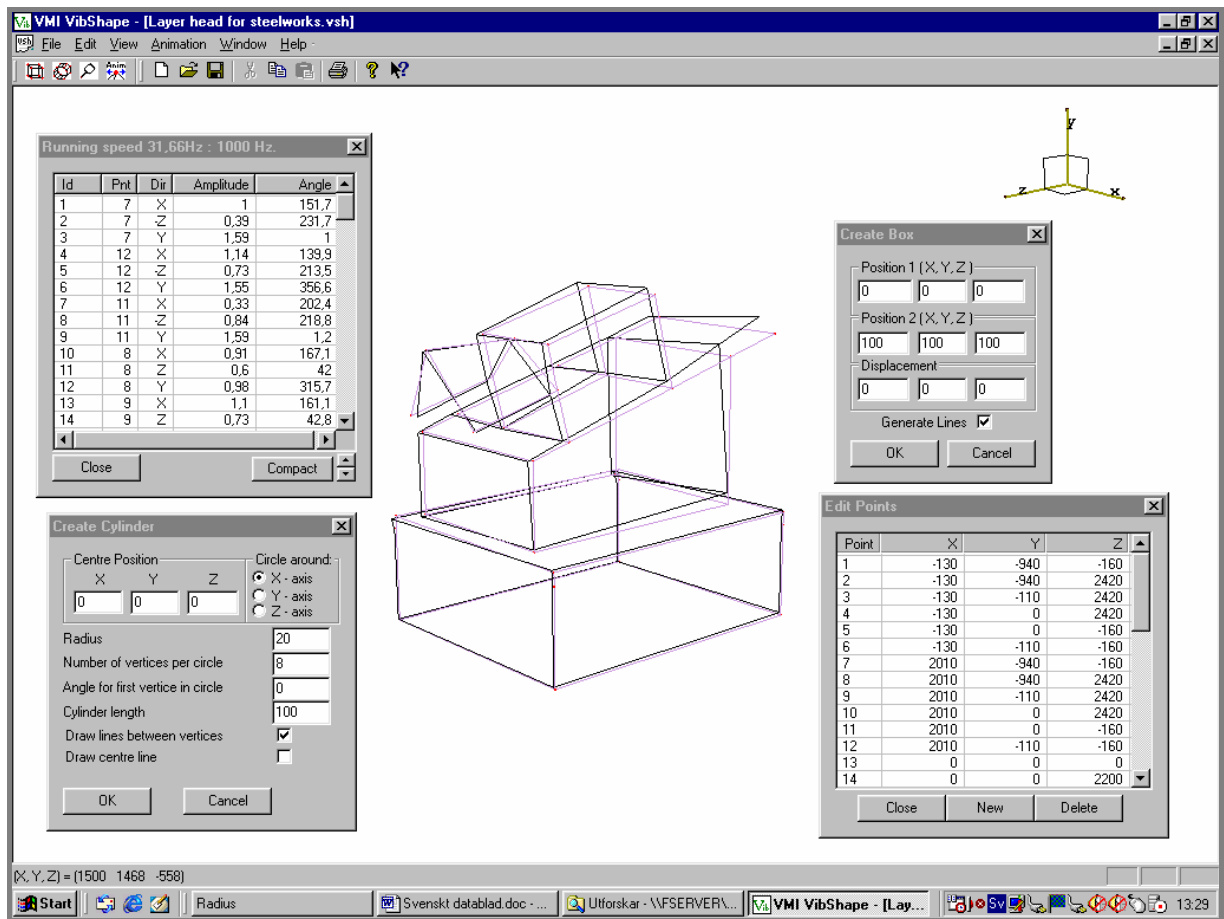


Vibshape

Animation program for machine vibrations

With the animation program Vibshape you will "understand" how a machine vibrates and what measures should be taken.

- Vibshape has functions for drawing of cubes, boxes and cylinders
- Vibshape shows all the pictures in radial projection
- Vibshape can move, copy or delete junctions
- With the manual input the program is suitable for all instruments that can measure vibration and angle
- Measuring data can be entered while the model is vibrating "live"
- The zoom and view angle can easily be changed with the mouse
- It is easy to change the mode shape frequency at animation
- Automatic max and min deviation for print out or copying
- Vibshape has a very "friendly" price level



Machine animation has become easier and "price-friendlier"

Create Box

Position 1 (X,Y,Z)

Position 2 (X,Y,Z)

Displacement

Generate Lines

OK Cancel

Enter the coordinates for the diagonal corners of a box and the program draws the whole box.

Create Cylinder

Centre Position
 X Y Z

Circle around:
 X - axis
 Y - axis
 Z - axis

Radius

Number of vertices per circle

Angle for first vertex in circle

Cylinder length

Draw lines between vertices

Draw centre line

OK Cancel

Enter the diameter and length and the program draws a cylinder

Edit Points

Point	X	Y	Z
1	-130	-940	-160
2	-130	-940	2420
3	-130	-110	2420
4	-130	0	2420
5	-130	0	-160
6	-130	-110	-160
7	2010	-940	-160
8	2010	-940	2420
9	2010	-110	2420
10	2010	0	2420
11	2010	0	-160
12	2010	-110	-160
13	0	0	0
14	0	0	2200

Close New Delete

The program has also a manual input of physical coordinates.

Running speed 31,66Hz : 1000 Hz.

Id	Pnt	Dir	Amplitude	Angle
1	7	X	1	151,7
2	7	Z	0,39	231,7
3	7	Y	1,59	1
4	12	X	1,14	139,9
5	12	Z	0,73	213,5
6	12	Y	1,55	356,6
7	11	X	0,33	202,4
8	11	Z	0,84	218,8
9	11	Y	1,59	1,2
10	8	X	0,91	167,1
11	8	Z	0,6	42
12	8	Y	0,98	315,7
13	9	X	1,1	161,1
14	9	Z	0,73	42,8

Close Compact

The program has manual input of measured values, which makes it suitable for all instruments that can measure vibration and angle.

Set Local Origin

Absolute Coords (X,Y,Z):

OK Cancel

The origin of the coordinates can be moved around which makes it easy to add new parts.

Vibshape works under:
 Windows 95, 98, NT4.0, ME, 2000 and XP

Hardware requirements:
 Minimum Pentium 200 MHz



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