MBend Tutorials

Initially, it is recommended that you work through the exercises in the order in which they appear. However, to renew your acquaintance with a particular feature or procedure, you can jump directly to the specific exercise.

• NOTE: The measurements for these exercises all use metric units.

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1 Getting Started

The purpose of this exercise is to acquaint you with **MBend**. You will open **MBend**, select a machine and tools, open an existing part, and get to know the simulation mode at the heart of **MBend** and the layout of the screen.

1.1 Opening MBend

Let's get started.

Double click the **MBend** icon on your desktop. The software opens to the **MBend** tab, allowing you access to all the basic functions of **MBend**:

- Open an existing part.
- Import a part from 3D CAD packages, importing industry standard exchange formats.
- Configure your machine, materials, tools, and other settings.
- Access the online help and tutorials via the Help tab.

You can also access these functions via the **Quick Access Toolbar** top of the **MBend** screen.



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1.2 Setting a Machine

In this step you select a machine:

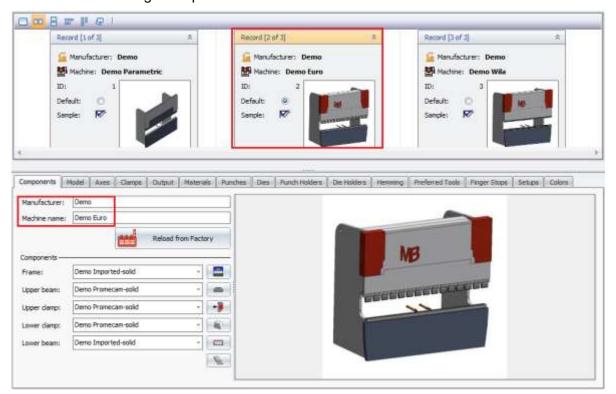
1. Click the Home tab:



2. Click the **Configuration** group => **Machines**:



3. The Machines dialog box opens. Select the Demo: Demo Euro machine:



4. Click **OK** (or **Close**).

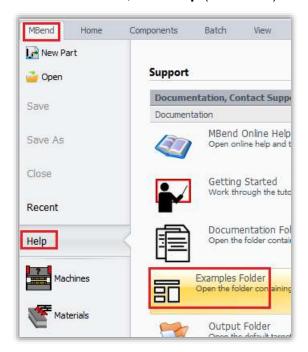
1.3 Opening a Part

- You can open two types of files in MBend:
 - Files that were created in MBend with the MBCAM extension. These files contain the part geometry and may also include simulation information for tools, bend sequences, etc.
 - Files that were created in a drafting program such as SolidWorks, Solid Edge, and Inventor.
 MBend supports IGES, STEP, and other file types.

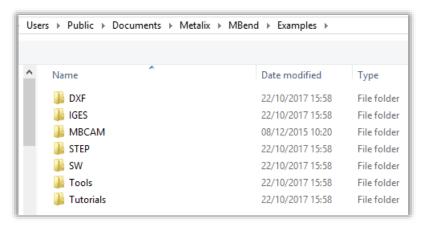
To become acquainted with the layout of MBend, you will open an MBCAM file.

To open it:

1. In the MBend tab, click Help (on the left) and click Examples Folder:

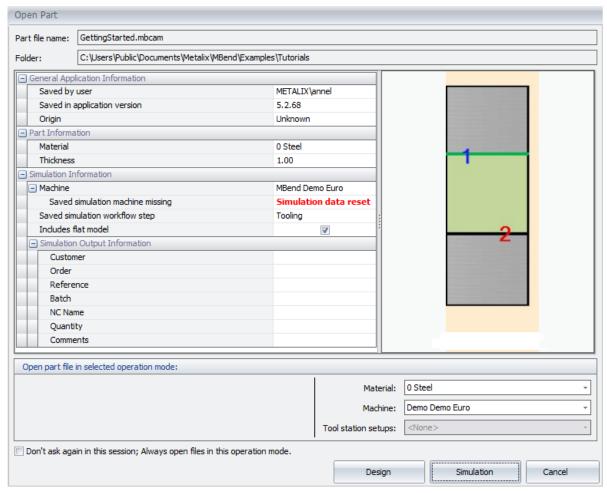


The browser opens to the Metalix\MBend\Examples folder:



2. Double click the Tutorials folder.

3. Drag the **GettingStarted.mbcam** file into **MBend**. After a few seconds, the **Open Part** dialog box opens:



TIP: Because this is an MBCAM file, you can see a preview of the part and information about the part and simulation.

1.4 Opening Simulation Mode

Open in **Simulation** mode by clicking the **Simulation** button on the bottom of the dialog box. After a few seconds, you will see the main simulation screen.

In the **Simulation** mode you can

- Choose tools automatically or manually
- Set the bending sequence automatically or manually
- Position the fingers
- Run a simulation
- Create output (reports or NC), depending on your machine

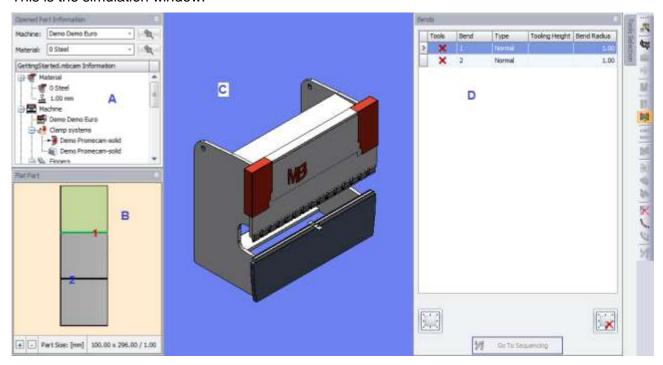
These actions are explained in the following exercises.

If you need help from **MBend** technical support, you may need to create a problem report that encapsulates your current work environment.

1.5 Examining the Screen Layout

The simulation view centralizes the main function of **MBend**. It allows you to choose the tools and the order of the bends, and check for collisions.

This is the simulation window:



- A Part Information panel All the information about the part and the machine.
- **B Flat Part** panel A view of the flattened part and the bend numbers. The active bend is colored green.
- **C Part Display** area Visualization of the machine tools and the bending simulation.
- **D Tooling/Hits Sequencing/Simulation/Report and NC Generation** button Changes according to the workflow stage that is currently active (in this case, the Tooling stage).
 - **TIP**: At the bottom of the screen is the path to the place on the computer where the current file is located. To open Windows Explorer at this folder, double click this path.

The simulation mode has these stages:

- 1. **Tooling** choose the tools for bending the part.
- 2. **Sequencing** set the order of the bends and set the machine fingers' location for each bend.
- 3. **Simulation** view the bending process and detect collisions.
- 4. Output generate reports and (optionally) NC code.

Note the stages in the ribbon (the **Workflow** group) at the top of the screen:



You can now close the file. Click the **MBend** tab => **Close**.

2 Adding a Machine

This exercise shows how to add a machine to the list of machines available for simulation. You will add one of the standard **MBend Demo** machines that are used for the other **MBend** exercises, and assign tools to it from the general tool library.

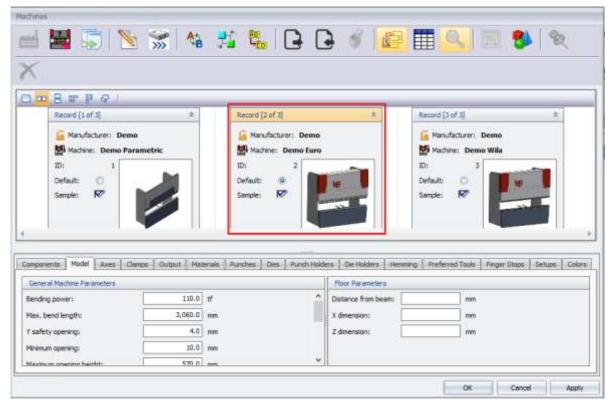
2.1 Installing a Machine

To add a machine:

1. Click the **Home** tab => **Configuration** group => **Machines** (or click the **Machines** icon in the Quick Access toolbar):



- 2. The **Machines** dialog box opens. If the machine you want is not listed, click **Add New**Machine and follow the wizard.
- 3. If the machine is listed, select it:



You now have the machine in your machine list and can choose it when opening a part.

Do not close the **Machines** dialog box.

2.2 Setting the Default Machine

The default machine is the one you will be offered when opening a part or creating a new one.

TIP: You can always switch machines after the part is open.)

To change the default, click the pin icon . (The pin icon is grayed out when you select the default machine.)

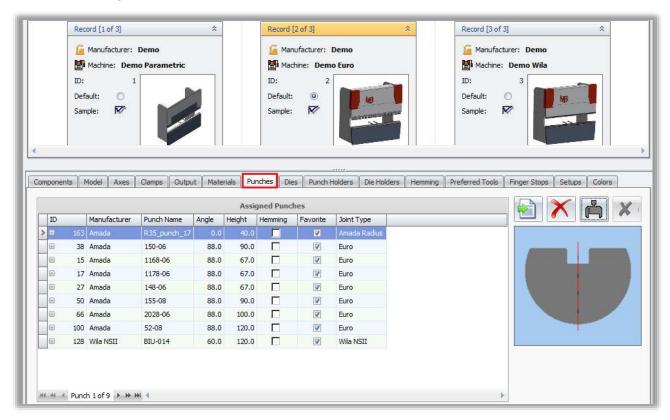
2.3 Assigning Tools

The tools library contains many tools. For each machine you should assign the actual tools that are available in the factory for this machine.

MBend standard machines come with pre-assigned tools, but you can change them as needed. When you configure a new machine, you have to assign all its tools.

2.3.1 Viewing Assigned Tools

To view the assigned tools, click the **Punches** tab:



2.3.2 Sorting Data

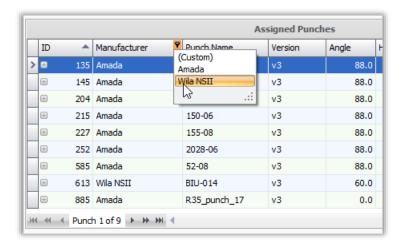
In **MBend**, you can sort the data such as lists of tools, by any column.

Click the **Punch Name** column header and **MBend** sorts the data in ascending order. Click it again and the order changes to descending.

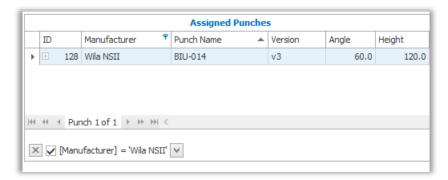
2.3.3 Filtering Data

In **MBend**, you can use filters to reduce the number of displayed items.

To show tools made only by a specific manufacturer, hover over the **Manufacturer** column header, click the filter icon , and select **Wila NSII**:



Now that you have applied a filter, you can see a filter icon $\overline{}$ in the column header and details at the bottom of the panel:



To restore the full list of assigned punches, click the remove filter icon \boxtimes .

2.3.4 Adding Punches

You can assign more punch tools to a machine in the **Punches** tab:

- 1. Still in the **Punches** tab, click **Assign Punches** (on the right).
- 2. The **Select Punch** dialog box opens and you can select punches to assign:



3. Filter the **Manufacturer** column so you only see **Wila NSII**. Select **Punch Name BIU-012** and click **OK**.

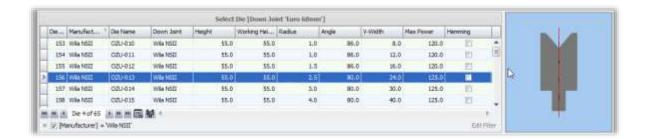
MBend adds this punch to the list of Assigned Punches.

2.3.5 Adding Dies

You can assign more die tools to a machine in the **Dies** tab:

In the Dies tab, click Assign Dies .
 The Select Die dialog box opens and you can select dies to assign.

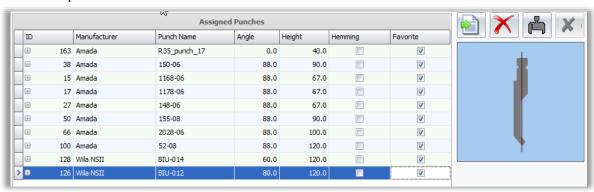
2. Add a die by filtering for Wila NSII as before, and adding OZU-013:



2.3.6 Removing Assigned Tools

Remove the newly assigned tools:

- 1. Start with the punch tool by clicking the **Punches** tab.
- 2. Select the punch:



- 3. Click Remove Punch Assignment X and confirm the deletion.
- Repeat for the newly assigned die tool (using Remove Die Assignment).
- 5. To close the **Machines** dialog box, click **OK**.
- 6. If you are prompted to run synchronization, click **Yes**:



3 Discovering Automatic Simulation

This exercise teaches the basic steps of developing a bend simulation from an STP file for the eventual purpose of creating NC or reports.

The machine used in the exercise is the **Demo: Demo Euro**, which is already installed.

TIP: To add a machine that is not installed in your computer and assign the appropriate tools, read the <u>MBend Add Machine Exercise</u>.

What you will learn in this exercise:

- Opening an STP file
- Selecting tools
- · Sequencing the bends automatically
- Splitting and merging tools
- Setting finger positions
- Generating a report

3.1 Opening an STP Part

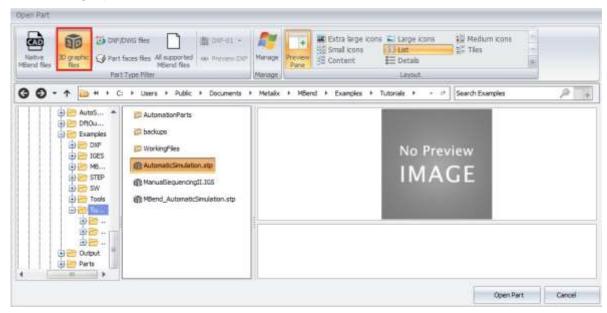
MBend creates files with the **MBCAM** extension. They include the part geometry and all the bending and simulation information.

MBend can also open files created in 3D CAD software. These files contain only geometry data. In this exercise you will import an **STP** (3D geometry) file.

1. In MBend, click the Home tab => File group => Open



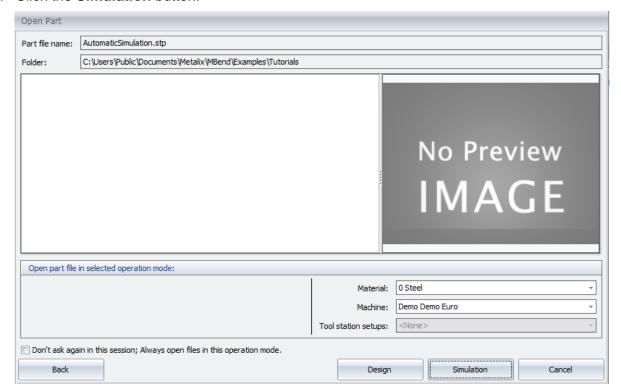
- 2. In the Open Part dialog box, browse to the Metalix\MBend\Examples\Tutorials folder.
- TIP: To find the exact location of this folder, click MBend => Help => Examples Folder => Tutorials.
- 3. Select **3D** graphic files on the ribbon:



4. Select the **AutomaticSimulation.stp** file and click the **Open Part** button.

No preview is visible because this is not yet an MBend file.

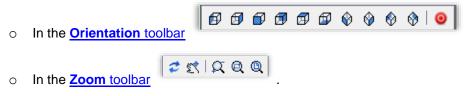
- 5. For Material choose Steel. The Machine should be Demo Demo Euro.
- 6. Click the Simulation button:



The part opens in **Simulation** mode:



TIP: To view the part from different angles, try out the icons:



You can also try rolling and clicking the mouse scroll wheel.

3.2 Saving the Part

You should save your work periodically. Click the **Home** tab => **File** group => **Save**This creates an MBCAM file with the same name as the source STP file.

TIP: To change the default file locations in MBend, click Options in the Quick Access Toolbar, make your changes in the Folders tab, and click OK.

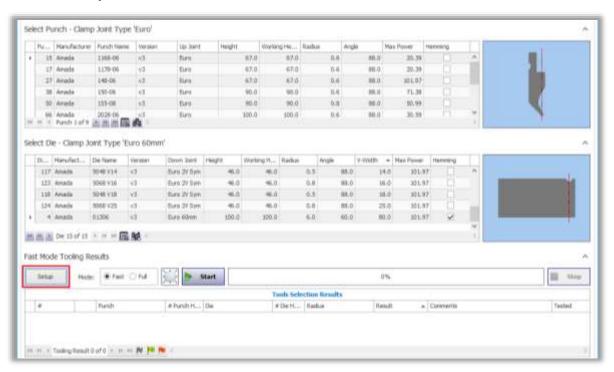
3.3 Starting the Simulation Steps

The simulation is the main function of **MBend**. It allows you to choose the tools and the order of the bending, and check for collisions.

3.3.1 Selecting Tools Automatically

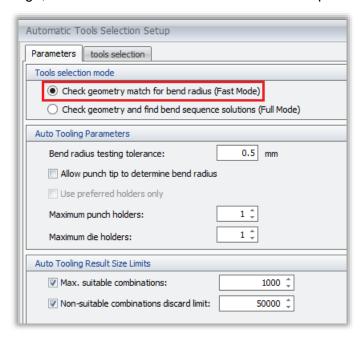
To choose the tools for bending the part:

- 1. Click the Simulation tab => Tools Selection group => Auto Tooling . The Automatic Tools Selection dialog box opens.
- 2. To ensure that you select tools from those assigned to this machine, on the ribbon, click **Assigned Tools**.
- TIP: You can set Assigned Tools as the tool group to use by default.
- 3. Click the **Setup** button:

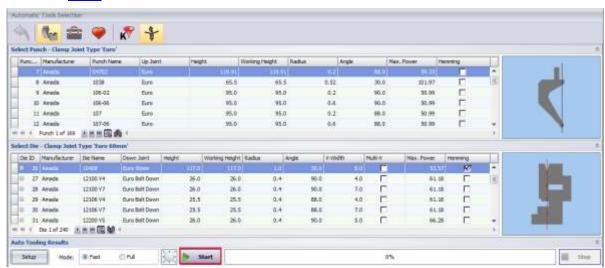


The Automatic Tools Selection Setup dialog box opens.

4. Choose <u>Fast Mode</u> as shown in the picture below. This means that during the tooling stage, **MBend** does not check for valid bend sequences. Click **OK**:



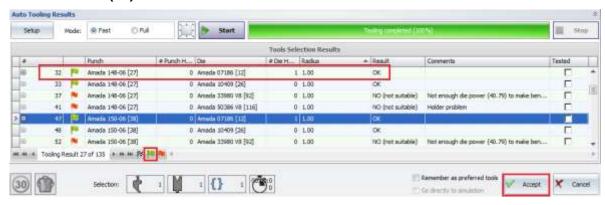
- TIP: There are two main options to choose between:
 - o Fast Mode MBend checks only the bend radii.
 - Full Mode MBend checks the sequences, checks for collisions according to your definitions, and builds the tool stations. This option takes longer.
- 5. To make sure the search looks for all possibilities, clear any prior searches by clicking **Select All**.
- TIP: It is a good idea to click Select All before all new searches.
- 6. Click the **Start** button:



The automatic tool selection starts. **MBend** tests punch-die combinations for the part's bends, and displays them in the bottom section of the screen.

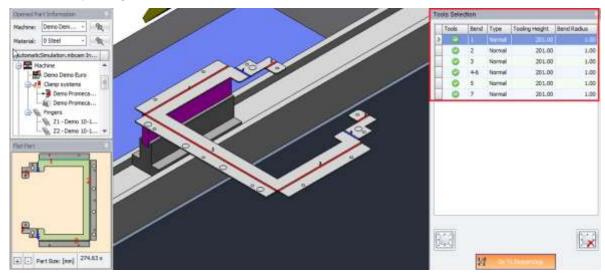
7. Show only suitable tool combinations by clicking the green flag at the bottom of the window.

8. In the **Tool Selection Results** panel, select the solution using **Amada 148-06 (27)** and **Amada 07186 (12)**:



9. Click the **Accept** button at the bottom of the screen.

In the **Tool Selection** panel (on the right of the screen) you can see that **MBend** has successfully assigned tools to all the bends in the part:



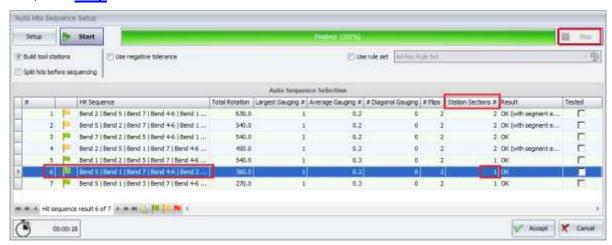
- 10. To see the tools for the bends, click each bend in the **Bends** list. Zoom in to the display.
- **NOTE**: At this stage the tools are theoretically divided into segments. **MBend** only shows the precise segment calculations at the simulation stage.

3.3.2 Determining the Bend Sequence Automatically

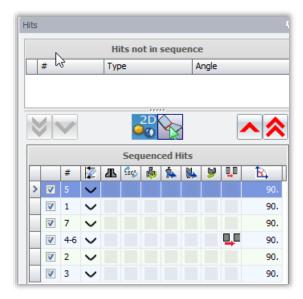
The next stage is to determine the bend order:

- Click the Go To Sequencing button at the bottom of the Tool Selection panel.
 MBend replaces the Tool Selection panel with the Hit Sequencing panel.
- 2. Because you used the **Auto Tooling Fast Mode**, **MBend** has not yet determined the sequence. Click the **Simulation** tab => **Hit Sequencing** group => **Auto Sequencing** 4.3.
- 3. The Auto Hits Sequence Setup dialog box opens. Make sure Use rule set is not selected.
- 4. Click **Start**. **MBend** searches for suitable sequences of hits.

5. Look for a result where the first bend is **Bend 5** and the second is **Bend 1**, and there is only one station section (examine the **Station Sections #** column). When you see a result like this, click **Stop**:



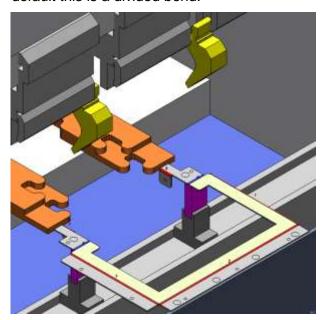
6. Click Accept. The Hit Sequencing panel may look like this:



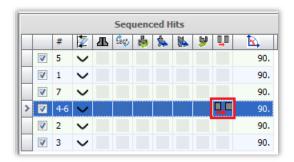
- 7. Click the first bend (in the **Sequenced Hits** list) and then the **Play current hit forward** button (at the bottom of the panel). In the simulation window you can view the bending process. To see clearly, zoom in.
- 8. Check all the bends in the same way.

3.3.3 Merging Tools

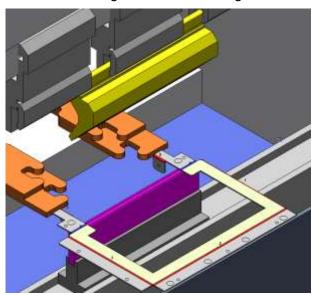
1. In the **Sequenced Hits** list, click **Bend 4-6**. You can see in the simulation window that by default this is a divided bend:



2. You can change the default and bend them with a unified station. For this bend, click the **Divide/Unify Tools** column under **Sequenced Hits**:



This is how it might look after uniting the divided tools:

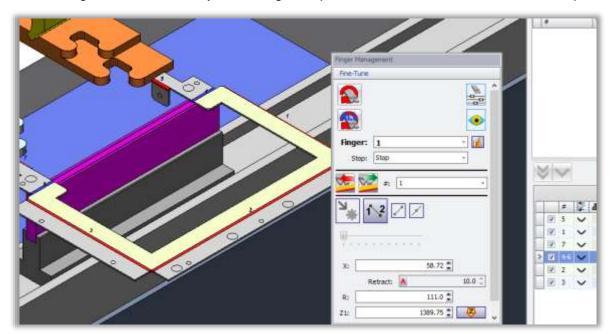


▼ TIP: You can change the setting for dividing collinear bends by clicking Tools on the Quick Access Toolbar. In the Tools Configuration dialog box => General tab, deselect Automatically divide collinear bend tool and click OK.

3.3.4 Setting Finger Positions

1. Click the Simulation tab => Finger Management group => Fine-Tune ==.

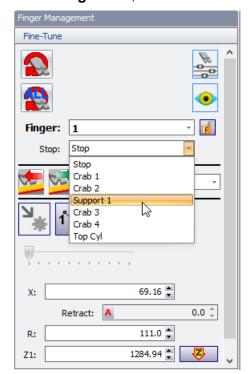




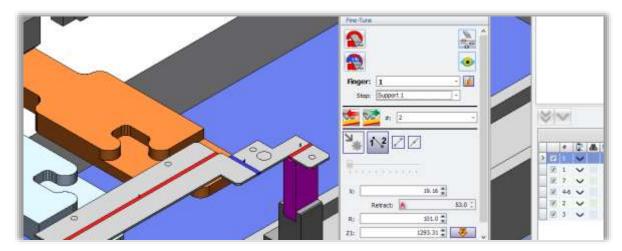
NOTE: You might see different values.

You can go through the bends, correcting the location of the machine fingers as required.

- 3. For example, **Bend 5** is more stable when holding the part against the **Support 1** finger stop. To change it, in the **Sequenced Hits** list, select **Bend 5**.
- 4. In the **Finger** field, select **1**. In the **Stop** field, click the down arrow:



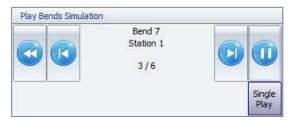
5. Choose **Support 1**. **MBend** places the fingers as shown:



3.3.5 Running the Simulation

Simulate the bending sequence:

- 1. Click the Go To Simulation button.
- 2. Using the **Play Bends Simulation** panel you can view the bending process and detect collisions:

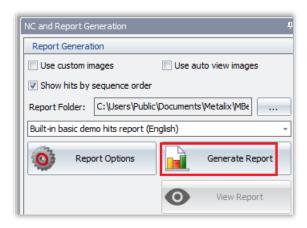


To see all the bends played from the current position through to the end, deselect the **Single Play** option (it should have a gray background) and then click the **Play current hit forward** button .

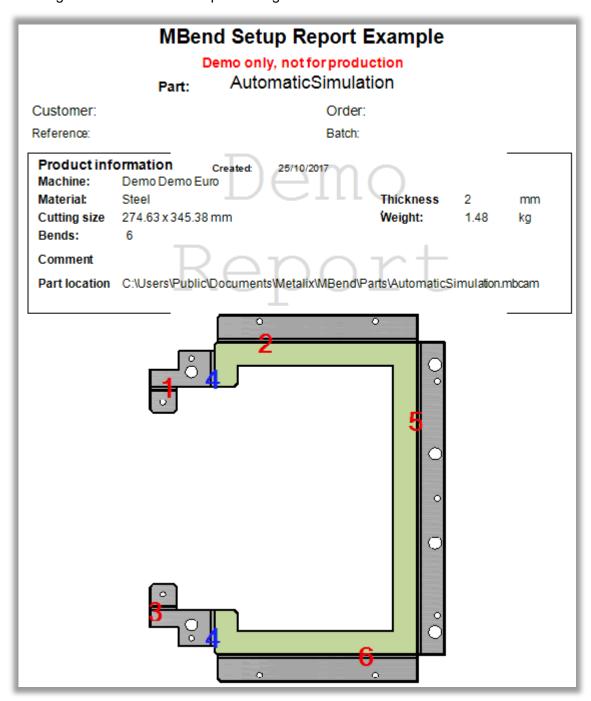
3.3.6 Generating Output

You are using a demo machine, so the only output you can generate is a report (and not the NC):

- 1. Click the Go To Output button. The NC and Report Generation panel opens.
- 2. Click Generate Report:



MBend generates the default report. It might look like this:



- TIP: You can export your report to Adobe PDF, Microsoft Word, or Excel.
- 3. Close the report screen, save your work, and close the part file.

4 Creating Part Profiles

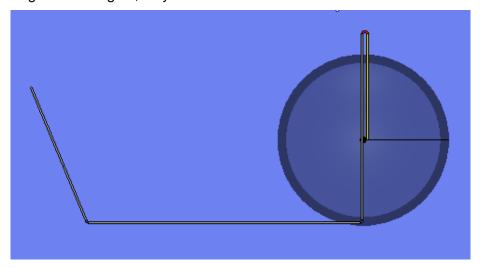
In this exercise you will sketch a part profile, refine its dimensions and angles, and save it in the profile library.

4.1 Sketching the Initial Design

- 1. Click the **Home** tab => **File** group => **New Part** . The **New Part Wizard** opens.
- 2. In the Start From section, select New profile.
- 3. In the **General Part Definition Parameters** section, select **Material Steel**, **Thickness 1**, and **Bend radius 1**.
- 4. In the Part Extrusion Parameters section, set the Part width to 500:



5. Click **Next**. In the blue area, sketch a design (consisting of four lines) similar to the picture below, starting from the left, by clicking with the mouse. Do not pay much attention to angles and lengths, as you can refine them later:

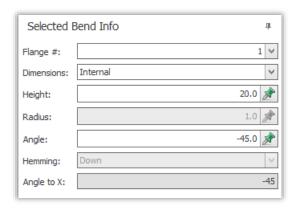


6. When you have a rough draft, click **Edit** ...

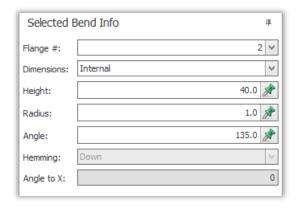
4.2 Refining the Design

Make minor changes to the design:

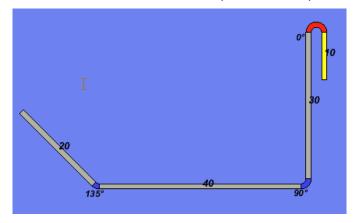
1. Click the first flange. Modify the bend information as shown:



2. Click the second flange and modify its details:



- 3. Modify the third flange details to height 30.0 and angle 90.
- 4. Modify the fourth flange details to height **10.0** and angle **0**. (This is a hemming bend.)
- 5. To display the measurements on the screen, click **Show Height** and **Show Angle** You can zoom in and out of the picture. Your profile should now look like this:



TIP: You can read full details on the use of the New Part Wizard.

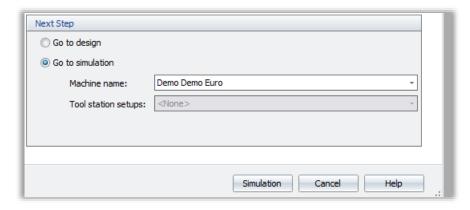
4.3 Saving the Profile

Your design is complete. Now save it for future use:

1. Click Next. In the Save Template section, in Template name, type Exercise4:

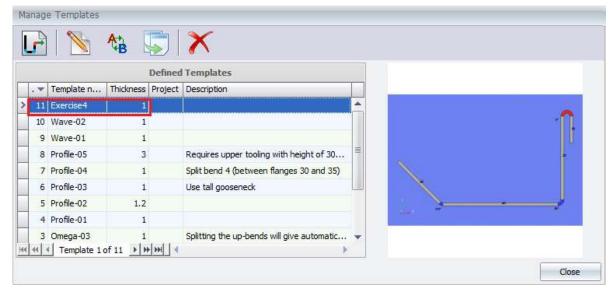


2. Click **Save**. In the **Next Step** section, make sure **Go to Simulation** is checked, and click **Simulation**:



MBend saves the **Exercise4** profile in the profile library and creates a part based on the profile.

- 3. Click the **Home** tab => **Configuration** group => **Templates**.
- 4. The **Manage Templates** dialog box opens. Click the **ID** column once or twice to sort the profiles in descending order. Highlight **Exercise4**. You can see a preview of the design on the right:



- 5. Click Close.
- **TIP**: You can edit the saved design if necessary. Refer to the <u>Profiles Library</u> section for more details.

5 Tooling Automatically

In the <u>previous exercise</u> you manually assigned tools for the bends. In this exercise, **MBend** suggests appropriate tools. You will then check that the tools do not cause collisions due to sequencing.

5.1 Using a Profile

If you are continuing from the previous exercise, you can reuse the profile as follows:

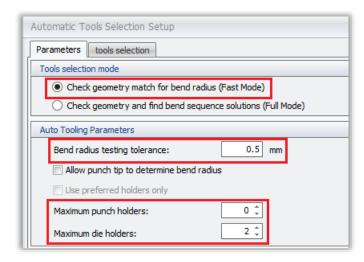
- If the exercise is open, in MBend reset the tooling by clicking the Simulation tab =>
 Actions group => Reset and confirming your choice.
- If the exercise is not open:
 - a. Click the **Home** tab => **File** group => **New Part** and select **Template**.
 - In the Part Extrusion Parameters section, type 400 as the Part width and click Next.
 - c. Select Exercise5, click Next twice, and click Simulation.

Alternatively, set up a profile as explained in the previous exercise.

5.2 Finding Appropriate Tools

To find tools:

- 1. In the **Tools Selection** panel, select **Bend 1**.
- 2. Click the Simulation tab => Tools Selection group => Auto Tooling . The Automatic Tools Selection dialog box opens.
- 3. If not already selected, click **Assigned Tools** on the ribbon.
- 4. Click the **Setup** button (halfway down on the left):
 - a. Select the first option for Fast Mode.
 - b. Set Bend radius testing tolerance to 0.5.
 - c. Set Maximum punch holders to 0 and Maximum die holders to 2.



- d. Click OK.
- 5. Allow **MBend** to search all the joint types by clicking **Select All**.

- NOTE: When you first enter the Automatic Tools Selection dialog box, you do not need to click Start All. It is usually only necessary if you are repeating the search without exiting the dialog box.
- 6. Click the Start button.
- 7. You want tools with a close or exact radius to the radius (1.00) you defined for the profile. In the **Auto Tooling Results** panel, select a tool with a green flag and a radius 1.00:



- 8. Click Accept.
- 9. Check the radius is appropriate: The **Bend Radius** column of the **Tools Selection** panel should show **1.00** for the first bend:



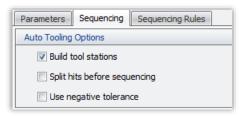
Save the file with the name BendSeq.

5.3 Using Full Mode to Find a Sequence

Verify that the tool selection has at least one valid sequence:

- 1. Click Auto Tooling (in the Simulation tab => Tools Selection group).
- 2. Click Setup.
- 3. In the **Automatic Tools Selection Setup** dialog box, in the **Tools selection mode** section, select **Full Mode** (the second option).

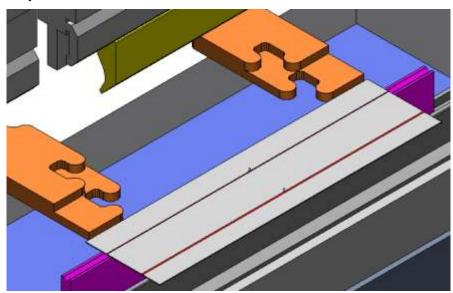
4. In the Sequencing tab, check **Build tool stations**. The other options should not be selected:



- 5. Click **OK** (or **Close**).
- 6. Click **Select All** and click **Start**.
- 7. Click the non-suitable combinations flag . You do not need to wait for **MBend** to calculate all the alternatives. When you see that there are a few unsuccessful combinations in the **Tool Selection Results** panel, click **Stop**.
- 8. Examine the error messages to understand why some of the combinations failed.
- 9. Click the successful flag . Note the sequence of the bends in the **Comments** column. For example:



- 10. Select a row displaying a sequence of **Bend 2 | Bend 1**.
- 11. Check **Go directly to simulation** (down the bottom) and click **Accept**. This is how the part may look:



12. Save the file.