DENFORD

QuickTurn 2D – Material & Tool Files

File location

This technote will explain the logic behind the installation and locations of the Material & Tooling (.mml) files in QuickTurn2D

NB The information shown here is only relevant for QuickTurn 2D **v1.12** and later

Installation

QuickTurn will install default .MML files into this folder:

AllUsers AppData* + \Denford\Machines

The files will look something like this:

> Microturn_Basic_Tooling.MML
>
> Microturn_Recommended_Tooling.MML
>
> QuickTURN_Default.MML
>
> Turn270_Tooling.MML

> *** AllUsers AppData:**
> **XP**: C:\Documents and Settings\All Users\Application Data\...
> **Win7**: C:\ProgramData\...

Running QuickTurn2D

When QuickTurn is run, it **copies** all files from *AllUsers AppData* + \Denford\Machines*

Into the local user's folder: *USERNAME AppData* + \Denford\Machines*

NB, Only files that don't already exist in the destination are copied

> *** USERNAME AppData:**
> **XP**: C:\Documents and Settings\USERNAME\Application Data\...
> **Win7**: C:\Users\USERNAME\AppData\Roaming\...
>
> Where USERNAME is the currently logged in user

Then the software looks for *QuickTurn2D.ini*. This is a text file which contains the location of the current material (.mml) file to use.

It is **not** installed with the software but created in the users folder after QuickTurn has been run.

If the file does not exist or there is no valid material file given, then the software picks a default .mml file which is normally:
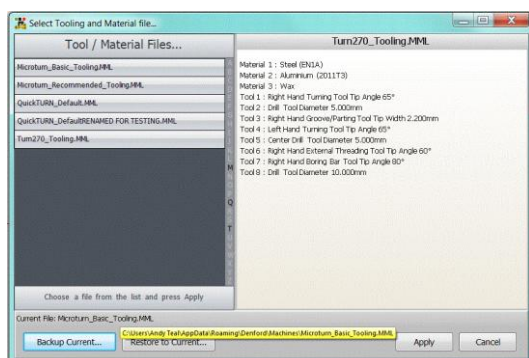
USERNAME AppData* + \Denford\Machines\ Microturn_Basic_Tooling.MML

Whilst the user is running the software they may choose a different material library from the menu:

> Options > Load / Save Tooling + Materials

They will be presented with the list of .mml files in the *USERNAME AppData* + \Denford\Machines* directory

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TIP: Hover over the **current file**: displayed at the bottom of the material selector and it will show it's full path

QuickTurn2D.ini
XP: C:\Documents and Settings\USERNAME\Application Data\Denford
Win7: C:\Users\USERNAME\AppData\Roaming\Denford

If you want to force the user to use a specific Material (.mml) file, then edit QuickTurn2D.ini for each user.
This file can be opened in a text editor such as Notepad…
Then just alter the entry to point to the new file, eg:

```
…
[General Options]
Machine Ini File=X:\Denford\Lathe3.MML
…
```

Although this method may seem convoluted, it is necessary due to file-write restrictions with later Windows^{TM} operating systems. The AllUsers AppData folder cannot be written to normally, but is available when installing the software. This means we have to copy those installed files into the user's folder so that settings in the software can be saved. It also means that any corrupted files can be simply deleted and will automatically get copied back from the original install files.