

### example 3 (over 90 degree bends)

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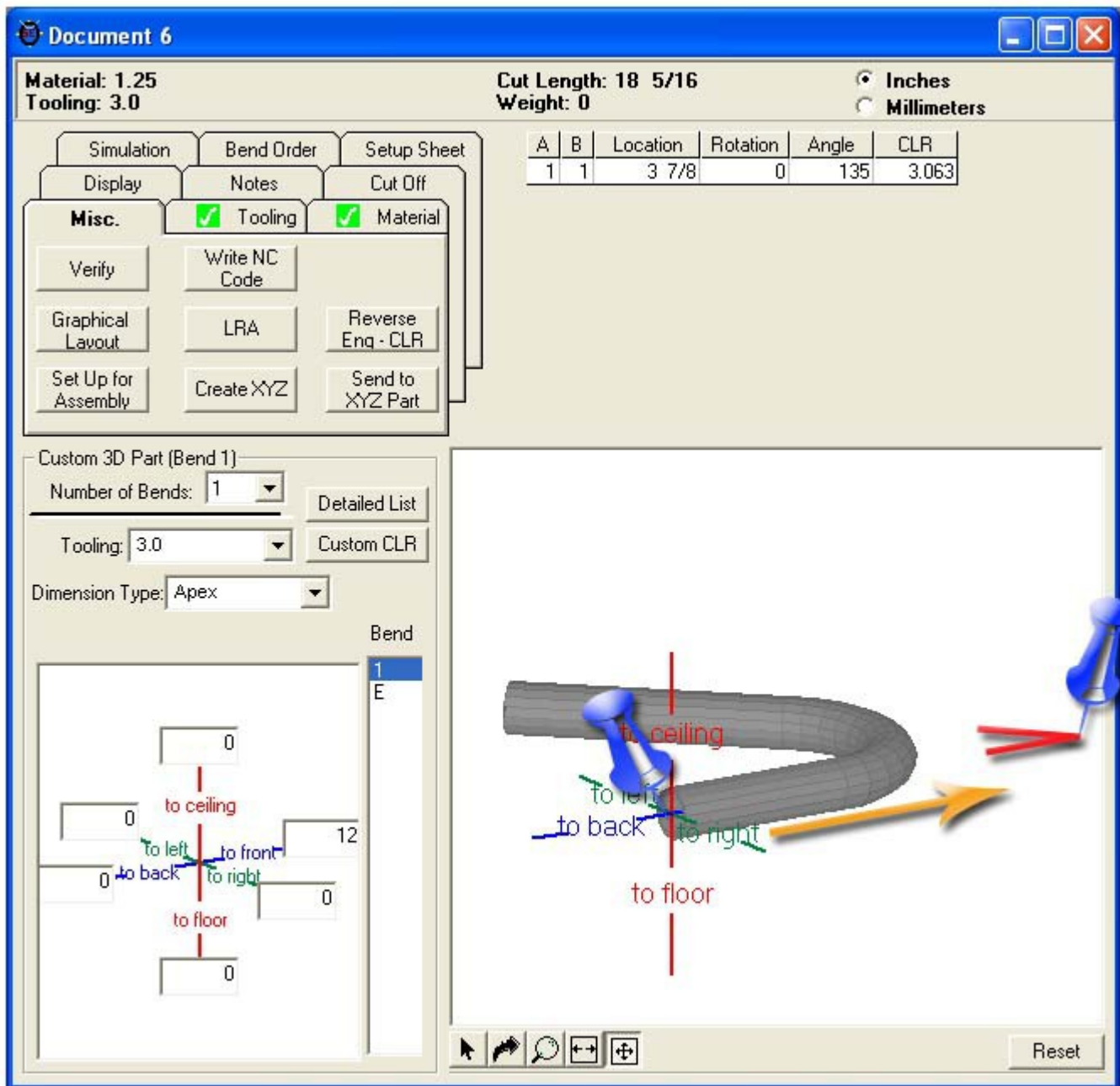
This thread will show some example of making under 90 degree bends. If you haven't gone through the general rules of 3D, then do so: <http://www.2020softwaresolutions.com...hread.php?t=48>

ex 3.1

Lets start by making an closed "L" bracket.

- 1) Select the "1" from the "bend" selection list.
- 2) Enter a value of "12" to the **front**.

**NOTE: The tri-star is located at the location where you are currently at. You are entering in the direction(s) and distance(s) from this point to your first bend.**



- 3) Select the "E" from the "bend" selection list.
- 4) Enter a value of "10" to the left.
- 5) & Enter a value of "10" to the back.

**NOTE: Again the tri-star is your current location and you are entering in the direction(s) and distance(s) from this point.**

Material: 1.25  
Tooling: 3.0

Cut Length: 18 5/16  
Weight: 0

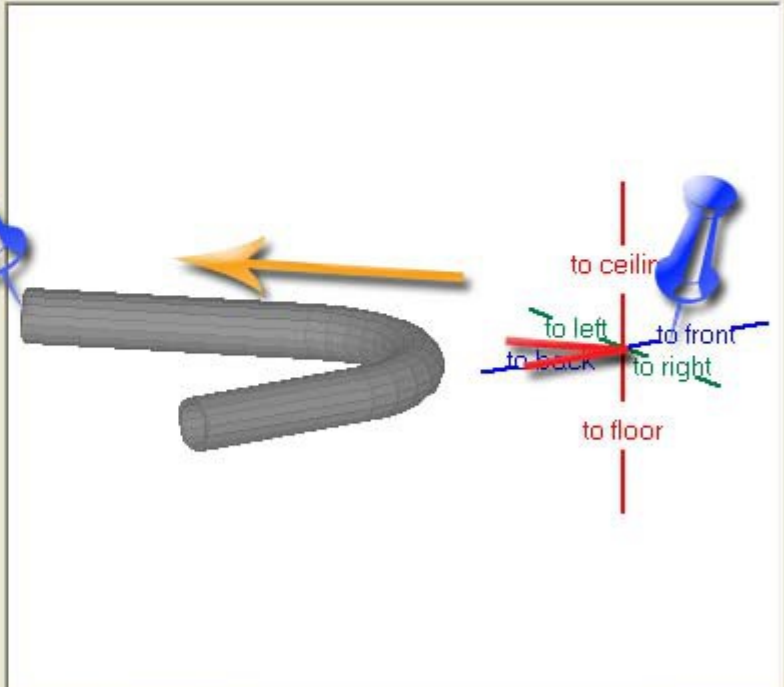
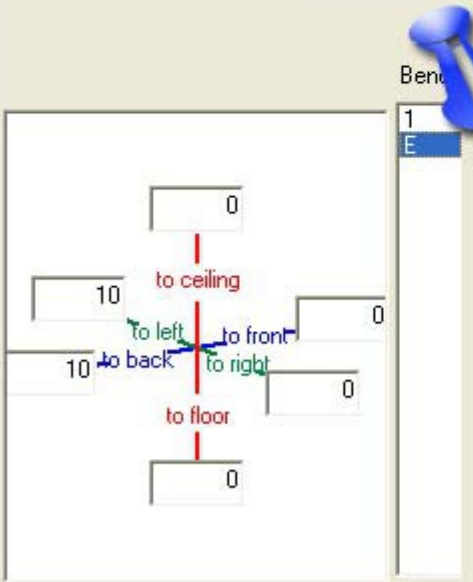
Inches  
 Millimeters

Simulation   Bend Order   Setup Sheet  
Display   Notes   Cut Off  
**Misc.**    Tooling    Material  
Verify   Write NC Code  
Graphical Layout   LRA   Reverse Eng - CLR  
Set Up for Assembly   Create XYZ   Send to XYZ Part

A	B	Location	Rotation	Angle	CLR
1	1	3 7/8	0	135	3.063

Custom 3D Part (End)  
Number of Bends: 1

Custom CLR



Navigation icons: mouse cursor, arrow, speech bubble, double arrows, plus sign.

Reset