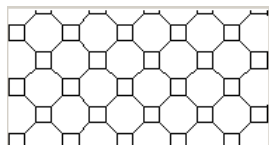


This example shows how to create a pattern of octagons and squares in the pattern file. You can use the description here to create other patterns.

The completed pattern contains octagons that are 8 inches at their widest point; both the octagon and the square are $3 \frac{5}{16}$ inches on a side.

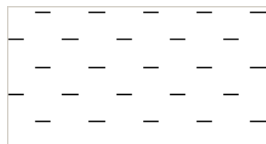


1. Open a text editor, such as Notepad, to begin creating the pattern file.
2. On the first line, enter the header in this format: ***Concrete Paver.**
3. On the next line, enter the type declaration: **;%TYPE=MODEL.**
The first value for a pattern descriptor is the angle at which the pen line is drawn. For example, a 0 angle indicates the line is horizontally straight; 90 angle indicates the line is drawn vertically straight.
4. Create the first pattern descriptor, using the following values:
 - Angle: 0
This value is the angle at which the pen line is drawn. For example, a 0 angle indicates the line is horizontally straight; a 90 angle indicates the line is drawn vertically straight.
 - Origin: 0, 0
These values are the x-origin and y-origin, which indicate the start point.
 - Shift: 5.656, 5.656
These values establish the x-shift and y-shift, which is the x and y distance between the start of any pass and the start of the next pass.
 - Pen down: 3.3125
 - Pen up: -8
Pen down and pen up indicate how long the pen is down and how long the pen is up, respectively. A negative number indicates the pen is up.

The first pattern descriptor is complete:

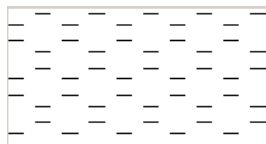
0,	0,	0,	5.656,	5.656,	3.3125,	-8
----	----	----	--------	--------	---------	----

The pattern is as shown:



5. Create the second pattern descriptor, using the following values:
 - Angle: 0
 - Origin: 0, 3.3125
 - Shift: 5.656, 5.656
 - Pen down: 3.3125
 - Pen up: -8

The pattern is as shown:

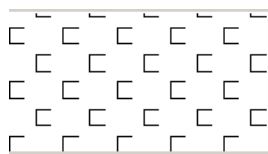


Because you changed the origin, the lines are drawn above the first set.

6. Create the third pattern descriptor, using the following values:
 - Angle: 90
 - Origin: 0, 0
 - Shift: 5.656, 5.656
 - Pen down: 3.3125

- Pen up: -8

The pattern is as shown:

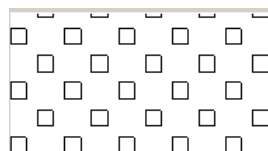


Because of the 90 angle, the lines are drawn vertically, beginning to create a square pattern.

7. Create the fourth pattern descriptor, using the following values:

- Angle: 90
- Origin: 3.3125, 0
- Shift: 5.656, 5.656
- Pen down: 3.3125
- Pen up: -8

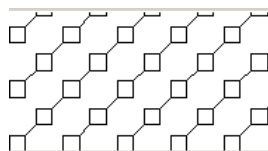
The pattern is as shown:



8. Create the fifth pattern descriptor, using the following values:

- Angle: 45
- Origin: 3.3125, 3.3125
- Shift: 8, 8
- Pen down: 3.3125
- Pen up: -4.6875

The pattern now looks like this:



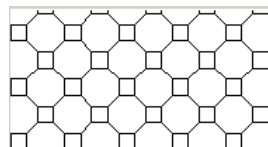
A 45 angle has a positive slope and results in a slanted line effect.

9. Create the sixth pattern descriptor, using the following values:

- Angle: -45
- Origin: 3.3125, 0
- Shift: 8, 8
- Pen down: 3.3125
- Pen up: -4.6875

The completed pattern file is:

```
*Concret Paver,
;%TYPE=MODEL,
0, 0, 0, 5.656, 5.656, 3.3125, -8
0, 0, 3.3125, 5.656, 5.656, 3.3125, -8
90, 0, 0, 5.656, 5.656, 3.3125, -8
90, 3.3125, 0, 5.656, 5.656, 3.3125, -8
45, 3.3125, 3.3125, 8, 8, 3.3125, -4.6875
-45, 3.3125, 0, 8, 8, 3.3125, -4.6875
```



The completed pattern.

For information on using a custom pattern file, follow the procedure in [Creating a Custom Fill Pattern](#).

Parent topic: [Custom Pattern Files](#)