]
(500)1.Relief (side)(extra)
Complete [00:00:065]
(1) End Face 2.Relief
Complete [00:00:066]
(1)End Face Preforming(extra)
Complete [00:00:067]
5.Relief (side)(extra)
(1)4.Relief (side)
Complete [00:01:422]
(1)1.Relief (side)
Complete [00:00:064]
(1) Gashing
Complete [00:01:419]
2.Relief (side)(extra)
Complete [00:00:065]
(1) End Face 1.Relief
Complete [00:00:066]
10.Relief (side)(extra)
(1)6.Relief (side)
1644 fps
Y:53.7170 X:196.2020 Z:0.0150 V:75.0000 U:-90.0000 S: F:
PARK
00:10:561
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad


3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Voxel 30% - 30% [00:00:313]
1.Surface(Roughing)
Voxel 30% - 30% [00:00:232]
5.Surface(Roughing)
Voxel 30% - 30% [00:00:150]
6.Surface(Roughing)
Voxel 30% - 30% [00:00:116]
8.Surface(Roughing)
Voxel 30% - 30% [00:00:133]
10.Border relief(Roughing)
Voxel 30% - 30% [00:00:228]
tsPiesa: 0/7
9720 triangle
14580 segment
4862 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 1
1165 fps
45.5890
-6.6640
0.0000
15.0000
500.5609
<<
400.0000
Section selection
00:01:241
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad


3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Mixt 50% - 30% [00:12:109]
Web Thinning-(A)
Mixt 50% - 30% [00:04:018]
1.Relief (side)(extra)
Mixt 50% - 30% [00:03:101]
(1)2.Relief (side)
Mixt 50% - 30% [00:01:194]
(1)3.Relief (side)
Mixt 50% - 30% [00:02:340]
(1)1.Relief (side)
Mixt 50% - 30% [00:02:959]
tsPiesa: 0/12
75814 triangle
113721 segment
37909 vertex
Intersectii Sarite: 0
Intersectii Perturbate: 0
last nrContur: 2
2217 fps
46.6245
12.9260
-5.6971
-10.0000
-86.0886
<< 700.0000
Section selection
00:25:896
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad


3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Mixt 50% - 30% [00:12:109]
Web Thinning-(A)
Mixt 50% - 30% [00:04:018]
1.Relief (side)(extra)
Mixt 50% - 30% [00:03:101]
(1)2.Relief (side)
Mixt 50% - 30% [00:01:194]
(1)3.Relief (side)
Mixt 50% - 30% [00:02:340]
(1)1.Relief (side)
Mixt 50% - 30% [00:02:959]
tsPiesa: 0/12
75614 triangle
113721 segment
37909 vertex
intersectii Sarite: 0
intersectii Perturbate: 0
last nrContur: 2
1422 fps
46.6245
12.9260
-5.6971
-10.0000
-86.0886
<<
700.0000
Section selection
00:25:896


sv8 SolidPRO
v.3b4
C:\SV32\HOW\Comparatie P5 - P6\2\BK 70 072 R00 - P6.tls
TTB AG (CH)
TTB 6-AXIS
Carbure
Production
FANUC-16i
MM
SystemV
sv8 SolidPRO <Standard>
3D View
Typ1
With input colors
5/7 Processing ... (1) Radius-2.Relief [11V9 D64 Ø100.s32] 3/3
0.000
Complete
File
Setup
Options
CNC file
Graphic
3D View
Extra
Exit


Typ1
With input colors
4/7 Processing ... (1) Ball-Gashing [12C9 D126 Ø100.s32] 3/3 - 89 %
0.000
Complete

sv& TOOLBOX (v.4f0)
&
sv& SolidPRO LECA

System required :

- Windows **Xp, Vista, 7** (32 or 64 bit) compatible
- min **256 Mb** dedicate 3D graphical adapter
- min **8 Gb RAM** internal
- **2 GHz** or faster multi-core processor (Intel or AMD)
- min **2GB** free disk space