

## Syntax

```
var = value;
module name(..) { ... }
name();
function name(...) = ...
name();
include <....scad>
use <....scad>
```

## 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)
```

## 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, triangles, convexity)
```

## Transformations

```
translate([x,y,z])
rotate([x,y,z])
scale([x,y,z])
resize([x,y,z],auto)
mirror([x,y,z])
multimatrix(m)
color("colorname")
color([r,g,b,a])
offset(r|delta,chamfer)
hull()
minkowski()
```

## Boolean operations

```
union()
difference()
intersection()
```

## Modifier Characters

*	disable
!	show only
#	highlight / debug
%	transparent / background

## Mathematical

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

## Other

```
echo(...)
for (i = [start:end]) { ... }
for (i = [start:step:end]) { ... }
for (i = [...,...,...]) { ... }
intersection_for(i = [start:end]) { ... }
intersection_for(i = [start:step:end]) { ... }
intersection_for(i = [...,...,...]) { ... }
if (...) { ... }
assign (...) { ... }
import("....stl")
linear_extrude(height,center,convexity,twist,slices)
rotate_extrude(angle,convexity)
surface(file = "....dat",center,convexity)
projection(cut)
render(convexity)
children([idx])
```

## List Comprehensions

```
Generate [ for (i = range|list) i ]
Conditions [ for (i = ...) if (condition(i)) i ]
Assignments [ for (i = ...) let (assignments) a ]
```

## Special variables

\$fa	minimum angle
\$fs	minimum size
\$fn	number of fragments
\$t	animation step
\$vpr	viewport rotation angles in degrees
\$vpt	viewport translation
\$vpd	viewport camera distance
\$children	number of module children