```
(defun c:TwistedPair (/ helix1 helix2 basePt pitch turns height
radius)
  (setq basePt (getpoint "\nEnter base point for the twisted pair: "))
  (setq pitch 5.0)        ;; Distance between each turn (along Z-axis)
  (setq turns 10)         ;; Number of turns
  (setq height (* pitch turns))
  (setq radius 0.5)       ;; Radius of each helix

  ;; Create first helix
  (command "._helix" basePt
           (polar basePt 0.0 radius)
           (polar basePt 0.0 radius)
           height
           pitch)

  ;; Offset second base point by 360 degrees around the center
  (setq offsetPt (polar basePt pi (* 2 radius)))
  (command "._helix" offsetPt
           (polar offsetPt 0.0 radius)
           (polar offsetPt 0.0 radius)
           height
           pitch)

  ;; Now sweep a circle along each helix
  (setq circRad 0.5)
  (command "._circle" basePt circRad)
  (setq helix1 (entlast))
  (command "._sweep" helix1 pause)

  (command "._circle" offsetPt circRad)
  (setq helix2 (entlast))
  (command "._sweep" helix2 pause)
```

```
  (princ "\n3D Twisted Pair Created.")
  (princ)
)
```