

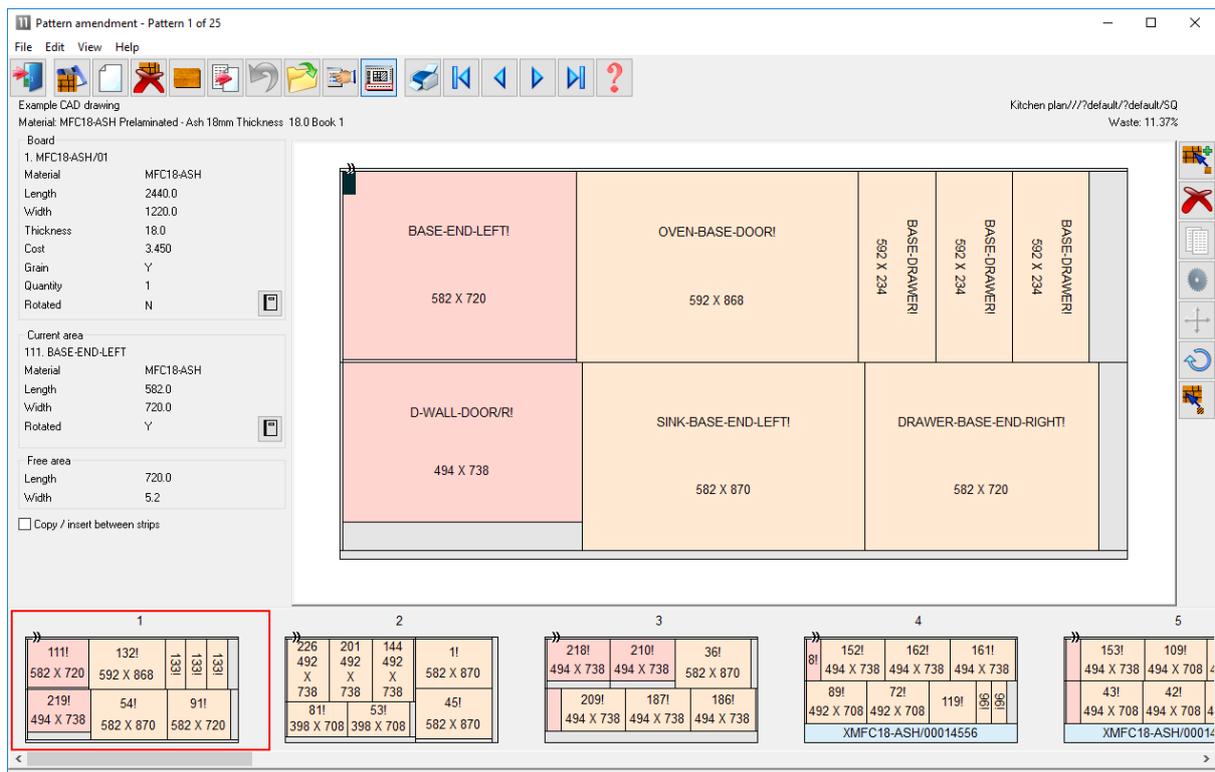
Pattern amendment

Edit patterns and create new patterns manually (without optimising)

Pattern CAD drawing amendment can be useful for including last minute production changes and for using up offcuts.

Simply double click the Pattern screen from Review runs and you can start editing patterns.

The program displays the pattern editor (pattern amendment).



Pattern amendment

The pattern is shown at the right and information about the pattern is shown to the left. The bottom pane (Preview bar) shows a thumbnail view of the patterns in the run.

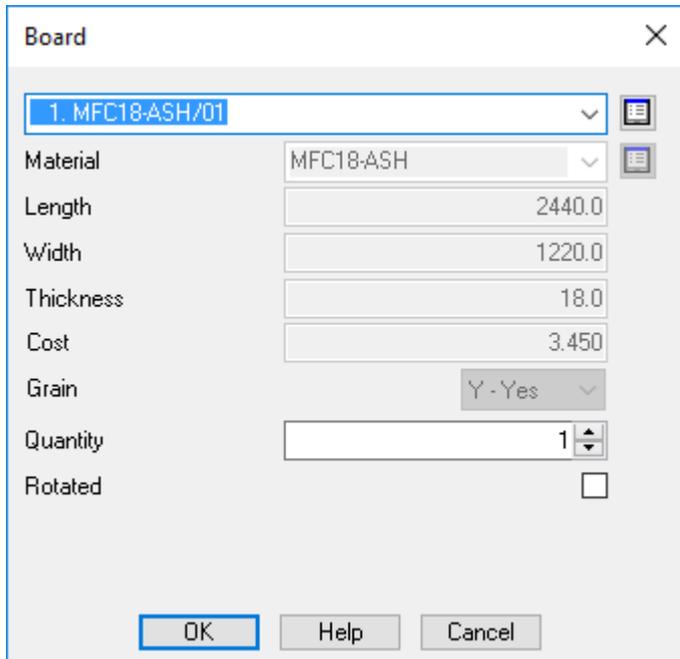
From this point you can add, copy or delete parts, copy or delete strips, insert or delete head cuts, fill in offcuts and make any change to an existing pattern that you need. You can also change the board quantity and the board rotation and the size of the board or place the existing set of parts on a different board.

Parts can be moved or copied from the pattern shown to patterns in the preview bar - making it easy to alter or adjust patterns.

The program checks all the actions you take and will prevent you moving or copying items to areas that are too small or creating a pattern that violates the basic parameters such as trims.

Board information - At the top left of the screen is information about the current board (Item no, board code, material code, length, width, thickness, cost and quantity). Note that the board item number is the item number of the board in the working board list.

To edit the current board (change the run quantity, rotate the board) select the 'Properties' button in the Board information section of the screen. The Boards dialog is displayed and you can use this to change the current board.



Pattern amendment - board information

Current Area information - As the cursor moves around the pattern information about the area under the cursor is shown in the Current Area information at the left of the screen.



Pattern amendment current area

If the cursor is positioned on a part, the following information is shown: Item Number, Description, Material, Length, Width, Rotated (y/n). This is the main part information from the part list.

If the cursor is positioned on an area of waste (offcut or scrap) the window shows a description of offcut or scrap also the length and width of the area. When you add a part the program works out how many of each part fill the space you are adding to and automatically inserts the correct number of items. You can also create new parts (that are not in the part list or part library - enter a part code and the dimensions and any other information).

Free Area information - At the bottom of the information at the left of the screen is the Free Area information - this shows the size of the waste at the end of the strip that the cursor is on.

Free area	
Length	106.0
Width	592.0

Pattern amendment - free area

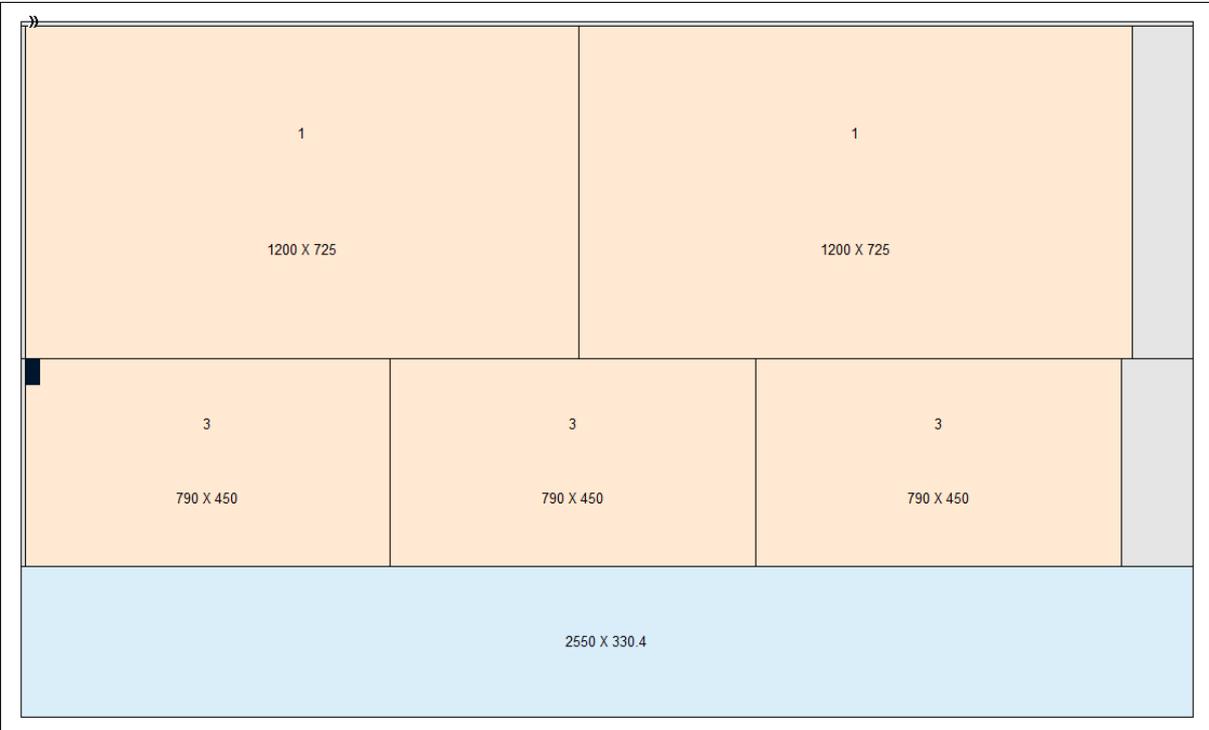
When the cursor position is within a recut the free area refers to the waste below the recut (not the waste at the end of the strip).

Manual patterns - You can also create patterns manually with the MANUAL PATTERNS option on the OPTIMISE menu at the Part list screen.

Pattern amendment - example

In this example we are deleting a large part from an optimised run and adding in its place some plinths which are urgently required to replace 80 damaged plinths from a previous order.

We first locate the pattern with the part to delete and select the part by placing the cursor on it or by using the space bar.

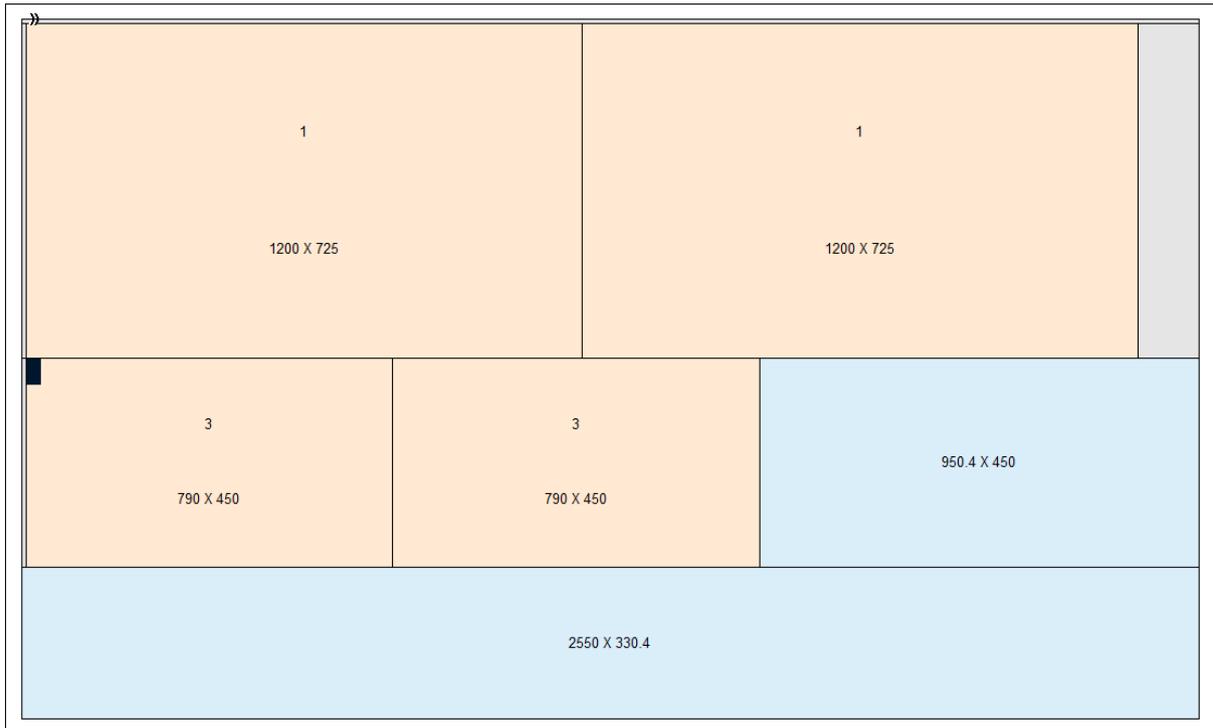


Pattern amendment – edit

Part 3 will be deleted and the area reused with some other parts that have become more urgent.

Take care when manually adjusting patterns because if too many changes are made then this may produce very inefficient cutting - in this case it is better to change the part list and re-optimize.

Select DELETE or the DEL button to remove the part.

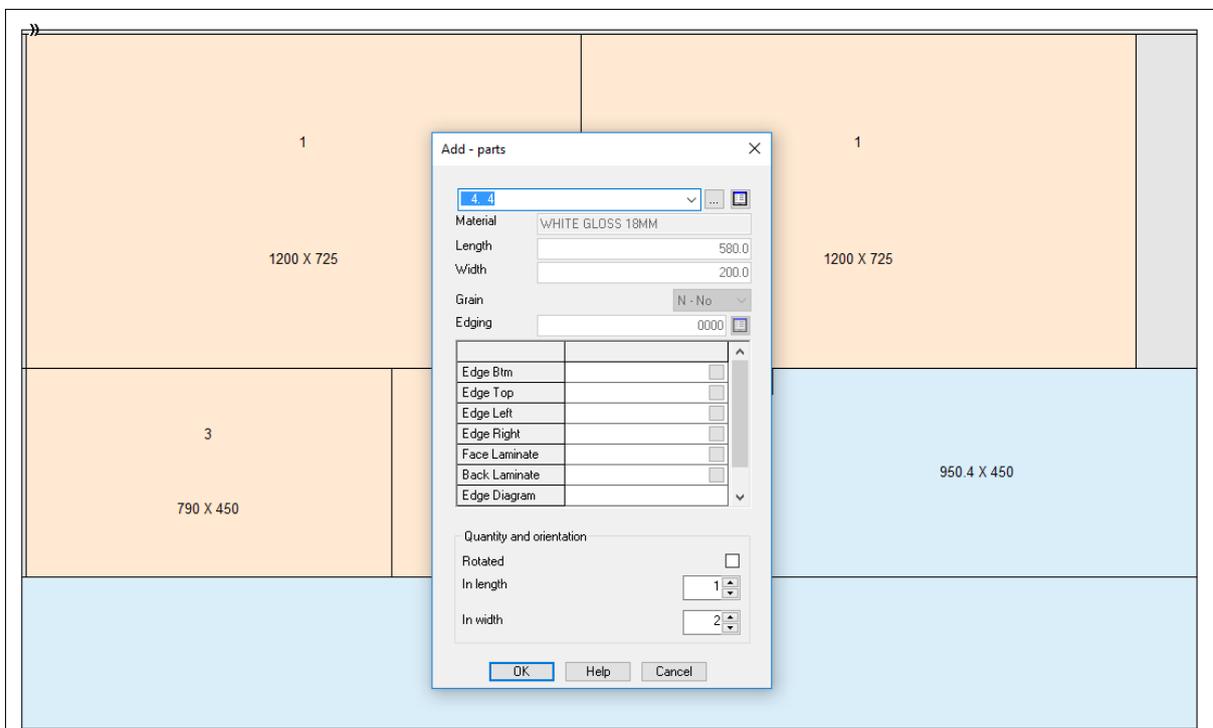


Pattern amendment – edit

The Area is shown as an offcut (or waste) as a shaded or coloured area.

The size of the waste area is shown. Note that not all of the area may be available because trims still need to be taken into account.

We now use the ADD option to add the parts required.



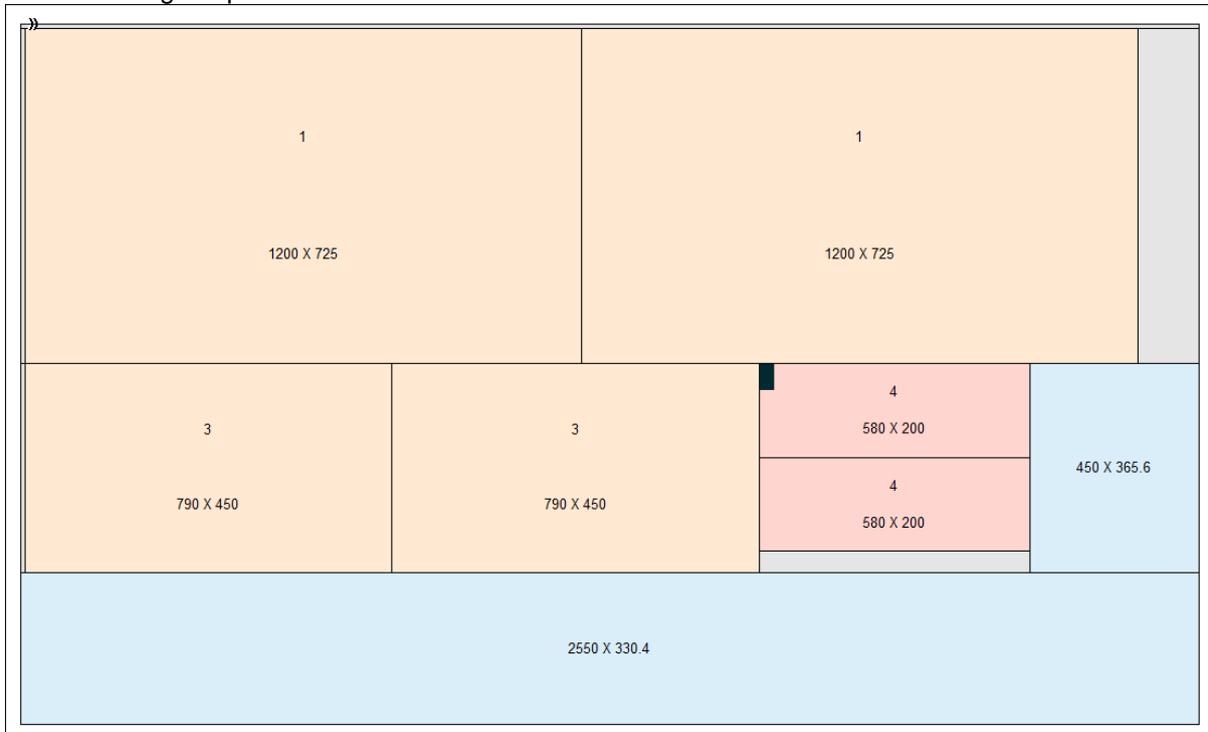
Pattern amendment - add part dialog

The ADD dialog automatically shows the number that fit in the length and width.

In this case the part was added from the part library as it was in the original part list.

It is also possible to use parts not from existing lists or enter a part sizes manually.

After checking the part select Ok to add



Pattern amendment – edit

Note - deleting a part from a pattern with run quantity of '5' deletes 5 of that part from the run.

Material - the material of any added parts must match the board material.

Pattern Amendment Summary

Manual editing of optimised patterns	•
Import of patterns	•
Addition of parts from the existing run	•
Addition of plus parts from the part library	•
Export of patterns	•