

Rotation

The rotation (as a default and without the LRA extension module for SE) is incremental between bends. So, once a bend is performed the rotation is considered to be 0 at that point in time and the rotation amount is based upon the amount of rotation between bends.

The screenshot displays the 'Custom 3D Part' software interface. The top section shows material and die selection: 'Select Material: 2.0' and 'Select Die: 6.00'. The middle section shows bend parameters: 'Diameter: 2.00', 'Wall Thickness: 0.25', 'Weight: 0.00', 'CLR: 6.00', 'Calibrated CLR: 6.00', and 'Bend Location Offset: 0.00'. The bottom left section shows 'Number of Bends: 5' and a 3D angle interface with directions: 'to left' (0), 'to ceiling' (0), 'to front' (0), 'to back' (0), 'to right' (18), and 'to floor' (0). The bottom right section shows a 3D model of a bent pipe with bends numbered 1 through 5. A table in the top right corner provides detailed bend data:

Order	Bend	Location	Rotation	Angle	CLR	Bend Length	Orientation
1	1	35 9/16	0	45	6	4 11/16	From Start
2	2	111 1/2	0	45	6	4 11/16	From Start
3	3	130 1/4	0	90	6	9 7/16	From Start
4	4	145 11/16	0	90	6	9 7/16	From Start
5	5	169 1/8	180	45	6	4 11/16	From Start

In the above picture notice how bend #4 has a rotation of 0. This shows no rotation between bends 3 and 4.

NOTE: If you need to have absolute rotation like that need when the material held in place by a chuck then the LRA extension module is needed.