**Description**

*Draw:* Region, Hatch

*Modify:* Explode
Description

**Draw:**
- Region
- Hatch

**Modify:**
- Explode
**EXPLODE (Shortcut X)**

**Draw:**
- Region
- Hatch

**Modify:**
- Explode

**Command:**
```
Command: _explode
```

**Select objects:** Specify opposite corner:

**Select Command → Explode (Shortcut X)**

→ Select objects → Right click (Enter)
**REGION (Shortcut REG)**

**Draw:**
- Region
- Hatch

**Modify:**
- Explode

**Remark:** You suppose to sure that in each vertex points are connected
Hatch (Shortcut H)

1. Pick Point → Right click → enter

2. Select Pattern

3. Angle and Scale setup
   - Adjust Scale
   - Sometimes too big
   - Sometimes too small

4. Preview
Hatch Detection Styles

→ Right Click → Select Detection

- Normal Island Detection
- Outer Island Detection
- Ignore Island Detection