

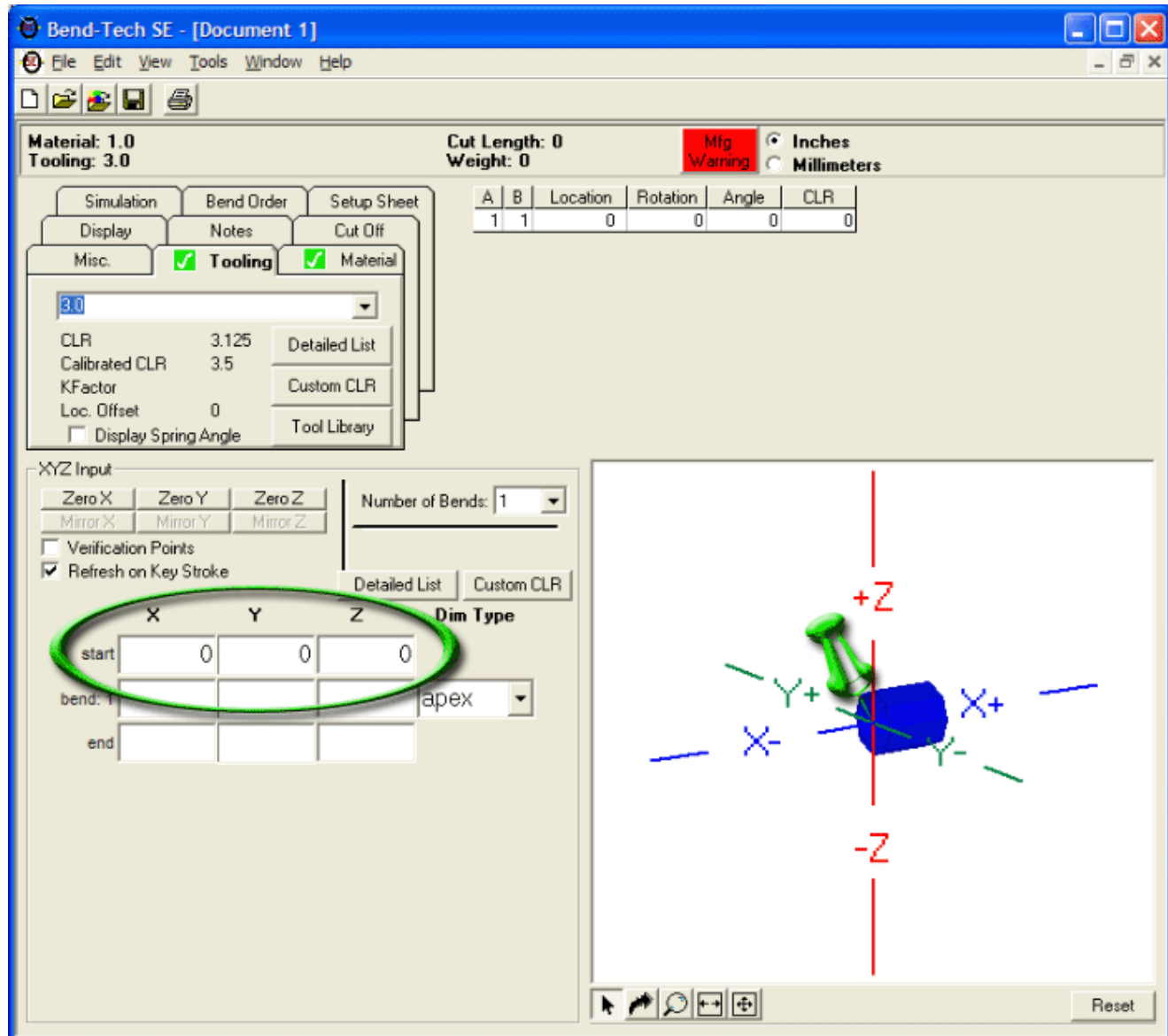
XYZ Example 4 (90 degree bends, move in 2 directions)

In this example, we will show you how to create an "L" bracket in a couple of different planes.

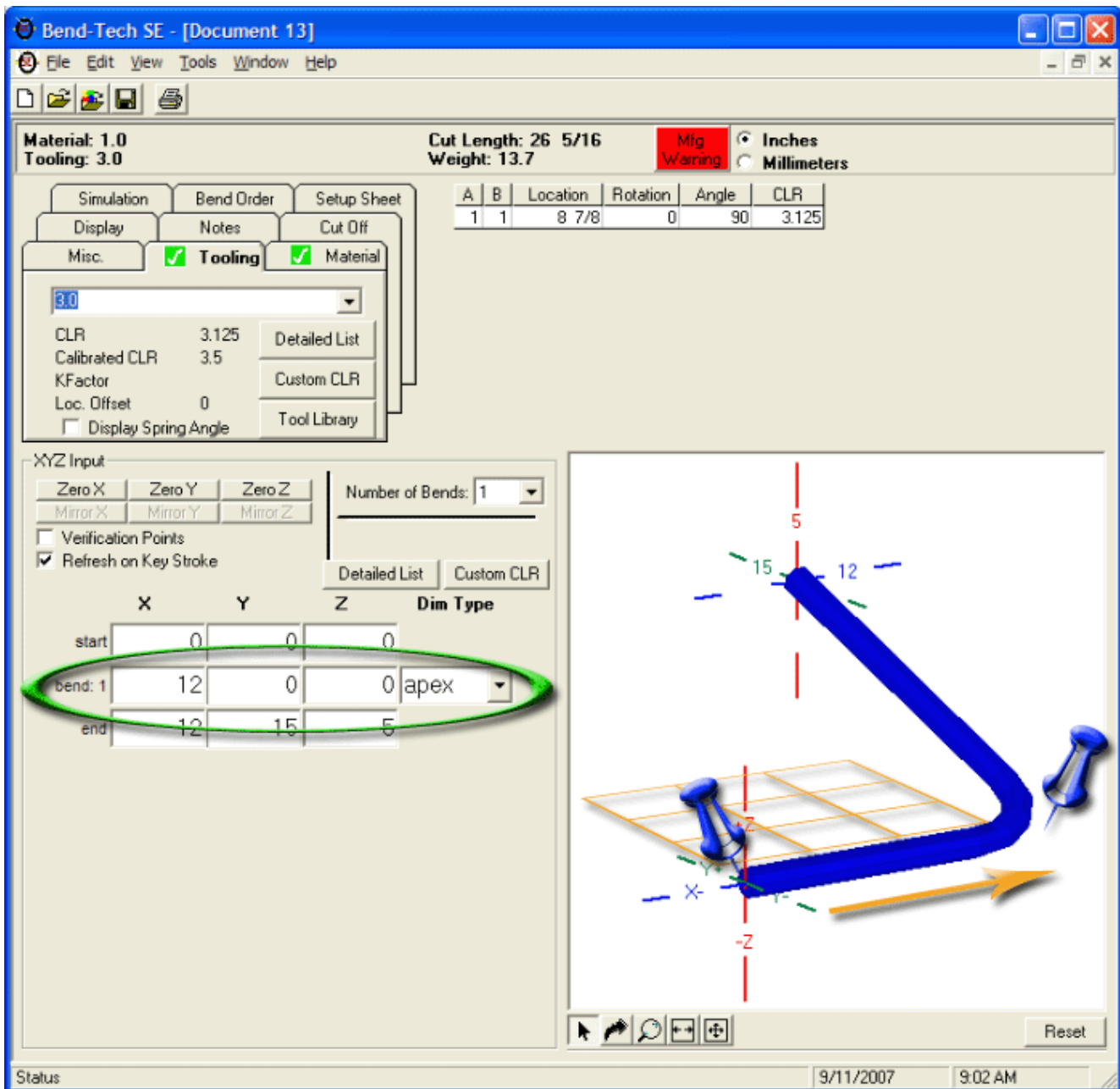
NOTE: All XYZ locations are based upon a 0,0,0 global location. Which means that each location is referenced to an absolute location. The start point does NOT need to be 0,0,0.

While in the XYZ interface:

1) Zero out the "**Start**" row to make our start point the center of the locator.



2) 2) In the "**Bend 1**" row enter "12" for "X", and "0" for both "Y" and "Z".
- This will give us 12" from the start of the tube, to the apex of the bend.



3) In the "End" row enter "12" for "X", "15" for "Y", and "5" for "Z".

- From the apex of the bend, this will put our third point the same distance down the X axis (12), +15 down the Y axis, and up 5 on the Z axis.

Bend-Tech SE - [Document 13]

File Edit View Tools Window Help

Material: 1.0
Tooling: 3.0

Cut Length: 26 5/16
Weight: 13.7

Mfg Warning
Inches
Millimeters

A	B	Location	Rotation	Angle	CLR
1	1	8 7/8	0	90	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: 1

Detailed List Custom CLR

	X	Y	Z	Dim Type
start	0	0	0	
bend: 1	12	0	0	apex
end	12	15	5	

3D visualization of a bent metal strip. The strip is blue and is bent into a shape defined by the XYZ input table. The strip is pinned at the start and end points. Dimensions are shown: 12 units for the horizontal distance from the start to the bend, 15 units for the vertical distance from the bend to the end, and 5 units for the vertical distance from the end to the horizontal line through the bend. The strip is shown in a 3D coordinate system with X, Y, and Z axes. The Z-axis is vertical, with +Z pointing up and -Z pointing down. The X-axis is horizontal, and the Y-axis is perpendicular to the X-Z plane. The strip is shown in a perspective view, with a red grid in the background. The strip is shown in a perspective view, with a red grid in the background. The strip is shown in a perspective view, with a red grid in the background.

Reset

Status 9/11/2007 9:02 AM