

ZwCAD[®] Newsletter — September, 2007

Tutorial 15 Adding hatching

A hatch pattern consists of a repeating pattern of lines, dashes, and dots. You can select a hatch pattern from a set of predefined patterns, or you can define a pattern of your own. The hatch pattern you used most recently is the default pattern the next time you choose Hatch.

The program supplies predefined standard hatch patterns, which are stored in the *icad.pat* and *icadiso.pat* hatch pattern library files. You can use other external hatch pattern libraries, such as an office standard library, customized patterns, and libraries available from vendors or standards organizations.

NOTE The *icad.pat* hatch pattern library files are ANSI (American National Standards Institute)-compliant patterns; the *icadiso.pat* hatch pattern library files are ISO (International Standards Organization)-compliant. You can add hatching to an area enclosed by entities selected to form the hatch boundary. The entire hatch is treated as a single entity. After you draw a hatch, it is independent of the entity itself.

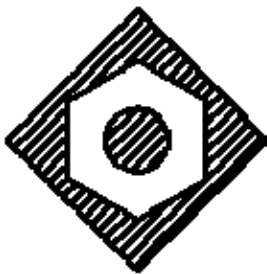
You can also use an existing entity to define the area you want to hatch. You can associate the hatch with its boundary entities by selecting Associative from the Hatch Attributes area of the Hatch dialog box

1. From the Boundary Hatch dialog box, click the Boundary tab.
2. Choose one of the following Island Detection Options:

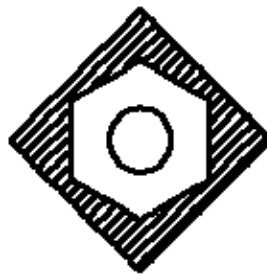
Nested Islands The outer entity and all its islands are considered for hatching.

Outer Only Only the outer entity and its outer island are considered for hatching.

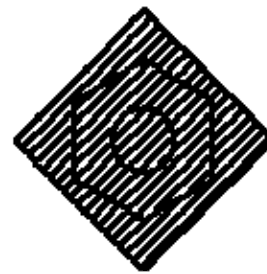
Ignore Islands Only the outer entity is considered or hatching.



Nested Islands



Outer Only



Ignore Islands

3. To keep the boundary, select the Retain Boundaries check box.