

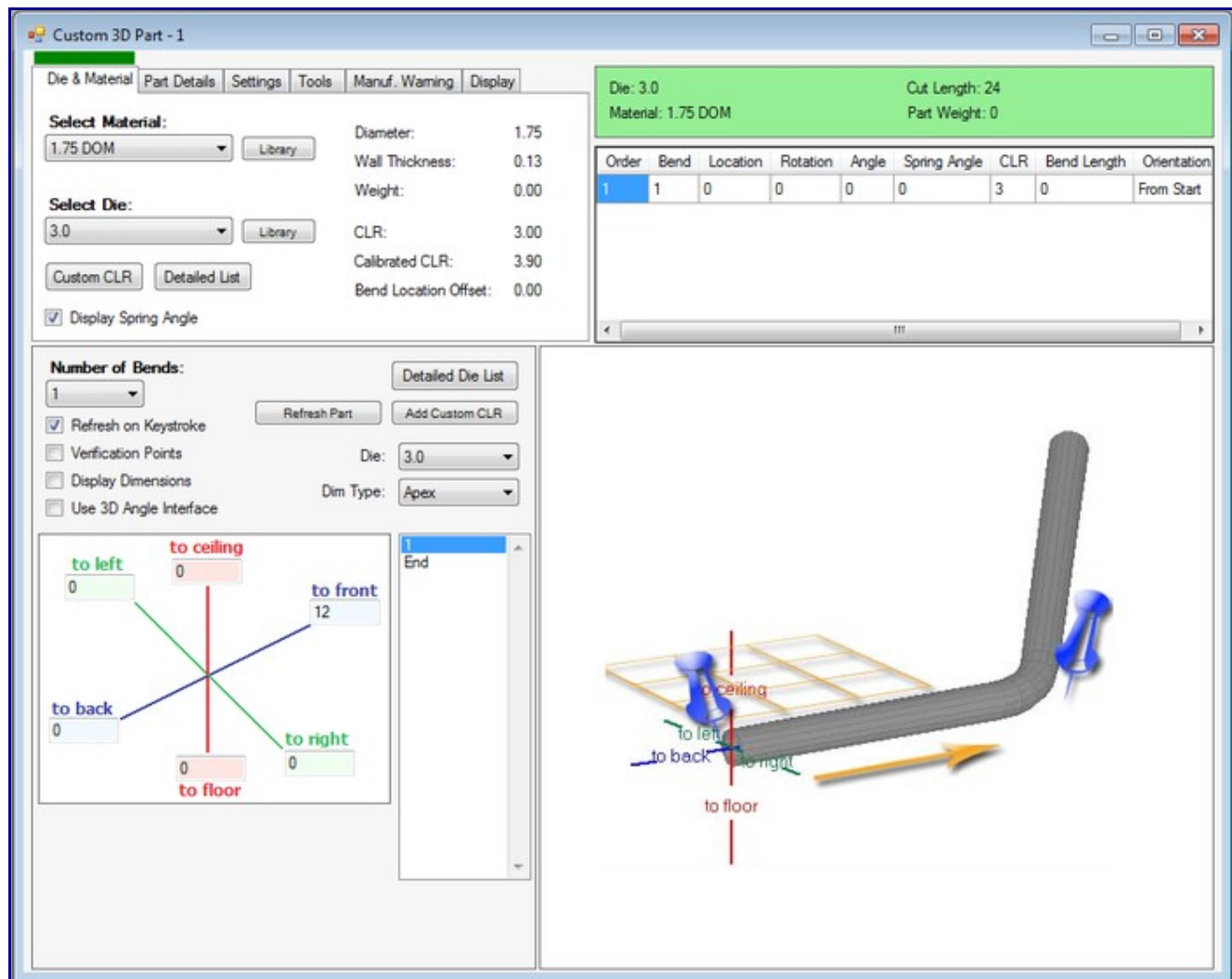
Example 5 (Under 90 Degree bends, Move in 3 Directions)

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 5.1 Lets start by making an open "L" bracket.

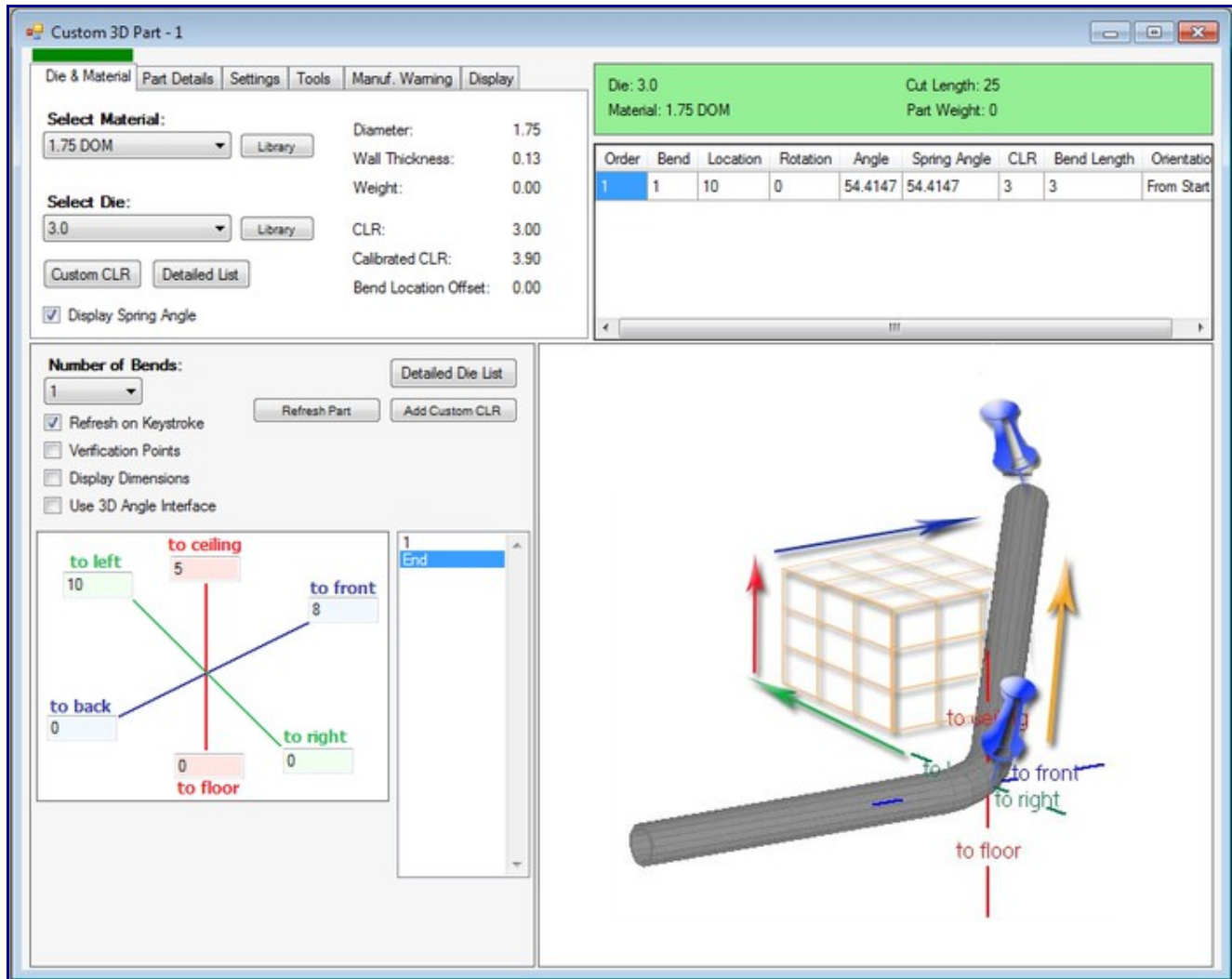
- 1) Select the "1" from the "bend" selection list.
- 2) Enter a value of "12" to the front.

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 "10" to the left.
- 5) & Enter a value of "8" to the front.
- 6) & Enter a value of "5" to the ceiling.

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



- 7) Add one more bend (2 bends)
- 8) Select the "End" from the "bend" selection list.
- 9) Enter a value of "10" to the left.

Notice the rotations and bend angles are automatically calculated.

Select Material:
1.75 DOM Diameter: 1.75
Wall Thickness: 0.13
Weight: 0.00

Select Die:
3.0 CLR: 3.00
Calibrated CLR: 3.90
Bend Location Offset: 0.00

Display Spring Angle

Die: 3.0 Cut Length: 35
Material: 1.75 DOM Part Weight: 0

Order	Bend	Location	Rotation	Angle	Spring Angle	CLR	Bend Length	Orientation
1	1	10	0	54.4147	54.4147	3	3	From Start
2	2	24	40.6703	43.3317	43.3317	3	2	From Start

Number of Bends:
2

Refresh on Keystroke

Verification Points
 Display Dimensions
 Use 3D Angle Interface

