

Catamaran

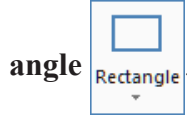
A. Create Rectangle.

Step 1. If necessary start a new Mastercam file, click New



on the Quick Access Toolbar QAT (Ctrl-N).

Step 2. On the Wireframe tab **WIREFRAME** click **Rect-**



angle

Step 3. In the Rectangle function panel:

under Dimensions, **Fig. 1**

Width 9

Height 3 and press ENTER

Press **O** key on keyboard to select AutoCursor Origin override

Click OK

Step 4. **Right click** the graphics window and click Fit (Alt-F1).

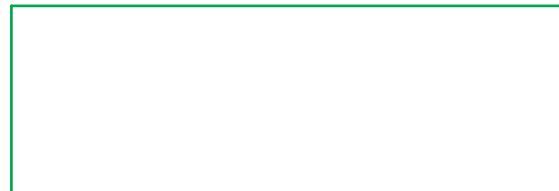


Fig. 2

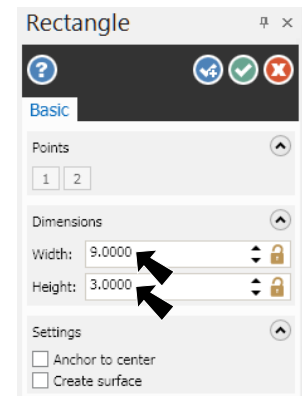


Fig. 1

B. Save As "CAT"

Step 1. Click **Save As** (Ctrl-Shift-S) on the Quick Access Toolbar QAT.

Step 2. Key-in CAT for the filename and press ENTER.

C. Set Grid and Snap .2.

Step 1. On the View tab **VIEW** click **Show Grid** and **Snap to**



Grid

Step 2. Click the **Dialog Box Launcher** (Alt-G), **Fig. 3.**

Step 3. In the Grid Settings dialog box:

under Spacing, **Fig. 4**

X and Y Spacing .2

Click OK

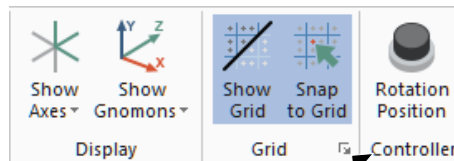


Fig. 3

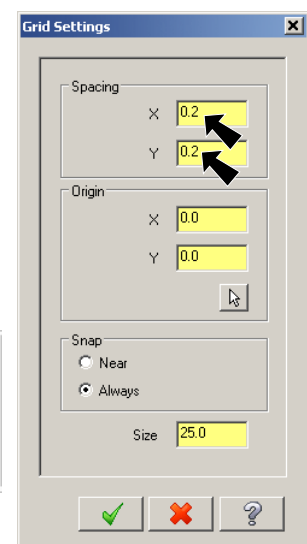
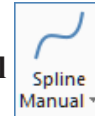


Fig. 4

D. Sketch Top View Spline.

Step 1. On the Wireframe tab **WIREFRAME** click **Spline Manual**



Step 2. In the Spline function panel:

Press **spacebar** to activate Fast Point 
Key-in coordinates in **Fig. 5**
Press ENTER after each coordinate

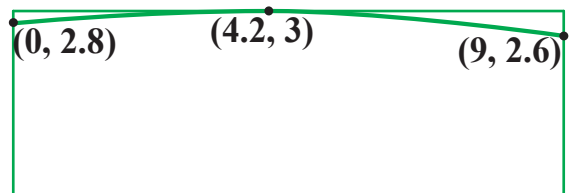


Fig. 5

Or use tracking in Status Bar to locate spline points

Click **OK and Create New Operation** 
Use Fast Point or Tracing to locate point of second spline **Fig. 6**

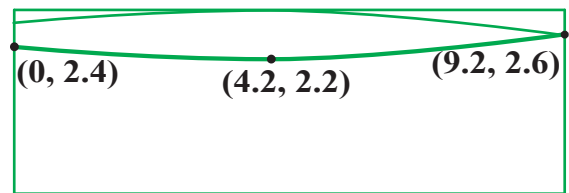


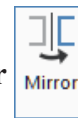
Fig. 6

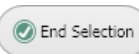
Click OK .

Step 3. Save  (Ctrl-S).

E. Mirror Starboard Hull.

Step 1. On the Transform tab **TRANSFORM** click **Mirror**



Step 2. Click **both splines** and click **End Selection**  (ENTER) **Fig. 7**.

Step 3. In Mirror dialog box:

Select **Copy** , **Fig. 8**

Click **2 Points** 

Click **midpoint** of both vertical lines of rectangle, **Fig. 7**

Click OK .

Step 4. **Right click** the graphics window and click **Clear Colors** .

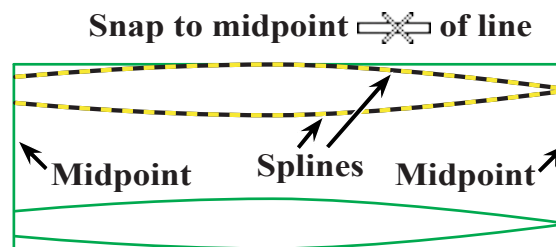


Fig. 7

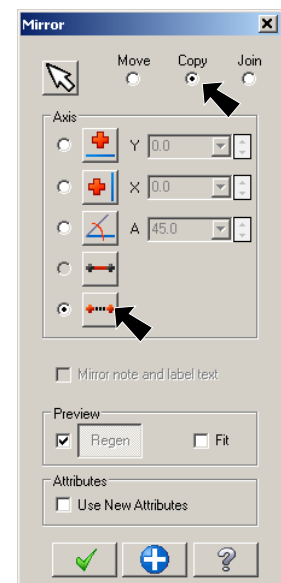
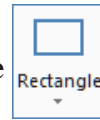


Fig. 8

F. Create Rectangle For Side View.

Step 1. Use the **Page Down** key 4 or 5 times to zoom out.

Step 2. On the Wireframe tab **WIREFRAME** click **Rectangle**



Step 3. In the Rectangle function panel:
under Dimensions, **Fig. 9**

Width 9

Height 1.4 and press ENTER

Press **spacebar** to activate Fast Point

Key-in 0, -3 and press ENTER twice

Click OK

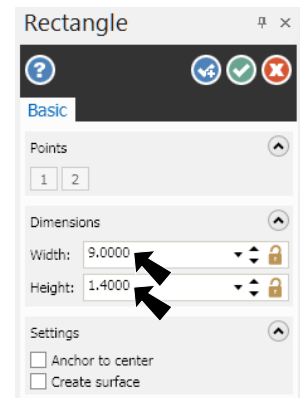


Fig. 9

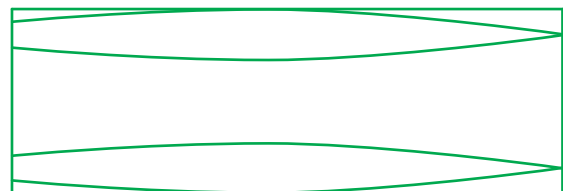
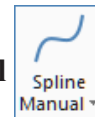


Fig. 10

G. Sketch Side View Hull Spline.

Step 1. On the Wireframe tab **WIREFRAME** click **Spline Manual**



Step 2. In the Spline function panel:

Press **spacebar** to activate Fast Point

Key-in coordinates in **Fig. 11**

Press ENTER after each coordinate

Or use tracking in Status Bar
to determine spline points.

Click OK

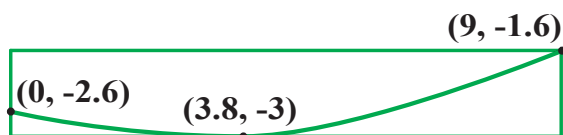


Fig. 11

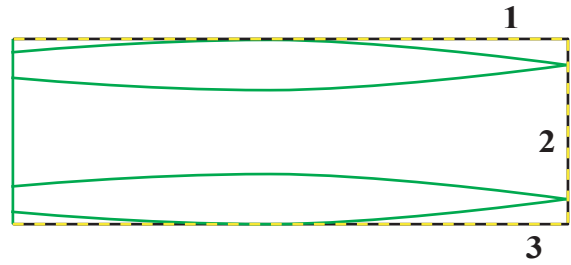
Step 3. Save (Ctrl-S).



H. Delete Lines.

Step 1. Lines 1 through 5 are no longer needed. Select lines and press **Delete** key, **Fig. 12**.

Step 2. Save  (Ctrl-S).



I. Trim Hull Lines.

Step 1. On the Wireframe tab **WIREFRAME** click

Trim Break Extend

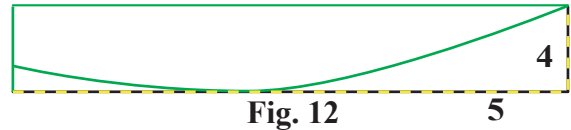
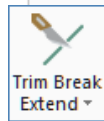


Fig. 12

Step 2. In the Trim Break Extend function panel:

under Type, **Fig. 13**

select **Divide/delete**

Click vertical line at rear of Top View to trim, **Fig. 14**

under Type, **Fig. 15**

select **Trim 1 entity**

Trim three lines, **Fig. 16**. Click the line to trim at Position 1, then trim to the spline at Position 2. Repeat at the other two lines. Results in **Fig. 17**.

Click OK  when done.

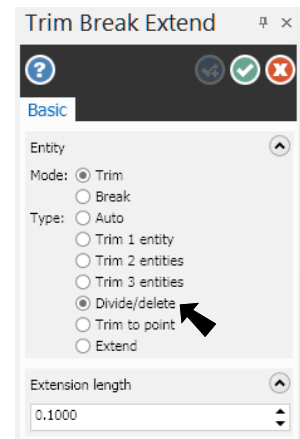


Fig. 13

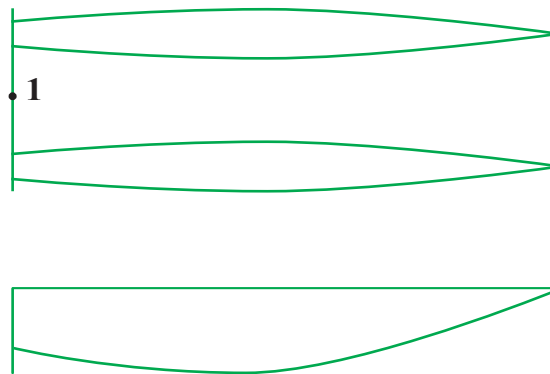


Fig. 14

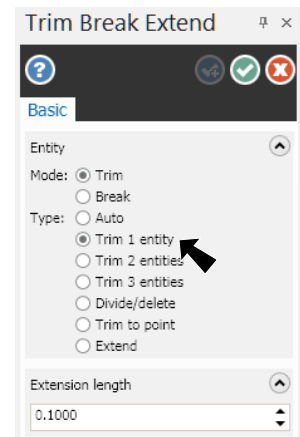
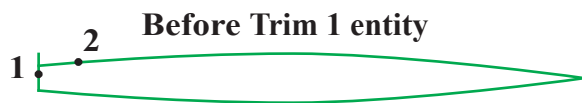
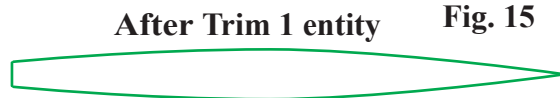


Fig. 15



Before Trim 1 entity



After Trim 1 entity



Fig. 16



Fig. 17

J. Wood Base.

Step 1. Sketch wood base **tangerine**. **Right click** in the graphics window and on the Mini Toolbar click **Wireframe Color**  drop down arrow and select **tangerine**, Fig. 18.

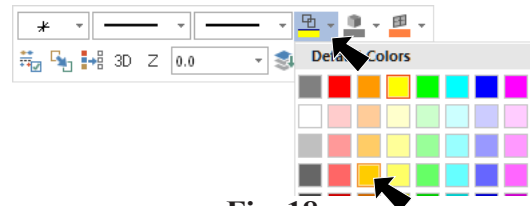
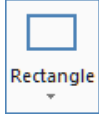


Fig. 18

Step 2. On the Wireframe tab **WIREFRAME** click **Rectangle** .

Step 3. In the Rectangle function panel:
under Dimensions, Fig. 19

Lock  both Width and Height

Width 6

Height 1.8 and press ENTER

Press **spacebar** to activate AutoCursor Fast Point 

Key-in 1, .6  and press ENTER **twice**

under Dimensions, Fig. 20

Width 6

Height .4 and press ENTER

Press **spacebar** to activate Fast Point 

Key-in 1, -2  and press ENTER **twice**

Click OK .

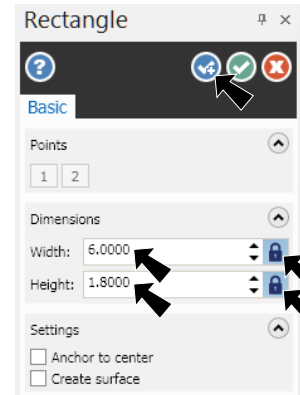


Fig. 19

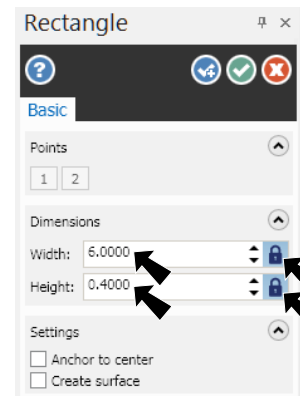


Fig. 20

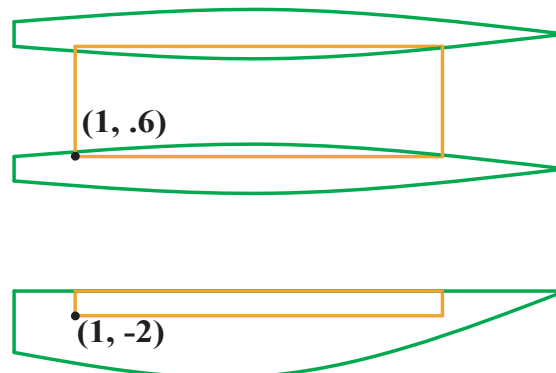
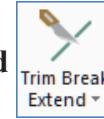


Fig. 21

K. Trim Wood Base.

Step 1. On the Wireframe tab **WIREFRAME** click **Trim Break Extend**



Step 2. In the Trim Break Extend function panel:
under Type, **Fig. 22**
select **Trim 1 entity**
Trim Lines 1 to splines, **Fig. 23**
Click OK when done.

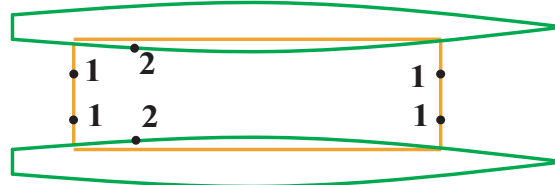


Fig. 23

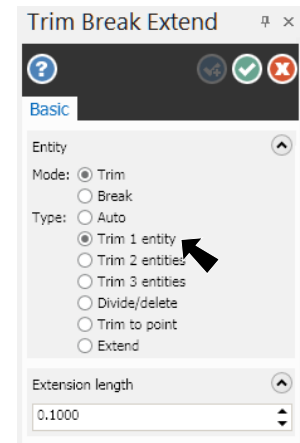


Fig. 22

L. Delete Two Lines

Step 1. **Delete Lines 3 and 4, Fig. 24.** Select lines to delete and press **Delete** key.

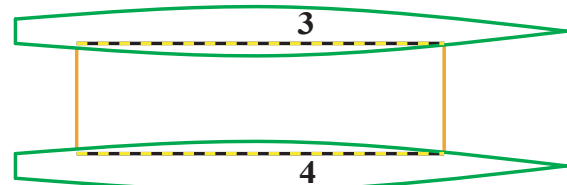
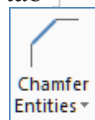


Fig. 24

M. Chamfer Base In Side View.

Step 1. On the Wireframe tab **WIREFRAME** click

Chamfer Entities



Step 2. In the Chamfer Entities function panel:
under Entity, **Fig. 25**
select **2 Distances**

Distance 1 .35

Distance 2 .8

Click Position 1 then click Position 2 in the Side View, **Fig. 26**

Click OK .

Step 3. Save (Ctrl-S).



Fig. 26

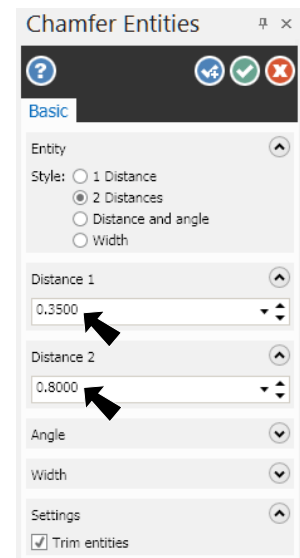


Fig. 25

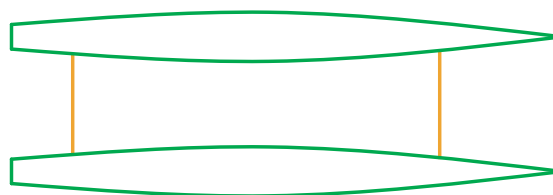


Fig. 27