

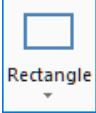


Catamaran

A. Create Rectangle.

Step 1. If necessary start a new Mastercam file, click New  on the Quick Access Toolbar QAT (Ctrl-N). Units **inches**.

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



Fig. 2

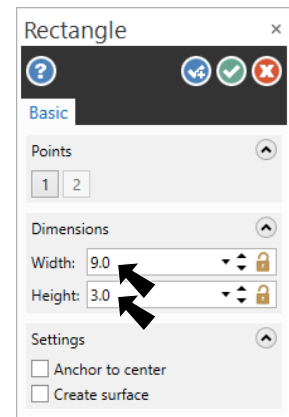



Fig. 1


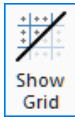
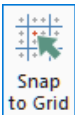
Step 4. **Right click** the graphics window and click Fit  (Alt-F1).

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  click **Show Grid**  and **Snap to Grid**  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 .

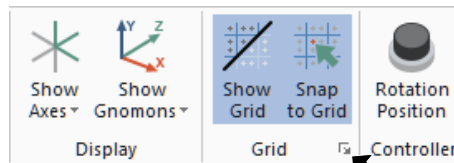


Fig. 3

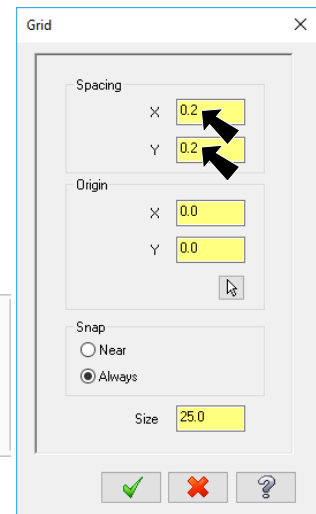




Fig. 4

D. Sketch Top View Spline.

Step 1. On the Wireframe tab  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

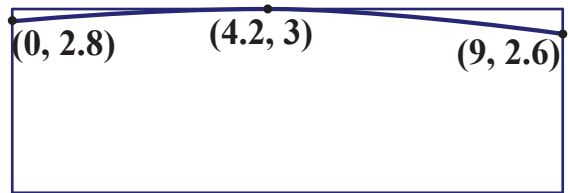


Fig. 5

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**

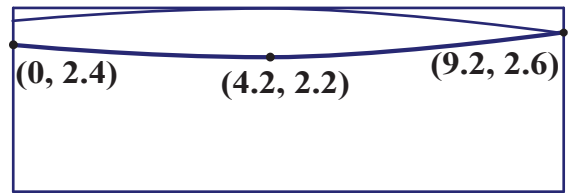


Fig. 6

Click OK .

Step 3. Save  (Ctrl-S).

E. Mirror Starboard Hull.

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

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

Step 3. In the Mirror function panel set:

under Method, **Fig. 8**
select **Copy**
under Axis
select **X axis**
Y offset 1.5
(1/2 of height of rectangle)

Click OK .

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

Clear Colors .

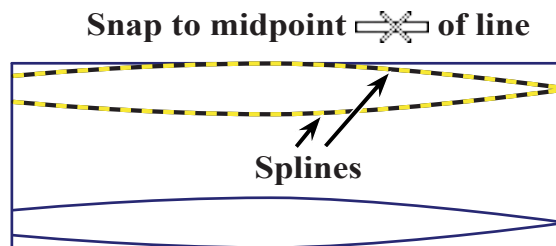


Fig. 7

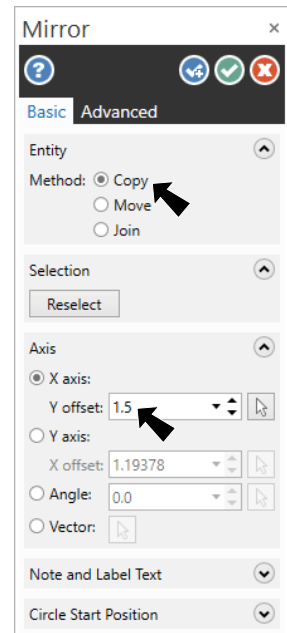
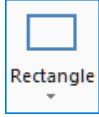


Fig. 8

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  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 .

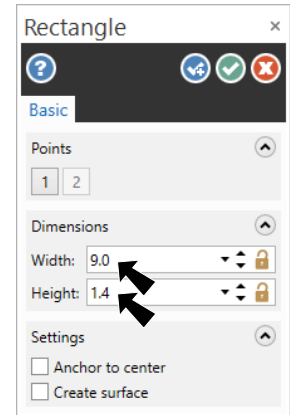


Fig. 9

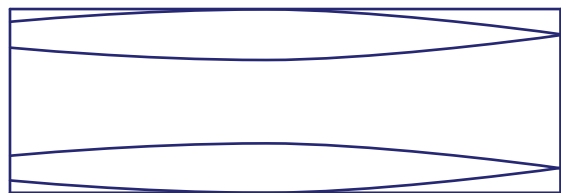



Fig. 10

G. Sketch Side View Hull Spline.

Step 1. On the Wireframe tab  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 .

Step 3. Save  (Ctrl-S).

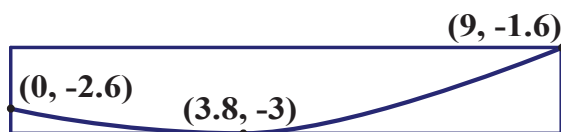
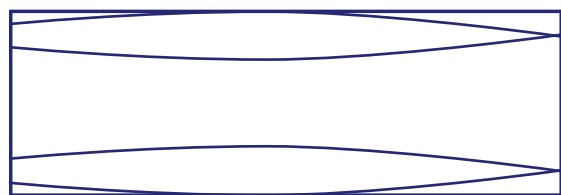
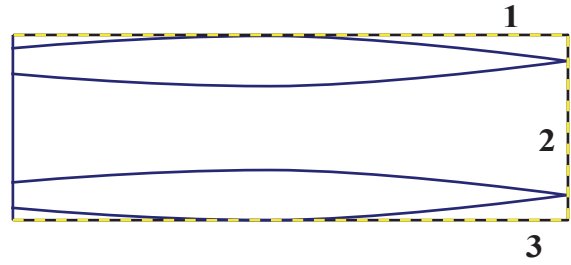


Fig. 11

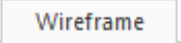

H. Delete Lines.

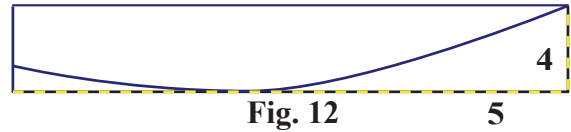
Step 1. Lines 1 through 5 are no longer needed. Select lines and press **Delete** key, **Fig. 12**.

Step 2. Save  (Ctrl-S).



I. Trim Divide Hull Lines.

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



Step 2. In the Divide function panel:

under Type, **Fig. 13**

select **Trim**

Click vertical line

at rear of Top

View to trim,

Fig. 14.

Results in **Fig. 16**.

Click OK .

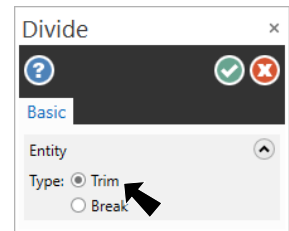
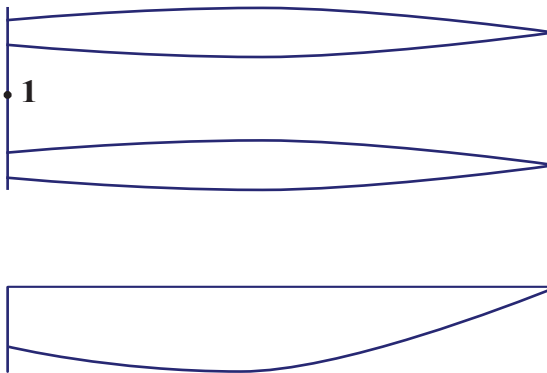


Fig. 13

Fig. 14

J. Trim Hull Lines.

Step 1. On the Wireframe tab  click **Trim to Entities** .

Step 2. In the Trim to Entities function panel:

under Method, **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.

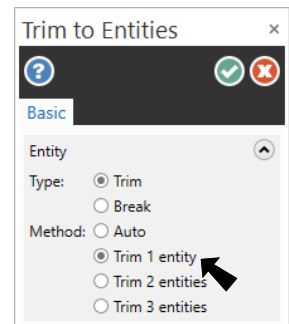


Fig. 15

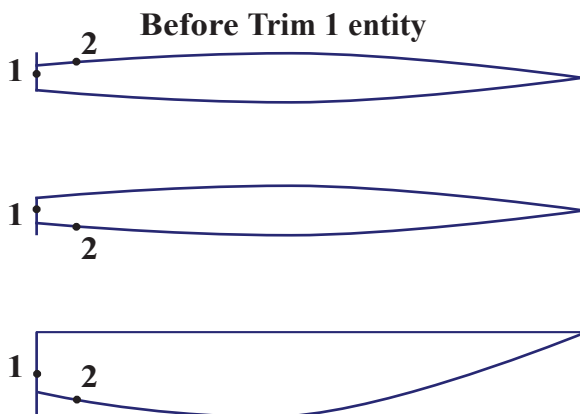


Fig. 16

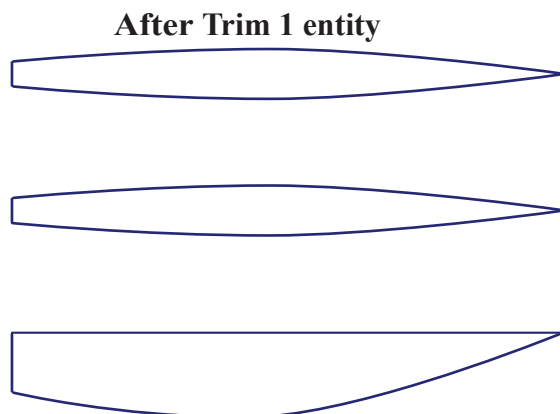



Fig. 17

K. 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**.

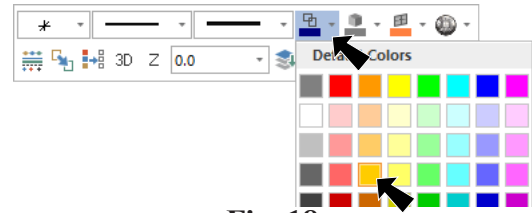



Fig. 18

Step 2. On the Wireframe tab  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

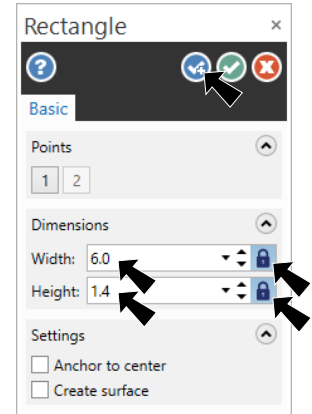



Fig. 19

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 .

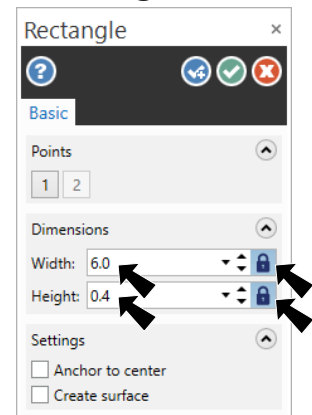


Fig. 20

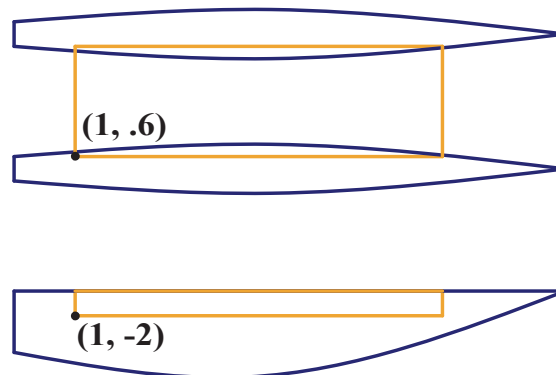
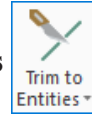


Fig. 21

L. Trim Wood Base.

Step 1. On the Wireframe tab **Wireframe** click **Trim to Entities**



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

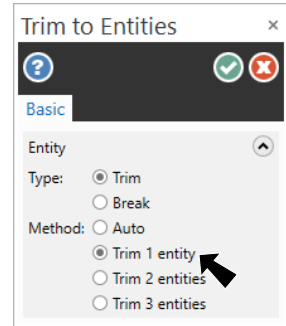


Fig. 22

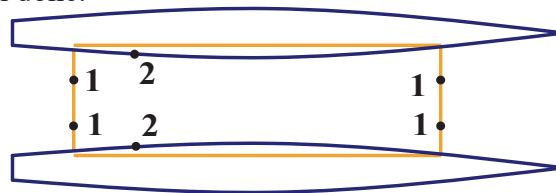


Fig. 23

M. Delete Two Lines

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

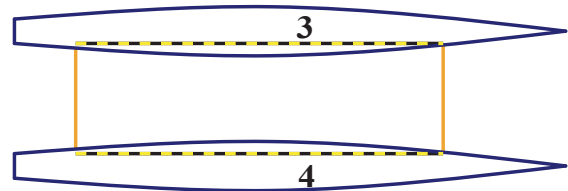
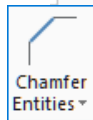


Fig. 24

N. 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 .

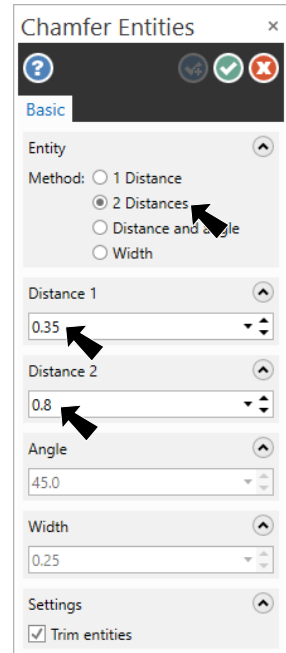


Fig. 25



Fig. 26

Step 3. Save (Ctrl-S).

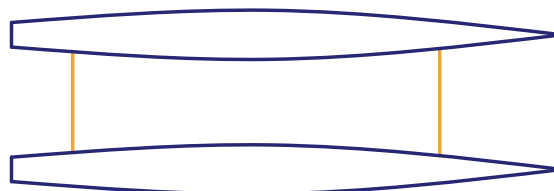


Fig. 27