

## Making Smoother Windows using Offset

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The information in this tip applies to:

- Prospector (all versions)
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### **SUMMARY**

A technique you can use that can smooth out windows to make them better for machining is to offset them by a certain amount, and then offset them back.

### **MORE INFORMATION**

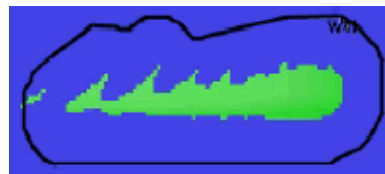
When using the automatic window building tools, you can ask Prospector to create windows around specific areas. In some cases, the windows may be too precisely defined. For example, in this case we wanted to build windows around green regions of remaining stock:



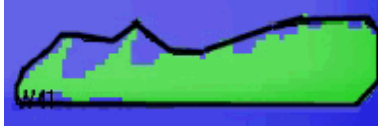
In this case, it did “too good” of a job following the stair-step of stock left behind by the previous Z-Planar program. We’d prefer to use a smoother window around this area of stock. We could use the window as a template and digitize a new and smoother window around the area. Or you can use another technique, which is to offset the window to make it much larger than you intend and then offset it back by the same amount in order to smooth out sharp kinks. Let’s see how this might work:



This is our original window. The spikes around the stair-steps aren’t helpful. Let’s offset it and see what happens:



A large offset smoothed out the spikes for us. Now offset it back by the same amount:



That's a better window for machining with the spikes removed. Don't forget that you can use this technique on multiple windows. Select all the windows you wish to smooth, and then click on Offset to offset all of them.