

Last visit was: Sun Aug 22, 2010 6:23 am

It is currently Sun Aug 22, 2010 8:09 am

[View unanswered posts](#) | [View active topics](#)

[View new posts](#) | [View your posts](#)

[Board index](#) » [Cut2D](#) » [Cut2D - General](#)

All times are UTC - 8 hours [DST]

Continious ramp instead of zigzag

[newtopic](#) [postreply](#) Page 1 of 1 [5 posts]

[Unsubscribe topic](#) | [Bookmark topic](#) | [Print view](#) | [E-mail friend](#)

[Previous topic](#) | [Next topic](#)

Author	Message
<p>erth64net</p> <p>online</p> <p>Joined: Fri Aug 20, 2010 8:56 am Posts: 3 Location: Portland, Oregon</p>	<p>Post subject: Continious ramp instead of zigzag Posted: Sat Aug 21, 2010 7:50 am</p> <p>When milling aluminum on my Sherline 2010 the default(?) climb milling behavior of zig-zag ramping is really rough on my bits and parts. Is there any way to enable continuous ramp instead; removing the climb/conventional behavior? I find Cut2D easy to use and I'd rather not consider switching my tooling over...</p> <p>For ramping, one thing I did try was a small negative value, and while that does a continuous ramp-down along the entire toolpath for the "zig" movement, it then changes direction and climbs (i.e. "zags") across the entire toolpath. Just seeing that Cut2D can essentially do continuous ramp milling in its zig-zag ramping...I must be missing an obvious setting I'm overlooking; how do you disable the "zag" when ramp milling?</p> <p style="text-align: right;">!</p> <p>Top profile pm quote</p>
<p>knighttoolworks</p> <p>offline</p> <p>VCarve Wizard</p> <p>Joined: Fri Aug 17, 2007 9:19 pm Posts: 508 Location: portland oregon</p>	<p>Post subject: Re: Continious ramp instead of zigzag Posted: Sat Aug 21, 2010 5:13 pm</p> <p>it depends on the toolpath as how it ramps. if it is a closed vector it will ramp as it goes along. a open one it will do the back and forth. spiral may help but I doOn't think I tried it on a open vector.</p> <p style="text-align: right;">!</p> <p>Top profile pm quote</p>
<p>erth64net</p> <p>online</p> <p>Joined: Fri Aug 20, 2010 8:56 am Posts: 3 Location: Portland, Oregon</p>	<p>Post subject: Re: Continious ramp instead of zigzag Posted: Sat Aug 21, 2010 10:42 pm</p> <div style="border: 1px solid gray; padding: 5px; margin-bottom: 10px;"> <p>knighttoolworks wrote:</p> <p>it depends on the toolpath as how it ramps. if it is a closed vector it will ramp as it goes along. a open one it will do the back and forth. spiral may help but I doOn't think I tried it on a open vector.</p> </div> <p>Hmm, that's not how it works for me. All I've milled are closed vectors, and it always zig-zags. Just checked; "...no closed vectors in design..." is the message when choosing Edit/Select All Open Vectors. What type of designs do you see Cut2D doing only continuous ramping?</p> <p style="text-align: right;">!</p> <p>Top profile pm quote</p>
<p>BrianM</p>	<p>Post subject: Re: Continious ramp instead of zigzag Posted: Sun Aug 22, 2010 1:35 am</p>

offline

Vetric Staff



Joined: Mon May 16, 2005
2:15 am
Posts: 1087
Location: Redditch U.K

Top

profile

quote

Hi
The continuous and spiral ramping are options in VCarve Pro, they are not available in Cut2D.

Brian



erth64net

Post subject: Re: Continous ramp instead of zigzag

Posted: Sun Aug 22, 2010 5:52 am

online

Joined: Fri Aug 20, 2010
8:56 am
Posts: 3
Location: Portland, Oregon

Top

profile

pm

quote

BrianM wrote:

Hi
The continuous and spiral ramping are options in VCarve Pro, they are not available in Cut2D.
Brian

Darn, looks like it's time to look for something else then. Thanks for taking the time to reply Brian.



Display posts from previous: Sort by

newtopic

postreply

Page 1 of 1 [5 posts]

[Board index](#) » [Cut2D](#) » [Cut2D - General](#)

All times are UTC - 8 hours [DST]

Who is online

Users browsing this forum: [erth64net](#) and 0 guests

You **can** post new topics in this forum
You **can** reply to topics in this forum
You **can** edit your posts in this forum
You **can** delete your posts in this forum
You **can** post attachments in this forum

Search for:

Jump to: