

Sheet1

SLIDE,C,18	CMD,C,150	DESC,C,30
**hatch1	Select Hatch Pattern	
Previous/User	^c^chatch	Cancel Icons user Hatch style
acad(ansi31)	^c^chatch ansi31	Hatch pattern ANSI31
acad(ansi32)	^c^chatch ansi32	Hatch pattern ANSI32
acad(ansi34)	^c^chatch ansi34	Hatch pattern ANSI34
acad(ansi35)	^c^chatch ansi35	Hatch pattern ANSI35
acad(ansi33)	^c^chatch ansi33	Hatch pattern ANSI33
acad(ansi36)	^c^chatch ansi36	Hatch pattern ANSI36
acad(ansi37)	^c^chatch ansi37	Hatch pattern ANSI37
acad(ansi38)	^c^chatch ansi38	Hatch pattern ANSI38
acad(box)	^c^chatch box	Hatch pattern BOX
acad(brass)	^c^chatch brass	Hatch pattern BRASS
acad(brick)	^c^chatch brick	Hatch pattern BRICK
acad(clay)	^c^chatch clay	Hatch pattern CLAY
acad(cork)	^c^chatch cork	Hatch pattern CORK
Next	\$i=hatch2 \$i=*	Go to next icon
Exit	^c^c	*CANCEL*

**hatch2	Select Hatch Pattern	
acad(cross)	^c^chatch cross	Hatch pattern CROSS
acad(dash)	^c^chatch dash	Hatch pattern DASH
acad(dolmit)	^c^chatch dolmit	Hatch pattern DOLMIT
acad(dots)	^c^chatch dots	Hatch pattern DOTS
acad(earth)	^c^chatch earth	Hatch pattern EARTH
acad(escher)	^c^chatch escher	Hatch pattern ESCHER
acad(flex)	^c^chatch flex	Hatch pattern FLEX
acad(grass)	^c^chatch grass	Hatch pattern GRASS
acad(grate)	^c^chatch grate	Hatch pattern GRATE
acad(hex)	^c^chatch hex	Hatch pattern HEX
acad(honey)	^c^chatch honey	Hatch pattern HONEY
acad(hound)	^c^chatch hound	Hatch pattern HOUND
acad(insul)	^c^chatch insul	Hatch pattern INSUL
acad(line)	^c^chatch line	Hatch pattern LINE
Next	\$i=hatch3 \$i=*	Go to next icon
Exit	^c^c	*CANCEL*

**hatch3	Select Hatch Pattern	
acad(mudst)	^c^chatch mudst	Hatch pattern MUDST
acad(net)	^c^chatch net	Hatch pattern NET
acad(net3)	^c^chatch net3	Hatch pattern NET3
acad(plast)	^c^chatch plast	Hatch pattern PLAST
acad(plasti)	^c^chatch plasti	Hatch pattern PLASTI
acad(sacncr)	^c^chatch sacncr	Hatch pattern SACNCR
acad(square)	^c^chatch square	Hatch pattern SQUARE
acad(stars)	^c^chatch stars	Hatch pattern STARS
acad(steel)	^c^chatch steel	Hatch pattern STEEL

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acad(swamp)	^^chatch swamp	Hatch pattern SWAMP
acad(trans)	^^chatch trans	Hatch pattern TRANS
acad(triang)	^^chatch triang	Hatch pattern TRIANG
acad(zigzag)	^^chatch zigzag	Hatch pattern ZIGZAG
acad(angle)	^^chatch angle	Hatch pattern ANGLE
Beginning	\$i=hatch1 \$i=*	Go back to first hatch icon
Exit	^^c	*CANCEL*