W5 WOOD

eqtCAM5 WOOD **is the software for the design and processing of wooden parts, with generic geometry, both 2D and 3D, to be machined on CNC machines with 2 to 5 axes.**

IMPORT OF GEOMETRIC MODELS

- Standard formats: dxf, stl, IGES, STEP.
- Other formats: ACIS, PARASOLID.
- NC file: cnc, mpf, xpi.
- Points file: pnt, xyz.
- Images: png, jpg, jpeg, bmp.

DRAWING GRID

- Quick setting of drawing grids parallel to the reference planes.
- Setting drawing grids by three points, in a plane orthogonal to a curve in a given point, positioned on a 3D geometric entity.
- Translation of the grid and possibility of determining its origin.

2D AND 3D GEOMETRY

- 2D elements (including lines, arcs, circles, chamfers, fillets, polygons, texts...).
- 3D elements (including surfaces, regions, extrusions, revolutions, swept...).
- Creation and management of parts and layers.
- Edit tools (including union, explosion, extension, cut, curves height, color and transparency management, layer change...).
- 2D and 3D transformations (including translation, rotation, mirroring, scaling, offset...).

POST PROCESSORS

- Management of any NC machine thanks to specific post processors specifically designed.
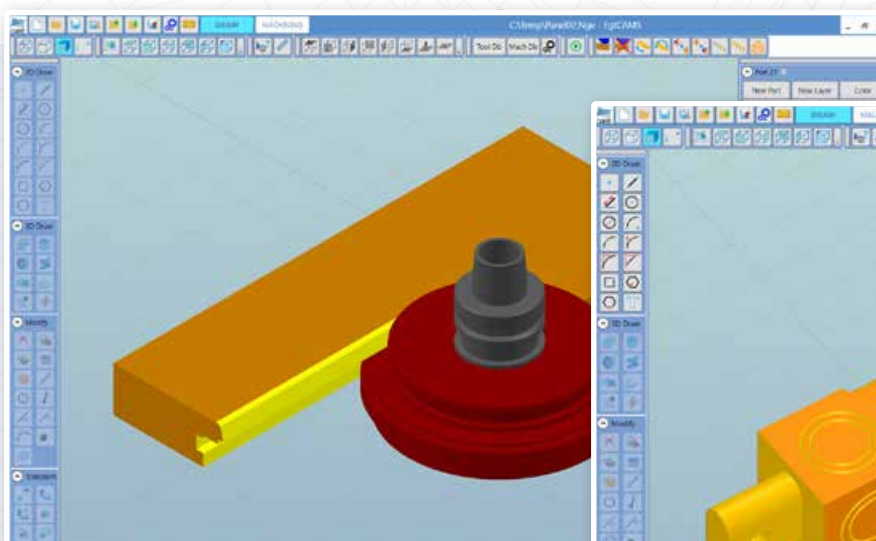
eqtCAM5 WOOD
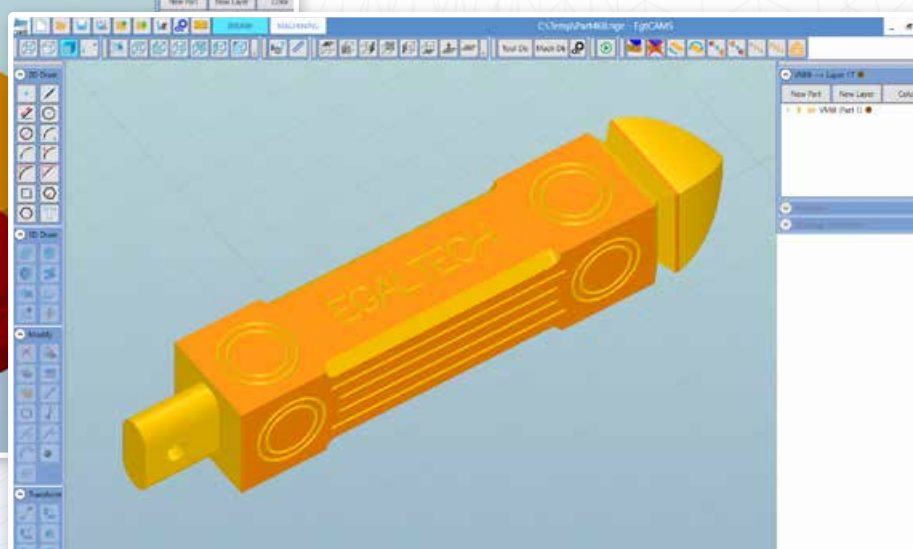
TOOL LIBRARIES AND PROCESSING MANAGEMENT

- Tool library: drill bits, milling cutters, blades, chisels, chain mortisers…
- Parametric drawing of tools.
- Creation, modification and saving of tools setup.
- Machining library: drilling, milling, sawing, contouring, pocketing, surface roughing, surface finishing, chiseling, mortising…
- Management of machining parameters, including radial and longitudinal offset, tool compensation, machining side, safety distance, overlap, step type, lead in and lead out parameters…
- Choice of tool for each machining in the library and customization of tool parameters for each one.
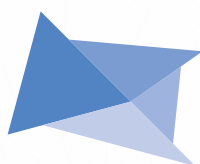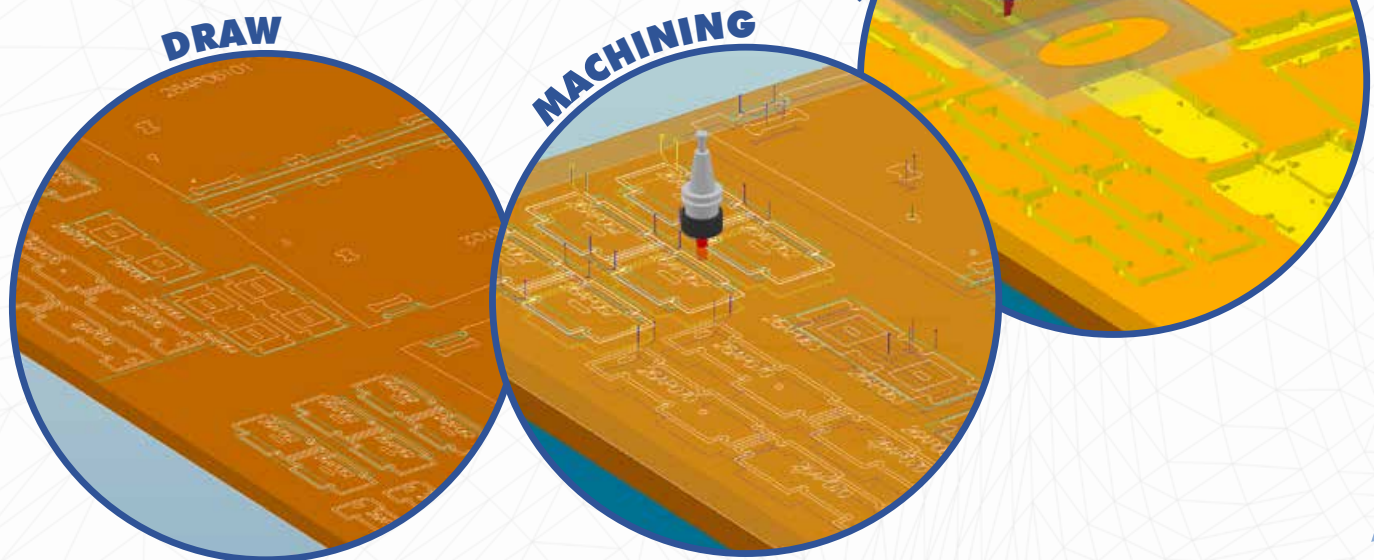
SIMULATION

- Specific machine model creation for machining simulation that stays true to reality.
- Virtual milling to verify the finished part appearance.
- Collision check between tools, parts, machine fixed parts, machine mobile parts.
- Estimate of machining times and tool consumption.

MACHINING

- Definition and positioning of one or more raw parts on the machine table, eventually with fixtures.
- Positioning of parts in raw parts with manual or automatic nesting.
- Manual or automatic application of the machining to the geometries on paths and surfaces.
- 2.5 axis machining for panels and such.
- 3 axis machining for low reliefs, plaques and such.
- 3+2 axis machining for doors, beams, windows and such.
- 5 axis machining for generic parts (eg. chairs, design objects, sculptures...).

PRODUCTION MANAGEMENT AND INDUSTRY 4.0

- Integration with the company management system.
- Specific solutions for the management of machines and production cells and for part and lot traceability throughout the process from design to realization.

SIMULATION & VIRTUAL MILLING

DRAW

MACHINING