

Drawing entities

Point at specified coordinate.

Point	x	y
-------	---	---

Line segment from specified startpoint to the specified endpoint.

Line	StartX	StartY	EndX	EndY
------	--------	--------	------	------

Line segment from specified startpoint with specified length and angle.

Vector	StartX	StartY	Radius	Angle
--------	--------	--------	--------	-------

Line segment from the relative position to the specified endpoint.

LineTo	EndX	EndY
--------	------	------

Line segment from the relative position with specified length and angle.

VectorTo	Radius	Angle
----------	--------	-------

Ray or Xline through the specified base point and the direction point.

Ray	BaseX	BaseY	DirectionX	DirectionY
-----	-------	-------	------------	------------

XLine	BaseX	BaseY	DirectionX	DirectionY
-------	-------	-------	------------	------------

Arc segment with specified center, radius, start-/end angle and orientation.

Arc	CenterX	CenterY	Radius	StartAngle	EndAngle	Reversed/Forward
-----	---------	---------	--------	------------	----------	------------------

Arc through 3 specified points.

Arc3P	x1	y1	x2	y2	x3	y3
-------	----	----	----	----	----	----

Arc segment from the relative position to the specified endpoint.

ArcTo+A	EndX	EndY	Sweep Angle	Reversed/Forward
---------	------	------	-------------	------------------

ArcTo+R	EndX	EndY	Radius	Reversed/Forward
---------	------	------	--------	------------------

Circle with specified center and radius.

Circle	CenterX	CenterY	Radius
--------	---------	---------	--------

Circle with specified center going through a specified point.

Circle+P	CenterX	CenterY	x	y
----------	---------	---------	---	---

Circle through specified points.

Circle3P	x1	y1	x2	y2	x3	y3
----------	----	----	----	----	----	----

Closed polyline, triangle shape.

Triangle	x1	y1	x2	y2	x3	y3
----------	----	----	----	----	----	----

Closed polyline, square shape.

Square	BaseX	BaseY	Size	Angle
--------	-------	-------	------	-------

Closed polyline, rectangle shape.

Rectangle	BaseX	BaseY	SizeX	SizeY	Angle
-----------	-------	-------	-------	-------	-------

! Square and Rectangle base reference = lower left.

These shapes are drawn upright CCW and rotated around the base point.

Closed polyline, quadrilateral shape.

Quad	x1	y1	x2	y2	x3	y3	x4	y4
------	----	----	----	----	----	----	----	----

Filled Solid, triangle shape.

RSolid3	x1	y1	x2	y2	x3	y3
---------	----	----	----	----	----	----

Filled Solid, quadrilateral shape.

RSolid4	x1	y1	x2	y2	x3	y3	x4	y4
---------	----	----	----	----	----	----	----	----

Closed polyline, no bulging, more than 4 references.

Polygon	x1	y1	x2	y2	x3...
---------	----	----	----	----	-------

Closed/open polyline, straight and bulging segments. At least 2 vertices, one-liner.

Polyline	Closed/Open	x1	y1	Bulge1	x2	y2	Bulge2	x3...
----------	-------------	----	----	--------	----	----	--------	-------

! The new relative position is the startpoint when closed or the endpoint when open.

Closed/open fit point spline, cubic, at least 3 fit points, one-liner.

FitSpline	Closed/Open	x1	y1	x2	y2	x3...
-----------	-------------	----	----	----	----	-------

Closed/open control point spline, cubic, at least 4 control points, one-liner.

ControlSpline	Closed/Open	x1	y1	x2	y2	x3...
---------------	-------------	----	----	----	----	-------

Text entity, all 16 properties are required, all on one row!

Text	x	y	Height	Width (3.26.0)	Valign*	Align*	Direction*	Line Spacing Style*	...
		...	Line Spacing Factor	Text	Font	Bold	Italic	Angle	Simple

- The text 'DateStamp' inserts the date as text, 'FileStamp' inserts the full path of the CSV file as text.
- Since release 3.26.0 text may be wrapped in a column with a fixed width, zero is no text wrapping.

Optional properties / attributes

To any of the drawing entity declarations up to two optional lists can be added in either order.

These have the general form **&[...]**, one full list per additional cell.

All but one key/value pair are optional. All in any order.

A) A list of individual general properties.

&[Attrib; Layer:Name; Color:value; Lineweight:value; Linetype:value; LineTypeScale:value]	semicolon
&[Attrib, Layer:Name, Color:value, Lineweight:value, Linetype:value, LineTypeScale:value]	comma

- Name: A valid name, sublayers separated by a slash (/).
- Color: **ByLayer**, **ByBlock**, limited QCAD SVG names* or a HTML color in Hex RGB starting with a hash (#).
- Lineweight: **ByLayer**, **ByBlock**, **Default** or a valid value **0-211**.
- Linetype: **ByLayer**, **ByBlock** or a valid line type designator*.
- LineTypeScale: A valid scale value.

!! Faulty and unlisted attributes default to the actual current layer, 1, and/or to **ByLayer**.

B) A list of individual custom properties.

&[Custom; key1:value1; key2:value2; key3 ...]	semicolon
&[Custom, key1:value1, key2:value2, key3 ...]	comma

Special entries / Switches

Switches are active from where they occur in the CSV, ignored when faulty.

Switch: New CSV style switch, with list separator/decimal point.

CSVcomma/dot or CSVsemicolon/dot or CSVsemicolon/comma

Switch: Set new relative origin and reset relative position. (Logical UCS)

NewOrigin	OffsetX	OffsetY
------------------	---------	---------

Switch: Add new/update an existing layer. All 7 properties are required in this order.

NewLayer	Name	CAD/ #RGBColor	Line Weight	Line Type	Plottable	Snappable
-----------------	------	-------------------	----------------	--------------	-----------	-----------

- Name: A valid name, sublayers separated by a slash (/).
- Color: limited QCAD SVG names* or HTML color in Hex RGB starting with a hash (#).
- Lineweight: **Default** or a valid value **0-211**.
- Linetype: A valid line type designator*.
- Plottable & Snappable are textual boolean **true** or **false**.

! Creating a locked, frozen or hidden layer to cast entities on isn't feasible.

! Layers are **NOT** added/updated on any flaw.

!! One can't use, change nor switch to a non-existing layer.

Switch: Set an existing layer as active.

Layer	Name
--------------	------

Switch: Set an existing layer as hidden.

HideLayer	Name
------------------	------

Switch: Set an existing layer as frozen.

FreezeLayer	Name
--------------------	------

Switch: Set an existing layer as locked.

LockLayer	Name
------------------	------

Switch: Set an existing layer as showing, thawed & unlocked.

AllowLayer	Name
-------------------	------

Flag: Select all output whenever occurring in the CSV.

SelectAll

Flag: Zoom to all output whenever occurring in the CSV.

ZoomToAll

General

- None of the fields above are optional. Entries are ignored and reported when faulty.
 - Empty lines or all empty cells are allowed. Empty fields from empty spreadsheet cells are ignored.
 - Commenting lines start with a semicolon (;)
 - Initially the list separator (, or ;) and the decimal point (. or ,) depends on the QCAD preferences.
 - Angles are in degrees or in radians when ending in a 'r' or 'rad'. (ie '45' in degrees or '1.234r'/'1.234rad')
 - Values are in full floating point notation, in drawing units.
 - 'Radius' are absolute values and all radii are limited to 1.00e6units and larger as 1.00e-9units.
 - Booleans are textual **true** or **false**:
 - Reversed/Forward, Closed/Open, Bold/not, Italic/not, Simple/not
 - 'Valign', 'Halign', 'Direction', 'SpacingStyle' are zero based numbers. (*)
 - Every coordinate pair in X & Y can be expressed as:
 - Absolute in regard with the current origin (**xxx|yyy**).
 - Relative to the former valid coordinate as (**@xxx|yyy**) or relative/polar as (**@length|<angle**).
 - The methods final relative position conform QCAD are marked in light blue.
 - All textual entries are without quotation marks.
 - Layer names & custom properties are literal, all other textual entries are case-insensitive.
 - **Vector** & **VectorTo** are line methods in relative/polar notation, provided for convenience.
 - Vector** is equivalent to **Line** from (startX|startY) to (@length|<angle)
 - VectorTo** is equivalent to **Line** from (@0|0) to (@length|<angle)
 - ArcTo methods cast the normal solution.
- ! Absolute positioning that rely on polar notations is only as good as the numbers supplied.

CSV Reserved

- The CVS list separator ',' or ';' and the CSV decimal point '.' or ','.
- Text lines starting with ';' ... or 'CSV ...'
- Relative and polar prefixes '@' and '<' in coordinate pairs.
- Optional list separators ',&[' or ';&[' and ']' for drawing entities .
- Key/Value separator ':' in Attributes & Custom Properties.
- Sub folder separator '/' in layer name.
- Colors starting with a number marker '#'.

*) Extra details:

- **Line weights**: See DrawCSV_Lweight_test.csv (or *.dxf)
- **Line Types** designators: See QCAD-Linetypes.dxf. (or *.pdf) & test file DrawCSV_Ltype_test.csv
- **Colors**: See QCAD-Colors.dxf (or *.pdf) & test file DrawCSV_Color_test.csv
- **Text attributes**: See QCAD-TextAttributes.dxf (or *.pdf)

Additional included files

- This document in pdf.
- Test files in auto CSV style:
 - **Not yet**: DrawCSV_Global_test.csv (+ *.dxf) *Exploiting different CSV flavors encountered.*
 - DrawCSV_Layer_test.csv (+ *.dxf)
 - DrawCSV_Color_test.csv (+ *.dxf)
 - DrawCSV_Lweight_test.csv (+ *.dxf)
 - DrawCSV_Ltype_test.csv (+ *.dxf)
- Test file with all methods exploited: *One per QCAD native settings!*
 - DrawCSV_test.csv (comma | dot)
 - DrawCSV_testEU.csv (semicolon | comma/dot)

Not implemented

Polyline, FitSpline & ControlSpline multi row list types.
Filled shapes, Hatches.
Rounded shapes
.....

Known minor BUG

- !! The current active layer **isn't updated in the Layer List** on the fly but it is actually set!
See: <https://www.qcad.org/rsforum/viewtopic.php?t=8287>
Work around >> Swap documents || Add new document and destroy || Undo/Redo ...