

How can the Material Bend the Other Direction?

Use a "Rotation" of 180:

The screenshot shows the Bend-Tech EZ software interface for a custom part. The settings panel on the left includes the following information:

- Select Material:** 1.75 DOM (Diameter: 1.75, Wall Thickness: 0.13, Weight: 0.00)
- Select Die:** 4.0 (CLR: 4.16, Calibrated CLR: 4.48, Bend Location Offset: 0.00)
- Display Spring Angle
- Number of Bends:** 2 (Start Angle: 0)
- Refresh on Keystroke
- Verification Points
- Display Dimensions
- Bend 1:** Length 12, Rotation 0, Angle 45, Dim Type Tangent, Die 4.0
- Bend 2:** Length 12, Rotation 180, Angle 45, Dim Type Tangent, Die 4.0
- End:** Length 12

The data table on the right shows the following parameters for the bends:

| A | B | Location | Rotation | Angle | Spring Angle | CLR | Bend Length | Orientation |
|---|---|----------|----------|-------|--------------|------|-------------|-------------|
| 1 | 1 | 12 | 0 | 45 | 45 | 4.16 | 3 | From Start |
| 2 | 2 | 27 | 180 | 45 | 45 | 4.16 | 3 | From Start |

The 3D model on the right shows a grey pipe with two bends. The first bend is a 45-degree upward bend, and the second bend is a 180-degree rotation, resulting in a horizontal pipe segment pointing in the opposite direction to the first bend. A red section of the pipe is highlighted at the end.

If you have an older version of Bend-Tech EZ, you can reverse the sign of the angle to achieve the same result.

Document 1 [min] [max] [close]

Material: 1.75 DOM **Cut Length: 35 5/8**
Tooling: 4.0 **Weight: 0**

Bend Order

Display Notes Cut Off

Misc. Tooling Material

4.0

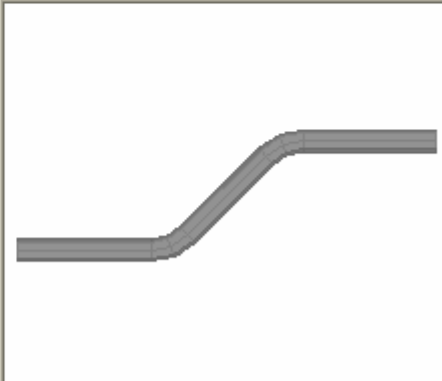
CLR 4.0
Calibrated CLR 4.0
KFactor
Loc. Offset 0

Tool Library

| A | B | Location | Rotation | Angle |
|---|---|----------|----------|-------|
| 1 | 1 | 10 5/16 | 0 | 45 |
| 2 | 2 | 22 3/16 | 180 | 45 |

Custom Part Number of Bends: 2

| | Length | Angle | Dim Type |
|-----|--------|-------|----------|
| A1 | 12 | 45 | apex |
| A2 | 12 | -45 | apex |
| end | 12 | | |



[mouse] [undo] [redo] [pan] [zoom] [fit] Reset