1. In AutoCAD use appload to load boobyhatch
2. Draw your hatch pattern keep the size small under 500mm
3. Use boobyhatch to create a hatch pattern
4. Edit your acad.pat file and save it to a new location with a new name
5. In Revit go to materials
6. Create a new material
7. Go to your cut pattern and create a new custom pattern
8. Play with the scale until you get it right
9. Add material to wall.