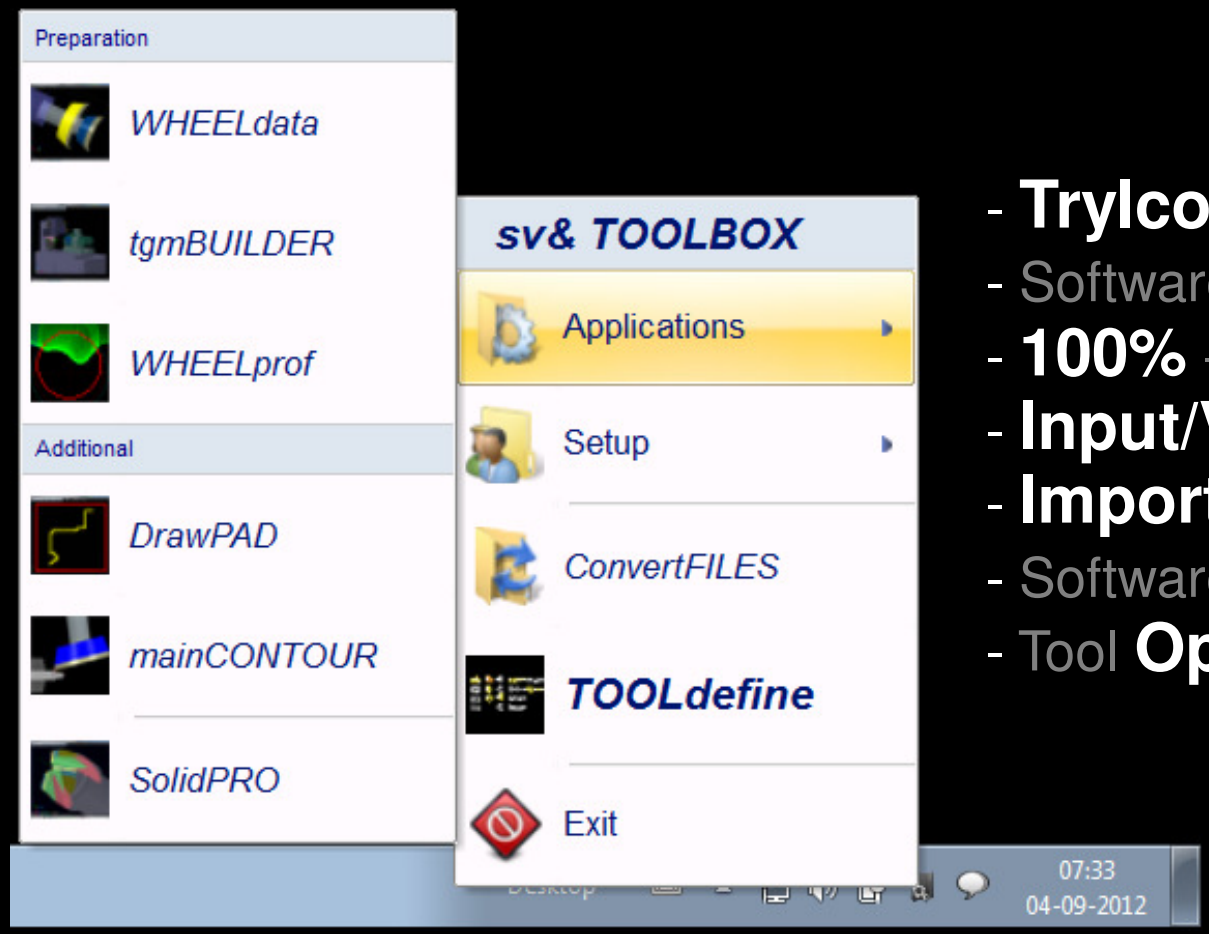
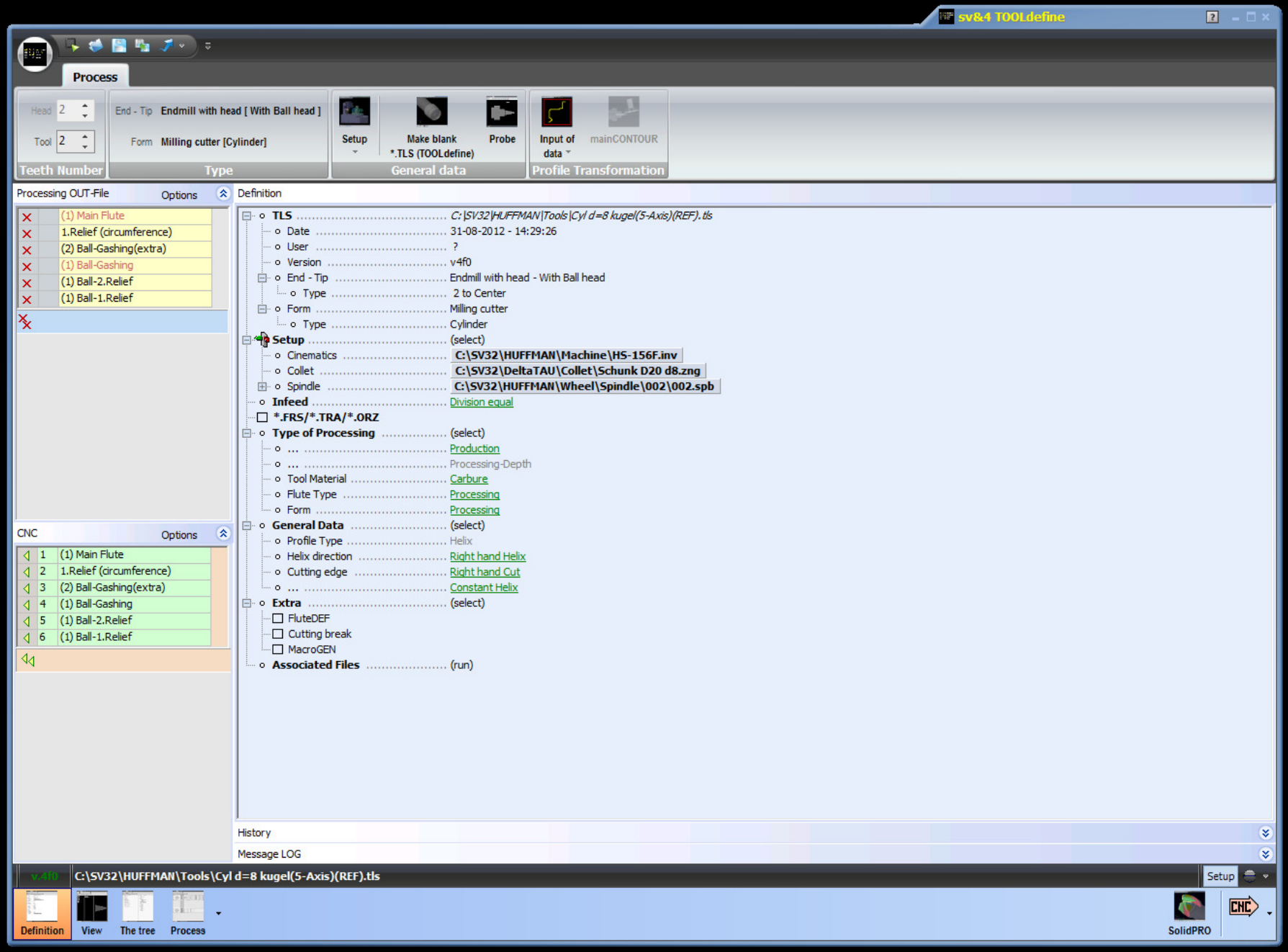
sv& TOOLBOX (v.4f0) LECA

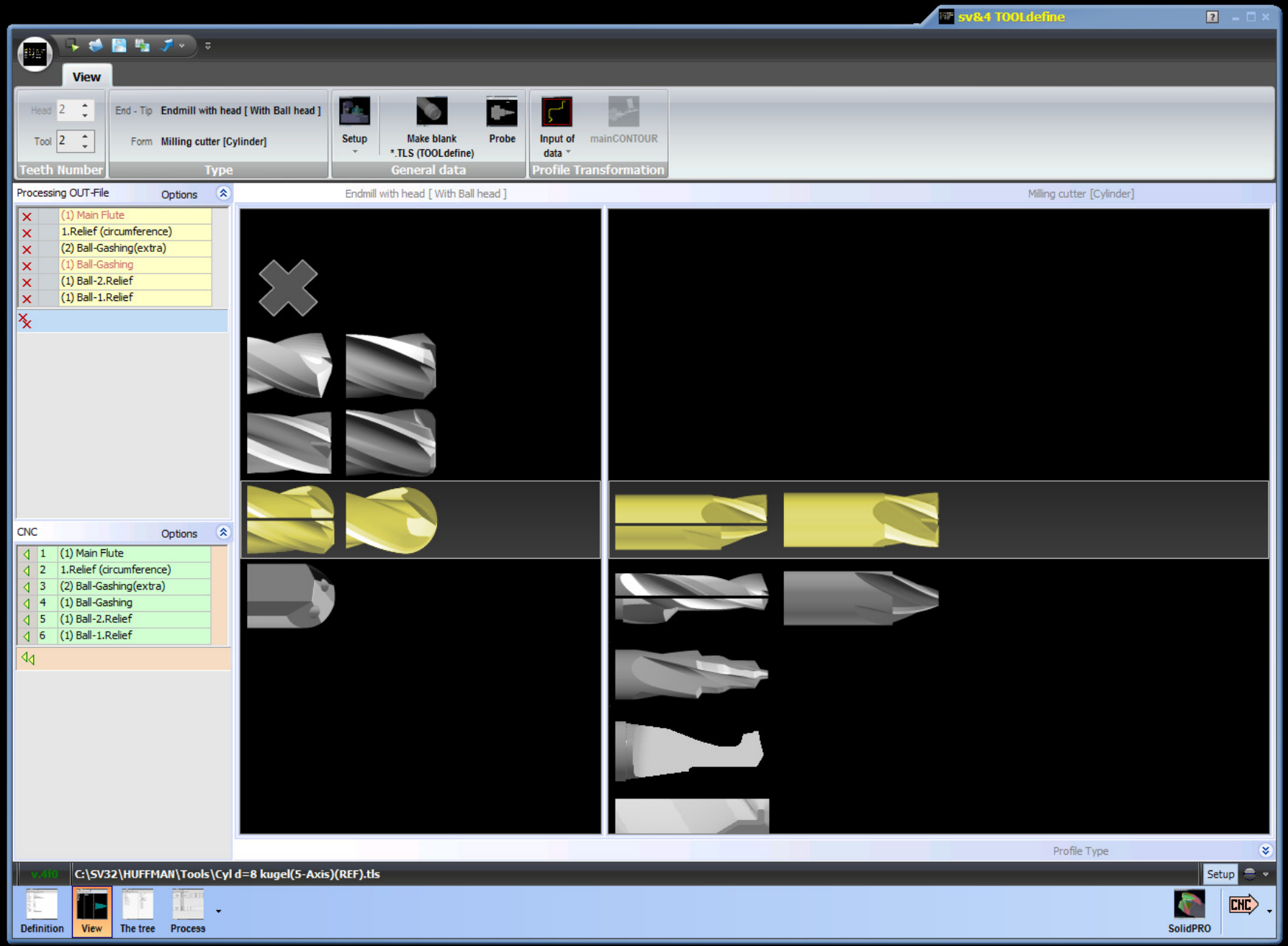
- **Windows 7** compatible
- **OpenGL** Graphic object oriented
- **2D/3D -** online Tools simulation
- **3D –** Machine process simulation (collision)
- **OUT/CNC** – Complete process online view
- **100% -** compatible with all older versions
- **Internet** – online technical support

a 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.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC


sv&4 TOOLdefine
View
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
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Setup
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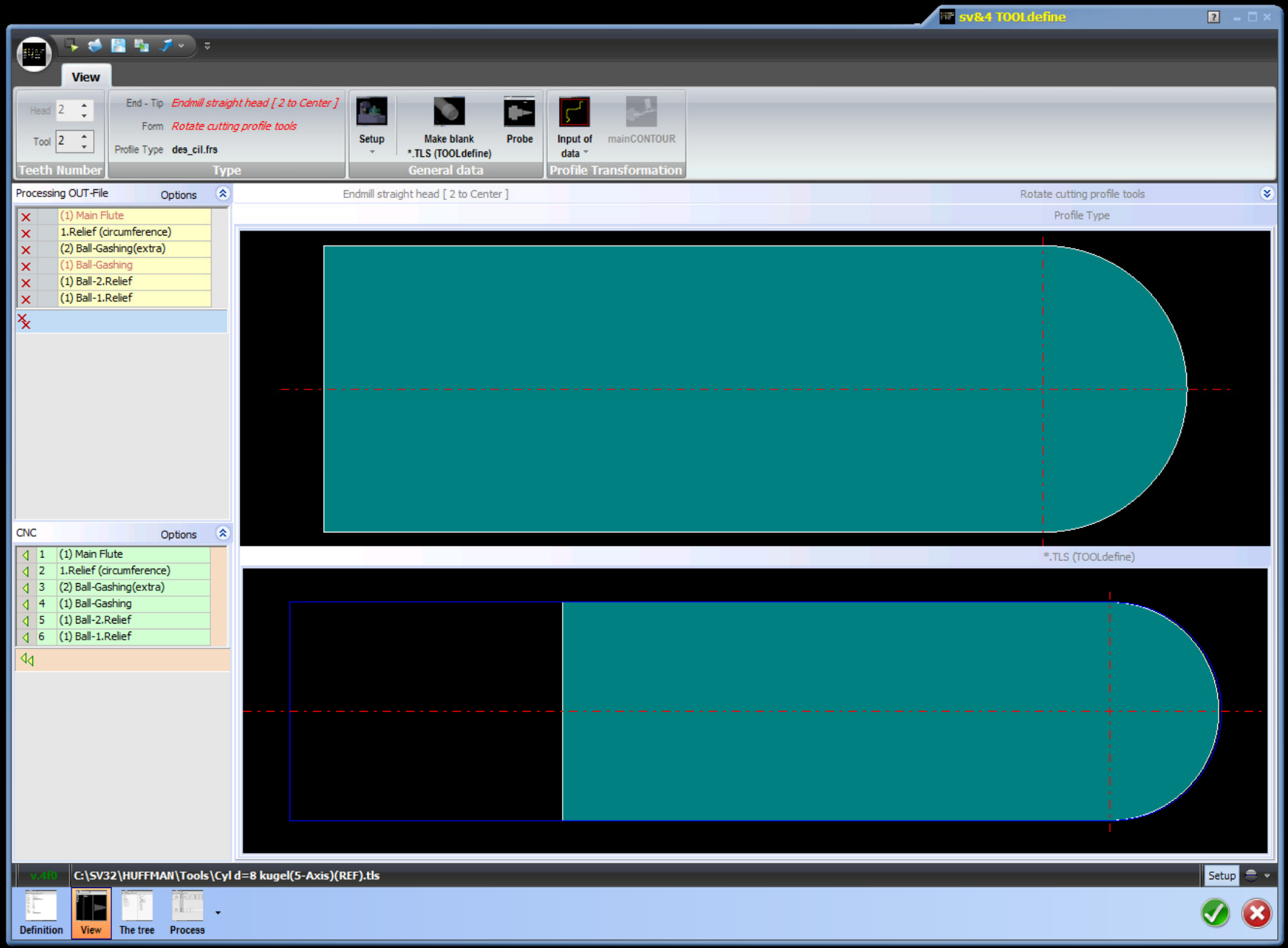
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Endmill with head [With Ball head]
Milling cutter [Cylinder]
Profile Type
v.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC


sv&4 TOOLdefine
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)
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(1) Ball-Gashing
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(1) Ball-1.Relief
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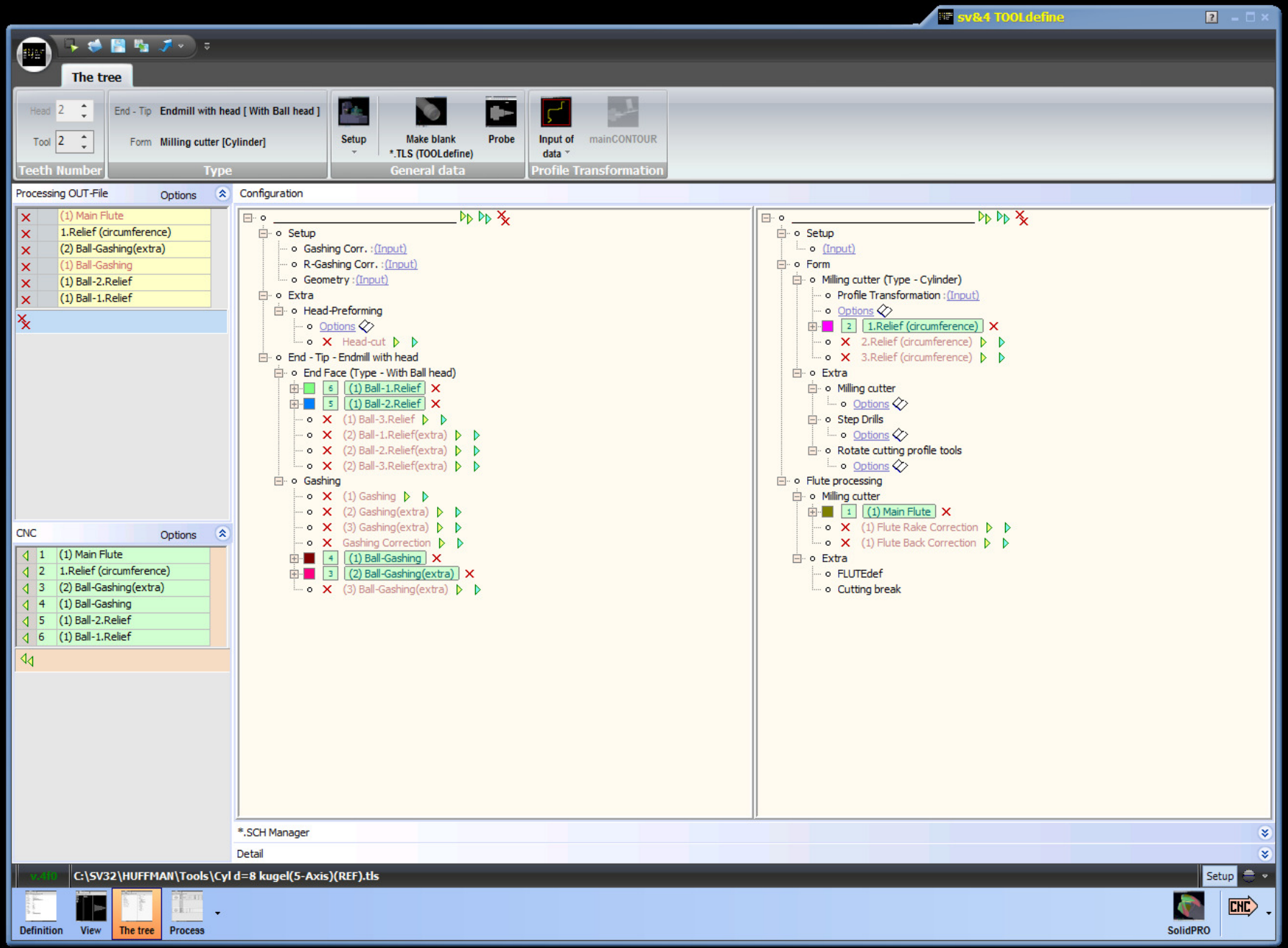
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Endmill straight head [2 to Center]
Rotate cutting profile tools
Profile Type
*.TLS (TOOLdefine)
v.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process


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)
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(1) Main Flute
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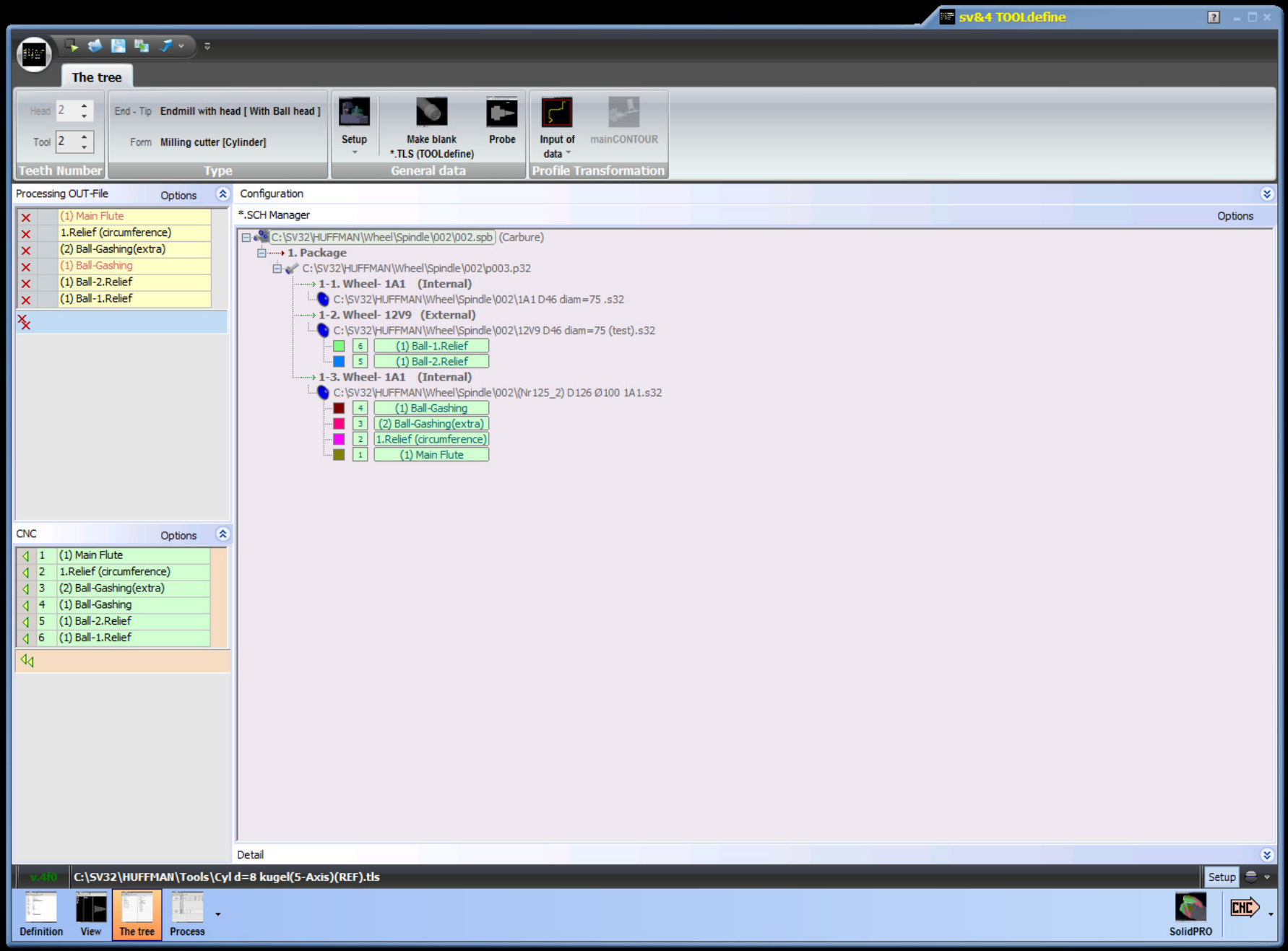
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
Setup
Gashing Corr. : (Input)
R-Gashing Corr. : (Input)
Geometry : (Input)
Extra
Head-Preforming
Options
Head-cut
End - Tip - Endmill with head
End Face (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
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
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Make blank
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Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)
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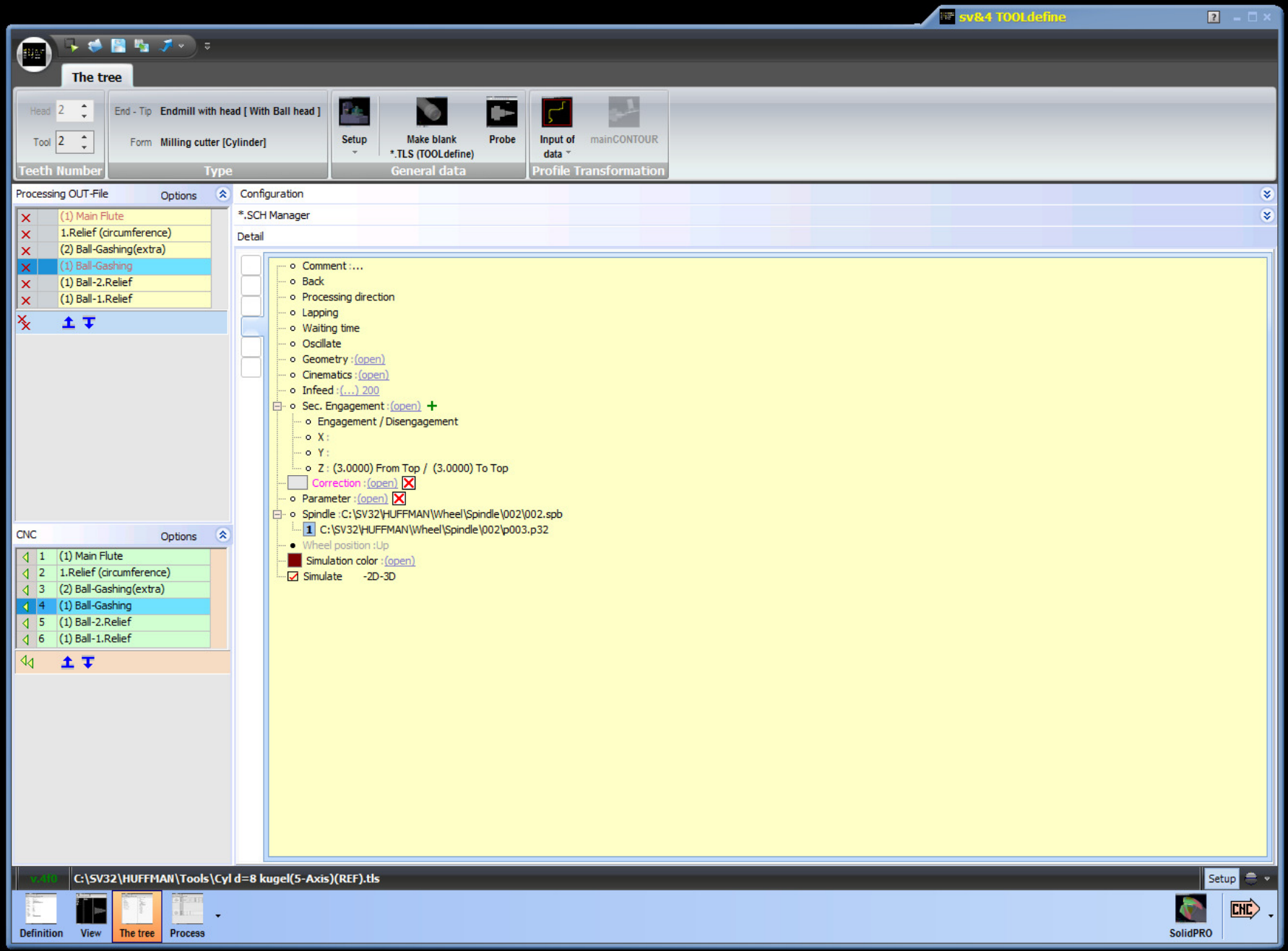
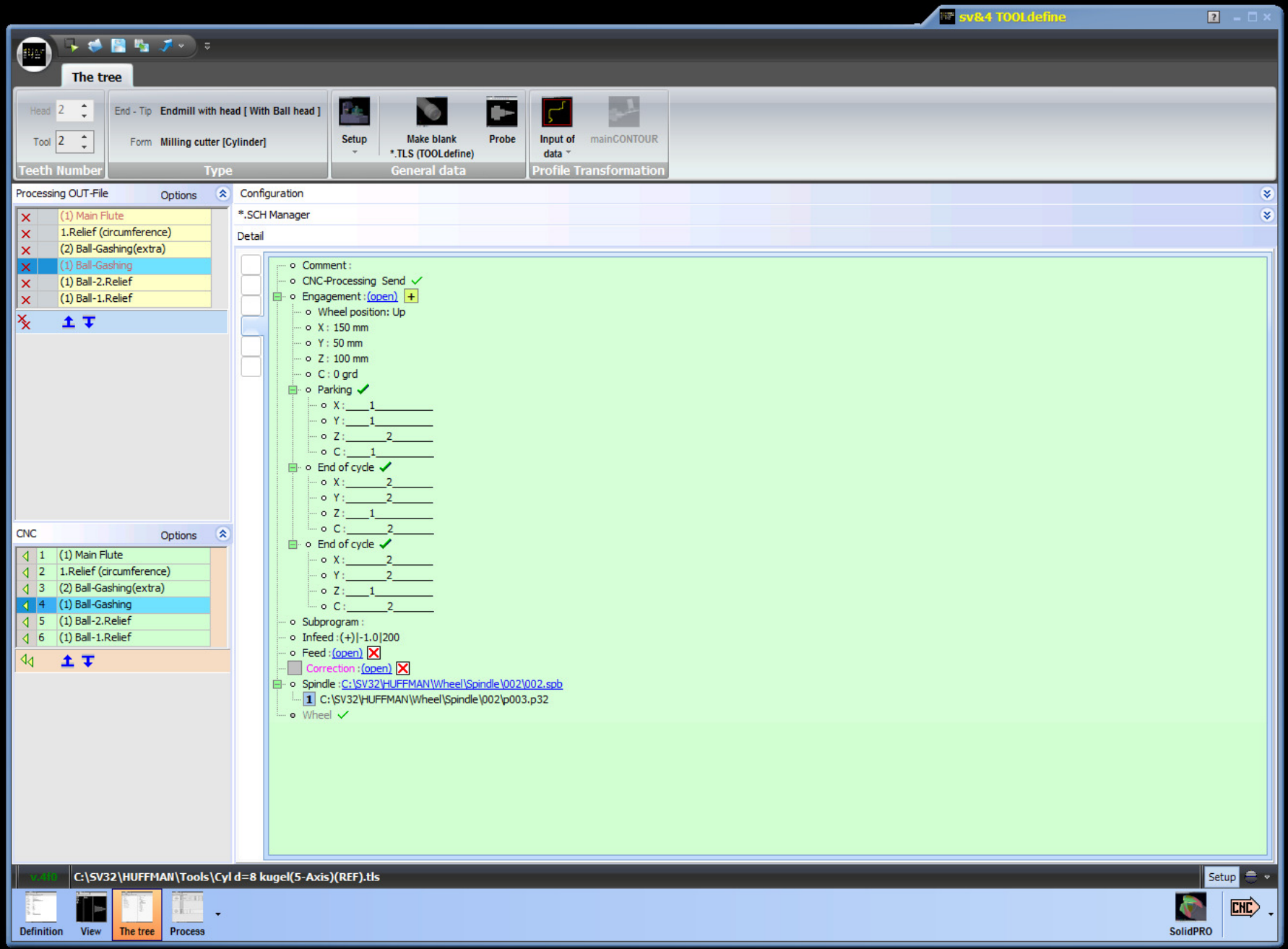
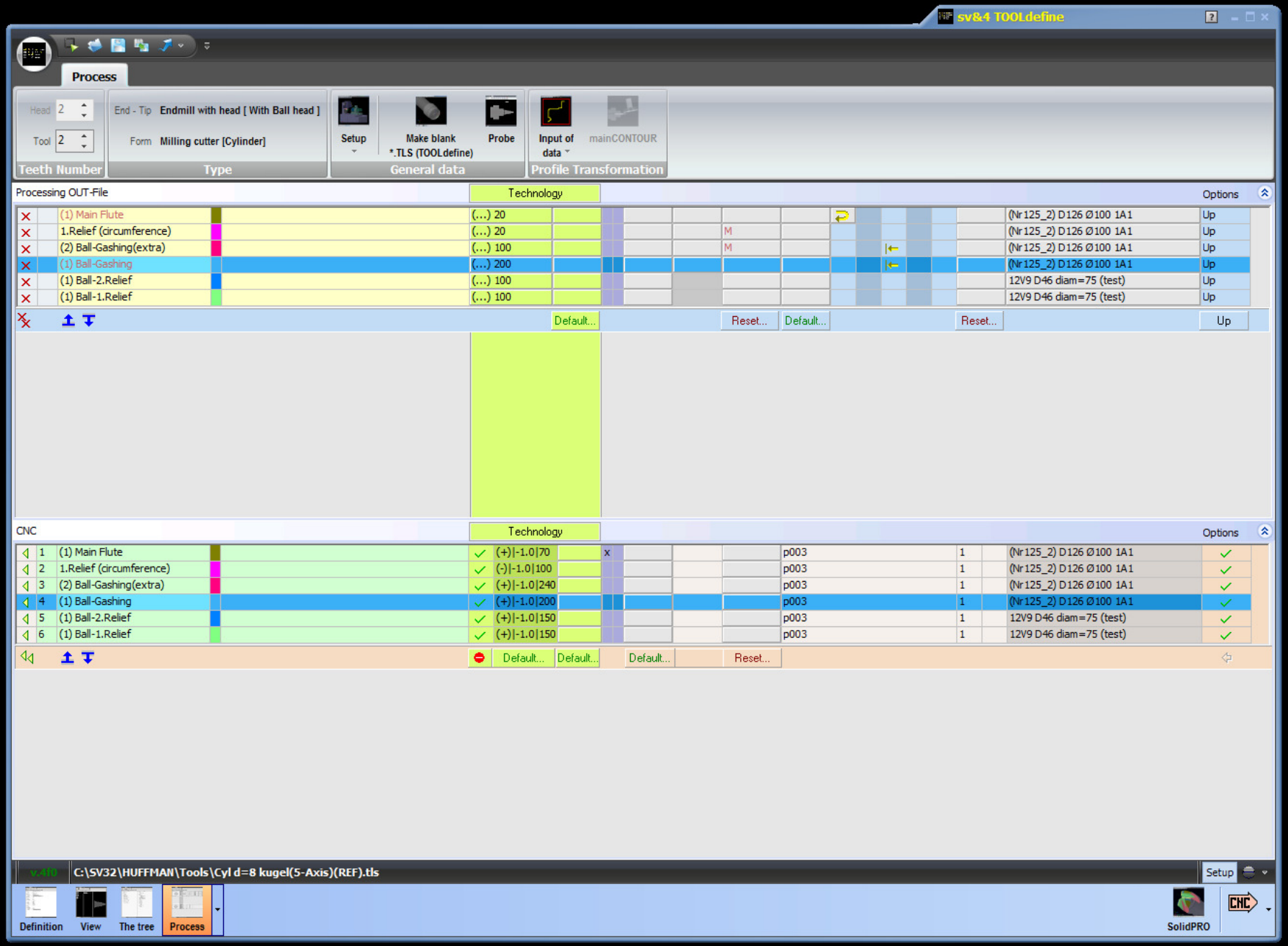
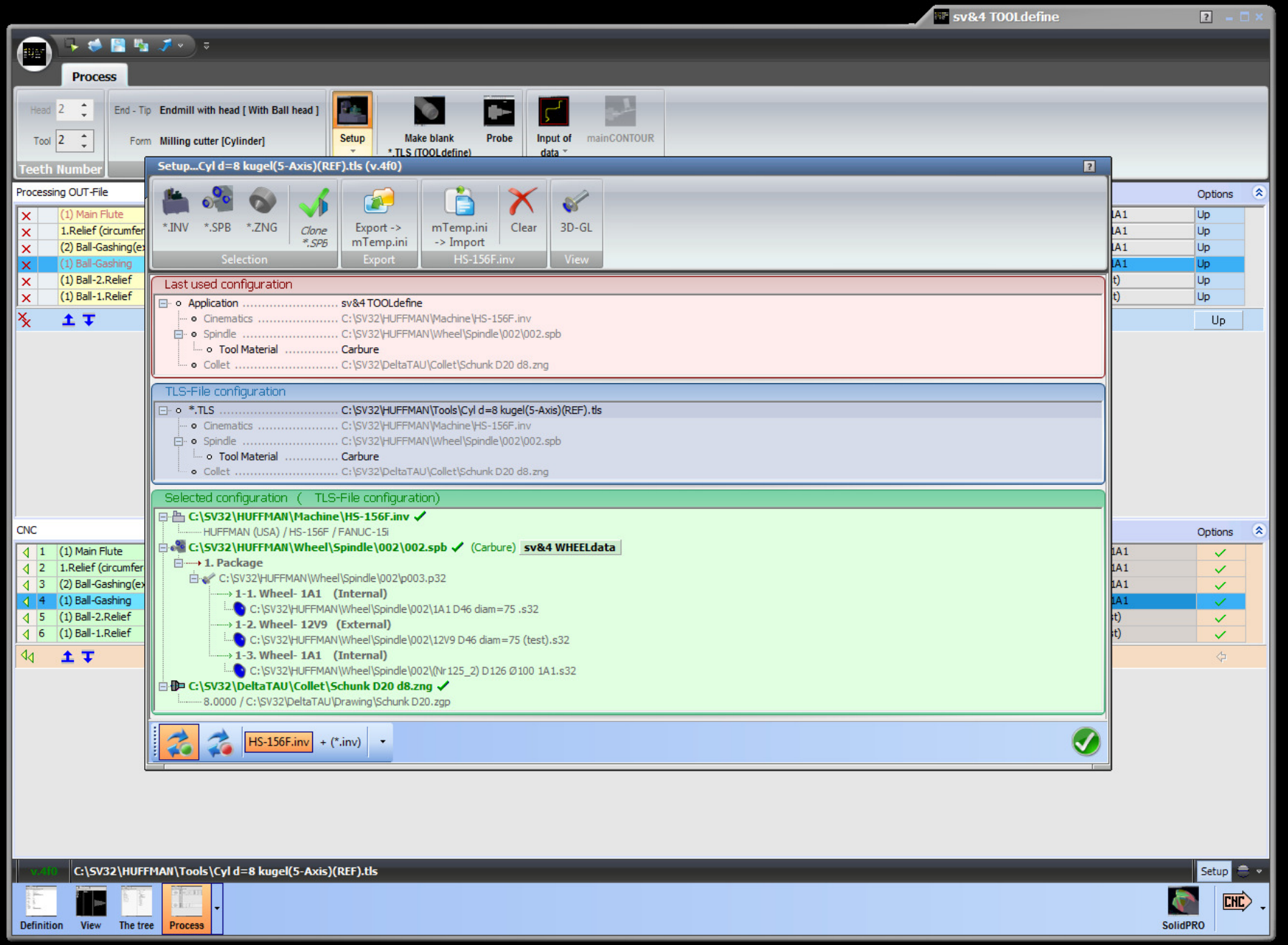
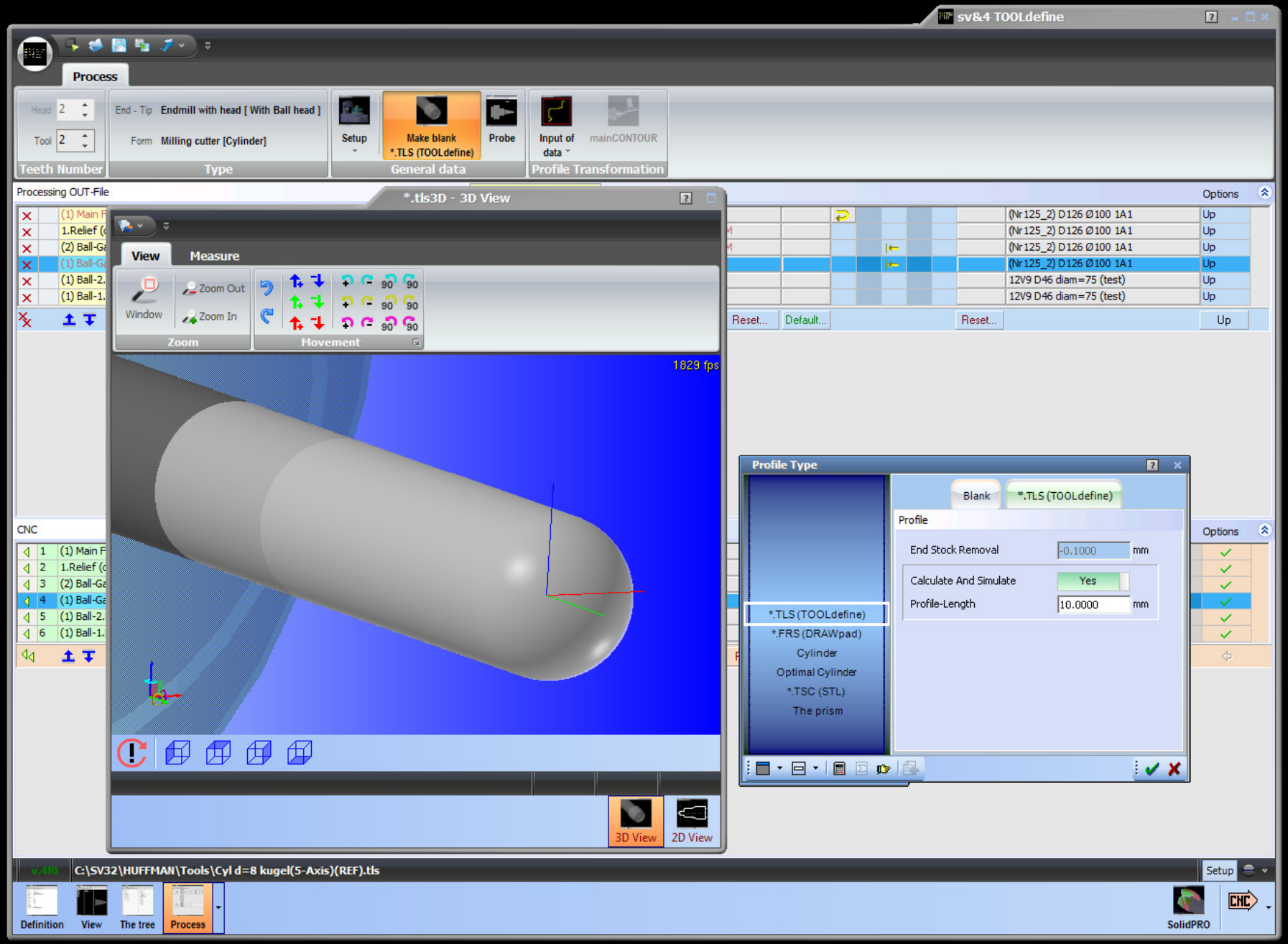
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
CNC
Options
1 (1) Main Flute
2 1.Relief (circumference)
3 (2) Ball-Gashing(extra)
4 (1) Ball-Gashing
5 (1) Ball-2.Relief
6 (1) Ball-1.Relief
Configuration
*.SCH Manager
Options
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb (Carbure)
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
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.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

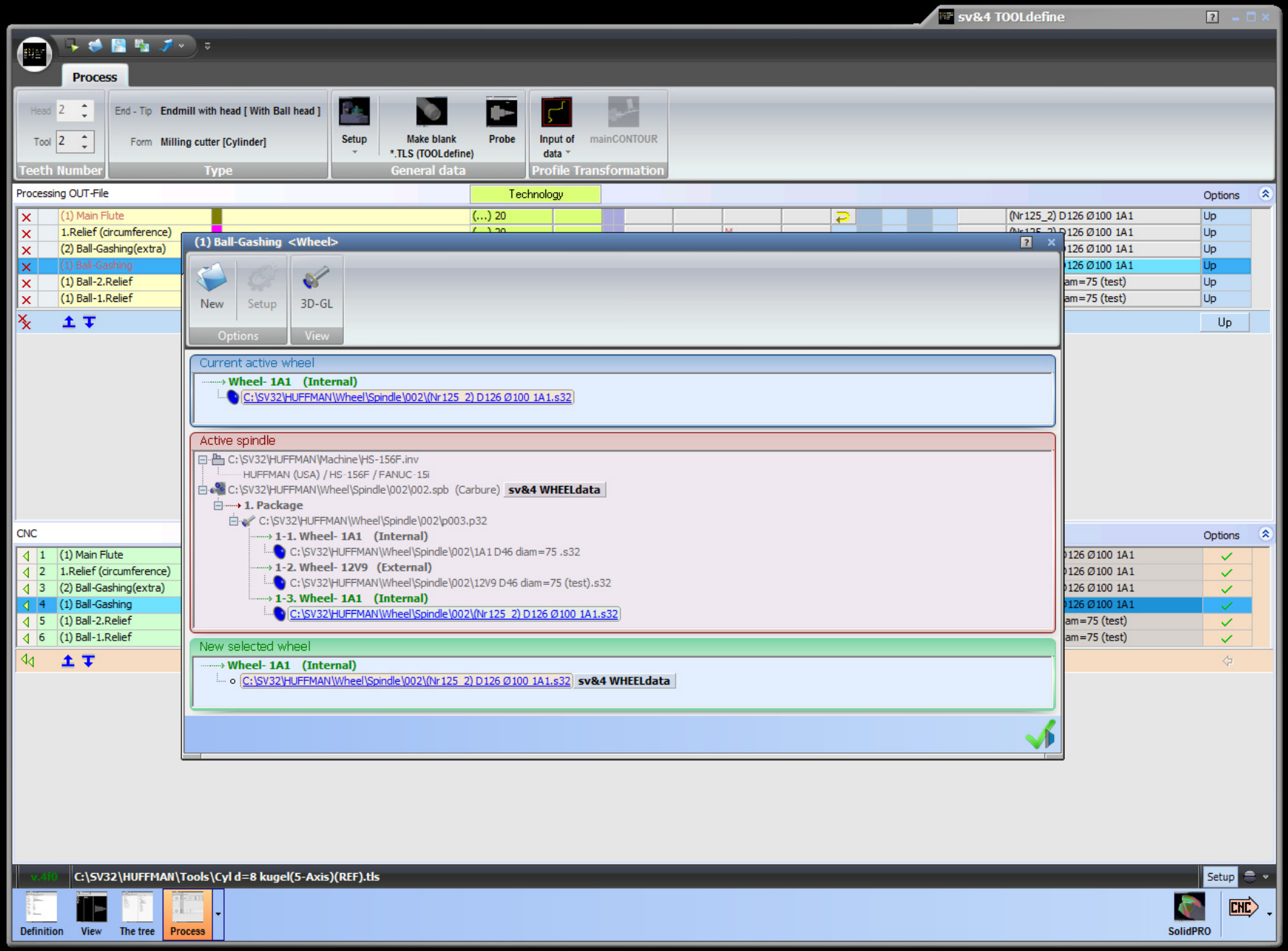

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank
*.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)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

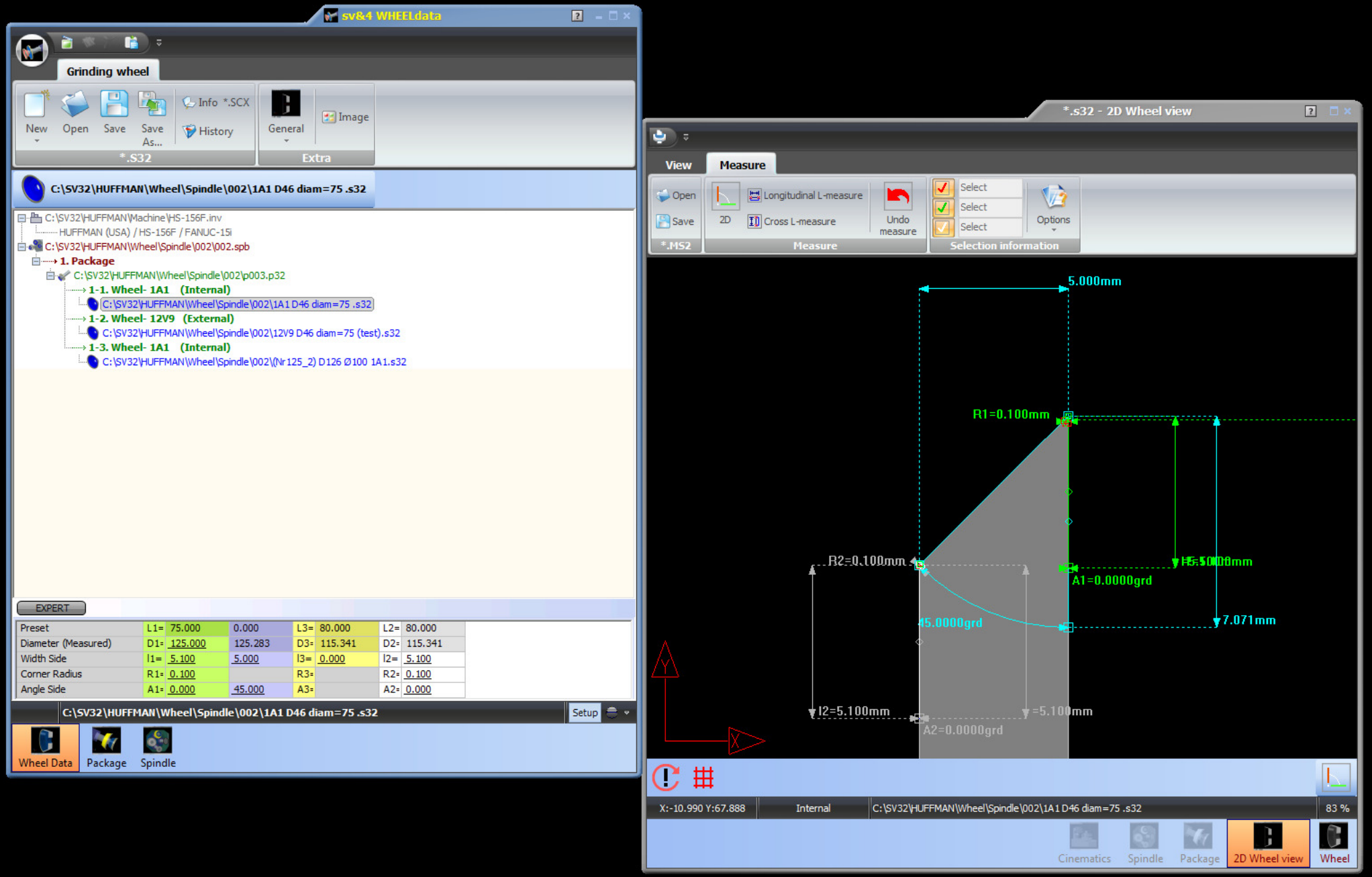

sv&4 TOOLdefine
The tree
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(1) Main Flute
1.Relief (circumference)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

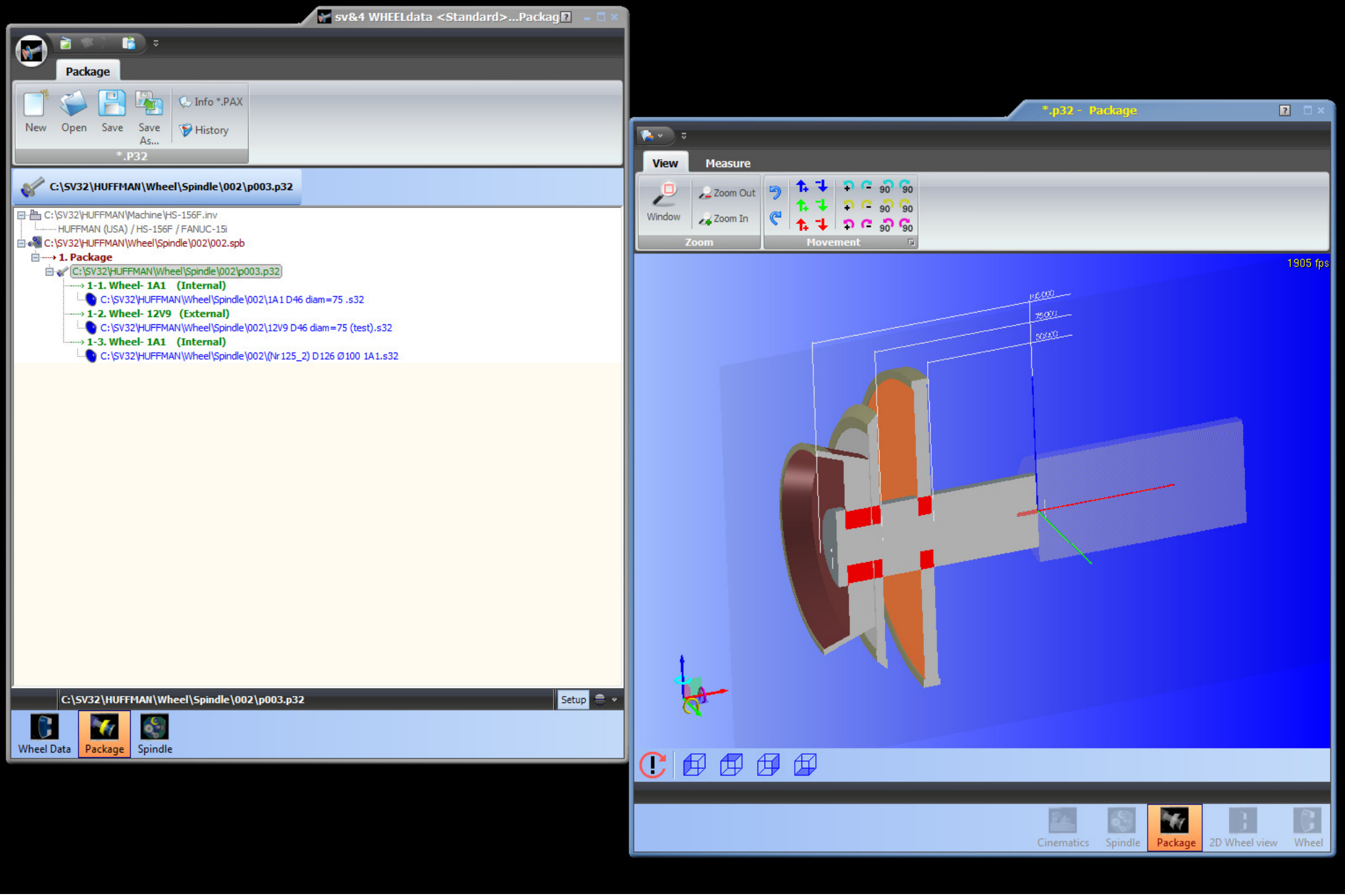

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Technology
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
(...) 20
(...) 100
(...) 200
(Nr125_2) D126 Ø100 1A1
12V9 D46 diam=75 (test)
Up
Default...
Reset...
CNC
(+)|-1.0|70
(-)|-1.0|100
(+)|-1.0|240
(+)|-1.0|200
(+)|-1.0|150
p003
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

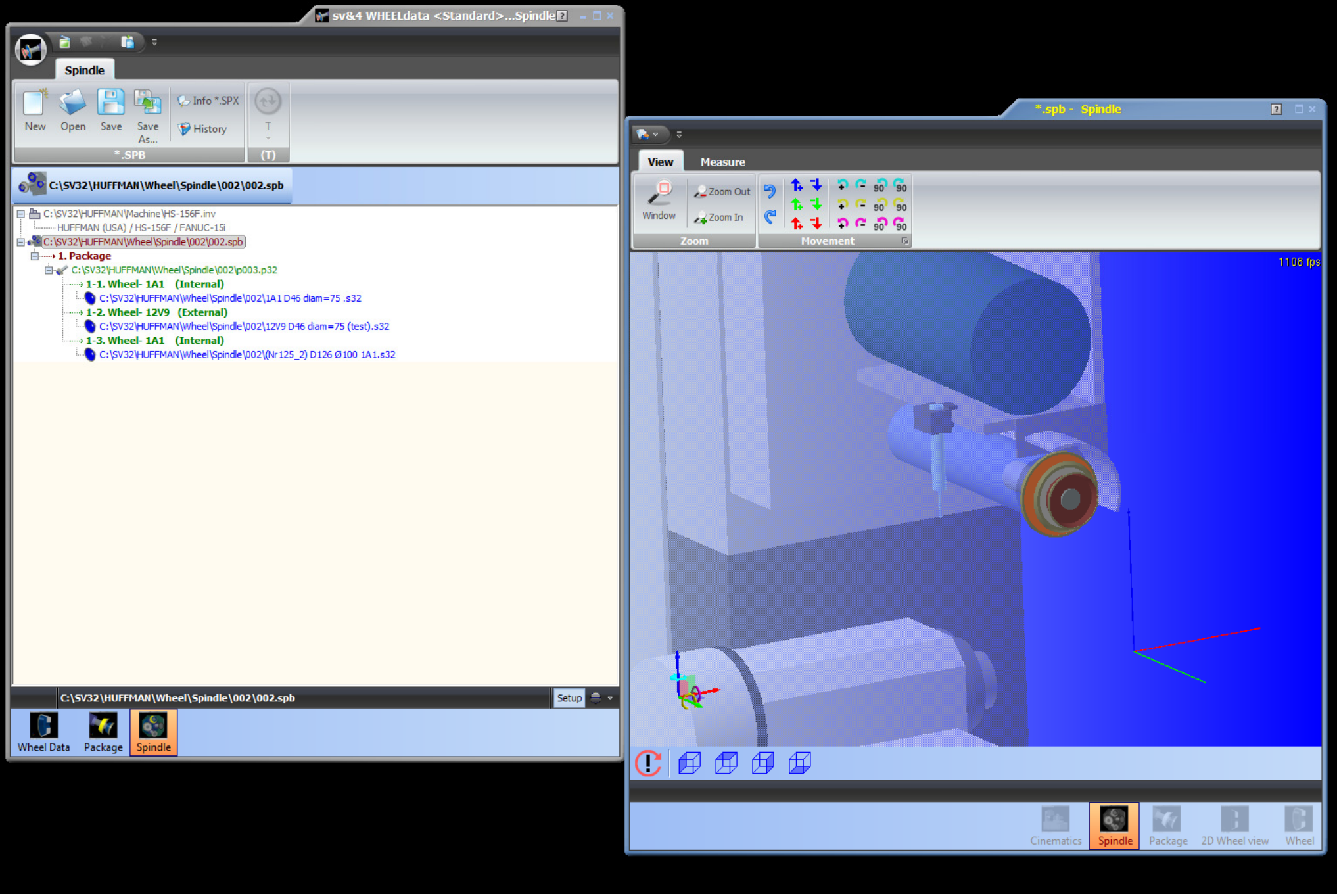

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Setup
Make blank
*.TLS (TOOLdefine)
Probe
Input of data
mainCONTOUR
Setup...Cyl d=8 kugel(5-Axis)(REF).tls (v.4f0)
*.INV
*.SPB
*.ZNG
Clone *.SPB
Selection
Export -> mTemp.ini
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
v.4f0
C:\SV32\HUFFMAN\Tools\Cyl d=8 kugel(5-Axis)(REF).tls
Setup
Definition
View
The tree
Process
SolidPRO
CNC

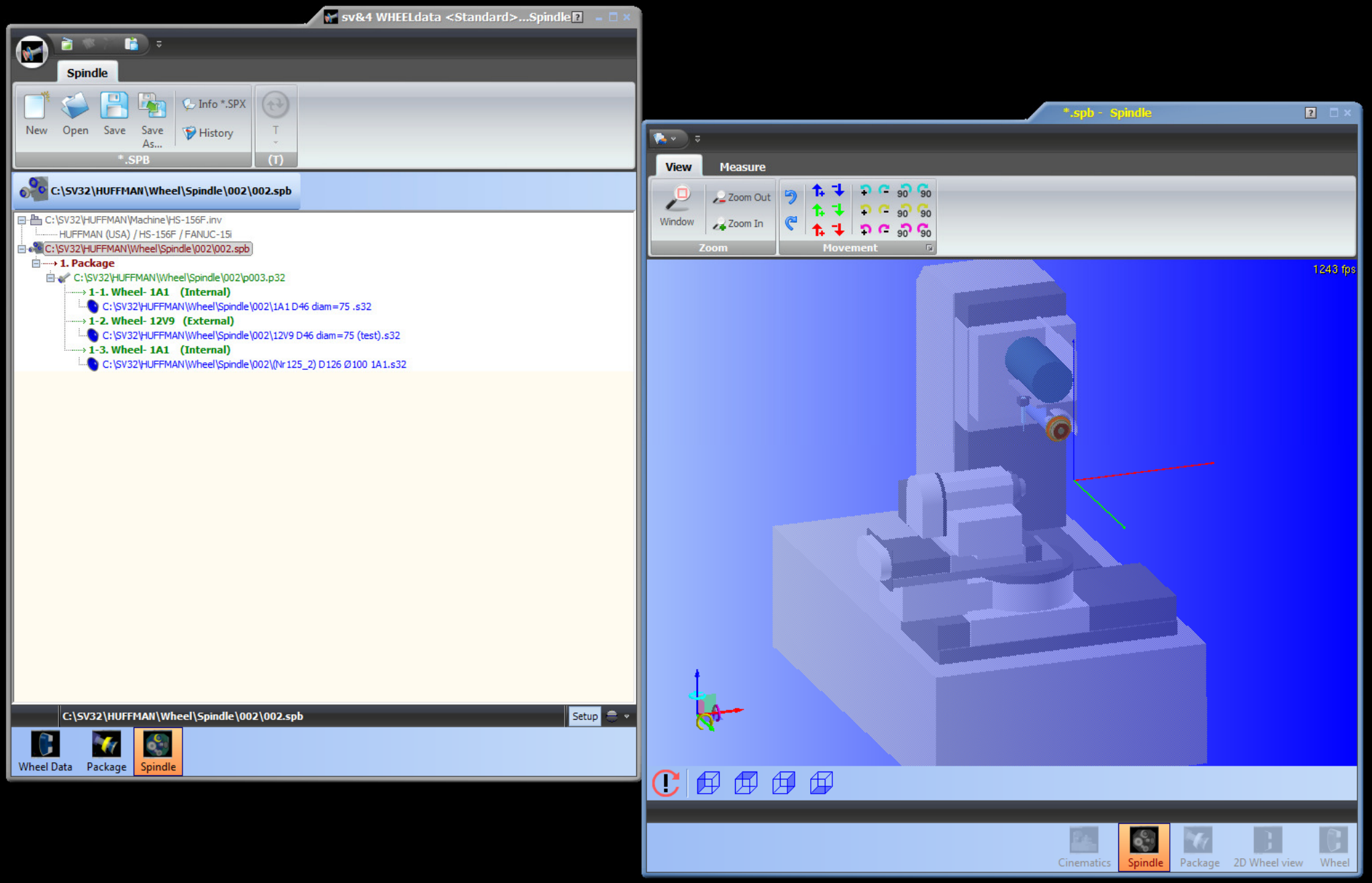

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank
*.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Options
(Nr125_2) D126 Ø100 1A1
12V9 D46 diam=75 (test)
Reset...
Default...
Up
*.tls3D - 3D View
View
Measure
Window
Zoom Out
Zoom In
Zoom
Movement
1829 fps
3D View
2D View
CNC
Profile Type
Blank
*.TLS (TOOLdefine)
Profile
End Stock Removal
-0.1000
mm
Calculate And Simulate
Yes
Profile-Length
10.0000
mm
*.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

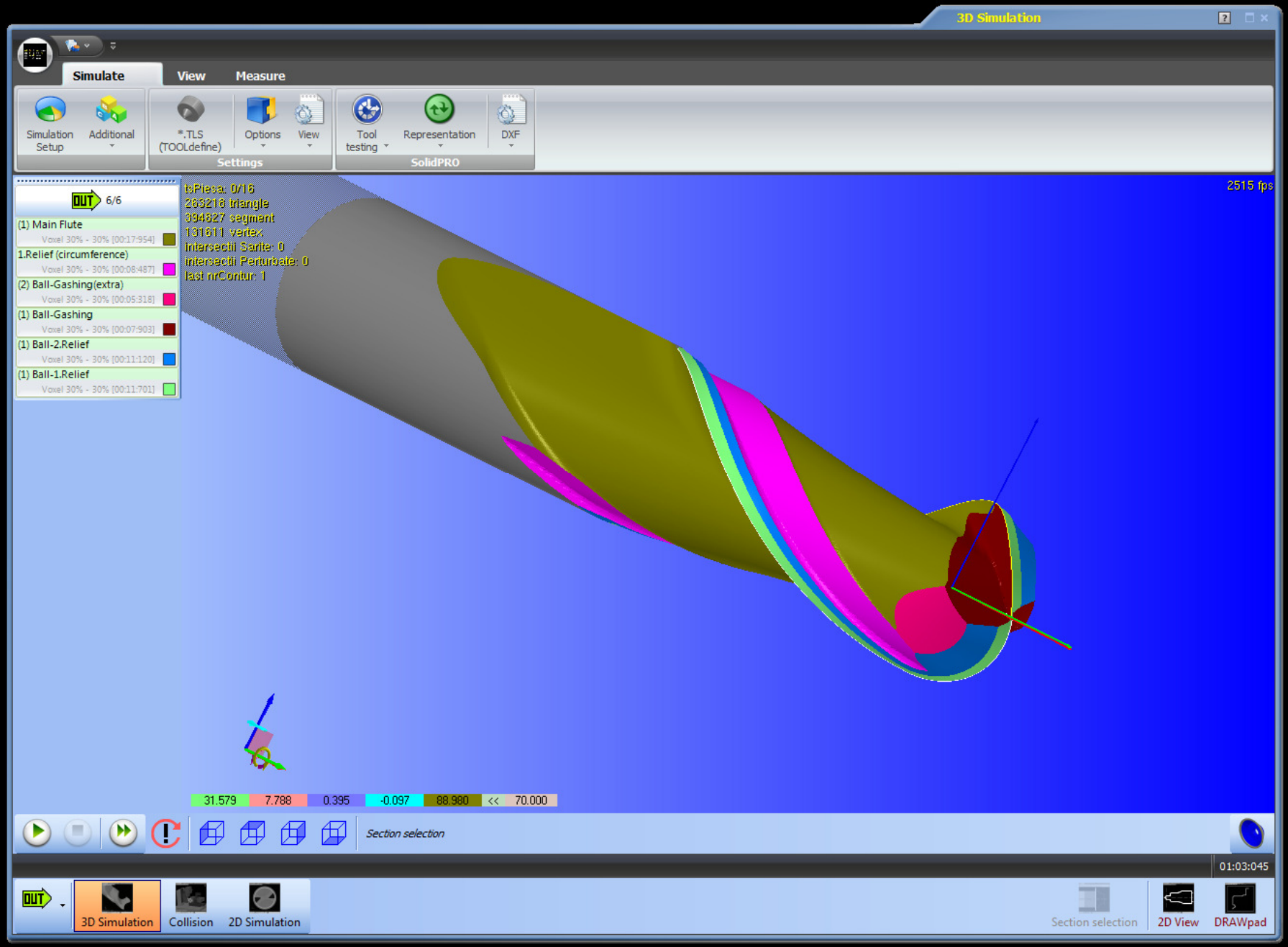

sv&4 TOOLdefine
Process
Head 2
Tool 2
Teeth Number
End - Tip Endmill with head [With Ball head]
Form Milling cutter [Cylinder]
Type
Setup
Make blank *.TLS (TOOLdefine)
Probe
General data
Input of data
mainCONTOUR
Profile Transformation
Processing OUT-File
Technology
Options
(1) Main Flute
1.Relief (circumference)
(2) Ball-Gashing(extra)
(1) Ball-Gashing
(1) Ball-2.Relief
(1) Ball-1.Relief
(Nr125_2) D126 Ø100 1A1
Up
(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

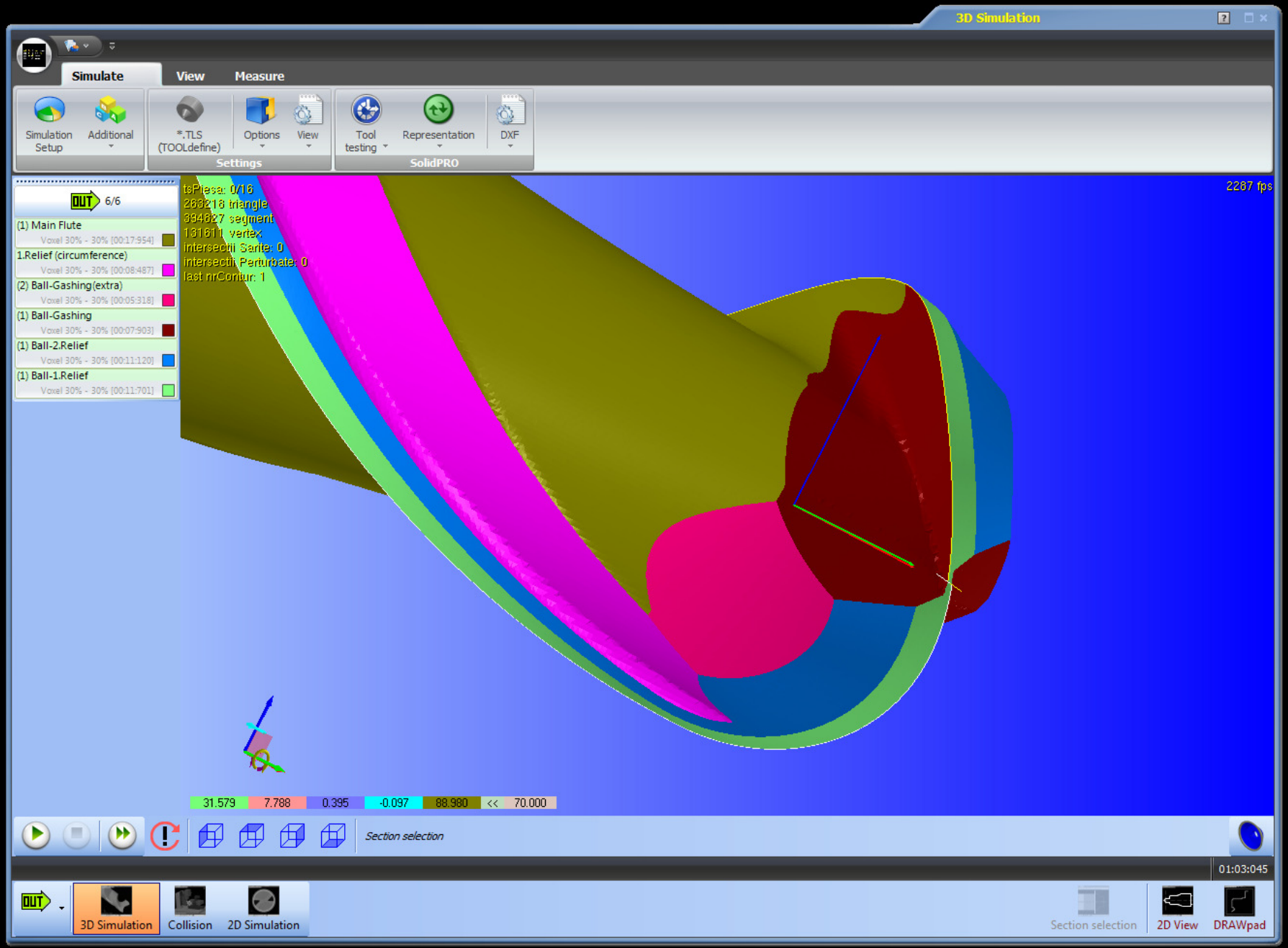

sv&4 WHEELdata
Grinding wheel
New
Open
Save
Save As...
*.S32
Info *.SCX
History
General
Image
Extra
C:\SV32\HUFFMAN\Wheel\Spindle\002\1A1 D46 diam=75 .s32
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
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\(Nr125_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

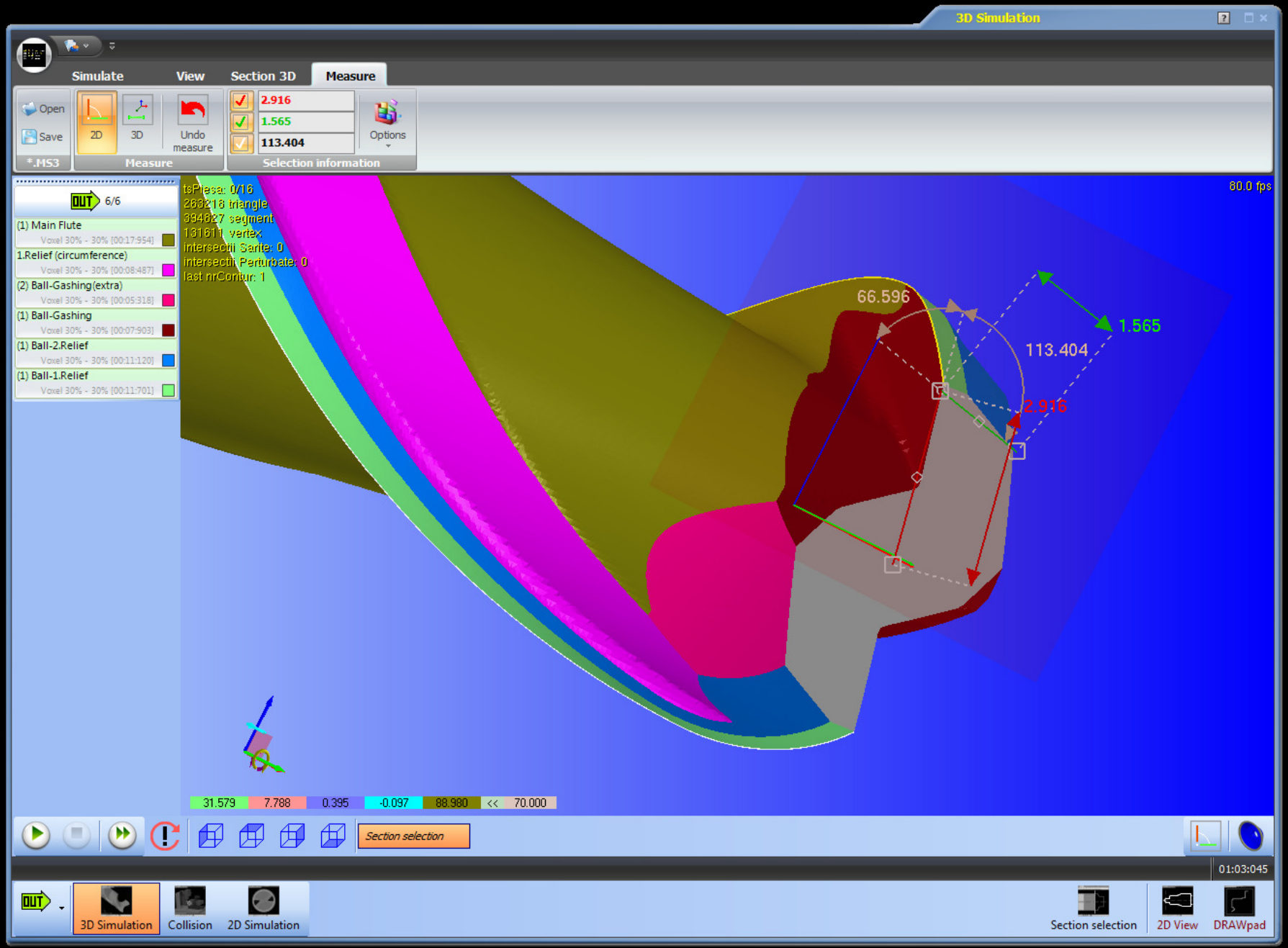

sv&4 WHEELdata <Standard>...Packag
Package
New
Open
Save
Save As...
Info *.PAX
History
*.P32
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
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) D126 Ø100 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
1905 fps
Cinematics
Spindle
Package
2D Wheel view
Wheel

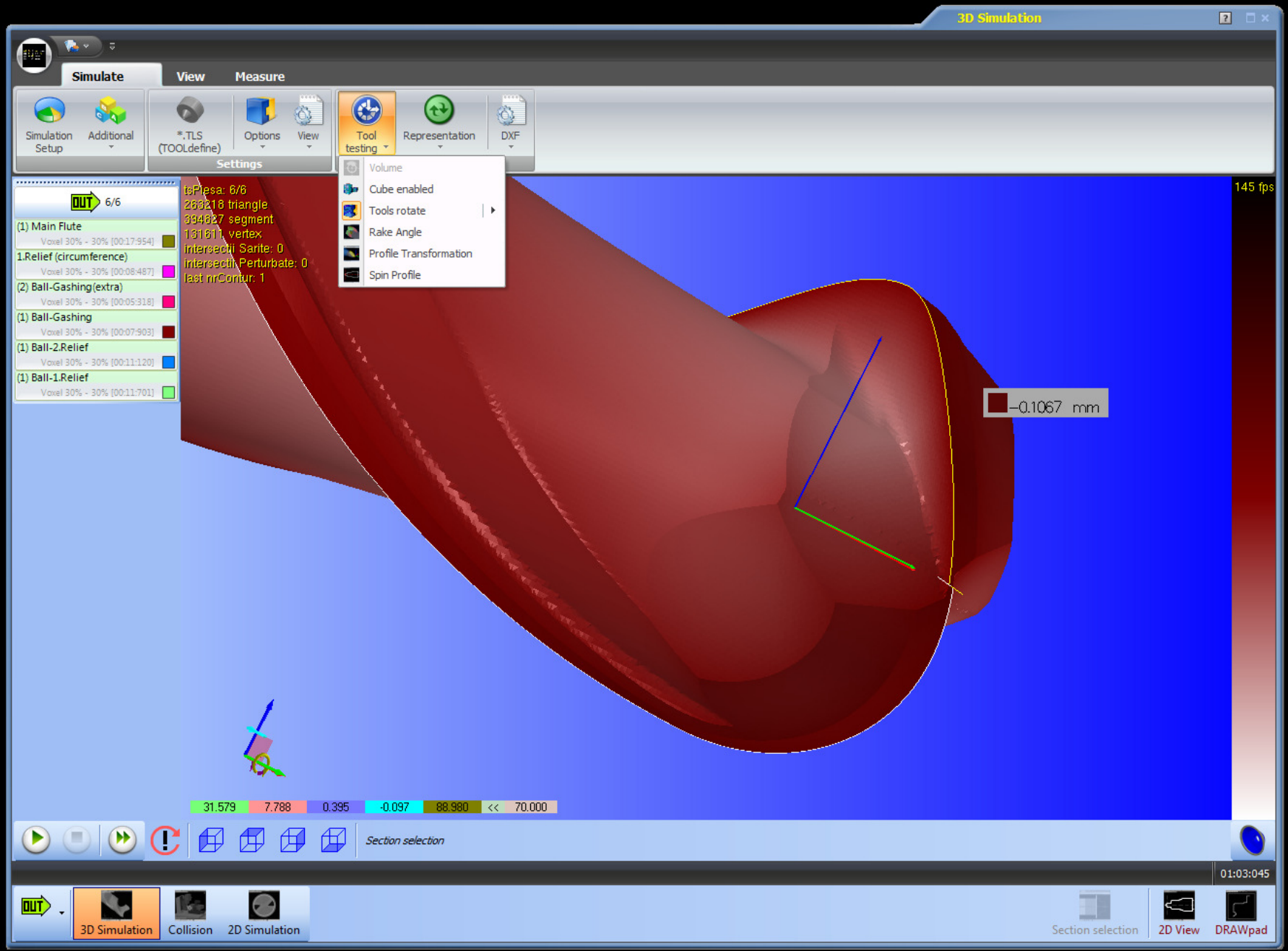

sv&4 WHEELdata <Standard>...Spindle
Spindle
New
Open
Save
Save As...
Info *.SPX
History
*.SPB
(T)
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
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

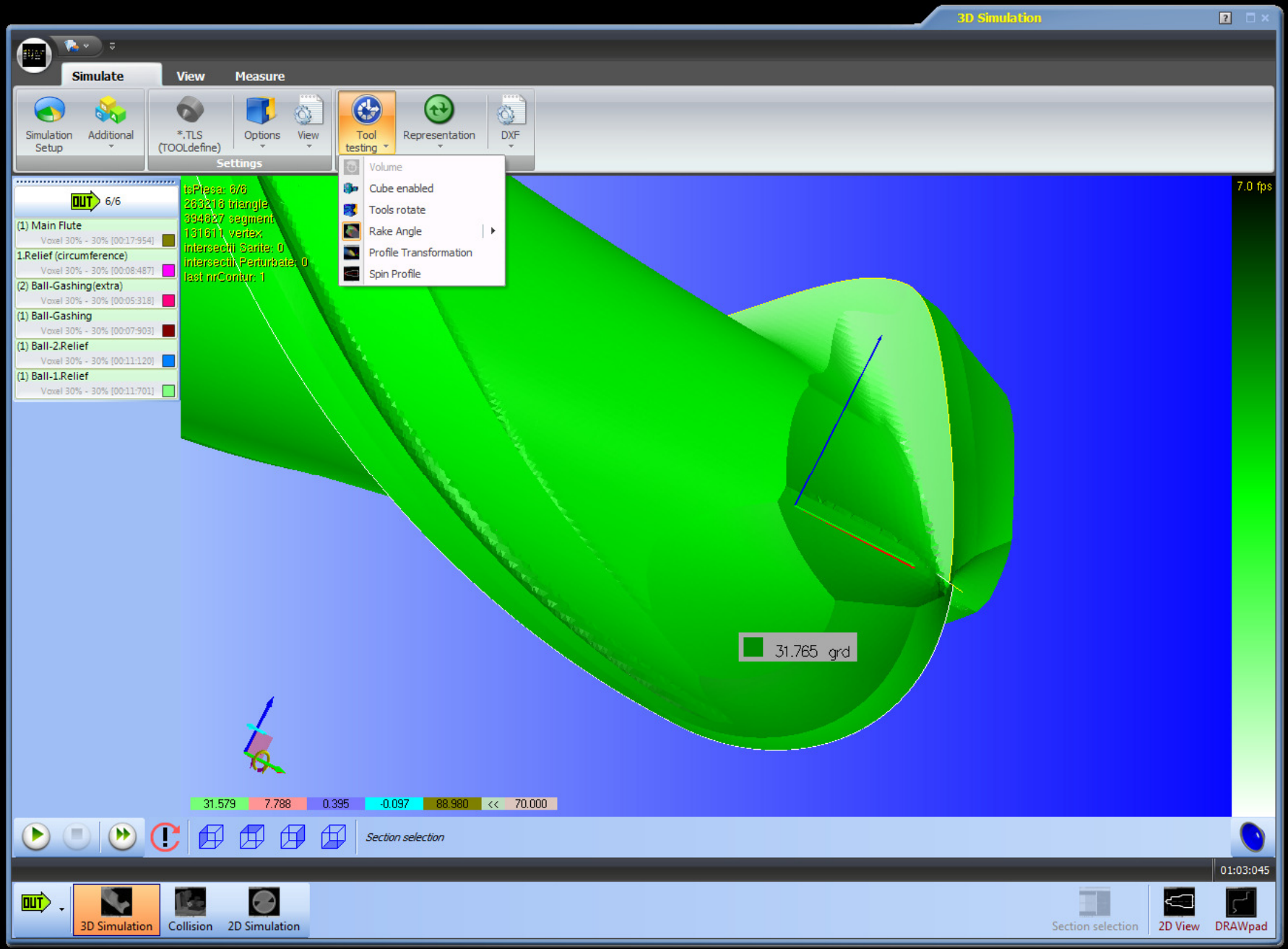

sv&4 WHEELdata <Standard>...Spindle
Spindle
New
Open
Save
Save As...
Info *.SPX
History
*.SPB
(T)
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
C:\SV32\HUFFMAN\Machine\HS-156F.inv
HUFFMAN (USA) / HS-156F / FANUC-15i
C:\SV32\HUFFMAN\Wheel\Spindle\002\002.spb
1. Package
C:\SV32\HUFFMAN\Wheel\Spindle\002\p003.p32
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

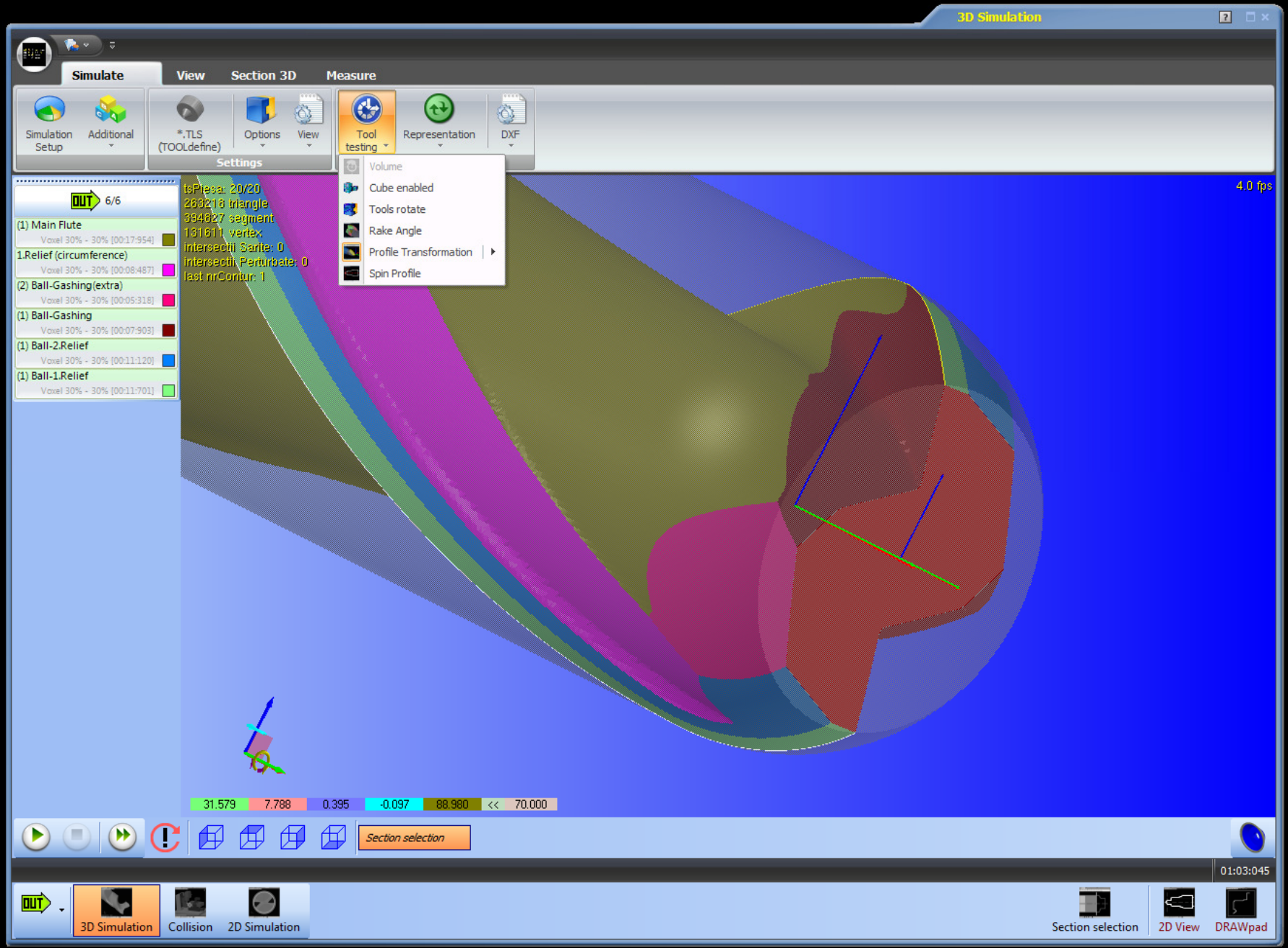

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) 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]
tsPiesa: 0/16
263216 triangle
394827 segment
131611 vertex
intersectii Sarite: 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

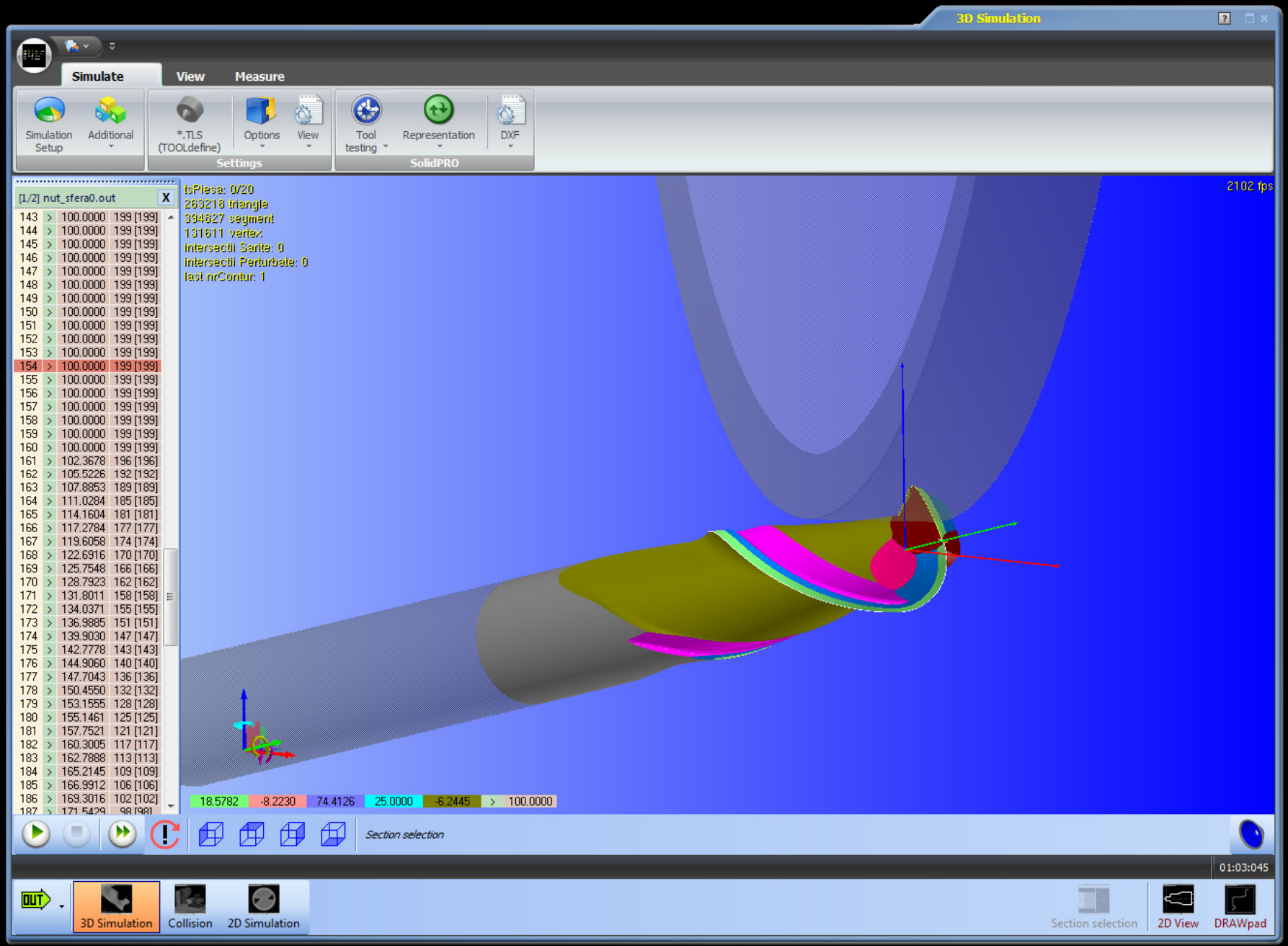

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
SolidPRO
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) 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
131811 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

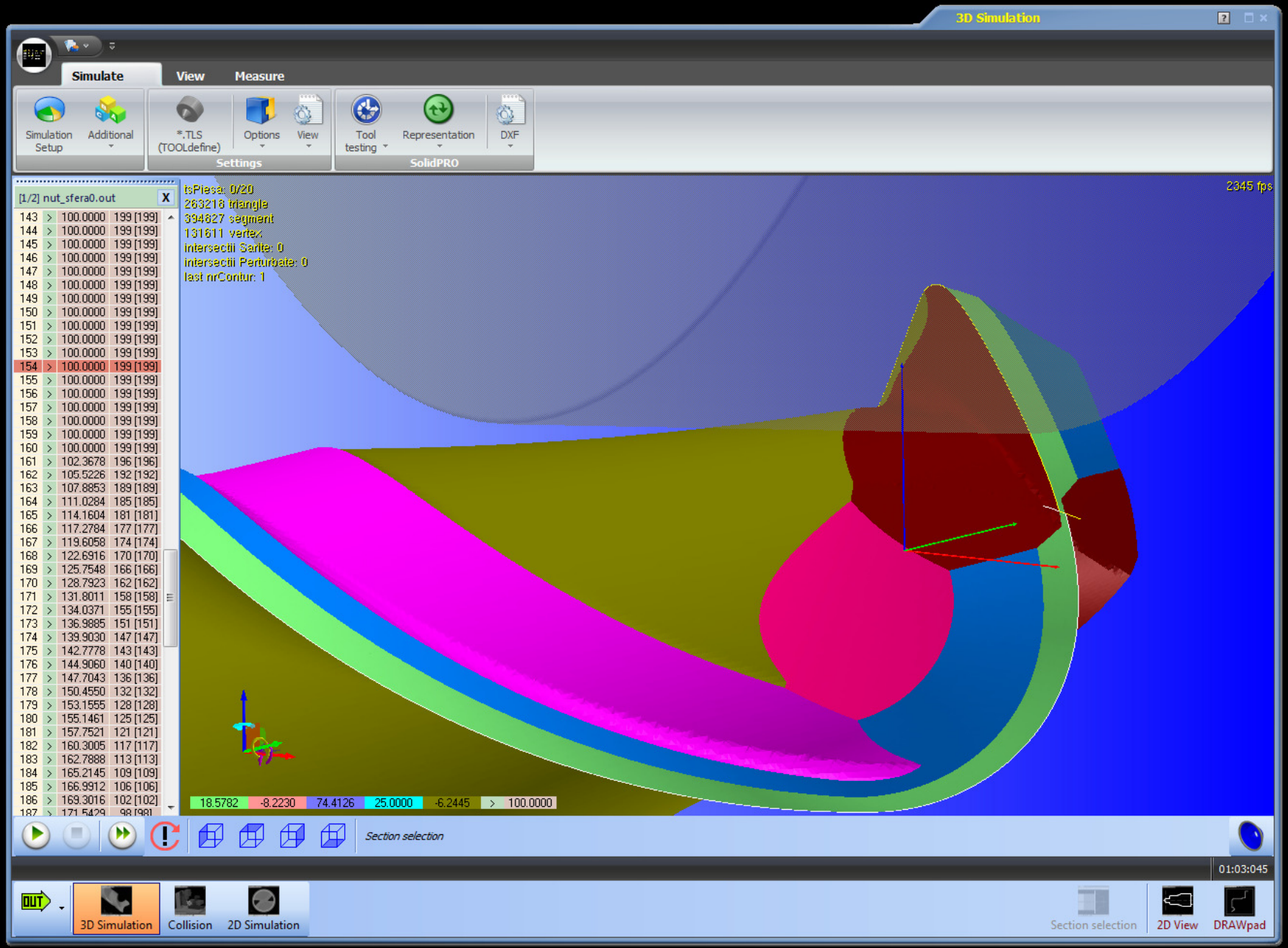

3D Simulation
Simulate
View
Section 3D
Measure
Open
Save
*.MS3
2D
3D
Undo measure
Measure
2.916
1.565
113.404
Options
Selection information
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 30% [00:08:487]
(2) Ball-Gashing(extra)
Voxel 30% - 30% [00:05:318]
(1) Ball-Gashing
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
263218 triangle
394827 segment
131811 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

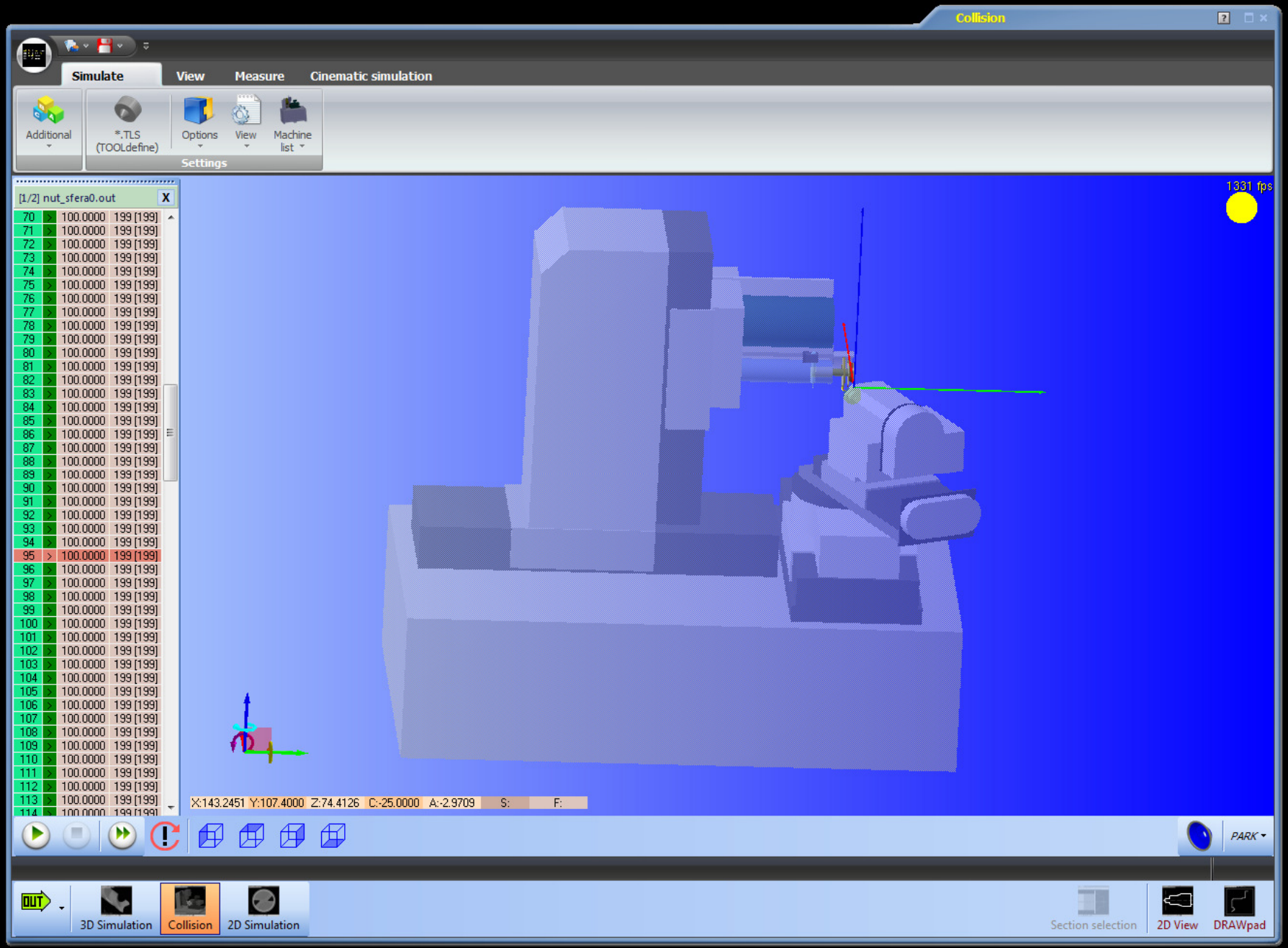

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 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: 6/6
263218 triangle
394627 segment
131811 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

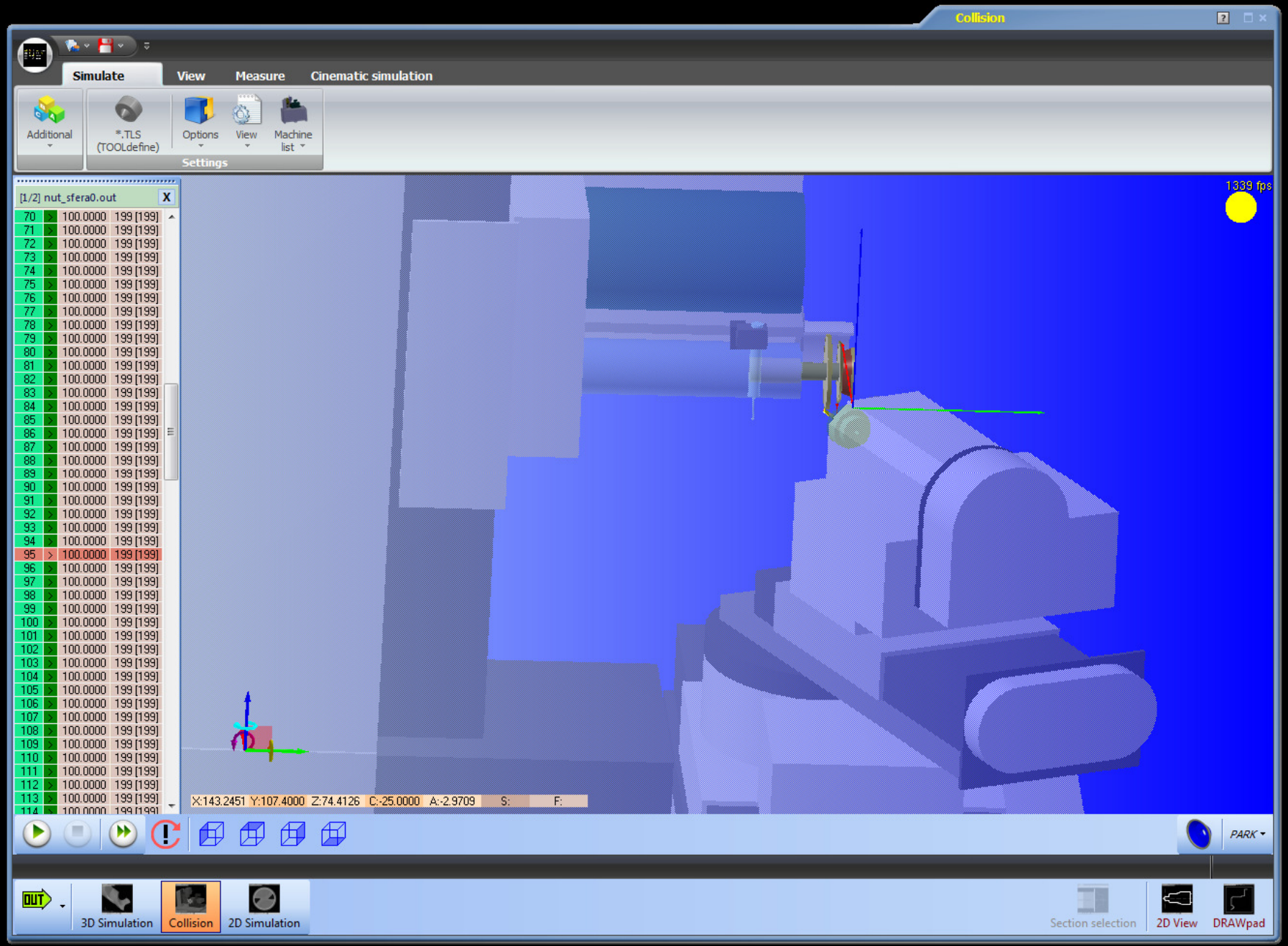

3D Simulation
Simulate
View
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
Voxel 30% - 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: 6/6
263216 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
3D Simulation
Collision
2D Simulation
Section selection
2D View
DRAWpad

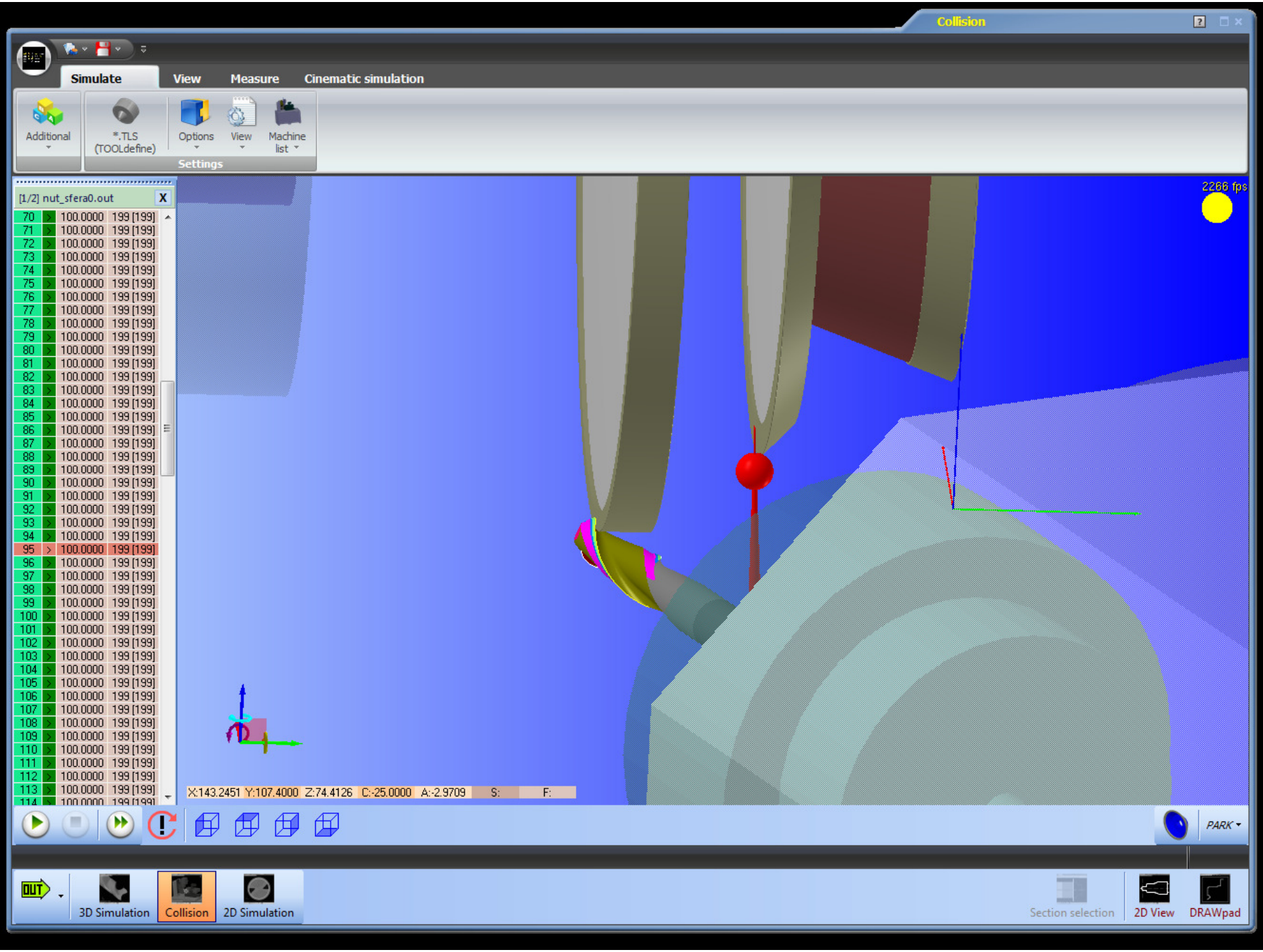

3D Simulation
Simulate
View
Section 3D
Measure
Simulation Setup
Additional
*.TLS (TOOLdefine)
Options
View
Settings
Tool testing
Representation
DXF
Volume
Cube enabled
Tools rotate
Rake Angle
Profile Transformation
Spin Profile
OUT 6/6
(1) Main Flute
Voxel 30% - 30% [00:17:954]
1.Relief (circumference)
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]
tsFiesa: 20/20
263218 triangle
394627 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
Settings
Tool testing
Representation
DXF
SolidPRO
[1/2] nut_sfera0.out
143 100.0000 199 [199]
144 100.0000 199 [199]
145 100.0000 199 [199]
146 100.0000 199 [199]
147 100.0000 199 [199]
148 100.0000 199 [199]
149 100.0000 199 [199]
150 100.0000 199 [199]
151 100.0000 199 [199]
152 100.0000 199 [199]
153 100.0000 199 [199]
154 100.0000 199 [199]
155 100.0000 199 [199]
156 100.0000 199 [199]
157 100.0000 199 [199]
158 100.0000 199 [199]
159 100.0000 199 [199]
160 100.0000 199 [199]
161 102.3678 196 [196]
162 105.5226 192 [192]
163 107.8853 189 [189]
164 111.0284 185 [185]
165 114.1604 181 [181]
166 117.2784 177 [177]
167 119.6058 174 [174]
168 122.6916 170 [170]
169 125.7548 166 [166]
170 128.7923 162 [162]
171 131.8011 158 [158]
172 134.0371 155 [155]
173 136.9885 151 [151]
174 139.9030 147 [147]
175 142.7778 143 [143]
176 144.9060 140 [140]
177 147.7043 136 [136]
178 150.4550 132 [132]
179 153.1555 128 [128]
180 155.1461 125 [125]
181 157.7521 121 [121]
182 160.3005 117 [117]
183 162.7888 113 [113]
184 165.2145 109 [109]
185 166.9912 106 [106]
186 169.3016 102 [102]
187 171.5429 98 [98]
tsPiesa: 0/20
263218 triangle
394827 segment
131811 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
OUT
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
X
70 100.0000 199 [199]
71 100.0000 199 [199]
72 100.0000 199 [199]
73 100.0000 199 [199]
74 100.0000 199 [199]
75 100.0000 199 [199]
76 100.0000 199 [199]
77 100.0000 199 [199]
78 100.0000 199 [199]
79 100.0000 199 [199]
80 100.0000 199 [199]
81 100.0000 199 [199]
82 100.0000 199 [199]
83 100.0000 199 [199]
84 100.0000 199 [199]
85 100.0000 199 [199]
86 100.0000 199 [199]
87 100.0000 199 [199]
88 100.0000 199 [199]
89 100.0000 199 [199]
90 100.0000 199 [199]
91 100.0000 199 [199]
92 100.0000 199 [199]
93 100.0000 199 [199]
94 100.0000 199 [199]
95 100.0000 199 [199]
96 100.0000 199 [199]
97 100.0000 199 [199]
98 100.0000 199 [199]
99 100.0000 199 [199]
100 100.0000 199 [199]
101 100.0000 199 [199]
102 100.0000 199 [199]
103 100.0000 199 [199]
104 100.0000 199 [199]
105 100.0000 199 [199]
106 100.0000 199 [199]
107 100.0000 199 [199]
108 100.0000 199 [199]
109 100.0000 199 [199]
110 100.0000 199 [199]
111 100.0000 199 [199]
112 100.0000 199 [199]
113 100.0000 199 [199]
1339 fps
X:143.2451 Y:107.4000 Z:74.4126 C:-25.0000 A:-2.9709 S: F:
PARK
OUT
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

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