

- 1. Cutting gas
- 2. Cutting nozzle
- 3. Nozzle offset
- 4. Cutting speed
- 5. Molten material
- 6. Arc
- 7. Cut roughness
- 8. Heat affected zone
- 9. Kerf width

IKUSASA

CNC TRAINING CENTRE

WE ARE THE *FUTURE*

EDGE CAM

BASIC TURNING

www.ikusasatraining.co.za

1. ...
2. ...
3. Nozzle offset
4. Cutting speed
5. Molten material
6. Dross
7. Cut roughness
8. Heat affected zone
9. Kerf width

EDGECAM COURSES

EDGECAM Basic Turning

Requirements: General computer skills is compulsory.

Duration: 4 Days

Time: 08:30 - 16:00

Inclusions: Catering & Refreshments (full time in-house training), relevant stationary, competency certificate.

OVERVIEW

EDGECAM is a market leading computer aided manufacturing (CAM) system for NC part programming. With unparalleled ease of use and sophisticated tool-path generation, it's the only CAM system you'll need for milling, turning and mill-turn machining.

EDGECAM utilises your in-house knowledge and experience to drive the CAM process with automation tools to suit different applications – allowing you to maintain your competitive edge.

Our basic EDGECAM Training course is designed for your every-day user who could be a CNC Programmer / Fitter & Turner / Toolmaker or eve workshop staff & students. This course covers the complete basics of EDGECAM software leaving the delegate with a basic understanding of how to operate EDGECAM software.

The course consists of 4 Days in-class where we cover the complete basics in terms of:



1. Cutting speed
2. Cutting tool
3. Nozzle offset
4. Cutting speed
5. Molten material
6. Dross
7. Cut roughness
8. Heat affected zone
9. Kerf width

1. EDGECAM Wireframe Design

- EDGECAM interface, Explain all commands used for the designing purposes.
- Cartesian plane, understanding Axis directions.
- 2D Drawings, creating Arcs, creating lines and creating points
- Line & Arc Dialogue
- Editing 2D geometries or drawings, (Blending, Chamfering, deleting, etc.)
- Layer controls, changing geometry colours, line thickness, filtering geometries.
- Transforming entities, (Translating, Rotating, Mirroring, Scaling, 3D scaling, Transposing)

2. EDGECAM Designer Overview and Solid Machinist

- Explain Designer interface & overview.
- Design 2 components, 1 Milling and 1 turning components.
- Loading DXF/DWG files to designer.
- Loading Solid model in EDGECAM (Milling & Turning Components).
- Use of setup window for quick alignment in either milling or turning.
- Use of radio buttons for quick alignment and translation & rotating.
- Align Solid Component for milling.
- Stock Database, Fitting Stock, Picking Stock.
- Fixture Database, Picking Fixture.
- Feature Finding, (Hole features, Milling Features, Contour Features, 2D Pockets etc.)
- Automatic Machining using the Planning Board.
- Semi – Auto Machining.
- Extracting edges from solid, edge loop from solid, Body face silhouette.

1. Cutting nozzle
2. Cutting nozzle
3. Nozzle offset
4. Cutting speed
5. Molten material
6. Dross
7. Cut roughness
8. Heat affected zone
9. Kerf width

3. Turning Machining both Wireframe & Solids

- Machining the Stub Axle first in wireframe
- Cycle includes but not limited to; Face Rough Turning, Rough Turning for Turning, Finish Turning, Grooving cycles, External threading, Drilling holes, Taping cycles.
- Waveform Machining
- Turn Billet Stock
- Rough Turn Profile Machining.
- Part Off cycle.

4. Productivity Tools Box

- Fixture manager, Stock Manager, Machine Manager, License manager.
- Tool Store Administrator
- Technology Assistance.
- Job Manager
- Toolkits
- Editing tools in the toolkits.
- Live job reports.