



# GIBBSCAM 2026

CAM for  
Production Machining

Version 2026 : September 2025

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## 5-Axis-MultiBlade



GIBBSCAM

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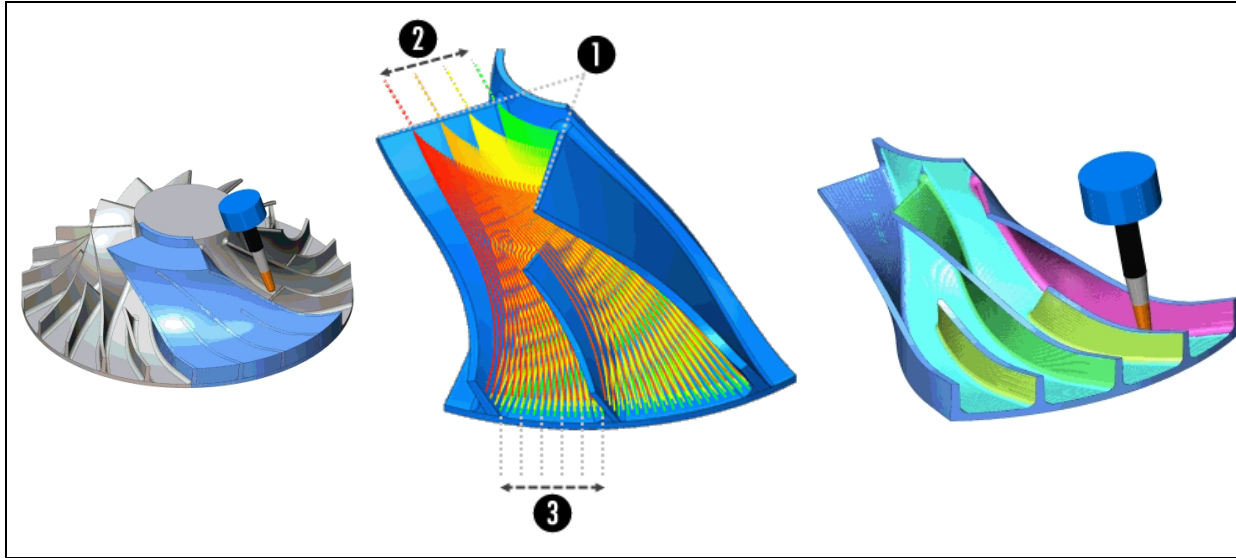
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# Introduction to 5-Axis MultiBlade

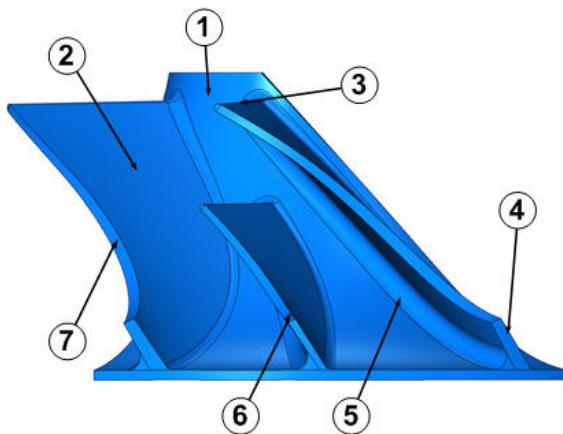
This [MultiBlade](#) guide explains the use of the GibbsCAM 5-Axis MultiBlade product. MultiBlade is the preferred solution for machining impellers, blisks (bladed disks), and the like – parts that compress or transport fluids.



All members of the GibbsCAM 5-Axis family require 2.5D Solids or SolidSurfacer as prerequisite products, and a 4-axis/5-axis post processor. The current MDD must be of type Mill, Mill/Turn, or MTM.

## MultiBlade Terminology

MultiBlade generates toolpath only for parts that contain one inner **hub** surface, one outer **shroud** surface, **blades** (whose **leading edge** and **trailing edge** extend from hub to shroud), and **fillets** on each blade.



Each **segment** includes a left blade, a right blade, and the items between them.

1. **Hub** surface, sometimes also called **floor**.
2. Main **blade**. The illustration shows the right side of the left main blade for this segment.
3. **Leading edge** of the right main blade
4. **Trailing edge** of the right main blade
5. **Fillet** connecting the hub and the left side of the right main blade
6. **Splitter** blade between the left and right main blades
7. **Shroud** surface

**Note:** The capabilities and user interface described in this and other guides apply to GibbsCAM Industrial Edition with all product options licensed and active. GibbsCAM Viewer and GibbsCAM Student Edition provide a subset of the full functionality.

## Activating MultiBlade Within 5-Axis

Within a 5-Axis process dialog, the following steps activate the user interface for MultiBlade:

1. In the **Options** tab, top pull-down menu: Select **General**.
  2. In the **Surface Paths** tab, pull-down menu **Calculation based on**: Select **Multiblade parts**.
- Result:* The tabs in the process dialog change to the following: Options, Surface Paths, Part Definition, Tool Axis Control, Link, and Edges.

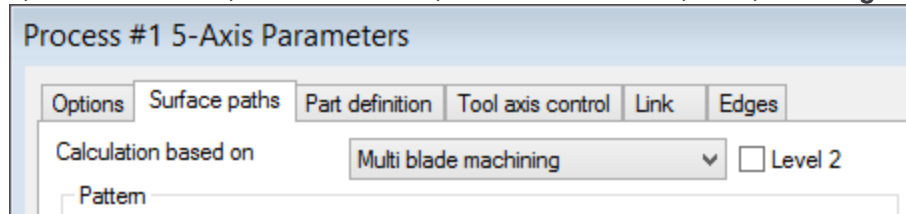
## MultiBlade Compared to Other Calculation Strategies

Because MultiBlade is designed for impeller-type parts and nothing else, there is no need to spend time extracting/untrimming floor surfaces or cross-sections, creating/copying/slicing/offsetting surfaces, separating blades, and so forth.

The MultiBlade user interface knows exactly the types of surfaces your part must have, and it supplies choices and parameters specific to impeller surfaces – blades arranged in a radially symmetric pattern sitting on a central hub, machined using a sphere-tip tool (Sphere mill, Lollipop mill, or Taper mill).

# Interface

User interface controls for 5-Axis MultiBlade are located in a process dialog with the following tabs: **Options**; **Surface Paths**; **Part Definition**; **Tool Axis Control**; **Link**; and **Edges**.



- The **Options** page presents exactly the same controls as for all other 5-Axis process dialogs, such as feeds and speeds, coolant control, and patterns. Depending on your current MDD, it may also present controls for rotary duplication or for spindle. Note that the **Restore Defaults** button resets *all* 5-Axis controls, not just MultiBlade. For complete information, see [5-Axis](#) guide's information on the Options tab.
- The **Surface Paths** page, when Calculation based on is set to MultiBlade, presents controls for setting the machining type and strategy, toolpath sorting method (such as one-way/spiral/zig-zag) and cut direction, and parameters for toolpath layers and slices. For complete information, see [“Surface Paths tab for MultiBlade” on page 6](#).
- The **Part Definition** page presents controls for specifying the surfaces and segments to be machined and for setting the machining quality. For complete information, see [“Part Definition tab” on page 11](#).
- The **Tool Axis Control** page, when Calculation based on is set to MultiBlade, provides a subset of the regular 5-Axis tool axis controls for tilt angles and gouge check controls for tool clearances. For complete information, see [“Tool Axis Control tab for MultiBlade” on page 13](#).
- The **Link** page, when Calculation based on is set to MultiBlade, provides a subset of the regular 5-Axis controls for links between slices, links between layers, part clearance area, feed distance, and home position. For complete information, see [“Link tab for MultiBlade” on page 16](#).
- The **Edges** page presents controls for handling surfaces for the leading edge (fluid intake) and trailing edge (exit) surfaces. For complete information, see [“Edges tab” on page 17](#).

## Surface Paths tab for MultiBlade

The controls presented in the MultiBlade Surface Paths page let you set general toolpath parameters for roughing and finishing operations, such as sorting and layers/slices. Some settings on this tab have an effect on other portions of the interface. For example, if you choose roughing or hub finishing, the **Contour** options are suppressed. Similarly, the **Part Definitions** tab lets you specify Shroud parameters only if you choose a roughing or blade finishing for strategy that includes the shroud.

### Advanced

*Available only if you are licensed for 5-Axis MultiBlade Level 2.* When this checkbox is selected, the interface changes in the following ways:

- On the **Surface Paths** page:
  - Under **Pattern**, the **Machining** pull-down menu offers **Fillet finishing**.
  - For roughing operations, under **Rest material**, you can specify **Avoid incomplete layers** or **Rough all layers**.
- On the **Part Definition** page:
  - You can define stock and stock offset.
  - Under **Segments**, you can specify several sorting options.
  - Under **Quality**, you can control smoothing parameters.
- On the **Tool Axis Control** page: Under **Limits**, you can specify a machine angle limit and maximum angle step.
- On the **Edges** page: Under **Edge rolling**, you can specify whether and how to trim the leading edge and trailing edge.

## Pattern Settings

### Machining

This pull-down menu offers the following choices.

- **Roughing**: Use this for operations that remove large amounts of material from shroud to hub, using one of the options for **Strategy**.
- **Blade finishing**: Use this for fine operations that finish main blades and splitters, using options for **Strategy** and **Contour**.
- **Hub finishing**: Use this for fine operations that finish the hub surface.
- **Fillet finishing**: Use this for fine operations that finish the fillets between hub and blades, using one of the options for **Contour** and specific settings for blade side and hub side described in [“Fillet Finishing” on page 10](#). *Available only if you are licensed for 5-Axis MultiBlade Level 2.*

### Strategy

This pull-down menu, when available, offers the following choices.

- **Offset from hub**: Each layer will be approximately parallel to the hub (inner) surface. For this strategy, the shroud (outer) surface need not be a surface of revolution. Because the hub and shroud surfaces are usually not parallel, layers that are offset from the hub will start to intersect the shroud at some point. In this case, slices will be trimmed away so that they do not reach over.
- **Offset from shroud**: Each layer will be approximately parallel to the shroud surface, which must be a surface of revolution. Because the hub and shroud surfaces are usually not parallel, layers that are offset from the shroud will start to intersect the hub at some point. In this case, slices will be extended until they reach the hub surface edge.
- **Morph between shroud and hub**: Layers will be interpolated to blend between inner and outer surfaces, which must both be surfaces of revolution: layers closest to the hub will approximate hub offsets, and layers closest to the shroud will approximate shroud offsets. In the **Area** section, you can specify where the morphing starts and ends. In this case, cuts are neither trimmed nor extended. Although this choice works well in most cases, chip load may diminish on the trailing-edge side for blades whose leading edge is significantly longer than the trailing edge.



*Tip:* Thin blades can benefit from extra passes. For example, for the outermost 60%, you might want to create a roughing operation using **Offset from shroud** followed by a blade finishing operation. Then, for the remaining material, create a roughing operation using **Offset from hub** followed by another blade finishing operation.

## Contour Settings

The settings under **Contour**, for some finishing patterns, let you limit the extent of the toolpath generated for the surfaces and segments specified in the Part Definition page.

This pull-down menu, when available, offers the following choices.

- **Full**: Toolpath will be generated for all corresponding surfaces.
- **Full (trim trailing edge)**: Toolpath will be generated for all corresponding surfaces except the trailing edge (exit) surfaces.
- **Full (trim trailing/leading edges)**: Toolpath will be generated for all corresponding surfaces except the trailing edge (exit) and leading edge (fluid intake) surfaces.
- **Left side**: Toolpath will be generated only for the left sides of surfaces you specify in Part Definition.
- **Right side**: Toolpath will be generated only for the right sides of surfaces you specify in Part Definition.
- **Pocket (Blade finishing only)**: For each segment, toolpath will be generated only for the inner sides of surfaces you specify in Part Definition.

## Sorting Settings

The settings under **Sorting** allow you to control the cutter direction along the first slice and how it changes direction with each subsequent slice, using the settings under **Links between slices**.

### Method

This pull-down menu offers the following choices.

- **One way, start from leading edge**: Each cutter pass will move in the same direction, always proceeding from the leading edge downward and outward to the trailing edge.
- **One way, start from trailing edge**: Each cutter pass will move in the same direction, always proceeding from the trailing edge upward and inward to the leading edge.
- **Zig-zag, start from leading edge**: The cutter will first proceed from the leading edge downward and outward to the trailing edge. Then it will step over and continue machining in opposite direction.
- **Zig-zag, start from trailing edge**: The cutter will first proceed from the trailing edge upward and inward to the leading edge. Then it will step over and continue machining in the opposite direction.



**Warning:** If no zig-zag path can be generated, a one-way path will be generated instead.

### Ordering

This pull-down menu, when available, offers the following choices.

- **Left to right**: The first slice will be on the farthest left of the segment. Each subsequent slice will be farther to the right.
- **Right to left**: The first slice will be on the farthest right of the segment. Each subsequent slice will be farther to the left.
- **From center away**: The first slice will be in the center of the area to be machined. Subsequent slices will alternate sides proceeding away from the center. For zig-zag approaches, you also specify **Climb** or **Conventional**.

**Cut direction: Climb / Conventional**

Using Conventional cut direction, the tool proceeds along the drive surface biting from the inside.  
Using Climb cut direction, the tool proceeds along the drive surface biting from the outside.

## First cut

Options in First cut allow you to select a different First cut spindle speed %, in addition to a different First cut feedrate %, for the first cuts in a new layer. Available for Hub Finishing and Roughing.

**Intermediate slices**

Additional slices may be added to First cut with a reduced depth step to reduce the stress on the tool when slot cutting.

## Final cuts

Final cuts are additional cuts along the wall during roughing that can significantly improve the wall surface quality.

## Layers Settings

The settings under Layers (for roughing or for blade finishing) allow you to specify either how many outer-to-inner passes are made from shroud to hub, or else the depth-of-cut for each pass.



*Tip:* To visualize a trial toolpath most quickly and easily, set By maximum number =1 at first. Later, when you are satisfied with other settings and ready to generate final toolpath, you can use a more realistic setting for Layers.

**By maximum number**

Specify the maximum number of layers to cut from shroud to hub.

**By maximum distance / Distance**

Specify the maximum depth-of-cut for each layer.

## Slices Settings

The settings under Slices (for roughing or for hub finishing) allow you to specify either how many edge-to-edge passes are made between blades, or else the stepover distance from one slice to the next.

**By maximum number**

Specify the maximum number of slices to cut from one blade to the next, considering splitters as blades.

**By maximum distance**

Specify the maximum stepover from each slice to the next.

## First Slice Settings

The settings under First slice (for roughing only) allow you to specify different settings when the cutter enters a new layer for the first time.

**Number of intermediate slices**

Specify the number of passes to take when cutting the first slice.

**First slice feedrate %**

Optionally, you can specify a slower feedrate for the first slice, as a percentage of the general feedrate set in the **Options** page.

## Area Settings

The settings under **Area** become available for roughing or for blade finishing when using the strategy **Morph** between shroud and hub.

**Start at(%)**

Specify the percentage of blade length from the hub where the morphing starts.

**End at(%)**

Specify the percentage of blade length from the shroud where the morphing ends.

## Rest material

*Available only if you are licensed for 5-Axis MultiBlade Level 2.*

The options under **Rest material** (for roughing only) allow you to choose between the following.

- **Avoid incomplete layers:** Choose this option if you want to skip layers that were incompletely machined in the previous pass.
- **Rough all layers:** Choose this option if you want to machine all layers, even those that were only partly machined in the previous pass.

## Fillet Finishing

*Available only if you are licensed for 5-Axis MultiBlade Level 2.* Use this pattern to generate a finishing toolpath on the fillet area between hub and blade. The system finds the fillet surfaces automatically. You can define the area to be machined for the hub and blade sides of the fillet independently or together.

## Blade-Side Settings

**Area**

The settings under **Area** allow you to how the blade-side portion of the fillet will be machined.

- **By number of cuts:** With this option, you specify how many blade-side cuts to make and, under **Both Sides**, a stepover distance.

**Number of cuts**

Specify the number of blade-side cuts for the fillet.

- **By big tool diameter:** With this option, you use the tool diameter under **Both Sides** to determine which blade-side fillet areas were unreachable by the roughing tool, and you can also specify blade overlap.

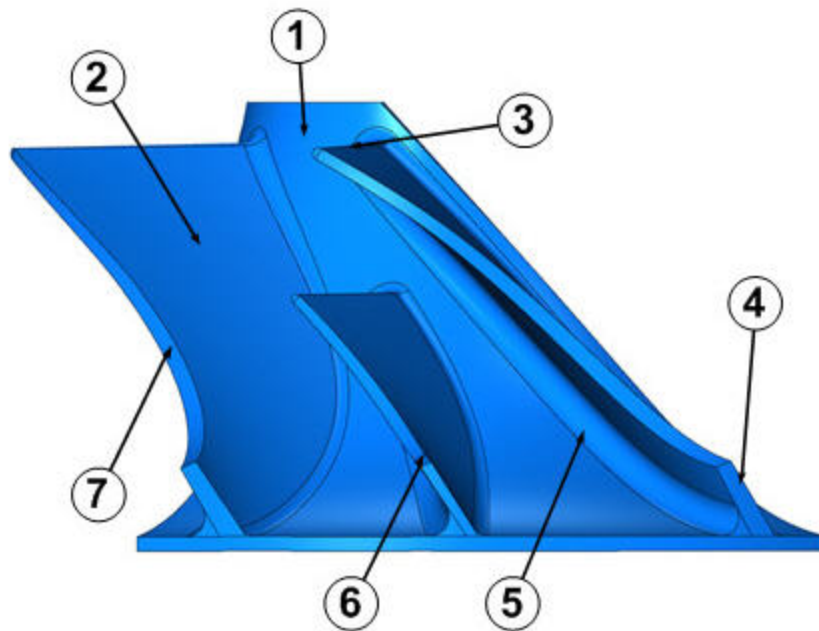
**Blade overlap**

By maximum number

## Part Definition tab

The controls presented in the MultiBlade Part Definition page let you specify the surfaces and segments to be machined and set the machining quality.

## Part Definition Settings



### Blades, splitter, fillets / Stock to leave

Blades, such as main blades (2) and splitters (6), are usually free-form surfaces with a double curve. Fillets (5) are part of the blade. Each blade has a leading edge (3) and a trailing edge (4): the leading edge is the suction side for the transported fluid, and is usually rounded; the trailing edge is the exhaust side, usually corresponding to the stock geometry.

For roughing and hub finishing, you specify the left main blade and right main blade for the segment, and optionally one or more splitter blades between them. For blade finishing, you specify only the blade or splitter you want to machine. For roughing or blade finishing, you must also specify all associated fillets.

To specify main blades (2,3,4), splitter blades (6), and fillets (5): Click the ellipsis button (...);

then, in the **Select Surfaces** dialog, select a surface (or **CTRL**-select multiple surfaces) in the workspace, and click **OK** to return to the process dialog. Enter a value for the amount of stock to remain unmachined.

### Fillets

Fillets may now be independently selected from blades. This improves the quality of the toolpath by separating the given information, yielding a result closer to contour roughing with bull nose and flat tools.

Click the ellipsis button (...); then, in the **Select Impeller Fillet Surfaces** dialog, select a surface (or **CTRL**-select multiple surfaces) in the workspace, and click **OK** to return to the process dialog. Enter a value for the amount of stock to remain unmachined.

### Hub / Stock to leave

The hub surface (1), also called the floor surface, is the inner surface, and must be a surface of revolution. The blades and splitters sit upon it.

To specify the hub (1): Click the ellipsis button and, in the **Select Hub Surfaces** dialog, select any inner surface that adjoins both a leading-edge fillet and a trailing-edge fillet (you do not need to select all surfaces of the entire 360-degree hub, but you must also select the "collar" above the leading-edge fillets if it exists), and then click OK. Enter a value for the amount of stock to remain unmachined.

### Shroud / Stock to leave

The shroud surface (7) is the outer surface. It is usually the same as revolved-surface stock, but it can be a free-form surface if you are roughing using Offset from hub strategy.

To specify the shroud (7), click the ellipsis button and, in the **Select Shroud Surfaces** dialog, select any one of the small outer surfaces that adjoins both a leading edge and a trailing edge (you do not need to select all surfaces of the entire 360-degree shroud), and then click OK. Enter a value for the amount of stock to remain unmachined.

### Check surfaces / Clearance

Select this checkbox if you want to specify a clearance value for one or more additional check surfaces. For example, when you are finishing a splitter, you might specify blade faces as check surfaces.

### Stock definition / Stock offset

Select this checkbox if you want to specify a body for rest material. Wherever no stock is defined, no toolpath will be created. *Available only if you are licensed for 5-Axis MultiBlade Level 2.*

### Rotation axis

If the system cannot automatically detect the axis of rotation, you can define it yourself.

- For rotation axis: Select **User defined** and click the ellipsis button (...); then, in the **Rotary Axis Selection** dialog, specify XYZ values for the orientation vector (or click the ellipsis button, select a line, and click OK) and then click OK.
- For rotation axis base point: Click the ellipsis button (...); then, in the **Rotary Base Point** dialog, specify XYZ values for the base point (or click the ellipsis button, select a point, and click OK) and then click OK.

### Number of segments

Specify the total number of segments in the impeller or blisk.

## Segments Settings

A segment is a portion of the part from one main blade to another. For example, if a part consists of eight segments, it has eight main blades.

### Machine

Specify how many segments should be machined by the current operation.



*Tip:* To visualize a trial toolpath most quickly and easily, set Determined number =1 at first. Later, when you are satisfied with the toolpath for one segment, you can increase the number or change the setting to All.

### Start angle

To specify the start position of the toolpath, either identify the segment number (At segment) or supply an angle (User-defined).

**Direction**

When you are machining multiple segments, you can specify whether to proceed clockwise or counterclockwise. (This is independent of the slice ordering *within* a single segment; see “Sorting Settings” on page 8.)

**Sort by**

*Available only if you are licensed for 5-Axis MultiBlade Level 2.* When you are machining multiple segments, you can specify:

- **Complete segment:** To machine the slices in all layers in the current segment before proceeding to the next segment.
- **Layer:** To machine all slices in the current layer in all segments before proceeding to the next layer.
- **Slice:** To machine one slice in the current layer in all segments before proceeding to the next slice.

## Quality Settings

**Machining tolerance**

Specify an overall tolerance for the entire toolpath.



*Tip:* When generating trial toolpath for visualization, set a fairly loose tolerance value at first, such as 0.005 inches or 0.1 mm. Later, when you are satisfied with the toolpath for one segment, you can tighten the tolerance to a more realistic value.

**Warning:** Setting too loose a tolerance can cause toolpath calculation to fail, especially for fillet finishing.

**Splitter flowline smoothing**

*Available only if you are licensed for 5-Axis MultiBlade Level 2.* Drag the slider or use the arrow keys to specify how much to smooth the toolpath as it moves aside for the splitter. The lowest setting of 0% would leave less stock, but it can create jerky toolpath with acute angles. A high setting, such as 20%, would create much smoother toolpath that leaves more stock at the leading-edge fillet of the splitter.

**Tool axis smoothing**

*Available only if you are licensed for 5-Axis MultiBlade Level 2.* Drag the slider or use the arrow keys to specify how much to smooth the variations in tool axis tilting. The object is to minimize tilting without gouging the part.

## Tool Axis Control tab for MultiBlade

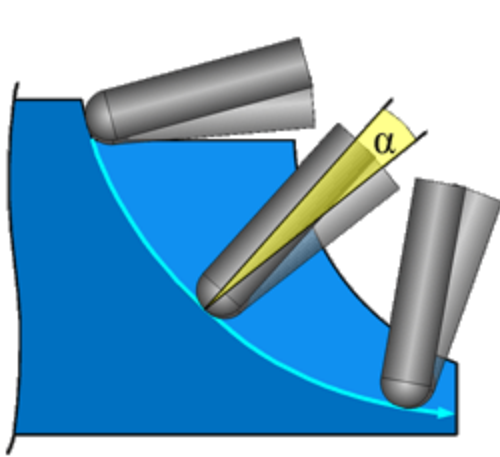
The controls presented in the MultiBlade Tool Axis Control page provide a rearranged subset of the regular 5-Axis tool axis controls for tilt angles and gouge check controls for tool clearances.

## Tilting Settings

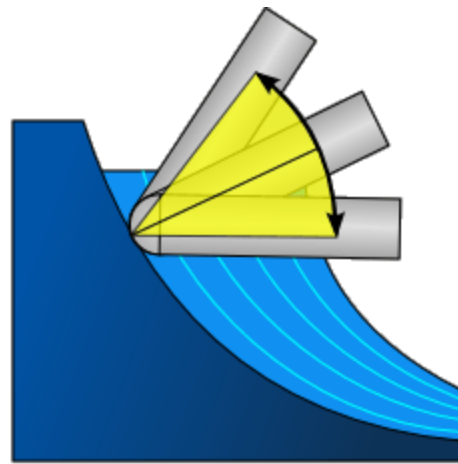
The settings under Tilting specify tool axis angles with respect to the hub normal vector.

**Strategy**

At this release, the only strategy offered is Global lead angle.



Global lead angle



Dynamic lead angle

When you use Dynamic lead angle as your tilting strategy, you can specify values for:

- Preferred lead angle (same as Global lead angle): Specify a preferred forward tilt angle for the tool, relative to the hub surface, in the cutting direction.
- Minimum lead angle: The minimum amount that the tool axis can tilt forward.
- Maximum lead angle: The maximum amount that the tool axis can tilt forward.

As the illustration indicates, these parameters let you vary lead angles as needed for machining in cramped locations.

#### Side tilt angle

Specify the maximum angle for the tool to tilt to the side of the cutting direction, towards the blades, to avoid gouging. At 0 degrees, the tool will be oriented perpendicular to the hub surface.

#### Tilt around toolpath

Available only for roughing.

## Limits Settings

*Available only if you are licensed for 5-Axis MultiBlade Level 2.*

#### Machine angle limit

If your machine has limitations on tool angle, select this checkbox and enter the maximum angle that the tool is allowed to tilt. If this limit prevents the tool from reaching some areas of the toolpath, then that portion of the toolpath will be trimmed.

#### Maximum angle step

This value sets the maximum allowed angle change between two adjacent toolpath positions; it must be greater than 0 degrees. The toolpath calculation will prevent any tool axis vectors from having an angle change greater than the value specified.

#### Maximum angle step for rapid moves

This value sets the maximum allowed angle change between two adjacent rapid moves.



**Tip:** Decreasing the value for Maximum angle step generates more points; increasing it generates fewer points.

**Warning:** Collisions are checked only *at* tool positions, not between positions. Therefore, if Maximum angle step is set to a large value, the system might not detect some collisions between positions. If this occurs, use a smaller value here.

### Use full collision check

To ensure faster machining times for Multiblade machining, collision checking is performed only for the cuts near the blades. The tool axis for the offset cuts is obtained by interpolation. This approach produces good results in most cases.

However, in some situations, especially when a big holder (arbor) is used, this approach may lead to some unwanted collisions. In these cases, Use full collision check should be used to obtain a safe toolpath.

## Clearances Settings

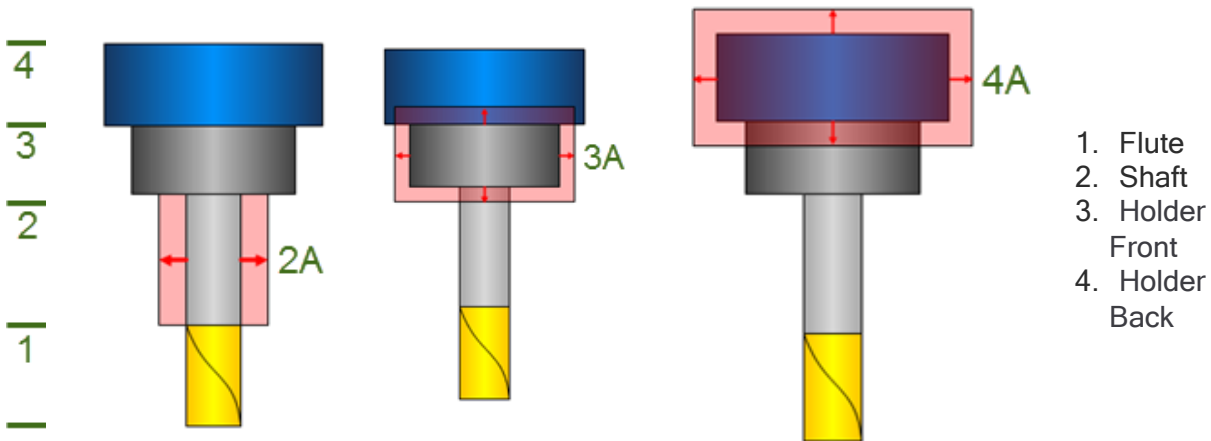
The system looks at the holder back, holder front, and shaft as simple cylinders, no matter what the shape actually looks like. These clearances are a virtual stock added to the diameters of your holder back, holder front, and shaft.

If the surfaces specified in the **Part Definition** tab have a value set for Stock to leave, then the clearance and Stock to leave values are added together to keep the holder front away from the part by that distance. For example, if the holder front clearance is 0.2 and you set Stock to leave to 0.5 on the surfaces, then the holder front is not allowed to come closer than  $0.2 + 0.5 = 0.7$  to the part.

Example: Cylindrical clearances.

For cylindrical clearances, you specify three linear values: One for the shaft diameter, one for the holder front diameter and length, and one for the holder back diameter and length.

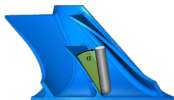
### Clearances - Cylindrical



2A = Shaft diameter clearance; 3A = Holder Front clearance; 4A = Holder Back clearance

### Clearance angle

Specify a minimum clearance angle between blade and tool.



$\alpha$  = Clearance angle between blade and tool

## Link tab for MultiBlade

The controls presented in the MultiBlade Link page provide a subset of the regular 5-Axis controls for links between slices and links between layers, in addition to parameters for part clearance area, feed distance, and home position.

### Automatic

If you want to keep the default system values (recommended), keep this checkbox selected. Clearing the checkbox allows you specify nondefault settings for all of the following.

## Links Between Cuts/Slices

The choices for Link between cuts and Links between slices (available only when By maximum number is greater than 1 under Surface Paths > Layers) refer to settings farther below on the Link page. Each slice is a cut approximately parallel to the blades, proceeding from one edge to the other. Each layer is a series of cuts where the entire set proceeds inward from shroud to hub. If you clear the Automatic checkbox, choose an option from the pull-down menu to specify how to link from one cut (or slice) to the next:

- Choose Direct line to proceed directly from the end of one cut to the start of the next, optionally with a plunge arc.
- Choose Blend spline to blend the lead-out of the last cut into the lead-in of the next, optionally with a plunge arc.
- Choose Feed distance to retract by the value specified in the Distances settings described below, optionally with a plunge arc.
- Choose Clearance to retract to the location implied by the Clearance settings described below, optionally with a plunge arc.

## Clearance Settings

### Use

Choose whether to use a cylindrical or spherical clearance envelope around the part.

### Sphere / Cylinder radius

Specify a value measured from the rotary center of the part.

### Sphere center height

Specify a value the places the center of the sphere at the center of the part (height=0) or above or below it (positive or negative).

### Autodetect dimension and position

By default, this checkbox is selected, causing the system to calculate the radius. If you clear the checkbox, manually specify a value for Cylinder radius.

## Distances Settings

### Feed distance

Specify how far to retract the tool from the drive surface before approaching the next cut.

## Home Position Settings


### Start from home position

Select this checkbox to make the tool start from the home position you designate below.

### Return to home position

Select this checkbox to make the tool return to the home position you designate below.

### X/Y/Z

You can enter XYZ values for the home position, or you can click the ellipsis button () and then, in the **Select Home Position** dialog, select a point and click **OK** to return to the process dialog.

## Edges tab

The controls presented in the MultiBlade Edges page give you control over the tool behavior at the leading edge and trailing edge of the blade and the trailing edge of the splitter. Usual practice is to use Edge rolling to trim the toolpath back from the edge by at least a half tool radius, and then to use Edge extension to extend the toolpath slightly past the edge.

## Edge Rolling Settings

### Edge rolling

Full (without trimming): The tool will roll around the entire leading/trailing edge over to the other side of the blade. *Available only if you are licensed for 5-Axis MultiBlade Level 2.*

Auto (trim by tool radius): Toolpath will be trimmed when the radius of the leading edge or trailing edge exceeds the tool radius. *Available only if you are licensed for 5-Axis MultiBlade Level 2.*

### Trimmed by length

Specify how far back to trim the toolpath at the leading edge and trailing edge.

**Trimmed by angle** *Available only if you are licensed for 5-Axis MultiBlade Level 2.*

Imagine the leading edge and trailing edge extended in their natural directions. Take this vector and specify an angle away from it in direction of the cutting side. Trimming occurs when the angle you specify is reached.

## Edge Extension Settings

### Tangential

Tangential extension means that the toolpath is extended in the cutting direction.

### Radial

Radial extension means that the toolpath is extended at the leading edge directly towards the center of rotation, and extended at the trailing edge directly away from it.

## Edge Tilting Settings

*Available only if you are licensed for 5-Axis MultiBlade Level 2.*

### Keep tilt angle within distance

# Conventions

GibbsCAM documentation uses two special fonts to represent screen text and **keystrokes or mouse actions**. Other conventions in text and graphics are used to allow quick skimming, to suppress irrelevancy, or to indicate links.

# Text

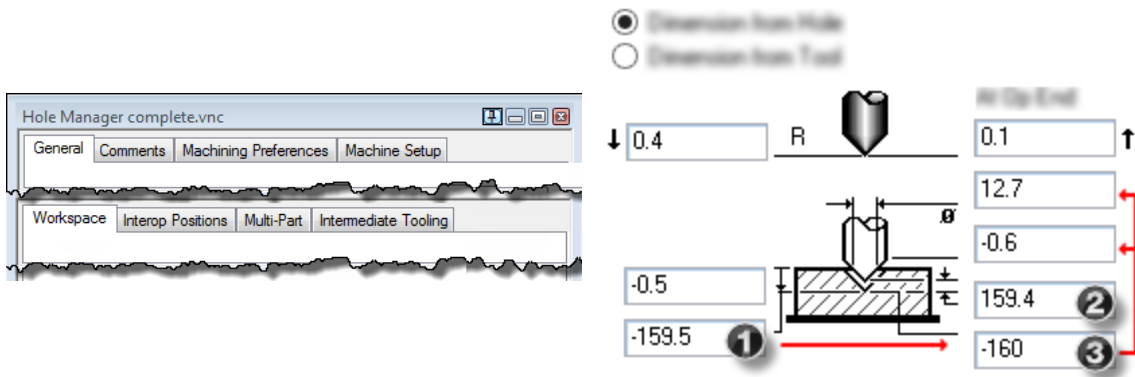
Screen text. Text with this appearance indicates text that appears in GibbsCAM or on your monitor. Typically this is a button or text for a dialog.

Keystroke/Mouse. Text with **this appearance** indicates a keystroke or mouse action, such as **Ctrl+C** or right-click.

**Code.** Text with **this appearance** indicates computer code, such as lines in a macro or a block of G-code.

# Graphics

Some graphics are altered so as to de-emphasize irrelevant information. A “torn” edge signifies an intentional omission. Portions of a graphic might be blurred or dimmed to highlight the item being discussed. For example:



Annotations on a graphic are usually numbered callouts (as seen above), and sometimes include green circles, arrows, or tie-lines to focus attention on a particular portion of the graphic.

# Links to Online Resources

Please contact your reseller for support.

Link	URL	Action / Description
<a href="#">Go</a>	<a href="http://www.GibbsCAM.com">http://www.GibbsCAM.com</a>	Opens the main website for GibbsCAM.
<a href="#">Go</a>	<a href="https://online.gibbscam.com">https://online.gibbscam.com</a>	Opens Gibbs Online page to download GibbsCAM and all supported material.

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