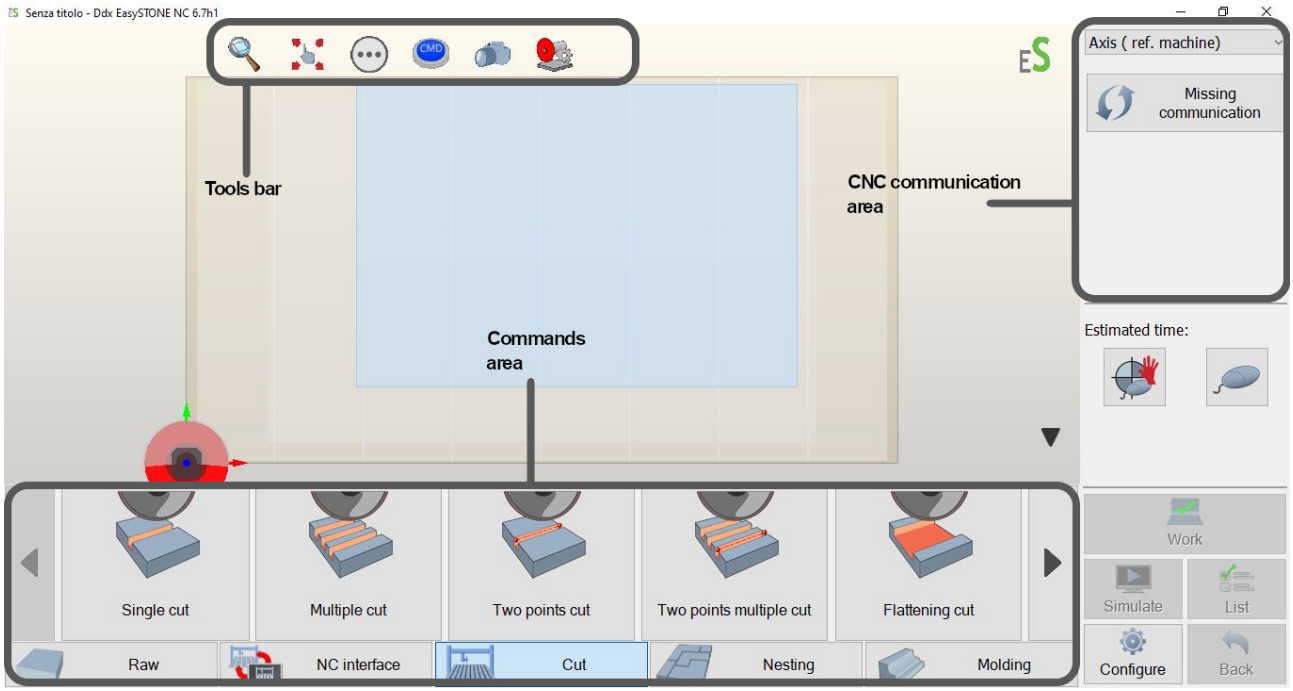
New EasySTONE NC UI

Overview



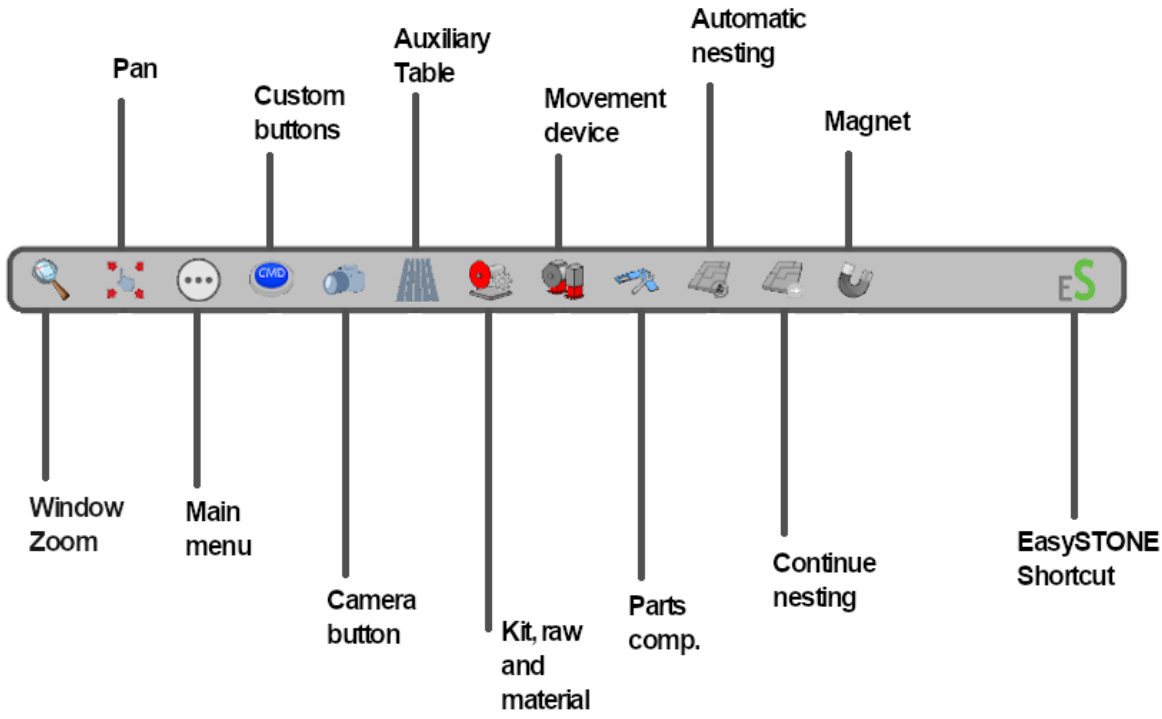
In the **Tools bar** we can find all the fundamental functions of EasySTONE, such as all the functions regarding saving a file, taking a photo, ecc.

In the **CNC communication area**, when the machine will be connected, we will be able to see all the data regarding the machine, such as the Axis value and the feed value.

In the last section, the **Commands area**, we will be able to find useful functions for creating pieces, modify your Raw and so on.

Let’s now dive into each section.

Tools Bar



In the tools bar, starting from the left, we can find the **Window zoom** function**,** which, as the name says, is used to zoom on a specific window created by holding down the left button on the mouse, after clicking the icon.

The **Pan** function is used to move the view of the scene as we prefer.

In the **Main menu** function we can find a lot of main commands, such as Save, Open, change the view of the scene, etc.

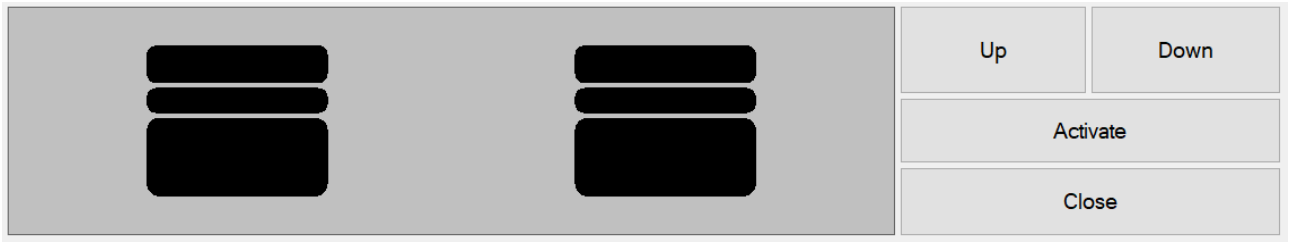
In the **Custom buttons** function we can find all of the different functions specifically created for our machine.

With the **Camera button** we can take a picture of our slab; this function will work only if there is a camera on the machine.

With the **Auxilliary Table** function we can insert the value of our additional table.

With the **Kit, raw and material** function we can set the kit we're going to use in the machining, the thickness of the raw and the material used.

With the **Movement device** function we can manually decide which vacuum to use and to activate.



With the **Parts comp.** Function we can have a preview of how the piece will look like if it is positioned in a certain way, so that we can see better the marble veins (this can only make sense if we put a background image or we take a picture with the camera).

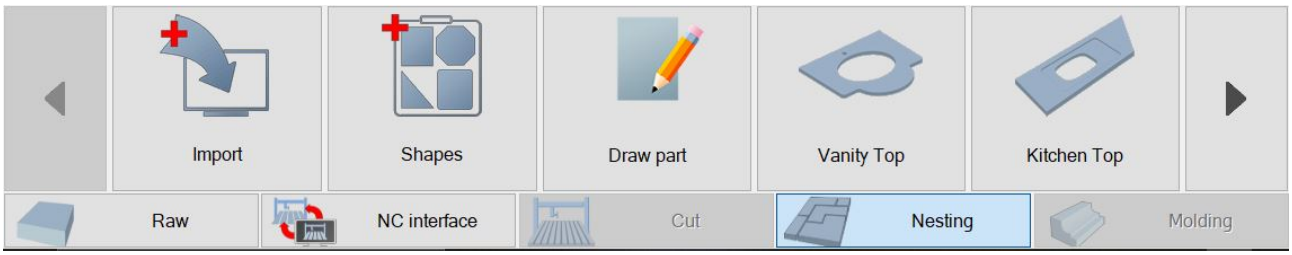
Automatic nesting is used to let the software decide where to put the pieces on the table. Also, we can decide to put them in the best position for a split.

Continue nesting is used to delete from the table pieces that have been worked.

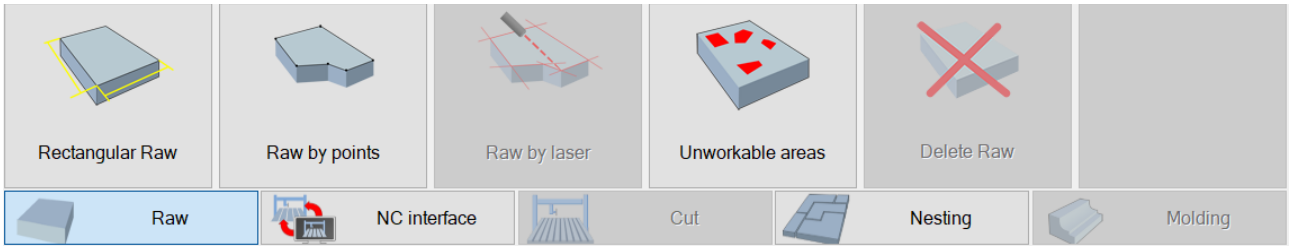
The **Magnet** function is used when we're moving a piece on the table: it glues itself into the nearest point on the perimeter of the table.

The **EasySTONE Shortcut** is used to enter EasySTONE.

Commands area



Raw



Rectangular Raw is used to create a rectangular raw, in which you have 2 points to control the dimensions of the raw.

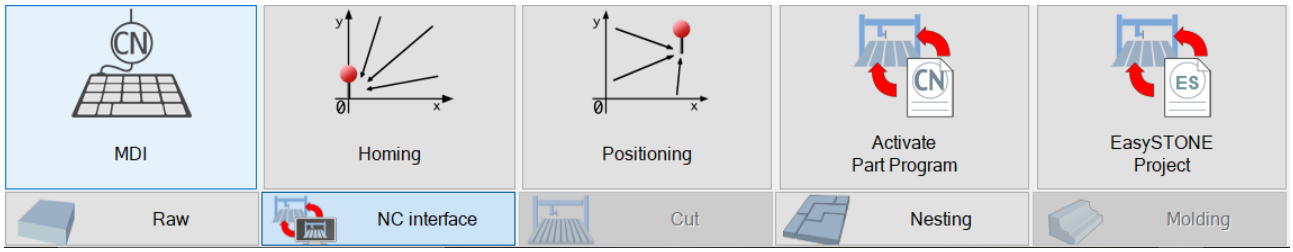
With **Raw by points** we can create a more personalized raw by having different points to control the dimensions of the raw.

With **Raw by laser** we can create a raw by defining the dimensions of it with the laser (only work with line laser).

Wih the function **Unworkable areas** we can define which areas of our raw cannot be worked by using different points to control the dimensions of them.

With **Delete Raw** we are just going to delete our raw.

NC Interface



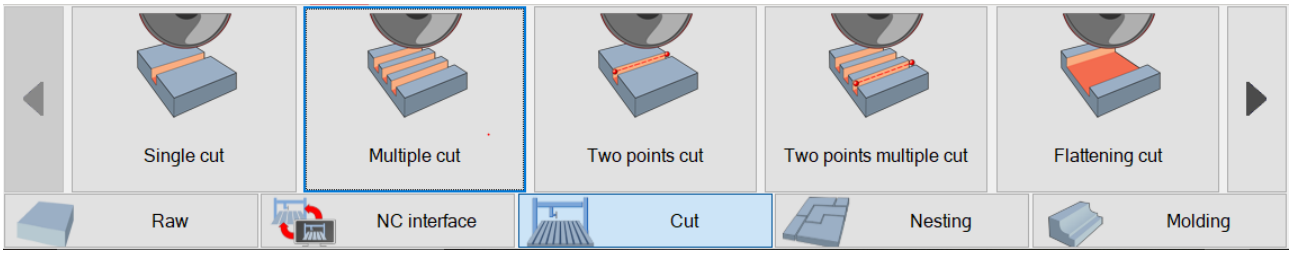
The **MDI** function will let us insert a single line of CNC code (wether it's G or M code).

With the **Homing** function we can make the head go to 0 point on the table.

With the **Positioning** function we can either give the machine a direction to follow or give absolute coordinates to reach.

With the **Activate Part Program** we can give the program a CNC file to be executed on the machine.
With the **EasySTONE Project** function we can give the program an .est file and it will be executed on machine.

Cut



With the **Single cut** function we can tell the machine to execute one single cut, in which we can decide the depth, the length, ecc.

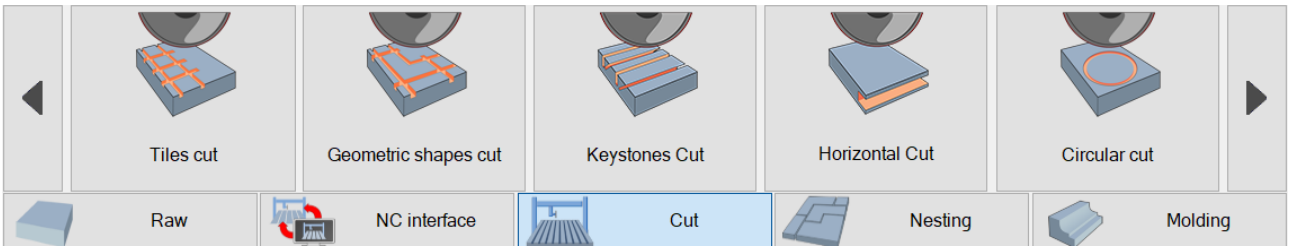
With the **Multiple cut** function we can tell the machine to execute multiple cuts (which have the same parameters as the Single cut function) by specifying the distance between each cut and how many cuts the machine should perform.

Meanwhille, **Two points cut** is used to create the cut by giving the function two points.

Two points multiple cut is the same function as "Two points cut" but you can specify to have different cuts by inserting the distance between each cut and the number of them.

With **Flattening cuts** it is possible to, as the name says, flat a specific section of our piece by giving the length and the width of this group of cuts.

The **Tiles cut** function is used to create a group of cuts that combined form a square, in which we can set the dimensions.

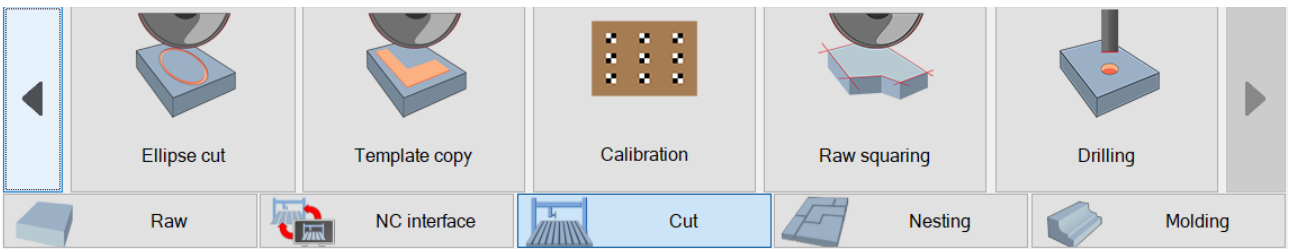


The **Geometric shapes cut** is used to cut a specific shape that we set inside the function.

The **Keystones cut** is used to create a group of cuts in which we can also specify the inclination of the cuts.

The **Horizontal cut** is used to create a cut with the A/B axis at 0 degrees, in which we can set the depth, the length, ecc.

The **Circular cut** is used to cut a circle inside on our raw: we can set the depth, the direction, ecc.



The **Ellipse cut** is used to cut an ellipse inside our raw by specifying the depth, the diameter in X and Y, ecc.

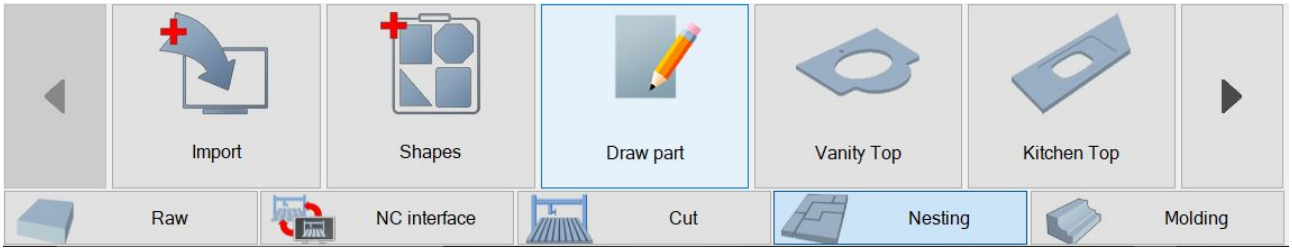
With **Template copy** we can create a personalized shape to cut.

With **Calibration** we can set the points where the markers should be placed; What this means is that this function will cut the table(1mm depth) to point out where the markers should be placed.

With the **Raw squaring** function, we can change the dimension of our raw by cutting the pieces we don't need; This is done by applying a offset in the slab.

With the **Drilling** function we can apply a hole wherever we like, and we can also set depth, step z, ecc.

Nesting



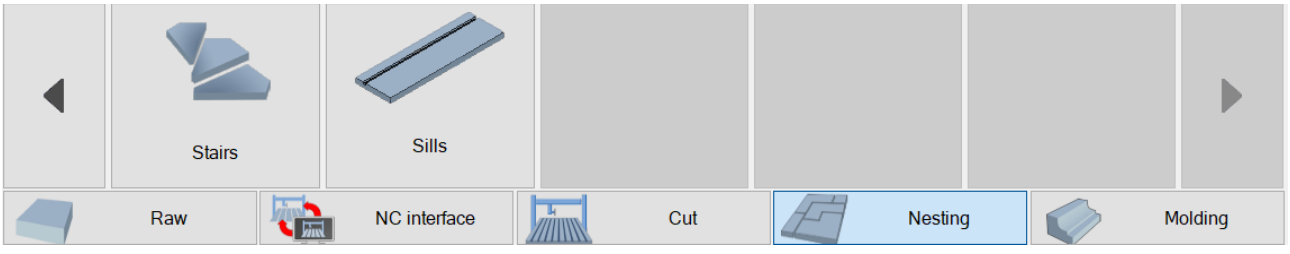
The **Import** function is used to import pieces in our project, by using files such as .dxf, .est, ecc.

The **Shapes** function is used to create different shapes directly in Nesting; We can create different pieces, such as rectangles, triangles, ecc.

The **Draw part** function is used to create, line by line, a shape, still by remaining in Nesting.

The **Vanity Top** function is used to create a vanity top by remaining inside Nesting; with this function we can create the shape of our vanity top, the sink and the taps.

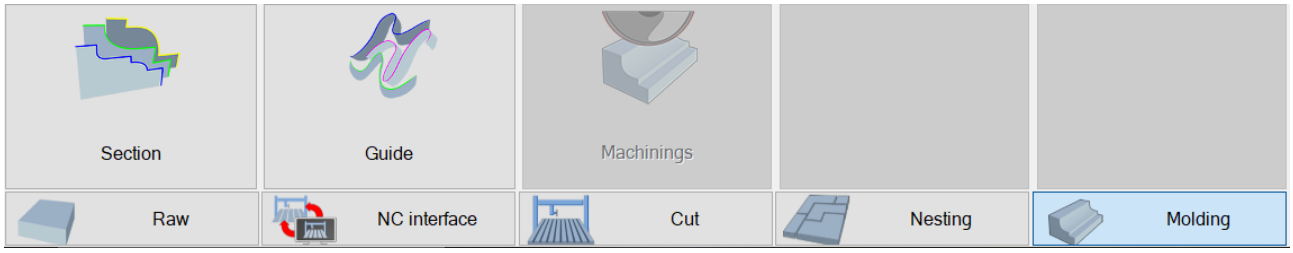
The **Kitchen Top** function is used to create a kitchen top by remaining inside Nesting; here we can create the shape of the kitchen top, the recess, the sink, ecc.



With the **Stairs** function we can create stairs by defining the steps and the windertread that will be carved from our raw.

The **Sills** function allows us to create drips on our raw.

Molding

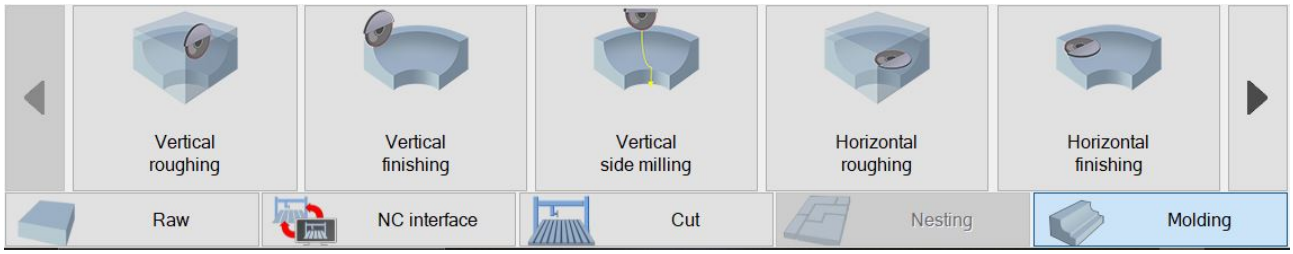


The molding function is divided in 3 different sections: **Section**, **Guide** and **Machinings**.

In **Section** we're going to define the **section** of our surface: we can import it, start from an already created one or start from scratch.

In **Guide** we're going to define the **guide** of our surface: we can import it, start from an already created one or start from scratch.

Once we created the surface, we can now go into the machinings section, in which we will choose what machining to apply, such as a Vertical roughing, a vertical finishing, etc.



In each machining there are parameters such as the Direction, the Section angle, etc.