2D View | 3D View | Import - SUV.pdf

This cut is intended to Pocket a wheel well in a toy car. Can't figure out what I need to do.

Cut2D Desktop Trial Edition ✕

Ignoring Unsuitable Open Vectors ...

1 open vectors were identified in the selection and are being ignored.

There are 0 remaining vectors

[OK] [Cancel]

X: 6.1944 Y: 3.4240 | W:1.3229 H:0.8166 L:Import - SUV.pdf

Toolpaths

Pocket Toolpath

Cutting Depths
- Start Depth (D): 0.0 inches
- Cut Depth (C): 0.1875 inches

☑ Show advanced toolpath options

Tool: End Mill (0.125 inch)
[Select ...] [Edit ...]

Passes: 2 [Edit Passes ...]

☐ **Use Larger Area Clearance Tool**
Not using area clear tool
[Select ...] [Edit ...]

Passes: 1 [Edit Passes ...]

Clear Pocket ...
◉ Offset   ○ Raster

Cut Direction
◉ Climb
○ Conventional

Raster Angle: 0.0 degrees
Profile Pass: Last

Pocket Allowance: 0.0 inches

☐ Ramp Plunge Moves
Distance: 1.0 inches

☐ **Use Vector Selection Order**

Safe Z: 0.2 inches
Home Position: X:0.00 Y:0.00 Z:0.80

Vector Selection: Manual [Selector ...]

Name: Pocket 1

[Calculate] [Close]