Pengembangan pemotongan milling berbasis web dengan simulasi menggunakan VRML

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Abstrak

Many types of networks exist today. Internet is the biggest network on the face of the earth. The objective of networks and telecommunications is to move information electronically from one place to another. Now it has become an emerging technology which widespread to various sides of life. There are many creative ways for an organization to use this kind of emerging technology to give themselves a competitive advantage.

This paper proposes a web-based and platform-independent miling system and an integration of a simulation system with it. A prototype web-based milling system has been developed using Java and Virtual Reality Modeling Language. The user can easily make and send NC-code files and simulate the movement of cutting tool from a web browser. This web-based system, which attached with CNC EMCO TU-3A milling machines as the training unit machines in educational institutions, shorten the cycle time of production process and provided direct access via internet.