



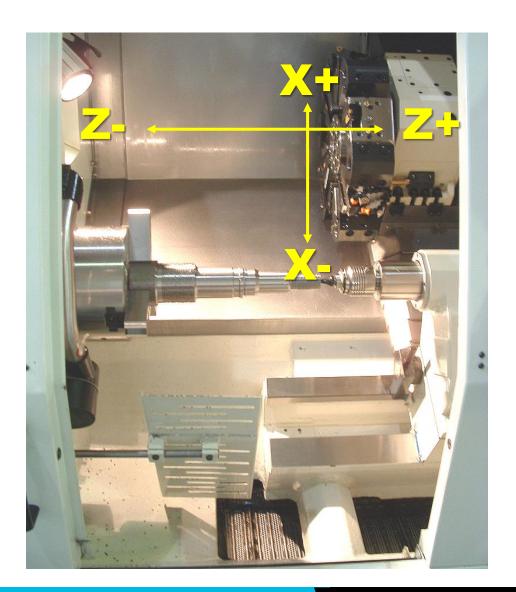
Lathe Intro Worksheets

Machine Basics

Axis Description

X = Diameters

Z = Depth





Lathe Programming Procedures

Initial Part Set-up (to allow the use of verification graphics):

created, and part is ready to run. be used. The actual part set-up will be performed once the program has been arbitrary positive value (9.0000" for example) to allow the verification graphics to zero, the verification graphics will not run. Therefore, the value must be set to an work offset defaults to zero when a new program is created. With this value set to Because the part set-up is saved with each individual part program the "Z" axis

2. Tool Set-up:

program in verification mode, or when the program is ready to run on the will aid in eliminating arbitrary errors that may occur while viewing the part aspects of the tool set-up should be performed prior to part programming. This BEFORE the program is written. With the exception of actual tool touch-off, all populated as the program is being written, the tool set-up must be performed To allow the speeds and feed fields of the part program to be automatically machine.

3. Part Programming:

Now that the preliminary steps above have been completed it is time to write the actual part program.

Part Set-up

(Without a tool setter probe)

1. Define a Master Tool:

to 0.0000". will be defined as the master tool by simply setting the "Z" axis tool length offset tool is usually a turning tool, and normally in turret position number one. This tool A "master tool" should be defined. This tool will be used to teach the work offset ("Z" zero) if there isn't a tool setter probe installed on the machine - the master

Setting the Work Offset (Part Set-up):

- makes contact with the face of the part. By using the hand wheel in manual mode, jog the tool tip down until it
- offset field of the table. Go to the part set-up screen and be sure the cursor is in the desired work
- Press the store machine position soft key
- The work offset ("Z" zero) is now set.

Touching off the tools:

Start with the master tool:

- contact with a known diameter. Turn a short shoulder using the hand wheel if necessary and measure. Using the hand wheel in manual mode, jog the tool tip down until it is in
- field of the correct tool, and press the store machine zero soft key. Go to the tool set-up screen and make sure the cursor is on the "X" axis
- You will be prompted to enter the measured diameter, and press okay.
- The tool is now set.

for "Z" - repeat both above and below steps for all of the remaining tools. **DO** NOT CHANGE THE "Z" FOR THE MASTER TOOL. Continue the above process for next tool and then proceed with the steps below

- Using the hand wheel in manual mode, jog the tool tip down until it is contact with the face of the part.
- Press the store machine position soft key
- this is typically the same as the tool number. The control will ask what tool offset you want to use for setting the tool –
- Proceed with the remaining tools

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Calculations

Basics of Feeds and Speeds

- CSS Constant Surface Speed
- CSF Constant Surface Footage
- SFPM Surface Feet Per Minute
- IPR Inch Per Revolution
- IPM Inch Per Minute

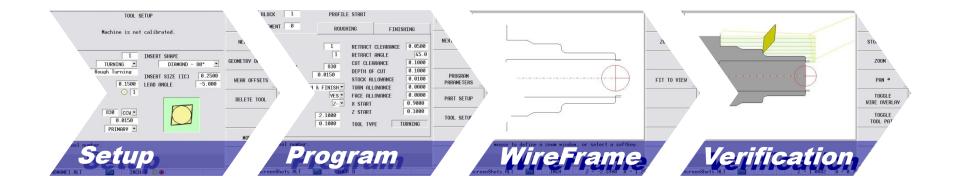
The cutting speed of any material is based on the speed of the material passing over the cutting tool. This speed is measured as SFPM – Surface Feet Per Minute.

This is based on the circumference size of the part or cutter.

$$CSS = \underline{RPM \times Diameter}$$
3.82

$$RPM = \underline{CSS \times 3.82}$$
Diameter

Basic Programming

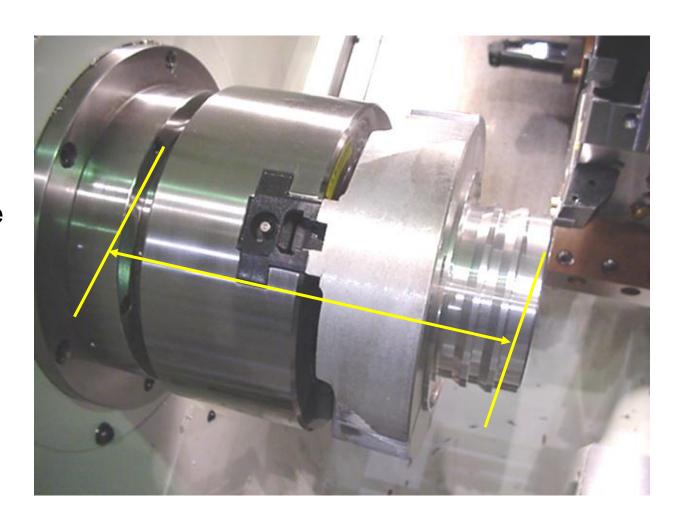


Introduction to Lathe Software

Machine Zero

- X C'Line
- Z Spindle Face

Part Set-up

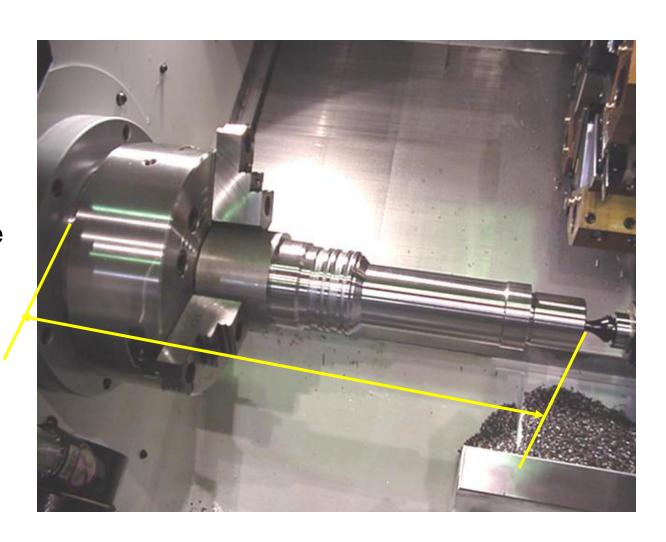


Introduction to Lathe Software

Machine Zero

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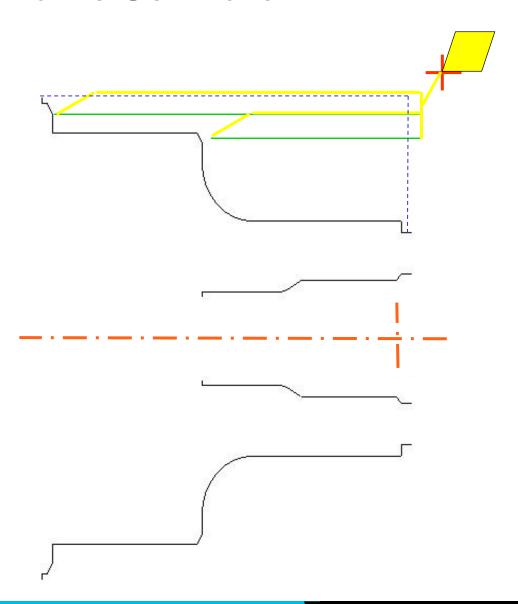
Part Set-up



Rules of Lathe Software

Profiles

- Rapid (Start) Point is also Return Point
- Defining Start & End Positions & Moves
 - Must Be Perpendicular
 - Defines Stock



Max Control

Keyboard Shortcuts

F-Arrows Navigation Within Data Block

Full Precision Editing

F-Help Alt-Input On Screen Keyboard Screen Capture

Copy & Pasting Shortcuts

Data Blocks

copied, press Multi Block Functions (top right button on screen), then press Copy, highlight the data block you want to paste in Go to Review (Program Review), highlight the data block you want

front of, and then press Paste.

From Program to Program

Go to Review (Program Review), highlight the data block or blocks you want copied, press Multi Block Functions (top right button on

screen), then press Copy.

paste to, go to Program Review, highlight the data block you want Now go to Project Manager, highlight the program you want to

to paste in front of, and then press Paste.

Copy and paste work the same way as the data block copy and paste, but you go to the Tool Review screen (press menu and then Tool Review).

Tools

dependent on adjacent blocks for calculations or end points, etc. You cannot copy and paste individual elements as they are

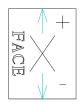
Elements

Verification Shortcut

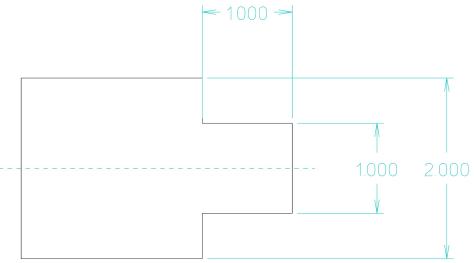
Data Block Range:

Graphics and press Run Prove Out. graphics, go to Auto mode, type the block range you want to see, then immediately switch back to Verification To run only a certain data block range in verification

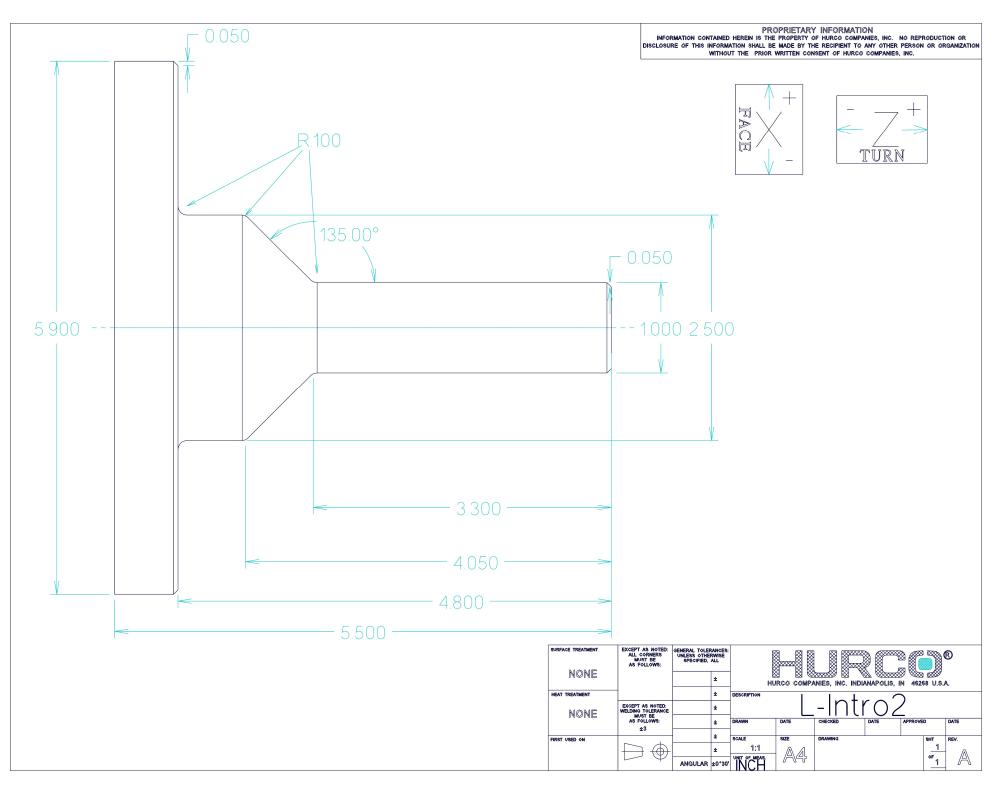
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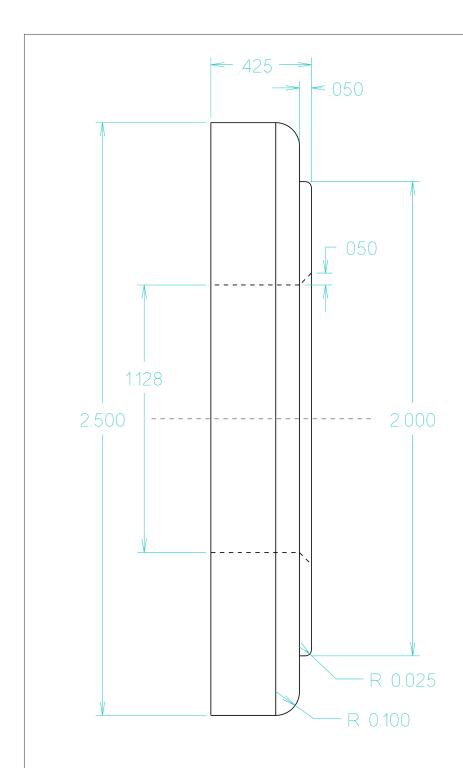
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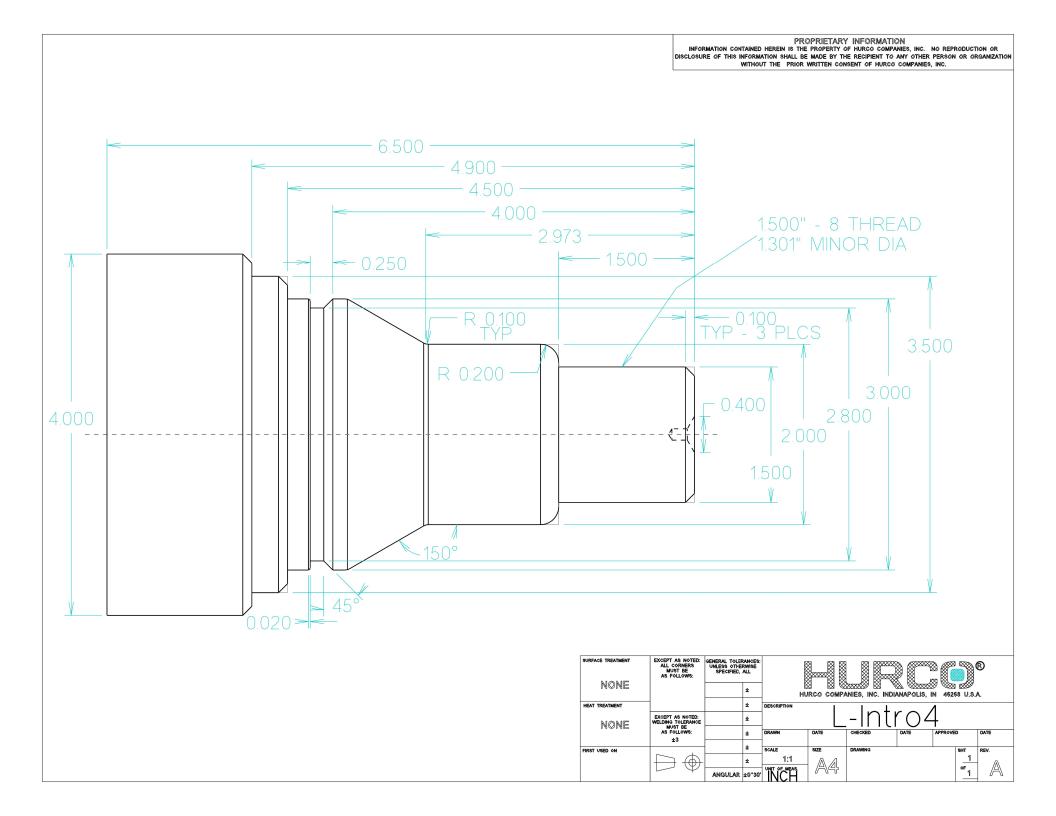


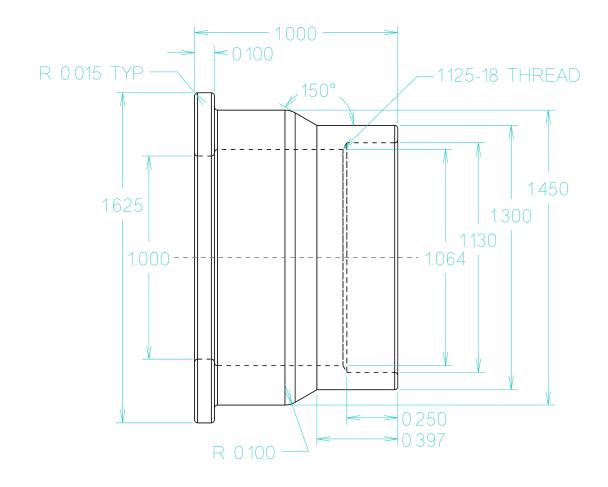




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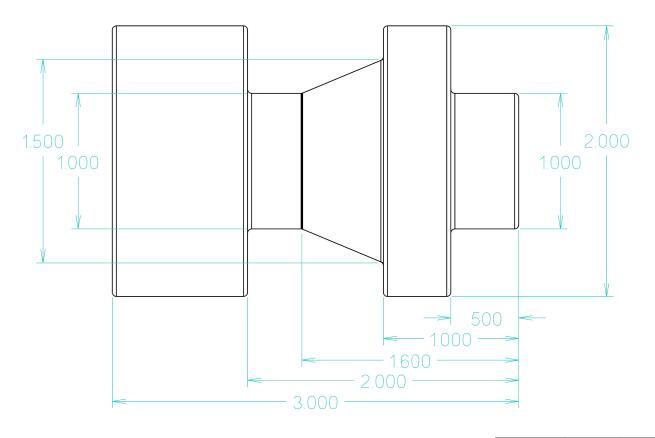






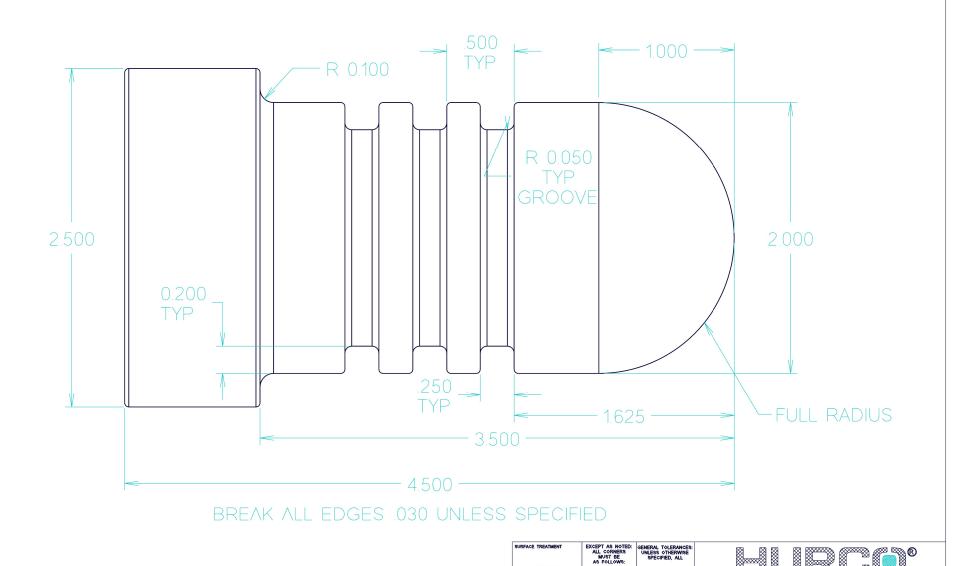
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