



“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\_SEGLENSET 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  
CP\_UNITCONV Units change  
CP\_LINE2XLINE Line 2 XLINE

### 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
CP_CSVEXPOR	Export CSV file

## 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
CP_CGRID	Construction Grid
CP_RECTLB	Draw Rectangle with dimensions

### CAD Objects

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

### Symbology

CP_ROUGHEN	Roughen a Line
CP_PATTERNPLACER	Place a pattern at regular spacing

### 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 & poly-arcs
CP_POLYAREACREATE	Draw closed polylines to an exact area

CP_HOLETABLE	Draw Hole table
CP_POLYAREACREATE	Draw closed polylines to an exact area

## 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
CP_DATAMAN	Data Manager

## 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
CP_MARKLEVELS	Mark levels above-or-below a selected datum

## Blocks

### Block-related

CP_MOD_SHBL	Globally Modify Block Properties
CP_BLKMAN	Block Names Editor
CP_REPBLK	Replace Block
CP_XP_ATT (BURST)	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
CP_BLKSLIDE	Slide (move) block relative to its rotation angle
CP_SCLEDIT	Interactive XY scale editor

### 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
CP_TXT2MTXT	Consolidate Text into MText (quick version)

### 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
CP_TEXTMASK	Create TEXTMASK
CP_TCOUNT	Count occurrence of text objects

## 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

### Generic

CP_BOM	BOM/BOQ Generator
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### Panels, Sizes & Area computation

CP_TILEPLACE	Place tiles / XY panels (for space planning)
CP_TILEOFFSET	Offset tiles / XY panels
CP_TILECOUNT	Count tiles / XY panels
CP_TILEEDIT	Edit tiles / XY panels
CP_FLEXITILE	Place flexi-tiles

### Doors, windows & fixtures schedules

CP_BUILDWALLS	Build Walls from plan footprint
CP_SEGLENHGTS	Set Height/Length of wall segments
CP_PLACEFIXTURES	Place openings/fixtures on walls/floors
CP_COMPUTEWALLAREAS	Compute Wall/Openings areas

### Linear Quantities

CP_LINEQTY	Compute linear quantities
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### Parts Management

CP_PARTASSIGN	Assign part names
CP_PARTUNASSIGN	Un-Assign part names
CP_PARTLABEL	Label part names
CP_PARTCOUNT	Count part names

## Modeler

CP\_CONVERTTO3DFORMS      Convert 2d objects to 3d forms

## 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)

CP_INIEDITOR	Edit CADPower INI files
CP_RECOVERYMANAGER	Drawing Recovery Manager (BricsCAD only)
CP_CSVEDITOR	CSV (Comma separated values) Editor

### 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
CP_JOINCOLLINEAR	Join collinear lines & polylines
CP_DWG AUDIT	Perform drawing audit and clean-up
CP_WIPEOUT	Create a WIPEOUT buffer around closed polygons
CP_HATCHINSVX	Insert vertex in hatch boundary
CP_HATCHDELVX	Delete vertex from hatch boundary
CP_GRIPHATCH	Display grips in hatches
CP_MOVEBAK	Move the backup .BAK files to a specified folder
CP_HATCHORIGIN	Change hatch origin

### Viewports

CP_VPEXTRACT	Extract clipping boundary
CP_VPBNDRYUPDATE	Update clipping boundary



CP_LOCKVPCURLAYOUT	Lock All Viewports in current layout
CP_UNLOCKVPCURLAYOUT	UnLock All Viewports in current layout
CP_LOCKVPORTS	Lock Viewports
CPVPMAX (also as VPMAX)	Maximize a paper-space viewport
CP_VPMAXRESTORE	Restore original view setup after running VPMAX

## 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_CHECKDATES	Check for CADPower updates
CP_DEBUGINFO	Display debug info about the computer and licensing
CP_SHOWPATHS	Show & browse important system & DWG paths

CP_CMDLIST	List GeoTools/CADPower commands
CP_CMDSEARCH	Search GeoTools/CADPower commands
CP_CCMDHELP	Display Specific Command Help
CP_LASTCMDHELP	Display help for last command

## BricsCAD +

(A collection of commands in a designated pull-down menu called BricsCAD+ is provided to make it super-easy for new AutoCAD users to find some of the common tools as seen in AutoCAD)

LAYER Starts the layer dialog from the Explorer

### LAYER Tools

- Layer On
- Layer Off
- Layer Freeze
- Layer Thaw All
- Layer Lock
- Layer Unlock
- Layer Isolate
- Layer Unisolate

### Pan

- Realtime
- Point
- Up
- Down
- Left
- Right
- Set Pan Factor

### Zoom

- Realtime
- Previous
- Window
- Object
- Dynamic
- Scale
- Center
- In
- Out
- All
- Extents

### 3d Views

- Viewpoint Presets
- Viewpoint
- Plan View
  - Current UCS

- World UCS
- Named UCS
- Top
- Bottom
- Left
- Right
- Front
- Back
- NW Isometric
- SW Isometric
- NE Isometric
- SE Isometric

Select Color	COLOR dialog box
Linetype	
Lineweight	
Text Styles	
Point Style Dialog	
Point Style	
Dimension Style	
Multiline Style	
Drawing Limits	
Drawing Units	
Filter	Filter command in BricsCAD
Purge All	Automatic Purge All (one-click)
Reattach All Xref	
Change Dimension Precision	Select dimension, change precision
Reassociate Dimensions	
Update Dimensions	
Lengthen Dynamic	
Add Annotation Scale Values	
Scale List Editor	

### [FREEWARE-By-CADPower \(see below for full list\)](#)

#### Support

(CP_SUPPORTTV) Support TV	Display BricsCAD support related videos
(CP_MAINTENANCE) Maintenance	Quick tool to perform support-maintenance
(CP_DWGSET) Drawing Settings	Quick-access BricsCAD settings
(CP_SHOWPATHS) Show System and DWG paths	Quick browse Windows and CAD system paths
(CP_CRASHREPORTMGR) Crash Report Manager	Analyze & extract time-wise crash reports

### [FREEWARE-By-CADPower \(BricsCAD Only\)](#)

CP_NCOPY (NCOPY)	Nested Copy
CP_FILTER (FILTER)	Search and replace extended entity data
CP_TORIENT (TORIENT)	Text Orient, Make text readable
CP_CHCASEQUICK	Quick Change Case command
CP_TEXTMASK (TEXTMASK)	Hide underneath
CP_TCOUNT (TCOUNT)	Text Count, # of times

### ***Hatch Patterns Management***

CP_HATCHINSVX	Insert vertex in hatch boundary
CP_HATCHDELVX	Delete vertex from hatch boundary

### ***Viewports Management***

CP_LOCKVPORPTS	Lock/unlock all viewports in selected layout(s)
CP_LOCKVPCURLAYOUT	Lock all viewports in current layout
CP_UNLOCKVPCURLAYOUT	Unlock all viewports in current layout
CP_VPMAX	Zoom to Max view of selected viewport
CP_VPMAXRESTORE	Restore paper-space view after CP_VPMAX

### ***Save / Recovery / .BAKup***

CP_MOVEBAK (MOVEBAK)	Move .BAK files to a folder
CP_RECOVERYMANAGER	Drawing Crash recovery Manager
CP_CRASHREPORTMGR	Crash report file manager
CP_WBLOCKBC	WBLOCK and save AutoCAD Map Data

BURST	Explode blocks, retain attributes as text
BCOUNT	Count number of block insert objects
EXTRIM	Trim everything outside
DDPSTYLE	Point Style Dialog
CP_DIMPREC	Change Dimension Precision
CP_SHOWPATHS	Show system & DWG paths
CP_DWGSET	Drawing Settings
CP_PROXYREMOVER	Remove proxy references from entities
CP_APPLOAD	Load applications