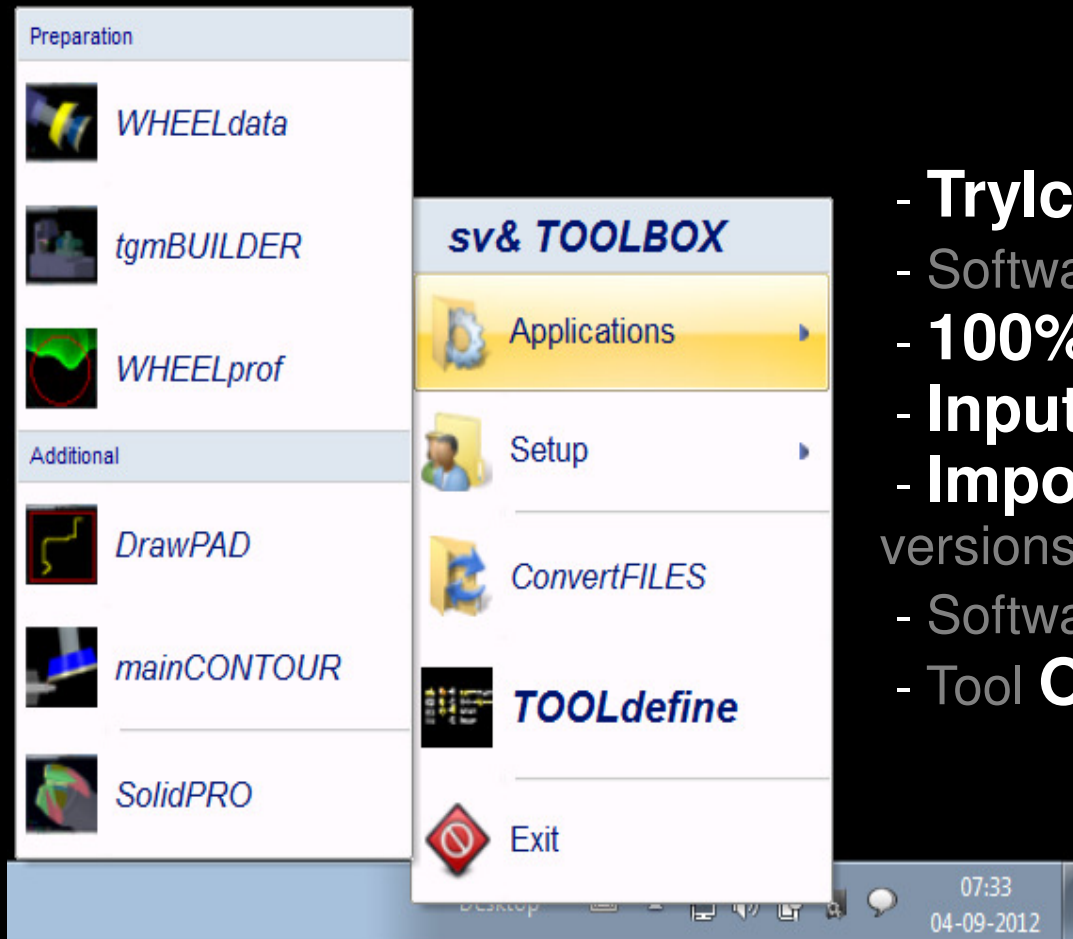


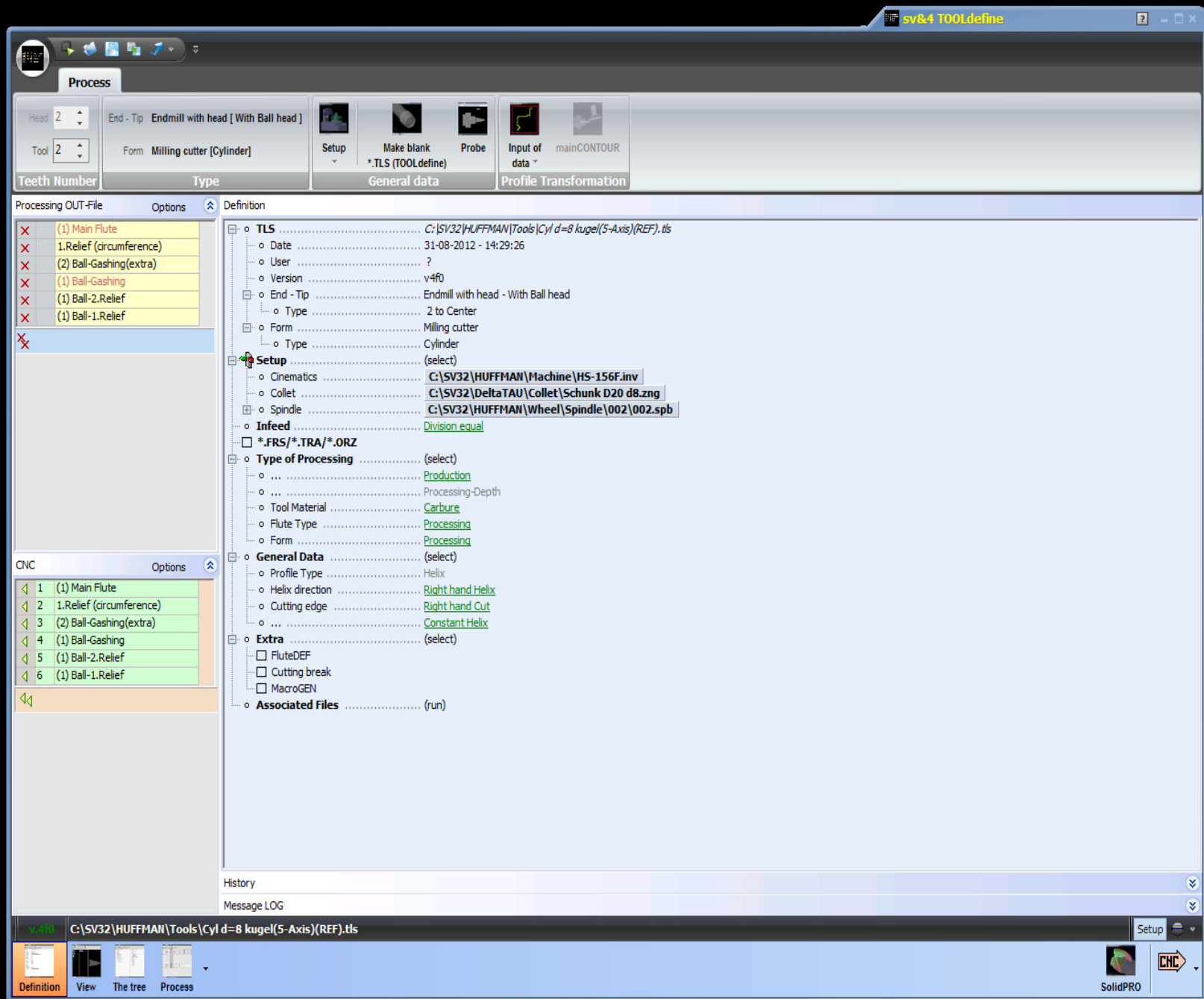
sv& TOOLBOX (v.4f0)

- **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

The tree

Head 2
Teeth Number 2
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Setup
Make blank
Probe
Input of data
mainCONTOUR

General data
Profile Transformation

Processing OUT-File Options Configuration

Processing OUT-File

- ✗ (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)
 - (1) Ball-1.Relief
 - (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
 - (1) Ball-Gashing
 - (2) Ball-Gashing(extra)
 - (3) Ball-Gashing(extra)

*.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 WHEELdata

Grinding wheel

New Open Save Save As... 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

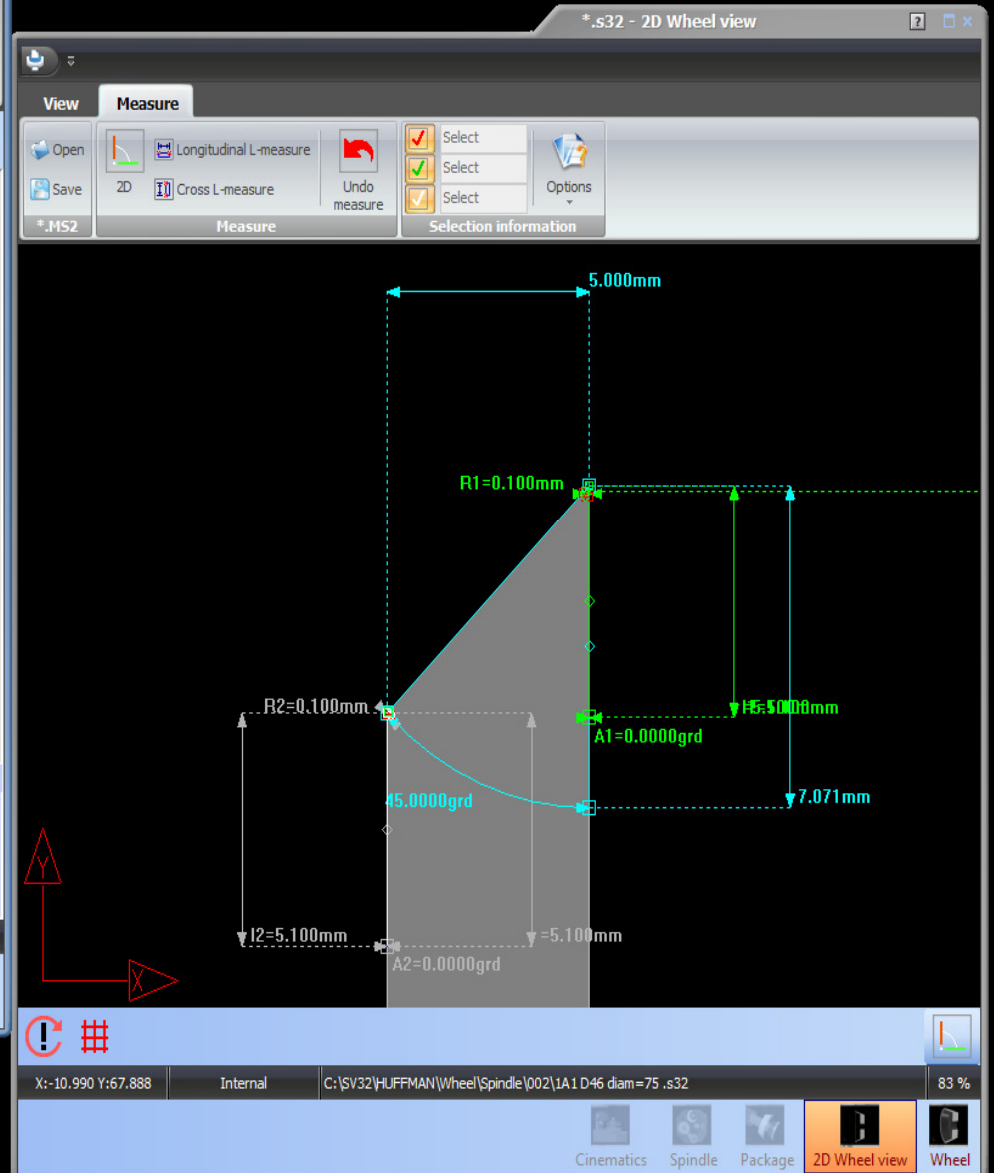
1-3. Wheel- 1A1 (Internal)
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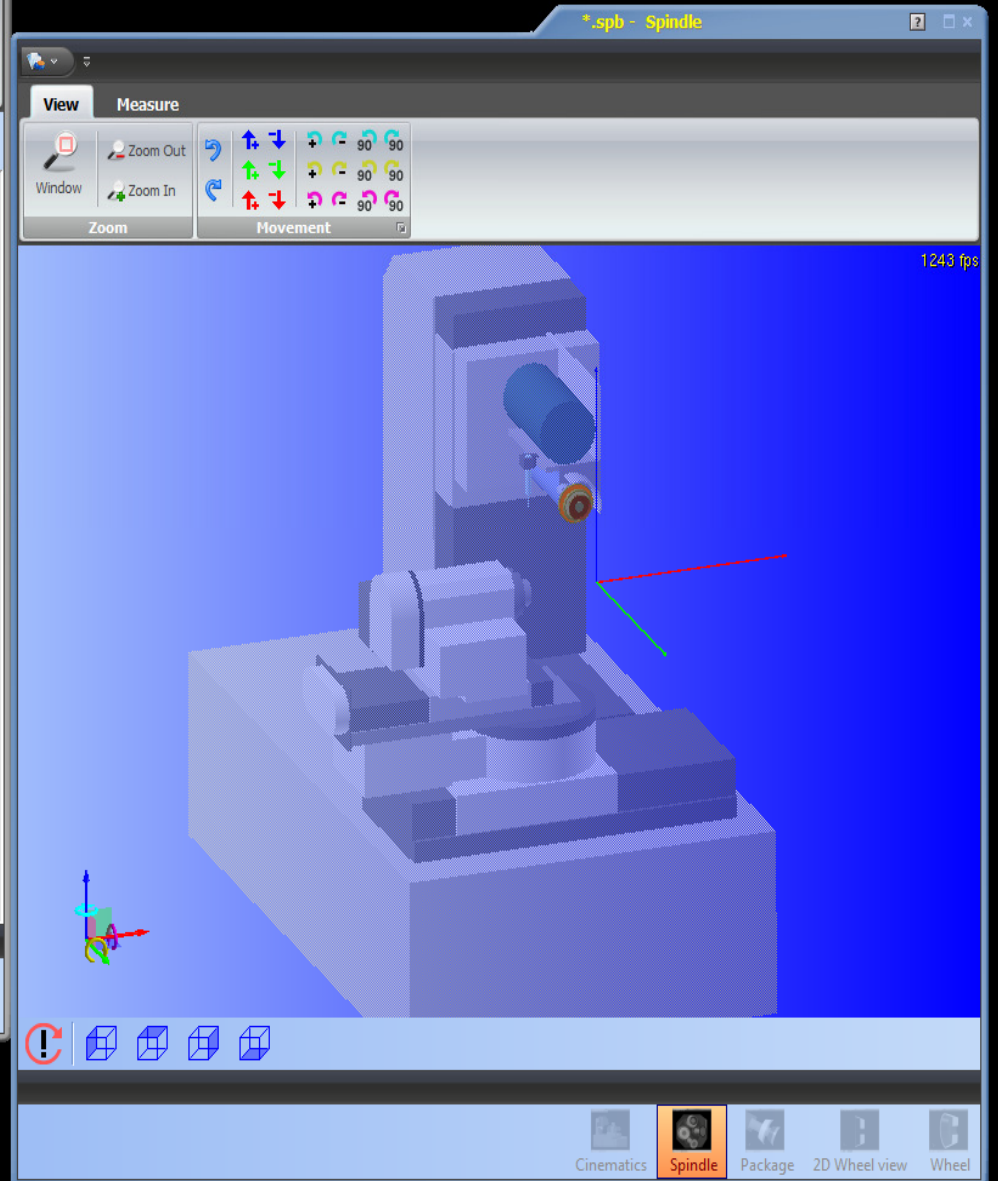
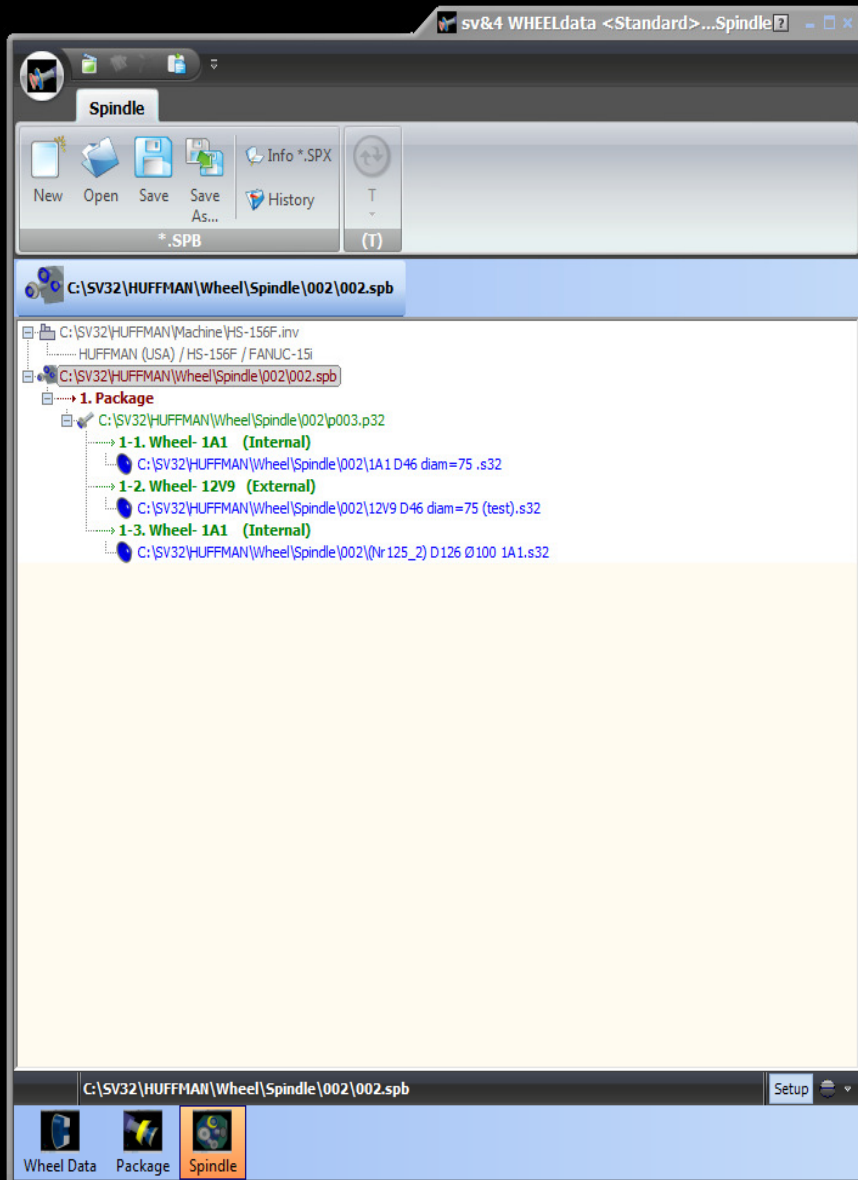
EXPERT

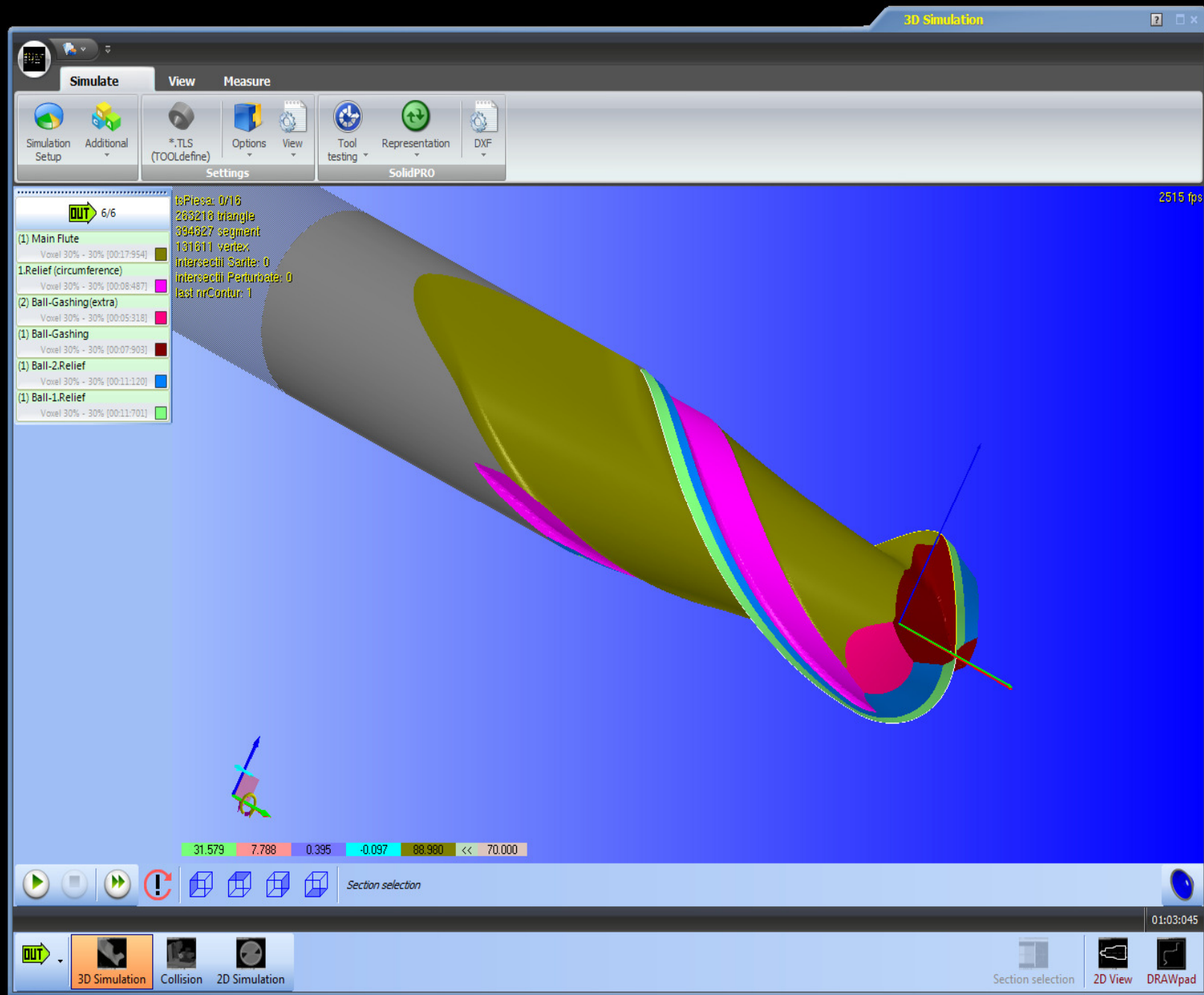
Preset	L1= 75.000	0.000	L3= 80.000	L2= 80.000
Diameter (Measured)	D1= 125.000	125.283	D3= 115.341	D2= 115.341
Width Side	I1= 5.100	5.000	I3= 0.000	I2= 5.100
Corner Radius	R1= 0.100		R2= 0.100	
Angle Side	A1= 0.000	45.000	A3=	A2= 0.000

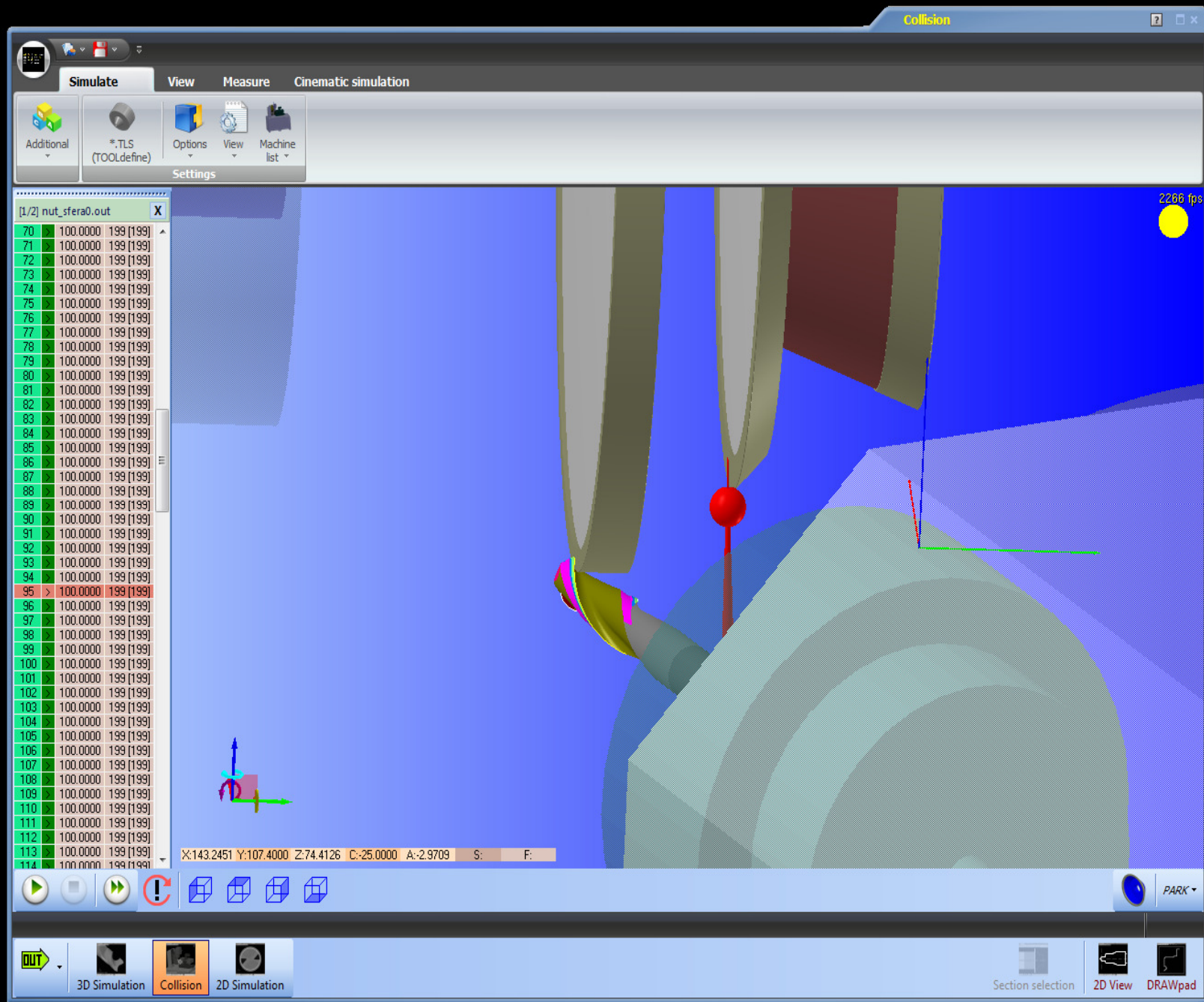
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32

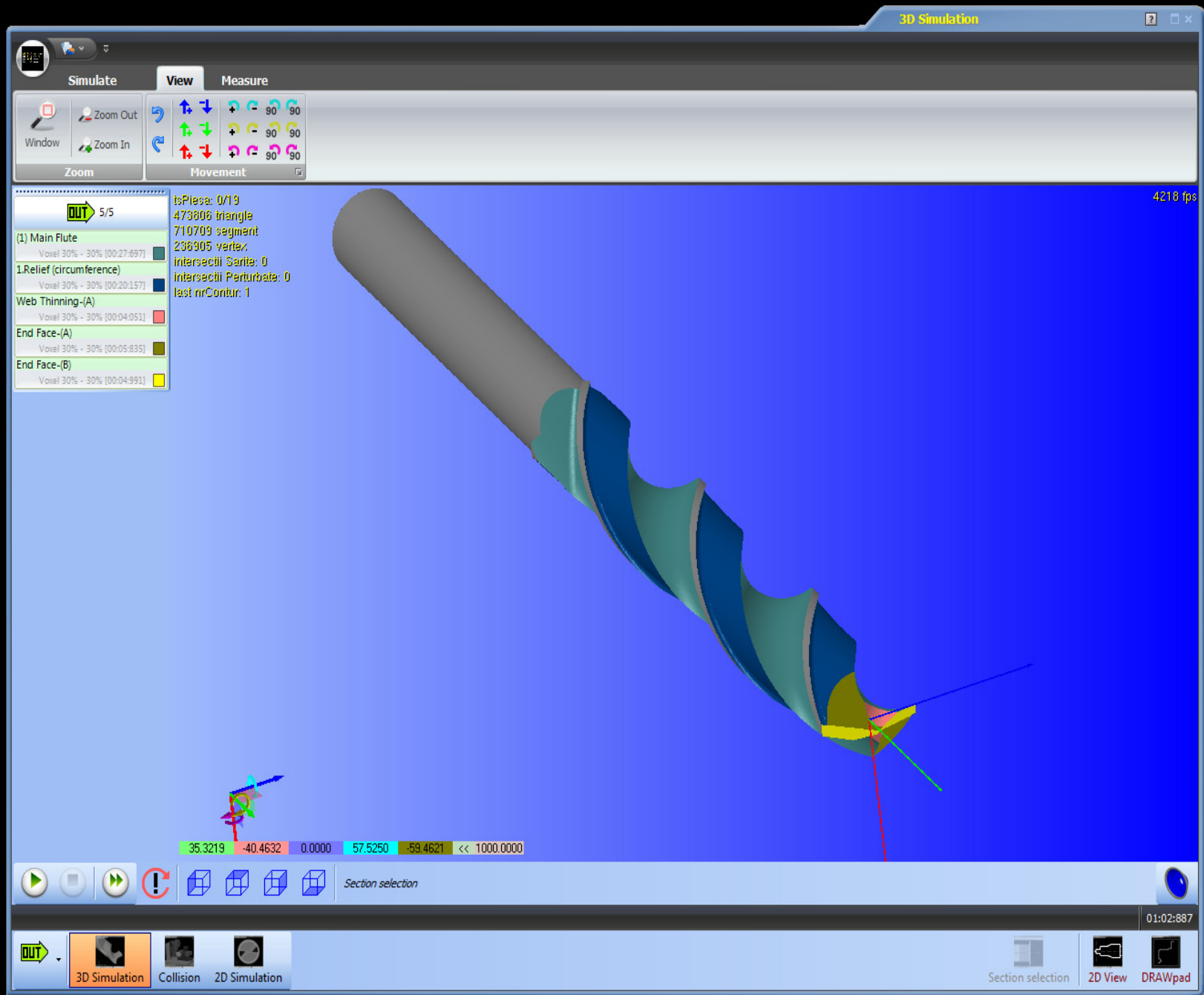
Wheel Data Package Spindle

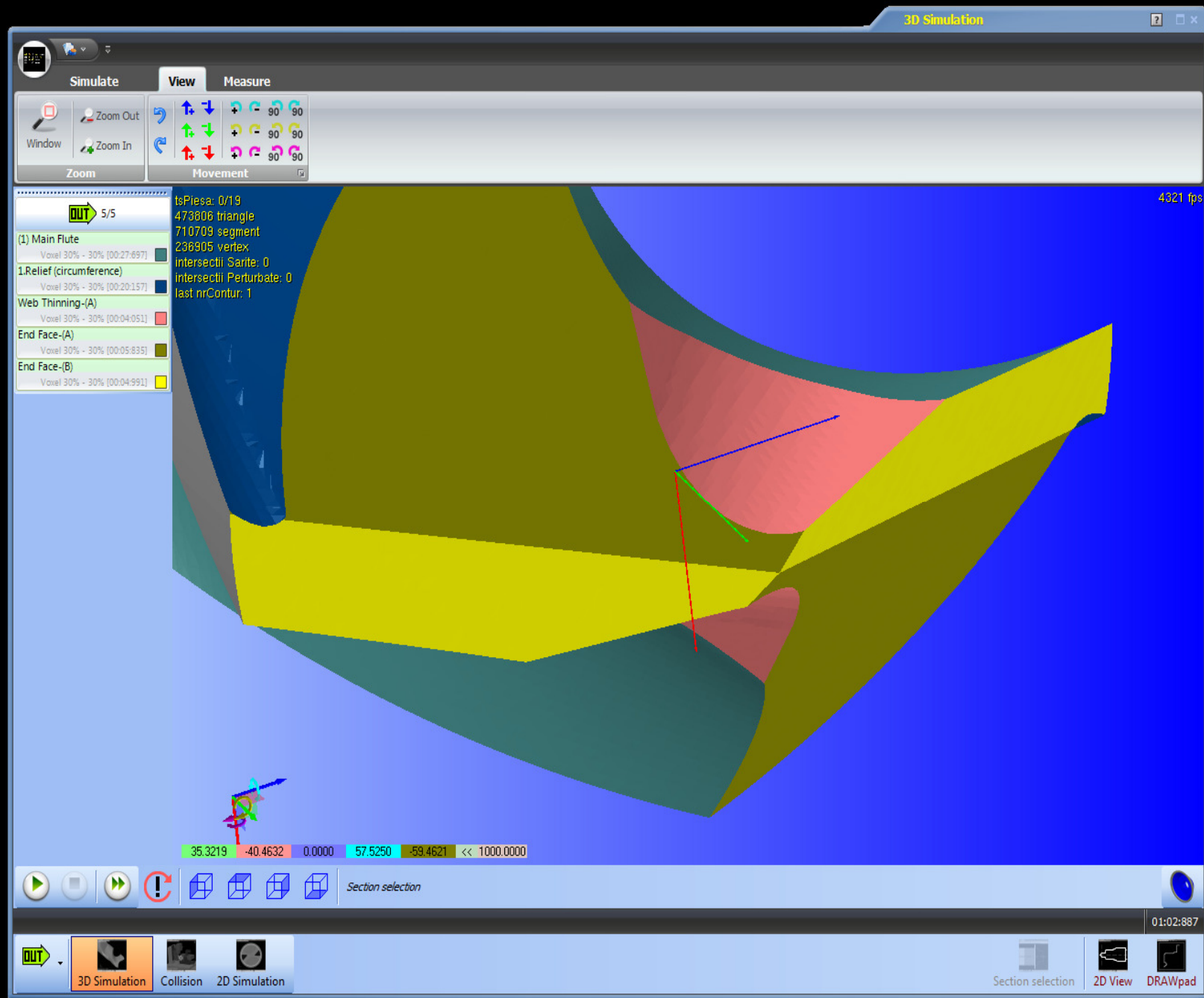


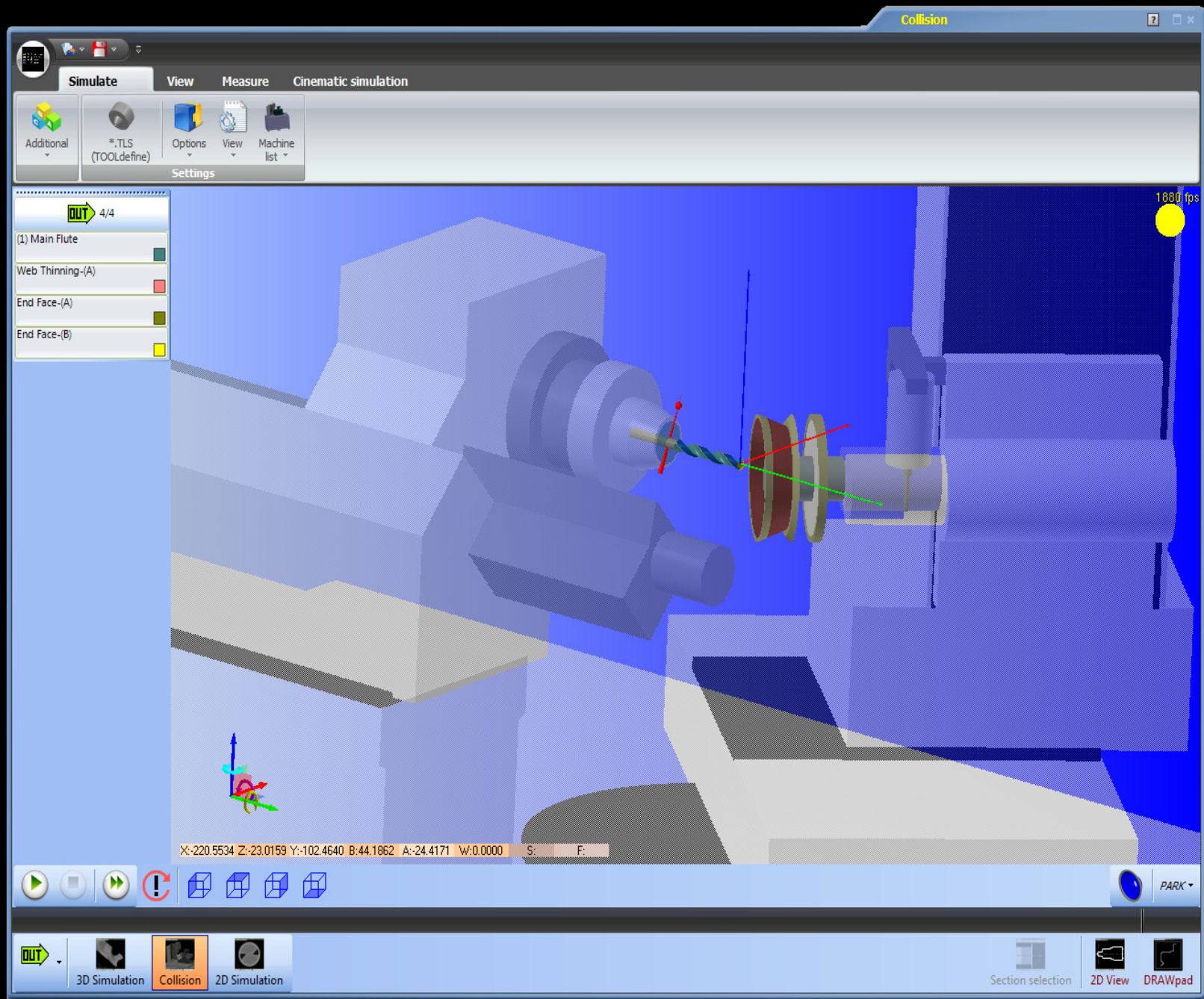


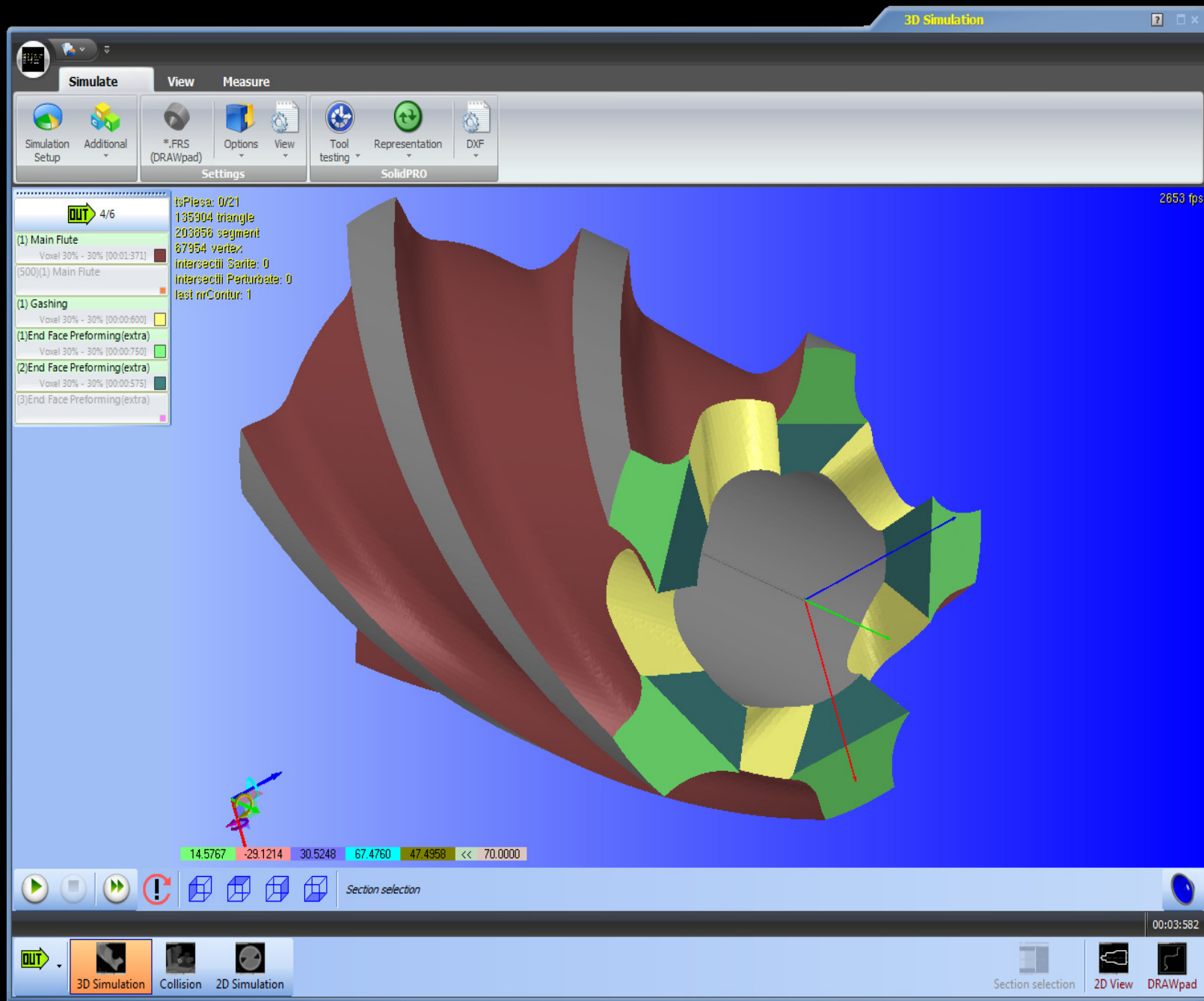


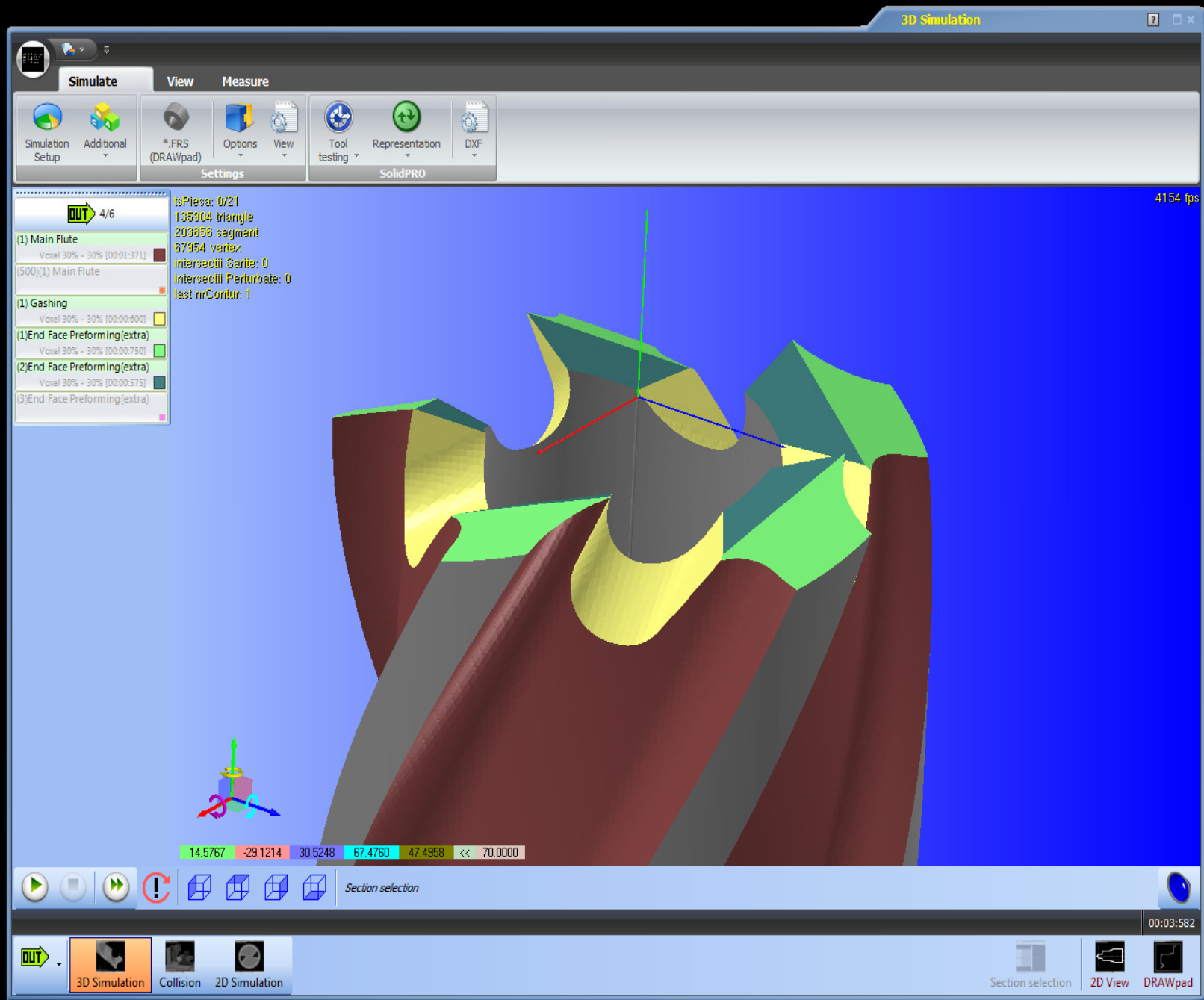


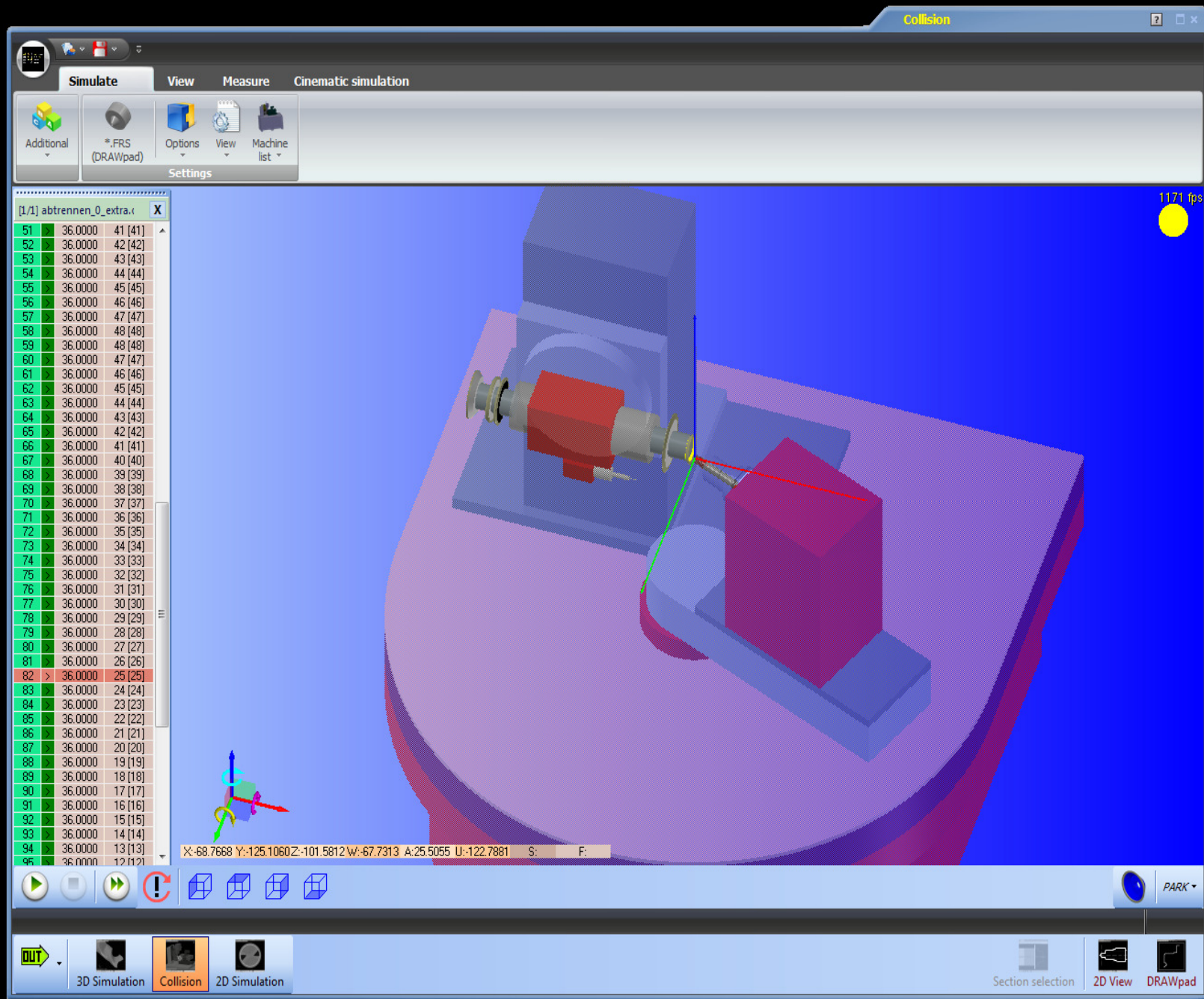








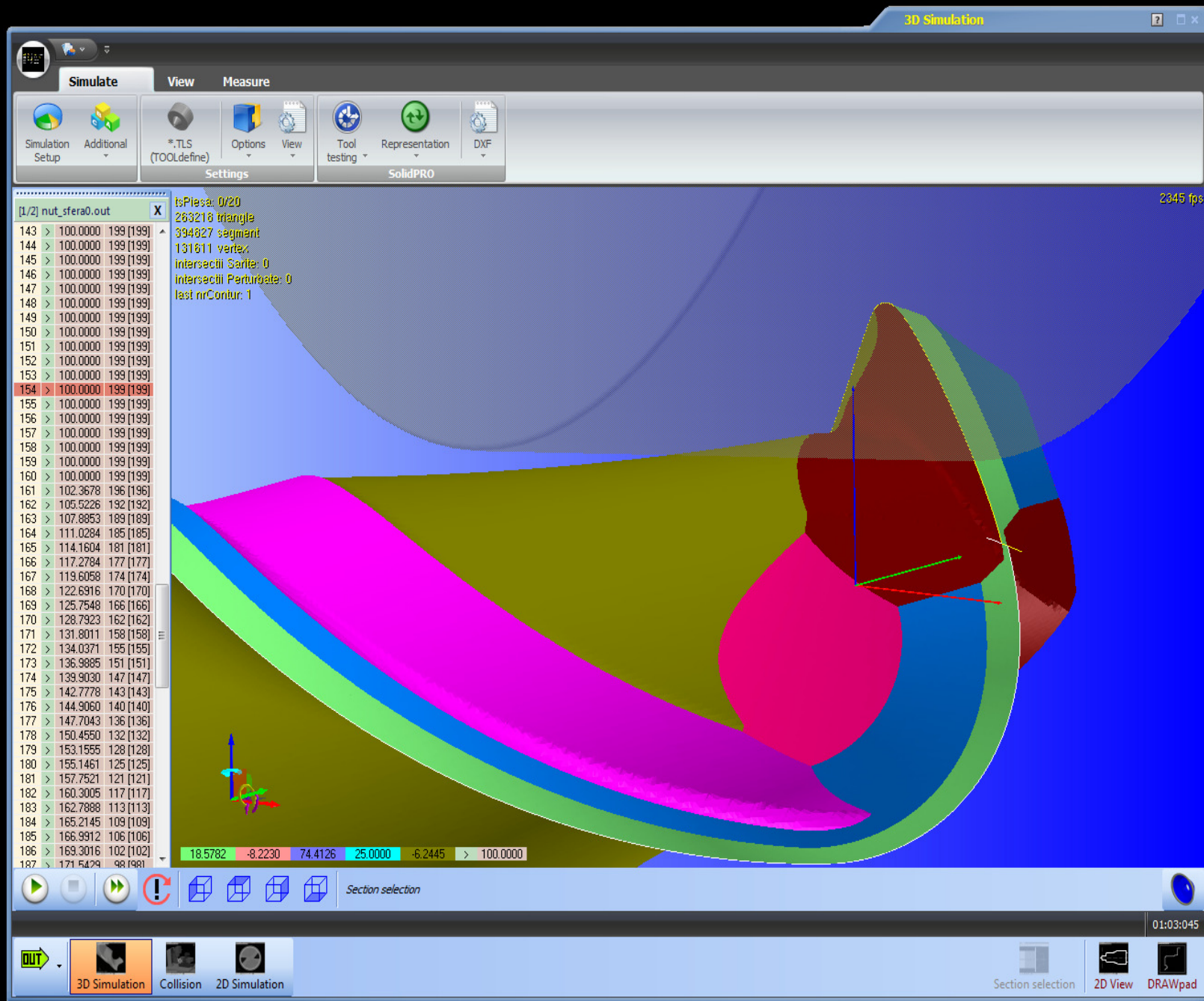


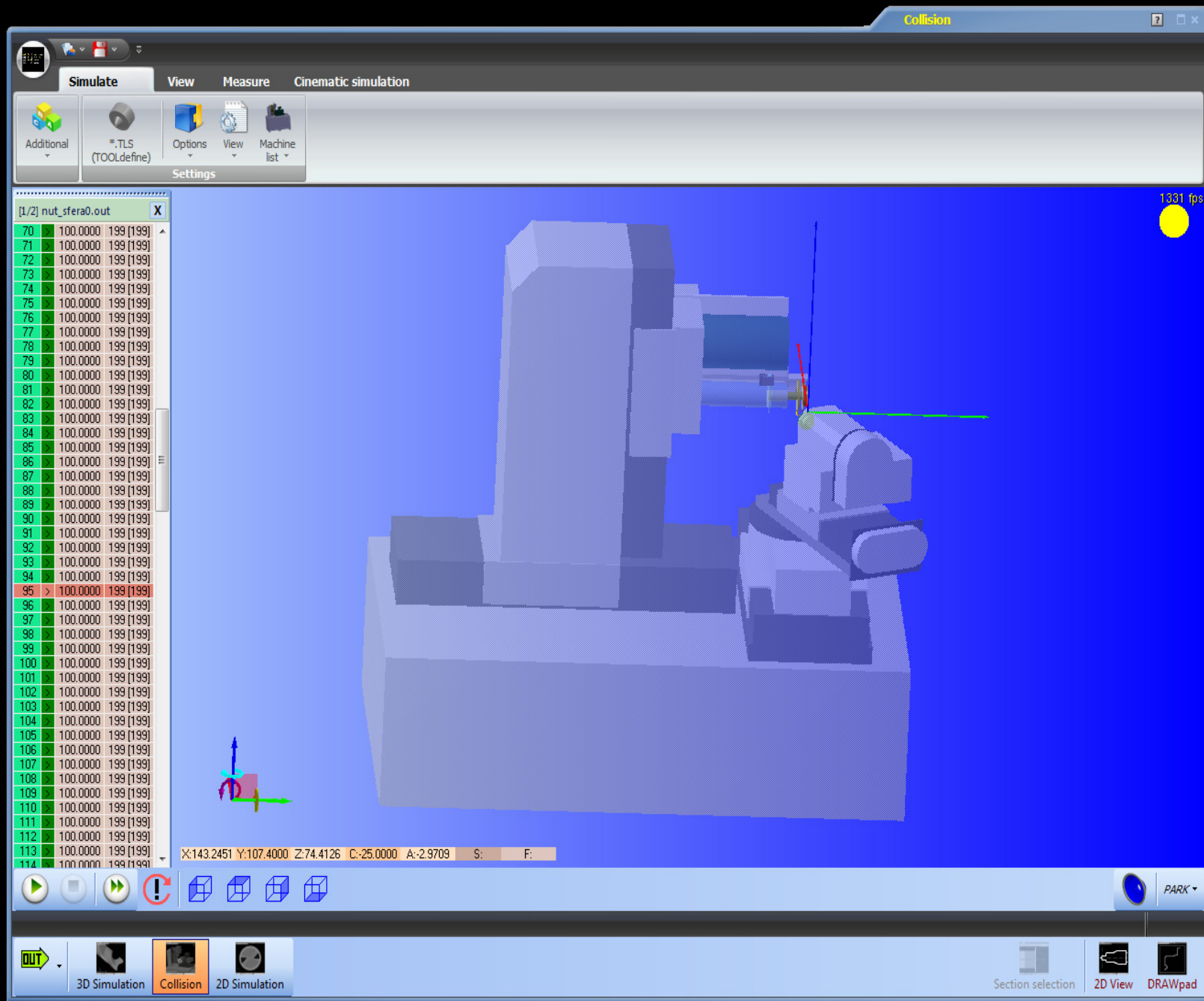


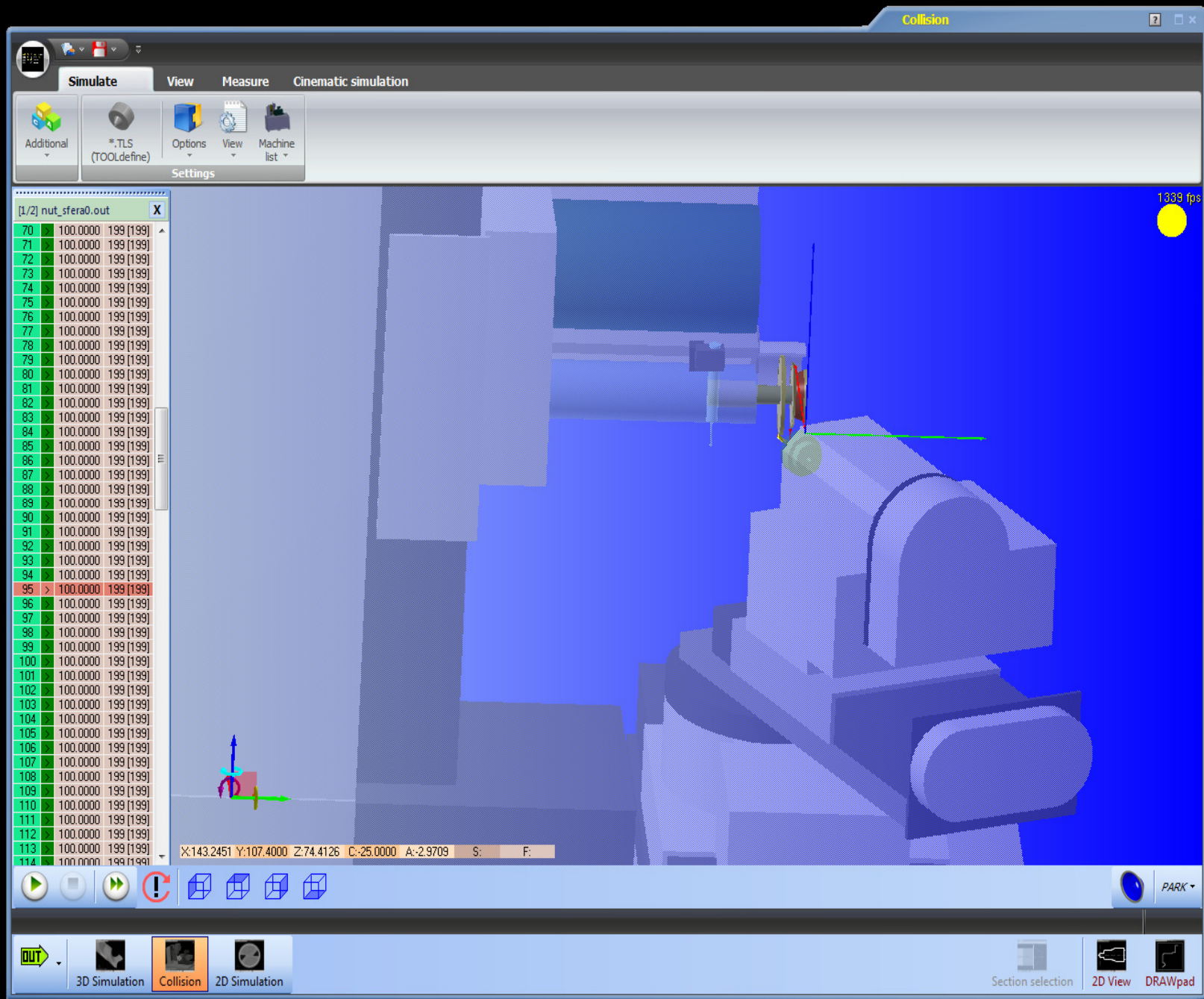
sv& TOOLBOX (v.4f0) & **sv& SolidPRO LECA**

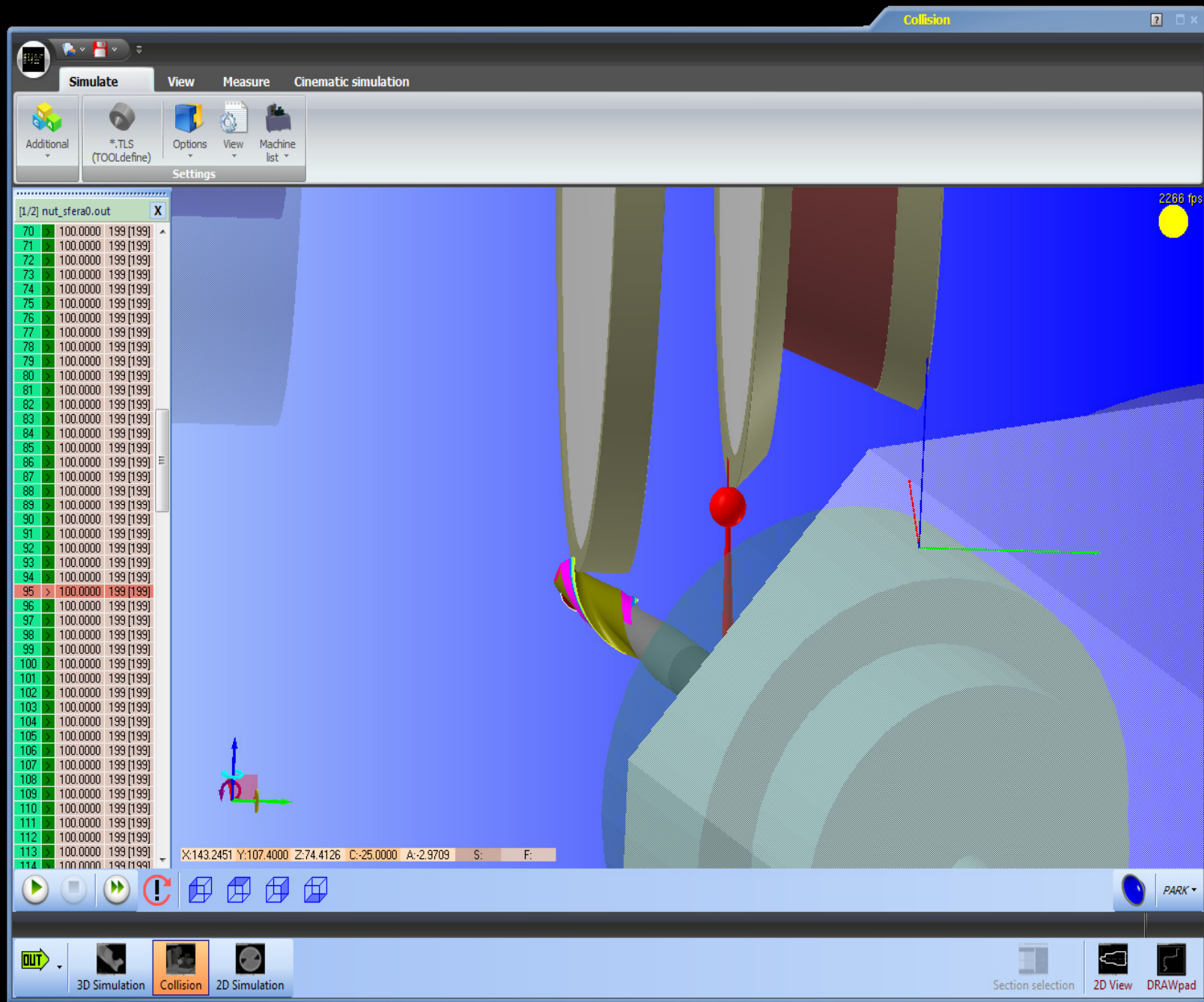
System required :

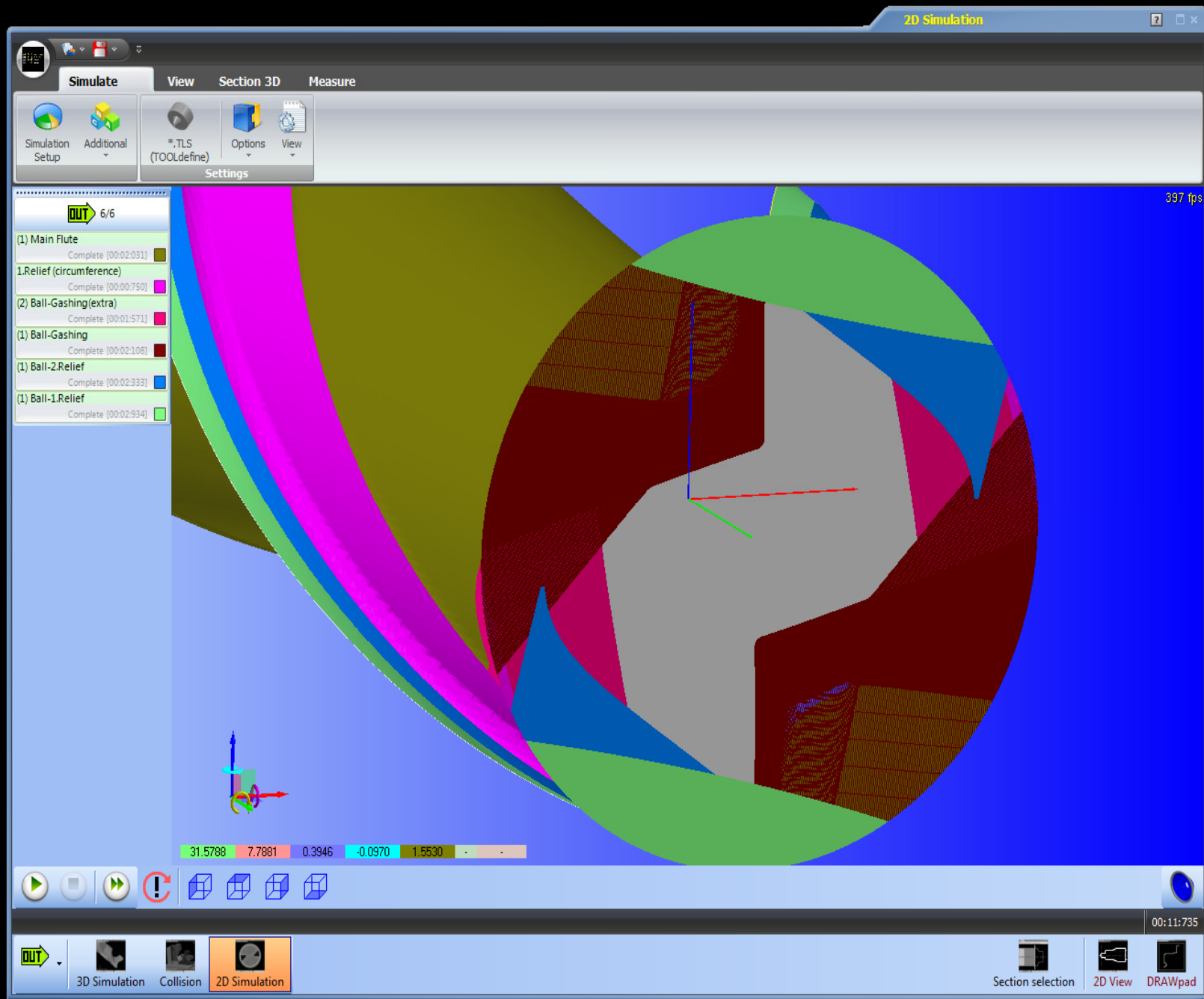
- Windows **Xp, Vista, 7** (32 or 64 bit) compatible
- min **256 Mb** dedicate 3D graphical adapter
- min **8 Gb RAM** internal
- **2 GHz** or faster multi-core processor (Intel or AMD)
- min **2GB** free disk space

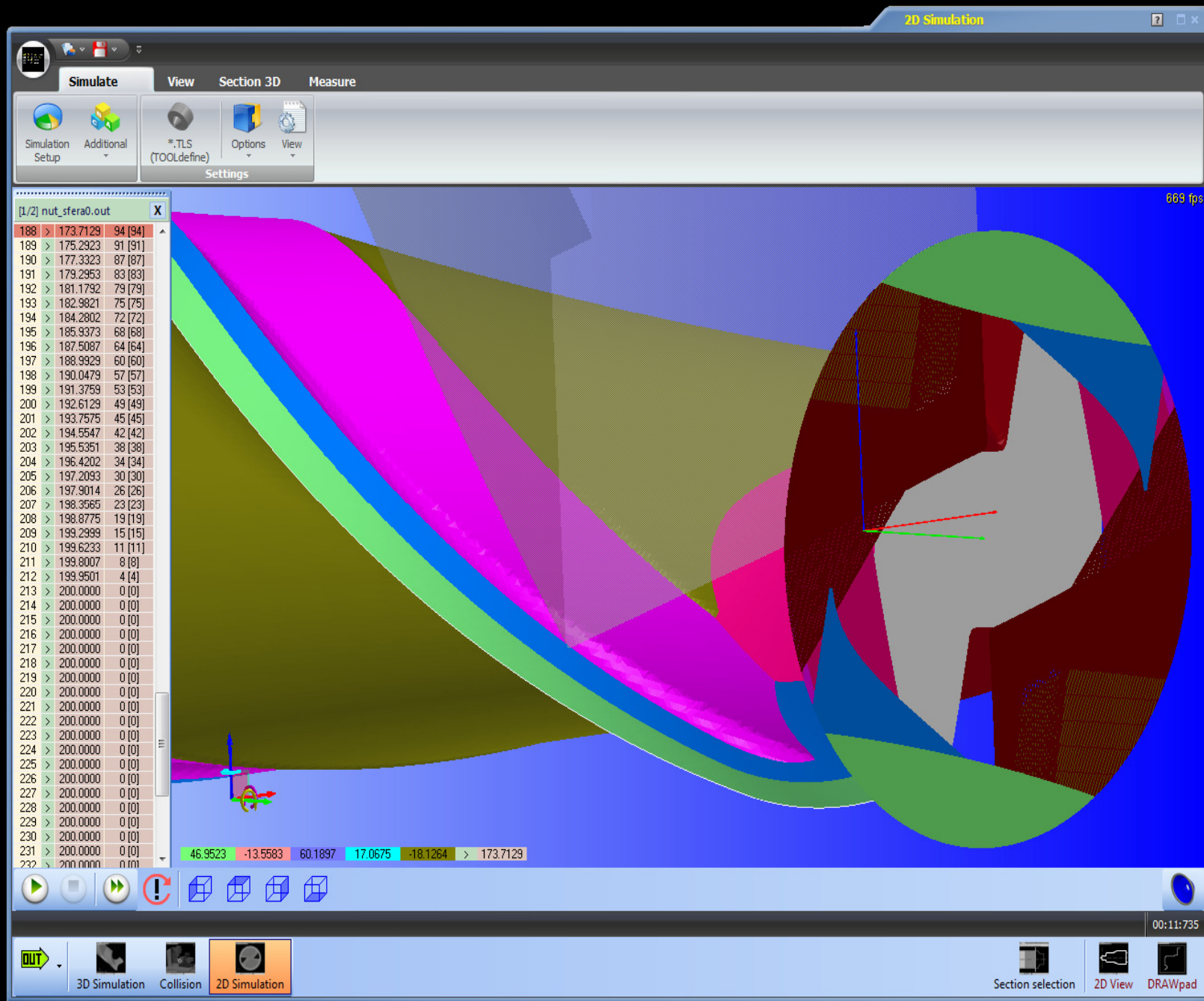


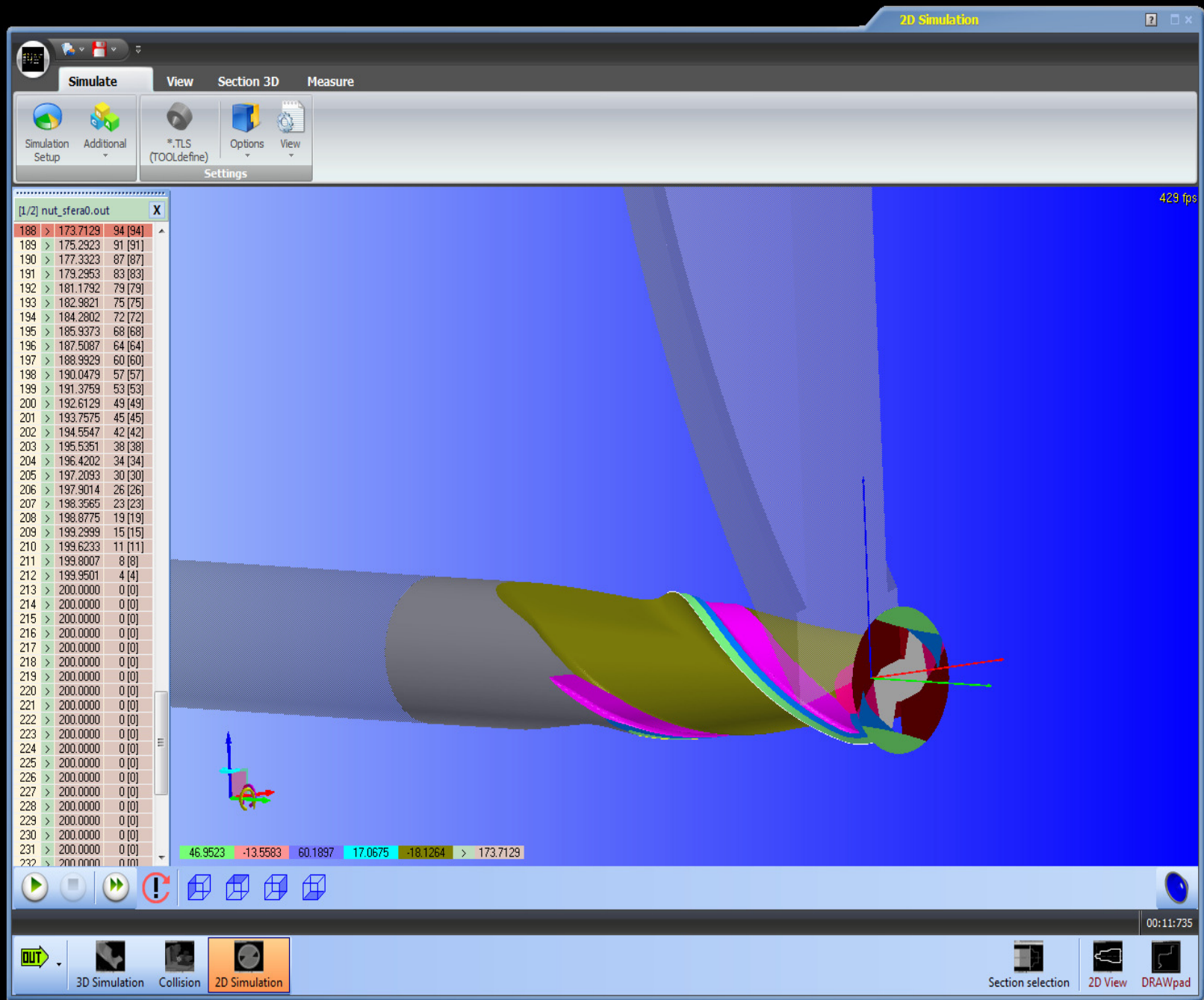


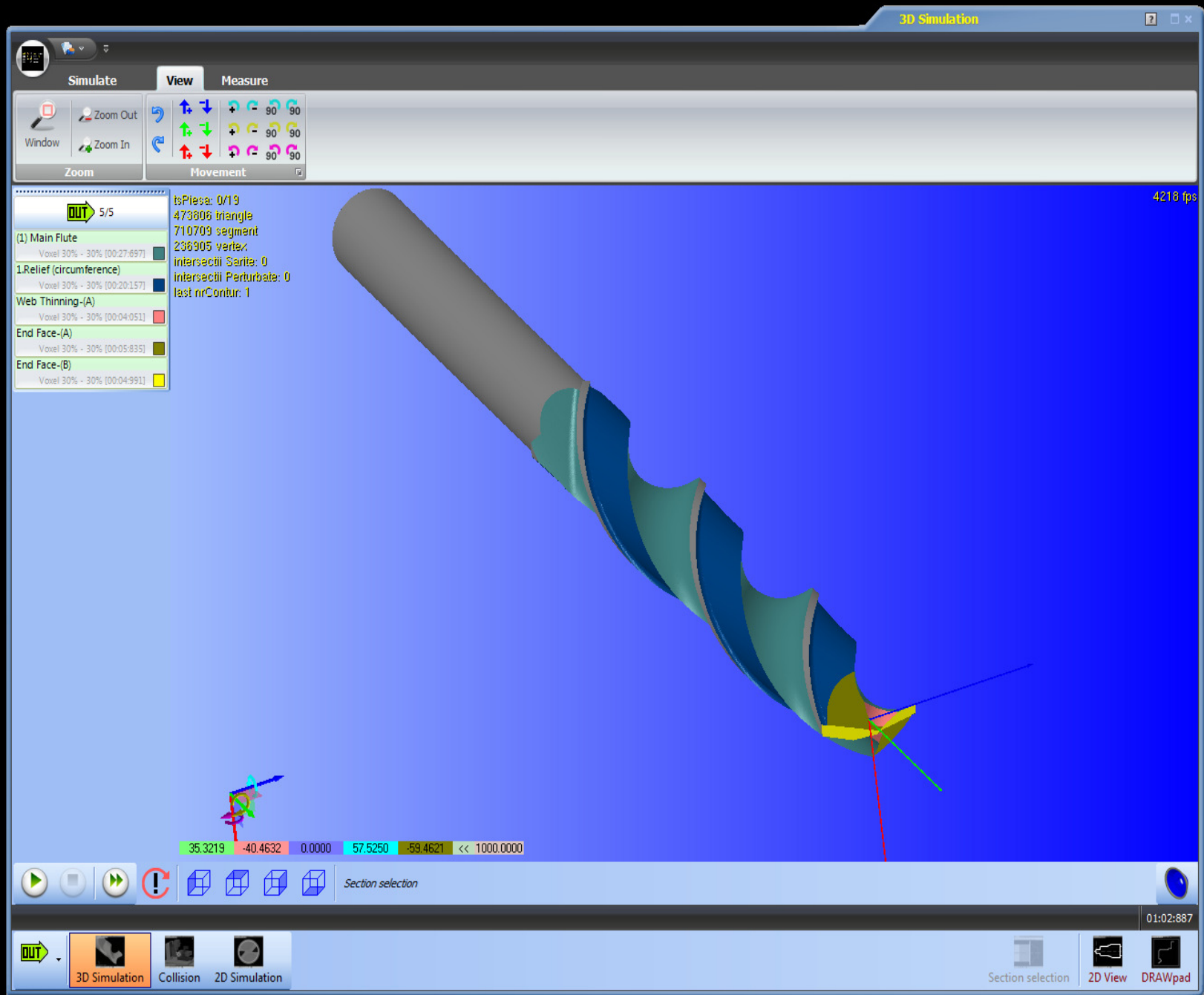


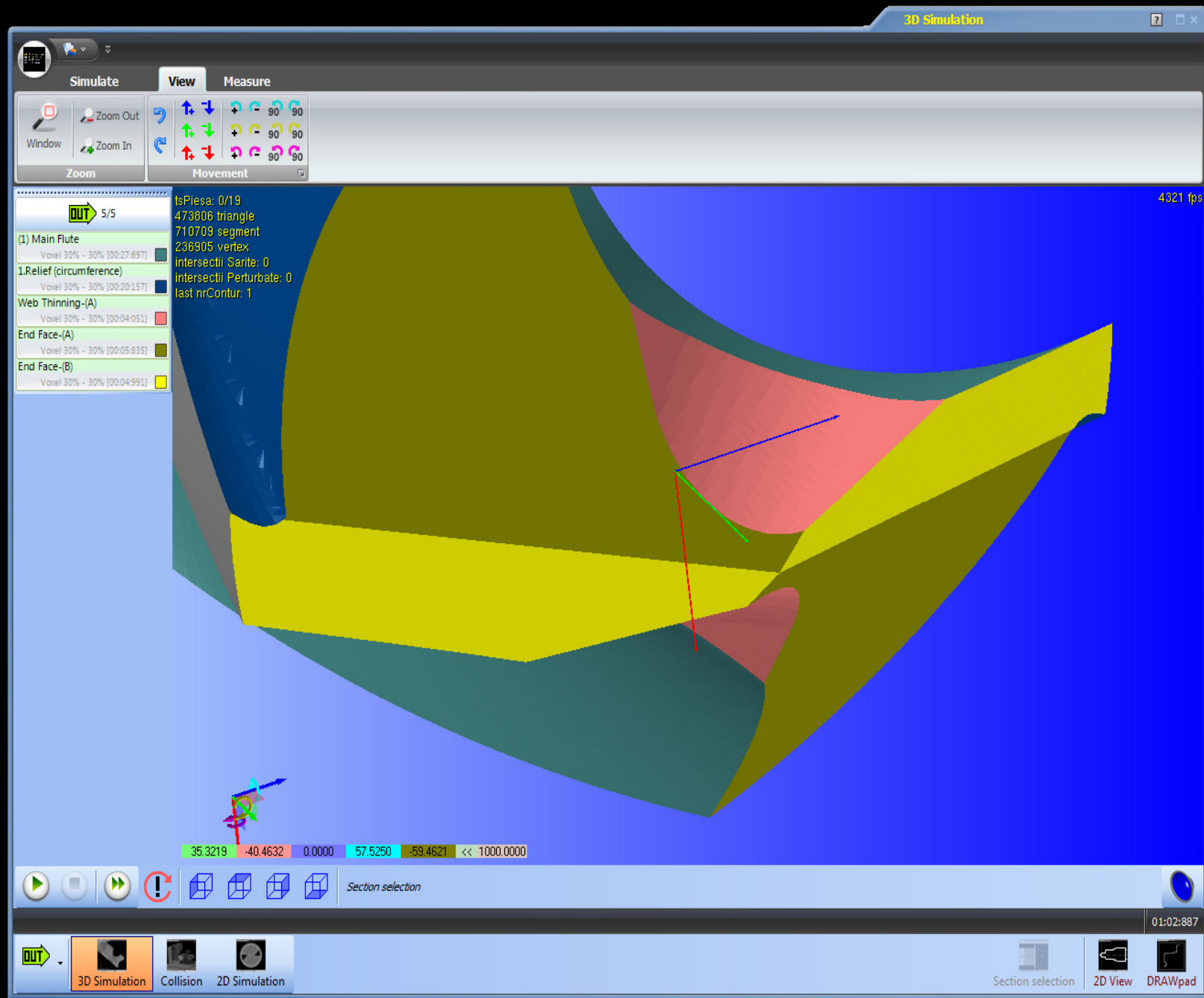


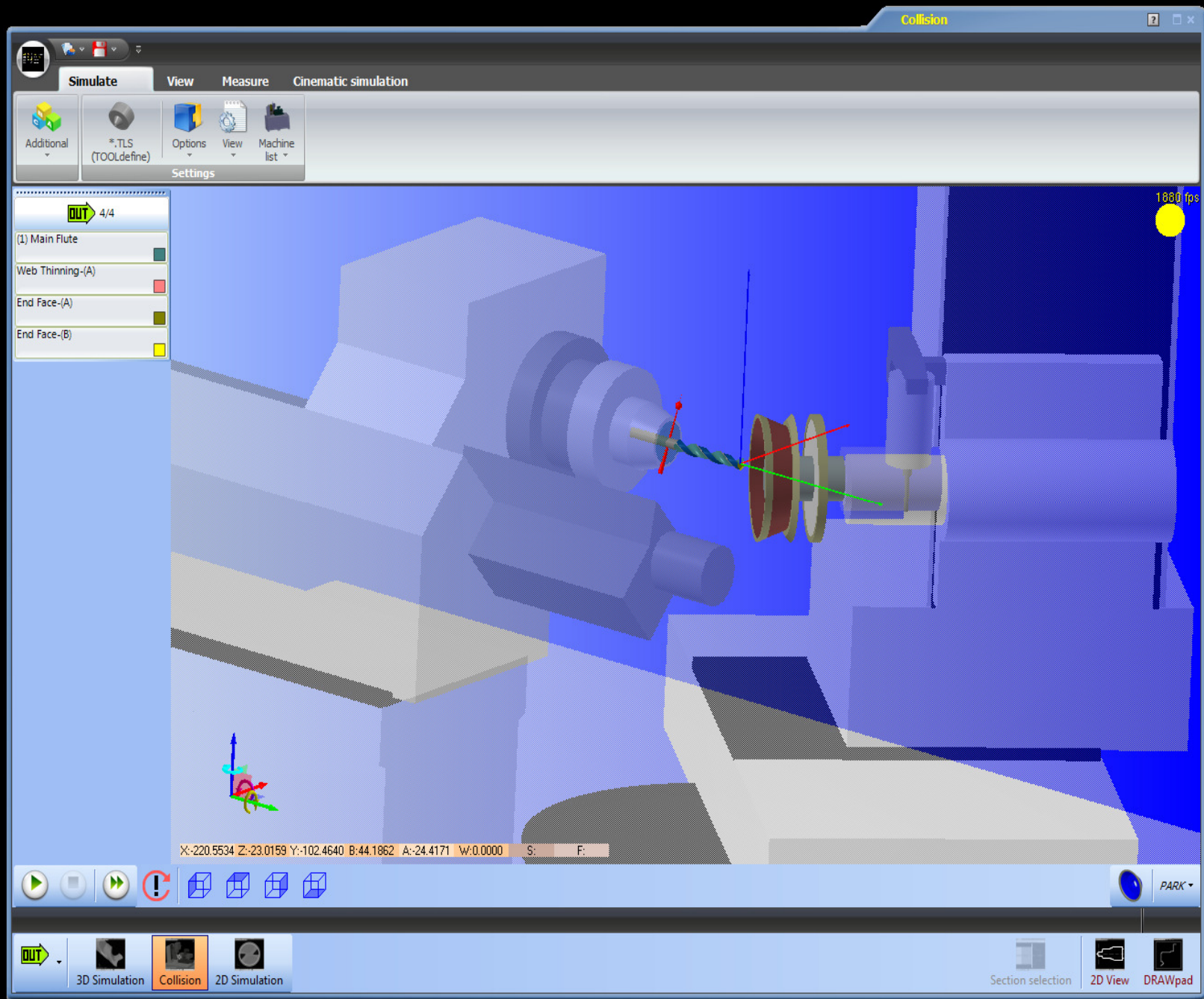


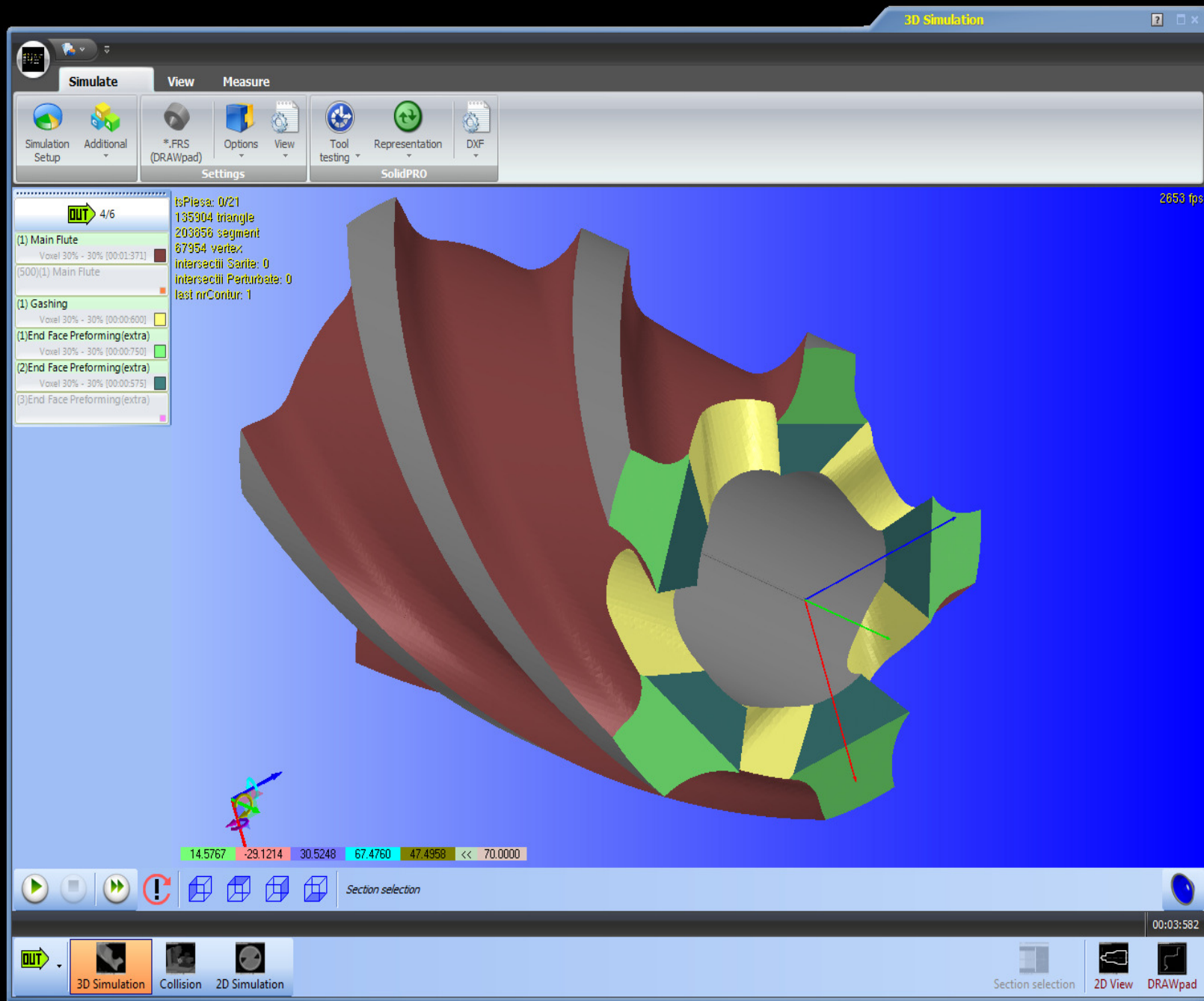


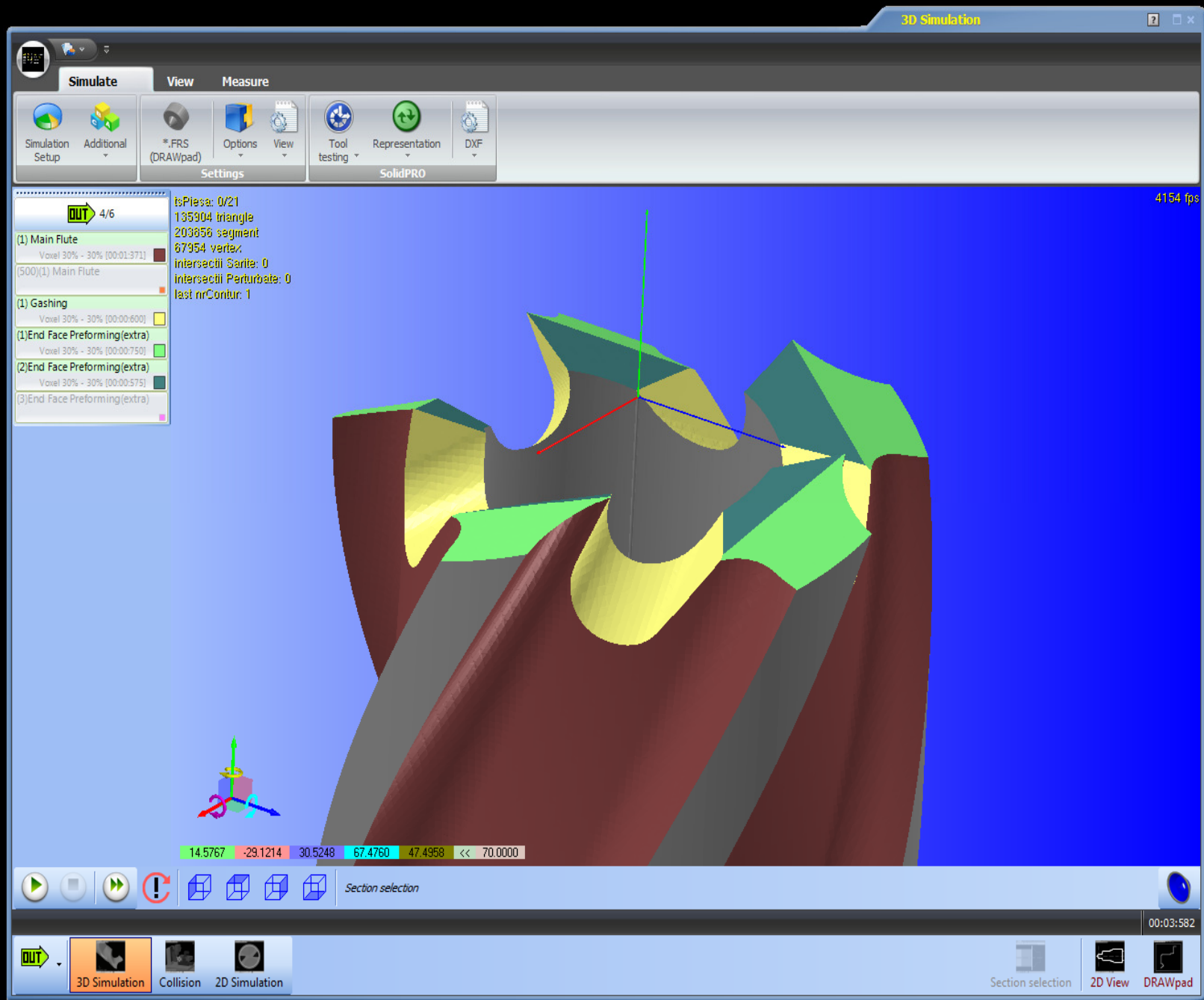


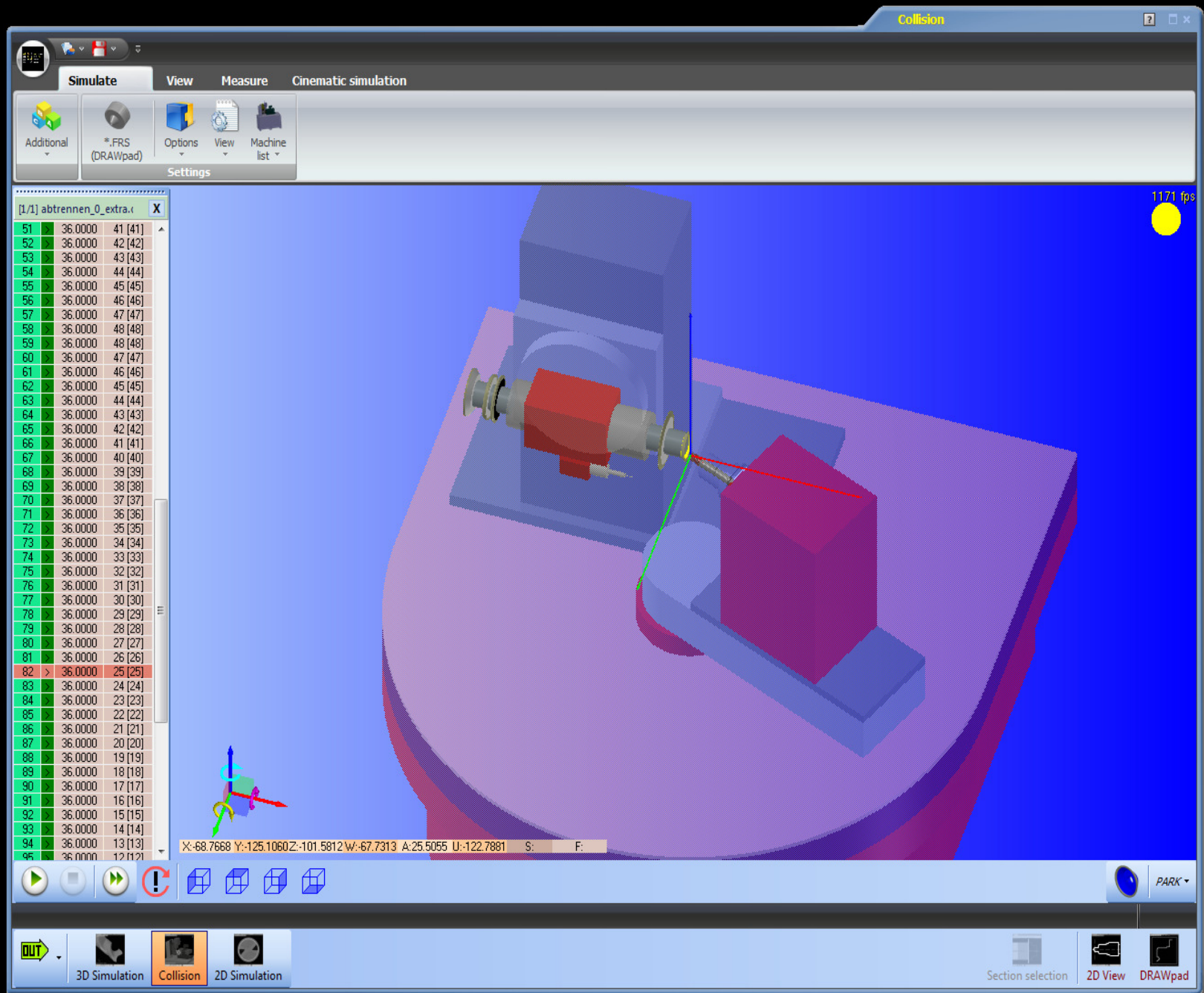


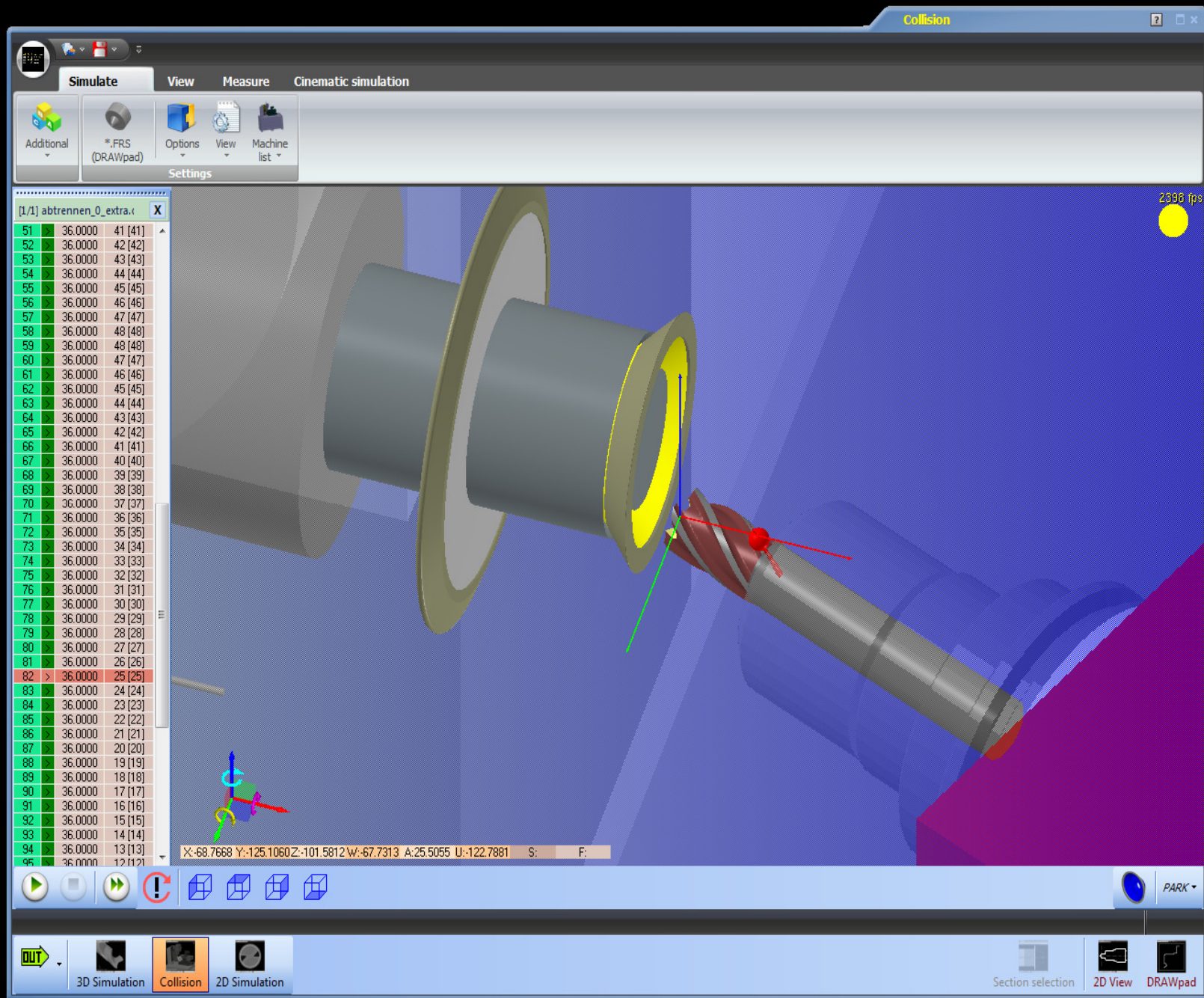


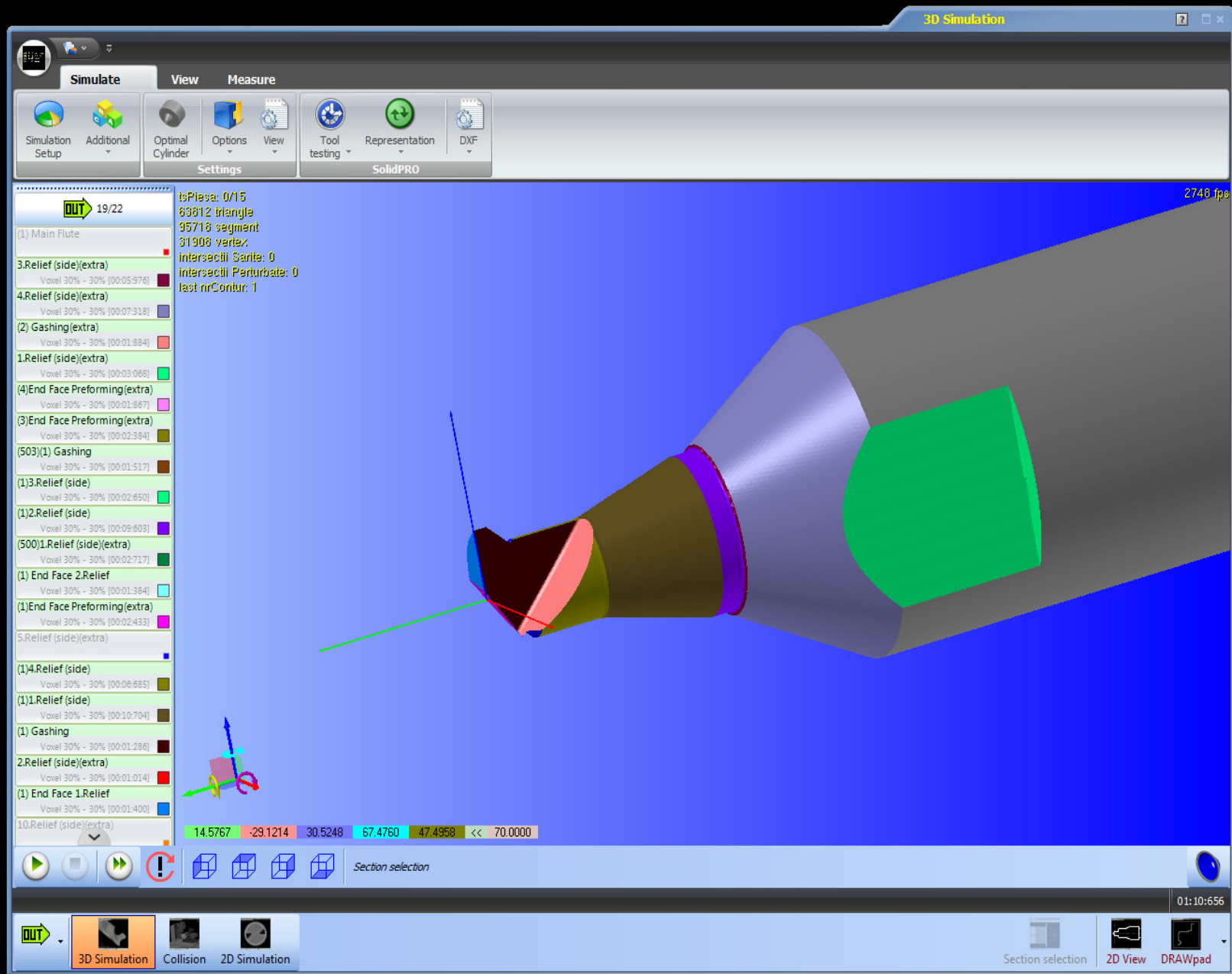


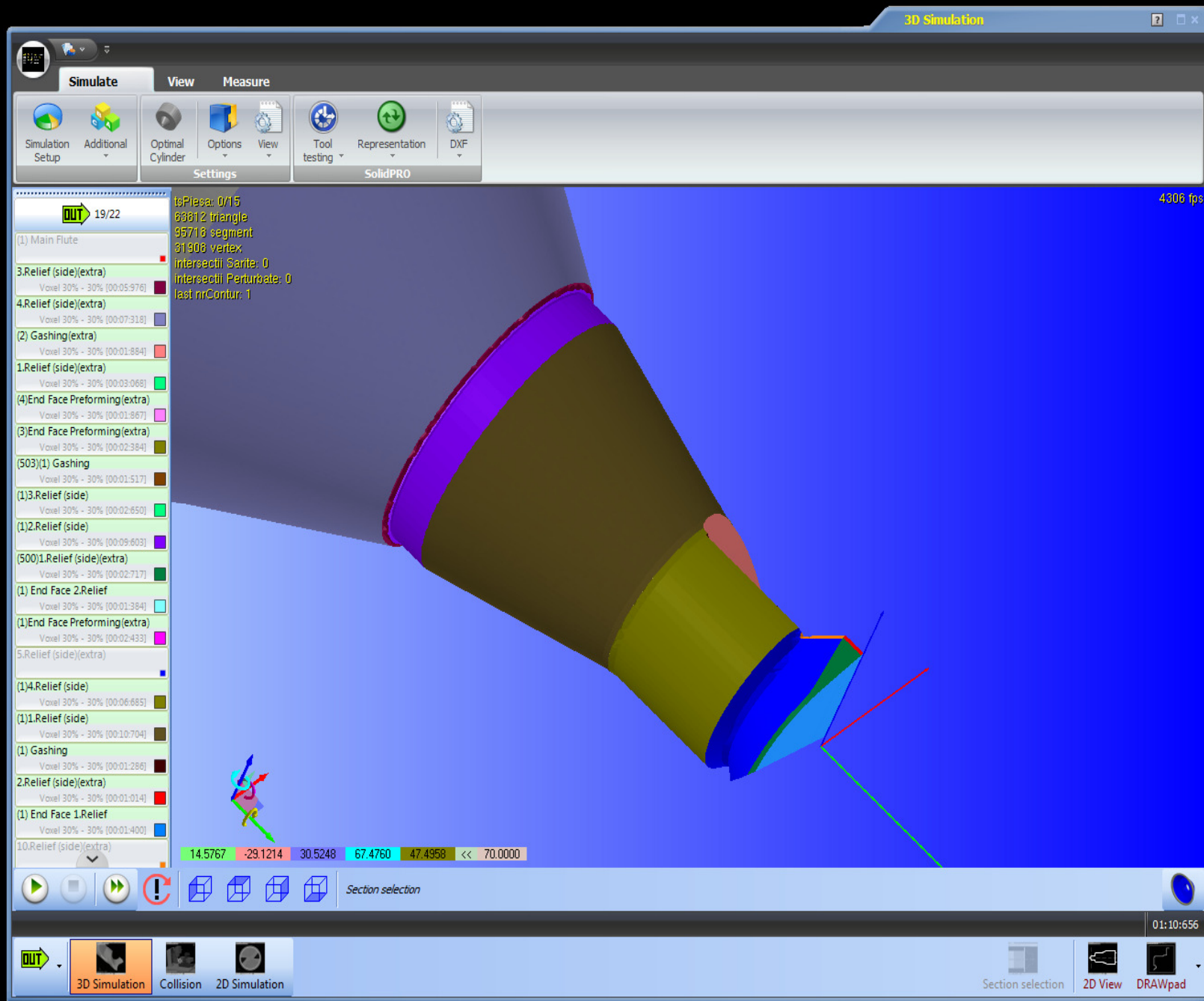


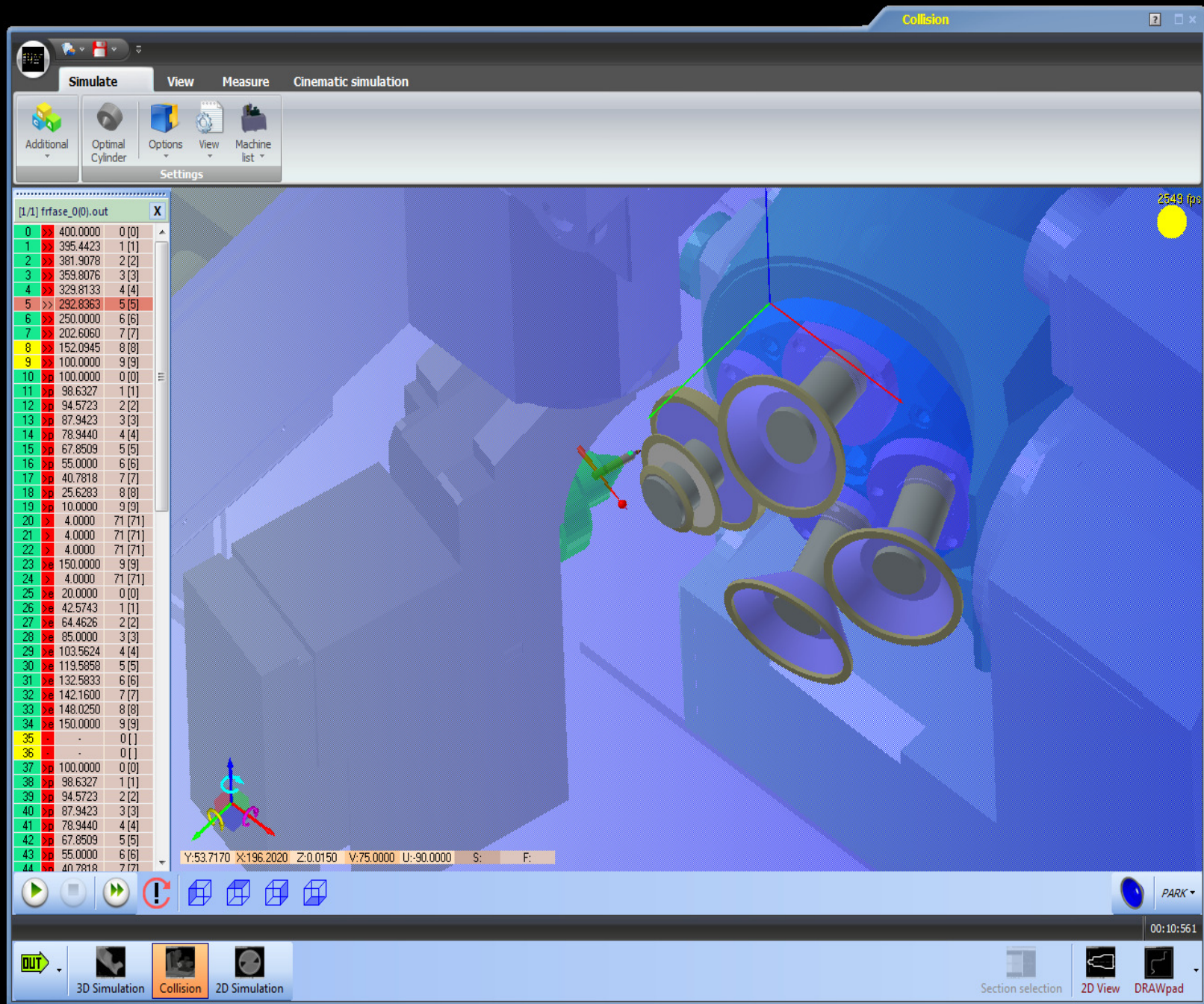


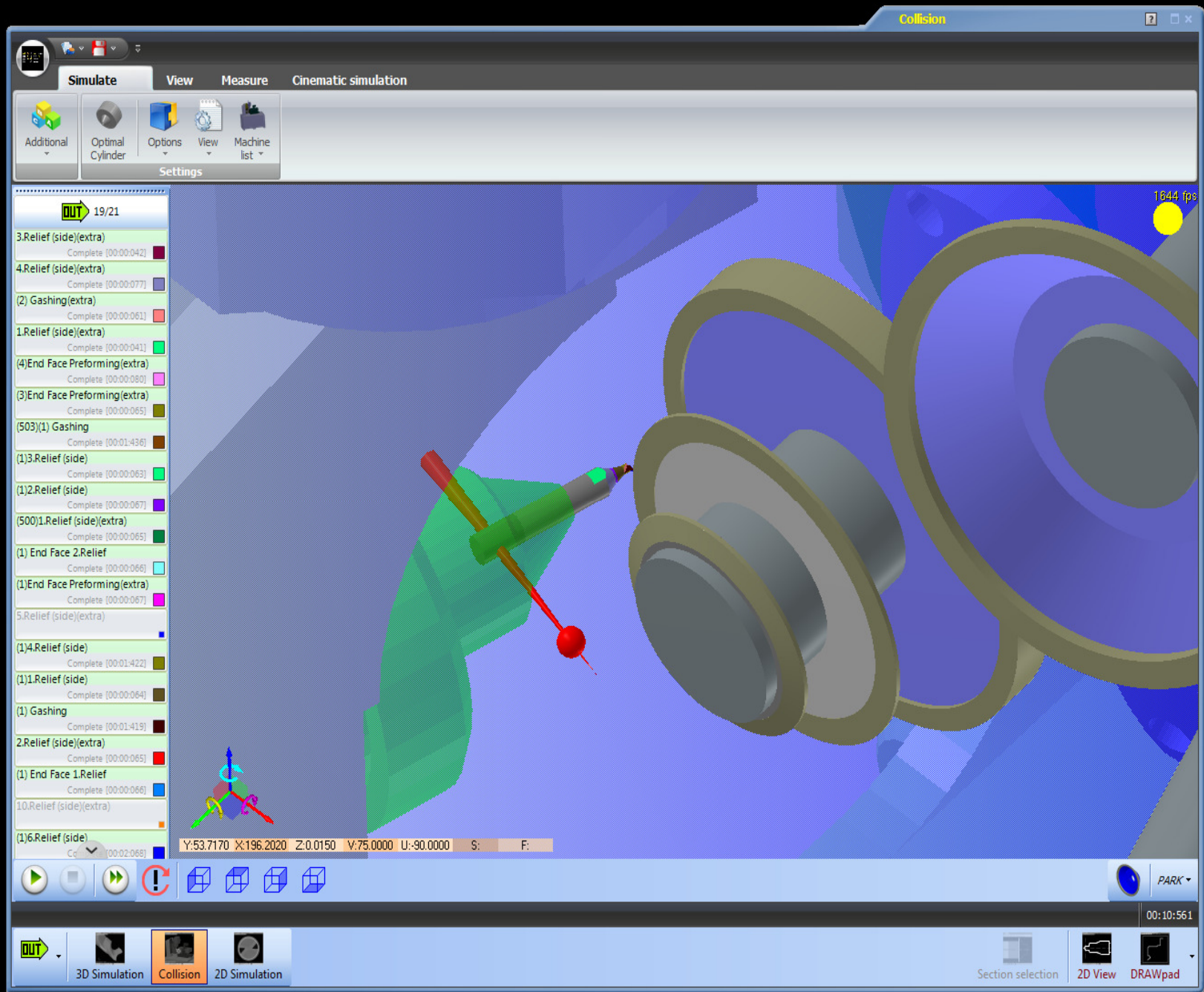


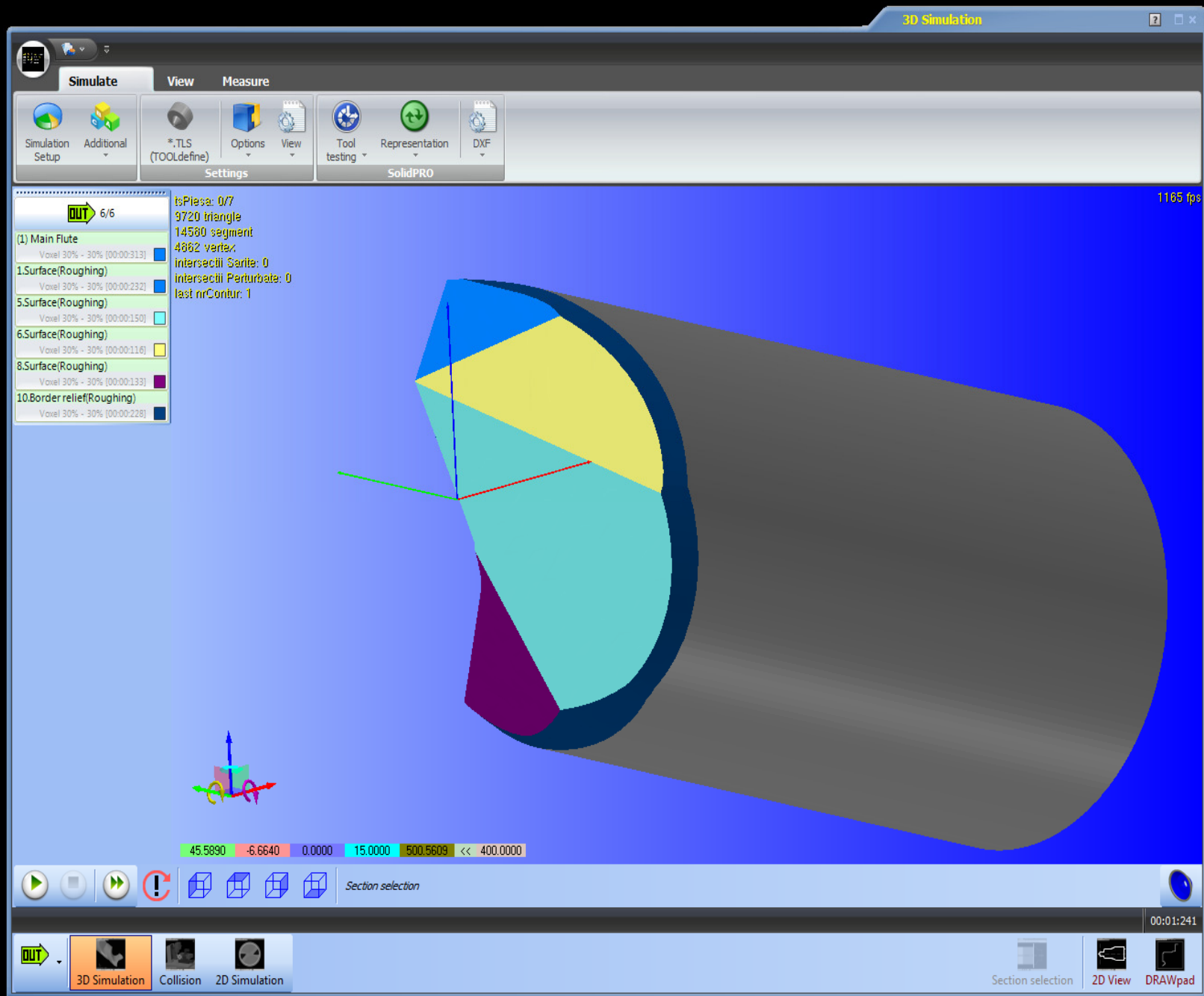


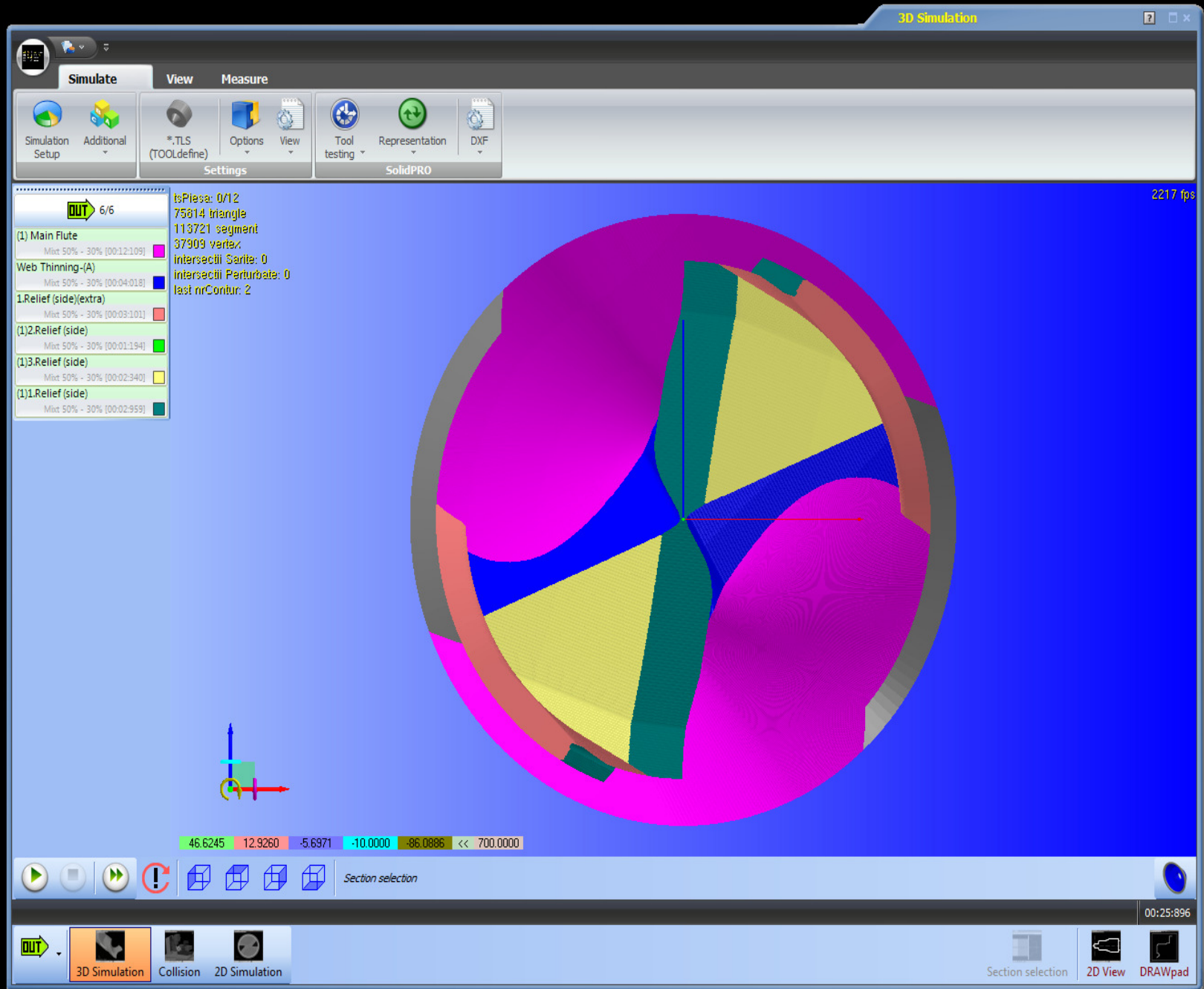


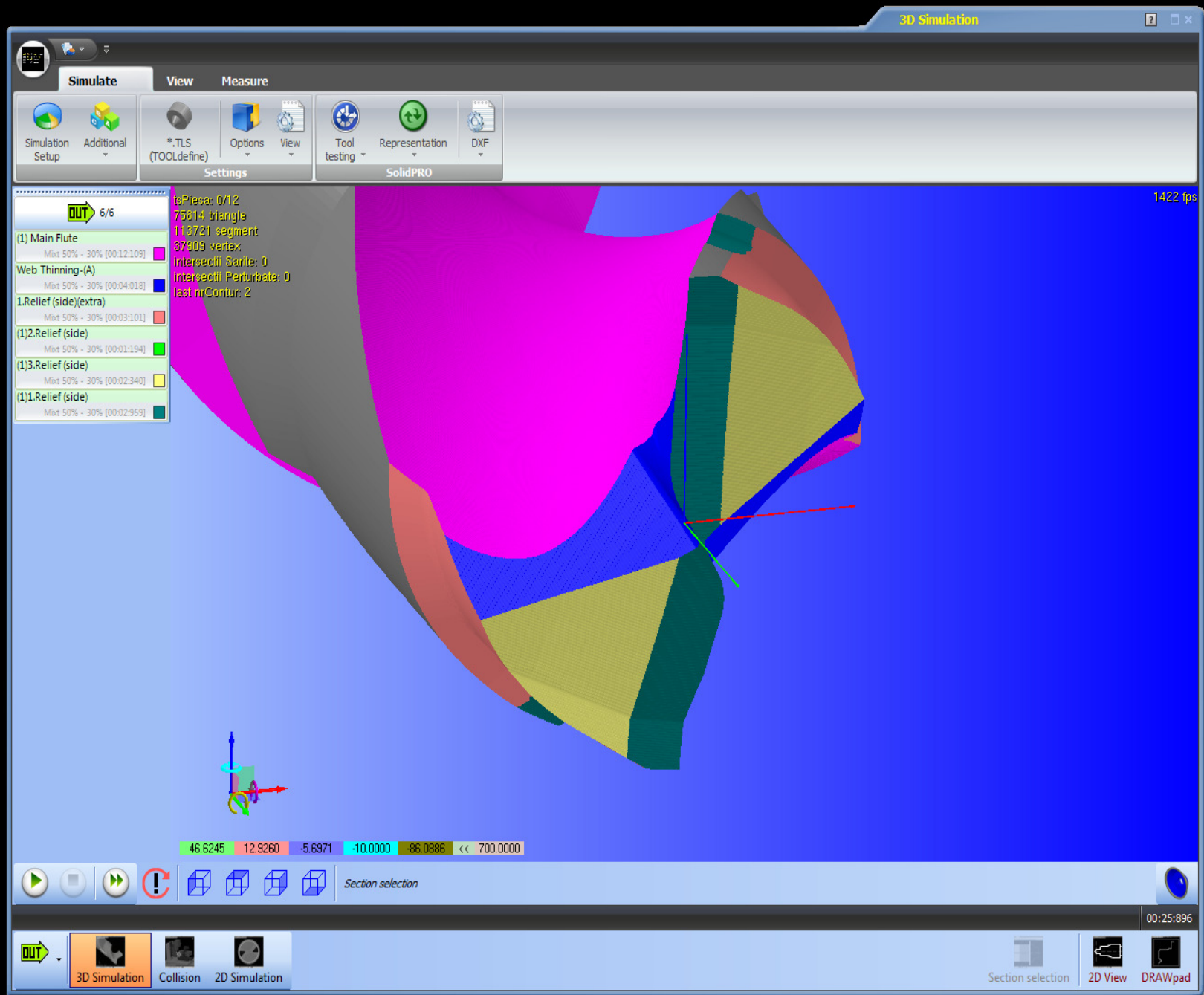












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