Mastercam 2020

QUICK REFERENCE GUIDE

ICON	FUNCTION	SHORTCUT
	About Mastercam	Alt+V
	Analyze Entity	F4
	AutoSave	Alt+A
	Configure Mastercam	Alt+F8
	Copy to clipboard	Ctrl+C
	Cut to clipboard	Ctrl+X
	Delete Entities	F5
	Drafting Options	Alt+D
	Exit Mastercam	Alt+F4
	Fit	Alt+F1
	Grid Settings	Alt+G
	Gview–Back	Alt+3
	Gview–Bottom	Alt+4
	Gview–Front	Alt+2
	Gview–Isometric	Alt+7
	Gview–Left	Alt+6
	Gview–Previous View	Alt+P
	Gview–Right	Alt+5
	Gview–Top	Alt+1
	Help	Alt+H
	Hide/Unhide	Alt+E
	Levels Manager	Alt+Z
	Set From Entity	Alt+X

ICON	FUNCTION	SHORTCUT
	Rotate Position	Alt+F12
	Multi-Threading Manager	Alt+M
	Pan	Arrow keys
	Paste	Ctrl+V
	Planes Manager	Alt+L
	Redo	Ctrl+Y
	Rotate	Alt+Arrow keys
	Run Add-In	Alt+C
	Save	Ctrl+S
	Save As	Ctrl+Shift+S
	Select All	Ctrl+A
	Shading toggle	Alt+S
	Shading Translucency toggle	Ctrl+T
	Show Gnomons	Alt+F9
	Show Axes	F9
	Show/hide displayed toolpaths	Alt+T
	Solids Manager	Alt+I
	Toolpaths Manager	Alt+O
	Unzoom 80%	Alt+F2
	Unzoom Previous/50%	F2
	Undo	Ctrl+Z
	Window	F1
	Zoom/unzoom by 5%	Pg Up/Pg Down

Map any Mastercam function to a custom keyboard shortcut:

Choose **File, Options, Customize Ribbon**. Then click the **Customize** button to open the **Customize Keyboard** dialog box.

Navigate to these websites to get more out of your Mastercam experience:

Mastercam Reseller Locator
mastercam.com/Resellers

Online Mastercam Training
University.Mastercam.com

Masters of CAM
mastersofCAM.com

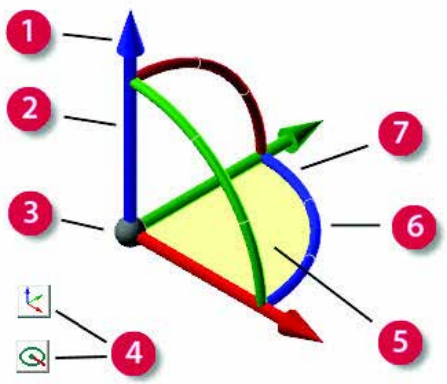
Mastercam Blog
blog.mastercam.com

Mastercam Forum
forum.mastercam.com

ON-SCREEN EDITING TOOLS

Dynamic Gnomon

The Dynamic Gnomon helps you manipulate geometry and planes interactively. The gnomon comprises three axes connected at an origin sphere. Choose from the selection points listed here to apply different types of transformations to either the gnomon or your selected geometry.

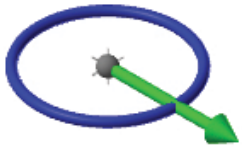


1 Align
2 Translate Along
3 3D Translate/Polar
4 Gnomon/ Geometry Switch
5 XY Orient
6 2D Rotate
7 3D Rotate

See Mastercam Help for more information.

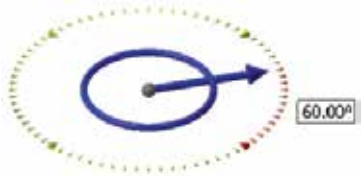
Polar control

The Polar control consists of the origin sphere, a rotation compass, and a green single-axis arrow. It can rotate as well as edit the position of entities in the graphics window.



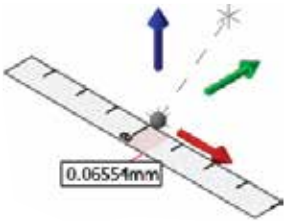
Rotate control

The Rotate control can only rotate on-screen entities within the current Cplane. It consists of the origin sphere and a rotation compass.



Delta control

The Delta control consists of the origin sphere and three single-axis arrows that can be manipulated independently.



Hover over any single-axis arrow until it highlights. Click and drag the arrow to a new position using the ruler to guide your placement.

To rotate entities on screen, hover over the blue circle until the rotation compass appears. Rotate the control or enter a value in the on-screen field. Rotating from inside the compass allows you to snap to angular increments. Manipulating either control outside the compass ignores the snap control.

Quick Masks

Quick Masks let you control entity masking with a single mouse click. Each Quick Mask button has two functions, depending on whether you click the left half or right half of the button. Hover your mouse over each button half to view its function.

- Click the left half of a Quick Mask button to immediately select all instances of the entity type.
- Click the right half of the same button to limit your individual selections to only the specific entity type.
- Use the **Select All Advanced/Select Only Advanced** Quick Mask button to open the **Select All** dialog box or the **Select Only** dialog box to filter selections by entity attributes.
- The right half of the **Clear All Masking** button clears all selection criteria from both the **Select All** and the **Select Only** dialog boxes.

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