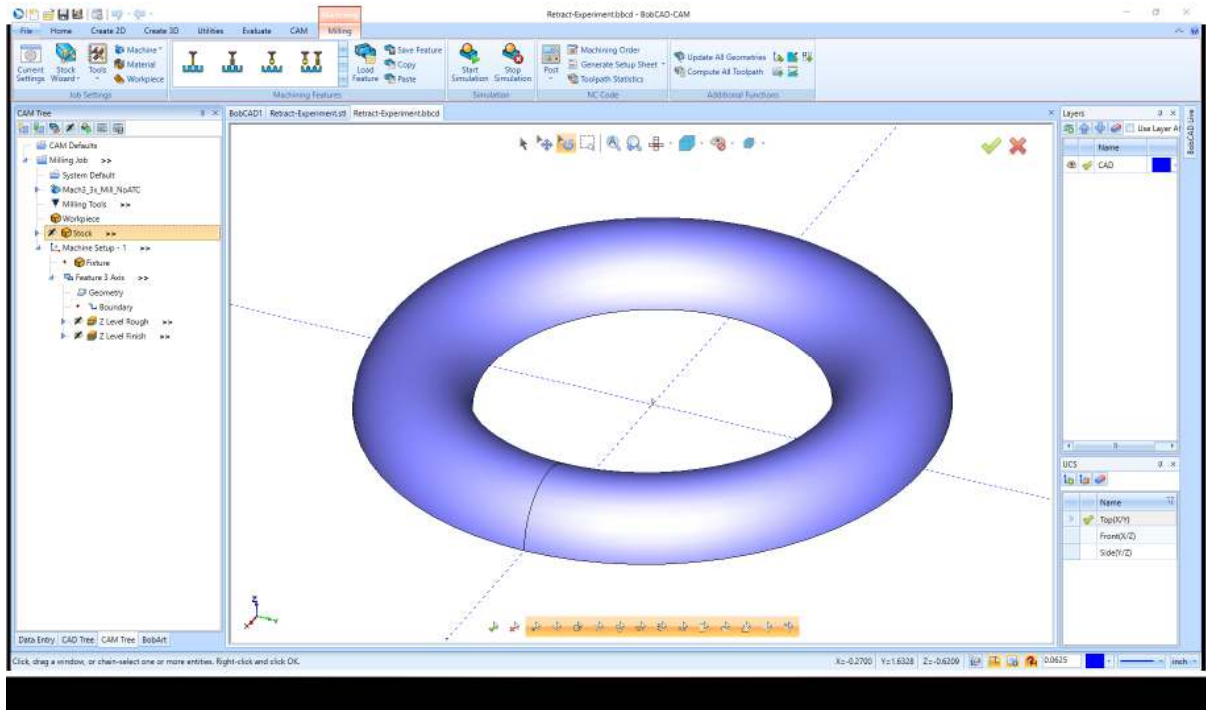
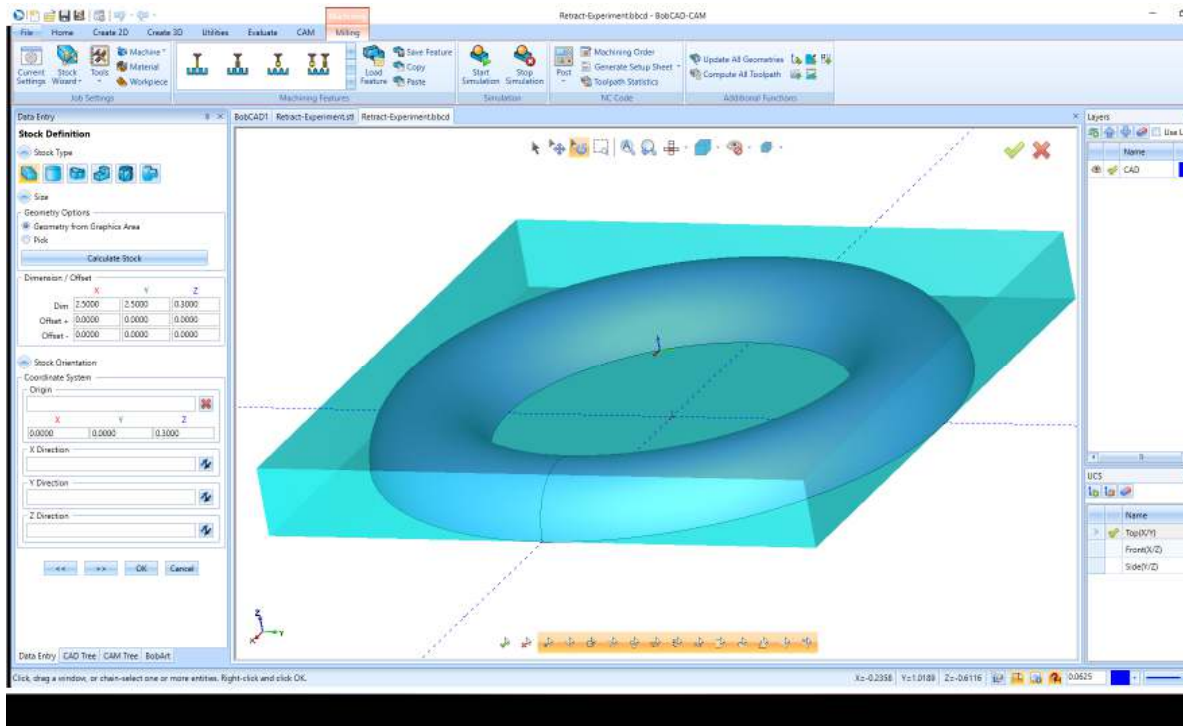


Notes on BOBCAD Redaction Height Controls

The following information was derived from experimentation using the object below. This object was built with BobCad's 3D tools.

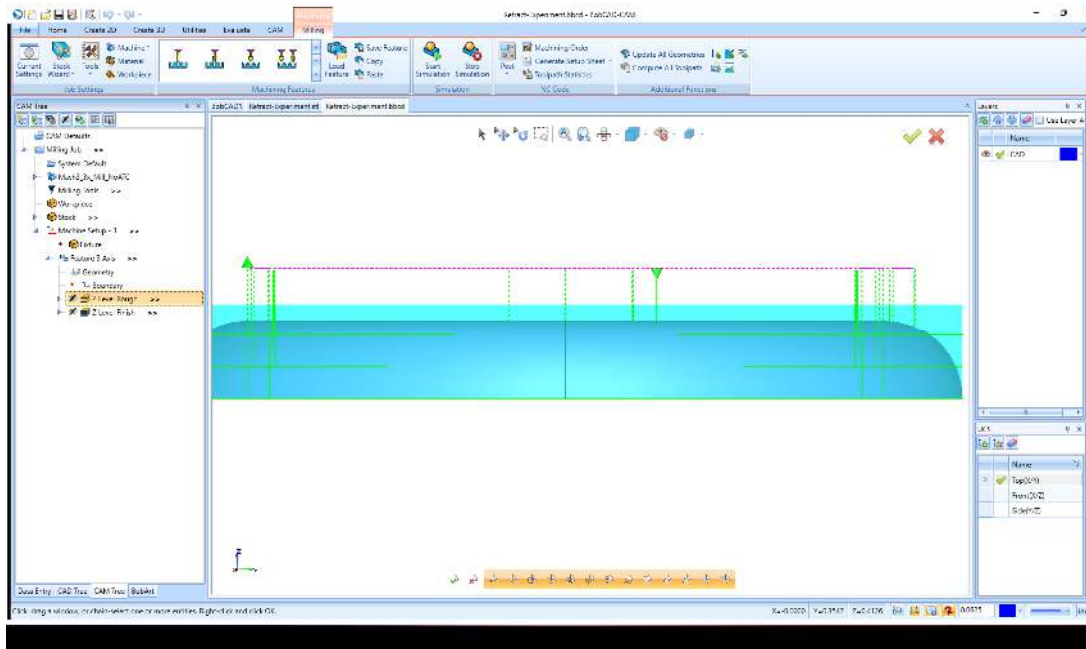
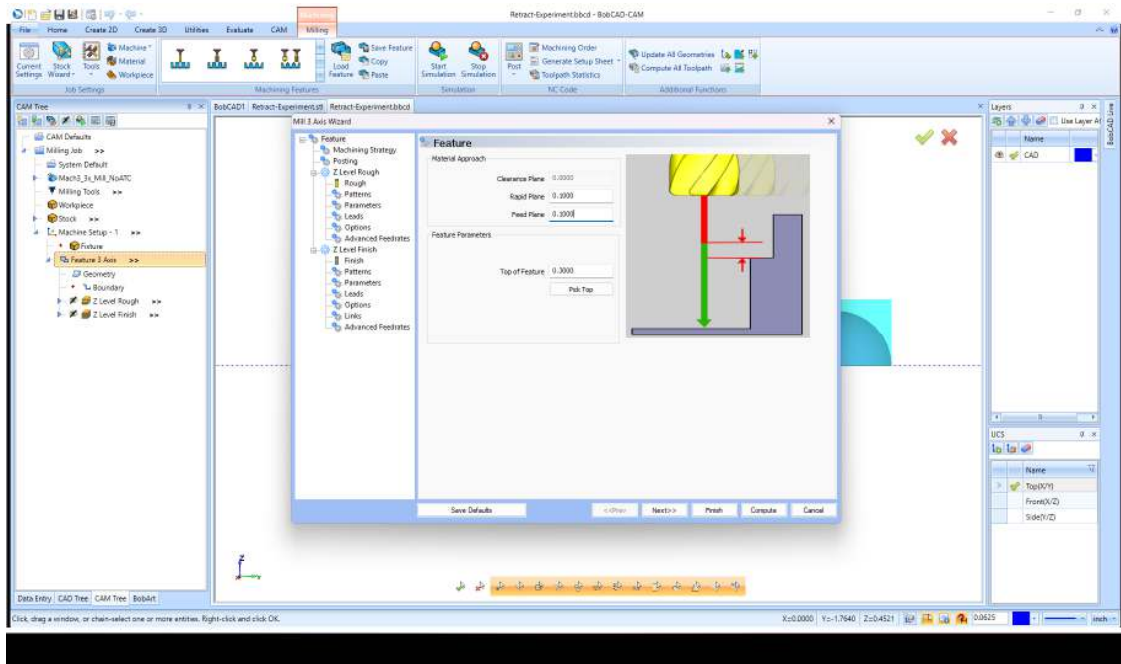


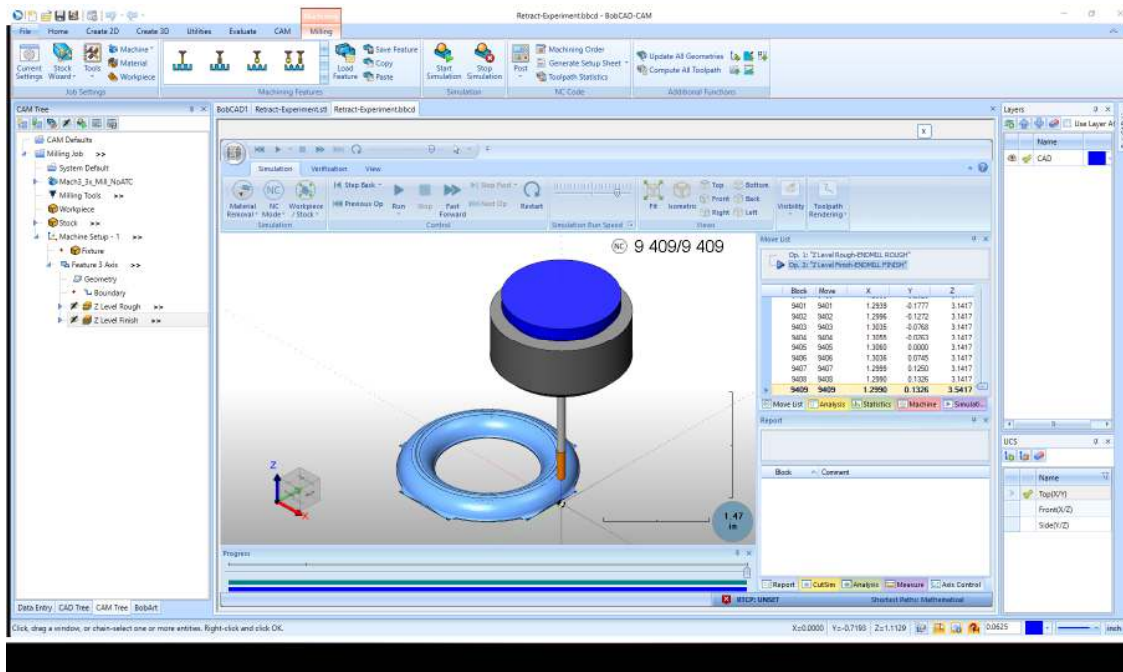
The stock was defined as follows.



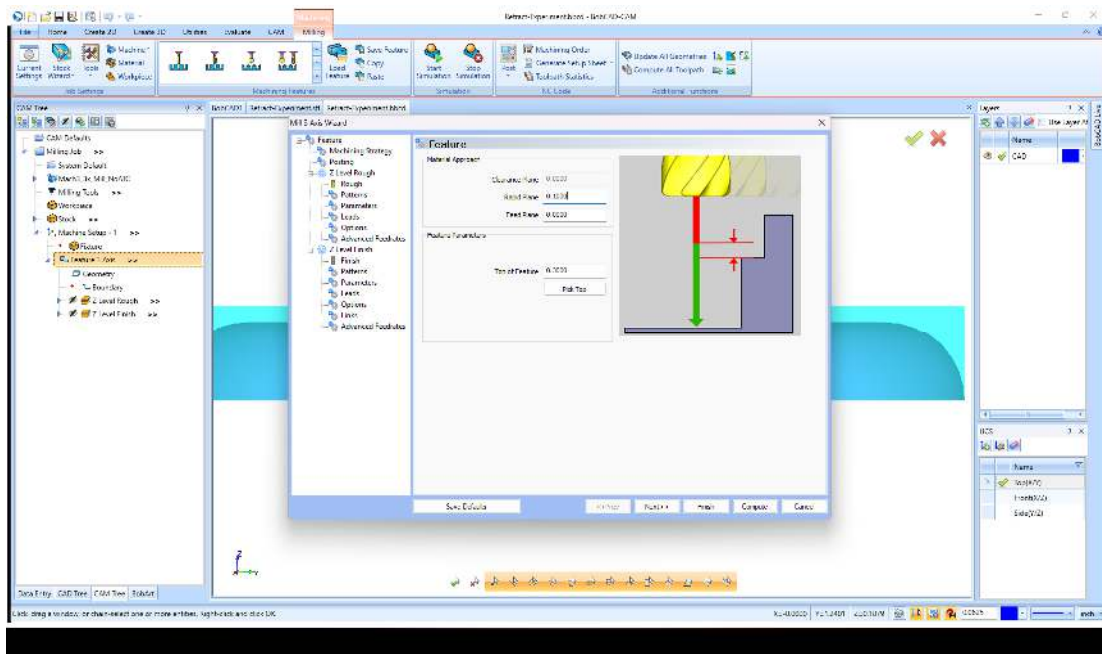
It is 0.1" higher than the object.

Experimented with the Clearance Plane from 1" to 0". That appeared to have no effect on building a CAD operation or the simulation.





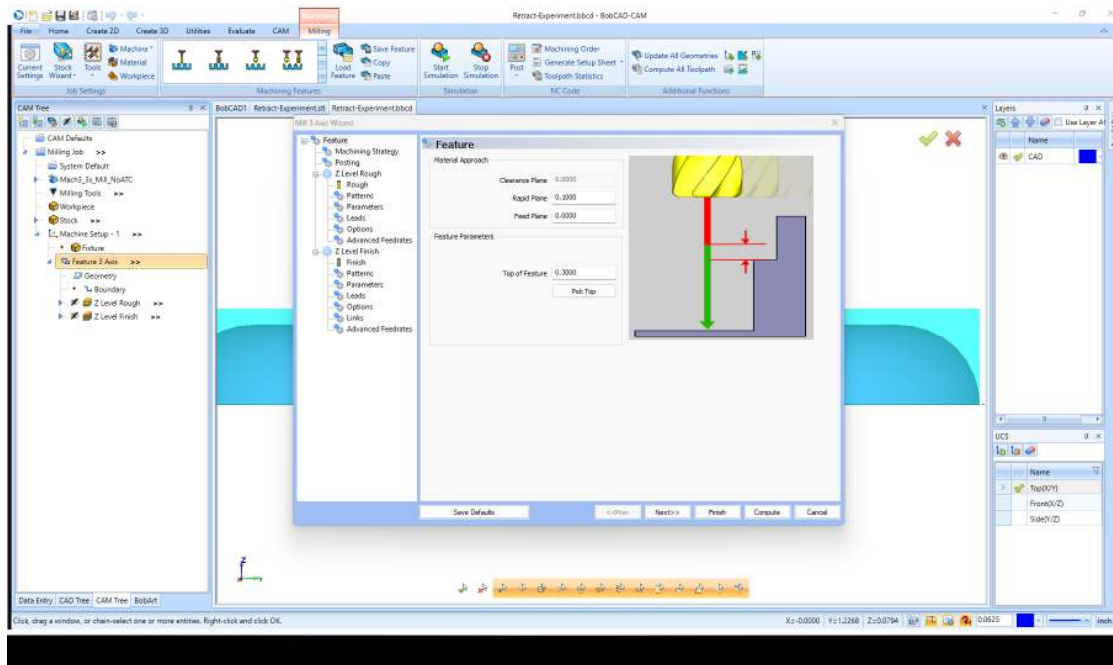
Feed Plane also did not have any effect on this job.



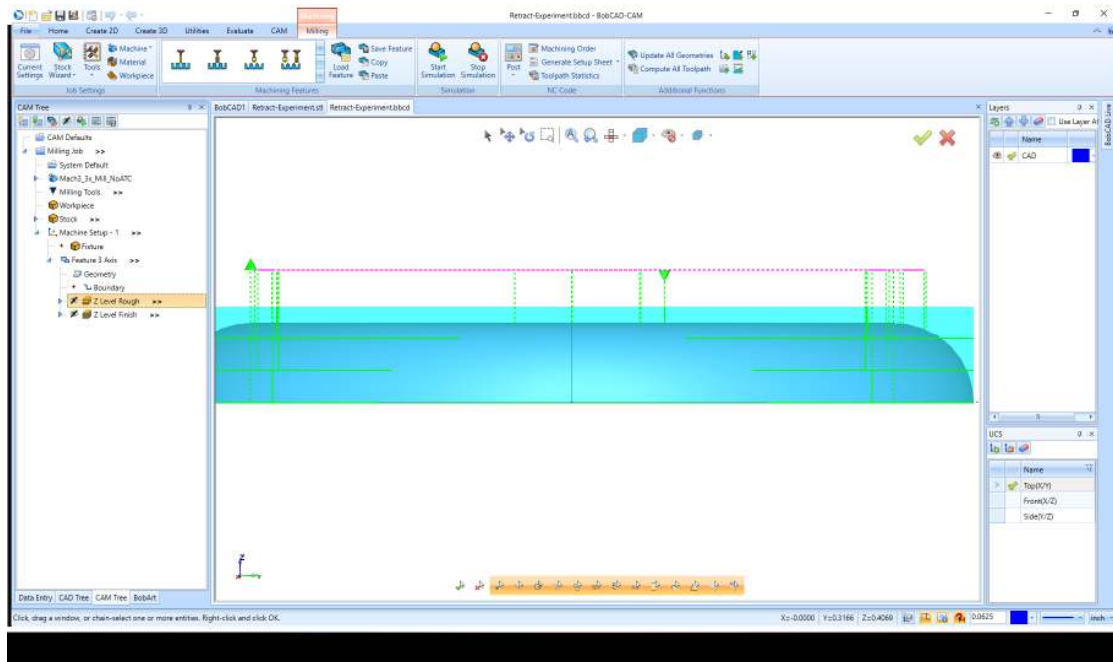
Note: Results were the same as before.

Rapid Plane does change the height of the redaction. But it is not based on the stock. It is based on the object to be milled!

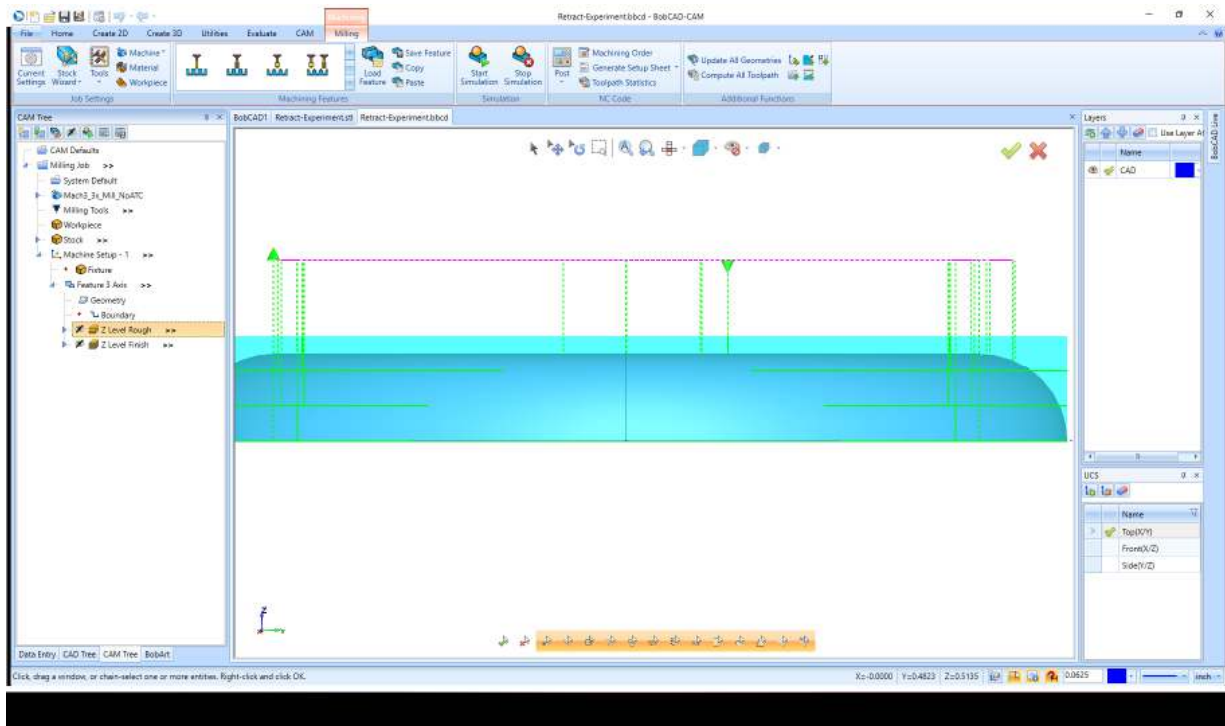
With this setting.



The redaction height is 0.4”.



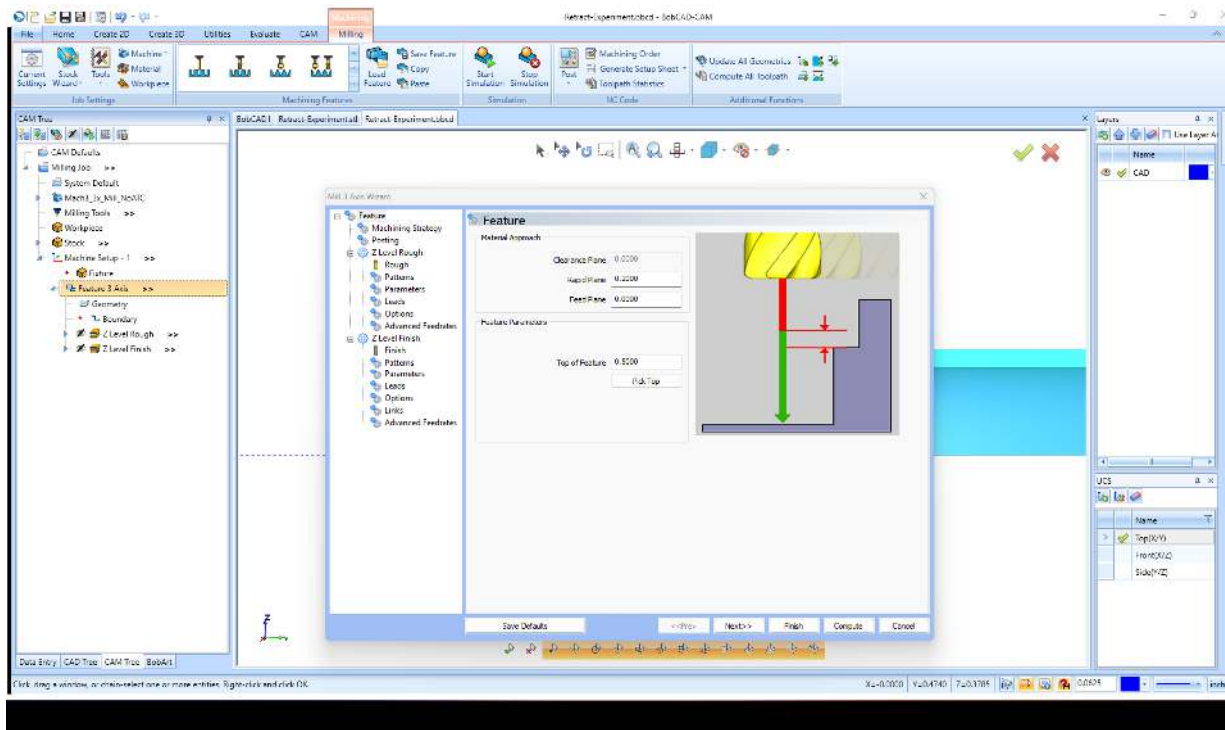
Changing Rapid Plane to 0.2”.



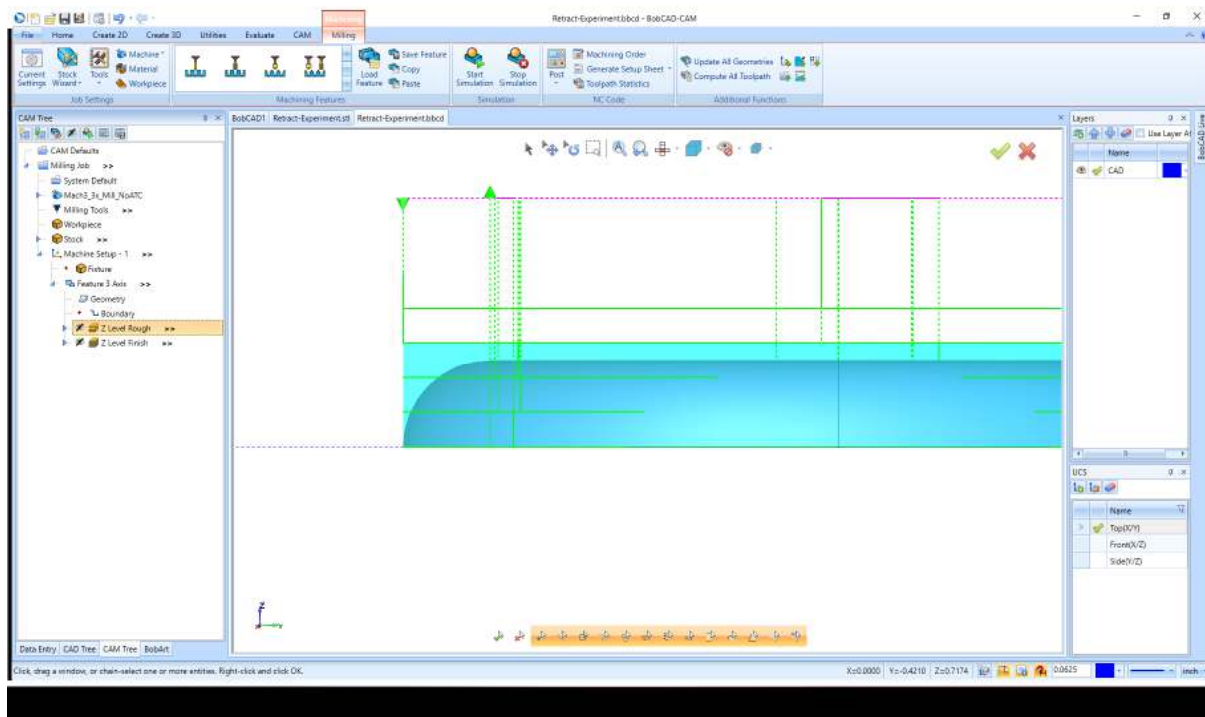
The retraction height is now 0.5”.

The Top of Feature plays a role in the retraction height.

Changing Top of Feature to 0.5”.



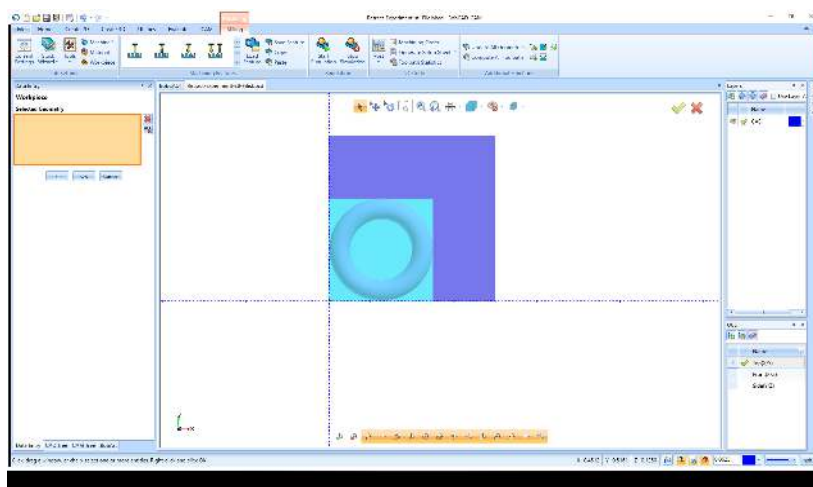
Changes the retraction height to 0.7”.



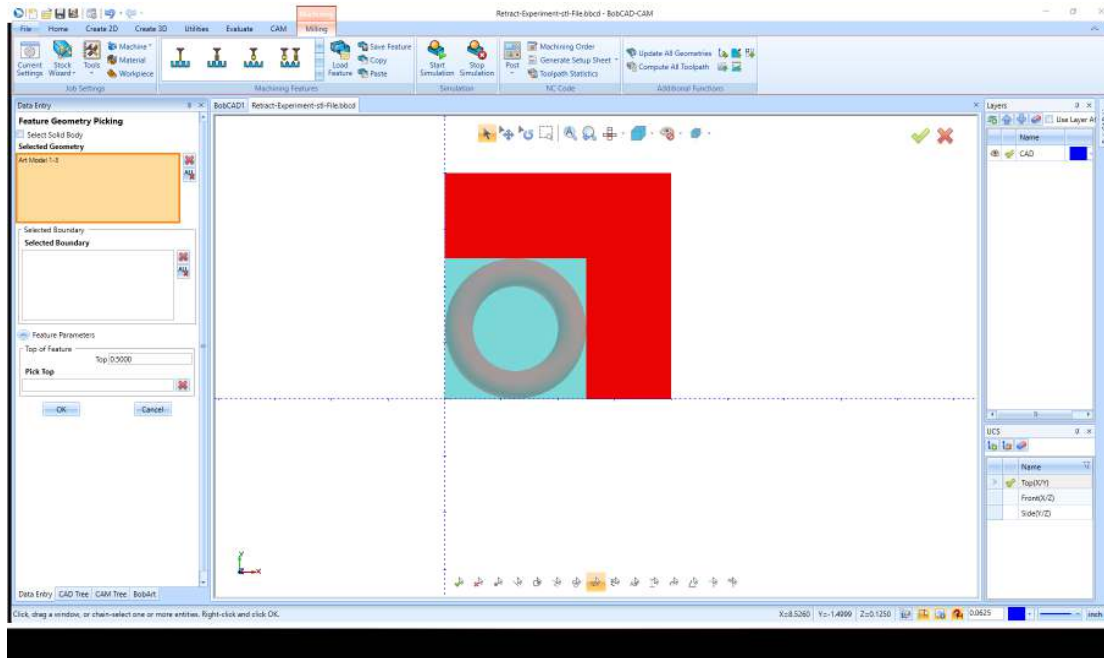
Note: Everything behaved the same when I deleted the 3D generated object and pulled in an STL file.

Then, I used BobArt to Emboss from component. Where component was the stl file.

First, I was not able to select it as the Workpiece.



I was able to select it under Geometry.



Note: Redaction height controls worked the same as above.

