Fill / Color Gradient>About (Module TSFILL1)
Module Commands

Fill / Color Gradient
   Fill with Block, Objects
   Fill with Block, Generated Surface
   Set Fixed Point

   Color Gradient, Objects
   Color Gradient, Generated Surface

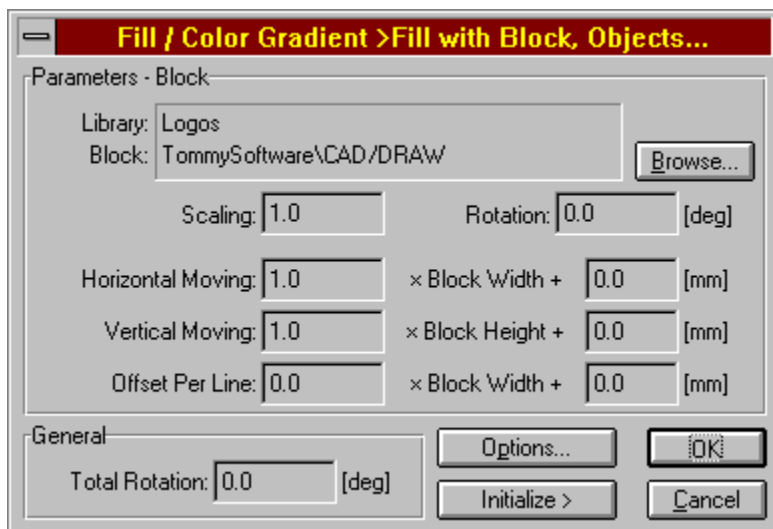# Fill / Color Gradient>Fill with Block, Objects (Module TSFILL1)

This command can be used to fill a surface defined by the union of all chosen objects with blocks. Filling here means real filling, i.e. object fillings will be kept (in contrast to hatching). Blocks may also contain bitmaps because even bitmaps can be used for filling.

Use the command <u>Color Gradient / Fill>Set Fixed Point</u> to place the fixed point for block-based filling.

For further information see <u>Hatching>Objects</u>.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (⟨)
to a hand (
).

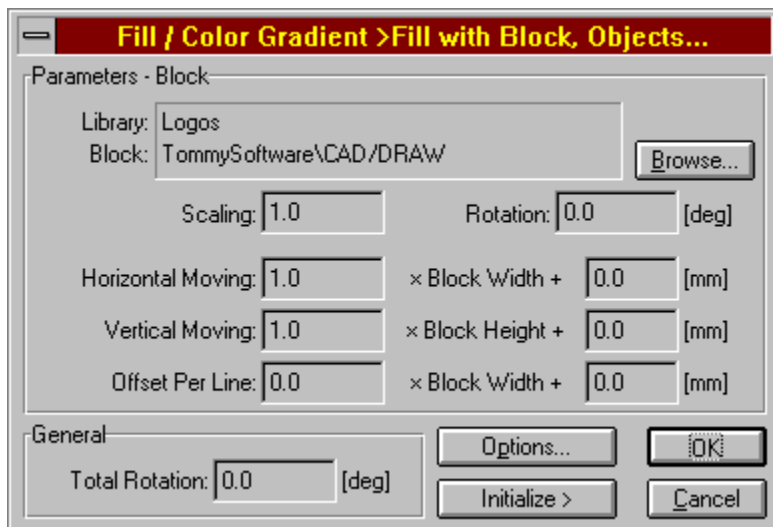# Fill / Color Gradient>Fill with Block, Generated Surface (Module TSFILL1)

This command can be used to fill a surface that is generated out of the chosen objects with blocks. Filling here means real filling, i.e. object fillings will be kept (in contrast to hatching). Blocks may also contain bitmaps because even bitmaps can be used for filling.

Use the command Color Gradient / Fill>Set Fixed Point to place the fixed point for block-based filling.

For further information see Hatching>Generated Surface.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow ( ) to a hand (
).

Fill / Color Gradient>Set Fixed Point (Module TSFILL1)

This command is used to place the fixed point for block-based filling. The point entered here will be used as a base point for the grid of blocks created during the filling.

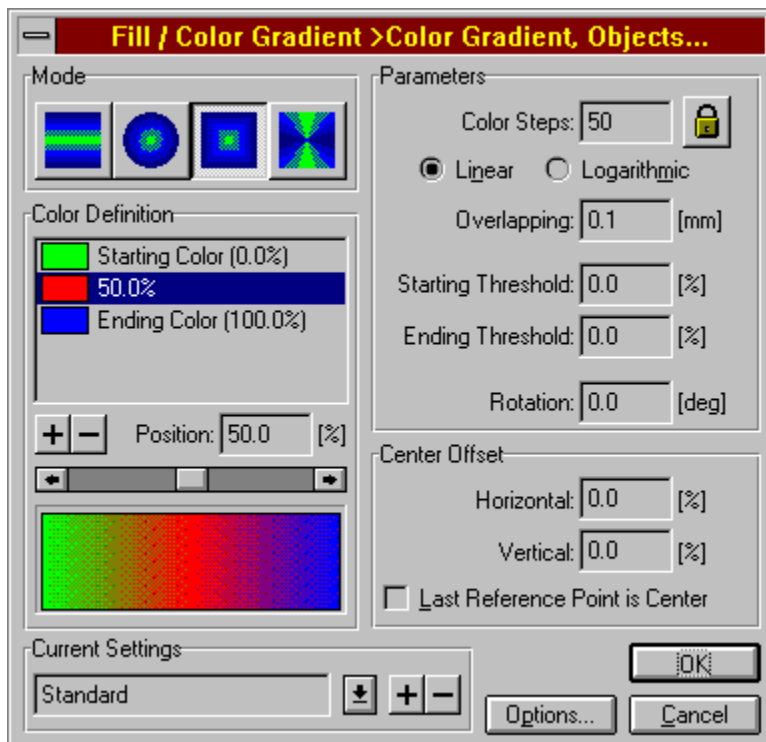For further information see <u>Hatching>Set Fixed Point</u>.

Fill / Color Gradient>Color Gradient, Objects (Module TSFILL1)

This command can be used to fill a surface defined by the union of all chosen objects with a color gradient.

For further information see Hatching>Objects.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (![arrow]) to a hand (
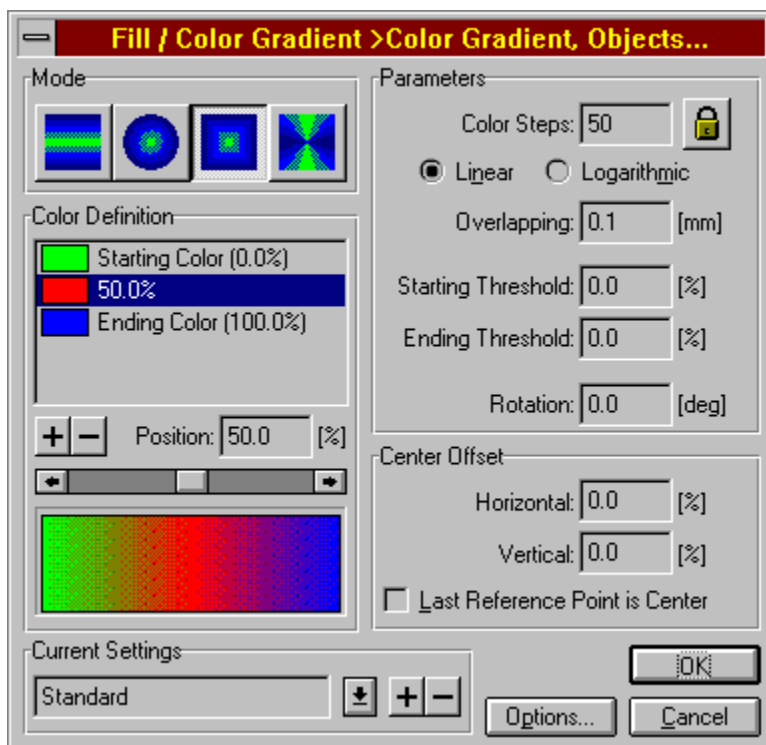![hand]).

Fill / Color Gradient>Color Gradient, Generated Surface (Module TSFILL1)

This command can be used to fill a surface that is generated out of the chosen objects with a color gradient.

For further information see Hatching>Generated Surface.

Options

To access an explanation of an individual element in the dialog box shown below, click the left mouse button on the element. Explanations are available whenever the mouse pointer changes from an arrow (▸) to a hand (
👆).

Clicking on this button will close the dialog accepting all changes. Any changes or operations specified will be carried out.

Clicking on this button will close the dialog, without accepting any changes. Any following operation will not be carried out.

This area shows the library name of the chosen block.

This area shows the block name of the chosen block.

Applying this button calls the <u>Select Block</u> dialog, in which a block for the filling can be chosen.

In this edit field the scaling factor of the chosen block can be entered.

In this edit field the rotation angle of the chosen block can be entered.

In this edit field the first (relative) portion of the horizontal offset can be entered. This offset defines the horizontal movement for each block insertion.

In this edit field the second (absolute) portion of the horizontal offset can be entered. This offset defines the horizontal movement for each block insertion.

In this edit field the first (relative) portion of the vertical offset can be entered. This offset defines the vertical movement for each line of block insertion.

In this edit field the second (absolute) portion of the vertical offset can be entered. This offset defines the vertical movement for each line of block insertion.

In this edit field the first (relative) portion of the line offset can be entered. This offset defines the horizontal movement for each line of block insertion.

In this edit field the second (absolute) portion of the line offset can be entered. This offset defines the hoizontal movement for each line of block insertion.

In this edit field the rotation angle of the whole filling (in addition to the block rotation) can be entered.

Applying this button calls the <u>Selection Conditions</u> dialog, in which the current selection conditions can be edited.

Applying this button displays a list of hatching types. The selection of a hatching type causes the dialog to be initialized with the relevant settings of the selected hatching type.

Applying this button calls the <u>Selection Conditions</u> dialog, in which the current selection conditions can be edited.

In this edit field the name of the current settings can be entered.

Applying this button displays a list defined settings. The selection of a setting causes the dialog to be reinitialized.

Applying this button saves the current settings under the name displayed in the edit control next to it. If the name already exists its settings will be overwritten otherwise a new name will be added to the list.

Applying this button removes the name displayed in the edit control next to it from the list of defined settings.

This list displays all defined colors. By double-clicking an item the Color Selection dialog appears, which enables you to select a new color. The position (in percent) of the currently selected item can be edited by means of the edit control and the slider below the list.

Applying this button adds a new color definition to the list.

Applying this button removes the currently selected color definition from the list.

In this edit field the position (in percent) of the currently selected color definition can be entered.

By applying this slider you can change the position (in percent) of the currently selected color definition.

In   this control a preview of the current color gradient is displayed.

If this button is pressed the mode "Stripe" is active.

If this button is pressed the mode "Circle" is active.

If this button is pressed the mode "Square" is active.

If this button is pressed the mode "Section" is active.

In this edit field the number of color steps used for the color gradient can be entered.

If this button is pressed the optimal number of color steps will be calculated by the program automatically. In this case the corresponding edit control is disabled.

You can choose between a linear and a logarithmic color gradient.

In this edit field the overlapping can be entered. This value determines how far two adjacent color stipes overlap each other.

In this edit field the starting threshold can be entered. For example, a value of 10 means that the first 10 percent of the area to be filled will be filled with the starting color and that the actual color gradient starts only at this position.

In this edit field the ending threshold can be entered. For example, a value of 10 means that the last 10 percent of the area to be filled will be filled with the ending color and that the actual color gradient ends already at this position.

In this edit field the rotation of the color gradient can be entered.

In this edit field the horizontal offset of the color gradient center can be entered.

In this edit field the vertical offset of the color gradient center can be entered.

If this control is checked the last entered reference point will define the center of the color gradient.