

Chapter 19**CATAMARAN****A. OPEN B FILE.**

Step 1. When you start a new drawing away start with the B file. If you started this drawing with the B file go directly to Steps B. If your did not start with the B file complete these Steps: Click **Open** from the File Menu. Click **No** to save current part. Key in **a:b** for the filename and press ENTER.

B. CREATE A RECTANGLE.

Step 1. ESC to Main Menu.

Step 2. F1 CREATE.

Step 3. F1 LINE.

Step 4. F7 RECTANGLE.

Step 5. F2 WIDTH/HEIGHT.

Step 6. Key in **9** for width and press ENTER.

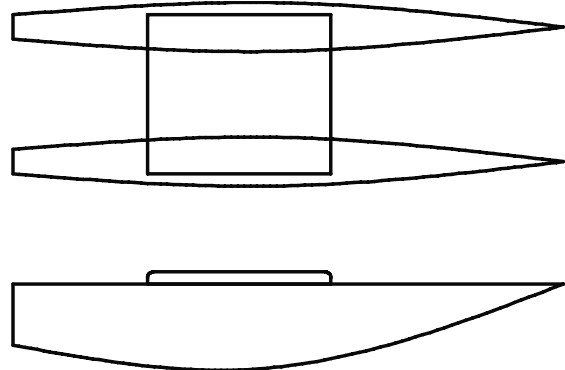
Step 7. Key in **3** for height and press ENTER.

Step 8. F9 KEY IN.

Step 9. Key in:
Zero (0) for coordinate X and press ENTER.
0 for Y and press ENTER.
0 for Z and press ENTER.

Step 10. ESC to Main Menu.

Step 11. Use **ALT-A** to center the rectangle on the screen. Hold down ALT and press A.

**C. SAVE TO DISK.**

Step 1. Click **Save As** from the File Menu.

Step 2. Key in **a:cat** for the filename and press ENTER.

Step 3. Press ESC for Part Description.

D. DRAW TOP VIEW HULL SPLINE.

Step 1. Reduce the drawing down to see the grid, use **ALT-S**. Key in **1.3** and press **ENTER** two times.

Step 2. **ESC** to Main Menu.

Step 3. **F1** CREATE.

Step 4. **F9** SPLINE.

Step 5. **F2** 3D CUBI.

Step 6. **F1** CURSOR. Move cursor to coordinates **(0, 2.8)** and click for Point 1, **Fig. 1**.

Step 7. Move cursor to coordinates **(4.2, 3)** and click for Point 2, **Fig. 1**.

Step 8. Move cursor to coordinates **(9, 2.6)** and click for Point 3, **Fig. 1**.

Step 9. Press **ENTER** three times.

Step 10. Move cursor to coordinates **(0, 2.4)** and click for Point 1, **Fig. 2**.

Step 11. Move cursor to coordinates **(4.2, 2.2)** and click for Point 2, **Fig. 2**.

Step 12. Move cursor to coordinates **(9, 2.6)** and click for Point 3, **Fig. 2**.

Step 13. Press **ENTER** three times.

Step 14. Save the drawing. Use **CTRL-S**. Hold down **CTRL** and press **S**.

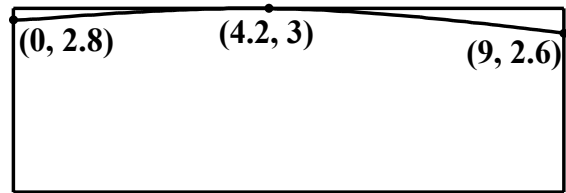


FIG. 1

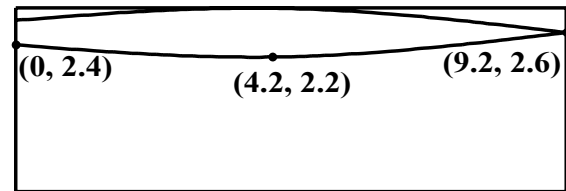


FIG. 2

E. MIRROR STARBOARD HULL.

Step 1. **ESC** to Main Menu.

Step 2. **F4** X-FORM.

Step 3. **F5** MIRROR.

Step 4. **F2** COPY.

Step 5. **F1** SINGLE.

Step 6. Select the hull splines, Line 1 and Line 2, **Fig. 3**, with a click and press ENTER.

Step 7. F1 1 POINT HORIZONTAL.

Step 8. F4 CENTER.

Step 9. To indicate position on the plane, click the stern line (back) Line 3, **Fig. 3**.

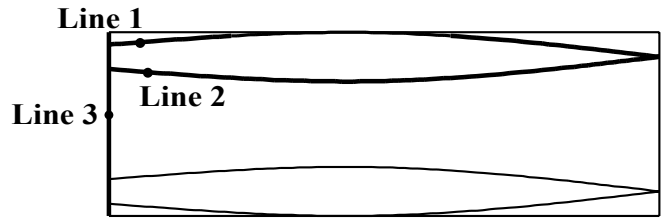


FIG. 3

Step 10. Use CTRL-R to clear temporary markers. Hold down CTRL and press R.

Step 11. Save the drawing. Use **CTRL-S**. Hold down CTRL and press S.

F. CREATE A RECTANGLE.

Step 1. ESC to Main Menu.

Step 2. F1 CREATE.

Step 3. F1 LINE.

Step 4. F7 RECTANGLE.

Step 5. F2 WIDTH/HEIGHT.

Step 6. Key in **9** for width and press ENTER.

Step 7. Key in **1.4** for height and press ENTER.

Step 8. F9 KEY IN.

Step 9. Key in:
 0 for X and press ENTER.
 -3 for Y and press ENTER.
 0 for Z and press ENTER. **Fig. 4**

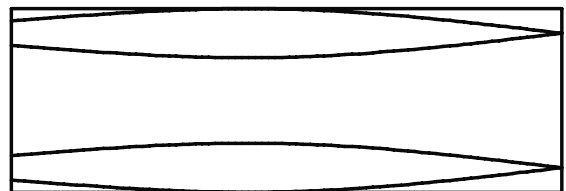


FIG. 4

Step 10. Use **ALT-A** to center the drawing on the screen. Hold down ALT and press A.

Step 11. ESC to Main Menu.

G. DRAW SIDE VIEW HULL SPLINE.

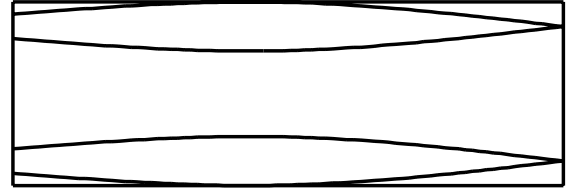
Step 1. ESC to Main Menu.

Step 2. Reduce the drawing down to see the grid, use ALT-S. Key in 1.3 and press ENTER two times.

Step 3. F1 CREATE.

Step 4. F9 SPLINE.

Step 5. F2 3D CUBI.



Step 6. Move cursor to coordinates (0, -2.6) and click for Point 1, Fig. 5.

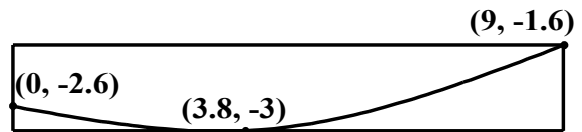


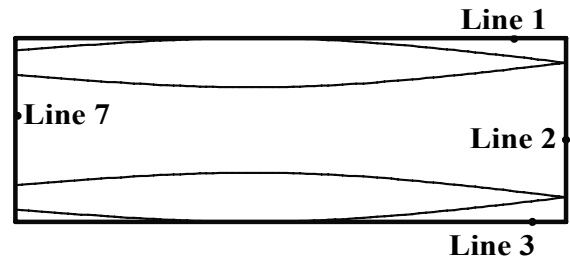
FIG. 5

Step 7. Move cursor to coordinates (3.8, -3) and click for Point 2, Fig. 5.

Step 8. Move cursor to coordinates (9, -1.6) and click for Point 3, Fig. 5.

Step 9. Press ENTER three times.

Step 10. Save the drawing. Use CTRL-S.



H. DRAW STERN LINES.

Step 1. ESC to Main Menu.

Step 2. Delete Lines 1 through 7, Fig. 6. Use CTRL-Q to delete the line. Hold down CTRL and press Q. Move the cursor over each line and select with a click. After all 7 lines are selected press ENTER.

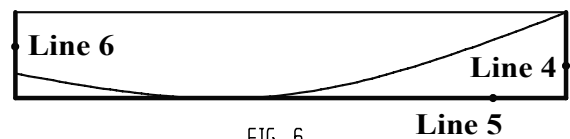


FIG. 6

Step 3. Use CTRL-R to redraw the lines. Hold down CTRL and press R.

Step 4. F1 CREATE.

Step 5. F1 LINE.

Step 6. F1 ENDPOINTS.

Step 7. Draw the stern lines in both views, Fig. 7.

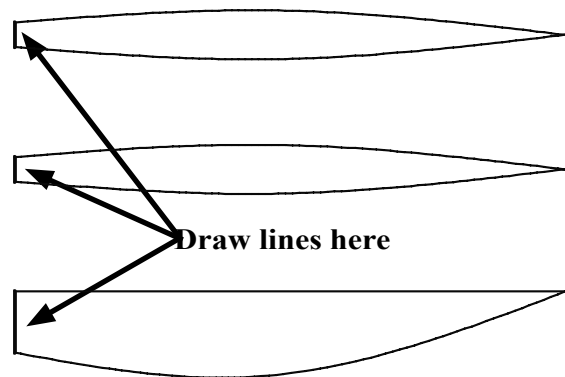


FIG. 7

I. CROSS MEMBER.

Step 1. Draw the cross member **red**. Change the color to red. Click the color swatch in the side Tool Bar. Click the red, number 2.

Step 2. ESC to Main Menu.

Step 3. F1 CREATE.

Step 4. F1 LINE.

Step 5. F7 RECTANGLE.

Step 6. F1 CORNERS.

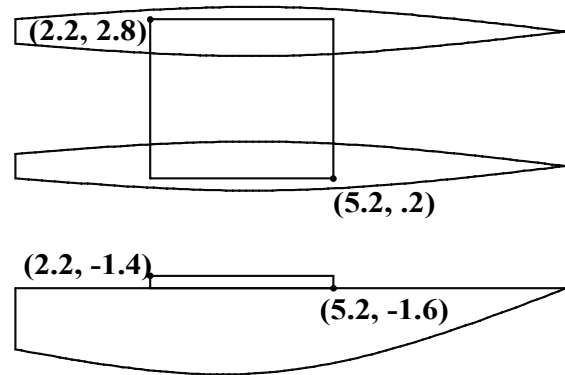


FIG. 8

Step 7. Draw the cross member in the Top View, **Fig. 8**. Start the rectangle with a click at coordinates **(2.2, 2.8)**. Move the cursor to stretch the rectangle to coordinates **(5.2, .2)** and click.

Step 8. Draw the cross member in the Side View, **Fig. 8**. Start the rectangle with a click at coordinates **(2.2, -1.4)**. Move the cursor to stretch the rectangle to coordinates **(5.2, -1.6)** and click.

Step 9. Save the drawing. Use **CTRL-S**.

J. FILLET ROUND SIDE VIEW CROSS MEMBER.

Step 1. ESC to Main Menu.

Step 2. Zoom in on the cross member in the Side View. Use **ALT-W**. Hold down ALT and press W. Move the cursor to just outside the top corner of the cross member and click to start the 1ST WINDOW CORNER, **Fig. 9**. Stretch the window to surround the cross member. Click to set 2ND WINDOW CORNER, **Fig. 9**.

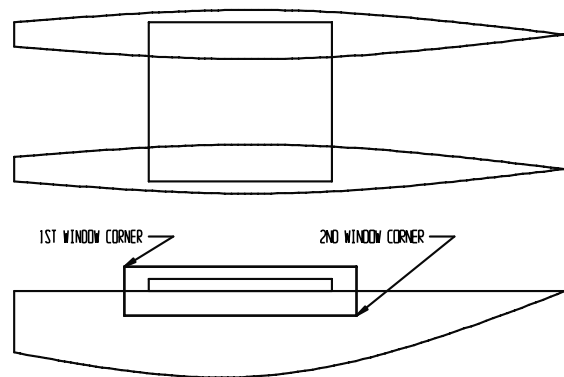


FIG. 9

Step 3. **Turn off the Snap**. Use **CTRL-G**. Hold down CTRL and press G.

Step 4. Click to **uncheck** Active in Snap Properties. Click OK.

Step 5. F1 CREATE.

Step 6. F6 FILLET.

Step 7. F1 ARC.

Step 8. F1 TRIM.

Step 9. Key in .1 from radius and press ENTER.

Step 10. Click Line 1, **Fig 10**, for 1st fillet entity. Click Line 2 for 2nd fillet entity.

Step 11. Click Line 2, **Fig 11**, for 1st fillet entity. Click Line 3 for 2nd fillet entity.

Step 12. Use **ALT-A** to center the rectangle on the screen. Hold down ALT and press A.

K. ADD YOUR NAME and PERIOD TO DRAWING.

Step 1. Use: **Detail, Note, Key-In** commands to add text. Save the drawing. Use **CTRL-S**.

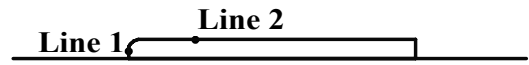


FIG. 10



FIG. 11