



# AUTOCAD<sup>®</sup>

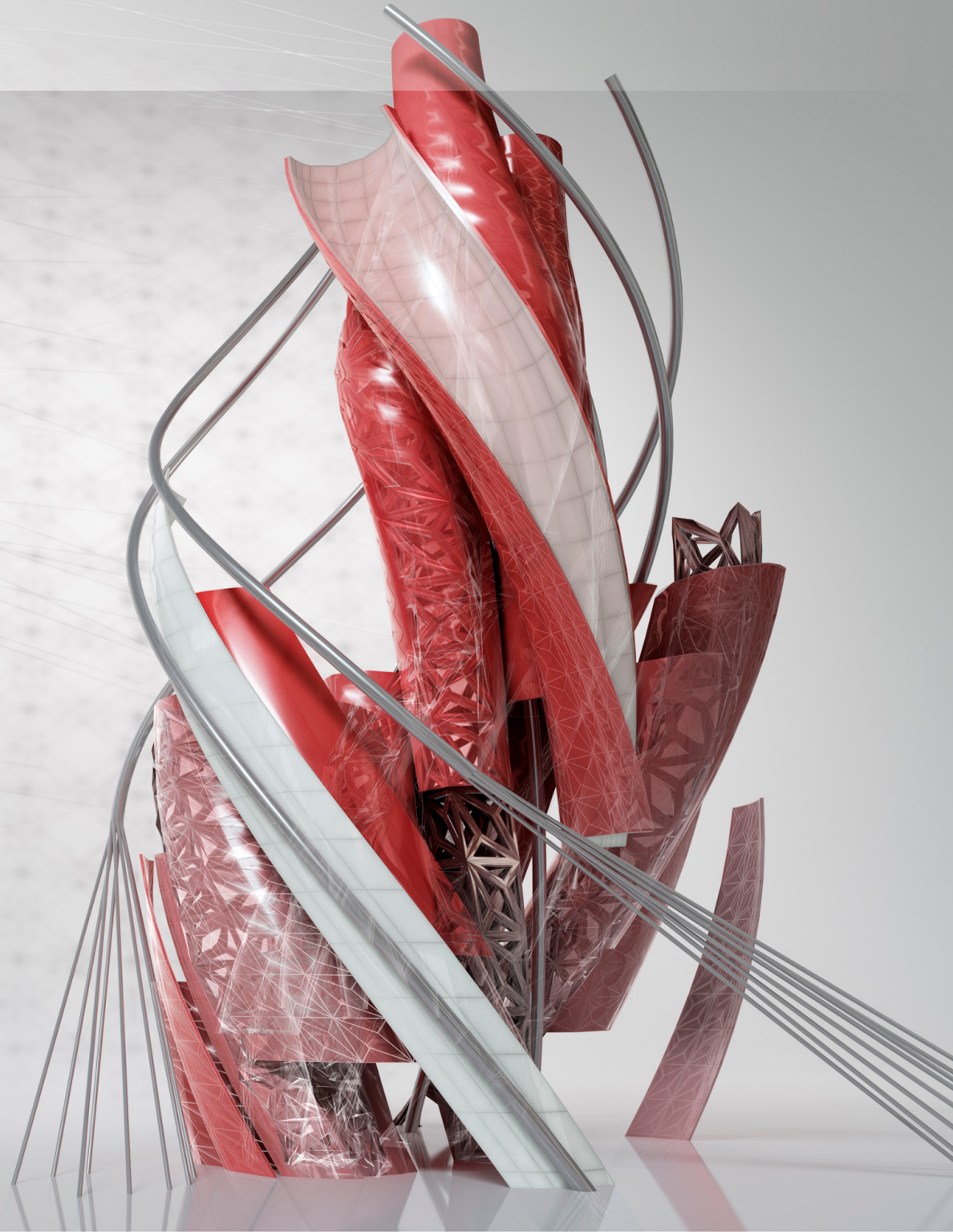
## Shortcuts Guide

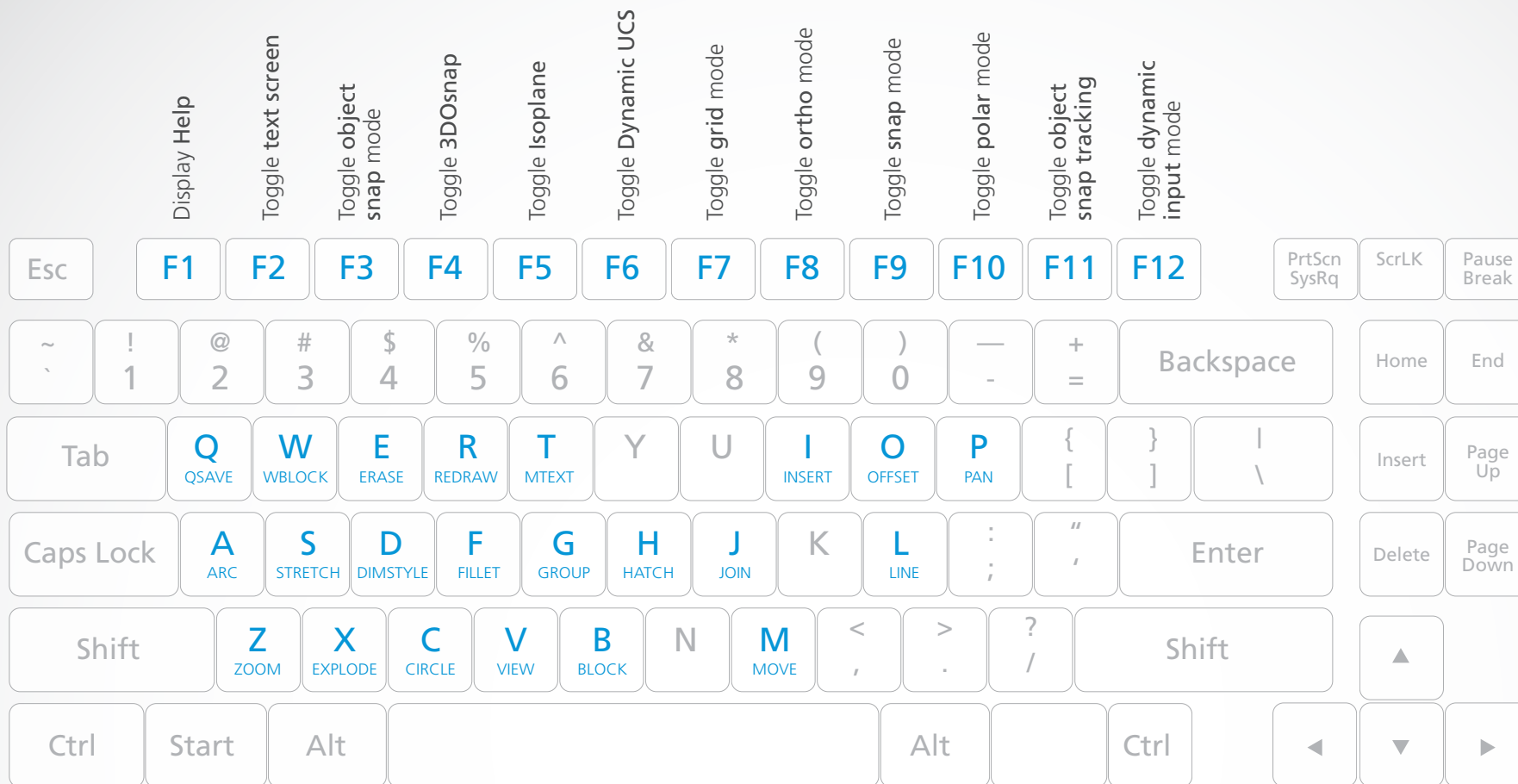
One Key Shortcuts

Toggles and Screen Management

Hot Keys A–Z

Printable Keyboard Stickers





**Q QSAVE** / Saves the current drawing.

**A ARC** / Creates an arc.

**Z ZOOM** / Increases or decreases the magnification of the view in the current viewport.

**W WBLOCK** / Writes objects or a block to a new drawing file.

**S STRETCH** / Stretches objects crossed by a selection window or polygon.

**X EXPLODE** / Breaks a compound object into its component objects.

**E ERASE** / Removes objects from a drawing.

**D DIMSTYLE** / Creates and modifies dimension styles.

**C CIRCLE** / Creates a circle.

**R REDRAW** / Refreshes the display in the current viewport.

**F FILLET** / Rounds and fillets the edges of objects.

**V VIEW** / Saves and restores named views, camera views, layout views, and preset views.

**T MTEXT** / Creates a multiline text object.

**G GROUP** / Creates and manages saved sets of objects called groups.

**B BLOCK** / Creates a block definition from selected objects.

**H HATCH** / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.

**J JOIN** / Joins similar objects to form a single, unbroken object.

**M MOVE** / Moves objects a specified distance in a specified direction.

**I INSERT** / Inserts a block or drawing into the current drawing.

**O OFFSET** / Creates concentric circles, parallel lines, and parallel curves.

**L LINE** / Creates straight line segments.

**P PAN** / Adds a parameter with grips to a dynamic block definition.

## Toggle General Features

|                     |                             |
|---------------------|-----------------------------|
| <b>Ctrl+d</b>       | Toggle coordinate display   |
| <b>Ctrl+g</b>       | Toggle Grid                 |
| <b>Ctrl+e</b>       | Cycle isometric planes      |
| <b>Ctrl+f</b>       | Toggle running object snaps |
| <b>Ctrl+h</b>       | Toggle Pick Style           |
| <b>Ctrl+Shift+h</b> | Toggle Hide palettes        |
| <b>Ctrl+i</b>       | Toggle Coords               |
| <b>Ctrl+Shift+i</b> | Toggle Infer Constraints    |

## Toggle Drawing Modes

|            |                             |
|------------|-----------------------------|
| <b>F1</b>  | Display Help                |
| <b>F2</b>  | Toggle text screen          |
| <b>F3</b>  | Toggle object snap mode     |
| <b>F4</b>  | Toggle 3DOsnap              |
| <b>F5</b>  | Toggle Isoplane             |
| <b>F6</b>  | Toggle Dynamic UCS          |
| <b>F7</b>  | Toggle grid mode            |
| <b>F8</b>  | Toggle ortho mode           |
| <b>F9</b>  | Toggle snap mode            |
| <b>F10</b> | Toggle polar mode           |
| <b>F11</b> | Toggle object snap tracking |
| <b>F12</b> | Toggle dynamic input mode   |

## Manage Screen

|                      |                            |
|----------------------|----------------------------|
| <b>Ctrl+0 (zero)</b> | Clean Screen               |
| <b>Ctrl+1</b>        | Property Palette           |
| <b>Ctrl+2</b>        | Design Center Palette      |
| <b>Ctrl+3</b>        | Tool Palette               |
| <b>Ctrl+4</b>        | Sheet Set Palette          |
| <b>Ctrl+6</b>        | DBConnect Manager          |
| <b>Ctrl+7</b>        | Markup Set Manager Palette |
| <b>Ctrl+8</b>        | Quick Calc                 |
| <b>Ctrl+9</b>        | Command Line               |

## Manage Workflow

|                     |                                       |
|---------------------|---------------------------------------|
| <b>Ctrl+c</b>       | Copy object                           |
| <b>Ctrl+x</b>       | Cut object                            |
| <b>Ctrl+v</b>       | Paste object                          |
| <b>Ctrl+Shift+c</b> | Copy to clipboard with base point     |
| <b>Ctrl+Shift+v</b> | Paste data as block                   |
| <b>Ctrl+z</b>       | Undo last action                      |
| <b>Ctrl+y</b>       | Redo last action                      |
| <b>Ctrl+[</b>       | Cancel current command<br>(or ctrl+\) |
| <b>ESC</b>          | Cancel current command                |

## Manage Drawings

|                       |                                              |
|-----------------------|----------------------------------------------|
| <b>Ctrl+n</b>         | New Drawing                                  |
| <b>Ctrl+s</b>         | Save drawing                                 |
| <b>Ctrl+o</b>         | Open drawing                                 |
| <b>Ctrl+p</b>         | Plot dialog box                              |
| <b>Ctrl+Tab</b>       | Switch to next                               |
| <b>Ctrl+Shift+Tab</b> | Switch to previous drawing                   |
| <b>Ctrl+Page Up</b>   | Switch to previous tab<br>in current drawing |
| <b>Ctrl+Page Down</b> | Switch to next tab<br>in current drawing     |
| <b>Ctrl+q</b>         | Exit                                         |
| <b>Ctrl+a</b>         | Select all objects                           |

## A

|     |                                                                                                                            |
|-----|----------------------------------------------------------------------------------------------------------------------------|
| A   | <b>ARC</b> / Creates an arc.                                                                                               |
| AA  | <b>AREA</b> / Calculates the area and perimeter of objects or of defined areas.                                            |
| ADC | <b>ADCENTER</b> / Manages and inserts content such as blocks, xrefs, and hatch patterns.                                   |
| AL  | <b>ALIGN</b> / Aligns objects with other objects in 2D and 3D.                                                             |
| AP  | <b>APPLOAD</b> / Load Application.                                                                                         |
| AR  | <b>ARRAY</b> / Creates multiple copies of objects in a pattern.                                                            |
| ARR | <b>ACTRECORD</b> / Starts the Action Recorder.                                                                             |
| ARM | <b>ACTUSERMESSAGE</b> / Inserts a user message into an action macro.                                                       |
| ARU | <b>ACTUSERINPUT</b> / Pauses for user input in an action macro.                                                            |
| ARS | <b>ACTSTOP</b> / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file. |
| ATI | <b>ATTIPEDIT</b> / Changes the textual content of an attribute within a block.                                             |
| ATT | <b>ATTDEF</b> / Redefines a block and updates associated attributes.                                                       |
| ATE | <b>ATTEDIT</b> / Changes attribute information in a block.                                                                 |

## B

|     |                                                                                                               |
|-----|---------------------------------------------------------------------------------------------------------------|
| B   | <b>BLOCK</b> / Creates a block definition from selected objects.                                              |
| BC  | <b>BCLOSE</b> / Closes the Block Editor.                                                                      |
| BE  | <b>BEDIT</b> / Opens the block definition in the Block Editor.                                                |
| BH  | <b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill. |
| BO  | <b>BOUNDARY</b> / Creates a region or a polyline from an enclosed area.                                       |
| BR  | <b>BREAK</b> / Breaks the selected object between two points.                                                 |
| BS  | <b>BSAVE</b> / Saves the current block definition.                                                            |
| BVS | <b>BVSTATE</b> / Creates, sets, or deletes a visibility state in a dynamic block.                             |

## C

|      |                                                                                                                  |
|------|------------------------------------------------------------------------------------------------------------------|
| C    | <b>CIRCLE</b> / Creates a circle.                                                                                |
| CAM  | <b>CAMERA</b> / Sets a camera and target location to create and save a 3D perspective view of objects.           |
| CBAR | <b>CONSTRAINTBAR</b> / A toolbar-like UI element that displays the available geometric constraints on an object. |
| CH   | <b>PROPERTIES</b> / Controls properties of existing objects.                                                     |
| CHA  | <b>CHAMFER</b> / Bevels the edges of objects.                                                                    |
| CHK  | <b>CHECKSTANDARDS</b> / Checks the current drawing for standards violations.                                     |
| CLI  | <b>COMMANDLINE</b> / Displays the Command Line window.                                                           |
| COL  | <b>COLOR</b> / Sets the color for new objects.                                                                   |
| CO   | <b>COPY</b> / Copies objects a specified distance in a specified direction.                                      |
| CT   | <b>CTABLESTYLE</b> / Sets the name of the current table style.                                                   |
| CUBE | <b>NAVVCUBE</b> / Controls the visibility and display properties of the ViewCube tool.                           |
| CYL  | <b>CYLINDER</b> / Creates a 3D solid cylinder.                                                                   |

## D

|             |                                                                                                                                |            |                                                                                                           |            |                                                                                                                                    |
|-------------|--------------------------------------------------------------------------------------------------------------------------------|------------|-----------------------------------------------------------------------------------------------------------|------------|------------------------------------------------------------------------------------------------------------------------------------|
| <b>D</b>    | <b>DIMSTYLE</b> / Creates and modifies dimension styles.                                                                       | <b>DI</b>  | <b>DIST</b> / Measures the distance and angle between two points.                                         | <b>DRM</b> | <b>DRAWINGRECOVERY</b> / Displays a list of drawing files that can be recovered after a program or system failure.                 |
| <b>DAN</b>  | <b>DIMANGULAR</b> / Creates an angular dimension.                                                                              | <b>DIV</b> | <b>DIVIDE</b> / Creates evenly spaced point objects or blocks along the length or perimeter of an object. | <b>DS</b>  | <b>DSETTINGS</b> / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.     |
| <b>DAR</b>  | <b>DIMARC</b> / Creates an arc length dimension.                                                                               | <b>DJL</b> | <b>DIMJOGLINE</b> / Adds or removes a jog line on a linear or aligned dimension.                          | <b>DT</b>  | <b>TEXT</b> / Creates a single-line text object.                                                                                   |
| <b>DBA</b>  | <b>DIMBASELINE</b> / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension. | <b>DJO</b> | <b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.                                        | <b>DV</b>  | <b>DVIEW</b> / Defines parallel projection or perspective views by using a camera and target.                                      |
| <b>DBC</b>  | <b>DBCONNECT</b> / Provides an interface to external database tables.                                                          | <b>DL</b>  | <b>DATALINK</b> / The Data Link dialog box is displayed.                                                  | <b>DX</b>  | <b>DATAEXTRACTION</b> / Extracts drawing data and merges data from an external source to a data extraction table or external file. |
| <b>DCE</b>  | <b>DIMCENTER</b> / Creates the center mark or the centerlines of circles and arcs.                                             | <b>DLU</b> | <b>DATALINKUPDATE</b> / Updates data to or from an established external data link.                        |            |                                                                                                                                    |
| <b>DCO</b>  | <b>DIMCONTINUE</b> / Creates a dimension that starts from an extension line of a previously created dimension.                 | <b>DO</b>  | <b>DONUT</b> / Creates a filled circle or a wide ring.                                                    |            |                                                                                                                                    |
| <b>DCON</b> | <b>DIMCONSTRAINT</b> / Applies dimensional constraints to selected objects or points on objects.                               | <b>DOR</b> | <b>DIMORDINATE</b> / Creates ordinate dimensions.                                                         |            |                                                                                                                                    |
| <b>DDA</b>  | <b>DIMDISASSOCIATE</b> / Removes associativity from selected dimensions.                                                       | <b>DOV</b> | <b>DIMOVERRIDE</b> / Controls overrides of system variables used in selected dimensions.                  |            |                                                                                                                                    |
| <b>DDI</b>  | <b>DIMDIAMETER</b> / Creates a diameter dimension for a circle or an arc.                                                      | <b>DR</b>  | <b>DRAWORDER</b> / Changes the draw order of images and other objects.                                    |            |                                                                                                                                    |
| <b>DED</b>  | <b>DIMEDIT</b> / Edits dimension text and extension lines.                                                                     | <b>DRA</b> | <b>DIMRADIUS</b> / Creates a radius dimension for a circle or an arc.                                     |            |                                                                                                                                    |
|             |                                                                                                                                | <b>DRE</b> | <b>DIMREASSOCIATE</b> / Associates or re-associates selected dimensions to objects or points on objects.  |            |                                                                                                                                    |

## E–F

|              |                                                                                                            |
|--------------|------------------------------------------------------------------------------------------------------------|
| <b>E</b>     | <b>ERASE</b> / Removes objects from a drawing.                                                             |
| <b>ED</b>    | <b>DDEDIT</b> / Edits single-line text, dimension text, attribute definitions, and feature control frames. |
| <b>EL</b>    | <b>ELLIPSE</b> / Creates an ellipse or an elliptical arc.                                                  |
| <b>EPDF</b>  | <b>EXPORTPDF</b> / Exports drawing to PDF.                                                                 |
| <b>ER</b>    | <b>EXTERNALREFERENCES</b> / Opens the External References palette.                                         |
| <b>EX</b>    | <b>EXTEND</b> / Extends objects to meet the edges of other objects.                                        |
| <b>EXIT</b>  | <b>QUIT</b> / Exits the program.                                                                           |
| <b>EXP</b>   | <b>EXPORT</b> / Saves the objects in a drawing to a different file format.                                 |
| <b>EXT</b>   | <b>EXTRUDE</b> / Extends the dimensions of a 2D object or 3D face into 3D space.                           |
| <b>F</b>     | <b>FILLET</b> / Rounds and fillets the edges of objects.                                                   |
| <b>FI</b>    | <b>FILTER</b> / Creates a list of requirements that an object must meet to be included in a selection set. |
| <b>FS</b>    | <b>FSMODE</b> / Creates a selection set of all objects that touch the selected object.                     |
| <b>FSHOT</b> | <b>FLATSHOT</b> / Creates a 2D representation of all 3D objects based on the current view.                 |

## G–H

|             |                                                                                                               |
|-------------|---------------------------------------------------------------------------------------------------------------|
| <b>G</b>    | <b>GROUP</b> / Creates and manages saved sets of objects called groups.                                       |
| <b>GCON</b> | <b>GEOCONSTRAINT</b> / Applies or persists geometric relationships between objects or points on objects.      |
| <b>GD</b>   | <b>GRADIENT</b> / Fills an enclosed area or selected objects with a gradient fill.                            |
| <b>GEO</b>  | <b>GEOGRAPHICLOCATION</b> / Specifies the geographic location information for a drawing file.                 |
| <b>H</b>    | <b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill. |
| <b>HE</b>   | <b>HATCHEDIT</b> / Modifies an existing hatch or fill.                                                        |
| <b>HI</b>   | <b>HIDE</b> / Regenerates a 3D wireframe model with hidden lines suppressed.                                  |

## I–K

|            |                                                                                                                |
|------------|----------------------------------------------------------------------------------------------------------------|
| <b>I</b>   | <b>INSERT</b> / Inserts a block or drawing into the current drawing.                                           |
| <b>IAD</b> | <b>IMAGEADJUST</b> / Controls the image display of the brightness, contrast, and fade values of images.        |
| <b>IAT</b> | <b>IMAGEATTACH</b> / Inserts a reference to an image file.                                                     |
| <b>ICL</b> | <b>IMAGECLIP</b> / Crops the display of a selected image to a specified boundary.                              |
| <b>ID</b>  | <b>ID</b> / Displays the UCS coordinate values of a specified location.                                        |
| <b>IM</b>  | <b>IMAGE</b> / Displays the External References palette.                                                       |
| <b>IMP</b> | <b>IMPORT</b> / Imports files of different formats into the current drawing.                                   |
| <b>IN</b>  | <b>INTERSECT</b> / Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions.    |
| <b>INF</b> | <b>INTERFERE</b> / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids. |
| <b>IO</b>  | <b>INSERTOBJ</b> / Inserts a linked or embedded object.                                                        |
| <b>J</b>   | <b>JOIN</b> / Joins similar objects to form a single, unbroken object.                                         |
| <b>JOG</b> | <b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.                                             |

## L–M

|             |                                                                                                                    |
|-------------|--------------------------------------------------------------------------------------------------------------------|
| <b>L</b>    | <b>LINE</b> / Creates straight line segments.                                                                      |
| <b>LA</b>   | <b>LAYER</b> / Manages layers and layer properties.                                                                |
| <b>LAS</b>  | <b>LAYERSTATE</b> / Saves, restores, and manages named layer states.                                               |
| <b>LE</b>   | <b>QLEADER</b> / Creates a leader and leader annotation.                                                           |
| <b>LEN</b>  | <b>LENGTHEN</b> / Changes the length of objects and the included angle of arcs.                                    |
| <b>LESS</b> | <b>MESHSMOOTHLESS</b> / Decreases the level of smoothness for mesh objects by one level.                           |
| <b>LI</b>   | <b>LIST</b> / Displays property data for selected objects.                                                         |
| <b>LO</b>   | <b>LAYOUT</b> / Creates and modifies drawing layout tabs.                                                          |
| <b>LT</b>   | <b>LINETYPE</b> / Loads, sets, and modifies linetypes.                                                             |
| <b>LTS</b>  | <b>LTSCALE</b> / Changes the scale factor of linetypes for all objects in a drawing.                               |
| <b>LW</b>   | <b>LWEIGHT</b> / Sets the current lineweight, lineweight display options, and lineweight units.                    |
| <b>M</b>    | <b>MOVE</b> / Moves objects a specified distance in a specified direction.                                         |
| <b>MA</b>   | <b>MATCHPROP</b> / Applies the properties of a selected object to other objects.                                   |
| <b>MAT</b>  | <b>MATERIALS</b> / Shows or hides the Materials window.                                                            |
| <b>ME</b>   | <b>MEASURE</b> / Creates point objects or blocks at measured intervals along the length or perimeter of an object. |

|             |                                                                                                                                                 |
|-------------|-------------------------------------------------------------------------------------------------------------------------------------------------|
| <b>MEA</b>  | <b>MEASUREGEOM</b> / Measures the distance, radius, angle, area, and volume of selected objects or sequence of points.                          |
| <b>MI</b>   | <b>MIRROR</b> / Creates a mirrored copy of selected objects.                                                                                    |
| <b>ML</b>   | <b>MLINE</b> / Creates multiple parallel lines.                                                                                                 |
| <b>MLA</b>  | <b>MLEADERALIGN</b> / Aligns and spaces selected multileader objects.                                                                           |
| <b>MLC</b>  | <b>MLEADERCOLLECT</b> / Organizes selected multileaders that contain blocks into rows or columns, and displays the result with a single leader. |
| <b>MLD</b>  | <b>MLEADER</b> / Creates a multileader object.                                                                                                  |
| <b>MLE</b>  | <b>MLEADEREDIT</b> / Adds leader lines to, or removes leader lines from, a multileader object.                                                  |
| <b>MLS</b>  | <b>MLEADERSTYLE</b> / Creates and modifies multileader styles.                                                                                  |
| <b>MO</b>   | <b>PROPERTIES</b> / Controls properties of existing objects.                                                                                    |
| <b>MORE</b> | <b>MESHSMOOTHMORE</b> / Increases the level of smoothness for mesh objects by one level.                                                        |
| <b>MS</b>   | <b>MSPACE</b> / Switches from paper space to a model space viewport.                                                                            |
| <b>MSM</b>  | <b>MARKUP</b> / Opens the Markup Set Manager.                                                                                                   |
| <b>MT</b>   | <b>MTEXT</b> / Creates a multiline text object.                                                                                                 |
| <b>MV</b>   | <b>MVIEW</b> / Creates and controls layout viewports.                                                                                           |

## N–O

|              |                                                                                                       |
|--------------|-------------------------------------------------------------------------------------------------------|
| <b>NORTH</b> | <b>GEOGRAPHICLOCATION</b> / Specifies the geographic location information for a drawing file.         |
| <b>NSHOT</b> | <b>NEWSHOT</b> / Creates a named view with motion that is played back when viewed with ShowMotion.    |
| <b>NVIEW</b> | <b>NEWVIEW</b> / Creates a named view with no motion.                                                 |
| <b>O</b>     | <b>OFFSET</b> / Creates concentric circles, parallel lines, and parallel curves.                      |
| <b>OP</b>    | <b>OPTIONS</b> / Customizes the program settings.                                                     |
| <b>ORBIT</b> | <b>3DORBIT</b> / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only. |
| <b>OS</b>    | <b>OSNAP</b> / Sets running object snap modes.                                                        |

## P

|                 |                                                                                                                    |               |                                                                                              |
|-----------------|--------------------------------------------------------------------------------------------------------------------|---------------|----------------------------------------------------------------------------------------------|
| <b>P</b>        | <b>PAN</b> / Adds a parameter with grips to a dynamic block definition.                                            | <b>POL</b>    | <b>POLYGON</b> / Creates an equilateral closed polyline.                                     |
| <b>PA</b>       | <b>PASTESPEC</b> / Pastes objects from the Clipboard into the current drawing and controls the format of the data. | <b>PON</b>    | <b>SHOWPALETTES</b> / Restores the display of hidden palettes.                               |
| <b>PAR</b>      | <b>PARAMETERS</b> / Controls the associative parameters used in the drawing.                                       | <b>PR</b>     | <b>PROPERTIES</b> / Displays Properties palette.                                             |
| <b>PARAM</b>    | <b>BPARAMETER</b> / Adds a parameter with grips to a dynamic block definition.                                     | <b>PRE</b>    | <b>PREVIEW</b> / Displays the drawing as it will be plotted.                                 |
| <b>PATCH</b>    | <b>SURFPATCH</b> / Creates a new surface by fitting a cap over a surface edge that forms a closed loop.            | <b>PRINT</b>  | <b>PLOT</b> / Plots a drawing to a plotter, printer, or file.                                |
| <b>PC</b>       | <b>POINTCLOUD</b> / Provides options to create and attach point cloud files.                                       | <b>PS</b>     | <b>PSPACE</b> / Switches from a model space viewport to paper space.                         |
| <b>PCATTACH</b> | <b>POINTCLOUDATTACH</b> / Inserts an indexed point cloud file into the current drawing.                            | <b>PSOLID</b> | <b>POLYSOLID</b> / Creates a 3D wall-like polysolid.                                         |
| <b>PCINDEX</b>  | <b>POINTCLOUDINDEX</b> / Creates an indexed point cloud (PCG or ISD) file from a scan file.                        | <b>PTW</b>    | <b>PUBLISHTOWEB</b> / Creates HTML pages that include images of selected drawings.           |
| <b>PE</b>       | <b>PEDIT</b> / Edits polylines and 3D polygon meshes.                                                              | <b>PU</b>     | <b>PURGE</b> / Removes unused items, such as block definitions and layers, from the drawing. |
| <b>PL</b>       | <b>PLINE</b> / Creates a 2D polyline.                                                                              | <b>PYR</b>    | <b>PYRAMID</b> / Creates a 3D solid pyramid.                                                 |
| <b>PO</b>       | <b>POINT</b> / Creates a point object.                                                                             |               |                                                                                              |
| <b>POFF</b>     | <b>HIDEPALETTES</b> / Hides currently displayed palettes (including the command line).                             |               |                                                                                              |

## Q

|              |                                                                                                 |
|--------------|-------------------------------------------------------------------------------------------------|
| <b>QC</b>    | <b>QUICKCALC</b> / Opens the QuickCalc calculator.                                              |
| <b>QCUI</b>  | <b>QUICKCUI</b> / Displays the Customize User Interface Editor in a collapsed state.            |
| <b>QP</b>    | <b>QUICKPROPERTIES</b> / Displays open drawings and layouts in a drawing in preview images.     |
| <b>QSAVE</b> | <b>QSAVE</b> / Saves the current drawing.                                                       |
| <b>QVD</b>   | <b>QVDRAWING</b> / Displays open drawings and layouts in a drawing using preview images.        |
| <b>QVDC</b>  | <b>QVDRAWINGCLOSE</b> / Closes preview images of open drawings and layouts in a drawing.        |
| <b>QVL</b>   | <b>QVLAYOUT</b> / Displays preview images of model space and layouts in a drawing.              |
| <b>QVLC</b>  | <b>QVLAYOUTCLOSE</b> / Closes preview images of model space and layouts in the current drawing. |

## R

|            |                                                                                                                  |
|------------|------------------------------------------------------------------------------------------------------------------|
| <b>R</b>   | <b>REDRAW</b> / Refreshes the display in the current viewport.                                                   |
| <b>RA</b>  | <b>REDRAWALL</b> / Refreshes the display in all viewports.                                                       |
| <b>RC</b>  | <b>RENDERCROP</b> / Renders a specified rectangular area, called a crop window, within a viewport.               |
| <b>RE</b>  | <b>REGEN</b> / Regenerates the entire drawing from the current viewport.                                         |
| <b>REA</b> | <b>REGENALL</b> / Regenerates the drawing and refreshes all viewports.                                           |
| <b>REC</b> | <b>RECTANG</b> / Creates a rectangular polyline.                                                                 |
| <b>REG</b> | <b>REGION</b> / Converts an object that encloses an area into a region object.                                   |
| <b>REN</b> | <b>RENAME</b> / Changes the names assigned to items such as layers and dimension styles.                         |
| <b>REV</b> | <b>REVOLVE</b> / Creates a 3D solid or surface by sweeping a 2D object around an axis.                           |
| <b>RO</b>  | <b>ROTATE</b> / Rotates objects around a base point.                                                             |
| <b>RP</b>  | <b>RENDERPRESETS</b> / Specifies render presets, reusable rendering parameters, for rendering an image.          |
| <b>RPR</b> | <b>RPREF</b> / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings. |
| <b>RR</b>  | <b>RENDER</b> / Creates a photorealistic or realistically shaded image of a 3D solid or surface model.           |
| <b>RW</b>  | <b>RENDERWIN</b> / Displays the Render window without starting a rendering operation.                            |

## S

|               |                                                                                                                    |              |                                                                                        |
|---------------|--------------------------------------------------------------------------------------------------------------------|--------------|----------------------------------------------------------------------------------------|
| <b>S</b>      | <b>STRETCH</b> / Stretches objects crossed by a selection window or polygon.                                       | <b>SPLIT</b> | <b>MESHSPPLIT</b> / Splits a mesh face into two faces.                                 |
| <b>SC</b>     | <b>SCALE</b> / Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling. | <b>SPE</b>   | <b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.                              |
| <b>SCR</b>    | <b>SCRIPT</b> / Executes a sequence of commands from a script file.                                                | <b>SSM</b>   | <b>SHEETSET</b> / Opens the Sheet Set Manager.                                         |
| <b>SEC</b>    | <b>SECTION</b> / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.                | <b>ST</b>    | <b>STYLE</b> / Creates, modifies, or specifies text styles.                            |
| <b>SET</b>    | <b>SETVAR</b> / Lists or changes the values of system variables.                                                   | <b>STA</b>   | <b>STANDARDS</b> / Manages the association of standards files with drawings.           |
| <b>SHA</b>    | <b>SHADEMODE</b> / Starts the VSCURRENT command.                                                                   | <b>SU</b>    | <b>SUBTRACT</b> / Combines selected 3D solids, surfaces, or 2D regions by subtraction. |
| <b>SL</b>     | <b>SLICE</b> / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.                       |              |                                                                                        |
| <b>SN</b>     | <b>SNAP</b> / Restricts cursor movement to specified intervals.                                                    |              |                                                                                        |
| <b>SO</b>     | <b>SOLID</b> / Creates solid-filled triangles and quadrilaterals.                                                  |              |                                                                                        |
| <b>SP</b>     | <b>SPELL</b> / Checks spelling in a drawing.                                                                       |              |                                                                                        |
| <b>SPE</b>    | <b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.                                                          |              |                                                                                        |
| <b>SPL</b>    | <b>SPLINE</b> / Creates a smooth curve that passes through or near specified points.                               |              |                                                                                        |
| <b>SPLANE</b> | <b>SECTIONPLANE</b> / Creates a section object that acts as a cutting plane through 3D objects.                    |              |                                                                                        |
| <b>SPLAY</b>  | <b>SEQUENCEPLAY</b> / Plays named views in one category.                                                           |              |                                                                                        |

## T

|              |                                                                                               |
|--------------|-----------------------------------------------------------------------------------------------|
| <b>T</b>     | <b>MTEXT</b> / Creates a multiline text object.                                               |
| <b>TA</b>    | <b>TABLET</b> / Calibrates, configures, and turns on and off an attached digitizing tablet.   |
| <b>TB</b>    | <b>TABLE</b> / Creates an empty table object.                                                 |
| <b>TEDIT</b> | <b>TEXTEDIT</b> / Edits a dimensional constraint, dimension, or text object.                  |
| <b>TH</b>    | <b>THICKNESS</b> / Sets the default 3D thickness property when creating 2D geometric objects. |
| <b>TI</b>    | <b>TILEMODE</b> / Controls whether paper space can be accessed.                               |
| <b>TO</b>    | <b>TOOLBAR</b> / Displays, hides, and customizes toolbars.                                    |
| <b>TOL</b>   | <b>TOLERANCE</b> / Creates geometric tolerances contained in a feature control frame.         |
| <b>TOR</b>   | <b>TORUS</b> / Creates a donut-shaped 3D solid.                                               |
| <b>TP</b>    | <b>TOOLPALETTES</b> / Opens the Tool Palettes window.                                         |
| <b>TR</b>    | <b>TRIM</b> / Trims objects to meet the edges of other objects.                               |
| <b>TS</b>    | <b>TABLESTYLE</b> / Creates, modifies, or specifies table styles.                             |

## U–W

|                           |                                                                                                                            |
|---------------------------|----------------------------------------------------------------------------------------------------------------------------|
| <b>UC</b>                 | <b>UCSMAN</b> / Manages defined user coordinate systems.                                                                   |
| <b>UN</b>                 | <b>UNITS</b> / Controls coordinate and angle display formats and precision.                                                |
| <b>UNHIDE / UNISOLATE</b> | <b>UNISOLATEOBJECTS</b> / Displays objects previously hidden with the <b>ISOLATEOBJECTS</b> or <b>HIDEOBJECTS</b> command. |
| <b>UNI</b>                | <b>UNION</b> / Unions two solid or two region objects.                                                                     |
| <b>V</b>                  | <b>VIEW</b> / Saves and restores named views, camera views, layout views, and preset views.                                |
| <b>VGO</b>                | <b>VIEWGO</b> / Restores a named view.                                                                                     |
| <b>VP</b>                 | <b>DDVPOINT</b> / Sets the 3D viewing direction.                                                                           |
| <b>VPLAY</b>              | <b>VIEWPLAY</b> / Plays the animation associated to a named view.                                                          |
| <b>VS</b>                 | <b>VSCURRENT</b> / Sets the visual style in the current viewport.                                                          |
| <b>VSM</b>                | <b>VISUALSTYLES</b> / Creates and modifies visual styles and applies a visual style to a viewport.                         |
| <b>W</b>                  | <b>WBLOCK</b> / Writes objects or a block to a new drawing file.                                                           |
| <b>WE</b>                 | <b>WEDGE</b> / Creates a 3D solid wedge.                                                                                   |
| <b>WHEEL</b>              | <b>NAVSWHEEL</b> / Displays a wheel that contains a collection of view navigation tools.                                   |

## X–Z

|              |                                                                                                               |
|--------------|---------------------------------------------------------------------------------------------------------------|
| <b>X</b>     | <b>EXPLODE</b> / Breaks a compound object into its component objects.                                         |
| <b>XA</b>    | <b>XATTACH</b> / Inserts a DWG file as an external reference (xref).                                          |
| <b>XB</b>    | <b>XBIND</b> / Binds one or more definitions of named objects in an xref to the current drawing.              |
| <b>XC</b>    | <b>XCLIP</b> / Crops the display of a selected external reference or block reference to a specified boundary. |
| <b>XL</b>    | <b>XLINE</b> / Creates a line of infinite length.                                                             |
| <b>XR</b>    | <b>XREF</b> / Starts the <b>EXTERNALREFERENCES</b> command.                                                   |
| <b>Z</b>     | <b>ZOOM</b> / Increases or decreases the magnification of the view in the current viewport.                   |
| <b>ZEBRA</b> | <b>ANALYSISZEBRA</b> / Projects stripes onto a 3D model to analyze surface continuity.                        |
| <b>ZIP</b>   | <b>ETRANSMIT</b> / Creates a Self-Extracting or Zipped Transmittal Package.                                   |

