

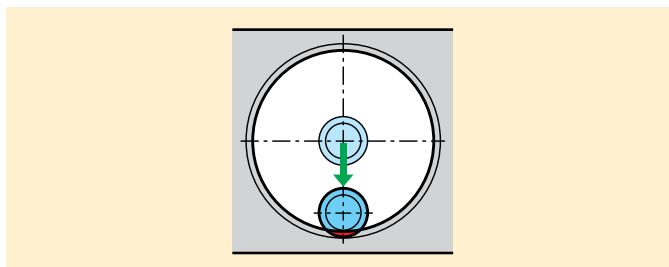
Technical Information

Thread milling process and technology

Thread milling cutter entry cycles

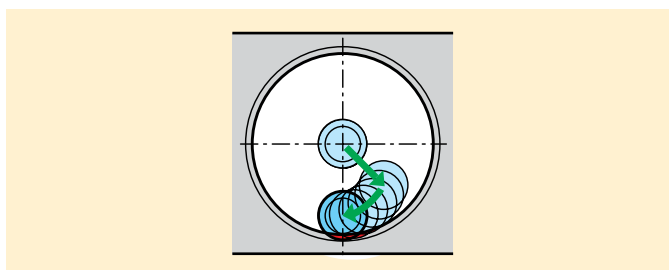
Linear plunging

With linear plunging of the thread milling cutter into the material, a very large angle of contact is created at the milling cutter which leads to long chips and a high loading on the tool. This is particularly the case when the difference in diameter between the hole size and the milling cutter is small. In addition, this method produces a small delay mark. This method is not suitable for accurate and small threads.



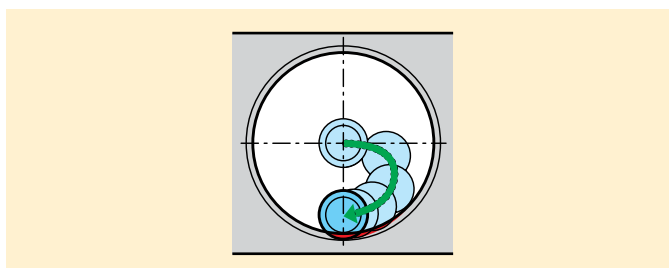
90° quarter circle entry cycle

A 90° entry cycle with a small difference in diameter between the tool and the thread removes a large part of chip volume during the linear section of the entry cycle. This method is therefore only recommended for relatively large differences in diameter between hole size and thread milling cutter (thread milling cutter TMU). The advantage using this entry method lies in the simple programming and the relatively short entry path.



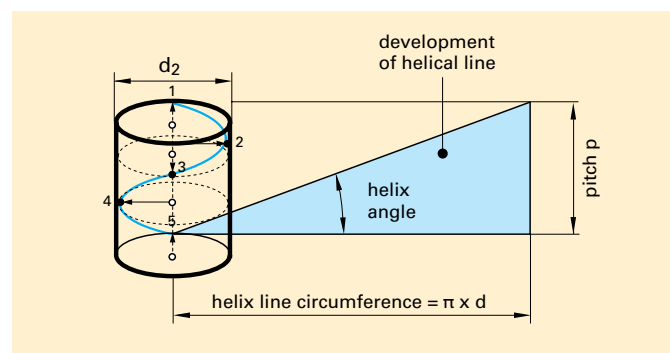
180° semicircle entry cycle

With a 180° entry cycle, the loading on the tool is the lowest when plunging, as the angle of contact is relatively small during the complete entry cycle. This method requires a little more sophistication in programming but has shown to be the most cost-efficient when thread milling with the TM, TMC and DTMC thread milling cutter.



Helical interpolation (cyl. thread)

Helical interpolation is the overlaying of circular and linear movement. Different threads can be produced by the form of overlaying the direction of pitch and the direction of rotation of the circular movement.



Helical interpolation (conical thread)

In order to produce a perfectly round thread with a NPT thread milling cutter, it is necessary to take into account the pitch when NC-programming. In contrast to cylindrical threads, the machining path is not a 360° circle but four segments of a circle. With every one of the four segments the taper is corrected inwards.

