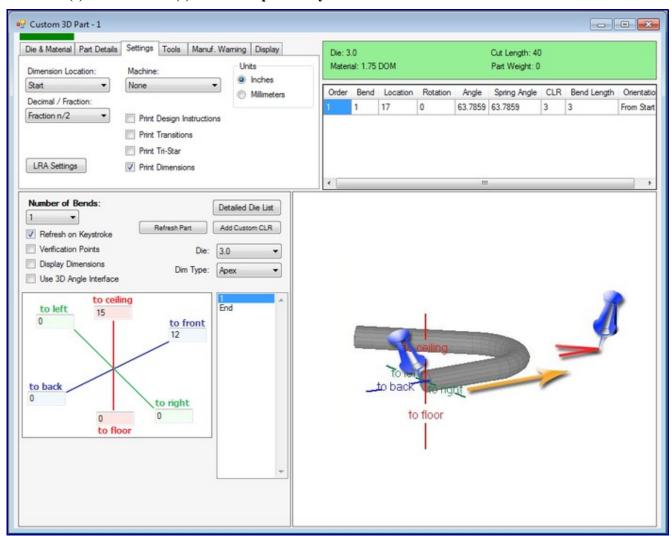
Example 3 (Over 90 Degree Bends)

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 3.1 Lets start by making an closed "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 "10" to the left.
- 5) & Enter a value of "10" to the back.

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

