

V-Machine



User Definable CNC Simulation for Industry

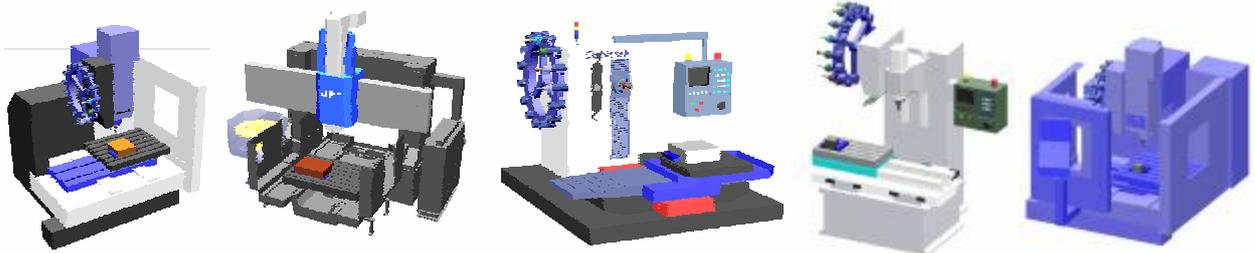
User Definable CNC Simulation for Industry

V-Machine is used for CNC Machining Process Training

V-Machine is used for CNC Basic and Advanced Training

V-Machine is used for CNC Course for education

Any CNC



Any Controller



V-Machine has been designed specifically for educational and technical training purposes.

V-Machine means Virtual-Trainer for CNC-Machine operation, Controller operation, NC-Code Programming, and Virtual reality manufacture.

Key points of V-Machine

Various Machine types

- Vertical Machine
- Horizontal Machine
- Special Machine
- Customized Machine

Various Controller

- Universal type
- FANUC i Series
- Siemens
- Heidenhain

Perfect NC Format support

- User define
- Macro execution
- FANUC
- Siemens
- Allen Bradley
- etc.

Collision Verification

- Collision part and location display
- Collision report
- Collision NC Block tracer

Cutting Simulation

- 3+2 Axis
- Simultaneous 5-Axis
- External work part file import

Graphic reality

- ATC, APC, JIG, VICE, HOLDER, etc.

Perfect Reproduction

- CNC Field Operation Process
- User definable tool shape
- Tool Calibration

Feature1 - CNC Machine View

Dynamic 3D Virtual reality CNC Machine

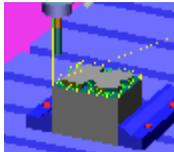
- ◆ Different machine types according to the work part size
- ◆ Easier work part and tools setup, Easier offsets input, and Easier the cutting origin setup

Feature2 - CNC Machine Simulation

- ◆ User defined color of any object (tool, holder, work part,...)
- ◆ Different user defined color for each tool path
- ◆ Complete collision check and showing color distinguished



User Definable color



User Definable tool-path color



Collision Check

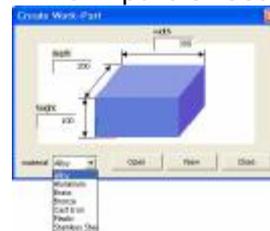
Feature3 - CNC Machine Simulation

- ◆ Various controller Types (FANUC Series/Siemens/Neutral type)
- ◆ Controller Panel including MPG, Mode switch, DryRun, Single Block and other operators like real Panel
- ◆ NC Code analysis in the real time /NC Grammar Check

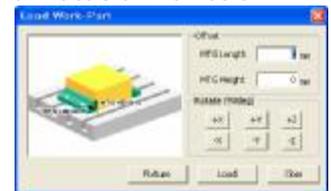
Feature4 - CNC Machine View

Work Part

- ◆ Support STL File format (Export/Import)
- ◆ Load Work-part function
- ◆ Work-part Offset and Rotation function



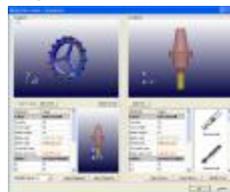
Work-Part Create



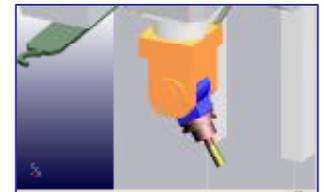
Load Work-Part Create

Feature5 - Tool & Magazine

- ◆ Various shape of tool support
- ◆ User definable Tool & Holder/ Magazine
- ◆ Attach part define for machining by import (STL)/ATC Simulation



Magazine Define Window



Attach Tool

Feature6 - Jig & Fixture

- ◆ Various Jig & Fixture/Fixture offset function