

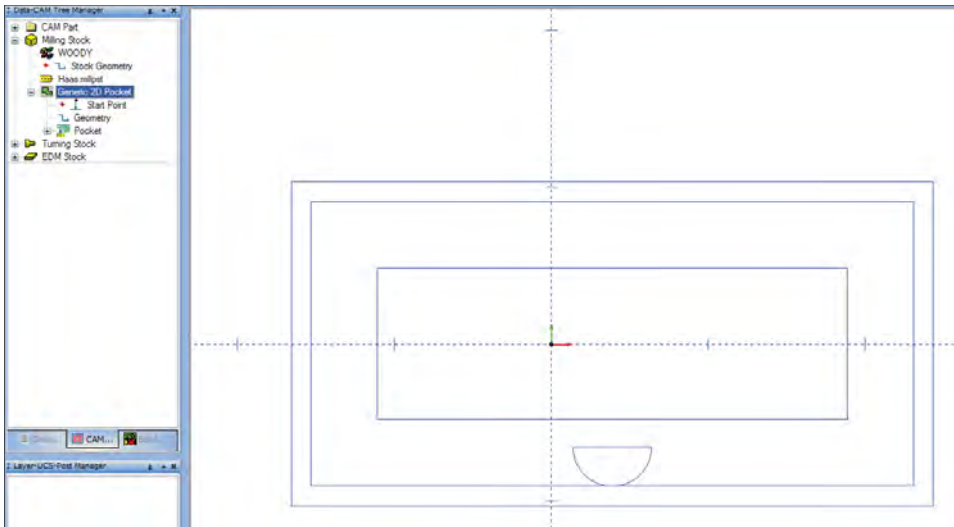
FAQ #49: How do I save and load features?

Q: I've heard you can save features in V23 and then load them later in different files so I don't have to go back through and reconfigure them for stuff that's the same all the time. That sounds like a good idea; how do I do it?

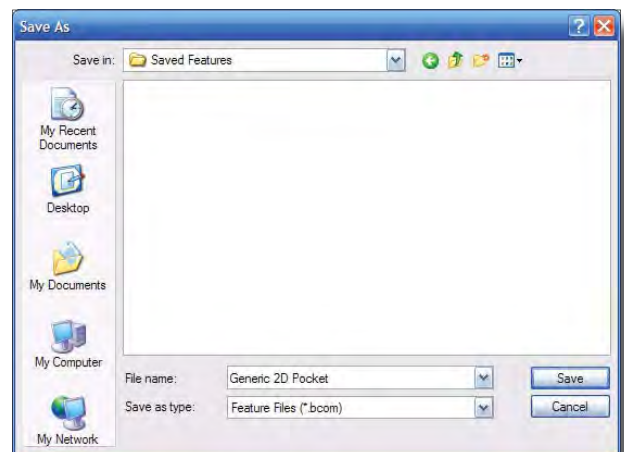
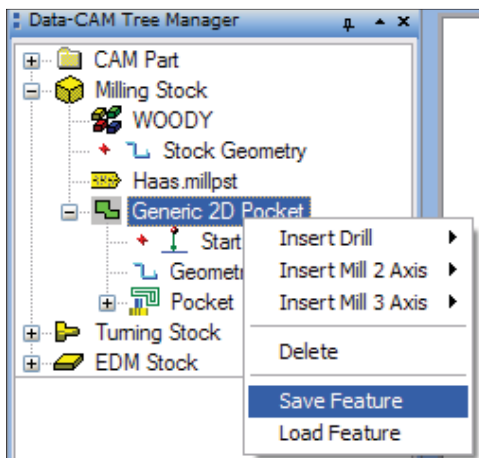
A: Actually it's very simple. The only things that do not save are the items that relate directly to the drawing, like setting the geometry and start points, and the **Rapid Plane** and **Top of Stock** settings are inherited from the stock, not the features themselves.

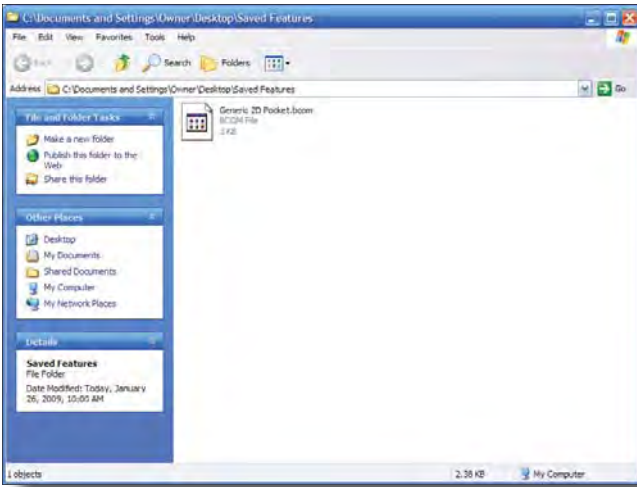
To save a feature to a file:

Step 1: Create a feature in any drawing and set it up to cut.



Step 2: Right click on the feature and choose **Save Feature**. A dialog will appear to give it a name and a location. By default, the name given is the same name as the feature itself in the CAM tree. It will save with a .bcom extension for milling features, .bcot for turning, and .bcoe for wire EDM features. Give it a name and choose a location, then click **Save**. That's all that's necessary.



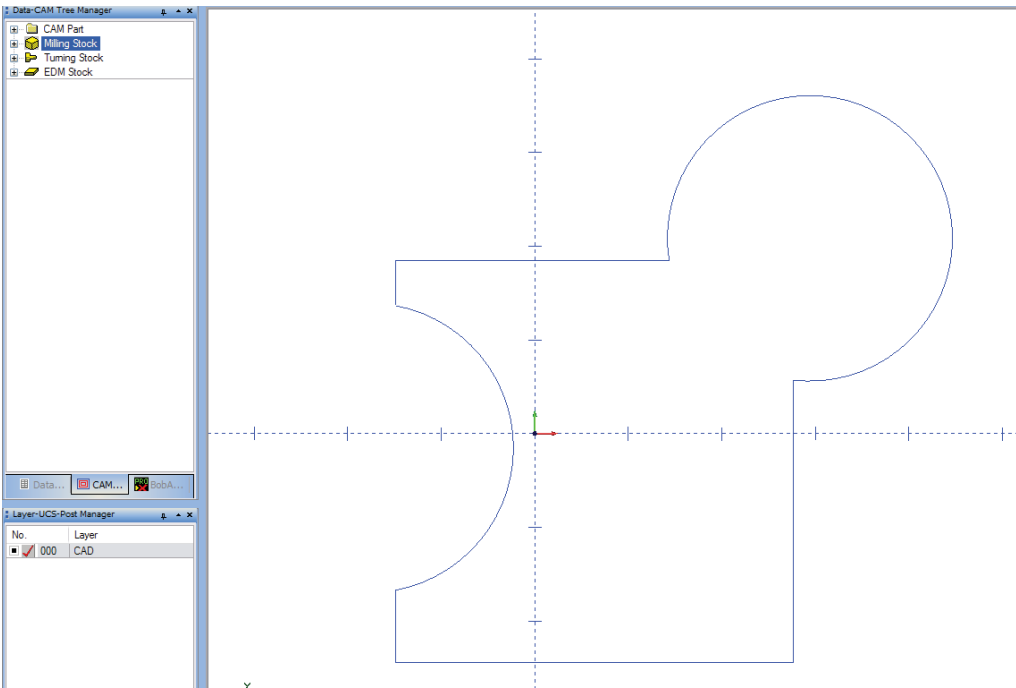


By default, there is a folder installed with the software called “Features.” This folder is the save folder for features, but this may be changed as the user sees fit under **Preferences and Settings Default**.

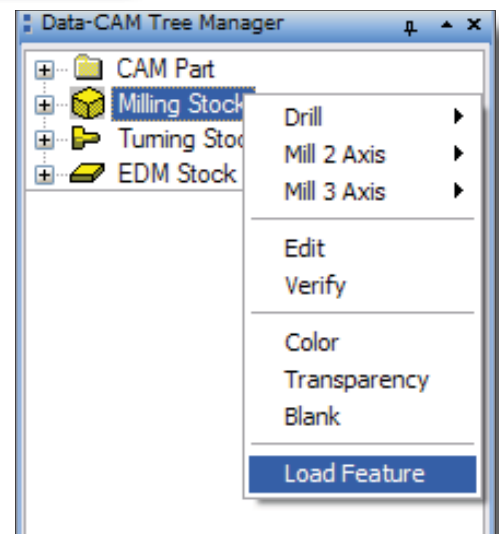
The feature saved into a folder called “Saved Features.”

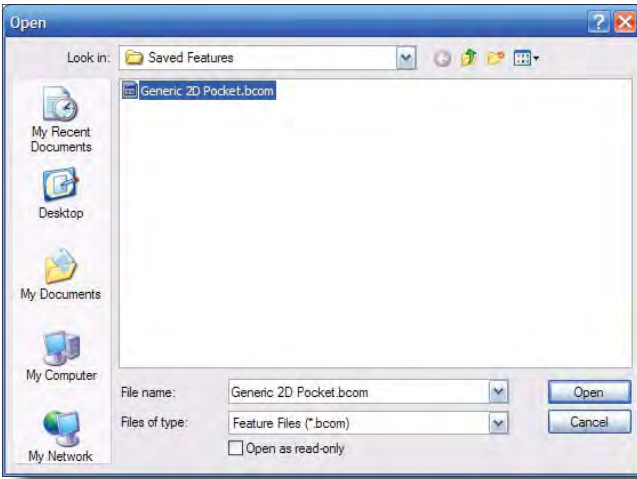
To load an existing saved feature into a drawing:

Step 1: Draw or load something into the Workspace.



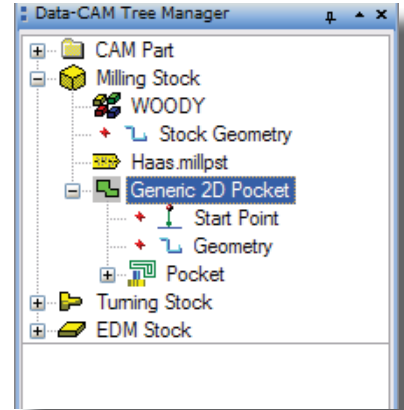
In the CAM tree, right click on the correct stock type for the feature. In this example, a milling feature was saved and it will be loaded back into a different drawing. Right click on **Milling Stock** in the tree and choose **Load Feature**.



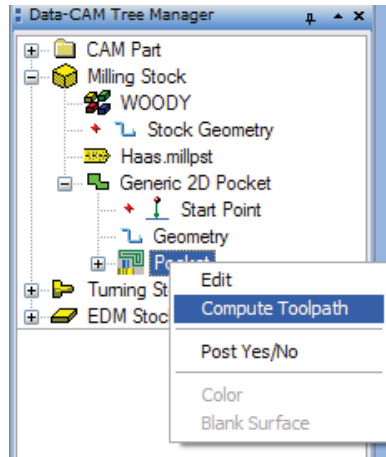
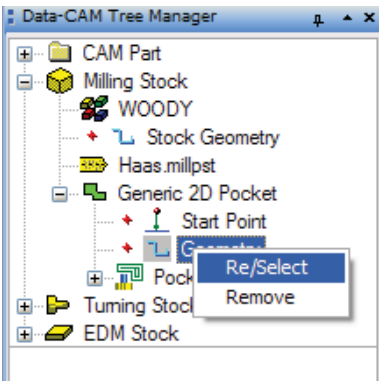


Choose the .bcom file that holds the feature, and click **Open**.

The feature will be loaded in. It will have all of the same settings as it originally had.



Set the geometry for it as and then compute the toolpath normally.



When the toolpath completes, it will have all of the same settings as the original even though the geometry can be radically different.

