



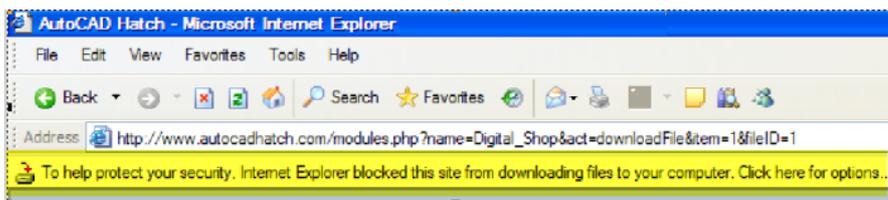
CAD hatch.com

AutoCAD Hatch Pattern Installation

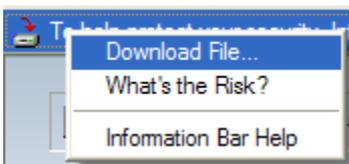
Download Instructions

This guide explains how to use the free CAD hatch patterns obtained from our site. The files are fully compatible with all versions AutoCAD, AutoCAD LT, Autodesk Revit, AutoCAD Map and Autodesk Civil 3D.

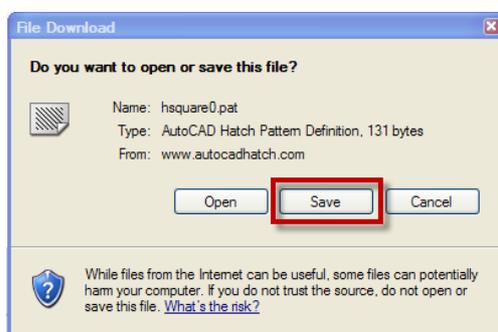
1. Make a folder on your hard disk to save the CAD hatch patterns into, we recommend it is called C:\cadhatch (but any name could be used).
2. Find the free pattern you like from our download area. To download a pattern click on the red triangle below a pattern, and select save.  HSHP11



If nothing happens your browser may be preventing pop ups, if it shows the message above pick "click here for options" on it and select Download file



3. When offered a choice of opening the file or saving, select Save



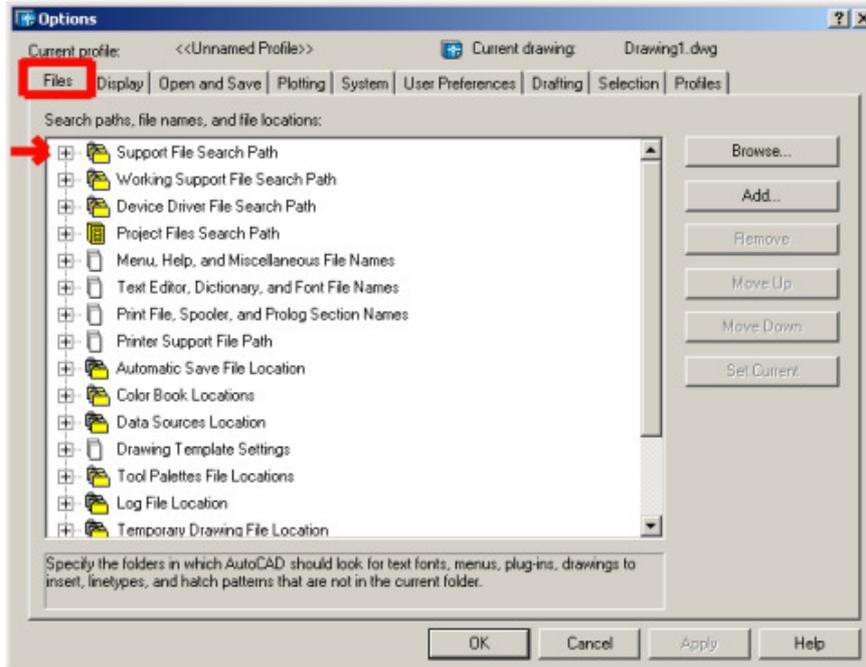
and browse to the folder C:\CADhatch (or your own choice of folder).

4. Download any other CAD patterns you wish in the same way.

AutoCAD Configuration

The only configuration needed is to add the path where the hatch patterns are saved.

In AutoCAD pick the TOOLS menu and then OPTIONS (alternatively type OPTIONS on the command line).



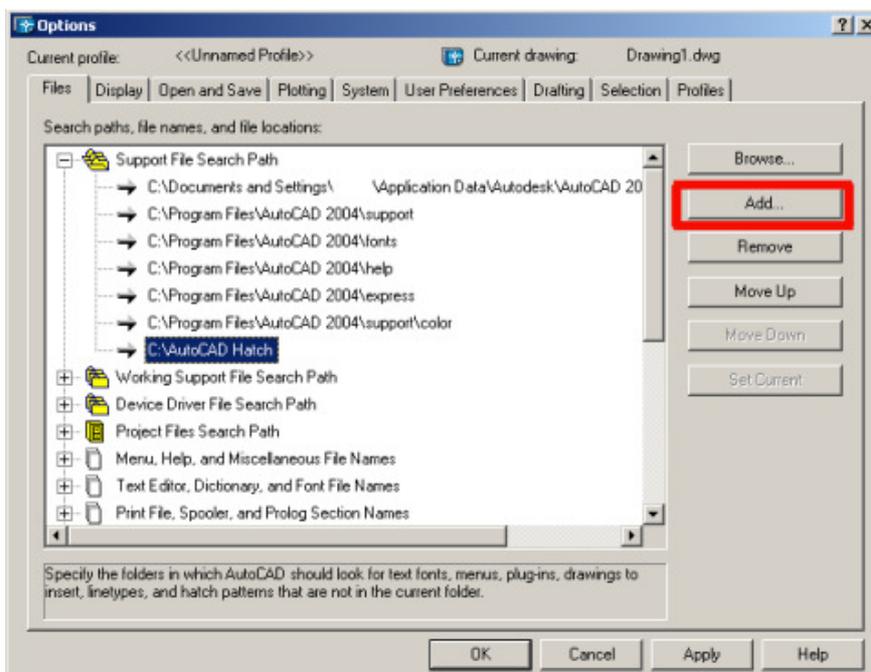
Select the Files Tab

Then pick the + button to the left of Support File Search Path

Pick Add button (on right of box) and then browse button to C:\cadhatch (or the folder you save the patterns into)

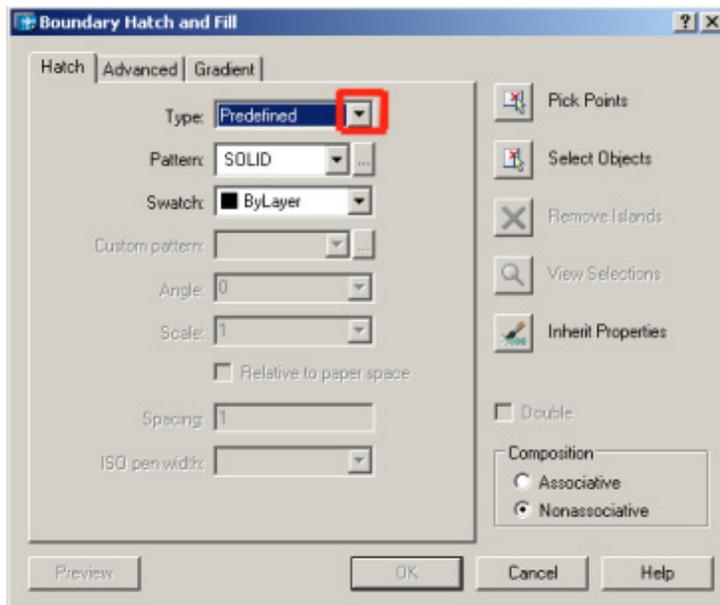
Then OK

The position the folder path appears in the list does not matter

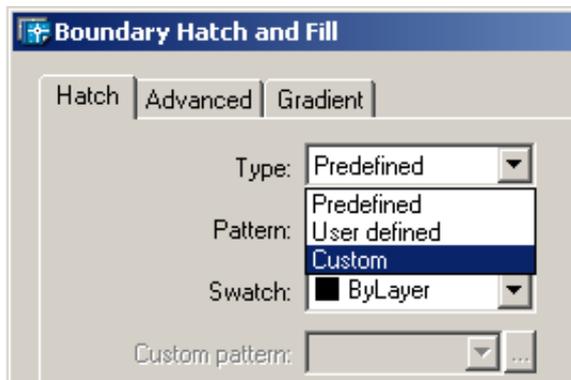


Using The Custom Hatches

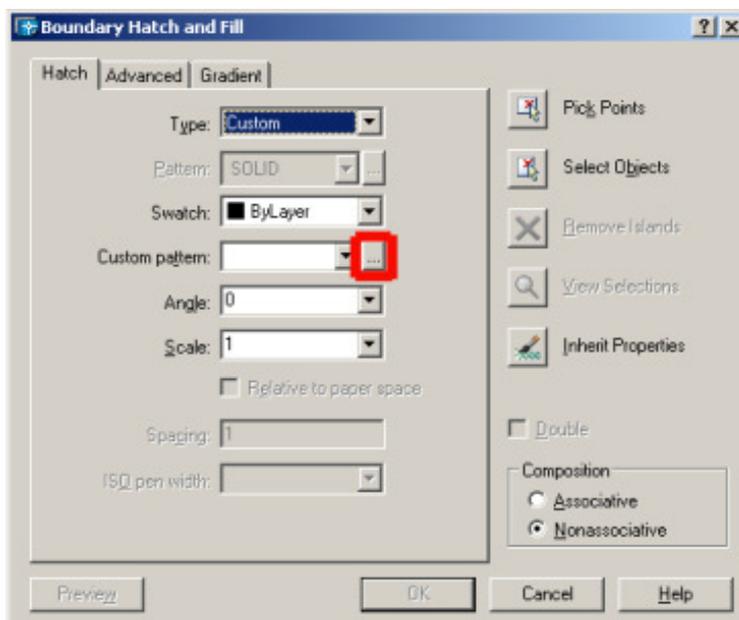
Run the Hatch (Bhatch) command. Pick the drop down arrow in the Type selection area.



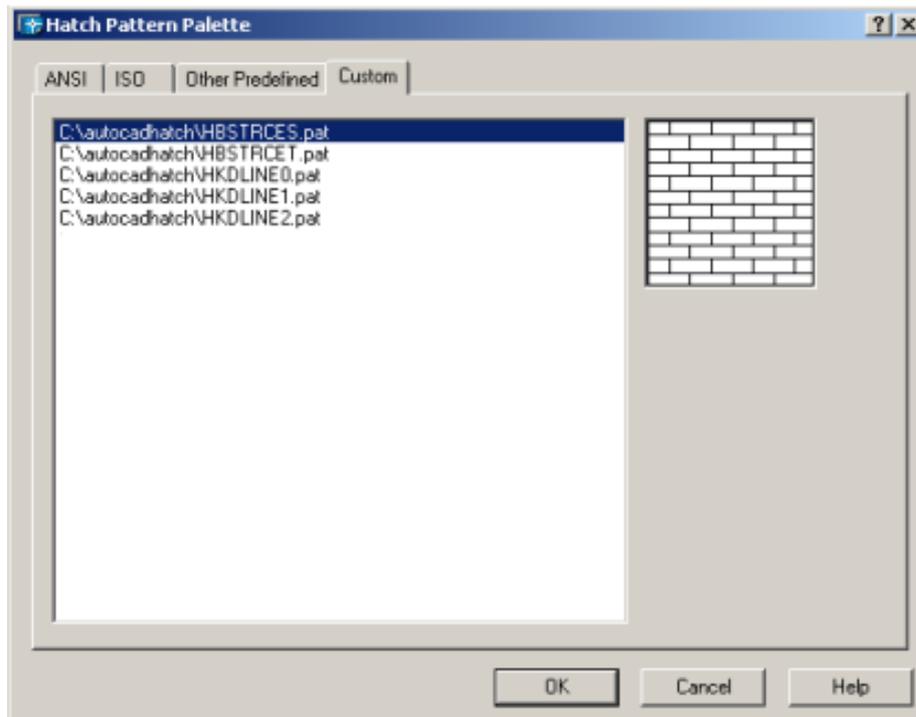
Pick Custom from the drop down list



Pick the ellipsis button (button with 3 dots) next to custom pattern to show all downloaded CAD patterns.



Highlight any pattern name, a thumbnail will be shown on the right.



Select the CAD pattern required and then continue hatching in the normal way.

Please visit www.cadhatch.com for our latest hatch patterns and seamless textures and bump maps