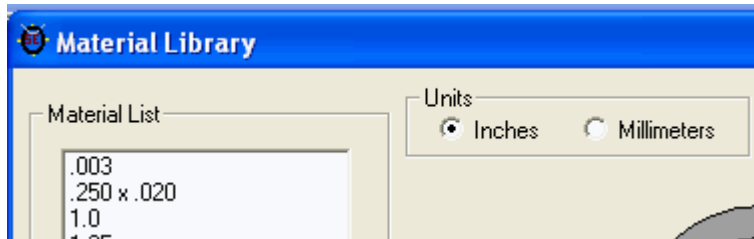


millimeters vs inches

If you have Bend-Tech SE then:

You can swap between the millimeter and inch units. This is done in the material and tooling library and can be done on the front of every part screen.



The screenshot shows the part screen for 'arts\bike01_leftbottom.bez'. The 'Units' section shows 'Inches' selected. The 'Cut Length' is 79.765 and 'Weight' is 0. Below is a table with 7 columns: A, B, Length, Rotation, Angle, CLR, and Bend Length.

A	B	Length	Rotation	Angle	CLR	Bend Length
1	1	24.149	0	31	3	1.557
2	2	32.124	(-7)	45	3	2.254
3	3	66.079	(-5)	39	3	1.932

The screenshot shows the part screen for 'arts\bike01_leftbottom.bez'. The 'Units' section shows 'Millimeters' selected. The 'Cut Length' is 2026.041 and 'Weight' is 0. Below is a table with 7 columns: A, B, Length, Rotation, Angle, CLR, and Bend Length.

A	B	Length	Rotation	Angle	CLR	Bend Length
1	1	613.379	0	31	76.2	39.542
2	2	815.940	(-7)	45	76.2	57.248
3	3	1678.418	(-5)	39	76.2	49.074

If you have Bend-Tech EZ, EZ-3D or PRO:

The units you use for tooling and material will be what your part is. You cannot swap between units like SE. However, you can define your tooling in millimeters or in inches and this is what your parts will be defined in and the results will show this unit type also.