

Glossary - Most Commonly Used Commands

SelAll:

Select all objects.

SelPt:

Select all point objects, control points, edit points, and solid points.

SelCrv:

Select all curves.

SelSrf:

Select all surfaces.

SelMesh:

Select all mesh objects.

Contour:

Create a spaced series of planar curves and points through objects.

PlanarSrf:

Create a planar surface from planar curves.

Intersect:

Create point objects or curves at the intersections of curves and surfaces.

Split:

Divide objects using other objects as cutters.

ExtrudeSrf:

Drive surface edges in a straight line to create a solid.

ExtrudeCrv:

Drive closed planar curves in a straight line.

Offset:

Copy a curve parallel to the original.

OffsetSrf:

Copy a surface parallel to the original.

Explode:

Break objects down into components.

Join:

Connect curves, surface edges, or surfaces to form a single object.

Group:

Organize objects into a single component.

Ungroup:

Remove the group status from objects.

Copy:

Duplicate objects.

Trim:

Cut and delete selected portions of an object at the intersection with another object.

Extend:

Lengthen a curve.

BooleanDifference:

Subtract the volume of one set of objects from another.

BooleanIntersection:

Create a new solid from solids' intersected volumes.

BooleanSplit:

Split and close solids at intersections.

Boolean2Objects:

Cycle through possible Boolean operations between two objects.

Loft:

Fit a surface through profile curves that define the surface shape.

TweenCurves:

Create curves between two open or closed input curves.

Cap:

Fill planar openings with a surface joined to the hole edge.

CloseCrv:

Close open curves.

ZS:

Zooms into something closely

DupBorder:

Create a curve or polyline that copies a surface, polysurface, or mesh border.

Mirror:

Create a mirror-image copy of objects.

ProjectToCPlane:

Flatten objects onto the construction plane.

Smash:

Flatten a surface without restriction to single-directional curvature.

Project:

Project curves/points toward a construction plane to intersect a surface.

Make2D:

Project geometry to the construction plane.

https://docs.mcneel.com/rhino/5/help/en-us/commandlist/command_list.htm

