



## *Tool List*

### **Polyline Tools**

#### **Join**

GT\_3DJ Join 3D Polylines  
GT\_PLJOIN Automated Join - 2D polylines

#### **Change 2d3d2d**

GT\_CH2D3D 2D-to-3D  
GT\_CH3D2D 3D-to-2D

#### **Vertex Management**

GT\_FIXCLOSED Add / Remove redundant closing vertex in polylines  
GT\_DELSVP Delete single vertex polylines

#### **Optimization/Cleanup**

GT\_DENSIFY Densify vertices  
GT\_DISTANGWEED Weed (remove) vertices based on distance and angle  
GT\_REM\_LINVERTS Weed (remove) collinear vertices from polyline

#### **Identify**

GT\_INTERSECT Mark intersection points along lines, polylines, arcs..  
GT\_JUNCTION Mark junction points in a network of linear objects  
GT\_PL\_0 Identify Zero elevation Vertex ^C ^CGT\_PL\_0;  
GT\_VXDROP Highlight elevation differences in polylines

#### **Process**

GT\_PL\_INTER Assign Interpolated Z values to vertices  
GT\_MERGEPOLY Merge adjacent closed polylines  
GT\_GT\_INOUTOFFSET Offset closed polylines INwards/OUTwards  
GT\_POLYINSVX Polyline 'Insert Vertex' Tool

#### **Inquiry & Statistics**

GT\_PL\_STAT Compute detailed polyline statistics  
GT\_LAYERAREA Compute summed polyline areas from selected layers  
GT\_LENGTH Compute lengths  
GT\_BULGE Display info. about polyline bulge (arc segments)

#### **More editing**

GT\_GT\_MPEDIT Multiple Pedit  
GT\_CHW Change Widths  
GT\_XP\_WPL Explode Polylines with width



## Direction Control

GT_FLIP	Flip (Reverse) direction
GT_PLARCMIRROR	Flip (mirror) arc segments of polylines
GT_PL_DIR	Find out direction of polyline vertices

## Create/Edit

GT_AUTOPAN	Draw 2d/3d polylines with auto-edge panning
GT_LINPOLY	Draw linear polylines from arced polylines
GT_XV	Express Pedit
GT_SEGLENSET	Specify segment lengths in polylines

## Presentation

GT_PL_PLACE	Place Points/Blocks along vertices
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## Fillet

GT_FILLETPOLY	Enhanced fillet command
GT_MFILLET	Fillet multiple polylines

## Others

GT_XPSPL	Explode Splined
GT_FLOW_LT	Control polyline linetypes
GT_ZPOLY	Zoom to Polyline
GT_FIXUCS	Fix line/polylines with different UCS

## Conversion

GT_PLARC2PL	Convert Arc Polylines to linear segment polyline
GT_PL23DFACE	Convert polylines to 3dface
GT_BLKSH2P	Convert Blocks/Shapes/Text/Circle to Points
GT_P2BLKSH	Convert Points/Text/Circles to Blocks/Shapes
GT_SPL2PL	Convert Splines to polylines
GT_0LEN2PNT	Convert 0 Lengths to POINTs
GT_3DF2PL	3DFaces to polylines
GT_PFACE2PL	Polyface mesh to polylines
GT_LINE2PL	Convert lines and arcs to polylines
GT_SCALE_Z	Scale Z values
GT_ASN_PROP	Assign Properties
GT_ASS_EL	Automatically Assign contour elevations
GT_ASS_EL_TEXT	Assign contour elevations from text objects
GT_FLATTEN	Flatten - Convert to 0.0 elevation
GT_ATT2XD	Attributes to Xdata
GT_CH_H2L	Heavy-Weight to Light-Weight
GT_CH_L2H	Light-Weight to Heavy-Weight

## Export

GT_IMPEX	Import/Export points and lines
GT_VIEWLINKED	View handles-linked ASCII data
GT_READDEM	Import(read) ARC ASCII DEM files
GT_WRITEDEM	Export (write) ARC ASCII DEM files
GT_MULTEXPORT	Multiple drawing export in various formats
GT_NIKON2DWG	Import NIKON survey raw data
GT_IMPORTSDR	Import Sokkia SDR raw data format

## Drawing Cleanup

GT_ZTREND	Analyze and fix polyline elevation trends
GT_OVERLAP	Remove overlapping segments from a lines selection
GT_DELDUP	Delete Duplicate Objects
GT_NODELINESNAP	Linear and Node Snap (MAGNET)

GT_KINK	Identify intersecting segments (kinks) in polylines
GT_BREAKX	Break crossing objects at ends
GT_INTEX	Lineworks Intersections Processor
GT_DANGLECHECK	Detect free ends (dangles) of lines, polylines and arcs
GT_HSQUARE	Create right angle corners
GT_POINTWEED	Weed points based on spacing
GT_ENDELEVCHECK	Check for coincident (XY) endpoints with varying Z
GT_SET_Z_PL	Set out-of-range elevation values to nearest valid elevation values
GT_PLANARPOLY	Make polylines/3dfaces planar

## Draw

GT_EASY3DPOINT	Easy 3dpoint
GT_EMBHATCH	Draw Embankment hatch slopes pattern
GT_VEGLINE	Draw vegetation cover symbols
GT_SORTEDPOLY	Draw a polyline by joining points in sorted order

## Build

GT_ROWMAKER	Make Right-of-Way/Pavements/Ramps
GT_CENTLINE	Draw Center-Lines from road R-O-W
GT_3DOFFSET	Offset 3d polylines
GT_CREATECENT	Create centroid marks inside closed polygons
GT_MVMEASURE	Multi-Variable Measure
GT_JNE	Join nearest ends of lines, polylines
GT_EDGEBUILDER	Build common edges along closed, adjacent polygons
GT_PTINTERMANUAL	Interpolate point elevation from neighboring polylines - manual pick
GT_PTINTERAUTOMATIC	Interpolate point elevation from neighboring polylines - automatic
GT_CCPLY	Create closed polylines from a mass of networked polylines
GT_CONTOUROFFSET	Create mathematical offsets between two contour polylines
GT_NETNODES	Place points along linear network
GT_DRAPEPOLY	Drape a 3D polyline across a set of intersecting linear objects

## Annotation

GT_VXLABEL	Label polyline vertices
GT_PL_DATAIDL	Label polylines with attached data
GT_SEGLABEL	Label polyline segments
GT_CONTLABEL	Label contour polylines
GT_IDXYZ	Label points
GT_ANNOTPOINTS	Annotate points, based on layer names
GT_LENTEXT	Create/update length annotation
GT_CREATEANNOT	Create annotations at intersections

## Blocks

GT_ATTEDIT	Global Attribute Editor
GT_ZOOMTXT	Search and replace text/attributes
GT_ATTEXT	Extract Block attributes to file
GT_ATTXFER	Transfer Attributes between blocks
GT_TXT2ATT	Transfer Text strings to Block attributes
GT_PROP2ATT	Transfer AutoCAD properties to Blocks Attributes
GT_TAGREN	Rename block attribute tags, prompts and defaults
GT_TAGDEL	Delete block attribute tags from block definition
GT_UPDATEPOINTBLK	Update 'Coordinates Block' attributes

## Text

GT_TC	Draw Quick Text (running numbers)
GT_UNCLUTTER	Unclutter text objects

## AutoCAD Map Tools

### Data Convert/Transfer

GT_XFER_OD_XD	Transfer Object Data / Xdata between two objects
GT_OD2ATT	Transfer Object Table Data to Block Attributes
GT_ATT2OD	Transfer Block Attributes to Object Table Data
GT_DB2OD	Transfer database linked data to object data
GT_PROP2OD	Transfer AutoCAD properties to Object Data
GT_OD2XD	Convert Object Table Data to Xdata

### Export

GT_OD_EXTRACT	Export Object Table Data to ASCII files
GT_OD_STRUCEXT	Export Object Table Field Structure to ASCII files

### Create

GT_AUTOINCROD	Create auto-incrementing object table data
GT_OD_XD_LABEL	Create text labels from Object data / extended entity data

### Object Data

GT_OD_EDIT	Global Object Data Editor
GT_GT_EASYOD	Multiple-Choice Object data editor
GT_GT_EASYOD_SETUP	Multiple-Choice Object data editor Setup
GT_MERGETBL	Merge two object tables
GT_REM_DUP_RECS	Remove duplicate object data records within objects
GT_REN_OD_FLDS	Rename Object Data Fields
GT_TXT2OD	Transfer text strings to Object Data
GT_OD_LIST	List Object Data
GT_OD_SEARCH	Search and replace Object table data
GT_NODATA	Check for no Xdata / Object Data
GT_OD2ELEV	Assign elevations from object data
GT_AMAPBREAK	Break object but retain object data in both broken parts
GT_COPYODTABDEF	Copy Object Table definition
GT_DEFATTOD	Define Object Table from block attributes
GT_DEFBOD	Define object table from linked database table

### Bricscad / plain AutoCAD compatibility tools

GT_BC_OD2XD	Convert Object Table Data to Xdata (for Bricscad / plain AutoCAD use only)
GT_BC_OEDIT	Edit object data from AutoCAD Map
GT_BC_XD2OD	Transfer Xdata to Object data (for use after Bricscad / plain AutoCAD editing only)

### AutoCAD Map

GT_ADEDEFDATA	Define object data
GT_ADEATTACHDATA	Attach/Detach object data
GT_ADEEDITDATA	Edit object data
GT_QUERYPROC	Format text labels queried with 'Alter properties'
GT_TOPOSELECT	Select Topology objects graphically

## Extended Entity Data

GT_REMXD	Remove Xdata
GT_XD_SEARCH	Search and replace extended entity data
GT_SHOWXD	Display extended entity data from picked object
GT_XD_EXTRACT	Extract extended entity data to ASCII files

## Civil Tools

GT_TRIANGULATE	Create TIN (Delauney triangulation)
GT_CONTOURBUILDER	Create contours from TIN model
GT_CHAINAGE	Annotate chainages along a route



GT_GT_PROFILE	Draw cross-sectional profile from 3D Polyline
GT_ADJUSTLEVELS	Adjust cross-section elevations
GT_DRAWGRADE	Draw Graded polylines
GT_TRAVADJ	Perform traverse error adjustment
GT_CROSSSECT	Multiple Cross Section Tools
GT_SHEETINS	Create and Place Map Sheet Index Block
GT_ANNGRID	Create Map Grid
GT_BEARINGDIST	Bearing and Distance
GT_BRGROUND	Round off bearings

## Miscellaneous

### Images

GT_GEO_INS	Insert a geo-referenced image
GT_IMAGESCAN	Scan selected image files and build image boundary list
GT_IMAGESEARCH	Insert geo-referenced image corresponding to selected AOI
GT_MINEX2DWG	Import (read) a MINEX coal reserves data file
GT_ROUGHEN	Roughen a Line
GT_SURFAREA	Compute Surface Area of 3DFACES
GT_XP_RETDAT	Explode objects - Retain Object Table and extended entity data
GT_HATCHAREA	Report on areas covered by HATCH objects
GT_CONTBREAK	Break(Split) objects along a polyline
GT_GEO	Enter geographical coordinates-Latitude,Longitude,Height
GT_CONTCCLASS	Classify Elevation Contours
GT_DELETELAYOUTS	Delete paper-space layouts
GT_CONTDIST	Contour Spacing Distance Tool

## Selection

GT_PLFILTER	Polylines based on properties
GT_3DFFILTER	3DFaces based on properties
GT_ESELECT	Enhanced Entity Selector
GT_MAKESEL	Build Selection Set
GT_FINDZRNG	Find objects in selected Z range
GT_SL	Select Current Layer
GT_SS	Select Current Style
GT_LASTSEL	Put last GeoTools selection in "previous" sel.set

## Inquiry

GT_CGRAV	Compute Center of Gravity
GT_DWG_STAT	Display Drawing Statistics
GT_DXY	Enhanced DIST command

# CADPower

## Tool List

### 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

#### Part Editing

CP_PARTEXTRACT	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)

#### More editing

CP_XV	Express Pedit
CP_CP_MPEDIT	Multiple Pedit
CP_CHW	Change Widths
CP_XP_WPL	Explode Polylines with width
CP_SEGLENSET	Specify segment lengths in polylines

#### 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_TRUNCONE	Truncated Cone



CP_PERP	Perpendicular lines
CP_DBOX	Draw Rectangle with diagonals
CP_XLINES	Projected(construction) lines
CP_TANCURVE	Tangents to Curves

## 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

**Display**

CP_ALIGNTEXT	Align Text Objects
CP_ALIGNTEXT2LINE	Align Text Objects to a line
CP_TORIENT	Text Orient: Make Text,MText readable
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

## 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

### 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

## 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