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AutoCAD Command A to Z

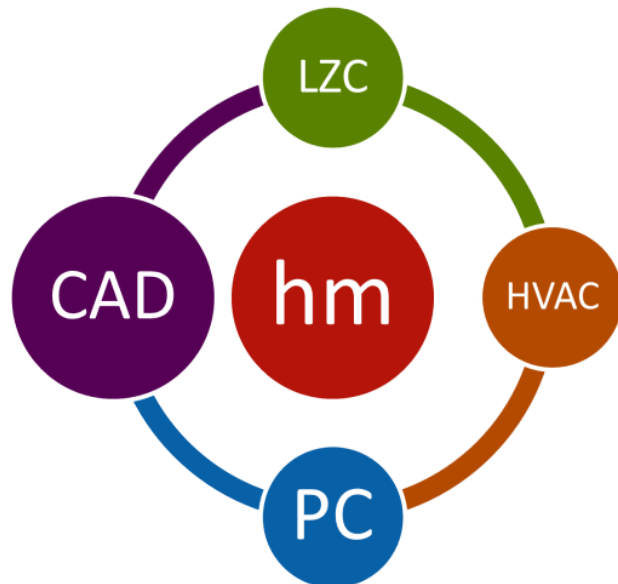
Summary

This homemicro.co.uk guide provides an A to Z list of common AutoCAD® commands. Keying in a command can be much quicker than selecting an icon or navigating through the menu bar, especially when autocomplete is active. For example, to draw a line simply type 'L' in the command bar and hit enter or the spacebar. Increase your drawing productivity by learning AutoCAD command shortcuts today.

Tags: homemicro.co.uk; CAD; A to Z, AutoCAD Shortcuts, AutoCAD Commands

The web article relating to this subject can be found here:

http://www.homemicro.co.uk/cad_shortcut.html



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Introduction

AutoCAD® functions can be performed quickly by getting to grips with the many command shortcuts. Learning the essential shortcuts will increase your productivity. Keying in a shortcut command can be much quicker than selecting an icon or navigating through the menu bar.

Commands are entered in the command bar. AutoCAD is very intuitive as you type in characters, AutoCAD suggests similar commands with the same characters. If you cannot remember a shortcut, just start typing what you want such as 'L' for a line and the AutoCAD command line suggestion list will take over and provide a selection on commands as Figure 1.

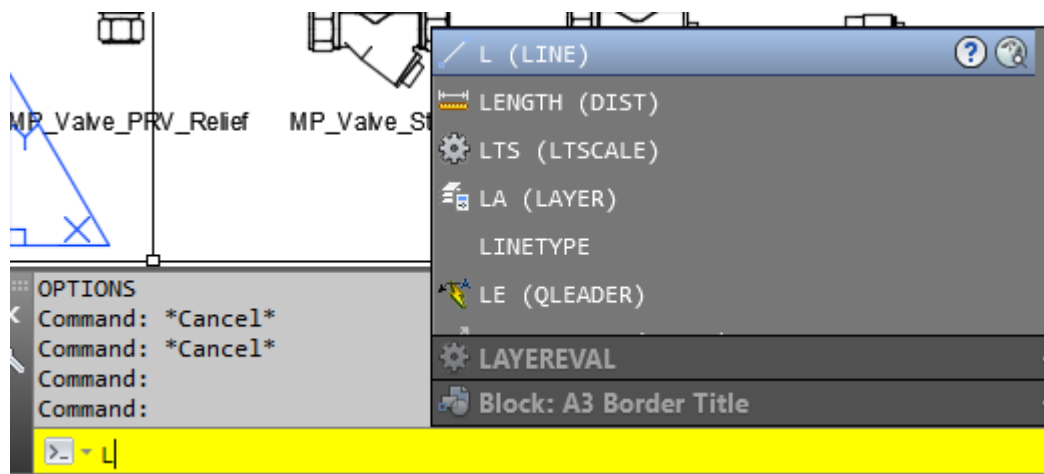


Figure 1 - AutoCAD command line shortcut example

Note the following:

- Generally, a shortcut prefixed with “-” will suppress the associated dialogue from appearing.
- Some of the following shortcuts only work with AutoCAD 2006 or newer.
- Not all the shortcuts listed work with AutoCAD LT.

Shortcuts vs. Commands

Shortcuts and commands are not the same. Shortcuts are the keyboard combos and the function key toggles, e.g., F3 to turn object snap on and off, and F8 which locks the cursor movement to horizontal or vertical or CTRL+P to activate the Print dialogue box and Ctrl+S to save a file.

Commands are the instructions that tell the AutoCAD what to do. A command is typed in the command line text box and activated by pressing the 'Enter' or 'Spacebar' keys. If automatic command completion is turned on, autocompletion will show command alternatives based on the letters entered. These suggestions can be selected from the list. The A to Z command shortcuts provided in this article are the key combinations which provide the default suggestion for quick access to the commands. For example, typing 'C' followed by 'Enter' will start the draw a CIRCLE command, but typing 'CO' then 'Enter' will start the COPY command.

The Essentials

The following are some of the must learn command shortcuts to improve your productivity.

Table 1 – Essential Commands

Shortcut	Command	Comment
A	ARC	Draw an arc with 3 points
B	BLOCK	Opens block dialogue box to make a block
C	CIRCLE	Draw a circle
CO	COPY	Copy an object
DI	DIST	Check a distance
H	HATCH	Opens hatch and gradient dialogue box
I	INSERT	Insert a block
L	LINE	Draw a line
LA	LAYER	Opens layer manager
LE	QLEADER	Draw a leader line (may need to adjust settings)
M	MOVE	Move an object
MA	MATCHPROPERTIES	Match properties of an object
REA	REGENALL	Regenerates the entire drawing
REC	RECTANG	Draw a rectangle
S	STRETCH	Stretch an object
SC	SCALE	Scale an object
T	MTEXT	Multi-line text
U	UNDO	Undo last command
UCS	UCS	UCS command line options
XR	XREF	Opens Xref manager dialogue box
Z	ZOOM	Zoom in display - A=All, E=EXTENTS, W=WINDOW

A - Alpha

Table 2 – A for Alpha

Shortcut	Command	Comment
A	ARC	Draw an arc with 3 points
AA	AREA	Calculate an area
ADC	ADCCENTER	Opens design center dialogue box
AL	ALIGN	Align an object with another
AP	APPLOAD	Opens application load dialogue box
APP	APPARENT INT	Apparent intersection of 2 objects
AR	ARRAY	Opens array dialogue box
ATE	ATTEDIT	Changes attribute information in a block
ATT	ATTDEF	Opens attribute definition dialogue box
AUDIT	AUDIT	Audit drawing for errors
AV	DSVIEWER	Opens ariel view of drawing

B - Bravo

Table 3 – B for Bravo

Shortcut	Command	Comment
B	BLOCK	Opens block dialogue box to make a block
BATTMAN	BATTMAN	Opens block attribute manager
BC	BCLOSE	Closes the block editor
BCOUNT	BCOUNT	Counts the blocks in a drawing
BE	BEDIT	Opens the edit block definition dialogue box
BH	BHATCH	Opens the hatch & gradient dialogue box
BMPOUT	BMPOUT	Creates a BITMAP file of current drawing
BO	BOUNDARY	Draw a boundary
BOX	BOX	Draw a cube
BR	BREAK	Break a line by defining 2 points
BS	BSAVE	Saves the current block definition

C - Charlie

Table 4 – C for Charlie

Shortcut	Command	Comment
C	CIRCLE	Draw a circle
CEN	CENof	Snap to centre point
CH	PROPERTIES	Controls properties of existing objects
CHA	CHAMFER	Chamfer between 2 non-parallel lines
CO	COPY	Copy an object
COPYTOLAYER	COPYTOLAYER	Copy object from one layer to another
COL	COLOR	Opens select color dialogue box
CP	COPY	Copy an object
CUI	CUI	Opens customise user interface (CUI) dialogue
CYL	CYLINDER	Create a 3D solid cylinder

D - Delta

Table 5 – D for Delta

Shortcut	Command	Comment
D	DIMSTYLE	Opens dimension style manager dialogue box
DAL	DIMALIGNED	Aligned linear dimension line
DAN	DIMANGULAR	Angular dimension line
DAR	DIMARC	Arc length dimension
DBA	DIMBASELINE	Ordinate dimension from baseline of previous dimension
DC	ADCENTER	Opens designcenter
DCO	DIMCONTINUE	Ordinate dimension from 2nd extension line of previous dimension
DDPTYPE	DDPTYPE	Opens point style dialogue box
DDUCS	DDUCS	Opens the User Coordinate System (UCS) dialogue
DDUCSP	DDUCSP	Opens UCS dialogue at orthographic tab
DDI	DIMDIAMETER	Diameter dimension for circles and arcs
DED	DIMEDIT	Edit dimension text on dimension objects
DI	DIST	Check a distance
DIMCENTER	DIMCENTER	Creates center mark
DIV	DIVIDE	Inserts point node a set division
DLI	DIMLINEAR	Linear dimension

DO	DONUT	Draw a solid donut shape
DOR	DIMORDINATE	Ordinate point dimension
DOV	DIMOVERRIDE	Override dimension style
DRA	DIMRADIUS	Radial dimension for circles and arcs
DRM	DRAWINGRECOVERY	Opens drawing recovery dialogue box
DS	DDOSNAP	Opens drafting settings/object snap dialogue
DT	TEXT	Single line text
DV	DVIEW	Perspective view

E - Echo

Table 6 – E for Echo

Shortcut	Command	Comment
E	ERASE	Erase a selection
EL	ELLIPSE	Draw an ellipse
ED	DDEDIT	Edit text
END	ENDPOINT	Snap to end of line etc
ER	EXTERNALREFERENCES	Opens the External References palette
EX	EXTEND	Extend a selection
EXT	EXTENSION	Extends lines beyond endpoint
EXT	EXTRUDE	Extrude a face

F - Foxtrot

Table 7 – F for Foxtrot

Shortcut	Command	Comment
F	FILLET	Draw an arc between 2 intersecting lines
FI	FILTER	Opens filter dialogue box
FIND	FIND	Opens find and replace dialogue box
FLATTEN	FLATTEN	Converts 3D to 2D
FRO	FROM	Snap to an offset distance from an object snap

G - Golf

Table 8 – G for Golf

Shortcut	Command	Comment
G	GROUP	Launches the group dialogue box
GATTE	GATTE	Global attribute edit of multiple blocks
GR	GRIPS	Opens grips dialogue box

H - Hotel

Table 9 – H for Hotel

Shortcut	Command	Comment
H	HATCH	Opens hatch and gradient dialogue box
HE	HATCHEDIT	Modifies an existing hatch or fill

I - India

Table 10 – I for India

Shortcut	Command	Comment
I	INSERT	Insert a block
-I	INSERT	Insert a block by name
IA	IMAGEATTACH	Inserts a reference to an image file
ID	ID	Display the co-ordinate values of a point
IM	IMAGE	Launches image manager
IMP	IMPORT	Imports files of different formats
IN	INTERSECT	Intersect an object
INS	INSERTION	Snap to insertion point of text or block
INT	INTERSECTION	Snap to intersection of lines, circles, arcs
IO	INSERTOBJ	Inserts a linked or embedded object

J - Juliett

Table 11 – J for Juliett

Shortcut	Command	Comment
J	JOIN	Joins 2 objects to form single object
JPGOUT	JPGOUT	Creates a JPEG file of current drawing
JUSTIFYTEXT	JUSTIFYTEXT	Change the justification point without moving text

K - Kilo

Table 12 – K for Kilo

Shortcut	Command	Comment
		No commands

L - Lima

Table 13 – L for Lima

Shortcut	Command	Comment
L	LINE	Draw a line
LA	LAYER	Opens layer manager
LAYCUR	LAYERCURRENT	Change objects to current layer
LAYDEL	LAYERDELETE	Delete a layer by selecting object
LAYFRZ	LAYERFREEZE	Freeze a layer by selecting object
LAYISO	LAYERISOLATE	Isolates a layer by selecting object
LAYLCK	LAYERLOCK	Lock a layer by selecting object
LAYMCH	LAYERMATCH	Match properties of a layer
LAYMRG	LAYERMERGE	Moves objects from first layer to second & deletes first
LAYOFF	LAYEROFF	Switches a layer off
LAYON	LAYERON	Switches all layers on except frozen layers
LAYERP	LAYERPREVIOUS	Restores previous layer state
LAYTHW	LAYTHW	Thaws all layers
LAYWALK	LAYERWALK	Walk through layers
LE	QLEADER	Draw a leader line (may need to adjust settings)
LEAD	LEADER	Leader line with annotation
LEN	LENGTHEN	Lengthen or shorten a line
LI or LS	LIST	Display information about objects in a text window
LMAN	LMAN	Access Layer manager to save and restore layer states
LO	-LAYOUT	Creates a new layout tab
LSP	LISP	Load a LISP routine
LT	DDLTYP	Opens line type manager
LTS	LTSCALE	Change the linetype scale
LW	LWEIGHT	Opens line weight settings dialogue box

M - Mike

Table 14 – M for Mike

Shortcut	Command	Comment
M	MOVE	Move an object
MA	MATCHPROPERTIES	Match properties of an object
MASSPROP	MASSPROP	Calculate the region/mass properties of a solid
ME	MEASURE	Inserts point node at input distance
MI	MIRROR	Mirror an object
MID	MIDPOINT	Snap to midpoint of line etc
MINsert	MINsert	Insert block in rectangular array
MIRRTEXT	MIRRTEXT	Mirrtext 0 to turn off
ML	MLINE	Draw multilines
MLD	MLEADER	Creates a multileader object
MOCORO	MOVECOPYROTATE	Move/copy/rotate an object from one command
MS	MSPACE	Switch to modelspace in viewport
MT	MTEXT	Multiline/paragraph text
MTP		Snap to midpoint between two points
MV	MVIEW	Make a viewport in paperspace

N - November

Table 15 – N for November

Shortcut	Command	Comment
NEA	NEAREST	Snap near to an object
NOD	NODE	Snap to point node
NON	NONE	Turns off object snap modes

O - Oscar

Table 16 – O for Oscar

Shortcut	Command	Comment
O	OFFSET	Offset an object by distance
OOPS	OOPS	Oops unerases the last erased selection set
OP	OPTIONS	Launches options dialogue box
OS	DDOSNAP	Opens drafting settings object snap dialogue

P - Papa

Table 17 – P for Papa

Shortcut	Command	Comment
P	PAN	Pan in drawing
PAR	PARALLEL	Continues a line parallel to existing
PE	POLYEDIT	Edit a polyline
PER	PERPENDICULAR	Snap to perpendicular of line etc
PL	PLINE	Draw a polyline - a complex line
PLOT	PLOT	Opens plot/print dialogue box
PO	POINT	Point marker or node - DDPTYPE to change pointstyle
POL	POLYGON	Draw a regular polygon 3 to 1024 sides
PR	PROPERTIES	Opens properties dialogue box
PRE	PREVIEW	Preview a plot
PRINT	PLOT	Opens plot/print dialogue box
PS	PSPACE	Switch to paperspace in viewport
PU	PURGE	Opens purge dialogue box to remove unused elements

Q - Quebec

Table 18 – Q for Quebec

Shortcut	Command	Comment
QC	QUICKCALC	Opens calculator
QUA	QUADRANT	Snap to quadrant of circle, arc, ellipse

R - Romeo

Table 19 – R for Romeo

Shortcut	Command	Comment
R	REDRAW	Refreshes the display in the current viewport
RA	REDRAWALL	Refreshes the display in all viewports
RAY	RAY	Construction line in one direction
RE	REGEN	Regenerate the display
REA	REGENALL	Regenerates the entire drawing
REC	RECTANG	Draw a rectangle
REFEDIT	REFEDIT	Edit a block reference in place
REG	REGION	Region - for shading for example

REN	RENAME	Opens dialogue box to rename blocks, layers, etc
REV	REVOLVE	Revolves an object about an axis
REVCLOUD	REVCLOUD	Revision cloud - note can select a polyline
RPR	RPREF	Opens render preferences dialogue box
RO	ROTATE	Rotate an object
RR	RENDER	Open render dialogue box

S - Sierra

Table 20 – S for Sierra

Shortcut	Command	Comment
S	STRETCH	Stretch an object
SC	SCALE	Scale an object
SCALETEXT	SCALETEXT	Scales text without moving the text insertion point
SEC	SECTION	Section
SCR	SCRIPT	Load a script file
SHA	SHADEMODE	Select shademode/wireframe/gouraud/etc.
SL	SLICE	Slice a solid
SN	SNAP	Restricts cursor movement to specified intervals
SNAPANG	SNAPANGLE	Change the snap angle from default 0°. This sets the snap and grid rotation angle in the current viewport relative to the current UCS.
SP	SPELL	Spell check a selection - ALL to check entire drawing
SPL	SPLINE	Spline or smooth curve along points
SSM	SHEETSET	Opens sheet set manager palette
ST	DDSTYLE	Opens text style dialogue box
SU	SUBTRACT	Subtract selection from solid

T - Tango

Table 21 – T for Tango

Shortcut	Command	Comment
T	MTEXT	Multi-line text
TA	TEXTALIGN	Aligns multiple text objects vertically, horizontally, or obliquely
TAN	TANGENT	Snap to tangent of circle, arc, ellipse
TB	TABLE	Opens insert a table dialogue box

TCIRCLE	TCIRCLE	Places circle, slot, or rectangle around each selected text object
TEXT	DTEXT	Single line dynamic text
TEXTFIT	TEXTFIT	Stretches/shrinks text by selecting new start and/or end points
TK	TRACK	Locate points without drawing lines
TOR	TORUS	Draw torus shape
TORIENT	TORIENT	Rotates text, mtext, and attribute definition objects
TP	TOOLPALETES	Displays toolpalette
TR	TRIM	Trim objects
TS	TABLESTYLE	Opens table style dialogue box
TT	TT	Temporary tracking point
TXTEXP		
TXT2MTXT	TXT2MTXT	Converts DTEXT to MTEXT

U - Uniform

Table 22 – U for Uniform

Shortcut	Command	Comment
U	UNDO	Undo last command
UC	DDUCS	Opens UCS manager dialogue box
UCS	UCS	UCS command line options
UCSICON	UCSICON	Change the UCS icon appearance
UN	UNITS	Opens units dialogue box
UNDO	UNDO	Undo last command, gives more options than just U
UNI	UNION	Union solids

V - Victor

Table 23 – V for Victor

Shortcut	Command	Comment
V	VIEW	Opens view dialogue box
VP	DDVPOINT	Opens viewpoint dialogue box
VPORTS	VPORTS	Opens viewport dialogue box
-VPORTS	-VPORTS	Create a viewport using command line

W - Whiskey

Table 24 – W for Whiskey

Shortcut	Command	Comment
W	WBLOCK	Write a block - for use in other drawings
WE	WEDGE	Draw a wedge
WHOHAS	WHOHAS	Displays who has a drawing open
WIPEOUT	WIPEOUT	Masks part of drawing for clarity

X - Xray

Table 25 – X for Xray

Shortcut	Command	Comment
X	EXPLODE	Explode single entity to component parts
XA	XATTACH	Opens select reference file dialogue for attaching Xref
XB	XBIND	Opens Xbind dialogue - allows import only of symbols etc
XC	XCLIP	Create a border in an xref to hide outside area
XL	XLIN	Construction line of infinite length
XLIST	XLIST	Lists type/block name/layer name/color/linetype of a nested object in a block or an xref
XOPEN	XOPEN	Opens a selected xref in a new window
XR	XREF	Opens Xref manager dialogue box

Y - Yankee

Table 26 – Y for Yankee

Shortcut	Command	Comment
		No commands

Z - Zulu

Table 27 – Z for Zulu

Shortcut	Command	Comment
Z	ZOOM	Zoom in display - A=All, E=EXTENTS, W=WINDOW



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