

Moldex3D

Moldex3D R11: Arc Object Creation

Moldex3D_TIPs_20120203

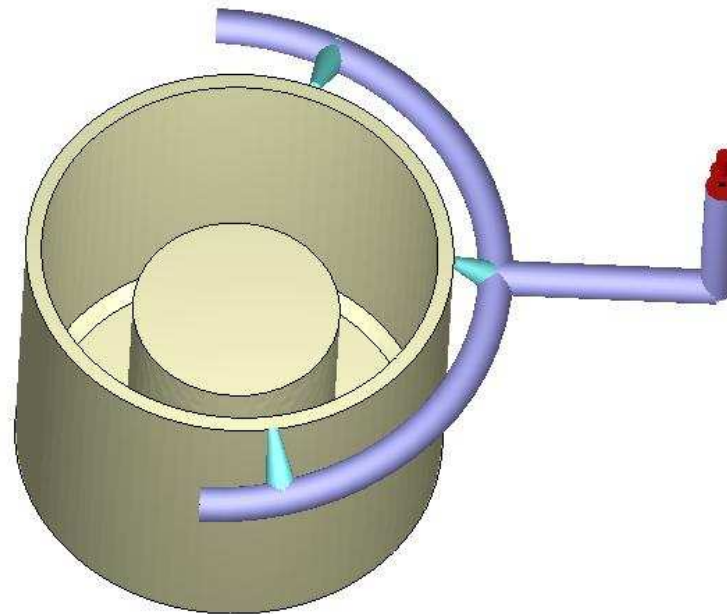
3rd Feb. 2012

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- **Arc Object Creation** is a new function of eDesign R11. It is a user-friendly tool that provides multiple approaches to draw arc curves. Users can then set the attribute as runner or cooling channel directly in Designer.

Perspective

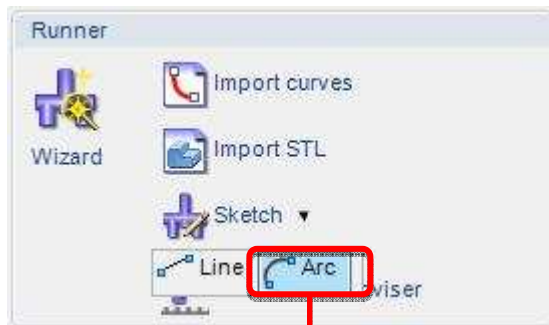
■ Cavity
■ Cold runner
■ Cold runner gate



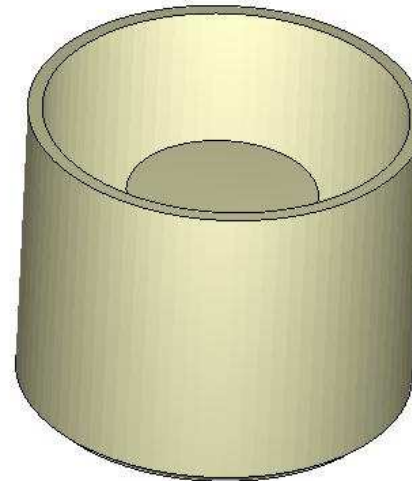
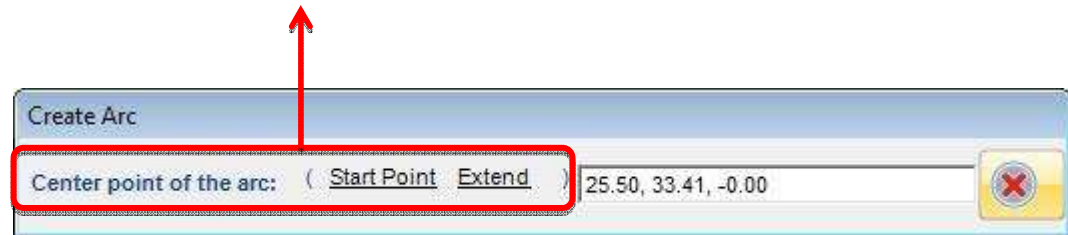
Arc Object Creation: Runner

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- Step 1: Import the cavity where you'd like to create an arc object around it.
- Step 2: Draw an arc using the button below.
 - Note: Different approaches for arc creation are available, users can choose the way they like on the "Create Arc" pop-up bar.



Arc Creation



Cavity

Arc Object Creation: Runner

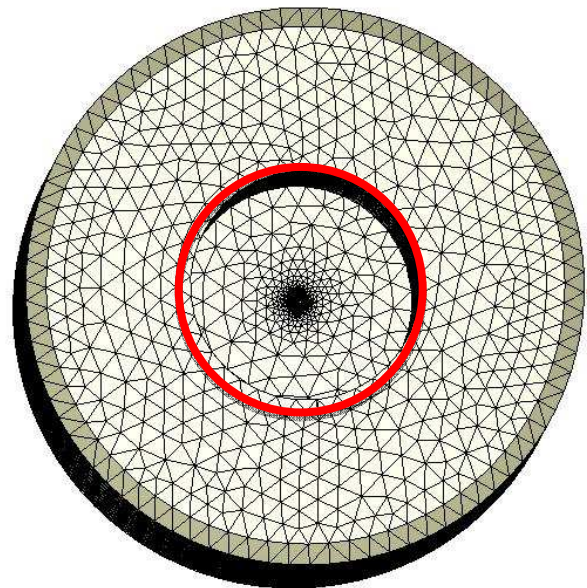
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- **Step 3: In the case of “Center Point of the arc”, first specify the center point, which in this case, center of the cavity.**
 - **Note: Make use of the “Show Mesh Lines” for accurate location**

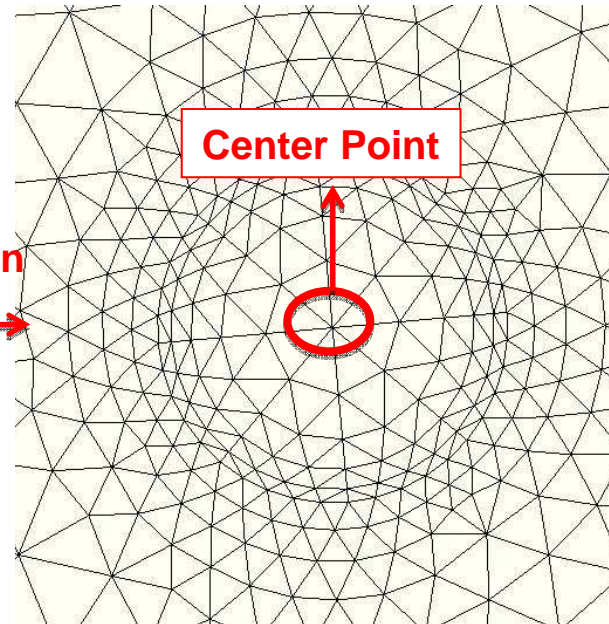


Perspective

Cavity



Zoom in



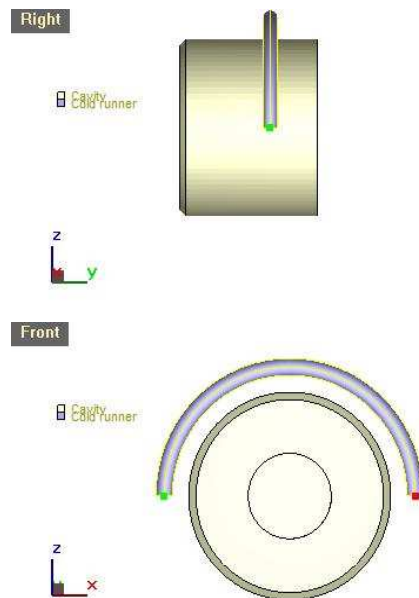
Arc Object Creation: Runner

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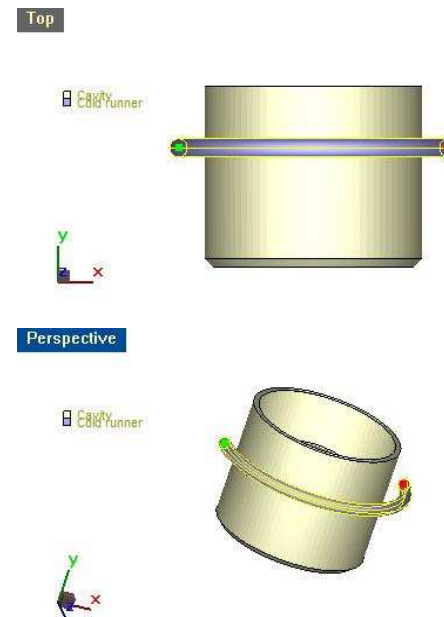
- Step 4: Specify the start point (or radius) and the end point of the arc (or angle).
- Note: Make use of the “Four Panes” view to better control the location of the arc.



Four Panes View



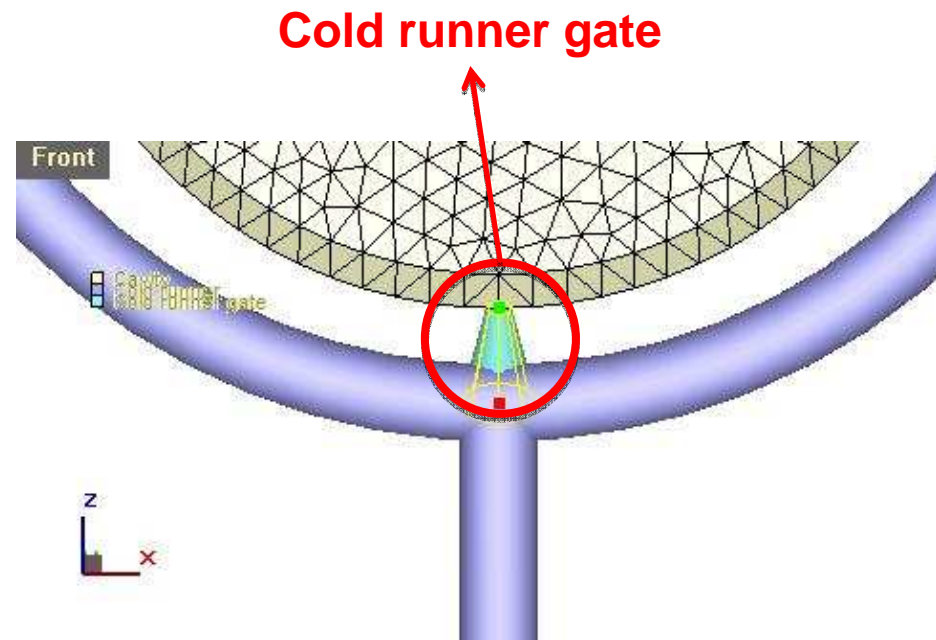
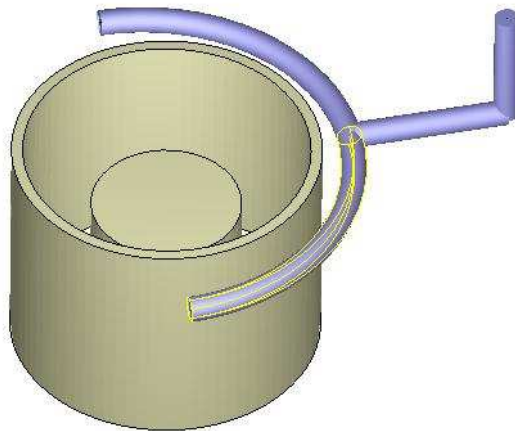
Four Panes



Arc Object Creation: Runner

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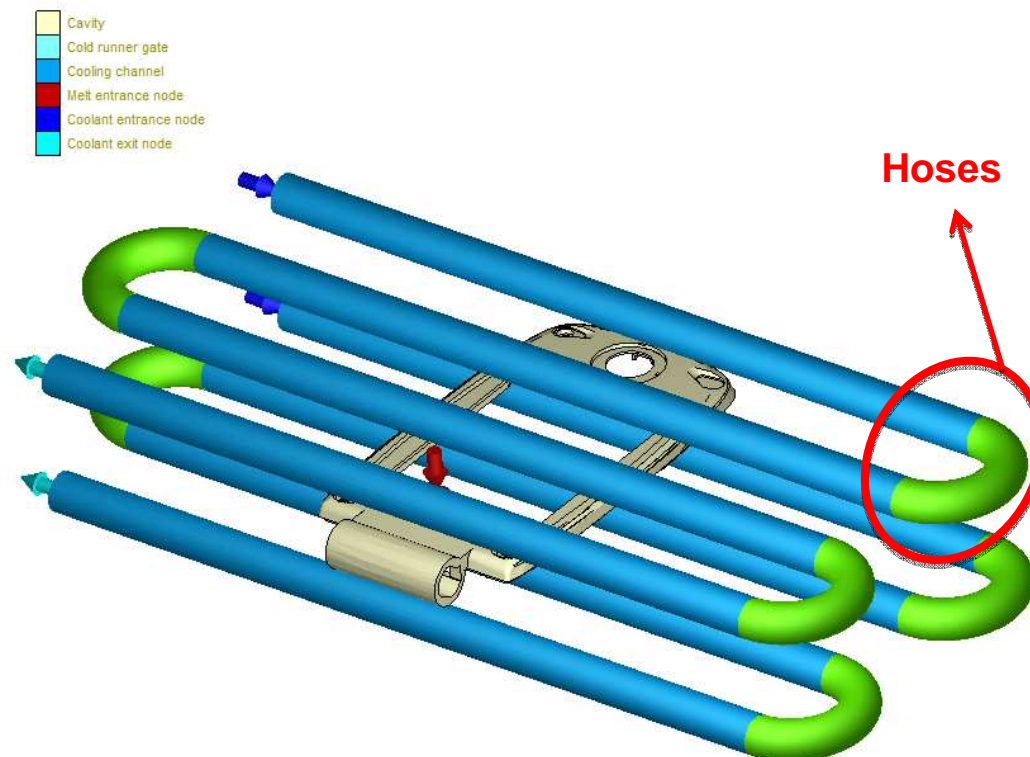
- **Step 5: Move the arc to the desired position and draw the rest of the runner part using the “line” option. Attributes can be set accordingly.**



Arc Object Creation

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- **Note:** Cooling channel and cooling channel hoses can be created using the “Arc Object Creation” tool in the same way.
- **Note:** Baffle and Bubbler can only be applied to linear curve objects.



Thank you for your attention!