



Latest version of Kolli bending simulation software

One of the major concerns in pipeline construction is to create tubes that meet the specific requirements for their purpose, but that can be fabricated with the available machinery. This is where a reliable and accurate bending simulation is required, so tube bending can be correctly verified on a specific machine.

Kolli bending simulation software, from 3R software, is now available in its seventh generation. Kolli 7 is a powerful tool that is already used with great success by most German shipyards and many suppliers in the automotive and plant construction industry. It is the result of more than thirty

years of experience, and has quickly established itself as a benchmark for bending software.

Like its predecessor Kolli 5, Kolli 7 is compatible with most current design and construction software, such as Tribon, Medusa, UniGraphics, AutoCAD and Inventor, or can be used as part of the 3R software framework. Interfaces to other programs can be implemented if necessary.

Bending values can be imported from the design software, or entered directly, either as Cartesian coordinates or as traction, rotation and angle values. An isometric display of the tube allows for quick visual confirmation of the design, so that input errors can be immediately spotted and corrected.

If a design is not bendable, the program will automatically look for possible solutions, such as extension and retraction, alternate rotation, or reverse order of bending.

What sets Kolli 7 apart from other programs is its versatility. It comes bundled with material, machine, and tool editors. These allow clients to create 3D versions of their own machines and tools, taking any special feature into consideration.

The machine editor creates a model of the machine based on measurements taken on site. This means that a machine that has been modified can still be used, since each model for the program is based on the actual machine, rather than on general manufacturer specifications. The model can be accurate to the millimeter, and even minute details can be included if desired.

The wide variety of potential tools, often differing only by millimeters, make it impossible to create an exhaustive list to choose from, even if multilevel and specialized tools are not taken into consideration. Therefore the Kolli 7 tool editor allows users to create models of only those tools that are actually used.

Dimensions for the tool components can be edited and modified at any time, and are visually displayed immediately. Multilevel and specialized tools can be created in minutes, both for left and right bending machines.

This easy and comfortable system also makes it possible to create hypothetical tools, and to test the feasibility of particular designs.

Finally, the material editor can be used to modify calculated bending values, taking


the specific bending traits (springback, overbending) of the material into consideration. This means even greater accuracy.

Kolli 7 is a program that will meet all user requirements, because it can be optimized for a specific system. It uses machines and tools to test designs, ensuring the greatest possible accuracy.

It enables testing of possible modifications before they are made, and implements actual modifications after they are made.

In combination with other 3R software, such as the design program Roni-CAD or the production control Ramp, an entire production process can be streamlined.

This gives ensure total awareness and information control for every step of fabrication, from the planning and design stage all the way to quality control.

 Kolli 7: the latest version of advanced bending simulation software



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