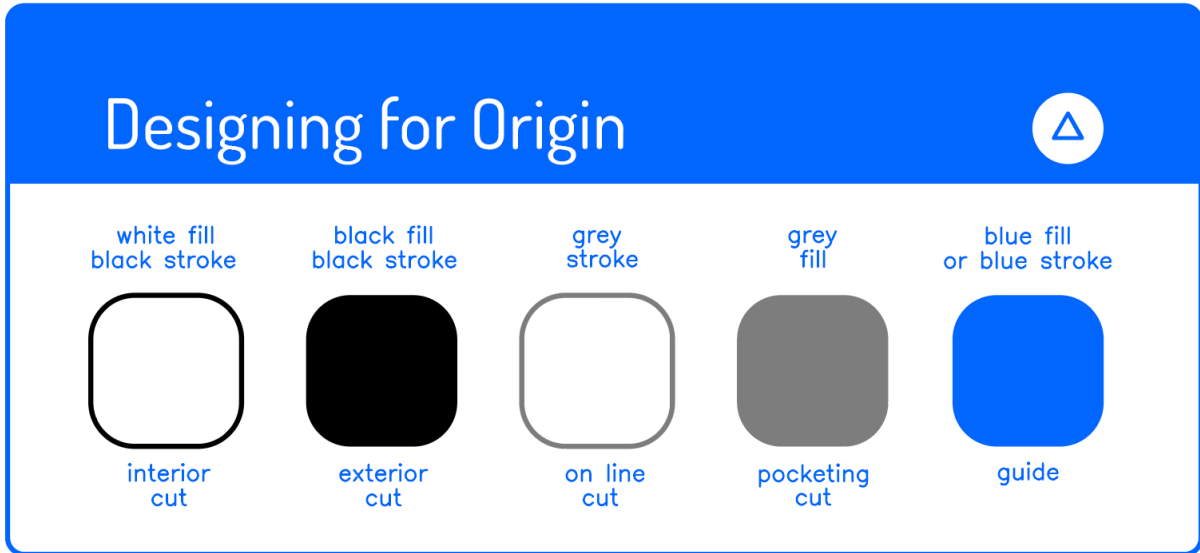


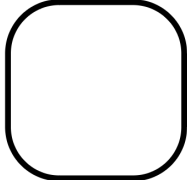
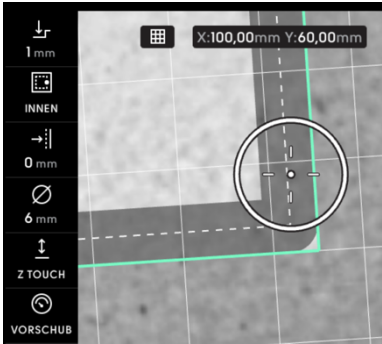

Cut Type Encoding

Origin accepts color-coded vector shapes indicating cut types saved as SVG files:

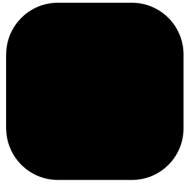


Below are the codes and the resulting cuts:

Note that the line width does not affect the width of the cut. A hairline or a 0.5" stroke in your design program will result in the same line.

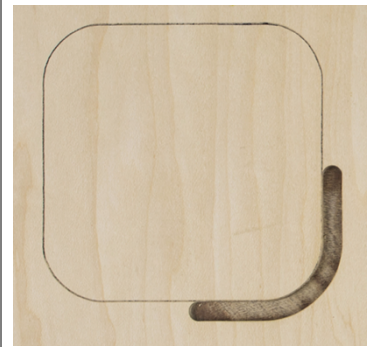
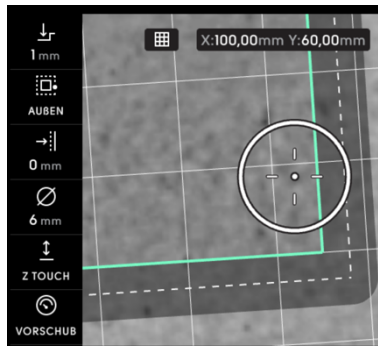
SVG Color code	On Tool Representation	Resulting Cut
<p>white fill black stroke</p>  <p>interior cut</p> <p>Use this to cut a through-hole with dimensions equal to the SVG shape.</p>		

**black fill
black stroke**

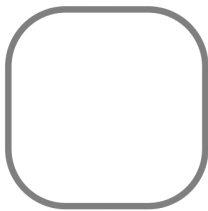


**exterior
cut**

Use this to cut out a positive shape at the specified dimensions.

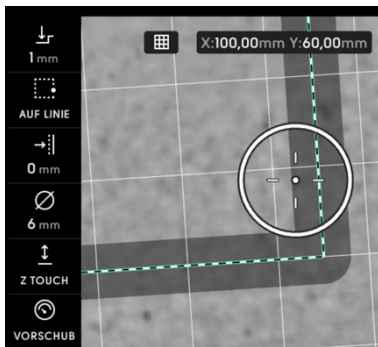


grey stroke

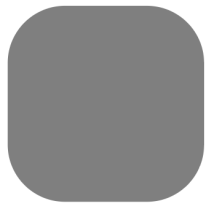


**on-line
cut**

Use this for engraving.



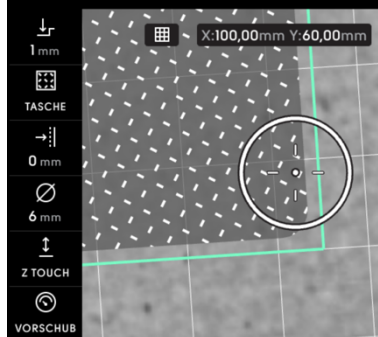
grey fill

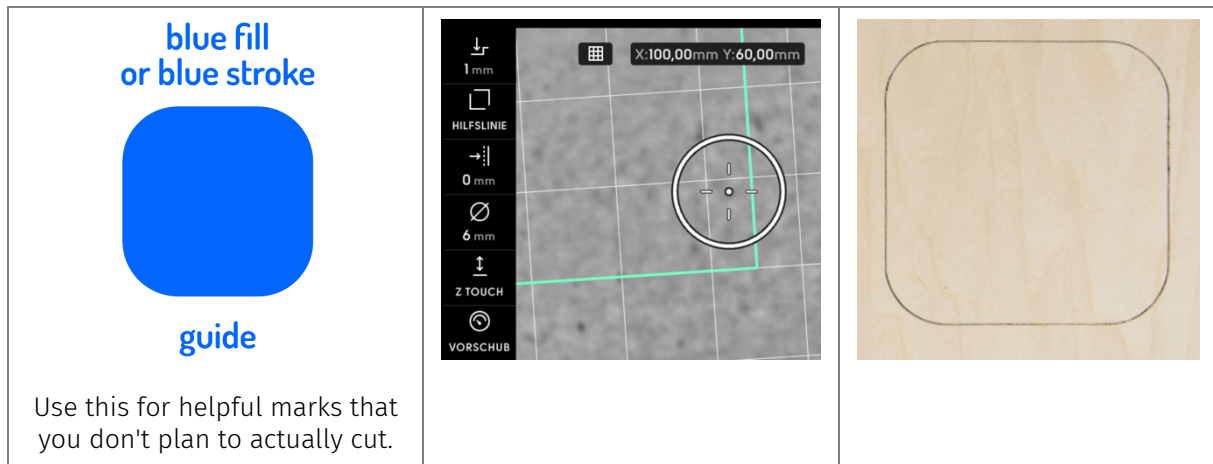


**pocketing
cut**

Use this to remove material from within a shape to a depth that you specify on-tool.

Note: pocketing cuts will automatically add border offset to ensure a clean cut. Pocket cuts need to be followed by an interior cut to accurately pocket the width of the final dimension.





Open shapes (eg: a single, open-ended line) can be coded as a guide or online cuts. When cutting, Origin will center the cutter on the path.

Closed shapes (eg: a continuous circle or rectangle) can be coded as guide, online, interior, exterior, or pocket. This is because a closed shape is required for Origin to identify 'inside' and 'outside.'

Check out [this video](#) for more information.