

## NAME

hatch — filter to hatch *gex* files

## SYNOPSIS

hatch [ *-sN* ] [ *-pN* ] [ *-aN* ] [ *-nN* ] [ *-cN* ] [ *-lxiod* ] [ *-dd* ]

## DESCRIPTION

*Hatch* provides an easy way to add hatch lines to closed or semi-closed figures in *gex*(1G) files. Figures consist of a jump and at least two vectors, or a jump and a series of vectors and arcs, and are delimited by a jump, text or circle.

## Options:

- sN* sets hatch spacing to *N*, default is 100.
- pN* sets hatch spacing to be *N* percent of figure size.
- aN* sets hatch angle to *N*, default is 45.
- nN* sets min number of points to *N*, default is 3.
- cN* sets min chord length to *N*, default is 50.
- l* long, output all graphic data, normally only hatch lines are output.
- x* cross hatch.
- i* ignore figure delimiters.
- o* omit all open figures.
- d* dump (print) hatch point buffer.
- dd* dump and put points in output file.

## SEE ALSO

*gex*(1G)

## DIAGNOSTICS

- |                         |  |
|-------------------------|--|
| "Space too small"       | Space option less than 10.                 |
| "Bad input file"        | Input file not in GEX format.              |
| "Junk in file"          | Unexpected data in input file.             |
| "Too many input points" | Too many points or arcs.                   |
| "STRIKE -- too many"    | Hatch line requires too many break points. |

## AUTHORS

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## BUGS

Probably !