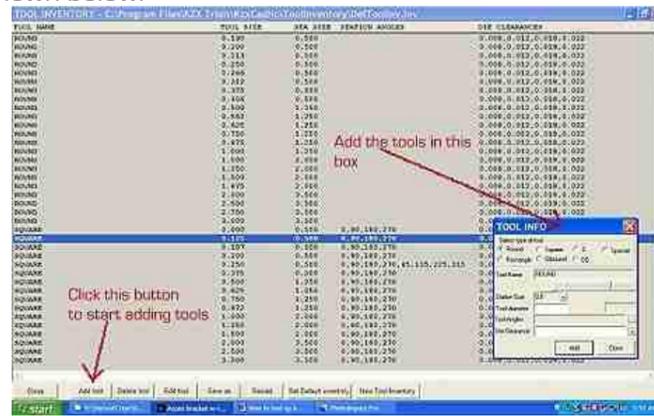# How to tool up a part

1. **Add tools to the tool inventory**

    Go to menu **Tooling Up-Tool Room-Inventory** to open up the tool inventory window as shown below:


    Click the Add tool button, the tool info will pop up, just enter the info about every one of the tools in your shop and click the add button for every tool that you want in your tool inventory, when done click the save as button to save your tool inventory and then close it.

2. **Add tools to turret**

    Go to menu **Tooling Up-Tool Room-Nc Turret**, the turret window will pop up, click on the add tool button and your tool inventory list that you added in the first step will show up in the drop down box, pick every tool that you might need in your turret and double click the turret area in the right station number. When adding a tool to a station make sure the size of the tool and allowed angles match the station.

    Add as many tools as you need as shown below:
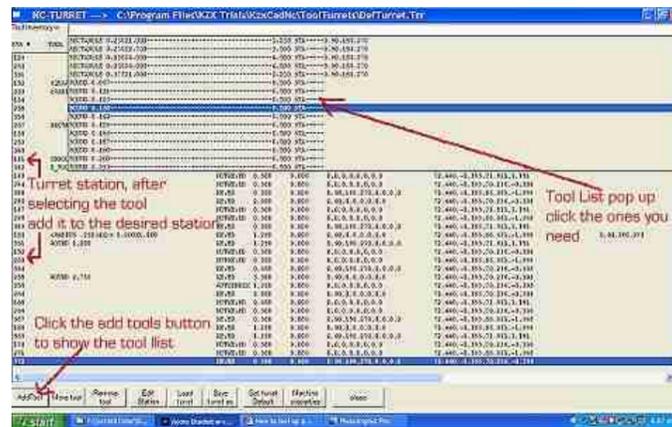
    Save the turret clicking the save as button when you are done adding tools, then close the turret.

3. **Add tools to your part patterns**

    Once you are back to GPuncher work area then Go to menu **Tooling Up - attach tool**, the combo box located at the bottom beside the color and break buttons will be filled up with the turret tools, just pick the tool that fit the part pattern that you want to attach a tool to, do the same with all your part patterns.

    Tip: If you want to see your tools at all times go to **Tooling Up - Show Hits-On** to turn them on.
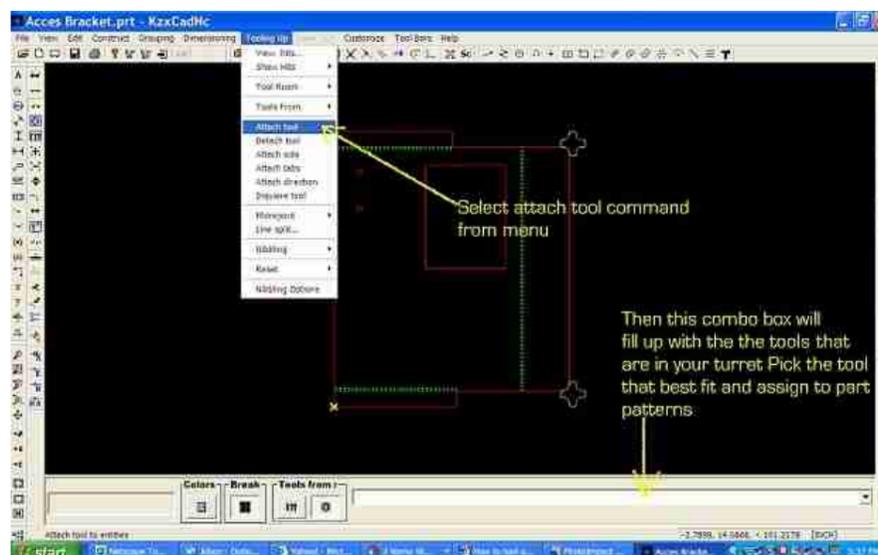
Other useful commands in the Tooling Up menu are:

View-Hits redraws the screen and displays the tools in your sheet

**Tool Room** lets you open the turret or tool inventory dialog box to add, edit or remove tools.

Tools From when assigning tool to your pattern you can either do it straight from the tool inventory or from the tools in your turret. This option lets you choose and switch.

Attach Tool use this command to start adding tools to your part patterns

Detach Tool use this command to remove a tool from a part pattern

Attach Side lets you switch the pattern side in which the punch will be done. Has three states; Right side, middle side and left side.

Attach Tabs when punching your part you want to add tabs to the corners so the part don't fall of you blank. Use this command to add holding tabs to your parts, The cursor will jump to centers and ends of geometry, if clicked the center a tab will be added to both ends in the amount entered in the tabs dialog box, if you move the cursor to either side then the tab will be just added to that end as shown below.
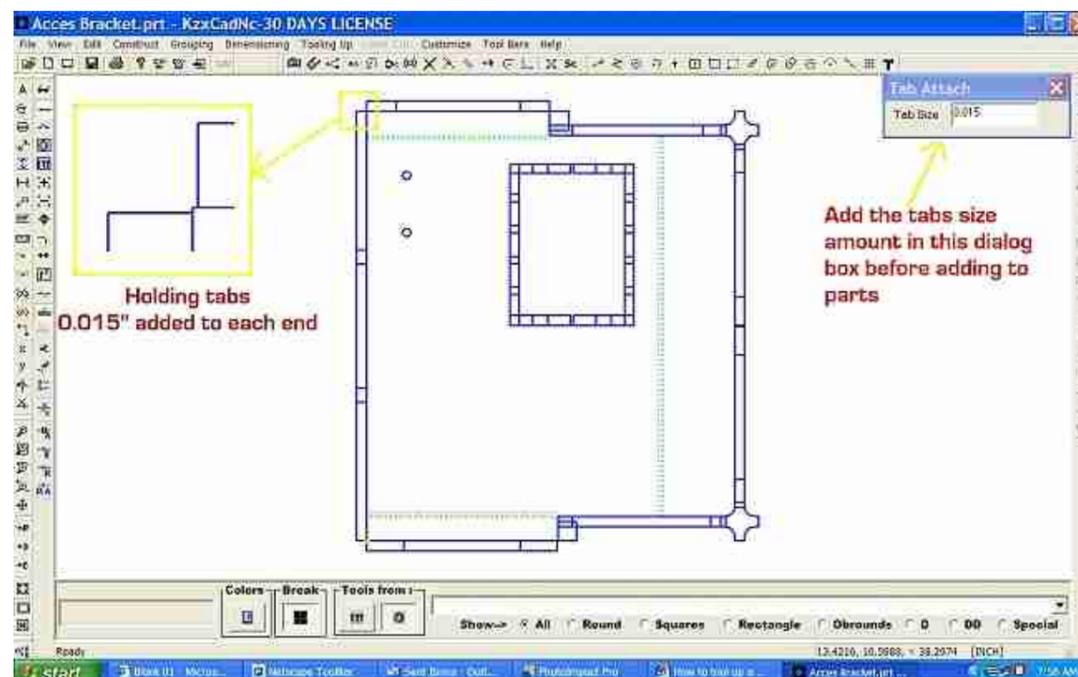
Attach Direction let you switch the punching direction, left to right or right to left

Inquire Tool use this command to inquire what tool is punching the entity

Microjoints use this command to add, edit or remove holding micro joints of any size to your parts.

Line Split does the same job as the micro joint but it also splits your line in two.

Nibbling turns the nibbling process on or off. Here you can switch its state as well.

Nibbling options opens up a dialog box to set the nibbling parameters. Read your machine manual to make the proper changes or simple use the defaults.