

```
%  
O0100  
G17G40G49G80  
G91G28Z0  
M06T14  
( 3T0.2R-T14 )  
G90G54G00X0Y0  
G43H14Z20.S4000M03  
G00X-54.611Y-97.002Z20.M07  
Z2.  
Z1.  
G01Z-0.8F600  
G03X-54.711Y-97.175I0.1J-0.173  
X-54.684Y-97.275I0.2  
X-54.208Y-97.55I0.476J0.275F2000  
X-53.658Y-97.J0.55  
.....  
.....  
X-54.411Y96.652J0.2  
G00Z20.  
G90G54X0.0Y0.0  
M09  
M05  
G91G28Z0  
M30  
%
```

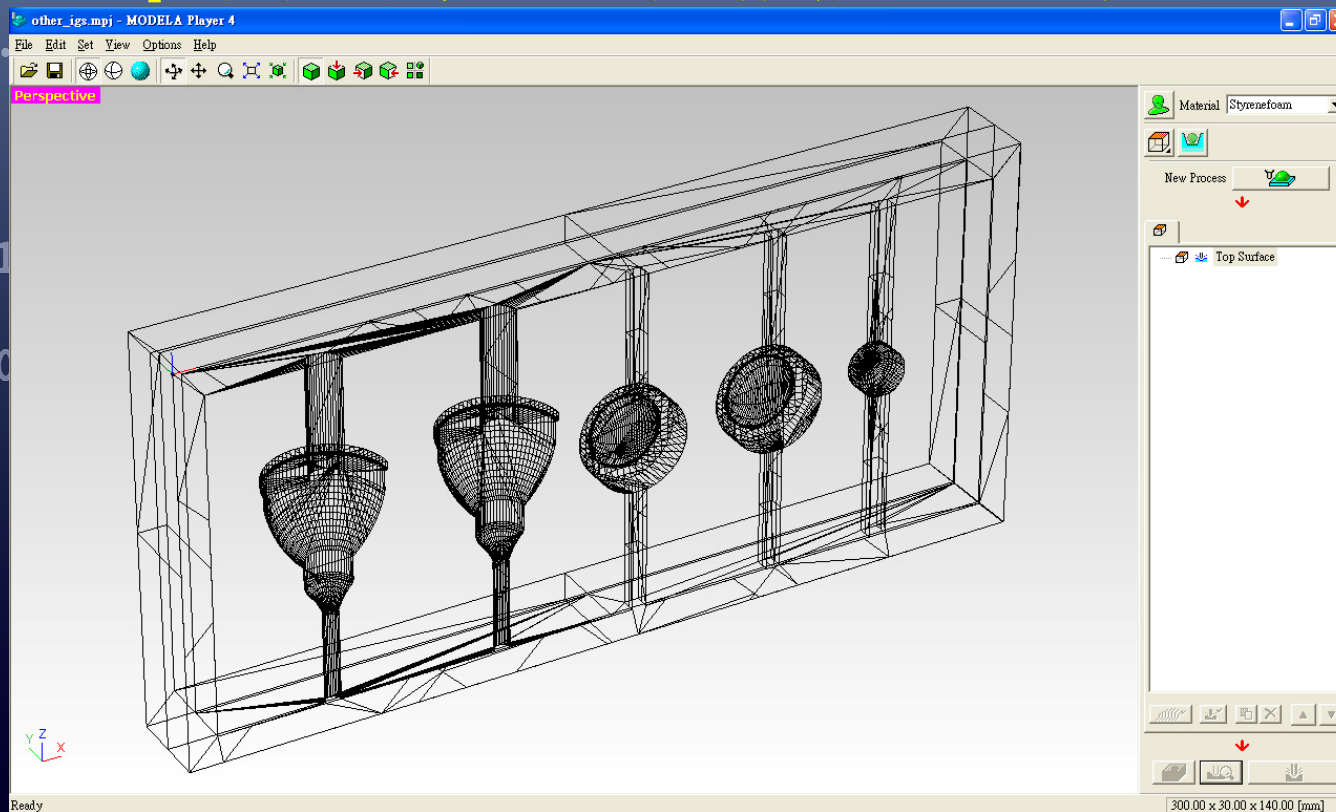
MODEL A Player 4 基礎操作

馬仁隆

MODELA Player 4 基礎操作

1.載入模型

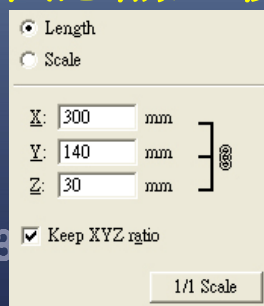
File>Open開啓由其他CAD軟體所轉存的IGES檔案



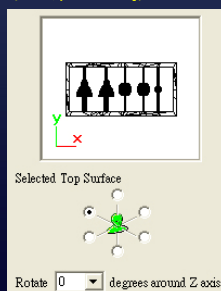
MODEL A Player 4 基礎操作

2.設定載入模型尺寸、定向、原點

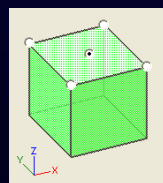
2-1.確認輸入模型尺寸是否正確、更改模型比例



2-2.設定模型擺至方向



2-3.設定工作物原點位置

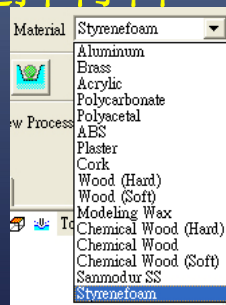


MODEL A Player 4 基礎操作

3. 定義加工參數

3-1. 材料與加工區域設定

3-1-1. 選擇材料

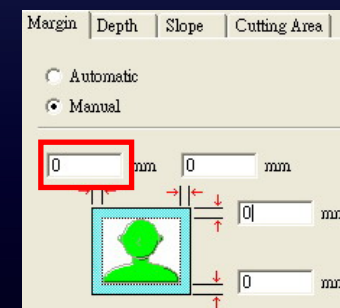


3-1-2. 選擇加工面數



3-1-3. 設定加工區域

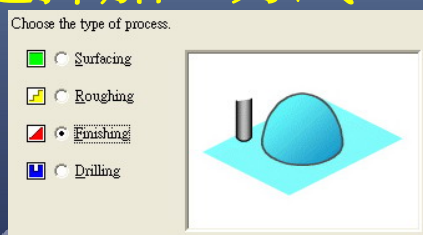
將加工邊界設為0



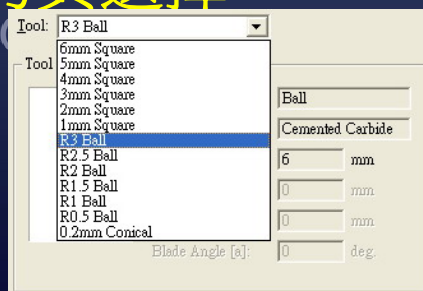
MODEL A Player 4 基礎操作

4. 刀具與路徑設定

4-1. 選擇加工方式



4-2. 刀具選擇



4-3. 選擇加工路徑投影方式

