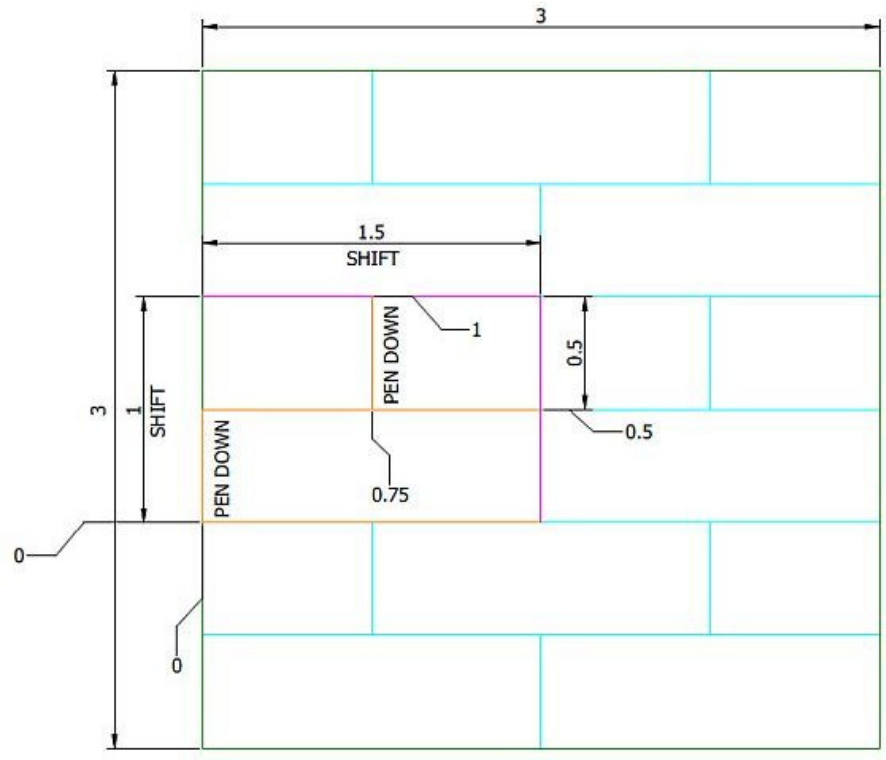
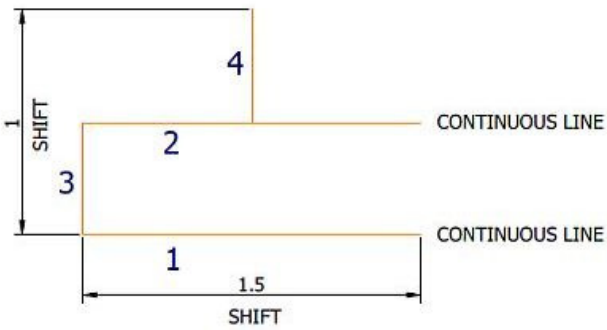
```
*MYHATCH4, Hatch description goes here
; By John Hyslop,    Manually Entered QCAD3 pattern
; the * at the start of this hatch pattern is required with the file name minus the extension .PAT
; a comma can be placed after this to add a discription as required
; Entered as a 1x1 Unit which can be used 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 , 25x25 , 50x50 & 100x100
; Do Tiles have to be square? No, they can be rectangular too...
; 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.
; You can type the pattern as I've typed it below that way it will be easier to see what's going on :-)
; Lets start with the 2 horizontal lines, these will be continuous lines so no PEN UP or Down are required.
;
;Ang          Origin 0,0          Delta Shift X,Y          Pen Down,Pen Up
0             ,  0,0     ,        0,1
0             ,  0,0.5   ,        0,1
90            ,  0,0     ,        0,1.5          ,         0.5 , -0.5
90            ,  0.75,0.5,        0,1.5          ,         0.5 , -0.5
|
```



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



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..