## InventorCAM 2013



## Parallel Computing

## A major new capability in InventorCAM 2013: Parallel Computing

- User can start calculation of an operation or several operations and, while it is calculating, he can in parallel continue to define and calculate additional operations
- User can start parallel simulation and, while it is simulating in the background, he can in parallel continue to work defining additional operations
- User can start G-Code generation and, while it is generating G-code, he can in parallel continue to work defining additional operations


## Parallel Computing - LOCAL or REMOTE

- LOCAL: Parallel computing on User Computer, using the power of multi-threading on multi-core CPUs
- REMOTE: Parallel computing on External computer on the Network



Note: If you choose the network option, the logged in user account in the local and network computers must be defined on both computers.

## Parallel Computing - LOCAL or REMOTE



## Software Licensing

InventorCAM 2013 provides software licensing, in addition to the standard hardware dongle licensing.

Advantages:

- For companies demanding a network software license instead of network hardware dongle
- Used instead of hardware dongle for customers who want a 30-day evaluation of the software


## Controller ID



- First stage on the way to make machine definition in one file - *.VMID - Probe cycles and MCO cycles are moved to *.VMID already in SC2012SP2


## MCO cycles



Use it in any CAM-part easily

## Machine Setup



- Definition of fixture, MACs shiftings in one place
- Conection between fixture, MAC and Sub-Machine


## MCO: Movement definition styles



- Definition of device movements in Part CoordSys
- Definition of device movement by axis value (according to Device CoordSys)


## CoordSys: Easier CoordSys Edit



- Partly highlighted Existing Coordinate System


## Integration with G-code simulators



## Possibility to use for Gcode simulation the following simulators: <br> - VERICUT <br> - IMSVerify <br> - DMG Virtual Machine <br> - G-Navi <br> Send all needed data by one mouse click

## Color the CAM-tree



## General: New and Edit geometry



- No need to delete previous geometry from interface to define new one


## General: Associative cell color



- Customize the color of Associative field in interface ( red was confusing )


## General: Show tool from all operations



- Show 3D tool in separate window


## Template：Keep template name



```
O...OCAM-Part (4THAXIS_WITH_OFFSET)
```

妈 Machine (integrex200-IV)
(7) CoordSys Manager
(4) Stock (stock123333)
(6) Target (target1)
Settings
目 Tool
Machining Process
(7) Geometries
(H) Fixtures
$\square \square \square$ Operations

-     - fixture
皃阳 B_ax_MAIN
… MAC 1 (2-Position)
田 $\square$ 和 $P_{-}$contour_1
- 最 B_ax_BACK
-…(-) MAC 1 (2-Position)
$\pm$ * OuterContour
－Use template name as name of operation created from this template


## Transform: $4 x$ transform with offset



- Possibility to add offset along 4th axis during transformation


## Impressive graphic interface

New 3D illustrations for every parameter = easier learning and activation of software


### 2.5D operations: technology on TABs



- Split technology page of 2.5D milling operations to TABs
- More structured parameters placing


## Profile geometry: Silhouette



- Automatic creation of silhouette around defined model


## Profile geometry: Show tool at the end also



- Under Modify geometry we can wee tool radius at the end and at the beginning of geometry
- Useful for complex geometries


# Profile geometry: Take depth from $1^{\text {st }}$ selected item of 

## geometry



- If select new geometry - get depth from 1st selected entity of geometry


## Face milling: Angle of cutting in "One pass"



- Angle is added to One pass in Face milling


## Profile: Ignore geometry self-intersection




- Possible to use open self-intersecting geometry with compensation without reducing toolpath


## Draft wall angle: Bottom to top



- New option - bottom to top in Draft angle in Profile


### 2.5D Threading: Roughing definition improvement

InventorCAM 2012


- Only multi-step Roughing is available

InventorCAM 2013


- Enable one step Roughing, in addition to multi-step Roughing (clear offset option )


### 2.5D Threading: Minimize air cutting



## Threading: Variable step over (\%)



- Up to 3 different depth on different rough cutting steps


## Drilling: up to 24 cycles available



- Amount of Drill cycles was increased up to 24


## Drilling: Sorting options interface improvement

InventorCAM 2012
Sequence of drill positions


InventorCAM 2013

## Sorting

(O) Default

- Shortest distance

O Advance

Reverse direction

- Now all sorting options are on the screen
- Only useful options left ("Line" option is converted to Default, and deleted from options)
- Changes appear in 2.5D drill, Threading, 3D Drill, Multi-axes drill, Drill recognition


## Toolbox: 4 nubs cycle

- In case of big through holes - If user wants to break out the material, instead of machining it with simple pocket.


## Toolbox: 1 side open slot



- For cutting one-side open slots with spiral cuts


## Toolbox: Flatten surface on corner



- For big chamfers and corner faces machining


## Toolbox: Zig-zag slot operation



- Slot machining with zig-zag ramping


## Toolbox: Simple boss



- Slot machining with zig-zag ramping


## Toolbox: Spiral pocket



- Slot machining with zig-zag ramping


## Toolbox: Compensation and Finish



- Now Compensation and Finish options are almost in all Toolbox operations


## Drill Recognition: Champher/Spot



- Define champher/Spot drill depth = Drilling depth will be calculated automatically



## 2D/3D Engraving operation



- Separation to 2D and 3D Engraving
- Improvement in interface - easier to understand the, meaning on parameters


## 2D/3D Engraving: Middle line toopath



Geometry


Machining


- Engraving only center line of multi-line text geometry


## HSR: Edit passes by selected operations



- 3 new options of Updated stock: Automatic, by *.FCT file, by Selected operations


## HSR: New operation - Rib machining



- For very thin walls made from exotic materials
- Rough+ semi-finish are combined in one operation, level by level.


## HSM: New Operation - Hybrid Constant Z



- New Finishing strategy combining Constant Z operation and 3D pocketing with 3D constant stepover, where needed


## HSM/HSR: User-defined cut levels

- Cut ONLY on specified $Z$ levels, instead of cut on every step down



## HSM/HSR: Stay down within

Stay down within: 1

- Minimize amount of vertical tool moves
- The smaller this value - the more retract moves



Stay down within: 10


## HSM/HSR: Simple ordering and optimize lead position

- $\quad$ Simple ordering between cutting passes - minimize length of connections between passes

- Optimize Lead position- find the point to minimize length of Lead-In movement


## HSM/HSR: User-defined Facet tolerance

- Enable the user to define the facet tolerance in any HSM operation - in previous versions this was automatically according to Passes tolerance



## Convert From HSS/HSM: New tilting options



- Advanced options of Tilting tool away with max. angle : 3 axis to 5 axis conversion


## Advanced button in HSS and $5 x$ sim. operations



## Swarf Machining - new sim 5 x operation



- Easy definition of geometry
- Automatic definition of tool axis control


## $5 x$ sim: Projection strategies



- 3 new strategies of Projection technology
- Possibility to define direction of passes by $\mathrm{X} / \mathrm{Y} / \mathrm{Z}$ axis or user-sefined direction


## 5x. Sim: Retract plane definition



## Plane definition by:

- Normal vector (by 2 points)
- Plane


## Tooltable: composite tools

Composite Tools



Ext. Groove


Int.Groove


Int. Thread

- Composite turning, boring, grooving and threading tools


## Tooltable: Grooving composite tools



- Internal and External grooving tools
- Square and Round inserts


## Tooltable: Threading composite tools



- Option to use standarg thread type tables
- Triangle and rectangle inserts


## Tooltable: Use only insert



- Define only cutting part of the tool - tool body can be deined as STL holder


## Turning: Work without fixture



- If there is target defined - fixture is not needed anymore for turning
- If there is NO target - fixture is needed
- Machine without fixture and without traget - impossible


## Turning: Balanced roughing



- Possibility to cut with 2 tools at the same time
- Simultaneous balanced turning
- Option to define trailing distance
- Twice faster machining on machines with 2 turrets


## Turning: Manual turning



- Define toolpath by sketch
- Full control on tool movements


## Turning: Approach/Retract in drilling



- Control approach and retract motions in turning drilling operations


## Turning: Reduce toolpath on X axis

Full toolpath


Limited toolpath


- Available for Rough and Finish


## Turning: Adaptive step down



- Add additional passes to clean „flat" areas


## Turning: Additional grooving paths



- Grooving tool in turning operation = Additional grooving passes could be optionally added


## Turning: Separate Compensation for Rough and Finish



- Separate compensation for Rough and Finish in turning


## Turning: Improvement of simulation




- Scroll/Zoom/Pan by mouse
- Colored tools
- Better visualization during actions (Scroll/Zoom/Pan)


## Turret Synchronization



- Easy to use vertical interface
- Color differentiation between tables
- Customizable settings of GUI
- Documentation

Synchronization types:

- Start at the same time
- End at the same time
- Start after previous


The revolution in CNC machining


## 3D iMachining



3D iMachining with intelligent step-up

## 3D iMachining



## 3D iMachining



3D iMachining smart positioning

## 3D iMachining



3D iMachining smart positioning

## 3D iMachining



3D iMachining for molds

## 3D iMachining

File Options Settings Tools




3D iMachining for Prismatic parts

## 3D iMachining



3D iMachining for complex 3D parts

## New Product: SolidProbe



## SolidProbe cycles



- Single point $X$
- Single point $Y$
- Single point $Z$
- Angle X
- Angle Y
- Angle Z
- Boss
- Pocket
- Pocket with boss
- Cylinder
- Hole
- Hole with boss
- External arc
- Internal arc
- External corner
- Internal corner
- Possibility to customize cycle usage in Measurement and Home Definition (inside *.VMID file)


## Probe Tool



- New Probe tool in tooltable
- Support of Probe tool in all simulations


## SolidProbe: Home definition



- Probe cycles support home definition


## SolidProbe：Measurement

－Enables measuring the part，during machining
－Includes many cycles of measurement
$\square \square$ Operations

－．．．（1）MAC 1 （1－Position）
$\square$ MACHINE＿CTRL（1）
㞓 UT＿BS
－．．．（7）MAC 3 （2－Position）
田… $\square$ 風 $\mathrm{F}_{-}$contour 1 ．．．T1（2）
－．．．（1）MAC 3 （1－Position）

- 圈 MACHINE＿CTRL＿1（3）
- 局 UT＿MS


ㅂ…（4）MAC 3 （2－Position）

－．．．（1）MAC 3 （1－Position）
－$\square$ 園 MACHINE＿CTRL＿2（6）
－．．．（6）MAC 3 （3－Position）



## User-defined parameters in MachineID



- Parameters for each Probe cycle in *.VMID file - Controller Definition page
- Separate GUI and GPP name - for easier localization
- Possibility to activate/deactivate parameter by checkbox


## SolidProbe: Technologies page



- Support for multi-chains(points) geometries
- Several technologies (the same cycle type) in the same operation, if needed
- Sorting of chains(points)
- Preview of several technologies
- Preview of geometries by one click
- Status of geometry with technology compatibility $\triangle \mathbb{A}$ !


## Machining \＆Probe operations intermixed

－Machining operations and Probe operations are intermixed in the CAM manger
－Machining operations and Probe operations can use the same geometries
－When the solid model is changed，both the machining and probe operations can be automatically synchronized to the change

$\square \square$ Operations
（H）Setup
局UTMS
（1．．．（7）MAC 1 （1－Position）
圆 MACHINE＿CTRL（1）冨 UTBS
（7）MAC 3 （2－Position）
田 $\square$ 気 $\mathrm{F}_{\mathrm{l}}$ contour 1 ．．．T1（2）
－－．．．（6）MAC 3 （1－Position）
回 断 MACHINE＿CTRL＿1（3）
－冒』 UTMS
E… MAC 1（1－Position）
1．$\square$ nis $^{4}$ Sz＿drill ．．．T3（4）
（1）MAC 3 （2－Position）
－$\square$ 風 $F$＿contour 1＿1 ．．．T1（5）
－．．．（7）MAC 3 （1－Position）
－粒 MACHINE＿CTRL＿2（6）
－（9）MAC 3 （3－Position）
田 $\square$（fin $F_{\text {＿}}$ contour 2 ．．．T2（7）

