Creating a Tower Top Crenellations

The setting used in this are those that I found appropriate to my usage, play with them to find the right ones for your use.

1) Set Fill Style to selected fill
2) Create a sheet labeled "Crenellations"
3) Create a sheet labeled "Tower Top"
4) Create a sheet labeled "Tower Roof"
5) In the list of sheets, "Crenellations" should under "Tower Top" which should be under "Tower Roof"
6) Set Effects on "Tower Top" sheet with Glow = RGB = 0, Strength 25, Blur 1, Map Units. This will put a black circle on the inner and outer edge of anything on the "Tower Top" sheet.
7) On the "Crenellations" set Effects:
8) Glow = RGB = 0, Strength 25, Blur 1, Map Units.
9) Bevel = Length = 1, Strength = 50, Fade 20%, Map Units
10) Dblc
11) Double line width = 5
12) Mark center and drag out to appropriate diameter
13) Copy and paste so that you have two double circles.
14) On circle #1, Draw > Mulitpoly > do it (this should fill outline with selected fill style.
15) Cren > Merlon Width = 5 > Crenel Width = 10 > Arrow Slit = No > select outer circle > select inner circle > second double circle is now crenelated
16) On Circle #2, Draw > Multipoly > Do It (this should fill crenellations with selected fill style
17) Create a circular entity (Circle #3) the same diameter as Circle #1 and Circle #2 with the desired fill (something that has a contrast with the fill used for Circle #1 an Circle #2 and move it to sheet "Tower Roof"
18) Move Circle #1 to "Tower Top" Sheet
19) Move Circle #2 to "Crenellations" Sheet
20) Move Circle #1 to over Circle #2 > Do It
21) Move Circle #3 to over Circles #1 & #2 > Do It
22) You should now have a stack that looking down is the Crenellations, the Tower Top, and the Tower Roof that can be moved into position over the tower.

Circle #1

Circle #2

Circle #3