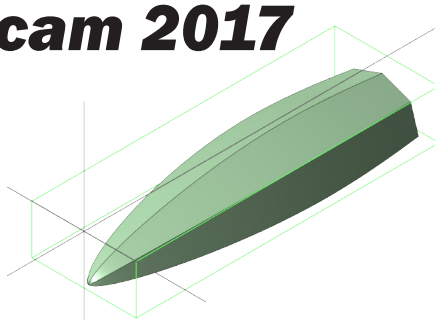
SOLIDWORKS to Mastercam 2017

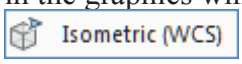


A. Open File in Mastercam 2017.

Step 1. If necessary, save your file in SOLIDWORKS.

Step 2. In Mastercam 2017, click File Menu > Open > Computer.

Step 3. In the Open dialog box set **Files of type** to **SOLIDWORKS Files**, select your **Hull Mid Plane** file, **Fig. 1**. Click Open.

Step 4. Change to the Isometric View. Right click in the graphics window and click 

(**Alt-7**).

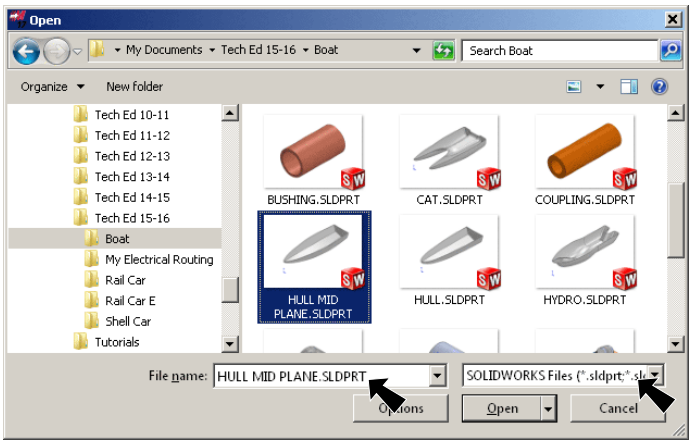


Fig. 1

B. Confirm Units are Inch.

Step 1. Confirm in the bottom right corner of the graphics window, the units are **Inch**, **Fig. 2**.

C. Save Your File.

Step 1. Click File Menu > Save As.

Step 2. Key-in **HULL MID PLANE** for the filename and press ENTER.

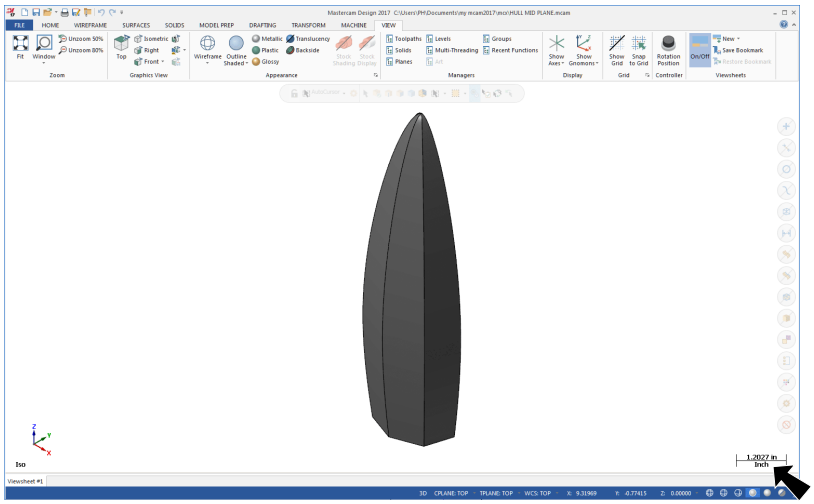


Fig. 2

D. Change Color.

Step 1. Click the **solid body** to select it, **Fig 3**.

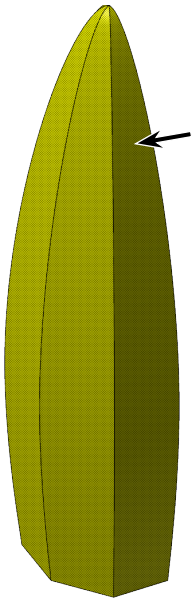


Fig. 3

Step 2. **Right click** in the graphics window and in the Mini Toolbar click **Solid Color** drop down arrow, then click **light green**, **Fig. 4**.

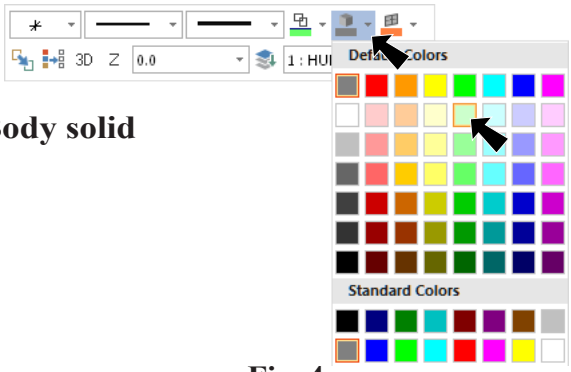


Fig. 4

E. Rotate Hull Around Axes.

Step 1. Click **CPLANE** in Status bar at bottom of the graphics window and click **Right side** from the menu, **Fig 6**.

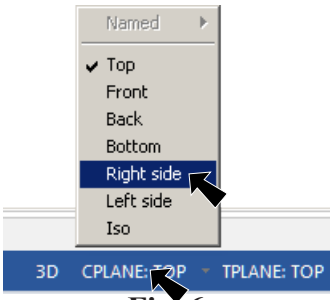


Fig. 6

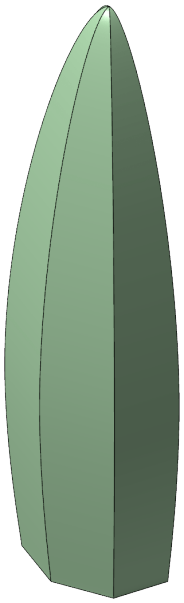


Fig. 5

Step 2. On the Transform tab TRANSFORM click **Rotate** Rotate.

Step 3. Click the **solid body** to select it and click **End Selection** End Selection **(ENTER)**, **Fig 7**.

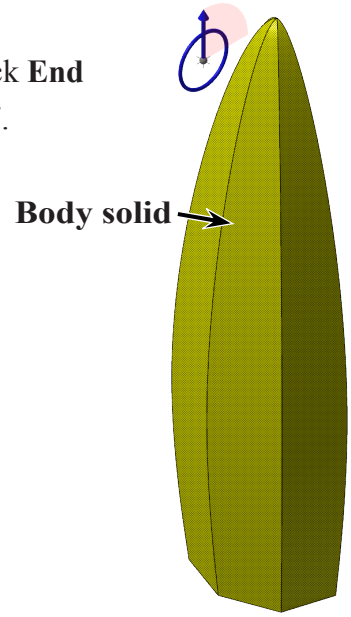


Fig. 7

Step 4. In Rotate dialog box:

Select **Move** , **Fig. 8**

Number of Steps 1

Rotation Angle 90

Click **Apply** .

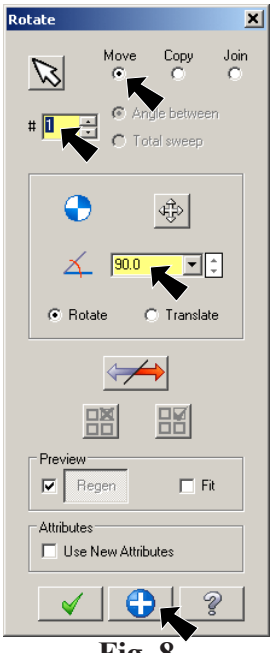


Fig. 8

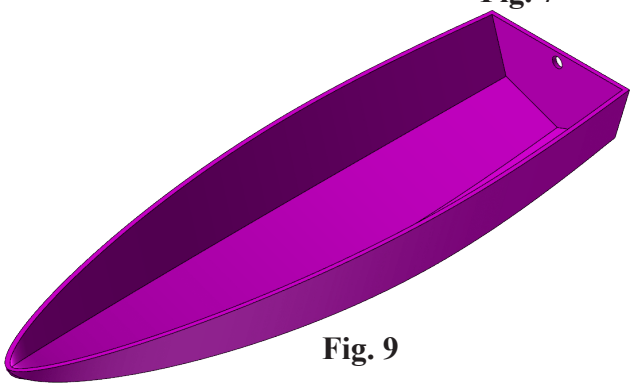


Fig. 9

Step 5. Click **CPLANE** in Status bar at bottom of the graphics window and click **Front** from the menu, **Fig 10**.

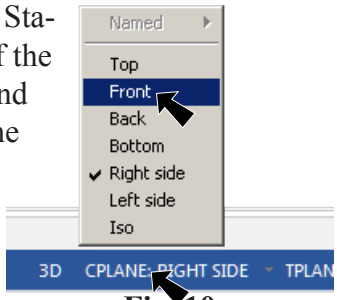


Fig. 10

Step 6. Click the **solid body again** to select it and click **End Selection** (**ENTER**), **Fig. 11**.

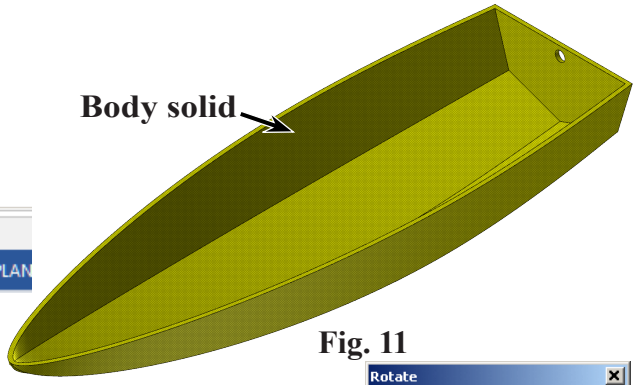


Fig. 11

Step 7. In Rotate dialog box:

Select **Move** , **Fig. 12**

Rotation Angle **180**

Click OK in Rotate dialog box**.**

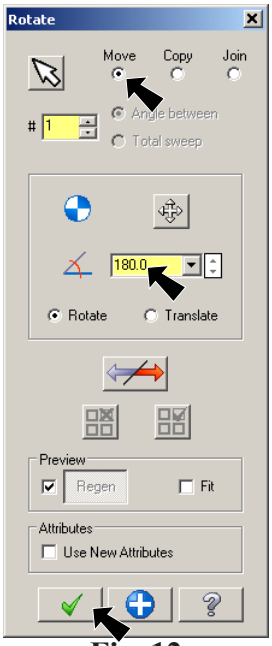


Fig. 12

Step 8. **Right click** the graphics window and click **Fit** (**Alt-F1**).

Step 9. **Right click** the graphics window and click **Clear Colors** .

Step 10. Save (**Ctrl-S**).

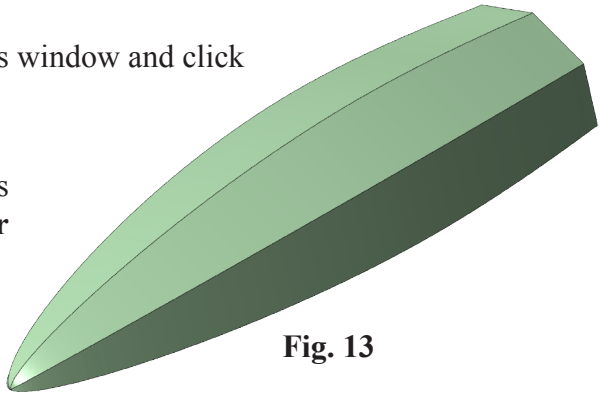
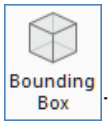


Fig. 13

F. Create Bounding Box.

Step 1. Click **CPLANE** in Status bar and click **Top** from the menu, **Fig 14**.

Step 2. On the Wireframe tab WIREFRAME click **Bounding Box**



Step 3. Use **Ctrl-A** to select all and click **End Selection** (**ENTER**).

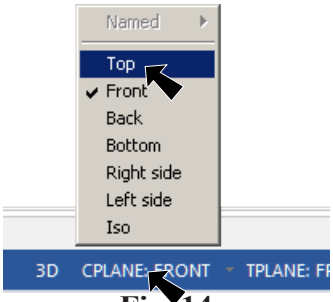


Fig. 14

Step 4. In Bounding Box function panel:
Entities **All shown**, **Fig. 15**
Shape **Rectangle**
Click **bottom center Anchor point**
Size:
X: 3.2 (Cat Hull set width to 4.2)
Y: 9.3
Z: 1.5
Create Geometry **Lines and arcs**
Click OK .

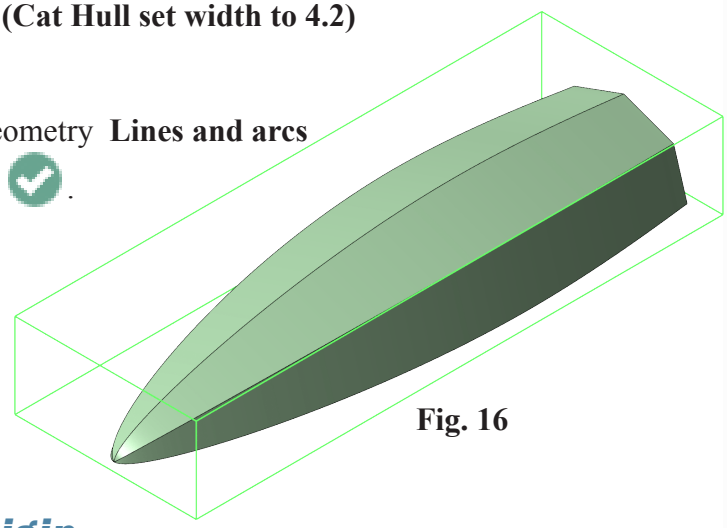


Fig. 16

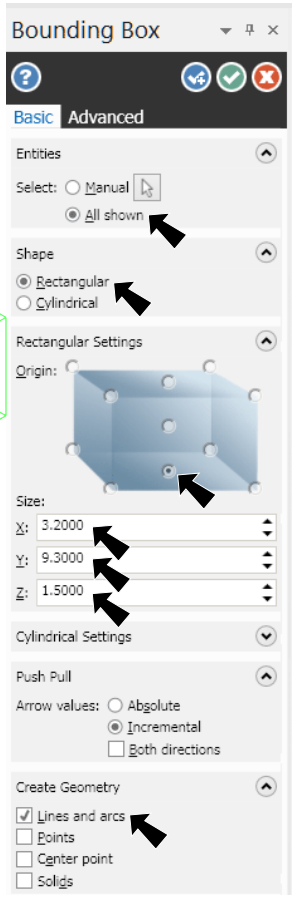
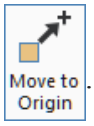


Fig. 15

G. Move to Origin.

Step 1. Display the origin. Use **F9** to show the axes.

Step 2. On the Transform tab TRANSFORM click **Move to Origin**



Step 3. Click the down arrow of AutoCursor toolbar and select **Midpoint** from menu, **Fig 17**.

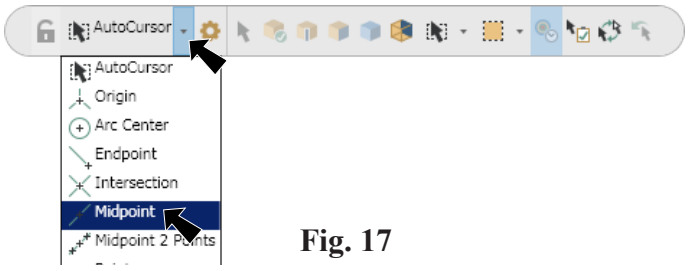


Fig. 17

Step 4. Click **top front line** of bounding box, **Fig. 18**.

Step 5. Right click the graphics window and click **Clear Colors**

Step 6. Confirm new position of origin, **Fig. 28**.

Step 7. Save (**Ctrl-S**).

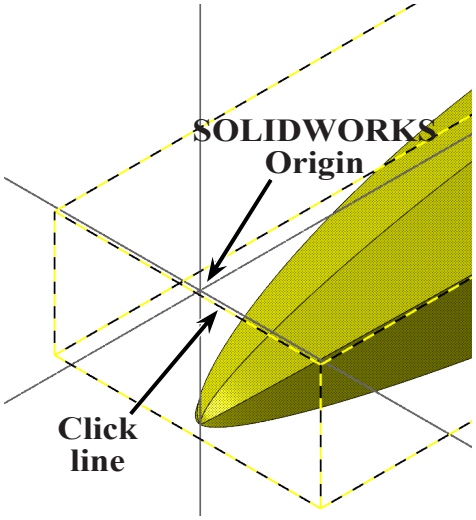


Fig. 18

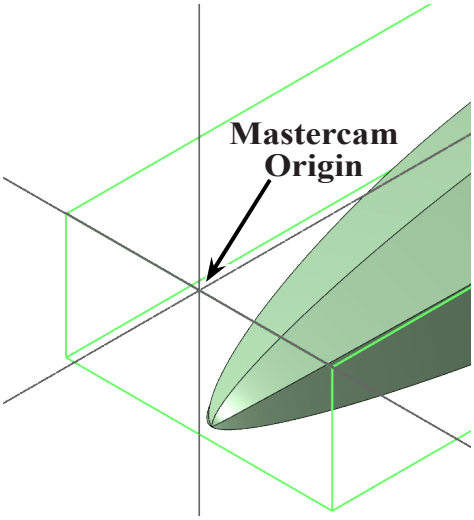


Fig. 19