>> NX

How to Create a Three Face Blend in NX5

The ***Three Face Blend*** is still available in NX5, but the user interface is different than in prior versions.

The steps to create a three face blend are as follows:

1. Select ***Insert => Detail Features => Face Blend***.

2. Set the ***Type*** to ***Swept Section***.

3. Select the faces for ***Face Chain 1*** and ***Face Chain 2***.

4. Keep the ***Blend Cross Section - Shape*** as ***Circular***.

5. Set the ***Radius Method*** to ***Law controlled***.

6. Expand the ***Constraining and Limiting Geometry*** section.

7. Inside this group you will see ***Select Middle Tangent Object*** selection step. This is where you need to specify the third face.

8. Select an object for the spine and choose ***OK.***

Note: The spine could be the edge between 1st face and 3rd face or 2nd face and 3rd face.
Also, in order to use a 3 face blend successfully, **the 1st face and 2nd face must not be parallel to each other.**

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Hanh Calkins

How to Enter an Angular Dimension Value in Degrees, Minutes and Seconds in a Sketch

When creating an angular dimension in a sketch where you know the value in the format of degrees, minutes and seconds, you can enter that value on the dialog as: ***degree+minute(value)+sec(value)***

For example, for a *25 degree 30 minute 15 second* angle the syntax would be: **25+minute(30)+sec(15)**

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