



## Using Xenotech Drawing Tools to "paint" or "fill" and object.

Those who have purchased the optional **Drawing Tools** [A.K.A, "Laser Software," "Enhanced software"] from Xenotech have the ability to hatch fill any closed shape. The hatch filling of these shapes uses the same menu options that are used to hatch fill True Type fonts in the "basic" software.

The two menu choices are:

**Misc | Hatch Fill Setup...**  
**Font | Hatch Fill**

configures the fill characteristics  
 applies the fill

### Example A:

1. Create object in CorelDRAW
2. Select and **Edit | Copy** into clipboard
3. Switch to Xenotech **Edit | Paste into Xenotech**
4. (while selected) **Color | Explode into PolyVectors**
5. (while still selected) **Color | Sort & Combine**
6. **Font | Hatch Fill**

### Example B:

1. Scan a graphic with HP5100,5200,6200
2. Use mouse to select the area containing logo
3. **Settings | Region Type... Black & White drawing**
4. **Edit | Copy** into clipboard
3. Switch to Xenotech **Edit | Paste into Xenotech**
4. (while selected) **Color | Explode into PolyVectors**
5. (while still selected) **Color | Sort & Combine**
6. **Font | Hatch Fill**

### Example C:

1. Use Drawing tools to create Rounded Corner Rectangle
2. Use Drawing tools to create Circle inside the RC rectangle
3. (while selected) **Color | Explode into PolyVectors**
5. (while still selected) **Color | Sort & Combine**
6. **Font | Hatch Fill**

### Trouble Shooting and notes:

**Problem 1.** Later versions of XGW (Xenotech Graphic Workstation) for some reason set up the system that when you paste into XGW the graphic goes directly onto the screen without saving it to an XLG (Xenotech LoGo). Especially pasting from HpPrecisionScan, the components of the graphic are not always properly oriented.

**Solution 1:** Misc | Edit Ini... and find the line that says

textaslines=1

and change it to:

textaslines=0

Then click OK to save changes. Exit XGW and run it again and now all pasted graphics will ask you for name and will save a "permanent" XLG file.

**Problem 2.** Hatch fill lines "run through" areas they should not. This same problem happens when filling TrueType Fonts occasionally.

Especially pasting from HpPrecisionScan, the components of the graphic are not always properly oriented.

**Solution 2:** First be sure that you have **Color | Sort & Combine**

all objects you are trying to Hatch. But, in most cases, this is just a mathematical "error" that can be corrected by "dinkering" with the Hatch Fill Setup parameters; very often, for instance, changing from .020 to .021 between hatch lines will solve the problem. Try other settings (particularly **Max. Perp.Distance**) till no "errant" lines are visible.

**Problem 3.** Object will not fill.

**Solution 3:**

**a:** Be sure that you have **Color | Explode to Polyvectors** then **Color | Sort & Combine** for any "specialFX objects."

**b:** Be sure you understand only "closed" shapes can be hatch filled.

**c:** Be sure you understand that specialRX objects (XLG, Xe fonts, RC rectangle, etc) cannot be filled. They must be exploded then combined(see **a:** above)

**Problem 4.** No "holes" .... EVERYTHING is filled

**Solution 4:**

**a:** Click on **Line/Group** then be sure both **Thin Lines** and **Wireframe** are checked (toggled on). Now reDraw to see "holes."

**b:** Be sure that you have **Color | Explode to Polyvectors** then **Color | Sort & Combine** for any "specialFX objects."

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