

**Geometry and workspace:**

- Lines
- Circles
- Squares
- Rectangles
- Fillet
- Chamfers
- Splines
- Mirroring objects
- Arrays (polar, rectangular)
- Angles
- Wireframe
- solid modeling
- Trim / break / extend lines
- Tangents to splines and circles
- Origin
- WCS (workspace coordinate system (x,y,z))
- Tool-planes
- Construction plains