

BHATCH Command Line — GstarCAD 2027

4126 kbadmin September 25, 2026 [Command Reference](#) 0 11

BHATCH Command Line

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Fill an enclosed area or selected objects with a hatch pattern or gradient fill.

Command Access:

Command entry: -BHATCH

Command Prompts:

Current hatch pattern: *<current>*

Specify internal point or [Properties/Select/Draw boundary/Remove Boundaries/Advanced/Draw order/Origin]:

Internal Point:

Determine a boundary from existing objects that form an enclosed area around the specified point. If the Island Detection is turned on, objects that enclose areas within the outermost boundary are detected as islands. How HATCH command detects objects by this option depends on which island detection method is used.

Properties:

Specify new hatch pattern properties to apply.

Select Objects:

Determine a boundary from selected objects that form an enclosed area. Add objects to the boundary definition.

Draw Boundary:

Define the boundary of a hatch or fill using specified points.

Remove Boundaries:

Remove any of the objects added previously from the boundary definition.

Advanced:

Set the method of creating the hatch boundary.

Enter an option [Boundary set/Retain boundary/Island detection/Style/Associativity/Gap tolerance/Separate Hatches]:

Enter an option or press ENTER to return to the previous prompt

Boundary Set: Define the set of objects to be analyzed when defining a boundary from a specified internal point.

Retain Boundary: Specify whether to add the temporary boundary objects to the drawing after hatching is completed.

Island Detection: Specify whether to use objects within the outermost boundary as boundary objects.

Style: Specify the method used to hatch objects within the outermost hatch boundary. If no internal objects have been selected, a hatching style has no effect. Because you can define a precise set of boundaries, using the Normal style is often best.

Associativity: Specify that the new hatch pattern is updated when its boundaries are changed.

Gap Tolerance: Set the maximum size of gaps that can be ignored when objects are used as a hatch boundary. The default value is 0. It specifies that the objects must enclose the area with no gaps.

Separate Hatches: Control whether the command creates a single hatch object or multiple hatch objects when several separate closed boundaries are specified.

Draw Order:

Assign the draw order to a hatch or fill. You can place a hatch or fill behind or in front of all other objects, behind or in front of the hatch boundary.

Origin:

Control the starting position of hatch pattern generation. Some hatches, such as brick patterns, need to be aligned with a point on the hatch boundary. All hatch origins correspond to the current UCS origin by default.

Other versions with matching text

[2023](#) · [2024](#) · [2025](#) · [2026](#)

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