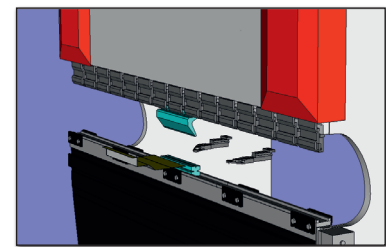
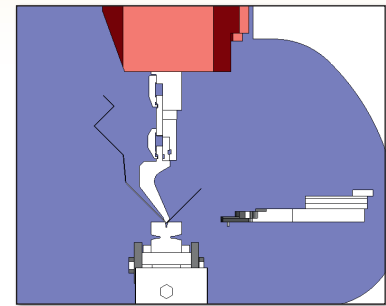
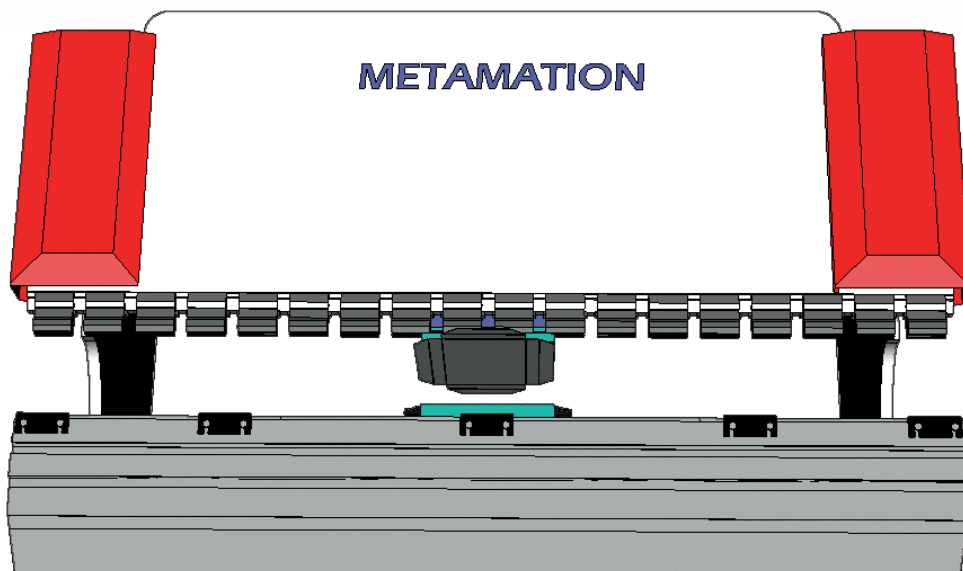


MetaBEND



OFFLINE PRESS BRAKE PROGRAMMING

Metamation's offline Bend software can help you realize new levels of productivity with the latest version of MetaBEND software. With automatic bend sequence, auto tool assignment, 3D simulation and collision checking - use MetaBEND to design and program complex parts without keeping your machine idle.

- Full 3D Bend Simulation and Collision Checking.
- Collision Checking for safer operation of the press brake.
- Graphical reports provide the operator detailed step by step setups.
- Eliminate Scrap due to Trial and Error Programming.
- Safely store complex bend programs for reuse.
- Optimize tool selection to minimize changing setups.

 **Metamation**
Leading the Industry in Innovative CAD/CAM Software

1698 Meadow Wood Lane, Suite 202, Reno, NV 89502, USA
P (775) 826-1717 | F (775) 826-1723 | E sales@metamation-us.com

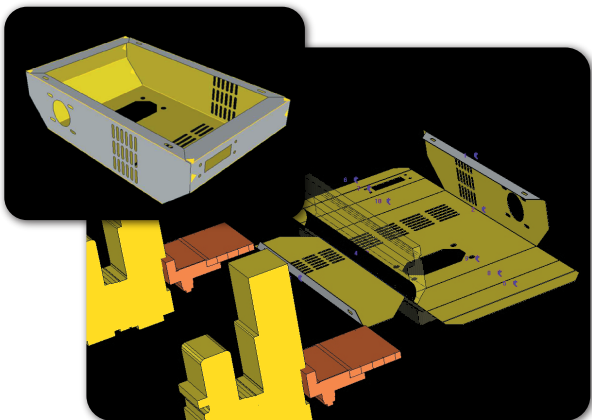


METABEND

3D BEND SIMULATION AND PROGRAMMING

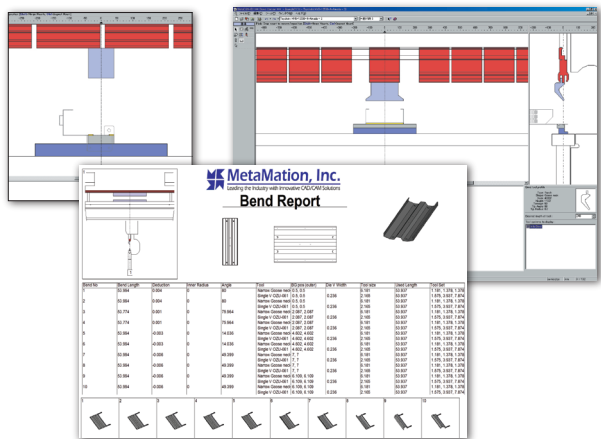
Auto Tooling

Once the desired bend machine is selected, the auto tooler assigns suitable tooling based on the 3D model to generate a collision free bend sequence. The Bend Sequence and Tooling Layout can be output on graphical reports.



Tool layout & Bend Reports

Tool Mount Position, Tool Flip etc. can be modified similar to the actual machine operation. Detailed Bend Reports can be generated with 3D views of each Bend.



Collision Check and Simulation

The Bend Simulator provides detailed, precise, and configurable simulation of the entire operation. Back gauge movement, ram stroke, part insertion, and retraction are all animated. Simulation checks for collision between parts, tools, punch holder, and machine - displays any such collisions found in the model. Collisions can be visually inspected, zoomed in, and corrected using the graphical interface.

Back gauge editing

You can view the back gauges graphically and also change the position of the back gauges in the 3D visual representation window.

