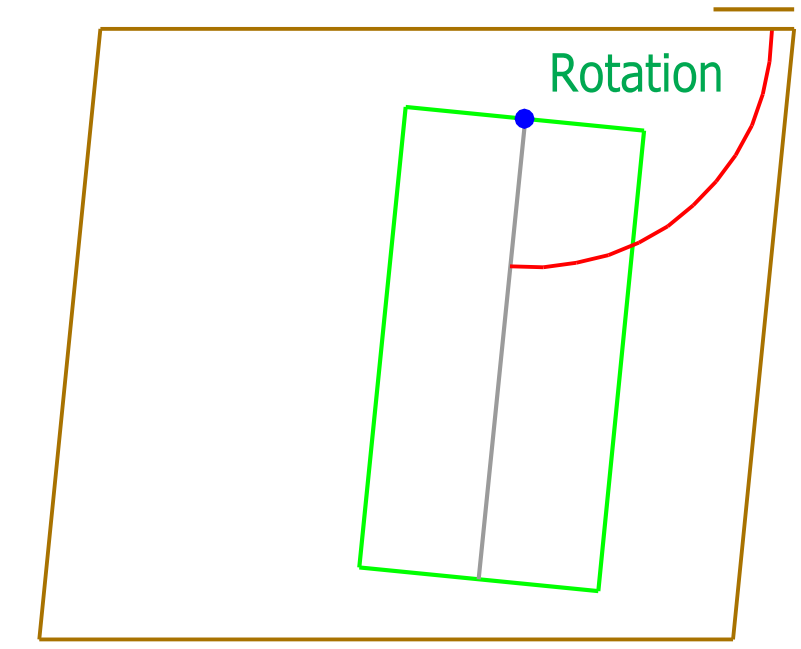
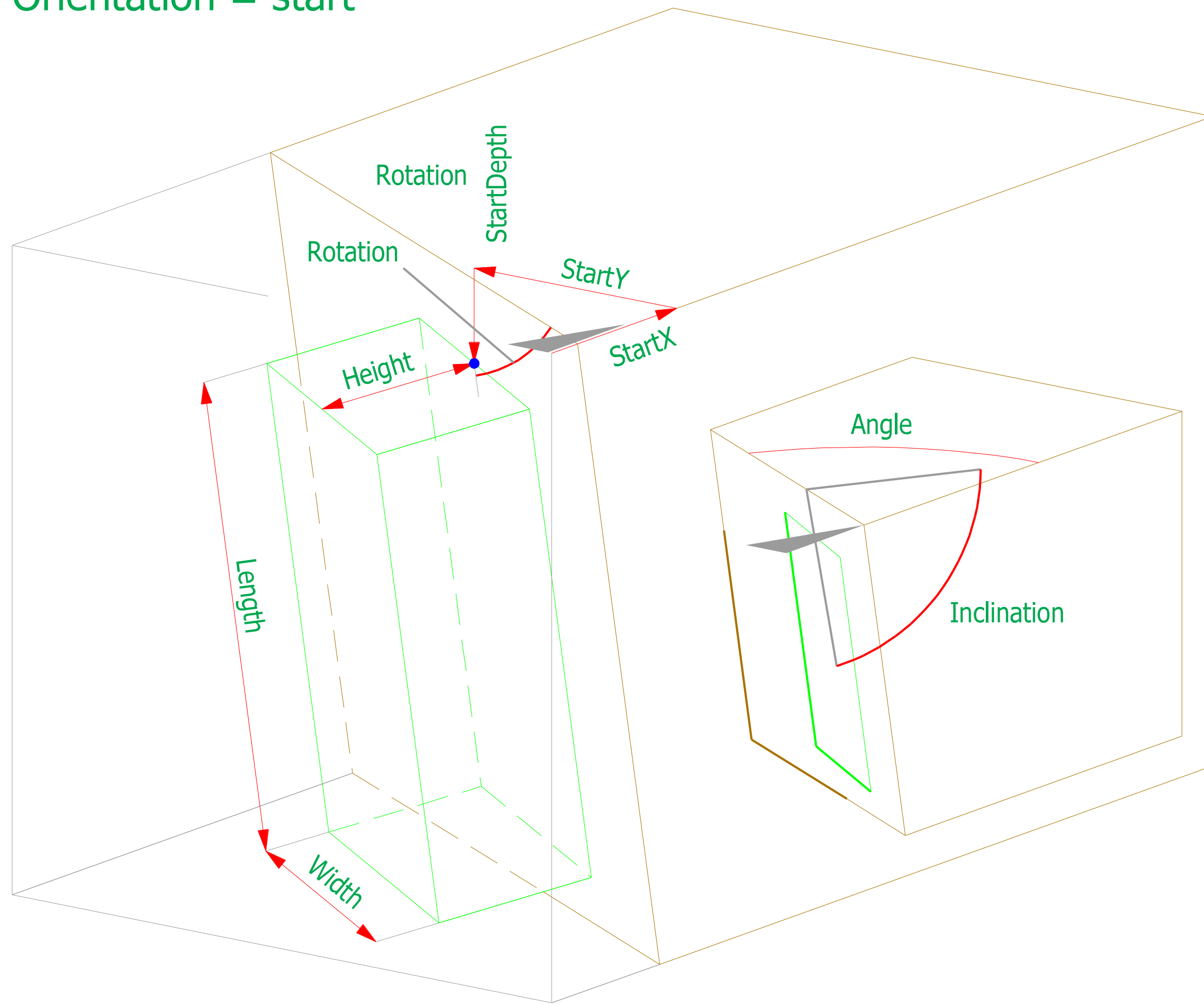
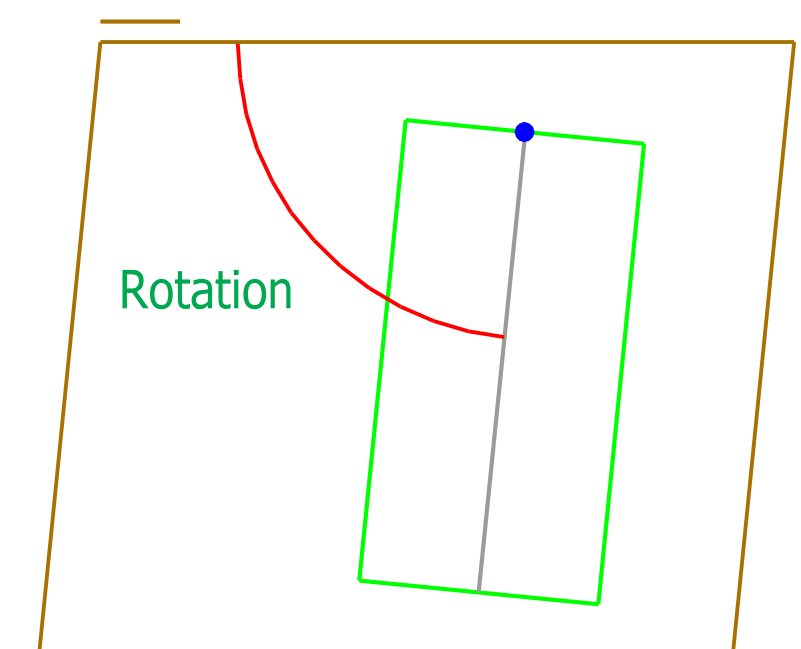
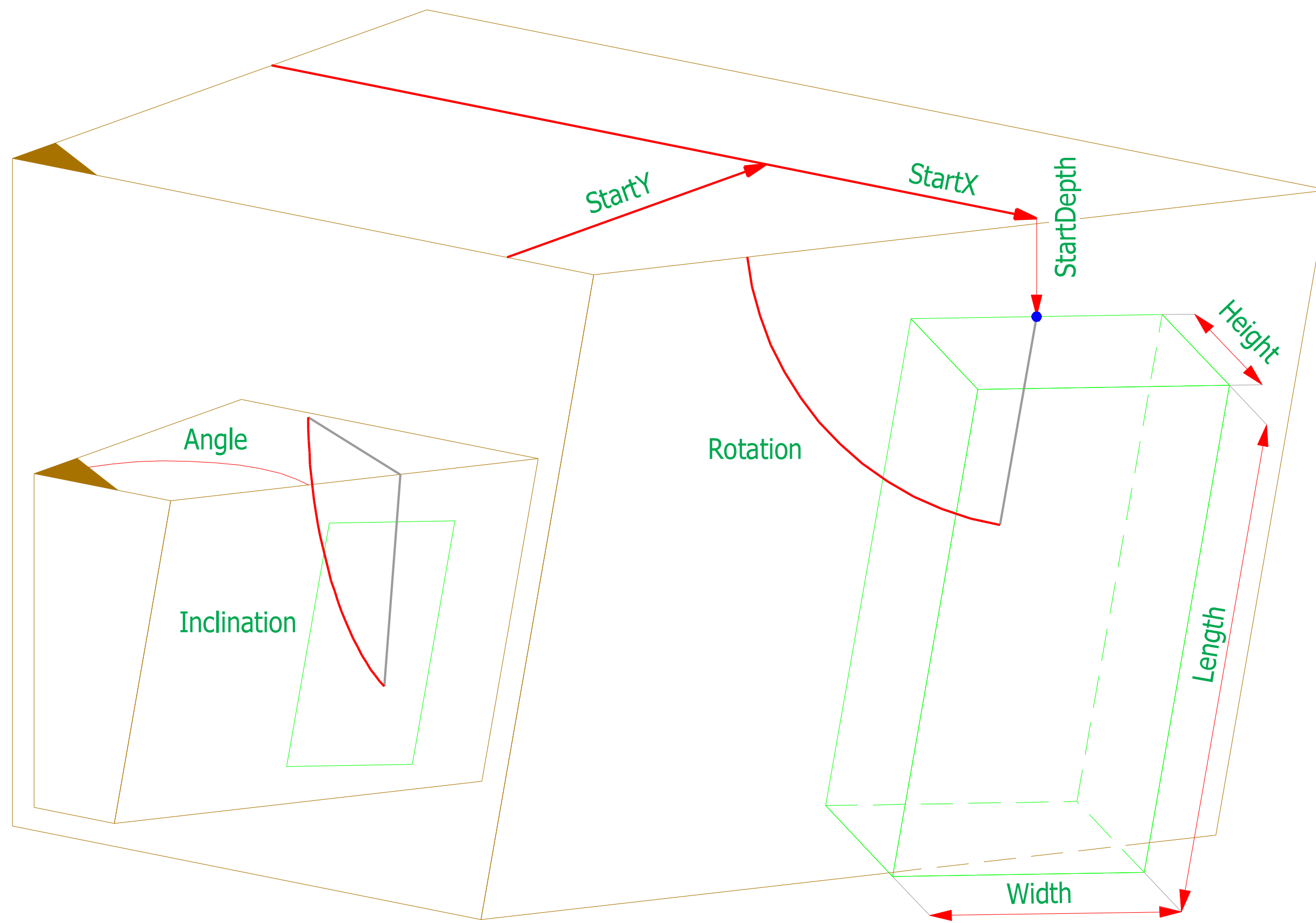


Tenon

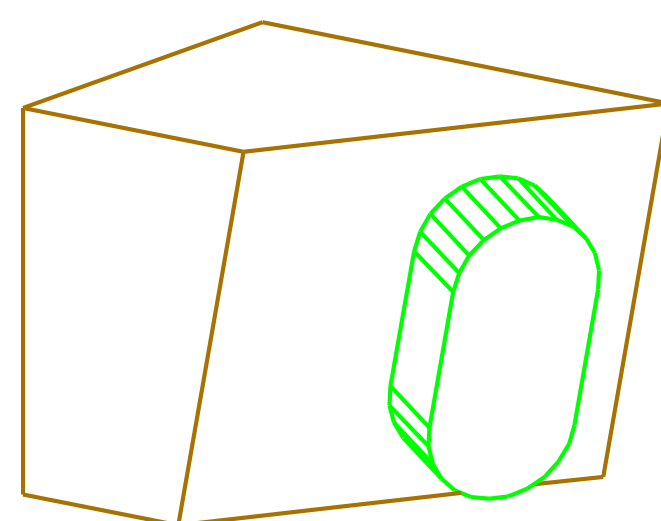
Orientation = start



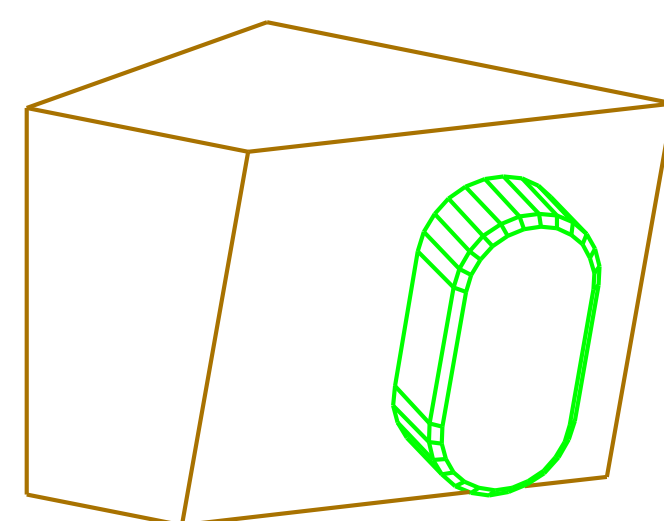
Orientation = start



Chamfer = no



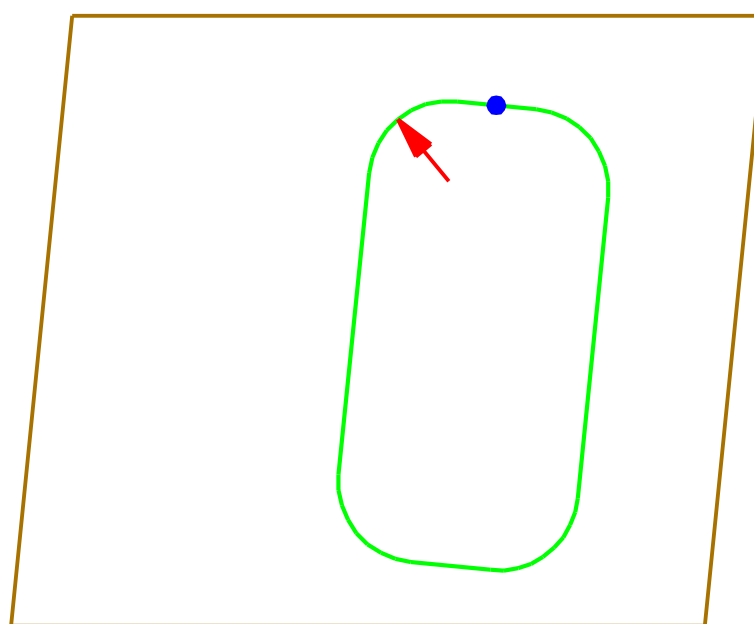
Chamfer = yes



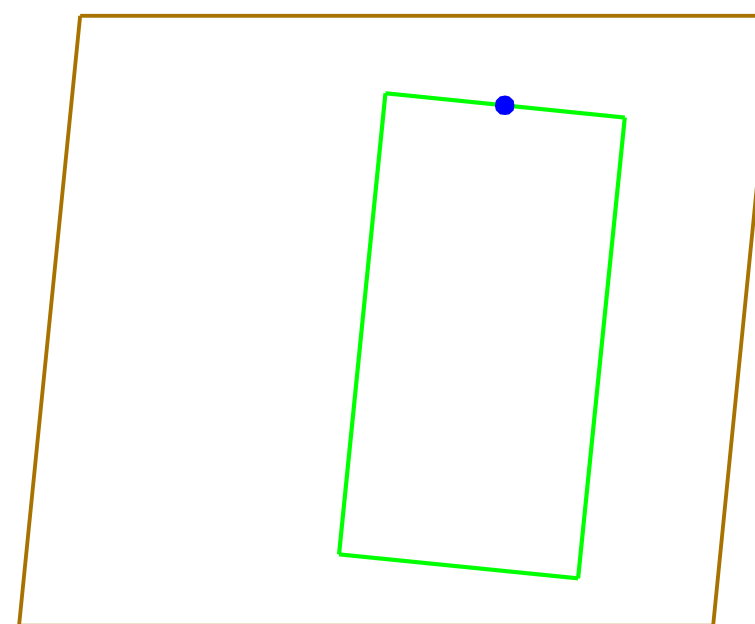
Parameters Tenon

Name	Type	Default	Min	Max
Orientation	OrientationType		start	end
StartX	LengthPosType	0.0	-100000.0	100000.0
StartY	WidthNTType	50.0	-50000.0	50000.0
StartDepth	WidthNTType	50.0	-50000.0	50000.0
Angle	AngleType	90.0	0.1	179.9
Inclination	AngleType	90.0	0.1	179.9
Rotation	AngleType	90.0	0.1	179.9
LengthLimitedTop	BooleanType	yes	no	yes
LengthLimitedBottom	BooleanType	yes	no	yes
Length	WidthType	80.0	0.0	50000.0
Width	LengthSType	40.0	0.0	1000.0
Height	LengthSType	40.0	0.0	1000.0
Shape	TenonShapeType	automatic		
ShapeRadius	LengthSType	20.0	0.0	1000.0
Chamfer	BooleanType	no	no	yes

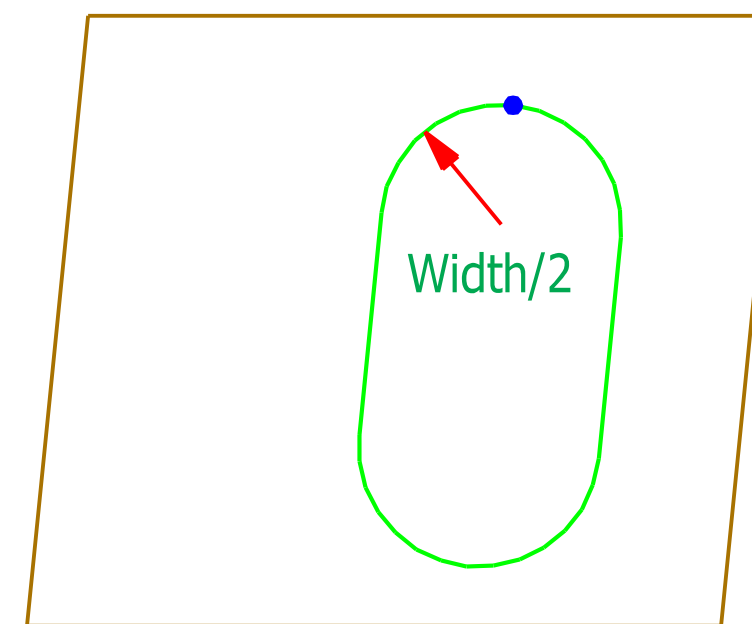
Shape = automatic



Shape = square

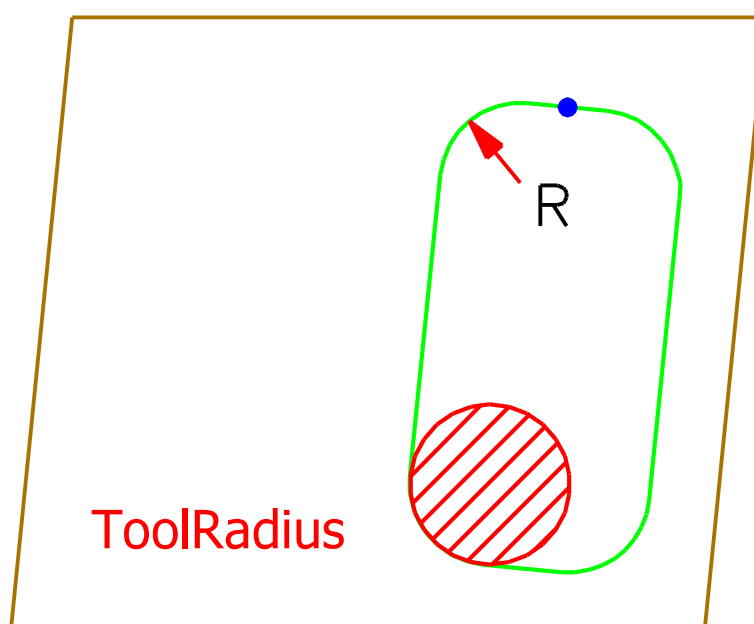


Shape = round

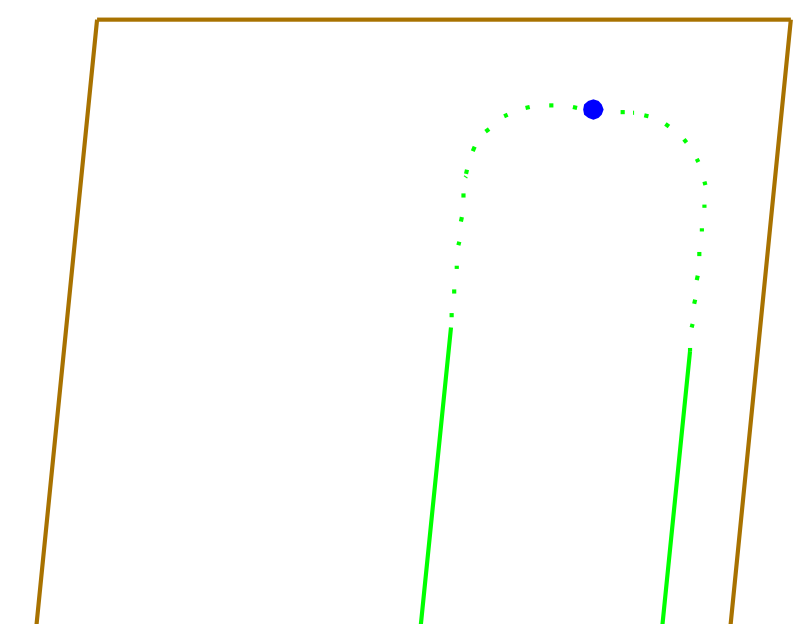
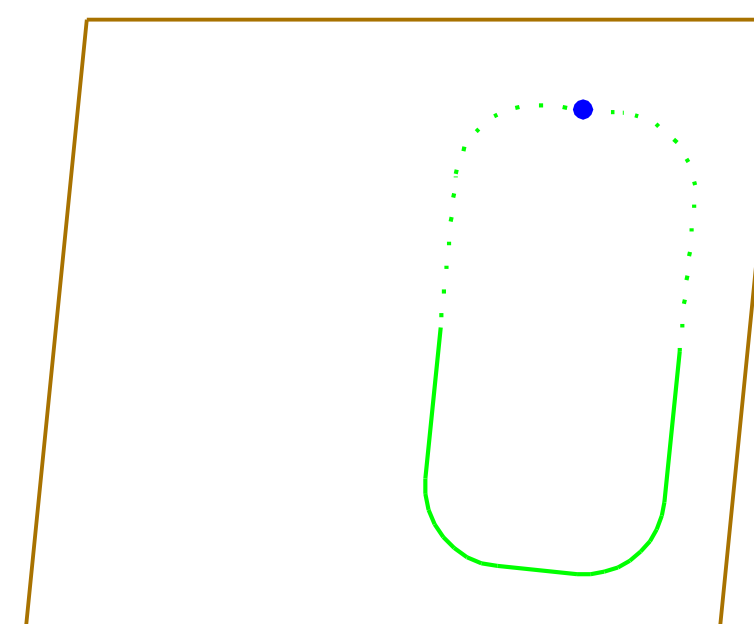
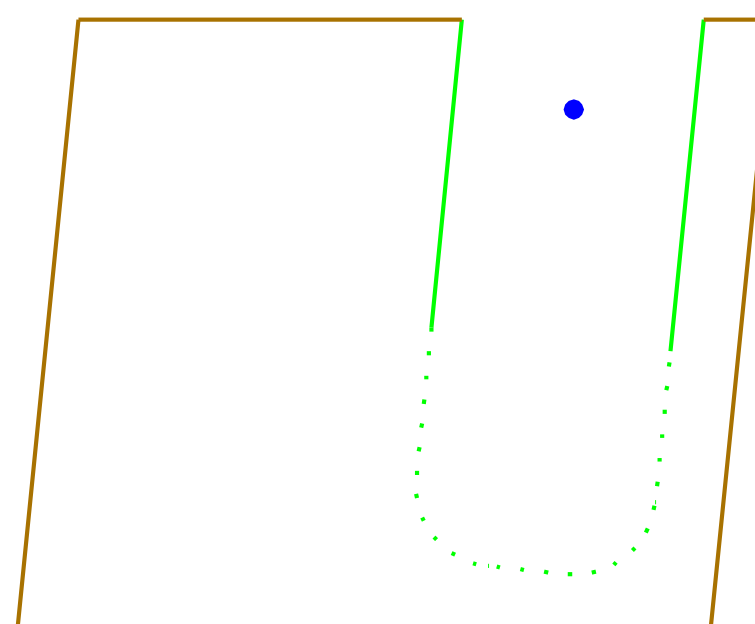
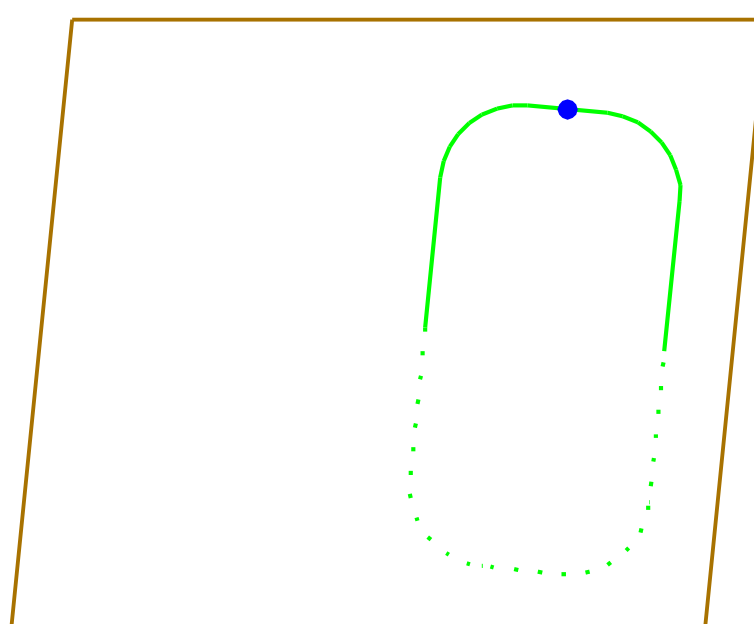
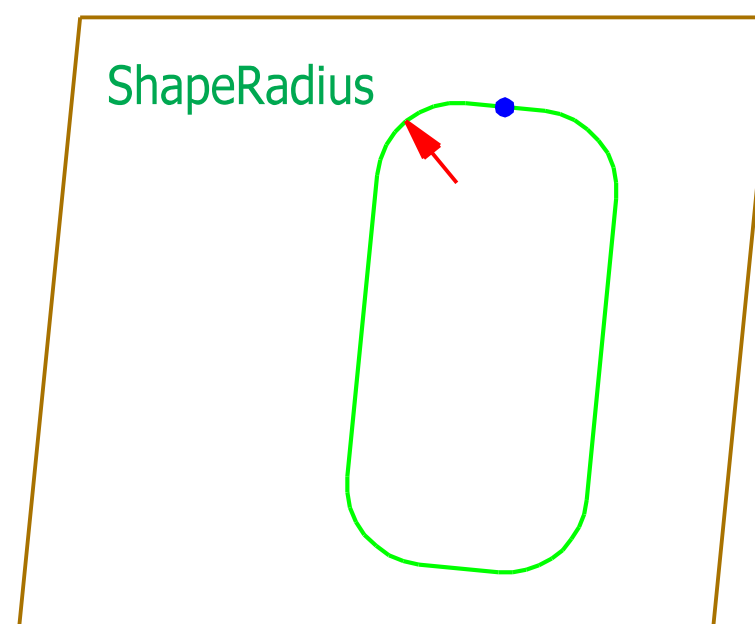


The tenon can be square, round or machine defined depending on the capabilities of the machine.

Shape = rounded



Shape = radius

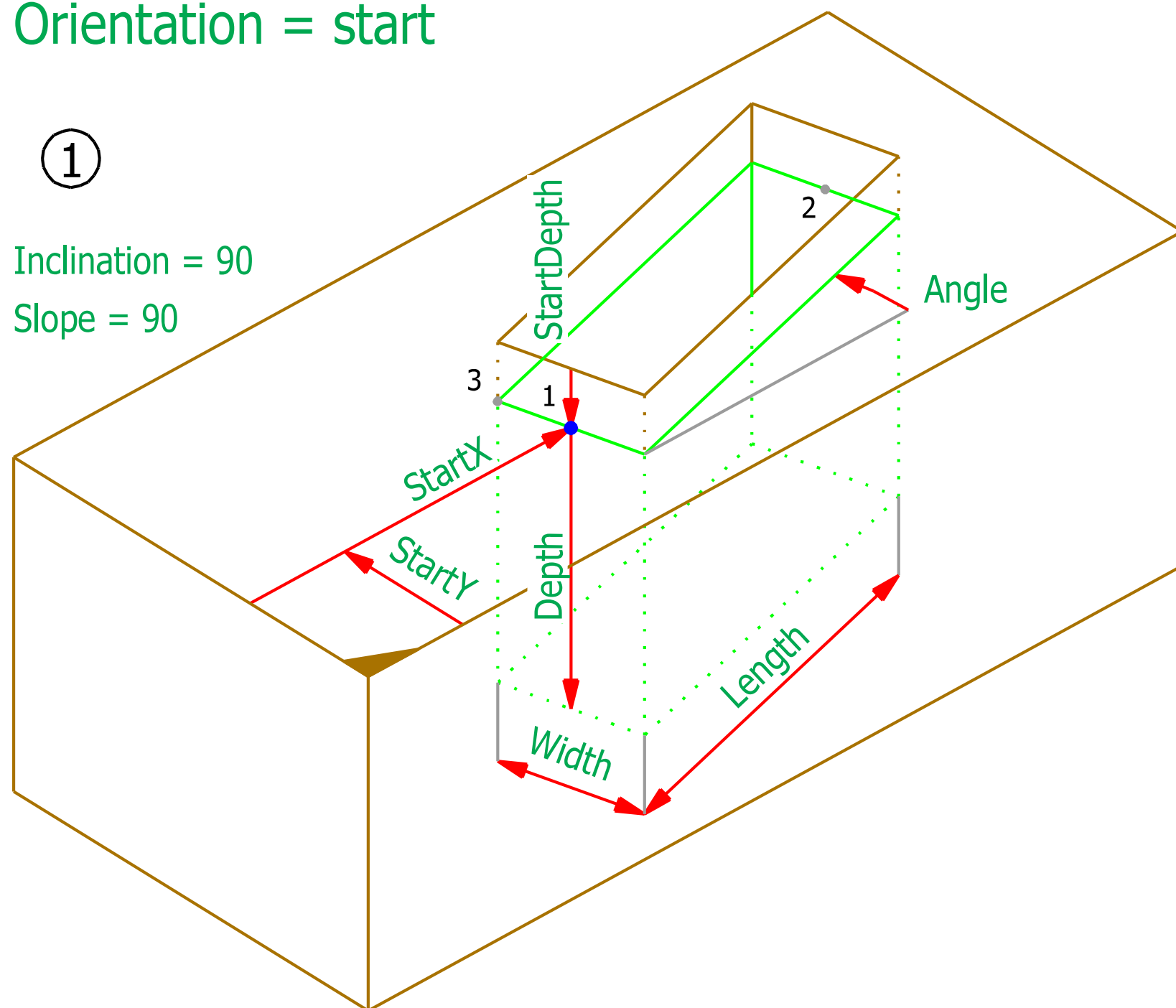


Mortise

Orientation = start

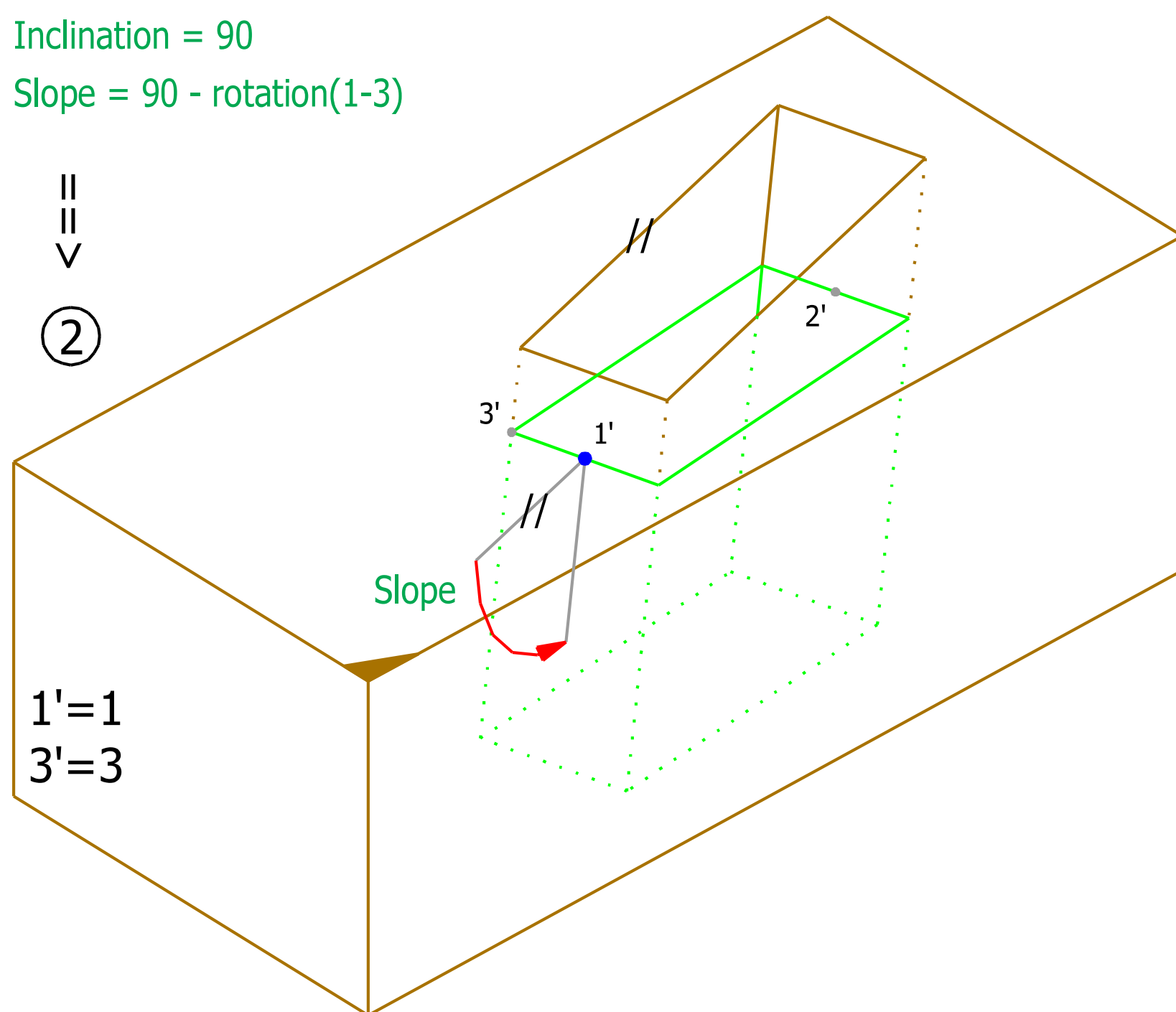
①

Inclination = 90
Slope = 90



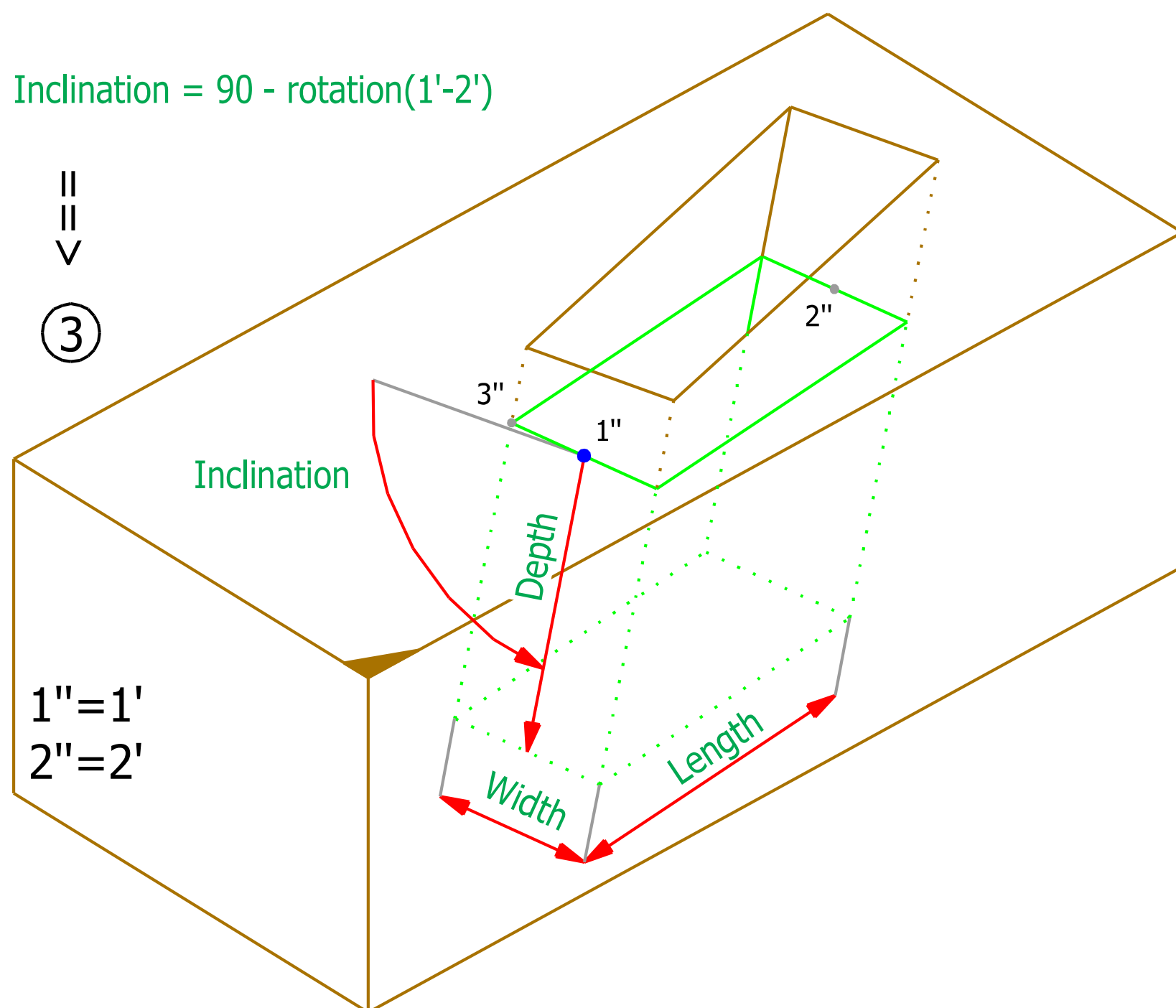
Inclination = 90
Slope = 90 - rotation(1-3)

||
||
v
②



Inclination = 90 - rotation(1'-2')

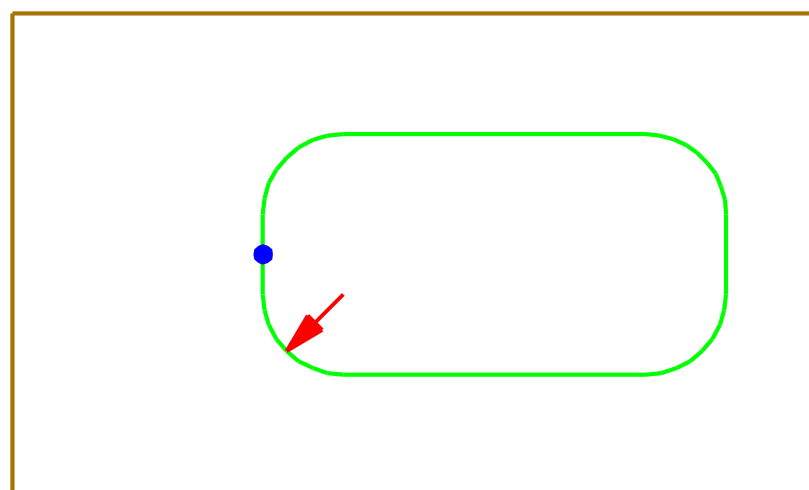
||
||
v
③



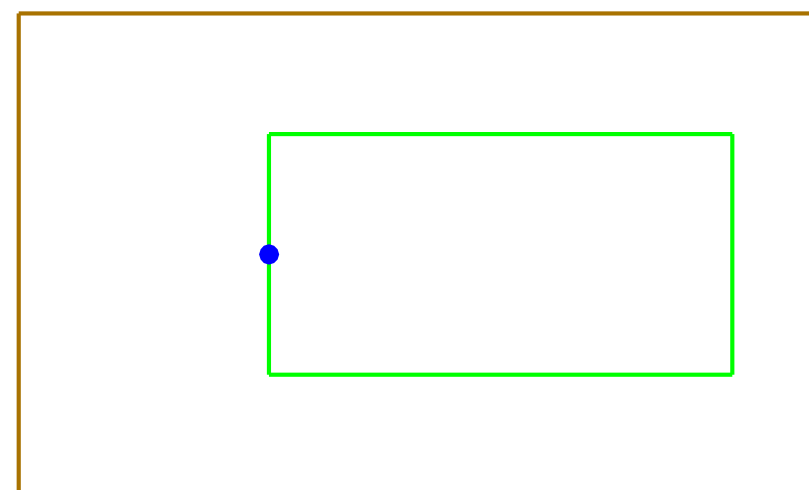
Parameters Mortise

Name	Type	Default	Min	Max
StartX	LengthPosType	0.0	-100000.0	100000.0
StartY	WidthNType	50.0	-50000.0	50000.0
StartDepth	WidthType	0.0	0.0	50000.0
Angle	Angle2NType	0.0	-180.0	180.0
Inclination	AngleType	90.0	0.1	179.9
Slope	AngleType	90.0	0.1	179.9
LengthLimitedTop	BooleanType	yes	no	yes
LengthLimitedBottom	BooleanType	yes	no	yes
Length	WidthType	80.0	0.0	50000.0
Width	LengthSType	40.0	0.0	1000.0
Depth	LengthSType	40.0	0.0	1000.0
Shape	TenonShapeType	automatic		
ShapeRadius	LengthSType	20.0	0.0	1000.0

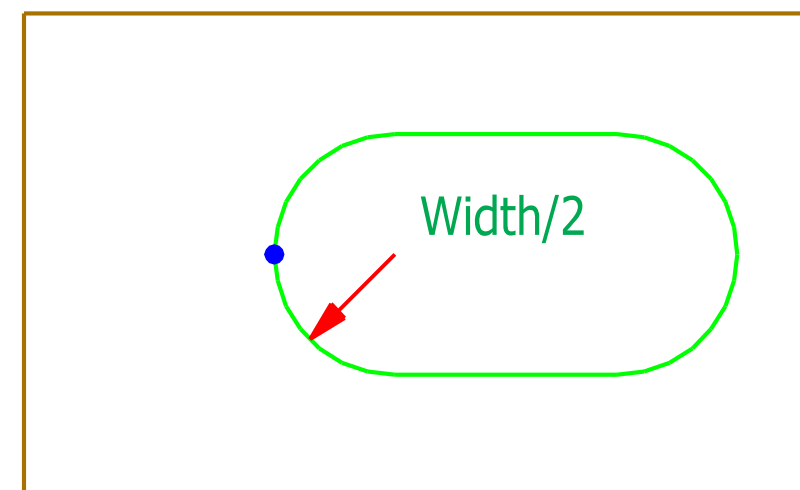
Shape = automatic



Shape = square

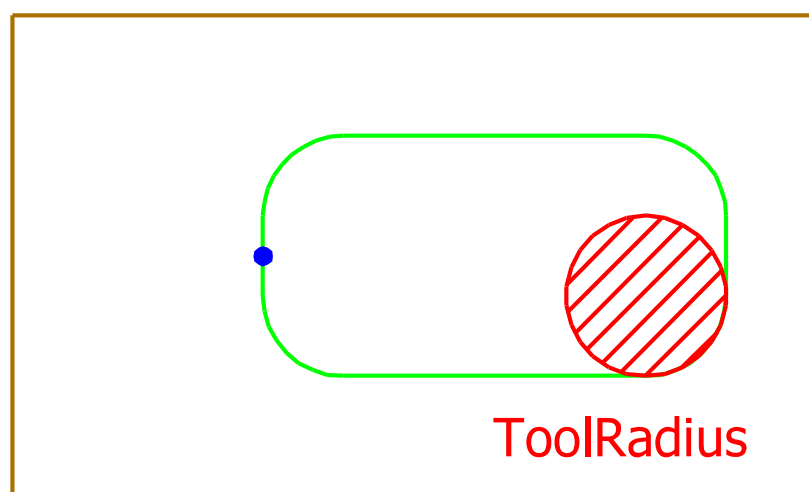


Shape = round



The mortise can be square, round or machine defined, depending on the capabilities of the machine.

Shape = rounded



Shape = radius

