Toggle General Features

Ctrl+E	Toggle coordinate display
Ctrl+G	Toggle Grid
Ctrl+E	Cycle isometric planes
Ctrl+F	Toggle running object snaps
Ctrl+H	Toggle Pick Style
Ctrl+Shift+H	Toggle Hide pallets
Ctrl+I	Toggle Coords
Ctrl+Shift+I	Toggle Infer Constraints

Manage Screen

Ctrl+0 (zero)	Clean Screen
Ctrl+1	Property Palette
Ctrl+2	Design Centre Palette
Ctrl+3	Tool Palette
Ctrl+4	Sheet Set Palette
Ctrl+6	DBConnect Manager
Ctrl+7	Markup Set Manager Palette
Ctrl+8	Quick Calc
Ctrl+9	Command Line

Manage Drawings

Ctrl+N	New Drawing
Ctrl+S	Save drawing
Ctrl+O	Open drawing
Ctrl+P	Plot dialog box
Ctrl+Tab	Switch to next
Ctrl+Shift+Tab	Switch to previous drawing
Ctrl+Page Up	Switch to previous tab in current drawing

Ctrl+Page Down	Switch to next tab in current drawing
Ctrl+Q	Exit
Ctrl+A	Select all objects

Toggle Drawing Modes

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

Manage Workflow

Ctrl+C	Copy object
Ctrl+X	Cut object
Ctrl+V	Paste object
Ctrl+Shift+C	Copy to clipboard with base point
Ctrl+Shift+V	Paste data as block
Ctrl+Z	Undo last action
Ctrl+Y	Redo last action
Ctrl+[	Cancel current command (or ctrl+\)
ESC	Cancel current command

A, B, C

A

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

B

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

C

C	CIRCLE / Creates a circle
CAM	CAMERA / Sets a camera and target location to create and save a 3D perspective view of object

CBAR	CONSTRAINTBAR / A toolbar-like UI element that displays the available geometric constraints on an object
CH	PROPERTIES / Controls properties of existing objects
CHA	CHAMFER / Bevels the edges of objects
CHK	CHECKSTANDARDS / Checks the current drawing for standards violations
CLI	COMMANDLINE / Displays the Command Line window
COL	COLOUR / Sets the colour for new objects
CO	COPY / Copies objects a specified distance in a specified direction
CT	CTABLESTYLE / Sets the name of the current table style
CUBE	NAVVCUBE / Controls the visibility and display properties of the ViewCube tool
CYL	CYLINDER / Creates a 3D solid cylinder

D, E, F

D

D	DIMSTYLE / Creates and modifies dimension styles
DAN	DIMANGULAR / Creates an angular dimension
DAR	DIMARC / Creates an arc length dimension
DBA	DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension
DBC	DBCONNECT / Provides an interface to external database tables
DCE	DIMCENTRE / Creates the centre mark or the centrelines of circles and arcs
DCO	DIMCONTINUE / Creates a dimension that starts from an extension line of a previously created dimension
DCON	DIMCONSTRAINT / Applies dimensional constraints to selected objects or points on objects
DDA	DIMDISASSOCIATE / Removes associativity from selected dimensions
DDI	DIMDIAMETER / Creates a diameter dimension for a circle or an arc
DED	DIMEDIT / Edits dimension text and extension lines
DI	DIST / Measures the distance and angle between two points
DIV	DIVIDE / Creates evenly spaced point objects or blocks along the length or perimeter of an object
DJL	DIMJOGLINE / Adds or removes a jog line on a linear or aligned dimension

DJO	DIMJOGGED / Creates jogged dimensions for circles and arcs
DL	DATALINK / The Data Link dialog box is displayed
DLU	DATALINKUPDATE / Updates data to or from an established external data link
DO	DONUT / Creates a filled circle or a wide ring
DOR	DIMORDINATE / Creates ordinate dimensions
DOV	DIMOVERRIDE / Controls overrides of system variables used in selected dimensions
DR	DRAWORDER / Changes the draw order of images and other objects
DRA	DIMRADIUS / Creates a radius dimension for a circle or an arc
DRE	DIMREASSOCIATE / Associates or re-associates selected dimensions to objects or points on objects
DRM	DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure
DS	DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties
DT	TEXT / Creates a single-line text object
DV	DVIEW / Defines parallel projection or perspective views by using a camera and target
DX	DATAEXTRACTION / Extracts drawing data and merges data from an external source to a data extraction table or external file

E

E	**ERASE** / Removes objects from a drawing
ED	**DDEDIT** / Edits single-line text, dimension text, attribute definitions, and feature control frames
EL	**ELLIPSE** / Creates an ellipse or an elliptical arc
EPDF	**EXPORTPDF** / Exports drawing to PDF
ER	**EXTERNALREFERENCES** / Opens the External References palette
EX	**EXTEND** / Extends objects to meet the edges of other objects
EXIT	**QUIT** / Exits the program
EXP	**EXPORT** / Saves the objects in a drawing to a different file format
EXT	**EXTRUDE** / Extends the dimensions of a 2D object or 3D face into 3D space

F

F	**FILLET** / Rounds and fillets the edges of objects
FI	**FILTER** / Creates a list of requirements that an object must meet to be included in a selection set
FS	**FSMODE** / Creates a selection set of all objects that touch the selected object
FSHOT	**FLATSHOT** / Creates a 2D representation of all 3D objects based on the current view

G, H, I

G

G	GROUP / Creates and manages saved sets of objects called groups
GCON	GEOCONSTRAINT / Applies or persists geometric relationships between objects or points on objects
GD	GRADIENT / Fills an enclosed area or selected objects with a gradient fill
GEO	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file

H

H	HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill
HE	HATCHEDIT / Modifies an existing hatch or fill
HI	HIDE / Regenerates a 3D wireframe model with hidden lines suppressed

I

I	INSERT / Inserts a block or drawing into the current drawing
IAD	IMAGEADJUST / Controls the image display of the brightness, contrast, and fade values of images
IAT	IMAGEATTACH / Inserts a reference to an image file
ICL	IMAGECLIP / Crops the display of a selected image to a specified boundary
ID	ID / Displays the UCS coordinate values of a specified location
IM	IMAGE / Displays the External References palette
IMP	IMPORT / Imports files of different formats into the current drawing
IN	INTERSECT / Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions
INF	INTERFERE / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids

IO	INSERTOBJ / Inserts a linked or embedded object

J

J	JOIN / Joins similar objects to form a single, unbroken object
JOG	DIMJOGGED / Creates jogged dimensions for circles and arcs

K

L

L	LINE / Creates straight line segments
LA	LAYER / Manages layers and layer properties
LAS	LAYERSTATE / Saves, restores, and manages named layer states
LE	QLEADER / Creates a leader and leader annotation
LEN	LENGTHEN / Changes the length of objects and the included angle of arcs
LESS	MESHSMOOTHLESS / Decreases the level of smoothness for mesh objects by one level
LI	LIST / Displays property data for selected objects
LO	LAYOUT / Creates and modifies drawing layout tabs
LT	LINETYPE / Loads, sets, and modifies linetypes
LTS	LTSCALE / Changes the scale factor of linetypes for all objects in a drawing
LW	LWEIGHT / Sets the current lineweight, lineweight display options, and lineweight units

M

M	MOVE / Moves objects a specified distance in a specified direction
MA	MATCHPROP / Applies the properties of a selected object to other objects
MAT	MATERIALS / Shows or hides the Materials window
ME	MEASURE / Joins similar objects to form a single, unbroken object
MEA	MEASUREGEOM / Measures the distance, radius, angle, area, and volume of selected objects or sequence of points
MI	MIRROR / Creates a mirrored copy of selected objects
ML	MLINE / Creates multiple parallel lines

MLA	MLEADERALIGN / Aligns and spaces selected multileader objects
MLC	MLEADERCOLLECT / Organises selected multileaders that contain blocks into rows or columns, and displays the result with a single leader
MLD	MLEADER / Creates a multileader object
MLE	MLEADEREDIT / Adds leader lines to, or removes leader lines from, a multileader object
MLS	MLEADERSTYLE / Creates and modifies multileader styles
MO	PROPERTIES / Controls properties of existing objects
MORE	MESHSMOOTHMORE / Increases the level of smoothness for mesh objects by one level
MS	MSPACE / Switches from paper space to a model space viewport
MSM	MARKUP / Opens the Markup Set Manager
MT	MTEXT / Creates a multiline text object
MV	MVIEW / Creates and controls layout viewports

N

NORTH	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file
NSHOT	NEWSHOT / Creates a named view with motion that is played back when viewed with ShowMotion
NVIEW	NEWVIEW / Creates a named view with no motion

O

O	OFFSET / Creates concentric circles, parallel lines, and parallel curves
OBJECTSELECTION LIMIT	OPTIONS / Customises the program settings
OFFSETSRF	SURFOFFSET/ Creates a parallel surface or solid by setting an offset distance from a surface
OP	OPTIONS / Customises the program settings
OPENPROJECT	SURFOFFSET / Creates a parallel surface or solid by setting an offset distance from a surface
ORBIT	3DORBIT / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only
OS	OSNAP / Sets running object snap modes

P, Q, R

P

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

Q

QC	QUICKCALC / Opens the QuickCalc calculator

QCUI	QUICKCUI / Displays the Customize User Interface Editor in a collapsed state
QP	QUICKPROPERTIES / Displays open drawings and layouts in a drawing in preview images
QSAVE	QSAVE / Saves the current drawing
QVD	QVDRAWING / Displays open drawings and layouts in a drawing using preview images
QVDC	QVDRAWINGCLOSE / Closes preview images of open drawings and layouts in a drawing
QVL	QVLAYOUT / Displays preview images of model space and layouts in a drawing
QVLC	QVLAYOUTCLOSE / Closes preview images of model space and layouts in the current drawing

R

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

S, T, U

S

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

T

T	MTEXT / Creates a multiline text object
TA	TABLET / Calibrates, configures, and turns on and off an attached digitising tablet
TB	TABLE / Creates an empty table object
TEDIT	TEXTEDIT / Edits a dimensional constraint, dimension, or text object
TH	THICKNESS / Sets the default 3D thickness property when creating 2D geometric objects

TI	TILEMODE / Controls whether paper space can be accessed
TO	TOOLBAR / Displays, hides, and customises toolbars
TOL	TOLERANCE / Creates geometric tolerances contained in a feature control frame
TOR	TORUS / Creates a donut-shaped 3D solid
TP	TOOLPALETTES / Opens the Tool Palettes window
TR	TRIM / Trims objects to meet the edges of other objects
TS	TABLESTYLE / Creates, modifies, or specifies table styles

U

UC	UCSMAN / Manages defined user coordinate systems.
UN	UNITS / Controls coordinate and angle display formats and precision.
UNHIDE / UNISOLATE	UNISOLATEOBJECTS / Displays objects previously hidden with the ISOLATEOBJECTS or HIDEOBJECTS command.
UNI	UNION / Unions two solid or two region objects.

V, W, X

V

V	VIEW / Saves and restores named views, camera views, layout views, and preset views.
VGO	VIEWGO / Restores a named view.
VP	DDVPOINT / Sets the 3D viewing direction.
VPLAY	VIEWPLAY / Plays the animation associated to a named view.
VS	VSCURRENT / Sets the visual style in the current viewport.
VSM	VISUALSTYLES / Creates and modifies visual styles and applies a visual style to a viewport.

W

W	WBLOCK / Writes objects or a block to a new drawing file.
WE	WEDGE / Creates a 3D solid wedge.
WHEEL	NAVSWHEEL / Displays a wheel that contains a collection of view navigation tools.

X

X	EXPLODE / Breaks a compound object into its component objects.
XA	XATTACH / Inserts a DWG file as an external reference (xref).
XB	XBIND / Binds one or more definitions of named objects in an xref to the current drawing.
XC	XCLIP / Crops the display of a selected external reference or block reference to a specified boundary.
XL	XLINE / Creates a line of infinite length.
XR	XREF / Starts the EXTERNALREFERENCES command.

Y - Z

Y

Z

Z	ZOOM / Increases or decreases the magnification of the view in the current viewport.
ZEBRA	ANALYSISZEBRA / Projects stripes onto a 3D model to analyse surface continuity.
ZIP	ETRANSMIT / Creates a Self-Extracting or Zipped Transmittal Package.