Chapter 17 Crosshatching

BHATCH Command 17.1

1.	Choose	Draw, Hatch
		or
2.	Click	the Hatchicon.
		or
3.	Туре	BHATCH at the command prompt
		Command: BHATCH

Hatch and Gradien	t in the second second second	? ×		
Hatch Gradient		Boundaries		
Type and pattern		Add: Pick points		
Туре:	Predefined	Add: Select objects		
Pattern: Swatch:	ANSI31 •	Remove boundaries		
Custom pattern:		Recreate boundary		
Angle and scale		Q View Selections		
Angle:	Scale:			
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🗖 Double	Relative to paper space	Associative Create separate hatches		
Spacing:	1.0000	Draw order:		
ISO pen width:		Send behind boundary		
Hatch origin		Inherit Properties		
Use current orig	in			
C Specified origin	C Specified origin			
Click to s	et new origin			
Default to b	oundary extents			
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☐ Store as de	- ++			
Preview	OK	Cancel Help 🕥		

Hatch Boundaries 17.2

Boundary Options

Specifies whether or not the temporary boundary objects will be added to the drawing.

1. **Choose** the **Advanced...** TAB from the BHATCH dialog.

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0 • 1.0000 •	Options	Object type: Polyline 💌
	Associative	
E Double E Relative to paper space	Create separate hatches	Boundary set
Spacing: 1.0000	Draw order	Current viewport 💌 🧮 New
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		Tolerance: 0.0000 units
Hatch origin	🧟 Inherit Properties	Inherit options
Use current origin		Use current origin
C Specified algin		C Use source helds origin
Click to set new origin		
Delault to boundary extents		
Bottoni left 💌 💻		
🗖 Store as default origin		

2. **Choose** one of the following advanced options:

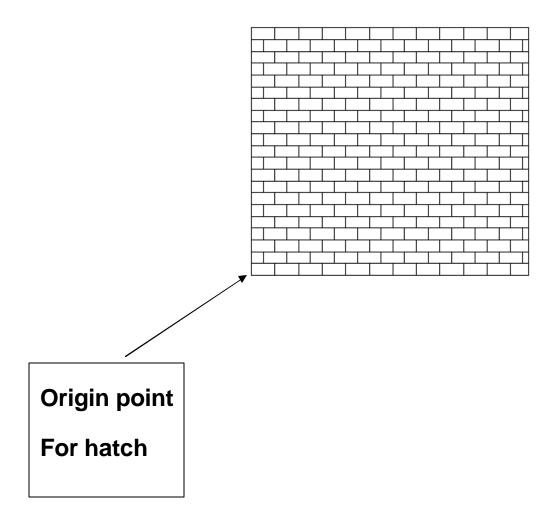
Define Boundary Set

Defines the set of objects AutoCAD analyzes when defining a boundary from a specified pick point.

Hatchstyle

Specifies the method used to hatch objects within the outermost hatch bound- ary. If there are no internal objects selected, specifying a hatching style has no effect.

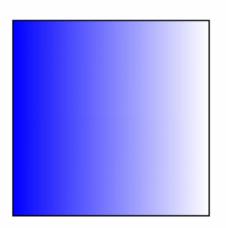




Gradient Hatch 17.4

- 1. **Choose** the **Gradient...** TAB from the BHATCH dialog.
- 2. **Choose** one of the following advanced options:

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		Add: Select objects
		Tint Remove boundaries
		Recreate bound as
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sentation		🖌 Inheit Properties
Centered	Angle: 0	1 -



Hatch Options 17.5

Pattern Type	Sets the current pattern type by using	
	AutoCAD's predefined patterns or user defined patterns.	
Pattern Properties	Sets the current pattern, scale, angle, and spacing. Controls if hatch is double spaced or exploded.	
Pick Points	Constructs a boundary from existing objects that form an enclosed area.	
Select Objects	Selects specific objects for hatching. The Boundary Hatch dialog box disappears and AutoCAD prompts for object selection.	
Inherit Properties	Applies the properties of an existing associative hatch to the current Pattern Type and Pattern Properties options.	
Preview Hatch	Displays the hatching before applying it. AutoCAD removes the dialog box and hatches the selected areas.	
Associative	Controls associative hatching.	
Apply	Creates the crosshatching in the boundary.	

Editing Hatch Patterns 17.6

1.	Choose	Modify, Hatch
		or
2.	Click	the Hatch Editicon from the Modify II toolbar.
		or
3.	Туре	HATCHEDIT at the command prompt.
		Command : HATCHEDIT
4.	Choose	One of the BHATCH options to modify.

5. **Pick** The OK button.

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atch [Gredient]		Boundaries
Type and pattern		Add Pick points
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Pattern	SOLID 💌	
Swatch:	ByLayar V	Remove boundaries
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E Double	Relative to paper space	E Separate hatches
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Hatch origin		🗶 Inheit Properties
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Specified orig	n	
式 Click k	o set new origin	
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n (1		
Preview	DK	Cancel Help ()

Inherit Hatch 17.7

1.	Choose	Draw, Hatch	
		or	
2.	Click	the Hatchicon.	
		or	
3.	Туре	BHATCH at the command prompt	
		Command: BHATCH	
4.	Choose	InheritProperties.	
5.	Pick	the crosshatchofanexisting associative hatchto make the current Pattern Type and Pattern Properties options. Preview Hatch Displays the hatching before applying it.	

Hatch and Gradient	<u>? ×</u>
Hatch Gradient	Boundaries
Type and pattern	Add: Pick points
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Click to set new origin	
Default to boundary extents	
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Preview	Cancel Help 🕥