

# Streamingteacher's Mastercam v9 Courseware

## Block 1 System Intro

### Introduction to MCAM Streaming Courseware for Mastercam CAD/CAM Systems

Segment

0

Revised  
4/9/2004

Instructions for utilizing MCAM Streaming Courseware for Mastercam

[View Segment](#)

**05:57 min**

File D/L: NONE

### The Mastercam Environment / Interface Group

#### Introduction to the Mastercam environment

Segment

1002

Getting familiar with the Mastercam environment. Primary / Secondary Menus, Menu Queue area, Backup vs Main Menu, Escape Key, Underlined Hotkeys, ToolBar, Prompt Area.

[View Segment](#)

**03:50 min**

File D/L: NONE

#### Shortcut / Hotkeys

Segment

1002c

Prompt area shortcut letters, UN-DO Alt+U, Shortcut Key reference list , Alt+P, Alt+B

[View Segment](#)

**10:02 min**

File D/L: NONE

#### Left / Right Click Functionality

Segment

1002b

Demonstrates what options you have when using the right and left buttons on the mouse

[View Segment](#)

**04:53 min**

File D/L: NONE

#### Auto Cursor / Auto Highlight feature

Segment

1002a

This demonstrates the characteristics of the Auto Cursor / Auto Highlight feature and explains tips on how to gain more control of it.

[View Segment](#)

**06:52 min**

File D/L: NONE

#### C-Hooks

Segment

1002d

A quick look at C-Hooks, how to access them, and where to look for further information.

[View Segment](#)

**04:01 min**

File D/L: NONE

## Help Menu

Segment  
1003

This demonstrates how you can access and utilize the Help Menu. The focus will touch on Toolbar access, Finding a topic, Menu Sensitivity, Hot-key access, Quick reference, Active Window Help button.

[View Segment](#)

**04:13 min**

File D/L: NONE

## SYSTEM CONFIGURATION GROUP

The following videos deal with topics within the System configuration accessed through Main Menu, Screen, Configure

## Intro to System Configuration

Segment  
1003i

Accessing System Configuration

[View Segment](#)

**1:15 min**

File D/L: NONE

## Allocations

Segment  
1003a

Setting allocation values in system configuration

[View Segment](#)

**02:22 min**

File D/L: NONE

## Start / Exit / Auto-Save

Segment  
1003b

Setting up auto save and other features in the start / exit tab

[View Segment](#)

**04:29 min**

File D/L: NONE

## Editor Selection, Screen settings and Appearance

Segment  
1003c

Selecting an editor and setting screen preferences and appearance

[View Segment](#)

**08:11 min**

File D/L: NONE

## CAD Settings

Segment  
1003d

Preferences in the CAD settings tab

[View Segment](#)

**04:45 min**

File D/L: NONE

## NC Settings

Segment  
1003e

Preferences in the NC settings Tab

[View Segment](#)

**06:21 min**

File D/L: NONE

[View Segment](#)

## Toolbar / Key assignments

07:37 min

Segment

1003f

Toolbar and hotkey assignment and how to customize, where you can set plotter parameters, File / Data Paths assignments, Where to set your default post processor, Where you can set communication parameters, System Tolerances. Also, how to Saving a Custom Configuration (Save As).

File D/L: NONE

## How to open Mastercam with a Custom Configuration

[View Segment](#)

03:09 min

Segment

1003g

Demonstrates how to edit the desktop shortcut to open Mastercam with a custom configuration.

File D/L: NONE

## Block 2 - 2D & 3D Geometry

### G-views / Cplanes

[View Segment](#)

07:50 min

Segment

1004c

G-views right click, menu, toolbar access, Alt arrow keys, Mouse wheel, Dynamic / Zoom / Pan / Spin, C-plane basics.

File D/L: NONE

### Geometry Attributes

[View Segment](#)

8:50 min

Segment

1004d

Color / Line style, Setting attributes, Changing existing geometry attributes, Multiple attribute changes to existing geometry, EA Mgr., Expand colors.

File D/L: NONE

### Levels and Levels Mgr

[View Segment](#)

8:57 min

Segment

1004e

How to access the Levels Mgr. Creating and moving entities to and from different levels.

File D/L: NONE

### Cartesian Coordinate system

[View Segment](#)

06:09 min

Segment

1002e

Revised 03/09/04

An overview of the Cartesian Coordinate system and how it relates to Mastercam's graphics area.

File D/L: NONE

### Sketch / input values

[View Segment](#)

03:38 min

Segment  
1004a

How to enter location values for geometry, as apposed to sketching, in the graphics area.

File D/L: NONE

### Creating Geometric Points

[View Segment](#)

**02:24 min**

Segment  
1004b

Creating Geometric Points, using sketch mode and value inputs.

File D/L: NONE

### Analyze Basics

[View Segment](#)

**04:55 min**

Segment  
1004f

Basic options within the analyze function.

File D/L: NONE

### Geometry Selection

[View Segment](#)

**09:57 min**

Segment  
1004g

Overview of ways to select geometry.

File D/L: NONE

### Geometry Selection Methods part 2 Selecting Geometry by Chaining

[View Segment](#)

**09:40 min**

Segment  
1004h1

What is chaining, how to use, as well as chaining characteristics, and troubleshooting.

File D/L: 1004h1.mc9

### Partial Chaining

[View Segment](#)

**07:30 min**

Segment  
1004h2

How to use Partial Chaining, getting the chain to go where you want it to. What is the Wait Y/N option, and how do you Change Start.

File D/L: NONE

### Chaining Options

[View Segment](#)

**09:11 min**

Segment  
1004h3

The Chaining Options Menu, how to access, and its benefits.

File D/L: 1004h3.mc9

### Delete Menu

[View Segment](#)

**04:18 min**

Segment  
1004i

Overview of the options within the delete function. View the different Window selection methods, Polygon, Inside, intersecting, outside, what to watch out for, as well as other options such as, Cursor selection, Undelete / undo, All / only, Mask, Duplicate entities.

File D/L: NONE

### Creating Rectangles

[View Segment](#)

**03:05 min**

Segment 1005	From the Create menu, Creating a rectangle with 1 point, or 2 points, and taking a look at what is available in Rectangle Options such as adding fillets upon rectangle creation and more.	File D/L: NONE
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## Creating Line Basics Line creation method

### Line Creation Basics

Segment 1006	Creating straight lines using Endpoints, creating Vertical and Horizontal lines, as well as more auto cursor properties.	File D/L: NONE
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[View Segment](#)  
**07:24 min**

### Create line Tangent

Segment 1006a	Create lines tangent to an arc.	File D/L: NONE
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[View Segment](#)  
**03:06 min**

### Creating Line Polar

Segment 1006b	Creating lines defined by an angle and a distance. Also using the relative option to define the start point.	File D/L: NONE
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[View Segment](#)  
**03:33 min**

### Creating Line Perpendicular

Segment 1006c	How to create a line using the perpendicular method.	File D/L: NONE
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[View Segment](#)  
**04:42 min**

### More Line Creation Methods

Segment 2500 <small>Revised 03/09/04</small>	Creating Lines using the parallel, bisect, closest, and multi options.	File D/L: NONE
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[View Segment](#)  
**05:11 min**

## Arc Creation

### Creating Arc (Basic)

Segment 1007	Circle Point Radius, Circle Point Diameter, Entering location values.	File D/L: NONE
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[View Segment](#)  
**05:28 min**

### Creating Arcs Tangent

Segment 1007a	Creating Arcs with the tangent option.	File D/L: NONE
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[View Segment](#)  
**06:49 min**

### Characteristics of a Circle.

[View Segment](#)  
**06:04 min**

Segment  
1007b

Properties of a circle. Location of the start and end point of a circle. Direction of creation. Midpoints, Quadrants, and trimming properties

File D/L: NONE

## Creating Fillets

### Utilizing the filleting option

#### Fillet Basics

Segment  
1009

How to create a fillet, input the radius, angle, trimming, and clearance options.

[View Segment](#)

**02:43 min**

File D/L: NONE

#### More Filleting Options

Segment  
1009a

How to use the chaining option when filleting, All, Positive, or Negative.

[View Segment](#)

**04:43 min**

File D/L: NONE

## Modify Menu

### Functions found in the modify menu

#### Trim

Segment  
1008

Trimming 1,2, and 3 entities, Many entities. Trim Many entities, and Divide.

[View Segment](#)

**04:40 min**

File D/L: NONE

#### More Trimming Options

Segment  
1008b

Revised 04/26/04

Trim to a point, and Close arc.

[View Segment](#)

**04:17 min**

File D/L: NONE

#### Modify options continued

Segment  
2501

Revised 03/15/04

More functions found in the Modify menu. Break entities into pieces, Convert Drafting entities, Convert Hatch lines. Join entities, Change Parametric Splines to NURBS. Extend entities, Drag entities. Convert Circular Splines into Arcs.

[View Segment](#)

**18:25 min**

File D/L: 2501.mc9

## X-Form

### Options found in the X-Form menu

#### X-Form Basics

Segment  
1010

Using the Translate, Rotate, and Mirror options within the X-form menu.

[View Segment](#)

**04:23 min**

File D/L: NONE

## Creating Splines

Segment  
2520

Basic Spline Creation, manual and automatic methods. Endpoint Tangency options. Creating Splines from existing curves. Using the Blend option. Modifying control points of a NURBS Spline. Break splines to arcs.

[View Segment](#)

08:59 min

File D/L: NONE

## Drafting, Printing and Plotting

### Drafting Dimensions

Segment  
2521  
Revised 03/09/04

Applying Drafting Dimensions, Smart Mode, Global Settings, Drafting Notes, Display only in view of creation options.

[View Segment](#)

13:49 min

File D/L: 2521.mc9

### Printing and Plotting

Segment  
2522  
Revised 03/15/04

Merging and Scaling a Title Block File. Printing a Hardcopy, and Printing to a Plotter.

[View Segment](#)

08:04 min

File D/L: 2522.mc9

## Projects

### Project 1 Instructions

Segment  
1011

Instructions for the first project, getting the Drawing and using the Alt-Tab keys.

[View Segment](#)

01:50 min

File D/L: 1011.pdf

### Project 1 Creation

Segment  
1012

Applying the creation of Rectangles, Trimming entities, and Translating Geometry.

[View Segment](#)

09:53 min

File D/L: 1011.pdf

### Second Project Creation

Segment  
1013

Creating Arcs, Properties of an arc, Filletting, Breaking, and trimming Arcs.

[View Segment](#)

11:06 min

File D/L: 1013.pdf

### Third Project Creation

Segment  
1014

Creating Lines and Arcs using the Polar method. Creating Fillets, Trimming entities and using the X-form Rotate function.

[View Segment](#)

16:57 min

File D/L: 1014.pdf

## 3D Wireframe Projects

[View Segment](#)

### 3D Wireframe Project 1a

Segment  
2526  
**Added**  
2/3/2005

Overview of Construction Planes, Z-Depth / C-Plane relationship, how to change C-Planes and Z Depths and Constructing Geometry on a 3D Block.

12:08 min

File D/L: 2526.mc9

[View Segment](#)

4:34 min

File D/L: NONE

[View Segment](#)

14:54 min

File D/L: 2528.pdf

### 3D Wireframe Project 2

Segment  
2528  
**Added**  
2/3/2005

Changing C-Planes and Z Depth, Set a new C-Plane defined by Entities, Create Arc Polar Start Point, Create an Ellipse, Create and X-Form Rectangles, Break / Trim / Divide Entities.

## Block 3 Mill 2.5

### Operations Manager

#### Operations Manager Part 1

Segment  
2000aa

Operations Manager Overview. The 4 elements of an operation, Edit toolpath parameters page, Regenerate, Access Backplot.

[View Segment](#)

4:17 min

File D/L: 2000aa.mc9

#### Operations Manager Part 2

Segment  
2000ab

Access Tool Definition and parameters to modify. Accessing the Chain Manager, and Right Click options within it. Chain Manager overview. How to change your start point, direction, and side. Add a chain. Overview of "Change at a Point" feature. Accessing the "Toolpath" editor, and what is a locked NCI file?

[View Segment](#)

5:31 min

File D/L: NONE

#### Operations Manager Part 3

[View Segment](#)

3:44 min

Segment 2000ac	Right Mouse Click Accessibility. Create new toolpaths from the Ops. Manager. Options, Edit common parameters, Filters, Groups, Copy, Cut, and Paste, Delete and Undelete, Collapse and expand, Sort Operations, Get and Save to Library, Access Job-Setup, Making an operation active, Select all, Access Backplot and Verify.	File D/L: NONE
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#### Operations Manager Part 4

[View Segment](#)  
**2:54 min**

Segment 2000ad	Posting; Change NCI destination to post operations separately. Or have a common NCI destination for posting as one complete program. Renumber tools, Renumber work-offsets, Turning posting on or off. Select existing ops by geometry or associated views. Reverse a toolpath. Recalculate Speeds and Feeds. Access High Feed	File D/L: NONE
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#### Operations Manager Part 5

[View Segment](#)  
**3:51 min**

Segment 2000ae	Accessing Ops Mgr Help and quick reference guide. An example on how to edit toolpath parameters in order to change it from a finish path to a roughing path and copy it down for another operation.	File D/L: NONE
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#### Absolute vs. Incremental basics

[View Segment](#)  
**4:04 min**

Segment 2502	How Absolute and Incremental selections affect the Toolpath.	File D/L: 2502.mc9
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#### Model Prep and Zero Shift, the 10 step method

[View Segment](#)  
**26:00 min**

Segment 2005 <small>Revised 03/09/04</small>	Ten step approach "From Model to Code". Overview of importing, prepping, job-setup, creating toolpaths, backplot, verify, posting, compare STL design model to verify cut model.	File D/L: 2005.pdf 2005_10_step.stl 2005_10_step.x_t
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#### Common Toolpath Parameter Page options

##### Overview of Toolpath Parameters

[View Segment](#)  
**18:19 min**

Segment 2000	Common Toolpath parameters, as well as what the effects Job set-up and tool definitions have on the parameter page.	File D/L: NONE
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#### Drill Toolpaths

[View Segment](#)

## Basic Drill toolpath

Segment  
2003

Manual selection, Entity selection, Mask on Arc selection methods for creating a drill toolpath.

**4:46 min**

File D/L: 2003.mc9

## Drill Toolpath using automatic Point selection

Segment  
2003b

How to use the automatic point selection option.

[View Segment](#)

**3:20 min**

File D/L: 2003b.mc9

## More Drill Toolpath Options

Segment  
2503  
**Added  
6/28/2004**

More Drill toolpath options, Peck Drill, Boring Cycle for Reaming, Basic use of Speed and Feed Calculator, Changing tool libraries, using tool filters, Drill tip Comp, Calculate countersink depth for a specific diameter.

[View Segment](#)

**16:40 min**

File D/L: 2503.mc9

## Face Toolpath

### Face Toolpath 1

Segment  
2002a

Creating a facing Toolpath from geometry.

[View Segment](#)

**10:43 min**

File D/L: 2002a.mc9

### Face Toolpath 2

Segment  
2002b

Creating a facing Toolpath from Job Setup values.

[View Segment](#)

**2:49 min**

File D/L: 2002a.mc9

## Contour Toolpath

### Standard Contour

Segment  
2001

Creating a basic Contour Toolpath

[View Segment](#)

**1:56 min**

File D/L: 2001.mc9

### Basic Contour options

Segment  
2001b

Overview of contour options.

[View Segment](#)

**15:36 min**

File D/L: 2001.mc9

### Contour from a point

Segment  
2001c

How to start a contour Toolpath from a point.

[View Segment](#)

**2:36 min**

File D/L: 2001.mc9

### Contour Ramp

Segment  
2001d

Using the contour Ramp Toolpath.

[View Segment](#)

**2:35 min**

File D/L: 2001.mc9

## Contour 2D Chamfer

Segment  
2001e      Creating a contour 2D Chamfer Toolpath

[View Segment](#)

**5:37 min**

File D/L: 2001.mc9  
2001e.stl

## Contour Re-Machine

Segment  
2001f      Using the Re-machine Contour option.

[View Segment](#)

**4:19 min**

File D/L: 2001.mc9

## Cutter Comp

Segment  
2001g      How the different Cutter Comp settings effect your code.

[View Segment](#)

**11:21 min**

File D/L: 2001.mc9

## Lead In / Lead Out Basics

Segment  
2504      Entry exit options, enter/exit at midpoint in closed contour, overlap option. Arc sweep and radius options, adjust the start/end of a contour.

[View Segment](#)

File D/L: 2504.mc9

## Lead In / Lead Out Advanced

Segment  
2524      Change start point of a contour toolpath, gouge check, entry/exit point options. Ramp and helix height options, using viewports, and backplot display options.

[View Segment](#)

File D/L: NONE

## Pocket Toolpath Standard

### Pocket Toolpath Basics

Segment  
2005a      Creation of a basic pocket Toolpath.

[View Segment](#)

**2:54 min**

File D/L: 2005a.mc9

### Pocket Entry Methods

#### Pocket Entry Ramp

Segment  
2005b      Applying the Ramp Entry option.

[View Segment](#)

**3:17 min**

File D/L: NONE

#### Pocket Entry Helix

Segment  
2005c      Applying the Helix Entry option.

[View Segment](#)

**2:06 min**

File D/L: NONE

#### Pocket Entry Helix Follow Boundary

Segment  
2005d      Using the Follow Boundary option in Helix Entry.

[View Segment](#)

**1:07**

File D/L: NONE

## Pocket Entry with Depth cuts / Finish pass final depth

Segment 2005e	How depth cuts effects the entry function, and Finish pass only at final depth.
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[View Segment](#)

**2:24 min**

File D/L: NONE

## Pocket Toolpath Options

### Pocket Start on a Point for drilled entry hole

Segment 2005f	How to start a Pocket Toolpath in a drilled hole.
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[View Segment](#)

**2:25 min**

File D/L: NONE

### Pocket Island Facing

Segment 2505 <b>Revised 04/05/04</b>	Using the Island Facing option within the Pocket toolpath.
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[View Segment](#)

**7:17 min**

File D/L: NONE

### Pocket Face

Segment 2506 <b>Revised 04/19/04</b>	Chaining geometry and setting parameters for using the Facing option from the Pocket Style drop down menu.
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[View Segment](#)

**4:55 min**

File D/L: 2506.mc9

### Pocket Re-machine

Segment 2507 <b>Added 7/6/2004</b>	How to access the Pocket Re-Machine option. Rough out a pocket with a larger tool the generate a finishing toolpath to clean up only where the finish tool is needed.
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[View Segment](#)

File D/L: 2507.mc9

### More detail on the Pocket finishing parameters

Segment 2508 <b>Added 7/6/2004</b>	A closer look at some of the parameters available for the finishing portion of a pocket toolpath. Where is cutter comp applied, lead in lead out, number of passes, spring pass, finish at final depth, finish after roughing all pockets, change speeds and feeds on only the finish pass.
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[View Segment](#)

File D/L: 2508.mc9

## Toolpath Project 1:

### About the Model

Segment 2009	Overview of the project and model.
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[View Segment](#)

**3:13 min**

File D/L: 2009.mc9

### Job Setup

Segment 2010	Overview of Job Setup and how it effects your Toolpath.
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[View Segment](#)

**5:56 min**

File D/L: NONE

## Face Toolpath

Segment  
2011  
Creating a Facing Toolpath for project 1

[View Segment](#)

8:24 min

File D/L: NONE

## Contour Toolpath

Segment  
2012  
Creating a Contour Toolpath for project 1.  
Includes Lead in / Lead out options.

[View Segment](#)

18:25 min

File D/L: NONE

## Circle Mill Toolpath

Segment  
2013  
Creating a Circle Mill Toolpath for project 1  
using only a point for geometry.

[View Segment](#)

9:51 min

File D/L: NONE

## Pocket Face Toolpath

Segment  
2014  
How to chain and apply this very useful  
Pocket Face Toolpath.

[View Segment](#)

13:37 min

File D/L: NONE

# Block 4 Mill 2.5 Enhanced

## Circ Mill Toolpaths continued

### Start Hole

Segment  
2015  
How to automatically create drilled holes at  
the start point of pocket Toolpaths.

[View Segment](#)

8:27 min

[File D/L: 2015.mc9](#)

### Slot Mill Toolpath

Segment  
2509  
**Added**  
7/12/2004  
Creating a Slot mill toolpath. Demonstrate  
what the geometry requirements need to be,  
a look at some of the parameters that are  
available such as Perpendicular entry, step  
over amount, depth cuts and more.

[View Segment](#)

10:59 min

[File D/L: 2509.mc9](#)

### Auto Drill Toolpath

Segment  
2510  
**Added**  
7/23/2004  
Overview of Auto-Drill Parameters, Spot drill  
options, geometry selection, assigning  
diameters to points, Chamfer options, H-  
Table C-hook.

[View Segment](#)

10:34 min

[File D/L: 2510.mc9](#)

### Thread Mill Toolpath

Segment  
2511  
**Added**  
7/9/2004  
Creating a Thread Mill Toolpath from within  
the Circ Mill menu. Defining a custom tool.  
Using tool profile geometry that is stored on  
a custom level. Using the Speed / Feed  
Calculator. Setting threadmill parameters.

[View Segment](#)

14:41 min

[File D/L: 2511.mc9](#)

## Helix-Bore Toolpath

Segment  
2512  
Added  
7/9/2004

Focus on creating a Helix-bore toolpath found in the Toolpath next menu, Circ Mill toolpath menu. Assign rough and finish parameters, creating the toolpath with an arc, and with a point, extending the final depth, using a custom tool on a level, using the speed / feed calculator.

[View Segment](#)  
11:03 min

[File D/L: 2512.mc9](#)

## Circle Mill Toolpath

Segment  
2513

See Block 3, Segment 2013.

[View Segment](#)

File D/L: NONE

## Transform Toolpaths

Segment  
2523  
Revised 04/26/04

Creating multiple toolpaths using only one set of geometry. An overview of the options within the Transform toolpath. Through the Transform toolpath options, output a G54 and G55 Work Offset.

[View Segment](#)  
13:58 min

[File D/L: 2523.mc9](#)  
[2523.stl](#)

## 2.5 axis Toolpaths for Solids

### Open Pocket on a Solid

Segment  
2515

How to creating an open pocket Toolpath on solid geometry, also how to select a partial chain on a solid edge.

[View Segment](#)  
3:11 min

File D/L: NONE

### Pocket Face on a Solid

Segment  
2516  
Revised 04/15/04

Creating a pocket face Toolpath on solid geometry. How to suppress solid features and why.

[View Segment](#)  
3:11 min

[File D/L: 2516.mc9](#)

## View Manager / WCS

When to Shift the "W" and when not.

### Working with 2 Work offsets

Segment  
2517

Establishing 2 work offsets for multiple vise setups without moving the "W".

[View Segment](#)  
11:33 min

[File D/L: 2517.mc9](#)  
[2517.stl](#)

### Shifting the WCS

Segment  
2518

Shifting the "W" when your model is in an auxiliary position.

[View Segment](#)  
20:17 min

[File D/L: 2518.mc9](#)  
[2518.stl](#)

## Creating Custom Views

[View Segment](#)  
10:20 min

Segment 2519 From the View Manager, create a custom view, and set T-plane and C-plane for Toolpaths without moving the "W". [File D/L: 2519.mc9](#)

## Verify

### Verify Basics

Segment 12005 Basics of the Verify function and an overview of the toolbar.

[View Segment](#)

**2:44 min**

[File D/L: 12005.mc9](#)

### Stock Definition / Setup

Segment 12006 Setting up your stock definition for use with Verify. Details on the options within the Verify Configure menu.

[View Segment](#)

**6:40 min**

[File D/L: 12005.mc9](#)

### Zoom, Sectioning, Accurate Zoom

Segment 12007 Covers the zoom, unzoom, dynamic spin, sectioning, and accurate zoom functions while using Verify.

[View Segment](#)

**4:43 min**

[File D/L: 12005.mc9](#)

### Custom Tool Definition

Segment 12008 Creating and using a custom tool for use with the Verify and Backplot functions.

[View Segment](#)

**6:26 min**

[File D/L: 12008.mc9](#)

### Custom Stock Definition

Segment 12009 **Revised 05/20/04** Creating and using a custom stock definition for use with the Verify function.

[View Segment](#)

**4:38 min**

[File D/L: 12009.mc9](#)  
[12009.stl](#)

### STL Compare and STL from Previous Operation

Segment 12010 Examples of how to use the STL compare function as well as using an STL file saved from a previous operation.

[View Segment](#)

**9:29 min**

[File D/L: 12005.mc9](#)  
[12010.mc9](#)  
[12010.stl](#)  
[12008.mc9](#)  
[12010R.stl](#)

## Streaming Courseware for Mastercam Art v9

### Introduction to Mastercam Art v9 (Demo)

Segment 5000 Introduction to Mastercam Art v9. This is a Demo of Mastercam Art and is not a training video.

[View Demo](#)

File D/L:  
[v9 Art Literature](#)  
[v9 Art Tutorial](#)  
[v9 Engraving Tutorial](#)

### Video 1

[View Segment](#)

**20:31 min**

Segment  
5001  
New Relief, Cross Sections, Relief Manager  
and Resolution.

[File D/L: Antz-Geo\\_E.mc9](#)

## Video 2

Segment  
5002  
Mold Creation, XForm: Mirror/Scale, Modify  
Filters.

[View Segment](#)  
**6:35 min**

[File D/L: Antz-Art\\_E.mc9](#)

## Video 3

Segment  
5003  
Ras2Vec-Spline, Importing Scanned Art.

[View Segment](#)  
**6:38 min**

[File D/L: Dragon1.zip](#)

## Video 4

Segment  
5004  
Nested Chains, Organic Surface and Swept  
Surface.

[View Segment](#)  
**9:33 min**

[File D/L: Dragon-Geo\\_E.mc9](#)

## Video 5

Segment  
5005  
Application Styles and Organic Surface.

[View Segment](#)  
**9:33 min**

[File D/L: Celtic-Blend-Geo\\_E.mc9](#)

## Tech Tips

### File/Get Crashes

Segment  
12001  
Instructions for resolving crashes in  
Mastercam when performing File/Get or  
File/Save while shading is turned on.

[View Segment](#)  
**2:54 min**

File D/L: NONE

### Configuration File Overview

Segment  
12002  
Setting up multiple configuration files,  
editing command line parameters and  
securing your configuration file(s).

[View Segment](#)  
**6:28 min**

File D/L: NONE

### Video Problems

Segment  
12003  
Resolutions for several video related  
problems that can occur in Mastercam.

[View Segment](#)  
**6:18 min**

File D/L: NONE

### NetHASP Installation / Setup

Segment  
12004  
Step-by-step walkthrough of how to install  
and setup the NetHaspServer software.

[View Segment](#)  
**13:38 min**

File D/L: NONE

### Shading

Segment  
2525  
Covers shortcut key access (alt-s), changing  
colors of shaded models, shading & backplot,

[View Segment](#)  
**7:53 min**

Added  
1/10/2005

translucent models, ambient light and  
chordal height settings.

[File D/L: 2525.mc9](#)