

GeoTools commands summary

The following list of command descriptions show what each one of the GeoTools commands do.

All commands shown here work in AutoCAD as well as Bricscad unless otherwise noted.

Polyline Tools

Tool # 1	Mass join polylines (2d & 3D)
Tool # 2	Flexible ways to convert 2D to 3D and 3D to 2D polylines
Tool # 3	Change width (multiple mode)
Tool # 4	Single pick add and delete vertex
Tool # 5	Identify & Reverse direction
Tool # 6	Densify vertices
Tool # 7	Distance and angle based vertex weed (optimization tool)
Tool # 8	Weed (remove) collinear vertices from polyline
Tool # 9	Populate zero value elevations by linear interpolation
Tool # 10	Compute summed lengths
Tool # 11	Control polyline linetype
Tool # 12	Multiple Pedit
Tool # 13	Identify zero elevation vertices in polylines
Tool # 14	Place Points/Blocks along vertices
Tool # 15	Merge adjacent closed polylines
Tool # 16	Multiple polyline / line/ arcs vertex editor
Tool # 17	Mark intersection points along lines,polylines,arcs..
Tool # 18	Mark junction points on a network of lines
Tool # 19	Flip (mirror) arc segments in polylines
Tool # 20	Specify segment lengths in polylines
Tool # 21	Specify a new start point for closed polylines
Tool # 22	Explode wide polylines, retain width geometry
Tool # 23	Offset, Move, Extract, Mirror, Rotate, Stretch, Reshape part of polyline
Tool # 24	Find direction of vertices
Tool # 25	Compute and report detailed polyline statistics
Tool # 26	Explode splined polylines
Tool # 27	Express Pedit
Tool # 28	Zoom to polyline
Tool # 29	Highlight elevation differences
Tool # 30	Add/Remove closing vertices
Tool # 31	Fillet between two polylines / Fillet between multiple polylines
Tool # 32	Fix objects with non-parallel UCS
Tool # 33	Offset closed polylines INwards / OUTwards
Tool # 34	Draw 2d/3d polylines with auto-edge panning
Tool # 35	Draw linear polylines from arced polylines

- Tool # 36 Compute summed polyline areas from selected layers
- Tool # 37 Delete single vertex polyline

Conversion Tools

- Tool # 38 Convert heavy-weight to light-weight polylines and vice-versa
- Tool # 39 Convert zero-length lines to POINTs
- Tool # 40 Scale Z values
- Tool # 41 Convert arced Polylines to linear segment polyline
- Tool # 42 Convert linear polylines to arcs/arced polylines
- Tool # 43 Convert polylines to 3dface
- Tool # 44 Convert polylines to PFACE mesh
- Tool # 45 Change Properties ByLayer-to-ByEntity
- Tool # 46 Convert Blocks/Shapes/Text/Circle to Points
- Tool # 47 Convert Points/Text/Circles to Blocks/Shapes
- Tool # 48 Convert Splines to polylines
- Tool # 49 Convert polylines to SPLINE
- Tool # 50 Inherit properties from neighboring objects
- Tool # 51 Automatically Assign contour elevations
- Tool # 52 Assign contour elevations from text objects
- Tool # 53 3DFaces to polylines
- Tool # 54 3DFaces to polyface mesh
- Tool # 55 Polyface mesh to polylines
- Tool # 56 Convert lines and arcs to polylines
- Tool # 57 Flatten - Convert to 0.0 elevation
- Tool # 58 Attributes to Xdata

Export Tools

- Tool # 59 Import/Export points and lines
- Tool # 60 View handles-linked ASCII data
- Tool # 61 Import(read) / ARC ASCII DEM files
- Tool # 62 Export (write) ARC ASCII DEM files
- Tool # 63 Multiple drawing export in various formats
- Tool # 64 View handles-linked objects
- Tool # 65 Import NIKON survey raw data format
- Tool # 66 Import Sokkia SDR raw data format

Drawing Cleanup

Tool # 67	Analyze and fix polyline elevation trends
Tool # 68	Remove overlapping segments from a lines selection
Tool # 69	Delete Duplicate Objects
Tool # 70	Delete Null TEXT
Tool # 71	Purge All Unused Symbols
Tool # 72	Linear & Node Snap
Tool # 73	Identify intersecting segments (kinks) in polylines
Tool # 74	Break crossing objects at ends
Tool # 75	Lineworks Intersection Processor
Tool # 76	Detect free ends (dangles) of lines,polylines and arcs
Tool # 77	Remove all unreferenced scales
Tool # 78	Detaches all un-referenced XREFs and binds all others into current DWG
Tool # 79	Create right angle corners
Tool # 80	Weed points based on spacing
Tool # 81	Check for coincident (XY) endpoints with varying Z
Tool # 82	Set all 0 elevation vertices to a nearest value
Tool # 83	Make polylines/3dfaces planar by setting elevations to adjacent vertices

Draw Tools

Tool # 84	Draw Tapered lines
Tool # 85	Draw Slot
Tool # 86	Draw Helix
Tool # 87	Draw Parabola
Tool # 88	Draw Involute
Tool # 89	Draw Tube
Tool # 90	Draw Tuncated Cone
Tool # 91	Draw Perpendicular lines
Tool # 92	Draw Rectangle with diagonals
Tool # 93	Draw Projected(construction) lines
Tool # 94	Easy 3dpoint, 3dpolyline & 3dface
Tool # 95	Tangents to Curves
Tool # 96	Draw Embankment hatch slopes pattern
Tool # 97	Draw vegetation cover symbols
Tool # 98	Draw 3d polylines with auto.Elev increment/decrement
Tool # 99	Draw a rectangle box at the current screen extents
Tool # 100	Draw bounding box around selected object(s)
Tool # 101	Draw a polyline by joining points in sorted order
Tool # 102	Draw arc-ends to arc-center connections in arcs & polyarcs

Build

Tool # 103	Make Right-of-Way/Pavements/Ramps
Tool # 104	Draw Center-Lines from road R-O-W
Tool # 105	Multiple Offset – Relative & Absolute
Tool # 106	Offset and delete original
Tool # 107	Offset 3d polylines
Tool # 108	Create centroid marks inside closed polygons
Tool # 109	Multi-Variable Measure
Tool # 110	Multiple Variable polyline segment offset
Tool # 111	Offset single segment from polyline
Tool # 112	Easy Solids Extruder
Tool # 113	Join nearest ends of lines, polylines
Tool # 114	Build common edges along closed, adjacent polygons
Tool # 115	Interpolate point elevation from neighboring polylines - manual pick
Tool # 116	Interpolate point elevation from neighboring polylines – automatic
Tool # 117	Copy / Move and then Rotate
Tool # 118	Create closed polylines from a mass of networked polylines
Tool # 119	Create mathematical offsets between two contour polylines
Tool # 120	Place points along linear network
Tool # 121	Drape a 3D polyline across a set of intersecting linear objects

Annotation

Tool # 122	Label points
Tool # 123	Label polyline vertices
Tool # 124	Label polylines with attached data
Tool # 125	Label polyline segments
Tool # 126	Label contour polylines
Tool # 127	Label polyline Angles
Tool # 128	Annotate ends of lines/polylines with symbols
Tool # 129	Annotate points, based on layer names
Tool # 130	Create/update length annotation
Tool # 131	Display object handles as text labels
Tool # 132	Create annotations along intersections

Blocks and Attributes

Tool # 133	Globally Modify Block Properties
Tool # 134	Extract Block attributes to file
Tool # 135	Export Block Attribute Tags to ASCII file
Tool # 136	Transfer Attributes between blocks
Tool # 137	Explode only nested blocks
Tool # 138	Global Attribute Editor

Tool# 139	Multiple choice attribute add/editor
Tool # 140	Multiple Redefine Blocks-Lyr/Clr
Tool # 141	Replace Block
Tool # 142	Explode Block- Retain attributes as Text
Tool # 143	Express Block Insert
Tool # 144	Repeat Last Block Insert
Tool # 145	Search and replace text/attributes
Tool # 146	Edit blocks graphics and attribute properties independently
Tool # 147	Search Blocks for text strings
Tool # 148	Transfer Text strings to Block attributes
Tool # 149	Trim lines/polylines along intersecting blocks
Tool # 150	Rename block attribute tags, prompts and defaults
Tool # 151	Delete block attribute tags from block definition
Tool # 152	Compare Block attributes and create report
Tool # 153	Connect blocks based on attribute values
Tool # 154	Place a block along each segment of the polyline
Tool # 155	Move / Rotate attribute
Tool # 156	Make attribute readable
Tool # 157	Re-Order attributes of a block
Tool # 158	Explode blocks to a specified layer
Tool # 159	Transfer CAD properties to block attributes
Tool # 160	Place block & attributes interactively
Tool # 161	Update 'Coordinates Block' attributes
Tool # 162	Change block layers/color based on attribute values

Text

Tool # 163	List Drawing Fonts
Tool # 164	Enclose Text in Box
Tool # 165	Align Text Objects
Tool # 166	Align Text Objects to a line
Tool # 167	Change Case
Tool # 168	Globally modify TEXT/MTEXT
Tool # 169	Draw Quick Text (running numbers)
Tool # 170	Draw Multiple Text
Tool # 171	Text Filter
Tool # 172	Round Off Numeric text
Tool # 173	Slide (move) text relative to its rotation angle
Tool # 174	Write Text to File
Tool # 175	Global Multiple Text Editor
Tool # 176	Underline Text
Tool # 177	Consolidate Text into MText

Tool # 178	Split long text strings into individual strings
Tool # 179	Create text along a curve
Tool # 180	Unclutter text objects
Tool # 181	Create text aligned to a curve
Tool # 182	Create Date/Drawing Stamp
Tool # 183	Convert text strings to attribute definitions
Tool # 184	Convert attribute definitions to text objects
Tool # 185	Apply arithmetic/statistical operations on text objects

AutoCAD Map Tools (not available in Bricscad, except where noted with a *)

Tool # 186	Convert Object Table Data to Xdata (for Bricscad / plain AutoCAD use)
Tool # 187	Edit object data from AutoCAD Map (in Bricscad / plain AutoCAD) *
Tool# 188	Transfer XData to object data (after Bricscad / plain AutoCAD edit)
Tool # 189	Convert Object Table Data to Xdata
Tool # 190	Transfer Object Data / Xdata between two objects
Tool # 191	Transfer Object Table Data to Block Attributes
Tool # 192	Transfer Block Attributes to Object Table Data
Tool # 193	Transfer database linked data to object data
Tool # 194	Create text labels from Object data / extended entity data
Tool # 195	Transfer CAD properties to Object Data
Tool # 196	Assign elevations from object data
Tool # 197	Merge two object tables
Tool # 198	Remove duplicate object data records within objects
Tool # 199	Rename Object Data Fields
Tool # 200	Export Object Table Data to ASCII files
Tool # 201	Export Object Table Field Structure to ASCII files
Tool # 202	Transfer text strings to Object Data
Tool # 203	List Object Data
Tool # 204	Search and replace Object table data
Tool # 205	Select Topology objects graphically
Tool # 206	Copy Object Table definition
Tool # 207	Define Object Table from block attributes
Tool # 208	Define object table from linked database table
Tool # 209	Global Object Data Editor
Tool# 210	Multiple choice object data add/editor
Tool # 211	Format text labels queried with 'Alter properties'
Tool # 212	Break object but retain object data in both broken parts
Tool # 213	Create auto-incrementing object table data
Tool # 214	Check for no Xdata / Object Data

Extended Entity Data

- Tool # 215 Remove Xdata
- Tool # 216 Search and replace extended entity data
- Tool # 217 Display extended entity data from picked object
- Tool # 218 Extract extended entity data to ASCII files
- Tool # 219 View/Edit extended entity data in dialog-box interface

Civil Tools

- Tool # 220 Create TIN (Triangulated Irregular Network)
- Tool # 221 Annotate chainages along a route
- Tool # 222 Draw cross-sectional profile from 3D Polyline
- Tool # 223 Adjust cross-section elevations
- Tool # 224 Draw Graded polylines
- Tool # 225 Perform traverse error adjustment
- Tool # 226 Create and Place Map Sheet Index Block
- Tool # 227 Create Map Grid
- Tool # 228 Create multiple cross-sections
- Tool # 229 Bearing and Distance Tool
- Tool # 230 Slope Display of TIN triangles

Miscellaneous

- Tool # 231 Scan selected image files and build image boundary list
- Tool # 232 Insert geo-referenced image corresponding to selected AOI
- Tool # 233 Import (read) a MINEX coal reserves data file
- Tool # 234 Insert a geo-referenced image
- Tool # 235 Object Chopper
- Tool # 236 Automatic Dimensioning
- Tool # 237 Layers to DWG
- Tool # 238 Match Properties
- Tool # 239 Roughen a Line
- Tool # 240 Compute Surface Area of 3DFACES
- Tool # 241 Align Objects
- Tool # 242 Control 3dface Face Normals
- Tool # 243 Extract from XREF
- Tool # 244 Multiple drawings XREF
- Tool # 245 Sort ASCII files
- Tool # 246 Round Off Values from points/lines
- Tool # 247 Multiple DWG Inserts
- Tool # 248 Split a drawing into smaller parts
- Tool # 249 Re-Create Hatch boundaries from HATCH object
- Tool # 250 Layer Names Editor
- Tool # 251 Export 3dface objects into SMS 2DM file format

Tool # 252	Import 2DM files as 3dface objects
Tool # 253	Explode objects - Retain Object Table and extended entity data
Tool # 254	Batch process multiple drawings with scripts
Tool # 255	Contour Spacing Distance Tool
Tool # 256	Break(Split) objects along a polyline
Tool # 257	Zoom to extents of selected object(s) (with 5% margin)
Tool # 258	Scale objects (unequally) in X, Y and Z directions
Tool # 259	Create a mean (averaged) point from a cluster of points
Tool # 260	Enter geographical coordinates-Latitude,Longitude,Height
Tool # 261	Flip (reverse) elevations(Z) from selected objects
Tool # 262	Classify Elevation Contours
Tool # 263	Delete paper space layouts
Tool # 264	Report on areas covered by HATCH objects
Tool# 265	Flip ECS of arcs with negative normals

Selection

Tool # 266	Polylines based on properties
Tool # 267	3DFaces based on properties
Tool # 268	Enhanced Entity Selector
Tool # 269	Build Selection Set
Tool # 270	Find objects in selected Z range
Tool # 271	Select Current Layer / Current Style

Inquiry

Tool # 272	Display angle between two lines
Tool # 273	Display info. about polyline bulge (arc segments)
Tool # 274	Compute Center of Gravity
Tool # 275	Display Drawing Statistics
Tool # 276	Compute running distance/perimeter
Tool # 277	Compute summed areas of closed polylines
Tool # 278	Object Selection Browser
Tool # 279	Quick elevation Info
Tool # 280	Enhanced DIST command

Layer

Tool # 281	Isolate layer(s)
Tool # 282	Restore Isolated layer(s)
Tool # 283	Save / Restore Layer States
Tool # 284	Change to current layer

Tool # 285 Copy to current layer
Tool # 286 Copy layer contents to another layer