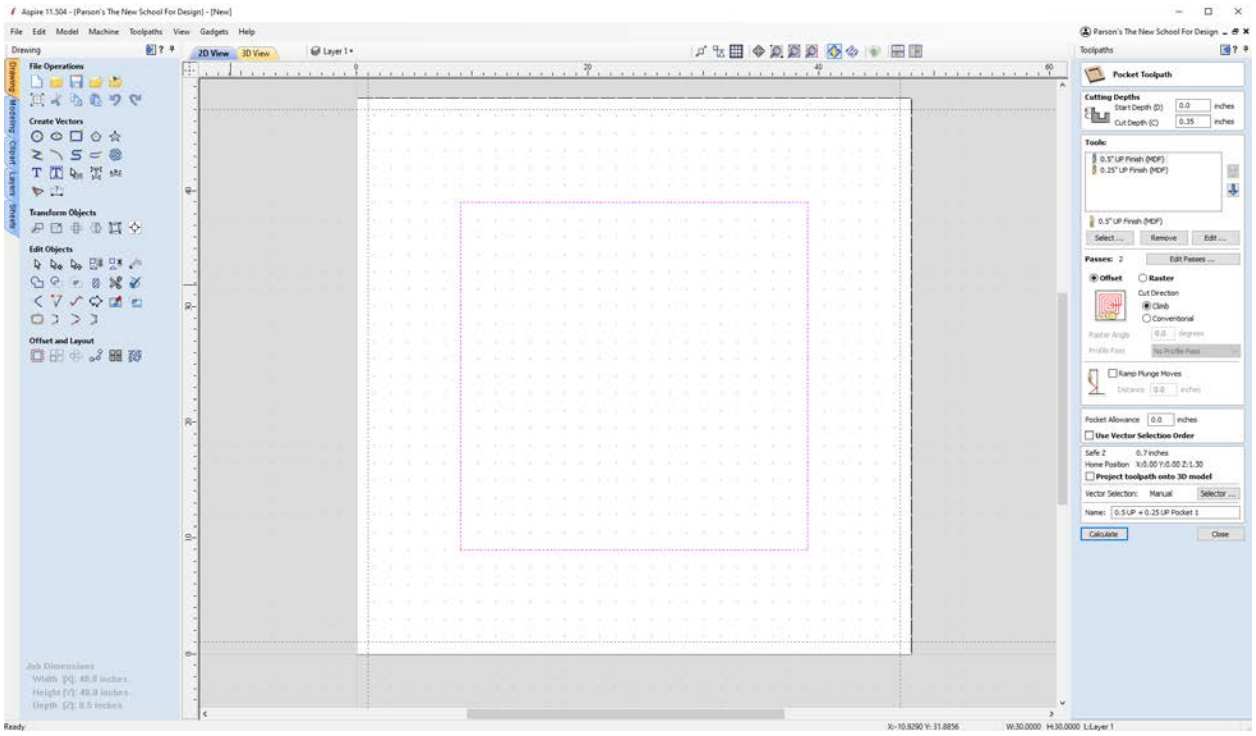
How to Pocket

Removing material within specified boundary at a fixed depth

STEP 1: Select Pocket Toolpath Operation

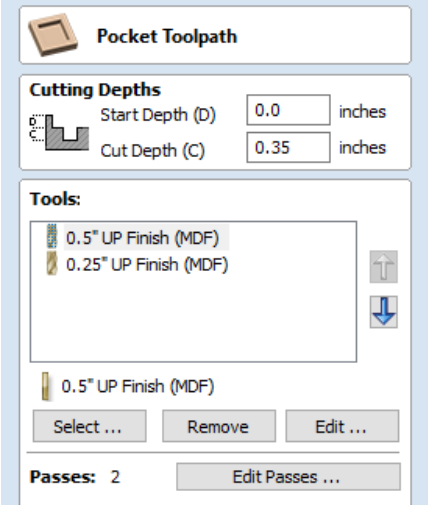
On the right side of the screen, under Toolpath Operations, select the Pocket Toolpath.

STEP 2: Select Vectors



Select the vectors you want to pocket. They will turn pink when selected.

STEP 3: Configure Pocket



Start Depth (D)

The starting point of your pocket, usually set to 0.0 inches.

Cut Depth (C)

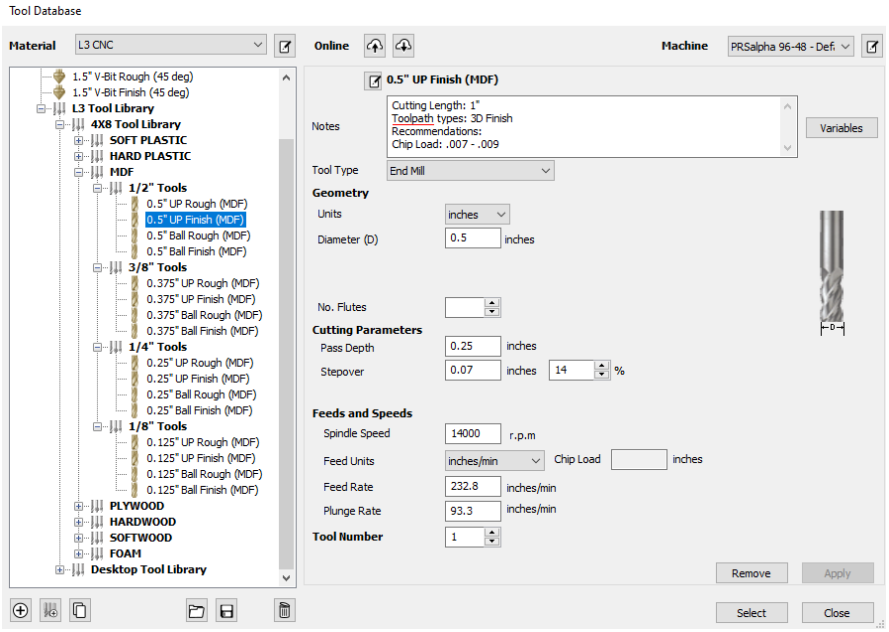
How deep your pocket will machine from the start depth.

Tools

Press “Select” to open up the Tool Database and choose the most appropriate tool.

You can optimize your pocket with rest machining, a technique that uses multiple tools to optimize machining time and material removal. Each tool will remove any remaining material that the previous tool was unable to machine.

STEP 4: Select Tool

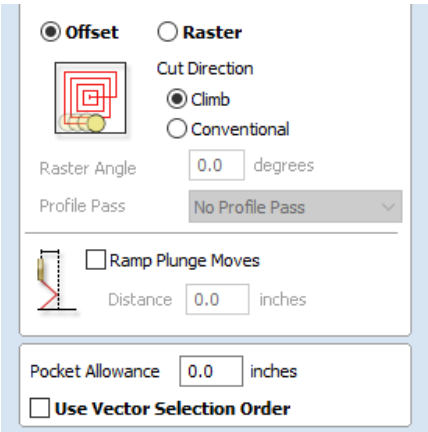


Look under the tool settings that correspond to your material. Use the **largest** tool possible, while still achieving your desired fidelity.

Up tools are generally used to cut flat surfaces. **Ball** tools will machine interior fillets.

Rough settings will cut faster, but **finish** settings will give a cleaner edge.

STEP 5: Configure Pocket cont.



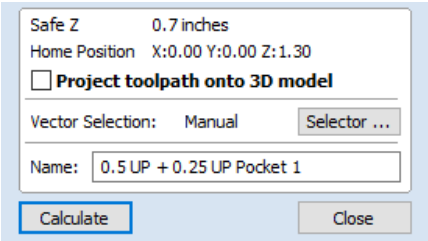
Offset vs. Raster

This defines the method that the machine clears away the material.

Offset starts from the center and works it way out. This can create a better edge for organic shapes.

Raster allows you to select the axis you want to machine across. This can be beneficial for hardwood so that you can cut with the grain, resulting in a better cut.

STEP 6: Rename + Calculate Toolpath

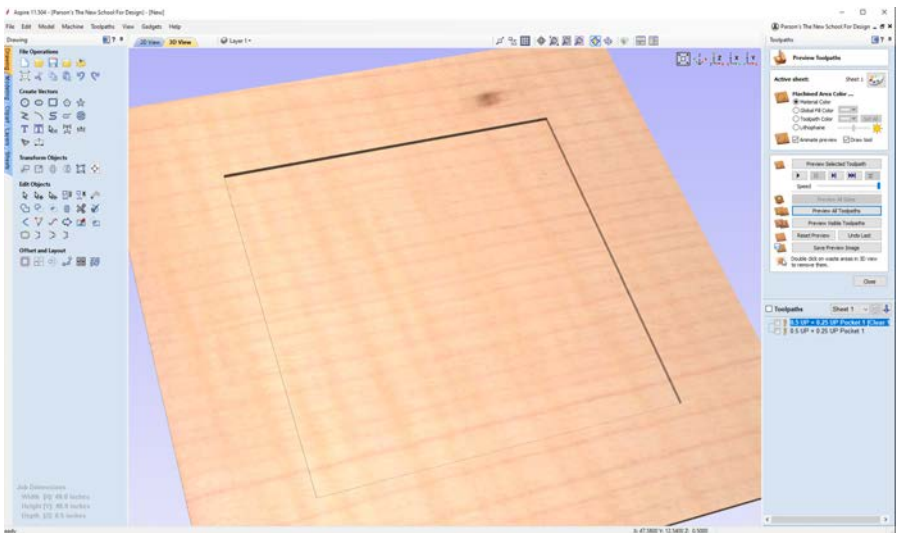


Rename your toolpath to follow the naming convention of "**[toolsize] [tooltype] [operation]**". If there are multiple tools, list all of them.

This will come in handy when optimizing your toolpath order.

Press "Calculate" to finish the operation.

STEP 8: Preview



Click "Preview All Toolpaths" to preview the results.

If you need to edit the toolpath, double click the name of the operation.

When finished, click "Close" to exit out of the preview and click "2D View" towards the top of the screen to continue writing your operations.