
Autodesk® PowerMill®

MTD User Guide



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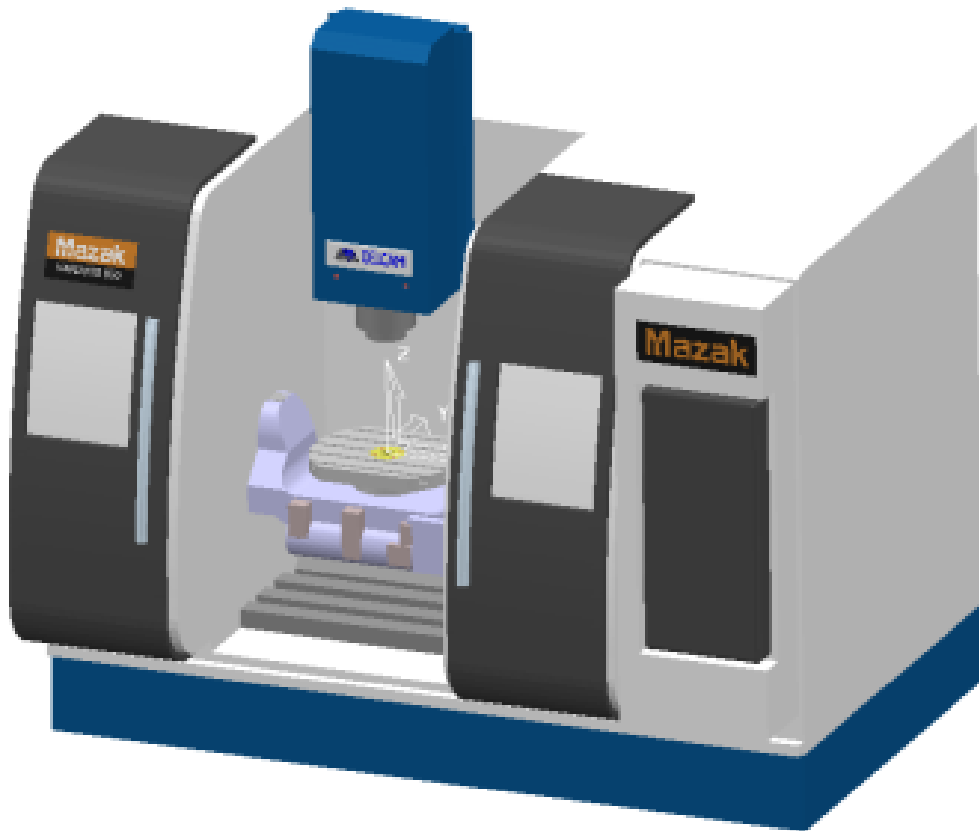
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Introduction

This guide describes how to create an MTD file and how to modify an existing MTD file to suit a particular application. It includes descriptions of the components of MTD files and machine tool simulation.

To use this guide, you must have:

- A CAD model for the machine tool. This includes the spindle, machine head, table and any other aspects of the machine you want to simulate, such as the bed and the housing.
- A technical data sheet, with information about:
 - Axis limits.
 - Axis lengths.
 - Dimensions.
 - Home positions (distance between table and spindle).
 - Coordinates of the tool changes.
- CAD models of the external components. This includes items which are not linked to the machine tool, such as fixtures and controllers.
- A Text editor and source code editor, such as Notepad++, for use with Microsoft Windows.



Coordinates, workplanes and distances

World Workplane Position

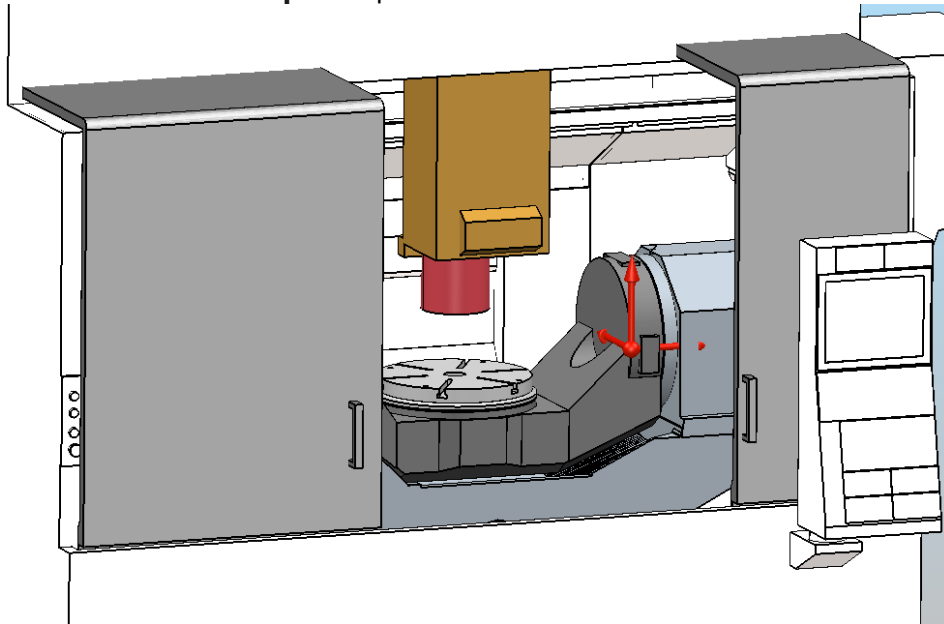
When you assemble the machine tool CAD data in PowerShape, the centre of the table is located at the world coordinate (0, 0, 0). All other parts of the machine tool are located with reference to this position. The spindle should be located at **Home** or **Z-Maximum** position.

Zero Position

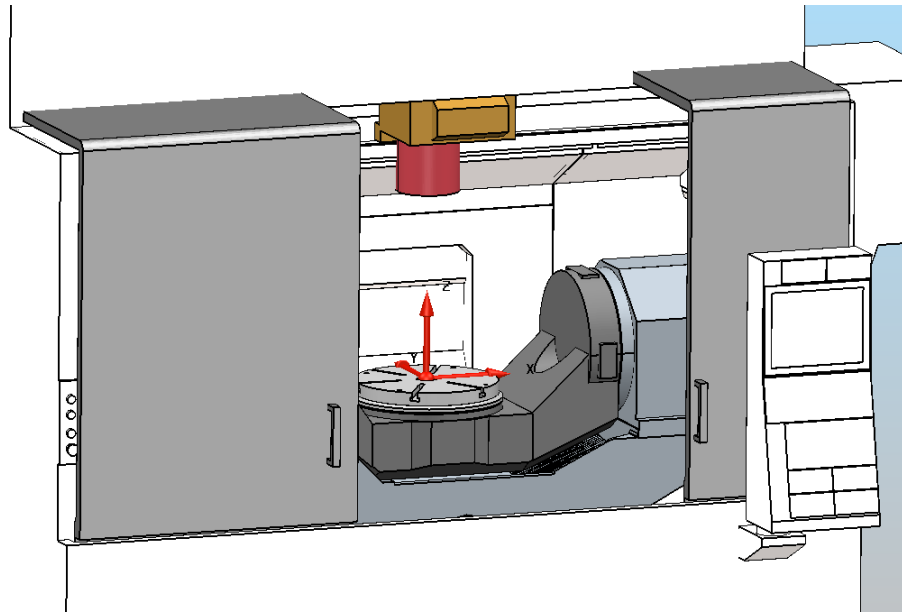
This is the position you want the machine tool to return to when you click **Home** in PowerMill. It is the position of the model that makes up the machine tool as it appears in PowerShape.

If the **World Workplane** position or the **Zero** position are incorrect, save the parts of the machine in the correct position. This also applies to PowerShape: you can move or rotate parts of machine to the correct position.

Incorrect **World Workplane** position:



Correct **World Workplane** position:



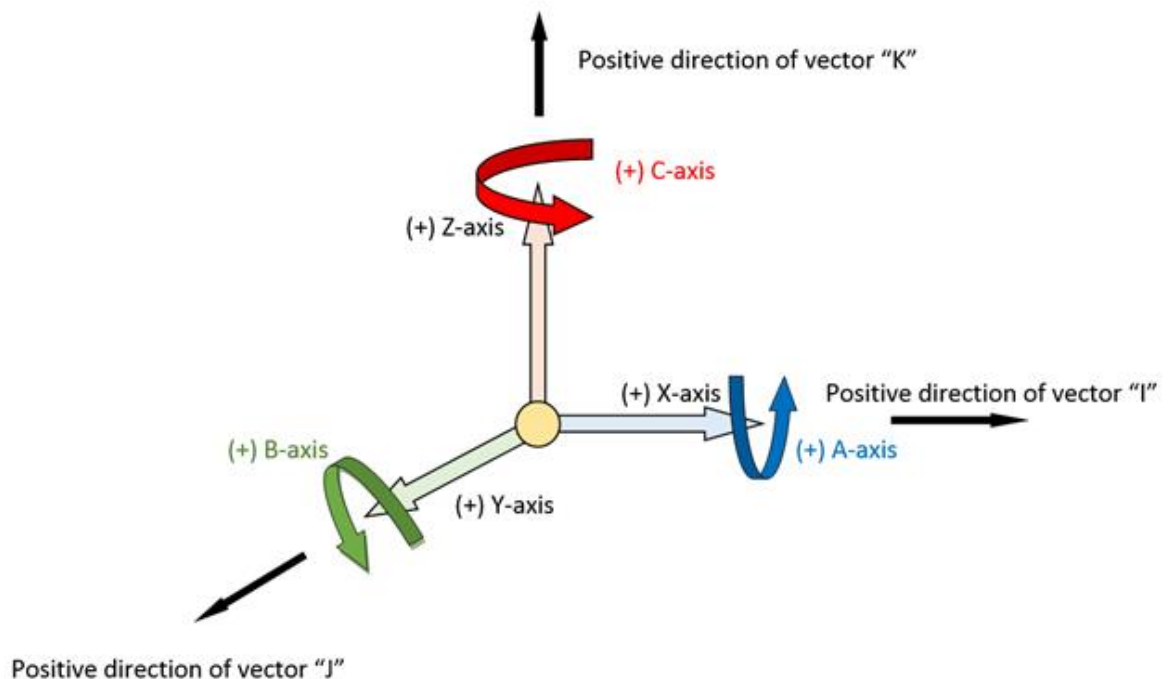
Axes Directions

The movement of a machine tools axis, whether linear or rotational, is defined in the *.mtd file as a vector value (i, j and k). It is important that you check which direction you want an axis to move.

- **Axis Limits** — Verify the minimum and maximum allowable movement value for each axis of the machine tool. This can be found from the machine tool manufacturer's technical data.
- **Head Attach Point** — This is the point where the tool attaches to the spindle. It should be given as XYZ value and also include the orientation of the tool axis vector as an IJK value. It is best practice to measure this coordinate within PowerShape (use tools to create geometry at the centre of the spindle tip).

The following diagram shows the linear and rotary vectors of movement:

- around linear X-axis is the **A** rotary axis.
- around linear Y-axis is the **B** rotary axis.
- around linear Z-axis is the **C** rotary axis.



In some cases, there are machines with more than 6 axes that are not kinematic. In this case, use another capital letters, such as **D**, **F**, and **G**.

Preparing CAD Data in PowerShape

Loading and organising the CAD data

You can obtain the data from the machine tool manufacturer or you can model it yourself. The first step is to load and arrange the data you have in PowerShape. You can remove unnecessary surfaces or solids, and then assign each axis model onto separate PowerShape levels.

It is advisable to label axes by their type, for example, X, Y, Z, A, B, C, Head, Bed and Table.

Moving the Machine into the origin position

To create a link between the world coordinates of PowerShape and PowerMill, it is advisable to position the machine so that the **World Workplane** position is located at the centre of the table of the machine.

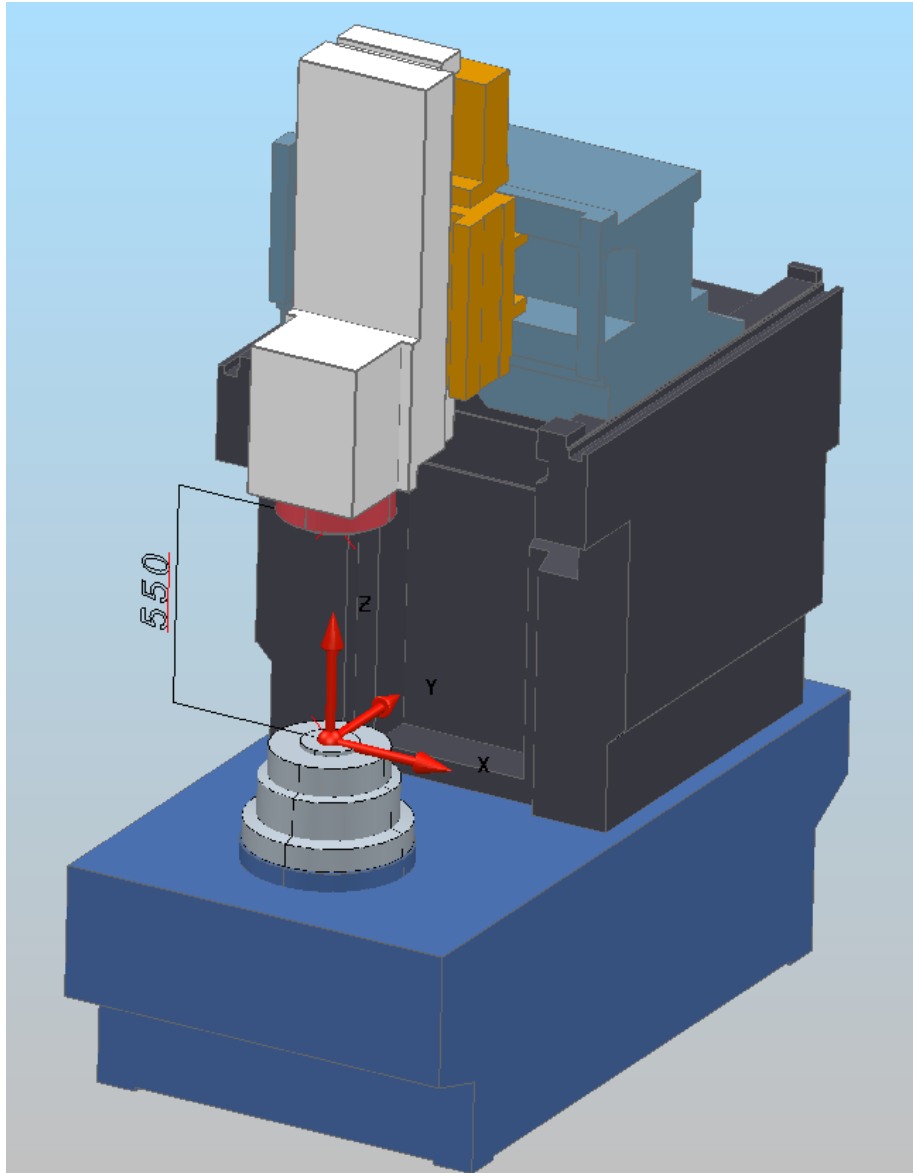
The next step is to move the axes of the machine tool into the correct position, if necessary.

The machine tool model data may set the **Home** position of an axis to an inappropriate position. For example the Z axis may be set to a position either touching or just above the machine table. In this instance you may want to change the position of the Z axis so that when it imported into PowerMill it is clear of the model.

The following graphic shows:

- Centre of table:
 - **X=0**
 - **Y=0**
 - **Z=0**
- Centre of nose spindle:
 - **X=0**
 - **Y=0**
 - **Z=550**

The position of the **Z** axis component from the **World Workplane** must be measured and recorded in PowerShape if it is positioned from its zero point, as this is used in the *.[mtd](#) file. This is the value of the gauge face and is crucial in attaching the tool to the machine tool. The rotation centre must be measured and recorded for later use.

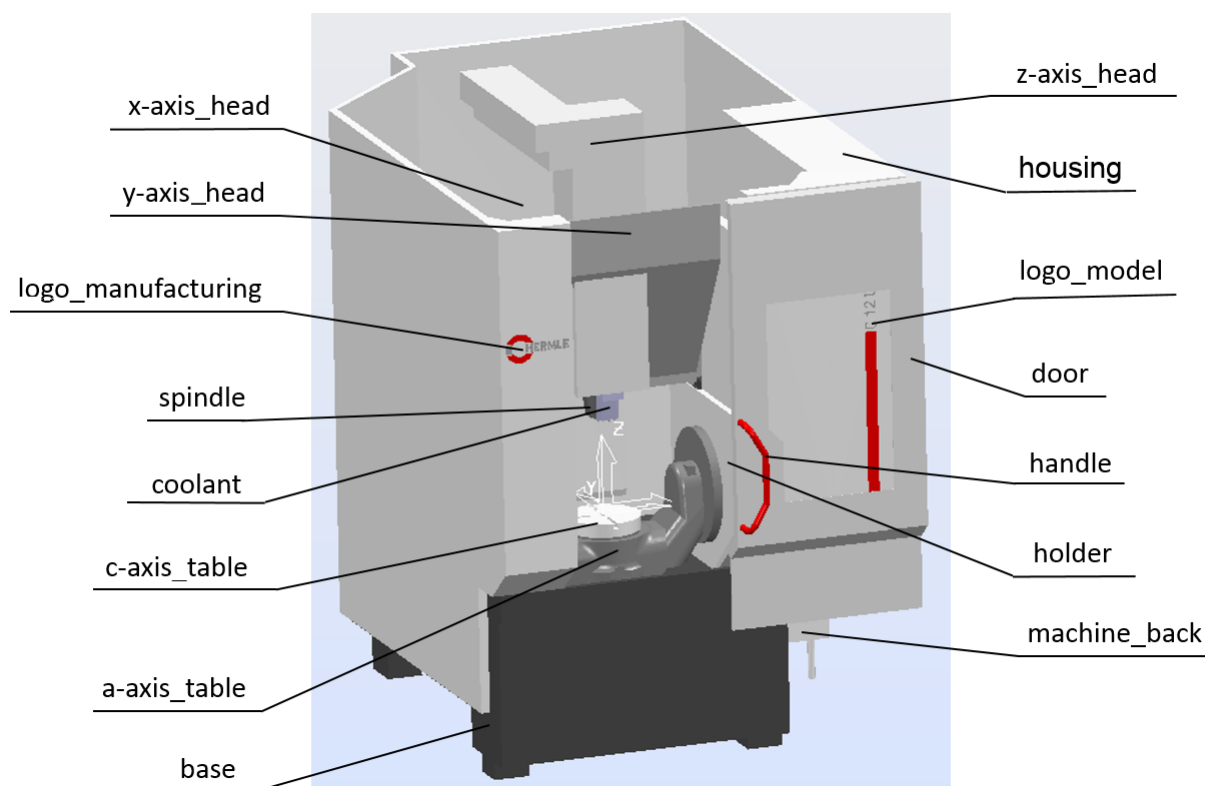


Importing External Components

If the machine tool contains a housing, tool-changer, controller or other static entities, they must be imported or created now and positioned correctly. The machine tool model must represent the machine that is being simulated.

Exporting Machine Tool Entities

Each axis of the machine tool (for example, the spindle, table, housing and the logos) must be exported into separate *.dmt files so you can simulate them and edit their colour. See the example below machine tool **Hermle_C12_SRT320**.



The *.dmt file contains triangles: the more triangles, the better the simulation appears. However, with more triangles, the simulation and collision-checking run more slowly.

Choose a tolerance value:

- A tolerance value of 0.025 mm is recommended as a good balance between quality and file size for: upper surfaces of table, spindle and some other important parts in simulations (the movable parts in working area).
- A tolerance value of 0.05 mm is recommended as a good balance between quality and file size for: parts of linear and rotary movements (X-axis; Y-axis; Z-axis and additional equipment).
- A tolerance value of 0.25mm is recommended as a good balance between quality and file size for static parts, logo, base, cnc controller and other stationary elements.

If the simulation runs too slowly, reduce the triangulation tolerance value. All parts included on *.mtd should not occupy more than 3-5 MB of memory.

The tolerance values are specified in the PowerShape Options dialog. To view or change the settings, select File > Options > Application Options > Data Exchange > Triangle/Mesh.

Folder Structure

You must have:

- A folder containing all of the *.dmt files for the machine tool.
- The *.mtd file which describes the kinematics of the machine tool.

*.mtd File Structure

An *.mtd file has details of the solver needed to drive the machine tool. It also defines the attach points for the head and table of the machine tool. The remainder of the file is made up of objects called `machine_part`. There are two `machine_part` objects which must exist. They are called `head` and `table`. Their names must be written in lower case.

A `machine_part` can have:

- Other `machine_part` objects associated with it



An axial component can be a child of another component, which is important when dealing with the various multi axis configurations.

- Axis controls associated with it.
- *.dmt files associated with it.
- Axis controls:
 - Linear or rotational movement.
 - Rotary controls must have an address letter associated to them (typically designated as A, B or C).
 - Travel and angular limits can be defined.
 - X, Y and Z coordinates. X, Y and Z can be orientated anywhere as long as they are orthogonal.



Only right handed axis systems are supported.

The types of axis that can be configured are:

- `simple_linear` which requires direction.
- `simple_rotary` which requires a position and a direction.



To reverse a rotation direction, reverse the direction of vectors. Remember to reverse linear direction vector, if the table controls the axis.

When you want to create an *.mtd file, you can install the text editor on your computer, for example Notepad++



You can download Notepad++ from <http://notepad-plus-plus.org/download>). In the **Main** toolbar, select **Language > XML**.

An *.mtd can consist of 6 blocks:

- Machine description (header).
- Description of PostProcessor Solver.
- Description attach points (`table_attach_point` and `head_attach_point`).
- Description of static elements.
- Description of the movable elements. The `head`.
- Description of the movable elements. The `table`.

The following is an example *.mtd:

<pre><?xml version="1.0" ?> <!-- ***** --> <!-- Machine Tool Manufacturer : _____ --> <!-- Machine Tool Model : _____ --> <!-- Machine Tool Type : _____ --> <!-- When : _____ --> <!-- Checked By : _____ --> <!-- ***** --></pre>	1
<pre><machine xmlns="x-schema:PowermillMachineTool" POST="pmpMultiaxis.*"></pre>	2
<pre> <table_attach_point PART="table" X="0" Y="0" Z="0"/> <head_attach_point PART="head" X="0" Y="220" Z="430" I="0" J="0" K="1"/></pre>	3
<pre><!-- ===== The static parts ===== --> <machine_part> </machine_part></pre>	4
<pre><!-- ===== The head ===== --> <machine_part> <machine_part NAME="head" /> </machine_part></pre>	5
<pre><!-- ===== The table ===== --> <machine_part> <machine_part NAME="table" /> </machine_part> </machine></pre>	6

Editing the *.mtd file for tool change simulation

Attaching a tool to a machine part

Each `<machine_part>` has a list of tools connected to it. Use the `TOOLPASS` `"PART_NAME"` command to pass a tool to a part. This removes the tool from the machine-tool or part and attaches it to the machine part. It is treated as a part of the model for that part and is moved with the part

Defining moves before and after a tool change

Use `<tool_change_pre_moves>` to define moves before a tool change and `<tool_change_post_moves>` to define moves after a tool change. This makes it easier to implement multiple tool changers. For example:

```
<machine>
<tool_change>
<tool_change_pre_moves/>
<tool_change_moves NUMBER="1"/>
<tool_change_moves NUMBER="2"/>
<tool_change_post_moves/>
</tool_change>
<tool_change>
<tool_change_pre_moves/>
<tool_change_moves NUMBER="3"/>
<tool_change_moves NUMBER="4"/>
<tool_change_post_moves/>
</tool_change>
</machine>
```

Limiting commands to pickup or putdown

You can limit PowerMill to use commands only when a tool is being picked up or put down:

- Pick up — Use a prefix of `GETONLY`.
- Put down — Use a prefix if `PUTONLY`.

Prefixes are followed by a colon, for example:

```
<tool_change_moves NUMBER="1">
MOVETO A0
# Put the tool down and pass it to the tool changer
PUTONLY: TOOL PASS "TOOLCHANGER"
# Pick the tool put and pass it to the machine
GETONLY: TOOLCHANGE
MOVETO A90
</ tool_change_moves>
```

Hiding static components

There is a `HIDDEN` axis priority that behaves like the `STATIC` priority but does not show in the **Machine Tool Position** dialog. For example:

```
<machine_part>
<axis>
<control_info ADDRESS="T" HOME="0" VALUE="0" PRIORITY="HIDDEN" />
<simple_rotary X="0" Y="2550" Z="0" I="0" J="0" K="1" />
</axis>
</machine_part>
```

Specifying a tool change time

You can specify the time (in milliseconds) it takes for a tool to move. Add a `TIME` argument after the `MOVETO` command, for example:

```
<tool_change_moves NUMBER="1">
MOVETO A0 TIME=50
TOOLCHANGE
MOVETO A90 TIME=50
</tool_change_moves>
```

The time you specify is a target, as collision checking takes precedence over the competition of a move within a specified time.

Machine description

The machine description can include the following information:

- The Machine Tool Manufacturer.
- The Machine Tool Model.
- The Machine Tool Type.
- The Machine Tool Configuration.
- The Linear Axes Limits.
- The Rotary Axes Limits (if these exist).
- The Component Tolerance (0.025, 0.05, 0.25).
- The name of the person that built the *.mtd file.
- The date the *.mtd file was built.
- The name of the person that tested the *.mtd file (if necessary).
- Any problems that were fixed in the *.mtd file.



*This information should be presented as **User Comments**.*

```

1  <?xml version="1.0" ?>
2  <!-- ***** -->
3  <!-- Machine Tool Manufacturer : Hermle -->
4  <!-- Machine Tool Model      : Hermle C12 SRT320 -->
5  <!-- Machine Tool Type       : 5-Axis Mill -->
6  <!-- Machine Tool Configuration : 5-Axis Table-Table -->
7  <!-- Linear Axis Limits      : Xmin -175 Xmax +175 -->
8  <!--                        : Ymin -220 Ymax +220 -->
9  <!--                        : Zmin +100 Zmax +430 -->
10 <!-- Rotary Axial Limits     : Amin -115 Amax +115 -->
11 <!--                        : Bmin -      Bmax -      -->
12 <!--                        : Cmin -inf Cmax -inf -->
13 <!-- Component Tolerance     : 0.025,0.05,0.25 -->
14 <!-- ***** -->
15 <!-- Who                      : xpolk -->
16 <!-- When                     : 23.10.2014 -->
17 <!-- Checked By              : Name of Colleague -->
18 <!-- Checked                  : Date Checked -->
19 <!-- Revision                 : 1.001 -->
20 <!-- Why                      : _____ -->
21 <!-- Fixed                    : _____ -->
22 <!-- ***** -->
23 <!-- Hermle_C12_SRT320 -->
24

```

Where:

<!-- starts a comment.

--> closes a comment.



If you use XML, user comments are highlighted in green.

See an example of the text below:

```
<!-- *****-->
<!-- Machine Tool Manufacturer      : Hermle          -->
<!-- Machine Tool Model           : Hermle C12 SRT320  -->
<!-- Machine Tool Type            : 5-Axis Mill       -->
<!-- Machine Tool Configuration    : 5-Axis Table-Table -->
<!-- Linear Axis Limits           : Xmin -175  Xmax +175 -->
<!--                               : Ymin -220  Ymax +220 -->
<!--                               : Zmin +100  Zmax +430 -->
<!-- Rotary Axial Limits          : Amin -115  Amax +115 -->
<!--                               : Bmin -      Bmax -      -->
<!--                               : Cmin -inf   Cmax -inf   -->
<!-- Component Tolerance          :    0.025, 0.05, 0.25 -->
<!-- *****-->
<!--                               Who           : xpolk          -->
<!--                               When          : 23.10.2014     -->
<!--                               Checked By    : Name of Colleague -->
<!--                               Checked      : Date Checked    -->
<!--                               Revision     : 1.002           -->
<!--                               Why          : Fixed wrong position-->
<!-- 12.01.2015                    Fixed      : fixed hierarchy  -->
<!-- *****-->
<!-- Hermle_C12_SRT320 -->
```

Description of PostProcessor Solver

Below is a screenshot of the **PostProcessor Solver**:

```
23 <!-- Hermle_C12_SRT320 -->
24
25 <machine xmlns="x-schema:PowermillMachineTool" POST="pmpMultiaxis.*">
26
```

POST is the most important part here as it tells PowerMill how or where to drive the machine tool simulation. You must have the correct string in the [MTD](#) file as **PostProcessor** is used to drive the [MTD](#) file. What you see in PowerMill is also what the post outputs to the machine. Without that string, you cannot guarantee that the [MTD](#) and the posted code match.

Below the text example of PostProcessor Solver:

```
<machine xmlns="x-schema:PowermillMachineTool" POST="pmpMultiaxis.*">
```

Also, without the DPP solver, you cannot use the orientation vector functionality.

Description of the attach points

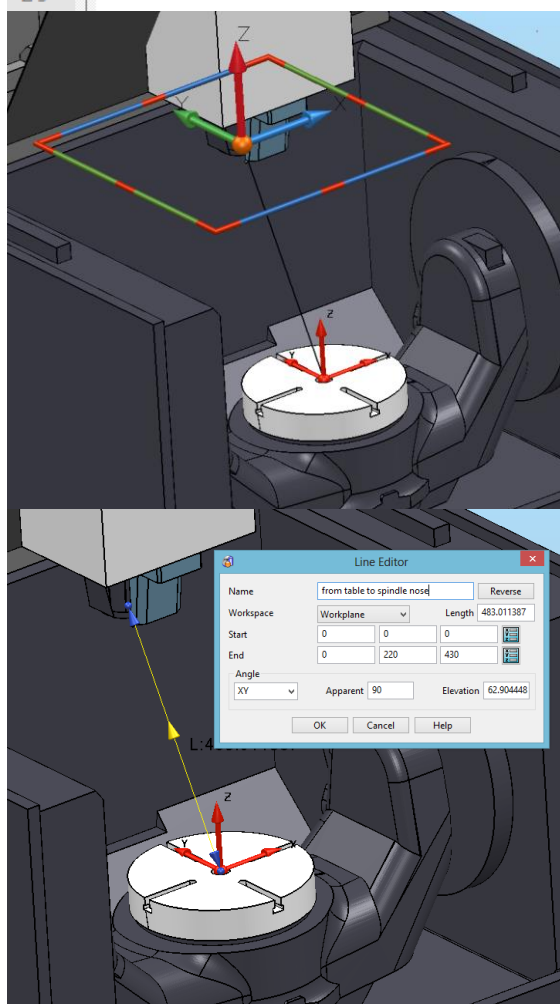
Table Attach Point as written in *.mtd

This line defines the centre point of the machine table. The machine assembly done in PowerShape should be set up so that the table centre is placed at the world coordinate, which is 0, 0, 0.

```
<table_attach_point PART="table" X="0" Y="0" Z="0"/>
```

All other parts of the machine tool are then attached with reference to its position.

```
26  
27 <table_attach_point PART="table" X="0" Y="0" Z="0"/>  
28 <head_attach_point PART="head" X="0" Y="220" Z="430" I="0" J="0" K="1"/>  
29
```



Head Attach Point as written in *.mtd

This line defines the tool attach point. The centre point of the machine spindle gauge face should be given here as the X, Y, Z value and the spindle axis vector should also be given as an I, J, K value.

```

27 <table_attach_point PART="table" X="0" Y="0" Z="0"/>
28 <head_attach_point PART="head" X="0" Y="220" Z="430" I="0" J="0" K="1"/>
29

```

The vectors I , J , and K define the tool direction:

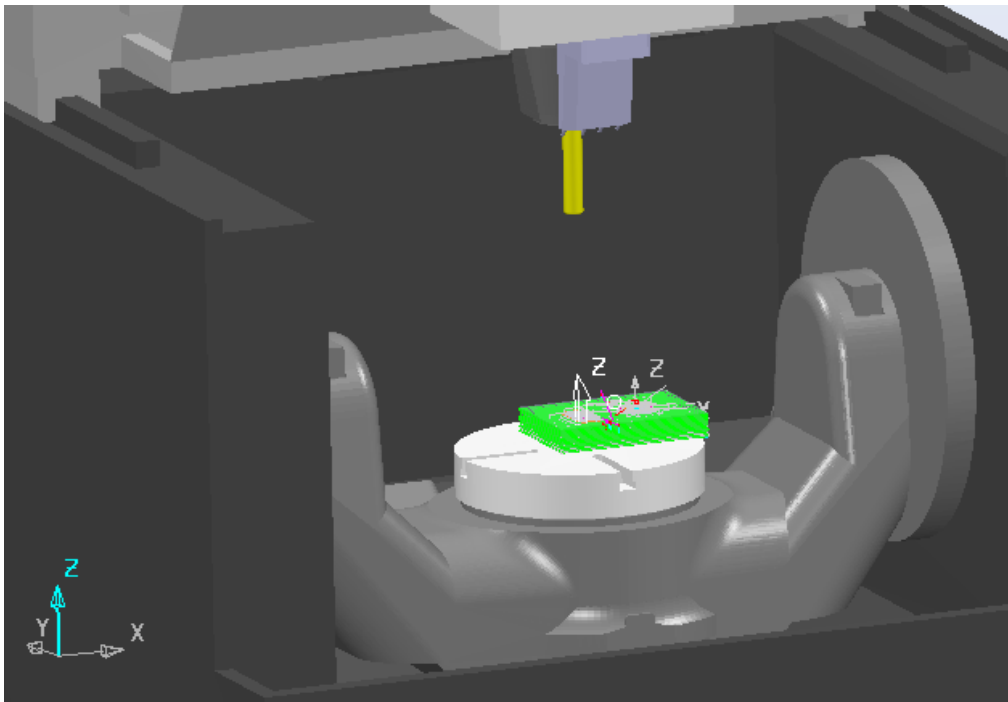
- To achieve a tool axis direction along the positive Z axis:
 - $I=0$
 - $J=0$
 - $K=1$
- To achieve a tool axis direction along the positive Y axis:
 - $I=0$
 - $J=1$
 - $K=0$
- To achieve a tool axis direction along the positive X axis:
 - $I=1$
 - $J=0$
 - $K=0$

In this case:

```

<head_attach_point PART="head" X="0" Y="220" Z="430" I="0" J="0"
K="1"/>

```



If you

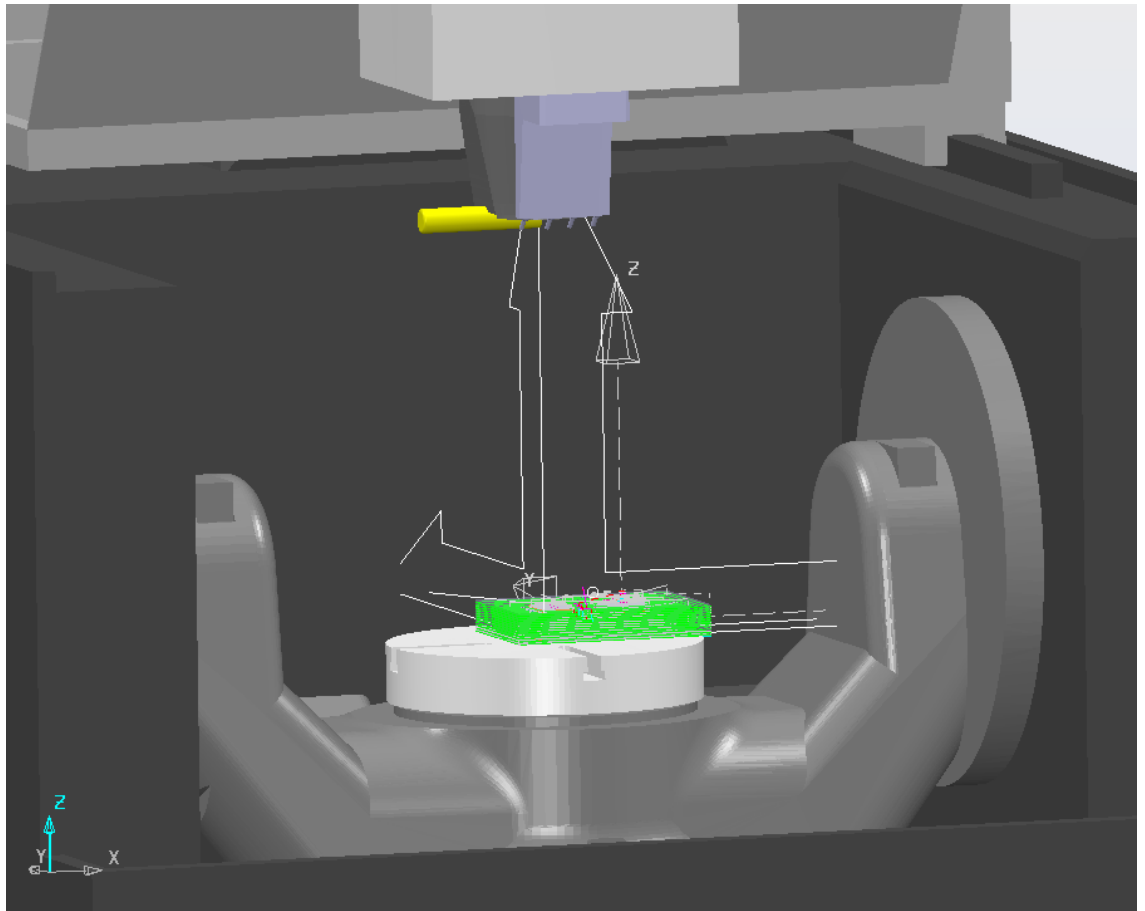
change the direction of the vectors in the `head_attach_point` line for this machine, $I="0"$ $J="0"$ $K="1"$ on $I="1"$ $J="0"$ $K="0"$ this gives:

```

26
27 <table_attach_point PART="table" X="0" Y="0" Z="0"/>
28 <head_attach_point PART="head" X="0" Y="220" Z="430" I="1" J="0" K="0"/>
29

```

This gives the following result:



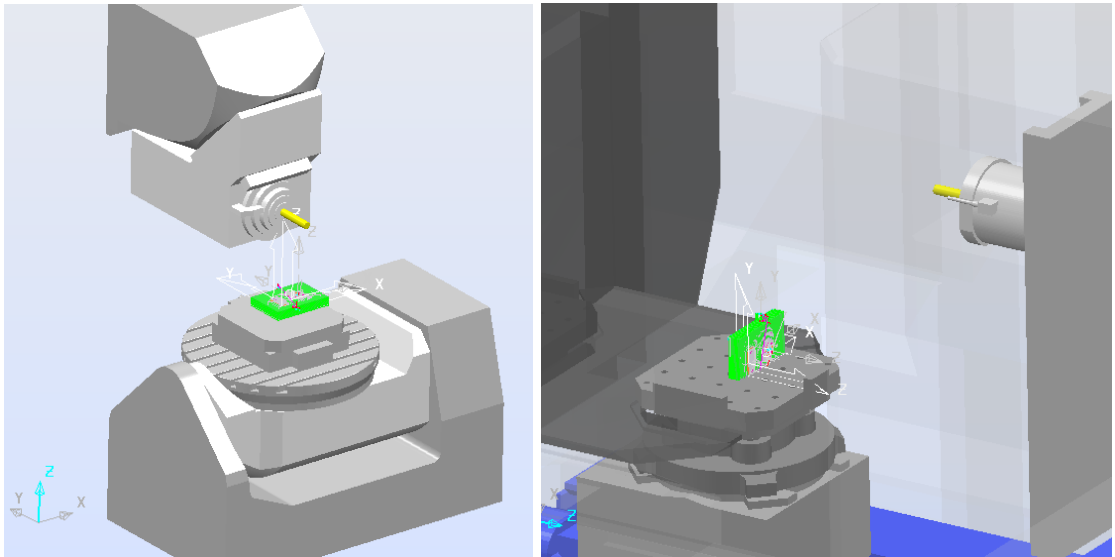
The tool (yellow cylinder) is in a horizontal position.



This is the wrong tool position for this machine. It is important to determine correct position and direction for `table_attach_point` and `head_attach_point`.

You can change the value of the `I`, `J` and `K` vectors to create `*.mtd` machines with non-standard kinematics.

The following examples show DMG and Okuma machine tools:



Do not use capital letters in the `attach_point` description.

```
<table_attach_point PART="Table" X="0" Y="0" Z="0"/>
<head_attach_point PART="Head" X="0" Y="220" Z="430" I="1" J="0" K="0"/>
```



```
<table_attach_point PART="table" X="0" Y="0" Z="0"/>
<head_attach_point PART="head" X="0" Y="220" Z="430" I="1" J="0" K="0"/>
```



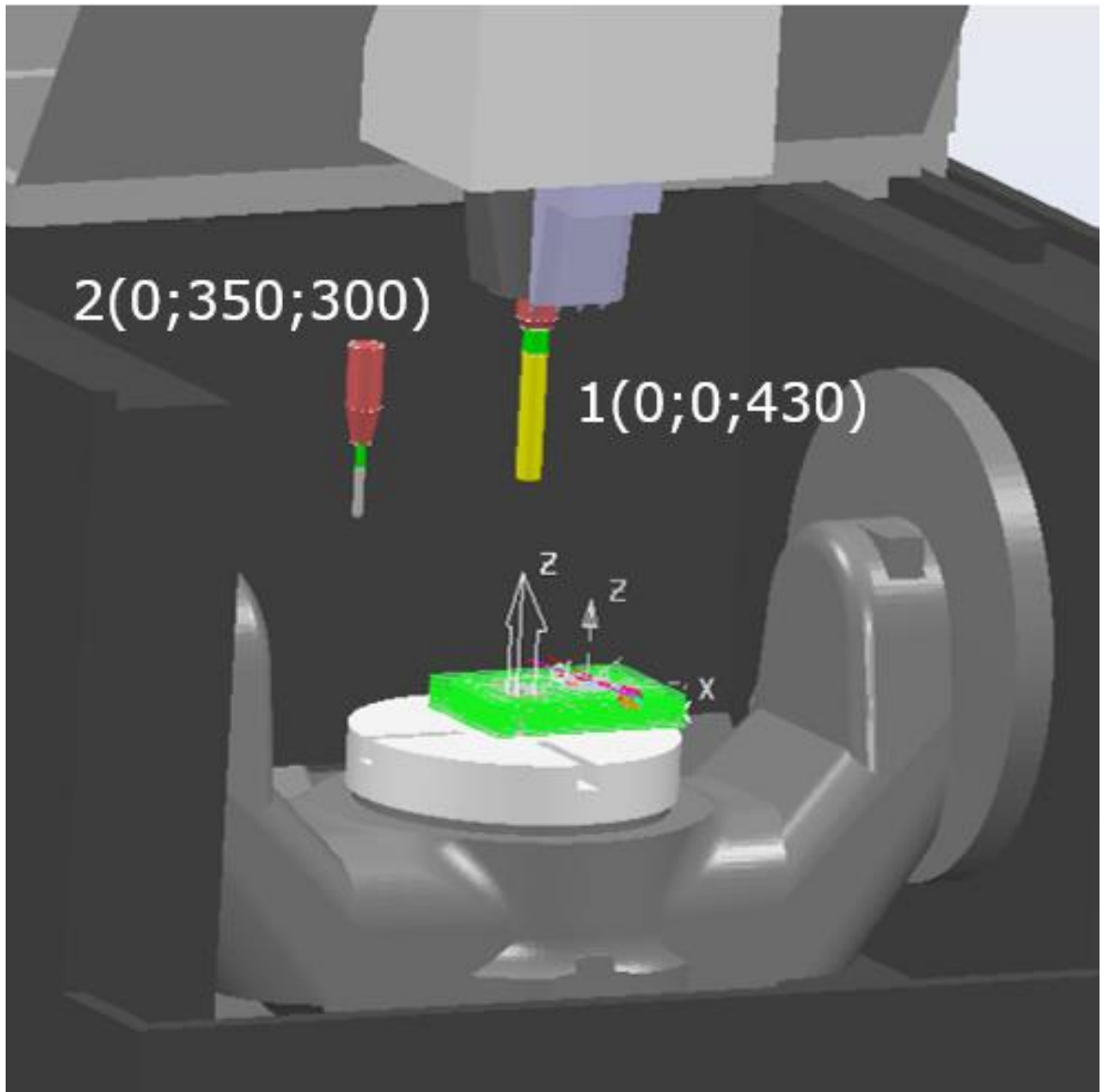
Tool change simulation is available from PowerMill 2015 R2. This is an important function for difficult projects.

Creating the tool-change point

```
<tool_change>
  <tool_change_pre_moves>
    MOVETO X0 Y350 Z300 A0 C0
  </tool_change_pre_moves>
  <tool_change_post_moves>
    WAIT 200
    MOVETO X0 Y350
    WAIT 200
    MOVETO Z300
  </tool_change_post_moves>
  <tool_change_moves>
    MOVETO X0 Y350
    WAIT 200
    TOOLCHANGE
    MOVETO X0
    WAIT 200
  </tool_change_moves>
</tool_change>
```

Where:

- `MOVETO X0 Y350 Z300 A0 C0` describes the position and direction of the point of tool changing.
- `WAIT 200` indicates the delay in milliseconds



Point number one indicates the position of the `head_attach_point`.

Point number two indicates the position of the `tool_change`.

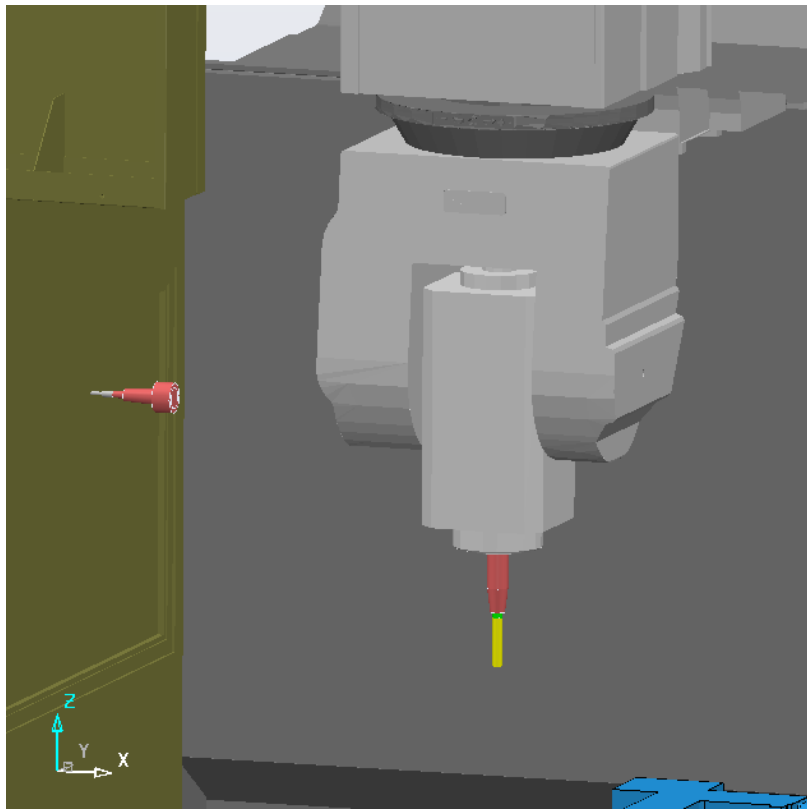
The `Tool_change` on the next picture (in XML language) is:

```
26
27 <table_attach_point PART="table" X="0" Y="0" Z="0"/>
28 <head_attach_point PART="head" X="0" Y="220" Z="430" I="0" J="0" K="1"/>
29
30 <tool_change>
31   <tool_change_pre_moves>
32     MOVETO X0 Y350 Z300 A0 C0
33   </tool_change_pre_moves>
34   <tool_change_post_moves>
35     WAIT 200
36     MOVETO X0 Y350
37     WAIT 200
38     MOVETO Z300
39   </tool_change_post_moves>
40   <tool_change_moves>
41     MOVETO X0 Y350
42     WAIT 200
43     TOOLCHANGE
44     MOVETO X0
45     WAIT 200
46   </tool_change_moves>
47 </tool_change>
```

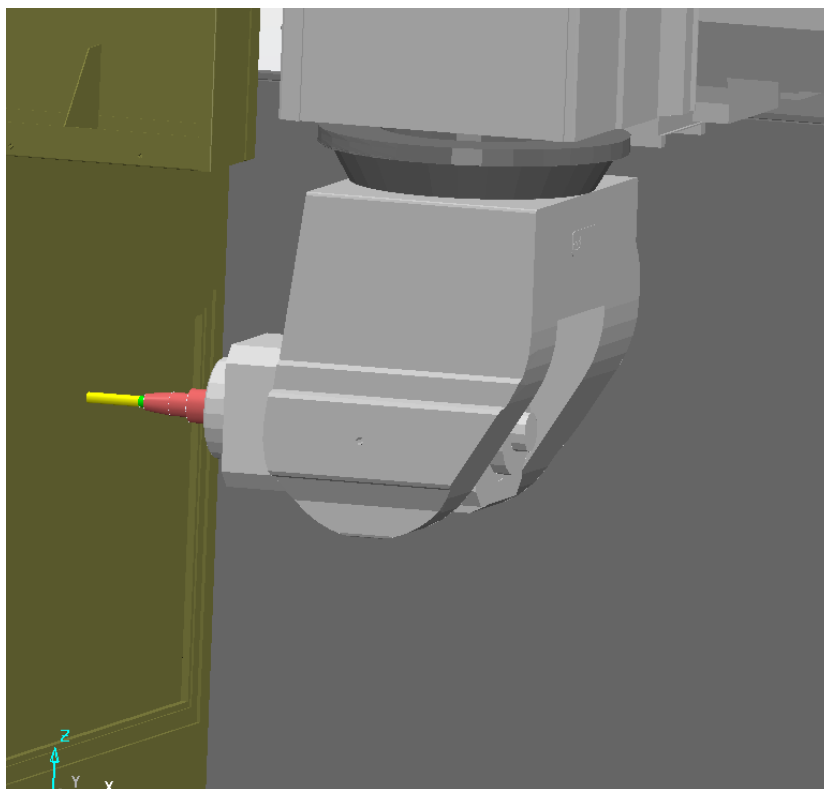
The tool change command is: `MOVETO X735 Y0 Z500 B-90 C270`.

```
<tool_change>
  <tool_change_pre_moves>
    MOVETO X735 Y0 Z500 B-90 C270
  </tool_change_pre_moves>
  <tool_change_post_moves>
    WAIT 200
    MOVETO X735 Y0
    WAIT 200
    MOVETO Z500
  </tool_change_post_moves>
  <tool_change_moves>
    MOVETO X750 Y0
    WAIT 200
    TOOLCHANGE
    MOVETO X745
    WAIT 200
  </tool_change_moves>
</tool_change>
```

Before changing the tool:



At the time of changing the tool:



Description of static elements

The next step is to define the machine parts. First, define which parts of the machine tool are static, such as the **Base**, **Housing** and the **Controller**. They need to be defined in order to visually represent the machine tool.

All static parts of the machine should be described in the block `The static bits`.

```
29
30 <!-- ===== The static bits ===== -->
31 <machine_part>
32   <model_list OPACITY="10">
33     <dmt_file>
34       <path FILE="Hermle_C12_SRT320/housing.dmt" />
35       <rgb R="250" G="250" B="250"/>
36     </dmt_file>
37     <dmt_file>
38       <path FILE="Hermle_C12_SRT320/door.dmt" />
39       <rgb R="240" G="240" B="240"/>
40     </dmt_file>
41     <dmt_file>
42       <path FILE="Hermle_C12_SRT320/handle.dmt" />
43       <rgb R="255" G="0" B="0"/>
44     </dmt_file>
45   </model_list>
46 </machine_part>
47 <machine_part>
48   <model_list>
49     <dmt_file>
50       <path FILE="Hermle_C12_SRT320/logo_1.dmt" />
51       <rgb R="255" G="0" B="0"/>
52     </dmt_file>
53   </model_list>
54 </machine_part>
55 <machine_part>
56   <model_list>
57     <dmt_file>
58       <path FILE="Hermle_C12_SRT320/logo_2.dmt" />
59       <rgb R="200" G="200" B="200"/>
60     </dmt_file>
61   </model_list>
62 </machine_part>
63 <machine_part>
64   <model_list>
65     <dmt_file>
66       <path FILE="Hermle_C12_SRT320/base.dmt" />
67       <rgb R="80" G="80" B="80"/>
68     </dmt_file>
69   </model_list>
70 </machine_part>
```

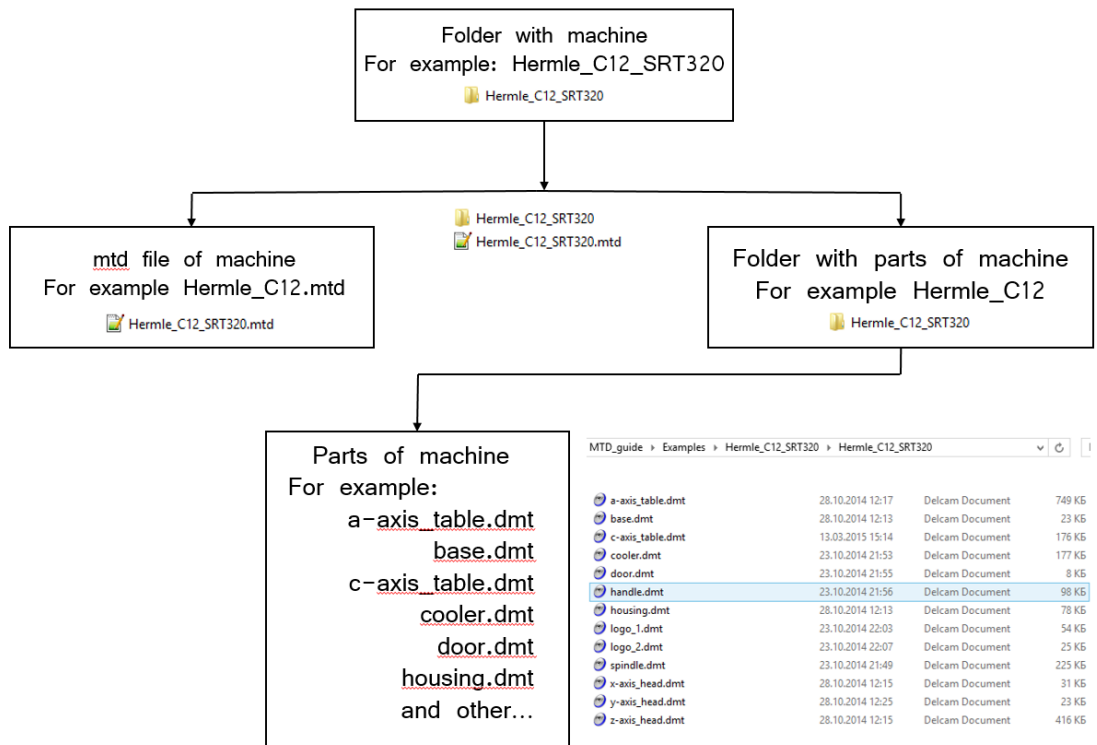
Any part of the machine is loaded into *.mtd* using the following commands:

```
<machine_part>
<model_list>
<dmt_file>
<path FILE="machine/part_1.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
</model_list>
</machine_part>
```

Where:

- `<path FILE="machine/part_1.dmt"/>` . This line gives the location of the machine part.
- `<rgb R="0" G="140" B="255"/>` . This line gives the colour of machine part.

A colour in the R (red) G (green) B (blue) colour model is described by indicating how much of each of the red, green, and blue is included. The colour is expressed as an RGB triplet (r,g,b), each component of which can vary from zero to a defined maximum value. If all the components are at zero the result is black; if all are at maximum (255), the result is the brightest representable white.



You can include all static parts on one `<machine_part>`:

```
<machine_part>
<model_list>
<dmt_file>
<path FILE="machine/part_1.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
<dmt_file>
<path FILE="machine/part_2.dmt"/>
<rgb R="0" G="0" B="0"/>
</dmt_file>
```

```

<dmt_file>
<path FILE="machine/part_3.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
<dmt_file>
<path FILE="machine/part_4.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
<dmt_file>
<path FILE="machine/part_5.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
</model_list>
</machine_part>

```

Alternatively, you can use for each static element a personal

```

<machine_part>:
<machine_part>
<model_list>
<dmt_file>
<path FILE="machine/part_1.dmt"/>
<rgb R="0" G="140" B="255"/>
</dmt_file>
</model_list>
</machine_part>
<machine_part>
<model_list>
<dmt_file>
<path FILE="machine/part_2.dmt"/>
<rgb R="0" G="0" B="0"/>
</dmt_file>
</model_list>
</machine_part>
<machine_part>
<model_list>
<dmt_file>
<path FILE="machine/base.dmt"/>
<rgb R="60" G="80" B="255"/>
</dmt_file>
</model_list>
</machine_part>

```



Use the most important static part at the end of static block. For example: base, table, pallet etc.

Below is an example of the full text of the static block:

```

<!-- ===== The static bits ===== -->
<machine_part>
<model_list OPACITY="10">
<dmt_file>
<path FILE="Hermle_C12_SRT320/housing.dmt"/>
<rgb R="250" G="250" B="250"/>
</dmt_file>
<dmt_file>
<path FILE="Hermle_C12_SRT320/door.dmt"/>
<rgb R="240" G="240" B="240"/>
</dmt_file>
<dmt_file>
<path FILE="Hermle_C12_SRT320/handle.dmt"/>
<rgb R="255" G="0" B="0"/>
</dmt_file>
</model_list>

```

```
</machine_part>
<machine_part>
<model_list>
<dmt_file>
<path FILE="Hermle_C12_SRT320/logo_1.dmt" />
<rgb R="255" G="0" B="0"/>
</dmt_file>
</model_list>
</machine_part>
<machine_part>
<model_list>
<dmt_file>
<path FILE="Hermle_C12_SRT320/logo_2.dmt" />
<rgb R="200" G="200" B="200"/>
</dmt_file>
</model_list>
</machine_part>
<machine_part>
<model_list>
<dmt_file>
<path FILE="Hermle_C12_SRT320/base.dmt" />
<rgb R="80" G="80" B="80"/>
</dmt_file>
</model_list>
</machine_part>
```

Additional commands for static block:

- Transparency or opacity of machine parts (if necessary).
- Collision detection.

Transparency or opacity of the machine parts (if necessary)

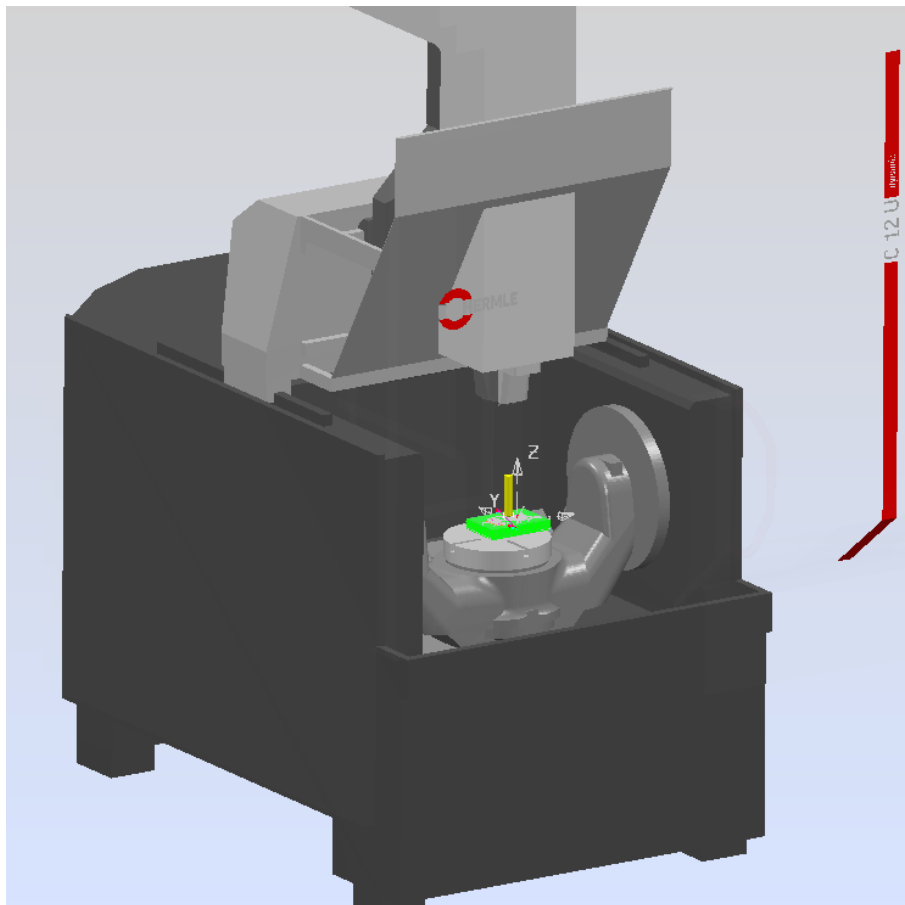
Use the next command:

`<model_list OPACITY="XX">` where `XX` can be from 0 up to 100.

This command is used for obtaining a partly-transparency:

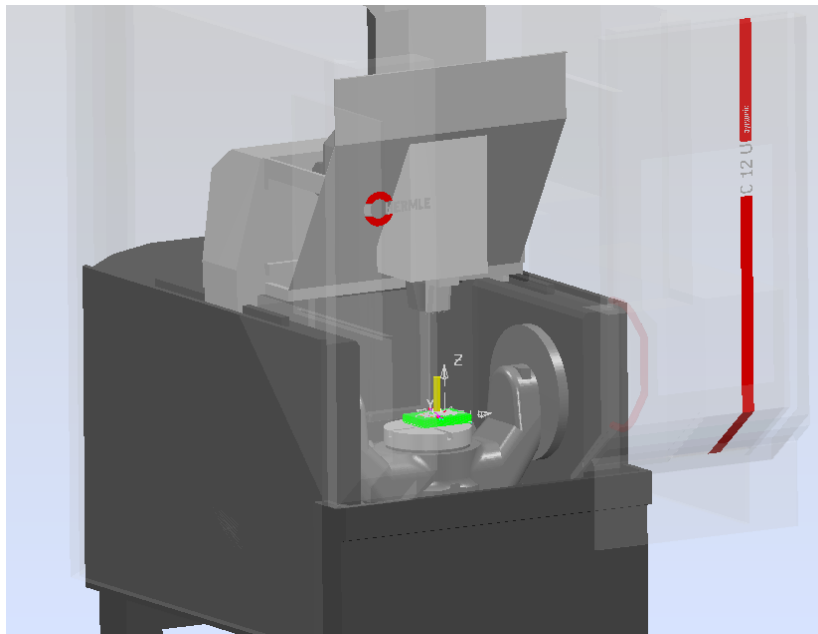
- 0 — 100% transparent.
- 10 — 90% transparent.
- 100 — 0% transparent

For example, enter `<model_list OPACITY="0">` (giving 100% transparency):



```
!-- ===== The static bits ===== -->
<machine_part>
  <model_list OPACITY="0">
    <dmf_file>
      <path FILE="Hermle_C12_SRT320/housing.dmf" />
      <rgb R="250" G="250" B="250"/>
    </dmf_file>
```

<model_list OPACITY="10"> (giving 90% transparency):



==== The static bits ==== -->

```
<machine_part>
```

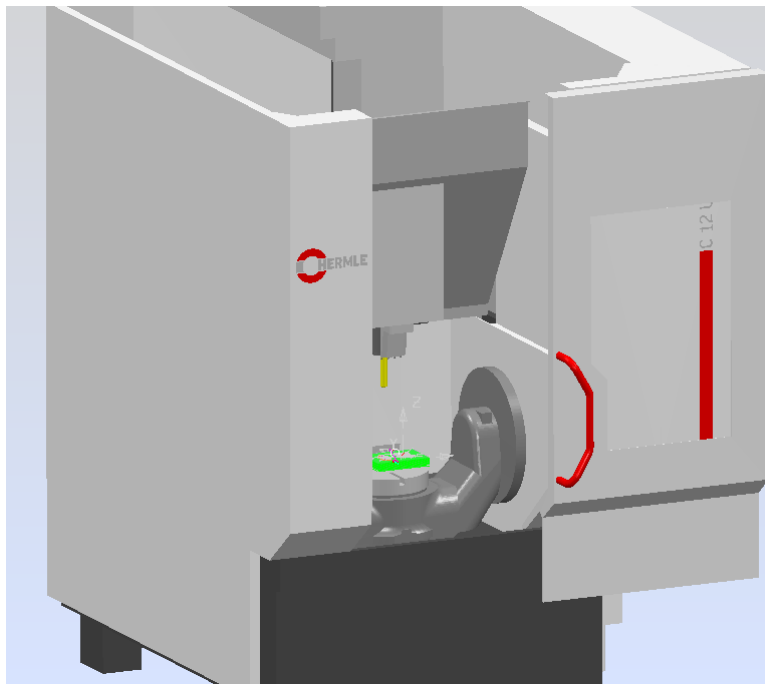
```
<model_list OPACITY="10">
```

```
<dmt_file>
```

```
<path FILE="Hermle_C12_SRT320/housing.dmt" />
```

```
<rgb R="250" G="250" B="250"/>
```

<model_list OPACITY="100"> (giving 0% transparency):



```

<!-- ===== The static bits ===== -->
    <machine_part>
        <model_list OPACITY="100">
            <dmt_file>
                <path FILE="Hermle_C12_SRT320/housing.dmt" />
                <rgb R="250" G="250" B="250"/>
            </dmt_file>
        </model_list>
    </machine_part>

```

All machine parts, that are included in such `<model_list OPACITY="10">` have the same transparency. If you want use different transparency then use different `<model_list OPACITY="XX">`.

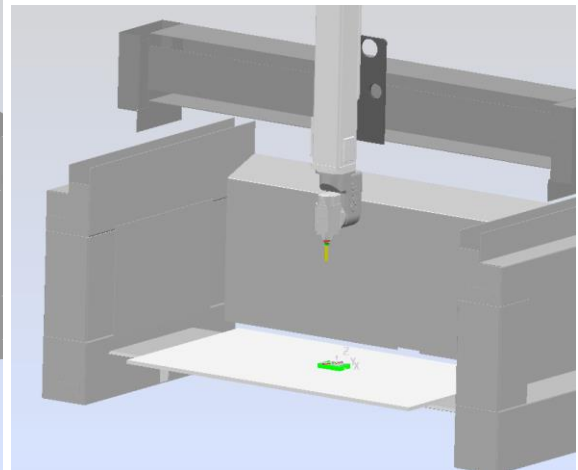
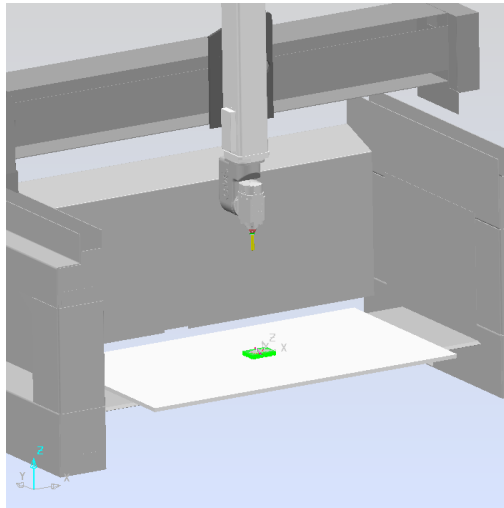
Collision detection

The static parts are used for detailed visualization of the machine and for determining the correct workspace for simulation. Simulating the machine movements is important for the detection of collisions for all types of machines tools (3-axis, 4-axis, 5-axis and others).



PowerMill does not detect collisions with static elements (it is dangerous, especially for the five-axis machine tools).

See the next example with **CMS_Antares Head-head** machine (the table part is not moveable).



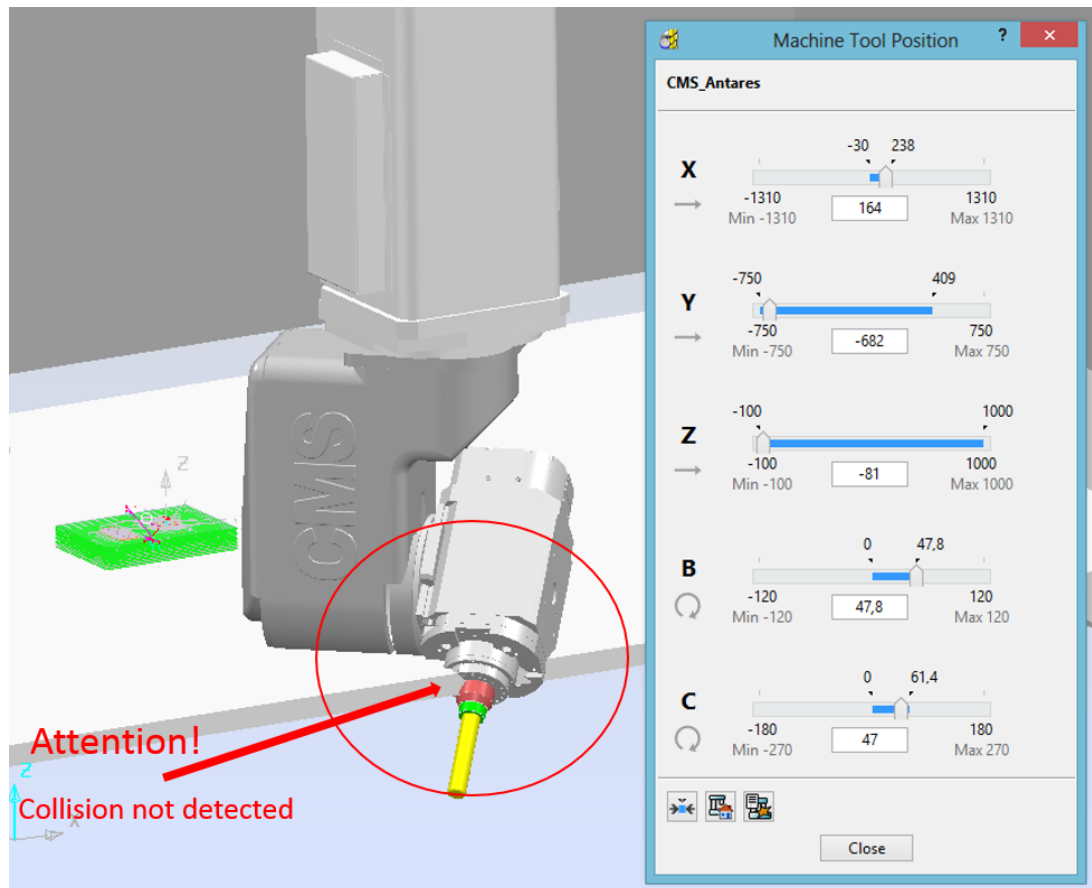
The following shows the static block text, where `pallet.dmt` is the upper surface of the table.

```

<!-- Static bits -->
  <machine_part>
    <model_list>
      <dmt_file>
        <path FILE="CMS_Antares/Carter.dmt" />
        <rgb R="200" G="200" B="200" />
      </dmt_file>
      <dmt_file>
        <path FILE="CMS_Antares/pallet.dmt" />
        <rgb R="255" G="255" B="255" />
      </dmt_file>
    </model_list>
  </machine_part>
<machine_part NAME="table" />
<!-- The head -->

```

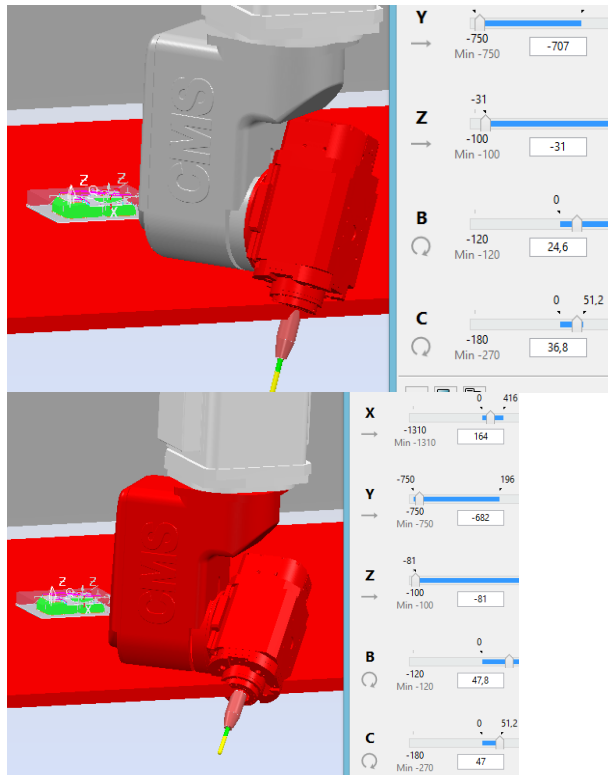
Using **Machine Tool Position** in PowerMill enables you to change the Z axis position. If you move the Z axis down (simulation of collision `Z-axis_head` with a table), the collision is not detected in PowerMill.



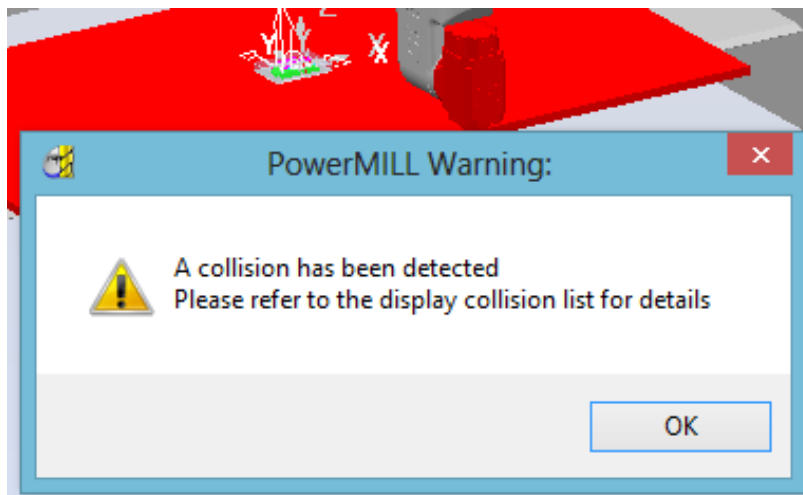
You must change the description of `pallet.dmt`.

```
<machine_part NAME="pallet">
<model_list>
<dmt_file>
<path FILE="CMS_Antares/pallet.dmt" />
<rgb R="255" G="255" B="255" />
</dmt_file>
</model_list>
</machine_part>
```

When the `NAME` parameter is added to the `<machine_part>` description, PowerMill detects the collision correctly:



When a collision occurs, the colliding parts of machine are coloured and a warning message is displayed:



All static parts of machine, which are located at working area, must be described as above.

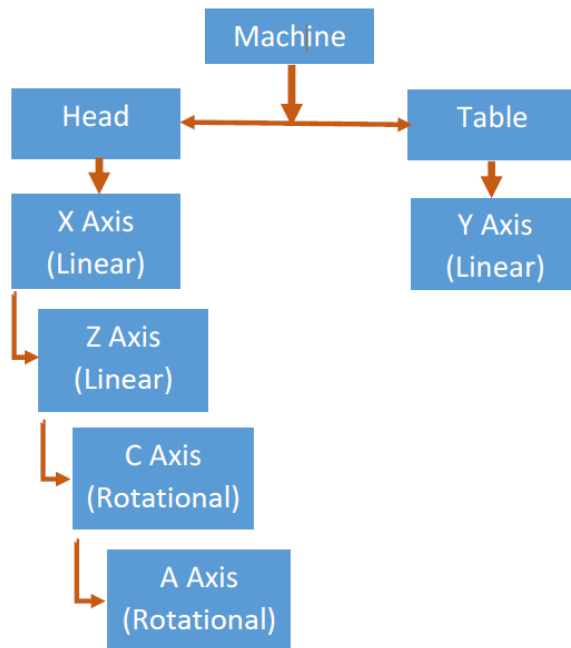
Description of the movable elements

This topic looks at the main types of machine tools (kinematics and structure). Every *.mtd that you create differs, depending on the configuration of the machine tool. This is important for 5 axis machine tools, where the axes are defined in the *.mtd as head or table entities. For 5 axis machines there will be 3 different configurations:

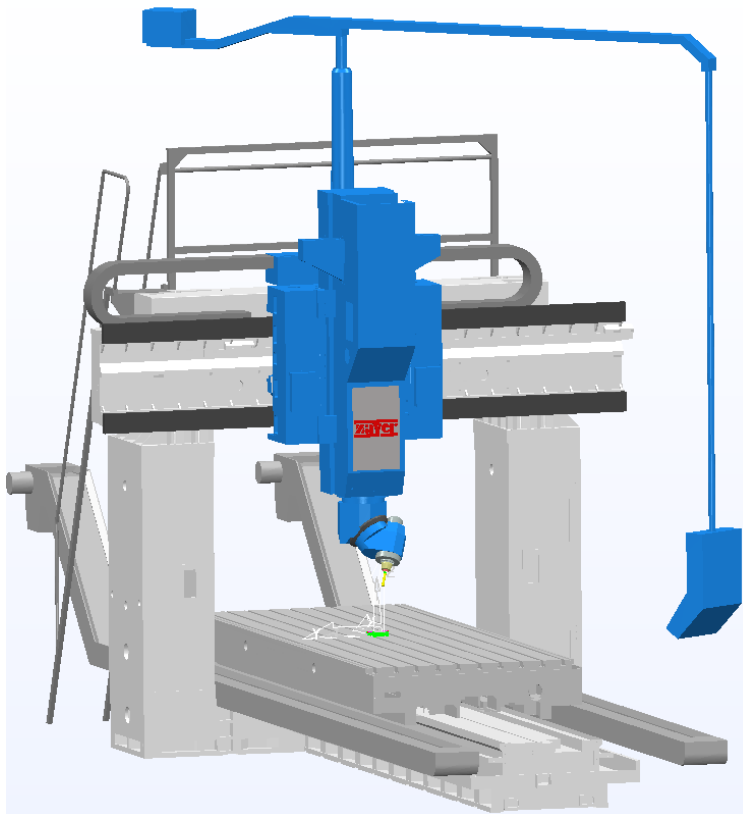
- Head-Head.
- Head-Table.
- Table-Table (Trunion).

Below are three examples showing how the different configurations can be split into head and table components. Machine tools are not limited to these configurations; they are given as a guide:

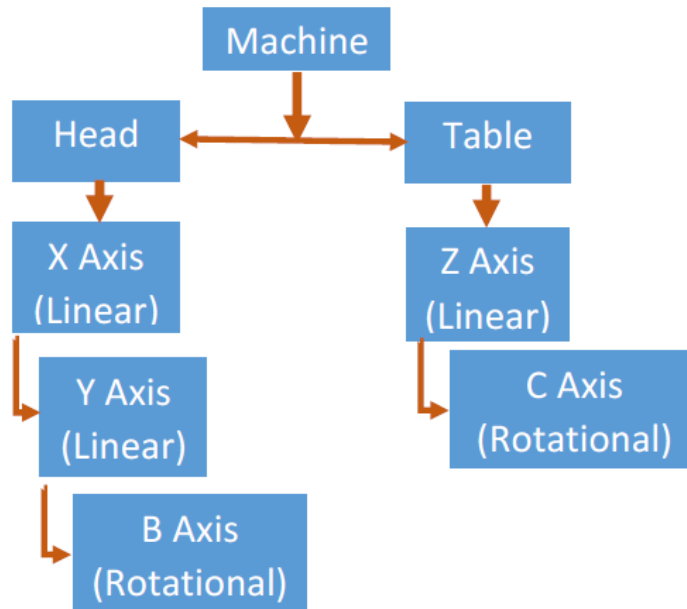
Head-Head



Example of **Head-Head – Zayer FPC-AR**:



Head-Table



Example of **Head-Table – DMG DMU80 monoBLOCK:**

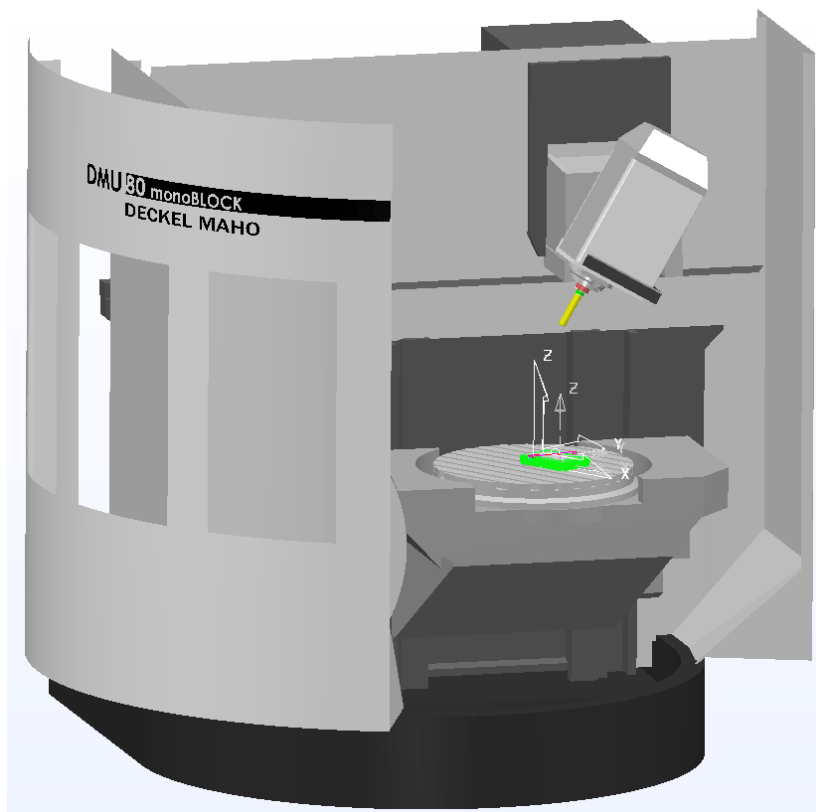
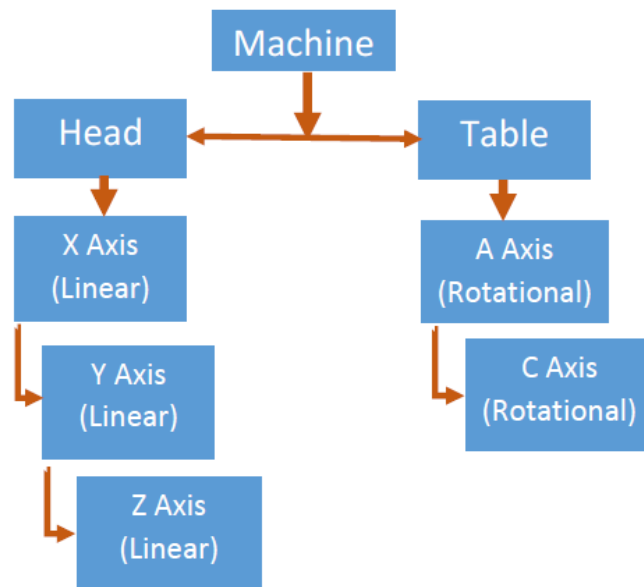
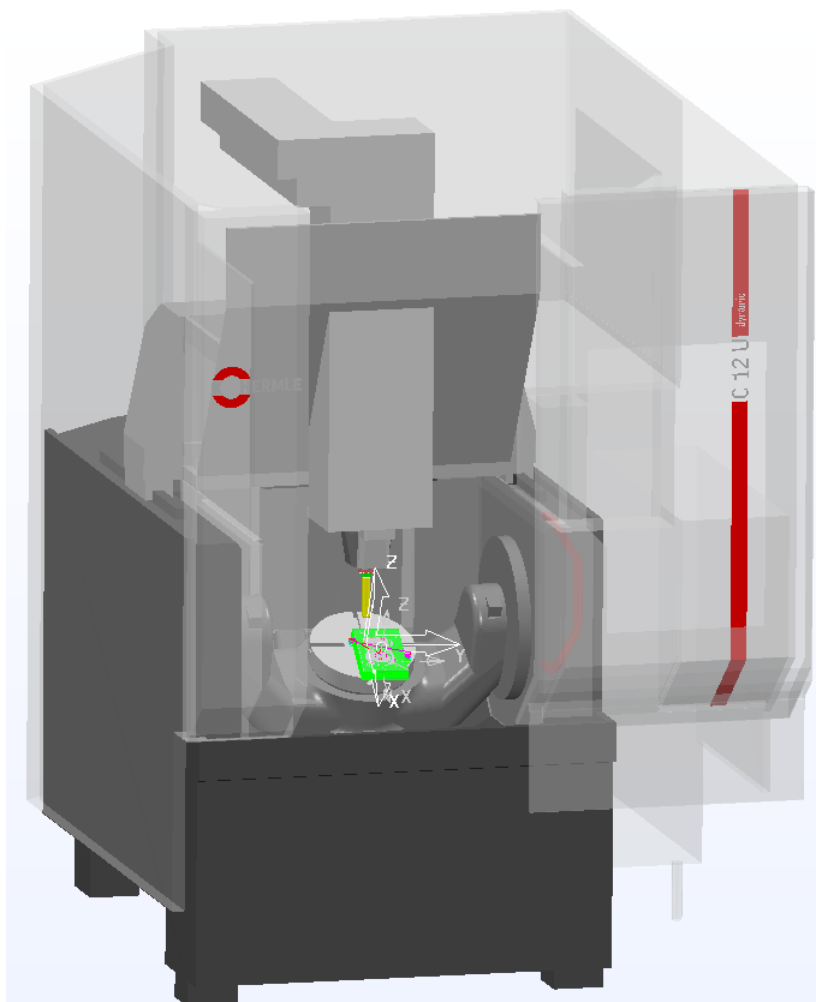


Table-Table (Trunion)



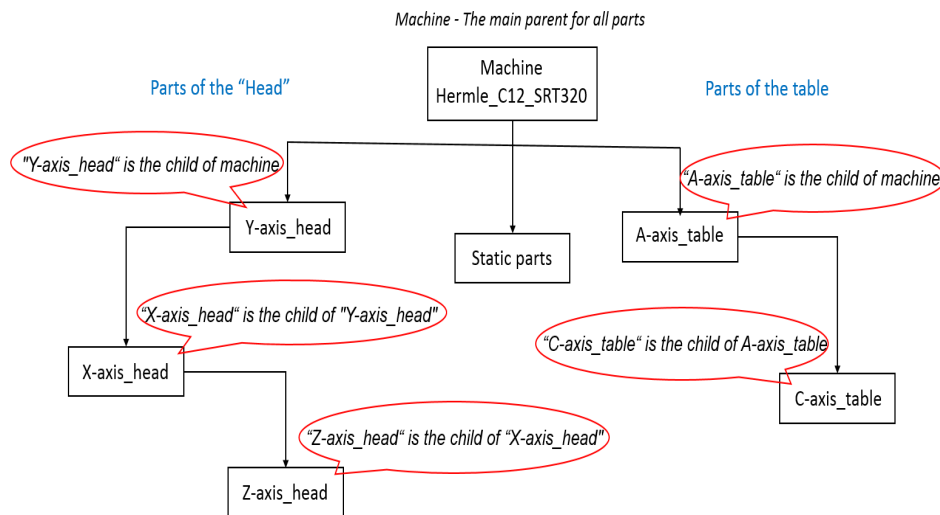
Example of **Table-Table Hermle_C12_SRT320** (Table 320):



Now you can create the `<machine_part>` definitions. There are two `<machine_part>` definitions: one for the head of the machine and one for the table. This example defines a machine tool with a Table-Table configuration.

As a result of this configuration, the Head machine part consists of elements making up the X, Y and Z axial components. The Table machine part consists of elements making up the A and C axial components. See previous picture (**Hermle_C12_SRT320**).

Let us consider hierarchy of machine movements:



This example begins with the Y axis. The component model that makes up the Y axis acts as the parent component upon which the remaining axial components for X and Z are attached. You must give each axial component a definition:

`<axis>`: Used to define an axis. Within this we need to give an axis a name, a value, limits and a movement vector.

```

<axis>
  <control_info ADDRESS="Y" VALUE="220" HOME="0" MIN="-220" MAX="220" />
  <simple_linear I="0" J="1" K="0" />
</axis>
  
```

Use the following commands to define the axis:

- `control_info ADDRESS` — This defines the axis name as X, Y, Z, A, B, C or any other names.
- `VALUE` — This is the value that is shown in the Machine Information Dialog when the machine is in its home position.
- `MIN` and `MAX` — These are the limits that the axis can travel to.
- `PRIORITY` — Defines the priority of movements, respectively "HIGH", "MEDIUM" and "LOW".
- `HOME` — Assigns a new correct position of "home position" (if `VALUE` is wrong).
- `simple_linear` — Defines how an axis moves if it is only for linear movement using vectors I, J or K.
- `simple_rotary` — Defines how an axis moves only for rotational movement. You must define the centre of rotation and a vector to define the direction of rotation.

How they all fit together in our Hermle machine tool example:

```

===== The head ===== -->
<machine_part>
  <axis>
    <control_info ADDRESS="Y" VALUE="220" HOME="0" MIN="-220" MAX="220" />
    <simple_linear I="0" J="1" K="0" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/y-axis_head.dmt" />
      <rgb R="185" G="185" B="185"/>
    </dmt_file>
  </model_list>
  <machine_part>
    <axis>
      <control_info ADDRESS="X" VALUE="0" MIN="-175" MAX="175"/>
      <simple_linear I="1" J="0" K="0" />
    </axis>
    <model_list>
      <dmt_file>
        <path FILE="Hermle_C12_SRT320/x-axis_head.dmt" />
        <rgb R="100" G="100" B="100"/>
      </dmt_file>
    </model_list>
    <machine_part>
      <axis>
        <control_info ADDRESS="Z" VALUE="430" MIN="100" MAX="430" />
        <simple_linear I="0" J="0" K="1" />
      </axis>
      <model_list>
        <dmt_file>
          <path FILE="Hermle_C12_SRT320/z-axis_head.dmt" />
          <rgb R="215" G="215" B="215"/>
        </dmt_file>
        <dmt_file>
          <path FILE="Hermle_C12_SRT320/cooler.dmt" />
          <rgb R="200" G="200" B="200"/>
        </dmt_file>
        <dmt_file>
          <path FILE="Hermle_C12_SRT320/spindle.dmt" />
          <rgb R="120" G="120" B="120"/>
        </dmt_file>
      </model_list>
      <machine_part NAME="head" />
    </machine_part>
  </machine_part>
</machine_part>

```

his Hermle machine tool has:

Centre of table: X=0; Y=0; Z=0.

Centre of spindle: X=0; Y=220; Z=430.

Below is a text of description of the Y-axis:

```

<machine_part>
  <axis>
    <control_info ADDRESS="Y" VALUE="220" HOME="0" MIN="-220"
MAX="220" />
    <simple_linear I="0" J="1" K="0" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/y-axis_head.dmt" />
      <rgb R="185" G="185" B="185"/>
    </dmt_file>
  </model_list>

```

Use the following commands:

- `<machine_part>` — Create (open) the part of the *.mtd.
- `<axis>` and `</axis>` — Open and close the description of the axis.
- `<control_info ADDRESS="Y"` — Create a Y axis. "Y" is the name of the axis.
- `VALUE="220"` — A command that states that the current position of the Y axis is 220 mm (data from PoweShape).
- `HOME="0"` — A command that returns the Y-axis to the "0" position (centre of table); If you use `HOME="-100"`, then the position of Y-axis is Y=-100. The command `HOME` is used to give the correct position for all axial parts of machine (origin position).
- `MIN="-220"` and `MAX="220"` — Minimum and maximum limits of axis movement.
- `<simple_linear ... />` — Create the linear axis.
- `I="0" J="1" K="0" />` — Direction of movement; if `I="1" J="0" K="0"` then motion occurs along the X axis, if `I="0" J="1" K="0"` then motion takes along Y axis, if `I="0" J="0" K="1"` then motion occurs along the Z-axis.
- `<model_list>` and `</model_list>` — Open and close the line of model.
- `<dmt_file>` and `</dmt_file>` — Open and close the file.
- `<path FILE="Hermle_C12_SRT320/y-axis_head.dmt" />` — The address where the file is located.
- `<rgb R="185" G="185" B="185"/>` — The colour scheme of the machine part: R-red, G-green, B-blue.
- `</machine_part>` close the part of mtd.

Additional commands, that describe the rotary parts of the machine.

```
<axis>
  <control_info ADDRESS="A" MIN="-115" MAX="115" />
  <simple_rotary X="0" Y="0" Z="80" I="-1" J="0" K="0" />
</axis>
```

Such commands as:

- `<simple_rotary />` — Create the rotary axis.
- `X="0" Y="0" Z="80"` — The coordinates of the centre of rotation relative to the global coordinate system (`table_attach_point`).
- `I="-1" J="0" K="0"` — Direction of movement; if `I="1" J="0" K="0"` then rotation occurs around the X axis, if `I="0" J="1" K="0"` then rotation occurs around the Y axis, if `I="0" J="0" K="1"` then rotation occurs around the Z axis.

Minus indicates the direction of rotation, if I="-1" J="0" K="0" then rotation occurs around the X axis in the negative direction.



Full details about a coordinates and direction of rotation are given in a later section.

Each machine axis can contain several parts of the machine, for example z-axis_head. Traditionally Z-axis included such parts as: Z-axis, the spindle, cooling equipment and the logo:

```
<machine part>
  <axis>
    <control_info ADDRESS="Z" VALUE="430" MIN="100" MAX="430" />
    <simple_linear I="0" J="0" K="1" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/z-axis_head.dmt" />
      <rgb R="215" G="215" B="215"/>
    </dmt_file>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/cooler.dmt" />
      <rgb R="200" G="200" B="200"/>
    </dmt_file>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/spindle.dmt" />
      <rgb R="120" G="120" B="120"/>
    </dmt_file>
  </model_list>
  <machine_part NAME="head" />
</machine part>
```

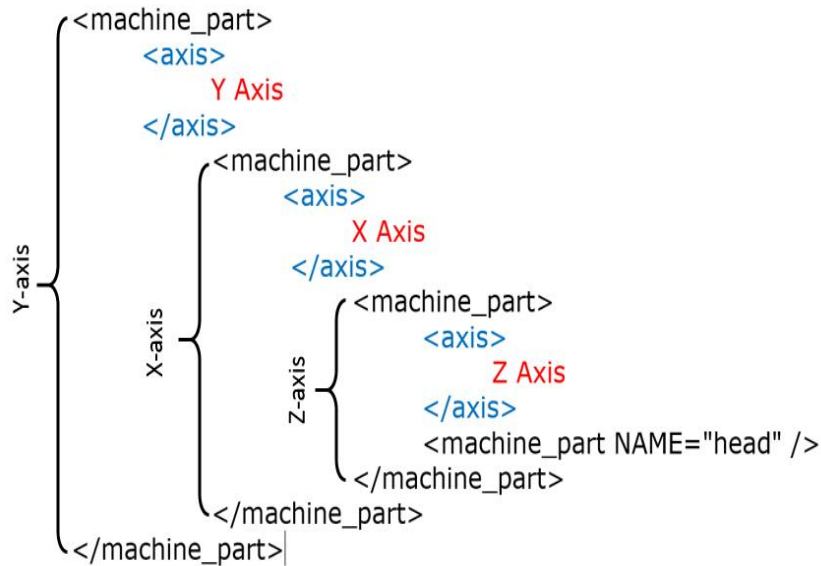
You can use different colours for each part, but can't use different `OPACITY`. `OPACITY` are applied for all parts in one `<model_list>`.



VALUE does not always need to be presented in origin position. You can use the command `HOME` to define this position.

The most important parameter for each machine is distance between the upper surface table and the spindle nose. This distance is called Spindle Nose to Table. These values define the limits of the Z-axis: `Zmin` and **Zmax**, relative the centre of the table (X=0; Y=0; Z=0).

The layout for the `Hermle_C12_SRT320*.mtd` is as follows:



The full specification of the `head` is shown below:

```

<!-- ===== The head ===== -->
<machine_part>
  <axis>
    <control_info ADDRESS="Y" VALUE="220" HOME="0" MIN="-220"
MAX="220" />
    <simple_linear I="0" J="1" K="0" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/y-axis_head.dmt" />
      <rgb R="185" G="185" B="185"/>
    </dmt_file>
  </model_list>
  <machine_part>
    <axis>
      <control_info ADDRESS="X" VALUE="0" MIN="-175"
MAX="175"/>
      <simple_linear I="1" J="0" K="0" />
    </axis>
    <model_list>
      <dmt_file>
        <path FILE="Hermle_C12_SRT320/x-
axis_head.dmt" />
        <rgb R="100" G="100" B="100"/>
      </dmt_file>
    </model_list>
    <machine_part>
      <axis>
        <control_info ADDRESS="Z" VALUE="430" MIN="100"
MAX="430" />
        <simple_linear I="0" J="0" K="1"
/>
      </axis>
    </model_list>
  </machine_part>
</machine_part>

```

```

                                <path
FILE="Hermle_C12_SRT320/z-axis_head.dmt" />
                                <rgb R="215" G="215"
B="215"/>
                                </dmt_file>
                                <dmt_file>
                                <path
FILE="Hermle_C12_SRT320/cooler.dmt" />
                                <rgb R="200" G="200"
B="200"/>
                                </dmt_file>
                                <dmt_file>
                                <path
FILE="Hermle_C12_SRT320/spindle.dmt" />
                                <rgb R="120" G="120"
B="120"/>
                                </dmt_file>
                                </model_list>
                                <machine_part NAME="head" />
                                </machine_part>
                                </machine_part>
</machine_part>

```

At the end of the block "The head" you can use: `<machine_part NAME="head" />` This line defines the parts of the machine (all parts previously described: y-axis_head.dmt; x-axis_head.dmt; z-axis_head.dmt; cooler.dmt; spindle.dmt) as "The head" and connects them with the solver of PowerMill and the PostProcessor.

Direction of movement in The Head block



The positive movement of head-axes of the machine tool must match the positive directions of the axes of the global coordinate system.

According to this, the direction of vectors of movement (I, J and K) must have positive values. See below:

```
<axis>  
  <control_info ADDRESS="Y" VALUE="220" HOME="0" MIN="-220" MAX="220" />  
  <simple_linear I="0" J="1" K="0" />  
</axis>
```

```
<axis>  
  <control_info ADDRESS="X" VALUE="0" MIN="-175" MAX="175" />  
  <simple_linear I="1" J="0" K="0" />  
</axis>
```

```
<axis>  
  <control_info ADDRESS="Z" VALUE="430" MIN="100" MAX="430" />  
  <simple_linear I="0" J="0" K="1" />  
</axis>
```



Check the direction of movement.

- 1 Open the machine tool (**Hermle**) in PowerMill.
- 2 Click Simulation tab > Draw panel > View > Model View.
- 3 Use the **Machine Tool Position** dialog to check the direction of movement is correct.

Description of the movable elements: The table

Consider the movable elements of the table using an example **Hermle_C12_SRT320**. The rules of description are the same as for the head of the machine. In our **Hermle** machine tool example there are two axes components making up the table of the machine: `a-axis_table` and `c-axis_table`.

Below is a screenshot from the *.mtd file:

```
<!-- ===== The table ===== -->
<machine_part>
  <axis>
    <control_info ADDRESS="A" MIN="-115" MAX="115" />
    <simple_rotary X="0" Y="0" Z="80" I="-1" J="0" K="0" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/a-axis_table.dmt" />
      <rgb R="140" G="140" B="140"/>
    </dmt_file>
  </model_list>
  <machine_part>
    <axis>
      <control_info ADDRESS="C" />
      <simple_rotary X="0" Y="0" Z="0" I="0" J="0" K="-1" />
    </axis>
    <model_list>
      <dmt_file>
        <path FILE="Hermle_C12_SRT320/c-axis_table.dmt" />
        <rgb R="200" G="200" B="200"/>
      </dmt_file>
    </model_list>
    <machine_part NAME="table" />
  </machine_part>
</machine_part>
</machine>
```

The `a-axis_table` is the primary (or parent) component for the table assembly. Therefore, before you close the `a-axis` `machine_part`, open a new `machine_part` for the `c-axis_table` component.

At the end of the block, "The table" you must use `<machine_part NAME="table"/>` this line defines the parts of the machine as "The Table" (all parts previously described: `a-axis_table.dmt` and `c-axis_table.dmt`) and connects them with the solver of PowerMill and PostProcessor.

This example uses the same definitions that were used with the machine head components. However, one difference highlighted is when you use a negative vector for the linear and rotary movement. In our case, `a-axis_head` and `c-axis_head` has negative direction.

As the table controls the a-axis, in order to simulate a positive a-axis movement from a toolpath, the table needs to move in the opposite direction. When you view the movement in the machine tool position dialog, all movements appear normal. However, the table moves in the opposite direction to the Workplane.

```
<axis>
  <control_info ADDRESS="A" MIN="-115" MAX="115" />
  <simple_rotary X="0" Y="0" Z="80" I="-1" J="0" K="0" />
</axis>
```

```
<axis>
  <control_info ADDRESS="C" />
  <simple_rotary X="0" Y="0" Z="0" I="0" J="0" K="-1" />
</axis>
```



All axes (linear and rotary) included in "The Table" should move in opposite direction therefore need use minus for I, J or K vectors.

The full text of the Table section is:

```
<!-- ===== The table ===== -->
<machine_part>
  <axis>
    <control_info ADDRESS="A" MIN="-115" MAX="115" />
    <simple_rotary X="0" Y="0" Z="80" I="-1" J="0" K="0" />
  </axis>
  <model_list>
    <dmt_file>
      <path FILE="Hermle_C12_SRT320/a-axis_table.dmt"
    />
    <rgb R="140" G="140" B="140"/>
  </dmt_file>
</model_list>
  <machine_part>
    <axis>
      <control_info ADDRESS="C" />
      <simple_rotary X="0" Y="0" Z="0" I="0" J="0"
K="-1" />
    </axis>
    <model_list>
      <dmt_file>
        <path FILE="Hermle_C12_SRT320/c-
axis_table.dmt" />
        <rgb R="200" G="200" B="200"/>
      </dmt_file>
    </model_list>
    <machine_part NAME="table" />
  </machine_part>
</machine_part>
```

How to get XYZ values in PowerShape

When you create an *.mtd file you need to know the exact location of the head attach point, rotation centre and axis values. We can do this in PowerShape by creating some simple geometry at any points of interest.

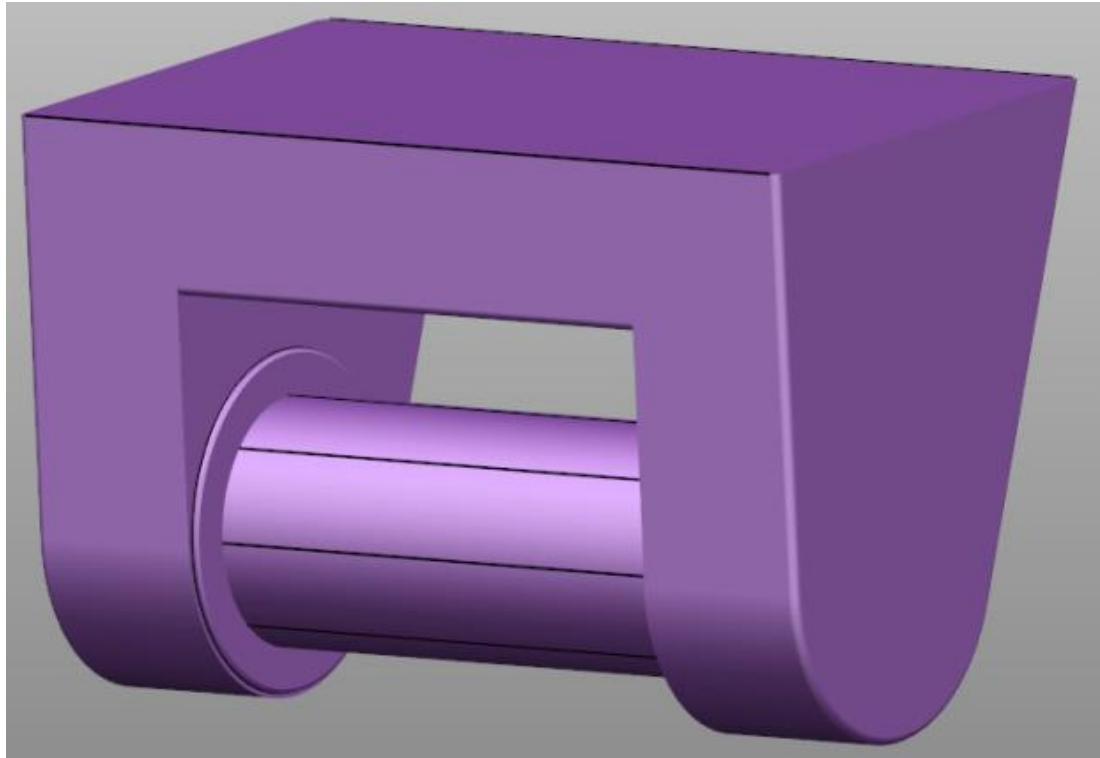
The following examples demonstrate how to identify the coordinates for different types of machine tool.

Head-Head machine tools

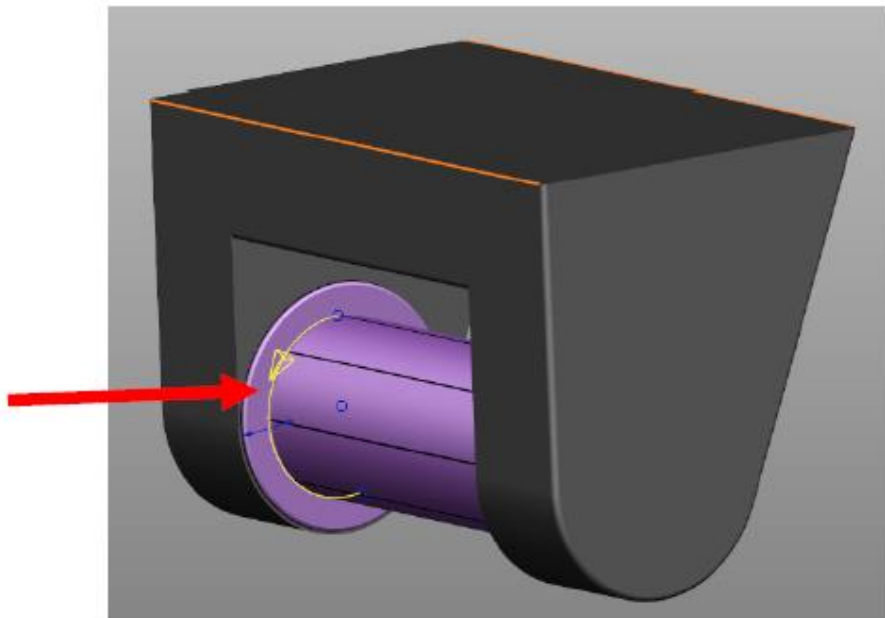
Head-Head machine tool with collinear vectors of rotation (the axes of rotation are parallel to the axes of the global coordinate system).

For example, you need the centre of rotation for the A axis of the Rye machine tool.

The A axis component rotates around a centre point of this part so in PowerShape we isolate this part.



We then create some simple geometry (a line or an arc for example) where we can easily note the exact location for the centre of rotation:



Editing the arc gives the centre point coordinates:

Name	4		
Radius	70.00196		
Span angle	191.2934		
Centre mark type	Dot		
Workspace	World		
Centre	-150	-51.80564	501.93202
Through	-150	-121.4671	495.03605



The global coordinate system (GCS) must be activated and be located in the centre of the table ($X=0$ $Y=0$ $Z=0$). We can either change the X value to zero to move the arc to the centre of the cylinder or just ignore it and keep it zero in the *.mtd

This results in:

```
<axis>
  <control_info ADDRESS="A" MIN="-110" MAX="110" />
  <simple_rotary X="0" Y="-51.80564" Z="501.93202" I="1" J="0" K="0" />
</axis>
<model_list>
  <dmt_file>
    <path FILE="rye/barrel_1.dmt" />
    <rgb R="245" G="245" B="245" />
  </dmt_file>
</model_list>
```

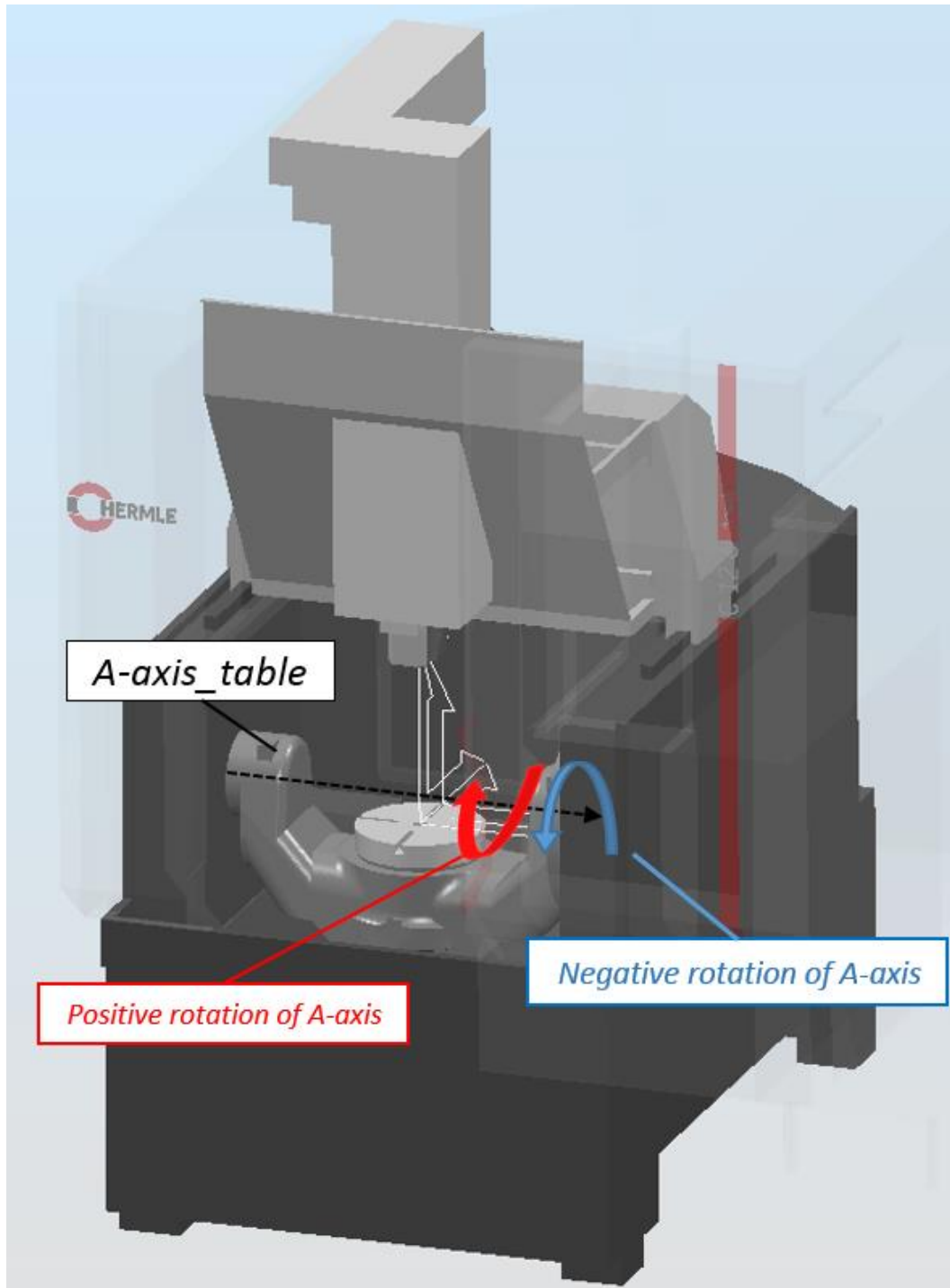
The rotation of A-axis_head occurs around the X axis. Therefore the directions of the vectors are: $I="1"$ $J="0"$ $K="0"$.



Use positive value of vectors for movement parts of head. Use negative value of vectors for movement parts of table.

Table-Table machine tools

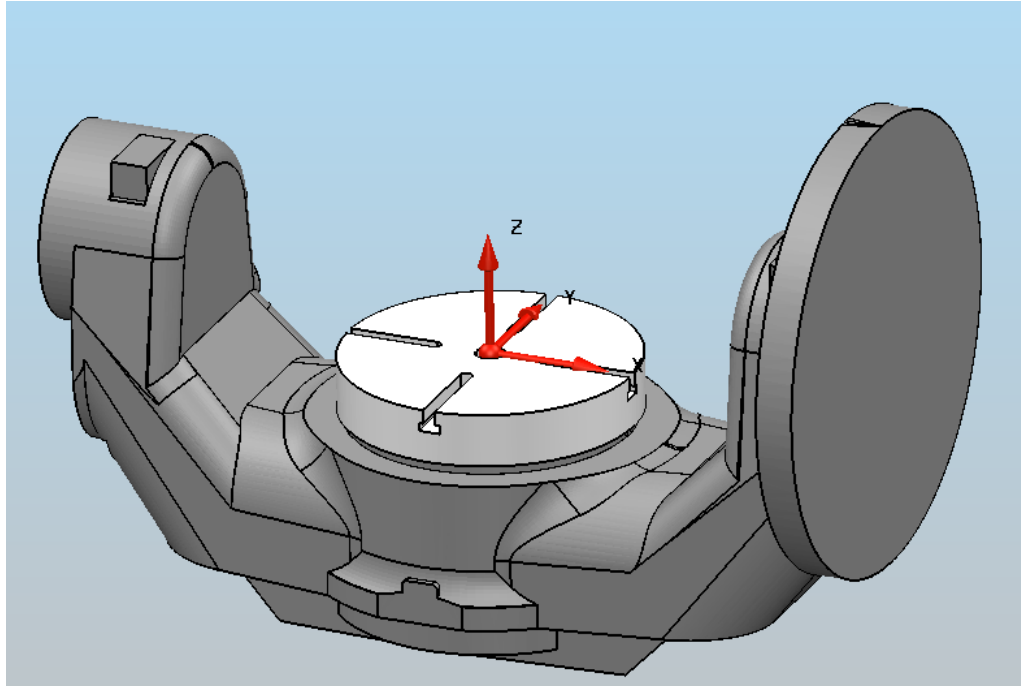
Table-Table machine tool (Hermle_C12_SRT320) with collinear vectors of rotation (the axes of rotation are parallel to the axes of the global coordinate system).



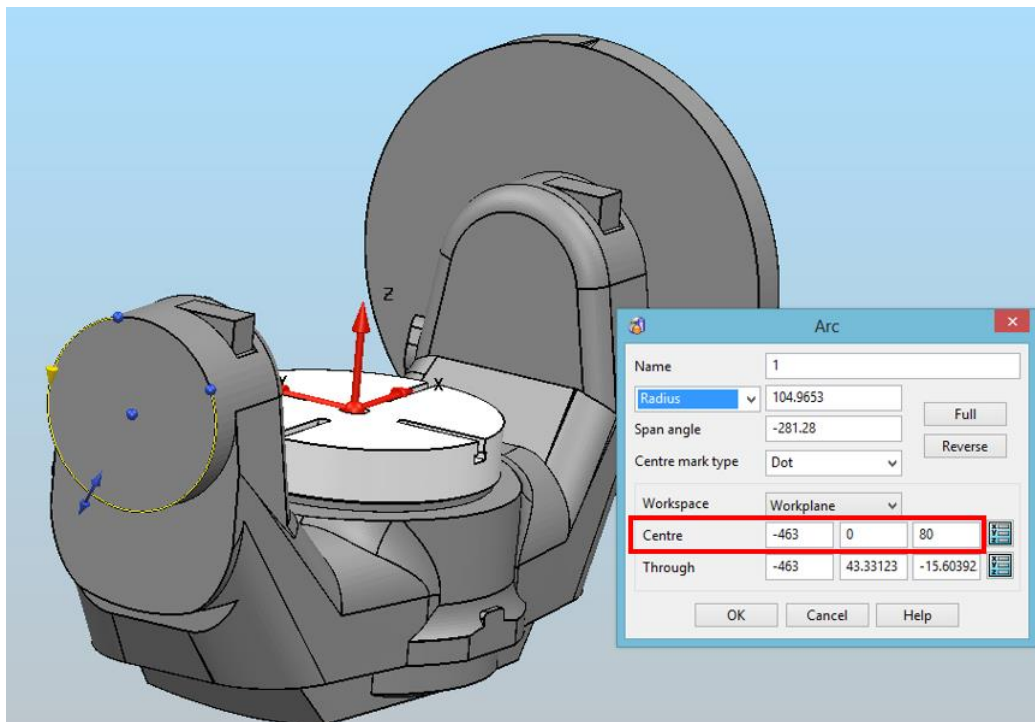
Let us open `A-axis_table` and `C-axis_table` in PowerShape. Then you can create new Local Coordinate System (LCS number 1) at $X=0$ $Y=0$ $Z=0$. This coordinate system duplicates the Global Coordinate System (GCS). See below.



In PowerShape it is important to have the correct position of the activated coordinate system.



Then you must create some simple geometry (a line or an arc, for example) where you can easily identify the exact location for the centre of rotation:



We can change the X value to 0 to move the arc to the centre of the table or just ignore it and keep it zero in the *.mtd. As a result, we get:

```

<axis>
  <control_info ADDRESS="A" MIN="-115" MAX="115" />
  <simple_rotary X="0" Y="0" Z="80" I="-1" J="0" K="0" />
</axis>
<model_list>
  <dmt_file>
    <path FILE="Hermle_C12_SRT320/a-axis_table.dmt" />
    <rgb R="140" G="140" B="140"/>
  </dmt_file>
</model_list>

```

The centre of rotation of C-axis_table:

```

<axis>
  <control_info ADDRESS="C" />
  <simple_rotary X="0" Y="0" Z="0" I="0" J="0" K="-1" />
</axis>
<model_list>
  <dmt_file>
    <path FILE="Hermle_C12_SRT320/c-axis_table.dmt" />
    <rgb R="200" G="200" B="200"/>
  </dmt_file>
</model_list>

```



In some cases, it is difficult specify the correct position of the machine part (for example: poor quality geometry machine, wrong machine assembly). Use the specification of the machine tool to find the correct solution.

Example with **Haas rotation table TR 210:**

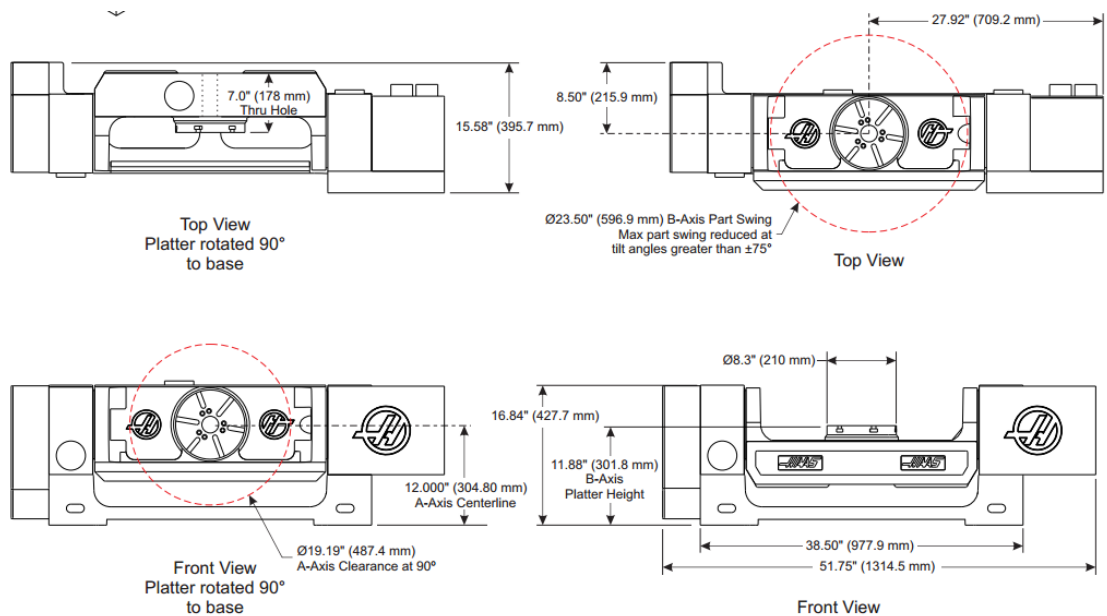
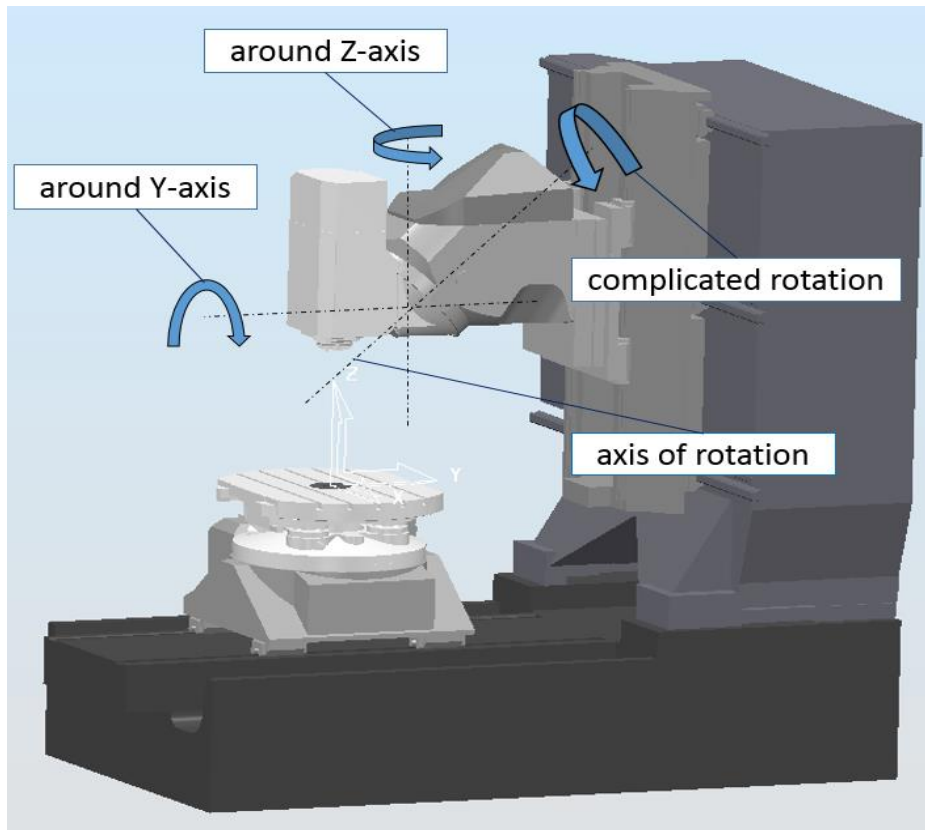
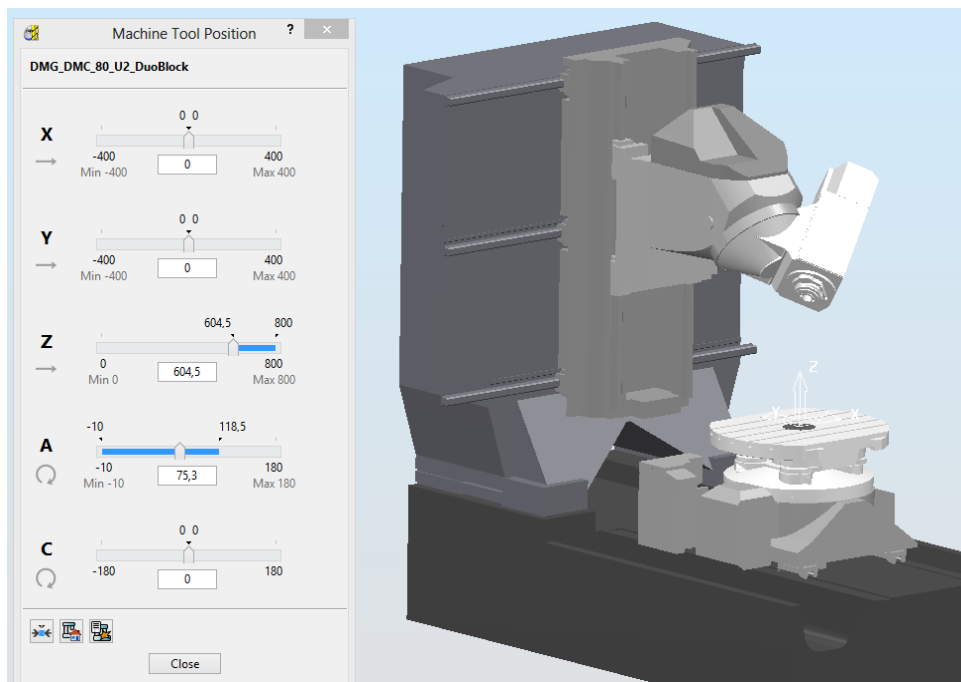


Table-Table machine tools

Head-Table machine tool (DMG_DMC_80_U2_DuoBlock) without collinear vectors of rotation (the axes of rotation are not parallel to the axes of the global coordinate system).

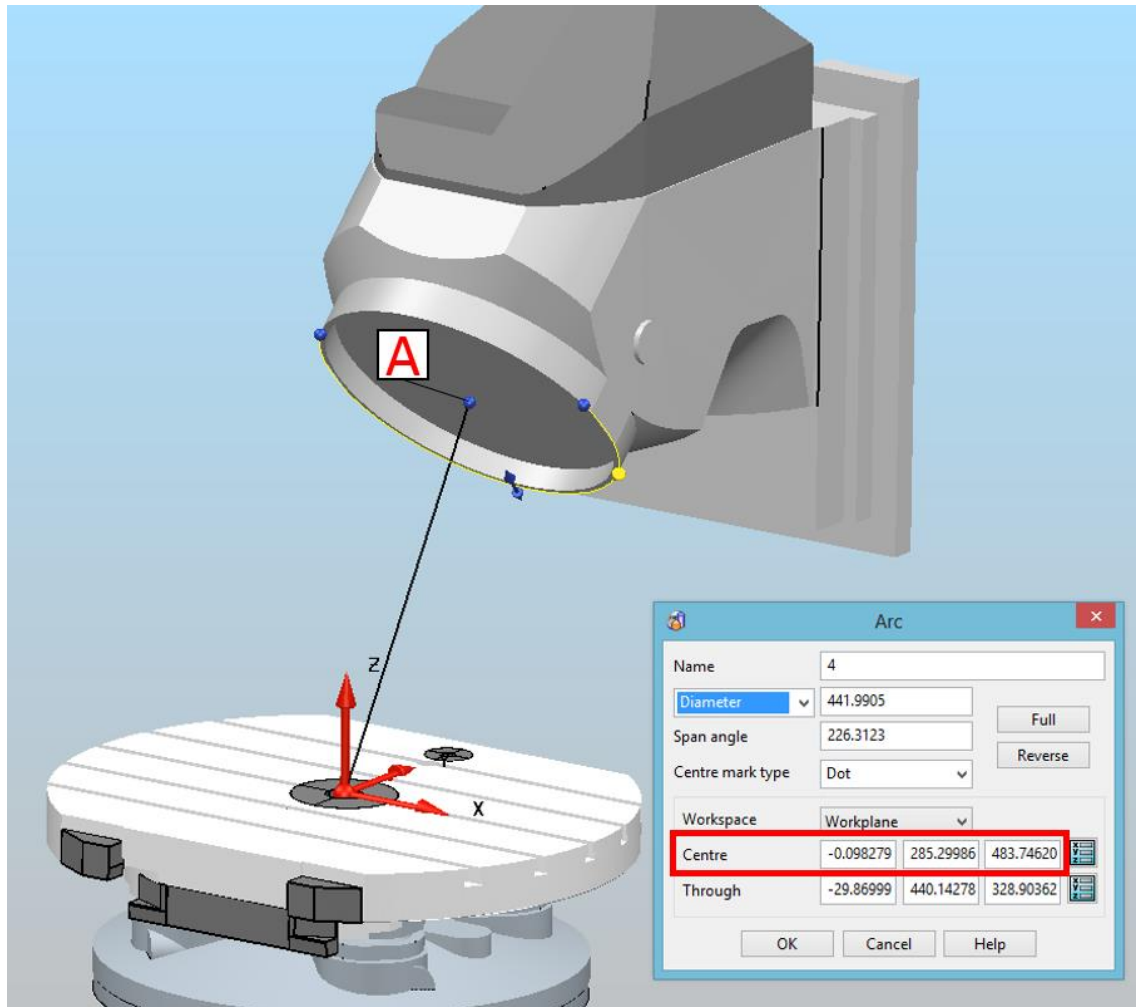


Such rotation is complicated because it consists of two rotational movements (around Z-axis and around Y-axis).



It is necessary to find the centre of rotation and the direction of motion. Consider the plane of rotation.

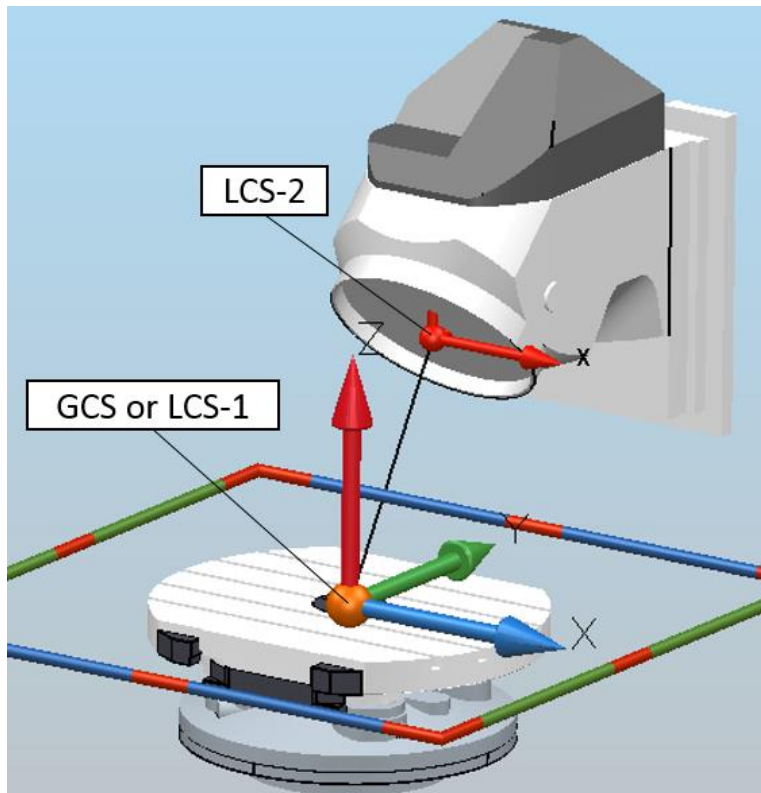
Let us create new local coordinate system (LCS-1) in the centre of table $X=0$ $Y=0$ $Z=0$. We then create some simple arcs where we can note the exact location of the centre of rotation:



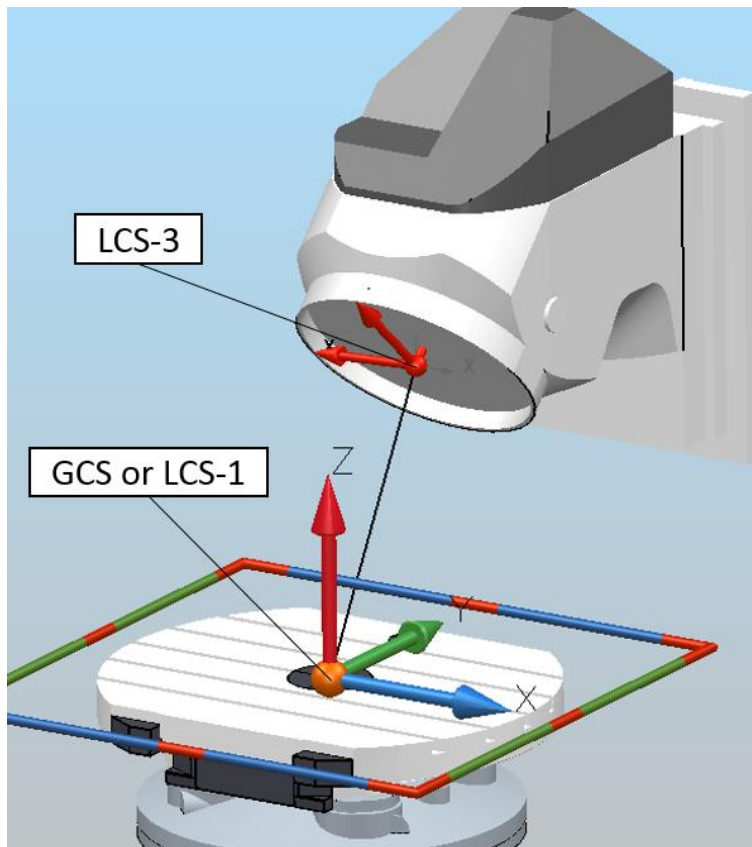
Double clicking on arc. The point **A** is centre of rotation with coordinates:
 $X=-0.098279$ $Y=285.29986$ $Z=483.74620$.

We use these coordinates to define centre of rotation.

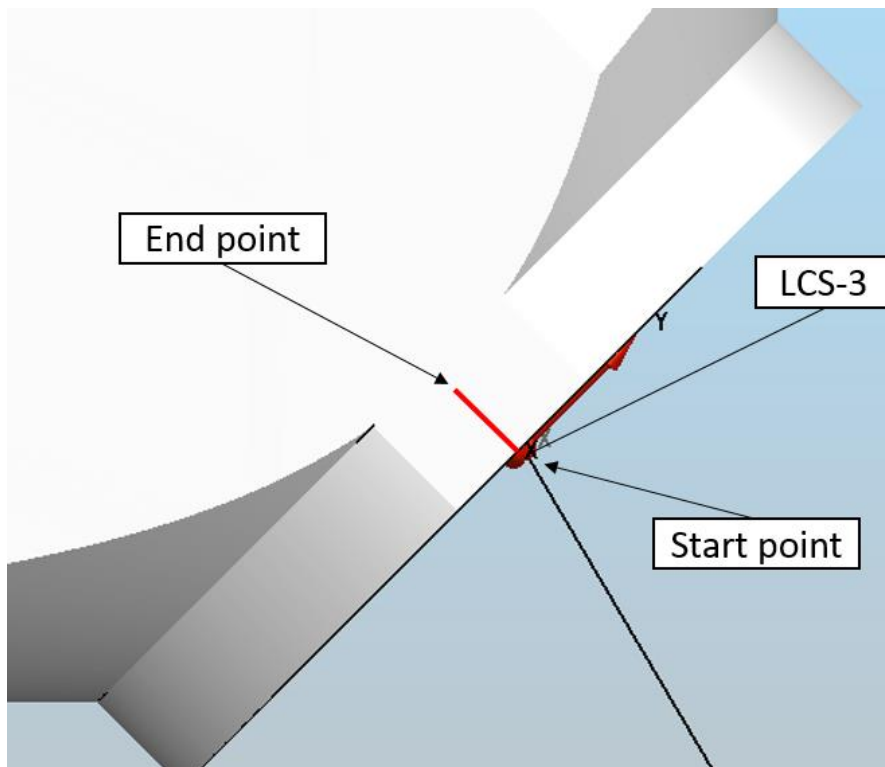
At the centre of rotation (point **A**), we create local coordinate system (LCS-2) oriented like the global coordinate system. See below:



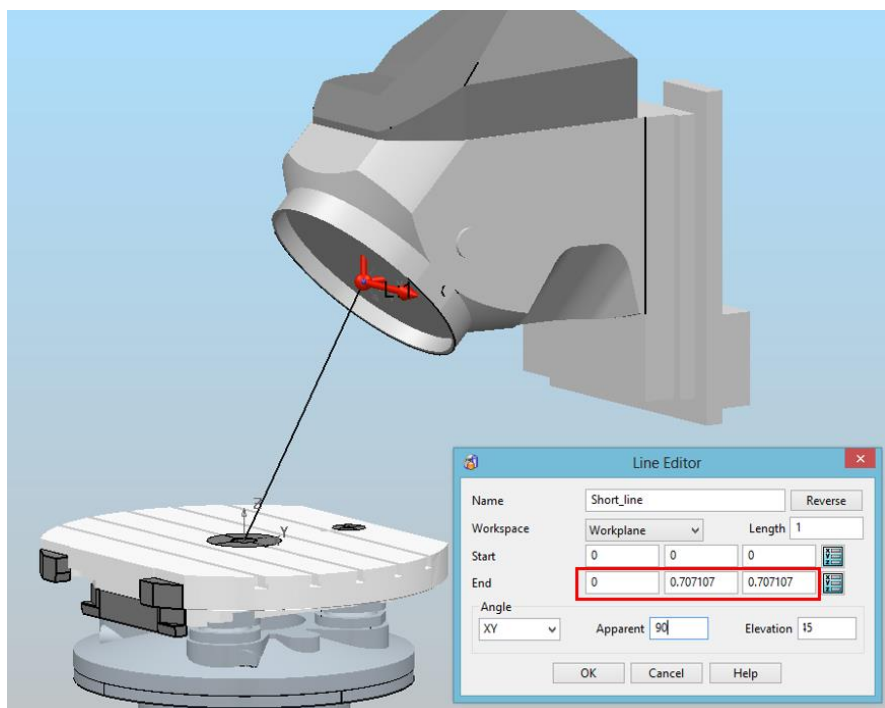
Then, create local coordinate system (LCS-3) at the point **A**, oriented perpendicular created arc (Z-axis should be perpendicular to the created arc):



By using activated LCS-3 create short line (start point $x=0$; $y=0$; $z=0$; and end point $x=0$; $y=0$; $z=1$)



Then we activate LCS-2 and double click on short line. See result below:



Where $I=0$; $J=0.707107$; $K=0.707107$. We find the direction of movement.

See screenshot below:

```
<machine_part>
  <axis>
    <control_info ADDRESS="A" VALUE="0" MIN="-10" MAX="180" />
    <simple_rotary X="-0.1" Y="285.3" Z="483.75" I="0" J="0.707107" K="0.707107" />
  </axis>
  <model_list>
    <dmf_file>
      <path FILE="DMG_DMC_80_U2_DuoBlock/B_Axis.dmf" />
    </dmf_file>
  </model_list>
</machine_part>
```

If the elevation is 45 degrees then we can use I=0; J=1; K=1.

Finally, use PowerMill and PostProcessor for testing the MTD (check the start and end point, correct position of all parts of machine, collision detection).

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