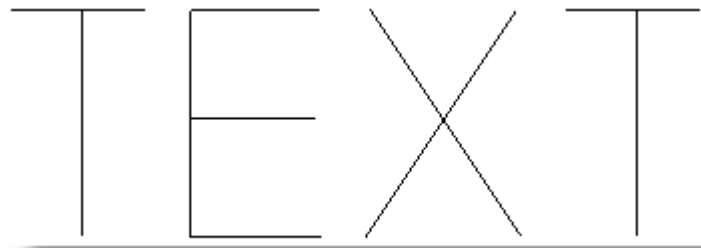


## Creating and machining 'Stroke' fonts in SprutCAM Machinist and SprutCAM Expert version 4.

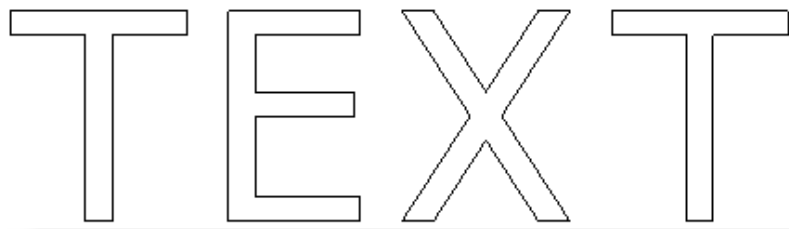
This short tutorial will explain the most commonly used method of creating 'Stroke' font text in SprutCAM V4 and then how we machine them.

'Stroke' font text is typically used for adding a part number or serial number to a component and are sometimes also referred to as 'simple' or 'centreline' fonts and are installed by SprutCAM.

'True Type' fonts are typically used for more 'artistic' applications and can use any of the true type fonts installed on the host PC, or further fonts can be downloaded/installed by other applications or from the internet.

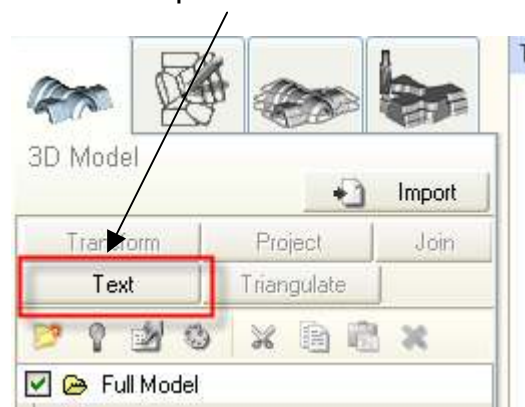


This is an example of 'Stroke' font text



This is an example of 'True Type' font text

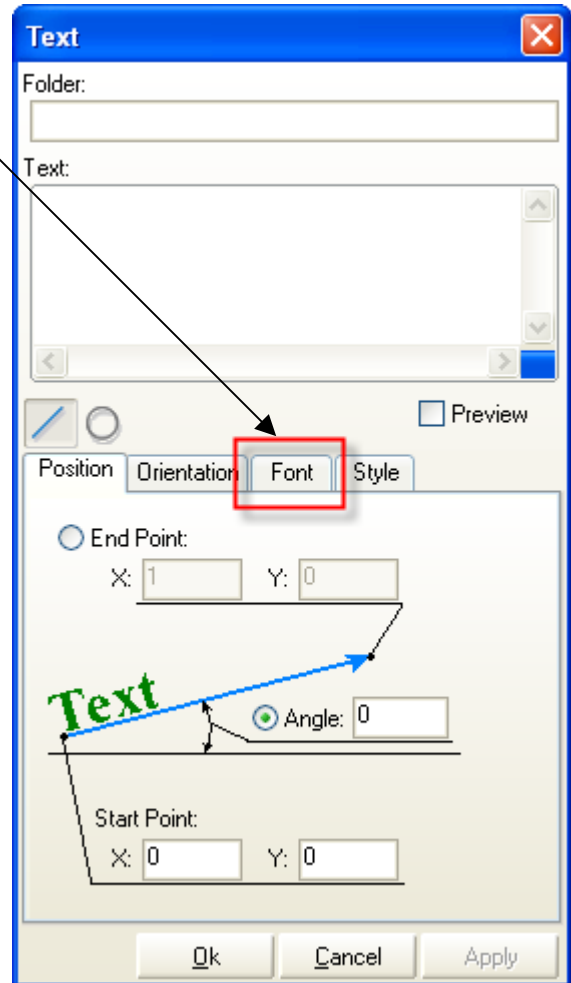
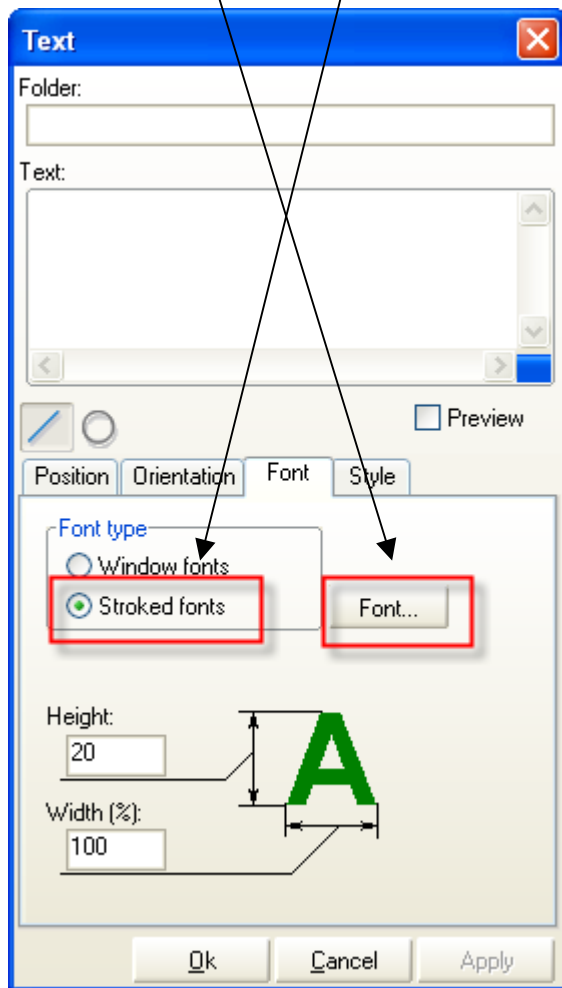
Right, let's first create the text in SprutCAM. Start SprutCAM and from the '3D Model' tab, select the 'Text' option:



This opens up the Text dialogue box which we will now use to create our text for machining:

In the text window select the 'Font' tab

And then select 'Stroked fonts' and click the Font button

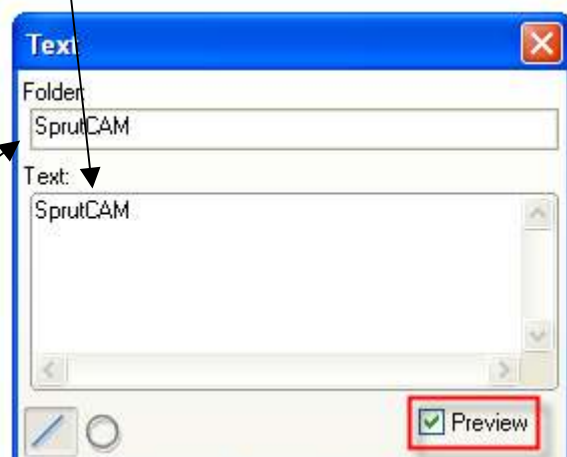


in the window that opens select the 'EURO.CHR' font. Please feel free to explore the other available fonts after completing this tutorial.

Now, in the Text input box, type in the text that you require. If you select the 'Preview' option, the text that you type will be displayed in the SprutCAM graphical area.

By default the folder that contains The text will be named automatically By SprutCAM, although you can give It a different name if you wish.

There are various parameters which Can be altered when creating text. We will not be looking at these in this tutorial.

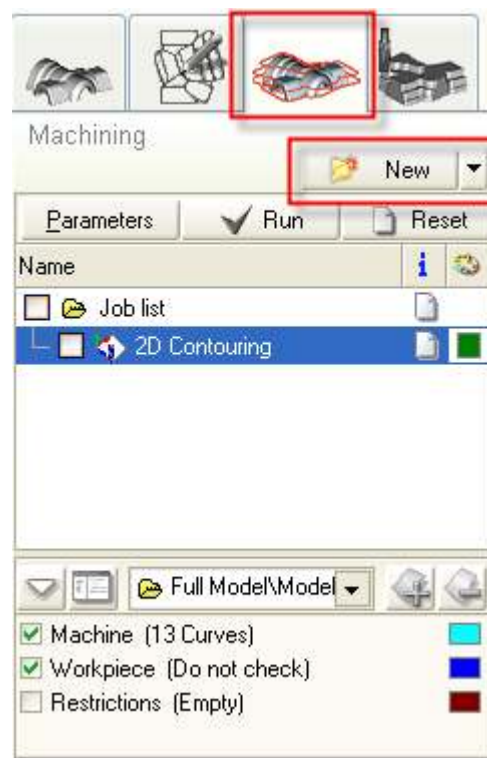


Once you have entered the required text, click 'Apply' followed by 'Ok'.

Now we will machine the text just created.

A common mistake that people make when trying to machine Stroke font text is to select the 'Engraving' operation to machine it. Although it is possible to use the Engraving operation on Stroke fonts, it is not designed for this, and is better used when producing True Type text machining. Instead, we will use the 2D Contouring operation.

From the Machining tab, select 'New' and in the window that opens select '2D Contouring' from the 'Finishing' tab. Select 'Ok' to close the 'New operation' dialogue.



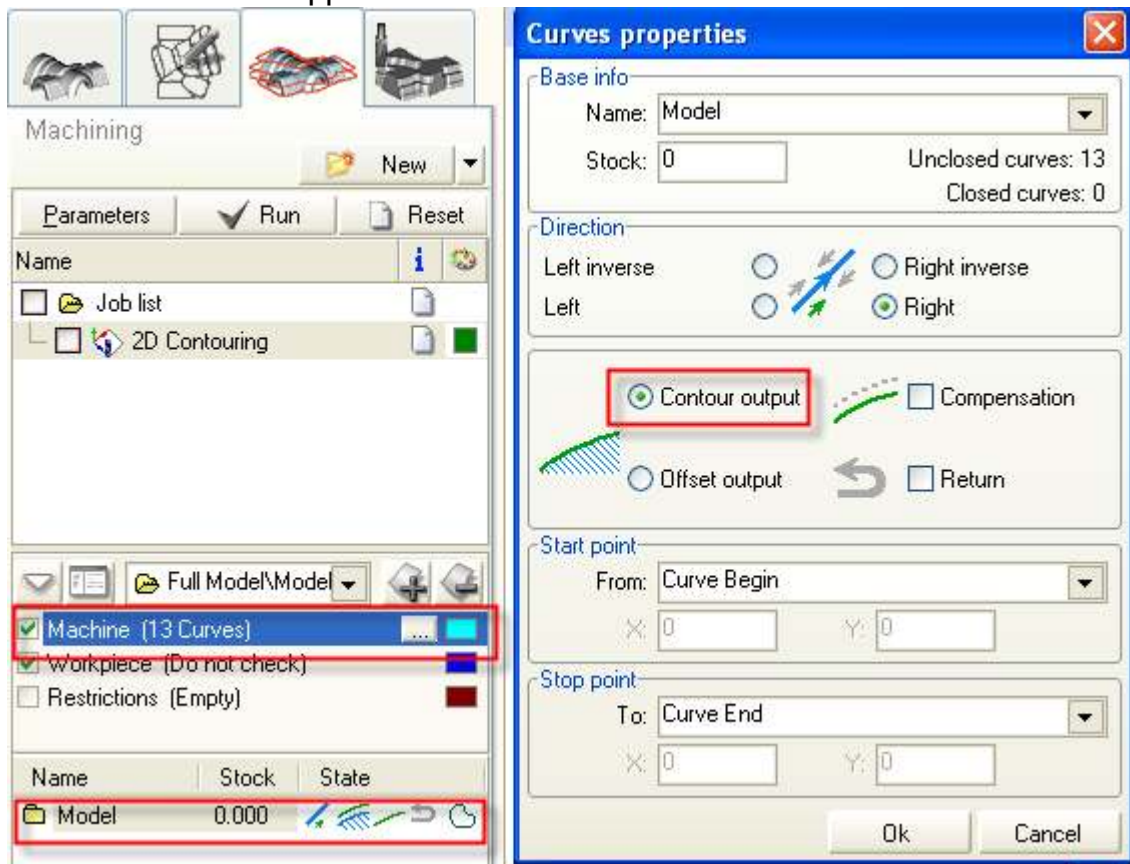
If you are running a later version of SprutCAM version 4, you may see the text in the graphic area now displayed something like this:



Don't worry about this, it is simply showing the preview of the toolpath which will be created, and because by default it will create an 'offset' toolpath, that is why it is displayed in this way.

We need to make sure that the cutter used follows the centreline of the text, so let's do that now.

Single left click on the 'Machine' option, and then double left click on the 'Model' folder that appears in the window below it:



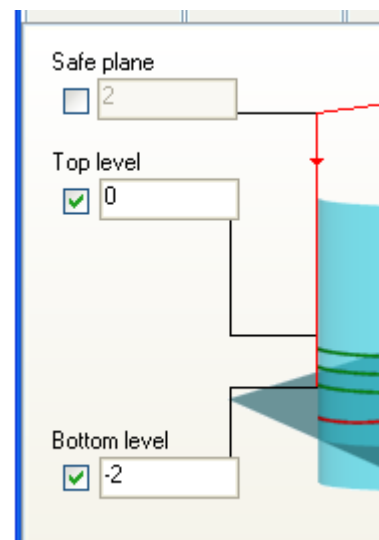
In the window which opens make sure that 'Contour output' is selected and that 'Compensation' is not selected, click Ok to close the window. The text should now appear correctly on the screen:



Now click on the 'Parameters' button and set the parameters you wish to use for machining the text. Don't forget to set the 'Top level' and Bottom level' values in the 'Parameters' tab.

In the example image to the right, I have set the Machining to start at (Z) zero, and to finish at (Z) minus two millimetres.

Once you have filled in the required parameters, Click Ok to close the '2D Contouring Operation Parameters' window, and then click 'Run' to Calculate the toolpath.



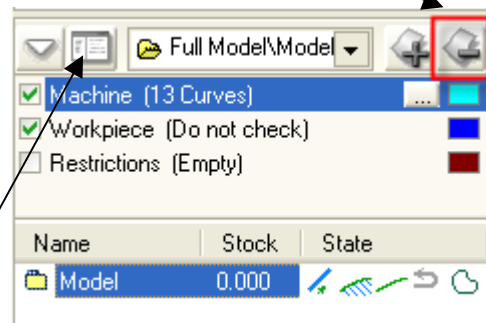
By default SprutCAM will calculate an optimised toolpath, which means it will work out the order that the separate letters will be machined in. If you wish to change this you can:

In the Strategy tab, deselect the 'Idling minimisation' option



Next we need to select the letters of the text in the order we wish them to be machined.

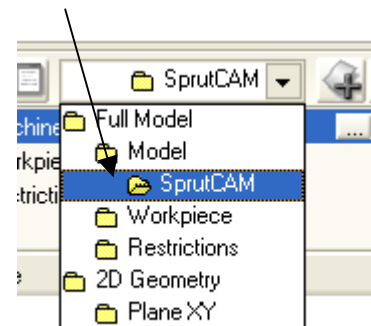
Click on the 'Machine' option, and select the 'Model' folder that appears in the window below. Next click the 'minus' button to remove the folder from the list:



Next, click the 'Model Browser' button, and select the folder which contains your text, or, select the folder from the drop down menu

Now, in the graphic area you can select the letters in the order that you want to machine them by clicking the plus button after selecting each letter.

**Note:** some letters are made up of more than One curve.



We hope you find this tutorial useful. We appreciate any feedback about this tutorial or indeed any of our training material.

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