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Shapeoko Touch Probe

● TOL-14806

DESCRIPTION — **DOCUMENTS**

The Touch Probe from Carbide 3D is a small accessory piece for your Shapeoko CNC machine meant to assist in finding the edges, or datums of the part you are milling. This part is an active probe, and when contacted to ground, communicates its position to the Carbide Motion program to help you fabricate easier.

Carbide Motion supports the 4 different types of probing: XYZ (otherwise known as corner probing), X (to find the left edge of your material), Y (to find the front edge of your material), and Z (to find the top of your material). All instructions and software support material can be found in the *Documents tab* above.

Note: The Shapeoko Touch Probe is only supported in Carbide Motion 4 and GRBL 1.1. This is only a software and firmware change, so no new hardware is required.

Tags

CARBIDE 3D · CNC · FABRICATION · MILLING · SENSOR · SHAPEOKO
SHAPEOKO XL · SHAPEOKO XXL · TOOLS · TOUCH PROBE

Shapeoko Touch Probe Product Help and Resources

SKILLS NEEDED

Core Skill: Robotics

This skill concerns mechanical and robotics knowledge. You may need to know how mechanical parts interact, how motors work, or how to use motor drivers and controllers.

Skill Level: Competent - You may need an understanding of servo motors and how to drive them. Additionally, you may need some fundamental understanding of motor controllers.
See all skill levels

Core Skill: Programming

If a board needs code or communicates somehow, you're going to need to know how to program or interface with it. The programming skill is all about communication and code.

Skill Level: Competent - The toolchain for programming is a bit more complex and will examples may not be explicitly provided for you. You will be required to have a fundamental knowledge of programming and be required to provide your own code. You may need to modify existing libraries or code to work with your specific hardware. Sensor and hardware interfaces will be SPI or I2C.
See all skill levels

Core Skill: Electrical Prototyping

If it requires power, you need to know how much, what all the pins do, and how to hook it up. You may need to reference datasheets, schematics, and know the ins and outs of electronics.

Skill Level: Rookie - You may be required to know a bit more about the component, such as orientation, or how to hook it up, in ... to power requirements. You will need to understand polarized components.

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No matter your vision, SparkFun's products and resources are designed to make the world of electronics more accessible. In addition to over 2,000 open source components and widgets, SparkFun offers curriculum, training and online tutorials designed to help demystify the wonderful world of embedded electronics. We're here to help you start something.

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