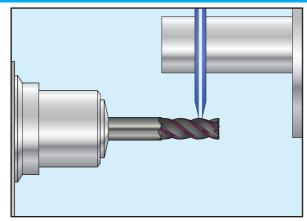
## **Regrinding Instructions**



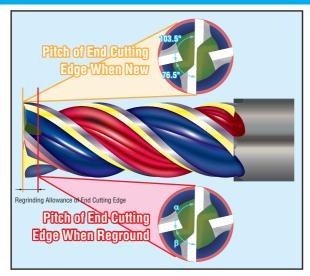
# GSX Anti-vibration Type [GSXVL4000-2.5D]

#### (1) Peripheral Grinding



- · Grind the periphery of the endmill.
  - \*If not creating round lands when regrinding, this step is not required.

### (3) Regrinding Gash and End Cutting Edge

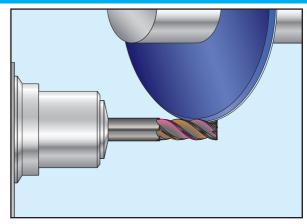


- · Lastly, grind the end cutting edge.
- The pitch angle of the end cutting edge is 103.5°/76.5° for new endmills, but due to the tool's unequally lead, pitch angle changes depending on cutting edge length.
- Consider what the cutting edge length will be after regrinding, measure pitch angles  $\alpha$  and  $\beta$  in advance, and then regrind.
- As with regrinding the radial cutting edge in step (2), after grinding two cutting edges with same helix angle, grind the remaining two cutting edges.
  - \*When regrinding radial cutting edges only, this step is not required.

#### **⚠** Cautions for Regrinding

- To reduce grinding temperature, it is recommended to use coolant.
- · Remove wear or damage on the tool as much as possible in each grinding step.
- To improve the performance of reground items, it is recommended to attach round margin on radial cutting edge.
- While some anti-vibration effect will be worked even if round margin are not attached, but it may not be possible to obtain sufficient performance.

#### (2) Regrinding Radial Cutting Edge (Rake Face and Relief)



- Next, grind radial cutting edges.
- After grinding two cutting edges with same helix angle, grind the remaining two cutting edges.
- When grinding the relief, leave round margin with approximately 0.05 mm width.
  - \*1 If rake faces are not damaged, they do not need to be ground.
  - \*2 If not attach round margin, grind the relief as far as the cutting edge, ensuring that no unground areas of the radial cutting edge.

#### (4) Recoating

#### Recoating/Before Use

- Check that there are no wear or damage on the reground tool.
- Check that there are no burrs, etc., on the cutting edge.
- After regrinding, coat cutting edges before use.
  - \*When using uncoated models, this step is not required.

