

```

1 ;Creates operation for inset pulls
2 ;These operations are not visible because they do not appear correctly until they are
  optimized
3 ;Created May 30/12 by Sandy McClintock
4
5
6 For Each DOR|S_DSLAB Part
7
8 ;-----User
Variables-----
9
10 ;---Vetera-----
-----
11 If Pull._M:MatID = 95 or Pull._M:MatID = 94
Then
;Material ID
12 RWidth =
Imp(70)
;Width of operation
13 RLength =
Imp(70)
;Length of operation
14 RDepth =
Imp(13)
;Depth of operation
15 RorH =
1
;Route = 1 Hole = 2
16 End If
17
18 ;---Touch-In
Rectangular-----
19 If :Pull._M:MatID = 89 or :Pull._M:MatID = 88 or :Pull._M:MatID = 85 or :Pull._M:MatID
= 84 Then
;Material ID
20 RWidth =
Imp(44)
;Width of operation
21 RLength =
Imp(179)
;Length of operation
22 RDepth =
Imp(16)
;Depth of operation
23 RorH =
1
;Route = 1 Hole = 2
24 End If
25
26 ;---Touch-In
Circle-----
27 If :Pull._M:MatID = 91 or :Pull._M:MatID = 90 or :Pull._M:MatID = 87 or :Pull._M:MatID
= 86 Then
;Material ID
28 RWidth =
Imp(90)
;Width of operation
29 RLength =
Imp(90)
;Length of operation
30 RDepth =
Imp(16)
;Depth of operation
31 RorH =
2
;Route = 1 Hole = 2
32 End If
33
34 ;-----
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35 ;-----DO NOT
CHANGE-----
36 ;-----
-----
37 ;---Route-----
-----
38 If RorH = 1 Then
39   If :PULL.AZ = 0 Then ;Standard rotation
40     Dim ROUTE as New Route
41
42     ROUTE.Visible<bool> = False
43     ROUTE.DX = :RWidth
44     ROUTE.DY = :RLength
45     ROUTE.DZ = :RDepth
46     ROUTE.X = TPullBore.x-DX/2
47     ROUTE.Y = (TPullBore.y-(TPullBore.y-BPullBore.y)/2)-DY/2
48     ROUTE.Z = 0
49     ROUTE.AX<deg> = 0
50     ROUTE.AY<deg> = 0
51     ROUTE.AZ<deg> = 0
52     ROUTE._FACEWP<int> = 1
53     ROUTE._POCKET<int> = 1
54
55   Else ;Rotated 90 degrees
56
57     Dim ROUTE as New Route
58
59     ROUTE.Visible<bool> = False
60     ROUTE.DX = :RLength
61     ROUTE.DY = :RWidth
62     ROUTE.DZ = :RDepth
63     ROUTE.X = (TPullBore.X-(TPullBore.X-BPullBore.X)/2)-DX/2
64     ROUTE.Y = (TPullBore.y-(TPullBore.y-BPullBore.y)/2)-DY/2
65     ROUTE.Z = 0
66     ROUTE.AX<deg> = 0
67     ROUTE.AY<deg> = 0
68     ROUTE.AZ<deg> = 0
69     ROUTE._FACEWP<int> = 1
70     ROUTE._POCKET<int> = 1
71
72   End If
73
74 ;---Hole-----
-----
75 Else
76
77   Dim HOLE as New LineBore
78
79   HOLE.Visible<bool> = False
80   HOLE.DX = :RWidth
81   HOLE.DY = :RLength
82   HOLE.DZ = :RDepth
83   HOLE.X = TPullBore.x
84   HOLE.Y = (TPullBore.y-(TPullBore.y-BPullBore.y)/2)
85   HOLE.Z = 0
86   HOLE.AX<deg> = 0
87   HOLE.AY<deg> = 0
88   HOLE.AZ<deg> = 0
89   HOLE._FACEWP<int> = 1
90   HOLE._SPCNG = 0
91   HOLE.REPT = 1
92
93 End if

```