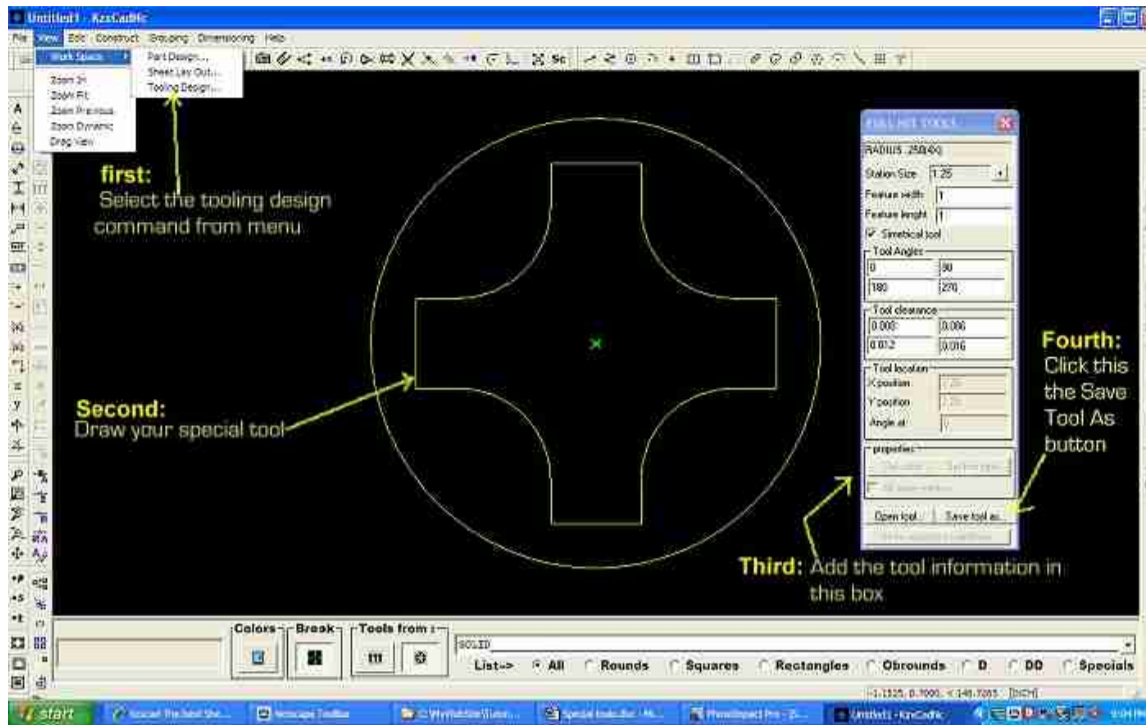


Special Tools-Full Hits

1. Design the special tool

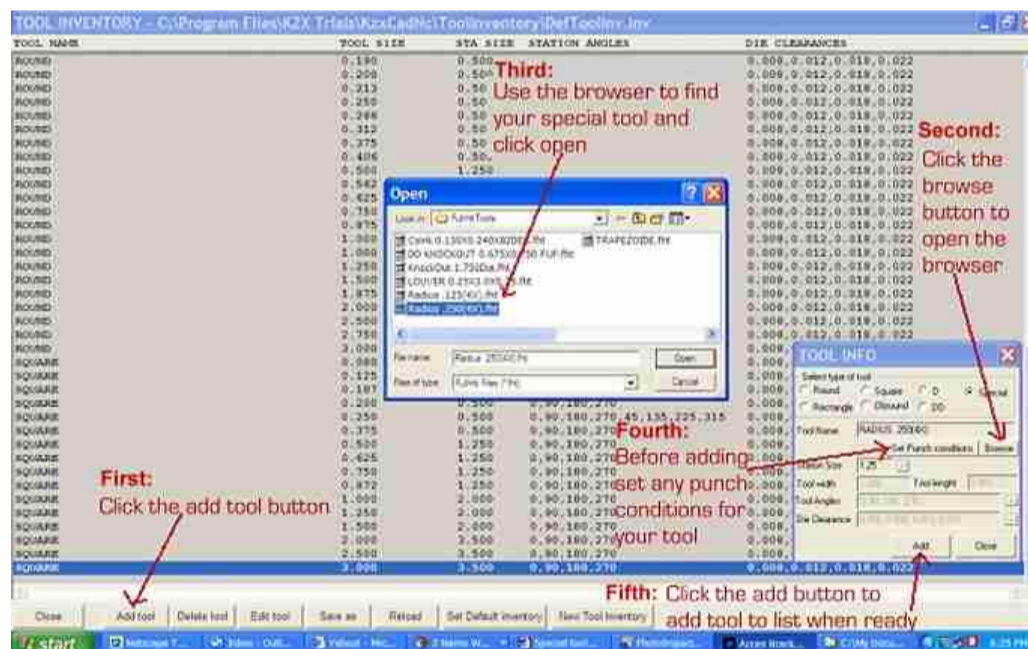
Go to menu **View-Work Space-Tooling Design** and it will switch your workspace to the designing area, draw your special tool and fill up its info box as shown below:



After saving your special tool close the tool designing module by pressing the tab key or go to menu **View-Work Space-Part Design**.

2. Add your special tool to the tool inventory

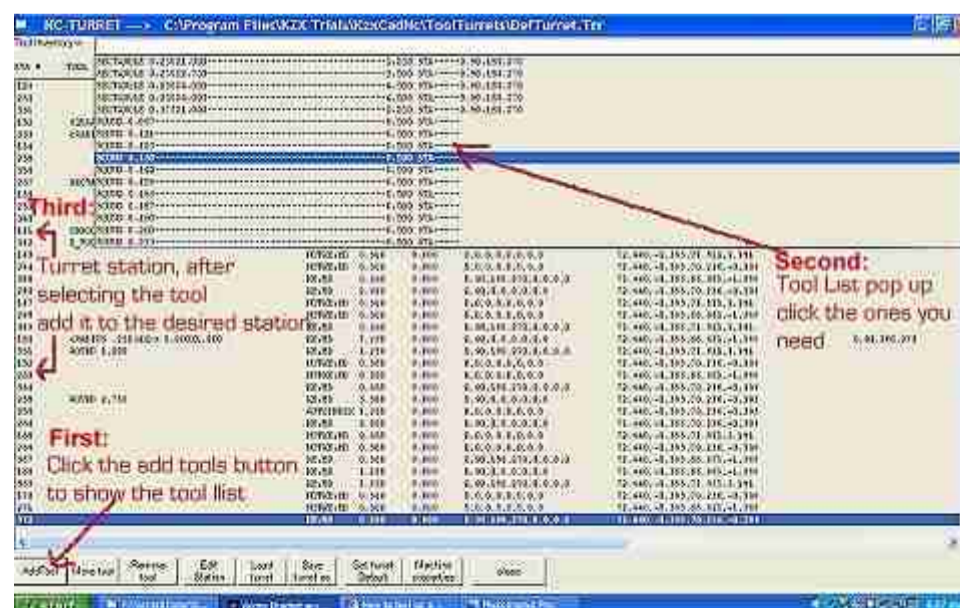
Once in part design work space go to menu **Tooling Up-Tool Room-Inventory** to open up the tool inventory window. Click the Add tool button to open the tool info box:



In the info box click the browsing button to open up the tool browser and find your special tool, open it, the info box will fill up by it self then add any punching conditions or M codes if applicable. To finish click the Add button in the info box to add it to tool inventory list. Save your tool inventory and close it.

3. Add special tool 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 will show up in the combo box, pick every tool that you might need in your turret and double click the turret area in the right station number, make sure the size of the tool and allowed angles match the station you just picked, add as many tools as your drawn part needs as shown below



4. Draw tools hits and attach the special tool to it

Once you are back to GPuncher work area then go to menu **Construct-Full Hits** and the combo box located at the bottom will fill up with the tools in the turret, pick the special tool that you just created and place hits in your work area, as shown in picture. Once done placing hits attach the tool to it, for that 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, pick the special tool you just created and attach it to your drawn hits.

Tip: If you want to see your tools at all times go to **Tooling Up>Show Hits-On** to turn them on.

