What's New in Woodwork for Inventor V13

woodwork FOR INVENTOR

1. Woodwork for Inventor API

Woodwork for Inventor API. Allows the user to create their own applications and use the functionality of Woodwork for Inventor in them. It currently covers the following areas:

1. Reading materials from the Woodwork for Inventor database and use them for material assignment.
2. Fill Material assignment to the part and Cover Material assignment to the part Faces.
3. Deleting materials from a part.
4. Control grain direction of materials.
5. Workpiece Oversize management.
6. Additional functionality that allows you to automatically get collections of faces that contain only a collection of the side surfaces of the furniture part or get Top or Bottom faces collection of part.

A proprietary application can be developed in C #, VBA and iLogic environments.

2. Post-Processor API

Allows the user to create their own CNC machine Post-Processor. Post-Processors are written in JavaScript, which can be edited with any text editor.

3. Macros Features and APIs

Macros functionality allows you to create a CNC machining program snippet for the hardware component. The user can create CNC machining fragments that are difficult to implement with standard Woodwork for Inventor CAM operations. Macros description is created in JavaScript.

4. Modified and improved Skeleton DressUp operation

1. The Panel Extend command is entered. It allows you to extend a specified panel to a specified work plane. The workplane, or any flat face of another panel, can serve as a boundary for extend. You can specify the gap to be left between the part and the boundary.
2. Modified Panel Trim command. Previously, the panel could only be trimmed with another panel or work plane. Any flat face of the panel can now be specified as the boundary for trim. Additionally, you can specify the gap you want to leave between the bounding plane and the trimmed panel.
3. Modified Panel Miter command. You can now specify a gap of the required size between the miter connected panels.

5. Introduced work with Model State components:

You can create your own standard furniture hardware components based on the Autodesk Inventor Model State feature. Configuration management is provided in the following areas:

1. Hardware Attachment - allows you to select the desired component configuration before placing it in the design context.
2. iMatch - Allows you to transfer a Model State configuration from one component to another.
3. The BOM generator correctly responds and interprets Model State configurations.

6. Material Editor Improvement

It is now possible to filter the records of Material Database to make them easier to find.

7. BOM

The keyword {Item.Mass} has appeared in the specification generator keyword system, which allows you to derive the weight of the part into the specification.

8. AutoPlot improvement

A new option has been added to the settings of part orientation in a view. If CAM technology of part is presented, the part can be oriented by part clamping and it has the most operations. It is also possible to ask the part to be turned on that face, except for the sides, which have the smallest area.

9. CAM module Improvement

1. Changed the tool length verification mechanism. It is now attached to the body of the workpiece part, not to the inclined planes of the operation. This helps to avoid the unjustified requirement to use very long tools. The diagnostic mechanism now graphically shows at which point in the path, due to the short length, the tool is damaging the workpiece.
2. Nesting technological operation is supplemented by tool information.
3. Contour machining algorithms and stability were further improved.

10. Errors and inaccuracies in the operation of the system continued to be corrected.