

CAD Commands Reference		
Shortcut	Command	Function
	3D Poly	Creates a 3D polyline
AL	align	Align objects with other objects
AA	area	Calculates the area and perimeter of objects or of defined areas
	attach	Inserts an external reference, raster image, or underlay in the current drawing
	attdef	Creates an attribute definition for storing data in a block
	atttext	Extracts attribute data, informational text associated with a block, into a file
	battorder	Specifies the order of attributes for a block
BH	bhatch	Fills an enclosed area or selected objects with a hatch pattern or gradient fill
BR	break	Breaks the selected object between two points
	burst	Explodes the block selected without changing dimensioning or text styles
C	circle	Creates a circle
	clip	Crops a selected external reference, image, viewport or underlay to a specific boundary
CO	Copy	Copy
CP	Copy	Copy selected objects
DAL	dimaligned	Creates an aligned linear dimension
dwgpl		Drawing properties to fill in title block
DR	draw order	Assigns the draw order to a hatch or fill
DST	dimstyle	Creates and modifies dimension styles
E	erase	Erases an object
EL	ellipse	Creates an ellipse
X	explode	Breaks a compound object into its component objects
EX	extend	Extends objects to meet the edges of other objects
	filedia	Controls whether or not dialog boxes are displayed. This should be set to <1>
F	fillet	Rounds and fillets the edges of objects
Ctrl F	find	Finds the text that you specify, and can optionally replace it with other text
G	group	Creates and manages saved sets of objects called groups
H	hatch	Fills an enclosed area or selected objects with a hatch pattern or gradient fill
J	join	Joins the endpoints of linear and curved objects to create a single object
IAD	imageadjust	Controls how the image is displayed by adjusting the brightness, contrast, and fade settings of the selected image.

Shortcut	Command	Function
IAT	imageattach	Locates, inserts, names, and defines the parameters and details of attached images.
ICL	imageclip	Crops the display of a selected image to a specified boundary.
LE	Q leader	Creates a leader and leader annotation
LTS	ltscale	Sets the global linetype scale factor
MA	matchprop	Applies the properties of a selected object to other objects.
MI	mirror	Creates a mirrored copy of selected objects
M	move	Moves objects a specified distance in a specified direction
MO	properties	Controls properties of existing objects.
MS	mSPACE	In a layout, switches from paper space to model space in a layout viewport
MT	mTEXT	Creates a multiline text object
MV	mVIEW	Commands that are associated with viewports
O	offset	Creates concentric circles, parallel lines, and parallel curves
OS	osnap	Sets running object snap modes.
	pdfattach	Insert a PDF file as an underlay into the current drawing
PE	Pedit	Edits polylines and 3D polygon meshes
PL	pline	Draws a polyline
POL	polygon	Creates an equilateral closed polyline.
	psltscale	Sets the paper space scale... This should be set at <0>
PU	purge	Removes unused items, such as block definitions and layers, from the drawing
QC	quickcalc	opens the QuickCalc calculator
REC	rectang	Creates a rectangular polygon
RE	regen	Regenerates the entire drawing from the current viewport
REA	regena	Regenerates the drawing and refreshes all viewports
	revpline	Reverses the vertices of selected lines or polylines
	ribbon	Turns the ribbon back on
RO	rotate	Rotates objects around a base point
S	stretch	Stretches objects crossed by a selection window or polygon.
SC	scale	Scales the object based on a factor
SP	spell	Checks spelling in the drawing
SPL	spline	Creates a smooth curve that passes through or near a set of fit points
	tcircle	Draws a circle, rectangle, or square around selected text
	textmask	Creates a fill around selected text
	tframe	Turns on/off Image/Wipeout frames
TH	thickness	Sets the default 3D thickness property when creating 2D geometric objects.
	time	Displays date and time statistics of a drawing

Shortcut	Command	Function
TP	toolpallets	Opens the Tool Palettes window.
TR	trim	Trims objects to meet the edges of other objects
	txt2mtxt	Converts text to multiline text
	u	Reverses the most recent operation
	vpclip	Clips layout viewport objects and reshapes the viewport border
	vports	Creates multiple viewports in model space or paper space
	wipeout	Creates a wipeout object and controls whether wipeout frames are displayed in the drawing
	workspace	Creates, modifies, and saves workspaces and makes a workspace current
	wssave	Saves a workspace
XL	xline	Draws a construction line of infinite length.
	z>e	Zoom extents everything in model space to current view