

BRL-CAD Commands Quick

Reference

Miscellaneous

mged start mged with default graphical user interface (GUI)

brlman display manual pages for BRL-CAD software

mst construct a minimum spanning tree for an input graph

- specifying an option for a utility

benchmark runs the BRL-CAD benchmark

nirt cast individual ray and choose information reported

Animation

anim_cascade Evaluate movement of one object relative to another

anim_time Estimate appropriate time parameters for a path

Convert

-g Convert output format to BRL-CAD.

g- Convert from BRL-CAD to an output format

asc2g convert mged geometry database in ASCII to binary form

g2asc convert mged geometry database in binary to ASCII form

By Alexander Lotsu

Database Maintenance

dbupgrade mged geometry databases files to the current version

remapid Perform batch modifications of regions IDs in a BRL-CAD or TANKILL model

rtweight Calculate weight, centroid, and volume data for a BRL-CAD model.

Texture scale Scale a pix(5) stream to map onto a curved solid

Image Support Tools

Pix* Convert a pix(5) stream to a format

***Pix** Convert a image stream to pix(5) format

fb* Save contents of a frame buffer to a data file

***fb** Display a format stream on a frame buffer

Modelling

fence make a model of a fence

tire make a model of a tire

Vegetation make a model of a tree

Rendering

rtwizard Tcl/tk-based front end to the ray tracer

rledge Creates line-art renders of models

rt primary ray-tracer for rendering images

rtsrv remote network ray- tracing server

remrt remote ray-trace dispatcher

rtshot pass a ray through a model to see what it hits