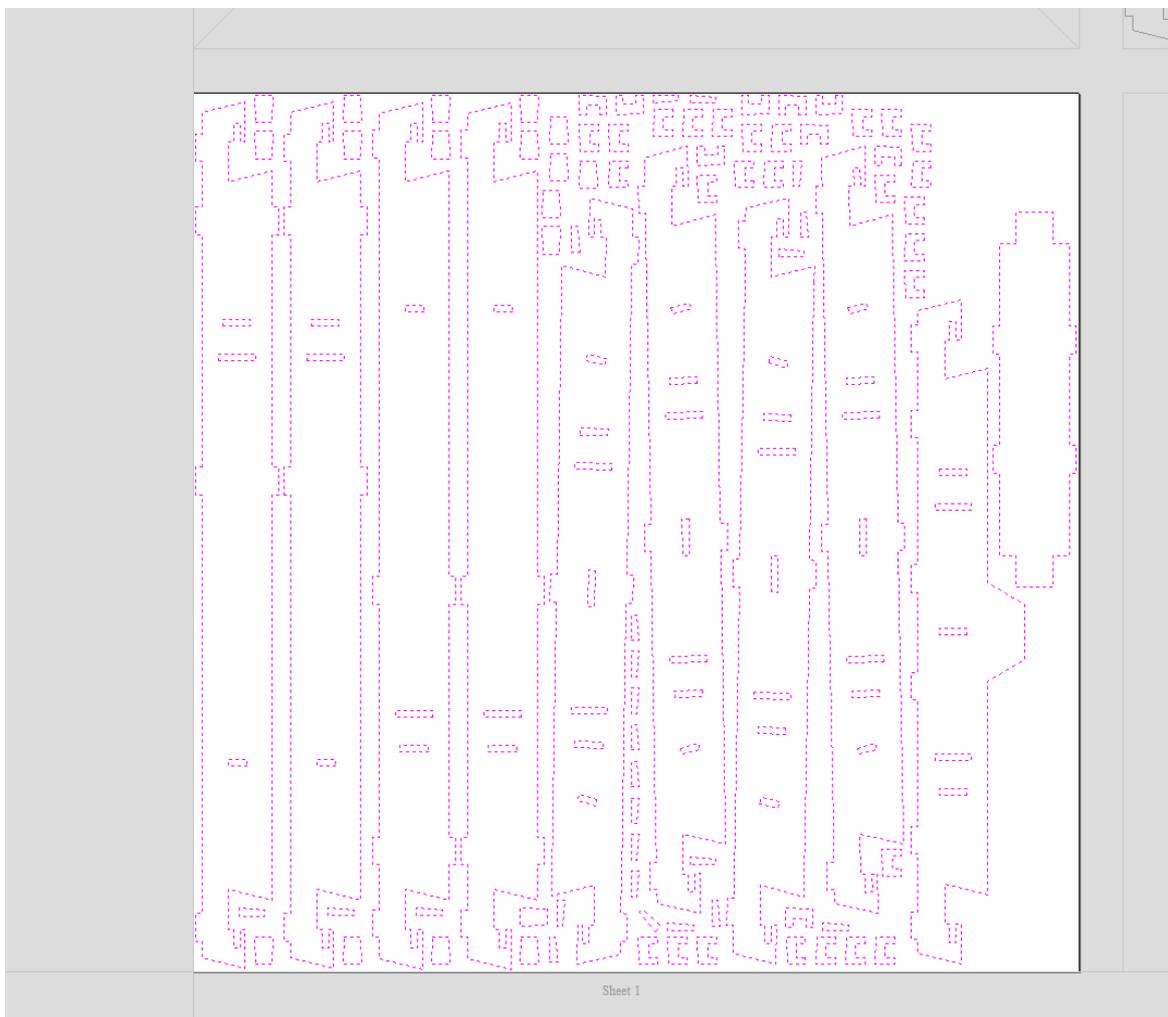


Dogbone Gadget Help

The dogbone gadget is used to automatically generate vectors to simulate filleting and profiling along the outside of vectors. Once you have generated the vectors then these vectors can be profiled along generating the desired filleted toolpath.

Step 1: Select all vectors to be filleted.

Make sure that the selected vectors are all ungrouped (Shortcut: u) and that there are no overlapping or duplicate vectors. This can be checked using the commands in the 'Edit' menu.



Step 2: Run the Dogbone Detect gadget

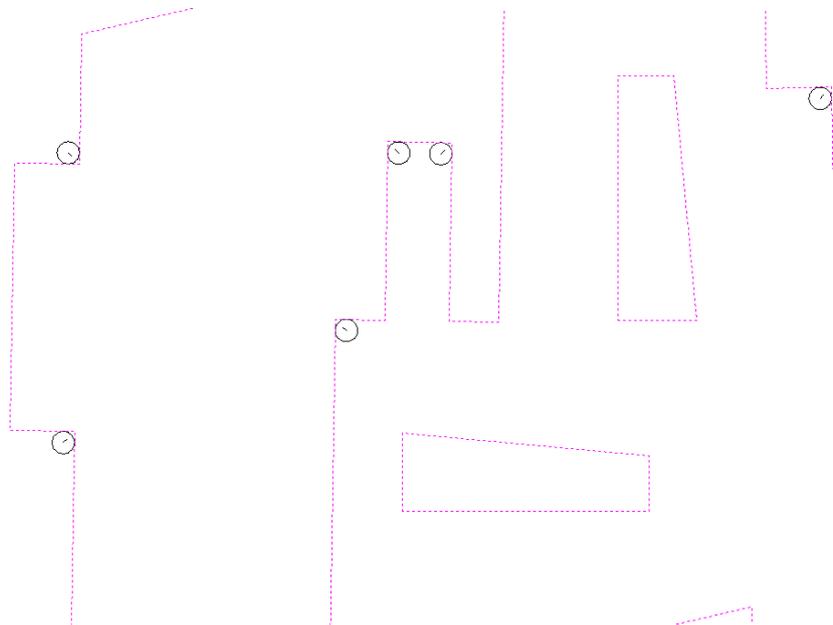
Select from Gadgets -> Dogbone Detect -> Dogbone Detect.

Step3: Enter tool diameter and allowance

Enter the tool diameter and inner and outer allowances. The inner allowance corresponds to the tolerance on interior contours. The outer allowance corresponds to the allowance of exterior contours. There must be enough room in between the contours for the tool to pass. If there is not enough room then the gadget will not run.

Step 4: Set the marker layer name

Choose the name for the layer on which the dogbone markers are placed. Each marker consists of a circle and a line. The circle indicates the radius of the fillet produced and the line lies on the bisector of the angle to be filleted.



Step 5: Click OK!

Click OK to generate markers on the new layer.

Step 6: Check and remove markers

Check that the markers are in the right place. Delete any markers in places where a corner is not intended to be filleted.

Step 7: Run the Dogbone Create gadget

Run the gadget from the Gadgets dropdown menu. The gadget is automatically populated with the values from when the detector was previously used.

