

Rhino	Mstn	
<b>Curves</b>		
<a href="#">Line</a>	<a href="#">Place Line</a>	
<a href="#">LineThroughPt</a>		MaxSurf?
<a href="#">Polyline</a>	<a href="#">Place SmartLine</a>	
<a href="#">Polygon</a>	<a href="#">Place Regular Polygon</a>	
<a href="#">Rectangle</a>	<a href="#">Place Block</a>	No start from center option
<a href="#">Curve</a>	<a href="#">B-spline by Points - CP</a>	
<a href="#">HandleCurve</a>	<a href="#">B-spline by Tangents</a>	
<a href="#">InterpCrv</a>	<a href="#">B-spline by Points -TP</a>	
<a href="#">InterpCrvOnSrf</a>		MaxSurf?
<a href="#">Sketch</a>	<a href="#">Place Freehand Sketch</a>	
<a href="#">Conic</a>	<a href="#">Place Half Ellipse</a>	<a href="#">Conic Curve</a>
<a href="#">Arc</a>	<a href="#">Place Arc</a>	
<a href="#">Circle</a>	<a href="#">Place Circle</a>	
<a href="#">Ellipse</a>	<a href="#">Place Ellipse</a>	
<a href="#">Hyperbola</a>	<a href="#">Conic Curve</a>	
<a href="#">Parabola</a>	<a href="#">Conic Curve</a>	
<a href="#">Helix</a>	<a href="#">Helix Curve</a>	
<a href="#">Spiral</a>	<a href="#">Spiral Curve</a>	
<a href="#">Tween curves</a>		
<b>Curves from other objects</b>		
<a href="#">CurveThroughPolyline</a>	<a href="#">B-spline by Points - CP</a>	
<a href="#">CurveThroughPt</a>	<a href="#">B-spline by Points -TP</a>	Extract cage?
<a href="#">CurveThroughSrfControlPt</a>		MaxSurf?
between two curves or surfaces		
<a href="#">ArcBlend</a>		MaxSurf?
<a href="#">Blend</a>	<a href="#">Blend Curve</a>	
<a href="#">BlendCrv</a>	<a href="#">Blend Curve</a>	
<a href="#">Chamfer</a>	<a href="#">Construct Chamfer</a>	
<a href="#">Fillet</a>	<a href="#">Construct Circular Fillet</a>	
<a href="#">Fillet corners</a>	<a href="#">Construct Circular Fillet</a>	
Duplicate <b>Surface</b> edges		
<a href="#">DupBorder</a>	<a href="#">Extract Iso-Curves</a>	
<a href="#">DupEdge</a>	<a href="#">Extract Iso-Curves</a>	
<a href="#">DupFaceBorder</a>	<a href="#">Extract Iso-Curves</a>	
<a href="#">DupMeshEdge</a>	<a href="#">Extract Boundary</a>	
<a href="#">DupMeshHoleBoundary</a>	<a href="#">Extract Boundary</a>	Check?
Contour and section		
<a href="#">Contour</a>		Multi-steps
<a href="#">CSec</a>		Multi-steps

<a href="#">MeshOutline</a>		Multi-steps
<a href="#">PointCloudSection</a>		Multi-steps
<a href="#">Section</a>	<a href="#">Trim Surfaces by Curves</a>	
<a href="#">Silhouette</a>		2-steps? Display Edges?
Create <b>Curves</b> from other curves		
<a href="#">Crv2View</a>		MaxSurf?
<a href="#">Offset</a>	<a href="#">Move/Copy Parallel</a>	
<a href="#">OffsetCrvOnSrf</a>		MaxSurf?
<a href="#">OffsetNormal</a>		MaxSurf?
<a href="#">Project</a>	<a href="#">Trim Surfaces by Curves -PC or IO</a>	
<a href="#">Pull</a>	<a href="#">Trim Surfaces by Curves direction</a>	Normal
<a href="#">ShortPath</a>		
Create <b>Curves</b> from surfaces		
<a href="#">Bounce</a>		Whatever?
<a href="#">CreateUVCrv</a>	<a href="#">Trim Surfaces by Curves -PC or IO</a>	
<a href="#">Intersect</a>	<a href="#">Compute Surface Intersections</a>	
<a href="#">IntersectTwoSets</a>	<a href="#">Compute Surface Intersections</a>	
<a href="#">Make2D</a>	<a href="#">Flatten Curve</a>	
<b>Curves - Editing Tools</b>		
<a href="#">Align</a>		Multi-step
<a href="#">Close curve</a>	<a href="#">Change Curve Closure</a>	Only works on single Curve
<a href="#">Connect</a>		
<a href="#">Change degree</a>	<a href="#">To Rebuild a B-spline Curve</a>	
<a href="#">Curve Boolean</a>	<a href="#">Create Region</a>	
<a href="#">End bulge</a>	<a href="#">Curve Handlebar</a>	No continuity controls
<a href="#">Extend</a>	<a href="#">Extend Curve</a>	No smooth option
<a href="#">Flatten</a>	<a href="#">Flatten Curve</a>	Multiple Steps-More like Trim and
<a href="#">Fit curve</a>	<a href="#">Change Curve Order</a>	
<a href="#">Fixed length curve edit</a>		Interesting
<a href="#">Handle bar</a>	<a href="#">Curve Handlebar</a>	
<a href="#">Handle curve</a>	<a href="#">B-spline by Tangents</a>	Illustrator-like. Alt to place a kink.
<a href="#">Match</a>	<a href="#">Blend Curve</a>	Options: Continuity, Preserve other
<a href="#">Modify radius</a>	<a href="#">Modify Element</a>	
<a href="#">Move seam</a>	<a href="#">Solid Loft</a>	
<a href="#">Rebuild</a>	<a href="#">Match Curve Settings</a>	<a href="#">Change Curve Order</a>
<a href="#">Rebuild curve non-uniform</a>	<a href="#">Rebuild Curve</a>	<a href="#">Edit Control Points</a>
<b>Polysurfaces / LW Extrusions</b>		
polysurface or extrusion objects		
<a href="#">Box</a>	<a href="#">To Place a Slab Surface</a>	
<a href="#">Cylinder</a>	<a href="#">Cylinder Surface</a>	
<a href="#">Tube</a>	<a href="#">Surface by Extrusion Along Path</a>	
<a href="#">ExtrudeCrv</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">ExtrudeSrf</a>	<a href="#">Surface by Extrusion</a>	<a href="#">Thicken Surface</a>
Draw <b>Polysurfaces</b>		
<a href="#">Boss</a>		Legacy Feature Solid

<a href="#">Box</a>	<a href="#">To Place a Slab Surface</a>	
<a href="#">Cone</a>	<a href="#">Cone Surface</a>	
<a href="#">Cylinder</a>	<a href="#">Cylinder Surface</a>	
<a href="#">Fin</a>		No normal / Tangent
<a href="#">Pipe</a>	<a href="#">Surface by Extrusion Along Path</a>	
<a href="#">Pyramid</a>	<a href="#">Pyramid Surface</a>	Legacy tool
<a href="#">Rib</a>	<a href="#">Protrusion</a>	<a href="#">Rib Feature</a>
<a href="#">Ribbon</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">Slab</a>		Triforma
<a href="#">TCone</a>	<a href="#">Cone Surface</a>	
<a href="#">TruncatedPyramid</a>	<a href="#">Pyramid Surface</a>	Legacy tool
Extrude curves into <b>Polysurfaces</b>		
<a href="#">ExtrudeCrv</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">ExtrudeCrvAlongCrv</a>	<a href="#">Surface by Extrusion Along Path</a>	Perpned to active CP
<a href="#">ExtrudeCrvTapered</a>	<a href="#">Surface by Extrusion Along Path</a>	Scale, not Angle
<a href="#">ExtrudeCrvToPoint</a>	<a href="#">Surface by Extrusion Along Path</a>	Scale to zero
Extrude surfaces into <b>Polysurfaces</b>		
<a href="#">ExtrudeSrf</a>	<a href="#">Solid by Extrusion</a>	
<a href="#">ExtrudeSrfAlongCrv</a>	<a href="#">Solid by Extrusion Along Path</a>	
<a href="#">ExtrudeSrfTapered</a>	<a href="#">Solid by Extrusion Along Path</a>	Scale, not Angle
<a href="#">ExtrudeSrfToPoint</a>	<a href="#">Solid by Extrusion Along Path</a>	Scale to zero
<b>Surfaces</b>		
<a href="#">Plane</a>	<a href="#">To Place a B-spline Surface by Two Points</a>	
<a href="#">PictureFrame</a>		Place Shape + attache raster
Create a <b>Surface</b> from points		
<a href="#">PlaneThroughPt</a>		MaxSurf?
<a href="#">SrfControlPtGrid</a>		MaxSurf?
<a href="#">SrfPt</a>	<a href="#">To Place a B-spline Surface by Averaging Points</a>	
<a href="#">SrfPtGrid</a>		MaxSurf?
Create a <b>Surface</b> from curves		
<a href="#">ExtrudeCrv</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">EdgeSrf</a>	<a href="#">Surface by Edge Curves</a>	
<a href="#">Fin</a>		No nromal / Tangent
<a href="#">Loft</a>	<a href="#">Loft Surface</a>	
<a href="#">NetworkSrf</a>	<a href="#">Surface by Network of Curves</a>	
<a href="#">Patch</a>		Workaround??
<a href="#">PlanarSrf</a>	<a href="#">Create Complex Shape</a>	
<a href="#">RailRevolve</a>		no base curve
<a href="#">Revolve</a>	<a href="#">Surface by Revolution</a>	
<a href="#">Ribbon</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">Sweep1</a>	<a href="#">Surface by Extrusion Along Path</a>	no Align with surface
<a href="#">Sweep2</a>	<a href="#">Swept Surface Along Curves</a>	no Add Slash, Edge continuity, Pres
Create a <b>surface</b> from other surfaces		
<a href="#">CutPlane</a>		MaxSurf?

<a href="#">Drape</a>	<a href="#">To Create a Drape Mesh</a>	
<a href="#">OffsetSrf</a>	<a href="#">Surface by Extrusion</a>	
<a href="#">VariableOffsetSrf</a>	<a href="#">Surface by Extrusion</a>	No SideTangency, AddHandle, Link
<a href="#">UnrollSrf</a>		
<a href="#">TweenSurfaces</a>		MaxSurf?
Other methods		
<a href="#">Heightfield</a>	<a href="#">Surface by Image</a>	
<a href="#">MeshToNURB</a>	<a href="#">Convert to Surface</a>	
<a href="#">Symmetry</a>		Mirror node in PS?
<b>Surfaces Editing Tools</b>		
<a href="#">Apply curve</a>	<a href="#">Trim Surfaces by Curves - IO</a>	
<a href="#">Apply mesh</a>	<a href="#">Trim Surfaces by Curves - IO</a>	
<a href="#">Apply mesh UVN</a>	<a href="#">Trim Surfaces by Curves - IO</a>	
<a href="#">Remove trim curve</a>	<a href="#">Untrim Surface</a>	No Option ExtendSideEdges, Select
<a href="#">Shrink to trim boundary</a>		
<a href="#">Change Degree</a>	<a href="#">Change Surface Order</a>	
<a href="#">Connect</a>		
<a href="#">Extend</a>	<a href="#">Extend Surface</a>	
<a href="#">Rebuild</a>	<a href="#">Rebuild Surface</a>	
<a href="#">Offset</a>	<a href="#">Offset Surface</a>	
<a href="#">Rebuild surface uv</a>	<a href="#">Rebuild Surface</a>	No option for u,v or both, Type: Lo
<a href="#">Extract from polysurface</a>	<a href="#">Extract Faces/Edges</a>	
<a href="#">Merge</a>	<a href="#">Combine Surfaces tool</a>	<a href="#">Merge Surface to Edge</a>
<a href="#">Match</a>	<a href="#">Blend Surfaces</a>	
<a href="#">Seams</a>		
<a href="#">Unroll/Flatten</a>	<a href="#">Unroll Developable Surface</a>	
<b>Solids</b>		
<a href="#">Boss</a>		Legacy Feature Modeling Tool
<a href="#">Box</a>	<a href="#">Slab Solid</a>	
<a href="#">Cone</a>	<a href="#">Cone Solid</a>	
<a href="#">solid from intersecting surfaces</a>		
<a href="#">Cylinder</a>	<a href="#">Cylinder Solid</a>	
<a href="#">Ellipsoid</a>	<a href="#">Ellipsoid</a>	
<a href="#">Extrude surface</a>	<a href="#">Solid by Extrusion</a>	
<a href="#">Paraboloid</a>		By formula?
<a href="#">Pipe</a>	<a href="#">Solid by Extrusion Along Path</a>	No ShapeBlending - Loft?
<a href="#">Pyramid</a>	<a href="#">Pyramid Solid</a>	Legacy tool Easy
<a href="#">Shell</a>	<a href="#">Thicken Surface</a>	
<a href="#">Slab</a>		Triforma -Easy
<a href="#">Sphere</a>	<a href="#">Sphere Solid</a>	
<a href="#">Text objects</a>	<a href="#">Place Text</a>	2-Steps
<a href="#">Torus</a>	<a href="#">Torus Solid</a>	
<a href="#">Truncated cone</a>	<a href="#">Cone Solid</a>	Elliptical Cone available
<a href="#">Tube</a>	<a href="#">Solid By Extrusion Along Path - Circular Profile</a>	
<b>Solids - Editing Tools</b>		

<a href="#">Cap/Enclose</a>	<a href="#">Convert to Solid</a>	
<a href="#">Cage Edit</a>		
<a href="#">Holes</a>	<a href="#">Hole</a>	
<a href="#">Move edge</a>	<a href="#">Modify Solid Entity</a>	<a href="#">Modifying Parametric Elements and</a>
<a href="#">Shell</a>	<a href="#">Shell Solid</a>	<a href="#">Thicken Surface</a>
<a href="#">WireCut</a>	<a href="#">Cut Solid with Curve</a>	
<a href="#">Boolean Difference</a>	<a href="#">Subtract Solids</a>	
<a href="#">Boolean Intersection</a>	<a href="#">Intersect Solids</a>	
<a href="#">Boolean Split</a>	<a href="#">Cut Solid with Curve</a>	
<a href="#">Boolean Union</a>	<a href="#">Unite Solids</a>	
<a href="#">Blend surface edges</a>		
<a href="#">Chamfer surface edges</a>	<a href="#">Chamfer Edges</a>	RailType options DistFromEdge, Rd
<a href="#">Fillet surface edges</a>	<a href="#">Fillet Edges</a>	RailType options DistFromEdge, Rd
<b>Meshes</b>		
<a href="#">Box</a>	<a href="#">To Extrude to a Target</a>	
<a href="#">Cone</a>	<a href="#">Mesh from Element</a>	2 steps
<a href="#">Cylinder</a>	<a href="#">Mesh from Element</a>	2 steps
<a href="#">Ellipsoid</a>	<a href="#">Mesh from Element</a>	2 steps
<a href="#">Extract render mesh</a>	<a href="#">Mesh from Element</a>	??
<a href="#">Face</a>	<a href="#">Mesh from Points</a>	2 steps
<a href="#">Mesh</a>	<a href="#">Mesh from Element</a>	
<a href="#">Offset</a>	<a href="#">To Thicken a Mesh to Volume</a>	
<a href="#">Patch</a>	<a href="#">Mesh from Points</a>	
<a href="#">Plane</a>	<a href="#">Place Grid Mesh</a>	?
<a href="#">Polyline</a>	<a href="#">Mesh from Contours</a>	?
<a href="#">Sphere</a>	<a href="#">Mesh from Element</a>	Workaround?
<a href="#">Torus</a>	<a href="#">Mesh from Element</a>	Workaround?
<a href="#">Truncated cone</a>	<a href="#">Mesh from Element</a>	Workaround?
<b>Meshes- Editing Tools</b>		
<a href="#">Align mesh vertices</a>		
<a href="#">Analyze mesh thickness</a>	<a href="#">Mesh Audit</a>	
<a href="#">Cull degenerate mesh faces</a>		
<a href="#">Delete mesh faces</a>	<a href="#">Delete Mesh Facet</a>	
<a href="#">Fill mesh hole</a>	<a href="#">Close Mesh Voids</a>	
<a href="#">Fill mesh holes</a>	<a href="#">Close Mesh Voids</a>	
<a href="#">Match mesh edges</a>	<a href="#">Bridge Mesh</a>	
<a href="#">Patch single face</a>	<a href="#">Close Mesh Voids</a>	
<a href="#">Rebuild mesh normals</a>	<a href="#">Change Mesh Normal</a>	
<a href="#">Reduce number of faces</a>	<a href="#">Decimate Mesh</a>	
<a href="#">Rebuild mesh</a>	<a href="#">Retriangulate</a>	<a href="#">Cleanup Mesh</a>
<a href="#">Split disjoint mesh</a>		make one object?
<a href="#">Split mesh edge</a>	<a href="#">Modify Facets - Add Vertex</a>	<a href="#">Split Facet</a>
<a href="#">Swap mesh edge</a>	<a href="#">Modify Facets Swap Edge</a>	
<a href="#">Unify mesh normals</a>	<a href="#">Change Mesh Normal</a>	
<a href="#">Collapse Edge</a>	<a href="#">Modify Facets -Remove Vertex</a>	
<a href="#">Collapse Faces by area</a>	<a href="#">Cleanup Mesh</a>	by area
<a href="#">Collapse Faces by aspect ratio</a>	<a href="#">Cleanup Mesh-Aspect Ratio</a>	
<a href="#">Collapse Faces by edge length</a>	<a href="#">Cleanup Mesh - Min Edge Length</a>	

<a href="#">Collapse Vertex</a>	<a href="#">Modify Facets - Remove Vertex</a>	
<a href="#">Collapse Face</a>	<a href="#">Modify Facets - Remove Vertex</a>	?
<a href="#">Extract parts</a>	<a href="#">Extract Boundary</a>	
<a href="#">Split</a>	<a href="#">Split Facet</a>	
<a href="#">Trim</a>	<a href="#">Mesh Project</a>	
<a href="#">Weld</a>	<a href="#">Cleanup Mesh</a>	Angle tolerance; WeldEdge WeldV
<a href="#">Triangulate mesh</a>	<a href="#">Retriangulate</a>	?
<a href="#">Triangulate non-planar quads</a>	<a href="#">Retriangulate</a>	?
<a href="#">Triangulate render meshes</a>		
<a href="#">Boolean Difference</a>	<a href="#">Mesh Subtract</a>	
<a href="#">Boolean Intersection</a>	<a href="#">Mesh Intersect</a>	
<a href="#">Boolean Split</a>	<a href="#">Split Mesh</a>	
<a href="#">Boolean Union</a>	<a href="#">Mesh Unite</a>	