

# FreeCAD Articles

## Introduction to Scripting

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FreeCAD reference version: 0.21 and 1.0.1

# Contents

|          |                                   |          |
|----------|-----------------------------------|----------|
| <b>1</b> | <b>Foreword</b>                   | <b>2</b> |
| <b>2</b> | <b>Python Console Output</b>      | <b>3</b> |
| 2.1      | Amending the code . . . . .       | 4        |
| 2.2      | Make a our first script . . . . . | 5        |

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# 1 Foreword

This could be considered a "first steps" manual to start to write script with FreeCAD.

Even if it is targeted to FreeCAD version 0.21 it could be used also in FreeCAD 1.0 as the API at this level of complexity is very similar if not the same.

When there are some differences, a note will be placed in the text, if something is wrong feel free to contact me using the GitHub Issues.

Thanks in advance.

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## 2 Python Console Output

One of the most daunting thing is how to "translate" **Python Console** output to a proper python script

Let's see to start some output we could find in the Python Console when we are performing some operations.

### Create a new Document

```
### Begin command Std_New
# App.setActiveDocument("Unnamed")
# App.ActiveDocument=App.getDocument("Unnamed")
# Gui.ActiveDocument=Gui.getDocument("Unnamed")
# Gui.activeDocument().activeView().viewDefaultOrientation()
# Gui.ActiveDocument.ActiveView.setAxisCross(True)
### End command Std_New
# Gui.runCommand('Std_OrthographicCamera',1)
```

### Activate Part WB

```
### Begin command Std_Workbench
# Gui.activateWorkbench("PartWorkbench")
### End command Std_Workbench
```

### Create a Box in Part WB

```
### Begin command Part_Box
App.ActiveDocument.addObject("Part::Box","Box")
App.ActiveDocument.ActiveObject.Label = "Cube"
# Object created at document root.
App.ActiveDocument.recompute()
# Gui.SendMsgToActiveView("ViewFit")
### End command Part_Box
```

We could make some considerations:

- Many lines are commented out.
- There are some rationale in the commands, and we could note that there are some "stanzas" enclosed in **### Begin** and **### End** comments.
- There are some regularities as many if not most of the lines are beginning with **App.** or **Gui.**

But how to make a proper script is not immediately visible.

First of all we have to make a translation between the namespace used by FreeCAD Python Console and the proper calls.

```
import FreeCAD as App
import FreeCADGui as Gui
```

Will make one of the possible translation that is a start to make a proper standalone script.

or simply remember that when we see **App** we should prepend the command with **FreeCAD** and when we see **Gui** we should prepend the command with **FreeCADGui**.

Let's examine the first "stanza":

```
### Begin command Std_New
# App.setActiveDocument("Unnamed")
# App.ActiveDocument=App.getDocument("Unnamed")
# Gui.ActiveDocument=Gui.getDocument("Unnamed")
# Gui.activeDocument().activeView().viewDefaultOrientation()
# Gui.ActiveDocument.ActiveView.setAxisCross(True)
### End command Std_New
# Gui.runCommand('Std_OrthographicCamera',1)
```

#### Note: v1.0.1

In FreeCAD 1.0.1 the command is already listed:

```
### Begin command Std_New
App.newDocument()
# App.setActiveDocument("Unnamed")
...
```

So the consideration made in 2.1 is not needed.

But note that the name is left empty so it will be compiled by FreeCAD using a "default" name, in our case "Unnamed".

In the example code below we have explicitly populated the name with a name, in this case "Unnamed" to be consistent with the subsequent naming.

## 2.1 Amending the code

We could think that is enough to make this modifications:

```
import FreeCAD as App
import FreeCADGui as Gui

App.setActiveDocument("Unnamed")
App.ActiveDocument = App.getDocument("Unnamed")
Gui.ActiveDocument = Gui.getDocument("Unnamed")
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)
```

to have a new document created, but a simple test will reveal that is generating this error

```
Traceback (most recent call last):
  File "test1.py", line 4, in <module>
    App.setActiveDocument("Unnamed")
<class 'RuntimeError': Try to activate unknown document 'Unnamed'
↪ '
```

So it is almost clear that something is missing in the Python Console output that should be here.

In this case the remedy is to add a line.

```
...
import FreeCADGui as Gui

App.newDocument()
...
```

To read the code as shown in the next section.

## 2.2 Make a our first script

```
import FreeCAD as App
import FreeCADGui as Gui

App.newDocument("Unnamed")

App.setActiveDocument("Unnamed")
App.ActiveDocument = App.getDocument("Unnamed")
Gui.ActiveDocument = Gui.getDocument("Unnamed")
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)
```

And everything is working as expected, a new document named "Unnamed" is created.

This writing is not very Pythonic this writing is slightly better:

```
import FreeCAD as App
import FreeCADGui as Gui

doc_name = "mydocument"

App.newDocument(doc_name)

App.setActiveDocument(doc_name)
App.ActiveDocument = App.getDocument(doc_name)
Gui.ActiveDocument = Gui.getDocument(doc_name)
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)
```

And this is adding some flexibility when changing the new document name, it suffice to change it in only one place.

There are many other thing to note, but this is an introductory text so we must keep things short as much as possible.

we could expand the example adding:

```
import FreeCAD as App
import FreeCADGui as Gui

doc_name = "mydocument"

App.newDocument(doc_name)

App.setActiveDocument(doc_name)
App.ActiveDocument = App.getDocument(doc_name)
Gui.ActiveDocument = Gui.getDocument(doc_name)
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)

App.ActiveDocument.addObject("Part::Box", "Box")
App.ActiveDocument.ActiveObject.Label = "Cube"
# Object created at document root.
App.ActiveDocument.recompute()
# Gui.SendMsgToActiveView("ViewFit")
```

And we effectively obtain a Cube, without too much hassle.

If we uncomment the last line we will have the cube adapted to the 3d window.

**Note: v1.0.1**

In FreeCAD 1.0.1 the echoed commanda are different and more complete, as a new Gui for adding primitives has been added, but the code listing above should work.

In the end we will have in Python Console a code that is very similat to the one at page ??

But as said it is not very pythonic and a simple modification will make things more pythonic and hopefully more readable:

```
import FreeCAD as App
import FreeCADGui as Gui

doc_name = "mydocument"

App.newDocument(doc_name)

work_doc = App.getDocument(doc_name)

App.setActiveDocument(doc_name)
```

```

App.ActiveDocument = work_doc
Gui.ActiveDocument = Gui.getDocument(doc_name)
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)

box1 = work_doc.addObject("Part::Box", "myBox")
box1.Label = "myCube"
# Object created at document root.
work_doc.recompute()
Gui.SendMsgToActiveView("ViewFit")

```

This will make it more pythonic, note that in this case we can change both the **Name** and the **Label** attributes of the created box to fit our needs

A side note is that we modify as example the **Length** property of the Box we will see in Python Console this line:

```

FreeCAD.getDocument('mydocument').getObject('myBox').Length = '11
↪ mm'

```

We could make the some considerations, as FreeCAD in this case was telling us:

```
FreeCAD.getDocument('mydocument')
```

Is the proper way to refer to a document, not very different from that we have done when assigning the object to the variable **work\_doc**.

```
FreeCAD.getDocument('mydocument').getObject('myBox')
```

This was telling us that the object "mydocument" hold some Objects and that we could with the function **getObject()** retrieve them by name in our case what we obtain is the same ting we have called **box1**.

So we could easily assign ours desired lengths to the box writing:

Script 2.1: A box with lengths label

```

import FreeCAD as App
import FreeCADGui as Gui

doc_name = "mydocument"

App.newDocument(doc_name)

work_doc = App.getDocument(doc_name)

App.setActiveDocument(doc_name)
App.ActiveDocument = work_doc
Gui.ActiveDocument = Gui.getDocument(doc_name)
Gui.activeDocument().activeView().viewDefaultOrientation()
Gui.ActiveDocument.ActiveView.setAxisCross(True)

```



```
box1 = work_doc.addObject("Part::Box","myBox")
box1.Label = "myCube"
box1.Length = '2 in'
box1.Width = 30
box1.Height = 15

# Object created at document root.
work_doc.recompute()
Gui.SendMsgToActiveView("ViewFit")
```

A little note is that we could specify a value or an expression like '**2 in**' and this is accepted as valid but shown in the internal display units, in this case if we use mm we will the the value in inches displayed as mm.

But we are scripting so it is up to us to make experiments with our actual settings and see what is right or what is wrong for our needs and what is generating errors.

The big advantage of scripting things is that we could write a very complex script that will generate a very complex object and change a couple of parameters and rerunning the script a new object is generated.

This little text has only scratched the surface about how to create a script taking as example the Python Console output, and how to make some translation from the "echoed" commands to a more proper Python script.

So for now bye and stay tuned for further articles.