

SINUMERIK live: Programming dynamic 5-axis machining directly in SINUMERIK Operate

Basics, possibilities, and limits

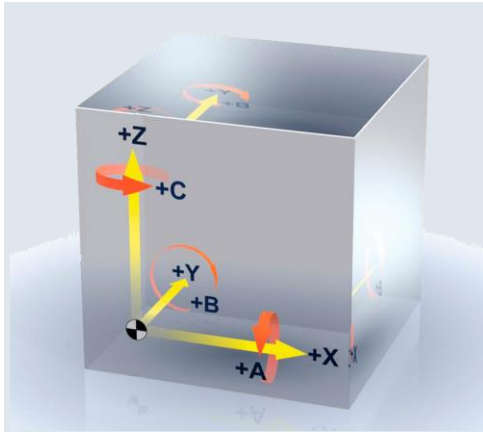
Programming dynamic 5-axis machining directly in SINUMERIK Operate – Basics, possibilities, and limits



- 1 Repetition of basics
- 2 5-axis transformation
- 3 Tool orientation
- 4 3D cutter radius compensation
- 5 Example workpiece live on the machine
- 6 Summary

1 Repetition of basics

Comparison of 3+2 and 5-axis milling



Common aspects:

3 linear axes (X, Y, and Z)

and

2 rotary axes (A, B, or C)

Difference:

3+2-axis: static orientation of the tool

5-axis simultaneous: dynamic orientation of the tool

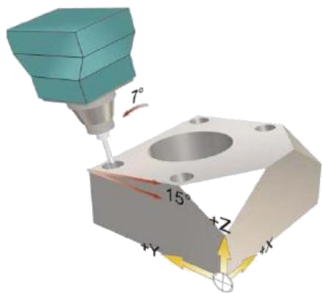
When is which used?

3+2-axis:

roughing/preliminary finishing of 3D contours

Consideration of economic efficiency
(for most components on the market,
3+2 machining is sufficient)

Tool and fixture making



5-axis simultaneous: final machining and finishing

Workpieces with deep cavities or
frequent changes in curvature

High surface quality

Free-form surfaces (mold making)

Turbine and aircraft engine components

Structural parts (aviation industry)



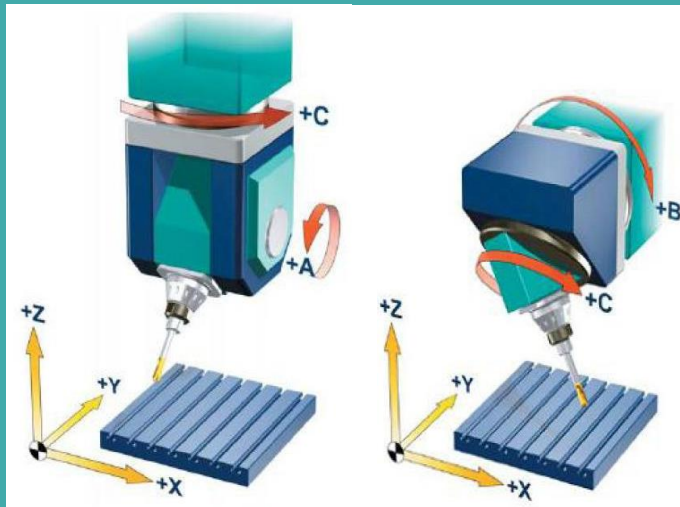
1 Repetition of basics

Mechanical design of milling machines

Both for 3+2 axis and for 5-axis simultaneous machining, **two rotary axes (A, B, or C) in addition to the three linear axes (X, Y, and Z)** are required for orientation of the tool.

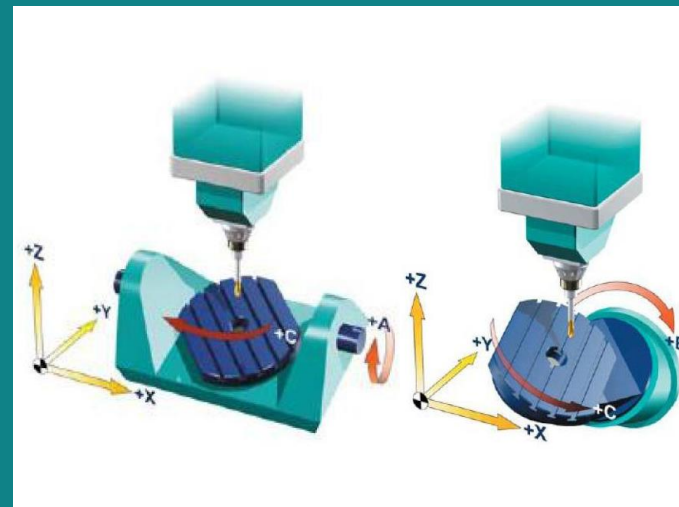
Depending on the kinematics of the machine, these 2 axes can be set by **a swivel head and/or a swivel table**.

Head-head kinematics



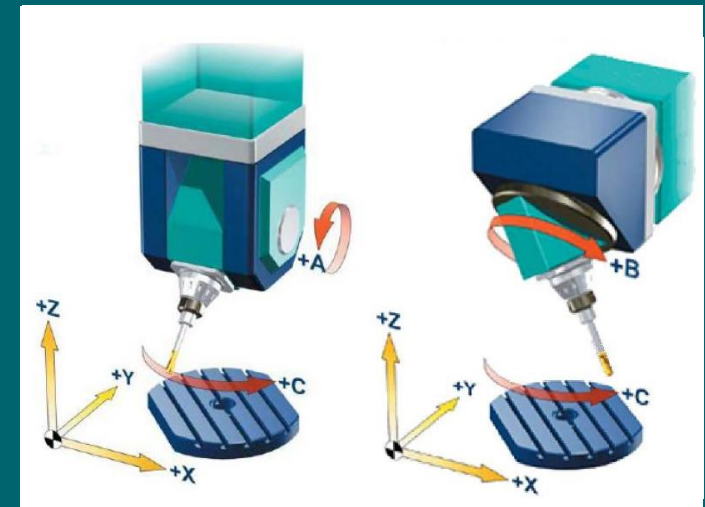
Swivel head

Table-table kinematics



Swivel rotary table

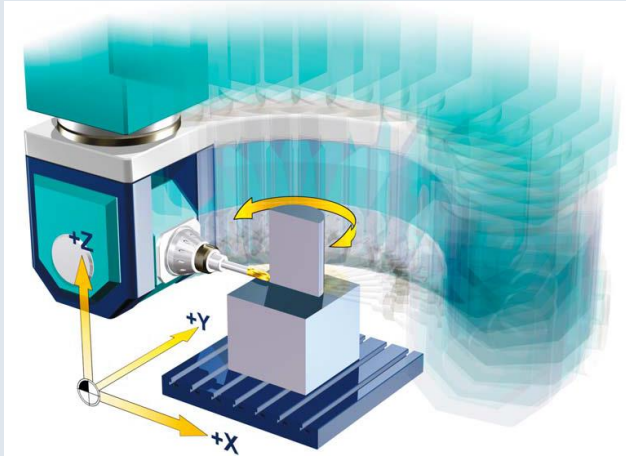
Mixed kinematics



Swivel head
and swivel rotary table

1 Repetition of basics

Mechanical design of milling machines – example

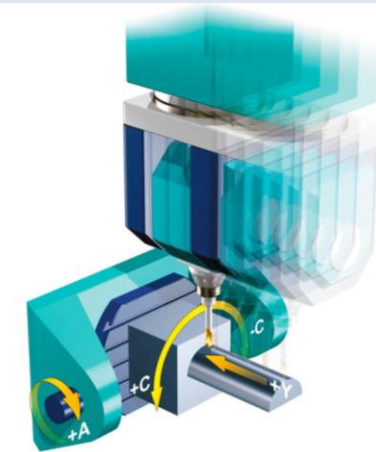


Motion sequence for head/head kinematics

- Machine kinematics with rotary axes A and C in the head
- Semicircle in plane X/Y with linear axes X and Y
- Tool always perpendicular to the workpiece surface due to rotation of the tool through 180° about the Z-axis \rightarrow C-axis
- Description of a semicircle (a circumference) with axes X, Y, and C

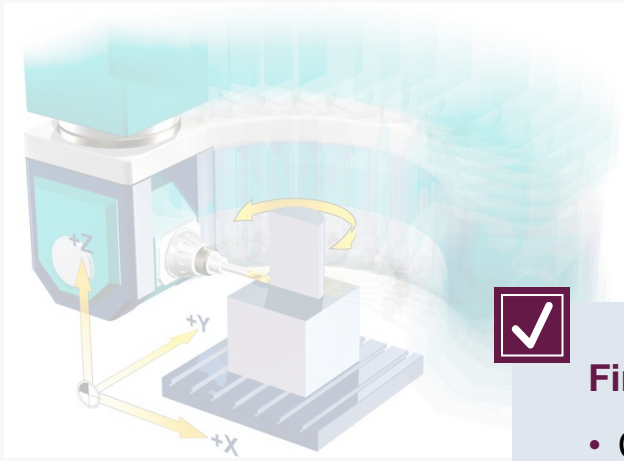
Motion sequence for table/table kinematics

- Machine kinematics with rotary axes A and C in the table
- Tool perpendicular to the workpiece surface \rightarrow Rotation of the A-axis through 90°
- Semicircle by rotation of the C-axis through $+90^\circ$ in each case to -90°
- Description of a semicircle (a circumference) only with the C-axis



1 Repetition of basics

Mechanical design of milling machines – example



Motion sequence for head/head kinematics

- Machine kinematics with rotary axes A and C in the head
- Semicircle in plane X/Y with linear axes X and Y
- Tool always perpendicular to the workpiece surface due to rotation of the tool through 180° about the Z axis → C axis



Findings:

- Completely different machine movements produce the same result
- Movement of the tool tip and tool orientation relative to the surface are identical

, Y, and C

Motion sequence for table/table kinematics

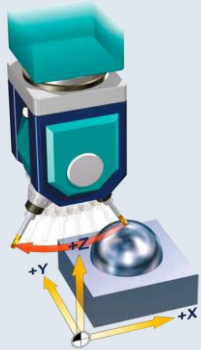
- Machine kinematics with rotary axes A and C in the head
- Tool perpendicular to the workpiece surface → Rotation of the A-axis through 90°
- Semicircle by rotation of the C-axis through +90° in each case to -90°
- Description of a semicircle (a circumference) only with the C-axis



2 5-axis transformation

Simultaneous movement of the linear and rotary axes

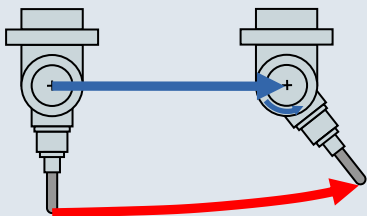
Tool orientation:



Movement of the rotary axis for orientation of the tool

→ Tool tip moves along a circular path

Synchronous motion:



Linear interpolation of the rotary and linear axis

→ Curved line

How can this effect be avoided in simultaneous 5-axis machining?

→ Complicated calculation of the axis movement would be necessary to prevent this unwanted movement.

2 5-axis transformation Solution: TRAORI

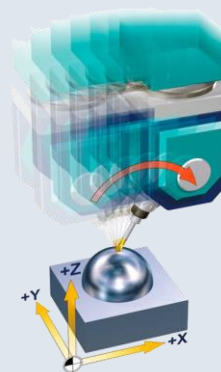
Tool orientation:

Movement of the rotary axis for orientation of the tool

→ Tool tip moves along a circular path

TRAORI

Tool orientation:



Movement of the rotary axis and compensating movements of the linear axes for orientation of the tool

→ Tool tip remains immobile in space

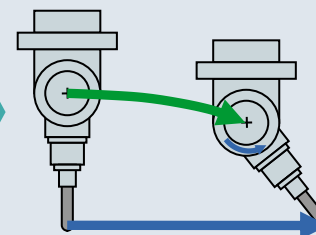
Synchronous motion:

Linear interpolation of the rotary and linear axis

→ Curved line

TRAORI

Synchronous motion:



Additional compensating movements in the Z-direction

→ Straight line

2 5-axis transformation

Tasks of the 5-axis transformation

```
SIEMENS
NC/
N10 G17 G71 G90 G54 G64
N20 T="SF_D16_3SN_VHM_SL"
N30 M6
N40 S12000 M3
G0 Z55
N50 TRAORI
N60
```

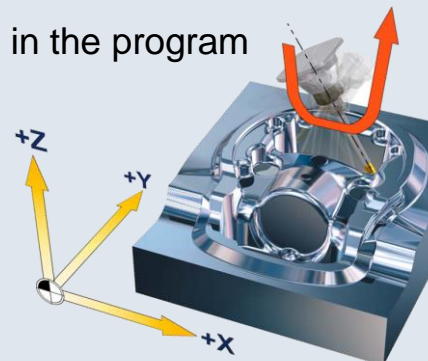
The **TRAORI** command activates the 5-axis transformation.

Position data now always refer to the tip of the tool.

→ NC programs only describe the relative motion between the tool and workpiece.

What does TRAORI do?

- Transformation of the relative motion between the tool and workpiece into machine axis movements.
- Automatic calculation of the compensating movements in X, Y, and Z on a change in tool orientation
- All axes are interpolated simultaneously
- Changes to the tool length and zero offset are considered in the program sequence.



→ Kinematics and tool-dependent NC programs.

```
SIEMENS
NC/
N200 X20 Y20 A3=0.35 B3=-0.35 C3=1
N210 G40 X0 Y0 Z2 A3=0 B3=0 C3=1
N220 TRAF00F
N230 M30
```

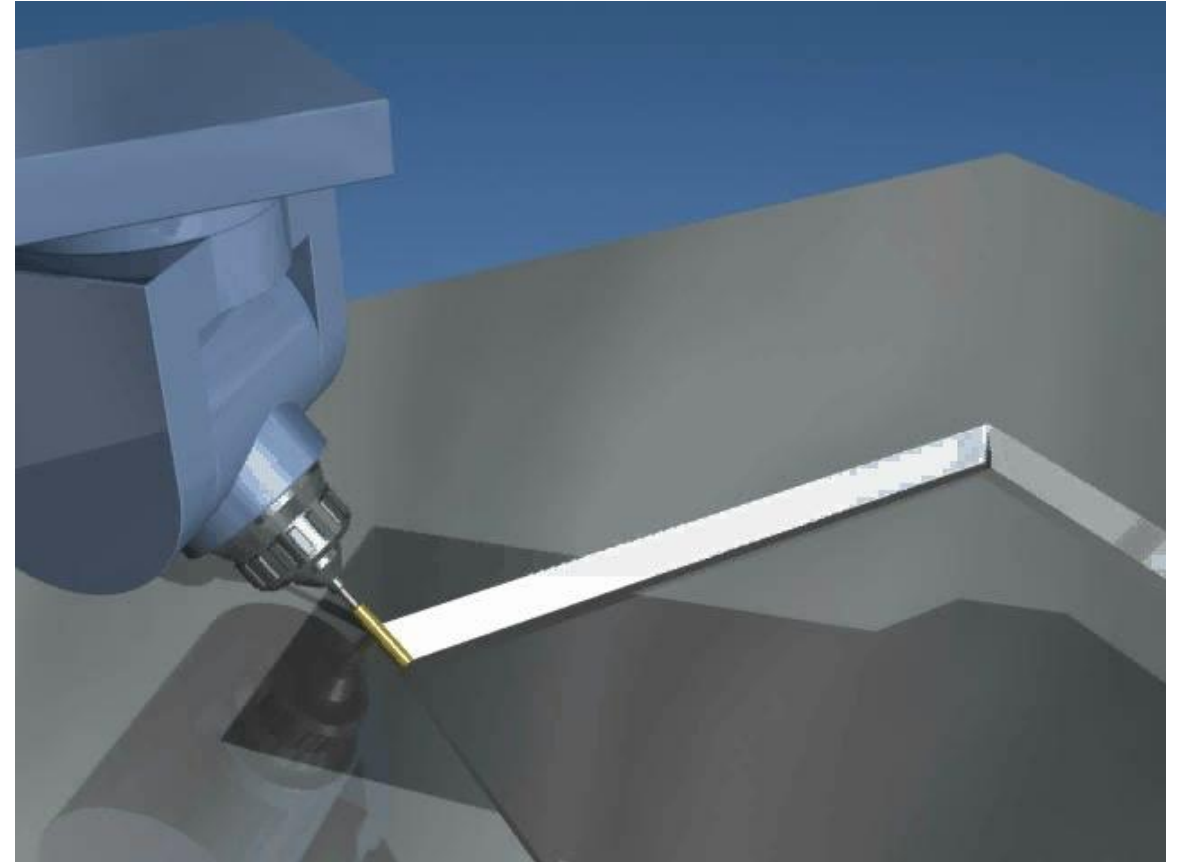
The **TRAF00F** command deactivates the 5-axis transformation.

3 Tool orientation

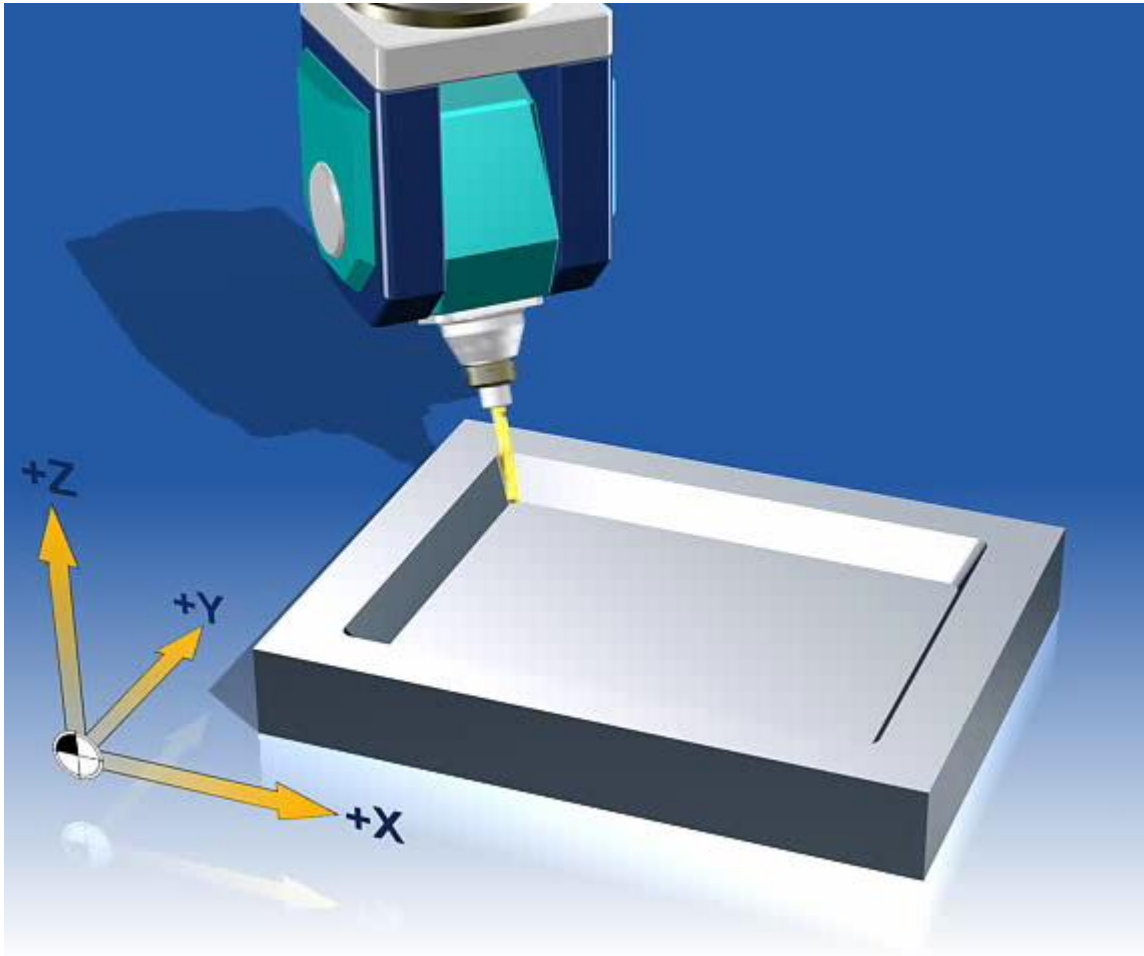
Linear interpolation ORIAXES

ORIAXES

- Command for linear interpolation = standard interpolation type
- Linear interpolation of the rotary axes synchronously with the movement of the tool tip
- Progress of orientation depending on the machine kinematics
- Can be used if tool is not required to move along a precisely defined surface in the WCS (e.g.: face milling with a ball cutter)

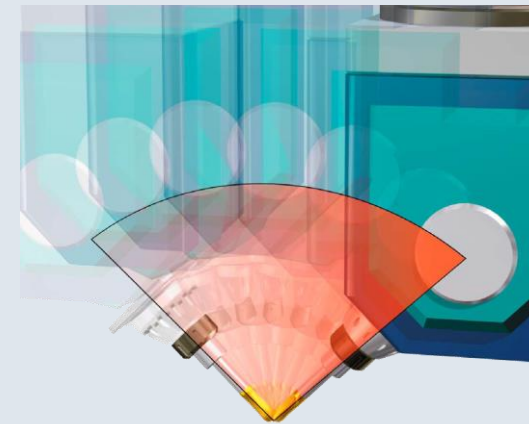


3 Tool orientation Vector interpolation ORIVECT



ORIVECT

- Command for vector interpolation
- Interpolation of the vector on the plane formed by the start and end vector
- Changes in orientation due to movement of the rotary axes by the shortest path
- Frequently for milling pockets with usually flat and inclined walls



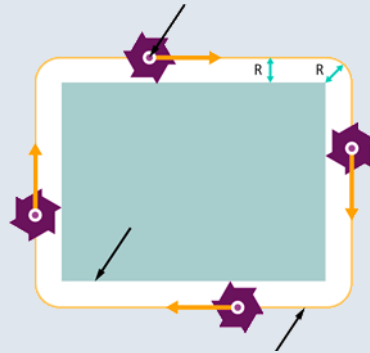
4 3D cutter radius compensation 2D cutter radius compensation to 3D cutter radius compensation

2 ½ D cutter radius compensation = conventional

Contour, center-point path of cutter

→ 2 ½ D (G41/42)

→ Tool orientation always identical



3D cutter radius compensation = extension

Continuous change in the tool orientation

→ Continuous change in the offset direction

→ Definition of the offset direction as a vector in space

3D cutter radius compensation

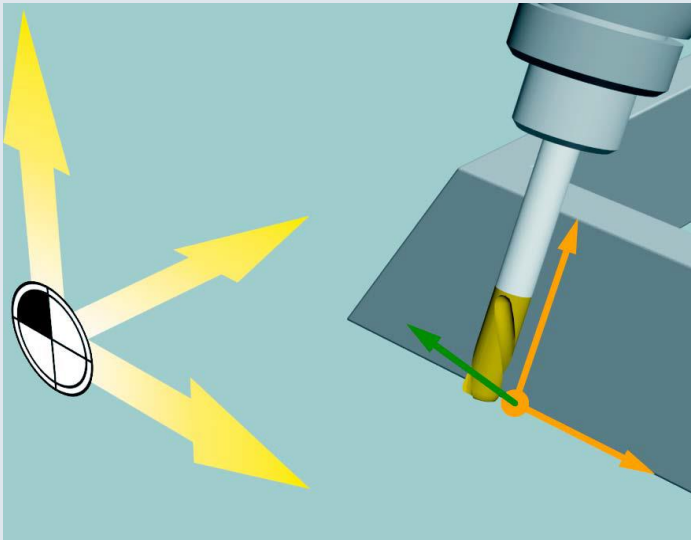
- Activation of the 5-axis transformation → TRAORI
- Activation of the 3D cutter radius compensation → CUT3DC/DF
- Compensation of cylindrical tool geometries:
 - Shank-type milling cutter with and without corner radius
 - Ball nose end mill
 - Cylindr. die-sinking cutter
 - Tapered die-sinking cutter
 - Beveled milling cutter with and without corner radius

4 3D cutter radius compensation

Difference between circumferential and face milling

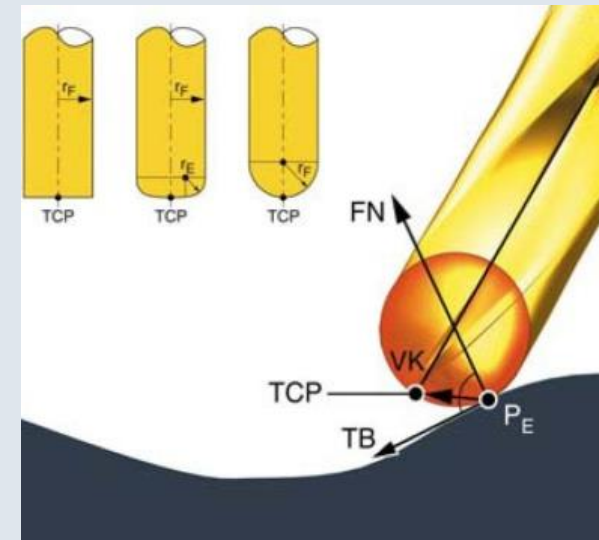
CUT3DC circumferential milling

- The direction of compensation is always perpendicular to the plane on which the cutter is moving



CUT3DF face milling

- Complex → No constant offset
- Compensation value and direction depend on the tool radius and corner radius
- Tool orientation relative to the workpiece surface



6 Summary



Command for 5-axis transformation (TRAORI / TRAF00F):

TRAORI enables convenient programming of the tool tip, independently of the kinematics of the machine.



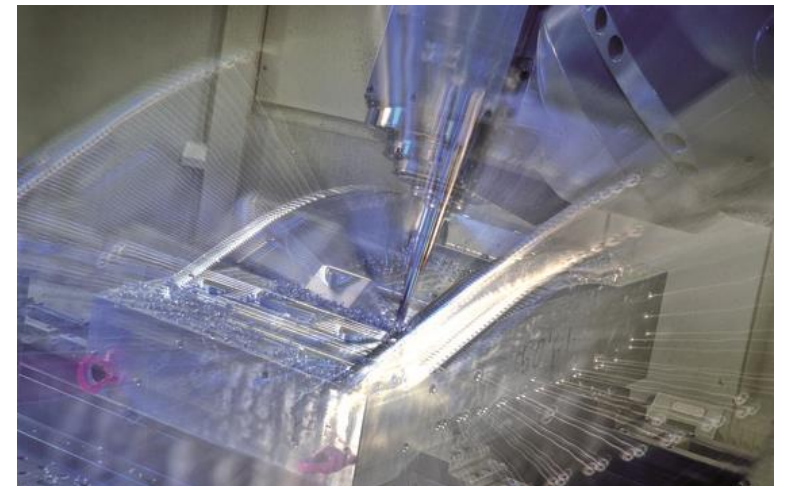
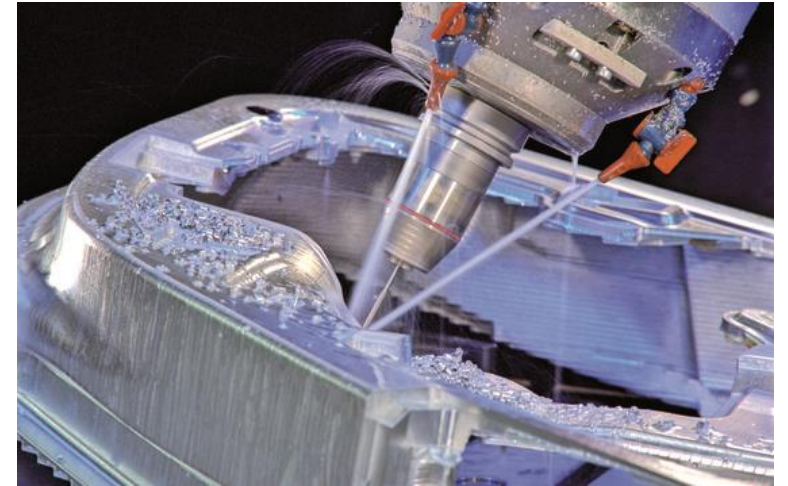
Orientation interpolations (ORIXES / ORIVECT):

ORIXES is the command for linear interpolation; ORIVECT, the command for vector interpolation of the tool orientation.



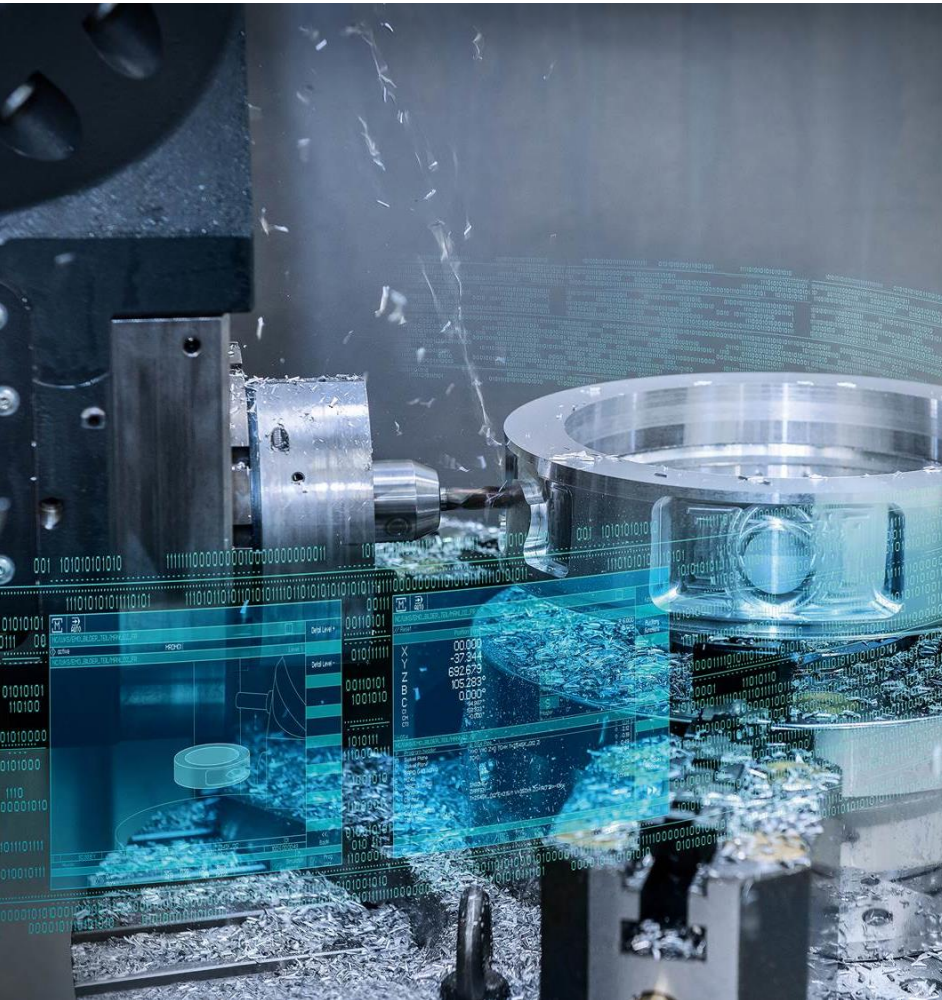
3D cutter radius compensation (CUT3DC / CUT3DF):

The 3D cutter radius compensation takes the changing movement of the tool orientation into account.



Vielen Dank für Ihre Aufmerksamkeit!

SIEMENS
Ingenuity for life



Technologie- und Applikationscenter Erlangen

Link zum Video:

<https://www.youtube.com/playlist?list=PL45872A31E6FECBD0>

siemens.de/cnc4you