

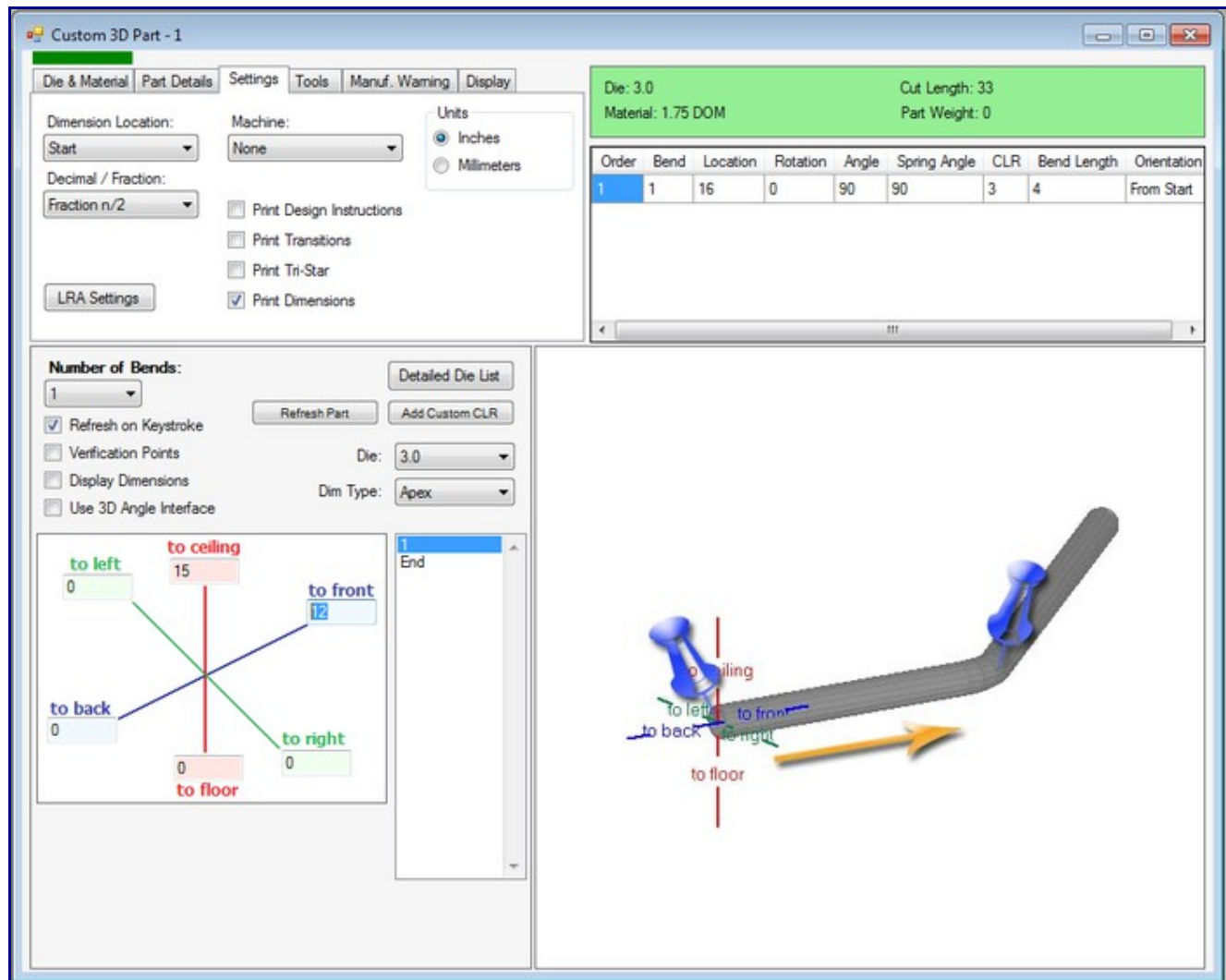
Example 2 (Under 90 Degree Bends)

This thread will show some example of making under 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 2.1 Lets start by making an open "L" bracket.

- 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**.
- 5) Enter a value of "15" to the **front**.

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

The screenshot shows the 'Custom 3D Part - 1' software interface. The top menu bar includes 'Die & Material', 'Part Details', 'Settings', 'Tools', 'Manuf. Warning', and 'Display'. The 'Settings' tab is active, showing various configuration options.

Die & Material Section:

- Die: 3.0
- Material: 1.75 DOM
- Cut Length: 40
- Part Weight: 0

Table:

Order	Bend	Location	Rotation	Angle	Spring Angle	CLR	Bend Length	Orientation
1	1	17	0	63.7859	63.7859	3	3	From Start

Number of Bends Section:

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

3D Model: A 3D model of a bent rod is shown. The rod is bent at a 90-degree angle. The current location is marked with a tri-star. Dimensions are shown: 15 to the left, 15 to the front, 0 to the back, 0 to the right, 0 to the ceiling, and 0 to the floor. A yellow arrow points to the right, and a blue arrow points to the front.