



# MetaBEND

## POWERFUL BEND TOOLING & SEQUENCE SOFTWARE

MetaBEND is designed for offline bending operations and support's a very large range of machines that are in today's market. In addition MetaBEND fully supports the importing of external 3D software's such as SolidWORKS®, SolidEDGE® and Autodesk Inventor® along with it having its own internal 3D CAD to design parts. Once you have your geometry you can auto tool the part to create your simulation and NC Code. MetaBEND also includes a fully functional editor for any changes you may wish to make.



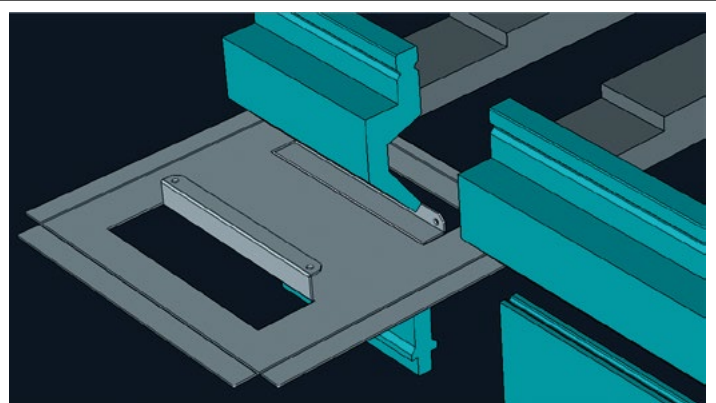
- Automatically program parts that take hours to program by the operator
- Full 3D Bend Simulation and Collision Checking
- Collision Checking for safer operation of the press brake
- Graphical reports provide the operator detailed, step by step setups
- Eliminate Scrap due to Trial and Error Programming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

### AUTO TOOLING

Select your press brake and the auto tooler will calculate the best bend sequence and assign the suitable tooling based on your tool library or the specialist tool collection you have setup in MetaBEND. The auto tooling will validate the material thickness, and radius along with checking for good back gauge assignment and any potential collisions that may occur during the bending process, it will also alert you to potential deformation (holes near the bend line).



TOOLING



## Metamation

Leading the Industry in Innovative CAD/CAM Software

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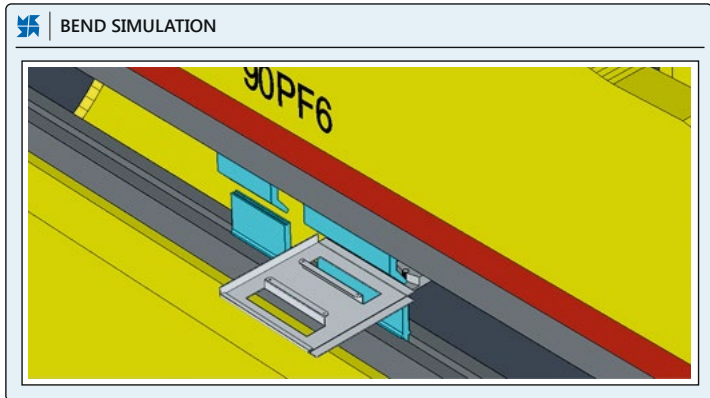
## CINCINNATI®

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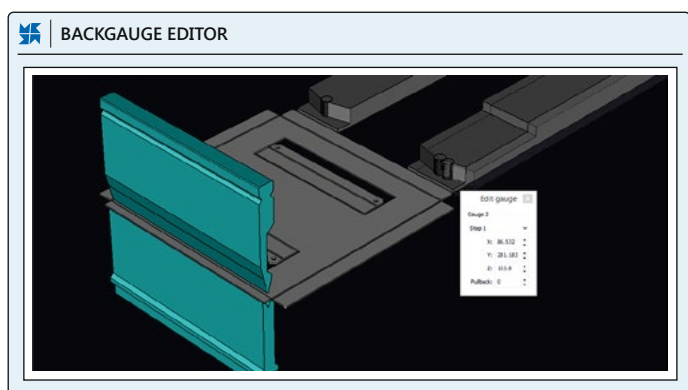
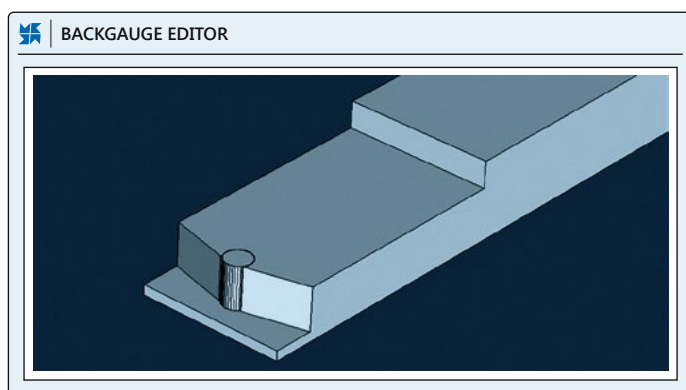
## COLLISION CHECK & SIMULATION

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 - display any such collisions found in the model. Collisions can be visually inspected, zoomed in, and corrected using the graphical interface.



## BACK GAUGE EDITING

Back gauges are fully interactive and visually displayed in 3D, you can easily move or adjust them and also select the gauge faces you would like to use whilst also having full control over retraction and height adjustments.



## TOOL LAYOUT & BEND REPORTS

Quickly produce easy to understand visual instructions for your brake operators. MetaBEND comes preloaded with standard reports that can also be customised by the user which have a wealth of information or bending graphics available.

