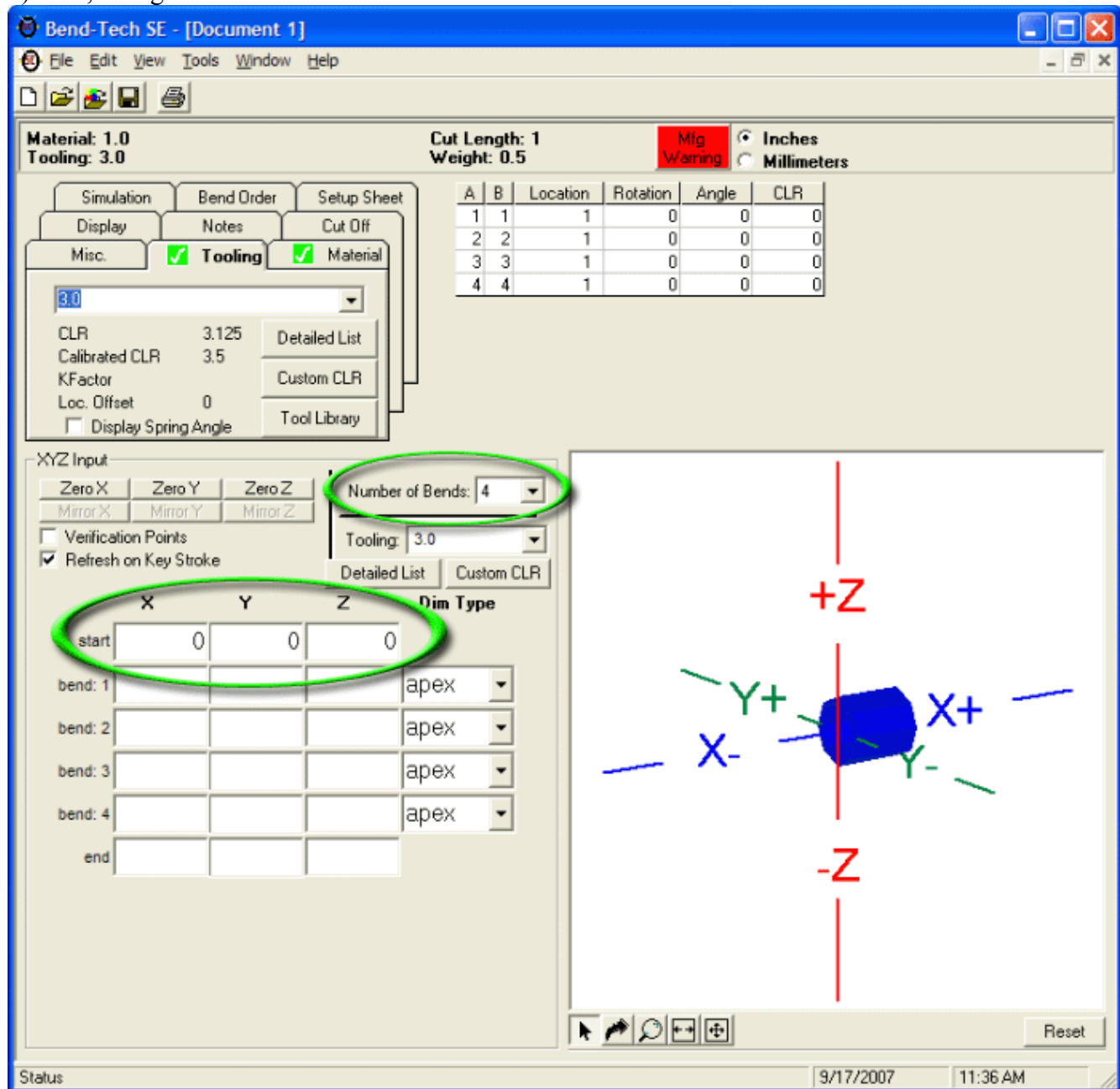


Creating a Double-Beveled Hoop Using Mirroring.

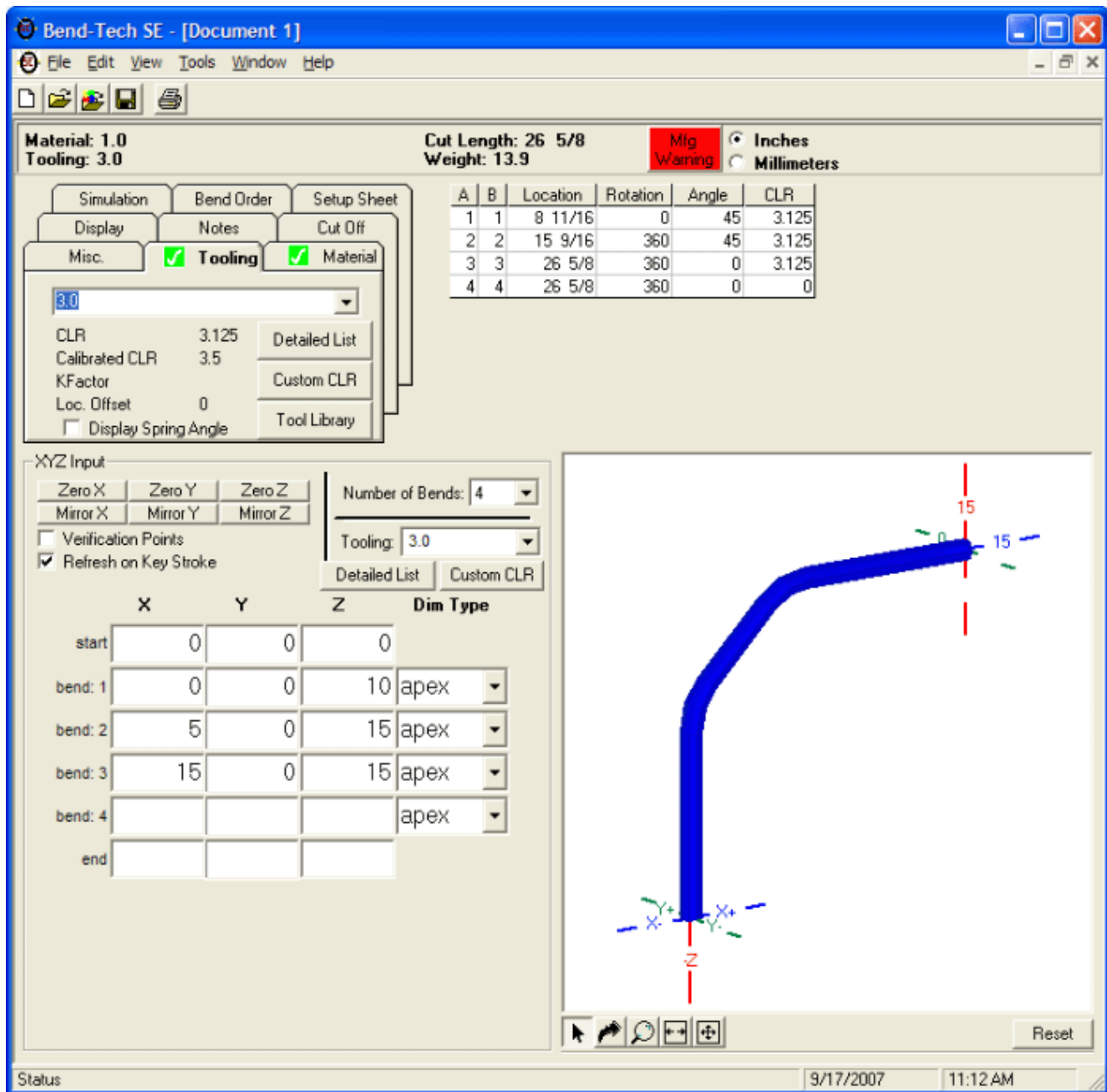
In this thread, we will show you how to create a double-beveled hoop using the mirroring feature in the xyz interface.

NOTE: All XYZ locations are based upon a 0,0,0 global location. Which means that each location is referenced to an absolute location. The start point does NOT need to be 0,0,0.

1) First, change the "Number of Bends" to "4" and zero out the "Start" column.



2) You will need to enter a value for the bend past the middle of the part (in this case, bend #3) in order to be able to mirror. Enter the following values:



3) Click the "**Mirror X**" button and Bend-Tech will fill in the remaining values in order to mirror the first half of the part to the second half.

Bend-Tech SE - [Document 1]

File Edit View Tools Window Help

Material: 1.0
Tooling: 3.0

Cut Length: 43 5/16
Weight: 22.5

Mig Waring Inches
 Millimeters

| A | B | Location | Rotation | Angle | CLR |
|---|---|----------|----------|-------|-------|
| 1 | 1 | 8 11/16 | 0 | 45 | 3.125 |
| 2 | 2 | 15 9/16 | 360 | 45 | 3.125 |
| 3 | 3 | 25 3/8 | 360 | 45 | 3.125 |
| 4 | 4 | 32 3/16 | 360 | 45 | 3.125 |

Simulation Bend Order Setup Sheet
Display Notes Cut Off
Misc. Tooling Material

3.0

CLR 3.125 Detailed List
Calibrated CLR 3.5 Custom CLR
KFactor
Loc. Offset 0 Tool Library
 Display Spring Angle

XYZ Input

Zero X Zero Y Zero Z
Mirror X Mirror Y Mirror Z

Verification Points
 Refresh on Key Stroke

Number of Bends: 4
Tooling: 3.0
Detailed List Custom CLR

| | X | Y | Z | Dim Type |
|---------|----|---|----|----------|
| start | 0 | 0 | 0 | |
| bend: 1 | 0 | 0 | 10 | apex |
| bend: 2 | 5 | 0 | 15 | apex |
| bend: 3 | 15 | 0 | 15 | apex |
| bend: 4 | 20 | 0 | 10 | apex |
| end | 20 | 0 | 0 | |

Reset

Status 9/17/2007 1:15 PM