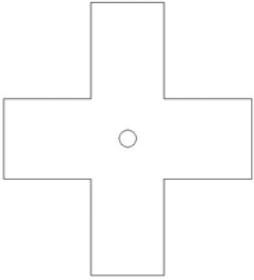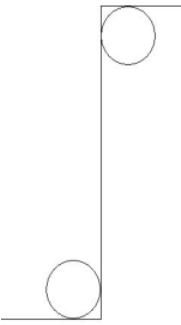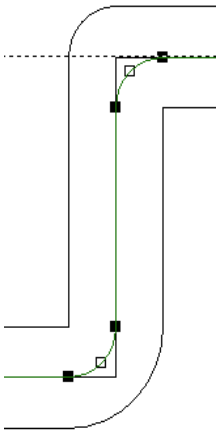# Creating an Inlay using Part Wizard

When creating an inlay, one needs to route a "female" pocket for the inlay, and a "male" part to fit into the pocket.

Problem: Although the outside corners of a pocket or part will be sharp, the inside corners will only be as tight as the radius of the bit. Therefore the male inlay will not fit into the female pocket without some sanding.

Solution: Use the Offset feature of Part Wizard to create a new design vector that puts a radius at every corner.

- Select the design line and offset <u>outside</u> the <u>radius</u> of the bit
- Select the new offset and offset <u>inside</u> the <u>diameter</u> of the bit
- Select the innermost offset and offset <u>outside</u> the <u>radius</u> of the bit.

Result: Third offset (control points shown) has a radius at every corner so that the pocket and the inlay will match.

Allowance: If you want to make the pocket a little larger and the piece a little smaller so that they can fit together more easily, you build in an allowance by lying about the size of the bit.

- Go into the tool library and select the bit that you would normally use.

- Copy that bit, and Edit the copy.

- Change the diameter of the copy to reflect the desired allowance divided by 2.

- Use the tool with the modified bit diameter to Area Clear the pocket and Profile the piece.

You are just using the modified tool to set the allowance into the toolpaths. You will use the actual bit that you planned for when you did your offsets.