# The SUPERHATCH Command

The **SUPERHATCH** command provides an easy way to use an image, block, external reference (xref), or wipeout to create a hatch pattern. The **SUPERHATCH** command is convenient because it does not require you to create a PAT file to apply a custom hatch pattern. You will learn to use blocks and xrefs later in the textbook. Refer back to this information once you have a better understanding of blocks and xrefs.

Access the **SUPERHATCH** command to display the **SuperHatch** dialog box. See **Figure ET23-1**. If the drawing contains the image, block, xref, or wipeout you want to use as a hatch pattern, pick the **Select existing** button and then select the appropriate object. If the drawing does not include the object, pick a button to locate the corresponding item to use as a hatch pattern.

Select the **Image...** button to access the **Select Reference File** dialog box, where you can choose an image file, such as a JPG or TIF file. Pick the **Block...** button to access the **SuperHatch - Insert** dialog box. From the **SuperHatch - Insert** dialog box, choose the **Block...** button to locate a block in the current file, or pick the **File...** button to select a drawing file to use as the block. Adjust insertion parameters on-screen or deselect the check box to preset insertion parameters. Select the **Xref Attach...** button of the **SuperHatch** dialog box to access the **Select Reference File** dialog box, where you can choose a drawing file. Pick the **Wipeout...** button to select a wipeout object.
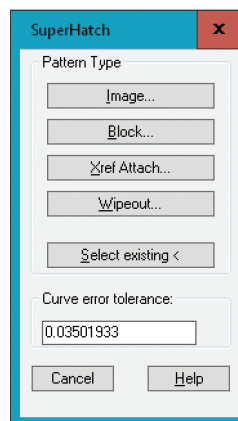
Ribbon
Express Tools > Draw
Super Hatch...
Type
SUPERHATCH
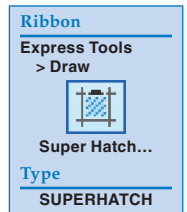
SUPERHATCH

NOTE

The value in the **Curve error tolerance:** text box controls the amount of precision applied to the curvature of objects by AutoCAD when you hatch a curved boundary.

Figure ET23-1.
The **SuperHatch** dialog box provides options for hatching with an image, block, external reference, or wipeout object.

Once you select an object, the process of placing the item varies depending on object type. In general, you select an insertion point and specify additional insertion parameters, such as scale and rotation. Follow the prompts and use the dialog boxes, when necessary, to place the object. If you select a block, AutoCAD prompts you to specify the block extents. The extents serve as a reference for tiling the hatch inside the boundary. By default, a magenta square appears around the block to define the extents. Use the default extents or draw a different frame.

Pick an internal point to insert the hatch inside the boundary. You can also access the advanced hatching options, which allow you to define a boundary set or specify an island detection method. The hatch is applied when you pick an internal boundary point. **Figure ET23-2** shows using the **SUPERHATCH** command to hatch a boundary using a block.

Figure ET23-2.

Using a block object with the **SUPERHATCH** command. A—The colored frame indicates the extents of the block for tiling when the hatch is applied. B—The enclosed area is hatched using the specified tiling and a rotation angle of 45°.

Frame indicates
extents used
for tiling

Block Object

A

Block hatch pattern applied to drawing

B