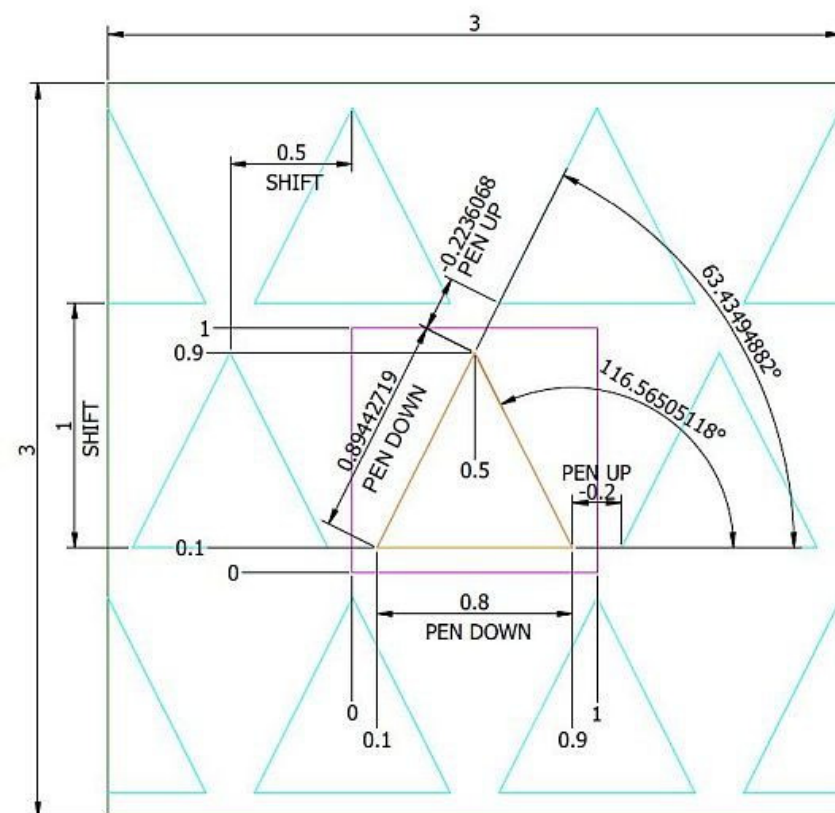
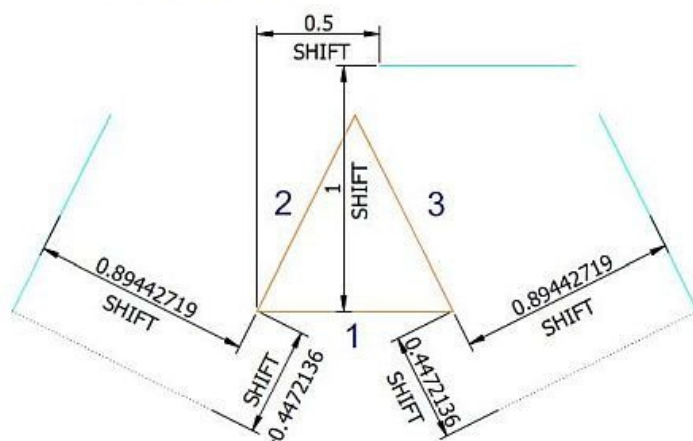


\*MYHATCH3, Hatch description goes here  
 By John Hyslop, Manually Entered QCAD3 pattern  
 the \* at the start of this hatch pattern is required with the file name minus the extension .PAT  
 a comma can be placed after this to add a discription as required  
 Entered as a 1x1 Unit which can be used in inch just for this exersize only  
 Common Tile Sizes are 1x1 for inch and 25.4x25.4 for metric  
 Tiles can be any size but you must consider the scale of metric and Imperial  
 FYI I have seen tiles in metric 10x10 , 12x12 , 50x50 & 100x100  
 Experiment and see what suits your needs for your pattern, semicolons can be used  
 to comment your pattern as these are ignored by Qcad.  
 Shift:X,Y These values establish the x-shift and y-shift, "in the direction you are going"  
 which is the x and y distance between the start of any pass and the start of the next pass.  
 I have put spaces inbetween the numbers to help you understand what's happening  
 Qcad ignores these spaces, so if you find it easier typing patterns like this it's ok  
 to do so, typically the 1st line would look like this 0,0.1,0.1,0.5,1,0.8,-0.2  
 7 numbers sepeated by commas, but that would be harder to see what's going on :-)

Ang	Origin 0,0	Delta Shift X,Y	Pend Down, Pen Up
0	, 0.1,0.1	, 0.5,1	, 0.8,-0.2
63.43494882	, 0.1,0.1	, -0.4472136,0.89442719	, 0.89442719,-0.2236068
116.56505118	, 0.9,0.1	, 0.4472136,0.89442719	, 0.89442719,-0.2236068



Hatch Tile  
 Hatch Pattern  
 Hatch Pattern Area  
 Required Entities  
 Dimensions  
 Lines 1 to 3



The Triangle in the centre is symmetrical , I've tried to keep dimensions to the minimum so the drawing doesn't get too cluttered. Always remember to set your dimensions to 8 decimal places for a more accurate pattern. Remember PEN UP is always a negative number..