

## example 5 (under 90 degree bends, move in 3 directions)

---

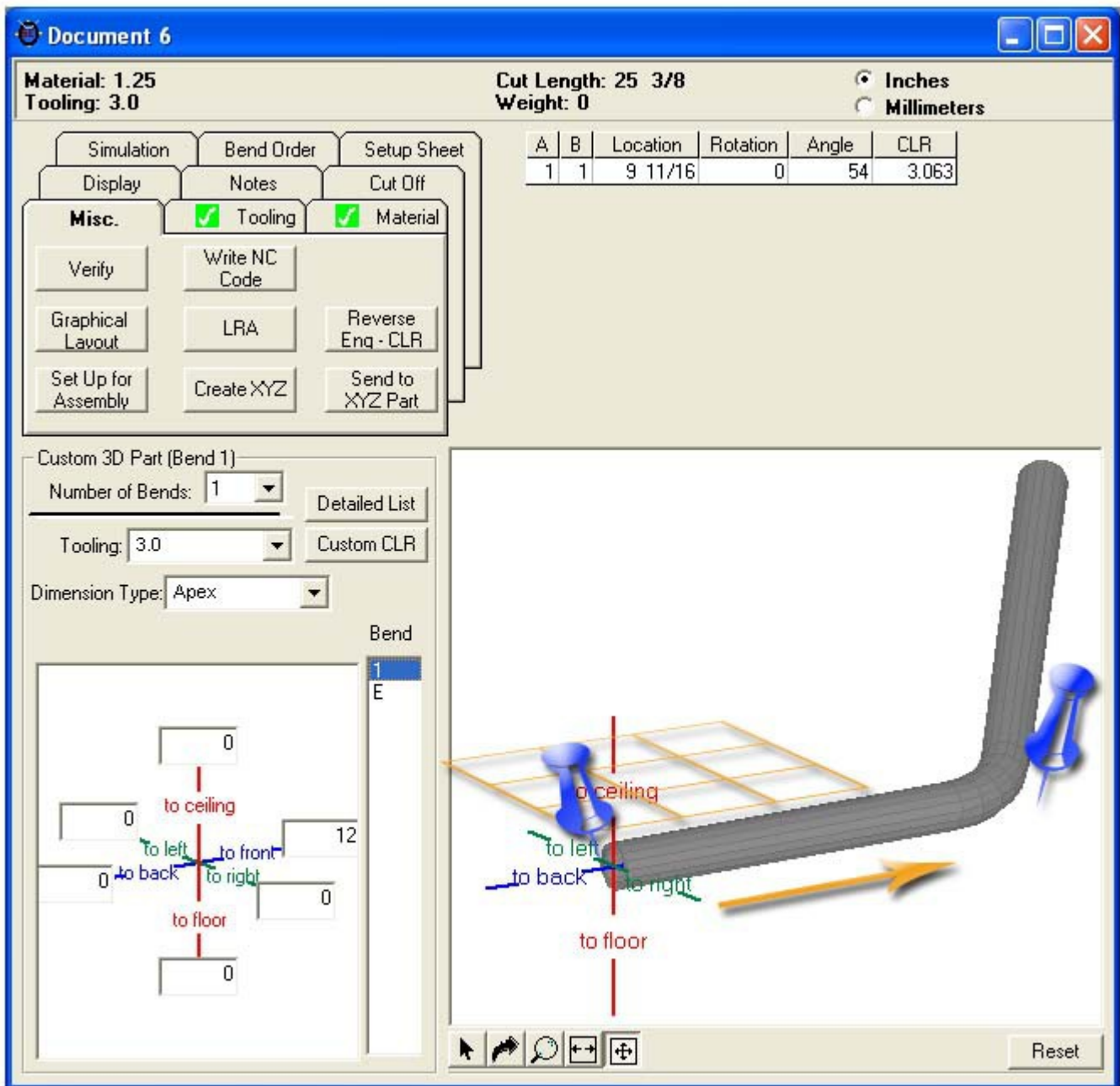
This thread will show some example of making under 90 degree bends. If you haven't gone through the general rules of 3D, then do so: <http://www.2020softwaresolutions.com...hread.php?t=48>

ex 5.1

Lets start by making an open "L" bracket.

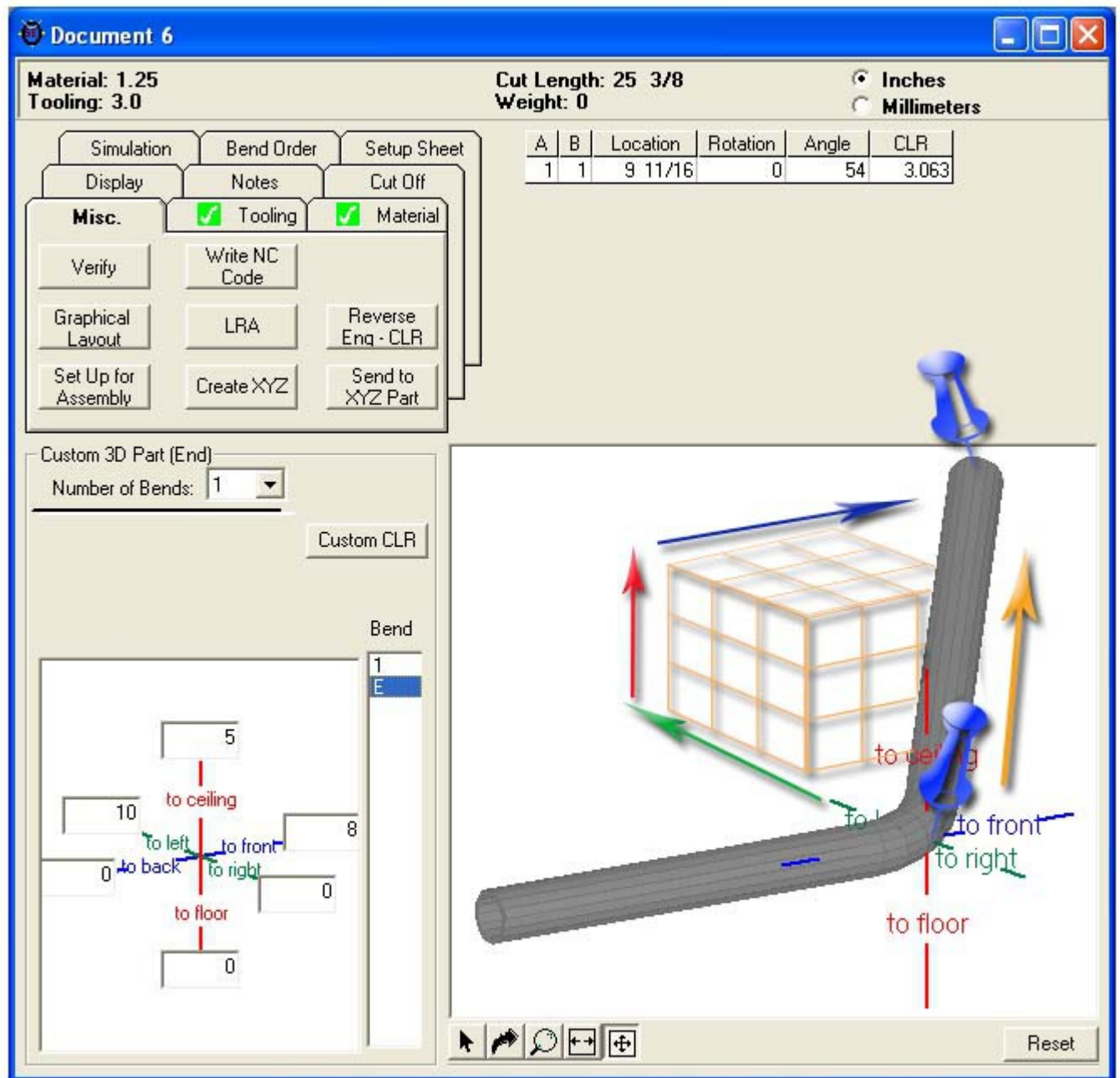
- 1) Select the "1" from the "bend" selection list.
- 2) Enter a value of "12" to the **front**.

**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 "8" to the **front**.
- 6) & Enter a value of "5" to the **ceiling**.

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



- 7) Add one more bend (2 bends)
- 8) Select the "E" from the "bend" selection list.
- 9) Enter a value of "10" to the left.

**Notice the rotations and bend angles are automatically calculated.**

Material: 1.25  
Tooling: 3.0

Cut Length: 35 3/16  
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	9 11/16	0	54	3.063
2	2	23 7/16	41	43	3.063

Custom 3D Part (End)  
Number of Bends: 2

Custom CLR

Bend

1
2
E

to ceiling  
to floor  
to left  
to right  
to front  
to back

to ceiling  
to floor  
to left  
to right  
to front  
to back

Reset