HOW TO USE HATCH IN DRAWING

- Many drafting applications use a process called hatching to fill an area with a pattern.
- The pattern is used to differentiate components of a project or to signify the material composing an object.
- You can use a predefined hatch pattern, define a simple line pattern using the current linetype, or create more complex hatch patterns.
- You can drag and drop hatches or use a dialog box with additional options.

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- Hatch fills the specified hatch boundary with a non-associative hatch.
- A non-associative hatch is not updated when its boundaries are modified.
- A hatch boundary consists of an object or objects that completely enclose an area.
- If the boundary is made up of multiple objects, their endpoints must coincide for the hatch to be created properly.
- You can also define a polyline hatch boundary with the direct hatch option.
- Unless otherwise specified, hatch combines the lines that make up the hatch into a block.

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