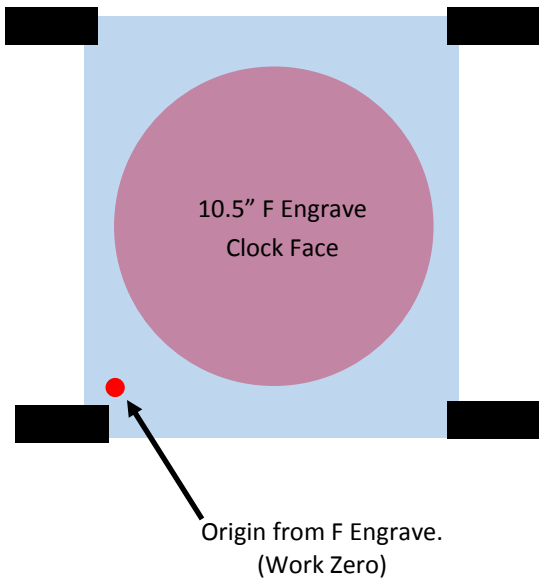


I want to make a clock that is 11 inches in diameter when cutout and that has a 10.5" face image. You make the image height 10.5 inches. Pay close attention to the Origin setting. That will be your Work Zero point. It defaults to the lower left corner of the imported images page extreme, not where the image starts. So if your image has a blank area around it, the origin will be off the display in f engrave, because it zooms only to where there is an image.

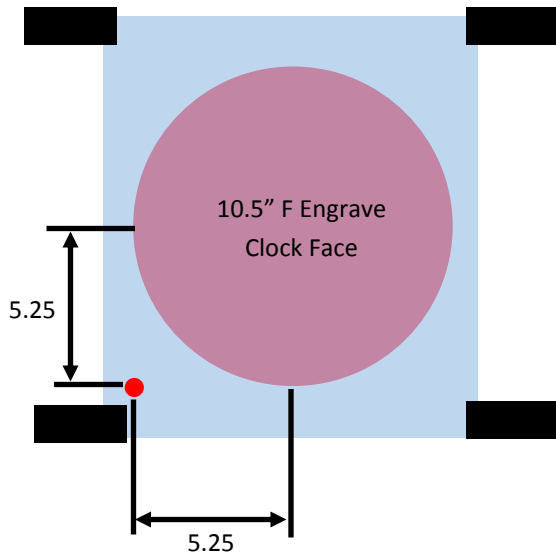
Make your settings how you would normally for a v-carved image. Save the gcode along with the cleanup codes if needed.

Import into easel or use a sender. Set up your work as follows.

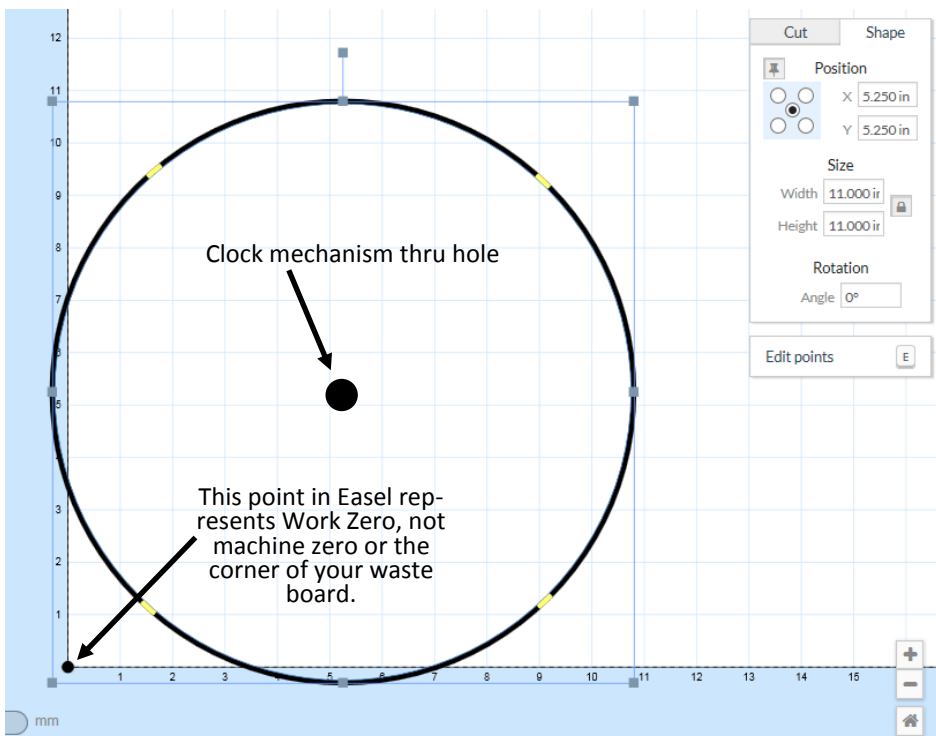




Since the stock piece is 11.25" wide and the clock face image is 10.50", that means there should be a .375" space to the left and right of the clock face. Make your work zero point .375" to the right of your stock's left edge and up far enough that you will avoid clamps and not go off the top edge of the wood. This will be your WORK ZERO for all future operations until it's cutout. Send the clock face carve.



Because the clock face is 10.5" in diameter, its center is 5.25" up and over from the WORK ZERO point. Use this information to set up the circle cutout and center hole for the clock mechanism. That means you will draw a circle 11.00" in diameter with its center point at X = 5.25, Y = 5.25.



So keeping our original zero point by using the last X and Y home positions, our 11" circle is centered on the 10.5 inch clock face. It only looks like it's cutting off the grid, it's not cutting off your material because the work zero point is .375" in from the edge. Don't forget to also cut a thru hole for the clock shaft to stick thru. I use that point to center my bit on when I have to flip it over to mill a pocket for the mechanism to sit in.