	Forum	What's New	? Chie	fArchitect.c	om		f NN
Chief Architect [®] Discussion Group	New Posts Quick Links	Private Messa	ages FAC	Calendar	Communit	ty Forum Actions	3
					Search	the forums:	
Welcome, Curtis Johnson Notifications	My Profile	Settings	Log Out		Enter search	phrase	go!
	,	bettingb	Log out			Advanc	ced Search
Forum Chief Architect Suggestio	ns Fixes & \	Wishes					
						Resu	ılts 1 to 22 of 2
+ Reply to Thread						Resu	
nread: Fixes & Wishes							
			Thread 1	ools Sea	rch Thread	Rate This Thread	Display
04-27-2001, 08:52 AM							#1
waynebryan 🛛						Join Date: Location: N	Jun 2000 Iaples, Florida,
Member-User since V2						Posts:	USA 42
Eixee 9 Wiehee							
Fixes & Wishes I've got a couple of items for fixes and wis	shee Hone vo	understand	whore this	Elorida Cra	ecker's con	ning from Sorry	but I've
had trouble getting on the Yahoo Chief-8			where this			ning nom. Sony,	but I ve
Fixes:							
1. Override Chief's insistance on turning A	LL text on wh	en you are wo	orking with	n text on alt	ernate laye	ers. What a pain t	this is.
2. Ability to specify "Working Directory" in	preferences.	Am I missing	somethin	g here?			
3. Sand patterns that actually appear and	transfer to lay	yout pages. C	urrently s	and pattern	s used to s	imulate stucco do	bes not.
Wishes: 1. Default setup for Place Outlets feature † major time.	that would let	you select wh	at you wi	sh placed -	Fans, TV, F	Phone, SD etc. It	would save
2. More automation in Foundation General we auto-dimension them as well or is this			elevations	, materials.	It would s	ave major time. C	Gosh, could
3. How about automatic plumbing isometr	ics?						
4 How about a serious set of HVAC modeli actually more efficient to exhaust cool air	ing tools. Geez			ers. Everyor	ne doesn't l	live in Minnesota	and it is
5. 3D structural symbols that automatic fr		-		columns r	nilasters		
,	5 1			, i		wilt optimals of	ood2
6. A whole new structural section for conc							
Exterior 3D banding, molding and trim using primitives to draw on the real look of		silly workarou	ind. Here	I am, this s	ophisticate	ed 3D Cyber Archi	tect still
8. Cornerless mitred glass and pocketing s glass beneath. We do it all the time in hig			, just a ca	antilevered	beam arou	nd a corner with s	solid cut
Sorry to sound so critical. I really am a be Go Chief!	liever and sta	nd daily firm a	against th	e onslaught	and derisi	ons of the Autoca	d bigots.
					Reply	Reply With Q	uote
04-27-2001, 11:52 AM							#2
Geoff Francis •						Join Date: Location:	Aug 1999 Rockingham
Building Designer							stern Australia 225
Re item # 3 "Sand patterns that actually a	appear and tra	insfer to lavoi	it pages. (Currently sa	nd pattern		
does not."							

I don't have any difficulty getting the SAND pattern to display on layout and print successfully. While it probably varies from one

plan view, but comes out OK on the print (I'm using an Epson Stylus 1000 Inkjet printer).	50. 10 10	JUKS I	too predominant on the
If you experiment with your FILL settings, you might get better results.			
Regards Geoff Francis Perth Western Australia			
	Reply		Reply With Quote
04-27-2001, 11:58 AM			#3
marty •			Join Date: Sep 1999 Location: Auckland New
Registered User Promoted			Posts: Zealand 1,224
I get the sand teture fine in cad boxes but not in elevations. One would think that if one work	ed the	other	would.
I will play a bit more with the scale settings.			
	Reply		Reply With Quote
04-27-2001, 12:00 PM			#4
marty •			Join Date: Sep 1999 Location: Auckland New
Registered User Promoted			Posts: Zealand 1,224
As far as the text layer problem goes it has been well documented and we all have our finger	s crosse	ed for	* V8
	Reply		Reply With Quote
04-27-2001, 07:44 PM			#5
M.A. Winterton Registered User Promoted			Join Date: Oct 1999 Location: Drouin,Victoria,Australia Posts: 907
I would like CA to handle living area correctly, yes CA7 allows you to set living area to calcula by calculating off centre of wall if you have a porch deck or garage etc. Every house ends up			
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation.			
living area is still useless, can the program developers please fix this to have decks etc areas			
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation.			
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice			
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing			face if surface is chosen
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing 	work of		face if surface is chosen Reply With Quote #6
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing	work of		face if surface is chosen
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing 	Reply t an exo - the sa	f sur	Reply With Quote
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing 	Reply t an exo - the sa	f sur	Reply With Quote #6 Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42 At result in cross obs just don't transfer cifying, say, a lattice Reply With Quote
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing 	Reply t an exo - the sa ill layers	f sur	Reply With Quote #6 Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42 ht result in cross ot't transfer cifying, say, a lattice Intervalue
living area is still useless, can the program developers please fix this to have decks etc areas as living area calculation. Maurice PS of course we still need curved roofing 	Reply t an exo - the sa ill layers	f sur	Reply With Quote #6 Join Date: Jun 2000 Location: Naples, Florida, USA Posts: 42 At result in cross obs just don't transfer cifying, say, a lattice Reply With Quote

but "Marty" confirms this). Sorry to raise your hopes, but maybe others will confirm or elaborate on this	re - I haven't tried this, quirk.
Geoff Francis Perth Western Australia	
Reply	Reply With Quote
04-29-2001, 07:19 AM	#8
marty •	Join Date: Sep 1999 Location: Auckland New
Registered User Promoted	Zealand Posts: 1,224
I can confirm that that the texture pattern does not show in layout - regardless of scale setting. I went a shading went black and slowed wayyyyy down. Still didn't show. Since V4 I've never been able to get textures on walls to send to layout.	•
Reply	Reply With Quote
04-29-2001, 07:29 AM	#9
waynebryan •	Join Date: Jun 2000 Location: Naples, Florida,
Member-User since V2	USA Posts: 42
Thanks, Marty, for the confirmation.	
Reply	Reply With Quote
04-29-2001, 08:37 AM	#10
Marty Registered User Promoted	Join Date: Sep 1999 Location: Auckland New Zealand Posts: 1,224
	Posts: 1,224
This may appear twice -	
This may appear twice - I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in l	avout.
This may appear twice - I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4	ayout.
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in l	
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4	ayout. Reply With Quote #11
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply	Reply With Quote #11 Join Date: Aug 1999
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM	Reply With Quote #11
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM Tim O'Donnell •	Reply With Quote #11 Join Date: Aug 1999 Posts: 6,415 the included one is the E text below onto the
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM Tim O'Donnell • Registered User Promoted I have included a text block that will create a pattern that will show in layoutI think the problem with f dots are too small, and I have made my "dots" short lines .05 in lengthEither Copy\paste the ENTIR end of the Chiefarc.pat file or save it as a separate file with a name of your choice and the .pat extension name].pat to the Patterns folder of Chiefyou can use Notepad to do this *sand, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0, -1.7, 0, -1.625 7.5, 0, 0, 2.123,2.567, 0.05, -82, 0, -1.37, 0, -525	Reply With Quote #11 Join Date: Aug 1999 Posts: 6,415 the included one is the E text below onto the
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM Tim O'Donnell • Registered User Promoted I have included a text block that will create a pattern that will show in layoutI think the problem with the dots are too small, and I have made my "dots" short lines .05 in lengthEither Copy\paste the ENTIR end of the Chiefarc.pat file or save it as a separate file with a name of your choice and the .pat extension name].pat to the Patterns folder of Chiefyou can use Notepad to do this *sand, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0, -1.7, 0, -1.625	Reply With Quote #11 Join Date: Aug 1999 Posts: 6,415 the included one is the E text below onto the
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM Tim O'Donnell • Registered User Promoted I have included a text block that will create a pattern that will show in layoutI think the problem with 1 dots are too small, and I have made my "dots" short lines .05 in lengthEither Copy\paste the ENTIR end of the Chiefarc.pat file or save it as a separate file with a name of your choice and the .pat extension name].pat to the Patterns folder of Chiefyou can use Notepad to do this *sand, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0, -1.7, 0, -1.625 7.5, 0, 0, 2.123,2.567, 0.05,82, 0, -1.37, 0,525 -32.5, -1.23, 0, 2.6234,1.678, 0.05,5, 0, -1.8, 0, -2.35	Reply With Quote #11 Join Date: Aug 1999 Posts: 6,415 the included one is the E text below onto the ni.e.[your file
I can confirm that the texture or "sand" pattern used on walls will show in cross section view but not in I I have tried setting the scale at 1 and still no show. I've had this problem since I started in V4 Reply 04-29-2001, 12:29 PM Tim O'Donnell • Registered User Promoted I have included a text block that will create a pattern that will show in layoutI think the problem with 1 dots are too small, and I have made my "dots" short lines .05 in lengthEither Copy\paste the ENTIR end of the Chiefarc.pat file or save it as a separate file with a name of your choice and the .pat extension name].pat to the Patterns folder of Chiefyou can use Notepad to do this *sand, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0, -1.7, 0, -1.625 7.5, 0, 0, 2.123,2.567, 0.05, -82, 0, -1.37, 0, -2.35 -42.5, -1.23, 0, 1.6234,2.678, 0.05, -2.5, 0, -1.18, 0, -2.35 -42.5, -1.23, 0, 1.6234,2.678, 0.05, -2.5, 0, -1.18, 0, -1.35 this pattern will then be available in the Define Material dbx when you edit your stucco patternunder the size to 1under the pattern tab click the select pattern button and select the file you have saved the sa sand in the entries drop down and set the scale to one exit the dbx's and this should now give you patter	Reply With Quote #11 Join Date: Aug 1999 Posts: 6,415 the included one is the E text below onto the ni.e.[your file he general tab set the nd pattern toselect rn that works on plansto do this right you want to start in into

marty • Registered User Promoted	Join Date: Location: Posts:	Sep 1999 Auckland New Zealanc 1,224
Thanks Tim		i
I'll give it a try.		
Did you just happen to have it lying around or did you just create it?		
Reply 04-29-2001, 10:37 PM	Reply Wit	th Quote #13
Tim O'Donnell Registered User Promoted	Join Date: Posts:	Aug 1999 6,415
I modified one I had, but didn't make all the "dots" into short lines below is one that does		
*sand2, random dot pattern 37.5, 0, 0, 1.123,1.567, 0.05, -1.52, 0.05, -1.7, 0.05, -1.625 7.5, 0, 0, 2.123,2.567, 0.05,82, 0.05, -1.37, 0.05,525 -32.5, -1.23, 0, 2.6234,1.678, 0.05,5, 0.05, -1.8, 0.05, -2.35 -42.5, -1.23, 0, 1.6234,2.678, 0.05,25, 0.05, -1.18, 0.05, -1.35		
Here is some information that may come in handy to edit hatch patterns using Notepad or other text $\mathfrak e$	editor.	
On each line the sixth number is the dot size and the next number is the space to the next dot(negati the values in the sixth, eighth, & tenth spots are "dots" if you want them to be smaller you can try usinot use 0 as they truely are dotsa zero length line) and even in ACAD, some plotters will not print the arger values for themlikewise the spaces between them can be modified if you want, but they need	ing values do	wn to .01, (do
signify they are spacespositive values will be linesthe first number in each line is the angle it is dr and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, x	awn at with C)=horizontal
	awn at with C)=horizontal fset.
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, x	awn at with C x-offset, y-off)=horizontal fset. th Quote
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, x Reply	awn at with C x-offset, y-off)=horizontal fset. th Quote #14
Reply 04-30-2001, 07:36 AM	awn at with (x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f	D=horizontal fset. th Quote 414 Jun 2000 Naples, Florida USA 42
Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar	awn at with (x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f)=horizontal fset. th Quote Jun 2000 Naples, Florida USA 42 for Chief) I
Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat conve	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit	D=horizontal fset. th Quote
Reply And 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, y Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat conve Reply	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f entions?	D=horizontal fset. th Quote
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, y Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convert 04-30-2001, 09:24 AM Tim O'Donnell •	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit Join Date: Posts: por various sca the scale to .C)=horizontal fset. th Quote
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, y Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convert Reply 04-30-2001, 09:24 AM Tim O'Donnell • Registered User Promoted The conventions are the same and they will work in Chief. But because they may have been created for beed to experiment with different settings in the Define materials dbxin the pattern tab try setting to yauly the value that works best for ACAD patterns, but not always) and in the general tab values from may need to try different combinations in these to boxes with different patternsafter setting a value	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit Join Date: Posts: por various sca the scale to .C)=horizontal fset. th Quote
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, y Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convertives and unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convertives 04-30-2001, 09:24 AM Tim O'Donnell • Registered User Promoted The conventions are the same and they will work in Chief. But because they may have been created for heed to experiment with different settings in the Define materials dbxin the pattern tab try setting tusually the value that works best for ACAD patterns, but not always) and in the general tab values fro may need to try different combinations in these to boxes with different patternsafter setting a value elsewhere in that dbx to see the pattern changes w/o needing to close out everything (This message has been edited by Tim O'Donnell (edited 30 April 2001).] Reply	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit Join Date: Posts: por various sca the scale to .C	D=horizontal fset. th Quote #14 Jun 2000 Naples, Florida, USF 42 for Chief) I th Quote #15 Aug 1999 6,415 ales, you may D1(this is vill work, you click
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, x Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convert Reply 04-30-2001, 09:24 AM Tim O'Donnell • Registered User Promoted The conventions are the same and they will work in Chief. But because they may have been created for heed to experiment with different settings in the Define materials dbxin the pattern tab try setting to usually the value that works best for ACAD patterns, but not always) and in the general tab values from may need to try different combinations in these to boxes with different patternsafter setting a value alsewhere in that dbx to see the pattern changes w/o needing to close out everything This message has been edited by Tim O'Donnell (edited 30 April 2001).]	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit Join Date: Posts: or various sca he scale to .C im 1 to 100 w under a tab	D=horizontal fset. th Quote #14 Jun 2000 Naples, Florida USA 42 for Chief) I th Quote #15 Aug 1999 6,415 ales, you may D1(this is vill work, you click th Quote #16 Jun 2000
and 90=verticalthe second through the fifth numbers are for these coordinates: x-origin, y-origin, y Reply 04-30-2001, 07:36 AM Waynebryan • Member-User since V2 Thanks, Tim, for the help. Have you tried using any .pat files from Autocad? Last time I tried (pre-bar was unsuccessful in getting them to draw right in Chief. Do both applications use the same .pat convertives Reply 04-30-2001, 09:24 AM Tim O'Donnell • Registered User Promoted The conventions are the same and they will work in Chief. But because they may have been created for heed to experiment with different settings in the Define materials dbxin the pattern tab try setting to usually the value that works best for ACAD patterns, but not always) and in the general tab values for may need to try different combinations in these to boxes with different patternsafter setting a value elsewhere in that dbx to see the pattern changes w/o needing to close out everything (This message has been edited by Tim O'Donnell (edited 30 April 2001).] Reply 04-30-2001, 09:04 PM	awn at with C x-offset, y-off Reply Wit Join Date: Location: Posts: rel-tile days f intions? Reply Wit Join Date: Posts: Dor various sca he scale to .C om 1 to 100 w e under a tab	D=horizontal fset. th Quote #14 Jun 2000 Naples, Florida USA 42 For Chief) I th Quote #15 Aug 1995 6,415 ales, you may 11(this is vill work, you click th Quote #14 #15 #15 #15 #15 #16 #17 #17 #17 #17 #17 #17 #17 #17

0-201. 1220 PM 417 Dan Marrin • Mo Des: Les Since, MN Registered User Promoted Pada:: 3-33 Wayne:	Reply	Reply With Quote
Delt NdfTIMP Locator: Like Sone, MN Pasta: Wayne: Wayne: Wayne: You mean to say that you have some new and different pat files, and you're not sharing? Image: Comparison of the say that you have some new and different pat files, and you're not sharing? Dan Marrin Lake Shore, MN Son 2001, 1120 PM Reply Reply With Quete 05:01-2001, 1120 PM All Marrin Wayne: Wayne: Marrin Wayne: Loss Date: Marrin Wayne: Marrin Loss Date: Marrin Wayne: Loss Date: Marrin Marrin Wayne: Loss Date: Marrin Marrin Wayne: Loss Date: Loss Date: Marrin Wayne: Loss Date: Loss Date: Marrin Wayne: Loss Date: Loss Date: September 05:02:001, 02:09 AM Marrin Marrin Marrin 05:02:001, 02:09 AM Marrin Marrin Marrin 05:02:001, 02:09 AM Marrin Marrin Marrin 05:02:001, 02:09 AM Marrin Marrin M	05-01-2001, 12:20 PM	#17
You mean to say that you have some new and different _pat files, and you're not sharing? Dan Marrin Lake Shore, MN		Location: Lake Shore, MN USA
Dan Marrin Lake Shore, MN Repty Repty With Quote #18 05:01:3001, 11:20 PM #18 Jain Diet: Jan 2000 Dette: Weter, ULK Pote: #12 Way/NebTy/An = Member-User since V2 Jain Diet: Jan 2000 Pote: #12 Jain Diet: Jan 2000 Pote: #12 New and different, pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I tried a "spartile" one- you know, the sparshis this hatry, and it worked in the Chief .pat file fine. But I prefer Chief's version. What I would like to find is a good flat cement tile pattern. Any ideas? #19 05:02:2001, 02:49 AM #19 05:02:2001, 02:49 AM #19 05:02:2001, 02:49 AM #19 1bave a, path file that, I downloaded sometime back it is called Marks.pat. It has 50 + tile patterns some that may be used for concrete patio blacks etc. on it along with many different wood patterns. If your interested let me know. Jain Dae: Dave MA. Winterton * Registered User Fromoted Quo Dae: Data: Cot 1999 Location: Down/Mcdris,Austral.09 #20 Maurice This is still bugging me on every job #20 This is still bugging me on every job Repty Repty With Quote I 1/12:32002, 04:37 PM #21 Shon Coleman * Jain Dae: King With Quote I 1/2:32002, 04:37 PM #21	Wayne:	
Dan Marrin Lake Shore, MN 6501-2001, 1120 PM #19 Waynebryan o Jan Date: Support Hi Dan, New erstince V2 Wurder Uter since V2 Usation: Negles, Fiolda Hi Dan, New and different, pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I tried a "spantile" one	You mean to say that you have some new and different .pat files, and you're not sharing?	
05-01-2001. 11/20 PM #18 Waynebryan • Member-User since V2 Jon Date: Jon Date: Waynes, Florida, Posts: Jon Date: Jon Zames, Florida, Posts: Jon Date: Value Jon Date: Jon Zames, Florida, Posts: Jon Date: Value Jon Date: Value Jon Date: Value Value Hi Dan, New and different, pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I tried a "spantile" one - you know, the spanish tile hatch, and it worked in the Chief .pat file fine. But I prefer Chief's version. What I would like to find is a good flat cement tile pattern. Any ideas? #19 Image: Comparison of the cement tile pattern. Any ideas? Big snow country #19 Image: Comparison of the cement tile pattern. Any ideas? Sep Jigg Image: Comparison of the cement tile pattern and the chief .pat file file file file file file file file	Dan Marrin	
Waynebryan ** Join Date::::::::::::::::::::::::::::::::::::	Reply	Reply With Quote
Wentber User since V2 Location: Naples, Piorda, USA New and different .pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I tried a "spantile" one - you know, the spanish tile hatch, and it worked in the Chief .pat file fine. But I prefer Chief's version. What I would like to find is a god flat cement tile pattern. Any ideas? Reply Reply With Quoce 05:02:2001, 02:49 AM #19 DAVE PASQUALLUCCI > Join Date:: See J 199 Location: Iso Michae, No. M	05-01-2001, 11:20 PM	#18
New and different. pat files? No. 1 don't think so. Chief has pretty much already got all the ones 1 had. 1 tried a "spanibile" one - you know, the spanish tile hatch, and it worked in the Chief, pat file fine. But I prefer Chief's version. What I would like to find is a good flat cement tile pattern. Any ideas? Repty Repty Repty With Quote 1 05-02-2001, 02:49 AM 193 194 195 DAVE PASQUALUCCI * Join Date: Sep 1999 Join Date: Sep 1999 Ucation: IRONWOOD, Big snow country IRONWOOD, Posts: 194 Wayne: I have a, pat file that I downloaded sometime back it is called Marks.pat. It has 50 + tile patterns some that may be used for concrete patio blocks etc. on it along with many different wood patterns. If your interested let me know. 720 Dave 205-30-2001, 09-57 PM 420 420 M.A. Winterton * Registered User Promoted 06-30-2001, 09-57 PM 720 M.A. Winterton * Registered User Promoted 2010 Date: 04-30-300 Usadiung off centre of wall if you have a porch deck or garage etc. Every house ends up with atleast one of these, so CA 1000 Jate: 500 Varice 1 1-22-2002, 04:37 PM 721 720 Maurice 1 100 Date: 100 Da		Location: Naples, Florida, USA
05-02-2001, 02-49 AM #19 Image: Control of the term of the term of ter	New and different .pat files? No. I don't think so. Chief has pretty much already got all the ones I had. I you know, the spanish tile hatch, and it worked in the Chief .pat file fine. But I prefer Chief's version. W	
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Thanks Tim! Another very usable	and useful product of yours.			
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David Jefferson Potter Chief Architect ® Trainer, Beta Te Chief 9.5-15, Home Designer 7-20 Win7 Ultimate x64 & XP Pro x32 AMD Phenom II X6 1090T, 8Gb Di Chief 9.5-X5, Home Designer vers 3904 Lemos Drive, Austin, Texas Office Phone:512-518-3161 Main E mail: david@djpdesigns.net Web Site:http://djpdesigns.net My You Tube Channel	014 all titles DR3 RAM, PNY 450 GTS ions 7-2012 78728-6929	asic Manual Roof Editir	. <u>g"</u> and Problem Solver	
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