



LATHE TRAINING TUTORIAL

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Mastercam 2020 Lathe Training Tutorial

Copyright: 1998 - 2019 In-House Solutions Inc. All rights reserved

Software: Mastercam 2020

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Lathe Projects

Tutorial	Geometry Functions	Toolpath Creation				
#1	Rectangle Line Parallel Chamfer Entities Fillet Entities Trim Entities	Face Roughing Finish				
#2	Line Endpoints (Polar Line) Line Parallel Line Endpoints (Horizontal) Divide/delete Trim 2 Entities Fillet	Face Roughing Finish Groove - Multiple Chains Drilling				
#3	Import a Parasolid File Turn Profile	Face Drill Canned Rough ID Canned Finish ID Rough OD Finish OD Groove - Straight grooves Groove - Angled Grooves Cutoff				
#4	Rectangle Parallel Line Line Endpoints Trim Divide Trim 2 Entities	Face Roughing Finish Drill ID Rough ID Finish ID Groove - Multiple Chains Cutoff				
#5	Line Endpoints Arc Tangent Dynamic	Face Rough OD				

Lathe Training Tutorial

Tutorial	Geometry Functions	Toolpath Creation			
	Relief Groove Chamfer	Finish OD Groove Thread Drill Stock Flip Face Rough OD Finish OD Groove Thread Drill			
#6	Rectangle Parallel Line Line Endpoints Fillet Trim Chamfer Relief Groove Line Tangent to Two Arcs Rotate Bolt Circle Translate Copy	Face Rough OD Finish OD Groove Thread Center Drill Stock Advance Lathe Tailstock Groove Cutoff			
	Import a SolidWorks File Turn Profile	Create standard toolpaths geared towards VTL machines. Face Rough OD Finish OD Drill Rough ID Finish ID Groove ID Change Tool Definitions Thread			

Tutorial 1: Geometry Creation

OVERVIEW OF STEPS TAKEN TO CREATE THE PART GEOMETRY

From Drawing to CAD Model:

- The student should examine the drawing on the following page to understand what part is being created in the tutorial.
- From the drawing we can decide how to create the geometry in Mastercam.

Create the 2D CAD Model:

- The student will create the upper profile of the part. Only half of the geometry is needed to create the necessary toolpaths to machine the part.
- Geometry creation commands such as Line Endpoints, Line Parallel, Rectangle, Fillet Entities, and Trim will be used.

TUTORIAL #1 DRAWING

STEP 1: SETTING UP THE GRAPHICAL USER INTERFACE

Please refer to the **Getting Started** section for more info on how to set up the graphical user interface. In this step, you will learn how to hide the manager panels to gain more space in the graphics window.

1.1 Hide the manager panels

View

• From the Managers group, enable all four managers as shown.

File	Home	Wireframe	Surfaces	Solids	Model Prep	Dra	fting	Transform	Machin	e View					
Fit	Window P	Unzoom 50% Unzoom 80%	Тор Ср	Isometric * Right Front *	∰ Rotate ¥ = Cplane ▼ Kave	Section View *	Wirefram	e Outline Shaded *	Material	ð Translucer Backside	ncy	Advanced Display *	L: Toolpaths L: Solids L: Planes	Levels Levels Multi-Threading	🛃 Groups 🛃 Recent Functions
	Zoom			Graphi	cs View			App	earance		Γ _N	Toolpaths 🕞		Managers	

• The panels should be on the left side of the graphics window as shown.

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File Home Wireframe Surfaces Solids Model Prep Drafting	fansform Machine View	My Mastercam 🔞 🔺
Dunzoom 50% Top Right E = Cplane Section Fit Window Vinzoom 80% Front * Section Wirefer	Colline Material Cascillation Colline Material Cascillation Colline Material Cascillation Colline Material Colline	
Zoom Graphics View	Appearance 6 Toolpaths 6 Managers Display Grid 6 Controller Viewsheets 6	
Toolpaths 👻 🔻 🛪	(a) MatoCursor + dz * 0 k % (0 10 10 10 k)	
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Solids Planes Levels Toolpaths Top		0.6182 in Inch
	SECTION VIEW, OFF SELECTED ENTITIES: 0 X: 4.21442 Y: 0.04185 Z: 0.00000 - 3D CPLANE TOP TPLANE TOP WC	S: TOP 🔸 🤀 🤀 🕘 🥥 🖉

Note: It does not matter which panel is currently opened. It could be the **Toolpaths**, the **Solids**, the **Planes** or the **Levels** panel as shown.

• To hide all panels, click on the **Auto Hide** icon as shown.

I

• The panels will be hidden to the left of the graphics window as shown.

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Fi	e Home	Wireframe	Surfac	es Solid	s Model Pre	p Draf	fting Tr	ansform	Mach	nine View	1							
Fi	Window	Unzoom 50% Unzoom 80%	Top	😚 Isometric 貸 Right 貸 Front 🔹	 I I Rotate I Rotate <l< th=""><th>Section View *</th><th>Wireframe</th><th>Outline Shaded</th><th>Material</th><th>Stransluce @ Backside</th><th>ency</th><th>Advanced Display *</th><th>ta Toolpaths ta Solids ta Planes</th><th>Levels Multi-Threading</th><th>t: Groups t: Recent Functio</th><th>ns Kow Axes *</th><th>Show Gnomons +</th><th>Show Grid</th></l<>	Section View *	Wireframe	Outline Shaded	Material	Stransluce @ Backside	ency	Advanced Display *	ta Toolpaths ta Solids ta Planes	Levels Multi-Threading	t: Groups t: Recent Functio	ns Kow Axes *	Show Gnomons +	Show Grid
_	Zoom			Grap	hics View			App	pearance		F _N	Toolpaths 🕞		Managers		D	splay	Grij
Solids Planes Levels Toolpaths													uutoCurior • x		· · ·	III - <mark>S</mark> Y	3 C 1	

Note: To un-hide them temporally, you can click on one of the **Managers** to open it as shown.

While creating the geometry, keep the **Manager** panels hidden. This ensures more space in the graphics window for the geometry.

STEP 2: CREATE A RECTANGLE

In this step you will learn how to create a rectangle given the width, the height, and the anchor position.

Step Preview:

2.1 Create the 5" by 1.625" rectangle

Wireframe

• From the **Shapes** group, select Rectangle.

File	Home	Wireframe	Surfaces	Solids	Model Prep	Drafting	Transform	Machine	e V	/iew	furning	Milling		
Point Position •	+ Bolt Circle	+ Line Line Endpoints + Lin	e Parallel e Perpendicula e Closest +	r Circ Center	Arc 3 Arc Ta le Point Circle	Points ngent Edge Point +	Spline Manual *	Rectangle	A Create Letters	Bounding Box	Silhouette Boundary	Turn Profile	Relief Groove	 Raster to Vector Stair Geometry Door Geometry
Poir	nts	Line	25		Arcs		Splines				Shape	es		

Note: Select the rectangle icon as shown. If you click too close to the drop down arrow, a fly-out list of commands appears and you can select the top Rectangle command.

• Enter the Width of -5.0 and the Height of 1.625 and press Enter.

 To select the position of the base point, from the General Selection toolbar, click on the drop down arrow next to AutoCursor as shown.

• From the fly-out menu select Origin.

• To see the entire rectangle, right mouse click in the graphics window and select **Fit** as shown.

Note: To fit the geometry to the screen you can also press Alt + F1.

• A preview of the geometry should look as shown.

Note: The geometry should appear in a cyan blue color which is the color for live entities.

While the rectangle is live you can adjust the dimensions or select a new base point.

• Select the **OK** button to exit the **Rectangle** command.

• The geometry should look as shown.

Note: While creating geometry for this tutorial, if you make a mistake, you can undo the last step using the **Undo** icon or by pressing **Ctrl + Z**. You can undo as many steps as needed. If you delete or undo a step by mistake, just use the **Redo** icon or press **Ctrl + Y**.

To delete unwanted geometry, select the geometry first and then press **Delete** from the keyboard.

To zoom tor unzoom, move the cursor to the center of the geometry and scroll up or down on the mouse wheel.

STEP 3: CREATE THE PARALLEL LINES

In this step you will learn how to create parallel lines to existing lines given the distance between the lines. We are creating the lines to use as part of the geometry as well as the construction lines.

Step Preview:

Wireframe

• From the Lines group, select Line Parallel.

File	Home	Wireframe Surfaces S	olids Model Prep	Drafting	Transform	Machine	e View	v		}
Point Position +	+ Bolt Circle	Line Parallel Line Line Perpendicular Endpoints - Line Closest -	Circle Center Point	3 Points Tangent le Edge Point +	Spline Manual *	Rectangle	A (Create Boo Letters	unding Box	Silhouette Boundary	Turn Profile
Poir	nts	Lines	Arcs		Splines				Shape	es d

• [Select a line]: Select **Entity A** as shown.

• [Select the point to place a parallel line through]: Pick a point to the left of the selected line.

Note: The color of the geometry is cyan which means that the entity is "live" and you can still change the line parameters if needed.

- In the Line Parallel panel, enter the Distance 1.375.
- Press Enter to move the line to the proper distance.

Note: To continue using the same command you can either select the **OK and Create New Operation** button or press **Enter**. To exit the command you can either start a new command or select the **OK** button.

Press Enter to continue.

• [Select a line]: Select **Entity B** as shown.

- [Select the point to place a parallel line through]: Pick a point to the left of the selected line.
- Enter the **Distance 0.375**.

- Press **Enter** to move the line to the proper distance.
- Press Enter to continue or select the OK and Create New Operation button

STEP 5: ROUGH OUT THE PART

Rough toolpaths quickly remove large amounts of stock in preparation for a finish pass. Roughing passes are typically straight cuts parallel to the **Z axis**.

Toolpath Preview:

Turning

• From the **General** group, select **Rough**.

File	Home	Wireframe	Surfaces	Solids	Model Pre	p Draftin	g Transfo	rm Mac	hine	View	Turning
Roug	h Fin	ish Drill	Face	* • •	Face Cont	- C-axis Con	- <mark></mark> - Cross Con	🔹 Face Drill	× Ŧ	Stock Flip	Pickoff/B
		General				c	-axis				l l

• Leave the default settings in the **Chaining** dialog box.

The chaining mode is **Partial** by default. You will have to select the first entity and the last entity of the contour.

• Select Entity A (the fillet) as shown in Figure: 5.0.1.

Note: Make sure that the chaining direction is **CCW**, otherwise select the **Reverse** button in the **Chaining** dialog box.

• Select Entity B as shown Figure: 5.0.2.

• Select the **OK** button to exit the **Chaining** dialog box.

• In the **Toolpath parameters** tab, select the same tool that we used in the facing operation and make all of the necessary changes as shown.

Toolpath parameters Rough parameters	
	Tool number: 1 Offset number: 1
	Station number: 1 Tool Angle
T0101 D00313	
OD ROUGH RIGHT - 80 DEG. OD ROUGH LEFT	Feed rate: 0.01 (in/min) micro-in
	Plunge Feed rate: 0.005
	Spindle speed: 200 CSS RPM
	Max. spindle speed: 10000 Coolant (*)
T0303 R0.0313 T0404 R0.0313 ROUGH RIGHT ROUGH LEFT - 80 DEG.	
	Home Position
	D:10. Z:10. From Machine V Define
	Force tool change To batch
T1111 R0.0313 T1212 R0.0313 OD 55 deg Left OD 55 deg Right ✓	Comment
Show library tools Right-click for options	Rough the OD
Select library tool 🗸 Tool <u>Filter</u>	~
Axis Combination / Spindle Origin	Miss volues
Left/Upper	
Spindle origin. Latre upper lett 20.	Lool Display Canned Text
	✓XYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYYY<

- Toolpath parameters Rough parameters Tool Compensation Overlap... Compensation type: Depth cuts: Computer \sim O Auto Optimize cutter Equal steps comp in control O Incremental Compensation Depth of cut: 0.1 direction: D 0.005 Right Increments of: Min cut depth: 0.001 Roll cutter around corners: Stock to leave in X: All \sim 0.005 Entry amount: 0.1 Stock to leave in Z: 0.0 Exit amount: 0.005 \checkmark Lead In/Out. Variable depth: Plunge Parameters... 0.0 % of depth Filter Cutting Method: Rough Direction/Angle \square Tool Inspection. One way \sim Angle. Chip Break. 0.0 \square Stock Recognition Disable stock recognition Adjust Stock Shorten pass Z \checkmark
- Select the **Rough parameters** tab and make any necessary changes as shown.

Depth of cut sets the amount of material to be removed during each pass.

Equal steps sets the **Depth of cut** value to the maximum amount of material that the tool can remove at each pass to ensure equal passes.

Minimum cut depth sets the minimum cut that can be taken per pass.

Stock to leave in X sets the remaining stock in the X axis after the tool completes all passes.

Stock to leave in Z sets the remaining stock in the Z axis after the tool completes all passes.

Entry amount sets the height at which the tool rapids to or from the part.

Select the Overlap button to establish how much the tool overlaps the previous cut. Specify an Overlap amount of 0.05 as shown.

Rough Overlap Parameters	×
Overlap amount	Overlap amount 0.05
Minimum overlap angle	Minimum overlap angle: 10.0 Absolute Incremental
	✓X?

Rough Overlap Parameters lets you select options to determine how much the tool overlaps the previous cut before making the next cut.

Overlap amount sets the overlap amount as a distance.

Minimum overlap angle sets the angle at which Mastercam will start overlapping cuts.

Select the OK button to exit the Rough Overlap Parameters dialog box.

• Select the Lead In/Out button and choose the Lead out tab to extend the end of the contour as shown.

Adjust Contour Extend / shorten end of contour Amount 0.125	Exit Vector Vuse exit vector Fixed Direction None
Add Line	Angle: 45.0
Exit Arc	Length: 0.1 Resolution (deg.): 45
0.01 in/rev in/min Use rapid feed rate for vector moves Same as toolpath	Auto-calculate vector Automatically calculate exit vector Minimum vector length: 0.02

Adjust Contour allows you to extend or shorten the contour by an amount or by adding a line. We are extending the lead out to ensure that the part is completely machined.

Feed rate allows you to specify a custom feed rate for the Lead In/Out.

Exit Vector allows you to create a tangent arc move or perpendicular move to start the toolpath. You can also manually define an entry/exit vector or let the system automatically calculate a vector for you.

- Select the OK button to exit the Lead In/Out dialog box.
- In the **Rough parameters** tab, change the **Stock Recognition** to **Use stock for outer boundary** as shown.

Sto	ock Recognition	
	Use stock for outer boundary \sim	
	Remaining stock	
$\boldsymbol{\mathcal{C}}$	Use stock for outer boundary	
	Extend contour to stock only	
	Disable stock recognition	

• Select the **OK** button to exit the **Lathe Rough** dialog box.

5.1 Backplot the toolpath

- Once the operation has been regenerated, **Backplot** the toolpath.
- See Page 69 to review the procedure. The toolpath should look as shown in Figure: 5.1.1

×

Select the OK button to exit Backplot.

5.2 Verify the toolpaths

• To verify all toolpaths, from the **Toolpaths Manager**, choose the **Select all operations** icon.

Toolpaths		-	-12
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🔒 ≋ 🛤 🗖 ▼	▲ ⊑ 🔶 🗟 🖓 ⊡ -	<u> </u>	

• Select the Verify selected operations icon.

• Select the Verify tab, and enable Color Loop as shown.

Note: This option will change the material removal color. This can be set based on the operation or on the tool number used to machine the part. This makes it easier to spot if you forgot to leave the stock on in the finish operations.

• See **Page 71** to review the procedure.

STEP 6: FINISH THE PART

The **Finish Toolpath** follows the contour of the chained geometry. Typically a finish toolpath follows a roughing toolpath.

Toolpath Preview:

• Select **Toggle display** on **selected operations** to turn the toolpath display off.

Note: You can also use **Alt + T** to toggle the toolpath display on or off.

Turning

• From the **General** group, select **Finish**.

• Select the **Last** button in the **Chaining** dialog box as shown.

Mode Cplane 3D Selection Method + + Vait Selection Wait Selection Wait Selection Selection Selection Selection Compared to the selection Compared to the selection Selection Compared to the selection Compared to the sele	Wireframe Chaining	×
Cplane ③ 3D Selection Method + + </td <td>Mode</td> <td></td>	Mode	
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	Start/End	
	·*· **	

The Last button will automatically select the last chain that we used in the roughing toolpath.

- Select the OK button to exit the Chaining dialog box.
- Select the **OD 55 Degree Right** tool from the tool list and enter the comment as shown.

Toolpath parameters Finish parameters	
Hoodiffiant of DEd. HoodiffElf of DEd.	▲ Tool number: 2 Offset number: 2
	Station number: 12 Tool Angle
	Feed rate: 0.01
T1111 R0.0313 OD 55 deg Left OD 55 deg Right	Spindle speed: 200 OCSS ORPM
	Max. spindle speed: 10000 Coolant (*)
	Home Position X:5. Z:10. From Machine V Define
OD FINISH RIGHT OD FINISH LEFT - 35 DEG.	Force tool change To batch
< >	Comment:
Show library tools Right-click for options Select library tool Tool Filter	Finish the part.
Axis Combination / Spindle Origin	Misc values Stock Update Ref point Ref point Canned Text
episoro orgin. Eduto oppor rot. Ed.	

Note: The Feed rate and Spindle speed are based on the Mastercam Tool Definition.

• Select the **Finish parameters** tab and make sure the parameters match the screenshot below.

Toolpath parameters	Finish parameters			
Toolpath parameters Finish parameters	Tool back of Finish stepover: Stock to leave in X: 0.0 Stock to leave in Z: 0.0	fset number: 2 Number of finish passes	Tool Compensation Compensation type: Computer Optimize cutter comp in control Compensation direction: Right Roll cutter around comers: All Down cutting	
Finish Direction				 Down cutting Lead In/Out Plunge Parameters Filter Tool Inspection Chip Break
				Extend contour to stock Adjust Contour Ends

• Select the Lead In/Out button, choose the Lead out tab, and extend the end of the contour by 0.125.

Adjust Contour	Exit Vector Use exit vector Fixed Direction None Tangent Perpendicular Angle: 45.0		
Amount 0.125 © Extend			
Exit Arc	Length: 0.1 Resolution (deg.): 45		
0.01 in/rev in/min Use rapid feed rate for vector moves Same as toolpath	Auto-calculate vector Automatically calculate exit vector Minimum vector length: 0.02		
	✓X?		

- Select the **OK** button to exit the **Lead In/Out** dialog box.
- Select the **OK** button to exit the **Lathe Finish** dialog box.

V

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