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Continious ramp instead of zigzag

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| Author | Message |
|---|---|
| erth64net online Joined: Fri Aug 20, 2010 8:56 am Posts: 3 Location: Portland, Oregon | <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> |
| knighttoolworks offline VCarve Wizard Joined: Fri Aug 17, 2007 9:19 pm Posts: 508 Location: portland oregon | <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> |
| erth64net online Joined: Fri Aug 20, 2010 8:56 am Posts: 3 Location: Portland, Oregon | <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> |
| BrianM | <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

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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

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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 throw \$175 at MeshCAM then. Thanks for taking the time to reply Brian.



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