



 Roland

**CAD™**  
**SRP™** *Player*

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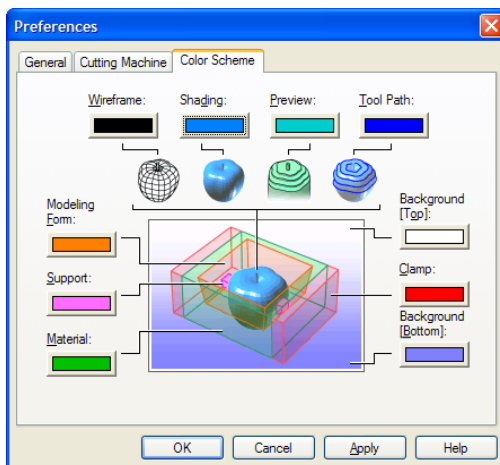
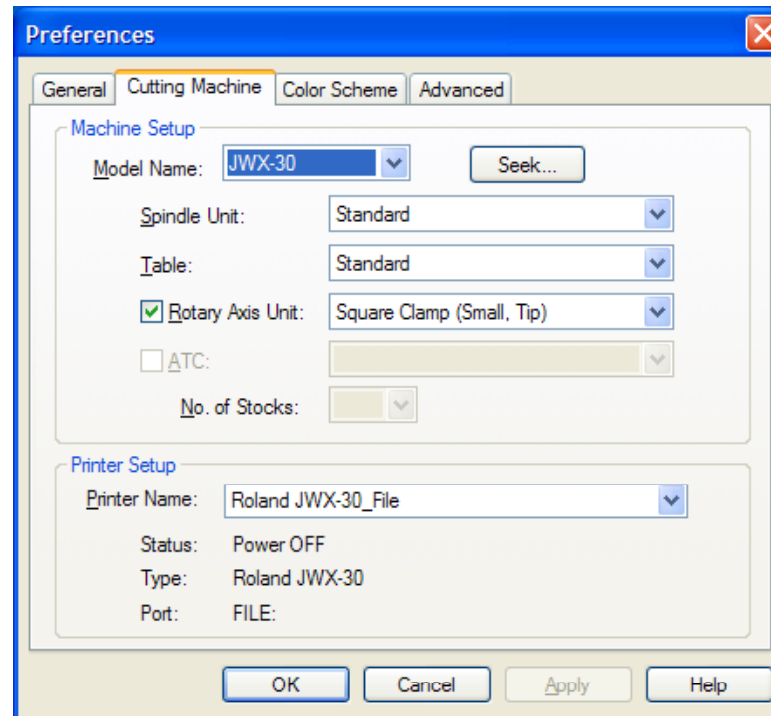
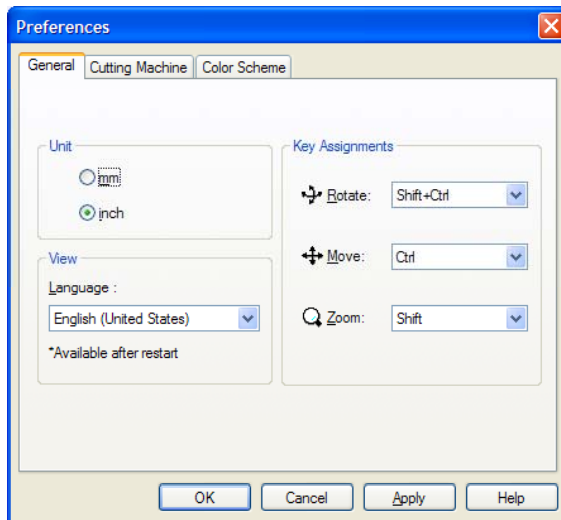
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# JWX-30 SRP Player CAM Software



# SRP Player

## ❖ File - Preferences



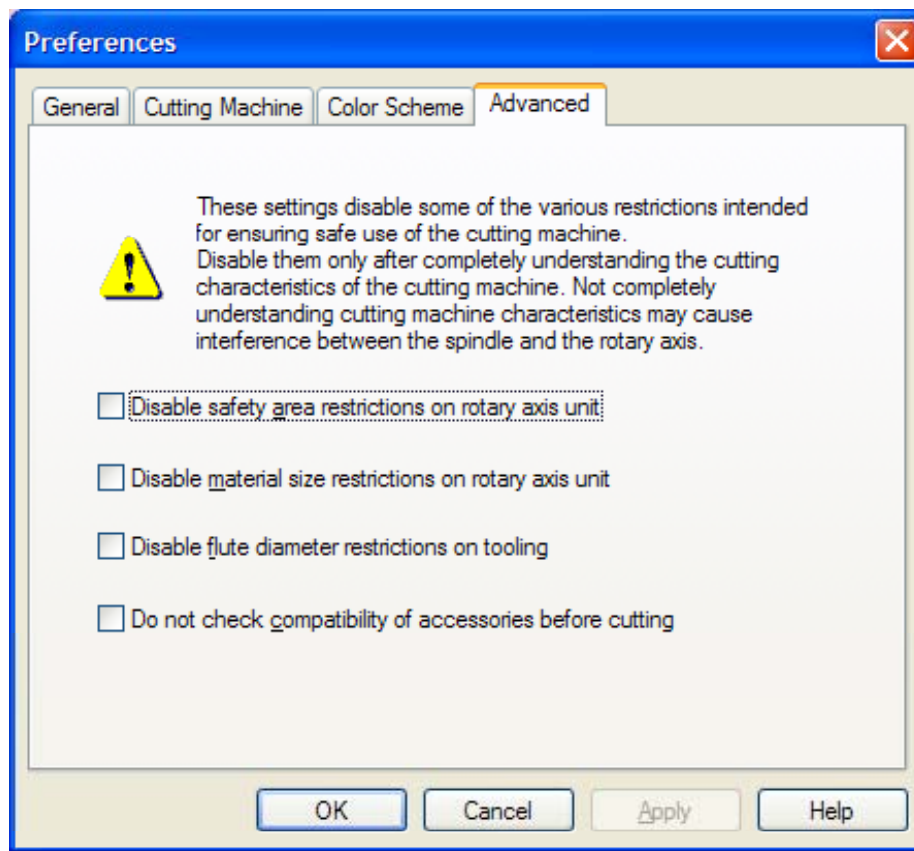
### NOTES:

You can change your preferences, color scheme, machine and accessories in this section.



# SRP Player

## ❖ File – Preferences – Advanced Tab



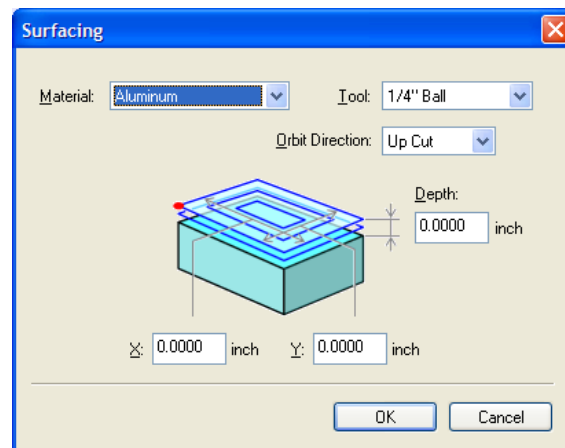
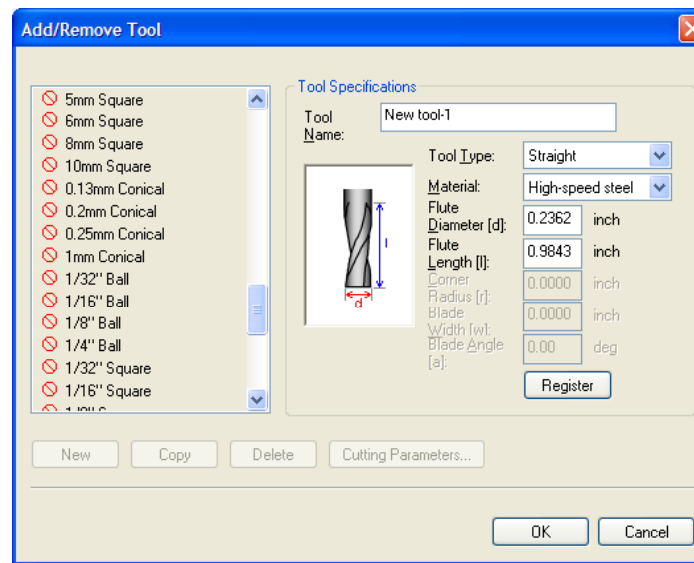
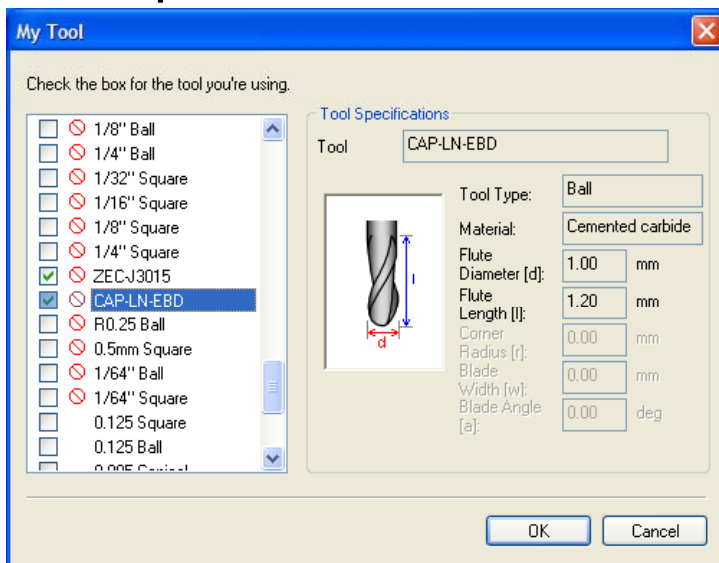
### NOTES:

- For software versions 1.15 and greater, there is an advanced tab that will allow you to disable certain safety features for advanced users.
- Please be very familiar with the machine and any accessory before disabling these restrictions.
- Failure to do so may cause a crash.



# SRP Player

## Options



### NOTES:

**My Tool:** Select what tools you have available. For JWX-30, the ZEC-J3015 and CAP-LN-EBD tools are used.

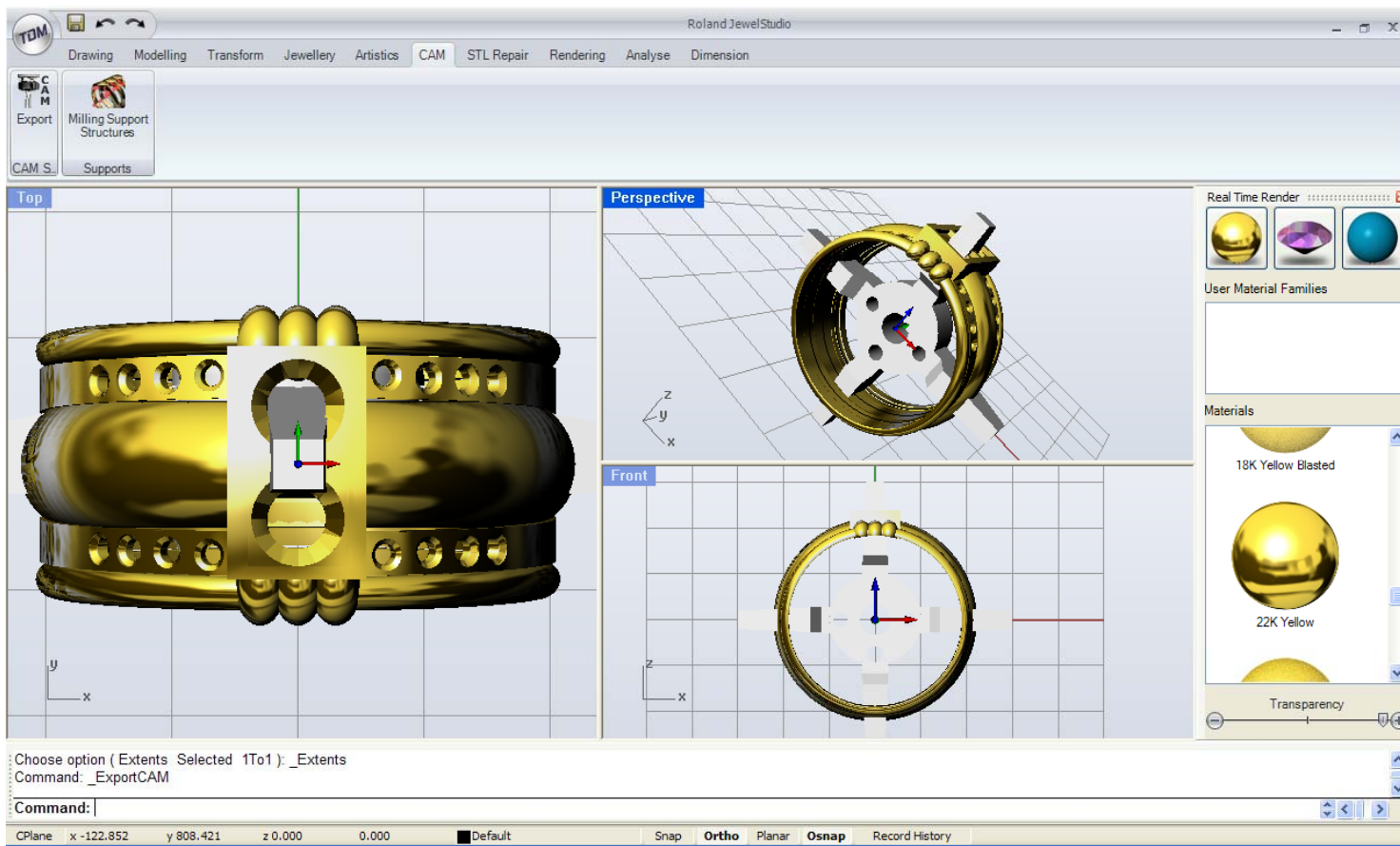
**Add/Remove Tool:** Add or remove additional tools than already installed.

**Surfacing:** Surfaces work material using available tools.



# JewelStudio to SRP Player

## ❖ JewelStudio Software



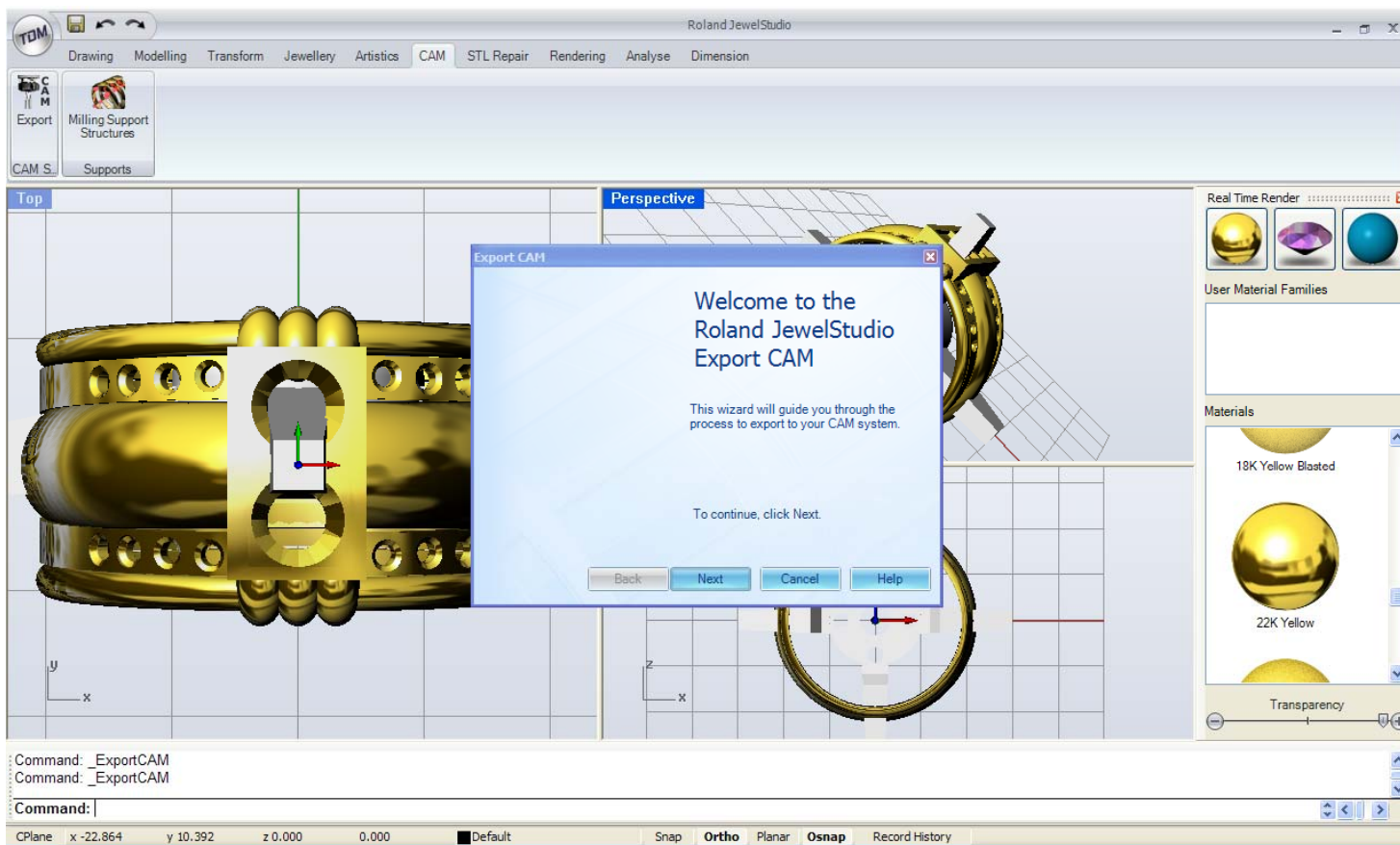
### NOTES:

- If using JewelStudio and SRP Player.



# JewelStudio to SRP Player

## ❖ JewelStudio Software



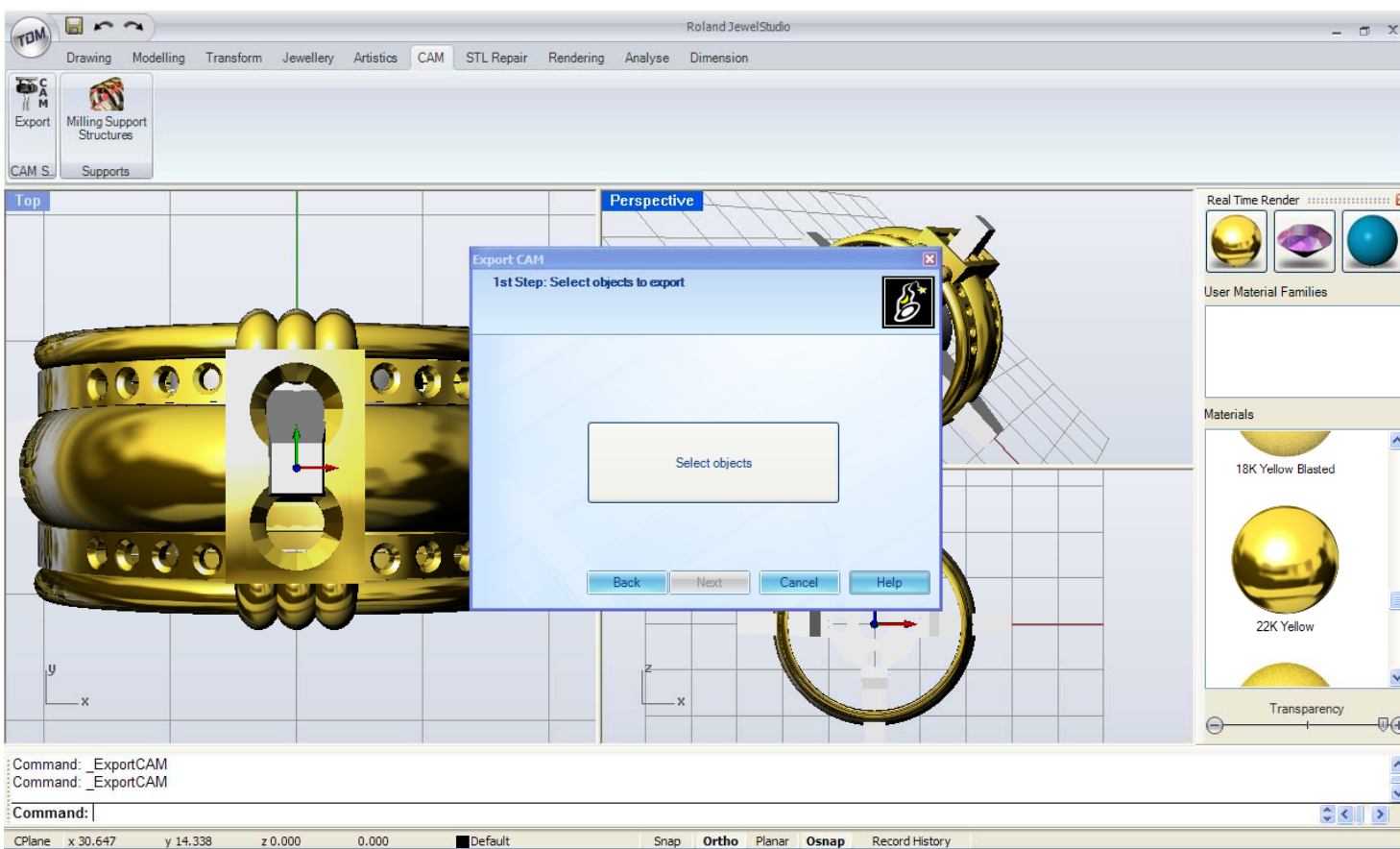
### NOTES:

- Click on the CAM tab.
- Click on the CAM Export button.



# JewelStudio to SRP Player

## ❖ JewelStudio Software



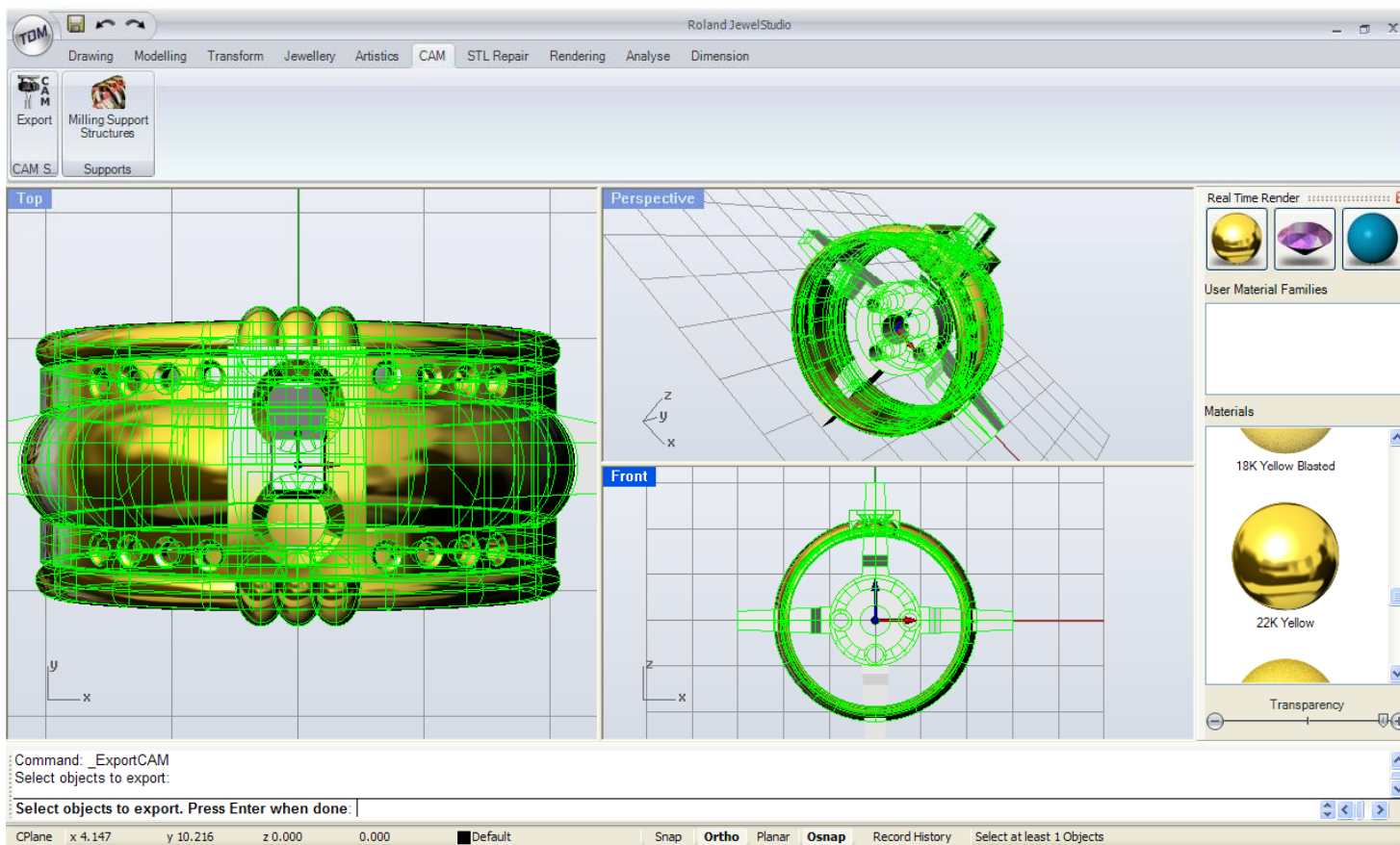
### NOTES:

- Click on Select Objects and select objects.



# JewelStudio to SRP Player

## ❖ JewelStudio Software



### NOTES:

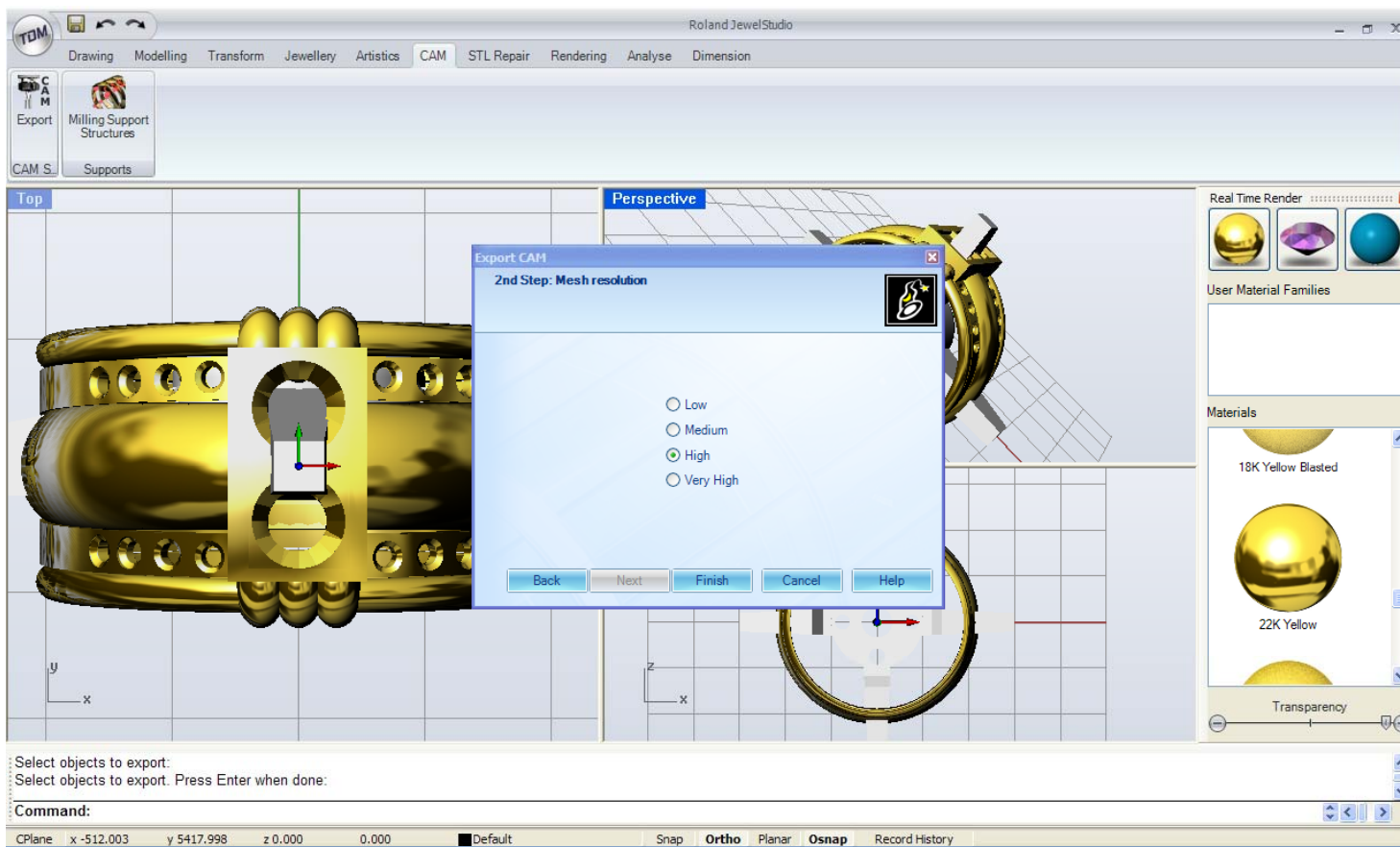
- Right click mouse or press Enter on the keyboard.





# JewelStudio to SRP Player

## ❖ JewelStudio Software



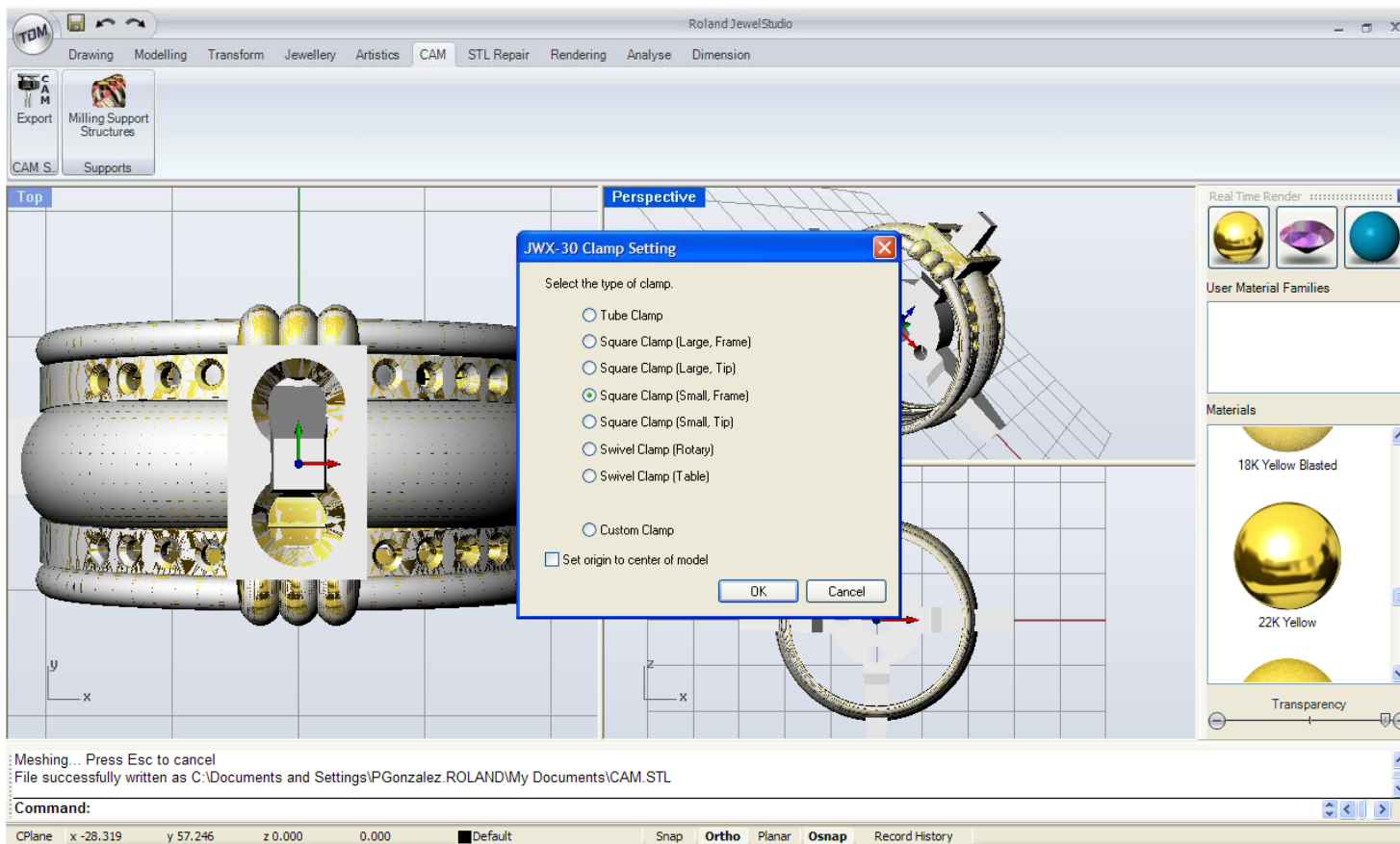
### NOTES:

- Select resolution desired.
- High or Medium work best.



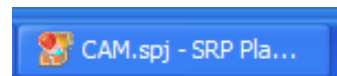
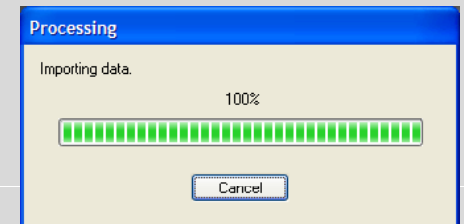
# JewelStudio to SRP Player

## ❖ JewelStudio Software



### NOTES:

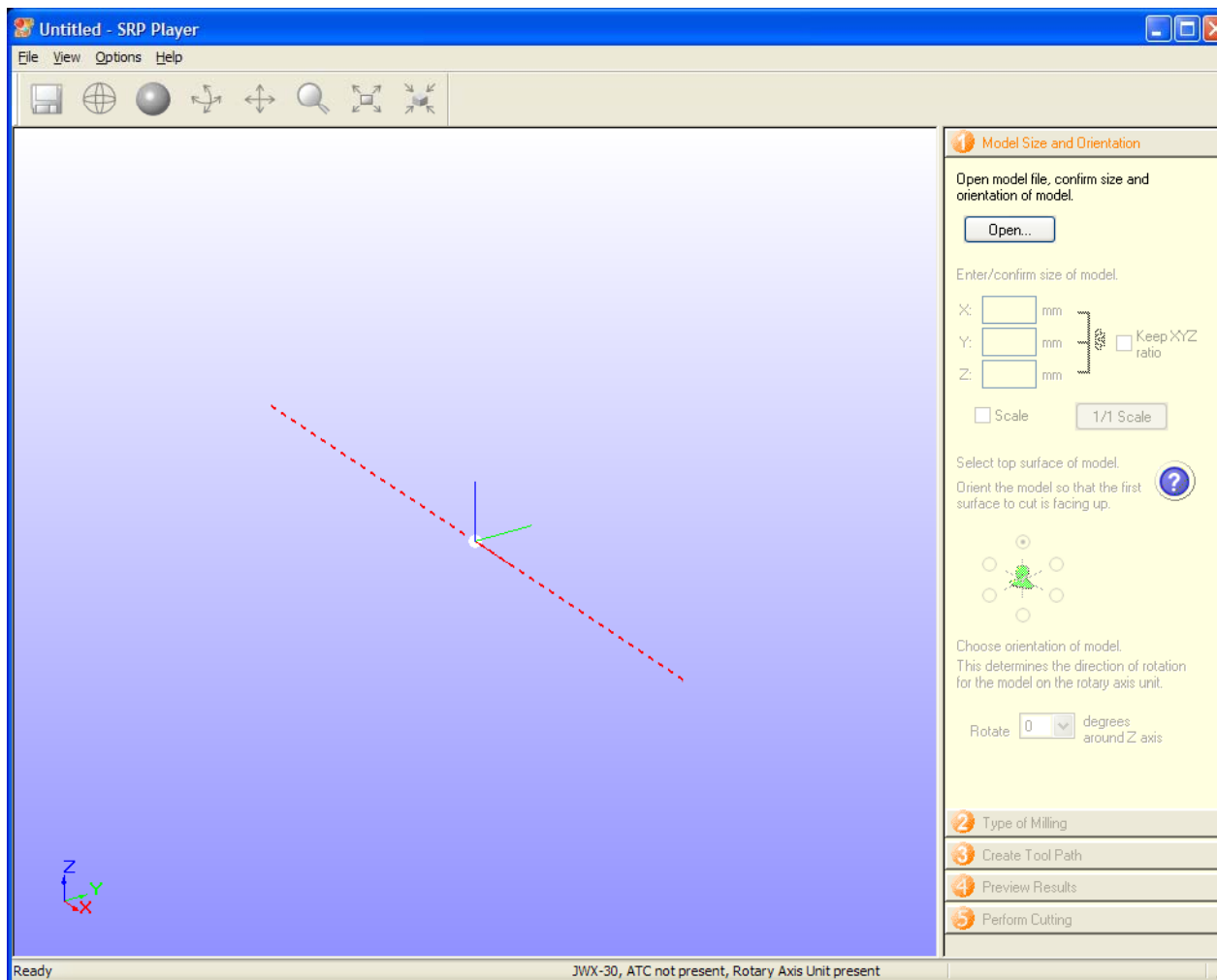
- Select clamp to be used.
- Click ok.
- Make sure that the Set origin to center of model is checked OFF.





# SRP Player

## ❖ Main Screen



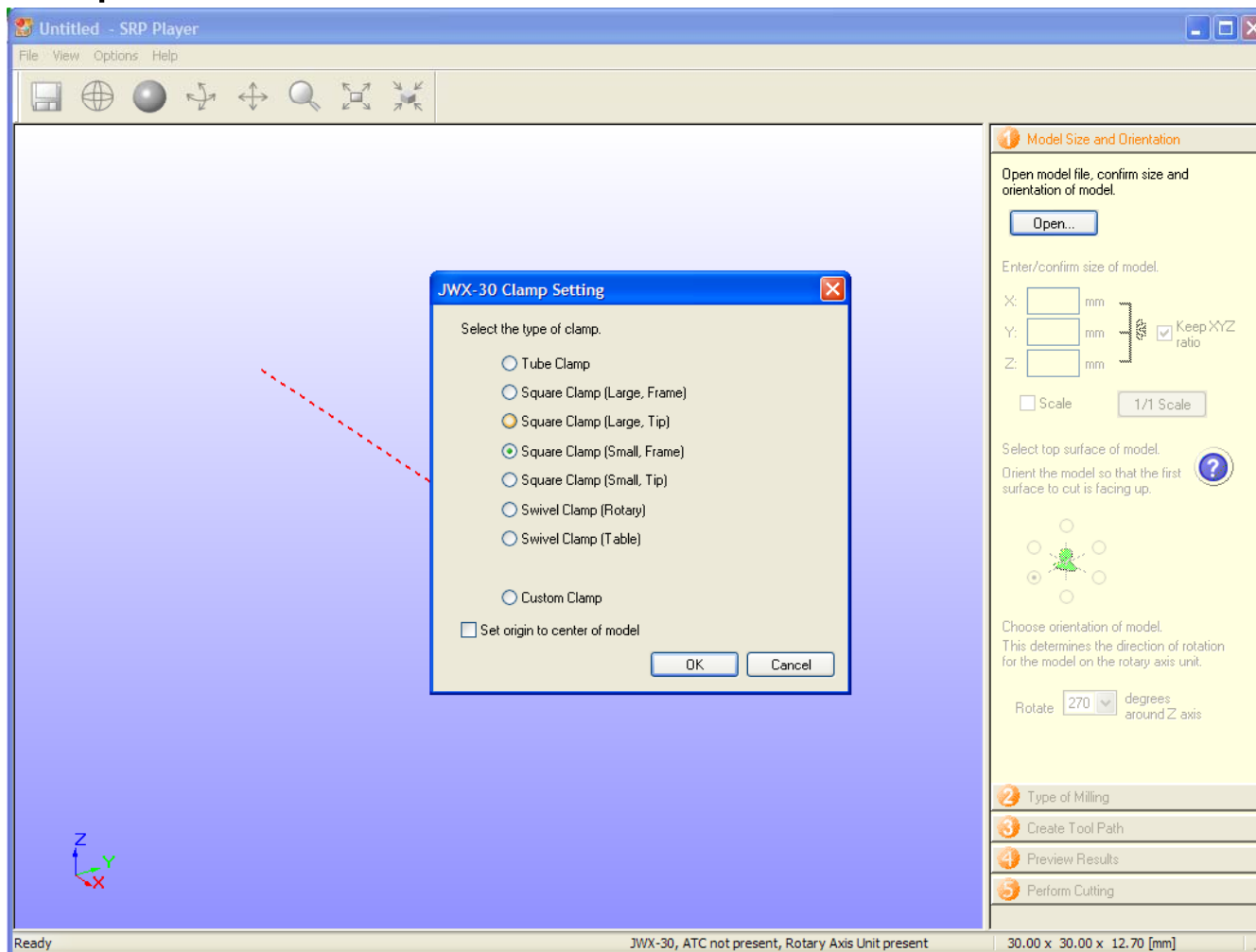
### NOTES:

- Start screen. Note you can't proceed until Step 1 is completed.
- Red line demonstrates rotary axis rotation axis.



# SRP Player

## ❖ Step 1



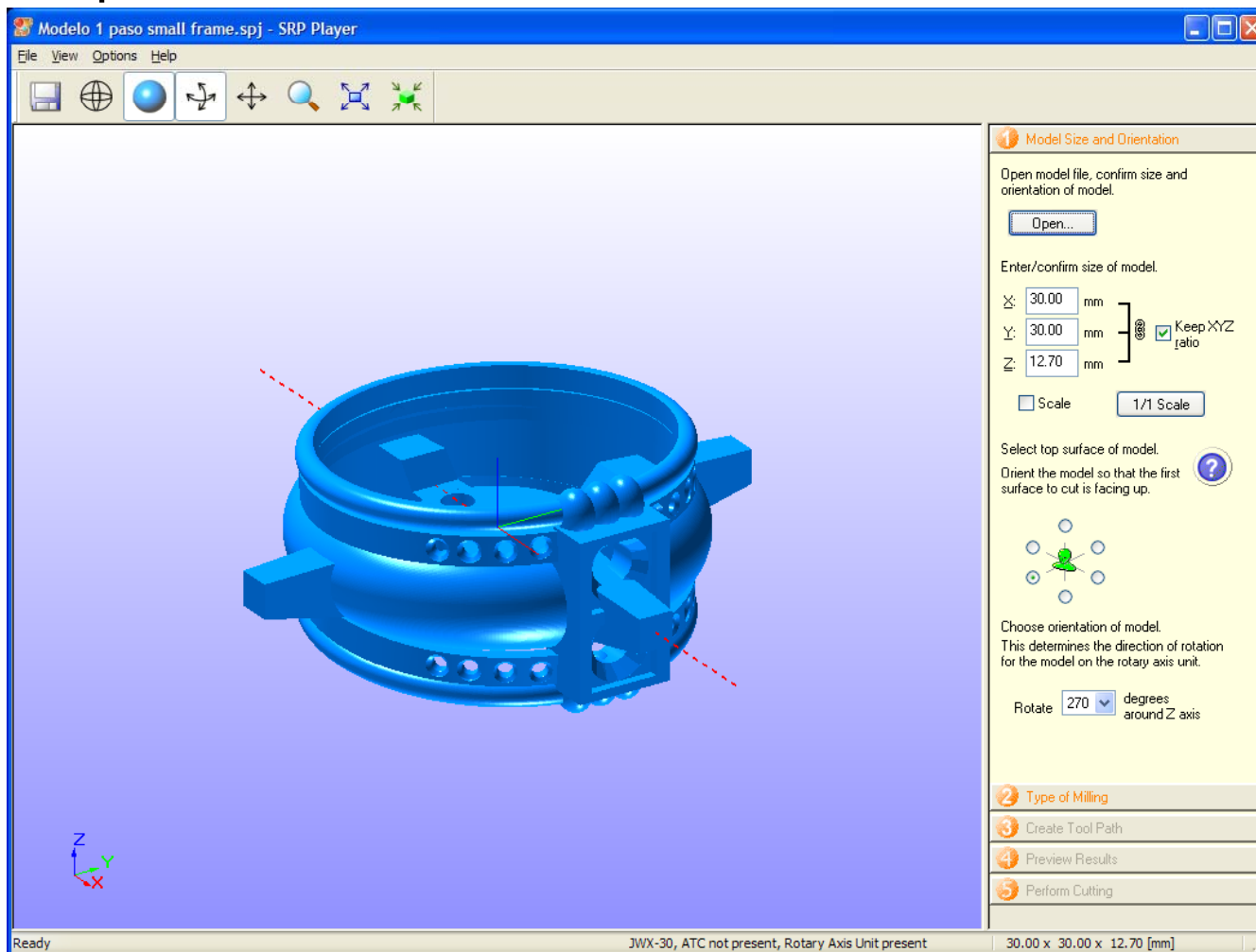
### NOTES:

- Import part by clicking on Open or dragging part onto screen.
  - You can import .3dm, .igs, .stl, or 3D .dxf files.
- A window will appear asking what type of fixture to use.  
**Please see JWX-30 setup documents for information on what fixture to use for your application.**



# SRP Player

## ❖ Step 1



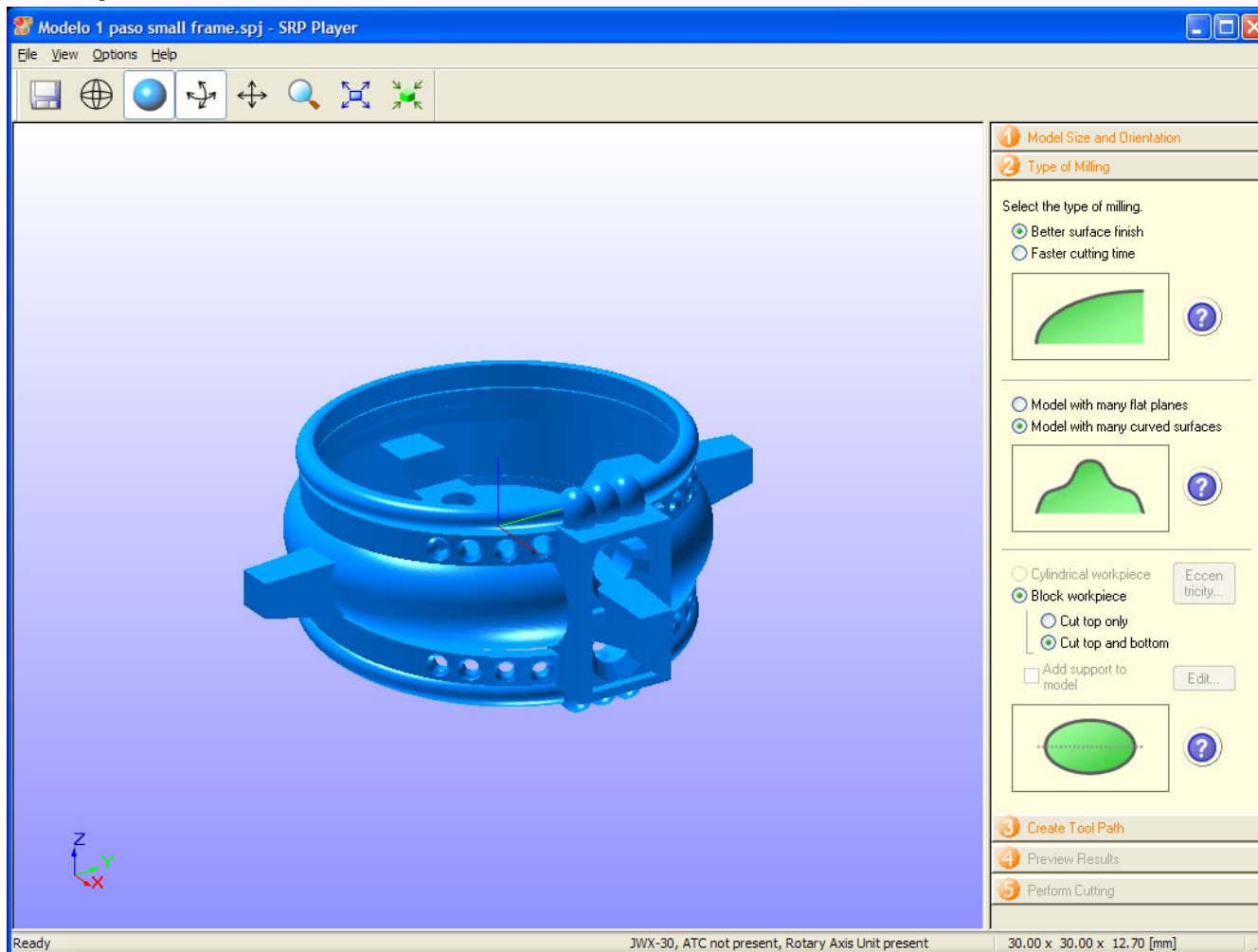
### NOTES:

- Once the part is imported, it should be oriented properly for that fixture.
- Click on 2 Type of Milling.



# SRP Player

## ❖ Step 2



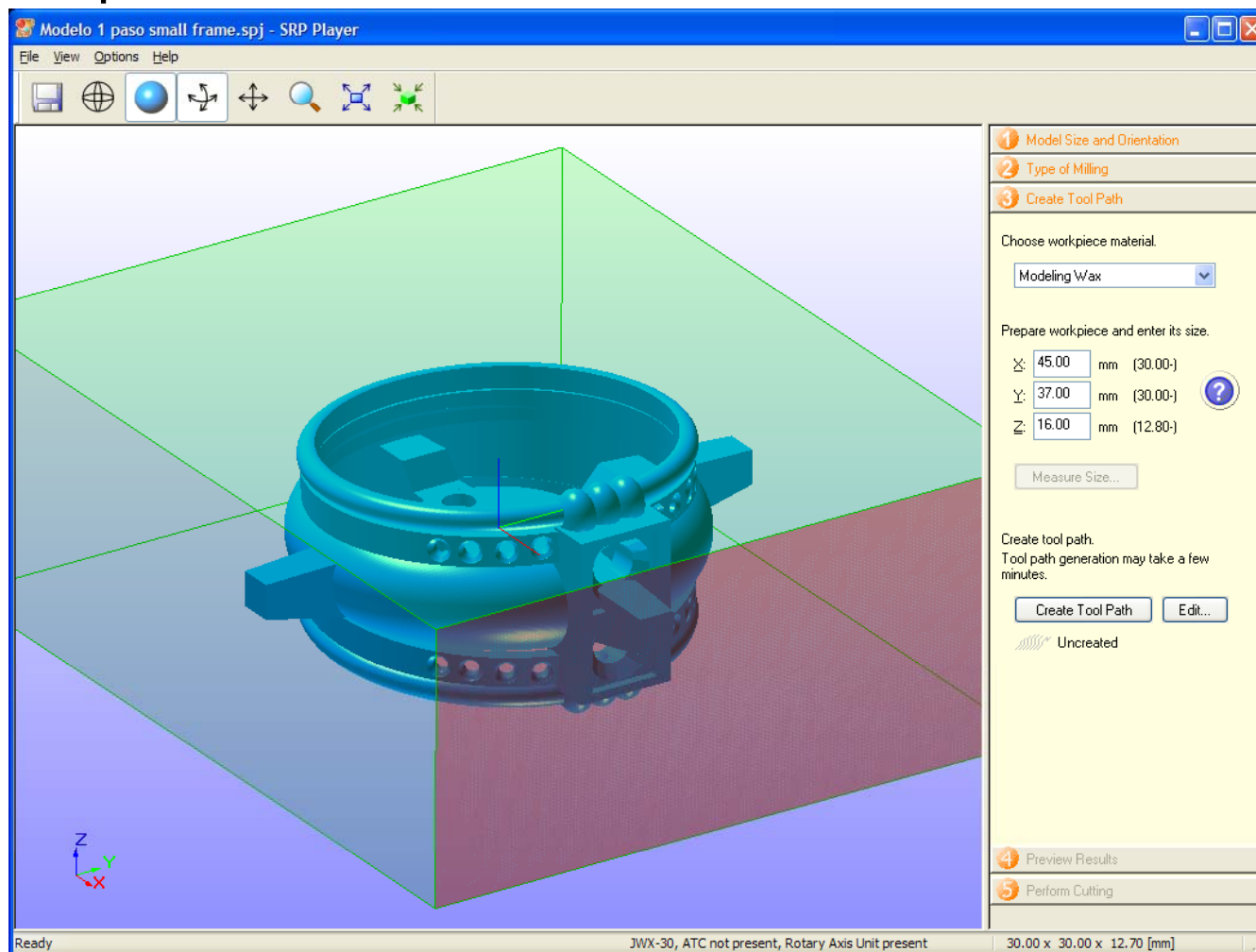
### NOTES:

- All options on this page will be automatically selected and set up specifically for the fixture selected.
- Click on 3 Create Tool Path to continue.



# SRP Player

## ❖ Step 3



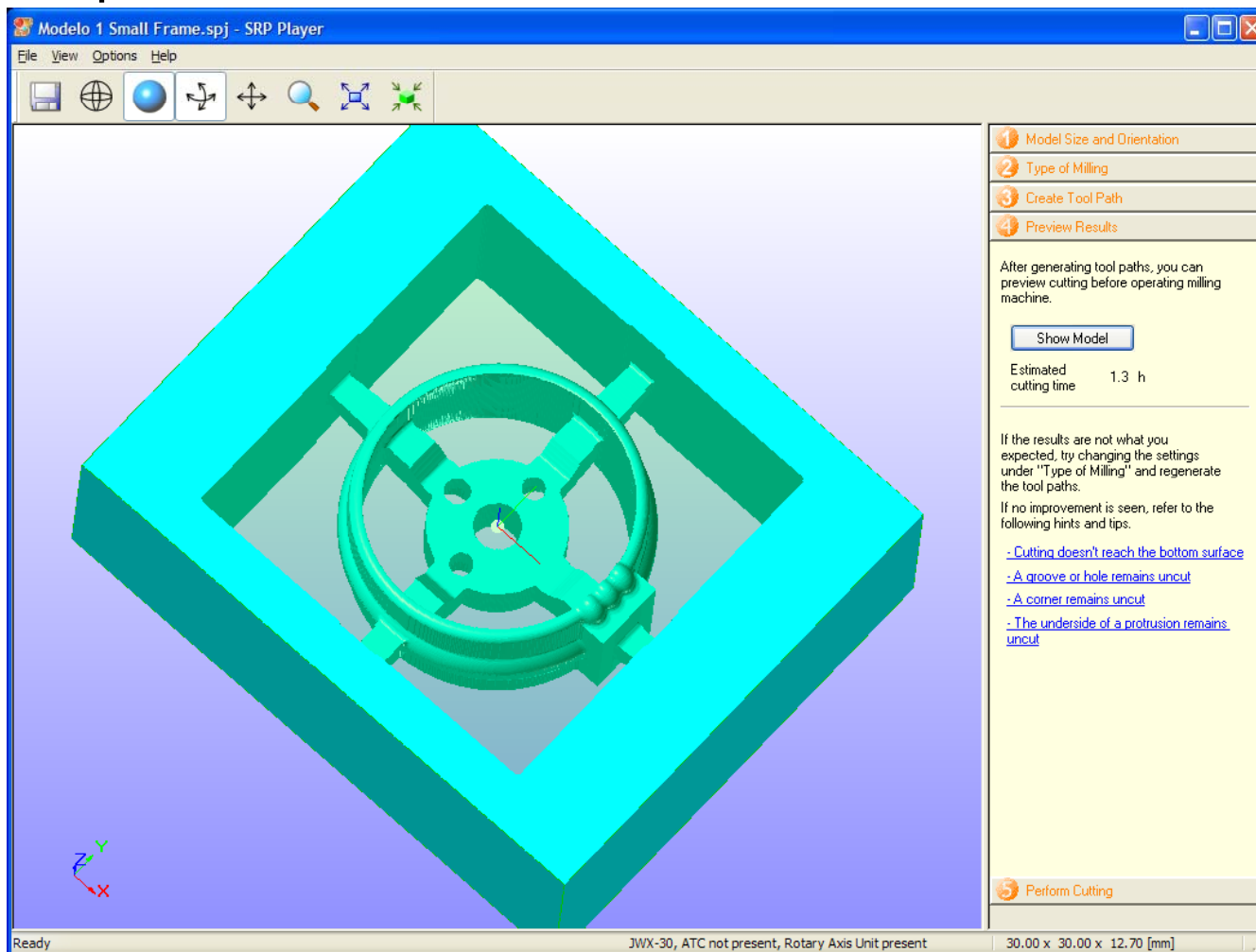
### NOTES:

- Material will automatically be selected to Modeling Wax.
- The material size will default to the fixture selected. If your wax thickness is different than the thickness stated, please adjust accordingly.
  - For example, the 2 common thicknesses of material are 16mm and 11mm for this fixture.
- Click Create Tool Path to process toolpath.
- Click on Step 4 when finished.



# SRP Player

## ❖ Step 4



### NOTES:

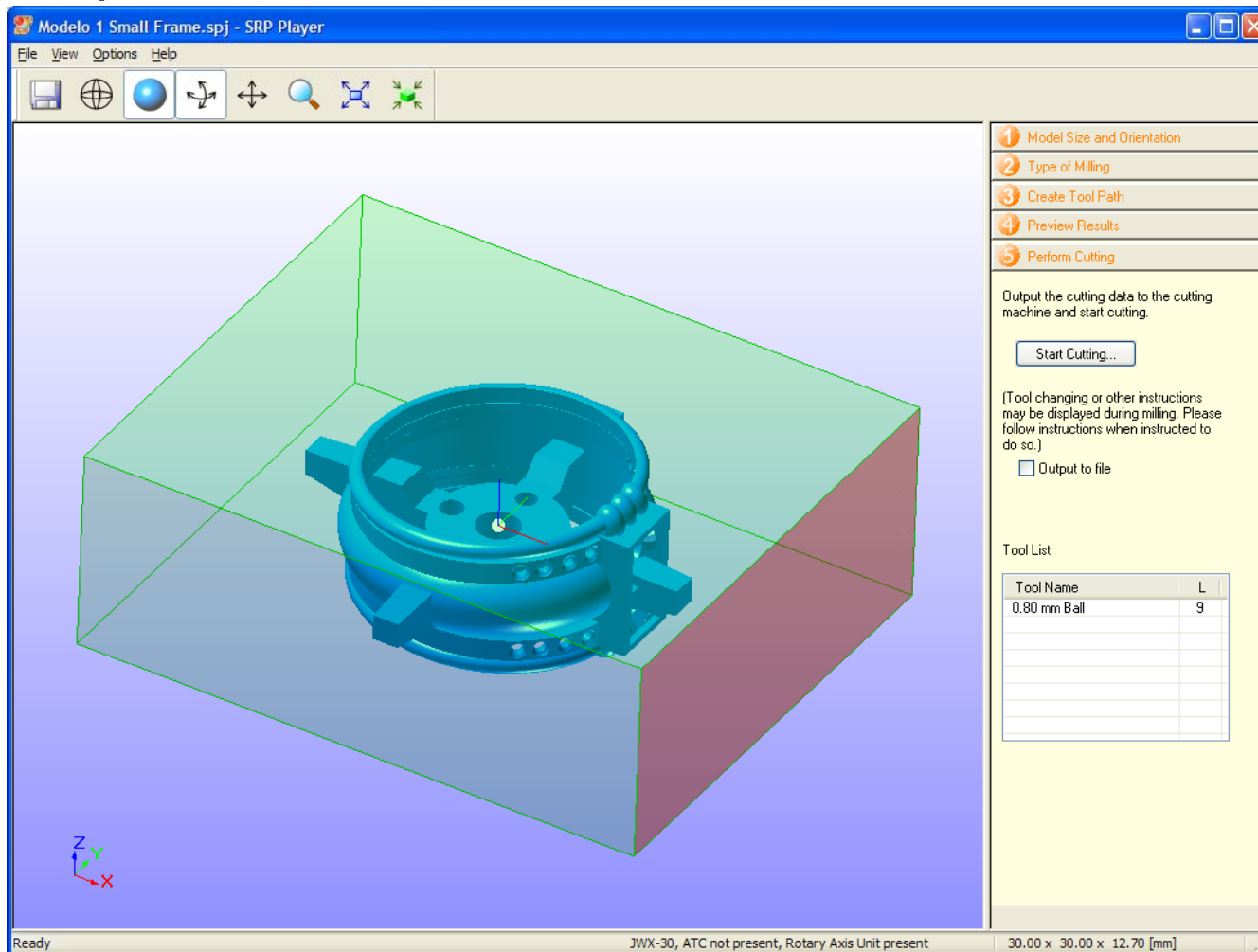
- You can view what the sample part will look like with selected tooling by clicking on Preview Cutting.
- You can view an estimated cutting time.
- Click on Step 5 when finished.





# SRP Player

## ❖ Step 5



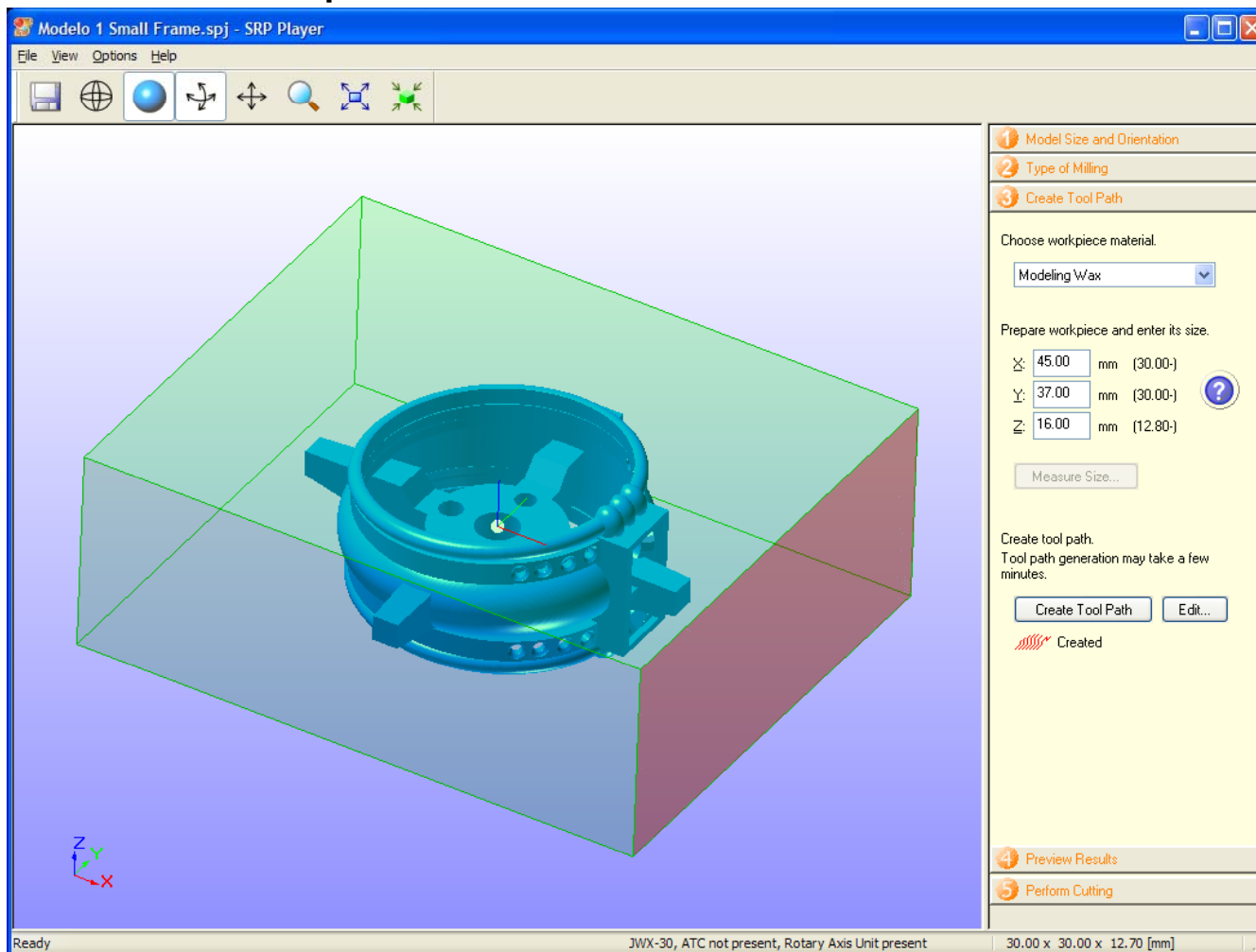
### NOTES:

Click on Start Cutting to starting the cutting process.



# SRP Player

## ❖ Back to Step 3



### NOTES:

If you would like to make changes to your program, click on Step 3.




# SRP Player

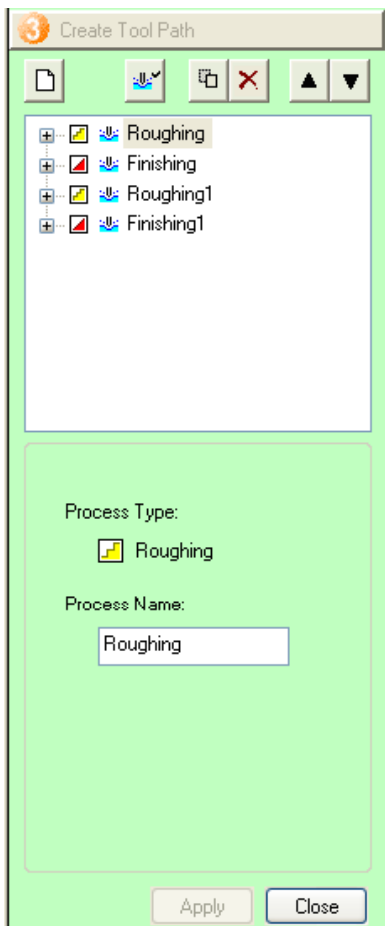


## ❖ Step 3 Modifications

Create Tool Path

Edit...

 Created



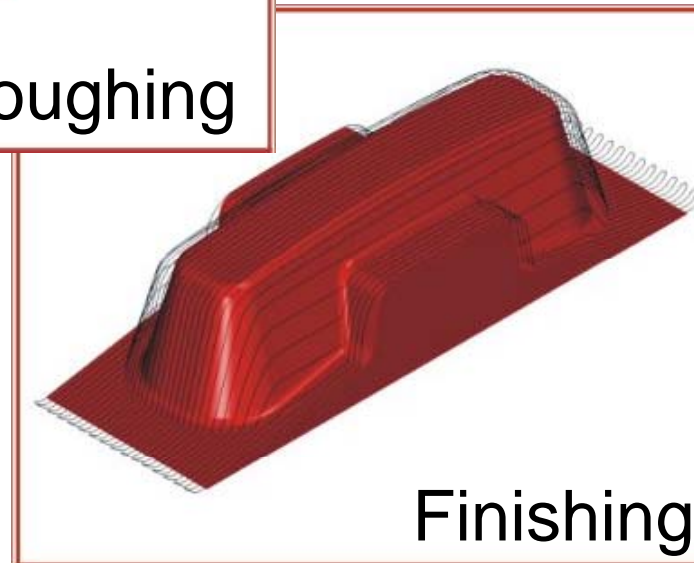
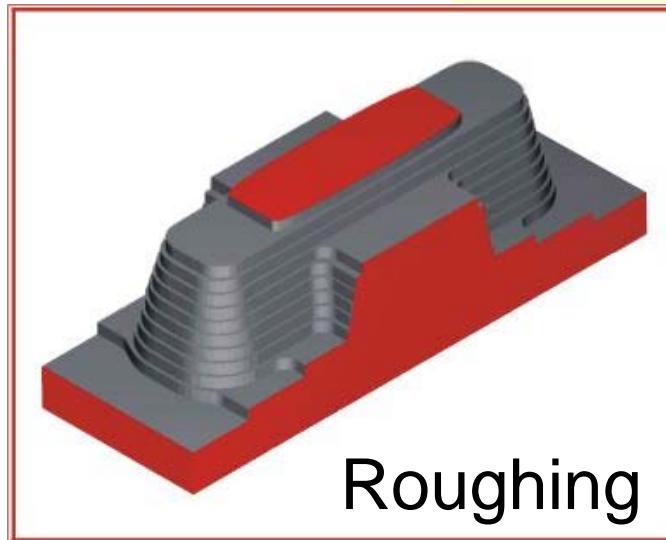
Create Tool Path

- Roughing
- Finishing
- Roughing1
- Finishing1

Process Type:  
 Roughing

Process Name:

Apply Close



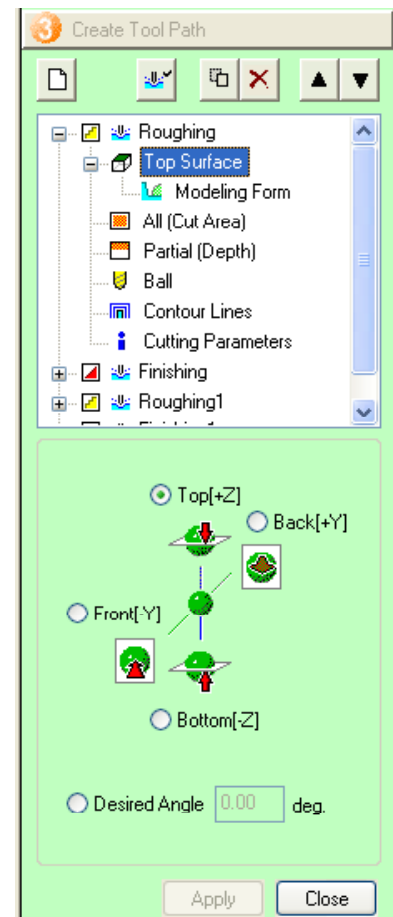
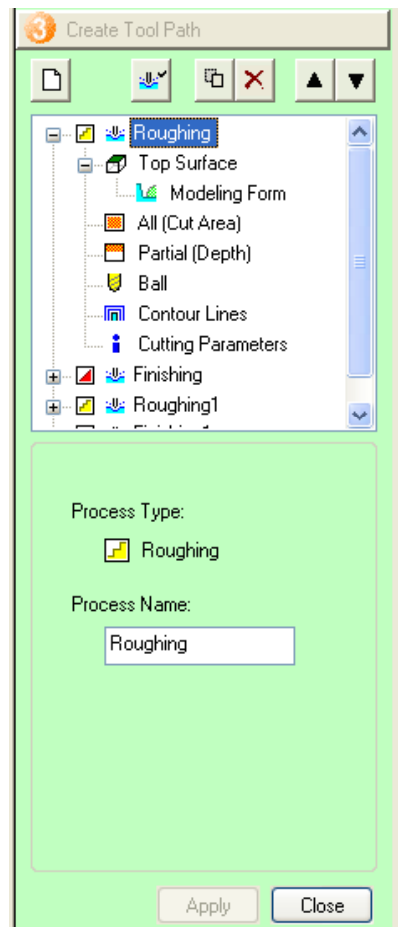
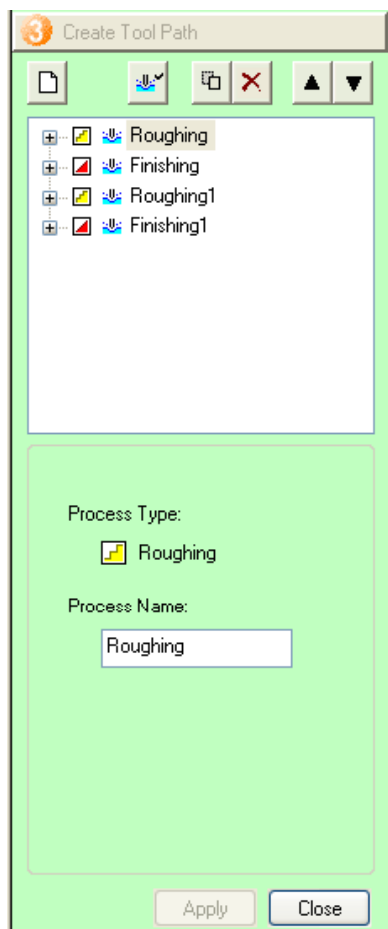
### NOTES:

- Click on Edit.
- You can view and edit your processes as desired.
- Roughing** process quickly removes material leaving a rough finish, usually with a larger tool.
- Finishing** process cleans up the part to its final shape.



# SRP Player

## ❖ Step 3 Modifications



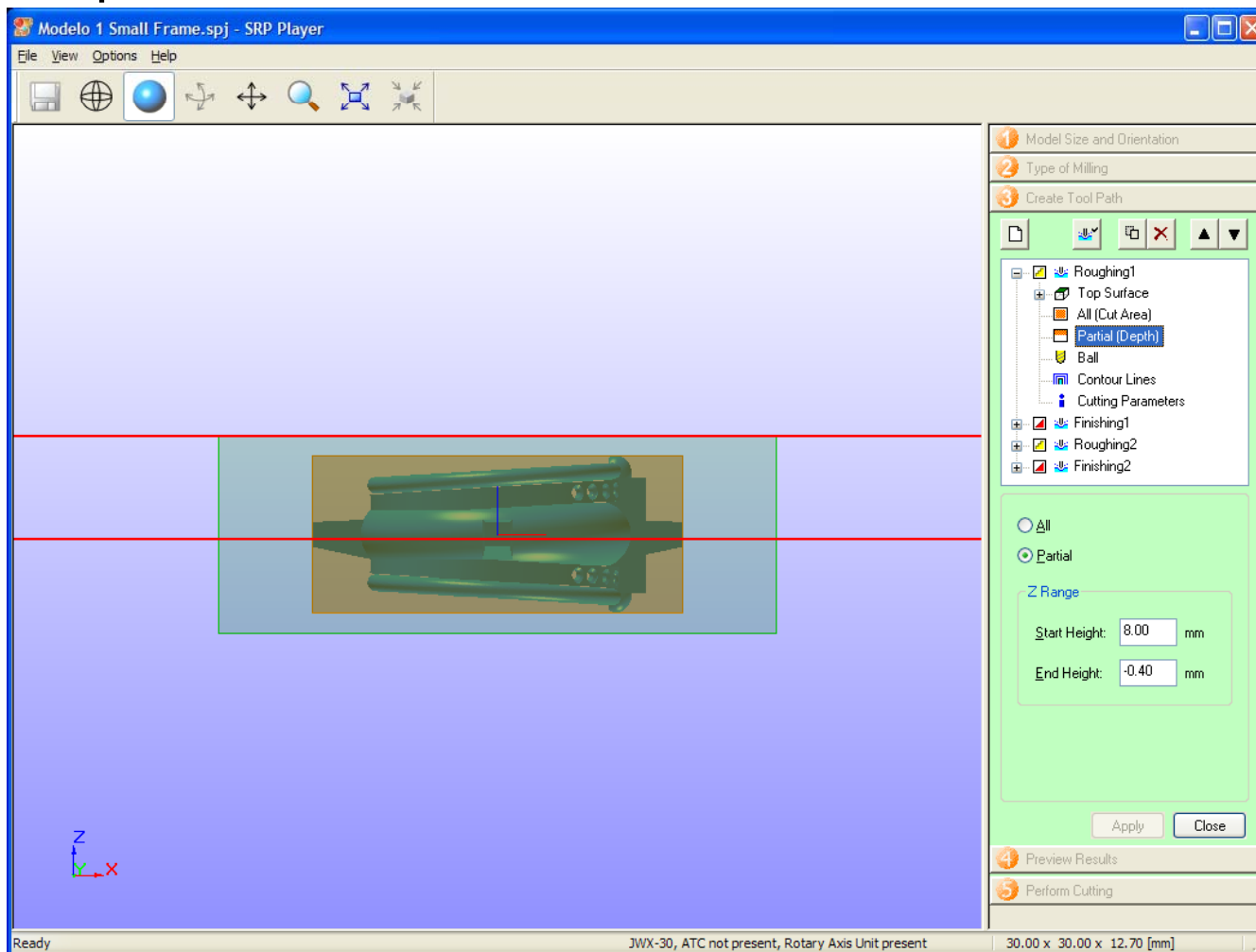
### NOTES:

- Select Roughing process
- Select Top Surface and click on + to view options.
- You can rename the process
- You can change its orientation and angle if available.
- Click on Apply when finished.



# SRP Player

## ❖ Step 3 Modifications



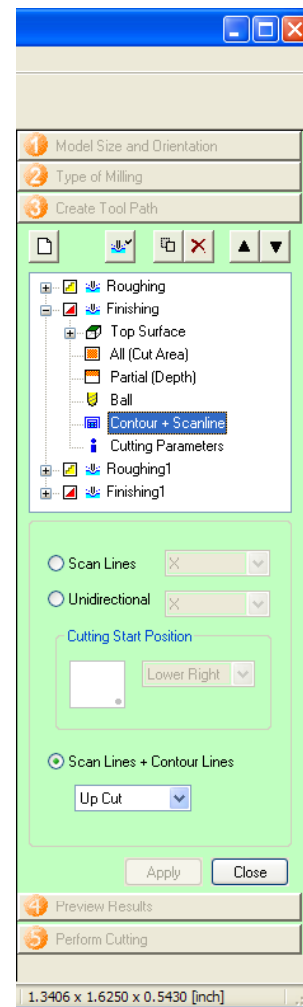
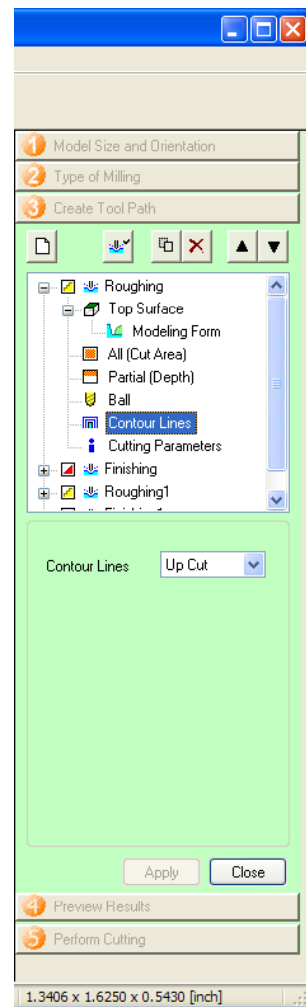
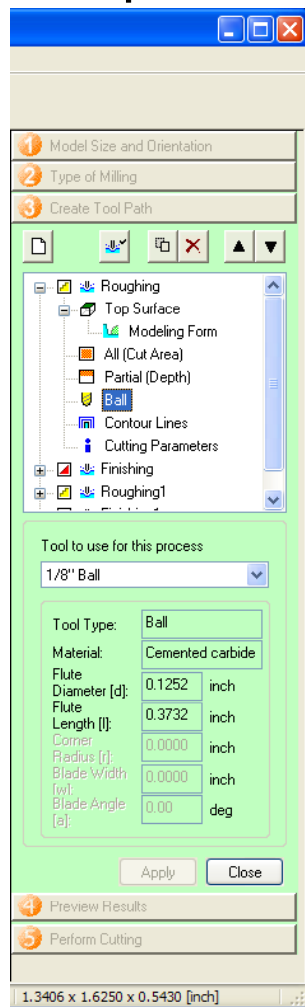
### NOTES:

- The cutting depth can be modified if desired by selecting Partial.
- Enter a value or drag the red line to the desired depth.
- Click on Apply when finished.



# SRP Player

## ❖ Step 3 Modifications



### NOTES:

- You can select available Tool.
- You can modify available process to desired process if available.
- You can modify recommended feed rates if desired.
- Click on Apply when finished.

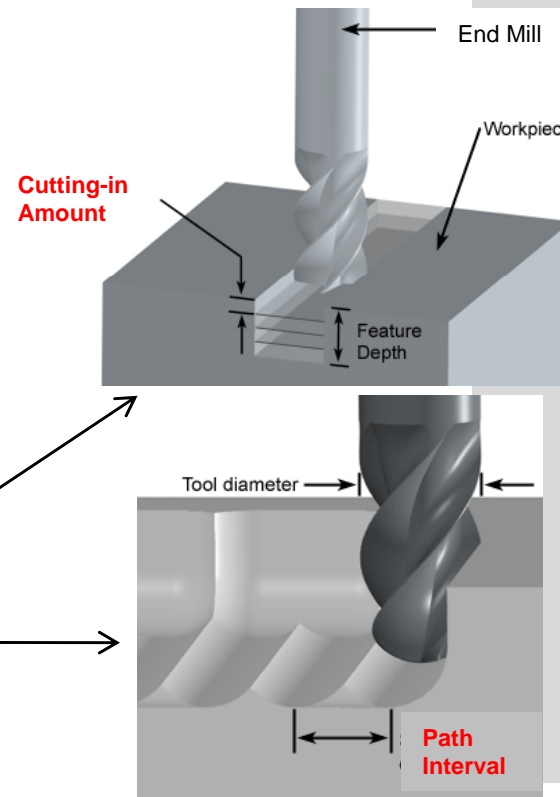
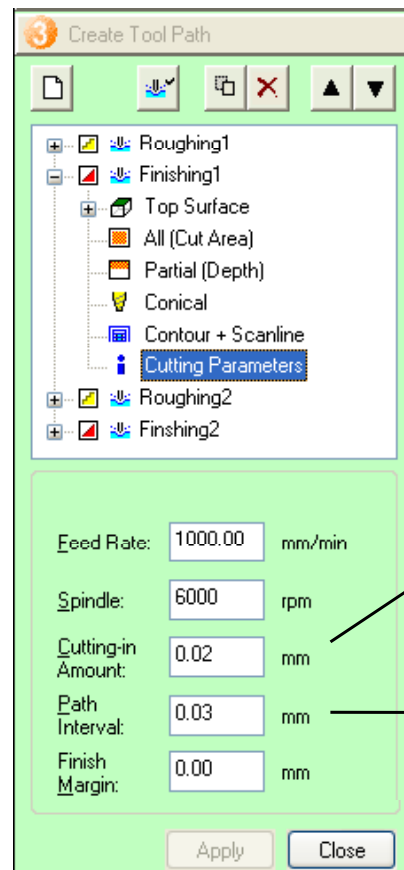
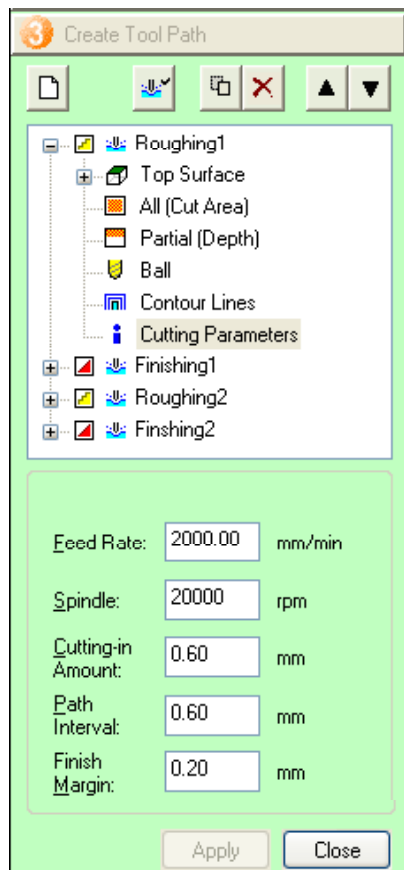


# SRP Player

## ❖ Step 3 Modifications

CAP-LN-EBD (1.0mm Ball)  
Used for Roughing

ZEC-J3015 (0.1mm Conical)  
Used for Finishing



### NOTES:

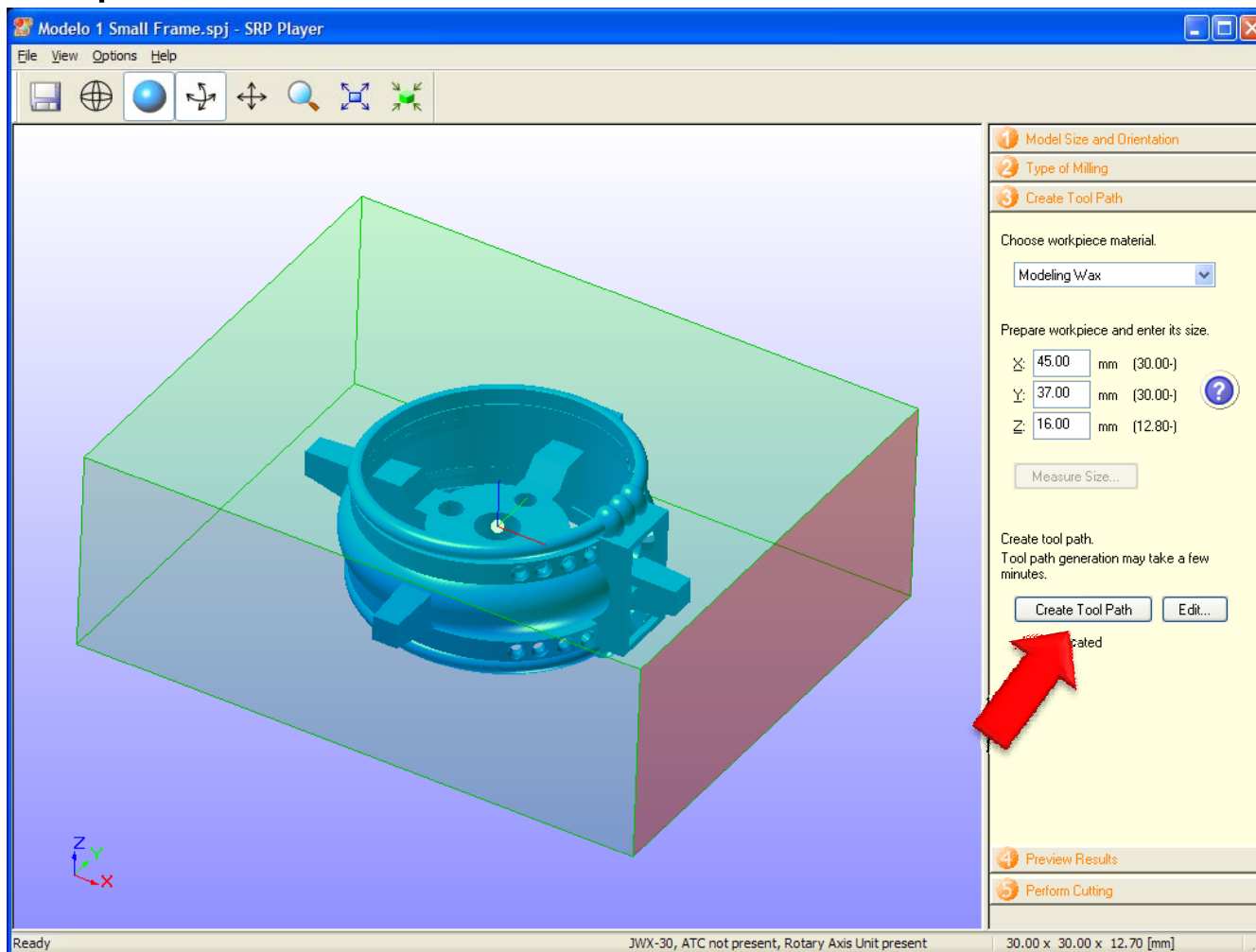
- Cutting parameters can be changed if desired.
- Click on Apply and Close when finished.

- Feed Rate is the speed the tool is moving.
- Spindle speed is how fast the tool is spinning.
- Cutting in amount is the depth of cut for that tool.
- The Path interval is the distance between tool passes. Finishing passes are usually much smaller than roughing passes.
- Finish margin is the amount of material left on the model after that process has finished.



# SRP Player

## ❖ Step 3 Modifications



### NOTES:

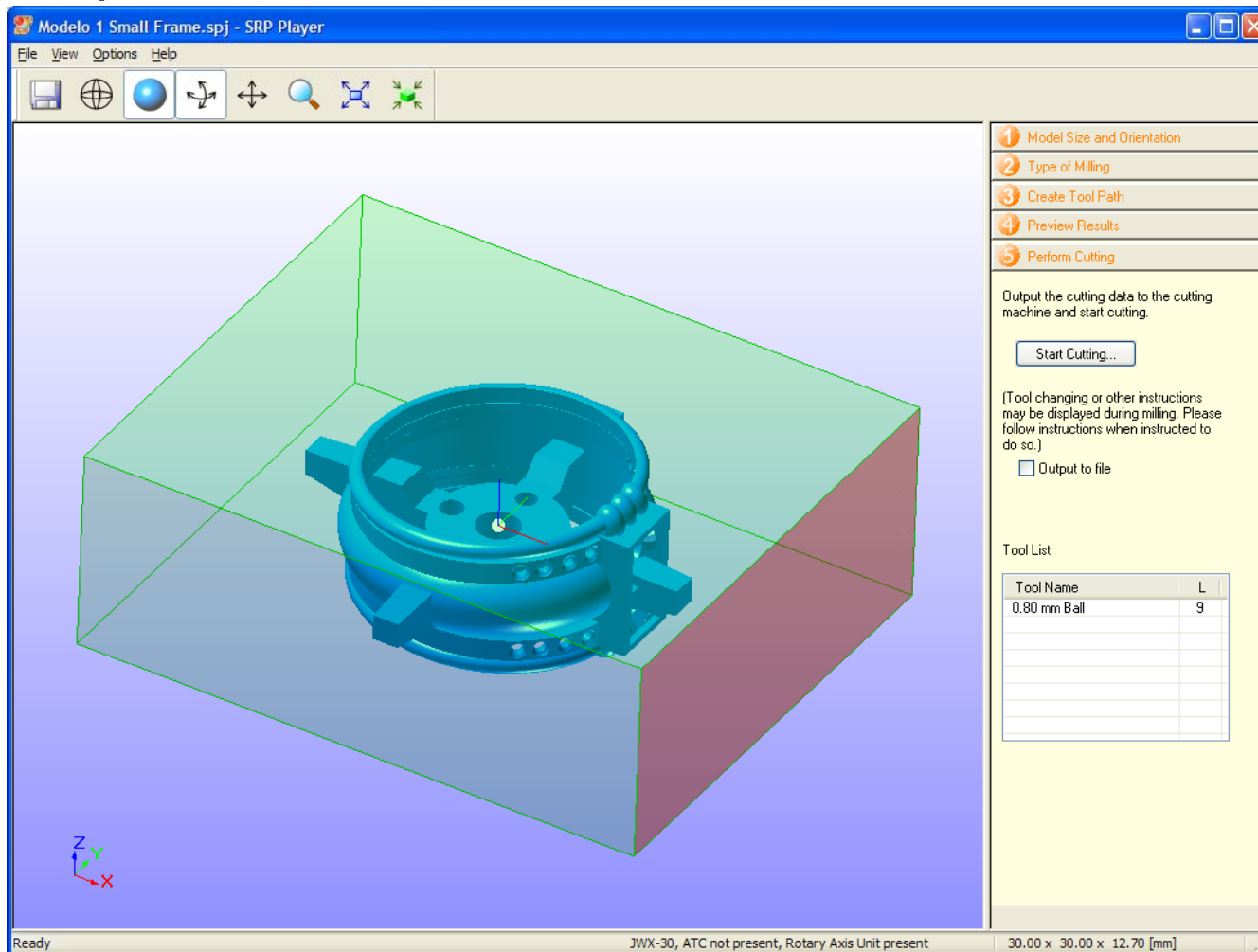
- Click on Create Tool Path to generate the tool path.
- Click on Step 4 when finished.





# SRP Player

## ❖ Step 5



### NOTES:

- Click on Start Cutting to starting the cutting process.