```
(defun c:CreateTrainModel ( / trainBody wheelRadius wheelHeight
wheelOffset)
  ; Define parameters
  (setq trainLength 50)  ; Length of the train body
  (setq trainWidth 10)   ; Width of the train body
  (setq trainHeight 12)  ; Height of the train body
  (setq wheelRadius 2)   ; Radius of the wheels
  (setq wheelHeight 1)   ; Height of the wheels
  (setq wheelOffset 4)   ; Offset of the wheels from the train body

  ; Create the train body (a rectangular box)
  (setq p1 (list 0 0 0))  ; Bottom-left corner
  (setq p2 (list trainLength 0 0)) ; Bottom-right corner
  (setq p3 (list trainLength trainWidth 0)) ; Top-right corner
  (setq p4 (list 0 trainWidth 0)) ; Top-left corner
  (setq p5 (list 0 0 trainHeight)) ; Bottom-left top corner
  (setq p6 (list trainLength 0 trainHeight)) ; Bottom-right top corner
  (setq p7 (list trainLength trainWidth trainHeight)) ; Top-right top
corner
  (setq p8 (list 0 trainWidth trainHeight)) ; Top-left top corner

  ; Draw the 3D box (train body)
  (command "3dface" p1 p2 p3 p4)
  (command "3dface" p5 p6 p7 p8)
  (command "3dface" p1 p2 p6 p5)
  (command "3dface" p2 p3 p7 p6)
  (command "3dface" p3 p4 p8 p7)
  (command "3dface" p4 p1 p5 p8)

  ; Create wheels (at the four corners of the train body)
  (setq wheelOffsetX 2)
  (setq wheelOffsetY 2)
```

```
  ; Function to create a wheel (cylinder)
  (defun create-wheel (x y)
    (command "CYLINDER" (list x y 0) wheelRadius wheelHeight)
  )

  ; Create wheels at each corner of the train body
  (create-wheel wheelOffsetX wheelOffsetY)
  (create-wheel (- trainLength wheelOffsetX) wheelOffsetY)
  (create-wheel wheelOffsetX (- trainWidth wheelOffsetY))
  (create-wheel (- trainLength wheelOffsetX) (- trainWidth
wheelOffsetY))

  (princ "\nTrain Model Created!")
)

; Run the function when the user types 'CreateTrainModel'
(princ "\nType 'CreateTrainModel' to create a basic train model.")
(princ)
```