

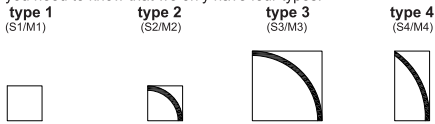
TILEABMK.lsp → how to use it ?

1 you need to load this macro into AutoCAD

- command: **APpload**
- find the file
- **LOAD**
- **CLOSE**

2 you need to have drawn shapes where to apply the tiles (this was meant to be used in a context of bidimensional draws, like a wall in sections or panels in façades, for example)

! you need to know that we only have four types:



3 ...and now call the command, and make your choices

- command: **TILEABMK**
- choose a kind of tile: **SINGLE PATTERN (S) OR MIXED PATTERN (M)? (S/M)**
- choose the kind of disposition: **REPETITIVE PATTERN (R) OR ALEATORY DISPOSITION (A)? (R/A)**
- What type? (if you chose Single in the beginning) (S1/S2/S3/S4)
- What type? (if you chose Mixed in the beginning) (M1M2/M1M3/M1M4/M2M3/M2M4/M3M4/M1M2M3/M1M2M4/M1M3M4/M2M3M4/M1M2M3M4)

! you can repeat the command several times, loading different options. Nothing will appear immediately, but for each chosen type, a corresponding block is being created, to be used in the future as a texture)

4 you need to call a specific command to finish the process:

- command: **SUPERHATCH**
- **BLOCK**
- **BLOCK**
- choose one pattern created with the macro, and **OK**
- **OK**
- manually insert in one of the corners of the closed figure, or another border point (if it is a circumference, for example)
- 1
- 1
- 0
- **YES**
- **ENTER**
- **PICK INTERNAL POINT** (it defines the border limit like the hatch command)
- **ENTER**

! you can repeat this path to apply other possible tile patterns

! in this diagram you can see examples of the possibilities offered by the macro

