



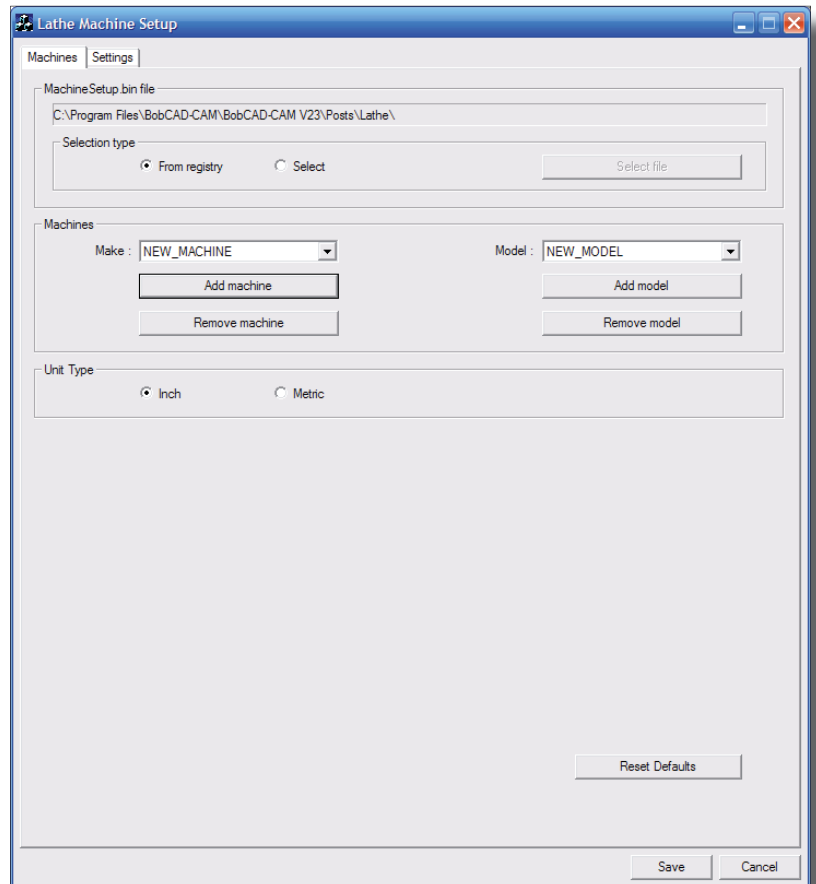
FAQ #47: How do I set up BobCAD-CAM for a lathe?

Q: The lathe I use isn't listed when I try to pick a machine. How do I get it in there?

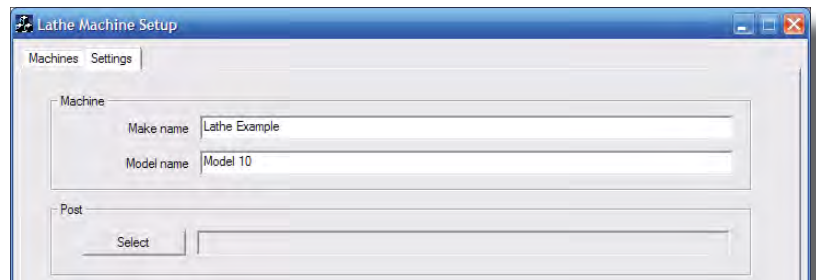
A: If the lathe isn't listed, it will need to be set up. It's not difficult to do. A lathe setup in BobCAD-CAM V23 consists of a setup that describes the machine's capabilities and the post processor configuration file. Follow these steps:

Step 1: Close BobCAD if it's open. Double click the LatheMachineSetup.exe program normally located in the BobCAD-CAM installation folder, usually C:\Program Files\BobCAD-CAM\BobCAD-CAM V23\, and the program will start.

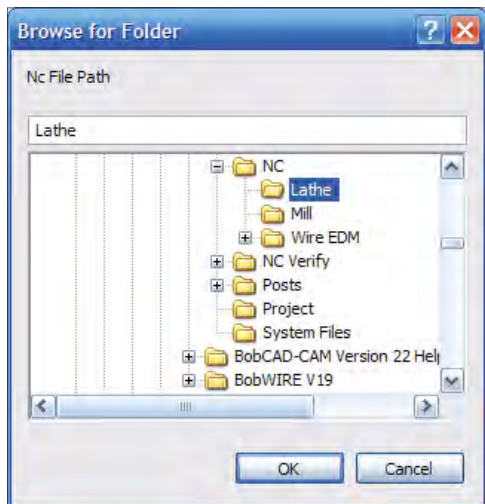
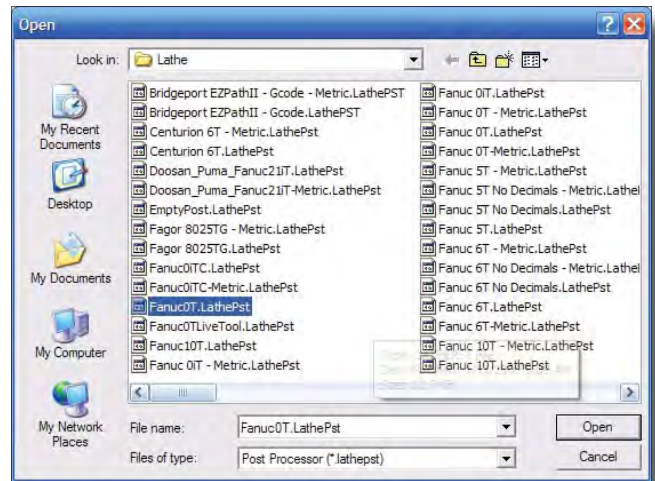
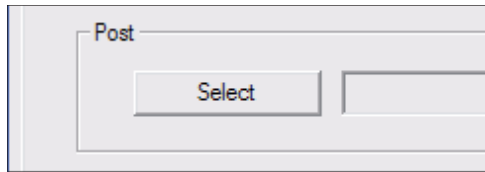
Check for the make and model of the machine. If the make exists but the model doesn't, click on **Add Model**. If the whole machine make doesn't exist, click on **Add Machine**. In this example, both a new make and a new model will be added.



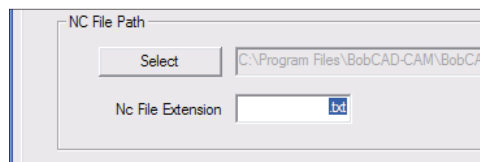
Step 2: Click on the **Settings** tab and type in the new name for the make or model. In this example, both are to be added.



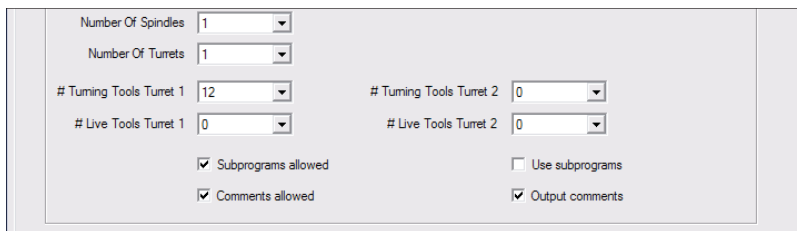
Click on the **Select** button in the **Post** section and choose the post processor to be used for this machine, then click **OK** on the **Open** dialog that will have appeared. Post processor configuration is covered elsewhere.



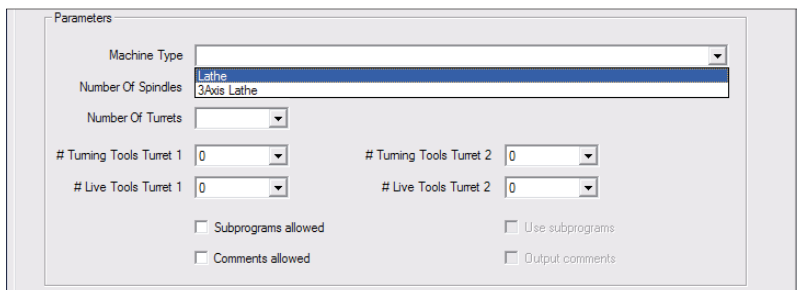
Click the **Select** button under **NC File Path** and choose a default folder to save post processed nc code to. BobCAD-CAM will use this folder by default when this machine is loaded. Type in the file extension to be used with this machine for the NC files. Don't forget to include the leading dot (".") before the extension.



In the **Parameters** section, choose the options that best fit the machine:



- **Machine Type** - The lathe machine type can be chosen from this drop-down list. The most often used setting is simple Lathe.



- **Number of Spindles** - BobCAD-CAM currently support one spindle, so leave this set to 1.
- **Number of Turrets** - BobCAD-CAM currently support one tool turret, so leave this set to 1.

- **# Turning Tools Turret 1** - The number here will be the maximum # of tools permitted in a post processed program.
- **# Turning Tools Turret 2** - Since only one turret is currently supported, leave this blank for now.
- **# Live Tools Turret 1** - When live tooling is added to BobCAD-CAM's lathe module, this will give the maximum number of live tools permitted in this turret. Leave blank for now.
- **# Live Tools Turret 2** - When live tooling is added to BobCAD-CAM's lathe module, this will give the maximum number of live tools permitted in the second turret. Leave blank for now.
- **Subprograms Allowed** - If the machine can use subprograms to help reduce the amount of repetitive code, check this box to enable BobCAD-CAM to produce them.
- **Use Subprograms** - If it is desired to use subprograms by default, check this box.
- **Comments Allowed** - If the machine cannot accept comments in a program, uncheck this.
- **Output Comments** - If it is desired to view comments in the NC code on the control and it can accept them, check this box and the comments will not be stripped from the NC file.

Step 3: Click on the **Machines** tab at the top of the dialog again. Check over the settings, including the **Unit Type** section, and make sure that the machine make and model names are correct. Click **Save** at the bottom of the box. When BobCAD-CAM V23 is next started, this machine will be available to choose from the list and will automatically be set as the default machine.

*Note that many of these settings can be changed from within BobCAD-CAM itself, under **CAM Part, Turning Tools, and Current Settings**. If they are changed, they will override what is set here and will be saved to the machine configuration. The next time *LatheMachineSetup.exe* is run it will reflect the changes made from within the software.*

