

Autolisp Basic - Basic In Autolisp Autocad With Example

Autolisp is a programming language used in AutoCAD software to automate tasks and enhance productivity. With Autolisp, you can create custom commands and tools specific to your requirements. This article will guide you through the basic concepts of Autolisp and provide examples to help you get started.

to Autolisp

Autolisp is derived from the Lisp programming language and is specifically designed for use with AutoCAD. It allows users to create automation routines to perform repetitive tasks, manipulate objects, and extract data from drawings.

Learning Autolisp can significantly improve your efficiency in AutoCAD as it enables you to create custom commands that automate complex workflows. Whether you are an architect, engineer, or designer, knowing Autolisp can streamline your work and save you valuable time.



AUTOLISP BASIC: BASIC IN AUTOLISP (AUTOCAD) with Example

by Richard Opheim (Kindle Edition)

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Basic Syntax and Commands

Autolisp code is written as a series of expressions enclosed within parentheses. Here is an example of a simple Autolisp code snippet that draws a line:

```
(command "line" (getpoint) (getpoint))
```

The above code uses the "line" command to draw a line segment. The **getpoint** function is used to interactively select the starting and ending points of the line.

Autolisp provides a wide range of built-in functions that can be used for various tasks. Some common functions include:

- **setq** : Assigns a value to a variable.
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Variables and Data Types

In Autolisp, variables are used to store and retrieve data. They can be assigned values using the **setq** function. Autolisp supports different data types, including:

- Numbers: Integers and real numbers.
- Strings: Textual data.
- Symbols: Represents a unique identifier.
- List: A sequence of other data types.
- Arrays: A collection of values.
- Associative Lists: Pairs of key-value pairs.

Autolisp Libraries

Autolisp provides several pre-defined libraries that contain ready-to-use functions. These libraries can be loaded into your Autolisp program using the `load` function.

Some commonly used Autolisp libraries include:

- `acad`: Contains functions for interacting with AutoCAD objects.
- `entmod`: Provides functions to modify existing drawing entities.
- `ssget`: Facilitates the selection of drawing entities.
- `vla`: Allows access to AutoCAD's ActiveX Automation interface.

Loading these libraries into your Autolisp program can save you significant development time as they provide powerful functions that can be directly used in your code.

Autolisp Examples

Let's take a look at a few Autolisp examples to better understand its capabilities:

1. Example 1: Drawing a Circle

```
(command "circle" (getpoint) 3)
```

The above code prompts the user to select the center point of the circle and enters a radius of 3 units. It then uses the "circle" command to draw the circle.

2. Example 2: Creating a Hatch Pattern

```
(progn (command "hatch") (prompt "Specify internal point: ") (setq hatchPoint1 (getpoint)) (command "in") (prompt "Specify external point: ") (setq hatchPoint2 (getpoint)) (command "hatch") )
```

This code creates a hatch pattern between two specified points. It prompts the user to select an internal and external point and then uses the "hatch" command to create the hatch pattern.

Autolisp is a powerful tool that allows you to automate tasks and enhance your productivity in AutoCAD. Understanding the basic syntax, commands, and libraries of Autolisp will enable you to create custom commands and tools tailored to your specific needs.

By investing time in learning Autolisp, you can significantly improve your efficiency and streamline your workflows in AutoCAD. So, dive into the world of Autolisp and unlock the full potential of AutoCAD!



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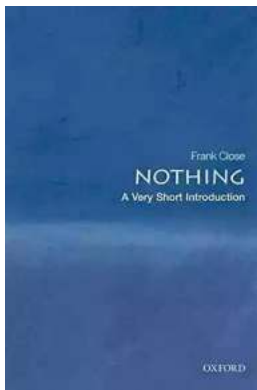
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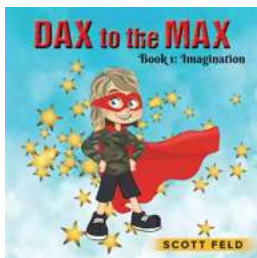
This book is about Autolisp programming powered by Autocad. The topics covered in this books are

- 1.
2. Arithmetic Operators.
3. Equality and Conditional Functions Reference
4. Symbol Handling Function
5. String Handling Function
6. List Handling Function
7. Selection Set Manipulation Functions
8. Defining a Function
9. Command



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