

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(text, 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])
multmatrix(m)
color("colorname",alpha)
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
atan
acos
asin
atan2
floor
round
ceil
ln
len
let
log
pow
sqrt
exp
rands
min
max
```

Functions

```
concat
lookup
str
chr
search
version
version_num
norm
cross
parent_module(idx)
if (...) { ... }
assign (...) { ... }
import("<...>.stl")
linear_extrude(height,center,convexity,twist,slices,scale)
rotate_extrude(angle,convexity)
surface(file = "....dat",center,convexity)
projection(cut)
render(convexity)
children([idx])
```

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,scale)
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