



5-Axis Training Cube Tutorial

The training cube discussed in this tutorial is a soft 2" x 2" x 2" cube, available from Hurco, and all five sides include both a description of the particular face of the part, as well as the data that will be used in the Transform Plane programming block.



It was designed to aid in the visualization of rotating the tool into position for machining on multiple sides of the block.



When using this training aid it is best to place the cube on a hard surface, and imagine that the tool is rotating around the part...don't rotate the cube.

The " R (?) +/- 90° " printed on each side refers to the machine axis that the tool will rotate AROUND when moving into position. Picture the tool swinging around a stick that has been stuck through the center of the block.

For example: if we are rotating the tool to the front side of the block, the rotation is around the X-axis; if rotating to the left side of the part, the rotation is around the Y-axis of the part.





Let's examine an example of programming on the FRONT side of the block.

You can see that the data entered into the Transform Plane block, for the rotation angle, is the same information that is printed on the front side of the training block.



BLOCK	2	TRANSFORM PLANE		PREVIOUS BLOCK	F1
ORIENT METHOD	ANGLES			NEXT BLOCK	F2
ORIGIN POINT		ROTATION ANGLES		DELETE BLOCK	F3
X	0.0000	R(X)	90.000	PROGRAM PARAMETERS	F4
Y	0.0000	R(Y)	0.000	PART SETUP	F5
Z	0.0000	R(Z)	0.000	TOOL SETUP	F6
To jump to a block, enter its number.				INSERT BLOCK BEFORE	F7
PRESS MANUAL MODE, POWER, AND START CYCLE TO RESTORE POWER.				EXIT	F8

Now, let's examine an example of programming on the LEFT side of the block.

You can see that the data entered into the Transform Plane block, for the rotation angle, is the same information that is printed on the left side of the training block.



BLOCK	2	TRANSFORM PLANE	PREVIOUS BLOCK F1
ORIENT METHOD	ANGLES		NEXT BLOCK F2
ORIGIN POINT		ROTATION ANGLES	
X	0.0000	R(X)	0.000
Y	0.0000	R(Y)	-90.000
Z	0.0000	R(Z)	0.000
To jump to a block, enter its number.			DELETE BLOCK F3
PRESS MANUAL MODE, POWER, AND START CYCLE TO RESTORE POWER.			PROGRAM PARAMETERS F4
			PART SETUP F5
			TOOL SETUP F6
			INSERT BLOCK BEFORE F7
			EXIT F8