

TS Enterprise: List Price: \$995.00

Product Bundle:

- TS-Core
- Designer - Linear 2D
- Designer - Linear Dynamic
- Designer - Grapple
- Designer - Template Advanced
- Designer – XYZ
- Designer – LRA
- Plug-In – Import (STEP & IGES)
- Plug-In – Simulation
- Plug-In – Manufacture Checking

Target Audience

This is for the user that is looking for the complete software package that can handle any situation.

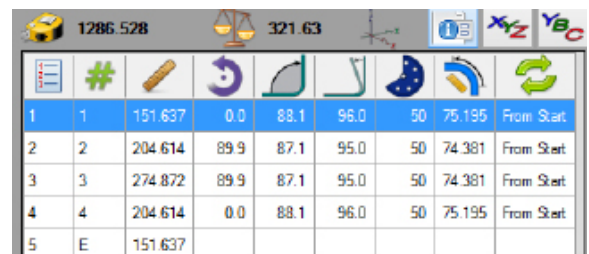
Brief Description

TS Enterprise is the combination of the TS Engineer and TS Fabricator software bundles. Take an XYZ or LRA print and convert it to YBC, LRA or XYZ data, or bring in CAD files via STEP (.stp) or IGES (.igs) and create the data needed for the benders. Several additional TS Designers are included to make simple or complex jobs easy to handle.

Component Details

TS-Core: This is the backbone of the TS features, libraries, settings, and calculations. In addition, TS- Core adapts the TS Designers and Plug-Ins for the product grouping. There are also open slots for additional TS Designers and Plug-Ins you may add in the future. The following are some of the highlights in the TS- Core:

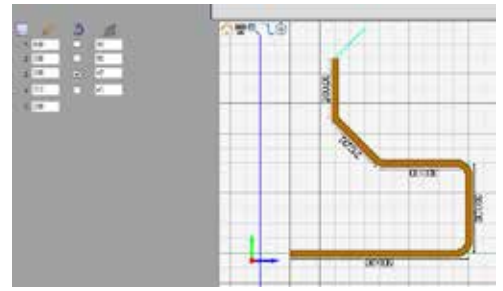
- Video Help functions throughout the product.
- Die Library including stretch calculation wizards.
- Material Library including round, square and rectangular stock.
- Manufacturing data; cut length, bend locations, bend angles, rotations between bends, straight tube lengths, bend lengths, and weight.
- Display LRA, YBC or XYZ results.
- Spring Back recording and calculations.
- Verify; double check your part design.



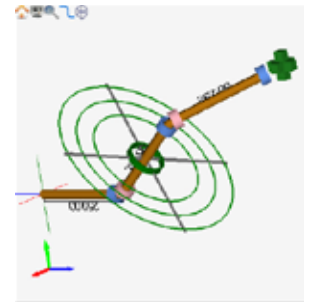
The screenshot shows the software interface with a table of bend data. The table has 5 rows and 8 columns. The first row is highlighted in blue. The table contains the following data:

	#	Length	Angle	Rotation	Bend Length	Weight	From Start	
1	1	151.637	0.0	88.1	96.0	50	75.195	From Start
2	2	204.614	89.9	87.1	95.0	50	74.381	From Start
3	3	274.872	89.9	87.1	95.0	50	74.381	From Start
4	4	204.614	0.0	88.1	96.0	50	75.195	From Start
5	E	151.637						

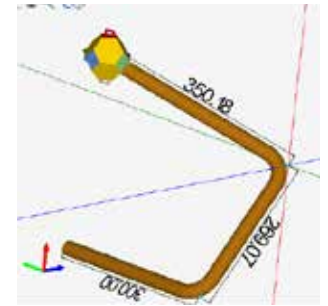
Designer – Linear 2D: This designer has the user click on a grid with their mouse to create a part. Tube and bend representation within the graphics is automatically handled from the die and material selected. After a part has been drawn out, length and angle adjustments can be made within the designer entry fields.



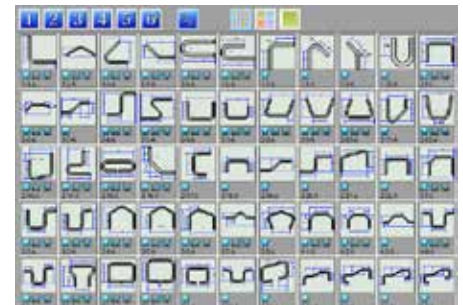
Designer – Linear Dynamic: This designer is a full 3D designer that uses the simplicity of 2D. The user can grab the end of the tube with the mouse cursor and pull it across the screen, lengthening and shortening a straight section of tube. By double clicking on the end of a straight section you can add a bend. Grab the bend and change the angle and rotate the material between bends with the rotation rings. This interface is very efficient if you know the angles and rotations of your finished part.



Designer – Grapple: This designer is a full 3D designer that can define the bend angles and rotations for you. The user grabs one of the grapple handles representing the six different directions and can give it a pull or push. As the grapple moves across the screen the tube will follow it in the same direction. Grab a different handle on the grapple and the tube will begin moving in that direction, giving it a 3D rise and run feel simulating the movement of a knight on a chess board. As this happens the software will adjust the angle and the rotation as needed.



Designer - Template Advanced: The Template Advanced group includes dozens of predefined shapes of the most commonly bent tubes. The user simply enters the dimensional values into the templates fields and the part is created. Many of the templates include outside and inside line of material for sizing along with the standard center line.

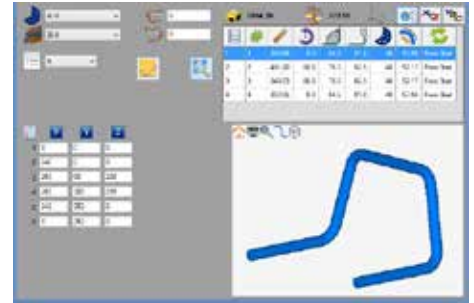


Plug-in - Simulation: This Plug-in will show how your material will bend and rotate as it moves through the die. A user simply defines the bending type; clockwise, counter clockwise, rotary draw, rotary compression or center compression. You can zoom, rotate, and pan the screen as the action takes place. Simulation can be very helpful, especially with rotation descriptions and getting a general idea of what is happening during the bending process.



Plug-in - Manufacture Checking: Setup minimum length distance in your die description for the first straight length, the distance between bends, and the last or holding straight leg length. This is not collision checking but does offer a quick check to make sure the part has enough material between bends to be successful.

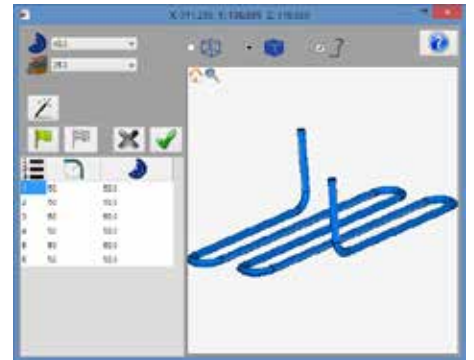
Designer – XYZ: This 3D designer is powerful and extremely easy to use. The user keys in the data points in 3D XYZ space representing the ends and the apex locations of the tube. When you tab down to the next line the values from the previous data point are automatically filled in, allowing the user to only change the fields that are needed.



Designer – LRA: The LRA designer has an input for length, rotation, angle and radius. Select a die for each bend and the software will automatically adjust for the difference in radius, if it exists, and create the proper XYZ, LRA, or YBC values.



Plug-in – Import (STEP & IGES): The solids modeling CAD industry uses STEP or IGES file formats as a way to transfer data between different platforms. The Import Plug-in will automatically track the part allowing you to set your material and dies along the way. The CAD data can then be sent to any of the 3D designers in TS.



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