Important Issues to Know About Assembly

This is a section to cover some of the main issues that customers need to have as general understandings before entering the Bend-Tech world of assemblies. Please understand each item, as this knowledge will help you to become proficient in assembly quicker.

ITEM 1) PickPoints PICK_POINTS ARE USED FOR EVERYTHING. The assembly part of the software is largely run in full 3D. Because a computer screen is only 2D, there is an unlimited amount of depth when moving the cursor. The only time a PickPoint is not used is when placing a dimension. On the other hand, PickPoints are used to define the part creation, moving, locating, pasting, altering, deleting, selection, cutting and defining the extension locations for dimensions.

There are 2 type of PickPoints; Automatically created by the part (cyan) & User defined points (green). In addition our 0,0,0 point is an automatic point and it resides in the center of the Tri-Star. The Tri-Star is our directional definition locater.

ITEM 2) Center Line & Apex Center Line: In the assembly environment we are working exclusively with the center line of a part, as compared to the inside or outside.

Apex: The bend locations are created in assembly exclusively with the apex. Our definition of apex is the intersection of the straight tubes as if there wasn't a radius. This is demonstrated in the picture to the right.

ITEM 3) Define the parts in the assembly interface It is possible to create parts in the template and custom part interfaces, however, starting out this way tends to get confusing using the rotation abilities of the assembly interface. It appears that there is a higher level of success with customers who start out using the assembly by designing the parts in the assembly interface.

ITEM 4) Sense of Direction It seams to work the best if users think as if they are standing behind the vehicle. This way left is left and right is right. Take a minute and examine the tri-star to get your orientation.

ITEM 5) Pointer Mode If you are trying to select a "PickPoint" and the software isn't responding it is usually because the window is in zoom or pan mode. Make sure the icons are in Pointer mode!!

ITEM 6) The "Tri-Star" The Tri-Star point is nothing more than a point. We refer to it often in our tutorials and explanations because it is quickly identifiable.