Open CASCADE TECHNOLOGY

Object Libraries

Test Harness User's Guide

Version 6.2 / March 2007

OPEN CASCADE

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1. Introduction

This manual explains how to use Draw, the test harness for Open CASCADE. It provides basic documentation on using Draw. For advanced information on Draw and its applications, see our offerings on our web site at www.opencascade.com/support/training.html

Draw is a command interpreter based on TCL and a graphical system used to test and demonstrate Open CASCADE modeling libraries.

1.1 Overview

Draw is a test harness for Open CASCADE. It provides a flexible and easy to use means of testing and demonstrating the Open CASCADE modeling libraries.

Draw can be used interactively to create, display and modify objects such as curves, surfaces and topological shapes.

Scripts may be written to customize Draw and perform tests. New types of objects and new commands may be added using the C++ programing language.

Draw consists of:

- A command interpreter based on the TCL command language.
- A 3d graphic viewer based on the X system.
- A basic set of commands covering scripts, variables and graphics.
- A set of geometric commands allowing the user to create and modify curves and surfaces and to use Open CASCADE geometry algorithms. This set of commands is optional.
- A set of topological commands allowing the user to create and modify BRep shapes and to use the Open CASCADE topology algorithms.

There is also a set of commands for each delivery unit in the modeling libraries:

GEOMETRY, TOPOLOGY, ADVALGOS, GRAPHIC, PRESENTATION.

1.2 Contents of this documentation

This documentation describes:

- The command language.
- The basic set of commands.
- The graphical commands.
- The Geometry set of commands.
- The Topology set of commands.

This document does not describe other sets of commands and does not explain how to extend Draw using C++.

This document is a reference manual. It contains a full description of each command. All descriptions have the format illustrated below for the exit command.

Example

exit
Syntax: `exit`

Terminates the Draw, TCL session. If the commands are read from a file using the source command, this will terminate the file.

Example

```
# this is a very short example
exit
```

See also: source

1.3 Getting started

Install Draw and launch Emacs. Get a command line in Emacs using *Esc x* and key in *woksh*.

Since version 5.1.1 Open CASCADE introduces a single executable in the DRAW Test Harness that supersedes the several separate executables that existed before. Respectively the user does not need to have his own executables to activate his custom commands. All he needs to do is to implement the commands themselves, they will be activated in the common executable. This executable is now called **DRAWEXE**.

Commands grouped in toolkits can now be loaded at run-time thereby implementing dynamically loaded plug-ins. Thus, the user can work only with those commands that suit his needs adding these commands dynamically without leaving the Test Harness session.

Declaration of available plug-ins is done through the special resource file(s). The **pload** command loads the plug-in in accordance with the specified resource file and activates the commands implemented in the plug-in.
The whole process of using new advantages of the plug-in mechanism as well as instructions for extending Test Harness are described below.

1.3.1 Launching DRAW Test Harness

Test Harness executable `DRAWEXE` is located in the `$CASROOT/<platform>/bin` directory (where <platform> is win32 for Windows, SunOS for Sun Solaris and Linux for Linux operating systems). Prior to launching it is important to make sure the environment is correctly set-up (usually this is done automatically after the installation process on Windows or after launching specific scripts on Unix/Linux) - refer to Technical Documentation for details.

1.3.2 Plug-in resource file

Open CASCADE is shipped with the DrawPlugin resource file located in the `$CASROOT/src/DrawResources` directory.
The format of the file is compliant with standard Open CASCADE resource files (see the Resource_Manager.cdl file for details).

Each key defines a sequence of either further (nested) keys or a name of the dynamic library. Keys can be nested down to an arbitrary level. However, cyclic dependencies between the keys are not checked.

Example (excerpt from DrawPlugin):

```
OCAF                : VISUALIZATION, OCAFKERNEL
VISUALIZATION       : AISV
OCAFKERNEL          : DCAF

DCAF                : TKDCAF
AISV                : TKViewerTest
```

1.3.3 Activation of commands implemented in the plug-in

To load a plug-in declared in the resource file and to activate the commands the following command must be used in Test Harness:

`pload [-PluginFileName] [[Key1] [Key2]...]`, where:

<-PluginFileName>	Defines the name of a plug-in resource file (prefix "-" is mandatory) described above. If this parameter is omitted then the default name DrawPlugin is used.
<Key>…	Defines the key(s) enumerating plug-ins to be loaded. If no keys are specified then the key named `DEFAULT` is used (if there is no such key in the file then no plug-ins are loaded).

According to the Open CASCADE resource file management rules, to access the resource file the environment variable `CSF_<PluginFileName>Defaults` (and optionally `CSF_<PluginFileName>UserDefaults`) must be set and point to the directory storing the resource file. If it is omitted then the plug-in resource file will be searched in the `$CASROOT/src/DrawResources` directory.

Examples:

Draw[]> pload -DrawPlugin OCAF

`Will search the resource file DrawPlugin using variable CSF_DrawPluginDefaults (and CSF_DrawPluginUserDefaults) and will start with the OCAF key. Since the DrawPlugin is the file shipped with Open CASCADE it will be found in the $CASROOT/src/DrawResources directory (unless this location is redefined by user's variables). The OCAF key will be recursively extracted into two toolkits/plug-ins: TKDCAF and TKViewerTest (e.g. on Windows they correspond to TKDCAF.dll and TKViewerTest.dll). Thus, commands implemented for Visualization and OCAF will be loaded and activated in Test Harness.`

Draw[]> pload (equivalent to pload -DrawPlugin DEFAULT).

Will find the default DrawPlugin file and the `DEFAULT` key. The latter finally maps to the `TKTopTest` toolkit which implements basic modeling commands.

1.3.4 Mapping between former separate Test Harness executables and the new plug-ins

Before version 5.1.1 Open CASCADE used to be shipped with several separate executables providing different sets of commands. The following table represents the mapping between former executables and new plug-ins.

Former executable	Current key
AISViewer	VISUALIZATION
TCAF	OCAF
TTOPOLOGY	MODELING
XDEDRAWEXE	DATAEXCHANGE
XSDRAWEXE	DATAEXCHANGEKERNEL

For instance, in order to activate commands available in the former `AISViewer` executable, now it is enough to use the command `pload VISUALIZATION`.

When you have the tclsh prompt, key in the library references:

wokcd MDL:k1deb:ref:DRAWEXE. At the prompt, key in the environment (*@@ -setenv* in Unix). Draw displays a prompt. Here is a sample session:

Example

```
# create two views, one 2d the other axonometric. Use
either the command line or the Draw taskbar (Views/av2d).
Draw[1]>av2d

# create a 2d circle
Draw[2]>circle c 0 0 1 0 5
# trim the circle and dump it
Draw[3]> trim c c 0 pi/2
Draw[4]> dump c
==>********** Dump of c *************
==>Trimmed curve
==>Parameters : 0 1.5707963267949
==>Basis curve :
==>Circle
==> Center :0, 0
==> XAxis :1, 0
==> YAxis :-0, 1
==> Radius :5
# make a 3d circle from it, and turn it into a bspline
Draw[6]> to3d c1 c
Draw[7]> fit
Draw[8]> convert c2 c1
Draw[9]> dump c2
*********** Dump of c2 *************
BSplineCurve rational
      Degree 2, 3 Poles, 2 Knots
Poles :
      1 : 5, 0, 0 1
      2 : 5, 5, 0 0.707106781186548
      3 : 3.06161699786838e-16, 5, 0 1
Knots :
      1 : 0 3
      2 : 1.5707963267949 3

# make a surface of revolution from the spline
Draw[10]> fit
Draw[11]> help rev
reverse : reverse name ...
revsurf : revsurf name curvename x y z dx dy dz
# here you must click on the curve with the mouse
Draw[12]> revsurf s . 5 5 0 -1 1 0
Pick an object
Draw[13]> fit
# rotate the view
Draw[14]> u
Draw[15]> erase c
# make a bspline surface and intersect with a plane
Draw[20]> convert s s
Draw[21]> fit
Draw[22]> plane p 5 5 5 1 1 1 1 0 0
Draw[23]> intersect c p s
# pick one of the intersection curves
# you may get c_2 onstead of c_1
Draw[24]> whatis .
```

```
Pick an object
c_1 is a a 3d curve
Draw[25]> clear
Draw[27]> rename c_1 c
Draw[28]> fit
# save the curve, use datadir (p. 32) to specify the
directory you want to save your file in.
Draw[29]> save c
Draw[30]> exit
```

In this example some geometrical operations have been performed. Objects displayed and written to files.

2. The Command Language

1.4 Overview

The command language used in Draw is Tcl. Tcl[1] documentation such as "TCL and the TK Toolkit" by John K. Ousterhout (Addison-Wesley) will prove useful if you intend to use Draw extensively.

This chapter is designed to give you a short outline of both the TCL language and some extensions included in Draw. The following topics are covered:

- Syntax of the TCL language.
- Accessing variables in TCL and Draw.
- Control structures.
- Procedures.

1.5 Syntax of TCL

TCL is an interpreted command language, not a structured language like C, Pascal, LISP or Basic. It uses a shell similar to that of csh. TCL is, however, easier to use than csh because control structures and procedures are easier to define. As well, because TCL does not assign a process to each command, it is faster than csh.

The basic program for TCL is a script. A script consists of one or more commands. Commands are separated by new lines or semicolons.

Example

```
set a 24
set b 15
set a 25; set b 15
```

[1] Tcl is software copyrighted by the Regents of the University of California, and Sun Microsystems, Inc. The Tk Toolkit - a TCL extension to produce user interfaces - is not used in Draw.

Each command consists of one or more “words”; the first word is the name of a command and additional words are arguments to that command.

Words are separated by spaces or tabs. In the preceding example each of the four commands has three words. A command may contain any number of words and each word is a string of arbitrary length.

The evaluation of a command by TCL is done in two steps. In the first step, the command is parsed and broken into words. Some substitutions are also performed. In the second step, the command procedure corresponding to the first word is called and the other words are interpreted as arguments. In the first step, there is only string manipulation, The words only acquire “meaning” in the second step by the command procedure.

The following substitutions are performed by TCL:

1. Variable substitution is triggered by the $ character (as with csh), the content of the variable is substitued; { } may be used as in csh to enclose the name of the variable.

Example

```
# set a variable value
set file documentation
puts $file #to display file contents on the screen

# a simple substitution, set psfile to documentation.ps
set psfile $file.ps
puts $psfile

# another substitution, set pfile to documentationPS
set pfile ${file}PS

# a last one,
# delete files NEWdocumentation and OLDdocumentation
foreach prefix {NEW OLD} {rm $prefix$file}
```

2. Command substitution is triggered by the [ ] characters. The brackets must enclose a valid script. The script is evaluated and the result is substituted. Compare command construction in csh.

Example

```
set degree 30
set pi 3.14159265
# expr is a command evaluating a numeric expression
set radian [expr $pi*$degree/180]
```

3. Backslash substitution is triggered by the backslash character. It is used to insert special characters like $, [,] , etc. It is also useful to insert a new line, a backslash terminated line is continued on the following line.
   TCL uses two forms of “quoting” to prevent substitution and word breaking.

4. Double quote "quoting" enables the definition of a string with space and tabs as a single word. Substitutions are still performed inside the inverted commas " ".

Example

```
# set msg to "the price is 12.00"
set price 12.00
set msg "the price is $price"
```

5. Braces "quoting" prevents all substitutions. Braces are also nested. The main use of braces is to defer evaluation when defining procedures and control structures. Braces are used for a clearer presentation of TCL scripts on several lines.

Example

```
set x 0
# this will loop for ever
# because while argument is "0 < 3"
while "$x < 3" {set x [expr $x+1]}
# this will terminate as expected because
# while argument is {$x < 3}
while {$x < 3} {set x [expr $x+1]}
# this can be written also
while {$x < 3} {
set x [expr $x+1]
}
# the following cannot be written
# because while requires two arguments
while {$x < 3}
{
set x [expr $x+1]
}
```

Comments start with a # character as the first non-blank character in a command. To add a comment at the end of the line, the comment must be preceded by a semi-colon to end the preceding command.

Example

```
# This is a comment
set a 1 # this is not a comment
set b 1; # this is a comment
```

The number of words is never changed by substitution when parsing in TCL. For example, the result of a substitution is always a single word. This is different from csh but convenient as the behavior of the parser is more predictable. It may sometimes be necessary to force a second round of parsing. **eval** accomplishes this: it accepts several arguments, concatenates them and executes the resulting script.

Example

```
# I want to delete two files

set files "foo bar"

# this will fail because rm will receive only one argument
# and complain that "foo bar" does not exit

exec rm $files

# a second evaluation will do it

eval exec rm $files
```

1.6 Accessing variables in TCL and Draw

TCL variables have only string values. Note that even numeric values are stored as string literals, and computations using the **expr** command start by parsing the strings. Draw, however, requires variables with other kinds of values such as curves, surfaces or topological shapes.

TCL provides a mechanism to link user data to variables. Using this functionality, Draw defines its variables as TCL variables with associated data.

The string value of a Draw variable is meaningless. It is usually set to the name of the variable itself. Consequently, preceding a Draw variable with a *$* does not change the result of a command. The content of a Draw variable is accessed using appropriate commands.

There are many kinds of Draw variables, and new ones may be added with C++. Geometric and topological variables are described below.

Draw numeric variables can be used within an expression anywhere a Draw command requires a numeric value. The **expr** command is useless in this case as the variables are stored not as strings but as floating point values.

Example

```
# dset is used for numeric variables
# pi is a predefined Draw variable
dset angle pi/3 radius 10
point p radius*cos(angle) radius*sin(angle) 0
```

It is recommended that you use TCL variables only for strings and Draw for numerals. That way, you will avoid the **expr** command. As a rule, Geometry and Topology require numbers but no strings.

1.6.1 set, unset

Syntax:

```
set varname [value]
unset varname [varname varname ...]
```

set assigns a string value to a variable. If the variable does not already exist, it is created.

Without a value, **set** returns the content of the variable.

unset deletes variables. It is is also used to delete Draw variables.

Example

```
set a "Hello world"
set b "Goodbye"
set a
==> "Hello world"
unset a b
set a
==> Error message....
```

NOTE

The set command can set only one variable, unlike the dset command.

See also: **dset**, **dval**

1.6.2 dset, dval

Syntax

```
dset var1 value1 vr2 value2 ...
dval name
```

dset assigns values to Draw numeric variables. The argument can be any numeric expression including Draw numeric variables. Since all Draw commands expect a numeric expression, there is no need to use $ or **expr**. The **dset** command can assign several variables. If there is an odd number of arguments, the last variable will be assigned a value of 0. If the variable does not exist, it will be created.

dval evaluates an expression containing Draw numeric variables and returns the result as a string, even in the case of a single variable. This is not used in Draw commands as these usually interpret the expression. It is used for basic TCL commands expecting strings.

Example

```
# z is set to 0
dset x 10 y 15 z
==> 0

# no $ required for Draw commands
```

```
point p x y z

# “puts” prints a string
puts "x = [dval x], cos(x/pi) = [dval cos(x/pi)]"
==> x = 10, cos(x/pi) = -0.99913874099467914
```

NOTE

In TCL, parentheses are not considered to be special characters. Do not forget to quote an expression if it contains spaces in order to avoid parsing different words. (a + b) is parsed as three words:"(a + b)" or (a+b) are correct.

See also: **set**, **unset**

1.7 lists

TCL uses lists. A list is a string containing elements separated by spaces or tabs. If the string contains braces, the braced part accounts as one element.

This allows you to insert lists within lists.

Example

```
# a list of 3 strings
"a b c"

# a list of two strings the first is a list of 2
"{a b} c"
```

Many TCL commands return lists and **foreach** is a useful way to create loops on list elements.

1.7.1 Control Structures

TCL allows looping using control structures. The control structures are implemented by commands and their syntax is very similar to that of their C counterparts (**if**, **while**, **switch**, etc.). In this case, there are two main differences between TCL and C:

2. You use braces instead of parentheses to enclose conditions.
3. You do not start the script on the next line of your command.

3.1.1 if

Syntax `if condition script [elseif script .... else script]`

If evaluates the condition and the script to see whether the condition is true.

Example

```
if {$x > 0} {
puts "positive"
} elseif {$x == 0} {
puts "null"
} else {
puts "negative"
}
```

3.1.2 while, for, foreach

Syntax:

```
while condition script
for init condition reinit script
foreach varname list script
```

The three loop structures are similar to their C or csh equivalent. It is important to use braces to delay evaluation. **foreach** will assign the elements of the list to the variable before evaluating the script.

Example

```
# while example
dset x 1.1
while {[dval x] < 100} {
circle c 0 0 x
dset x x*x
}
# for example
# incr var d, increments a variable of d (default 1)
for {set i 0} {$i < 10} {incr i} {
dset angle $i*pi/10
point p$i cos(angle0 sin(angle) 0
}
# foreach example
foreach object {crapo tomson lucas} {display $object}
```

See also: **break**, **continue**

3.1.3 break, continue

Syntax:

```
break
continue
```

Within loops, the **break** and **continue** commands have the same effect as in C.

break interrupts the innermost loop and **continue** jumps to the next iteration.

Example

```
# search the index for which t$i has value "secret"
for {set i 1} {$i <= 100} {incr i} {
if {[set t$i] == "secret"} break;
}
```

3.2 Procedures

TCL can be extended by defining procedures using the **proc** command, which sets up a context of local variables, binds arguments and executes a TCL script.

The only problematic aspect of procedures is that variables are strictly local, and as they are implicitly created when used, it may be difficult to detect errors.

There are two means of accessing a variable outside the scope of the current procedures: **global** declares a global variable (a variable outside all procedures); **upvar** accesses a variable in the scope of the caller. Since arguments in TCL are always string values, the only way to pass Draw variables is by reference, i.e. passing the name of the variable and using the **upvar** command as in the following examples.

As TCL is not a strongly typed language it is very difficult to detect programing errors and debugging can be tedious. TCL procedures are, of course, not designed for large scale software development but for testing and simple command or interactive writing.

3.2.1 proc

Syntax: `proc argumentlist script`

proc defines a procedure. An argument may have a default value. It is then a list of the form {argument value}. The script is the body of the procedure.

return gives a return value to the procedure.

Example

```
# simple procedure
proc hello {} {
puts "hello world"
}
# procedure with arguments and default values
proc distance {x1 y1 {x2 0} {y2 0}} {
set d [expr (x2-x1)*(x2-x1) + (y2-y1)*(y2-y1)]
return [expr sqrt(d)]
}
proc fact n {
if {$n == 0} {return 1} else {
```

```
return [expr n*[fact [expr n -1]]]
}
}
```

See also: **global**, **upvar**

3.2.2 global, upvar

Syntax:

```
global varname [varname ...]
upvar varname localname [varname localname ...]
```

global accesses high level variables. Unlike C, global variables are not visible in procedures.

upvar gives a local name to a variable in the caller scope. This is useful when an argument is the name of a variable instead of a value. This is a call by reference and is the only way to use Draw variables as arguments.

NOTE

Note in the following examplesthat the $ character is always necessarily used to access the arguments.

Example

```
# convert degree to radian
# pi is a global variable
proc deg2rad (degree} {
return [dval pi*$degree/2.]
}
# create line with a point and an angle
proc linang {linename x y angle} {
upvar linename l
line l $x $y cos($angle) sin($angle)
}
```

3. Basic Commands

This chapter describes all the commands defined in the basic Draw package. Some are TCL commands, but most of them have been formulated in Draw. These commands are found in all Draw applications. The commands are grouped into four sections:

- General commands, which are used for Draw and TCL management.
- Variable commands, which are used to manage Draw variables such as storing and dumping.
- Graphic commands, which are used to manage the graphic system, and so pertain to views.
- Variable display commands, which are used to manage the display of objects within given views.

Note that Draw also features a GUI taskbar providing an alternative way to give certain general, graphic and display commands

3.1 General commands

This section describes several useful commands: **help** to get information, **source** to eval a script from a file, **spy** to capture the commands in a file, **cpulimit** to limit the process cpu time, **wait** to waste some time, **chrono** to time commands.

3.1.1 help

Syntax: `help [command [helpstring group]]`

Provides help or modifies the help information.

help without arguments lists all groups and the commands in each group.

Specifying the command returns its syntax and in some cases, information on the command, The joker,*, is automatically added at the end so that all completing commands are returned as well.

Example

```
# Gives help on all commands starting with a
help a
```

3.1.2 source

Syntax: `source filename`

Executes a file.

The **exit** command will terminate the file.

See also: exit

3.1.3 spy

Syntax: `spy [filename]`

Saves interactive commands in the file. If spying has already been performed, the current file is closed. **spy** without an argument closes the current file and stops spying. If a file already exists, the file is overwritten. Commands are not appended.
If a command returns an error it is saved with a comment mark.

The file created by **spy** can be executed with the **source** command.

Example

```
# all commands will be saved in the file "session"
spy session
# the file "session" is closed and commands are not saved
spy
```

See also: **source**

3.1.4 cpulimit

Syntax: `cpulimit [nbseconds]`

cpulimit limits a process after the number of seconds specified in *nbseconds.* It is used in tests to avoid infinite loops. **cpulimit** without arguments removes all existing limits.

Example

```
#limit cpu to one hour
cpulimit 3600
```

3.1.5 wait

Syntax: `wait [nbseconds]`

Suspends execution for the number of seconds specified in *nbseconds*. The default value is ten (10) seconds. This is a useful command for a slide show.

Example

```
# You have ten seconds ...
wait
```

3.1.6 chrono

Syntax: `chrono [ name start/stop/reset/show]`

Without arguments, **chrono** activates Draw chronometers. The elapsed time ,cpu system and cpu user times for each command will be printed.

With arguments, **chrono** is used to manage activated chronometers. You can perform the following actions with a chronometer.

- run the chronometer (start).
- stop the chronometer (stop).
- reset the chronometer to 0 (reset).
- display the current time (show).

Example

```
chrono
==>Chronometers activated.
ptorus t 20 5
==>Elapsed time: 0 Hours 0 Minutes 0.0318 Seconds
==>CPU user time: 0.01 seconds
==>CPU system time: 0 seconds
```

3.2 Variable management commands

3.2.1 isdraw, directory

Syntax: `isdraw varname`

```
directory [pattern]
```

isdraw tests to see if a variable is a Draw variable. **isdraw** will return 1 if there is a Draw value attached to the variable.
Use **directory** to return a list of all Draw global variables matching a pattern.

Example

```
set a 1
isdraw a
===> 0

dset a 1
isdraw a
===> 1

circle c 0 0 1 0 5
isdraw c
===> 1

# to destroy all Draw objects with name containing curve
foreach var [directory *curve*] {unset $var}
```

See also: **whatis**

3.2.2 whatis, dump

Syntax:

```
whatis varname [varname ...]
dump varname [varname ...]
```

whatis returns short information about a Draw variable. This is usually the type name.

dump returns a brief type description, the coordinates, and if need be, the parameters of a Draw variable.

Example

```
circle c 0 0 1 0 5
whatis c
c is a 2d curve

dump c



*********** Dump of c *************
Circle
 Center :0, 0
 XAxis :1, 0
 YAxis :-0, 1
 Radius :5
```

NOTE

The behavior of whatis on other variables (not Draw) is not excellent.

3.2.3 rename, copy

Syntax:
```
rename varname tovarname [varname tovarname ...]
copy varname tovarname [varname tovarname ...]
```

rename changes the name of a Draw variable. The original variable will no longer exist. Note that the content is not modified. Only the name is changed.

copy creates a new variable with a copy of the content of an existing variable. The exact behavior of **copy** is type dependent; in the case of certain topological variables, the content may still be shared.

Example

```
circle c1 0 0 1 0 5
rename c1 c2

# curves are copied, c2 will not be modified
copy c2 c3
```

3.2.4 datadir, save, restore

Syntax:
```
datadir [directory]
save variable [filename]
restore filename [variablename]
```

datadir without arguments prints the path of the current data directory.
datadir with an argument sets the data directory path.
If the path starts with a dot (.) only the last directory name will be changed in the path.

save writes a file in the data directory with the content of a variable. By default the name of the file is the name of the variable. To give a different name use a second argument.

restore reads the content of a file in the data directory in a local variable. By default, the name of the variable is the name of the file. To give a different name, use a second argument.

The exact content of the file is type-dependent. They are usually ASCII files and so, architecture independent.

Example

```
# note how TCL accesses shell environment variables
# using $env()
```

```
datadir
==>.

datadir $env(WBCONTAINER)/data/default
==>/adv_20/BAG/data/default

box b 10 20 30
save b theBox
==>/adv_20/BAG/data/default/theBox

# when TCL does not find a command it tries a shell command
ls [datadir]
==> theBox

restore theBox
==> theBox
```

3.3 User defined commands

DrawTrSurf provides commands to create and display a Draw **geometric** variable from a Geom_Geometry object and also get a Geom_Geometry object from a Draw geometric variable name.

DBRep provides commands to create and display a Draw **topological** variable from a TopoDS_Shape object and also get a TopoDS_Shape object from a Draw topological variable name.

3.3.1 set

DrawTrSurf Package:
Syntax:

```
void Set(Standard_CString& Name,const gp_Pnt& G) ;
void Set(Standard_CString& Name,const gp_Pnt2d& G) ;
void Set(Standard_CString& Name,
        const Handle(Geom_Geometry)& G) ;
void Set(Standard_CString& Name,
        const Handle(Geom2d_Curve)& C) ;
void Set(Standard_CString& Name,
        const Handle(Poly_Triangulation)& T) ;
void Set(Standard_CString& Name,
        const Handle(Poly_Polygon3D)& P) ;
void Set(Standard_CString& Name,
        const Handle(Poly_Polygon2D)& P) ;
```

DBRep Package:
Syntax:

```
void Set(const Standard_CString Name,
const TopoDS_Shape& S) ;
```

Example: DrawTrSurf

```
Handle(Geom2d_Circle) C1 = new Geom2d_Circle
      (gce_MakeCirc2d (gp_Pnt2d(50,0,) 25));
DrawTrSurf::Set(char*, C1);
```

Example: DBRep

```
TopoDS_Solid B;
B = BRepPrimAPI_MakeBox (10,10,10);
DBRep::Set(char*,B);
```

See also: **get**

3.3.2 get

DrawTrSurf Package:
Syntax:

```
Handle_Geom_Geometry Get(Standard_CString& Name) ;
```

DBRep Package:
Syntax:

```
TopoDS_Shape Get(Standard_CString& Name,
              const TopAbs_ShapeEnum Typ = TopAbs_SHAPE,
              const Standard_Boolean Complain
              = Standard_True) ;
```

Example: DrawTrSurf

```
Standard_Integer MyCommand
    (Draw_Interpretor& theCommands,
    Standard_Integer argc, char** argv)
{......
    // Creation of a Geom_Geometry from a Draw geometric
    // name
    Handle (Geom_Geometry) aGeom= DrawTrSurf::Get(argv[1]);
}
```

Example: DBRep

```
  Standard_Integer MyCommand
     (Draw_Interpretor& theCommands,
     Standard_Integer argc, char** argv)
{......
  // Creation of a TopoDS_Shape from a Draw topological
  // name
  TopoDS_Solid B = DBRep::Get(argv[1]);
}
```

See also: **set**

4. Graphic Commands

Graphic commands are used to manage the Draw graphic system. Draw provides a 2d and a 3d viewer with up to 30 views. Views are numbered and the index of the view is displayed in the window's title. Objects are displayed in all 2d views or in all 3d views, depending on their type. 2d objects can only be viewed in 2d views while 3d objects – only in 3d views correspondingly.

4.1 Axonometric viewer

4.1.1 view, delete

Syntax:

```
view index type [X Y W H]
delete [index]
```

view is the basic view creation command: it creates a new view with the given index. If a view with this index already exits, it is deleted. The view is created with default parameters and X Y W H are the position and dimensions of the window on the screen. Default values are 0, 0, 500, 500.

As a rule it is far simpler either to use the procedures **axo**, **top**, **left** or to click on the desired view type in the menu under *Views* in the taskbar..

delete deletes a view. If no index is given, all the views are deleted.

Type selects from the following range:

- AXON: Axonometric view
- PERS: Perspective view
- +X+Y: View on both axes (i.e. a top view), other codes are -X+Y, +Y-Z etc.
- -2D- : 2d view

The index, the type, the current zoom are displayed in the window title .

Example

```
# this is the content of the mu4 procedure
proc mu4 {} {
delete
view 1 +X+Z 320 20 400 400
view 2 +X+Y 320 450 400 400
view 3 +Y+Z 728 20 400 400
view 4 AXON 728 450 400 400
}
```

See also: **axo, pers, top, bottom, left, right, front, back, mu4, v2d, av2d, smallview**

4.1.2 axo, pers, top, ...

Syntax:
```
axo
pers
...
smallview type
```

All these commands are procedures used to define standard screen layout. They delete all existing views and create new ones. The layout usually complies with the European convention, i.e. a top view is under a front view.

- **axo** creates a large window axonometric view.
- **pers** creates a large window perspective view.
- **top**, **bottom**, **left**, **right**, **front**, **back** create a large window axis view
- **mu4** creates four small window viewsview: front, left, top and axo.
- **v2d**: creates a large window 2d view.
- **av2d** creates two small window views, one 2d and one axo

smallview creates a view at the bottom right of the screen of the given type.

See also: **view**, **delete**

4.1.3 mu, md, 2dmu, 2dmd, zoom, 2dzoom

Syntax:
```
mu [index] value
2dmu [index] value
zoom [index] value
wzoom
```

mu (magnify up) increases the zoom in one or several views by a factor of 10%. **md** (magnify down) decreases the zoom by the inverse factor. **2dmu** and **2dmd** perform the same on one or all 2d views.

zoom and **2dzoom** set the zoom factor to a value specified by you. The current zoom factor is always displayed in the window's title bar. Zoom 20 represents a full screen view in a large window; zoom 10, a full screen view in a small one.

wzoom (window zoom) allows you to select the area you want to zoom in on with the mouse. You will be prompted to give two of the corners of the area that you want to magnify and the rectangle so defined will occupy the window of the view.

Example

```
# set a zoom of 2.5
zoom 2.5

# magnify by 10%
mu 1
```

```
# magnify by 20%
mu 2
```

See also: **fit**, **2dfit**

4.1.4 pu, pd, pl, pr, 2dpu, 2dpd, 2dpl, 2dpr

Syntax: `pu [index]`
`pd [index]`

The **p_** commands are used to pan. **pu** and **pd** pan up and down respectively;**pl** and **pr** pan left and right respectively. Each time the view is displaced by 40 pixels.When no index is given, all views will pan in the direction specified.

Example

```
# you have selected one anonometric view
pu
# or
pu 1

# you have selected an mu4 view; the object in the third
# view will pan up
pu 3
```

See also: **fit**, **2dfit**

4.1.5 fit, 2dfit

Syntax: `fit [index]`
`2dfit [index]`

fit computes the best zoom and pans on the content of the view. The content of the view will be centered and fit the whole window.

When fitting all views a unique zoom is computed for all the views. All views are on the same scale.

Example

```
# fit only view 1
fit 1
# fit all 2d views
2dfit
```

See also: **zoom**, **mu**, **pu**

4.1.6 u, d, l, r

Syntax:
```
u [index]
d [index]
l [index]
r [index]
```

u, **d**, **l**, **r** Rotate the object in view around its axis by five degrees up, down, left or right respectively. This command is restricted to axonometric and perspective views.

Example

```
# rotate the view up
u
```

4.1.7 focal, fu, fd

Syntax:
```
focal [f]
fu [index]
fd [index]
```

focal changes the vantage point in perspective views. A low f value increases the perspective effect; a high one give a perspective similar to that of an axonometric view. The default value is 500.

Use **fu** and **fd** to increase or decrease the focal value by 10%. **fd** makes the eye closer to the object.

Example

```
pers
repeat 10 fd
```

NOTE
Do not use a negative or null focal value.

See also: **pers**

4.1.8 color

Syntax: `color index name`

color sets the color to a value. The index of the color is a value between 0 and 15. The name is an X window color name. The list of these can be found in the file rgb.txt in the X library directory.

The default values are 0 White, 1 Red, 2 Green, 3 Blue, 4 Cyan, 5 Gold, 6 Magenta, 7 Marron, 8 Orange, 9 Pink, 10 Salmon, 11 Violet, 12 Yellow, 13 Khaki, 14 Coral.

Example

```
# change the value of blue
color 3 "navy blue"
```

NOTE
The color change will be visible on the next redraw of the views, for example after fit or mu, etc.

4.1.9 dtext

Syntax: `dtext [x y [z]] string`

dtext displays a string in all 3d or 2d views. If no coordinates are given, a graphic selection is required. If two coordinates are given, the text is created in a 2d view at the position specified. With 3 coordinates, the text is created in a 3d view.

The coordinates are real space coordinates.

Example

```
# mark the origins
dtext 0 0 bebop
dtext 0 0 0 bebop
```

4.1.10 hardcopy, hcolor, xwd

Syntax:

```
hardcopy [index]
hcolor index width gray
xwd [index] filename
```

hardcopy creates a postcript file called a4.ps in the current directory. This file contains the postscript description of the view index, and will allow you to print the view.

hcolor lets you change the aspect of lines in the postscript file. It allows to specify a width and a gray level for one of the 16 colors. **width** is measured in points with default value as 1, **gray** is the gray level from 0 = black to 1 = white with default value as 0. All colors are bound to the default values at the beginning.

xwd creates an X window xwd file from an active view. By default, the index is set to1. To visualize anxwd file, use the unix command **xwud**.

Example

```
# all blue lines (color 3)
# will be half-width and gray
```

```
hcolor 3 0.5

# make a postscript file and print it
hardcopy
lpr a4.ps

# make an xwd file and display it
xwd theview
xwud -in theview
```

NOTE
When more than one view is present, specify the index of the view. Only use a postscript printer to print postscript files.

See also: **color**

4.1.11 wclick, pick

Syntax:
```
wclick
pick index X Y Z b [nowait]
```

wclick defers an event until the mouse button is clicked. The message "just click" is displayed.

Use the **pick** command to get graphic input. The arguments must be names for variables where the results are stored.

- index: index of the view where the input was made.
- X,Y,Z: 3d coordinates in real world.
- b: b is the mouse button 1,2 or 3.

When there is an extra argument, its value is not used and the command does not wait for a click; the value of b may then be 0 if there has not been a click.

This option is useful for tracking the pointer.

NOTE
The results are stored in Draw numeric variables.

Example

```
# make a circle at mouse location
pick index x y z b
circle c x y z 0 0 1 1 0 0 0 30

# make a dynamic circle at mouse location
# stop when a button is clicked
# (see the repaint command)

dset b 0
while {[dval b] == 0} {
pick index x y z b nowait
```

```
circle c x y z 0 0 1 1 0 0 0 30
repaint
}
```

See also: **repaint**

Draw provides commands to manage the display of objects. **display**, **donly** are used to display, **erase**, **clear**, **2dclear** to erase. The **autodisplay** command is used to check whether variables are displayed when created.

The variable name "." (dot) has a special status in Draw. Any Draw command expecting a Draw object as argument can be passed a dot. The meaning of the dot is the following.

- If the dot is an input argument, a graphic selection will be made. Instead of getting the object from a variable, Draw will ask you to select an object in a view.
- If the dot is an output argument, an unnamed object will be created. Of course this makes sense only for graphic objects: if you create an unnamed number you will not be able to access it. This feature is used when you want to create objects for display only.
- If you do not see what you expected while executing loops or sourcing files, use the **repaint** and **dflush** commands.

Example

```
# OK use dot to dump an object on the screen
dump .

point . x y z

#Not OK. display points on a curve c
# with dot no variables are created
for {set i 0} {$i <= 10} {incr i} {
cvalue c $i/10 x y z
point . x y z
}

# point p x y z
# would have displayed only one point
# because the precedent variable content is erased

# point p$i x y z
# is an other solution, creating variables
# p0, p1, p2, ....

# give a name to a graphic object
rename . x
```

4.1.12 autodisplay

Syntax: `autodisplay [0/1]`

By default, Draw automatically displays any graphic object as soon as it is created. This behavior known as autodisplay can be removed with the command **autodisplay**. Without arguments, **autodisplay** toggles the autodisplay mode. The command always returns the current mode.

When **autodisplay** is off, using the dot return argument is ineffective.

Example

```
# c is displayed
circle c 0 0 1 0 5

# toggle the mode
autodisplay
==> 0
circle c 0 0 1 0 5

# c is erased, but not displayed
display c
```

See also: **display**

4.1.13 display, donly

Syntax: `display varname [varname ...]`
`donly varname [varname ...]`

display makes objects visible.

donly ("display only") makes objects visible and erases all other objects. It is very useful to extract one object from a messy screen.

Example

```
# to see all objects
foreach var [directory] {display $var}

# to select two objects and erase the other ones
donly . .
```

See also: **erase**

4.1.14 erase, clear, 2dclear

Syntax: `erase [varname varname ...]`
`clear`
`2dclear`

erase removes objects from all views. **erase** without arguments erases everything in 2d and 3d.

clear erases only 3d objects and **2dclear,** only 2d objects. **erase** without arguments is similar to " clear; 2dclear".

Example

```
# erase eveerything with a name starting with c_
foreach var [directory c_*] {erase $var}

# clear 2d views
2d clear
```

See also: **display**

4.1.15 repaint, dflush

Syntax: `repaint`
`dflush`

repaint forces repainting of views.

dflush flushes the graphic buffers.

These commands are useful within loops or in scripts.

When an object is modified or erased, the whole view must be repainted. To avoid doing this too many times, Draw sets up a flag and delays the repaint to the end of the command in which the new prompt is issued. In a script, you may want to display the result of a change immediately. If the flag is raised, **repaint** will repaint the views and clear the flag.

Graphic operations are buffered by Draw (and also by the X system). Usually the buffer is flushed at the end of a command and before graphic selection. If you want to flush the buffer from inside a script, use the **dflush** command.

Example

```
# See the example with the pick command
```

See also: **pick**

4.2 AIS viewer – view commands

4.2.1 vinit

Syntax: `vinit`

Creates the 3D viewer window

4.2.2 vhelp

Syntax: `vhelp`

Displays help in the 3D viewer window. The help consists in a list of hotkeys and their functionalities.

4.2.3 vtop

Syntax: `vtop`

Displays top view in the 3D viewer window.

Example

```
vinit
box b 10 10 10
vdisplay b
vfit
vtop
```

4.2.4 vaxo

Syntax: `vaxo`

Displays axonometric view in the 3D viewer window.

Example

```
vinit
box b 10 10 10
vdisplay b
vfit
vaxo
```

4.2.5 vsetbg

Syntax: `vsetbg imagefile [filltype]`

Loads image file as background. **`filltype`** must be **NONE, CENTERED, TILED or STRETCH**.

Example

```
vinit
vsetbg myimage.brep CENTERED
```

4.2.6 vclear

Syntax: `vclear`

Removes all objects from the viewer.

4.2.7 vrepaint

Syntax: `vrepaint`

Forcedly redisplays the shape in the 3D viewer window.

4.2.8 vfit

Syntax: `vfit`

Automatic zoom/panning. Objects in the view are visualized to occupy the maximum surface.

4.2.9 vzfit

Syntax: `vzfit`

Automatic depth panning. Objects in the view are visualized to occupy the maximum 3d space.

4.3 AIS viewer – display commands

4.3.1 vdisplay

Syntax: `vdisplay name1 [name2] … [name n]`

Displays named objects.

Example

```
vinit
box b 40 40 40 10 10 10
psphere s 20
vdisplay s b
vfit
```

4.3.2 vdonly

Syntax: `vdonly [name1] … [name n]`

Displays only selected or named objects. If there are no selected or named objects, nothing is done.

Example

```
vinit
```

```
box b 40 40 40 10 10 10
psphere s 20
vdonly b
vfit
```

4.3.3 vdisplayall

Syntax: `vdisplayall`

Displays all created objects.

Example

```
vinit
box b 40 40 40 10 10 10
psphere s 20
vdisplayall
vfit
```

4.3.4 verase

Syntax: `verase [name1] [name2] … [name n]`

Erases some selected or named objects. If there are no selected or named objects, the whole viewer is erased.

Example

```
vinit
box b1 40 40 40 10 10 10
box b2 -40 -40 -40 10 10 10
psphere s 20
vdisplayall
vfit
# erase only first box
verase b1
# erase second box and sphere
verase
```

4.3.5 veraseall

Syntax: `veraseall`

Erases all objects displayed in the viewer.

Example

```
vinit
box b1 40 40 40 10 10 10
box b2 -40 -40 -40 10 10 10
psphere s 20
vdisplayall
vfit
# erase only first box
```

```
verase b1
# erase second box and sphere
verseall
```

4.3.6 vsetdispmode

Syntax: `vsetdispmode [name] mode(0,1,2,3)`

Sets display mode for all, selected or named objects.
mode is **0** (**WireFrame**), **1** (**Shading**), **2** (**Quick HideLineremoval**), **3** (**Exact HideLineremoval**).

Example

```
vinit
box b 10 10 10
vdisplay b
vsetdispmode 1
vfit
```

4.3.7 vdisplaytype

Syntax: `vdisplaytype type`

Displays all objects of a given type.
Possible **type**s are **"Point", "Axis", "Trihedron", "PlaneTrihedron", "Line", "Circle", "Plane", "Shape", "ConnectedShape", "MultiConn.Shape", "ConnectedInter.", "MultiConn.", "Constraint"** and **"Dimension"** (see **vtypes**).

4.3.8 verasetype

Syntax: `verasetype type`

Erases all objects of a given type.
Possible **type**s are **"Point", "Axis", "Trihedron", "PlaneTrihedron", "Line", "Circle", "Plane", "Shape", "ConnectedShape", "MultiConn.Shape", "ConnectedInter.", "MultiConn.", "Constraint"** and **"Dimension"** (see **vtypes**).

4.3.9 vtypes

Syntax: `vtypes`

Makes a list of known types and signatures in AIS.

4.3.10 vsetcolor

Syntax: `vsetcolor [shapename] colorname`

Sets color for all, selected or named shapes.
Possible **colorname**s are **"BLACK", "MATRAGRAY", "MATRABLUE", "ALICEBLUE", "ANTIQUEWHITE", "ANTIQUEWHITE1", "ANTIQUEWHITE2",**

"ANTIQUEWHITE3", "ANTIQUEWHITE4", "AQUAMARINE1", "AQUAMARINE2", "AQUAMARINE4", "AZURE", "AZURE2", "AZURE3", "AZURE4", "BEIGE", "BISQUE", "BISQUE2", "BISQUE3", "BISQUE4", "BLANCHEDALMOND", "BLUE1", "BLUE2", "BLUE3", "BLUE4", "BLUEVIOLET", "BROWN", "BROWN1", "BROWN2", "BROWN3", "BROWN4", "BURLYWOOD", "BURLYWOOD1", "BURLYWOOD2", "BURLYWOOD3", "BURLYWOOD4", "CADETBLUE", "CADETBLUE1", "CADETBLUE2", "CADETBLUE3", "CADETBLUE4", "CHARTREUSE", "CHARTREUSE1", "CHARTREUSE2", "CHARTREUSE3", "CHARTREUSE4", "CHOCOLATE", "CHOCOLATE1", "CHOCOLATE2", "CHOCOLATE3", "CHOCOLATE4", "CORAL", "CORAL1", "CORAL2", "CORAL3", "CORAL4", "CORNFLOWERBLUE", "CORNSILK1", "CORNSILK2", "CORNSILK3", "CORNSILK4", "CYAN1", "CYAN2", "CYAN3", "CYAN4", "DARKGOLDENROD", "DARKGOLDENROD1", "DARKGOLDENROD2", "DARKGOLDENROD3", "DARKGOLDENROD4", "DARKGREEN", "DARKKHAKI", "DARKOLIVEGREEN", "DARKOLIVEGREEN1", "DARKOLIVEGREEN2", "DARKOLIVEGREEN3", "DARKOLIVEGREEN4", "DARKORANGE", "DARKORANGE1", "DARKORANGE2", "DARKORANGE3", "DARKORANGE4", "DARKORCHID", "DARKORCHID1", "DARKORCHID2", "DARKORCHID3", "DARKORCHID4", "DARKSALMON", "DARKSEAGREEN", "DARKSEAGREEN1", "DARKSEAGREEN2", "DARKSEAGREEN3", "DARKSEAGREEN4", "DARKSLATEBLUE", "DARKSLATEGRAY1", "DARKSLATEGRAY2", "DARKSLATEGRAY3", "DARKSLATEGRAY4", "DARKSLATEGRAY", "DARKTURQUOISE", "DARKVIOLET", "DEEPPINK", "DEEPPINK2", "DEEPPINK3", "DEEPPINK4", "DEEPSKYBLUE1", "DEEPSKYBLUE2", "DEEPSKYBLUE3", "DEEPSKYBLUE4", "DODGERBLUE1", "DODGERBLUE2", "DODGERBLUE3", "DODGERBLUE4", "FIREBRICK", "FIREBRICK1", "FIREBRICK2", "FIREBRICK3", "FIREBRICK4", "FLORALWHITE", "FORESTGREEN", "GAINSBORO", "GHOSTWHITE", "GOLD", "GOLD1", "GOLD2", "GOLD3", "GOLD4", "GOLDENROD", "GOLDENROD1", "GOLDENROD2", "GOLDENROD3", "GOLDENROD4", "GRAY", "GRAY0", "GRAY1", "GRAY10", "GRAY11", "GRAY12", "GRAY13", "GRAY14", "GRAY15", "GRAY16", "GRAY17", "GRAY18", "GRAY19", "GRAY2", "GRAY20", "GRAY21", "GRAY22", "GRAY23", "GRAY24", "GRAY25", "GRAY26", "GRAY27", "GRAY28", "GRAY29", "GRAY3", "GRAY30", "GRAY31", "GRAY32", "GRAY33", "GRAY34", "GRAY35", "GRAY36", "GRAY37", "GRAY38", "GRAY39", "GRAY4", "GRAY40", "GRAY41", "GRAY42", "GRAY43", "GRAY44", "GRAY45", "GRAY46", "GRAY47", "GRAY48", "GRAY49", "GRAY5", "GRAY50", "GRAY51", "GRAY52", "GRAY53", "GRAY54", "GRAY55", "GRAY56", "GRAY57", "GRAY58", "GRAY59", "GRAY6", "GRAY60", "GRAY61", "GRAY62", "GRAY63", "GRAY64", "GRAY65", "GRAY66", "GRAY67", "GRAY68", "GRAY69", "GRAY7", "GRAY70", "GRAY71", "GRAY72", "GRAY73", "GRAY74", "GRAY75", "GRAY76", "GRAY77", "GRAY78", "GRAY79", "GRAY8", "GRAY80", "GRAY81", "GRAY82", "GRAY83", "GRAY85", "GRAY86", "GRAY87", "GRAY88", "GRAY89", "GRAY9", "GRAY90", "GRAY91", "GRAY92", "GRAY93", "GRAY94", "GRAY95", "GREEN", "GREEN1", "GREEN2", "GREEN3", "GREEN4", "GREENYELLOW", "GRAY97", "GRAY98", "GRAY99", "HONEYDEW", "HONEYDEW2", "HONEYDEW3", "HONEYDEW4", "HOTPINK", "HOTPINK1", "HOTPINK2", "HOTPINK3", "HOTPINK4", "INDIANRED", "INDIANRED1", "INDIANRED2", "INDIANRED3", "INDIANRED4", "IVORY", "IVORY2", "IVORY3", "IVORY4", "KHAKI", "KHAKI1", "KHAKI2", "KHAKI3", "KHAKI4", "LAVENDER", "LAVENDERBLUSH1", "LAVENDERBLUSH2", "LAVENDERBLUSH3", "LAVENDERBLUSH4", "LAWNGREEN", "LEMONCHIFFON1", "LEMONCHIFFON2",

"LEMONCHIFFON3", "LEMONCHIFFON4", "LIGHTBLUE", "LIGHTBLUE1", "LIGHTBLUE2", "LIGHTBLUE3", "LIGHTBLUE4", "LIGHTCORAL", "LIGHTCYAN1", "LIGHTCYAN2", "LIGHTCYAN3", "LIGHTCYAN4", "LIGHTGOLDENROD", "LIGHTGOLDENROD1", "LIGHTGOLDENROD2", "LIGHTGOLDENROD3", "LIGHTGOLDENROD4", "LIGHTGOLDENRODYELLOW", "LIGHTGRAY", "LIGHTPINK", "LIGHTPINK1", "LIGHTPINK2", "LIGHTPINK3", "LIGHTPINK4", "LIGHTSALMON1", "LIGHTSALMON2", "LIGHTSALMON3", "LIGHTSALMON4", "LIGHTSEAGREEN", "LIGHTSKYBLUE", "LIGHTSKYBLUE1", "LIGHTSKYBLUE2", "LIGHTSKYBLUE3", "LIGHTSKYBLUE4", "LIGHTSLATEBLUE", "LIGHTSLATEGRAY", "LIGHTSTEELBLUE", "LIGHTSTEELBLUE1", "LIGHTSTEELBLUE2", "LIGHTSTEELBLUE3", "LIGHTSTEELBLUE4", "LIGHTYELLOW", "LIGHTYELLOW2", "LIGHTYELLOW3", "LIGHTYELLOW4", "LIMEGREEN", "LINEN", "MAGENTA1", "MAGENTA2", "MAGENTA3", "MAGENTA4", "MAROON", "MAROON1", "MAROON2", "MAROON3", "MAROON4", "MEDIUMAQUAMARINE", "MEDIUMORCHID", "MEDIUMORCHID1", "MEDIUMORCHID2", "MEDIUMORCHID3", "MEDIUMORCHID4", "MEDIUMPURPLE", "MEDIUMPURPLE1", "MEDIUMPURPLE2", "MEDIUMPURPLE3", "MEDIUMPURPLE4", "MEDIUMSEAGREEN", "MEDIUMSLATEBLUE", "MEDIUMSPRINGGREEN", "MEDIUMTURQUOISE", "MEDIUMVIOLETRED", "MIDNIGHTBLUE", "MINTCREAM", "MISTYROSE", "MISTYROSE2", "MISTYROSE3", "MISTYROSE4", "MOCCASIN", "NAVAJOWHITE1", "NAVAJOWHITE2", "NAVAJOWHITE3", "NAVAJOWHITE4", "NAVYBLUE", "OLDLACE", "OLIVEDRAB", "OLIVEDRAB1", "OLIVEDRAB2", "OLIVEDRAB3", "OLIVEDRAB4", "ORANGE", "ORANGE1", "ORANGE2", "ORANGE3", "ORANGE4", "ORANGERED", "ORANGERED1", "ORANGERED2", "ORANGERED3", "ORANGERED4", "ORCHID", "ORCHID1", "ORCHID2", "ORCHID3", "ORCHID4", "PALEGOLDENROD", "PALEGREEN", "PALEGREEN1", "PALEGREEN2", "PALEGREEN3", "PALEGREEN4", "PALETURQUOISE", "PALETURQUOISE1", "PALETURQUOISE2", "PALETURQUOISE3", "PALETURQUOISE4", "PALEVIOLETRED", "PALEVIOLETRED1", "PALEVIOLETRED2", "PALEVIOLETRED3", "PALEVIOLETRED4", "PAPAYAWHIP", "PEACHPUFF", "PEACHPUFF2", "PEACHPUFF3", "PEACHPUFF4", "PERU", "PINK", "PINK1", "PINK2", "PINK3", "PINK4", "PLUM", "PLUM1", "PLUM2", "PLUM3", "PLUM4", "POWDERBLUE", "PURPLE", "PURPLE1", "PURPLE2", "PURPLE3", "PURPLE4", "RED", "RED1", "RED2", "RED3", "RED4", "ROSYBROWN", "ROSYBROWN1", "ROSYBROWN2", "ROSYBROWN3", "ROSYBROWN4", "ROYALBLUE", "ROYALBLUE1", "ROYALBLUE2", "ROYALBLUE3", "ROYALBLUE4", "SADDLEBROWN", "SALMON", "SALMON1", "SALMON2", "SALMON3", "SALMON4", "SANDYBROWN", "SEAGREEN", "SEAGREEN1", "SEAGREEN2", "SEAGREEN3", "SEAGREEN4", "SEASHELL", "SEASHELL2", "SEASHELL3", "SEASHELL4", "BEET", "TEAL", "SIENNA", "SIENNA1", "SIENNA2", "SIENNA3", "SIENNA4", "SKYBLUE", "SKYBLUE1", "SKYBLUE2", "SKYBLUE3", "SKYBLUE4", "SLATEBLUE", "SLATEBLUE1", "SLATEBLUE2", "SLATEBLUE3", "SLATEBLUE4", "SLATEGRAY1", "SLATEGRAY2", "SLATEGRAY3", "SLATEGRAY4", "SLATEGRAY", "SNOW", "SNOW2", "SNOW3", "SNOW4", "SPRINGGREEN", "SPRINGGREEN2", "SPRINGGREEN3", "SPRINGGREEN4", "STEELBLUE", "STEELBLUE1", "STEELBLUE2", "STEELBLUE3", "STEELBLUE4", "TAN", "TAN1", "TAN2", "TAN3", "TAN4", "THISTLE", "THISTLE1", "THISTLE2", "THISTLE3", "THISTLE4", "TOMATO", "TOMATO1", "TOMATO2", "TOMATO3", "TOMATO4", "TURQUOISE", "TURQUOISE1", "TURQUOISE2", "TURQUOISE3", "TURQUOISE4", "VIOLET", "VIOLETRED", "VIOLETRED1", "VIOLETRED2",

"VIOLETRED3", "VIOLETRED4", "WHEAT", "WHEAT1", "WHEAT2", "WHEAT3", "WHEAT4", "WHITE", "WHITESMOKE", "YELLOW", "YELLOW1", "YELLOW2", "YELLOW3", "YELLOW4" and "YELLOWGREEN".

4.3.11 vunsetcolor

Syntax: `vunsetcolor [shapename]`

Sets default color for all, selected or named shapes.

4.3.12 vsettransparency

Syntax: `vsettransparency [shapename] coeficient`

Sets transparency for all selected or named shapes. The **`Coefficient`** may be between 0.0 (opaque) and 1.0 (fully transparent). Warning: at 1.0 the shape becomes invisible.

Example

```
vinit
box b 10 10 10
psphere s 20
vdisplay b s
vfit
vsetdispmode 1
vsettransparency b 0.5
```

4.3.13 vunsettransparency

Syntax: `vunsettransparency [shapename]`

Sets default transparency (0.0) for all selected or named shapes.

4.3.14 vsetmaterial

Syntax: `vsetmaterial [shapename] materialname`

Sets material for all selected or named shapes.
`materialname` is **“BRASS”, “BRONZE”, “COPPER”, “GOLD”, “PEWTER”, “PLASTER”, “PLASTIC”, “SILVER”, “STEEL”, “STONE”, “SHINY_PLASTIC”, “SATIN”, “METALIZED”, “NEON_GNC”, “CHROME”, “ALUMINIUM”, “OBSIDIAN”, “NEON_PHC”, “JADE”.**

Example

```
vinit
psphere s 20
vdisplay s
vfit
vsetdispmode 1
```

```
vsetmaterial s JADE
```

4.3.15 vunsetmaterial

Syntax: `vunsetmaterial [shapename]`

Sets default material for all selected or named shapes.

4.3.16 vsetwidth

Syntax: `vsetwidth [shapename] coeficient`

Sets width of the edges for all selected or named shapes.
The **`Coefficient`** may be between 0.0 and 10.0.

Example

```
vinit
box b 10 10 10
vdisplay b
vfit
vsetwidth b 5
```

4.3.17 vunsetwidth

Syntax: `vunsetwidth [shapename]`

Sets default width of edges (0.0) for all selected or named shapes.

4.3.18 vsetshading

Syntax: `vsetshading shapename [coefficient]`

Sets deflection coefficient that defines the quality of the shape's representation in the shading mode. Default `coefficient` is 0.0008.

Example

```
vinit
psphere s 20
vdisplay s
vfit
vsetdispmode 1
vsetshading s 0.005
```

4.3.19 vunsetshading

Syntax: `vunsetshading [shapename]`

Sets default deflection coefficient (0.0008) that defines the quality of the shape's representation in the shading mode. Default `coefficient` is 0.0008.

4.3.20 vsetam

Syntax: `vsetam [shapename] mode`

Activates selection mode for all selected or named shapes.
`mode` is **0** for **shape** itself, **1** for **vertices**, **2** for **edges**, **3** for **wires**, **4** for **faces**, **5** for **shells**, **6** for **solids**, **7** for **compounds**.

Example

```
vinit
box b 10 10 10
vdisplay b
vfit
vsetam b 2
```

4.3.21 vunsetam

Syntax: `vunsetam`

Deactivates all selection modes for all shapes.

4.3.22 vdump

Syntax: `vdump <filename>.{gif|xwd|bmp}`

Extracts the contents of the viewer window to a GIF, XWD or BMP file.

4.3.23 vdir

Syntax: `vdir`

Displays the list of displayed objects.

4.3.24 vsub

Syntax: `vsub 0/1(on/off)[shapename]`

Hilights/unhilights named or selected objects which are displayed at neutral state with subintensity color.

Example

```
vinit
box b 10 10 10
psphere s 20
vdisplay b s
vfit
vsetdispmode 1
```

```
vsub b 1
```

4.3.25 vardis

Syntax: `vardis`

Displays active areas (for each activated sensitive entity, one or several 2D bounding boxes are displayed, depending on the implementation of a particular entity).

4.3.26 varera

Syntax: `varera`

Erases active areas.

4.3.27 vsensdis

Syntax: `vsensdis`

Displays active entities (sensitive entities of one of the standard types corresponding to active selection modes).

Standard entity types are those defined in Select3D package:

- sensitive box
- sensitive face
- sensitive curve
- sensitive segment
- sensitive circle
- sensitive point
- sensitive triangulation
- sensitive triangle

Custom (application-defined) sensitive entity types are not processed by this command.

4.3.28 vsensera

Syntax: `vsensera`

Erases active entities.

4.3.29 vperf

Syntax: `vperf shapename 1/0 (Transformation/Loacation) 1/0 (Primitives sensibles ON/OFF)`

Tests the animation of an object along a predefined trajectory.

Example

```
vinit
box b 10 10 10
```

```
psphere s 20
vdisplay b s
vfit
vsetdispmode 0
vperf b 1 1
```

4.3.30 vr

Syntax: `vr filename`

Reads shape from BREP-format file and displays it in the viewer.

Example

```
vinit
vr myshape.brep
```

4.3.31 vstate

Syntax: `vstate [name1] … [name n]`

Makes a list of the status (**Displayed** or **Not Displayed**) of some selected or named objects.

4.4 AIS viewer – object commands

4.4.1 vtrihedron

Syntax: `vtrihedron name [X0] [Y0] [Z0] [Zu] [Zv] [Zw] [Xu] [Xv] [Xw]`

Creates a new AIS_Trihedron object. If no argument is set, the default trihedron (0XYZ) is created.

Example

```
vinit
vtrihedron tr
```

4.4.2 vplanetri

Syntax: `vplanetri name`

Creates a plane from a trihedron selection.

4.4.3 vsize

Syntax: `vsize [name] [size]`

Changes the size of a named or selected trihedron. If the name is not defined: it affects the selected trihedrons otherwise nothing is done. If the value is not defined, it is set to 100 by default.

Example

```
vinit
vtrihedron tr1
vtrihedron tr2 0 0 0 1 0 0 1 0 0
vsize tr2 400
```

4.4.4 vaxis

Syntax: `vaxis name [Xa Ya Za Xb Yb Zb]`

Creates an axis. If the values are not defined, an axis is created by interactive selection of two vertices or one edge

Example

```
vinit
vtrihedron tr
vaxis axe1 0 0 0 1 0 0
```

4.4.5 vaxispara

Syntax: `vaxispara nom`

Creates an axis by interactive selection of an edge and a vertex.

4.4.6 vaxisortho

Syntax: `vaxisotrho name`

Creates an axis by interactive selection of an edge and a vertex. The axis will be orthogonal to the selected edge.

4.4.7 vpoint

Syntax: `vpoint name [Xa Ya Za]`

Creates a point from coordinates. If the values are not defined, a point is created by interactive selection of a vertice or an edge (in the center of the edge).

Example

```
vinit
```

```
vpoint p 0 0 0
```

4.4.8 vplane

Syntax:

```
vplane name [AxisName] [PointName]
vplane name [PointName] [PointName] [PointName]
vplane name [PlaneName] [PointName]
```

Creates a plane from named or interactively selected entities.

Example

```
vinit
vpoint p1 0 50 0
vaxis axe1 0 0 0 0 0 1
vtrihedron tr
vplane plane1 axe1 p1
```

4.4.9 vplanepara

Syntax:

```
vplanepara name
```

Creates a plane from interactively selected vertex and face.

4.4.10 vplaneortho

Syntax:

```
vplaneortho name
```

Creates a plane from interactive selected face and coplanar edge.

4.4.11 vline

Syntax:

```
vline name [PointName] [PointName]
vline name [Xa Ya Za Xb Yb Zb]
```

Creates a line from coordinates, named or interactively selected vertices.

Example

```
vinit
vtrihedron tr
vpoint p1 0 50 0
vpoint p2 50 0 0
vline line1 p1 p2
vline line2 0 0 0 50 0 1
```

4.4.12 vcircle

Syntax:

```
vcircle name [PointName PointName PointName]
vcircle name [PlaneName PointName Radius]
```

Creates a line from coordinates, named or interactively selected entities.

Example

```
vinit
vtrihedron tr
vpoint p1 0 50 0
vpoint p2 50 0 0
vpoint p3 0 0 0
vcircle circle1 p1 p2 p3
```

4.4.13 vtri2d

Syntax: `vtri2d name`

Creates a plane with a 2D trihedron from an interactively selected face.

MeshVS (Mesh Visualization Service) component provides flexible means of displaying meshes with associated pre- and post- processor data.

4.5 AIS viewer – Mesh Visualization Service

4.5.1 meshfromstl

Syntax: `meshfromstl meshname file`

Creates a MeshVS_Mesh object based on STL file data. The object will be displayed immediately.

Example

```
meshfromstl mesh myfile.stl
```

4.5.2 meshdispmode

Syntax: `meshdispmode meshname displaymode`

Changes the display mode of object **meshname**. The **displaymode** is integer, which can be **1** (for wireframe), **2** (for shading mode) or **3** (for shrink mode).

Example

```
vinit
meshfromstl mesh myfile.stl
meshdispmode mesh 2
```

4.5.3 meshselmode

Syntax: `meshselmode meshname selectionmode`

Changes the selection mode of object **meshname**. The **selectionmode** is integer OR-combination of mode flags. The basic flags are the following:

1 – node selection,
2 – 0D elements (not suppored in STL)
4 – links (not supported in STL)
8 – faces

Example

```
vinit
meshfromstl mesh myfile.stl
meshselmode mesh 1
```

4.5.4 meshshadcolor

Syntax: `meshshadcolor meshname red green blue`

Changes the face interior color of object **meshname**. The **red**, **green** and **blue** are real values between **0** and **1**.

Example

```
vinit
meshfromstl mesh myfile.stl
meshshadcolormode mesh 0.5 0.5 0.5
```

4.5.5 meshlinkcolor

Syntax: `meshlinkcolor meshname red green blue`

Changes the color of face borders for object **meshname**. The **red**, **green** and **blue** are real values between **0** and **1**.

Example

```
vinit
meshfromstl mesh myfile.stl
meshlinkcolormode mesh 0.5 0.5 0.5
```

4.5.6 meshmat

Syntax: `meshmat meshname material`

Changes the material of object **meshname**. **material** is represented with an integer value as follows (equivalent to enumeration Graphic3d_NameOfMaterial):

0 – BRASS,
1 – BRONZE,
2 - COPPER,
3 - GOLD,

4 - PEWTER,
5 - PLASTER,
6 - PLASTIC,
7 - SILVER,
8 - STEEL,
9 - STONE,
10 - SHINY_PLASTIC,
11 - SATIN,
12 - METALIZED,
13 - NEON_GNC,
14 - CHROME,
15 - ALUMINIUM,
16 - OBSIDIAN,
17 - NEON_PHC,
18 - JADE,
19 - DEFAULT,
20 - UserDefined

Example

```
vinit
meshfromstl mesh myfile.stl
meshmat mesh JADE
```

4.5.7 meshshrcoef

Syntax: meshshrcoef meshname shrinkcoefficient

Changes the value of shrink coefficient used in the shrink mode. In the shrink mode the face is shown as a congruent part of a usual face, so that **shrinkcoefficient** controls the value of this part. The **shrinkcoefficient** is a positive real number.

Example

```
vinit
meshfromstl mesh myfile.stl
meshshrcoef mesh 0.05
```

4.5.8 meshshow

Syntax: `meshshow meshname`

Displays **meshname** in the viewer (if it is erased).

Example

```
vinit
meshfromstl mesh myfile.stl
meshshow mesh
```

4.5.9 meshhide

Syntax: `meshhide meshname`

Hides **meshname** in the viewer.

Example

```
vinit
meshfromstl mesh myfile.stl
meshhide mesh
```

4.5.10 meshhidesel

Syntax: `meshhidesel meshname`

Hides only selected entities. The other part of **meshname** remains visible.

4.5.11 meshshowsel

Syntax: `meshshowsel meshname`

Shows only selected entities. The other part of **meshname** becomes invisible.

4.5.12 meshshowall

Syntax: `meshshowall meshname`

Changes the state of all entities to visible for **meshname**.

4.5.13 meshdelete

Syntax: `meshdelete meshname`

Deletes MeshVS_Mesh object **meshname**.

Example

```
vinit
meshfromstl mesh myfile.stl
meshdelete mesh
```

4.6 AIS viewer – 2D viewer – view commands

4.6.1 v2dinit

Syntax: `v2dinit`

v2dinit creates the 2D viewer window.

4.6.2 v2dsetbg

Syntax: `v2dsetbg imagefile [filletype]`

v2dsetbg loads **imagefile** as background. **`filletype`** is **`NONE, CENTERED, TILED, STRETCH.`**

Example

```
v2dinit
v2dsetbg myimage.brep CENTERED
```

4.6.3 v2dfit

Syntax: `v2dfit`

Fits all shapes to the size of the window.

4.6.4 v2drepaint

Syntax: `v2drepaint`

Forcedly repaints all shapes.

4.6.5 v2dclear

Syntax: `v2dclear`

Clears the 2D viewer window

4.6.6 v2dtext

Syntax: `v2dtext text x y [angle scale fontindex]`

Creates a new object with the name **text_i** (i – integer value) and displays **text** at the position **x**, **y.** The text can be displayed at a certain **angle**, on a certain **scale** and with a certain **fontindex**.
Default values are: **`angle=0.0, scale=1.0, fontindex=0.`**

Example

```
v2dinit
v2dtext “My text” 10 10
```

4.6.7 v2dsettextcolor

Syntax: `v2dsettextcolor text_name colorindex`

Changes the color of **text_name** object (**name** must be an integer value).

Example

```
v2dinit
v2dtext “My text” 10 10
# Change color to red
v2dsettextcolor text_0 3
```

4.6.8 v2dpick

Syntax: `v2dpick`

Displays mouse coordinates and color after clicking the mouse button in the 2D viewer window.

4.6.9 v2dgrid

Syntax: `v2dgrid [type x y xstep ystep angle [drawmode]]`
`v2dgrid [type x y radiusstep division angle [drawmode]]`

Loads a grid in the 2D viewer window.
type is **Rect** or **Circ**.
drawmode is **Lines**, **Points** or **None**.

Example

```
v2dinit
v2dgrid Circ 0 0 250 12 0 Lines
v2drmgrid
v2dgrid Rect 0 0 200 200 0 Lines
```

4.6.10 v2rmgrid

Syntax: `v2rmgrid`

Unloads a grid from the window.

4.6.11 v2dpickgrid

Syntax: `v2dpickgrid [mouse_x mouse_y [grid_x grid_y]]`

Gets coordinates of a grid point near the mouse button click in the 2D viewer window and sets it to **grid_x**, **grid_y** variables.

4.6.12 v2dpsout

Syntax: `v2dpsout imagefile [scale colorspace] [width height [xcenter ycenter]]`

Exports **imagefile**. You can set its the scale, width, height and colorspace.
`colorspace` can be **`RGB, BlackAndWhite, GreyScale.`**

4.6.13 v2ddir

Syntax: `v2ddir`

Makes aLlist of the displayed objects.

4.7 Ais viewer – 2D viewer – display commands

4.7.1 v2ddisplay

Syntax: `v2ddisplay name [projection]`

Projection: origin_x origin_y origin_z normal_x normal_y normal_z dx_x dx_y dx_z.

Displays named objects.

Example

```
v2dinit
box b 10 10 10
psphere s 20
v2ddisplay s
v2ddisplay b
v2dfit
```

4.7.2 v2ddonly

Syntax: `v2ddonly [name1] … [name n]`

Displays only selected or named objects. If there are no selected or named objects, nothing is done.

Example

```
v2dinit
box b 10 10 10
psphere s 20
v2ddisplay b
v2ddisplay s
v2ddonly s
v2dfit
```

4.7.3 v2ddisplayall

Syntax: `v2ddisplayall`

Displays all created objects.

Example

```
v2dinit
box b 10 10 10
psphere s 20
v2ddisplay b
v2ddisplay s
v2ddonly
v2ddisplayall
v2dfit
```

4.7.4 v2derase

Syntax: `v2derase name1 [name2] … [name n]`

Erases some selected or named objects. If there are no selected or named objects, the whole viewer is erased.

Example

```
v2dinit
box b 10 10 10
psphere s 20
v2ddisplay b
v2ddisplay s
v2derase b
v2dfit
```

4.7.5 v2deraseall

Syntax: `v2deraseall`

Erases all objects displayed in the viewer.

Example

```
v2dinit
box b 10 10 10
psphere s 20
v2ddisplay b
v2ddisplay s
v2deraseall
v2dfit
```

4.7.6 v2dsetcolor

Syntax: `v2dsetcolor [shapename] colorname`

Sets color for all, selected or named shapes.

Values of **colorname** see **vsetcolor**.

Example

```
v2dinit
box b 10 10 10
v2ddisplay b
v2ddisplay s
v2dsetcolor b RED
v2dfit
```

4.7.7 v2dunsetcolor

Syntax: `v2dunsetcolor [shapename]`

Sets default color for all, selected or named shapes.

Example

```
v2dinit
box b 10 10 10
v2ddisplay b
v2ddisplay s
v2dsetcolor RED
v2dunsetcolor b
v2dfit
```

4.7.8 v2dsetbgcolor

Syntax: `v2dsetbgcolor colorname`

Sets background color.
See **vsetcolor** for the values of **colorname.**.

Example

```
v2dinit
box b 10 10 10
v2ddisplay b
v2ddisplay s
v2dsetbgcolor RED
v2dfit
```

4.7.9 v2dsetwidth

Syntax: `v2dsetwidth [shapename] widthenum`

Set width of the edges for all, selected or named shapes.
widthenum may be one of: **THIN, MEDIUM, THICK, VERYTHICK**.

Example

```
v2dinit
box b 10 10 10
v2ddisplay b
v2ddisplay s
v2dsetwidth b THICK
v2dfit
```

4.7.10 v2dunsetwidth

Syntax: `vunsetwidth [shapename]`

Sets default width of the edges for all, selected or named shapes.

Example

```
v2dinit
box b 10 10 10
v2ddisplay b
v2ddisplay s
v2dsetwidth THICK
v2dunsetwidth b
v2dfit
```

5. OCAF commands

This chapter contains a set of commands for Open CASCADE Application Framework (OCAF).

5.1 Application commands

5.1.1 NewDocument

Syntax: NewDocument docname [format]

Creates a new **docname** document with MDTV-Standard or described format.

Example

```
# Create new document with default (MDTV-Standard) format
NewDocument D

# Create new document with BinOcaf format
NewDocument D2 BinOcaf
```

5.1.2 IsInSession

Syntax: IsInSession path

IReturns **0**, if **path** document is managed by the application session, **1** – otherwise.

Example

```
IsInSession /myPath/myFile.std
```

5.1.3 ListDocuments

Syntax: ListDocuments

Makes a list of documents handled during the session of the application.

5.1.4 Open

Syntax: Open path docname

Retrieves the document of file <**docname**> in the path <**path**>. Overwrites the document, if it is already in session.

Example

```
Open /myPath/myFile.std D
```

5.1.5 Close

```
Syntax:        Close docname
```

Closes **docname** document. The document is no longer handled by the applicative session.

Example

```
Close D
```

5.1.6 Save

```
Syntax:        Save docname
```

Saves **docname** active document.

Example

```
Save D
```

5.1.7 SaveAs

```
Syntax:        SaveAs docname path
```

Saves the active document in the file <**docname**> in the path <**path**>. Overwrites the file if it already exists.

Example

```
SaveAs D /myPath/myFile.std
```

5.2 Basic commands

5.2.1 Label

```
Syntax:        Label docname entry
```

Creates the label expressed by <**entry**> if it does not exist.

Example

```
Label D 0:2
```

5.2.2 NewChild

```
Syntax:       NewChild docname [taggerlabel = Root label]
```

Finds (or creates) a TagSource attribute located at father label of <**taggerlabel**> and makes a new child label.

Example

```
# Create new child of root label
NewChild D

# Create new child of existing label
Label D 0:2
NewChild D 0:2
```

5.2.3 Children

```
Syntax:       Children docname label
```

Returns the list of attributes of **label**.

Example

```
Children D 0:2
```

5.2.4 ForgetAll

```
Syntax:       ForgetAll docname label
```

Forgets all attributes of the label.

Example

```
ForgetAll D 0:2
```

5.3 Application commands

5.3.1 Main

```
Syntax:       Main docname
```

Returns the main label of the framework.

Example

```
Main D
```

5.3.2 UndoLimit

```
Syntax:       UndoLimit docname [value=0]
```

Sets the limit on the number of Undo Delta stored. 0 will disable Undo on the document. A negative **value** means that there is no limit. Note that by default Undo is disabled. Enabling it will take effect with the next call to NewCommand. Of course, this limit is the same for Redo

Example

```
UndoLimit D 100
```

5.3.3 Undo

```
Syntax:       Undo docname [value=1]
```

Undoes **value** steps.

Example

```
Undo D
```

5.3.4 Redo

```
Syntax:       Redo docname [value=1]
```

Redoes **value** steps.

Example

```
Redo D
```

5.3.5 OpenCommand

```
Syntax:       OpenCommand docname
```

Opens a new command transaction.

Example

```
OpenCommand D
```

5.3.6 CommitCommand

```
Syntax:       CommitCommand docname
```

Commits the Command transaction.

Example

```
CommitCommand D
```

5.3.7 NewCommand

Syntax: `NewCommand docname`

This is a short-cut for Commit and Open transaction.

Example

```
NewCommand D
```

5.3.8 AbortCommand

Syntax: `AbortCommand docname`

Aborts the Command transaction.

Example

```
AbortCommand D
```

5.3.9 Copy

Syntax: `Copy docname entry Xdocname Xentry`

Copies the contents of <**entry**> to <**Xentry**>. No links are registred.

Example

```
Copy D1 0:2 D2 0:4
```

5.3.10 UpdateLink

Syntax: `UpdateLink docname [entry]`

Updates external reference set at <**entry**>.

Example

```
UpdateLink D
```

5.3.11 CopyWithLink

```
Syntax:       CopyWithLink docname entry Xdocname Xentry
```

Aborts the Command transaction.
Copies the content of <**entry**> to <**Xentry**>. The link is registred with an Xlink attribute at < **Xentry** > label.

Example

```
CopyWithLink D1 0:2 D2 0:4
```

5.3.12 UpdateXLinks

```
Syntax:       UpdateXLinks docname entry
```

Sets modifications on labels impacted by external references to the <**entry**>. The **document** becomes invalid and must be recomputed

Example

```
UpdateXLinks D 0:2
```

5.3.13 DumpDocument

```
Syntax:       DumpDocument docname
```

Displays parameters of **docname** document.

Example

```
DumpDocument D
```

5.4 Data Framework commands

5.4.1 MakeDF

```
Syntax:       MakeDF dfname
```

Creates a new data framework.

Example

```
MakeDF D
```

5.4.2 ClearDF

`Syntax:        ClearDF dfname`

Clears a data framework.

Example

```
ClearDF D
```

5.4.3 CopyDF

`Syntax:        CopyDF dfname1 entry1 [dfname2] entry2`

Copies a data framework.

Example

```
CopyDF D 0:2 0:4
```

5.4.4 CopyLabel

`Syntax:        CopyLabel dfname fromlabel tolablel`

Copies a label.

Example

```
CopyLabel D1 0:2 0:4
```

5.4.5 MiniDumpDF

`Syntax:        MiniDumpDF dfname`

Makes a mini-dump of a data framework.

Example

```
MiniDumpDF D
```

5.4.6 XDumpDF

`Syntax:        XDumpDF dfname`

Makes an extended dump of a data framework.

Example

```
XDumpDF D
```

5.5 General attributes commands

5.5.1 SetInteger

Syntax: `SetInteger dfname entry value`

Finds or creates an Integer attribute at **entry** label and sets **value**.

Example

```
SetInteger D 0:2 100
```

5.5.2 GetInteger

Syntax: `GetInteger dfname entry [drawname]`

Gets a value of an Integer attribute at **entry** label and sets it to **drawname** variable, if it is defined.

Example

```
GetInteger D 0:2 Int1
```

5.5.3 SetReal

Syntax: `SetReal dfname entry value`

Finds or creates a Real attribute at **entry** label and sets **value**.

Example

```
SetReal D 0:2 100.
```

5.5.4 GetReal

Syntax: `GetReal dfname entry [drawname]`

Gets a value of a Real attribute at **entry** label and sets it to **drawname** variable, if it is defined.

Example

```
GetReal D 0:2 Real1
```

5.5.5 SetIntArray

```
Syntax:       SetIntArray dfname entry lower upper value1
value2 …
```

Finds or creates an IntegerArray attribute at **entry** label with lower and upper bounds and sets **value1, . value2…**

Example

```
SetIntArray D 0:2 1 4 100 200 300 400
```

5.5.6 GetIntArray

```
Syntax:       GetIntArray dfname entry
```

Gets a value of an IntegerArray attribute at **entry** label.

Example

```
GetIntArray D 0:2
```

5.5.7 SetRealArray

```
Syntax:       SetRealArray dfname entry lower upper value1
value2 …
```

Finds or creates a RealArray attribute at **entry** label with lower and upper bounds and sets **value1, . value2…**

Example

```
GetRealArray D 0:2 1 4 100. 200. 300. 400.
```

5.5.8 GetRealArray

```
Syntax:       GetRealArray dfname entry
```

Gets a value of a RealArray attribute at **entry** label.

Example

```
GetRealArray D 0:2
```

5.5.9 SetComment

```
Syntax:       SetComment dfname entry value
```

Finds or creates a Comment attribute at **entry** label and sets **value**.

Example

```
SetComment D 0:2 "My comment"
```

5.5.10 GetComment

Syntax: `GetComment dfname entry`

Gets a value of a Comment attribute at **entry** label.

Example

```
GetComment D 0:2
```

5.5.11 SetExtStringArray

Syntax: `SetExtStringArray dfname entry lower upper value1 value2 …`

Finds or creates an ExtStringArray attribute at **entry** label with lower and upper bounds and sets **value1, . value2…**

Example

```
SetExtStringArray D 0:2 1 3 "string1" "string2" "string3"
```

5.5.12 GetExtStringArray

Syntax: `GetExtStringArray dfname entry`

Gets a value of an ExtStringArray attribute at **entry** label.

Example

```
GetExtStringArray D 0:2
```

5.5.13 SetName

Syntax: `SetName dfname entry value`

Finds or creates a Name attribute at **entry** label and set **value**.

Example

```
SetName D 0:2 "My name"
```

5.5.14 GetName

```
Syntax:       GetName dfname entry
```

Gets a value of a Name attribute at **entry** label.

Example

```
GetName D 0:2
```

5.5.15 SetReference

```
Syntax:       SetReference dfname entry reference
```

Creates a Reference attribute at **entry** label and sets **reference**.

Example

```
SetReference D 0:2 0:4
```

5.5.16 GetReference

```
Syntax:       GetReference dfname entry
```

Gets a value of a Reference attribute at **entry** label.

Example

```
GetReference D 0:2
```

5.5.17 SetUAttribute

```
Syntax:       SetUAttribute dfname entry localGUID
```

Creates a UAttribute attribute at **entry** label with **localGUID**.

Example

```
set localGUID “c73bd076-22ee-11d2-acde-080009dc4422”
SetUAttribute D 0:2 ${localGUID}
```

5.5.18 GetUAttribute

```
Syntax:       GetUAttribute dfname entry loacalGUID
```

Finds a UAttribute at **entry** label with **localGUID**.

Example

```
set localGUID “c73bd076-22ee-11d2-acde-080009dc4422”
GetUAttribute D 0:2 ${localGUID}
```

5.5.19 SetFunction

Syntax: `SetFunction dfname entry ID failure`

Finds or creates a Function attribute at **entry** label with driver ID and **failure** index.

Example

```
set ID “c73bd076-22ee-11d2-acde-080009dc4422”
SetFunction D 0:2 ${ID} 1
```

5.5.20 GetFunction

Syntax: `GetFunction dfname entry ID failure`

Finds a Function attribute at **entry** label and sets driver ID to **ID** variable and failure index to **failure** variable.

Example

```
GetFunction D 0:2 ID failure
```

5.5.21 NewShape

Syntax: `NewShape dfname entry [shape]`

Finds or creates a Shape attribute at **entry** label. Creates or updates the associated NamedShape attribute by **shape** if **shape** is defined.

Example

```
box b 10 10 10
NewShape D 0:2 b
```

5.5.22 SetShape

Syntax: `SetShape dfname entry shape`

Creates or updates a NamedShape attribute at **entry** label by **shape**.

Example

```
box b 10 10 10
SetShape D 0:2 b
```

5.5.23 GetShape2

```
Syntax:       GetShape2 dfname entry shape
```

Sets a shape from NamedShape attribute associated with **entry** label to **shape** draw variable.

Example

```
GetShape2 D 0:2 b
```

5.6 Geometric attributes commands

5.6.1 SetPoint

```
Syntax:       SetPoint dfname entry point
```

Finds or creates a Point attribute at **entry** label and sets **point** as generated in the associated NamedShape attribute.

Example

```
point p 10 10 10
SetPoint D 0:2 p
```

5.6.2 GetPoint

```
Syntax:       GetPoint dfname entry [drawname]
```

Gets a vertex from NamedShape attribute at **entry** label and sets it to **drawname** variable, if it is defined.

Example

```
GetPoint D 0:2 p
```

5.6.3 SetAxis

```
Syntax:       SetAxis dfname entry axis
```

Finds or creates an Axis attribute at **entry** label and sets **axis** as generated in the associated NamedShape attribute.

Example

```
line l 10 20 30 100 200 300
```

```
SetAxis D 0:2 l
```

5.6.4 GetAxis

Syntax: `GetAxis dfname entry [drawname]`

Gets a line from NamedShape attribute at **entry** label and sets it to **drawname** variable, if it is defined.

Example

```
GetAxis D 0:2 l
```

5.6.5 SetPlane

Syntax: `SetPlane dfname entry plane`

Finds or creates a Plane attribute at **entry** label and sets **plane** as generated in the associated NamedShape attribute.

Example

```
plane pl 10 20 30 –1 0 0
SetPlane D 0:2 pl
```

5.6.6 GetPlane

Syntax: `GetPlane dfname entry [drawname]`

Gets a plane from NamedShape attribute at **entry** label and sets it to **drawname** variable, if it is defined.

Example

```
GetPlane D 0:2 pl
```

5.6.7 SetGeometry

Syntax: `SetGeometry dfname entry [type] [shape]`

Creates a Geometry attribute at **entry** label and sets **type** and **shape** as generated in the associated NamedShape attribute if they are defined. **type** must be one of the following: **any/pnt/lin/cir/ell/spl/pln/cyl**.

Example

```
point p 10 10 10
SetGeometry D 0:2 pnt p
```

5.6.8 GetGeometryType

```
Syntax:       GetGeometryType dfname entry
```

Gets a geometry type from Geometry attribute at **entry** label.

Example

```
GetGeometryType D 0:2
```

5.6.9 SetConstraint

```
Syntax:       SetConstraint  dfname  entry  keyword  geometrie
[geometrie …]
              SetConstraint dfname entry “plane” geometrie
              SetConstraint dfname entry “value” value
```

1. Creates a Constraint attribute at **entry** label and sets **keyword** constraint between geometry(ies).
keyword must be one of the following:
rad/dia/minr/majr/tan/par/perp/concentric/equal/dist/angle/eqrad/symm/midp/eqdist/fix/rigid
or
from/axis/mate/alignf/aligna/axesa/facesa/round/offset

2. Sets plane for the existing constraint.

3. Sets value for the existing constraint.

Example

```
SetConstraint D 0:2 “value” 5
```

5.6.10 GetConstraint

```
Syntax:       GetConstraint dfname entry
```

Dumps a Constraint attribute at **entry** label

Example

```
GetConstraint D 0:2
```

5.6.11 SetVariable

```
Syntax:       SetVariable dfname entry isconstant(0/1) units
```

Creates a Variable attribute at **entry** label and sets **isconstant** flag and **units** as a string.

Example

```
SetVariable D 0:2 1 “mm”
```

5.6.12 GetVariable

Syntax: `GetVariable dfname entry isconstant units`

Gets an **isconstant** flag and **units** of a Variable attribute at **entry** label.

Example

```
GetVariable D 0:2 isconstant units
puts “IsConstant=${isconstant}”
puts “Units=${units}”
```

5.7 Tree attributes commands

5.7.1 RootNode

Syntax: `RootNode dfname treenodeentry [ID]`

Returns ultimate father of TreeNode attribute identified by its **treenodeentry** and its **ID** (or default ID, if **ID** is not defined).

5.7.2 SetNode

Syntax: `SetNode dfname treenodeentry [ID]`

Creates a TreeNode attribute on the **treenodeentry** label with its tree **ID** (or assigns a default ID, if the **ID** is not defined).

5.7.3 AppendNode

Syntax: `AppendNode dfname fatherentry childentry [fatherID]`

Inserts a TreeNode attribute with its tree **fatherID** (or default ID, if **fatherID** is not defined) on **childentry** as last child of **fatherentry**.

5.7.4 PrependNode

```
Syntax:       PrependNode   dfname   fatherentry   childentry
[fatherID]
```

Inserts a TreeNode attribute with its tree **fatherID** (or default ID, if **fatherID** is not defined) on **childentry** as first child of **fatherentry**.

5.7.5 InsertNodeBefore

```
Syntax:       InsertNodeBefore      dfname      treenodeentry
beforetreenode [ID]
```

Inserts a TreeNode attribute with tree **ID** (or default ID, if **ID** is not defined) **beforetreenode** before **treenodeentry**.

5.7.6 InsertNodeAfter

```
Syntax:       InsertNodeAfter      dfname      treenodeentry
aftertreenode [ID]
```

Inserts a TreeNode attribute with tree **ID** (or default ID, if **ID** is not defined) **aftertreenode** after **treenodeentry**.

5.7.7 DetachNode

```
Syntax:       DetachNode dfname treenodeentry [ID]
```

Removes a TreeNode attribute with tree **ID** (or default ID, if **ID** is not defined) from **treenodeentry**.

5.7.8 ChildNodeIterate

```
Syntax:       ChildNodeIterate      dfname      treenodeentry
alllevels(0/1) [ID]
```

Iterates on the tree of TreeNode attributes with tree **ID** (or default ID, if **ID** is not defined). If **alllevels** is set to **1** it explores not only the first, but all the sub Step levels.

Example

```
Label D 0:2
Label D 0:3
Label D 0:4
Label D 0:5
Label D 0:6
Label D 0:7
Label D 0:8
```

```
Label D 0:9

# Set root node
SetNode D 0:2

AppendNode D 0:2 0:4
AppendNode D 0:2 0:5
PrependNode D 0:4 0:3
PrependNode D 0:4 0:8
PrependNode D 0:4 0:9

InsertNodeBefore D 0:5 0:6
InsertNodeAfter D 0:4 0:7

DetachNode D 0:8


# List all levels
ChildNodeIterate D 0:2 1

==>0:4
==>0:9
==>0:3
==>0:7
==>0:6
==>0:5


# List only first levels
ChildNodeIterate D 0:2 1

==>0:4
==>0:7
==>0:6
==>0:5
```

5.7.9 InitChildNodeIterator

```
Syntax: InitChildNodeIterator dfname treenodeentry alllevels(0/1) [ID]
```

Initializes the iteration on the tree of TreeNode attributes with tree **ID** (or default ID, if **ID** is not defined). If **alllevels** is set to **1** it explores not only the first, but also all sub Step levels.

Example

```
InitChildNodeIterate D 0:5 1
set aChildNumber 0
for {set i 1} {$i < 100} {incr i} {
    if {[ChildNodeMore] == “TRUE”} {
        puts “Tree node = [ChildNodeValue]”
        incr aChildNumber
        ChildNodeNext
    }
}
puts “aChildNumber=$aChildNumber”
```

5.7.10 ChildNodeMore

Syntax: `ChildNodeMore`

Returns TRUE if there is a current item in the iteration.

5.7.11 ChildNodeNext

Syntax: `ChildNodeNext`

Moves to the next Item.

5.7.12 ChildNodeValue

Syntax: `ChildNodeValue`

Returns the current treenode of ChildNodeIterator.

5.7.13 ChildNodeNextBrother

Syntax: `ChildNodeNextBrother`

Moves to the next Brother. If there is none, goes up. This method is interesting only with "allLevels" behavior.

5.8 Standard presentation commands

5.8.1 AISInitViewer

Syntax: `AISInitViewer docname`

Creates and sets AISViewer attribute at root label, creates AIS viewer window.

Example

```
AISInitViewer D
```

5.8.2 AISRepaint

Syntax: `AISRepaint docname`

Updates the AIS viewer window.

Example

```
AISRepaint D
```

5.8.3 AISDisplay

Syntax: `AISDisplay docname entry [not_update]`

Displays a presentation of AISobject from **entry** label in AIS viewer. If **not_update** is not defined then AISobject is recomputed and all visualization settings are applied.

Example

```
AISDisplay D 0:5
```

5.8.4 AISUpdate

Syntax: `AISUpdate docname entry`

Recomputes a presentation of AISobject from **entry** label and applies the visualization setting in AIS viewer.

Example

```
AISUpdate D 0:5
```

5.8.5 AISErase

Syntax: `AISErase docname entry`

Erases AISobject of **entry** label in AIS viewer.

Example

```
AISErase D 0:5
```

5.8.6 AISRemove

Syntax: `AISRemove docname entry`

Erases AISobject of **entry** label in AIS viewer, then AISobject is removed from AIS_InteractiveContext.

Example

```
AISRemove D 0:5
```

5.8.7 AISSet

Syntax: `AISSet docname entry ID`

Creates AISPresentation attribute at **entry** label and sets as driver ID. ID must be one of the following: **A** (axis), **C** (constraint), **NS** (namedshape), **G** (geometry), **PL** (plane), **PT** (point).

Example

```
AISSet D 0:5 NS
```

5.8.8 AISDriver

Syntax: `AISDriver docname entry [ID]`

Returns DriverGUID stored in AISPresentation attribute of an **entry** label or sets a new one. ID must be one of the following: **A** (axis), **C** (constraint), **NS** (namedshape), **G** (geometry), **PL** (plane), **PT** (point).

Example

```
# Get Driver GUID
AISDriver D 0:5
```

5.8.9 AISUnset

Syntax: `AISUnset docname entry`

Deletes AISPresentation attribute (if it exists) of an **entry** label.

Example

```
AISUnset D 0:5
```

5.8.10 AISTransparency

Syntax: `AISTransparency docname entry [transparency]`

Sets (if **transparency** is defined) or gets the value of transparency for AISPresentation attribute of an **entry** label.

Example

```
AISTransparency D 0:5 0.5
```

5.8.11 AISHasOwnTransparency

Syntax: `AISHasOwnTransparency docname entry`

Tests AISPresentation attribute of an **entry** label by own transparency.

Example

```
AISHasOwnTransparency D 0:5
```

5.8.12 AISMaterial

Syntax: `AISMaterial docname entry [material]`

Sets (if **material** is defined) or gets the value of transparency for AISPresentation attribute of an **entry** label. **material** is integer from 0 to 20 (see **`meshmat`**).

Example

```
AISMaterial D 0:5 5
```

5.8.13 AISHasOwnMaterial

Syntax: `AISHasOwnMaterial docname entry`

Tests AISPresentation attribute of an **entry** label by own material.

Example

```
AISHasOwnMaterial D 0:5
```

5.8.14 AISColor

Syntax: `AISColor docname entry [color]`

Sets (if **color** is defined) or gets value of color for AISPresentation attribute of an **entry** label. **color** is integer from 0 to 516 (see color names in **`vsetcolor`**).

Example

```
AISColor D 0:5 25
```

5.8.15 AISHasOwnColor

Syntax: `AISHasOwnColor docname entry`

Tests AISPresentation attribute of an **entry** label by own color.

Example

```
AISHasOwnColor D 0:5
```

6. Geometry commands

6.1 Overview

Draw provides a set of commands to test geometry libraries. These commands are found in the TGEOMETRY executable, or in any Draw executable which includes GeometryTest commands.

In the context of Geometry, Draw includes the following types of variable:

- 2d and 3d points
- The 2d curve, which corresponds to *Curve* in *Geom2d*.
- The 3d curve and surface, which correspond to *Curve* and *Surface* in *Geom* [2].

Draw geometric variables never share data; the **copy** command will always make a complete copy of the content of the variable.

The following topics are covered in the nine sections of this chapter:

- **Curve creation** deals with the various types of curves and how to create them.
- **Surface creation** deals with the different types of surfaces and how to create them.
- **Curve and surface modification** deals with the commands used to modify the definition of curves and surfaces, most of which concern modifications to bezier and bspline curves.
- **Geometric transformations** covers translation, rotation, mirror image and point scaling transformations.
- **Curve and Surface Analysis** deals with the commands used to compute points, derivatives and curvatures.
- **Intersections** presents intersections of surfaces and curves.
- **Approximations** deals with creating curves and surfaces from a set of points.
- **Constraints** concerns construction of 2d circles and lines by constraints such as tangency.

[2] See Geom and Geom2d packages for further information about Open CASCADE geometry.

- **Display** describes commands to control the display of curves and surfaces.

Where possible, the commands have been made broad in application, i.e. they apply to 2d curves, 3d curves and surfaces. For instance, the **circle** command may create a 2d or a 3d circle depending on the number of arguments given.

Likewise, the **translate** command will process points, curves or surfaces, depending on argument type. You may not always find the specific command you are looking for in the section where you expect it to be. In that case, look in another section. The **trim** command, for example, is described in the surface section. It can, nonetheless, be used with curves as well.

6.2 Curve creation

This section deals with both points and curves. Types of curves are:

- Analytical curves such as lines, circles, ellipses, parabolas, and hyperbolas.
- Polar curves such as bezier curves and bspline curves.
- Trimmed curves and offset curves made from other curves with the **trim** and **offset** commands. Because they are used on both curves and surfaces, the **trim** and **offset** commands are described in the *surface creation* section.
- NURBS can be created from other curves using **convert** in the *Surface Creation* section.
- Curves can be created from the isoparametric lines of surfaces by the **uiso** and **viso** commands.
- 3d curves can be created from 2d curves and vice versa using the **to3d** and **to2d** commands. The **project** command computes a 2d curve on a 3d surface.

Curves are displayed with an arrow showing the last parameter.

6.2.1 point

Syntax: `point name x y [z]`

point creates a 2d or 3d point, depending on the number of arguments.

Example

```
# 2d point
point p1 1 2
```

```
# 3d point
point p2 10 20 -5
```

6.2.2 line

Syntax: `line name x y [z] dx dy [dz]`

line creates a 2d or 3d line. x y z are the coordinates of the line's point of origin; dx, dy, dz give the direction vector.

A 2d line will be represented asl x y dx dy, and a 3d line asl x y z dx dy dz. A line is parameterized along its length starting from the point of origin along the direction vector. The direction vector is normalized and must not be null. Lines are infinite, even though their representation is not.

Example

```
# a 2d line at 45 degrees of the X axis
line l 2 0 1 1

# a 3d line through the point 10 0 0 and parallel to Z
line l 10 0 0 0 0 1
```

6.2.3 circle

Syntax: `circle name x y [z [dx dy dz]] [ux uy [uz]] radius`

circle creates a 2d or a 3d circle.

In 2d, x, y are the coordinates of the center and ux, uy define the vector towards the point of origin of the parameters. By default, this direction is (1,0). The X Axis of the local coordinate system defines the origin of the parameters of the circle. Use another vector than the x axis to change the origin of parameters.

In 3d, x, y, z are the coordinates of the center; dx, dy, dz give the vector normal to the plane of the circle. By default, this vector is (0,0,1) i.e. the Z axis (it must not be null). ux, uy, uz is the direction of the origin; if not given, a default direction will be computed. This vector must neither be null nor parallel to dx, dy, dz.

The circle is parameterized by the angle in [0,2*pi] starting from the origin and. Note that the specification of origin direction and plane is the same for all analytical curves and surfaces.

Example

```
# A 2d circle of radius 5 centered at 10,-2
circle c1 10 -2 5
```

```
# another 2d circle with a user defined origin
# the point of parameter 0 on this circle will be
# 1+sqrt(2),1+sqrt(2)
circle c2 1 1 1 1 2

# a 3d circle, center 10 20 -5, axis Z, radius 17
circle c3 10 20 -5 17

# same 3d circle with axis Y
circle c4 10 20 -5 0 1 0 17

# full 3d circle, axis X, origin on Z
circle c5 10 20 -5 1 0 0 0 0 1 17
```

6.2.4 ellipse

Syntax: ellipse name x y [z [dx dy dz]] [ux uy [uz]] firstradius secondradius **ellipse** creates a 2d or 3d ellipse. In a 2d ellipse, the first two arguments define the center; in a 3d ellipse, the first three. The axis system is given by *firstradius*, the major radius, and *secondradius*, the minor radius. The parameter range of the ellipse is [0,2.*pi] starting from the X axis and going towards the Y axis. The Draw ellipse is parameterized by an angle:

P(u) = O + firstradius*cos(u)*Xdir + secondradius*sin(u)*Ydir

where:

- P is the point of parameter u,
- O, Xdir and Ydir are respectively the origin, "X Direction" and "Y Direction" of its local coordinate system.

Example

```
# default 2d ellipse
ellipse e1 10 5 20 10

# 2d ellipse at angle 60 degree
ellipse e2 0 0 1 2 30 5

# 3d ellipse, in the XY plane
ellipse e3 0 0 0 25 5

# 3d ellipse in the X,Z plane with axis 1, 0 ,1
ellipse e4 0 0 0 0 1 0 1 0 1 25 5
```

See also: **circle**

6.2.5 hyperbola

Syntax: hyperbola name x y [z [dx dy dz]] [ux uy [uz]] firstradius secondradius

hyperbola creates a 2d or 3d conic. The first arguments define the center. The axis system is given by *firstradius*, the major radius, and *secondradius*, the minor radius. Note that the hyperbola has only one branch, that in the X direction.

The Draw hyperbola is parameterized as follows:

P(U) = O + firstradius*Cosh(U)*XDir + secondradius*Sinh(U)*YDir

where:

- P is the point of parameter U,
- O, XDir and YDir are respectively the origin, "X Direction" and "Y

Direction" of its local coordinate system.

Example

```
# default 2d hyperbola, with asymptotes 1,1 -1,1
hyperbola h1 0 0 30 30

# 2d hyperbola at angle 60 degrees
hyperbola h2 0 0 1 2 20 20

# 3d hyperbola, in the XY plane
hyperbola h3 0 0 0 50 50
```

See also: **circle**

6.2.6 parabola

Syntax: parabola name x y [z [dx dy dz]] [ux uy [uz]] FocalLength

parabola creates a 2d or 3d parabola. in the axis system defined by the first arguments.The origin is the apex of the parabola.

The Geom_Parabola parabola is parameterized as follows:

P(u) = O + u*u/(4.*F)*XDir + u*YDir

where:

- P is the point of parameter u,
- O, XDir and YDir are respectively the origin, "X Direction" and "Y Direction" of its local coordinate system,
- F is the focal length of the parabola.

Example

```
# 2d parabola
```

```
parabola p1 0 0 50

# 2d parabola with convexity +Y
parabola p2 0 0 0 1 50

# 3d parabola in the Y-Z plane, convexity +Z
parabola p3 0 0 0 1 0 0 0 0 1 50
```

See also: **circle**

6.2.7 beziercurve, 2dbeziercurve

Syntax: `beziercurve name nbpole pole, [weight]`
`2dbeziercurve name nbpole pole, [weight]`

beziercurve creates a 3d rational or non-rational Bezier curve. Give the number of poles (control points,) and the coordinates of the poles (x1 y1 z1 [w1] x2 y2 z2 [w2]). The degree will be nbpoles-1. To create a rational curve, give weights with the poles. You must give weights for all poles or for none. If the weights of all the poles are equal, the curve is polynomial, and therefore non-rational.

Example

```
# a rational 2d bezier curve (arc of circle)
2dbeziercurve ci 3 0 0 1 10 0 sqrt(2.)/2. 10 10 1

# a 3d bezier curve, not rational
beziercurve cc 4 0 0 0 10 0 0 10 0 10 10 10 10
```

6.2.8 bsplinecurve, 2dbsplinecurve, pbsplinecurve, 2dpbsplinecurve

Syntax: `bsplinecurve name degree nbknots knot, umult pole, weight 2dbsplinecurve name degree nbknots knot, umult pole, weight pbsplinecurve name degree nbknots knot, umult pole, weight(periodic)`
`2dpbsplinecurve name degree nbknots knot, umult pole, weight (periodic)`

bsplinecurve creates 2d or 3d bspline curves; the **pbsplinecurve** and **2dpbsplinecurve** commands create periodic bspline curves.

A bspline curve is defined by its degree, its periodic or non-periodic nature, a table of knots and a table of poles (i.e. control points). Consequently, specify the degree, the number of knots, and for each knot, the multiplicity, for each pole, the weight. In the syntax above, the commas link the adjacent arguments which they fall between: knot and multiplicities, pole and weight.

The table of knots is an increasing sequence of reals without repetition.

Multiplicities must be lower or equal to the degree of the curve. For non-periodic curves, the first and last multiplicities can be equal to degree+1. For a periodic curve, the first and last multiplicities must be equal.

The poles must be given with their weights, use weights of 1 for a non rational curve, the number of poles must be:

- For a non periodic curve: Sum of multiplicities - degree + 1
- For a periodic curve: Sum of multiplicities - last multiplicity

Example

```
# a bspline curve with 4 poles and 3 knots
bsplinecurve bc 2 3 0 3 1 1 2 3 \
10 0 7 1 7 0 7 1 3 0 8 1 0 0 7 1
# a 2d periodic circle (parameter from 0 to 2*pi !!)
dset h sqrt(3)/2
2dpbsplinecurve c 2 \
4 0 2 pi/1.5 2 pi/0.75 2 2*pi 2 \
0 -h/3 1 \
0.5 -h/3 0.5 \
0.25 h/6 1 \
0 2*h/3 0.5 \
-0.25 h/6 1 \
-0.5 -h/3 0.5 \
0 -h/3 1
```

NOTE
You can create the NURBS subset of bspline curves and surfaces by trimming analytical curves and surfaces and executing the command "convert"; see below.

6.2.9 uiso, viso

Syntax:
```
uiso name surface u
viso name surface u
```

Use these commands to create a U or V isoparametric curve from a surface.

Example

```
# create a cylinder and extract iso curves

cylinder c 10
uiso c1 c pi/6
viso c2 c
```

NOTE
Cannot be done from offset surfaces.

6.2.10 to2d, to3d

Syntax:
```
to3d name curve2d [plane]
to2d name curve3d [plane]
```

The **to3d** and **to2d** commands are used to create respectively a 3d curve from a 2d curve and a 2d curve from a 3d curve. The transformation uses a planar surface to define the XY plane in 3d (by default this plane is the default OXYplane). **to3d** always gives a correct result, but as **to2d** is not a projection, it may surprise you. It is always correct if the curve is planar and parallel to the plane of projection. The points defining the curve are projected on the plane. A circle, however, will remain a circle and will not be changed to an ellipse.

Example

```
# the following commands
circle c 0 0 5
plane p -2 1 0 1 2 3
to3d c c p

# will create the same circle as
circle c -2 1 0 1 2 3 5
```

See also: **project**

6.2.11 project

Syntax:
```
project name curve3d surface
```

project computes a 2d curve in the parametric space of a surface corresponding to a 3d curve. This can only be used on analytical surfaces.

Example

```
# intersect a cylinder and a plane
# and project the resulting ellipse on the cylinder
# this will create a 2d sinusoid-like bspline
cylinder c 5
plane p 0 0 0 0 1 1
intersect i c p
project i2d i c
```

6.3 Surface creation

Types of surfaces are:

- Analytical surfaces: plane, cylinder, cone, sphere, torus.
- Polar surfaces: bezier surfaces, bspline surfaces

- Trimmed and Offset surfaces; see **trim**, **trimu**, **trimv**, **offset**.
- Surfaces produced by Revolution and Extrusion, created from curves with the **revsurf** and **extsurf**.
- NURBS surfaces.

Surfaces are displayed with isoparametric lines. To show the parameterization, a small parametric line with a length 1/10 of V is displayed at 1/10 of U.

6.3.1 plane

Syntax: `plane name [x y z [dx dy dz [ux uy uz]]]`

Uses this command to create an infinite plane. A plane is the same as a 3d coordinate system, x,y,z is the origin, dx, dy, dz is the Z direction and ux, uy, uz is the X direction. The plane is perpendicular to Z and X is the U parameter. dx,dy,dz and ux,uy,uz must not be null and not colinear. ux,uy,uz will be modified to be orthogonal to dx,dy,dz. There are default values for the coordinate system. If no arguments are given, the global system (0,0,0), (0,0,1), (1,0,0). If only the origin is given, the axes are those given by default(0,0,1), (1,0,0). If the origin and the Z axis are given, the X axis is generated perpendicular to the Z axis. Note that this definition will be used for all analytical surfaces.

Example

```
# a plane through the point 10,0,0 perpendicular to X
# with U direction on Y
plane p1 10 0 0 1 0 0 0 1 0

# an horixontal plane with origin 10, -20, -5
plane p2 10 -20 -5
```

6.3.2 cylinder

Syntax: `cylinder name [x y z [dx dy dz [ux uy uz]]] radius`

A cylinder is defined by a coordinate system, and a radius. The surface generated is an infinite cylinder with the Z axis as the axis. The U parameter is the angle starting from X going in the Y direction.
See also: **plane**

Example

```
# a cylinder on the default Z axis, radius 10
cylinder c1 10

# a cylinder, also along the Z axis but with origin 5,
10, -3
cylinder c2 5 10 -3 10
```

```
# a cylinder through the origin and on a diagonal
# with longitude pi/3 and latitude pi/4 (euler angles)
dset lo pi/3. la pi/4.
cylinder c3 0 0 0 cos(la)*cos(lo) cos(la)*sin(lo)
sin(la) 10
```

6.3.3 cone

Syntax: cone name [x y z [dx dy dz [ux uy uz]]] semi-angle radius

Creates a cone in the infinite coordinate system along the Z-axis. The radius is that of the circle at the intersection of the cone and the XY plane. The semi-angle is the angle formed by the cone relative to the axis; it should be between –90° and 90°. If the radius is 0, the vertex is the origin.
See also: **plane**

Example

```
# a cone at 45 degrees at the origin on Z
cone c1 45 0

# a cone on axis Z with radius r1 at z1 and r2 at z2
cone c2 0 0 z1 180.*atan2(r2-r1,z2-z1)/pi r1
```

6.3.4 sphere

Syntax: `sphere name [x y z [dx dy dz [ux uy uz]]] radius`

Creates a sphere in the local coordinate system defined in the **plane** command. The sphere is centered at the origin. To parameterize the sphere, u is the angle from X to Y, between o and 2*pi. v is the angle in the half-circle at angle u in the plane containing the Z axis. v is between -pi/2 and pi/2. The poles are the points Z = +/- radius; their parameters are u,+/-pi/2 for any u in 0,2*pi.

Example

```
# a sphere at the origin
sphere s1 10
# a sphere at 10 10 10, with poles on the axis 1,1,1
sphere s2 10 10 10 1 1 1 10
```

See also: **plane**

6.3.5 torus

Syntax: `torus name [x y z [dx dy dz [ux uy uz]]] major minor`

Creates a torus in the local coordinate system with the given major and minor radii. Z is the axis for the major radius. The major radius may be lower in value than the minor radius.

To parameterize a torus, u is the angle from X to Y; v is the angle in the plane at angle u from the XY plane to Z. u and v are in 0,2*pi.

Example

```
# a torus at the origin
torus t1 20 5

# a torus in another coordinate system
torus t2 10 5 -2 2 1 0 20 5
```

See also: **plane**

6.3.6 beziersurf

Syntax: `beziersurf name nbupoles nbvolpes pole, [weight]`

Use this command to create a bezier surface, rational or non-rational. First give the numbers of poles in the u and v directions.

Then give the poles in the following order: pole(1, 1), pole(nbupoles, 1), pole(1, nbvpoles) and pole(nbupoles, nbvpoles).

Weights may be omitted, but if you give one weight you must give all of them.

Example

```
# a non-rational degree 2,3 surface
beziersurf s 3 4 \
0 0 0 10 0 5 20 0 0 \
0 10 2 10 10 3 20 10 2 \
0 20 10 10 20 20 20 20 10 \
0 30 0 10 30 0 20 30 0
```

See also: **beziercurve**

6.3.7 bsplinesurf, upbsplinesurf, vpbsplinesurf, uvpbsplinesurf

Syntax: bsplinesurf name udegree nbuknots uknot umult ... nbvknot vknot vmult ... x y z w ...
upbsplinesurf ...
vpbsplinesurf ...
uvpbsplinesurf ...

bsplinesurf generates bspline surfaces. **upbsplinesurf** creates a bspline surface periodic in u; **vpbsplinesurf** creates one periodic in v; and **uvpbsplinesurf** creates one periodic in uv.

The syntax is similar to the **bsplinecurve** command. First give the degree in u and the knots in u with their multiplicities, then do the same in v. The poles follow. The number of poles is the product of the number in u and the number in v. See **bsplinecurve** to compute the number of poles, the poles are first given in U as in the beziersurf command. You must give weights if the surface is rational.

Example

```
# create a bspline surface of degree 1 2
# with two knots in U and three in V
bsplinesurf s \
1 2 0 2 1 2 \
2 3 0 3 1 1 2 3 \
0 0 0 1 10 0 5 1 \
0 10 2 1 10 10 3 1 \
0 20 10 1 10 20 20 1 \
0 30 0 1 10 30 0 1
```

See also: **bsplinecurve**, **beziersurf**, **convert**

6.3.8 *trim, trimu, trimv*

Syntax:
```
trim newname name [u1 u2 [v1 v2]]
trimu newname name
trimv newname name
```

The **trim** commands create trimmed curves or trimmed surfaces. Note that trimmed curves and surfaces are classes of the *Geom* package. The **trim** command creates either a new trimmed curve from a curve or a new trimmed surface in u and v from a surface. **trimu** creates a u-trimmed surface, and **trimv** a v-trimmed surface. After an initial trim, a second execution with no parameters given recreates the basis curve. The curves can be either 2d or 3d. If the trimming parameters decrease and if the curve or surface is not periodic, the direction is reversed.

NOTE

Note that a trimmed curve or surface contains a copy of the basis geometry: modifying that will not modify the trimmed geometry. Trimming trimmed geometry will not create multiple levels of trimming. The basis geometry will be used.

Example

```
# create a 3d circle
circle c 0 0 0 10

# trim it, use the same variable, the original is
deleted
trim c c 0 pi/2

# the original can be recovered!
```

```
trim orc c

# trim again
trim c c pi/4 pi/2

# the original is not the trimmed curve but the basis
trim orc c

# as the circle is periodic, the two following commands
are identical
trim cc c pi/2 0
trim cc c pi/2 2*pi

# trim an infinite cylinder
cylinder cy 10
trimv cy cy 0 50
```

See also: **reverse**

6.3.9 offset

Syntax: `offset name basename distance [dx dy dz]`

Creates offset curves or surfaces at a given distance from a basis curve or surface. Offset curves and surfaces are classes from the *Geom* package.

The curve can be a 2d or a 3d curve. To compute the offsets for a 3d curve, you must also give a vector dx,dy,dz. For a planar curve, this vector is usually the normal to the plane containing the curve.

The offset curve or surface copies the basic geometry, which can be modified later.

Example

```
# graphic demonstration that the outline of a torus
# is the offset of an ellipse
smallview +X+Y
dset angle pi/6
torus t 0 0 0 0 cos(angle) sin(angle) 50 20
fit
ellipse e 0 0 0 50 50*sin(angle)
# note that the distance can be negative
offset l1 e 20 0 0 1
```

6.3.10 revsurf

Syntax: `revsurf name curvename x y z dx dy dz`

Creates a surface of revolution from a 3d curve. A surface of revolution or revolved surface is obtained by rotating a curve (called the “meridian”) through a complete revolution about an axis (referred to as the “axis of revolution”). The curve and the axis must be in the same plane (the “reference plane” of the surface). Give the point of origin x,y,z and the vector dx,dy,dz to define the axis of revolution. To parameterize a surface of revolution: u is the angle of rotation around the axis. Its origin is given by the position of the meridian on the surface. v is the parameter of the meridian.

Example

```
# another way of creating a torus like surface
circle c 50 0 0 20
revsurf s c 0 0 0 0 1 0
```

6.3.11 extsurf

Syntax: `extsurf newname curvename dx dy dz`

Use the **extsurf** command to create a surface of linear extrusion from a 3d curve. The basis curve is swept in a given direction,the “direction of extrusion” defined by a vector. In the syntax, dx,dy,dz gives the direction of extrusion. To parameterize a surface of extrusion: u is the parameter along the extruded curve; the v parameter is along the direction of extrusion.

Example

```
# an elliptic cylinder
ellipse e 0 0 0 10 5
extsurf s e 0 0 1
# to make it finite
trimv s s 0 10
```

6.3.12 convert

Syntax: `convert newname name`

convert creates a 2d or 3d NURBS curve or a NURBS surface from any 2d curve, 3d curve or surface. In other words, conics, beziers and bsplines are turned into NURBS. Offsets are not processed.

Example

```
# turn a 2d arc of a circle into a 2d NURBS
circle c 0 0 5
trim c c 0 pi/3
convert c1 c

# an easy way to make a planar bspline surface
plane p
trim p p -1 1 -1 1
convert p1 p
```

NOTE
Offset curves and surfaces are not treated by this command.

6.4 Curve and surface modifications

Draw provides commands to modify curves and surfaces, some of them are general, others restricted to bezier curves or bsplines.

General modifications:

- Reversing the parametrization: **reverse**, **ureverse**, **vreverse**

Modifications for both bezier curves and bsplines:

- Exchanging U and V on a surface: **exchuv**
- Segmentation: **segment**, **segsur**
- Increasing the degree: **incdeg**, **incudeg**, **incvdeg**
- Moving poles: **cmovep**, **movep**, **movecolp**, **moverowp**

Modifications for bezier curves:

- Adding and removing poles: **insertpole**, **rempole**, **remcolpole**, **remrowpole**

Modifications for bspline:

- Inserting and removing knots: **insertknot**, **remknot**, **insertuknot**, **remuknot**, **insetvknot**, **remvknot**
- Modifying periodic curves and surfaces: **setperiodic**, **setnotperiodic**, **setorigin**, **setuperiodic**, **setunotperiodic**, **setuorigin**, **setvperiodic**, **setvnotperiodic**, **setvorigin**

6.4.1 reverse, ureverse, vreverse

Syntax:

```
reverse curvename
ureverse surfacename
vreverse surfacename
```

The **reverse** command reverses the parameterization and inverses the orientation of a 2d or 3d curve. Note that the geometry is modified. To keep the curve or the surface, you must copy it before modification.

ureverse or **vreverse** reverse the u or v parameter of a surface. Note that the new parameters of the curve may change according to the type of curve. For instance, they will change sign on a line or stay 0,1 on a bezier.

Reversing a parameter on an analytical surface may create an indirect coordinate system.

Example

```
# reverse a trimmed 2d circle
circle c 0 0 5
trim c c pi/4 pi/2
reverse c

# dumping c will show that it is now trimmed between
# 3*pi/2 and 7*pi/4 i.e. 2*pi-pi/2 and 2*pi-pi/4
```

6.4.2 exchuv

Syntax: `exchuv surfacename`

For a bezier or bspline surface this command exchanges the u and v parameters.

Example

```
# exchanging u and v on a spline (made from a cylinder)
cylinder c 5
trimv c c 0 10
convert c1 c
exchuv c1
```

6.4.3 segment, segsur

Syntax:

```
segment curve Ufirst Ulast
segsur surface Ufirst Ulast Vfirst Vlast
```

segment and **segsur** segment a bezier curve and a bspline curve or surface respectively. These commands modify the curve to restrict it between the new parameters: the starting point of the modified curve, Ufirst, and the end point, Ulast. Ufirst is less than Ulast.

This command must not be confused with **trim** which creates new geometry.

Example

```
# segment a bezier curve in half
beziercurve c 3 0 0 0 10 0 0 10 10 0
segment c ufirst ulast
```

6.4.4 iincudeg, incvdeg

Syntax:
```
incudeg surfacename newdegree
incvdeg surfacename newdegree
```

incudeg and **incvdeg** increase the degree in the U or V parameter of a bezier or bspline surface.

Example

```
# make a planar bspline and increase the degree to 2 3
plane p
trim p p -1 1 -1 1
convert p1 p
incudeg p1 2
incvdeg p1 3
```

NOTE
The geometry is modified.

6.4.5 cmovep, movep, movecolp, moverowp

Syntax:
```
cmovep curve index dx dy [dz]
movep surface uindex vindex dx dy dz
movecolp surface uindex dx dy dz
moverowp surface vindex dx dy dz
```

move methods translate poles of a bezier curve, a bspline curve or a bspline surface. **cmovep** and **movep** translate one pole with a given index.

movecolp and **moverowp** translate a whole column (expressed by the uindex) or row (expressed by the vindex) of poles.

Example

```
# start with a plane
# transform to bspline, raise degree and add relief
plane p
trim p p -10 10 -10 10
convert p1 p
incud p1 2
incvd p1 2
movecolp p1 2 0 0 5
moverowp p1 2 0 0 5
movep p1 2 2 0 0 5
```

6.4.6 insertpole, rempole, remcolpole, remrowpole

Syntax:
```
insertpole curvename index x y [z] [weight]
rempole curvename index
remcolpole surfacename index
remrowpole surfacename index
```

insertpole inserts a new pole into a 2d or 3d bezier curve. You may add a weight for the pole. The default value for the weight is 1. The pole is added at the position after that of the index pole. Use an index 0 to insert the new pole before the first one already existing in your drawing.

rempole removes a pole from a 2d or 3d bezier curve. Leave at least two poles in the curves.

remcolpole and **remrowpole** remove a column or a row of poles from a bezier surface. A column is in the v direction and a row in the u direction The resulting degree must be at least 1; i.e there will be two rows and two columns left.

Example

```
# start with a segment, insert a pole at end
# then remove the central pole
beziercurve c 2 0 0 0 10 0 0
insertpole c 2 10 10 0
rempole c 2
```

6.4.7 insertknot, insertuknot, insertvknot

Syntax:
```
insertknot name knot [mult = 1] [knot mult ...]
insertuknot surfacename knot mult
insertvknot surfacename knot mult
```

insertknot inserts knots in the knot sequence of a bspline curve. You must give a knot value and a target multiplicity. The default multiplicity is 1. If there is already a knot with the given value and a multiplicity lower than the target one, its multiplicity will be raised. **insertuknot** and **insertvknot** insert knots in a surface.

Example

```
# create a cylindrical surface and insert a knot
cylinder c 10
trim c c 0 pi/2 0 10
convert c1 c
insertuknot c1 pi/4 1
```

6.4.8 remknot, remuknot, remvknot

Syntax:
```
remknot index [mult] [tol]
remuknot index [mult] [tol]
remvknot index [mult] [tol]
```

remknot removes a knot from the knot sequence of a curve or a surface. Give the index of the knot and optionally, the target multiplicity. If the target multiplicity is not 0, the multiplicity of the knot will be lowered. As the curve may be modified, you are allowed to set a tolerance to control the process. If the tolerance is low, the knot will only be removed if the curve will not be modified.

By default, if no tolerance is given, the knot will always be removed.

Example

```
# bspline circle, remove a knot
circle c 0 0 5
convert c1 c
incd c1 5
remknot c1 2
```

NOTE
Curves or Surfaces may be modified.

6.4.9 setperiodic, setnotperiodic, setuperiodic, setunotperiodic, setvperiodic, setvnotperiodic

Syntax:
```
setperiodic curve
setnotperiodic curve
setuperiodic surface
setunotperiodic surface
setvperiodic surface
setvnotperiodic surface
```

setperiodic turns a bspline curve into a periodic bspline curve; the knot vector stays the same and excess poles are truncated. The curve may be modified if it has not been closed. **setnotperiodic** removes the periodicity of a periodic curve. The pole table mau be modified. Note that knots are added at the beginning and the end of the knot vector and the multiplicities are knots set to degree+1 at the start and the end.

setuperiodic and **setvperiodic** make the u or the v parameter of bspline surfaces periodic; **setunotperiodic**, and **setvnotperiodic** remove periodicity from the u or the v parameter of bspline surfaces.

Example

```
# a circle deperiodicized
circle c 0 0 5
convert c1 c
setnotperiodic c1
```

6.4.10 setorigin, setuorigin, setvorigin

Syntax:
```
setorigin curvename index
setuorigin surfacename index
setuorigin surfacename index
```

These commands change the origin of the parameters on periodic curves or surfaces. The new origin must be an existing knot. To set an origin other than an existing knot, you must first insert one with the **insertknot** command.

Example

```
# a torus with new U and V origins
torus t 20 5
convert t1 t
setuorigin t1 2
setvorigin t1 2
```

6.5 Transformations

Draw provides commands to apply linear transformations to geometric objects: they include translation, rotation, mirroring and scaling.

6.5.1 translate, 2dtranslate

Syntax:
```
translate name [names ...] dx dy dz
2dtranslate name [names ...] dx dy
```

The **Translate** command translates 3d points, curves and surfaces along a vector dx,dy,dz. You can translate more than one object with the same command.

For 2d points or curves, use the **2dtranslate** command.

Example

```
# 3d tranlation
point p 10 20 30
circle c 10 20 30 5
torus t 10 20 30 5 2
translate p c t 0 0 15
```

NOTE
Objects are modified by this command.

6.5.2 rotate, 2drotate

Syntax:
```
rotate name [name ...] x y z dx dy dz angle
2drotate name [name ...] x y angle
```
The **rotate** command rotates a 3d point curve or surface. You must give an axis of rotation with a point x,y,z, a vector dx,dy,dz, and an angle in degrees.

For a 2d rotation, you need only give the center point and the angle. In 2d or 3d, the angle can be negative.

Example

```
# make a helix of circles. create a scripte file with
this code and execute it using source.
circle c0 10 0 0 3
for {set i 1} {$i <= 10} {incr i} {
copy c[expr $i-1] c$i
translate c$i 0 0 3
rotate c$i 0 0 0 0 0 1 36
}
```

6.5.3 pmirror, lmirror, smirror, 2dpmirror, 2dlmirror

Syntax:
```
pmirror name [names ...] x y z
lmirror name [names ...] x y z dx dy dz
smirror name [names ...] x y z dx dy dz
2dpmirror name [names ...] x y
2dlmirror name [names ...] x y dx dy
```

The mirror commands perform a mirror transformation of 2d or 3d geometry.

pmirror is the point mirror, mirroring 3d curves and surfaces about a point of symmetry. **lmirror** is the line mirror commamd, mirroring 3d curves and surfaces about an axis of symmetry. **smirror** is the surface mirror, mirroring 3d curves and surfaces about a plane of symmetry. In the last case, the plane of symmetry is perpendicular to dx,dy,dz.

In 2d, only **2dpmirror**, point symmetry mirroring, and **2dlmirror**, axis symmetry mirroring, are available.

Example

```
# build 3 images of a torus
torus t 10 10 10 1 2 3 5 1
copy t t1
pmirror t1 0 0 0
copy t t2
lmirror t2 0 0 0 1 0 0
copy t t3
smirror t3 0 0 0 1 0 0
```

6.5.4 pscale, 2dpscale

Syntax:
```
pscale name [name ...] x y z s
2dpscale name [name ...] x y s
```
The **pscale** and **2dpscale** commands transform an object by point scaling. You must give the center and the scaling factor. Because other scalings modify the type of the object, they are not provided. For example, a sphere may be transformed into an ellipsoid. Using a scaling factor of -1 is similar to using **pmirror**.

Example

```
# double the size of a sphere
sphere s 0 0 0 10
pscale s 0 0 0 2
```

6.6 Curve and surface analysis

Draw provides methods to compute information about curves and surfaces:

- **coord** to find the coordinates of a point.
- **cvalue** and **2dcvalue** to compute points and derivatives on curves.
- **svalue** to compute points and derivatives on a surface.
- **localprop** and **minmaxcurandif** to compute the curvature on a curve.
- **parameters** to compute (u,v) values for a point on a surface.
- **proj** and **2dproj** to project a point on a curve or a surface.
- **surface_radius** to compute the curvature on a surface.

6.6.1 coord

Syntax: `coord P x y [z]`

The **coord** command will set the coordinates of the point P. x, y (and optionally z)

Example

```
# translate a point
point p 10 5 5
translate p 5 0 0
coord p x y z
# x value is 15
```

See also: **point**

6.6.2 cvalue, 2dcvalue

Syntax:
```
cvalue curve U x y z [d1x d1y d1z [d2x d2y d2z]]
2dcvalue curve U x y [d1x d1y [d2x d2y]]
```

For a curve at a given parameter, and depending on the number of arguments, **cvalue** computes: the coordinates in x,y,z, the first derivative in d1x,d1y,d1z and the second derivative in d2x,d2y,d2z.

Example

```
# on a bezier curve at parameter 0
```

```
# the point is the first pole
# the derivative is the vector first to second pole
# multiplied by the degree
# the second derivative is the difference
# first to second pole, second to third pole
# multipied by degree * degree-1
2dbeziercurve c 4 0 0 1 1 2 1 3 0
2dcvalue c 0 x y d1x d1y d2x d2y

# values of x y d1x d1y d2x d2y
# are 0 0 3 3 0 -6
```

6.6.3 svalue

Syntax: `svalue surfname U v x y z [dux duy duz dvx dvy dvz [d2ux d2uy d2uz d2vx d2vy d2vz d2uvx d2uvy d2uvz]]`

svalue computes points and derivatives on a surface for a pair of parameter values. The result depends on the number of arguments. You can compute first and second derivatives.

Example

```
# display points on a sphere
sphere s 10
for {dset t 0} {[dval t] <= 1} {dset t t+0.01} {
svalue s t*2*pi t*pi-pi/2 x y z
point . x y z
}
```

6.6.4 localprop, minmaxcurandinf

Syntax:
```
localprop curvename U
minmaxcurandinf curve
```

The **localprop** command computes the curvature of a curve.
minmaxcurandinf computes and prints the parameters of the points where the curvature is minimum and maximum on a 2d curve.

Example

```
# show curvature at the center of a bezier curve
beziercurve c 3 0 0 0 10 2 0 20 0 0
localprop c 0.5
==> Curvature : 0.02
```

See also: **surface_radius**

6.6.5 parameters

Syntax: `parameters surf/curve x y z U [V]`

The **parameters** command returns the parameters on the surface of the 3d point x,y,z in variables u and v . This command may only be used on analytical surfaces: plane, cylinder, cone, sphere and torus.

Example

```
# Compute parameters on a plane
plane p 0 0 10 1 1 0
parameters p 5 5 5 u v
# the values of u and v are : 0 5
```

6.6.6 proj, 2dproj

Syntax:
```
proj name x y z
2dproj name xy
```

Use **proj** to project a point on a 3d curve or a surface and **2dproj** for a 2d curve.

The command will compute and display all points in the projection. The lines joining the point to the projections are created with the names ext_1, ext_2, ...

Example

```
# project point on a torus
torus t 20 5
proj t 30 10 7
==> ext_1 ext_2 ext_3 ext_4
```

6.6.7 surface_radius

Syntax: `surface_radius surface u v [c1 c2]`

The **surface_radius** command computes the main curvatures of a surface at parameters (u,v). If there are extra arguments, their curvatures are stored in variables c1 and c2.

Example

```
# computes curvatures of a cylinder
cylinder c 5
surface_radius c pi 3 c1 c2
==> Min Radius of Curvature : -5
==> Min Radius of Curvature : infinite
```

6.7 Intersections

The **intersect** command computes intersections of surfaces; the **2dintersect** command, intersections of 2d curves.

6.7.1 intersect

Syntax: `intersect name surface1 surface2`

The **intersect** command intersects two surfaces. If there is one intersection curve it will be named "name", if there are more than one they will be named "name_1", "name_2", ...

Example

```
# create an ellipse
cone c 45 0
plane p 0 0 40 0 1 5
intersect e c p
```

6.7.2 2dintersect

Syntax: `2dintersect curve1 curve2`

2dintersect displays the intersection points between two 2d curves.

Example

```
# intersect two 2d ellipses
ellipse e1 0 0 5 2
ellipse e2 0 0 0 1 5 2
2dintersect e1 e2
```

6.8 Approximations

Draw provides command to create curves and surfaces by approximation.

2dapprox fits a curve through 2d points, **appro** fits a curve through 3d points, **surfapp** and **grilapp** fits a surface through 3d points, **2dinterpolate** may be used to interpolate a curve.

6.8.1 appro, 2dapprox

Syntax: `appro result nbpoint [curve]`

```
2dapprox result nbpoint [curve / x1 y1 x2 y2]
```

These commands fit a curve through a set of points. First give the number of points, then choose one of the three ways available to get the points. If you have no arguments, click on the points. If you have a curve argument or a list of points, the command launches computation of the points on the curve.

Example

```
# pick points and they will be fitted
2dapprox c 10
```

6.8.2 surfapp, grilapp

Syntax: `surfapp name nbupoints nbvpoints x y z ....`
`grilapp name nbupoints nbvpoints xo dx yo dy z11 z12 ...`

surfapp fits a surface through an array of u and v points, nbupoints*nbvpoints.

grilapp has the same function, but the x,y coordinates of the points are on a grid starting at x0,y0 with steps dx,dy.

Example

```
# a surface using the same data as in the beziersurf
example sect 4.4
surfapp s 3 4 \
0 0 0 10 0 5 20 0 0 \
0 10 2 10 10 3 20 10 2 \
0 20 10 10 20 20 20 20 10 \
0 30 0 10 30 0 20 30 0
```

6.9 Constraints

The **cirtang** command is used to construct 2d circles tangent to curves and **lintan** to construct 2d lines tangent to curves.

6.9.1 cirtang

Syntax: `cirtang cname curve/point/radius curve/point/radius curve/point/radius`

The **cirtang** command will build all circles satisfying the three constraints which are either a curve (the circle must be tangent to that curve), a point (the circle must pass through that point), or a radius for the circle. Only one constraint can be a radius. The solutions will be stored in variables *name_1*, *name_2*, etc.

Example

```
# a point, a line and a radius. 2 solutions
point p 0 0
line 1 10 0 -1 1
cirtang c p 1 4
==> c_1 c_2
```

6.9.2 lintan

Syntax: `lintan name curve curve [angle]`

The **lintan** command will build all 2d lines tangent to two curves. If a third angle argument is given the second curve must be a line and **lintan** will build all lines tangent to the first curve and forming the given angle with the line. The angle is given in degrees. The solutions are named name_1, name_2, etc.

Example

```
# lines tangent to 2 circles, 4 solutions
circle c1 -10 0 10
circle c2 10 0 5
lintan l c1 c2

# lines at 15 degrees tangent to a circle and a line, 2
solutions: l1_1 l1_2
circle c1 -10 0 1
line l 2 0 1 1
lintan l1 c1 l 15
```

6.10 Display

Draw provides commands to control the display of geometric objects. Some display parameters are used for all objects, others are valid for surfaces only, some for bezier and bspline only, and others for bspline only.

On curves and surfaces, you can control the mode of representation with the **dmode** command. You can control the parameters for the mode with the **defle** command and the **discr** command, which control deflection and discretization respectively.

On surfaces, you can control the number of isoparametric curves displayed on the surface with the **nbiso** commands.

On bezier and bspline curve and surface you can toggle the display of the control points with the **clpoles** and **shpoles** commands.

On bspline curves and surfaces you can toggle the display of the knots with the **shknots** and **clknots** commands.

6.10.1 dmod, discr, defle

Syntax:
```
dmode name [name ...] u/d
discr name [name ...] nbintervals
defle name [name ...] deflection
```

dmode allows you to choose the display mode for a curve or a surface.

In mode "u", or “uniform deflection”, the points are computed to keep the polygon at a distance lower than the deflection of the geometry. The deflection is set with the **defle** command. This mode involves intensive use of computational power.

In "d", or discretization mode, a fixed number of points is computed. This number is set with the **discr** command. This is the default mode. On a bspline, the fixed number of points is computed for each span of the curve. (A span is the interval between two knots).

If the curve or the isolines seem to present too many angles, you can either increase the discretization or lower the deflection, depending on the mode. This will increase the number of points.

Example

```
# increment the number of points on a big circle
circle c 0 0 50 50
discr 100

# change the mode
dmode c u
```

6.10.2 nbiso

Syntax:
```
nbiso name [names...] nuiso nviso
```

nbiso changes the number of isoparametric curves displayed on a surface in the U and V directions. On a bspline surface, isoparametric curves are displayed by default at knot values. Use **nbiso** to turn this feature off.

Example

```
# display 35 meridians and 15 parallels on a spere
sphere s 20
nbiso s 35 15
```

6.10.3 clpoles, shpoles

Syntax:
```
clpoles name
shpoles name
```

On bezier and bspline curves and surfaces, the control polygon is displayed by default: **clpoles** erases it and **shpoles** restores it.

Example

```
# make a bezier curve and erase the poles
beziercurve c 3 0 0 0 10 0 0 10 10 0
clpoles c
```

6.10.4 clknots, shknots

Syntax:
```
clknots name
shknots name
```

By default, knots on a bspline curve or surface are displayed with markers at the points with parametric value equal to the knots. **clknots** removes them and **shknots** restores them.

Example

```
# hide the knots on a bspline curve
bsplinecurve bc 2 3 0 3 1 1 2 3 \
10 0 7 1 7 0 7 1 3 0 8 1 0 0 7 1
clknots bc
```

7. Topology commands

Draw provides a set of commands to test Open CASCADE Topology libraries. The Draw commands are found in the DRAWEXE executable or in any executable including the BRepTest commands.

Topology defines the relationship between simple geometric entities, which can thus be linked together to represent complex shapes. The type of variable used by Topology in Draw is the shape variable.

The different topological shapes[3] include:

- COMPOUND: A group of any type of topological object.
- COMPSOLID: A set of solids connected by their faces. This expands the notions of WIRE and SHELL to solids.
- SOLID: A part of space limited by shells. It is three dimensional.
- SHELL: A set of faces connected by their edges. A shell can be open or closed.
- FACE: In 2d, a plane; in 3d, part of a surface. Its geometry is constrained (trimmed) by contours. It is two dimensional.
- WIRE: A set of edges connected by their vertices. It can be open or closed depending on whether the edges are linked or not.
- EDGE: A topological element corresponding to a restrained curve. An edge is generally limited by vertices. It has one dimension.
- VERTEX: A topological element corresponding to a point. It has a zero dimension.

Shapes are usually shared. **copy** will create a new shape which shares its representation with the original. Nonetheless, two shapes sharing the same topology can be moved independently (see the section on **transformation**).

[3] See the **Topology** documentation for more information.

The following topics are covered in the eight sections of this chapter:

- Basic shape commands to handle the structure of shapes and control the display.
- Curve and surface topology, or methods to create topology from geometry and vice versa.
- Primitive construction commands: box, cylinder, wedge etc.
- Sweeping of shapes.
- Transformations of shapes: translation, copy, etc.
- Topological operations, or booleans.
- Drafting and blending.
- Analysis of shapes.

7.1 Basic topology

The set of basic commands allows simple operations on shapes, or step-by-step construction of objects. These commands are useful for analysis of shape structure and include:

- **isos** and **discretisation** to control display of shape faces by isoparametric curves .
- **orientation**, **complement** and **invert** to modify topological attributes such as orientation.
- **explode**, **exwire** and **nbshapes** to analyze the structure of a shape.
- **emptycopy**, **add**, **compound** to create shapes by stepwise construction.

In Draw, shapes are displayed using isoparametric curves. There is color coding for the edges:

- a red edge is an isolated edge, which belongs to no faces.
- a green edge is a free boundary edge, which belongs to one face,
- a yellow edge is a shared edge, which belongs to at least two faces.

7.1.1 isos, discretisation

Syntax:

```
isos [name ...][nbisos]
discretisation nbpoints
```

isos determines or changes the number of isoparametric curves on shapes.

The same number is used for the u and v directions. With no arguments, **isos** prints the current default value. To determine, the number of isos for a shape, give it name as the first argument.

discretisation changes the default number of points used to display the curves. The default value is 30.

Example

```
# Display only the edges (the wireframe)
isos 0
```

NOTE
Don't confuse "isos" and "discretisation" with the geometric commands "nbisos" and "discr".

7.1.2 orientation, complement, invert, normals, range

Syntax:
```
orientation name [name ...] F/R/E/I
complement name [name ...]
invert name
normals s (length = 10), disp normals
range name value value
```

orientation assigns the orientation of shapes - simple and complex - to one of the following four values: FORWARD, REVERSED, INTERNAL, EXTERNAL.

complement changes the current orientation of shapes to its complement, FORWARD <-> REVERSED, INTERNAL <-> EXTERNAL.

invert creates a new shape which is a copy of the original with the orientation all subshapes reversed. For example, it may be useful to reverse the normals of a solid.

normals returns the assignment of colors to orientation values.

range defines the length of a selected edge by defining the values of a starting point and an end point.

Example

```
# invert normals of a box
box b 10 20 30
normals b 5
invert b
normals b 5

# to assign a value to an edge
box b1 10 20 30
# to define the box as edges
explode b1 e
b_1 b_2 b_3 b_4 b_5 b_6 b_7 b_8 b_9 b_10 b_11 b_12
```

```
# to define as an edge
makedge e 1
# to define the length of the edge as starting from 0
and finishing at 1
range e 0 1
```

7.1.3 explode, exwire, nbshapes

Syntax:
```
explode name [C/So/Sh/F/W/E/V]
exwire name
nbshapes name
```

explode extracts subshapes from an entity. The subshapes will be named *name_1*, *name_2*, ... Note that they are not copied but shared with the original.

With name only, **explode** will extract the first sublevel of shapes: the shells of a solid or the edges of a wire, for example. With one argument, **explode** will extract all subshapes of that type: *C* for compounds, *So* for solids, *Sh* for shells, *F* for faces, *W* for wires, *E* for edges, *V* for vertices.

exwire is a special case of **explode** for wires, which extracts the edges in an ordered way,if possible. Each edge, for example, is connected to the following one by a vertex.

nbshapes counts the number of shapes of each type in an entity.

Example

```
# on a box
box b 10 20 30

# whatis returns the type and various information
whatis b
=> b is a shape SOLID FORWARD Free Modified

# make one shell
explode b
whatis b_1
=> b_1 is a shape SHELL FORWARD Modified Orientable
Closed

# extract the edges b_1, ... , b_12
explode b e
==>b_1 ... b_12

# count subshapes
nbshapes b
==>
Number of shapes in b
VERTEX : 8
EDGE : 12
WIRE : 6
FACE : 6
SHELL : 1
SOLID : 1
COMPSOLID : 0
COMPOUND : 0
```

```
SHAPE : 34
```

7.1.4 emptycopy, add, compound

Syntax:
```
emptycopy [newname] name
add name toname
compound [name ...] compoundname
```

emptycopy returns an empty shape with the same orientation, location, and geometry as the target shape, but with no sub-shapes. If the newname argument is not given, the new shape is stored with the same name. This command is used to modify a frozen shape. A frozen shape is a shape used by another one. To modify it, you must emptycopy it. Its subshape may be reinserted with the **add** command.

add inserts shape C into shape S. Verify that C and S reference compatible types of objects:

- Any *Shape* can be added to a *Compound*.
- Only a *Solid* can be added to a *CompSolid*.
- Only a *Shell*, an *Edge* or a *Vertex* can be added into a *Solid*.
- Only a *Face* can be added to a *Shell*.
- Only a *Wire* and *Vertex* can be added in a *Solid*.
- Only an *Edge* can be added to a *Wire*.
- Only a *Vertex* can be added to an *Edge*.
- Nothing can be added to a *Vertex*.

Care should be taken using **emptycopy** and **add**.

On the other hand, **compound** is a safe way to achieve a similar result. It creates a compound from shapes. If no shapes are given, the compound is empty.

Example

```
# a compound with three boxes
box b1 0 0 0 1 1 1
box b2 3 0 0 1 1 1
box b3 6 0 0 1 1 1
compound b1 b2 b3 c
```

7.1.5 checkshape

Syntax:
```
checkshape [-top] shape [result] [-short]
```

Where:

-top – check only topological validity of a shape.

shape – the only required parameter which represents the name of the shape to check.

result – optional parameter which is the prefix of the output shape names.

-short – short description of check.

checkshape examines the selected object for topological and geometric coherence. The object should be a three dimensional shape.

Example

```
# checkshape returns a comment valid or invalid
box b1 0 0 0 1 1 1
checkshape b1
# returns the comment
this shape seems to be valid
```

NOTE
This test is performed using the tolerance set in the algorithm.

7.2 Curve and surface topology

This group of commands is used to create topology from shapes and to extract shapes from geometry.

- To create vertices, use the **vertex** command.
- To create edges use, the **edge**, **mkedge** commands.
- To create wires, use the **wire**, **polyline**, **polyvertex** commands.
- To create faces, use the **mkplane**, **mkface** commands.
- To extract the geometry from edges or faces, use the **mkcurve** and **mkface** commands.
- To extract the 2d curves from edges or faces, use the **pcurve** command.

7.2.1 vertex

Syntax: `vertex name [x y z / p edge]`

Creates a vertex at either a 3d location x,y,z or the point at parameter p on an edge.

Example

```
vertex v1 10 20 30
```

7.2.2 edge, mkedge, uisoedge, visoedge

Syntax: edge name vertex1 vertex2
mkedge edge curve [surface] [pfirst plast] [vfirst [pfirst] vlast [plast]]
uisoedge edge face u v1 v2
visoedge edge face v u1 u2

edge creates a straight line edge between two vertices.

mkedge generates edges from curves[4].Two parameters can be given for the vertices: the first and last parameters of the curve are given by default. Vertices can also be given with their parameters, this option allows you to block the creation of new vertices. If the parameters of the vertices are not given, they are computed by projection on the curve. Instead of a 3d curve, a 2d curve and a surface can be given.

Example

```
# straight line edge
vertex v1 10 0 0
vertex v2 10 10 0
edge e1 v1 v2

# make a circular edge
circle c 0 0 0 5
mkedge e2 c 0 pi/2

# A similar result may be achieved by trimming the curve
# The trimming is removed by mkedge
trim c c 0 pi/2
mkedge e2 c
```

visoedge and **uisoedge** are commands that generate a uiso parameter edge or a viso parameter edge.

[4] Compare the BRepAPI_MakeEdge class in Topology

Example

```
# to create an edge between v1 and v2 at point u
# to create the example plane
plane p
trim p p 0 1 0 1
convert p p
incudeg p 3
incvdeg p 3
movep p 2 2 0 0 1
movep p 3 3 0 0 0.5
mkface p p
# to create the edge in the plane at the u axis point
0.5, and between the v axis points v=0.2 and v =0.8
uisoedge e p 0.5 0.20 0.8
```

7.2.3 *wire, polyline, polyvertex*

Syntax:
```
wire wirename e1/w1 [e2/w2 ...]
polyline name x1 y1 z1 x2 y2 z2 ...
polyvertex name v1 v2 ...
```

wire creates a wire from edges or wires. The order of the elements should ensure that the wire is connected, and vertex locations will be compared to detect connection. If the vertices are different, new edges will be created to ensure topological connectivity. The original edge may be copied in the new one.

polyline creates a polygonal wire from point coordinates. To make a closed wire, you should give the first point again at the end of the argument list.

polyvertex creates a polygonal wire from vertices.

Example

```
# create two polygonal wires
# glue them and define as a single wire
polyline w1 0 0 0 10 0 0 10 10 0
polyline w2 10 10 0 0 10 0 0 0 0
wire w w1 w2
```

7.2.4 profile

Syntax `profile name [code values] [code values] ...`

Code	Values	Action
O	X Y Z	Sets the origin of the plane
P	DX DY DZ UX UY UZ	Sets the normal and X of the plane
F	X Y	Sets the first point
X	DX	Translates a point along X
Y	DY	Translates a point along Y
L	DL	Translates a point along direction
XX	X	Sets point X coordinate
YY	Y	Sets point Y coordinate
T	DX DY	Translates a point
TT	X Y	Sets a point
R	Angle	Rotates direction
RR	Angle	Sets direction
D	DX DY	Sets direction
IX	X	Intersects with vertical
IY	Y	Intersects with horizontal
C	Radius Angle	Arc of circle tangent to direction

Suffix	
No suffix	Makes a closed face
W	Make a closed wire
WW	Make an open wire

profile builds a profile in a plane using a moving point and direction. By default, the profile is closed and a face is created. The original point is 0 0, and direction is 1 0 situated in the XY plane.

Codes and values are used to define the next point or change the direction. When the profile changes from a straight line to a curve, a tangent is created. All angles are in degrees and can be negative.

The point [code values] can be repeated any number of times and in any order to create the profile contour.

The profile shape definition is the suffix; no suffix produces a face, **w** is a closed wire, **ww** is an open wire.

Code letters are not case-sensitive.

Example

```
# to create a trianglular plane using a vertex at the
origin, in the xy plane
profile p O 0 0 0 X 1 Y 0 x 1 y 1
```

Example

```
# to create a contour using the different code
possibilities

# two vertices in the xy plane
profile p F 1 0 x 2 y 1 ww

# to view from a point normal to the plane
top

# add a circular element of 45 degrees
profile p F 1 0 x 2 y 1 c 1 45 ww

# add a tangential segment with a length value 1
profile p F 1 0 x 2 y 1 c 1 45 l 1 ww

# add a vertex with xy values of 1.5 and 1.5
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 ww

# add a vertex with the x value 0.2, y value is constant
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 ww

# add a vertex with the y value 2 x value is constant
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 yy 2 ww

# add a circular element with a radius value of 1 and a
circular value of 290 degrees
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 yy 2 c
1 290

# wire continues at a tangent to the intersection x = 0
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 yy 2 c
1 290 ix 0 ww

# continue the wire at an angle of 90 degrees until it
intersects the y axis at y= -o.3
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 yy 2 c
1 290 ix 0 r 90 ix -0.3 ww

#close the wire
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 yy 2 c
1 290 ix 0 r 90 ix -0.3 w

# to create the plane with the same contour
profile p F 1 0 x 2 y 1 c 1 45 l 1 tt 1.5 1.5 xx 0.2 yy 2 c
1 290 ix 0 r 90 ix -0.3
```

7.2.5 bsplineprof

Syntax: `bsplineprof name [S face] [W WW]`

for an edge : <digitizes> ... <mouse button 2>
to end profile : <mouse button 3>

Build a profile in the XY plane from digitizes
By default the profile is closed and a face is built.

W Make a closed wire
WW Make an open wires

bsplineprof creates a 2d profile from bspline curves using the mouse as the input. MB1 creates the points, MB2 finishes the current curve and starts the next curve, MB3 closes the profile.

The profile shape definition is the suffix; no suffix produces a face, **w** is a closed wire, **ww** is an open wire.

Example

```
#to view the xy plane
top
#to create a 2d curve with the mouse
bsplineprof res
# click mb1 to start the curve
# click mb1 to create the second vertex
# click mb1 to create a curve
==>
#click mb2 to finish the curve and start a new curve
==>
# click mb1 to create the second curve
# click mb3 to create the face
```

7.2.6 mkoffset

Syntax: mkoffset result face/compound of wires nboffset stepoffset

mkoffset creates a parallel wire in the same plane using a face or an existing continuous set of wires as a reference. The number of occurences is not limited.

The offset distance defines the spacing and the positionning of the occurences.

Example

```
#Create a box and select a face
box b 1 2 3
explode b f
#Create three exterior parallel contours with an offset
value of 2
mkoffset r b_1 3 2
Create one interior parallel contour with an offset
value of
```

```
0.4
mkoffset r b_1 1 -0.4
```

NOTE

The mkoffset command must be used with prudence, angular contours produce offset contours with fillets. Interior parallel contours can produce more than one wire, normally these are refused. In the following example, any increase in the offset value is refused

Example

```
# to create the example contour
profile p F 0 0 x 2 y 4 tt 1 1 tt 0 4 w
# to create an incoherent interior offset
mkoffset r p 1 -0.50
==>p is not a FACE but a WIRE
BRepFill_TrimEdgeTool: incoherent intersection
# to create two incoherent wires
mkoffset r p 1 -0.50
```

7.2.7 mkplane, mkface

Syntax:
```
mkplane name wire
mkface name surface [ufirst ulast vfirst vlast]
```

mkplane generates a face from a planar wire. The planar surface will be constructed with an orientation which keeps the face inside the wire.

mkface generates a face from a surface. Parameter values can be given to trim a rectangular area. The default boundaries are those of the surface.

Example

```
# make a polygonal face
polyline f 0 0 0 20 0 0 20 10 0 10 10 0 10 20 0 0 20
0 0 0 0
mkplane f f

# make a cylindrical face
cylinder g 10
trim g g -pi/3 pi/2 0 15
mkface g g
```

7.2.8 mkcurve, mksurface

Syntax:
```
mkcurve curve edge
mksurface name face
```

mkcurve creates a 3d curve from an edge. The curve will be trimmed to the edge boundaries.

mksurface creates a surface from a face. The surface will not be trimmed.

Example

```
# make a line
vertex v1 0 0 0
vertex v2 10 0 0
edge e v1 v2
mkcurve l e
```

7.2.9 pcurve

Syntax: `pcurve [name edgename] facename`

pcurve extracts the 2d curve of an edge on a face. If only the face is specified, the command extracts all the curves and colors them according to their orientation. This is useful in checking to see if the edges in a face are correctly oriented, i.e. they turn counterclockwise. To make curves visible, use a fitted 2d view.

Example

```
# view the pcurves of a face
plane p
trim p p -1 1 -1 1
mkface p p
av2d; # a 2d view
pcurve p
2dfit
```

7.2.10 chfi2d

Syntax: `chfi2d result face [edge1 edge2 (F radius/CDD d1 d2/CDA d ang) ....`

`chfi2d` creates chamfers and fillets on 2D objects. Select t:wo adjacent edges and:

- a radius value
- two respective distance values
- a distance value and an angle

The radius value produces a fillet between the two faces.

The distance is the length value from the edge between the two selected faces in a normal direction.

Example

```
# to create a 2d fillet
top
profile p x 2 y 2 x -2
chfi2d cfr p . . F 0.3
==>Pick an object
#select an edge
==>Pick an object
#select an edge
```

Example

```
# to create a 2d chamfer using two distances
profile p x 2 y 2 x -2
chfi2d cfr p . . CDD 0.3 0.6
==>Pick an object
#select an edge
==>Pick an object
#select an edge
```

Example

```
# to create a 2d chamfer using a defined distance and
angle
top
profile p x 2 y 2 x -2
chfi2d cfr p . . CDA 0.3 75
==>Pick an object
#select an edge
==>Pick an object
#select an edge
```

7.2.11 nproject

Syntax: `nproject pj e1 e2 e3 ... surf -g -d [dmax] [Tol [continuity [maxdeg [maxseg]]]`

nproject creates a shape projection which is normal to the target surface.

Example

```
# create a curved surface
line l 0 0 0 1 0 0
 trim l l 0 2
 convert l l

 incdeg l 3
 cmovep l 1 0 0.5 0
 cmovep l 3 0 0.5 0
 copy l ll
 translate ll 2 -0.5 0
 mkedge e1 l
 mkedge e2 ll
 wire w e1 e2
```

```
  prism p w 0 0 3
  donl p
#display in four views
mu4
fit
# create the example shape
circle c 1.8 -0.5 1 0 1 0 1 0 0 0.4
mkedge e c
donly p e
# create the normal projection of the shape(circle)
nproject r e p
```

7.3 Primitives

Primitive commands make it possible to create simple shapes. They include:

- **box** and **wedge** commands.
- **pcylinder**, **pcone**, **psphere**, **ptorus** commands.
- **halfspace** command

7.3.1 box, wedge

Syntax:
```
box name [x y z] dx dy dz
wedge name dx dy dz ltx / xmin zmin xmax xmax
```

box creates a box parallel to the axes with dimensions dx,dy,dz. x,y,z is the corner of the box. It is the default origin.

wedge creates a box with five faces called a wedge. One face is in the OXZ plane, and has dimensions dx,dz while the other face is in the plane y = dy. This face either has dimensions ltx, dz or is bounded by xmin,zmin,xmax,zmax.

The other faces are defined between these faces. The face in the y=yd plane may be degenerated into a line if ltx = 0, or a point if xmin = xmax and ymin = ymax. In these cases, the line and the point both have 5 faces each. To position the wedge use the **ttranslate** and **trotate** commands.

Example

```
# a box at the origin
box b1 10 20 30

# another box
box b2 30 30 40 10 20 30

# a wedge
wedge w1 10 20 30 5
```

```
# a wedge with a sharp edge (5 faces)
wedge w2 10 20 30 0

# a pyramid
wedge w3 20 20 20 10 10 10 10
```

7.3.2 pcylinder, pcone, psphere, ptorus

Syntax: pcylinder name [plane] radius height [angle]
pcone name [plane] radius1 radius2 height [angle]
pcone name [plane] radius1 radius2 height [angle]
psphere name [plane] radius1 [angle1 angle2] [angle]
ptorus name [plane] radius1 radius2 [angle1 angle2] [angle]

All these commands create solid blocks in the default coordinate system, using the Z axis as the axis of revolution and the X axis as the origin of the angles. To use another system, translate and rotate the resulting solid or use a plane as first argument to specify a coordinate system. All primitives have an optional last argument which is an angle expreesed in degrees and located on the Z axis, starting from the X axis. The default angle is 360.

pcylinder creates a cylindrical block with the given radius and height.

pcone creates a truncated cone of the given height with radius1 in the plane z = 0 and radius2 in the plane z = height. Neither radius can be negative, but one of them can be null.

psphere creates a solid sphere centered on the origin. If two angles, *angle1* and *angle2,* are given, the solid will be limited by two planes at latitude *angle1* and *angle2*. The angles must be increasing and in the range -90,90.

ptorus creates a solid torus with the given radii, centered on the origin, which is a point along the z axis. If two angles increasing in degree in the range 0 – 360 are given, the solid will be bounded by two planar surfaces at those positions on the circle.

Example

```
# a can shape
pcylinder cy 5 10

# a quarter of a truncated cone
pcone co 15 10 10 90

# three-quarters of sphere
psphere sp 10 270

# half torus
ptorus to 20 5 0 90
```

7.3.3 halfspace

Syntax: `halfspace result face/shell x y z`

halfspace creates an infinite solid volume based on a face in a defined direction. This volume can be used to perform the boolean operation of cutting a solid by a face or plane.

Example

```
box b 0 0 0 1 2 3
explode b f
==>b_1 b_2 b_3 b_4 b_5 b_6
halfspace hr b_3 0.5 0.5 0.5
```

7.4 Sweeping

Sweeping creates shapes by sweeping out a shape along a defined path:

- **prism** sweeps along a direction.
- **revol** sweeps around an axis.
- **pipe** sweeps along a wire.
- **mksweep** and **buildsweep** are commands to create sweeps by defining the arguments and algorithms.
- **thrusections** creates a sweep from wire in different planes.

7.4.1 prism

Syntax: `prism result base dx dy dz [Copy | Inf | SemiInf]`

prism creates a new shape by sweeping a shape in a direction. Any shape can be swept: a vertex gives an edge; an edge gives a face; and a face gives a solid.

The shape is swept along the vector dx dy dz. The original shape will be shared in the result unless *Copy* is specified. If *Inf* is specified the prism is infinite in both directions. If *SemiInf* is specified the prism is infinite in the dx,dy,dz direction, and the length of the vector has no importance.

Example

```
# sweep a planar face to make a solid
polyline f 0 0 0 10 0 0 10 5 0 5 5 0 5 15 0 0 15 0 0 0 0
mkplane f f
prism p f 0 0 10
```

7.4.2 revol

Syntax: `revol result base x y z dx dy dz angle [Copy]`

revol creates a new shape by sweeping a base shape through an angle along the axis x,y,z dx,dy,dz. As with the prism command, the shape can be of any type and is not shared if *Copy* is specified.

Example

```
# shell by wire rotation
polyline w 0 0 0 10 0 0 10 5 0 5 5 0 5 15 0 0 15 0
revol s w 20 0 0 0 1 0 90
```

7.4.3 pipe

Syntax: `pipe name wire_spine Profile`

pipe creates a new shape by sweeping a shape known as the profile along a wire known as the spine.

Example

```
# sweep a circle along a bezier curve to make a solid
pipe

beziercurve spine 4 0 0 0 10 0 0 10 10 0 20 10 0
mkedge spine spine
wire spine spine
circle profile 0 0 0 1 0 0 2
mkedge profile profile
wire profile profile
mkplane profile profile
pipe p spine profile
```

7.4.4 mksweep, deletesweep, buildsweep, simulsweep

Syntax: mksweep wire
addsweep wire[vertex][-M][-C] [auxiilaryshapedeletesweep wire
setsweep options [arg1 [arg2 [...]]]

options are :

-FR : Tangent and Normal are defined by a Frenet trihedron
-CF : Tangent is given by Frenet,
the Normal is computed to minimize the torsion
-DX Surf : Tangent and Normal are given by Darboux trihedron,
Surf must be a shell or a face
-CN dx dy dz : BiNormal is given by dx dy dz

-FX Tx Ty TZ [Nx Ny Nz] : Tangent and Normal are fixed
-G guide 0|1(AC
simulsweep r [n] [option]
buildsweep [r] [option] [Tol]

These commands are used to create a shape from wires. One wire is designated as the contour that defines the direction; it is called the spine. At least one other wire is used to define the the sweep profile.

mksweep initializes the sweep creation and defines the wire to be used as the spine.

addsweep defines the wire to be used as the profile.

deletesweep cancels the choice of profile wire, without leaving the mksweep mode. You can re-select a profile wire.

setsweep commands the algorithms used for the construction of the sweep.

simulsweep can be used to create a preview of the shape. [n] is the number of sections that are used to simulate the sweep.

buildsweep creates the sweep using the arguments defined by all the commands.

Example

```
#create a sweep based on a semi-circular wire using the
Frenet algorithm
#create a circular figure
circle c2 0 0 0 1 0 0 10
trim c2 c2 -pi/2 pi/2
mkedge e2 c2
donly e2
wire w e2
whatis w
mksweep w
# to display all the options for a sweep
setsweep
#to create a sweep using the Frenet algorithm where the
#normal is computed to minimise the torsion
setsweep -CF
addsweep w -R
# to simulate the sweep with a visual approximation
simulsweep w 3
buildsweep w –R
```

7.4.5 thrusections

Syntax: thrusections [-N] result issolid isruled wire1 wire2 [..wire..]

thrusections creates a shape using wires that are positioned in different planes. Each wire selected must have the same number of edges and vertices.
A bezier curve is generated between the vertices of each wire. The option [-N] means no check is made on wires for direction.

Example

```
#create three wires in three planes
polyline w1 0 0 0 5 0 0 5 5 0 2 3 0
polyline w2 0 1 3 4 1 3 4 4 3 1 3 3
polyline w3 0 0 5 5 0 5 5 5 5 2 3 5
# create the shape
thrusections th issolid isruled w1 w2 w3
==>thrusections th issolid isruled w1 w2 w3
  Tolerances obtenues   --> 3d : 0
                        --> 2d : 0
```

7.5 Topological transformation

Transformations are applications of matrices. When the transformation is nondeforming, such as translation or rotation, the object is not copied. The topology localcoordinate system feature is used. The copy can be enforced with the **tcopy** command.

- **tcopy** makes a copy of the structure of a shape.
- **ttranslate**, **trotate**, **tmove**, **reset** move a shape.
- **tmirror**, **tscale** always modify the shape.

7.5.1 tcopy

Syntax: `tcopy name toname [name toname ...]`

Copies the structure of one shape, including the geometry, into another, newer shape.

Example

```
# create an edge from a curve and copy it
beziercurve c 3 0 0 0 10 0 0 20 10 0
mkedge e1 c
ttranslate e1 0 5 0
tcopy e1 e2
ttranslate e2 0 5 0
# now modify the curve, only e1 and e2 will be modified
cmovep c 2 0 0 20
```

7.5.2 tmove, treset

Syntax:
```
tmove name [name ...] shape
reset name [name ...]
```

tmove and **reset** modify the location, or the local coordinate system of a shape.

tmove applies the location of a given shape to other shapes. **reset** restores one or several shapes it to its or their original coordinate system(s).

Example

```
# create two boxes
box b1 10 10 10
box b2 20 0 0 10 10 10
# translate the first box
ttranslate b1 0 10 0
# and apply the same location to b2
tmove b2 b1
# return to original positions
reset b1 b2
```

7.5.3 ttranslate, trotate

Syntax:
```
ttranslate [name ...] dx dy dz
trotate [name ...] x y z dx dy dz angle
```

ttranslate translates a set of shapes by a given vector, and **trotate** rotates them by a given angle around an axis. Both commands only modify the location of the shape. When creating multiple shapes, the same location is used for all the shapes. (See toto.tcl example below. Note that the code of this file can also be directly executed in interactive mode.)

Locations are very economic in the data structure because multiple occurences of an object share the topological description.

Example

```
# make rotated copies of a sphere in between two cylinders
# create a file source toto.tcl
# toto.tcl code:
for {set i 0} {$i < 360} {incr i 20} {
copy s s$i
trotate s$i 0 0 0 0 0 1 $i
}

# create two cylinders
pcylinder c1 30 5
copy c1 c2
ttranslate c2 0 0 20

#create a sphere
psphere s 3
ttranslate s 25 0 12.5

# call the source file for multiple copies
```

```
source toto.tcl
```

7.5.4 tmirror, tscale

Syntax:
```
tmirror name x y z dx dy dz
tscale name x y z scale
```

tmirror makes a mirror copy of a shape about a plane x,y,z dx,dy,dz. **Tscale** applies a central homotopic mapping to a shape.

Example

```
# mirror a portion of cylinder about the YZ plane
pcylinder c1 10 10 270
copy c1 c2
tmirror c2 15 0 0 1 0 0
# and scale it
tscale c1 0 0 0 0.5
```

7.6 Old Topological operations

- **fuse**, **cut**, **common** are boolean operations.
- **section**, **psection** compute sections.
- **sewing** joins two or more shapes.

7.6.1 fuse, cut, common

Syntax:
```
fuse name shape1 shape2
cut name shape1 shape2
common name shape1 shape2
```

fuse creates a new shape by a boolean operation on two existing shapes. The new shape contains both originals intact.

cut creates a new shape which contains all of the second shape but only the first shape without the intersection of the two shapes.

common creates a new shape which contains only what is in common between the two original shapes in their intersection.

Example

```
# all four boolean operations on a box and a cylinder

box b 0 -10 5 20 20 10
pcylinder c 5 20

fuse s1 b c
ttranslate s1 40 0 0

cut s2 b c
ttranslate s2 -40 0 0

cut s3 c b
ttranslate s3 0 40 0

common s4 b c
ttranslate s4 0 -40 0
```

7.6.2 section, psection

Syntax:
```
section result shape1 shape2
psection name shape plane
```

section creates a compound object consisting of the edges for the intersection curves on the faces of two shapes.

psection creates a planar section consisting of the edges for the intersection curves on the faces of a shape and a plane.

Example

```
# section line between a cylinder and a box
pcylinder c 10 20
box b 0 0 5 15 15 15
trotate b 0 0 0 1 1 1 20
section s b c

# planar section of a cone
pcone c 10 30 30
plane p 0 0 15 1 1 2
psection s c p
```

7.6.3 sewing

Syntax:
```
sewing result [tolerance] shape1 shape2 ...
```

Sewing joins shapes by connecting their adjacent or near adjacent edges. Adjacency can be redefined by modifying the tolerance value.

Example

```
# create two adjacent boxes
box b 0 0 0 1 2 3
box b2 0 2 0 1 2 3
sewing sr b b2
whatis sr
sr is a shape COMPOUND FORWARD Free Modified
```

7.7 New Topological operations

The new algorithm of Boolean operations avoids a large number of weak points and limitations presented in the old boolean operation algorithm.

7.7.1 bop, bopfuse, bopcut, boptuc, bopcommon,

bop defines **shape1** and **shape2** subject to ulterior Boolean operations

bopfuse creates a new shape by a boolean operation on two existing shapes. The new shape contains both originals intact.

bopcut creates a new shape which contains all ??? of the second shape but only the first shape without the intersection of the two shapes.

boptuc is a reverced **bopcut**.

bopcommon creates a new shape which contains only whatever is in common between the two original shapes in their intersection.

Syntax:
```
bop shape1 shape2
bopcommon result
bopfuse result
bopcut result
boptuc result
```

These commands have short variants:

```
bcommon result shape1 shape2
bfuse result shape1 shape2
bcut result shape1 shape2
```

bop fills data structure (DS) of boolean operation for **shape1** and **shape2**.
bopcommon, bopfuse, bopcut, boptuc commands used after **bop** command. After one **bop** command it is possible to call several commands from the list above. For example: **bop** S1 S2; **bopfuse** R.

Example

```
# all four boolean operations on a box and a cylinder

box b 0 -10 5 20 20 10
pcylinder c 5 20

# fills data structure
bop b c

bopfuse s1
ttranslate s1 40 0 0
```

```
bopcut s2
ttranslate s2 -40 0 0

boptuc s3
ttranslate s3 0 40 0

bopcommon s4
ttranslate s4 0 -40 0


Short variants of commands:

bfuse s11 b c
ttranslate s11 40 0 100

bcut s12 b c
ttranslate s12 -40 0 100

bcommon s14 b c
ttranslate s14 0 -40 100
```

7.7.2 bopsection

bopsection creates a compound object consisting of the edges for the intersection curves on the faces of two shapes.

Syntax:

```
bop shape1 shape2
bopsection result
```

Short variant:

```
bsection result shape1 shape2 [-2d/-2d1/-2s2] [-a]
```

bop fills data structure (DS) of boolean operation for **shape1** and **shape2**.
bopsection command used after **bop** command.

-2d - PCurves are computed on both parts.
-2d1 - PCurves are computed on first part.
-2d2 - PCurves are computed on second part.
-a - geometries built are approximated.

Example

```
# section line between a cylinder and a box
pcylinder c 10 20
box b 0 0 5 15 15 15
trotate b 0 0 0 1 1 1 20
bop b c
bopsection s
# Short variant:
bsection s2 b c
```

7.7.3 bopcheck, bopargshape

Syntax: `bopcheck shape`
bopargcheck shape1 [[shape2] [-F/O/C/T/S/U] [/R|F|T|V|E|I|P]] [#BF]

bopcheck checks a shape for self-interference.

bopargcheck checks the validity of argument(s) for boolean operations.

-<Boolean Operation>
F (fuse)
O (common)
C (cut)
T (cut21)
S (section)
U (unknown)
By default a section is made.

/<Test Options>
R (disable small edges (shrank range) test)
F (disable faces verification test)
T (disable tangent faces searching test)
V (disable test possibility to merge vertices)
E (disable test possibility to merge edges)
I (disable self-interference test)
P (disable shape type test)
By default all options are enabled.

#<Additional Test Options>
B (stop test on first faulty found); default OFF
F (full output for faulty shapes);
By default the output is made in a short format.

NOTE: <Boolean Operation> and <Test Options> are used only for a couple of argument shapes, except for **I** and **P** options that are always used to test a couple of shapes as well as a single shape.

Example

```
#  checks a shape on self-interference
box b1 0 0 0 1 1 1
bopcheck b1

#  checks the validity of argument for boolean cut operations
box b2 0 0 0 10 10 10
bopargcheck b1 b2 -C
```

7.8 Drafting and blending

Drafting is creation of a new shape by tilting faces through an angle.

Blending is the creation of a new shape by rounding edges to create a fillet.

- Use the **depouille** command for drafting.
- Use the **chamf** command to add a chamfer to an edge
- Use the **blend** command for simple blending.
- Use **fubl** for a fusion + blending operation.
- Use **buildevol**, **mkevol**, **updatevol** to realize varying radius blending.

7.8.1 depouille

Syntax: dep result shape dirx diry dirz face angle x y x dx dy dz [face angle...]

depouille creates a new shape by drafting one or more faces of a shape.

Identify the shape(s) to be drafted, the drafting direction, and the face(s) with an angle and an axis of rotation for each face. You can use dot syntax to identify the faces.

Example

```
# draft a face of a box
box b 10 10 10
explode b f
==> b_1 b_2 b_3 b_4 b_5 b_6

dep a b 0 0 1 b_2 10 0 10 0 1 0 5
```

7.8.2 chamf

Syntax:
```
chamf newname shape edge face S dist
chamf newname shape edge face dist1 dist2
chamf newname shape edge face A dist angle
```

chamf creates a chamfer along the edge between faces using:

- a equal distances from the edge
- the edge, a face and distance, a second distance
- the edge, a reference face and an angle

Use the dot syntax to select the faces and edges.

Example

```
# to create a chamfer based on equal distances from the
edge (45 degree angle)
# create a box
box b 1 2 3
chamf ch b . . S 0.5
==>Pick an object
# select an edge
==>Pick an object
# select an adjacent face
```

Example

```
# to create a chamfer based on different distances from
the selected edge
box b 1 2 3
chamf ch b . . 0.3 0.4
==>Pick an object
# select an edge
==>Pick an object
# select an adjacent face
```

Example

```
# to create a chamfer based on a distance from the edge
and an angle
box b 1 2 3
chamf ch b . . A 0.4 30
==>Pick an object
# select an edge
==>Pick an object
# select an adjacent face
```

7.8.3 blend

Syntax: `blend result object rad1 ed1 rad2 ed2 ... [R/Q/P]`

blend creates a new shape by filleting the edges of an existing shape. The edge must be inside the shape. You may use the dot syntax. Note that the blend is propagated to the edges of tangential planar, cylindrical or conical faces.

Example

```
# blend a box, click on an edge
box b 20 20 20
blend b b 2 .
==>tolerance ang : 0.01
==>tolerance 3d : 0.0001
==>tolerance 2d : 1e-05
==>fleche : 0.001
==>tolblend 0.01 0.0001 1e-05 0.001
==>Pick an object
```

```
# click on the edge you want ot fillet

==>COMPUTE: temps total 0.1s dont :
==>- Init + ExtentAnalyse 0s
==>- PerformSetOfSurf 0.02s
==>- PerformFilletOnVertex 0.02s
==>- FilDS 0s
==>- Reconstruction 0.06s
==>- SetRegul 0s
```

7.8.4 fubl

Syntax: `fubl name shape1 shape2 radius`

fubl creates a boolean fusion of two shapes and then blends (fillets) the intersection edges using the given radius.

Example

```
# fuse-blend two boxes
box b1 20 20 5
copy b1 b2
ttranslate b2 -10 10 3
fubl a b1 b2 1
```

See also: **fuse**, **blend**

7.8.5 mkevol, updatevol, buildevol

Syntax:
```
mkevol result object (then use updatevol) [R/Q/P]
updatevol edge u1 radius1 [u2 radius2 ...]
buildevol
```

These three commands work together to create fillets with evolving radii.

mkevol allows you to specify the shape and the name of the result. It returns the tolerances of the fillet.

updatevol allows you to describe the filleted edges you want to create. For each edge, you give a set of coordinates: parameter and radius and the command prompts you to pick the edge of the shape which you want to modify. The parameters will be calculated along the edges and the radius function applied to the whole edge.

buildevol produces the result described previously in **mkevol** and **updatevol**.

Example

```
# makes an evolved radius on a box
box b 10 10 10
mkevol b b
==>tolerance ang : 0.01
==>tolerance 3d : 0.0001
```

```
==>tolerance 2d : 1e-05
==>fleche : 0.001
==>tolblend 0.01 0.0001 1e-05 0.001

# click an edge
updatevol . 0 1 1 3 2 2
==>Pick an object

buildevol
==>Dump of SweepApproximation
==>Error 3d = 1.28548881203818e-14
==>Error 2d = 1.3468326936926e-14 ,
==>1.20292299999388e-14
==>2 Segment(s) of degree 3

==>COMPUTE: temps total 0.91s dont :
==>- Init + ExtentAnalyse 0s
==>- PerformSetOfSurf 0.33s
==>- PerformFilletOnVertex 0.53s
==>- FilDS 0.01s
==>- Reconstruction 0.04s
==>- SetRegul 0s
```

7.9 Topological analysis

Analysis of shapes includes commands to compute length, area, volumes and inertial properties.

- Use **lprops**, **sprops**, **vprops** to compute integral properties.
- Use **bounding** to display the bounding box of a shape.
- Use **distmini** to calculate the minimum distance between two shapes.

7.9.1 lprops, sprops, vprops

Syntax:
```
lprops shape
sprops shape
vprops shape
```

lprops computes the mass properties of all edges in the shape with a linear density of 1, **sprops** of all faces with a surface density of 1 and **vprops** of all solids with a density of 1.

All three commands print the mass, the coordinates of the center of gravity, the matrix of inertia and the moments. Mass is either the length, the area or the volume. The center and the main axis of inertia are displayed.

Example

```
# volume of a cylinder
pcylinder c 10 20
vprops c
==> results
Mass : 6283.18529981086

Center of gravity :
X = 4.1004749224903e-06
Y = -2.03392858349861e-16
Z = 9.9999999941362

Matrix of Inertia :
366519.141445068                    5.71451850691484e-12
0.257640437382627
5.71451850691484e-12                366519.141444962
2.26823064169991e-10                0.257640437382627
2.26823064169991e-10                314159.265358863

Moments :
IX = 366519.141446336
IY = 366519.141444962
I.Z = 314159.265357595
```

7.9.2 bounding

Syntax: `bounding shape`

Displays the bounding box of a shape. The bounding box is a cuboid created with faces parallel to the x, y, and z planes. The command returns the dimension values of the the box, “xmin ymin zmin xmax ymax zmax.”

Example

```
# bounding box of a torus
ptorus t 20 5
bounding t
==>-27.059805107309852              -27.059805107309852 -
5.0000001000000003
==>27.059805107309852               27.059805107309852
5.0000001000000003
```

7.9.3 distmini

Syntax: `distmini name Shape1 Shape2`

distmini calculates the minimum distance between two shapes. The calculation returns the number of solutions, If more than one solution exists. The options are displayed in the viewer(red) and the results are listed in the shell window. The distmini lines are considered as shapes which have a value v.

Example

```
box b 0 0 0 10 20 30
box b2 30 30 0 10 20 30
distmini d1 b b2
==>the distance value is : 22.3606797749979
==>the number of solutions is :2

==>solution number 1
==>the type of the solution on the first shape is 0
==>the type of the solution on the second shape is 0
==>the coordinates of the point on the first shape are:
==>X=10 Y=20 Z=30
==>the coordinates of the point on the second shape
are:
==>X=30 Y=30 Z=30

==>solution number 2:
==>the type of the solution on the first shape is 0
==>the type of the solution on the second shape is 0
==>the coordinates of the point on the first shape are:
==>X=10 Y=20 Z=0
==>the coordinates of the point on the second shape
are:
==>X=30 Y=30 Z=0

==>d1_val d1 d12
```

7.10 Surface creation

Surface creation commands include surfaces created from boundaries and from spaces between shapes.

- gplate creates a surface from a boundary definition.
- filling creates a surface from a group of surfaces.

7.10.1 gplate,

Syntax: gplate result nbrcurfront nbrpntconst [SurfInit] [edge 0] [edge tang (1:G1;2:G2) surf]...[point] [u v tang (1:G1;2:G2) surf] ...

gplate creates a surface from a defined boundary. The boundary can be defined using edges, points, or other surfaces.

Example

```
plane p
trim p p -1 3 -1 3
mkface p p
```

```
beziercurve c1 3 0 0 0 1 0 1 2 0 0
mkedge e1 c1
tcopy e1 e2
tcopy e1 e3

ttranslate e2 0 2 0
trotate e3 0 0 0 0 0 1 90
tcopy e3 e4
ttranslate e4 2 0 0
# create the surface
gplate r1 4 0 p e1 0 e2 0 e3 0 e4 0
==>
======== Results ===========
DistMax=8.50014503228635e-16
*** GEOMPLATE END***
Calculation time: 0.33
Loop number: 1
Approximation results
      Approximation error : 2.06274907619957e-13
      Criterium error : 4.97600631215754e-14

#to create a surface defined by edges and passing through a
point
# to define the border edges and the point
plane p
trim p p -1 3 -1 3
mkface p p

beziercurve c1 3 0 0 0 1 0 1 2 0 0
mkedge e1 c1
tcopy e1 e2
tcopy e1 e3

ttranslate e2 0 2 0
trotate e3 0 0 0 0 0 1 90
tcopy e3 e4
ttranslate e4 2 0 0
# to create a point
point pp 1 1 0
# to create the surface
gplate r2 4 1 p e1 0 e2 0 e3 0 e4 0 pp
==>
======== Results ===========
DistMax=3.65622157610934e-06
*** GEOMPLATE END***
Calculculation time: 0.27
Loop number: 1
Approximation results
      Approximation error : 0.000422195884750181
      Criterium error : 3.43709808053967e-05
```

7.10.2 filling, fillingparam

Syntax: filling result nbB nbC nbP [SurfInit] [edge][face]order...
edge[face]order... point/u v face order...

filling creates a surface between borders. It uses the **gplate** algorithm but creates a surface that is tangential to the adjacent surfaces. The result is a smooth continuous surface based on the G1 criterion.

To define the surface border:

- enter the number of edges, constraints, and points
- enumerate the edges, constraints and points

The surface can pass through other points. These are defined after the border definition.

You can use the **fillingparam** command to access the filling parameters.

The options are:

-l : to list current values

-i : to set default values

-r deg nbPonC nbIt anis : to set filling options

-c t2d t3d tang tcur : to set tolerances

-a maxdeg maxseg : Approximation option

Example

```
# to create four curved survaces and a point
plane p
trim p p -1 3 -1 3
mkface p p

beziercurve c1 3 0 0 0 1 0 1 2 0 0
mkedge e1 c1
tcopy e1 e2
tcopy e1 e3

ttranslate e2 0 2 0
trotate e3 0 0 0 0 0 1 90
tcopy e3 e4
ttranslate e4 2 0 0

point pp 1 1 0

prism f1 e1 0 -1 0
prism f2 e2 0 1 0
prism f3 e3 -1 0 0
prism f4 e4 1 0 0

# to create a tangential surface
filling r1 4 0 0 p e1 f1 1 e2 f2 1 e3 f3 1 e4 f4 1
# to create a tangential surface passing through point pp
filling r2 4 0 1 p e1 f1 1 e2 f2 1 e3 f3 1 e4 f4 1 pp#
# to visualise the surface in detail
isos r2 40
# to display the current filling parameters
fillingparam -l
==>
Degree = 3
NbPtsOnCur = 10
```

```
NbIter = 3
Anisotropie = 0
Tol2d = 1e-05
Tol3d = 0.0001
TolAng = 0.01
TolCurv = 0.1

MaxDeg = 8
MaxSegments = 9
```

7.11 Complex Topology

Complex topology is the group of commands that modify the topology of shapes. This includes feature modeling.

7.11.1 offsetshape, offsetcompshape

Syntax:
```
offsetshape r shape offset [tol] [face ...]
offsetcompshape r shape offset [face ...]
```

offsetshape and **offsetcompshape** assigns a thickness to the edges of a shape. The **offset** value can be negative or positive. This value defines the thickness and direction of the resulting shape. Each face can be removed to create a hollow object.

The resulting shape is based on a calculation of intersections. In case of simple shapes such as a box, only the adjacent intersections are required and you can use the **offsetshape** command.

In case of complex shapes, where intersections can occur from non-adjacent edges and faces, use the **offsetcompshape** command. **comp** indicates complete and requires more time to calculate the result.

The opening between the object interior and exterior is defined by the argument face or faces.

Example

```
box b1 10 20 30
explode b1 f
==> b1_1 b1_2 b1_3 b1_4 b1_5 b1_6
offsetcompshape r b1 -1 b1_3
```

Syntax:
```
offsetparameter tolerance intersection(c/p) join(a/i)
offsetload      shape offset [face1 face2 …]
offsetonface    face1 offset1 face2 offset2 …
offsetperform   result
```

offsetparameter sets the values of parameters and options for the following command **offsetload**:

- *tolerance* defines the coincidence tolerance criterion for generated shapes;
- *intersection* defines the mode of intersection: “c” means complete intersection, “p” means partial intersection;
- *join* defines the mode of connecting new adjacent faces: “a” means `GeomAbs_Arc`, “i” means `GeomAbs_Intersection`.

offsetload loads shape, offset value and, if necessary, a set of faces to remove from the shape. These data are later used by command **offsetperform**.

offsetonface indicates the faces of shape (loaded earlier by command **offsetload**) that should be shifted with special offset value. This command is optional. **Warning:** this command should be called only after **offsetload** and it takes effect only if parameter `join = GeomAbs_Intersection`.

offsetperform performs the result of 3d-offset algorithm using the data loaded by previous commands.

Example

```
box b1 10 20 30
explode b1 f
==> b1_1 b1_2 b1_3 b1_4 b1_5 b1_6
offsetparameter 1e-7 p i
offsetload b1 2 b1_1 b1_2
offsetonface b1_3 5
offsetperform result
```

7.11.2 featprism, featdprism, featrevol, featlf, featrf

Syntax:
```
featprism shape element skface Dirx Diry Dirz Fuse(0/1/2) Modify(0/1)
featdprism shape face skface angle Fuse(0/1/2) Modify(0/1)
featrevol shape element skface Ox Oy Oz Dx Dy Dz Fuse(0/1/2) Modify(0/1)
featlf shape wire plane DirX DirY DirZ DirX DirY DirZ Fuse(0/1/2) Modify(0/1)
featrf shape wire plane X Y Z DirX DirY DirZ Size Size Fuse(0/1/2) Modify(0/1)
featperform prism/revol/pipe/dprism/lf result [[Ffrom] Funtil]
featperformval prism/revol/dprism/lf result value
```

featprism loads the arguments for a prism with contiguous sides normal to the face.

featdprism loads the arguments for a prism which is created in a direction normal to the face and includes a draft angle.

featrevol loads the arguments for a prism with a circular evolution.

featlf loads the arguments for a linear rib or slot. This feature uses planar faces and a wire as a guideline.

featrf loads the arguments for a rib or slot with a curved surface. This feature uses a circular face and a wire as a guideline.

featperform loads the arguments to create the feature.

featperformval uses the defined arguments to create a feature with a limiting value.

All the features are created from a set of arguments which are defined when you initialize the feature context. Negative values can be used to create depressions.

Example

```
# to create a feature prism with a draft angle and a
normal direction
# create a box with a wire contour on the upper face
box b 1 1 1
profil f O 0 0 1 F 0.25 0.25 x 0.5 y 0.5 x -0.5
explode b f
# loads the feature arguments defining the draft angle
featdprism b f b_6 5 1 0
# create the feature
featperformval dprism r 1
==>BRepFeat_MakeDPrism::Perform(Height)
BRepFeat_Form::GlobalPerform ()
  Gluer
  still Gluer
  Gluer result
```

```
# to create a feature prism with circular direction
# create a box with a wire contour on the upper face
box b 1 1 1
profil f O 0 0 1 F 0.25 0.25 x 0.5 y 0.5 x -0.5
explode b f
# loads the feature arguments defining a rotation axis
featrevol b f b_6 1 0 1 0 1 0 1 0
featperformval revol r 45
==>BRepFeat_MakeRevol::Perform(Angle)
BRepFeat_Form::GlobalPerform ()
  Gluer
  still Gluer
  Gluer result
```

```
# to create a slot using the linear feature
#create the base model using the multi viewer
mu4
profile p x 5 y 1 x -3 y -0.5 x -1.5 y 0.5 x 0.5 y 4 x -1 y
-5
prism pr p 0 0 1
# create the contour for the linear feature
vertex v1 -0.2 4 0.3
vertex v2 0.2 4 0.3
vertex v3 0.2 0.2 0.3
vertex v4 4 0.2 0.3
vertex v5 4 -0.2 0.3
```

```
edge e1 v1 v2
edge e2 v2 v3
edge e3 v3 v4
edge e4 v4 v5
wire w e1 e2 e3 e4
# define a plane
plane pl 0.2 0.2 0.3 0 0 1
# loads the linear feature arguments
featlf pr w pl 0 0 0.3 0 0 0 0 1
featperform lf result
```

```
# to create a rib using the revolution feature
#create the base model using the multi viewer
mu4
pcylinder c1 3 5
# create the contour for the revolution feature
profile w c 1 190 WW
trotate w 0 0 0 1 0 0 90
ttranslate w -3 0 1
trotate w -3 0 1.5 0 0 1 180
plane pl -3 0 1.5 0 1 0
# loads the revolution feature arguments
featrf c1 w pl 0 0 0 0 0 1 0.3 0.3 1 1
featperform rf result
```

7.11.3 draft

Syntax: `draft result shape dirx diry dirz angle shape/surf/length [-IN/-OUT] [Ri/Ro] [-Internal]`

draft computes a draft angle surface from a wire. The surface is determined by the draft direction, the inclination of the draft surface, a draft angle, and a limiting distance.

- The draft angle is measured in radians.
- The draft direction is determined by the argument -INTERNAL
- The argument Ri/Ro deftermines wether the corner edges of the

draft surface are angular or rounded.

- Arguments that can be used to define the surface distance are:
- length, a defined distance
- shape, until the surface contacts a shape
- surface, until the surface contacts a surface.

NOTE

The original aim of adding a draft angle to a shape is to

produce a shape which can be removed easily from a mould. The Examples below use larger angles than are used normally and the calculation results returned are not indicated.

Example

```
# to create a simple profile
profile p F 0 0 x 2 y 4 tt 0 4 w
# creates a draft with rounded angles
draft res p 0 0 1 3 1 -Ro
# to create a profile with an internal angle
profile p F 0 0 x 2 y 4 tt 1 1.5 tt 0 4 w
# creates a draft with rounded external angles
draft res p 0 0 1 3 1 -Ro
```

7.11.4 deform, nurbsconvert

Syntax: `deform newname name CoeffX CoeffY CoeffZ`

deform modifies the shape using the x, y, and z coefficients. You can reduce or magnify the shape in the x,y, and z directions.

Syntax `nurbsconvert result name [result name]`

nurbsconvert changes the NURBS curve definition of a shape to a Bspline curve definition. This conversion is required for assymetric deformation and prepares the arguments for other commands such as **deform.** The conversion can be necessary when transferring shape data to other applications.

Example

```
pcylinder c 20 20
deform a c 1 3 5
# the conversion to bspline is followed by the
deformation
==> result
```

7.12 Texture Mapping to a Shape

Texture mapping allows you to map textures on a shape. Textures are texture image files and several are predefined. You can control the number of occurrences of the texture on a face, the position of a texture and the scale factor of the texture.

7.12.1 vtexture

Syntax

```
vtexture NameOfShape TextureFile
vtexture NameOfShape
vtexture NameOfShape ?
```

```
vtexture NameOfShape IdOfTexture
```

TextureFile identifies the file containing the texture you want. The same syntax without **TextureFile** disables texture mapping. The question-mark "**?**" lists available textures. **IdOfTexture** allows you to apply predefined textures.

7.12.2 vtexscale

Syntax:
```
vtexscale NameOfShape ScaleU ScaleV
vtexscale NameOfShape ScaleUV
vtexscale NameOfShape
```

ScaleU and **Scale V** allow you to scale the texture according to the U and V parameters individually, while **ScaleUV** applies the same scale to both parameters. The same syntax without **ScaleU**, **ScaleV** or **ScaleUV** disables texture scaling.

7.12.3 vtexorigin

Syntax
```
vtexorigin NameOfShape UOrigin VOrigin
vtexorigin NameOfShape UVOrigin
vtexorigin NameOfShape
```

UOrigin and **VOrigin** allow you to place the texture according to the U and V parameters individually while **UVOrigin** applies the same position value to both parameters. The same syntax without **UOrigin**, **VOrigin** or **UVOrigin** disables origin positioning.

7.12.4 vtexrepeat

Syntax
```
vtexrepeat NameOfShape URepeat VRepeat
vtexrepeat NameOfShape UVRepeat
vtexrepeat NameOfShape
```

URepeat and **VRepeat** allow you to repeat the texture along the U and V parameters individually while **UVRepeat** applies the same number of repetitions for both parameters. The same syntax without **URepeat**, **VRepeat** or **UVRepeat** disables texture repetition.

7.12.5 vtexdefault

Syntax
```
vtexdefault NameOfShape
```

Vtexdefault sets or resets the texture mapping default parameters.

The defaults are:

URepeat = VRepeat = 1 = no repetition
UOrigin = VOrigin = 1 = origin set at (0,0)
UScale = VScale = 1 = texture covers 100% of the face

8. Data Exchange commands

8.1 General

This paragraph presents some general information about Data Exchange (DE) operations.

DE commands are intended for translation files of various formats (IGES,STEP) into Open CASCADE shapes with their attributes (colors, layers etc.)

This files include a number of entities. Each entity has its own number in the file which we call label and denote as <#> for a STEP file and <D> for an IGES file. Each file has entities called roots (one or more). A full description of such entities is contained in the Users's Guide for a corresponding format.

Each Draw session has an interface model – some structure for keeping various information.
First step of translation – loading information from a file into a model.
Second step – creation of an OpenCASCADE shape from this model.
Each entity from file has its own number in the model (<num>).
During the translation a map of correspondences between labels(from file) and numbers (from model) is created.
The model and the mentioned map are used for working with most of DE commands.

8.2 IGES commands

These commands are used during the translation of IGES models.

8.2.1 igesread

Syntax: `igesread` <file_name> <result_shape_name> [<selection>]

Read an IGES file to an Open CASCADE shape.
This command will interactively ask the user to select a set of entities to be converted:

N	Mode	Description
0	End	finish conversion and exit igesread
1	Visible roots	convert only visible roots
2	All roots	convert all roots
3	One entity	convert an entity with a number provided by the user
4	Selection	convert only entities contained in a selection

After the selected set of entities is loaded the user will be asked how loaded entities should be converted into Open CASCADE shapes (e.g., one shape per root or one shape for all the entities). It is also possible to save loaded shapes in files, and to cancel loading.

The second parameter of this command defines the name of the loaded shape. If several shapes are created, they will get indexed names. For instance, if the last parameter was 's', they will be s_1, ... s_N.
<selection> specifies the scope of selected entities in the model, it is xst-transferrable-roots by default. More about <selection> see in the "IGES FORMAT User's Guide".
If as <selection> we use symbol * all roots will be translated.

Example

```
# translation all roots from file
igesread /disk01/files/model.igs a *
```

8.2.2 *tplosttrim*

Syntax: tplosttrim [<IGES_type>]

Sometimes the trimming contours of IGES faces (i.e., entity 141 for 143, 142 for 144) can be lost during translation due to fails. This command gives us a number of lost trims and the number of corresponding IGES entities.
It outputs the rank and numbers of faces that lost their trims and their numbers for each type (143, 144, 510) and their total number. If a face lost several of its trims it is output only once.
Optional parameter <IGES_type> can be TrimmedSurface, BoundedSurface or Face to specify the only type of IGES faces.

Example

```
tplosttrim TrimmedSurface
```

8.2.3 *brepiges*

Syntax: brepiges <shape_name> <filename.igs>

Writes an Open CASCADE shape to an IGES file.

Example

```
# write shape with name aa to IGES file
brepiges aa /disk1/tmp/aaa.igs
==> unit (write) : MM
==> mode  write  : Faces
==>   To modifiy : command  param
==> 1 Shapes written, giving 345 Entities
==>  Now, to write a file, command : writeall filename
==>  Output on file : /disk1/tmp/aaa.igs
==>  Write OK
```

8.3 STEP commands

These commands are used during the translation of STEP models.

8.3.1 stepread

Syntax: `stepread` <file_name> <result_shape_name> [<selection>]

Read a STEP file to an Open CASCADE shape.
This command will interactively ask the user to select a set of entities to be converted:

N	Mode	Description
0	End	finish transfer and exit stepread
1	root with rank 1	transfer first root
2	root by its rank	transfer root specified by its rank
3	One entity	transfer an entity with a number provided by the user
4	Selection	transfer only entities contained in a selection

After the selected set of entities is loaded the user will be asked how loaded entities should be converted into Open CASCADE shapes.
The second parameter of this command defines the name of the loaded shape. If several shapes are created, they will get indexed names. For instance, if the last parameter was ‘s’, they will be s_1, ... s_N.
<selection> specifies the scope of selected entities in the model. More about <selection> see in the “STEP FORMAT User’s Guide”.
If as <selection> we use symbol * all roots will be translated.

Example

```
# translation all roots from file
stepread /disk01/files/model.stp a *
```

8.3.2 stepwrite

Syntax: stepwrite <mode> <shape_name> <file_name>

Writes an Open CASCADE shape to a STEP file.
The available modes are the following:
- 0 or ‘a’ - "as is" mode – mode is selected automatically depending on type & geometry of the shape
- 1 or ‘m’ - manifold_solid_brep or brep_with_voids
- 2 or ‘f’ - faceted_brep
- 3 or ‘w’ - geometric_curve_set
- 4 or ‘s’ - shell_based_surface_model

For further information see "STEP FORMAT User’s Guide ".

Example

```
# write shape with name a to STEP file with mode 0
```

```
stepwrite 0 a /disk1/tmp/aaa.igs
```

8.4 General commands

These commands are auxilary commands. Most of them are used for the analysis of result of translation of IGES and STEP files.

8.4.1 count

Syntax: count <counter> [<selection>]

Is used to calculate statistics on the entities in the model.
Gives us a count of entities.
The optional selection argument, if specified, defines a subset of entities, which are to be taken into account. The first argument should be one of the currently defined counters (for example):

Counter	Operation
xst-types	Calculates how many entities of each Open CASCADE type exist
step214-types	Calculates how many entities of each STEP type exist

Example

```
count xst-types
```

8.4.2 data

Syntax: data <symbol>

Is used to obtain general statistics on the loaded data.
Information printed by this command depends on the symbol specified:

Symbol	**Output**
g	Prints the information contained in the header of the file
c or **f**	Prints messages generated during the loading of the STEP file (when the procedure of the integrity of the loaded data check is performed) and the resulting statistics (**f** works only with fail messages while **c** with both fail and warning messages)
t	The same as **c** or **f**, with a list of failed or warned entities
m or **l**	The same as **t** but also prints a status for each entity
e	Lists all entities of the model with their numbers, types, validity status etc.
R	The same as **e** but lists only root entities

Example

```
# print full information about warnings and fails
```

```
data c
```

8.4.3 elabel

Syntax: elabel <num>

Entities in the IGES and STEP files are numbered in the succeeding order. An entity can be identified either by its number or by its label. Label is the letter '#'(for STEP, for IGES use 'D') followed by the rank. This command gives us a label for an entity with a known number.

Example

```
elabel 84
```

8.4.4 entity

Syntax: entity <#(D)>_or_<num> <level_of_information>

The content of an IGES or STEP entity can be obtained by using this command.
Entity can be determined by its number or label.
<level_of_information> has range [0-6]. You can get more information about this level using this command without parameters.

Example

```
# full information for STEP entity with label 84
entity #84 6
```

8.4.5 enum

Syntax: enum <#(D)>

Prints a number for the entity with a given label.

Example

```
# give a number for IGES entity with label 21
enum D21
```

8.4.6 estatus

Syntax: estatus <#(D)>_or_<num>

The list of entities referenced by a given entity and the list of entities referencing to it can be obtained by this command.

Example

```
estatus #315
```

8.4.7 fromshape

Syntax: fromshape <shape_name>

Gives us the number of an IGES or STEP entity corresponding to an Open CASCADE shape. If no corresponding entity can be found and if Open CASCADE shape is a compound the command explodes it to subshapes and try to find corresponding entities for them.

Example

```
fromshape a_1_23
```

8.4.8 givecount

Syntax: givecount <selection_name> [<selection_name>]

Prints a number of loaded entities defined by the selection argument.
Possible values of <selection_name> you can find in the “IGES FORMAT Users's Guide”.

Example

```
givecount xst-model-roots
```

8.4.9 givelist

Syntax: givelist <selection_name>

Prints a list of a subset of loaded entities defined by the selection argument:

Selection	Description
xst-model-all	all entities of the model
xst-model-roots	all roots
xst-pointed	(Interactively) pointed entities (not used in DRAW)
xst-transferrable-all	all transferable (recognized) entities
xst-transferrable-roots	Transferable roots

Example

```
# give a list of all entities of the model
givelist xst-model-all
```

8.4.10 listcount

Syntax: listcount <counter> [<selection> ...]

Prints a list of entities per each type matching the criteria defined by arguments. Optional <selection> argument, if specified, defines a subset of entities, which are to be taken into account. Argument <counter> should be one of the currently defined counters:

Counter	Operation
xst-types	Calculates how many entities of each Open CASCADE type exist
iges-types	Calculates how many entities of each IGES type and form exist
iges-levels	Calculates how many entities lie in different IGES levels

Example

```
listcount xst-types
```

8.4.11 listitems

Syntax: listitems

This command prints a list of objects (counters, selections etc.) defined in the current session.

Example

```
listitems
```

8.4.12 listtypes

Syntax: listtypes [<selection_name> ...]

Gives a list of entity types which were encountered in the last loaded file (with a number of entities of each type). The list can be shown not for all entities but for a subset of them. This subset is defined by an optional selection argument.

Example

```
# full list of all entities with thier counts
listtypes
```

8.4.13 newmodel

Syntax: newmodel

Clears the current model.

Example

```
newmodel
```

8.4.14 param

Syntax: param [<parameter>] [<value>]

This command is used to manage translation parameters.
Command without arguments gives us a full list of parameters with current values.
Command with <parameter> (without <value>) gives us the current value of this parameter and all possible values for it. Command with <value> sets this new value to <parameter>.
For more information about translation parameters see the corresponding User's Guide.

Example

```
# info about possible schemes for writing STEP file
param write.step.schema
```

8.4.15 sumcount

Syntax: sumcount <counter> [<selection> ...]

Prints only a number of entities per each type matching the criteria defined by arguments.

Example

```
sumcount xst-types
```

8.4.16 tpclear

Syntax: tpclear

Clears the map of correspondences between IGES or STEP entities and Open CASCADE shapes.

Example

```
tpclear
```

8.4.17 tpdraw

Syntax: tpdraw <#(D)>_or_<num>

Creates an Open CASCADE shape corresponding to an IGES or STEP entity.

Example

```
tpdraw 57
```

8.4.18 tpent

Syntax: tpent <#(D)>_or_<num>

Get information about the result of translation of the given IGES or STEP entity.

Example

```
tpent #23
```

8.4.19 tpstat

Syntax: tpstat [*|?]<symbol> [<selection>]

Gives all statistics on the last transfer, including the list of transferred entities with mapping from IGES or STEP to Open CASCADE types, as well as fail and warning messages. The parameter *symbol* defines what information will be printed:

Symbol	Output
g	General statistics (list of results and messages)
c	Count of all warning and fail messages
C	List of all warning and fail messages
f	Count of all fail messages
F	List of all fail messages
n	List of all transferred roots
s	The same, with types of source entity and result type
b	The same, with messages
t	Count of roots for geometrical types
r	Count of roots for topological types
l	The same, with a type of the source entity

The sign '*' before the parameters **n**, **s**, **b**, **t**, **r** makes it work on all entities (not only on roots). The sign '?' before **n**, **s**, **b**, **t** limits the scope of information to invalid entities.
Optional argument <selection> can limit the action of the command with a selected subset of entities.
To get help, run this command without arguments.

Example

```
# translation ratio on IGES faces
tpstat *l iges-faces
```

8.4.20 xload

Syntax: xload <file_name>

This command loads an IGES or STEP file into memory (i.e. to fill the model with data from the file) without creation of an Open CASCADE shape.

Example

```
xload /disk1/tmp/aaa.stp
```

8.5 Overview of XDE commands

These commands are used for translation of IGES and STEP files into an XCAF document (special document is inherited from CAF document and is intended for Extended Data Exchange (XDE)) and working with it. XDE translation allows reading and writing of shapes with additional attributes – colors, layers etc. All commands can be divided into the following groups:

- **XDE translation commands**
- **XDE general commands**
- **XDE shape's commands**
- **XDE color's commands**
- **XDE layer's commands**
- **XDE property's commands**

8.6 XDE translation commands

Reminding: All operations of translation are performed with parameters managed by command param (see above)

8.6.1 ReadIges

Syntax: ReadIges <document> <file_name>

Reads information from an IGES file to an XCAF document.

Example

```
ReadIges D /disk1/tmp/aaa.igs
==> Document saved with name D
```

8.6.2 *ReadStep*

Syntax: ReadStep <document> <file_name>

Reads information from a STEP file to an XCAF document.

Example

```
ReadStep D /disk1/tmp/aaa.stp
==> Document saved with name D
```

8.6.3 *WriteIges*

Syntax: WriteIges <document> <file_name>

Writes information from an XCAF document to an IGES file.

Example

```
WriteIges D /disk1/tmp/aaa.igs
```

8.6.4 *WriteStep*

Syntax: WriteStep <document> <file_name>

Writes information from an XCAF document to a STEP file.

Example

```
WriteStep D /disk1/tmp/aaa.stp
```

8.6.5 *XFileCur*

Syntax: XFileCur

Returns the name of file which is set as the current one in the Draw session.

Example

```
XFileCur
==> “as1-ct-203.stp”
```

8.6.6 *XFileList*

Syntax: XFileList

Returns a list all files that were transferred by the last transfer. This command is meant (assigned) for the assemble step file.

Example

```
XFileList
==> "as1-ct-Bolt.stp"
==> "as1-ct-L-Bracktet.stp"
==> "as1-ct-LBA.stp"
==> "as1-ct-NBA.stp"
==> …
```

8.6.7 XFileSet

Syntax: XFileSet <filename>

Sets the current file taking it from the components list of the assemble file.

Example

```
XFileSet as1-ct-NBA.stp
```

8.6.8 XFromShape

Syntax: XFromShape <shape>

This command is similar to command "fromshape" (see above) but gives additional information about the name of file. It is useful in the case when a shape was translated from several files.

Example

```
XFromShape a
==> Shape a: imported from entity 217:#26 in file as1-ct-
Nut.stp
```

8.7 XDE general commands

8.7.1 XNewDoc

Syntax: XNewDoc <document>

Creates a new XCAF document.

Example

```
XNewDoc D
```

8.7.2 XShow

Syntax: XShow <document> [<label1> …]

Shows a shape from a given label in the 3D viewer. If the label is not given – shows all shapes from the document.

Example

```
# show shape from label 0:1:1:4 from document D
XShow D 0:1:1:4
```

8.7.3 XStat

Syntax: XStat <document>

Prints common information from an XCAF document.

Example

```
XStat D
==>Statistis of shapes in the document:
==>level N 0 : 9
==>level N 1 : 18
==>level N 2 : 5
==>Total number of labels for shapes in the document = 32
==>Number of labels with name = 27
==>Number of labels with color link = 3
==>Number of labels with layer link = 0
==>Statistis of Props in the document:
==>Number of Centroid Props = 5
==>Number of Volume Props = 5
==>Number of Area Props = 5
==>Number of colors = 4
==>BLUE1 RED YELLOW BLUE2
==>Number of layers = 0
```

8.7.4 XWdump

Syntax: XWdump <document> <filename>

Saves the contents of the viewer window as an image (XWD, GIF or BMP file). <filename> must have a corresponding extention.

Example

```
XWdump D /disk1/tmp/image.gif
```

8.7.5 Xdump

Syntax: Xdump <document> [int deep {0|1}]

Prints information about the tree structure of the document. If parameter 1 is given, then the tree is printed with a link to shapes.

Example

```
Xdump D 1
==> ASSEMBLY 0:1:1:1 L-BRACKET(0xe8180448)
==> ASSEMBLY 0:1:1:2 NUT(0xe82151e8)
==> ASSEMBLY 0:1:1:3 BOLT(0xe829b000)
==> ASSEMBLY 0:1:1:4 PLATE(0xe8387780)
==> ASSEMBLY 0:1:1:5 ROD(0xe8475418)
==> ASSEMBLY 0:1:1:6 AS1(0xe8476968)
==>    ASSEMBLY 0:1:1:7 L-BRACKET-ASSEMBLY(0xe8476230)
==>       ASSEMBLY 0:1:1:1 L-BRACKET(0xe8180448)
==>       ASSEMBLY 0:1:1:8 NUT-BOLT-ASSEMBLY(0xe8475ec0)
==>               ASSEMBLY 0:1:1:2 NUT(0xe82151e8)
==>               ASSEMBLY 0:1:1:3 BOLT(0xe829b000)
etc.
```

8.8 XDE shape's commands

8.8.1 XAddComponent

Syntax: XAddComponent <document> <label> <shape>

Adds a component shape to assembly.

Example

```
# Add shape b as component shape to assembly shape from
# label 0:1:1:1
XAddComponent D 0:1:1:1 b
```

8.8.2 XAddShape

Syntax: XAddShape <document> <shape> [makeassembly=1]

Adds a shape (or an assembly) to a document. If this shape already exists in the document, then prints the label which points to it. By default, a new shape is added as an assembly (i.e. last parameter 1), otherwise it is necessary to pass 0 as the last parameter.

Example

```
# add shape b to document D
XAddShape D b 0
==> 0:1:1:10
```

```
# if pointed shape is compound and last parameter in
# XAddShape command is used by default (1), then for
# each subshapes new label is created
```

8.8.3 XFindComponent

Syntax: XFindComponent <document> <shape>

Prints a sequence of labels of the assembly path.

Example

```
XFindComponent D b
```

8.8.4 XFindShape

Syntax: XFindShape <document> <shape>

Finds and prints a label with an indicated top-level shape.

Example

```
XFindShape D a
```

8.8.5 XGetFreeShapes

Syntax: XGetFreeShapes <document> [shape_prefix]

Print labels or create DRAW shapes for all free shapes in the document.
If [shape_prefix] is absent – prints labels, else – creates DRAW shapes with names [shape_prefix]_num (i.e. for example: there are 3 free shapes and [shape_prefix] = a therefore shapes will be created with names a_1, a_2 and a_3).
Note: a free shape is a shape to which no other shape refers to.

Example

```
XGetFreeShapes D
==> 0:1:1:6 0:1:1:10 0:1:1:12 0:1:1:13

XGetFreeShapes D sh
==> sh_1 sh_2 sh_3 sh_4
```

8.8.6 XGetOneShape

Syntax: XGetOneShape <shape> <document>

Creates one DRAW shape for all free shapes from a document.

Example

```
XGetOneShape a D
```

8.8.7 XGetReferredShape

Syntax: XGetReferredShape <document> <label>

Prints a label that contains a top-level shape that corresponds to a shape at a given label.

Example

```
XGetReferredShape D 0:1:1:1:1
```

8.8.8 XGetShape

Syntax: XGetShape <result> <document> <label>

Puts a shape from the indicated label in document to <result>.

Example

```
XGetShape b D 0:1:1:3
```

8.8.9 XGetTopLevelShapes

Syntax: XGetTopLevelShapes <document>

Prints labels that contain top-level shapes.

Example

```
XGetTopLevelShapes D
==> 0:1:1:1 0:1:1:2 0:1:1:3 0:1:1:4 0:1:1:5 0:1:1:6 0:1:1:7
0:1:1:8 0:1:1:9
```

8.8.10 XLabelInfo

Syntax: XLabelInfo <document> <label>

Prints information about a shape, stored at an indicated label.

Example

```
XLabelInfo D 0:1:1:6
```

```
==> There are TopLevel Shape. There are an Assembly. This
Shape don't used.
```

8.8.11 XNewShape

Syntax: XNewShape <document>

Creates a new empty top-level shape.

Example

```
XNewShape D
```

8.8.12 XRemoveComponent

Syntax: XRemoveComponent <document> <label>

Removes a component from the components label.

Example

```
XRemoveComponent D 0:1:1:1:1
```

8.8.13 XRemoveShape

Syntax: XRemoveShape <document> <label>

Removes a shape from a document (by it's label).

Example

```
XRemoveShape D 0:1:1:2
```

8.8.14 XSetShape

Syntax: XSetShape <document> <label> <shape>

Sets a shape at the indicated label.

Example

```
XSetShape D 0:1:1:3 b
```

8.9 XDE color's commands

8.9.1 XAddColor

Syntax: XAddColor <document> <R> <G> <B>

Adds color in document to the color table. Parameters R,G,B are real.

Example

```
XAddColor D 0.5 0.25 0.25
```

8.9.2 XFindColor

Syntax: XFindColor <document> <R> <G> <B>

Finds a label where the indicated color is situated.

Example

```
XFindColor D 0.25 0.25 0.5
==> 0:1:2:2
```

8.9.3 XGetAllColors

Syntax: XGetAllColors <document>

Prints all colors that are defined in the document.

Example

```
XGetAllColors D
==> RED DARKORANGE BLUE1 GREEN YELLOW3
```

8.9.4 XGetColor

Syntax: XGetColor <document> <label>

Returns a color defined at the indicated label from the color table.

Example

```
XGetColor D 0:1:2:3
==> BLUE1
```

8.9.5 XGetObjVisibility

Syntax: XGetObjVisibility <document> {<label>|<shape>}

Returns the visibility of a shape.

Example

```
XGetObjVisibility D 0:1:1:4
```

8.9.6 XGetShapeColor

Syntax: XGetShapeColor <document> <label> <colortype(s|c)>

Returns the color defined by <label>. If colortype='s' – returns surface color, else – returns curve color.

Example

```
XGetShapeColor D 0:1:1:4 c
```

8.9.7 XRemoveColor

Syntax: XRemoveColor <document> <label>

Removes a color from the color table in a document.

Example

```
XRemoveColor D 0:1:2:1
```

8.9.8 XSetColor

Syntax: XSetColor <document> {<label>|<shape>} <R> <G> <B>

Sets an RGB color to a shape given by label.

Example

```
XsetColor D 0:1:1:4 0.5 0.5 0.
```

8.9.9 XSetObjVisibility

Syntax: XSetObjVisibility <document> {<label>|<shape>} {0|1}

Sets the visibility of a shape.

Example

```
# set shape from label 0:1:1:4 as invisible
XSetObjVisibility D 0:1:1:4 0
```

8.9.10 XUnsetColor

Syntax: XUnsetColor <document> {<label>|<shape>} <colortype>

Unset a color given??? type (‘s’ or ‘c’) for the indicated shape.

Example

```
XUnsetColor D 0:1:1:4 s
```

8.10 XDE layer’s commands

8.10.1 XAddLayer

Syntax: XAddLayer <document> <layer>

Adds a new layer in an XCAF document. <layer> - name of new layer (string).

Example

```
XAddLayer D layer2
```

8.10.2 XFindLayer

Syntax: XFindLayer <document> <layer>

Prints a label where a layer is situated.

Example

```
XFindLayer D Bolt
==> 0:1:3:2
```

8.10.3 XGetAllLayers

Syntax: XGetAllLayers <document>

Prints all layers in an XCAF document.

Example

```
XGetAllLayers D
==> “0:1:1:3” “Bolt” “0:1:1:9”
```

8.10.4 XGetLayers

Syntax: XGetLayers <document> {<shape>|<label>}

Returns names of layers, which are pointed to by links of an indicated shape.

Example

```
XGetLayers D 0:1:1:3
==> “bolt” “123”
```

8.10.5 XGetOneLayer

Syntax: XGetOneLayer <document> <label>

Prints the name of a layer at a given label.

Example

```
XGetOneLayer D 0:1:3:2
```

8.10.6 XIsVisible

Syntax: XIsVisible <document> {<label>|<layer>}

Returns 1 if the indicated layer is visible, else returns 0.

Example

```
XIsVisible D 0:1:3:1
```

8.10.7 XRemoveAllLayers

Syntax: XRemoveAllLayers <document>

Removes all layers from an XCAF document.

Example

```
XRemoveAllLayers D
```

8.10.8 XRemoveLayer

Syntax: XRemoveLayer <document> {<label>|<layer>}

Removes the indicated layer from an XCAF document.

Example

```
XRemoveLayer D layer2
```

8.10.9 XSetLayer

Syntax: XSetLayer <document> {<shape>|<label>} <layer>
[shape_in_one_layer {0|1}]

Sets a reference between a shape and a layer (adds a layer if it is necessary).
Parameter <shape_in_one_layer> shows whether a shape could be in a number of layers or only in one (0 by default).

Example

```
XSetLayer D 0:1:1:2 layer2
```

8.10.10 XSetVisibility

Syntax: XSetVisibility <document> {<label>|<layer>} <isvisible {0|1}>

Sets the visibility of a layer.

Example

```
# set layer at label 0:1:3:2 as invisible
XSetVisibility D 0:1:3:2 0
```

8.10.11 XUnSetAllLayers

Syntax: XUnSetAllLayers <document> {<label>|<shape>}

Unsets a shape from all layers.

Example

```
XUnSetAllLayers D 0:1:1:2
```

8.10.12 XUnSetLayer

Syntax: XUnSetLayer <document> {<label>|<shape>} <layer>

Unsets a shape from the indicated layer.

Example

```
XUnSetLayer D 0:1:1:2 layer1
```

8.11 XDE property's commands

8.11.1 XCheckProps

Syntax: XCheckProps <document> [{0|deflection} [<shape>|<label>]]

Gets properties for a given shape (volume, area and centroid) and compares them with the results after internal calculations. If the second parameter is 0, the standard Open CASCADE tool is used for the computation of properties. If the second parameter is not 0, it is treated as a deflection. If the deflection is positive the computation is done by triangulations, if it is negative – meshing is forced.

Example

```
# check properties for shapes at label 0:1:1:1 from
# document using standard Open CASCADE tools
XCheckProps D 0 0:1:1:1
==> Label 0:1:1:1      "L-BRACKET"
==>  Area defect:        -0.0 (  0%)
==>  Volume defect:       0.0 (  0%)
==>  CG defect: dX=-0.000, dY=0.000, dZ=0.000
```

8.11.2 XGetArea

Syntax: XGetArea <document> {<shape>|<label>}

Returns the area of a given shape.

Example

```
XGetArea D 0:1:1:1
==> 24628.31815094999
```

8.11.3 XGetCentroid

Syntax: XGetCentroid <document> {<shape>|<label>}

Returns the center of gravity coordinates of a given shape.

Example

```
XGetCentroid D 0:1:1:1
```

8.11.4 XGetVolume

Syntax: XGetVolume <document> {<shape>|<label>}

Returns the volume of a given shape.

Example

```
XGetVolume D 0:1:1:1
```

8.11.5 XSetArea

Syntax: XSetArea <document> {<shape>|<label>} <area>

Sets new area to attribute list ??? given shape.

Example

```
XSetArea D 0:1:1:1 2233.99
```

8.11.6 XSetCentroid

Syntax: XSetCentroid <document> {<shape>|<label>} <x> <y> <z>

Sets new center of gravity to the attribute list ??? given shape.

Example

```
XSetCentroid D 0:1:1:1 0. 0. 100.
```

8.11.7 XSetMaterial

Syntax: XSetMaterial <document> {<shape>|<label>} <name> <density(g/cu sm)>

Adds a new label with material into the material table in a document, and adds a link to this material to the attribute list of agiven shape or a given label. The last parameter sets the density of a pointed material.

Example

```
XSetMaterial D 0:1:1:1 Titanium 8899.77
```

8.11.8 XSetVolume

Syntax: XSetVolume <document> {<shape>|<label>} <volume>

Sets new volume to the attribute list ??? given shape.

Example

```
XSetVolume D 0:1:1:1 444555.33
```

8.11.9 XShapeMassProps

Syntax: XShapeMassProps <document> [<deflection> [{<shape>|<label>}]]

Computes and returns real mass and real center of gravity for a given shape or for all shapes in a document. The second parameter is used for calculation of the volume and CG(center of gravity). If it is 0, then the standard CASCADE tool (geometry) is used for computation, otherwise - by triangulations with a given deflection.

Example

```
XShapeMassProps D
==> Shape from label : 0:1:1:1
==> Mass = 193.71681469282299
==> CenterOfGravity X = 14.594564763807696,Y =
    20.20271885211281,Z = 49.999999385313245
==> Shape from label : 0:1:1:2 not have a mass
etc.
```

8.11.10 XShapeVolume

Syntax: XShapeVolume <shape> <deflection>

Calculates the real volume of a pointed shape with a given deflection.

Example

```
XShapeVolume a 0
```

9. Shape Healing commands

9.1 General commands

9.1.1 bsplres

Syntax: bsplres <result> <shape> <tol3d> <tol2d< <reqdegree> <reqnbsegments> <continuity3d> <continuity2d> <PriorDeg> <RationalConvert>

Performs approximations of a given shape (BSpline curves and surfaces or other surfaces) to BSpline with given required parameters. The specified continuity can be reduced if the approximation with a specified continuity was not done successfully. Results are put into the shape, which is given as a parameter <result>. For a more detailed description see the ShapeHealing User's Guide (operator: BSplineRestriction).

9.1.2 checkfclass2d

Syntax: checkfclass2d <face> <ucoord> <vcoord>

Shows where a point which is given by coordinates is located in relation to a given face – outbound, inside or at the bounds.

Example

```
checkfclass2d f 10.5 1.1
==> Point is OUT
```

9.1.3 checkoverlapedges

Syntax: checkoverlapedges <edge1> <edge2> [<toler> <domaindist>]

Checks the overlapping of two given edges. If the distance between two edges is less than the given value of tolerance then edges are overlapped. Parameter <domaindist> sets length of part of edges on which edges are overlapped.

Example

```
checkoverlapedges e1 e2
```

9.1.4 comtol

Syntax: comptol <shape> [nbpoints] [prefix]

Compares the real value of tolerance on curves with the value calculated by standard (using 23 points). The maximal value of deviation of 3d curve from pcurve at given simple points is taken as a real value (371 is by default). Command returns the maximal, minimal and average value of tolerance for all edges and difference between real values and set values. Edges with the maximal value of tolerance and relation will be saved if the ‘prefix’ parameter is given.

Example

```
comptol h 871 t

==> Edges tolerance computed by 871 points:
==> MAX=8.0001130696523449e-008 AVG=6.349346868091096e-009
    MIN=0
==> Relation real tolerance / tolerance set in edge
==> MAX=0.80001130696523448 AVG=0.06349345591805905 MIN=0
==> Edge with max tolerance saved to t_edge_tol
==> Concerned faces saved to shapes t_1, t_2
```

9.1.5 convtorevol

Syntax: convtorevol <result> <shape>

Converts all elementary surfaces of a given shape into surfaces of revolution.
Results are put into the shape, which is given as the<result> parameter.

Example

```
convtorevol r a
```

9.1.6 directfaces

Syntax: directfaces <result> <shape>

Converts indirect surfaces and returns the results into the shape, which is given as the <result> parameter.

Example

```
directfaces r a
```

9.1.7 expshape

Syntax: expshape <shape> <maxdegree> <maxseg>

Gives statistics for a given shape. This test command is working with Bezier and BSpline entities.

Example

```
expshape a 10 10
```

```
==> Number of Rational Bspline curves 128
==> Number of Rational Bspline pcurves 48
```

9.1.8 fixsmall

Syntax: fixsmall <result> <shape> [<toler>=1.]

Fixes small edges in given shape by merging adjacent edges with agiven tolerance. Results are put into the shape, which is given as the <result> parameter.

Example

```
fixsmall r a 0.1
```

9.1.9 fixsmalledges

Syntax: fixsmalledges <result> <shape> [<toler> <mode> <maxangle>]

Searches at least one small edge at a given shape. If such edges have been found, then small edges are merged with a given tolerance. If parameter <mode> is equal to Standard_True (can be given any values, except 2), then small edges, which can not be merged, are removed, otherwise they are to be kept (Standard_False is used by default). Parameter <maxangle> sets a maximum possible angle for merging two adjacent edges, by default no limit angle is applied (-1).Results are put into the shape, which is given as parameter <result>.

Example

```
fixsmalledges r a 0.1 1
```

9.1.10 fixshape

Syntax: fixshape <result> <shape> [<preci> [<maxpreci>]] [{switches}]

Performs fixes of all sub-shapes (such as Solids, Shells, Faces, Wires and Edges) of a given shape. Parameter <preci> sets a basic precision value, <maxpreci> sets the maximal allowed tolerance. Results are put into the shape, which is given as parameter <result>.
{switches} allows to tune parameters of ShapeFix
The following syntax is used: <symbol><parameter>
- symbol may be - to set parameter off, + to set on or * to set default
- parameters are identified by letters:
  l - FixLackingMode
  o - FixOrientationMode
  h - FixShiftedMode
  m - FixMissingSeamMode
  d - FixDegeneratedMode
  s - FixSmallMode
  i - FixSelfIntersectionMode

n - FixNotchedEdgesMode
For enhanced message output, use switch '+?'

Example

```
fixshape r a 0.001
```

9.1.11 fixwgaps

Syntax: fixwgaps <result> <shape> [<toler>=0]

Fixes gaps between ends of curves of adjacent edges (both 3d and pcurves) in wires in a given shape with a given tolerance. Results are put into the shape, which is given as parameter <result>.

Example

```
fixwgaps r a
```

9.1.12 offsetcurve, offset2dcurve

Syntax: offsetcurve <result> <curve> <offset> <direction(as point)>
offset2dcurve <result> <curve> <offset>

Both commands are intended to create a new offset curve by copying the given curve to distance, given by parameter <offset>. Parameter <direction> defines direction of the offset curve. It is created as a point. For correct work of these commands the direction of normal of the offset curve must be perpendicular to the plane, the basis curve is located there. Results are put into the curve, which is given as parameter <result>. **offsetcurve** works with the curve in 3d space, **offset2dcurve** in 2d space accordingly.

Example

```
point pp 10 10 10
offsetcurve r c 20 pp
```

9.1.13 projcurve

Syntax: projcurve <edge>|<curve3d>|<curve3d first last> <X> <Y> <Z>

projcurve returns the projection of a given point on a given curve. The curve may be defined by three ways: by giving the edge name, giving the 3D curve and by giving the unlimited curve and limiting it by pointing its start and finish values.

Example

```
projcurve k_1 0 1 5
==>Edge k_1 Params from 0 to 1.3
```

```
==>Precision   (BRepBuilderAPI)   :   9.9999999999999995e-008
==>Projection : 0  1  5
==>Result : 0  1.1000000000000001  0
==>Param = -0.20000000000000001  Gap = 5.0009999000199947
```

9.1.14 projface

Syntax: projface <face> <X> <Y> [<Z>]

Returns the projection of a given point to a given face in 2d or 3d space. If two coordinates (2d space) are given then returns coordinates projection of this point in 3d space and vice versa.

Example

```
projface a_1 10.0 0.0
==>  Point UV  U = 10  V = 0
==>   =>   proj  X = -116  Y = -45  Z = 0
```

9.1.15 scaleshape

Syntax: `scaleshape <result> <shape> <scale>`

Returns a new shape, which is the result of scaling of a given shape with a coefficient equal to the parameter <scale>. Tolerance is calculated for the new shape as well.

Example

```
scaleshape r a_1 0.8
```

9.1.16 settolerance

Syntax: settolerance <shape> [<mode>=v-e-w-f-a] <val>(fix value) or
<tolmin> <tolmax>

Sets new values of tolerance for a given shape. If the given second parameter (mode) is given, then the atolerance value is set only for these sub shapes.

Example

```
settolerance a 0.001
```

9.1.17 splitface

Syntax: splitface <result> <face> [u usplit1 usplit2...] [v vsplit1 vsplit2 ...]

Splits a given face in parametric space and puts the result into the given parameter <result>.
Returns the status of split face.

Example

```
# split face f by parameter u = 5
splitface r f u 5
==> Splitting by   U :   ,5
==> Status:  DONE1
```

9.1.18 statshape

Syntax: statshape <shape> [particul]

Returns the number of sub-shapes, which compose the given shape. For example, the number of solids, number of faces etc. It also returns the number of geometrical objects or sub-shapes with a specified type, example, number of free faces, number of C0 surfaces. The last parameter becomes out of date.

Example

```
statshape a
==> Count     Item
==> -----     ----
==> 402     Edge (oriented)
==> 402     Edge (Shared)
==> 74      Face
==> 74      Face (Free)
==> 804     Vertex (Oriented)
==> 402     Vertex (Shared)
==> 78      Wire
==> 4      Face with more than one wire
==> 34     bspsur : BSplineSurface
```

9.1.19 tolerance

Syntax: tolerance <shape> [<mode>:D v e f c] [<tolmin> <tolmax>:real]

Returns tolerance (maximal, avg and minimal values) of all given shapes and tolerance of their Faces, Edges and Vertices. If parameter <tolmin> or <tolmax> or both of them are given, then sub-shapes are returned as a result of analys of this shape, which satisfy the given tolerances. If a particular value of entity (all shapes (D) (v) vertices (e) edges (f) faces (c) combined (faces)) is given as the second parameter then only this group will be analyzed for tolerance.

Example

```
tolerance a
==>            Tolerance            MAX=0.31512672416608001
AVG=0.14901359484722074 MIN=9.9999999999999995e-08
==>    FACE                 :    MAX=9.9999999999999995e-08
AVG=9.9999999999999995e-08 MIN=9.9999999999999995e-08
```

```
==>    EDGE                    :     MAX=0.31512672416608001
AVG=0.098691334511810405 MIN=9.9999999999999995e-08
==> VERTEX  : MAX=0.31512672416608001 AVG=0.189076074499648
MIN=9.9999999999999995e-08

tolerance a v 0.1 0.001
==>      Analysing   Vertices   gives   6   Shapes   between
tol1=0.10000000000000001 and tol2=0.001 , named tol_1 to
tol_6
```

9.2 Convertion commands

More detailed information about using here classes can be found into Shape Healing documentation. All this commands are created for testing.

9.2.1 DT_ClosedSplit

Syntax: DT_ClosedSplit <result> <shape>

Divides all closed faces in the shape (for example cone) and returns result of given shape into shape, which is given as parameter result. Number of faces in resulting shapes will be increased.
Note: Closed face – it's face with one or more seam.

Example

```
DT_ClosetSplit r a
```

9.2.2 DT_ShapeConvert, DT_ShapeConvertRev

Syntax: DT_ShapeConvert <result> <shape> <convert2d> <convert3d>
DT_ShapeConvertRev <result> <shape> <convert2d> <convert3d>

Both commands are intended for the conversion of 3D, 2D curves to Bezier curves and surfaces to Bezier based surfaces. Parameters convert2d and convert3d take on a value 0 or 1. If the given value is 1, then the conversion will be performed, otherwise it will not be performed. The results are put into the shape, which is given as parameter Result. Command **DT_ShapeConvertRev** differs from **DT_ShapeConvert** by converting all elementary surfaces into surfaces of revolution first.

Example

```
DT_ShapeConvert r a 1 1
==> Status: DONE1
```

9.2.3 DT_ShapeDivide

Syntax: DT_ShapeDivide <result> <shape> <tol>

Divides the shape with C1 criterion and returns the result of geometry conversion of a given shape into the shape, which is given as parameter result. This command illustrates how class ShapeUpgrade_ShapeDivideContinuity works. This class allows to convert geometry with a continuity less than the specified continuity to geometry with target continuity. If conversion is not possible then the geometrical object is split into several ones, which satisfy the given tolerance. It also returns the status shape splitting:
OK : no splitting was done
Done1 : Some edges were split
Done2 : Surface was split
Fail1 : Some errors occurred

Example

```
DT_ShapeDivide r a 0.001
==> Status: OK
```

9.2.4 DT_SplitAngle

Syntax: DT_SplitAngle <result> <shape> [MaxAngle=95]

Works with all revolved surfaces, like cylinders, surfaces of revolution etc. This command divides given revolved surfaces into segments so that each resulting segment covers not more than the given MaxAngle degrees and puts the result of splitting into the shape, which is given as parameter result. Values of returned status are given above.
This command illustrates how class ShapeUpgrade_ShapeDivideAngle works.

Example

```
DT_SplitAngle r a
==> Status: DONE2
```

9.2.5 DT_SplitCurve

Syntax: DT_SplitCurve <curve> <tol> <split(0|1)>

Divides the 3d curve with C1 criterion and returns the result of splitting of the given curve into a new curve. If the curve had been divided by segments, then each segment is put to an individual result. This command can correct a given curve at a knot with the given tolerance, if it is impossible, then the given surface is split at that knot. If the last parameter is 1, then 5 knots are added at the given curve, and its surface is split by segments, but this will be performed not for all parametric spaces.

Example

```
DT_SplitCurve r c
```

9.2.6 DT_SplitCurve2d

Syntax: DT_SplitCurve2d Curve Tol Split(0/1)

Works just as DT_SplitCurve (see above), only with 2d curve.

Example

```
DT_SplitCurve2d r c
```

9.2.7 DT_SplitSurface

Syntax: DT_SplitSurface <result> <Surface|GridSurf> <tol> <split(0|1)>

Divides surface with C1 criterion and returns the result of splitting of a given surface into surface, which is given as parameter result. If the surface has been divided into segments, then each segment is put to an individual result. This command can correct a given C0 surface at a knot with a given tolerance, if it is impossible, then the given surface is split at that knot. If the last parameter is 1, then 5 knots are added to the given surface, and its surface is split by segments, but this will be performed not for all parametric spaces.

Example

```
# split surface with name 'su'
DT_SplitSurface res su 0.1 1
==> single surf
==> appel a SplitSurface::Init
==> appel a SplitSurface::Build
==> appel a SplitSurface::GlobalU/VKnots
==> nb GlobalU;nb GlobalV=7 2 0 1 2 3 4 5 6.2831853072 0 1
==> appel a Surfaces
==> transfert resultat
==> res1_1_1 res1_2_1 res1_3_1 res1_4_1 res1_5_1 res1_6_1
```

9.2.8 DT_ToBspl

Syntax: DT_ToBspl <result> <shape>

Converts a surface of linear extrusion, revolution and offset surfaces into BSpline surfaces. Returns the result into the shape, which is given as parameter <result>.

Example

```
DT_ToBspl res sh
==> error = 5.20375663162094e-08  spans = 10
==>  Surface is aproximated with continuity 2
```

10. Extending Test Harness with custom commands

The following chapters explain how to extend Test Harness with custom commands and how to activate them using a plug-in mechanism.

10.1 Custom command implementation

Custom command implementation has not undergone any changes since the introduction of the plug-in mechanism. The syntax of every command should still be like in the following example.

Example

```
static Standard_Integer myadvcurve(Draw_Interpretor& di,
                                   Standard_Integer n,
                                   char** a)
{
...
}
```

For examples of existing commands refer to Open CASCADE (e.g. GeomliteTest.cxx).

10.2 Registration of commands in Test Harness

To become available in the Test Harness the custom command must be registered in it. This should be done as follows.

Example

```
void MyPack::CurveCommands(Draw_Interpretor& theCommands)
{
...
  char* g = "Advanced curves creation";


theCommands.Add ( "myadvcurve", "myadvcurve name p1 p2 p3 –
                  Creates my advanced curve from points",
                    __FILE__, myadvcurve, g);
...
}
```

10.3 Creating a toolkit (library) as a plug-in

All custom commands are compiled and linked into a dynamic library (.dll on Windows, or .so on Unix/Linux). To make Test Harness recognize it as a plug-in it must respect certain conventions. Namely, it must export function `PLUGINFACTORY()` accepting the Test Harness interpreter object (`Draw_Interpretor`). This function will be called when the library is dynamically loaded during the Test Harness session.
This exported function `PLUGINFACTORY()` must be implemented only once per library.
For convenience the DPLUGIN macro (defined in the Draw_PluginMacro.hxx file) has been provided. It implements the `PLUGINFACTORY()` function as a call to the `<Package>::Factory()` method and accepts <Package> as an argument. Respectively, this `<Package>::Factory()` method must be implemented in the library and activate all implemented commands.

Example

```
#include <Draw_PluginMacro.hxx>

void MyPack::Factory(Draw_Interpretor& theDI)
{
...
  //
  MyPack::CurveCommands(theDI);
...
}

// Declare entry point PLUGINFACTORY
DPLUGIN(MyPack)
```

10.4 Creation of the plug-in resource file

As mentioned above, the plug-in resource file must be compliant with Open CASCADE requirements (see Resource_Manager.cdl file for details). In particular, it should contain keys separated from their values by a colon (":").
For every created plug-in there must be a key. For better readability and comprehension it is recommended to have some meaningful name.
Thus, the resource file must contain a line mapping this name (key) to the library name. The latter should be without file extension (.dll on Windows, .so on Unix/Linux) and without the "lib" prefix on Unix/Linux.
For several plug-ins one resource file can be created. In such case, keys denoting plug-ins can be combined into groups, these groups - into their groups and so on (thereby creating some hierarchy). Any new parent key must have its value as a sequence of child keys separated by spaces, tabs or commas. Keys should form a tree without cyclic dependencies.

Examples (file MyDrawPlugin):

```
! Hierarchy of plug-ins
ALL                 : ADVMODELING, MESHING
DEFAULT             : MESHING
ADVMODELING         : ADVSURF, ADVCURV

! Mapping from naming to toolkits (libraries)
ADVSURF             : TKMyAdvSurf
```

```
ADVCURV              : TKMyAdvCurv
MESHING              : TKMyMesh
```

For other examples of the plug-in resource file refer to the ***"Plug-in resource file"*** chapter above or to the `$CASROOT/src/DrawPlugin` file shipped with Open CASCADE.

10.5 Dynamic loading and activation

Loading a plug-in and activating its commands is described in the ***"Activation of the commands implemented in the plug-in"*** chapter.

The procedure consists in defining the system variables and using the pload commands in the Test Harness session.

Example

```
Draw[]> set env(CSF_MyDrawPluginDefaults) /users/test
Draw[]> pload -MyDrawPlugin ALL
```