



TRIMECH
Manufacturing

*The Mill and
Drill*

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DEAR CUSTOMER

Welcome to your weekly installment of "*The Mill & Drill*", TriMech Mfg.'s Technical Newsletter for FeatureCAM. This newsletter is intended to keep you, the hip TriMech FeatureCAM User, on the cutting edge of your FeatureCAM seat. Don't forget to visit www.trimech.com for additional information.

NOTICES

FeatureCAM 2006 is on the way.

Delcam USA will be releasing FeatureCAM 2006 in a few weeks. There are some really nice enhancements to the software along with some exciting *NEW* functionality (machine simulation, multi-axis turning...) We are still awaiting final details of the release, so we will fill you in on what's new, what's included, and what will be offered as new modules as soon as possible. Stay tuned...

Are you on maintenance?

With all this news about the next major release of FeatureCAM, please remember that if you are not on maintenance, you won't receive FeatureCAM 2006. Also remember that in addition to software updates, you receive technical support and post processor support with your maintenance contract. It's a fantastic value, so contact John Kanney at 540-949-7703 to sign up.

Did you miss a newsletter?

FeatureCAM TRAINING SCHEDULE

Note: Our main training facility is in Fishersville, VA, but we can make special arrangements for classes at any of our other TriMech offices (Columbia, MD; Pittsburgh, PA; Richmond, VA; Durham, NC; and Charlotte, NC). We also provide on-site training.
Call (540) 949-7703 for rates and details.

Fishersville, VA	
FeatureCAM Basic (2 days)	July 13,14 August 3,4
FeatureCAM Advanced Milling	July 21 August 11
FeatureCAM Turning	TBD

TIPS AND TRICKS

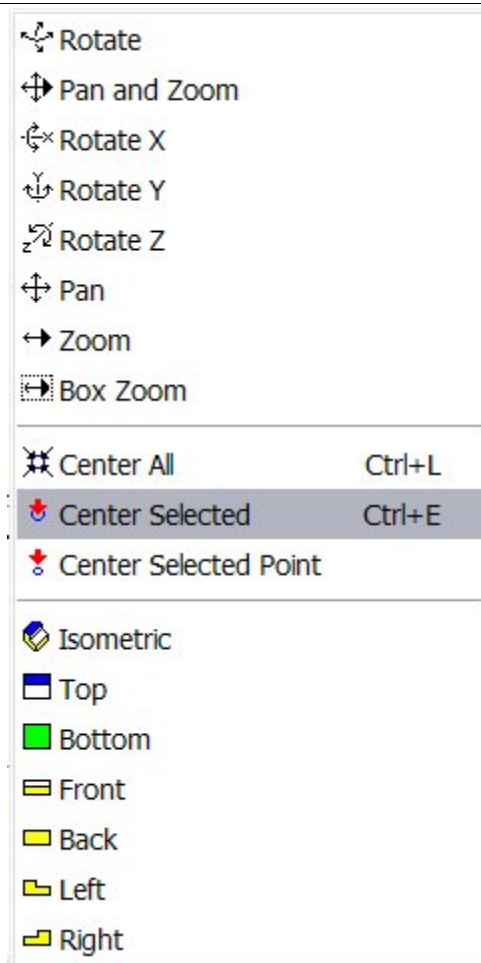
Windows 101

Here's some plain old Windows functionality that comes in pretty handy. You can drag and drop files from Explorer into your FeatureCAM window to open them. This goes for fm files, CAD files, posts, whatever works in FeatureCAM.

Center of Rotation

How often does this happen?: You zoom in on a specific area of your part. You then decide to rotate your view so that you can see better. As soon as you start to rotate, your parts swings around some point way out in space and you have totally lost track of where you are.

Here's how to fix that little problem: Select the feature or entity that you want to concentrate on. Go to your Viewing Modes and select **Center Selected**.



Your view will now center on the selected entity, and if you rotate, that entity will be the center of your rotation...even if you zoom in and out.

QUESTIONS/COMMENTS?

Please send any tips/tricks, feedback (regarding this newsletter) or requests to be added/removed from our distribution list to...

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