```
Syntax
var = value;
var = cond ? value_if_true : value_if_false;
var = function (x) x + x;
module name(...) { ... }
name();
function name(...) = ...
name();
include <....scad>
use <....scad>
```

$\begin{array}{ll} \hline \textbf{Constants} \\ \hline \underline{\textbf{undef}} \\ \hline \underline{\textbf{PI}} & \textbf{undefined value} \\ \hline \text{mathematical constant } \underline{\pi} \ (\sim 3.14159) \\ \hline \end{array}$

```
Operators
n + m Addition
n - m Subtraction
n * m Multiplication
n / m Division
n % m Modulo
n ^ m Exponentiation
n < m Less Than
n <= m Less or Equal
b == c Equal
b != c Not Equal
n >= m Greater or Equal
n > m Greater Than
b && c Logical And
b | c Logical Or
      Negation
```

```
Special variables
$fa
      minimum angle
$fs
      minimum size
$fn
      number of fragments
      animation step
$t
      viewport rotation angles in degrees
$vpr
      viewport translation
$vpt
      viewport camera distance
$vpd
$vpf
     viewport camera field of view
$children number of module children
$preview true in F5 preview, false for F6
```

```
Modifier Characters
       disable
       show only
       highlight / debug
%
       transparent / background
2D
circle(radius | d=diameter)
square(size,center)
square([width,height],center)
polygon([points])
polygon([points],[paths])
text(t, size, font,
     halign, valign, spacing,
direction, language, script)
import("....ext", convexity)
projection(cut)
```

```
3D
sphere(radius | d=diameter)
cube(size, center)
cube([width,depth,height], center)
cylinder(h,r|d,center)
cylinder(h,r1|d1,r2|d2,center)
polyhedron(points, faces, convexity)
import("...ext", convexity)
linear extrude(height,center,convexity,twist,slices)
rotate extrude(angle,convexity)
surface(file = "...ext",center,convexity)
```

```
Transformations

translate([x,y,z])
rotate([x,y,z])
rotate(a, [x,y,z])
scale([x,y,z])
resize([x,y,z],auto,convexity)
mirror([x,y,z])
multmatrix(m)
color("colorname",alpha)
color("#hexvalue")
color([r,g,b,a])
offset(r|delta,chamfer)
hull()
```

```
Lists
list = [_m, _m, _m]; create a list
var = list[2]; index a list (from 0)
var = list.z; dot notation indexing (x/y/z)
```

```
Boolean operations
union()
difference()
intersection()
```

```
List Comprehensions
Generate [ for (i = range|list) i ]
Generate [ for (init;condition;next) i ]
Flatten [ each i ]
Conditions [ for (i = ...) if (condition(i)) i ]
Conditions [ for (i = ...) if (condition(i)) x else y ]
Assignments [ for (i = ...) let (assignments) a ]
```

```
Flow Control
for (i = [start:end]) { ... }
for (i = [start:step:end]) { ... }
for (i = [...,....]) { ... }
for (i = ..., j = ..., ...) { ... }
intersection for (i = [start:end]) { ... }
intersection for (i = [start:step:end]) { ... }
intersection for (i = [...,.....]) { ... }
intersection for (i = [...,.....]) { ... }
if (...) { ... }
let (...) { ... }
```

```
Type test functions

is undef
is bool
is num
is string
is list
is function
```

```
Other
echo(...)
render(convexity)
children([idx])
assert(condition, message)
assign (...) { ... }
```

minkowski(convexity)

Functions

<u>concat</u>

lookup

str chr

ord

<u>search</u> version

version num

parent module(idx)

Mathematical

<u>abs</u>

<u>sign</u>

<u>sin</u>

cos

<u>tan</u>

acos <u>asin</u>

<u>atan</u>

atan2

floor

round

<u>ceil</u>

<u>ln</u>

len

<u>let</u>

<u>log</u>

<u>pow</u>

<u>sqrt</u> <u>exp</u>

<u>rands</u>

<u>min</u>

<u>max</u>

norm Cross

Links: Official website | Code | Issues | Manual | MCAD library | Forum | Other links