

Rotation

Rotation:

The rotation (as a default and without the LRA extension module for SE) is incremental between bends. So, once a bend is performed the rotation is considered to be 0 at that point in time and the rotation amount is based upon the amount of rotation between bends.

The screenshot shows a software window titled "Document 1" with the following details:

- Material: 1.25, Tooling: 3.0
- Cut Length: 74 13/16, Weight: 0
- Units: Inches (selected), Millimeters
- Buttons: Misc., Tooling, Material, Simulation, Bend Order, Setup Sheet, Display, Notes, Cut Off
- Display settings: Decimal / Fraction: Fraction n/16, Dimension Location: Start, Pos Rotation Direction: clockwise, Tri-Star visible, Tri-Star Scale: 4, Shade Iso Part, Best Resolution
- Custom 3D Part (Bend 6): Number of Bends: 6, Tooling: 3.0, Dimension Type: Apex
- Table of Bend Parameters:

| A | B | Length | Rotation | Angle | CLR | Bend Length |
|---|---|----------|----------|-------|-------|-------------|
| 1 | 1 | 4 3/16 | 0 | 90 | 3.063 | 4 5/8 |
| 2 | 2 | 18 1/2 | 108 | 72 | 3.063 | 3 3/4 |
| 3 | 3 | 27 11/16 | -180 | 72 | 3.063 | 3 3/4 |
| 4 | 4 | 41 15/16 | 0 | 72 | 3.063 | 3 3/4 |
| 5 | 5 | 51 1/8 | 180 | 72 | 3.063 | 3 3/4 |
| 6 | 6 | 64 1/2 | -108 | 90 | 3.063 | 4 5/8 |

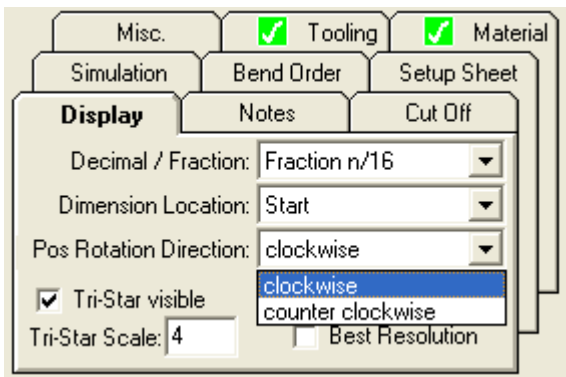
The 3D model shows a metal part with six bends labeled 1 through 6. Bend 4 is highlighted in blue in the "Bend" list on the left. The part is oriented with "to ceiling" and "to floor" labels. A "Reset" button is located at the bottom right of the 3D view.

In the above picture notice how bend #4 has a rotation of 0. This shows no rotation between bends 3 and 4.

NOTE: If you need to have absolute rotation like that need when the material held in place by a chuck then the LRA extension module is needed.

Pos Rotation Direction

As a default the software uses clockwise as a positive rotation direction. The rotation angles are from 180 to -180. You can use the "Pos Rotation Direction" selection box to reverse the direction. Basically this swaps the sign of the rotation angle.



If you do desire to change this value, make sure you change it globally in the "Tools", "Options" window.

