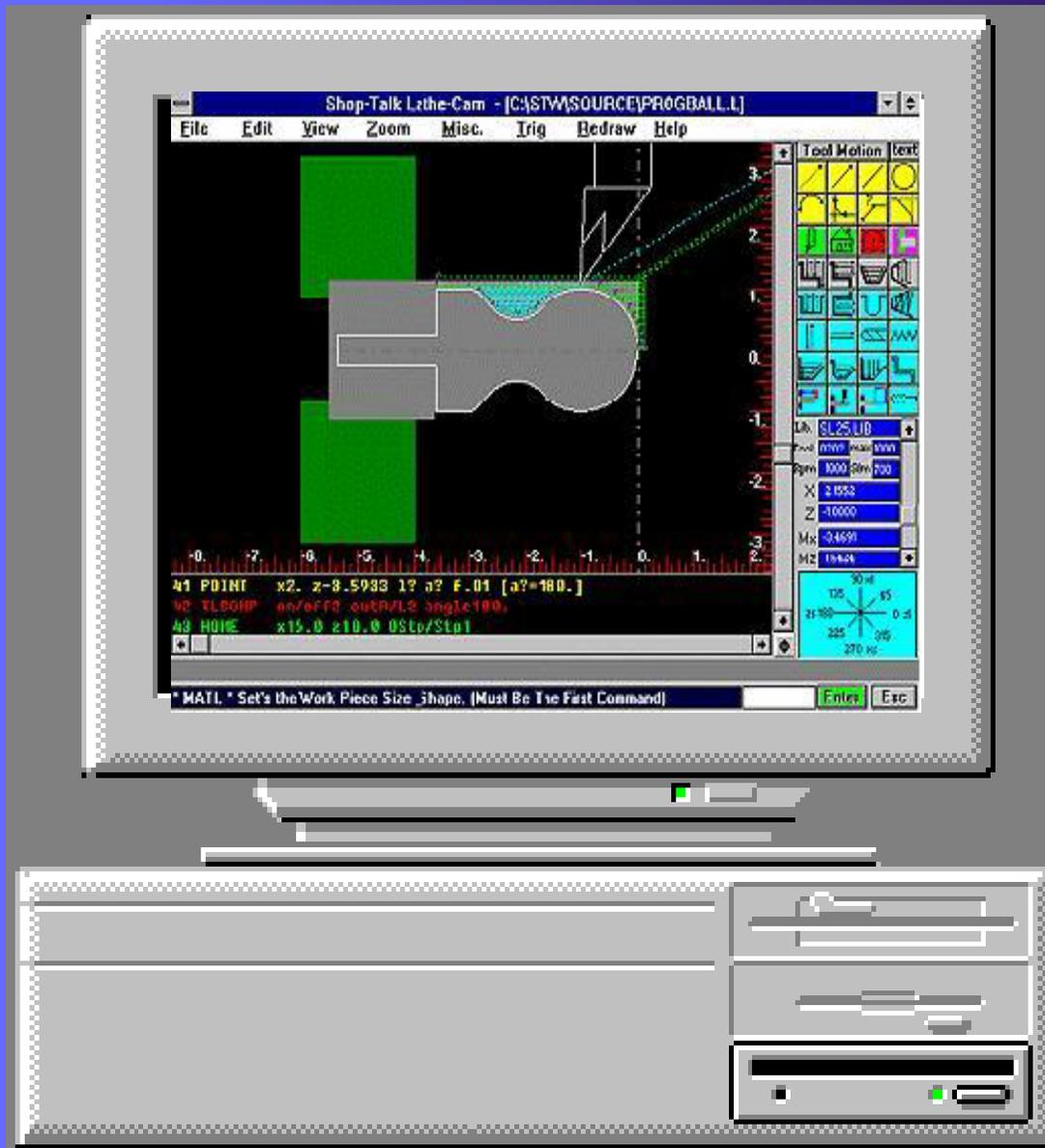


Shop-Talk Cad/Cam

The language between man and machine!



The job shop programming solution

Its so simple even a “CaveMan can use it!”

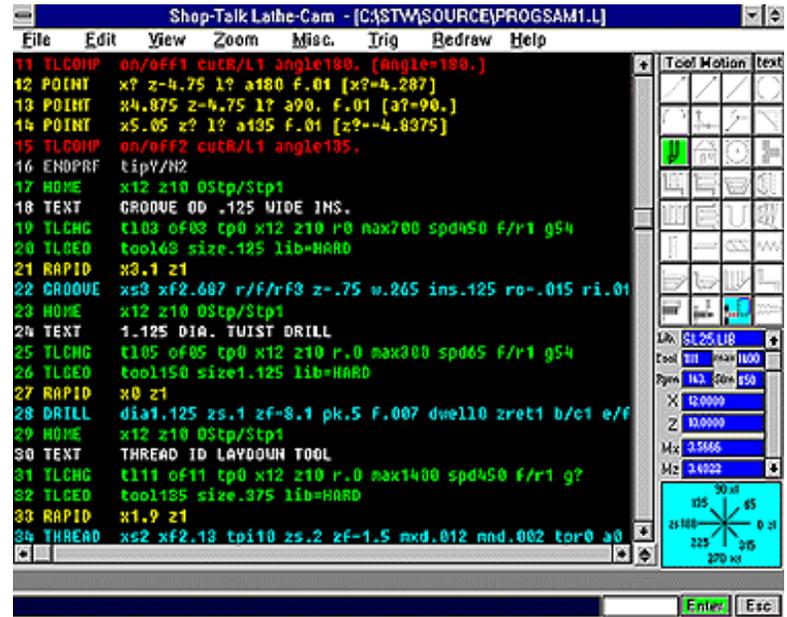
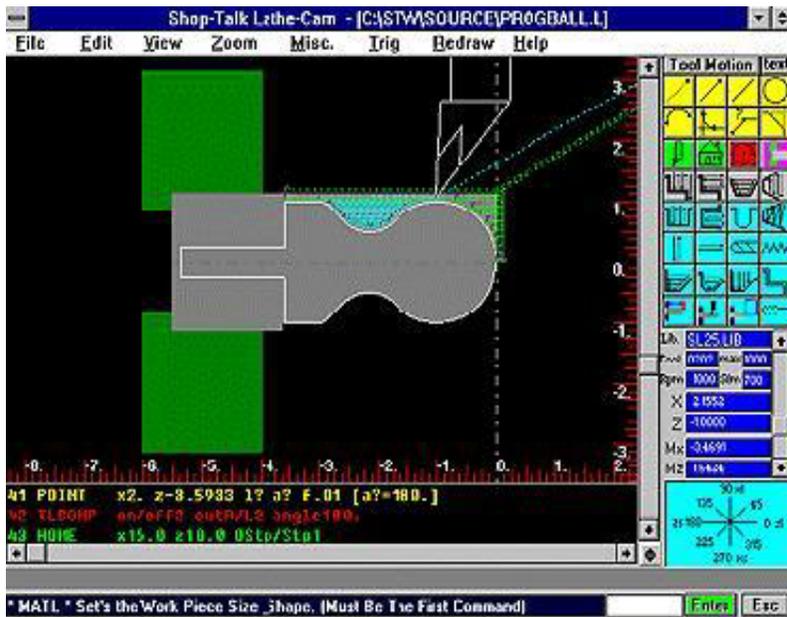
CNC Solutions, Inc.

13955 Murphy Road #122 | Stafford, TX 77477

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Email | mark@shop-talk.com

Shop-Talk Lathe-Cam



How does it work?

Shop-Talk Lathe-Cam is the simplest conversational programming system on the market today. It's easy to use because it works just like a CNC programmer thinks, since it was written by one.

What makes Shop-Talk's programming systems unique, is that you can program in conversational mode for simple parts or you can use geometry to create complicated tool paths. You may also use a combination of conversational and geometry driven tool paths.

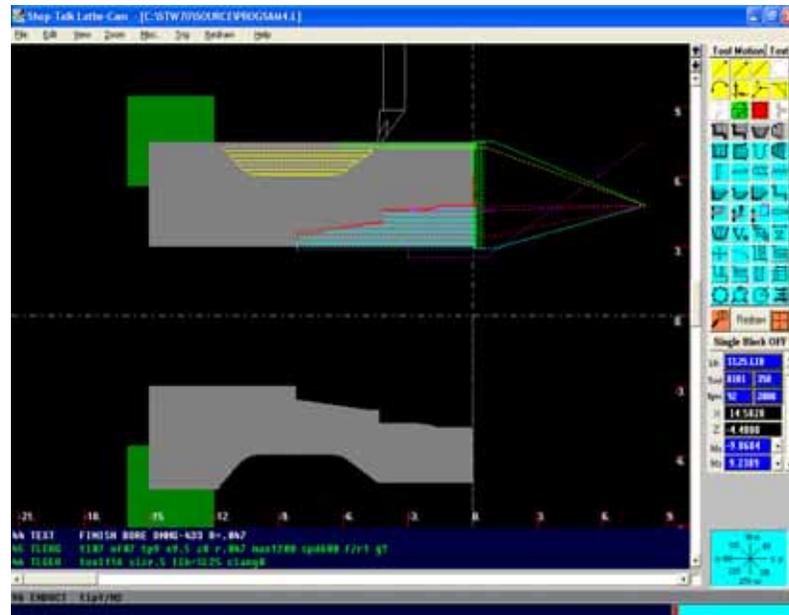
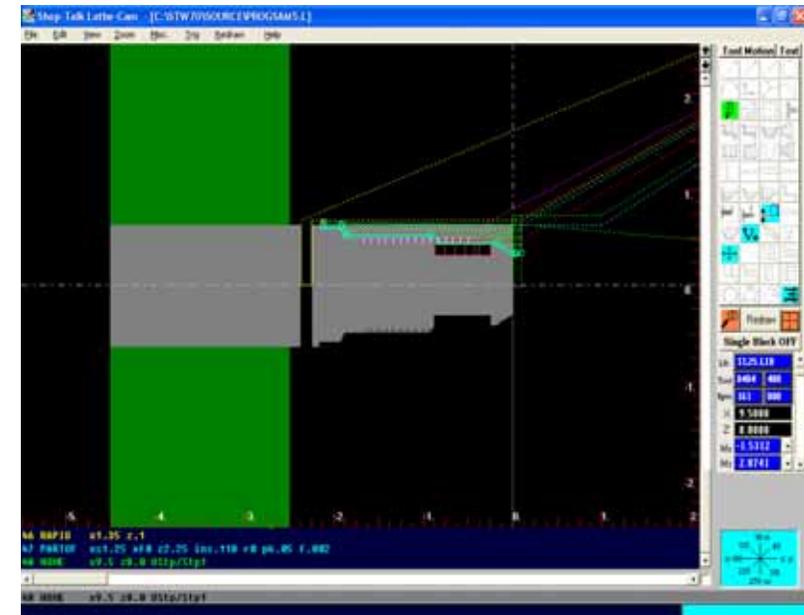
Lathe-Cam is a simple conversational 2 Axis part programming system. It's conversational questions are very intuitive. They are worded just like a programmer would ask and are easy to understand. Graphics are drawn as you answer the questions.

Lathe-Cam also has customizable tool libraries. The tool libraries contain default tool and offset numbers, X & Z tool change positions, tool radius, max RPM, cutting speed, and spindle directions. You can create as many tool libraries as you like.

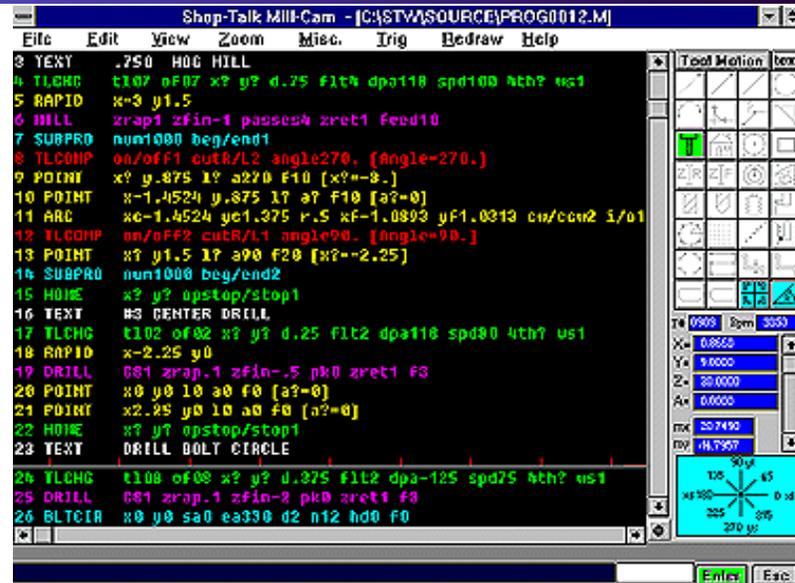
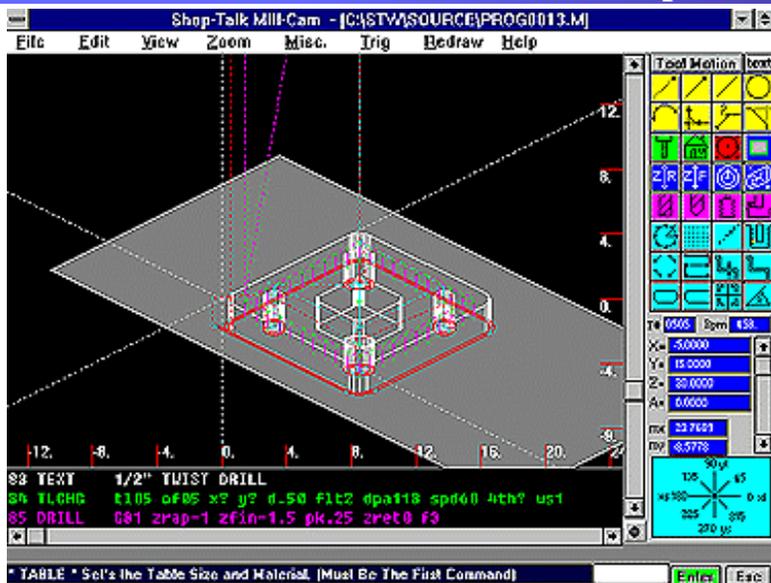
The programmer enters simple English text commands using the same logic your CNC machine uses. Commands like Tool Change, Rapid, Face, Rough, Point, Line, Circle, Chamfer, Corner, Drill, Groove, Thread, and many others to drive the tool path. After you select one of the icon buttons from the right side menu, you will be prompted for the answers. All you do is answer the questions and you will immediately see the results on the screen with full tool animation.

You will never need a calculator, trig a triangle or calculate a radius again. These simple English commands are processed to the G-Code your machine understands.

The smart icons guide the user from defining the material, selecting tool's and creating the tool path. Users all over the world have found out just how fun and easy CNC programming can be using the Shop-Talk Cad/Cam conversational software.



Shop-Talk Mill-Cam

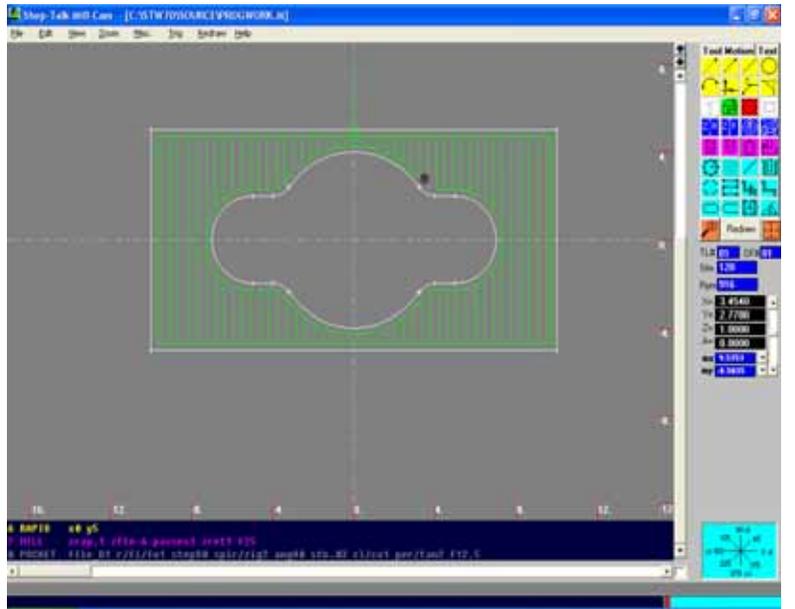
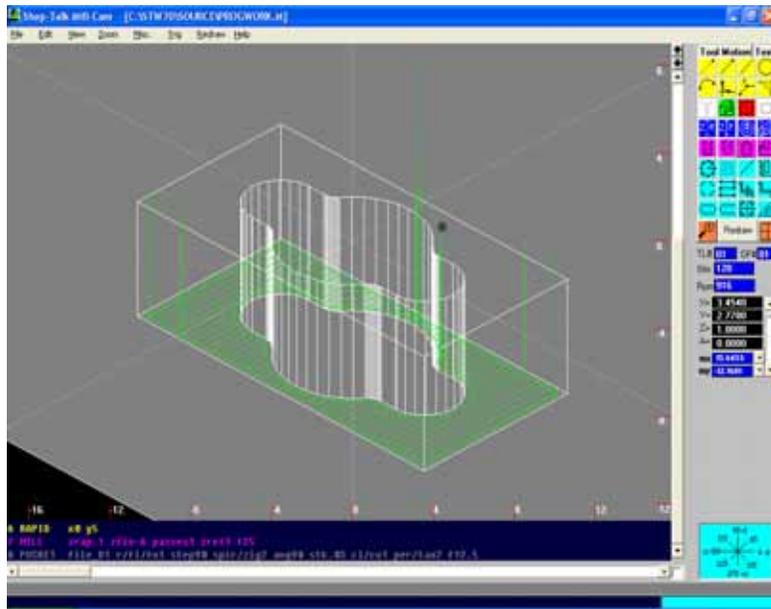


Shop-Talk Mill-Cam is a simple conversational 2½ Axis programming system with 4th axis positioning, 4th axis y wrap functions, thread milling, and engraving.

Post Processors: Unlike most Cam systems that charge you to make post processors, both Lathe & Mill-Cam comes with a universal post builder to configure your post processors G-Code any way you like it. Additionally, the output can be generated for many different controls.

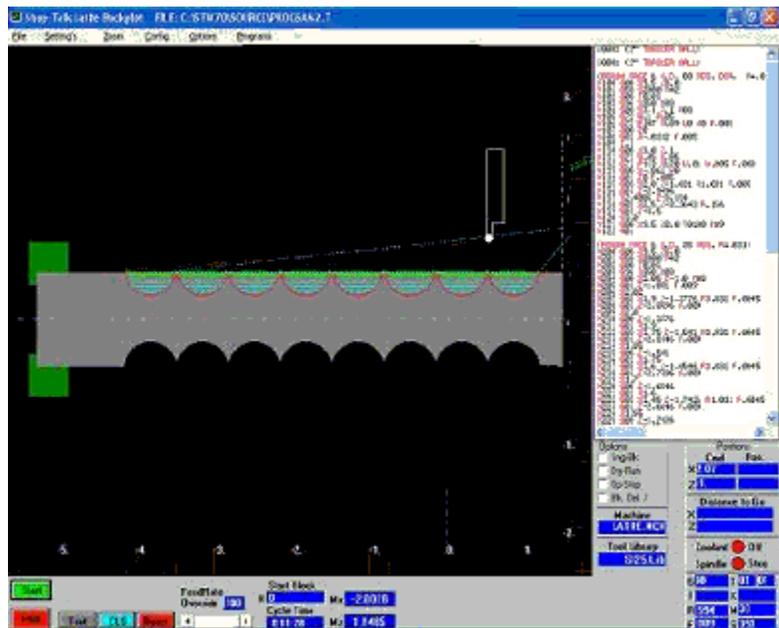
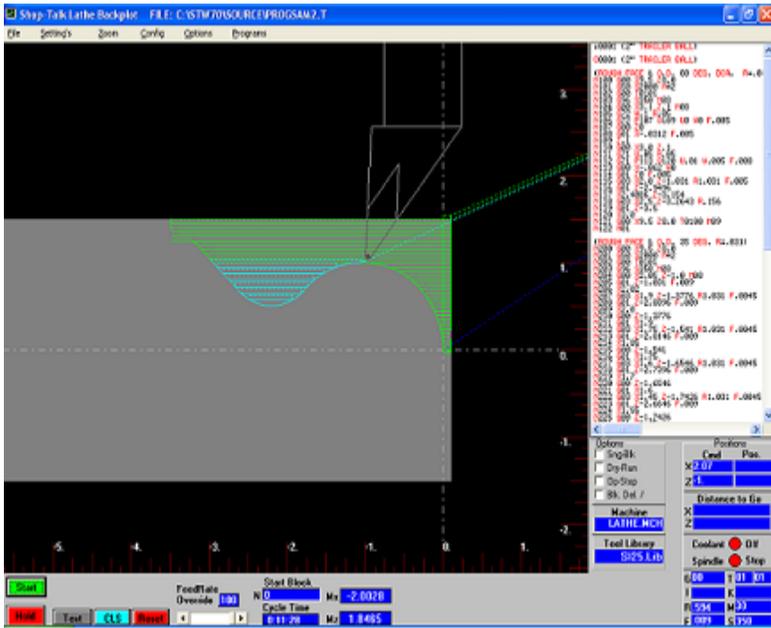
Mill Icons

- Rapid
- Point
- Line
- Circle
- Arc
- Corner
- Unknown Point
- Circular Interpolate
- Rotate
- Rotate 4th Axis
- Rapid/Feed Z
- Tool Change
- Home
- Tool Comp
- Mill
- Drill
- Tap
- Bore
- Thread Mill
- Bolt Circle
- Grid Pattern
- Bolt Line
- 4th Axis Bolt Circle
- 4th Axis Slots
- Mirror
- Pocket
- Engrave
- Repeat
- Variable
- Sub Routine
- Call Sub
- And more.....



Pocket Milling: Shop-Talk now has a new Cad associative pocket milling routine. To create a pocket milling routine, just draw the pocket in Cad or DXF in. Once you are in Mill-Cam load your drawing onto the table. Select mill and answer the questions. Then select the pocket icon and answer the questions. Shop-Talk will analyze the geometry and machine the pocket. If you want to modify the pocket, just return to Cad and modify it. When you return to Mill-Cam and re-load the file it will analyze the geometry again and re-create the tool path automatically.

Shop-Talk Lathe Tool Verification / Simulator



The Shop-Talk Back-Plotters are the real heart and soul of the Shop-Talk CAD/CAM programming system. CNC programmers know the value of tool verification when manually editing their CNC programs.

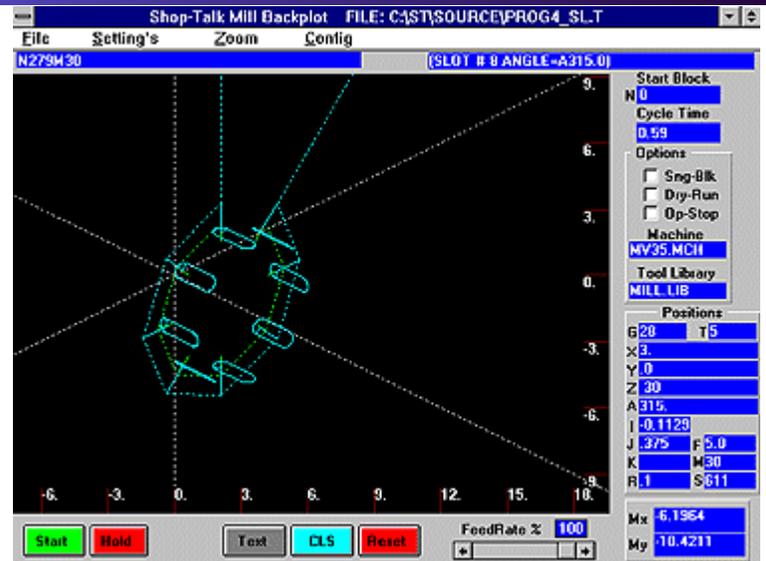
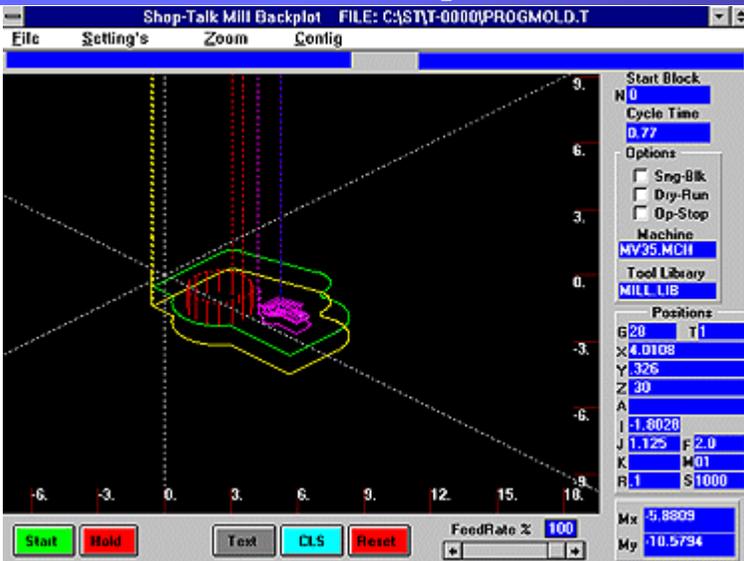
The Lathe back-plotter will save you an immeasurable amount of time in proving out your programs. It will also help you to avoid those costly crashes. There is no other back-plotter on the market today that compares to the Shop-Talk Back-Plotters for backplotting can-cycles.

The most powerful feature is the split screen function. This allows you to view the tool animation, the code and edit all simultaneously making it really easy to find X or Z command point errors.

While in split screen mode each line is highlighted during the plot to make it easy to view every move on the screen. A feed rate override bar allows you to control the animation speed on the screen, or you may also run in single block or dry run mode.

Unlike other tool verification software, Shop-Talk supports all FANUC Can Cycles G70, G71, G72, G74, G75, G76, G92, G33. Shop-Talk is also compatible with and understands Okuma Lap Cycles and Fagor can cycles.

Shop-Talk Mill Tool Verification / Simulator



After editing, go back to the plotter and check the new results. The back-plotter has many options and configurations for any type of machine. You set parameters for each machine tool in a machine file. Different modes of plotting define the speed of the plot including a single block & dry run option.

When the tool changes, the plotter automatically changes the drawing color. Rapid moves are drawn by a dotted line and cutting moves are drawn by a solid line. You can start the plot at any block number in the file or from the beginning. The Mill-Cam Back-Plotter allows you to view in X&Y, X&Z, Y&Z, or Isometric. The Mill Plotter also displays 4th Axis, A or B moves.

The Back-Plotters are great for Process Routing Engineers. Engineers writing process routings can load any ASCII NC tape file to view how the programmer actually machined the part. You also get an estimated cycle time for machining the part.

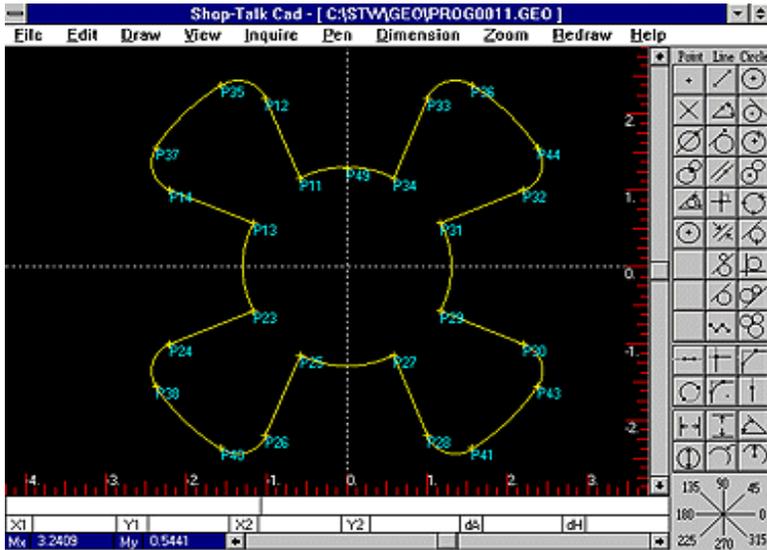
Your machine file contains the information for tool changes and rapid traverse rates providing accurate cycle times. The Mill Back Plotter also allows you to back plot files that contain subprograms for FANUC or FADAL. A work offset table is also provided for viewing multiple part zeroes. Our Back-Plotters support G54-G59, or E1-E99 work offsets.

CNC Solutions, Inc., founded in 1988 by Mark Grieger, when he created a CNC CAM Editor, lathe and mill, tool-verification back plotters and a RS-232 communications program to solve the need for an easy-to-use, inexpensive PC-based programming system. Shop-Talk was the result of that need and has developed into a complete CAD/CAM system.

We have continued to grow since that time to include a Lathe, Mill and Flame conversational programming systems. Customers everywhere have discovered the advantages of communications the SHOP-TALK way.

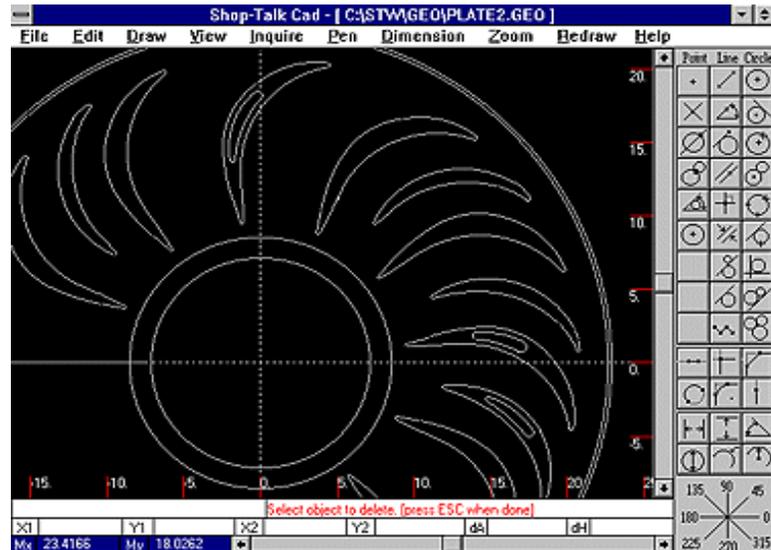
Shop-Talk is simply the fastest, easiest and most affordable conversational programming system on the market today. What takes hours on most cam systems takes us only minutes. No cam system gets you from print to G-Code faster and easier than Shop-Talk's Cad/Cam conversational programming systems.

Shop-Talk CAD / Geometry



The CNC CAD program is a very simple but powerful screen sensitive geometry program for drawing points, lines, and circles to define your part geometry.

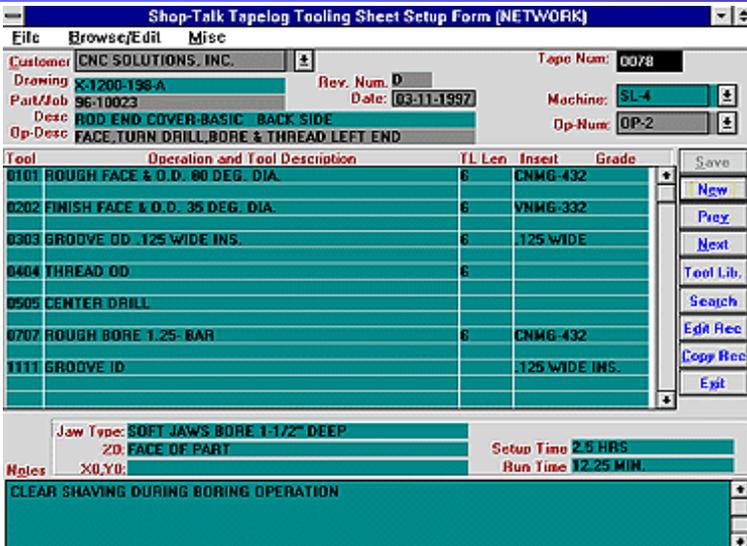
The Shop-Talk CNC CAD Program was specifically designed for machinist/programmers to easily draw and trim part geometry, then import the geometry to Lathe or Mill-Cam to generate the machine tool path.



Cad Features

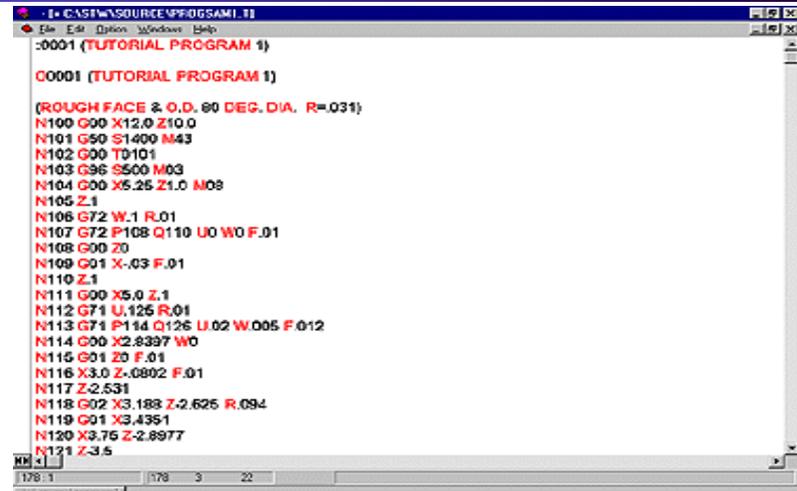
- 6 Point types
- 8 Line types
- 9 Circle types
- DXF in/Out
- Measure distance between points
- Mirror
- Rotate
- X-Y screen mode for mills
- X-Z screen mode for lathes

Shop-Talk Tapelog / Setup Sheet Database



The Shop-Talk Tape-Log System organizes all of your CNC tapes. It automatically issues the next available program number for you. You assign a drawing, part number, customer, description, machine, and operation. The lower portion of the screen is a tooling setup sheet which allows you to assign up to 24 tools.

Shop-Talk CNC Cam Editor



The Shop-Talk CAM Editor is the editor every CNC programmer needs. This editor is not like any other editor on the market today. It has a built-in configurable post processor that actually generates G-Code right inside of the editor.

- Multi-Colored G-Codes
- Line number resequencing
- X, Y, Z Scaling
- Search and Replace
- Calculate drill point depth
- Calculate RPM/IPM
- Right Triangle
- Mic over Balls
- Thread Solver
- Multiple files, 250 undo's, file sizes to 2.5MB
- Add's/Strip spaces, decimals, trailing zero's