

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>
```

Constants

```
undef    undefined value
PI       mathematical constant  $\pi$  (~3.14159)
```

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
!b       Negation
```

Special variables

```
$fa      minimum angle
$fs      minimum size
$fn      number of fragments
$st      animation step
$vpv     viewport rotation angles in degrees
$vpv     viewport translation
$vpd     viewport camera distance
$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()
minkowski(convexity)
```

Lists

```
list = [...,...,...]; 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 = [...,...,...]) { ... }
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(...) { ... }
```

Functions

```
concat
lookup
str
chr
ord
search
version
version_num
parent_module(idx)
```

Mathematical

```
abs
sign
sin
cos
tan
acos
asin
atan
atan2
floor
round
ceil
ln
len
let
log
pow
sqrt
exp
rands
min
max
norm
cross
```

Links: [Official website](#) | [Code](#) | [Issues](#) | [Manual](#) | [MCAD library](#) | [Mailing list](#) | [Other links](#)

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