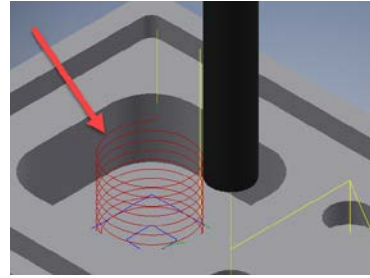# Solution:
How to Change Ramping

Question:

When I make a **pocket in Inventor**, and then try to machine it with **HSM**, it takes forever to start cutting, and it swirls down into the part and moves very slowly. How do I get rid of this?

CAUTION: The change below should only be done when machining soft materials like wax, Renshape, butterboard or styrofoam. If in doubt, Leave it alone!
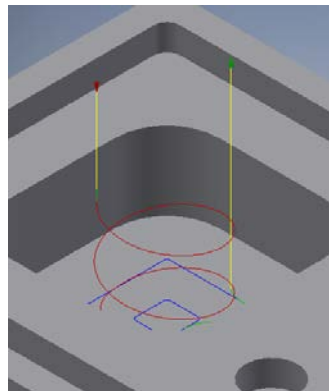
Answer:

This is put there automatically by the **post processor** when you chose a pocket and it is called a "**helical ramping**" operation. It does this automatically so that the tool engages the material very slowly, to decrease chip load and make it so the tool does not break. Notice that in this instance the tool is going all the way to the bottom of the pocket.

If you wanted to speed up the **helix** in softer materials like **renshape** or **machineable wax**, you can, just change the ramping angle to something greater to make it go faster. See below:
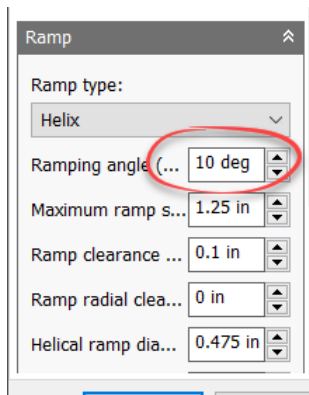
Changed angle to 10 degrees   *Resulting helix*