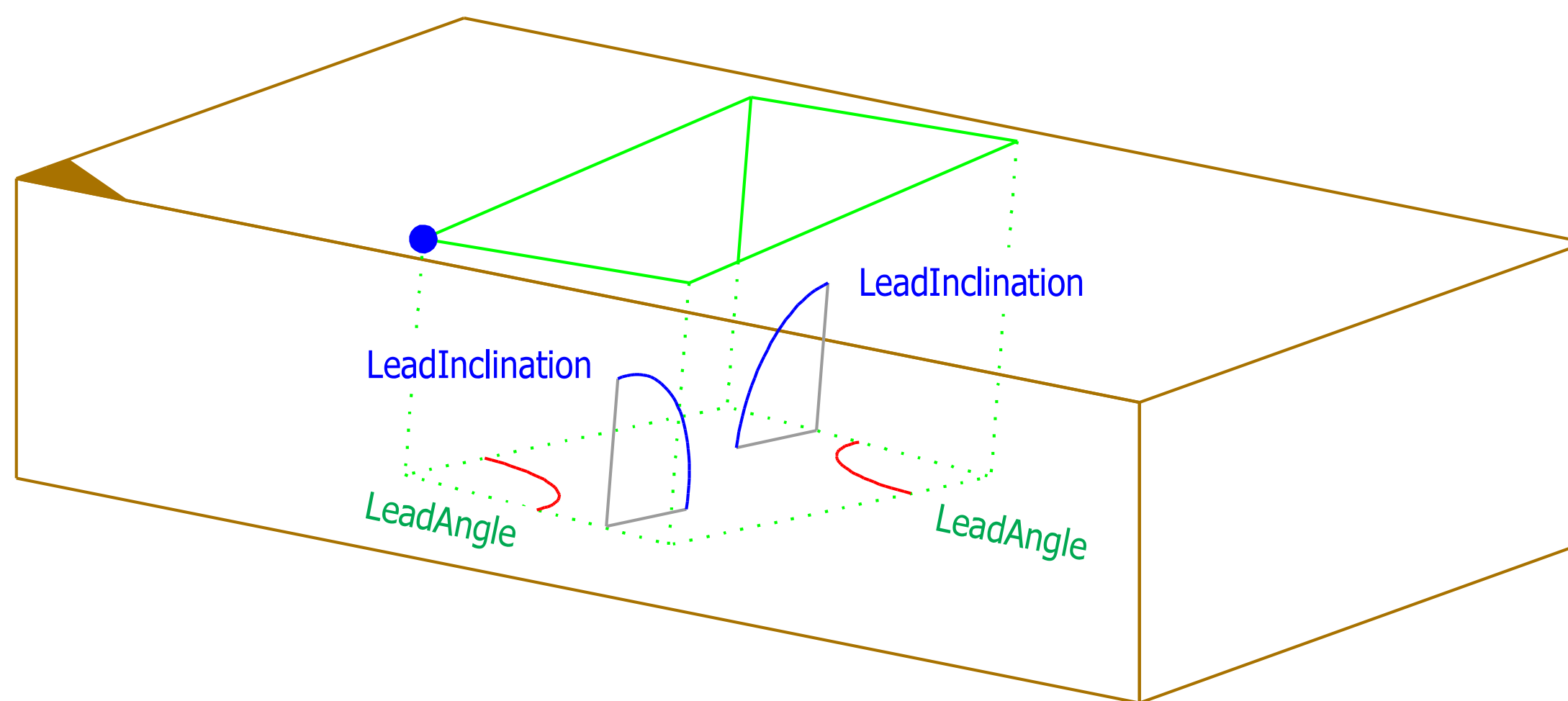
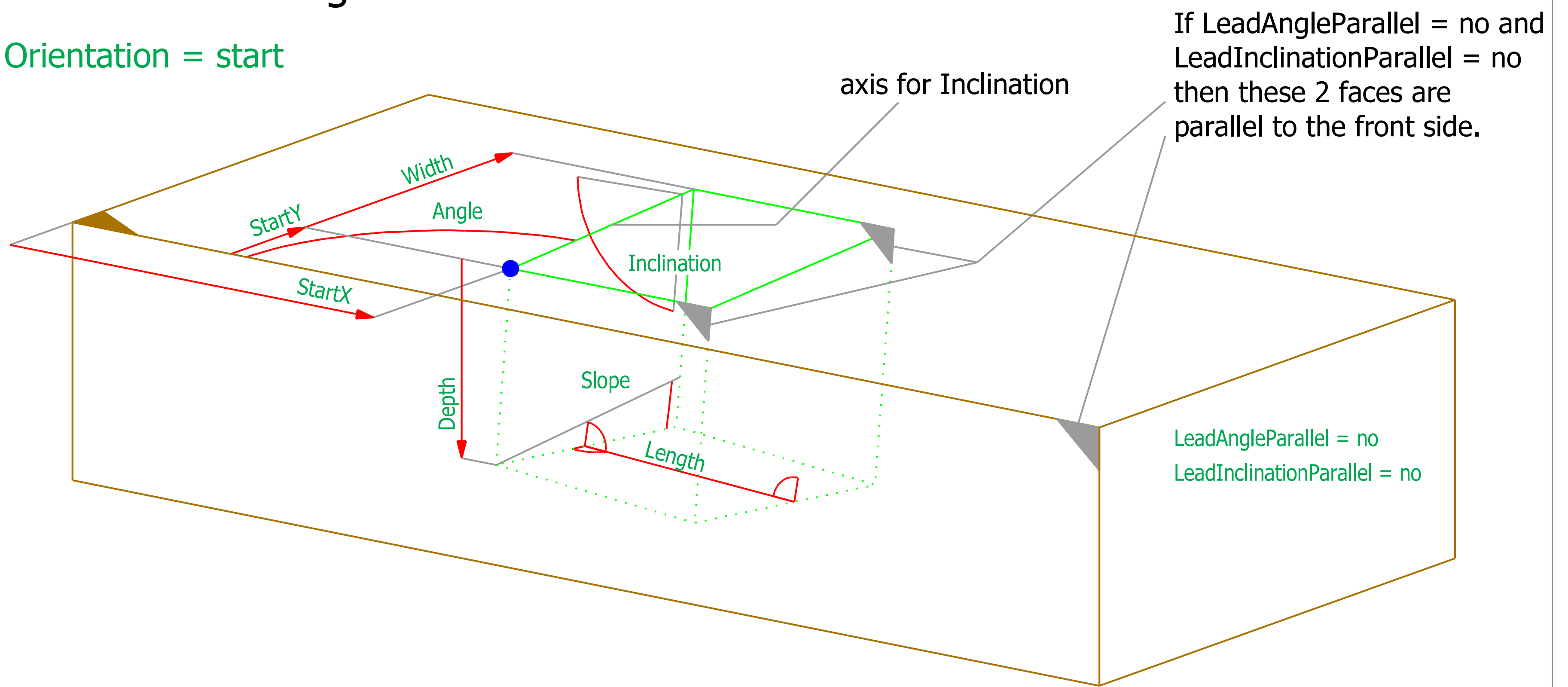


# List of Processings

Orientation = start

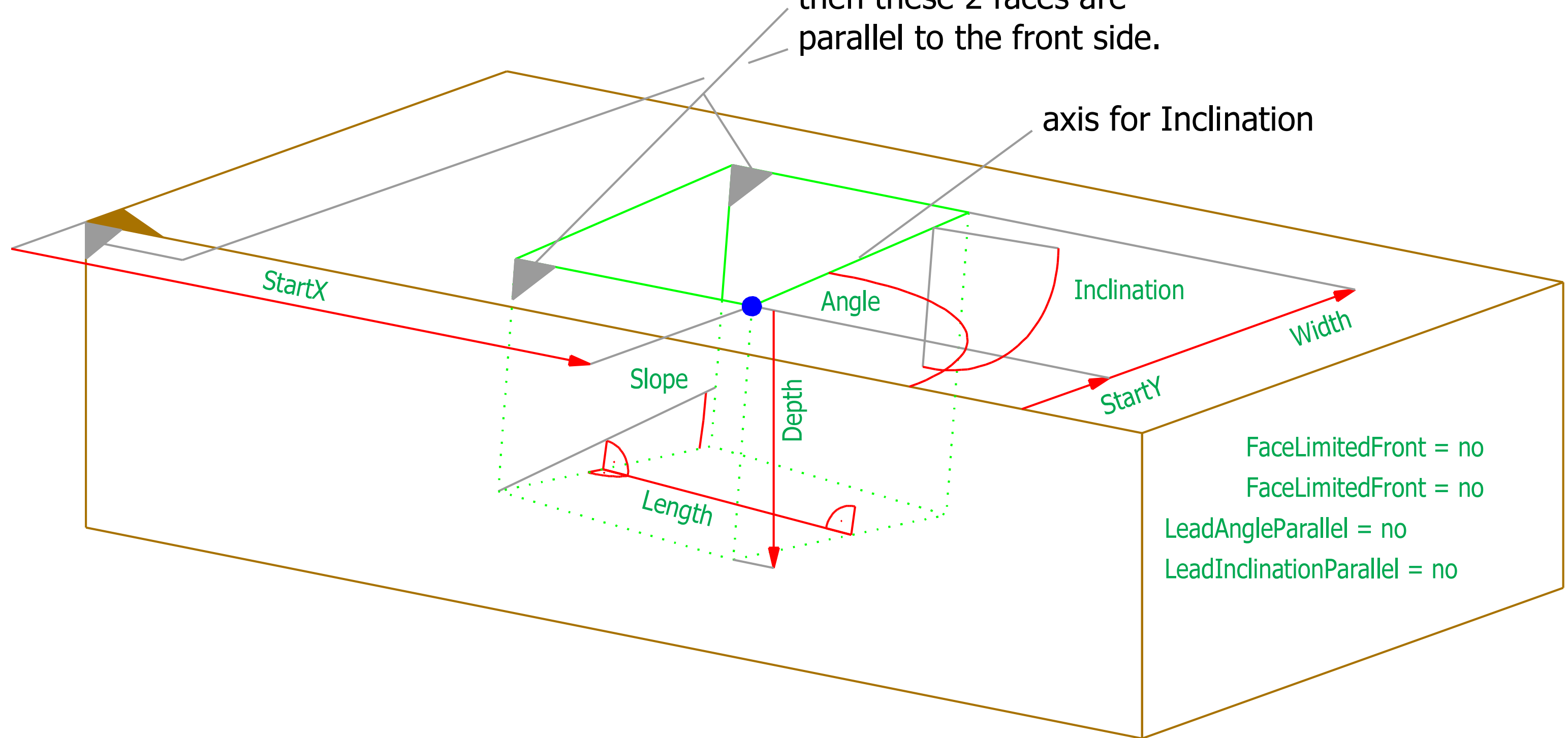


Location of LeadAngle:

|  |  |  |   |
|--|--|--|---|
|  | <p>FaceLimitedFront = no</p> <p>FaceLimitedFront = no</p> <p>LeadAngleParallel = no<br/>LeadInclinationParallel = no</p> |  | <p>FaceLimitedFront = no</p> <p>FaceLimitedFront = yes</p> <p>LeadAngleParallel = yes<br/>LeadInclinationParallel = yes</p> |
|  | <p>FaceLimitedBack = yes</p> <p>FaceLimitedFront = no</p> <p>LeadAngleParallel = no<br/>LeadInclinationParallel = no</p> |  | <p>FaceLimitedBack = yes</p> <p>FaceLimitedFront = yes</p> <p>LeadAngleParallel = no<br/>LeadInclinationParallel = no</p>   |

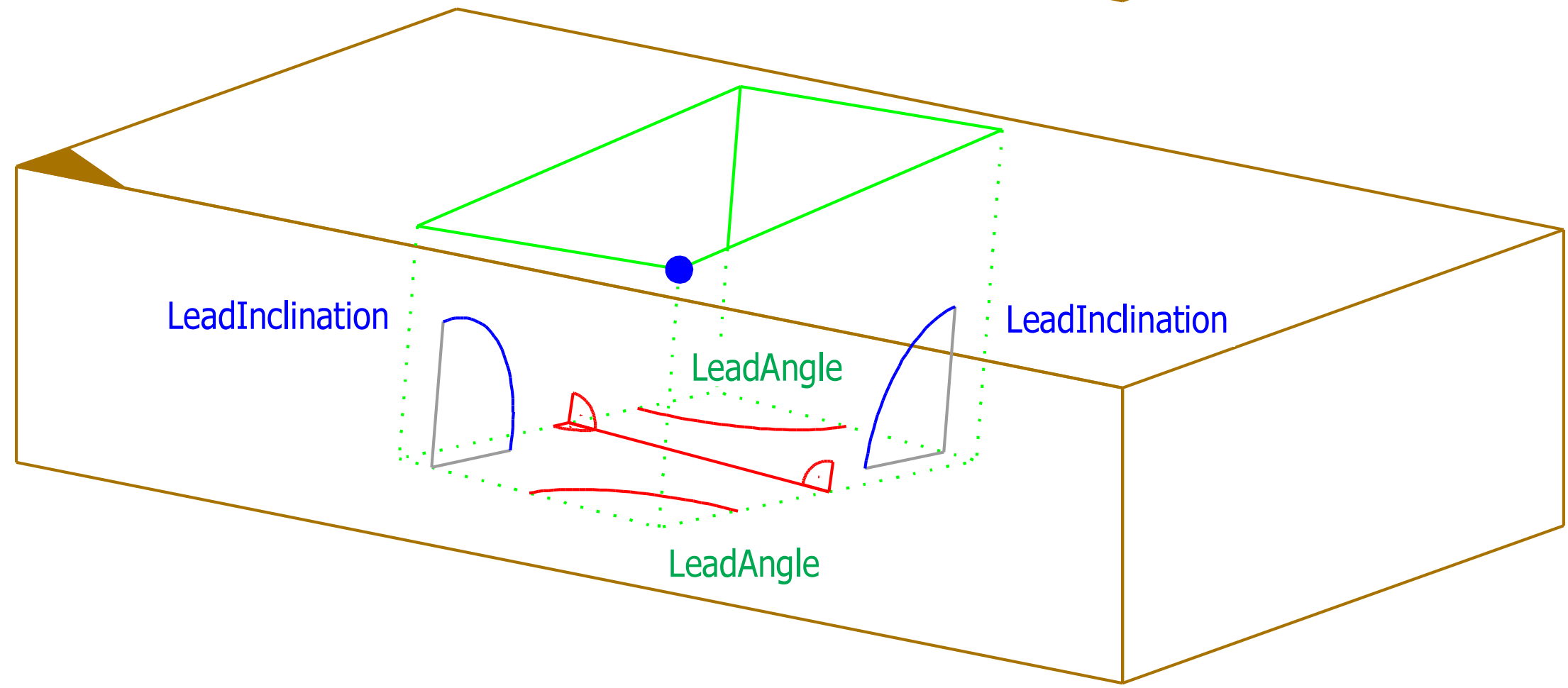
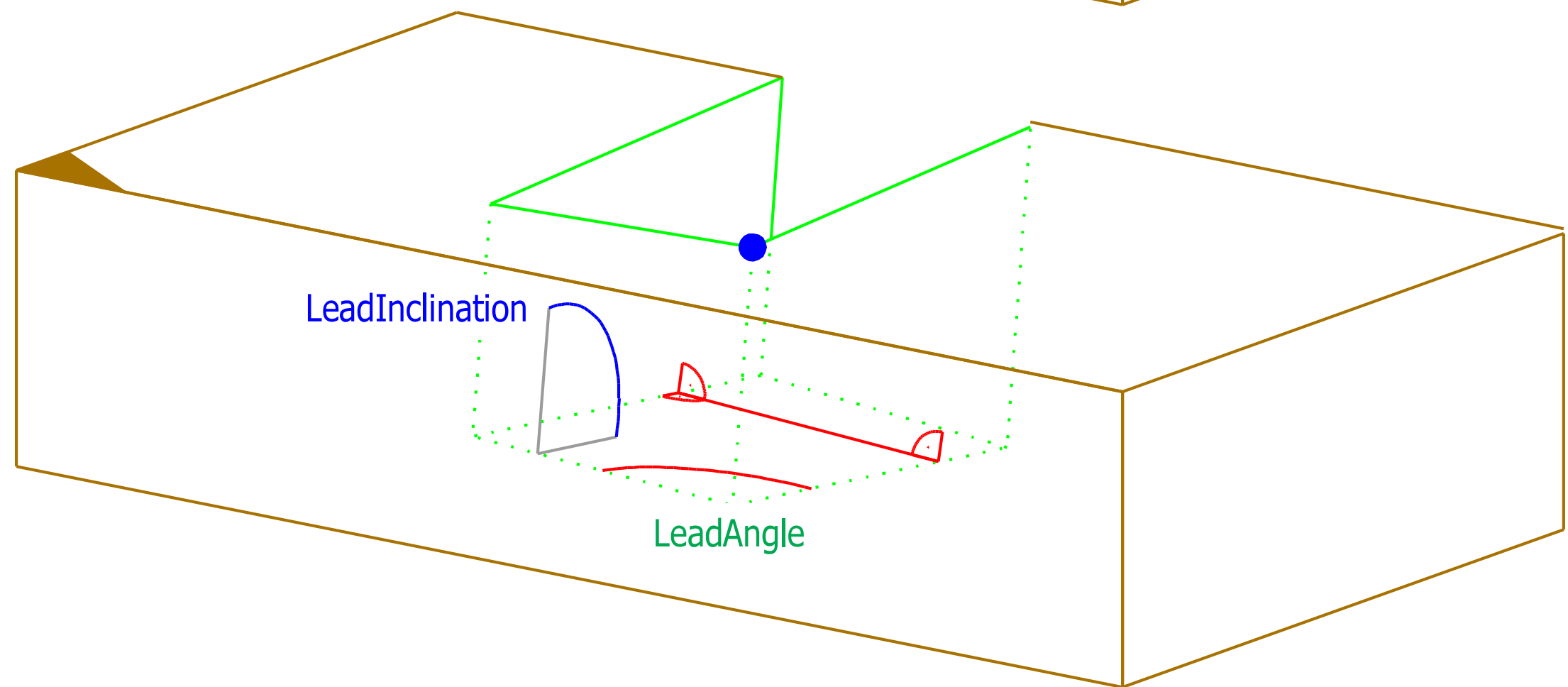
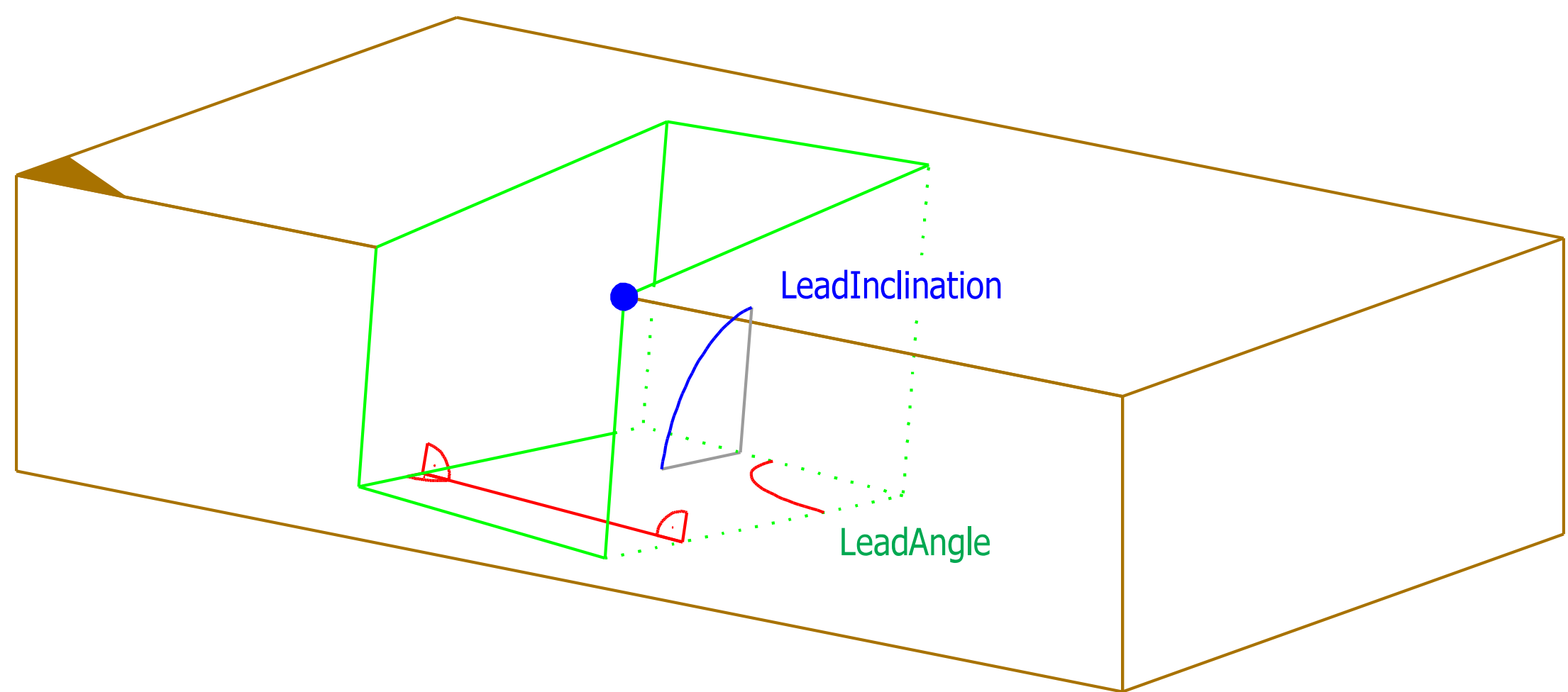
Orientation = end

If LeadAngleParallel = no and LeadInclinationParallel = no then these 2 faces are parallel to the front side.



Location of LeadAngle:

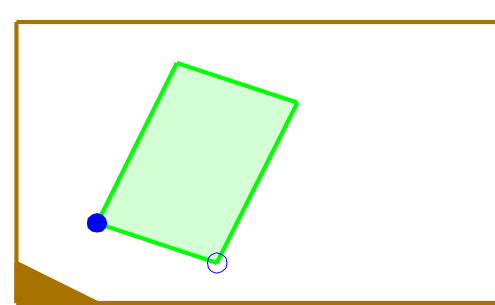
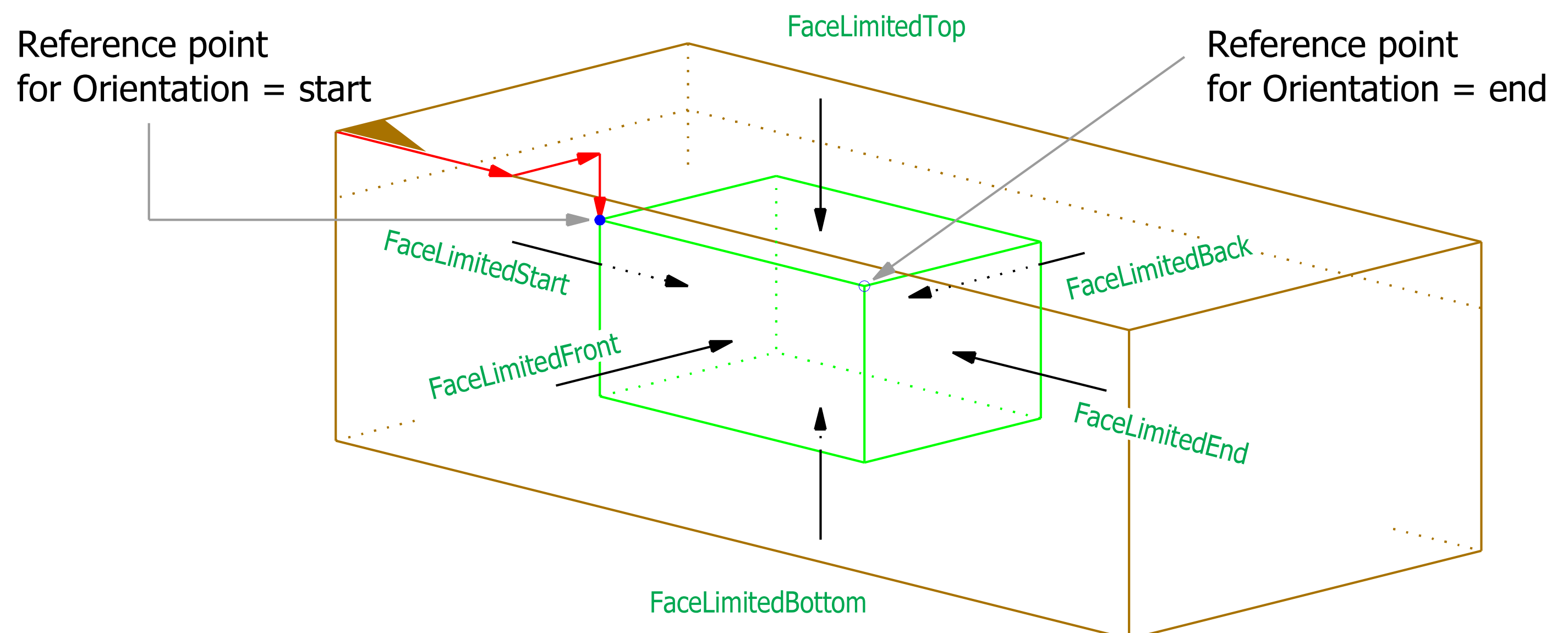
LeadAngleParallel = yes  
LeadInclinationParallel = yes



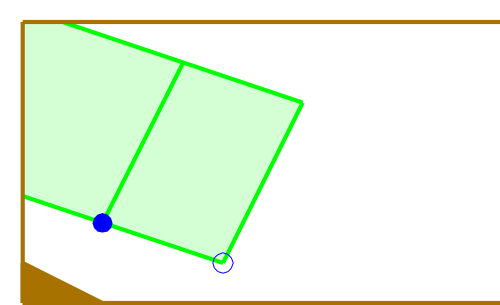
Parameters Lap

| Name                    | Type               | Default | Min      | Max     |
|-------------------------|--------------------|---------|----------|---------|
| Orientation             | OrientationType    |         | start    | end     |
| StartX                  | LengthPosType      | 0.0     | -100000  | 100000  |
| StartY                  | WidthNType         | 0.0     | -50000.0 | 50000   |
| Angle                   | AngleType          | 90.0    | 0.1      | 179.9   |
| Inclination             | AngleType          | 90.0    | 0.1      | 179.9   |
| Slope                   | InclinationType    | 0.0     | -89.9    | 89.9    |
| Length                  | LengthType         | 200.0   | 0.0      | 100000  |
| Width                   | WidthType          | 50.0    | 0.0      | 50000.0 |
| Depth                   | WidthNType         | 40.0    | -50000.0 | 50000.0 |
| LeadAngleParallel       | BooleanType        | yes     | no       | yes     |
| LeadAngle               | AngleType          | 90.0    | 0.1      | 179.9   |
| LeadInclinationParallel | BooleanType        | yes     | no       | yes     |
| LeadInclination         | AngleType          | 90.0    | 0.1      | 179.9   |
| MachiningLimits         | MachiningLimitType |         |          |         |

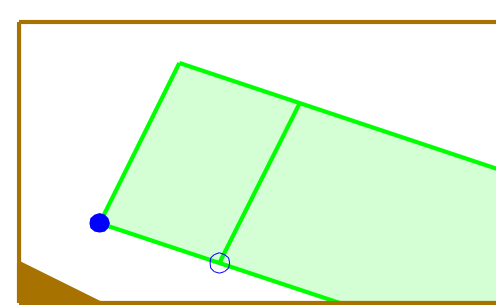
MachiningLimits



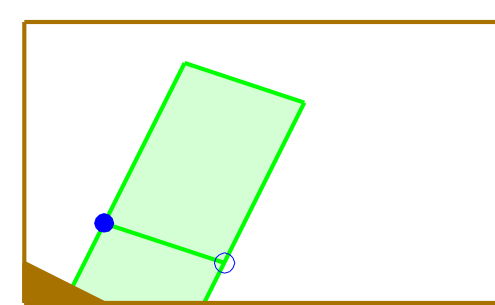
FaceLimitedStart = yes  
 FaceLimitedEnd = yes  
 FaceLimitedFront = yes  
 FaceLimitedBack = yes



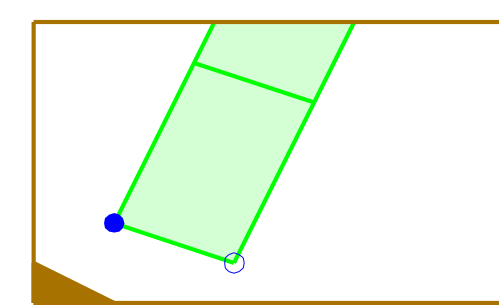
FaceLimitedStart = no  
 FaceLimitedEnd = yes  
 FaceLimitedFront = yes  
 FaceLimitedBack = yes



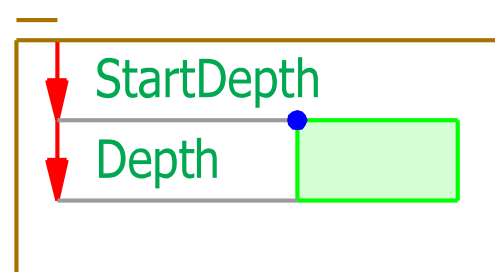
FaceLimitedStart = yes  
 FaceLimitedEnd = no  
 FaceLimitedFront = yes  
 FaceLimitedBack = yes



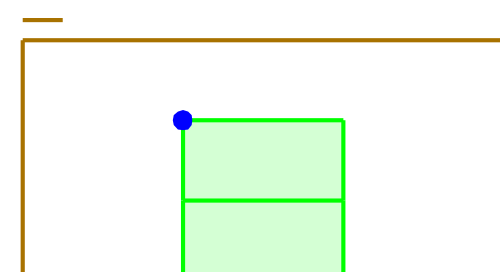
FaceLimitedStart = yes  
 FaceLimitedEnd = yes  
 FaceLimitedFront = no  
 FaceLimitedBack = yes



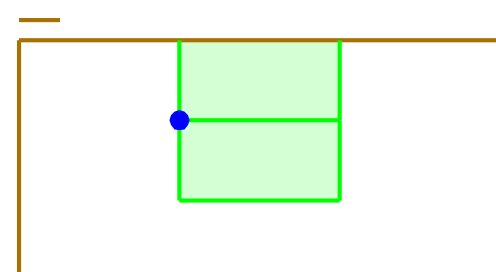
FaceLimitedStart = yes  
 FaceLimitedEnd = yes  
 FaceLimitedFront = yes  
 FaceLimitedBack = no



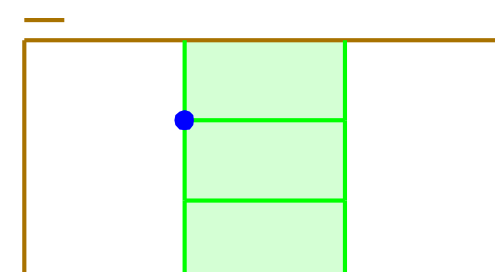
FaceLimitedBottom = yes  
 FaceLimitedTop = yes



FaceLimitedBottom = no  
 FaceLimitedTop = yes

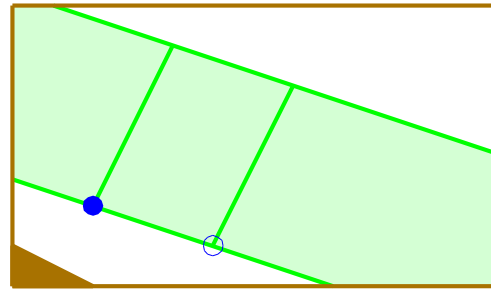


FaceLimitedBottom = yes  
 FaceLimitedTop = no

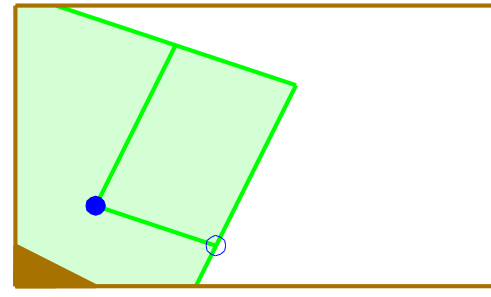


FaceLimitedTop = no  
 FaceLimitedTop = no

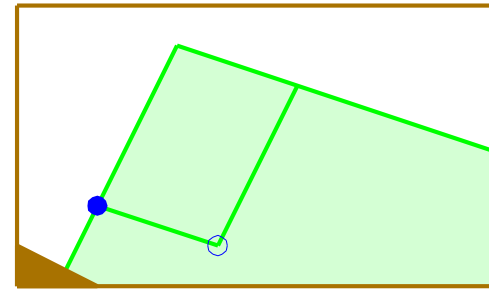
Other combinations of MachineLimits



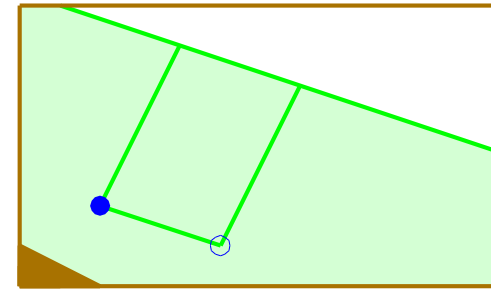
FaceLimitedStart = no  
 FaceLimitedStart = no  
 FaceLimitedFront = no  
 FaceLimitedBack = yes



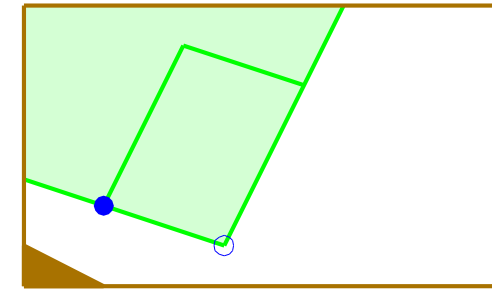
FaceLimitedStart = no  
 FaceLimitedStart = yes  
 FaceLimitedFront = no  
 FaceLimitedBack = yes



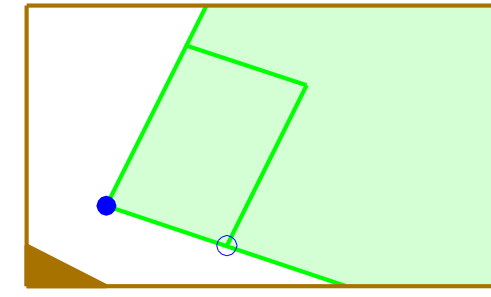
FaceLimitedStart = yes  
 FaceLimitedStart = no  
 FaceLimitedFront = no  
 FaceLimitedBack = yes



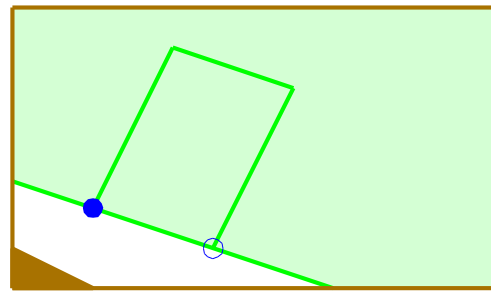
FaceLimitedStart = no  
 FaceLimitedStart = no  
 FaceLimitedFront = no  
 FaceLimitedBack = yes



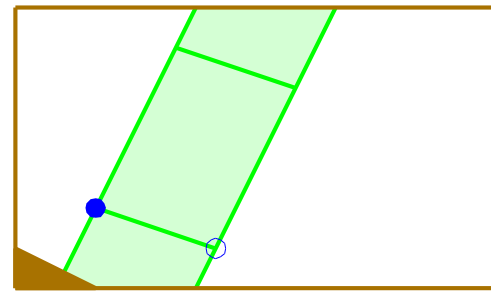
FaceLimitedStart = no  
 FaceLimitedStart = yes  
 FaceLimitedFront = yes  
 FaceLimitedBack = no



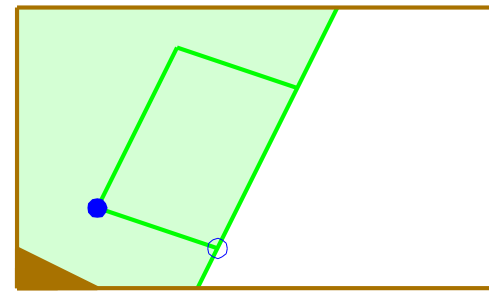
FaceLimitedStart = yes  
 FaceLimitedStart = no  
 FaceLimitedFront = yes  
 FaceLimitedBack = no



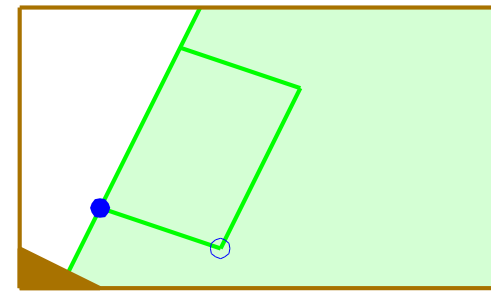
FaceLimitedStart = no  
 FaceLimitedStart = no  
 FaceLimitedFront = yes  
 FaceLimitedBack = no



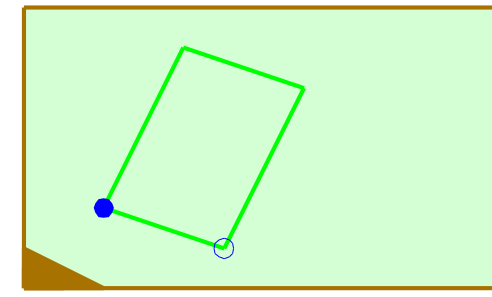
FaceLimitedStart = yes  
 FaceLimitedStart = yes  
 FaceLimitedFront = no  
 FaceLimitedBack = no



FaceLimitedStart = no  
 FaceLimitedStart = yes  
 FaceLimitedFront = no  
 FaceLimitedBack = no



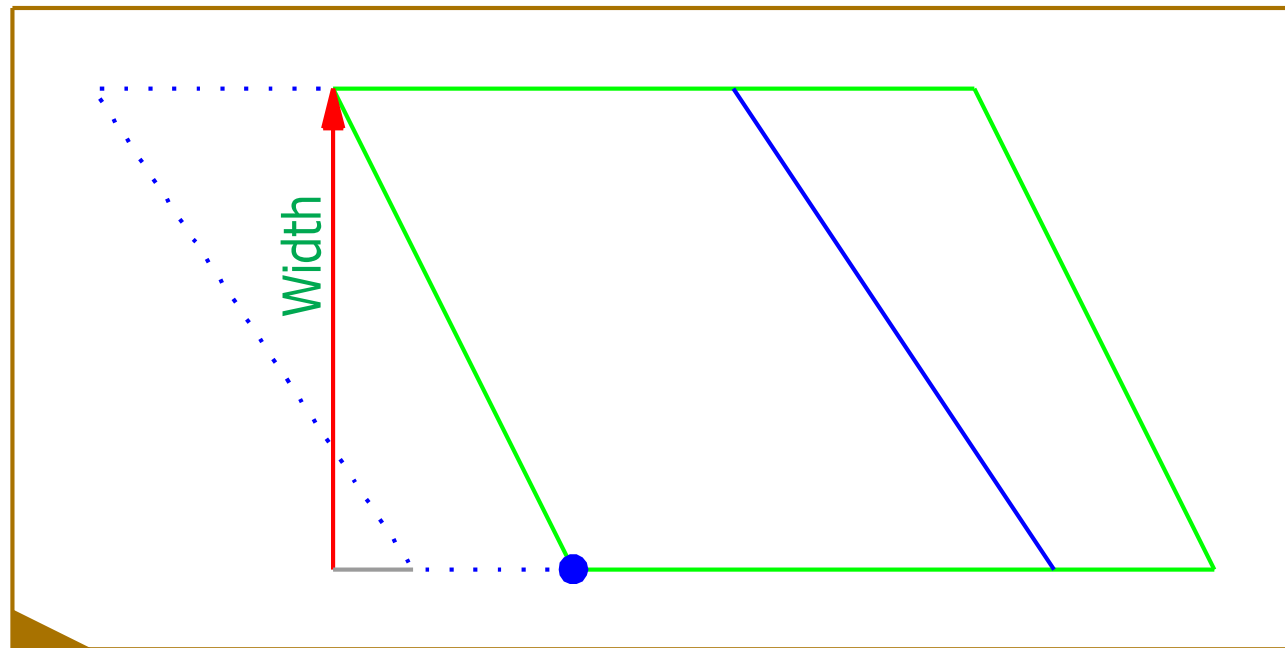
FaceLimitedStart = yes  
 FaceLimitedStart = no  
 FaceLimitedFront = no  
 FaceLimitedBack = no



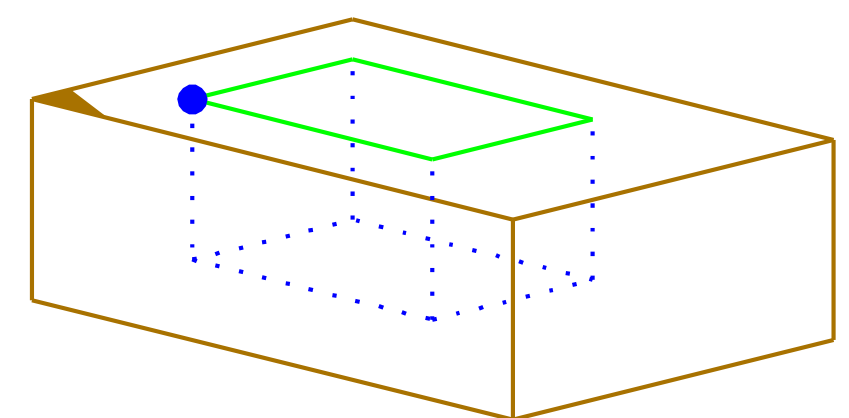
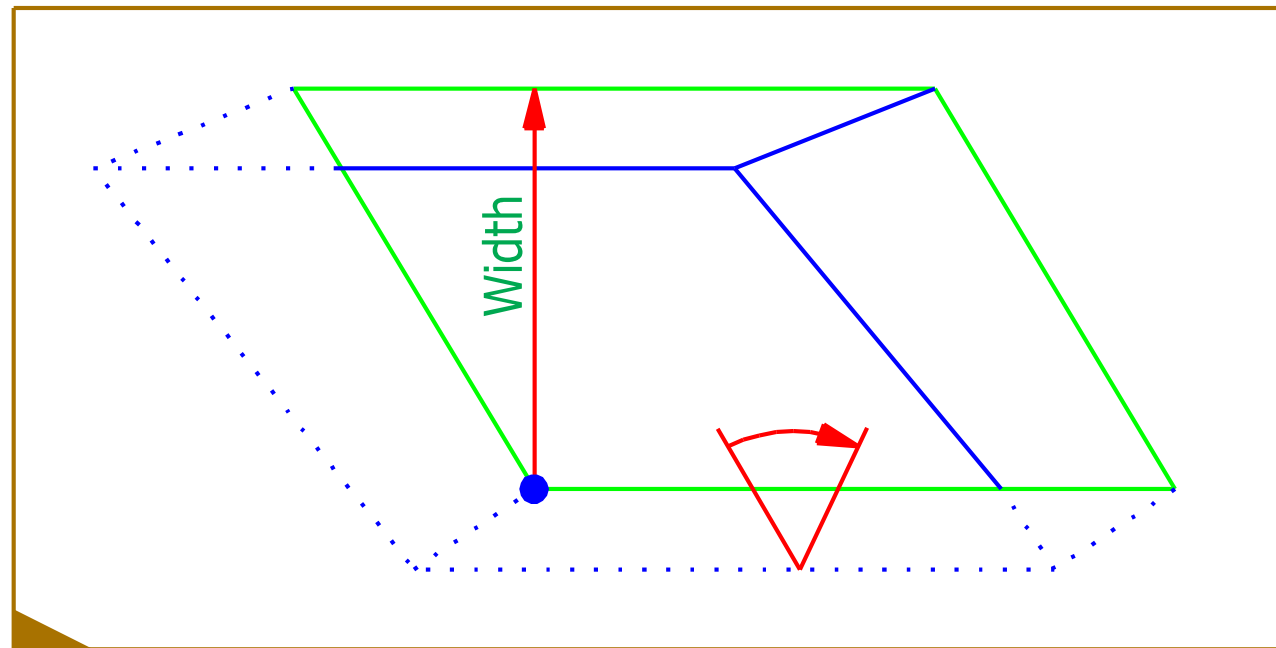
FaceLimitedStart = no  
 FaceLimitedStart = no  
 FaceLimitedFront = no  
 FaceLimitedBack = no

LeadAngle:

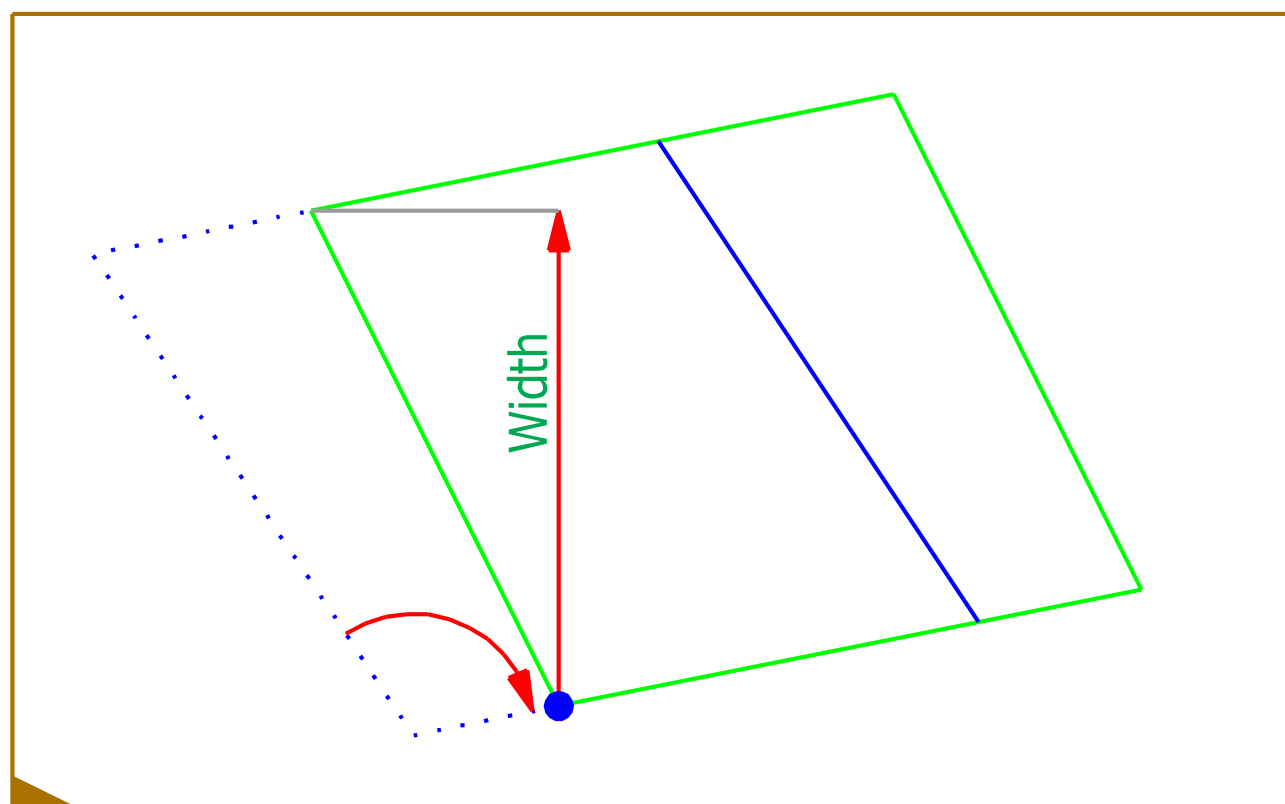
LeadAngleParallel = no  
 LeadInclinationParallel = no



LeadAngleParallel = no  
 LeadInclinationParallel = yes



LeadAngleParallel = yes  
 LeadInclinationParallel = no



LeadAngleParallel = yes  
 LeadInclinationParallel = yes

