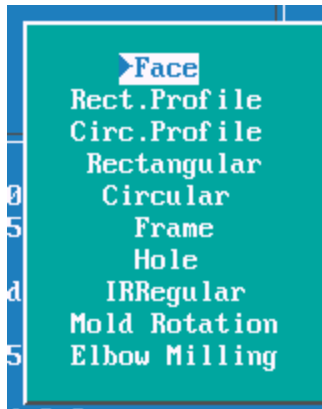


## 3300M CNC Control Canned cycles



## Pocketing Canned Cycles

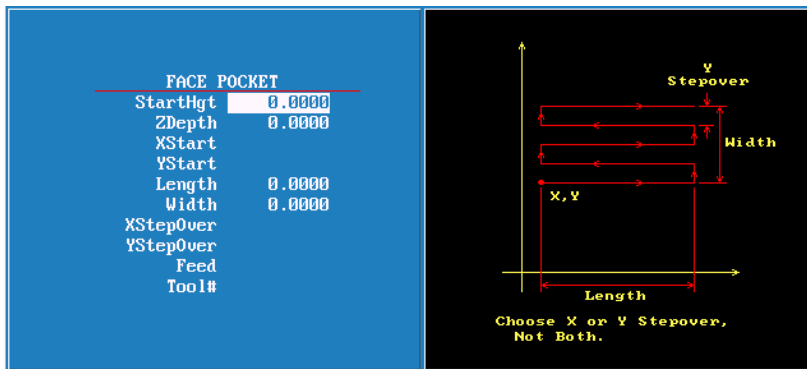


**Note**

The pockets marked with \* all have cutter compensation built into them, so all dimension are as show on print.

- |                         |   |
|-------------------------|---|
| 1.Face.                 | Cleans large area with one line of information.       |
| 2.Rectangular profile.* | Cleans inside or outside of a rectangle.              |
| 3.Circular profile.*    | Clean inside or outside of a circle.                  |
| 4.Rectangular pocket.*  | Cuts a rectangular pocket to a specified depth.       |
| 5.Circular pocket.*     | Cuts a circular pocket to specified depth.            |
| 6.Frame pocket.*        | Cuts rectangular pocket with an island in the middle. |
| 7.Hole.*                | Opens up existing holes.                              |
| 8.Irregular pocket.*    | Cleans the inside of a closed contour.                |
| 9.Mold rotation.        | Cuts three axis shape but only program 2 axis.        |
| 10.Elbow milling        | Cuts a radial groove around a radius.                 |

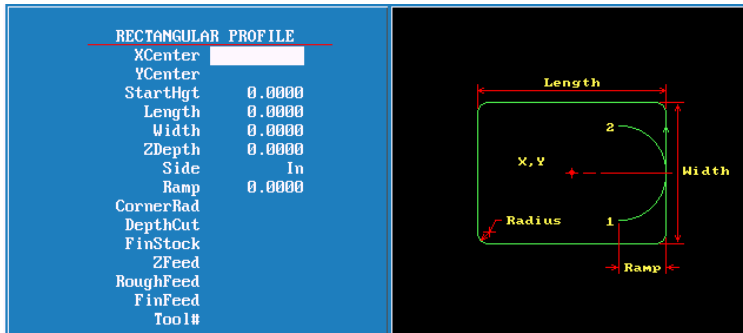
### Face Pocket



- |                   |  |                                      |
|-------------------|--|--------------------------------------|
| <b>StartHgt.</b>  | Distance above surface to be cut.          |                                      |
| <b>ZDepth.</b>    | Depth of Z axis.                           |                                      |
| <b>XStart.</b>    | X axis start position.                     | Optional                             |
| <b>YStart.</b>    | Y axis start position.                     | Optional                             |
| <b>Length.</b>    | Length of surface to be cut.               |                                      |
| <b>Width.</b>     | Width of surface to be cut.                |                                      |
| <b>XStepOver.</b> | Distance X axis steps over between passes. | Only one step over to be programmed. |
| <b>YStepOver.</b> | Distance Y axis steps over between passes. | Only one step over to be programmed. |
| <b>Feed.</b>      | Feedrate in inches per minute.             | Optional                             |
| <b>Tool#.</b>     | Tool number.                               | Optional                             |

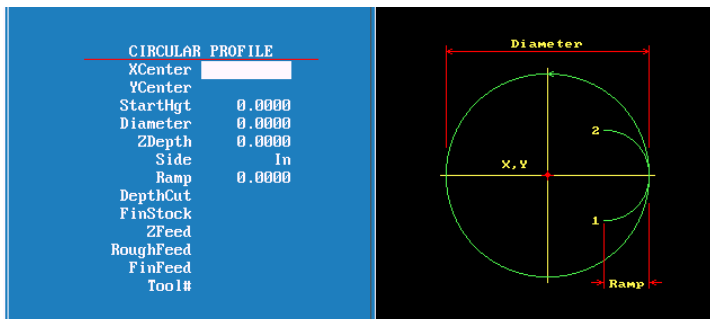
Only input with 0.0000 have to be programmed , this will apply to all canned cycles.Tools do not have to be programmed in cycles , in most cases it is not a good idea.

**Rectangular profile**



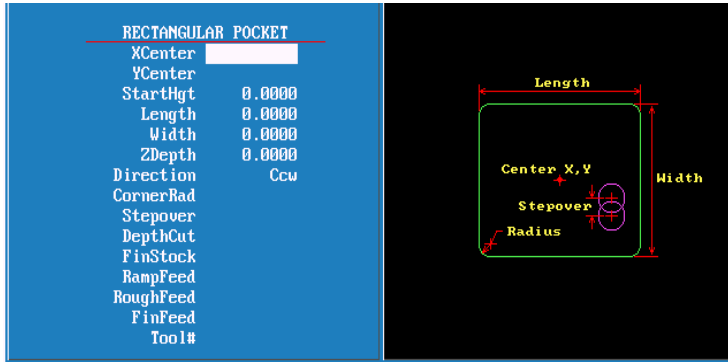
<b>XCenter.</b>	Center of profile along X axis.	Optional
<b>YCenter.</b>	Center of profile along Y axis	Optional
<b>StartHgt.</b>	Height Above surface to be cut.	
<b>Length.</b>	Length of pocket.	
<b>Width.</b>	Width of pocket.	
<b>ZDepth.</b>	Absolute depth of pocket.	
<b>Side.</b>	Inside or Outside.	
<b>Ramp.</b>	Size of ramp radius.	
<b>CornerRad.</b>	Radius on the corners. On the inside must be larger than cutter radius.	Optional
<b>DepthCut.</b>	How deep per pass.	Optional
<b>FinStock.</b>	Material left for finish pass.	Optional
<b>ZFeed.</b>	Z axis down feed.	Optional
<b>RoughFeed.</b>	Feedrate used for roughing passes.	Optional
<b>FinFeed.</b>	Feedrate for finish pass.	Optional
<b>Tool#.</b>	Tool to be used.	Optional

**Circular profile**



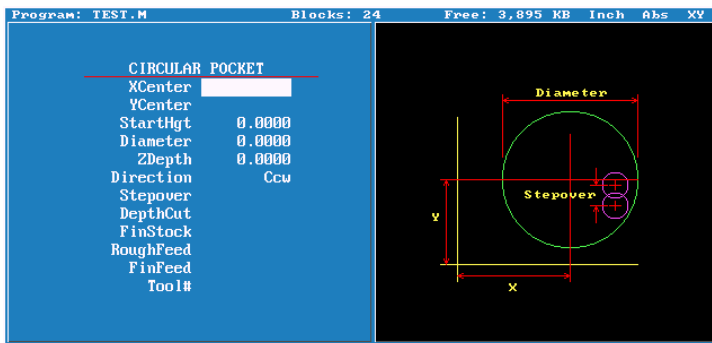
<b>XCenter.</b>	Center of profile along X axis.	Optional
<b>Ycenter.</b>	Center of profile along Y axis	Optional
<b>StartHgt.</b>	Height Above surface to be cut.	
<b>Diameter.</b>	Diameter of pocket.	
<b>ZDepth.</b>	Absolute depth of pocket.	
<b>Side.</b>	Inside or Outside.	
<b>Ramp.</b>	Size of ramp radius.	
<b>DepthCut.</b>	How deep per pass.	Optional
<b>FinStock.</b>	Material left for finish pass.	Optional
<b>Zfeed.</b>	Z axis down feed.	Optional
<b>RoughFeed.</b>	Feedrate used for roughing passes.	Optional
<b>FinFeed.</b>	Feedrate for finish pass.	Optional
<b>Tool#.</b>	Tool to be used.	Optional

**Rectangular Pocket**



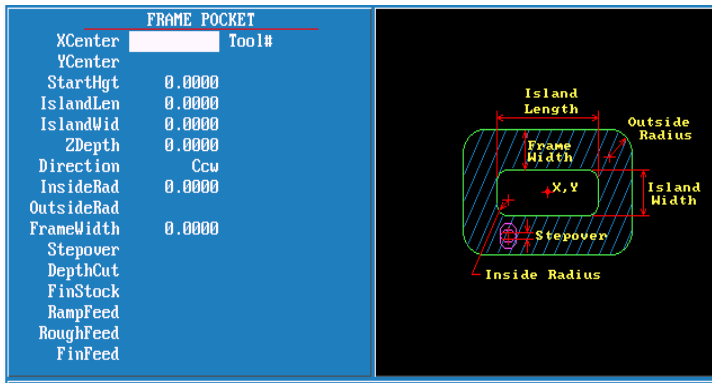
<b>Xcenter.</b>	Center of pocket X axis.	Optional
<b>Ycenter.</b>	Center of pocket Y axis.	Optional
<b>StartHgt.</b>	Must be .1" or 2mm above surface to be cut.	
<b>Length.</b>	Actual length of pocket.	
<b>Width.</b>	Actual width of pocket.	
<b>Zdepth.</b>	Absolute distance to bottom of pocket.	
<b>Direction.</b>	Defaulted to climb mill.	
<b>CornerRad.</b>	Radius in corners must be larger than cutter radius.	Optional
<b>StepOver.</b>	Step over between passes , cannot exceed 70% of cutter diameter.	Optional
<b>DepthCut.</b>	Depth of Z per pass.	Optional
<b>FinStock.</b>	Amount of material left for finish cut , material left on side and bottom.	Optional
<b>RampFeed.</b>	Feedrate for initial # axis move.	Optional
<b>RoughFeed.</b>	Rough feedrate.	Optional
<b>FinFeed.</b>	Finish feedrate.	Optional
<b>Tool #.</b>	Tool number normally not input here.	Optional

**Circular Pocket**



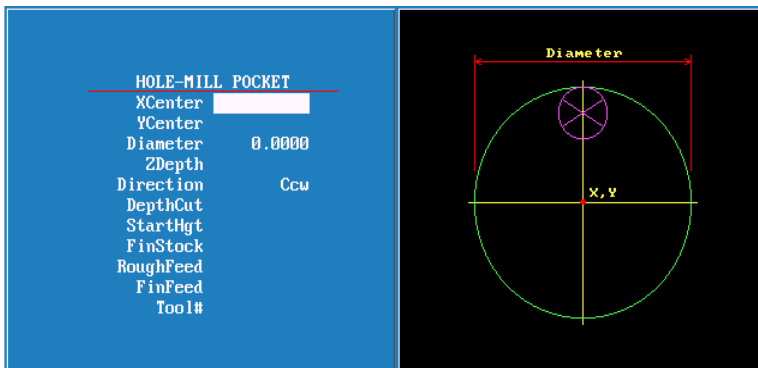
<b>Xcenter.</b>	Center of pocket X axis.	Optional
<b>Ycenter.</b>	Center of pocket Y axis.	Optional
<b>StartHgt.</b>	Must be .1" or 2mm above surface to be cut.	
<b>Diameter.</b>	Actual diameter of pocket.	
<b>Zdepth.</b>	Absolute distance to bottom of pocket.	
<b>Direction.</b>	Defaulted to climb mill.	
<b>StepOver.</b>	Step over between passes , cannot exceed 70% of cutter diameter.	Optional
<b>DepthCut.</b>	Depth of Z per pass.	Optional
<b>FinStock.</b>	Amount of material left for finish cut , material left on side and bottom.	Optional
<b>RoughFeed.</b>	Rough feedrate.	Optional
<b>FinFeed.</b>	Finish feedrate.	Optional
<b>Tool #.</b>	Tool number normally not input here.	Optional

**Frame Pocket**



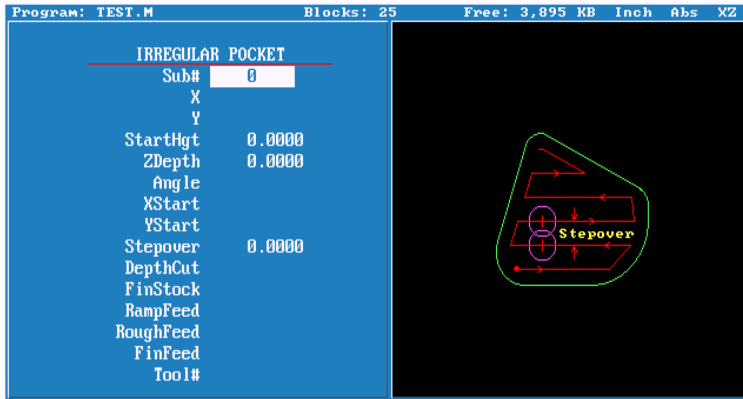
<b>Xcenter</b>	Center of pocket X axis.	Optional
<b>Ycenter</b>	Center of pocket Y axis.	Optional
<b>StartHgt</b>	Must be .1" or 2mm above surface to be cut.	
<b>IslandLen</b>	Actual length of center island.	
<b>IslandWid</b>	Actual width of center island.	
<b>Zdepth</b>	Absolute distance to bottom of pocket.	
<b>Direction</b>	Defaulted to climb mill.	
<b>InsideRad</b>	Radius in corners must be larger than cutter radius.	
<b>OutsideRad</b>	Radius outside corners , must be larger than radius of cutter.	Optional
<b>FrameWidth</b>	Distance from island to outside.	
<b>StepOver</b>	Step over between passes , cannot exceed 70% of cutter diameter.	Optional
<b>DepthCut</b>	Depth of Z per pass.	Optional
<b>FinStock</b>	Amount of material left for finish cut , material left on side and bottom.	Optional
<b>RampFeed</b>	Feedrate for initial # axis move.	Optional
<b>RoughFeed</b>	Rough feedrate.	Optional
<b>FinFeed</b>	Finish feedrate.	Optional
<b>Tool #</b>	Tool number normally not input here.	Optional

**Hole-Mill Pocket**



<b>Xcenter</b>	Center of pocket X axis.	Optional
<b>Ycenter</b>	Center of pocket Y axis.	Optional
<b>Diameter</b>	Actual diameter of pocket.	
<b>Zdepth</b>	Absolute distance to bottom of pocket.	Optional
<b>Direction</b>	Defaulted to climb mill.	
<b>DepthCut</b>	Depth of Z per pass.	Optional
<b>StartHgt</b>	Start height above surface to be cut.	Optional
<b>FinStock</b>	Amount of material left for finish cut , material left on side and bottom.	Optional
<b>RoughFeed</b>	Rough feedrate.	Optional
<b>FinFeed</b>	Finish feedrate.	Optional
<b>Tool #</b>	Tool number normally not input here.	Optional

**Irregular Pocket**



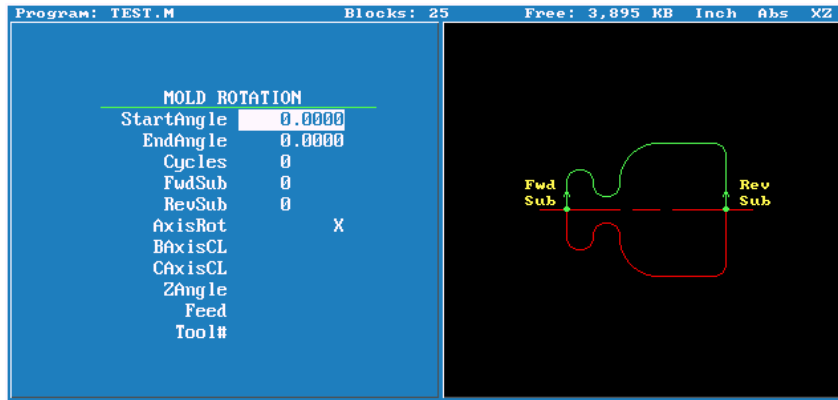
<b>Sub#</b>	# of profile subroutine.	
<b>X</b>	Start position of profile X axis.	Optional
<b>Y</b>	Start position of profile Y axis.	Optional
<b>StartHgt</b>	Start height .1" or 2mm above surface to be cut.	
<b>Zdepth</b>	Z depth of pocket absolute.	
<b>Angle</b>	Angle of first cut.	Optional
<b>Xstart</b>	Position of X axis before moving to start of profile.	Optional
<b>Ystart</b>	Position of Y axis before moving to start of profile.	Optional
<b>Stepover</b>	Distance cut will move over between passes.	
<b>DepthCut</b>	Depth of cut per pass.	Optional
<b>FinStock</b>	Amount of material left for finish pass. Leave stock on side and bottom of pocket.	Optional
<b>RampFeed</b>	Feedrate into material. Normally Z axis into material.	Optional
<b>RoughFeed</b>	Feedrate for roughing passes.	Optional
<b>FinFeed</b>	Feedrate for finish pass	Optional
<b>Tool#</b>	Tool #	Optional

**Note**

A subroutine has to be programmed for this cycle . The subroutine must start and end at the same coordinates. The first move can be a Rapid , put both X and Y axis in this block also the last block should have both X and Y axis coordinates.

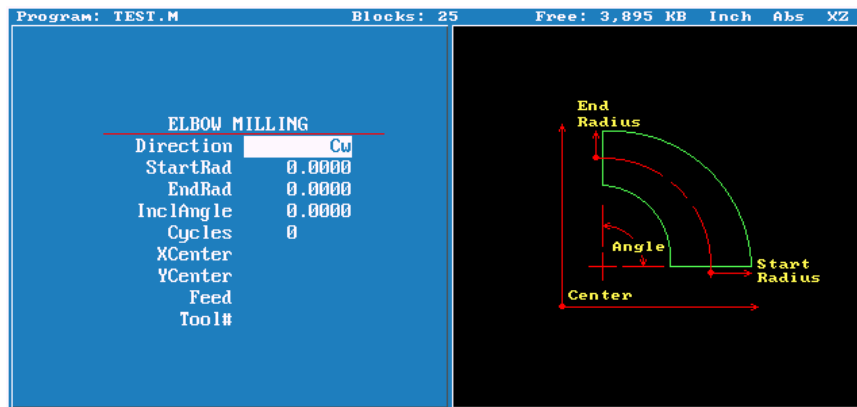
Angle would normally only be used when starting point of profile is on a radius.

**Mold Rotation**



- StartAngle**     Angle at which rotation is going to start.
- EndAngle**     Angle at which rotation is going to end.
- Cycles**         Number of passes , one cycle is a pass in each direction.
- FwdSub**         Number of first subroutine.
- RevSub**         Number of second subroutine.
- AxisRot**         Axis around which rotation is going take place.
- BAxisCL**         Position of rotated axis if not zero.
- CAxisCL**         Position of second axis if not zero.
- ZAngle**         If rotating X or Y rotation around Z.
- Feed**             Feedrate
- Tool#**            Tool # .

**Elbow Milling**



- Direction**         Cut direction of first pass.
  - StartRad**         Radius at start end.
  - EndRad**            Radius at opposite end.
  - InclAngle**         Included angle of cavity.
  - Cycles**            Number of passes , one cycle equals a pass in each direction.
  - XCenter**           Center of arc X axis.
  - YCenter**           Center of arc Y axis.
  - Feed**                Feedrate.
  - Tool#**                Tool #.
- Optional  
 Optional  
 Optional  
 Optional



There are two more canned cycles , to get to these press



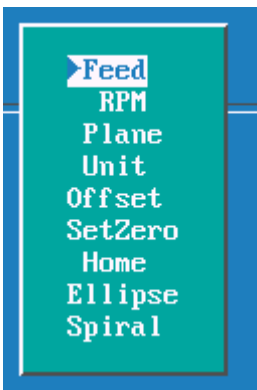
soft key.



Soft key will change as above press



a pop-up will appear as below.



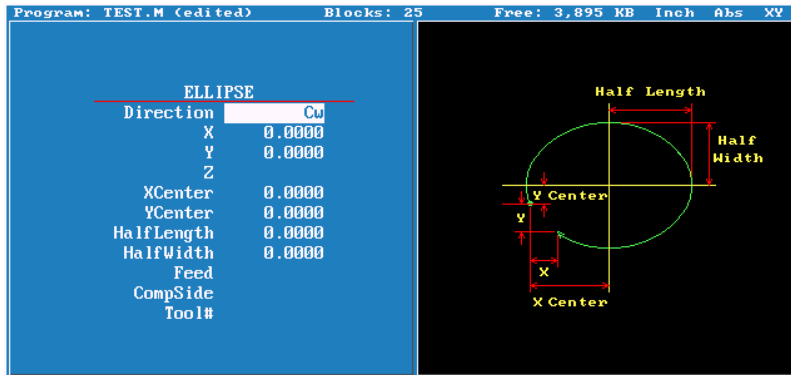
Ellipse and spiral both must be programmed incrementally .

Put height light on Ellipse press



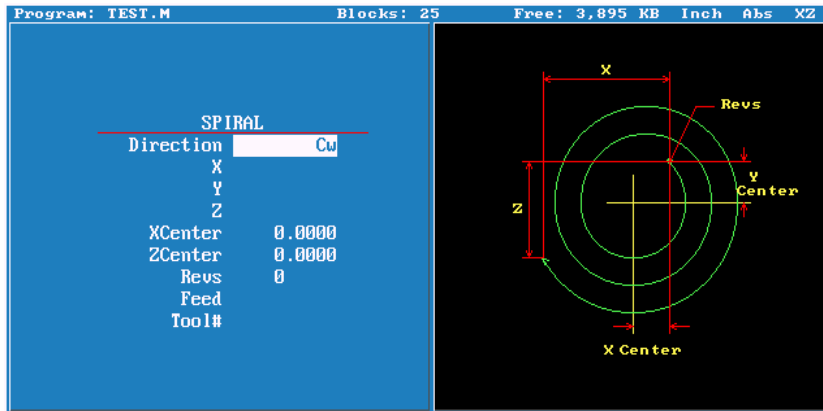
screen will change as below.





<b>Direction</b>	Direction of cut CW or CCW.
<b>X</b>	Distance from Start to End X axis of Ellipse.
<b>Y</b>	Distance from Start to End Y axis of Ellipse.
<b>Z</b>	Distance from Start to End Z axis of Ellipse.
<b>Xcenter</b>	Distance from Start to Center X axis of Ellipse.
<b>Ycenter</b>	Distance from Start to Center Y axis of Ellipse.
<b>HalfLength</b>	Half the length of Ellipse X axis.
<b>HalfWidth</b>	Half the width of Ellipse Y axis.
<b>Feed</b>	Feedrate.
<b>CompSide</b>	Tool compensation none , inside or outside.
<b>Tool#</b>	Tool number.

If plane is changed to XZ plane Ycenter would change to ZCenter and half width is Z axis .  
 If plane is changed to YZ plane Xcenter would change to YCenter and half length would be Y axis .  
 Using in side or outside tool compensation the the cutter must be placed in the correct compensated position , before programming Ellipse. All dimension **MUST** be Incremental when programming this cycle.



<b>Direction</b>	Direction of Spiral Clockwise or Counter Clockwise.
<b>X</b>	Distance from Start to End X axis .
<b>Y</b>	Distance from Start to End Y axis .
<b>Z</b>	Distance from Start to End Z axis.
<b>Xcenter</b>	Distance from Start to Center X.
<b>Ycenter</b>	Distance from Start to Center Y.
<b>Revs</b>	Number of Revolutions.
<b>Feed</b>	Feedrate.
<b>Tool#</b>	Tool number.

This can be programmed in XY , XZ or YZ planes , the center designations with change accord selected plane .

All dimension **MUST** be Incremental when programming this cycle

Cutter compensation no allowed with this cycle.

If cutting a thread using this cycle the distance moved in Z into number of revolutions will equal lead of thread .