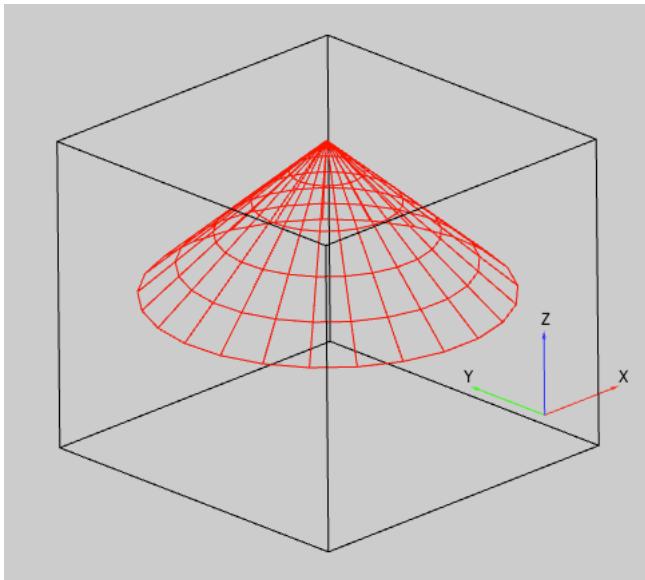


A cone created using the same command but with `topRadius=0`:

```
AppendToGizmo/D cylinder = {1,0,1,25,5}, name=cone0
ModifyGizmo modifyObject=cone0, objectType=Cylinder,
    property={useGlobalAttributes,0}
ModifyGizmo modifyObject=cone0, objectType=Cylinder,
    property={drawStyle,100011}
```



You can create other types of cylindrical object shapes by specifying a small number for slices. Create a triangular cylinder with `slices = 3`; create a square cylinder or open-ended box with `slices = 4`. Use different values for `baseRadius` or `topRadius` to create pyramid shapes.

## Disk Objects

A disk is a quadric object, meaning that it can be generated by a quadratic polynomial. The disk is initially located in the XY plane centered on the origin. Create a smoother disk by specifying a greater number for slices.

By default, disks are initially drawn filled. The fill color is determined by the internal color attribute, an embedded color attribute, or a global color attribute, in that order of precedence.