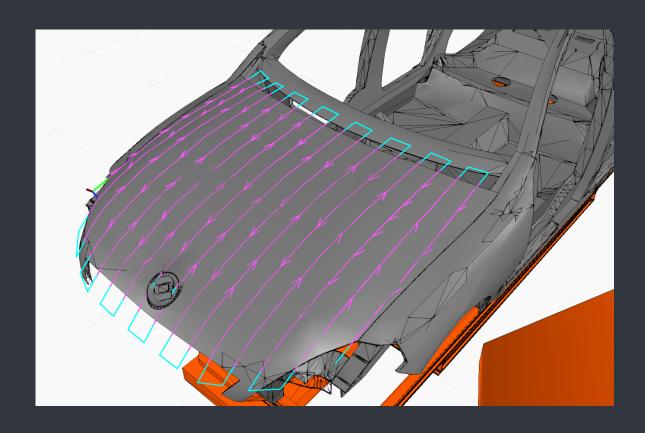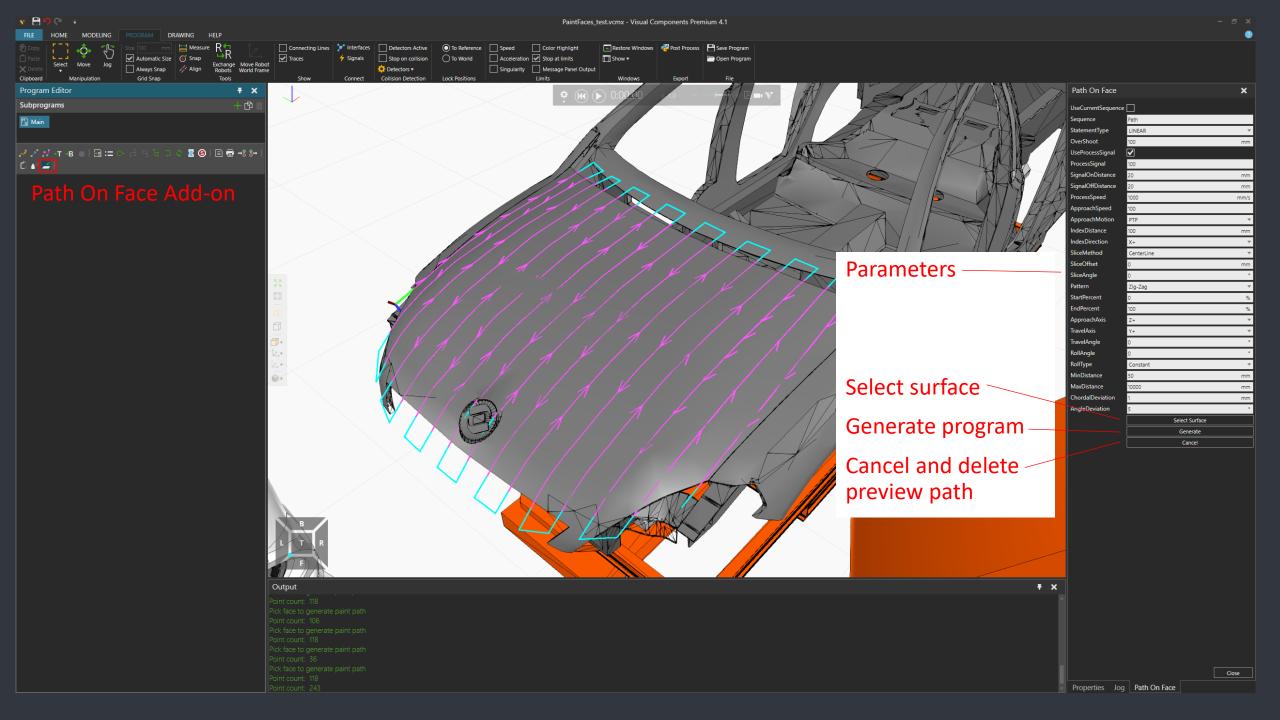# Path On Face Add-on

Parameters:

- UseCurrentSequence: Create program on selected sequence (True) or create a new sequence (False).

- StatementType: Linear motion statement or path statement.

- Overshoot: How much path goes over the edge at turn points.

- UseProcessSignal: Add signal control to program path.

- ProcessSignal: Output signal port if process signal is used.

- ApproachSpeed: Speed for first point (approach).

- ApproachMotion: Motion type for first point (PTP/LIN).

- IndexDistance: Density of path swipes on the face.

- IndexDirection: Axis where path swipes progress on the face (X+ X- Y+ Y-). X is the "long" edge on the surface and Y the "short" edge.

- SliceMethod: Linear/CenterLine. Linear fits slicing planes linearly whereas CenterLine fits planes along the center line of the surface. For curved surfaces center line may produce better results.

- SliceOffset: Adjust first slicing plane's position.

- SliceAngle: Adjust slicing plane's angle.

- Pattern: Zig-Zag, ZagZig, ZigZig, ZagZag – Zig is forwards, Zag is backwards along slicing plane.

- StartPercent: Determine position of the first slicing plane as percentage.

- EndPercent: Determine position of the last slicing plane as percentage.

- ApproachAxis: Tool's approach axis (or process axis).

- TravelAxis: Tool's travel axis during process.

- TravelAngle: Tool's push/pull angle.

- RollAngle: Tool's angle about the approach axis.

- RollType: Constant keeps tool's roll angle constant whereas FollowPath turns the tool when switching form Zig to Zag.

- MinDistance,MaxDistance,ChordalDeviation,AngleDeviation: Parameters for slicing which determine the density of points along the slicing plane.