



“Super-charging BricsCAD and AutoCAD with productivity boosting tools since 1999”

## Polyline Tools

### Join

CP_3DJ	Join 3D Polylines
CP_PLJOIN	Automated Join - 2D polylines

### Change 2d -> 3d -> 2d

CP_CH2D3D	2D-to-3D
CP_CH3D2D	3D-to-2D

### Vertex Management

CP_DELVX	Delete Vertex
CP_INSVX	Insert Vertex
CP_DENSIFY	Densify vertices
CP_REM_LINVERTS	Weed (remove) collinear vertices from polyline
CP_PL_PLACE	Place Points/Blocks along vertices
CP_FIXCLOSED	Add / Remove redundant closing vertex in polylines
CP_DELSVP	Delete single vertex polylines
CP_MVEDIT	Multiple Vertex Editor
CP_NEWSTART	Specify a new start point for closed polylines
CP_TWEAKPOLY	Tweak polyline vertex

### Part Editing

CP_PARTEXTTRACT	Extract part of a polyline
CP_PARTCOPY	Copy(and move) part of a polyline
CP_PARTOFFSET	Offset part of a polyline
CP_PARTSTRETCH	Stretch part of a polyline
CP_PARTMIRROR	Mirror part of a polyline
CP_PARTROTATE	Rotate part of a polyline
CP_PARTRESHAPE	Reshape part of a polyline

### Inquiry & Statistics

CP_PL_STAT	Compute detailed polyline statistics
CP_LAYERAREA	Compute summed polyline areas from selected layers
CP_LENGTH	Compute lengths
CP_CALCAREA	Compute summed areas of closed polylines
CP_BULGE	Display info. about polyline bulge (arc segments)

CP\_FINDHND Search entities via handles

### More editing

CP\_XV Express Pedit  
CP\_CP\_MPEdit Multiple Pedit  
CP\_CHW Change Widths  
CP\_XP\_WPL Explode Polylines with width  
CP\_SEGLENSSET Specify segment lengths in polylines  
CP\_SEGDEL Delete a single segment from polyline

### Flip

CP\_FLIP Flip (Reverse) direction  
CP\_PLARCMIRROR Flip (mirror) arc segments of polylines

### Fillet

CP\_FILLETPOLY Enhanced fillet command  
CP\_MFILLET Fillet multiple polylines

### Others

CP\_CP\_INOUTOFFSET Offset closed polylines INwards/OUTwards  
CP\_XPSPL Explode Splined  
CP\_POLYGETZ Acquire Neighboring polyline elevations  
CP\_FLOW\_LT Control polyline linetypes  
CP\_ZPOLY Zoom to Polyline  
CP\_FIXUCS Fix line/polylines with different UCS  
CP\_LINPOLY Draw linear polylines from arced polylines

## Conversion

### Line/Polyline/Arc/Spline

CP\_PLARC2PL Convert Arc Polylines to linear segment polyline  
CP\_PLINE2ARC Convert linear polylines to arcs/arced polylines  
CP\_LINE2PL Convert lines and arcs to polylines  
CP\_SPL2PL Convert Splines to polylines  
CP\_PL2SPL Convert polylines to SPLINE

### Polyline/3DFace/Mesh

CP\_PL23DFACE Convert polylines to 3dface  
CP\_PL2PFACE Convert polylines to PFACE  
CP\_3DF2PL 3DFaces to polylines  
CP\_3DF2PFACE 3DFaces to polyface mesh  
CP\_PFACE2PL Polyface mesh to polylines

### More conversion

CP\_BLKSH2P Convert Blocks/Shapes/Text/Circle to Points  
CP\_P2BLKSH Convert Points/Text/Circles to Blocks/Shapes  
CP\_0LEN2PNT Convert 0 Lengths to POINTs  
CP\_ATT2XD Attributes to Xdata

### Polyline Types

CP_CH_H2L	Heavy-Weight to Light-Weight
CP_CH_L2H	Light-Weight to Heavy-Weight
CP_SCALE_Z	Scale Z values
CP_BL2BE	Change Properties ByLayer-to-ByEntity
CP_FLATTEN	Flatten - Convert to 0.0 elevation

## Export

CP_IMPEX	Import/Export points and lines
CP_MULTEXPORT	Multiple drawing export in various formats
CP_3DF2DM	Export 3dface objects into SMS 2DM file format
CP_IMPORT2DM	Import 2DM files as 3dface objects

## Draw

### Geometry

CP_CREATETAPER	Tapered lines
CP_SLOT	Slot
CP_HELIX	Helix
CP_PARABOLA	Parabola
CP_INVOLUTE	Involute
CP_TUBE	Tube
CP_TRUNCCONE	Truncated Cone
CP_PERP	Perpendicular lines
CP_DBOX	Draw Rectangle with diagonals
CP_XLINES	Projected(construction) lines
CP_TANCURVE	Tangents to Curves
CP_LINEEQ	Equation of a Line

### CAD Objects

CP_EASY3DPOINT	Easy 3dpoint
CP_EASY3DPOLY	Easy 3dpolyline
CP_EASY3DFACE	Easy 3dface

### Symbology

CP_ROUGHEN	Roughen a Line
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### Rule-based

CP_DRAWPOLYINCDEC	Draw 3d polylines with auto.Elev increment/decrement
CP_BOXSCREEN	Draw a rectangle box at the current screen extents
CP_BOUNDENT	Draw bounding box around selected object(s)
CP_SORTEDPOLY	Draw a polyline by joining points in sorted order
CP_SHOWPLARCS	Draw arc-ends to arc-center connections in arcs & polyarcs

## Build

### Offset

CP_MOFFSETR	Multiple Offset - Relative
CP_MOFFSETA	Multiple Offset - Absolute
CP_CP_OFFSET	Offset and delete original

CP_3DOFFSET	Offset 3d polylines
CP_SEGOFFSET	Offset single segment from polyline
CP_MVOFFSET	Multiple Variable polyline segment offset
CP_CREATECENT	Create centroid marks inside closed polygons
CP_MEASUREMANY	Measure multiple objects
CP_EXTRUDER	Easy Solids Extruder
CP_JNE	Join nearest ends of lines, polylines
CP_CPROT	Copy and then Rotate
CP_MVROT	Move and then Rotate

## Annotation

CP_IDXYZ	Label points
CP_VXLABEL	Label polyline vertices
CP_SEGLABEL	Label polyline segments
CP_ANGLABEL	Label polyline Angles
CP_ANNOTATEENDS	Annotate ends of lines/polylines with symbols
CP_ANNOTPOINTS	Annotate points, based on layer names
CP_LENTEXT	Create/update length annotation
CP_HNDLABEL	Display object handles as text labels

## Blocks

### Block-related

CP_MOD_SHBL	Globally Modify Block Properties
CP_REPBLK	Replace Block
CP_XP_ATT	Explode Block- Retain attributes as Text
CP_COMPAREBLKATTS	Compare Block attributes and create report
CP_CONNECTBLOCKS	Connect blocks based on attribute values
CP_MREDEFINE	Multiple Redefine Blocks-Lyr/Clr
CP_EXPLODENESTED	Explode only nested blocks
CP_EXPLODE2LAYER	Explode blocks to a specified layer
CP_DRAWSEGBLOCKS	Place a block along each segment of the polyline
CP_MBLKTRIM	Trim lines/polylines along intersecting blocks
CP_BLOCKINS	Express Block Insert
CP_REPEATBLK	Repeat Last Block Insert

### Attribute-related

CP_CP_ATTEDIT	Global Attribute Editor
CP_CP_EASYATT	Multiple-Choice attribute editor
CP_CP_EASYATT_SETUP	Multiple-Choice attribute editor Setup
CP_CP_EASYATTCLASS	Change block layers/color based on attribute values
CP_CP_ATTTEXT	Extract Block attributes to file
CP_PROP2ATT	Transfer AutoCAD properties to Blocks Attributes
CP_TAGEXT	Export Block Attribute Tags to ASCII file
CP_TAGREN	Rename block attribute tags, prompts and defaults
CP_TAGDEL	Delete block attribute tags from block definition
CP_ATTMOVE	Move attribute

CP_ATTROTATE	Rotate attribute
CP_ATTUPRIGHT	Make attribute readable
CP_ATTXFER	Transfer Attributes between blocks
CP_TXT2ATT	Transfer Text strings to Block attributes
CP_ZOOMTXT	Search and replace text/attributes
CP_BLKEDIT	Edit blocks graphics and attribute properties independently
CP_DYNATTPLACE	Place Block - position attributes interactively
CP_SRCHBLK4TXT	Search Blocks for text strings

## Text

### Creation

CP_TC	Draw Quick Text (running numbers)
CP_CURVETEXT	Create text along a curve
CP_EASYTEXT	Create text aligned to a curve
CP_DATESTAMP	Create Date/Drawing Stamp
CP_MT	Draw Multiple Text

### Editing

CP_MODTXT	Globally modify TEXT/MTEXT
CP_TXTFILTER	Text Filter
CP_TXTROUND	Round Off Numeric text
CP_ENCLOSE	Enclose Text in Box
CP_CONS_TXT	Consolidate Text into MText
CP_SPLITTEXT	Split long text strings into individual strings
CP_UNCLUTTER	Unclutter text objects
CP_TXTSLIDE	Slide (move) text relative to its rotation angle
CP_TXT2FILE	Write Text to File
CP_TXTEDIT	Global Multiple Text Editor

### Conversion

CP_TXT2ATTDEF	Convert text strings to attribute definitions
CP_ATTDEF2TXT	Convert attribute definitions to text objects
CP_CHCASE	Change Case
CP_CHCASEQUICK	Change Case – shortened quick version

### Display

CP_ALIGNTEXT	Align Text Objects
CP_ALIGNTEXT2LINE	Align Text Objects to a line
CP_TORIENT	Text Orient: Make Text, MText readable
CP_TXTSPACING	Adjust the spacing between text objects
CP_TXTCHANGE	Exchange one text with another
CP_UND_LINE	Underline Text
CP_TXTEVAL	Apply arithmetic/statistical operations on text objects
CP_DWGFONTS	List Drawing Fonts

## Extended Entity Data

CP_REMXD	Remove Xdata
CP_XD_SEARCH	Search and replace extended entity data
CP_SHOWXD	Display extended entity data from picked object
CP_XD_EXTRACT	Extract extended entity data to ASCII files

CP_OD_XD_LABEL	Create text labels from Object data / extended entity data
CP_NODATA	Check for no Xdata / Object Data
CP_EASYEED	Edit XDATA in a dialog box

## BOM/BOQ Tools

CP_BOM	BOM/BOQ Generator
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## Modeler

CP_CONVERTTO3DFORMS	Convert 2d objects to 3d forms
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## Miscellaneous

### File Management

CP_FILEMAN	File Manager
CP_DWGBROWSER	DWG browser, with thumbnail previews
CP_BINDXREF	Detaches all un-referenced XREFs and binds all others into current DWG
CP_BATCHPROCESS	Batch process multiple drawings with scripts
CP_MULTINS	Multiple DWG Inserts
CP_MXREF	Multiple drawings XREF
CP_READEXIF	Display EXIF data from images & other files (photo-forensics)

### Export

CP_LYRS2DWG	Layers to DWG
CP_DWGSPLIT	Split a drawing into smaller parts
CP_FILEESORT	Sort ASCII files

### CAD Procedures

CP_MATCH	Match Properties
CP_OBJALIGN	Align Objects
CP_XYZSCL	Scale objects (unequally) in X, Y and Z directions
CP_MEANPOINT	Create a mean (averaged) point from a cluster of points
CP_FLIPZ	Flip (reverse) elevations(Z) from selected objects
CP_ROUNDOFF	Round Off Values from points/lines
CP_HATCHBOUND	Re-Create Hatch boundaries from HATCH object
CP_XTRACT	Extract from XREF
CP_XP_RETDAT	Explode objects - Retain Object Table and extended entity data
CP_HATCHAREA	Report on areas covered by HATCH objects
CP_FLIPARCS	Flip ECS of arcs with negative normals
CP_CHOP	Object Chopper
CP_AUTODIM	Automatic Dimensioning
CP_FACENORMAL	Control 3dface Face Normals
CP_CONTBREAK	Break(Split) objects along a polyline
CP_ZOOMENT	Zoom to extent of selected object(s) (with 5% margin)
CP_DELETELAYOUTS	Delete paper-space layouts
CP_NULLTEXT	Delete Null TEXT
CP_PURGEALL	Purge All Unused Symbols
CP_SCALECLEAN	Remove all unreferenced scales
CP_VISIBLE	Change object visibility
CP_REPURL	Search / Replace attached URL
CP_DIMPREC	Change Dimension Precision

CP_POLYCLIP	Clip an image along a boundary polygon
CP_IMAGETRIM	Trim an image along a boundary line
CP_SHAPEMANAGER	Analyze and manage geometric shapes
CP_LINEPLANEINT	Determine the intersection of line and plane
CP_DIVPOLY	Divide a 3/4 sided polygon

## Selection

CP_PLFILTER	Polylines based on properties
CP_FINDENCLOSED	Find points enclosed within 3dface space
CP_3DFFILTER	3DFaces based on properties
CP_ESELECT	Enhanced Entity Selector
CP_MAKESEL	Build Selection Set
CP_FINDZRNG	Find objects in selected Z range
CP_SL	Select Current Layer
CP_SS	Select Current Style
CP_LASTSEL	Put last CADPower selection in 'previous' sel.set

## Inquiry

CP_SURFAREA	Compute Surface Area of 3DFACES
CP_ANGLE	Display angle between two lines
CP_CGRAV	Compute Center of Gravity
CP_DWG_STAT	Display Drawing Statistics
CP_PERIMTR	Compute running distance/perimeter
CP_VISIT	Object Selection Browser
CP_Q	Quick elevation Info
CP_DXY	Enhanced DIST command

## Layer

CP_LAYERMAN	Layer Names Editor
CP_ISOD	Isolate layer(s)
CP_RESTORE	Restore Isolated layer(s)
CP_SL_1	Save Layer State - 1
CP_SL_2	Save Layer State - 2
CP_SL_3	Save Layer State - 3
CP_RL_1	Restore Layer State - 1
CP_RL_2	Restore Layer State - 2
CP_RL_3	Restore Layer State - 3
CP_CCL	Change to current layer
CP_CPCL	Copy to current layer
CP_COPYLYR	Copy layer contents to another layer

## More Options

CP_CHECKUPDATES	Check for CADPower updates
CP_DEBUGINFO	Display debug info about the computer and licensing
CP_CMDLIST	List GeoTools/CADPower commands

CP\_CMDSEARCH

Search GeoTools/CADPower commands