

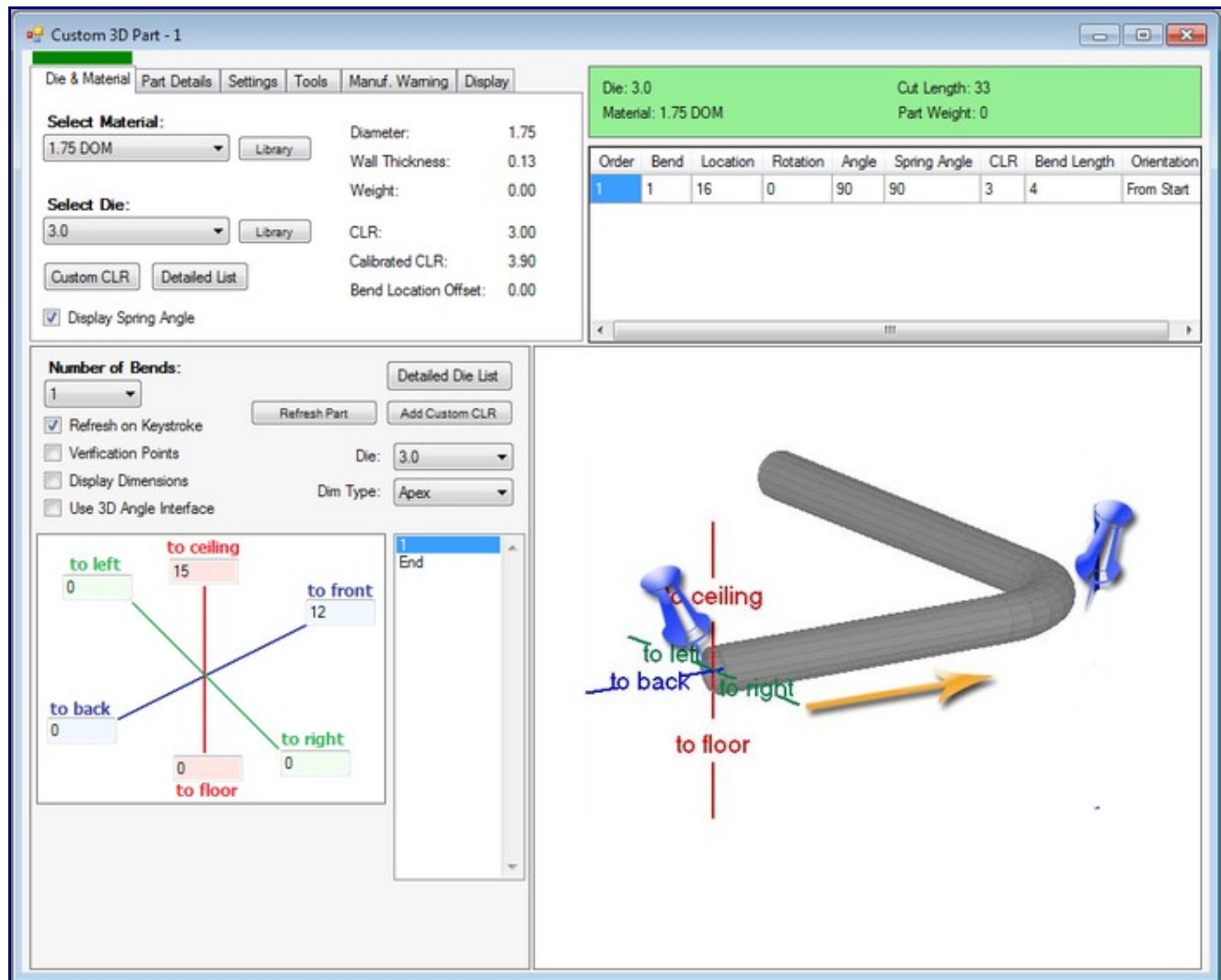
Example 1 (90 Degree Bends)

This thread will show some example of making 90 degree bends. If you haven't gone through the general rules of 3D, then do so: <http://www.2020softwaresolutions.com...hread.php?t=48>

ex 1.1 Lets start by making 12 x 15 "L" bracket in a couple of different planes.

- 1) Select the "1" from the "bend" selection list.
- 2) Enter a value of "12" to the front.

NOTE: The tri-star is located at the location where you are currently at. You are entering in the direction(s) and distance(s) from this point to your first bend.



- 3) Select the "End" from the "bend" selection list.
- 4) Enter a value of "15" to the left.

NOTE: Again the tri-star is your current location and you are entering in the directions(s) and distance(s) from this point.

Custom 3D Part - 1

Die & Material | Part Details | Settings | Tools | Manuf. Warning | Display

Die: 3.0 Cut Length: 33
Material: 1.75 DOM Part Weight: 0

Order	Bend	Location	Rotation	Angle	Spring Angle	CLR	Bend Length	Orientation
1	1	16	0	90	90	3	4	From Start

Dimension Location: Start
Machine: None
Units: Inches Millimeters
Decimal / Fraction: Fraction n/2
Print Design Instructions
Print Transitions
Print Tri-Star
Print Dimensions
LRA Settings

Number of Bends: 1
Detailed Die List
Refresh Part
Add Custom CLR
Refresh on Keystroke
Verification Points
Display Dimensions
Use 3D Angle Interface

to left 15
to ceiling 0
to front 0
to back 0
to floor 0
to right 0

1
End