

## Creating a Crosshatch Triangle

### 1. Select Design

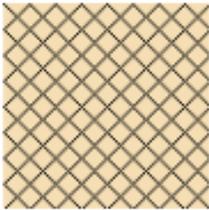
- Select **File** tab.



- Press **Design**.

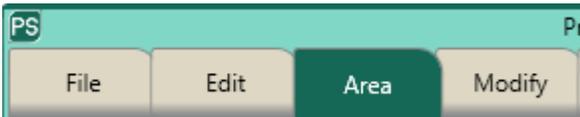


- Press **Open**.
- Select **Designs/HQ Designs/Blocks/Crosshatch Square**

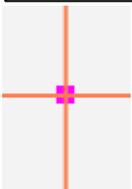
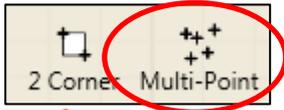


### 2. Create an Area

- Select **Area** tab.

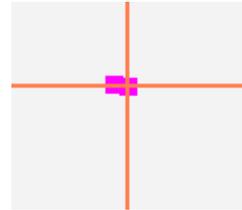


- Move machine to top of triangle
- Press **Multi-Point**. (Point 1)

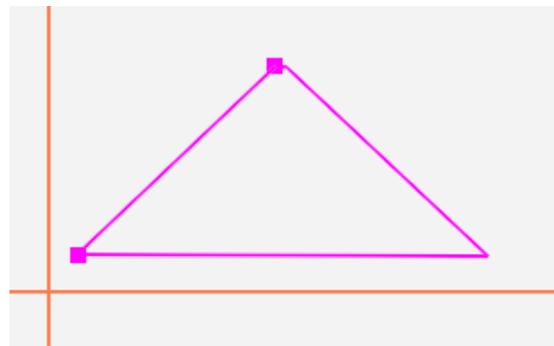


- Move machine 1/8<sup>th</sup> inch to the right.

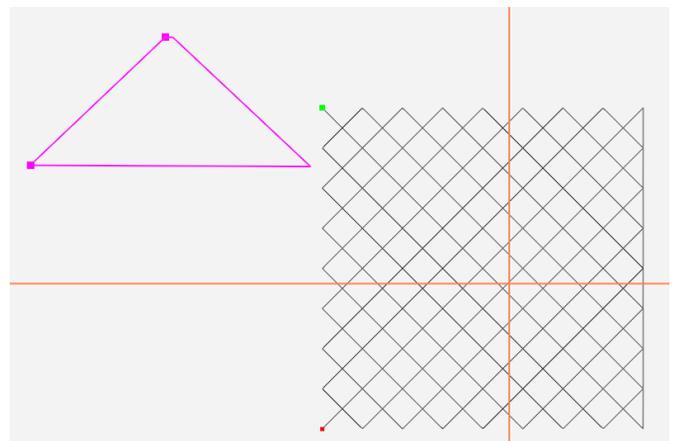
- Press **Multi-Point** to the top right corner of block.
- Press **Multi-Point** again. (Point 2)



- Move machine to the bottom right corner.
- Press **Multi-Point**. (Point 3)
- Move machine to bottom left corner.
- Press **Multi-Point**. (Point 4)
- The area now appears as a pink box.

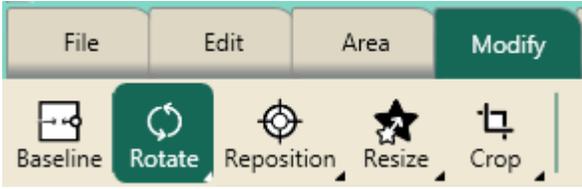


- Press **Refresh** in the status bar at the bottom of the screen. The area, design and crosshairs will be visible in the workspace window.

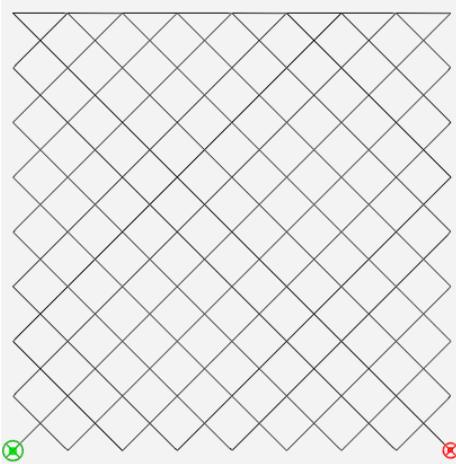


### 3. Rotate Design.

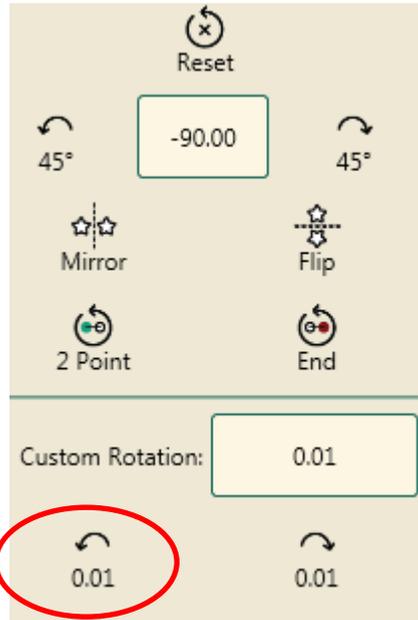
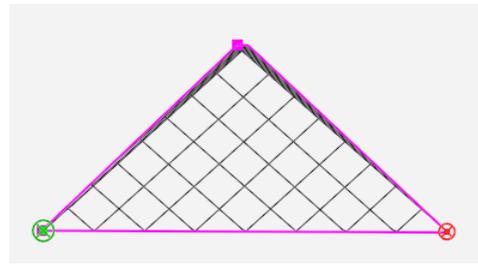
- Select **Modify** tab.
- Press **Rotate**.



- Rotate design counter-clockwise -90.00. The start and end points should be at the bottom of the design.



- If the design skews to the area like the design below rotate the design by .01 degree.

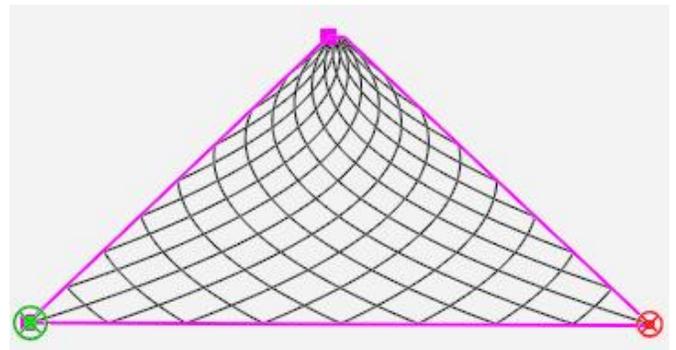


- Press **Skew**.



The design should look like the curved crosshatch below.

- Press **Skew 1**.



- The design will resize and reposition within the area box causing the design to become a curved crosshatch.