



 Roland

SRP™
SRP *Player*

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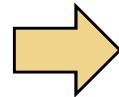
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SRP Player CAM Software



SRP Player

❖ Installing SRP Player Software



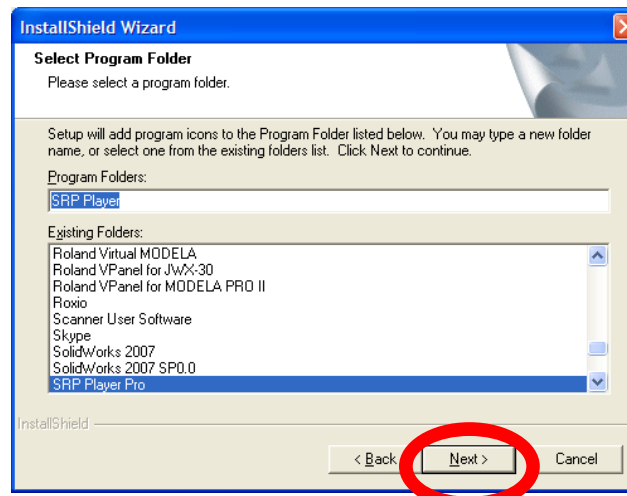
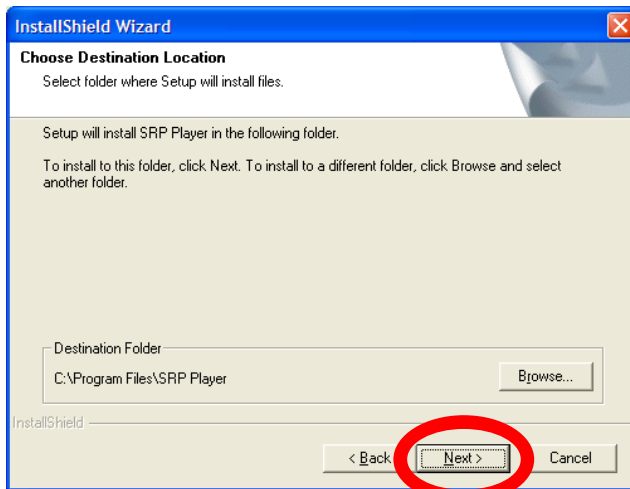
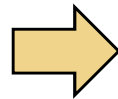
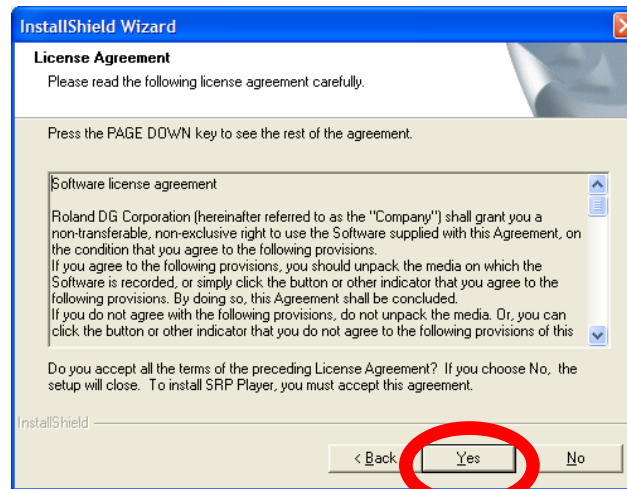
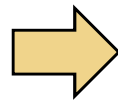
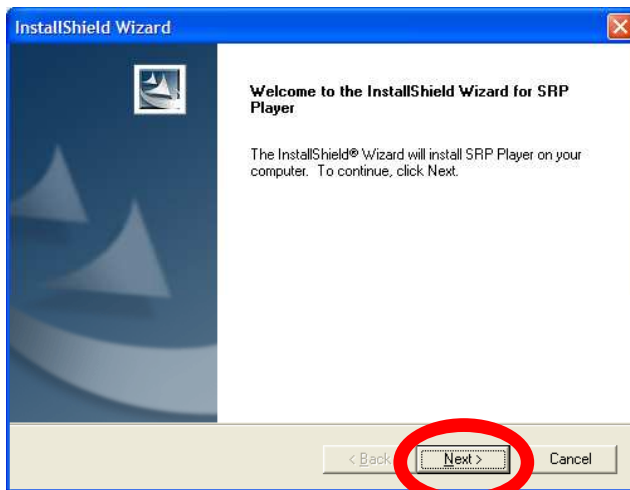
NOTES:

- Place SRP Player CD into computer and an install window will open.
- Click on “Install” to begin software installation.



SRP Player

❖ Installing SRP Player Software



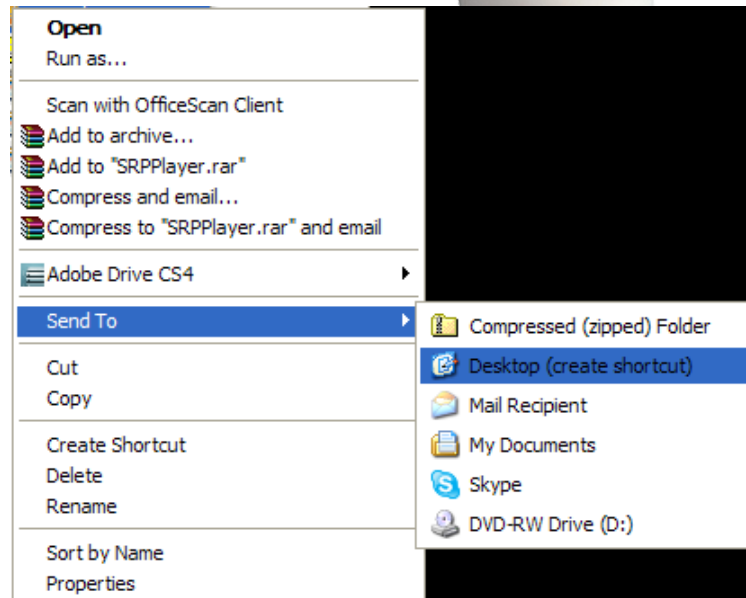
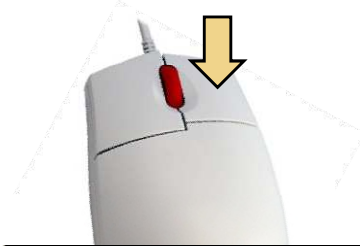
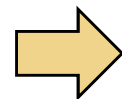
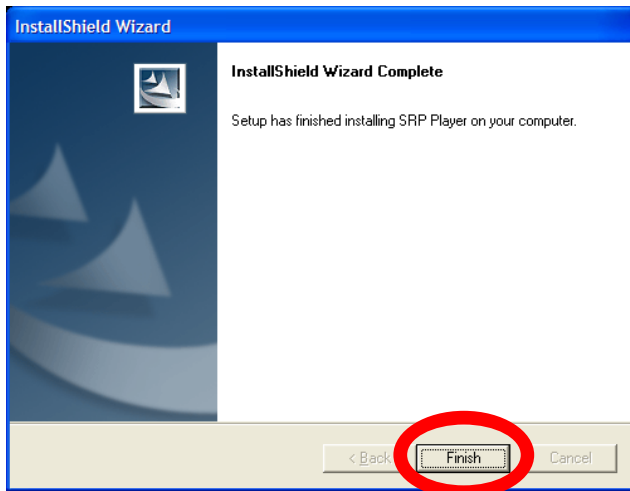
NOTES:

- Install Shield Wizard will start up, click on “Next”.
- Read software license agreement and click on “Yes”
- Click “Next” to accept default destination folder. (Recommended)
- Click “Next” to accept default program folder name and continue software installation. (Recommended)



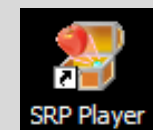
SRP Player

❖ Installing SRP Player Software



NOTES:

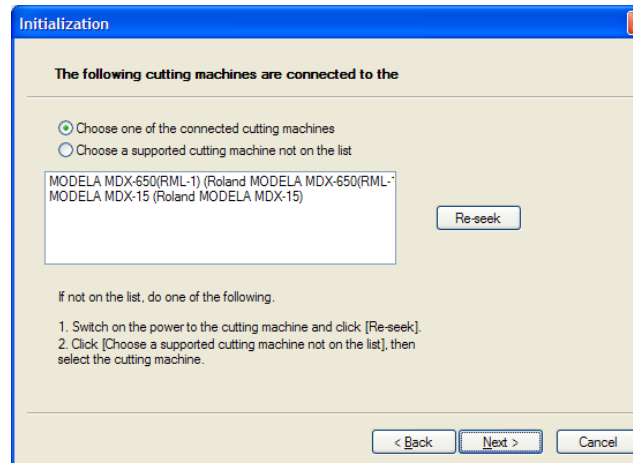
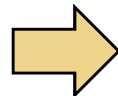
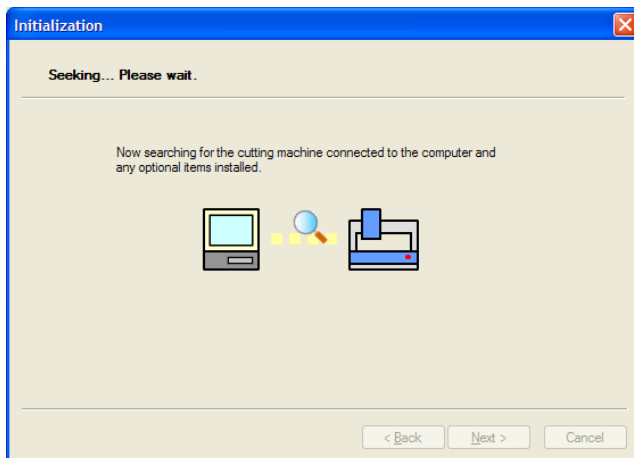
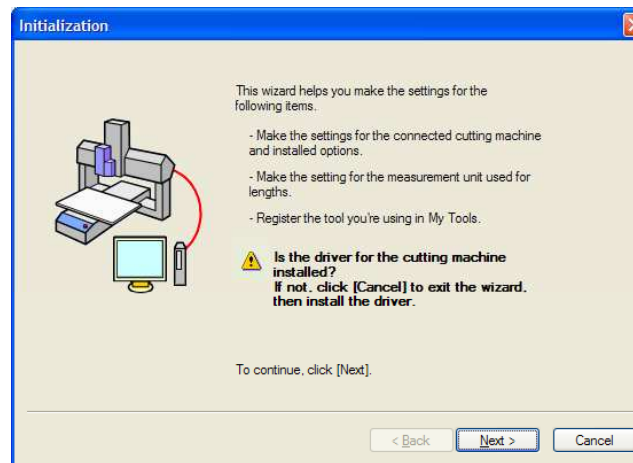
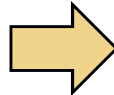
- Click on “Finish” to complete software installation.
- Go to Windows Start Menu and click on SRP Player, right click over SRP Player, select “Send To” then “Desktop (create shortcut)”
- This will create a shortcut on your desktop.





SRP Player

❖ Installing SRP Player Software



NOTES:

•Click on SRP Player shortcut to launch software.

•When you start the software for the first time or update the software, the initialization screen will appear. Click on “Next” to begin initialization.

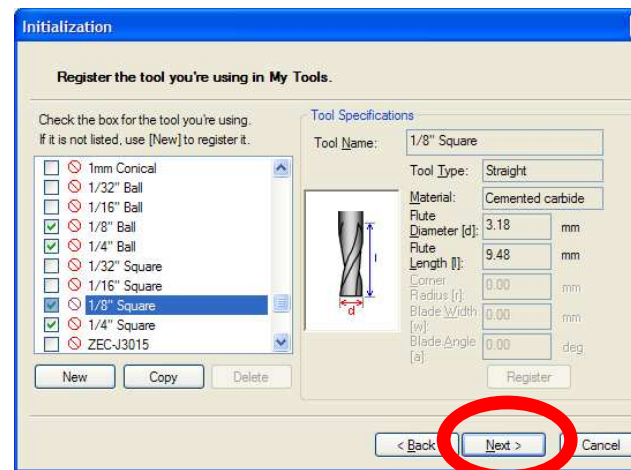
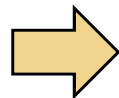
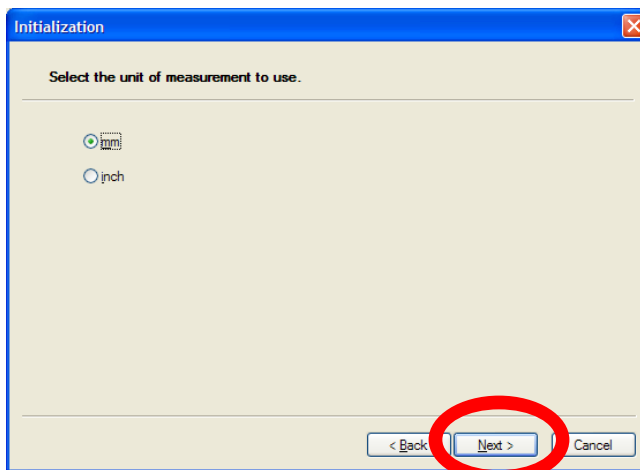
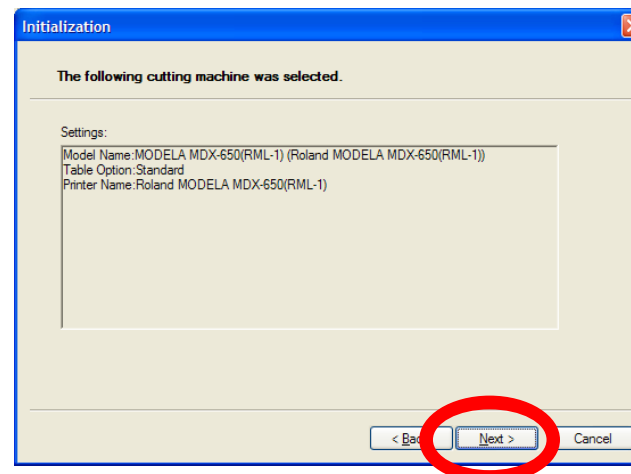
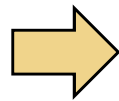
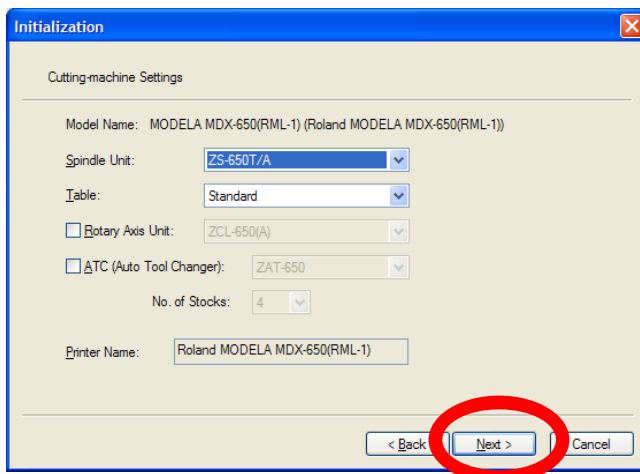
•Software will look for installed machine.

•Select your machine.



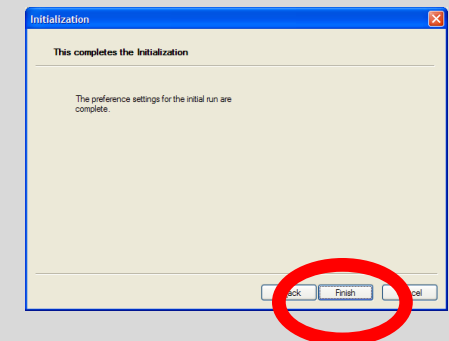
SRP Player

❖ Installing SRP Player Software



NOTES:

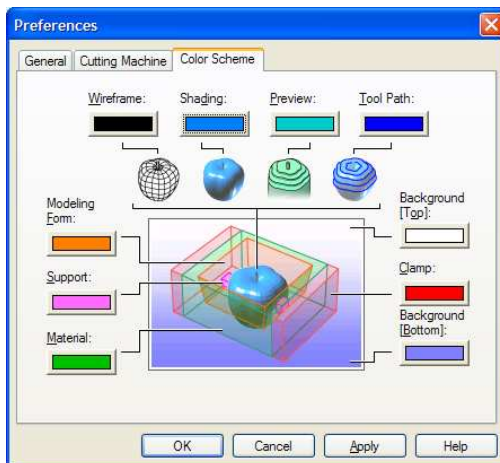
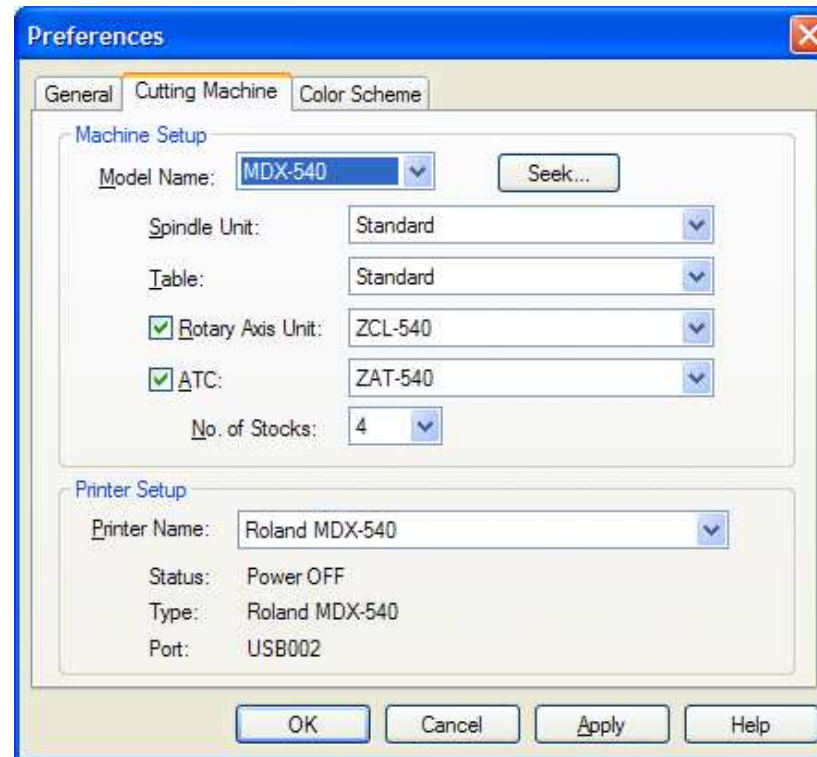
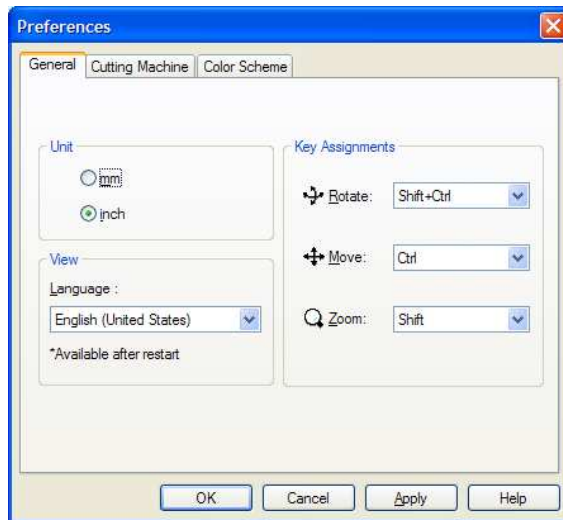
- Verify machine and installed options then click "Next".
- Software will indicate machine selected and options selected. Click "Next".
- Select units desired. Click "Next"
- Select tools in inventory then click "Next".
- Click on "Finish" to complete the software initialization.





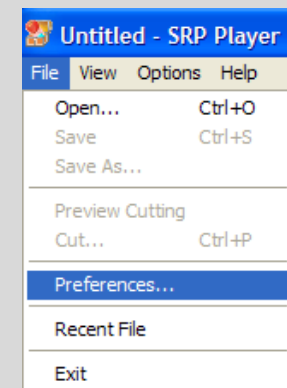
SRP Player

❖ File - Preferences



NOTES:

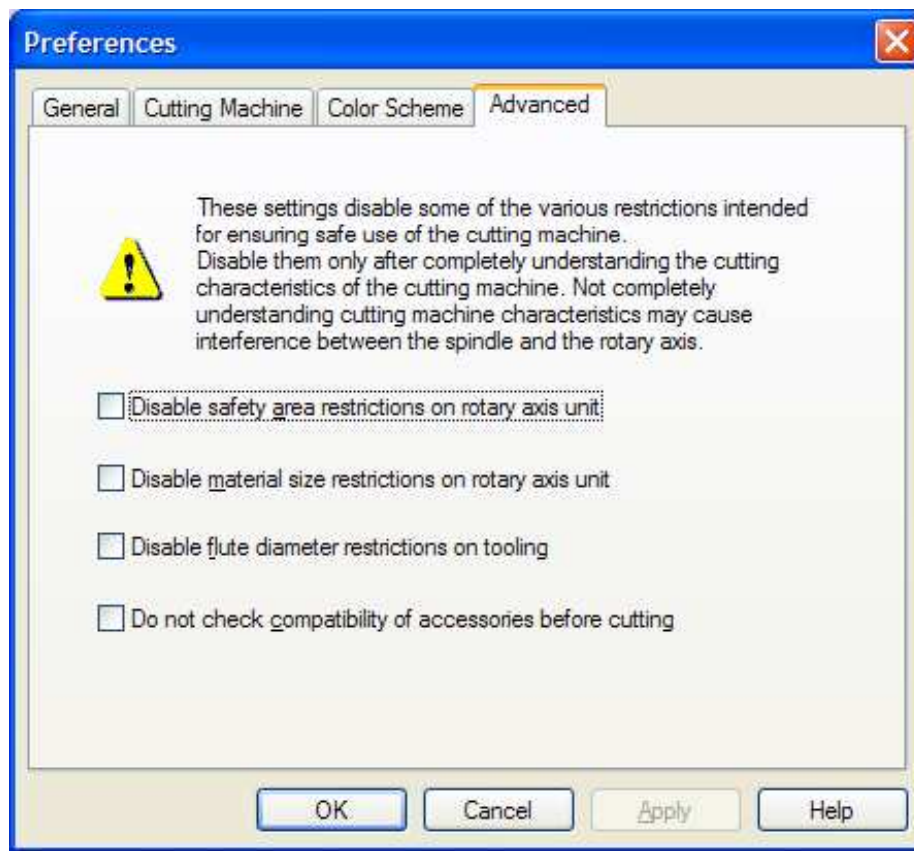
You can change your preferences, color scheme, verify machine and accessories by selecting File then Preferences.





SRP Player

❖ File – Preferences – Advanced Tab



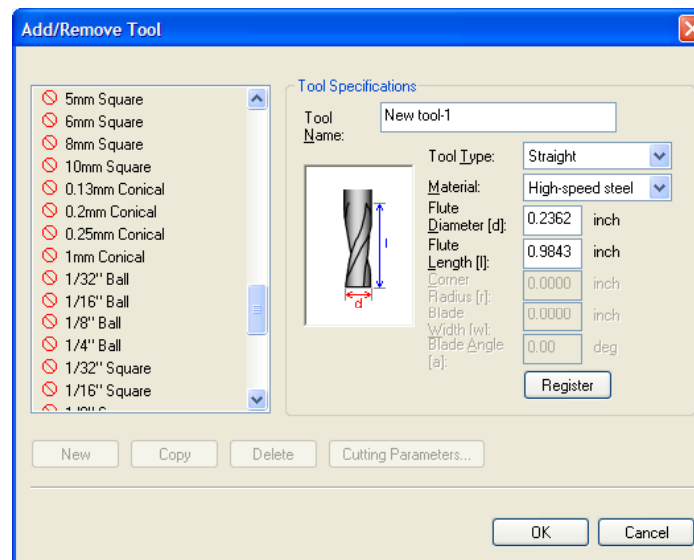
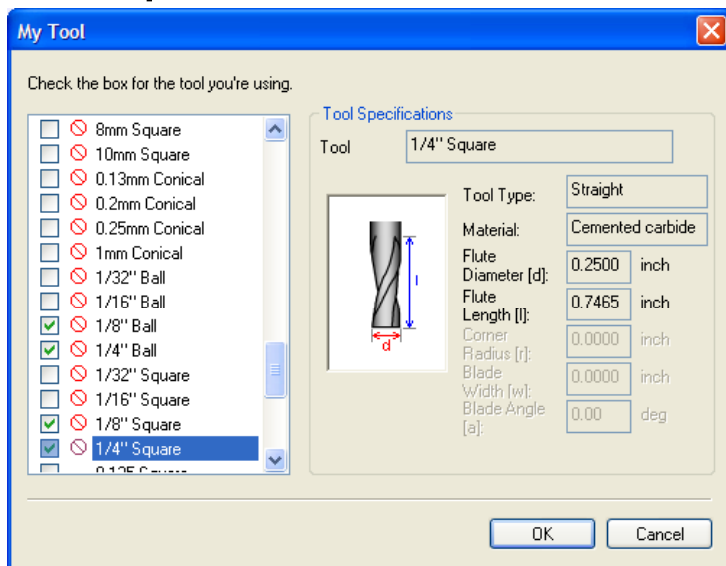
NOTES:

- 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.

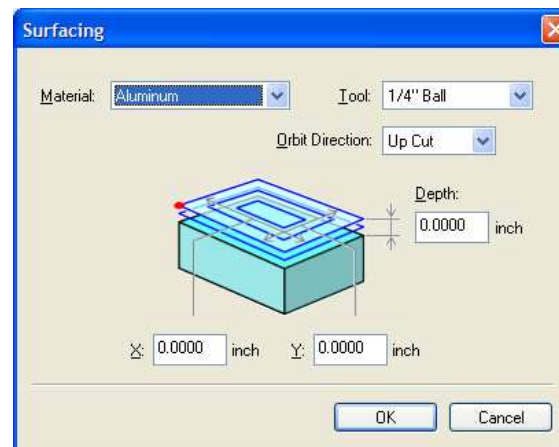


SRP Player

Options



- ZHS (Square end mill(HSS))
- ZUB (Ball end mill(Carbide))
- ZUS (Square end mill(Carbide))
- RDL (Square long end mill)
- RDB (Ball long neck)
- RPS (Square medium end mill)
- RHRS (Radius long neck)
- None/Ball (Ball)
- None/Square (Square)
- ZHB (Ball end mill(HSS))
- ZCB (Ball end mill(Carbide))
- OSG (Ball end mill(Carbide))
- CPRB (Ball end mill(Carbide))

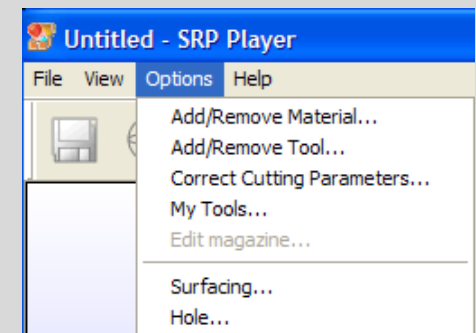


NOTES:

My Tool: Select what tools you have available

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

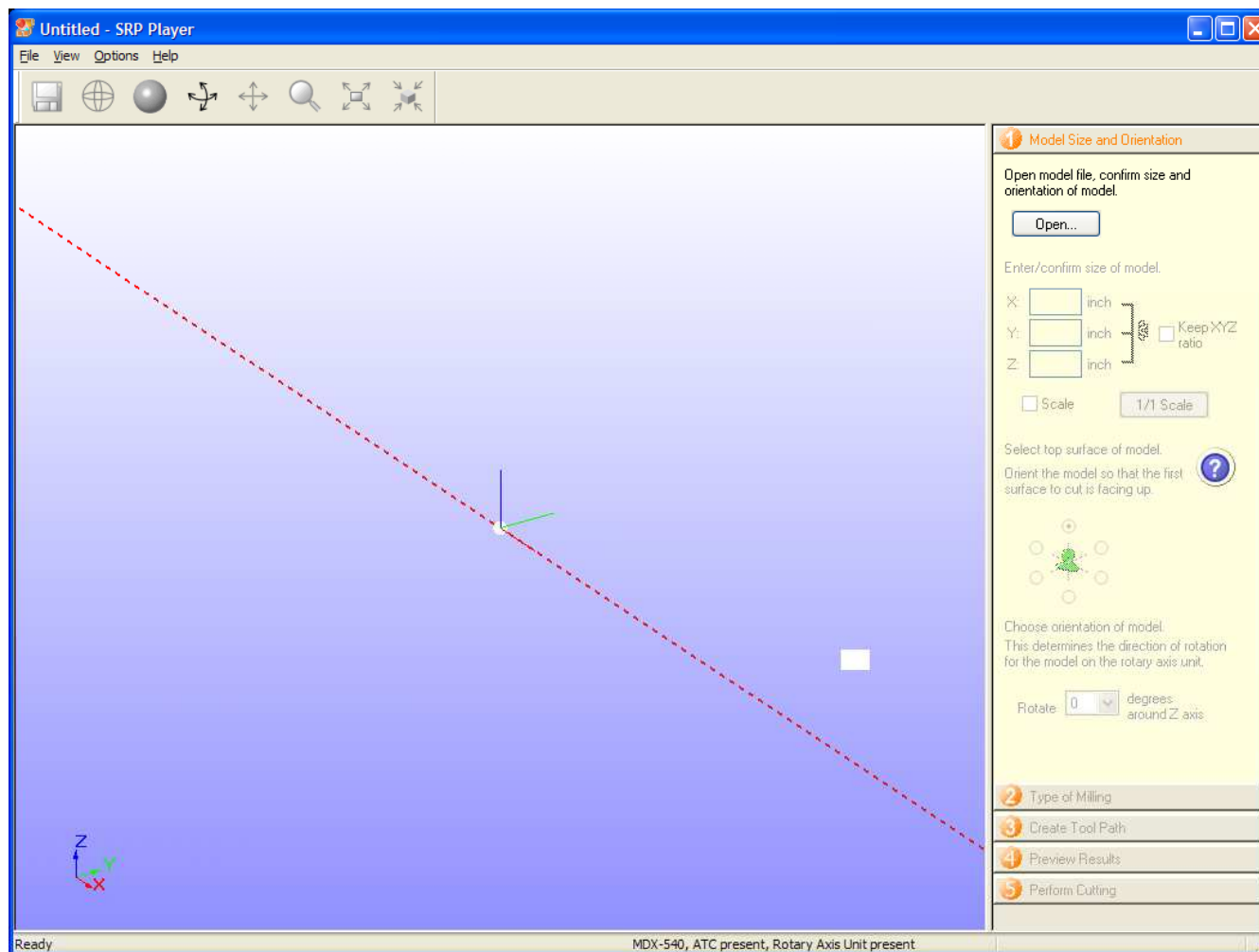
Surfacing: Surfaces work material using available tools.





SRP Player

❖ Main Screen



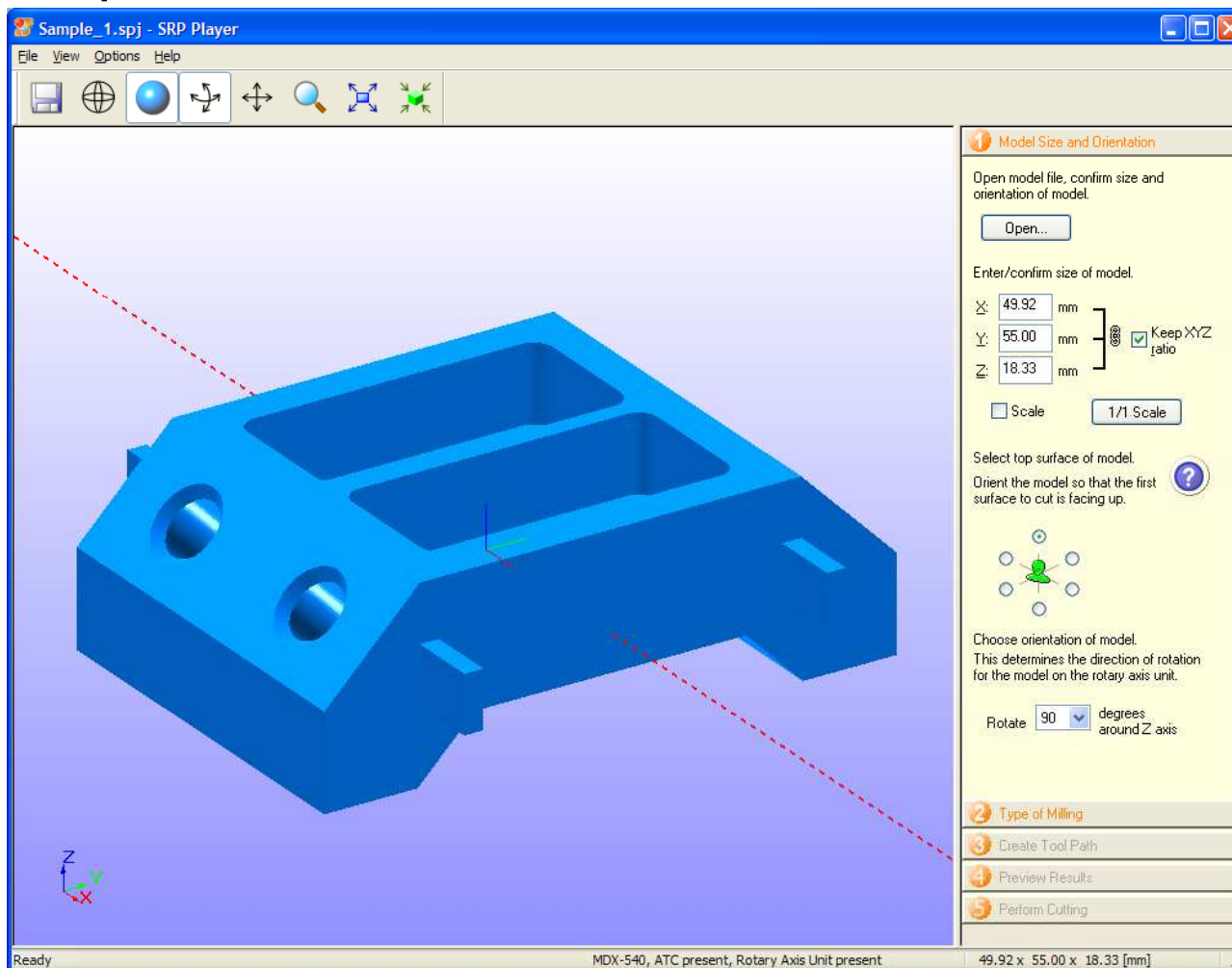
NOTES:

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



SRP Player

❖ Step 1



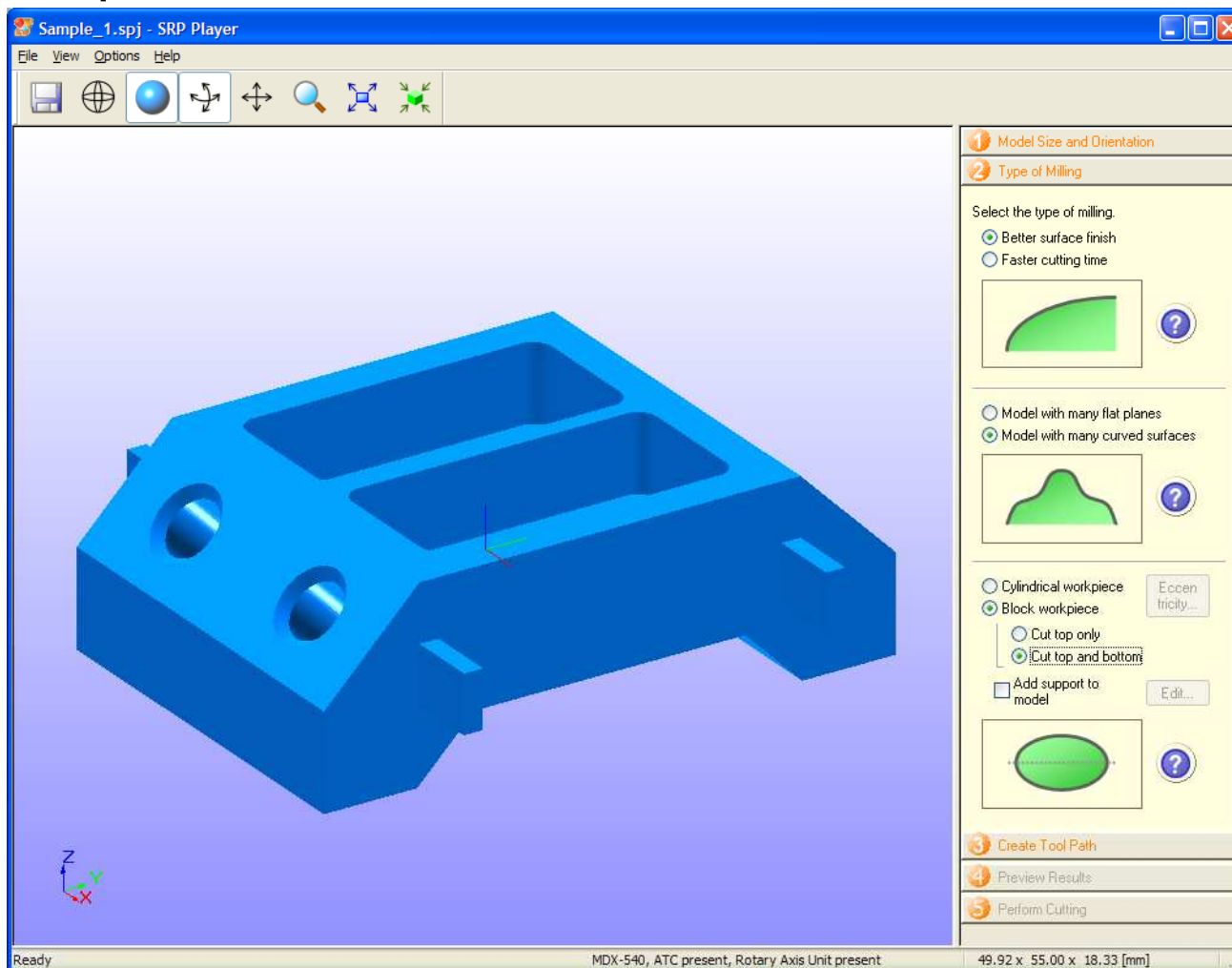
NOTES:

- Import part by clicking on Open or dragging part onto screen.
- Confirm size of part.
 - Modify if desired.
- Check orientation of part.
- Click on Step 2 when finished.



SRP Player

❖ Step 2



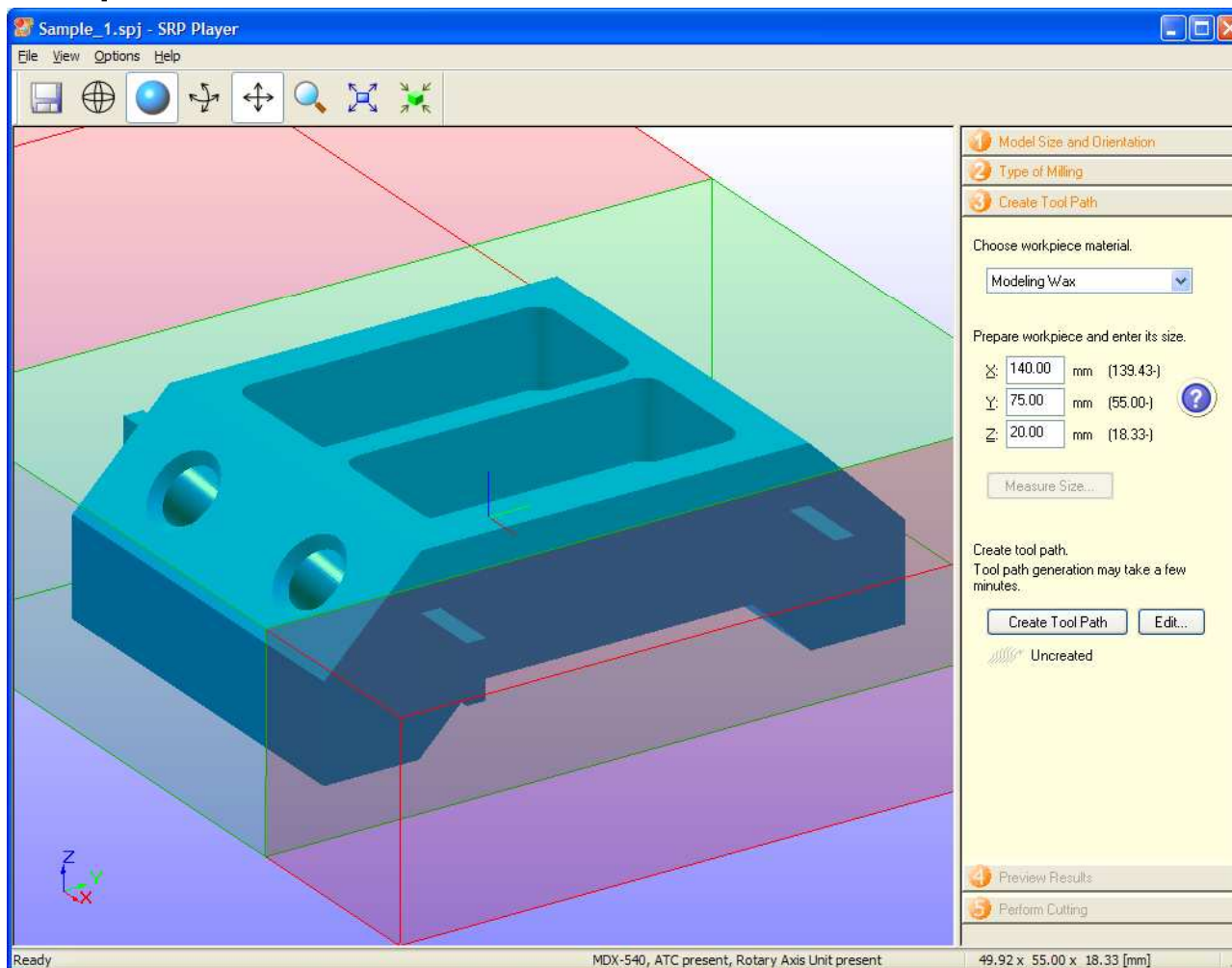
NOTES:

- You select what type of part you will be cutting by selecting the appropriate options.
- Click on question mark for more information.
- Click on Step 3 when finished.



SRP Player

❖ Step 3



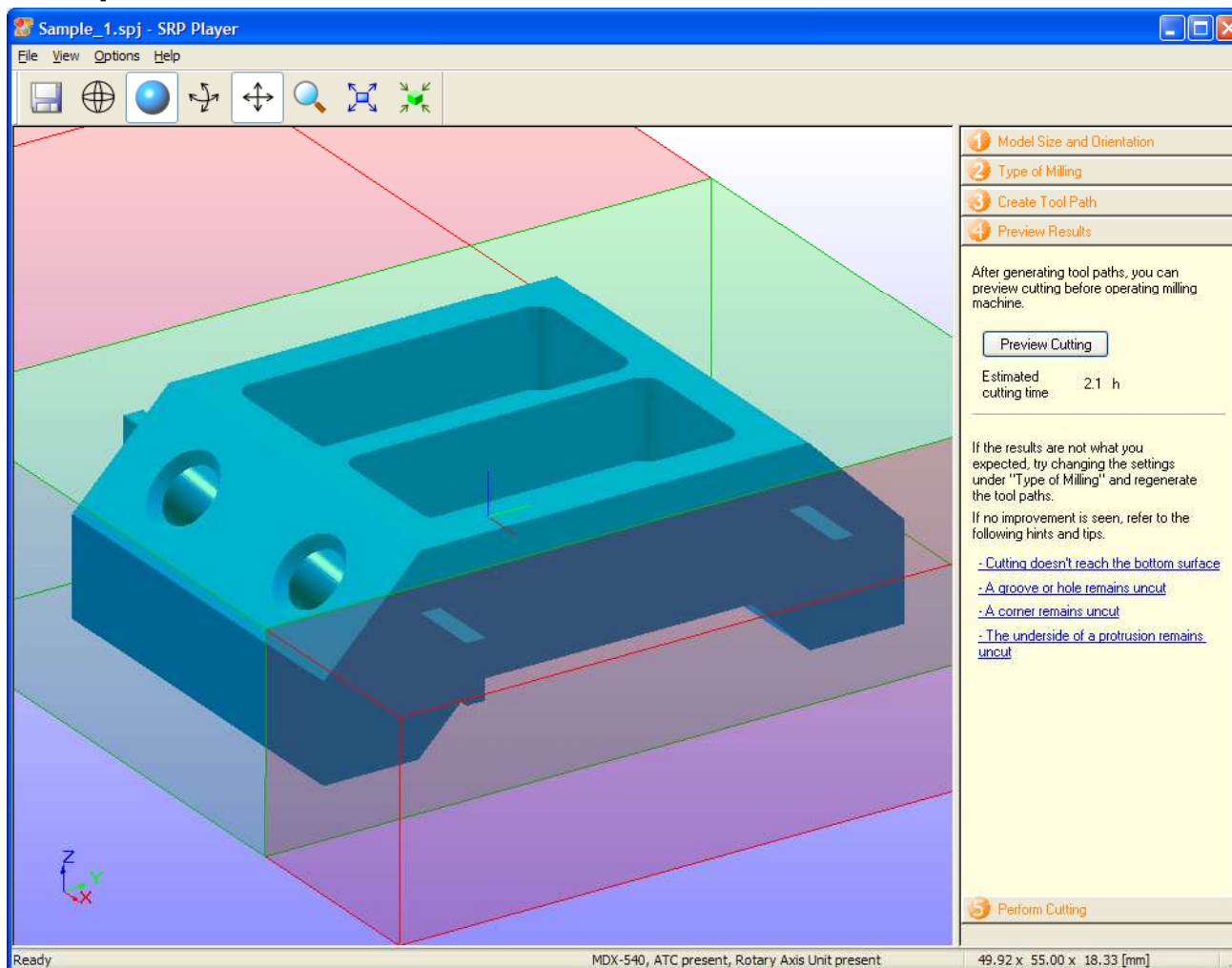
NOTES:

- Select material from pull down list.
- Enter material size.
 - Must be greater than values in parenthesis.
- Click Create Tool Path to process toolpath.
- Click on Step 4 when finished.



SRP Player

❖ Step 4



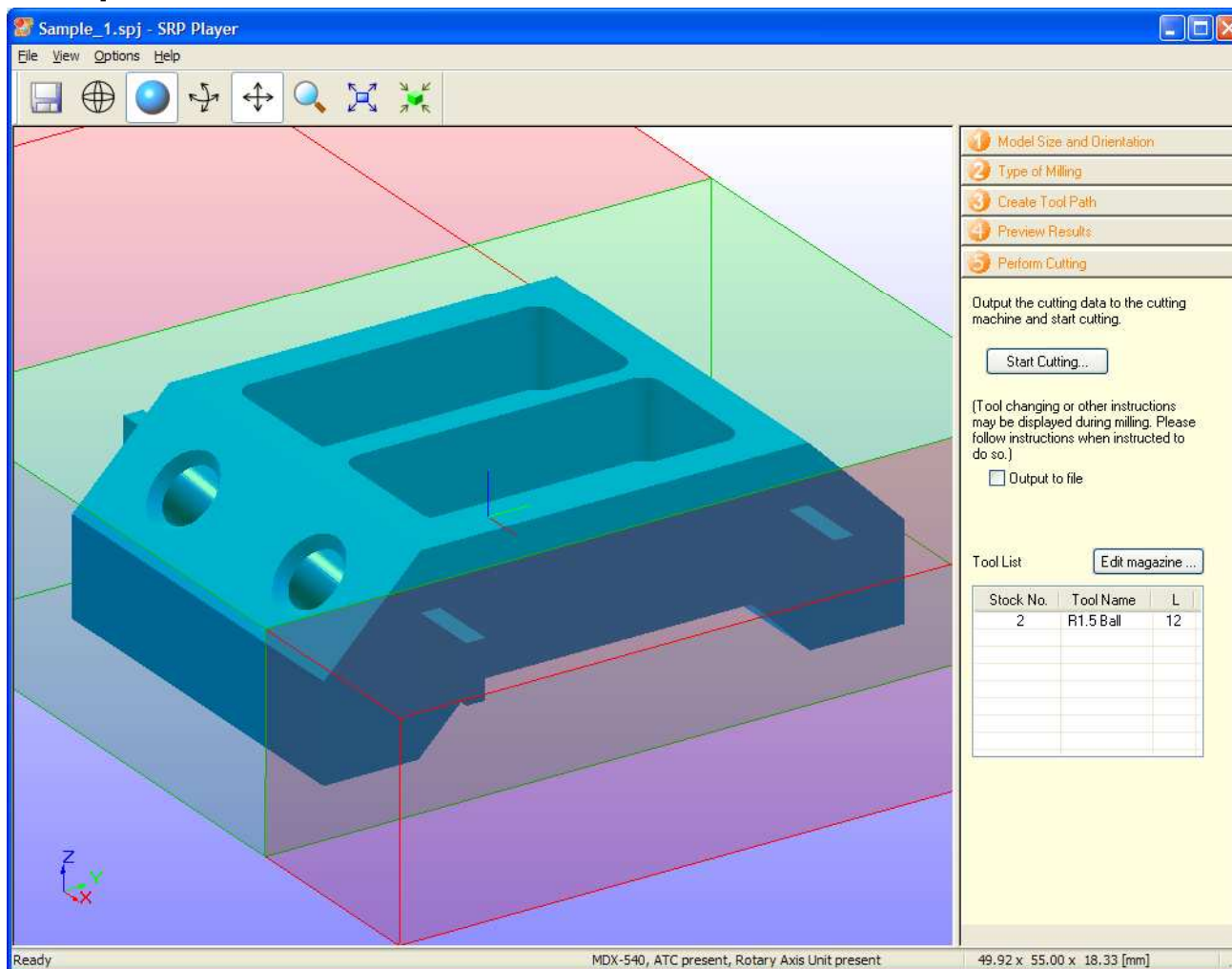
NOTES:

- 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



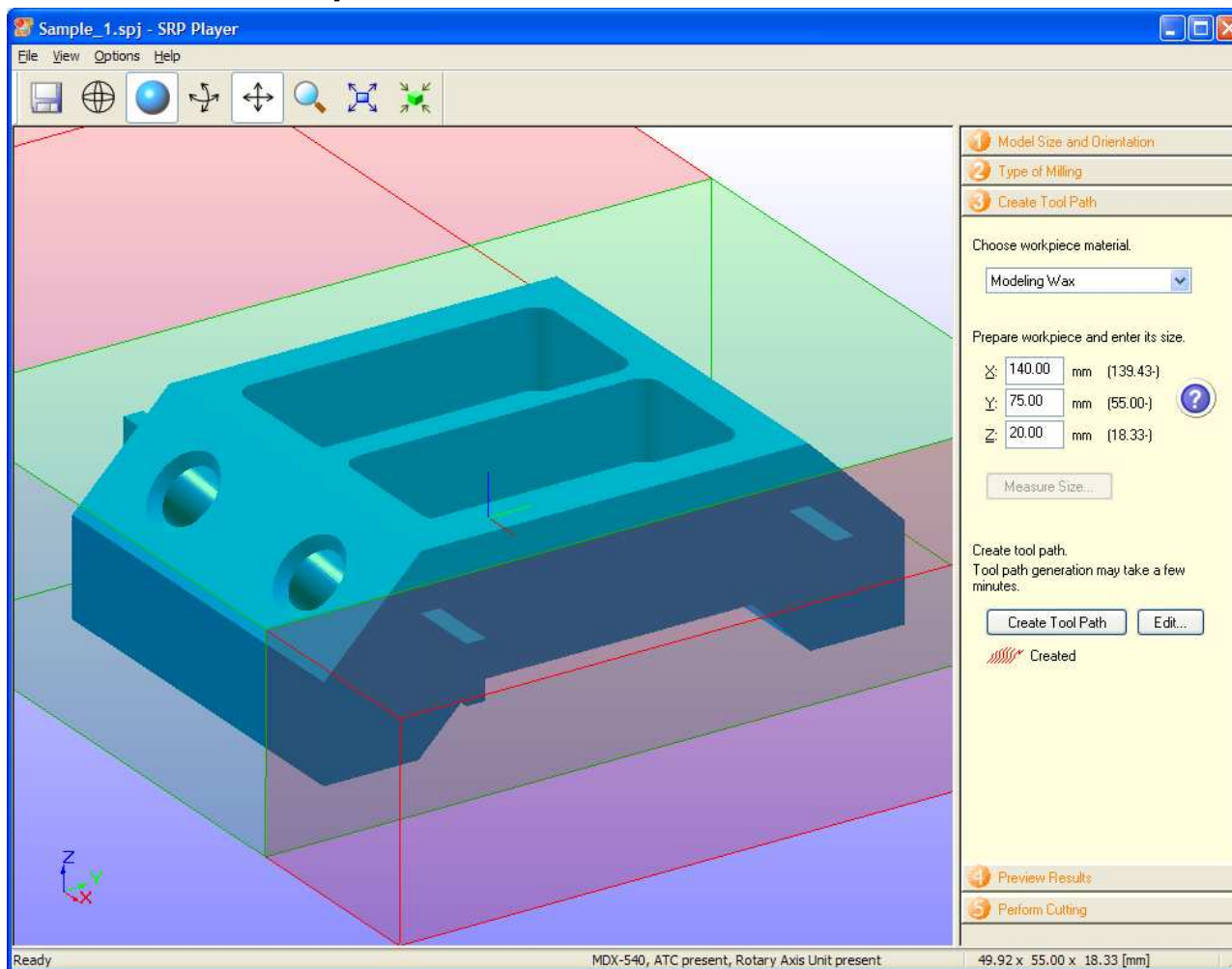
NOTES:

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

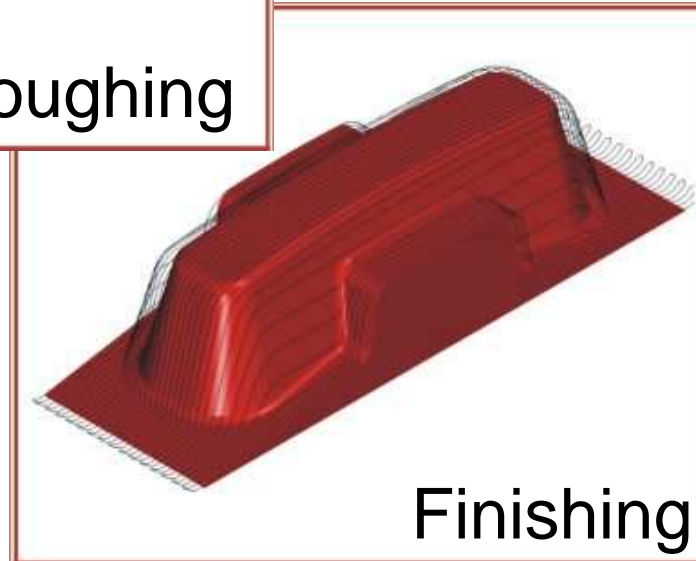
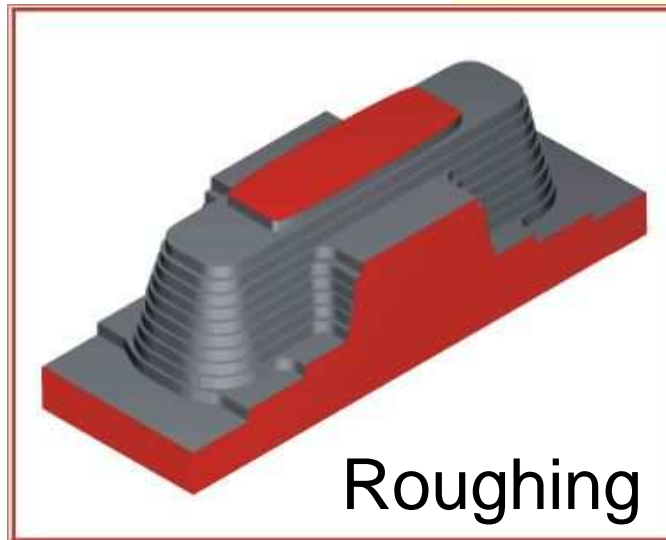
Create Tool Path

Roughing
Finishing
Roughing1
Finishing1

Process Type:
Roughing

Process Name:
Roughing

Apply Close



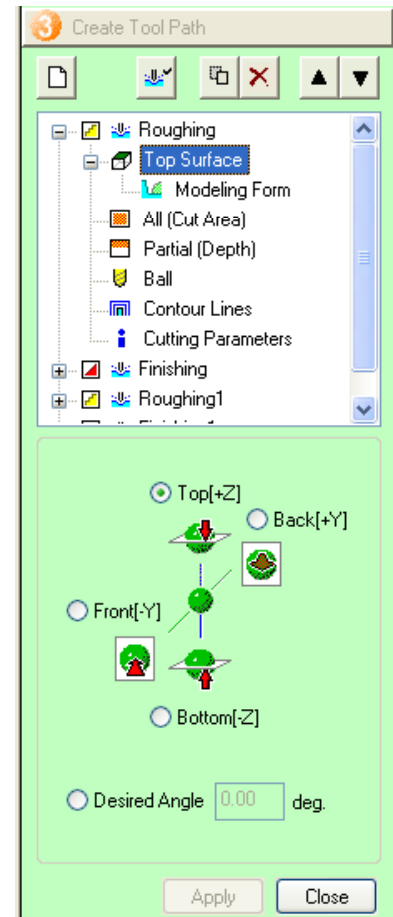
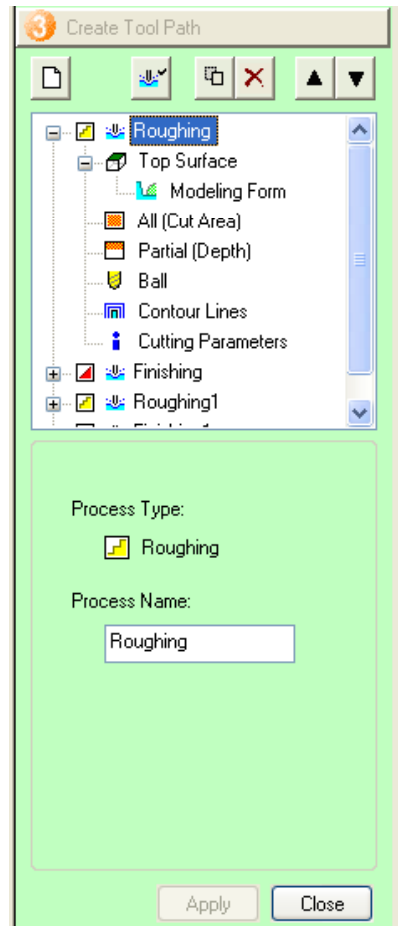
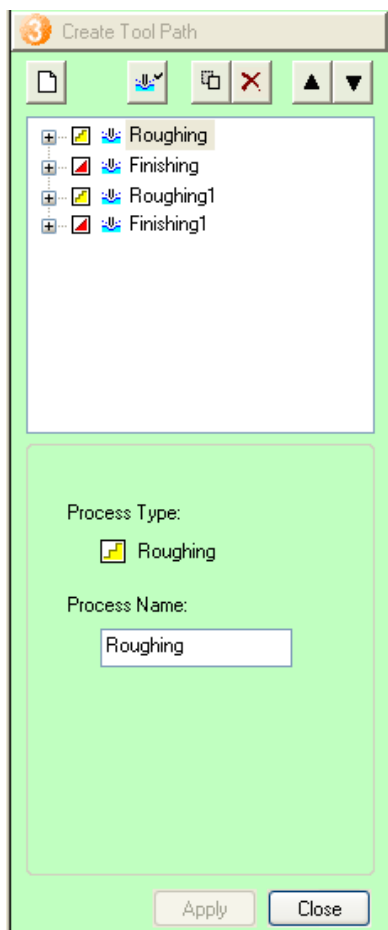
NOTES:

- 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



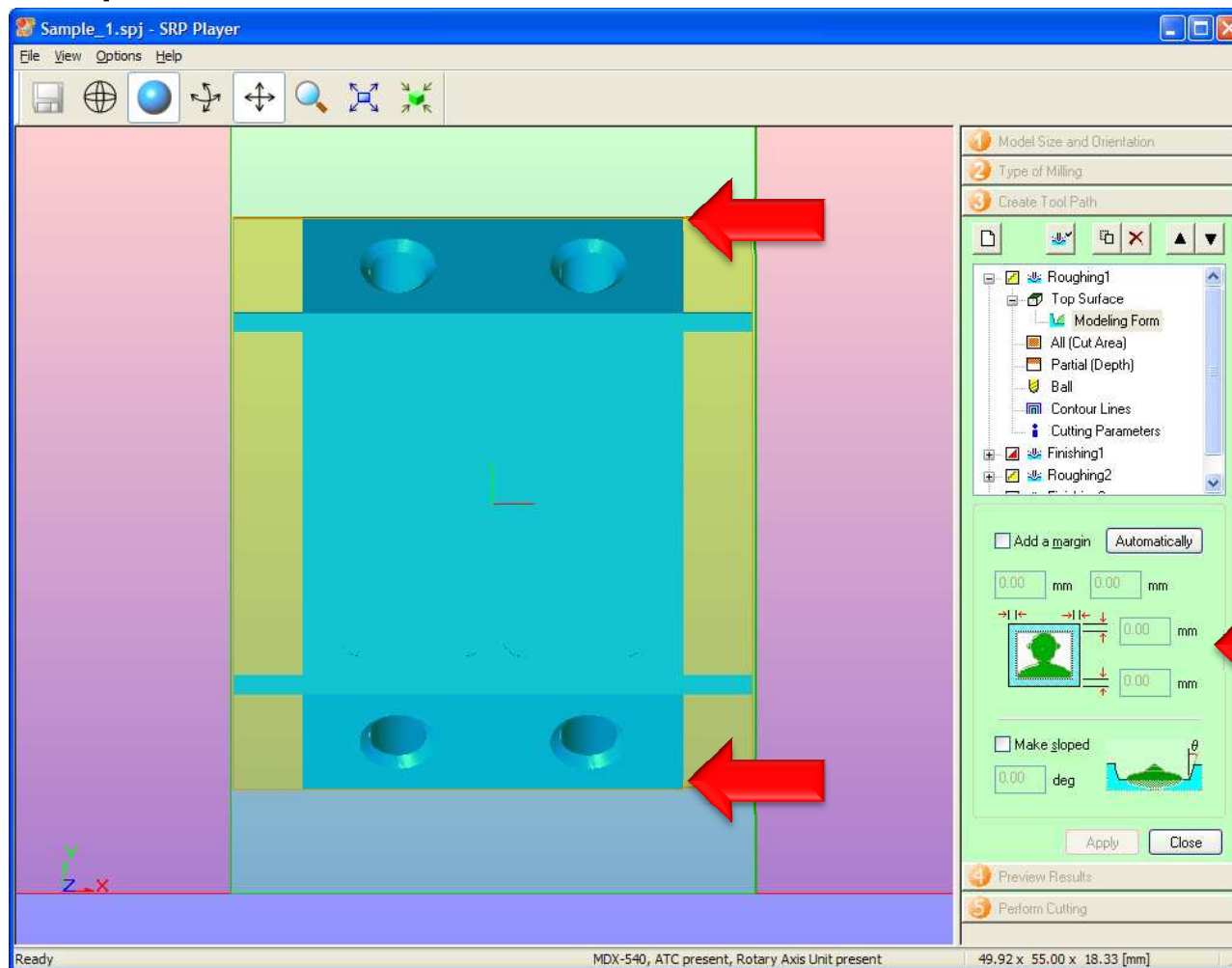
NOTES:

- 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



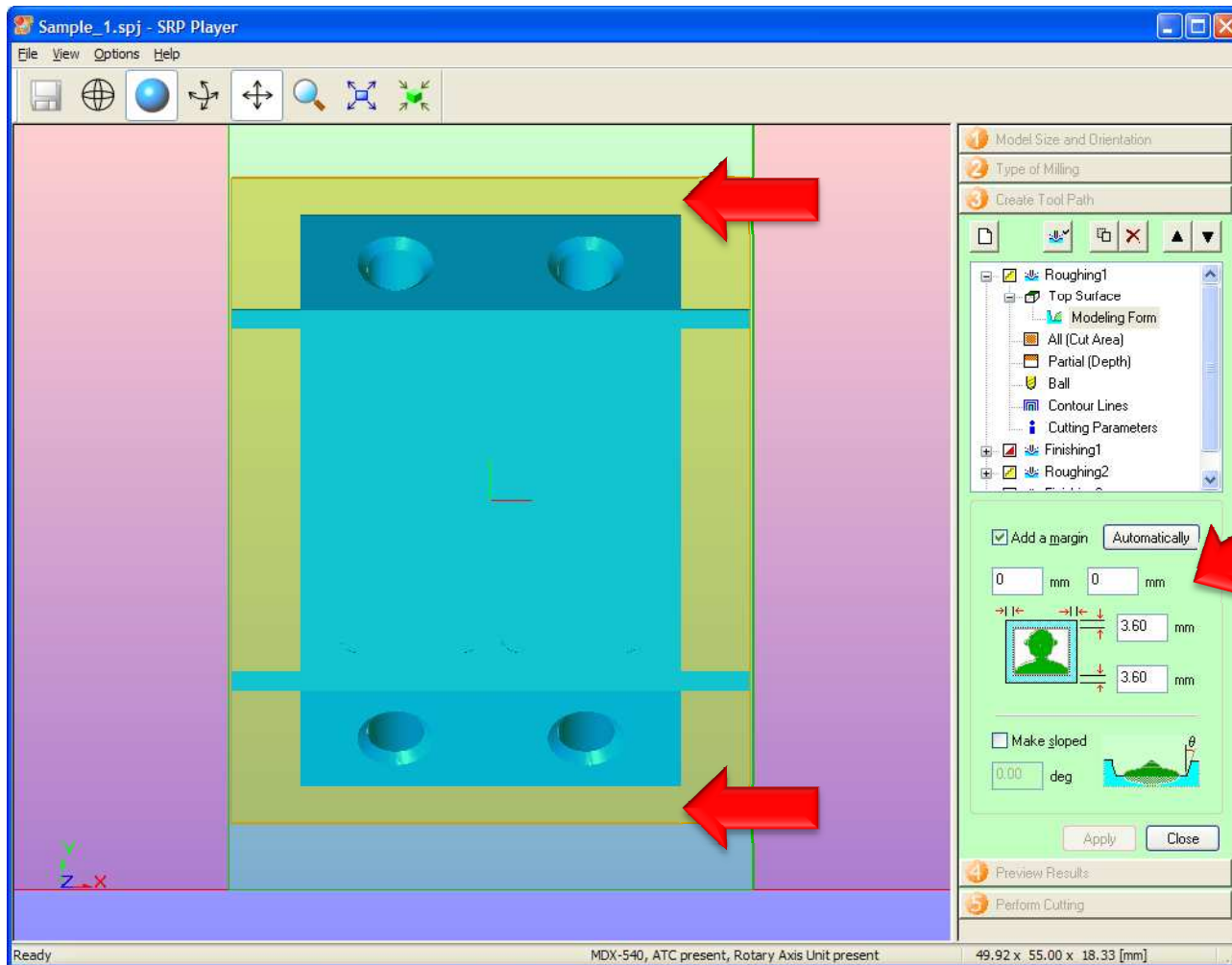
NOTES:

- Under Modeling Form, you can change the margins of the part.
- Click on Add a margin
- Click on Automatically
- You only need to add a margin above and below the part.
- You don't want to add a margin to the left or right.
- Once finished click Apply.



SRP Player

❖ Step 3 Modifications



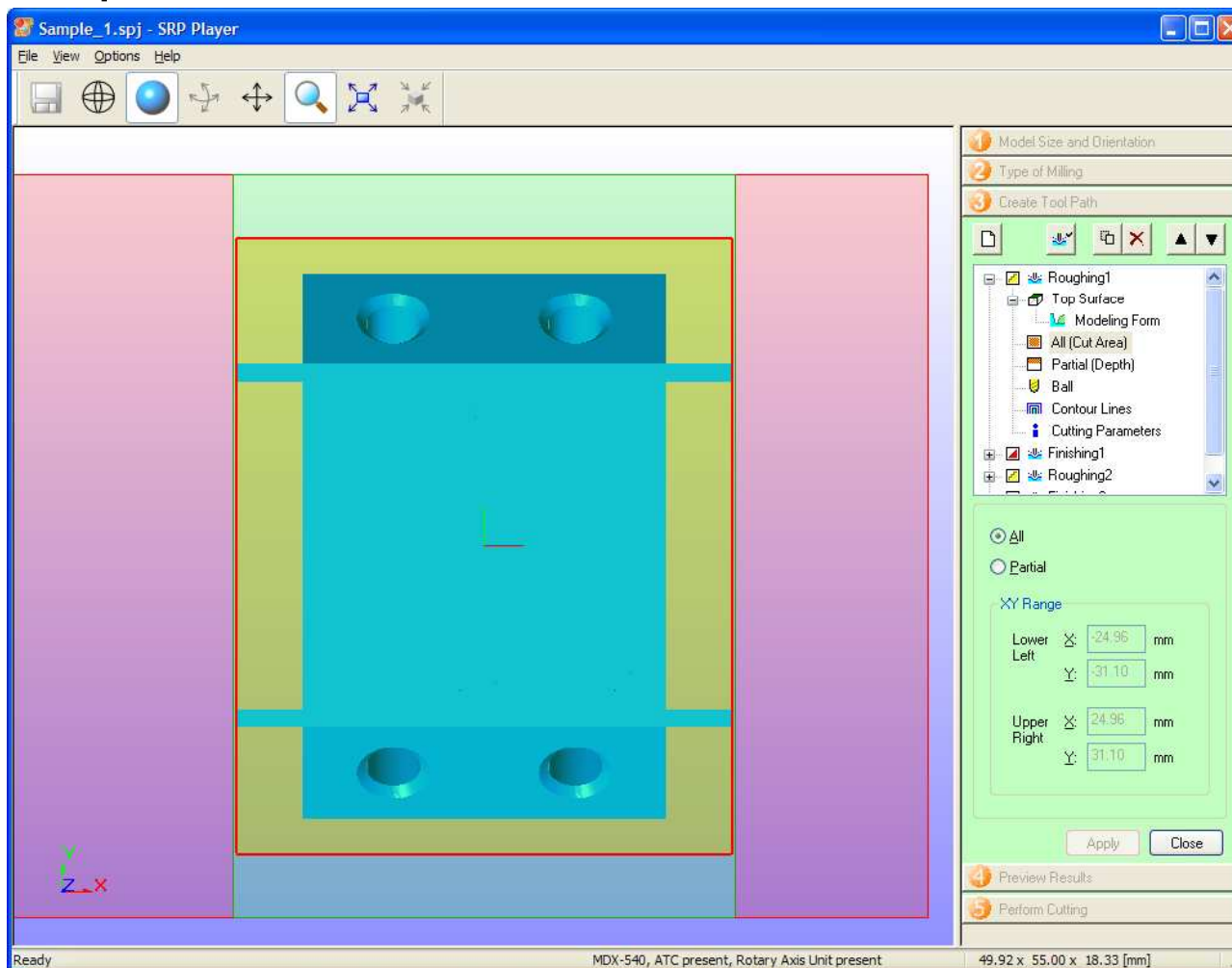
NOTES:

- Completed margin modifications.



SRP Player

❖ Step 3 Modifications



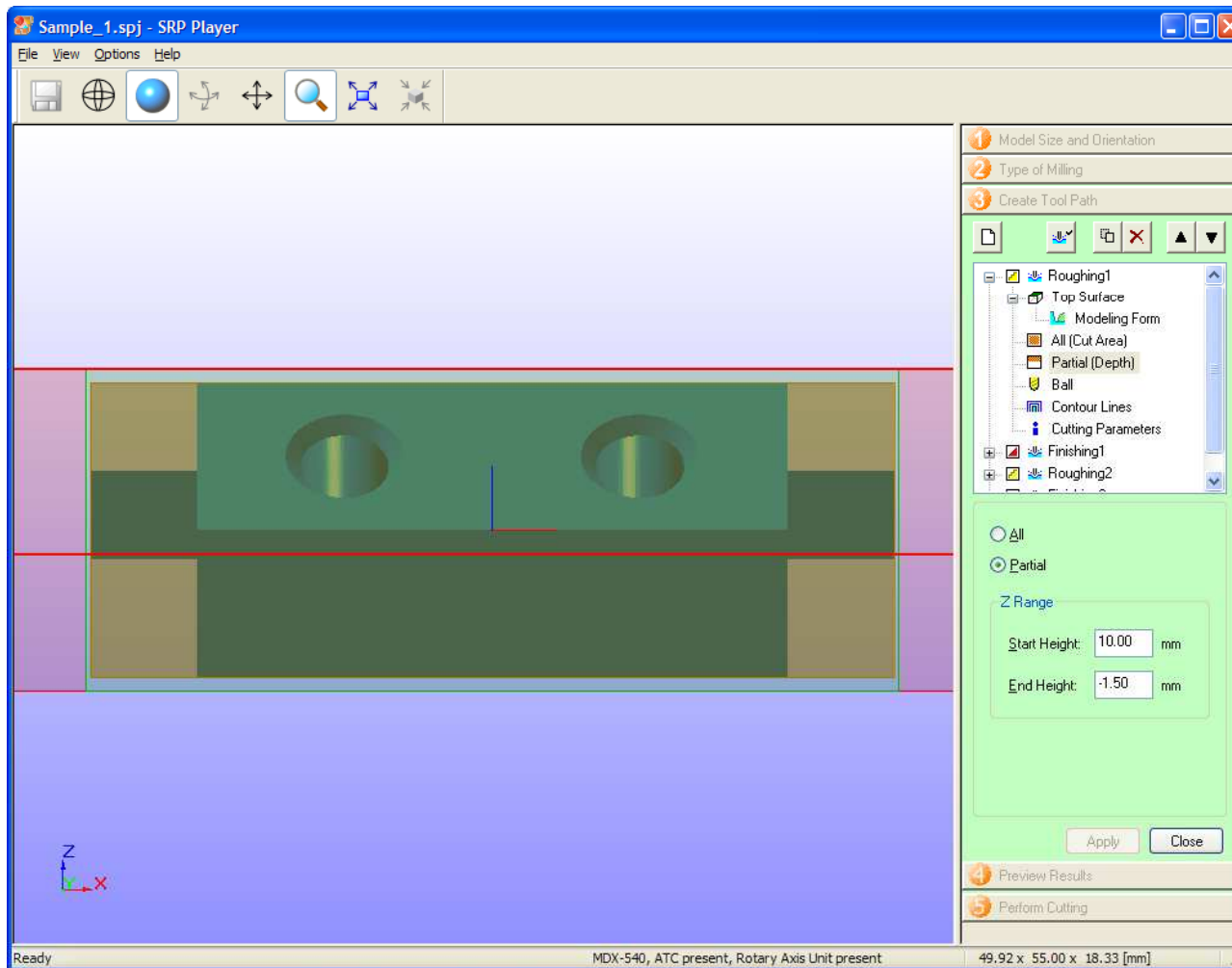
NOTES:

- You can modify the Cutting Area if desired by selecting Partial.
- You can enter values to specify the cutting area or drag the red box to the desired area.
- Click on Apply when finished.



SRP Player

❖ Step 3 Modifications



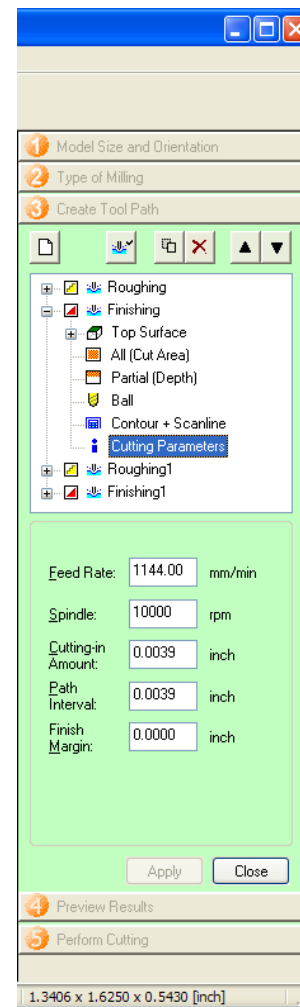
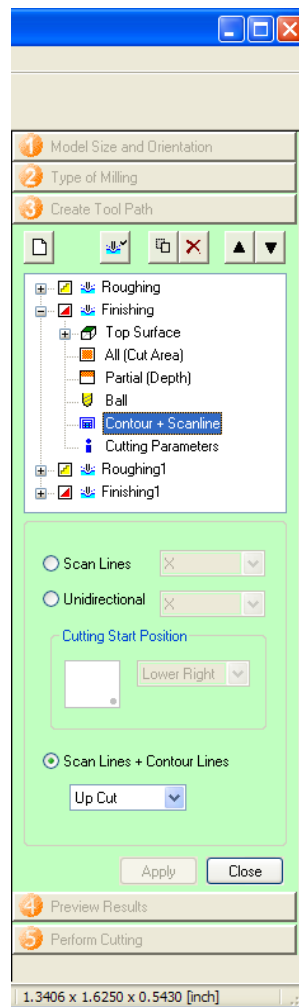
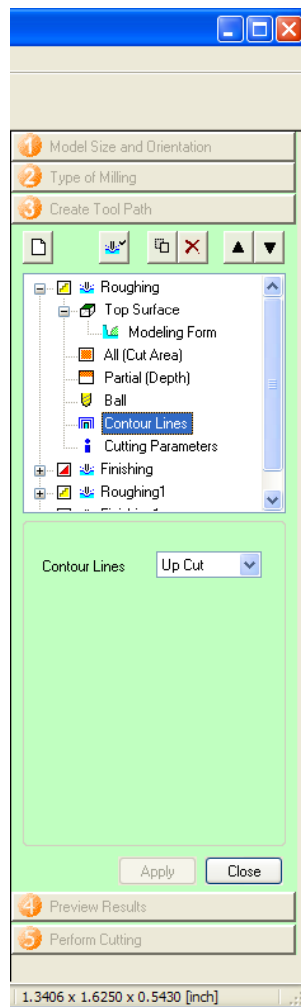
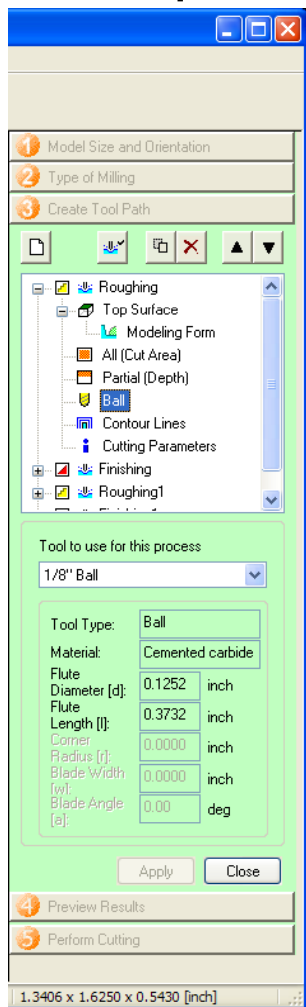
NOTES:

- The cutting depth can be modified 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



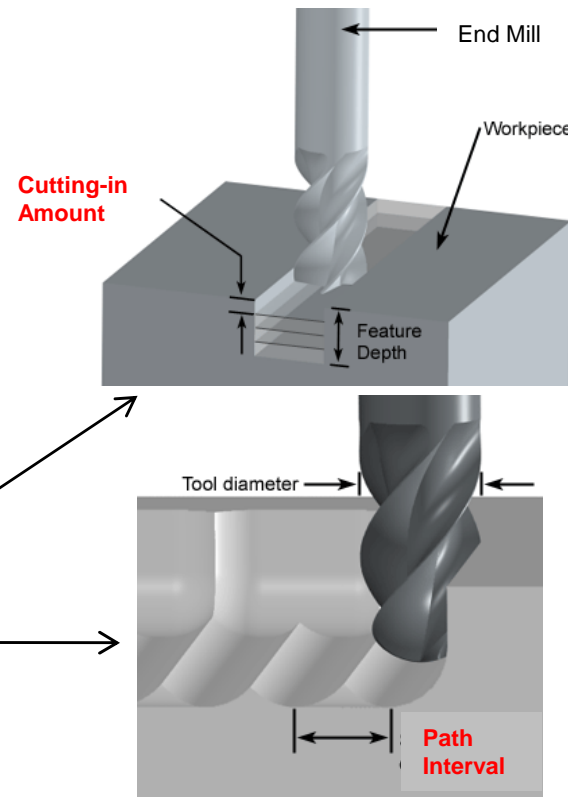
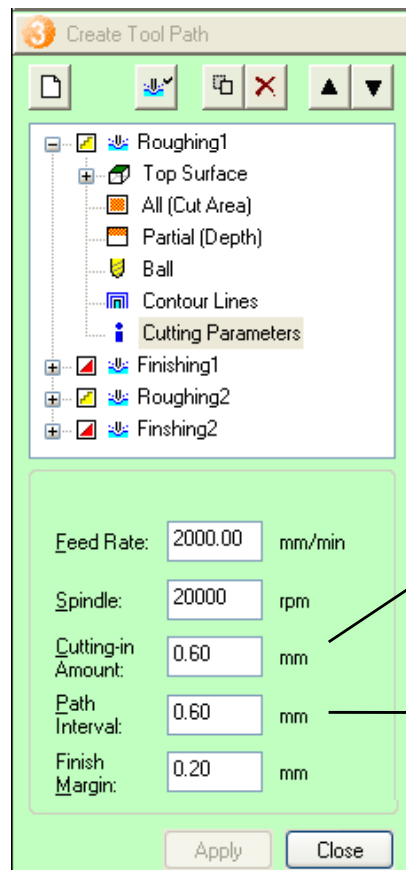
NOTES:

- 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.
- Click on Close when all modifications have been completed.



SRP Player

❖ Step 3 Modifications



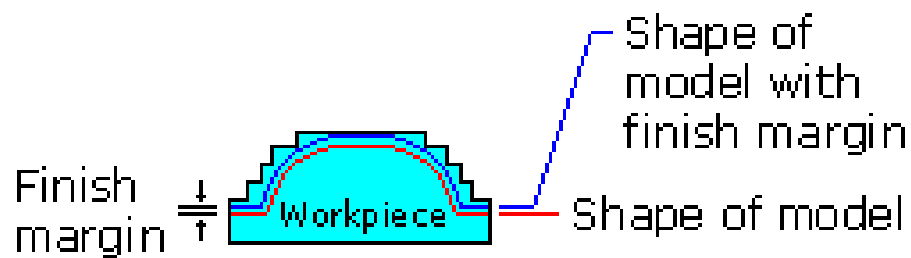
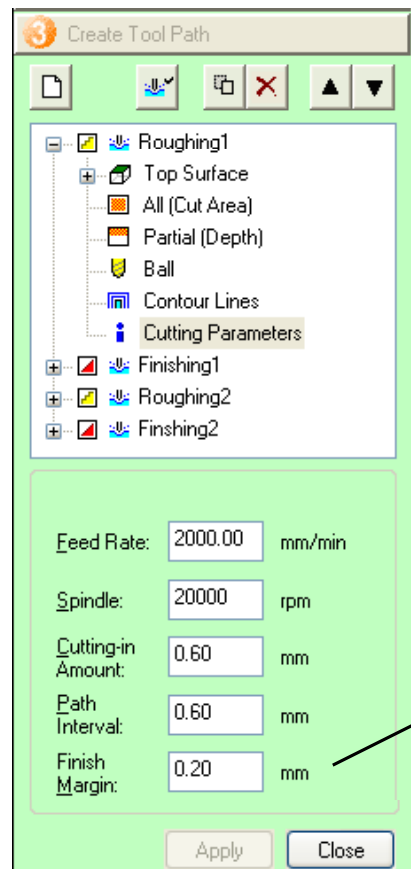
NOTES:

- 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.



SRP Player

❖ Step 3 Modifications



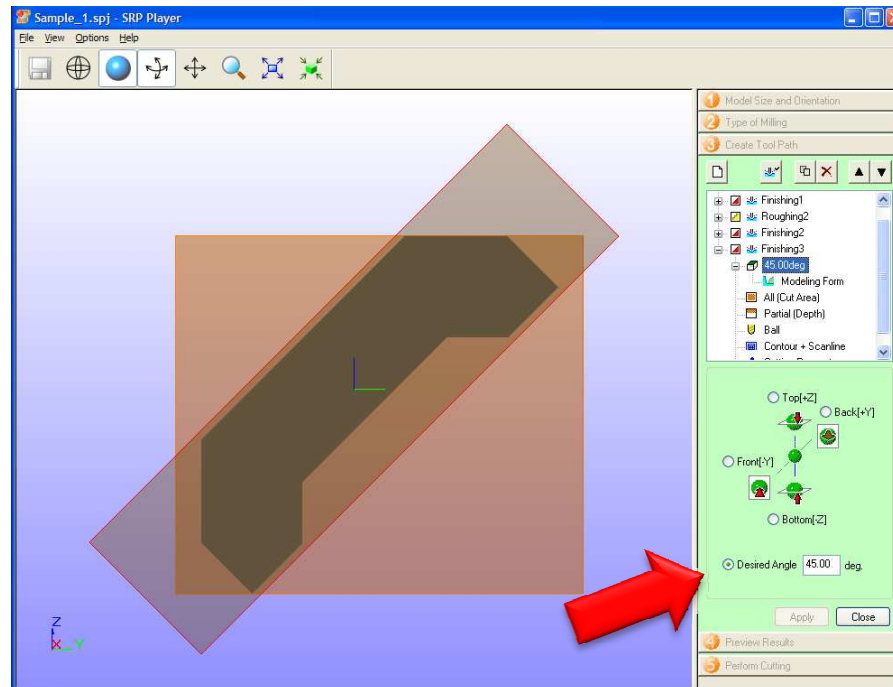
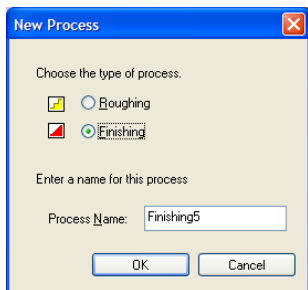
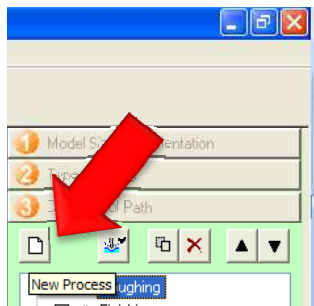
NOTES:

- Finish margin is the amount of material left on the model after that process has finished



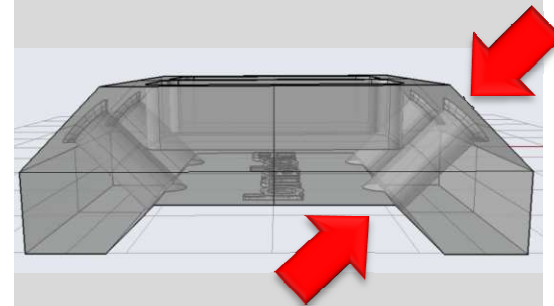
SRP Player

❖ Step 3 Advanced Modifications



NOTES:

- Let's make some advanced modifications.
- The part in questions has some holes that can't be milled from the top or the bottom.

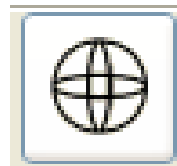


- We can turn the part at angle to mill the holes.
- We simply add a new process, usually finishing.
- Change the angle to 45 degrees and click apply to change the part.

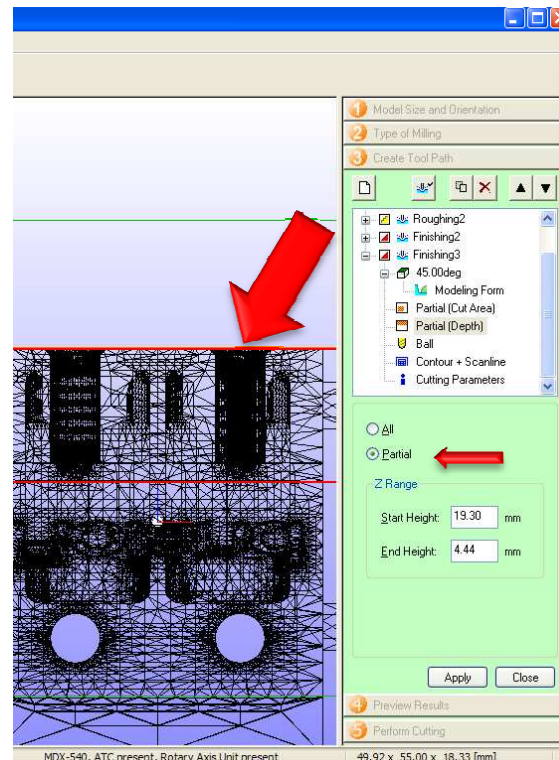
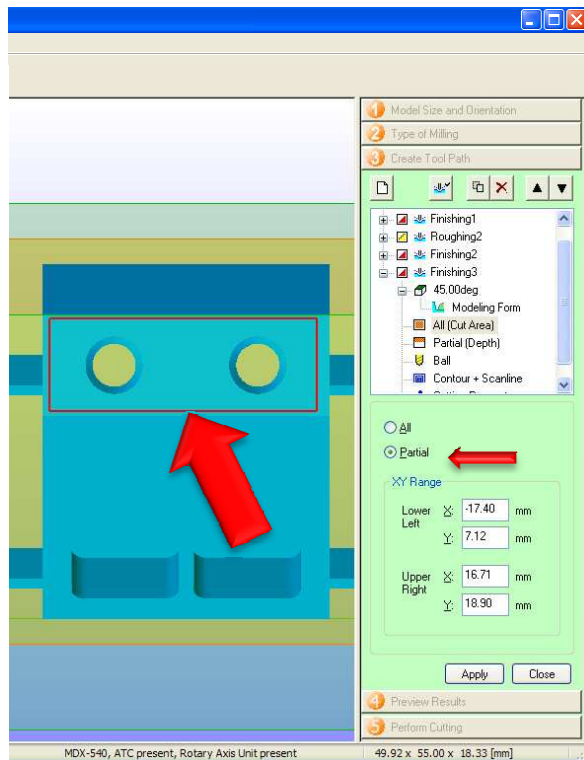


SRP Player

❖ Step 3 Advanced Modifications



Wireframe View



NOTES:

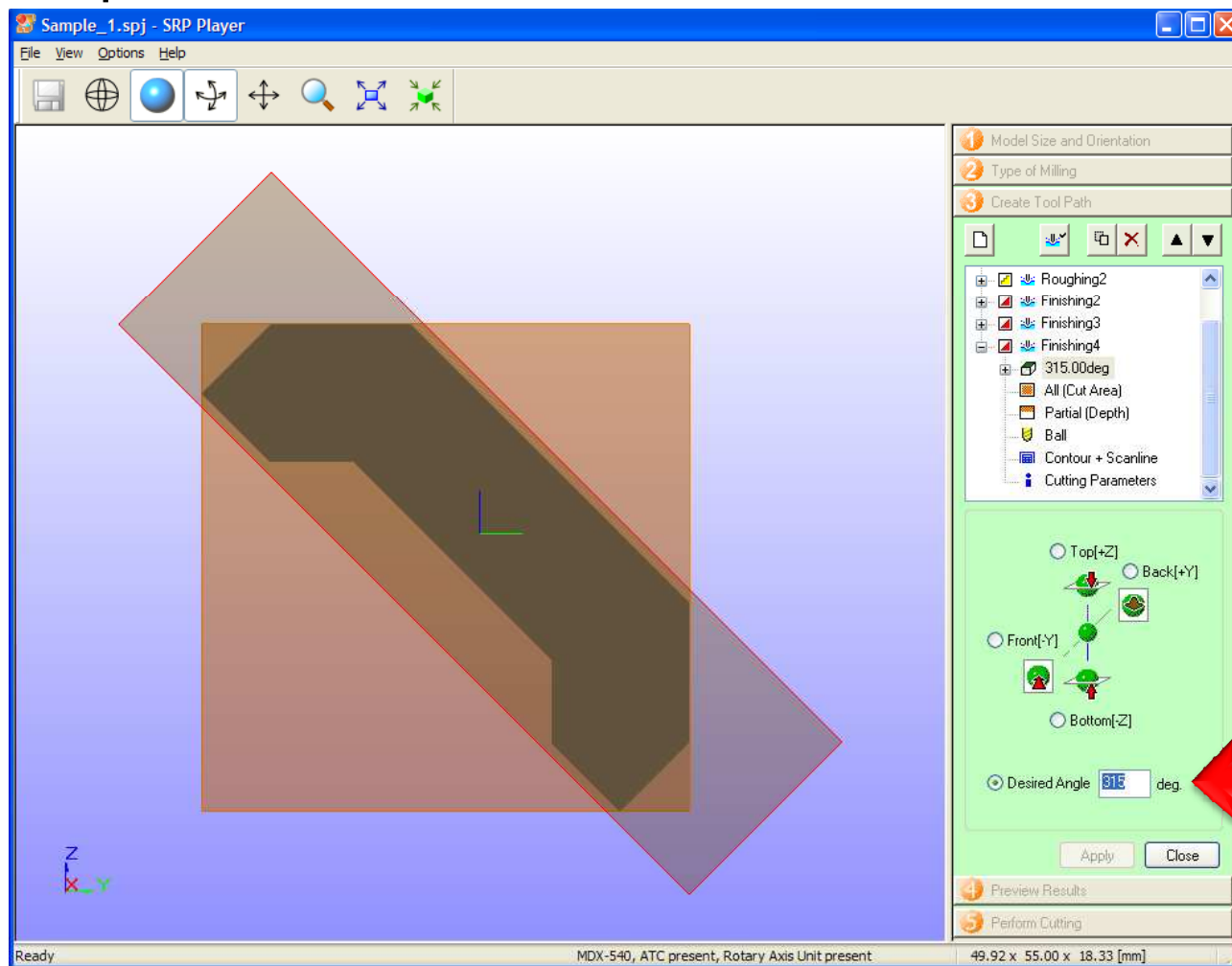
- As we only want to cut the holes, let's change the cutting area to cut only the holes.
- Click on Partial and simply drag the box to an area outside the tools.
- Click Apply when finished.

- For the depth, click on the start cutting line and bring it so that it is right below the depth of the hole.
- Bring the stop cutting line just below the holes so that the tool doesn't waste time cutting too deep.
- You may want to change the view to Wireframe view to view the holes better.
- Click Apply when finished.



SRP Player

❖ Step 3 Advanced Modifications



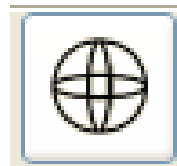
NOTES:

- To cut the other side, add another new finishing process.
- Change the angle to 315 degrees and click Apply.

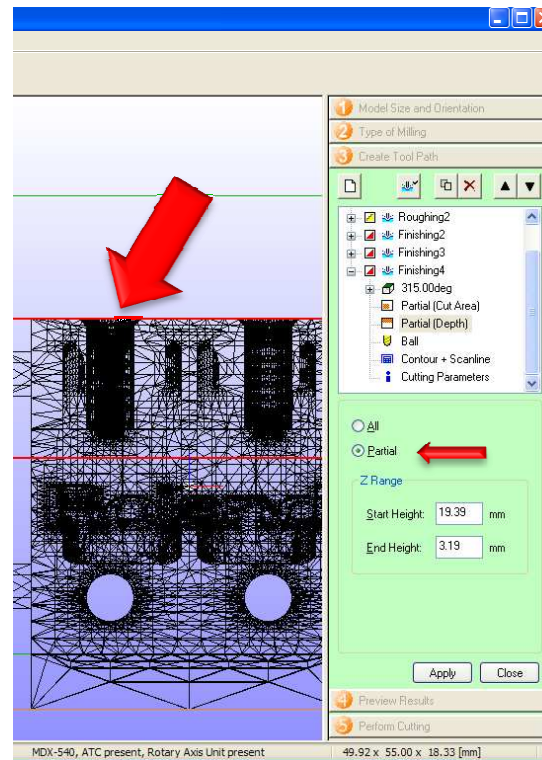
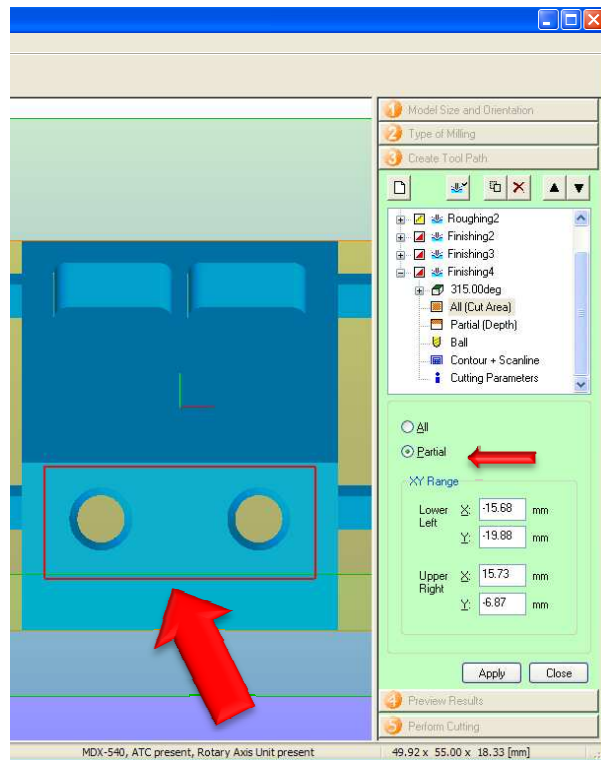


SRP Player

❖ Step 3 Advanced Modifications



Wireframe View



NOTES:

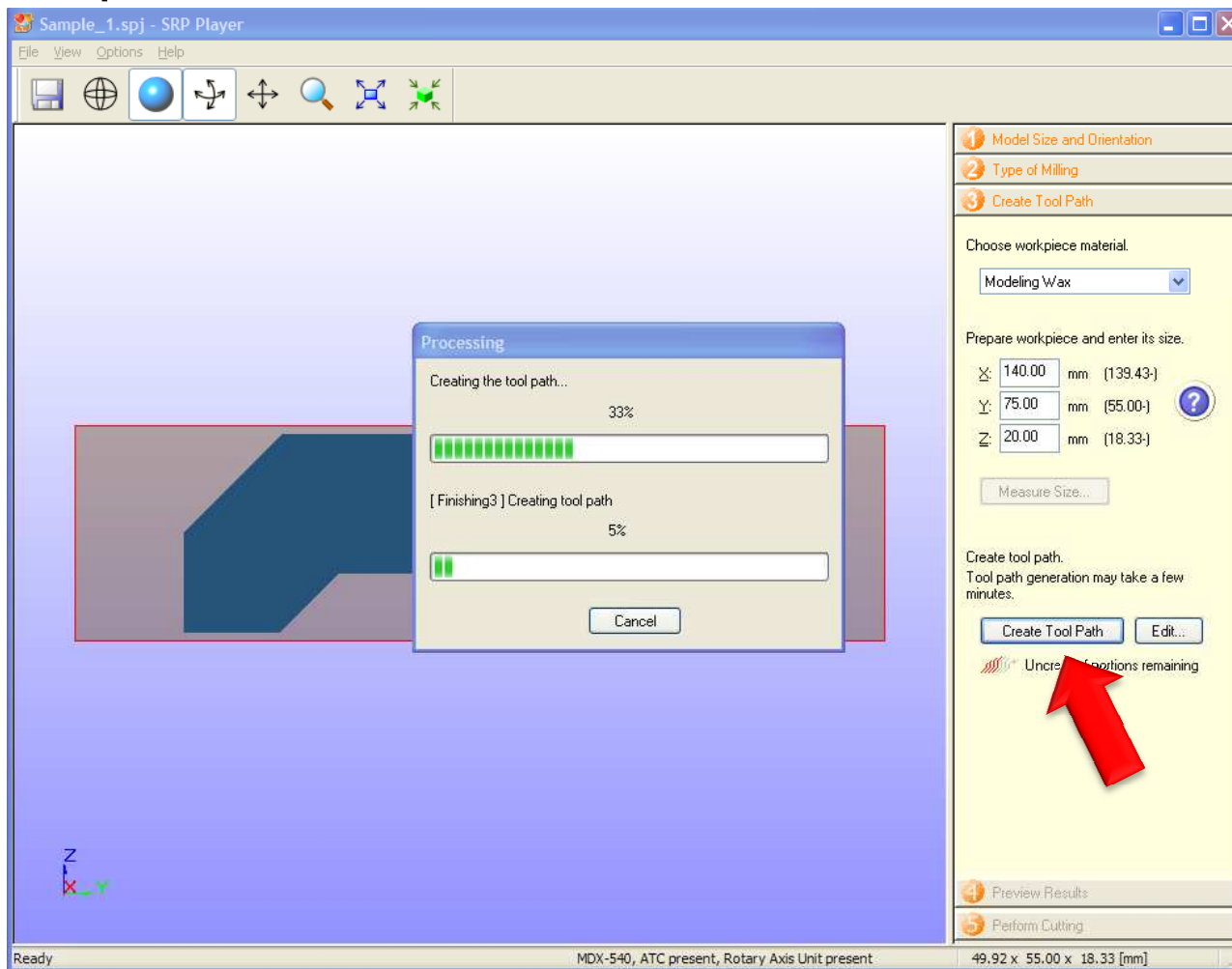
- Again, as we only want to cut the holes, let's change the cutting area to cut only the holes.
- Click on Partial and simply drag the box to an area outside the tools.
- Click Apply when finished.

- For the depth, click on the start cutting line and bring it so that it is right below the depth of the hole.
- Bring the stop cutting line just below the holes so that the tool doesn't waste time cutting too deep.
- You may want to change the view to Wireframe view to view the holes better.
- Click Apply when finished.
- Click Close when finished editing.



SRP Player

❖ Step 3 Advanced Modifications



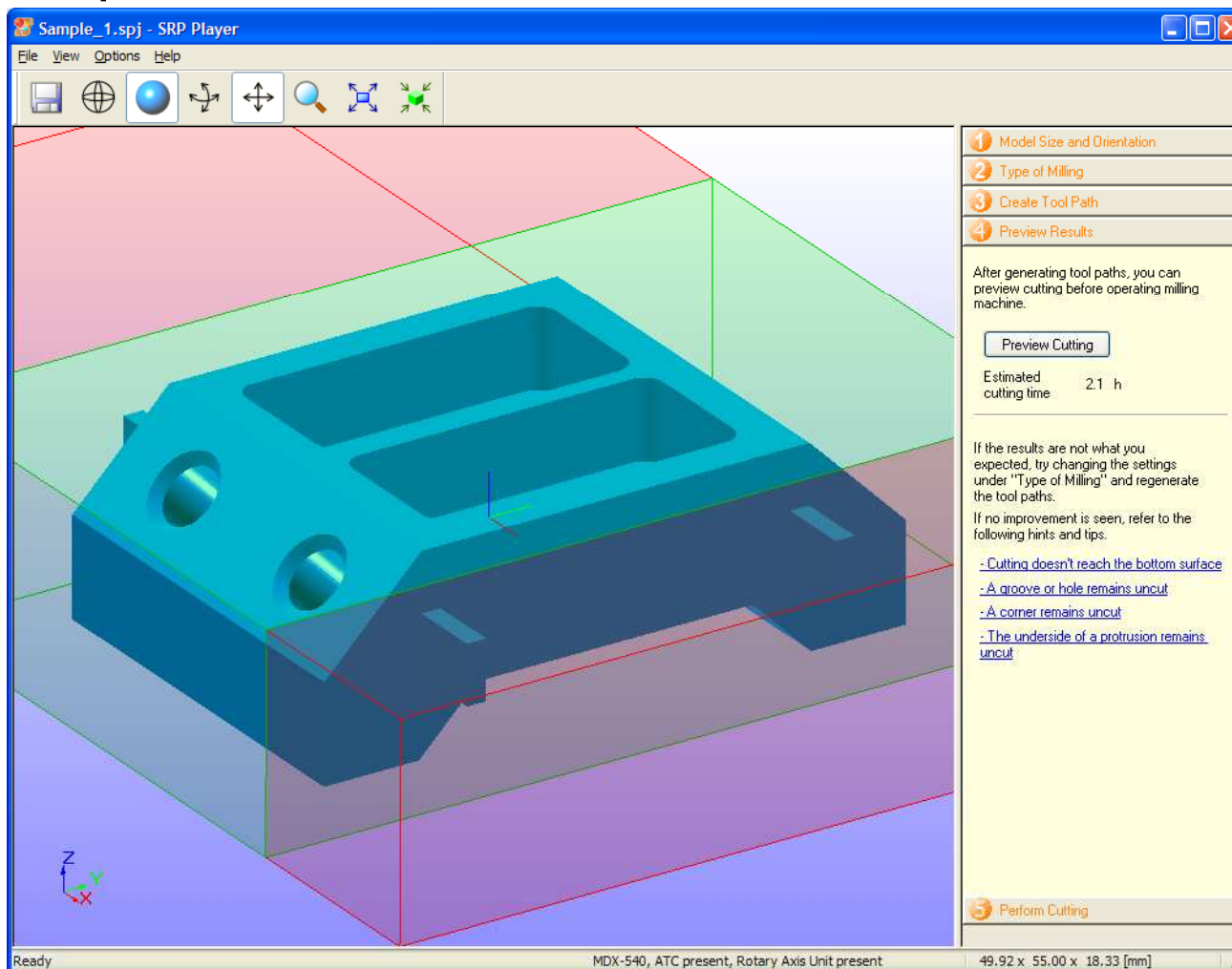
NOTES:

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



SRP Player

❖ Step 4



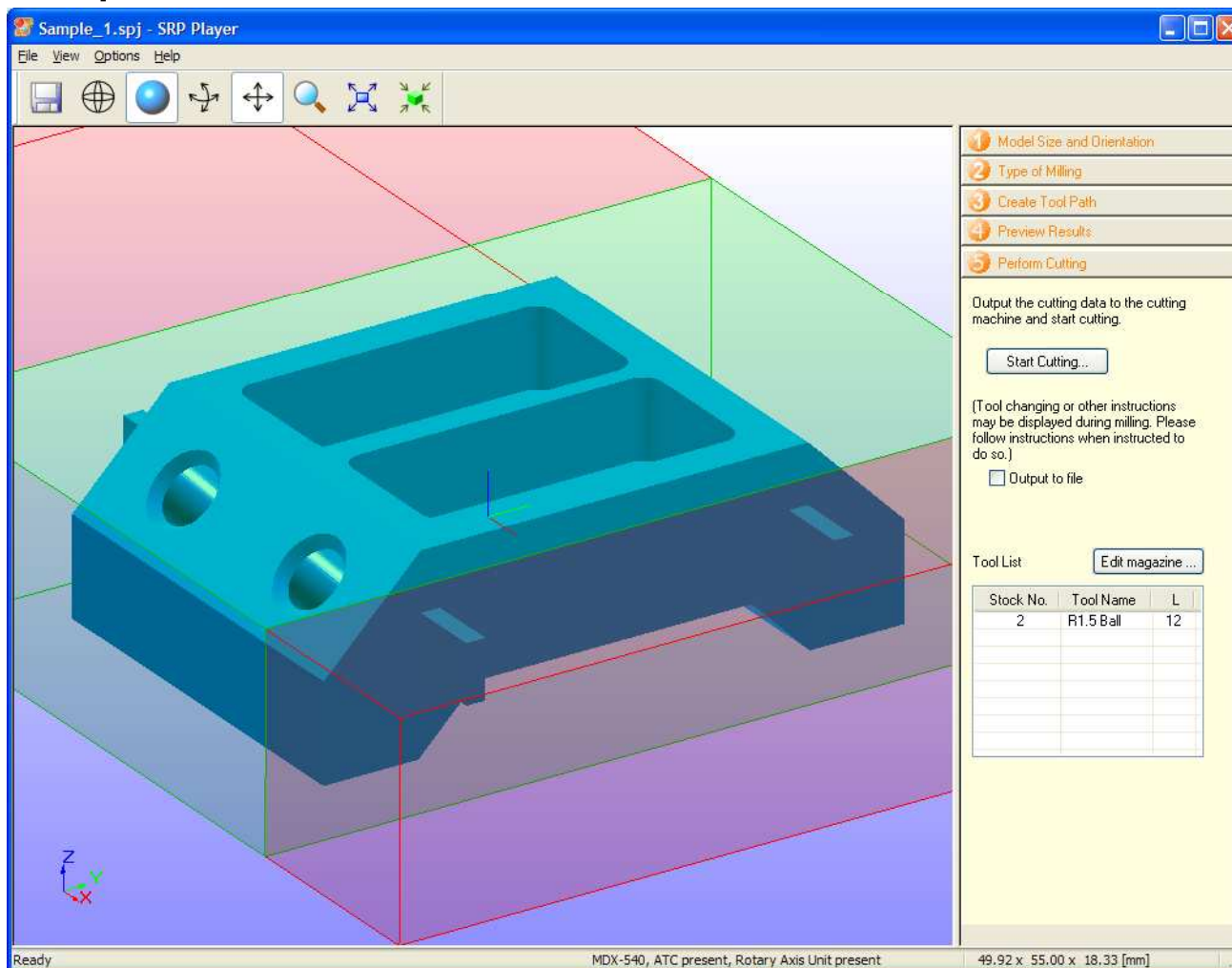
NOTES:

- 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.



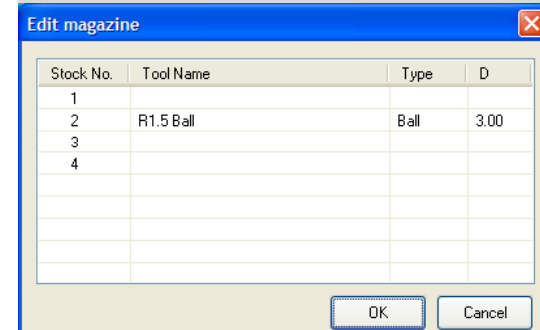
SRP Player

❖ Step 5



NOTES:

- If you have an Automatic Tool Changer, you can Edit Magazine to specify tool location.



- Click on Start Cutting to starting the cutting process.