

THE DXF PROBLEM

The problem with .dxf files is that unit type is not stored inside the file.

This is a problem for any software which imports a .dxf file as it has to guess what units the original file was exported as.

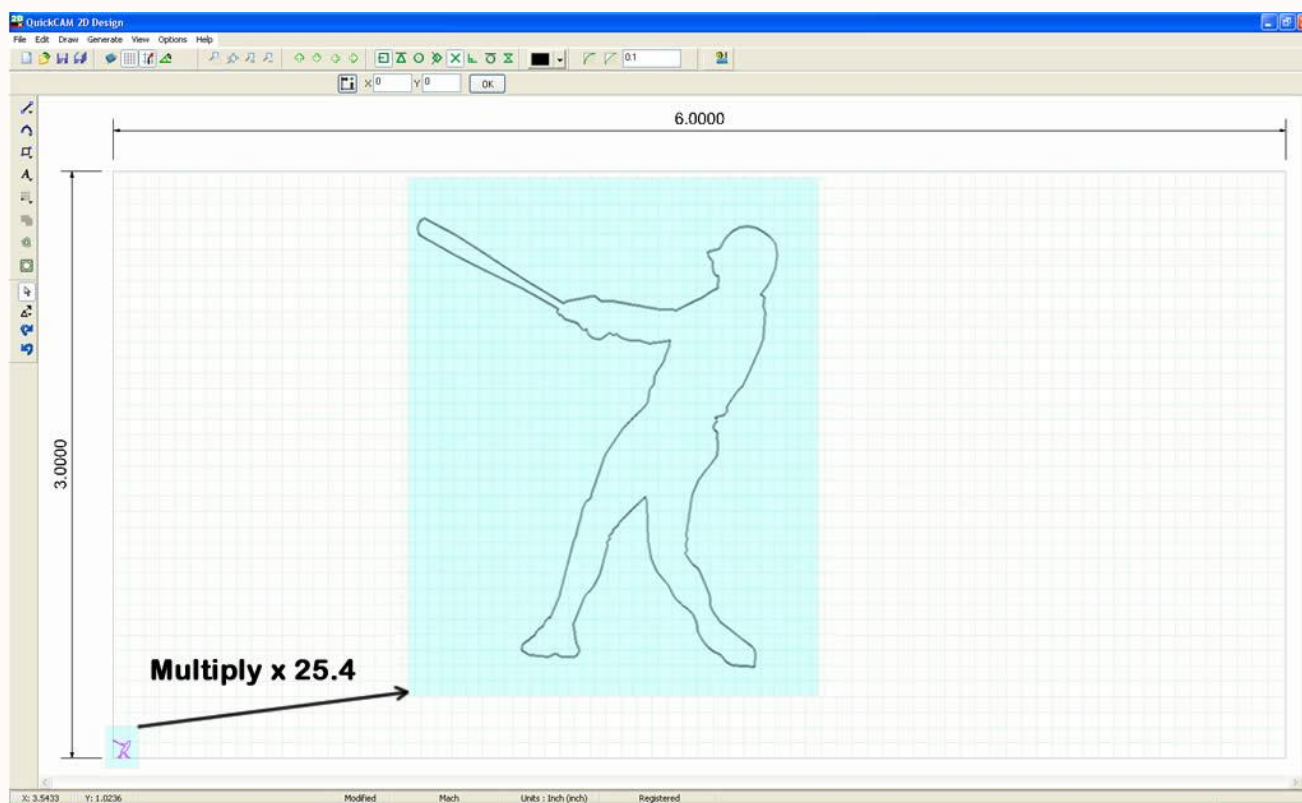
For example, a 2 inch square drawn in one CAD package could be imported and interpreted by other software as being a 2 millimeter square, 2 feet or even 2 miles ! – it all depends on the type of application and what it's assumptions are.

All Denford software assumes that you are using millimeters (mm)

Another issue could be that the exporting software converts the units you have drawn in, to what it thinks is the most common unit. Eg, you may have created a design in CorelDraw in millimeters, but probably as it's American software, Coreldraw prefers to output the design in inches... a 50mm square would be output as 1.9685 "units" in the .dxf file. The Denford software would then read this in as a 1.9685 mm square.

As part of the .dxf import wizard in VR Milling 5, the overall size of an imported design is checked and if it looks to be too small, then you are asked whether you want to scale up from inch units back to millimeters (ie, multiply by 25.4)

If you import a design into QuickCAM 2D and it looks too small then here's what to do:

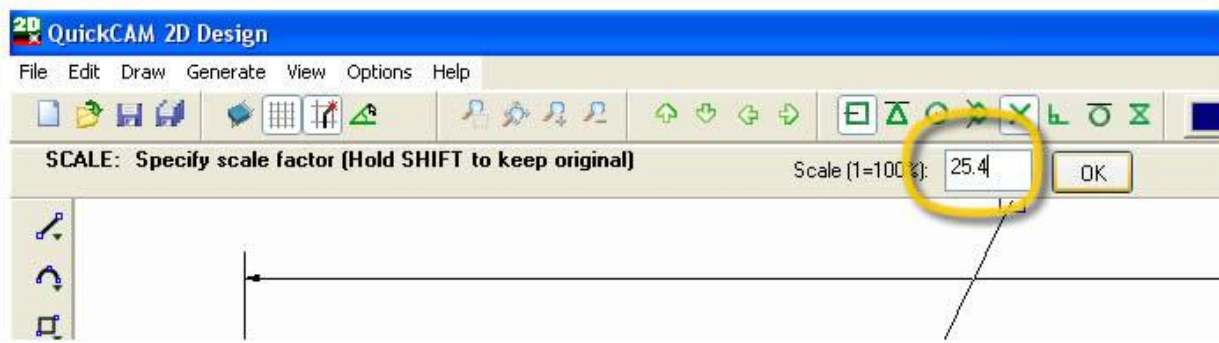


Select all of the design (hold **CTRL** and press **A**)

Select Scale (press **S**)

Click a point inside the design which will be the centre of scaling (in this example I clicked a point on the bottom left of the player)

Now specify an exact scaling factor, which for inches to mm will be 25.4



Click OK and that's it!

If you struggle to get the correct units in the VR Milling DXF import, see if you can change the .dxf units within exporting software's settings. If there aren't any, you may have to scale the design before exporting.

Some scaling values:

From	To	Scaling Value
mm	Inch	0.03937
Inch	mm	25.4
feet	mm	304.8
yard	mm	914.4
metres	mm	1000
mile	mm	1,609,344
thous	mm	0.0254