

British College of Applied Studies

Jaffna

Batch: CAD&BS

* **2D AutoCAD Command Shortcuts List A-Z**

A ARC / Creates an arc.

ADC/DC /CTRL+2 ADCENTER / 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.

ATT ATTDEF / Redefines a block and updates associated attributes.

AV AERIAL VIEV/…..

ALIASEDIT /A command alias is an abbreviation that you enter at the command prompt instead of entering the entire command name.

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.

BREAKLINE /Create A Break Line An Objects

C CIRCLE / Creates a circle.

CH PROPERTIES / Controls properties of existing objects.

CHA CHAMFER / Bevels the edges of objects.

COL COLOR / Sets the color for new objects.

CO/CP COPY / Copies objects a specified distance in a specified direction.

CAL Calculator/ CAL evaluate expressions according to standard mathematical rules of precedence.

CEN Center/(Center) reference to the center of a circle or arc.

CUI / Manages the customized user interface elements in the product.

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 DIMCENTER / Creates the center mark or the centerlines of circles and arcs.

DCO DIMCONTINUE / Creates a dimension that starts from an extension line of a previously created dimension.

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.

DO DONUT / Creates a filled circle or a wide ring.

DOR DIMORDINATE / Creates ordinate dimensions.

DRA DIMRADIUS / Creates a radius dimension for a circle or an arc.

DRM DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure.

DS/OS/SE 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/EATTEXT DATAEXTRACTION / Extracts drawing data and merges data from an external source to a data extraction table or external file

Q DIM DIMQUICK Dimension .

DLI DIMLINEAR .

DAL DIM ALIGNED.

DIMSPACE DIMENSION SPACE / Adjusts the spacing between linear dimensions or angular dimensions.

DIMBREAK DIMANSION BREAK / Breaks or restores dimension and extension lines where they cross other objects.

DIM INSPECT INSPECTION / Adds or removes inspection information for a selected dimension.

DIMTEDIT / ALIGN TEXT.

D Dim style.

Dim Scale / Create the text with.

DDPTYPE POINT STYLE / Specifies the display style and size of point objects.

DC DESING CENTER /Manages and inserts content such as blocks, xrefs, and hatch patterns.

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.

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.

EXTRIM EXTRIM /Multi Trim the Objects

END Endpoint/( end point) reference to the beginning or end of an object such as a line.

EXT Extension/(Extension) below refer to the ghost of a line or arc.

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.

FSHOT FLATSHOT / Creates a 2D representation of all 3D objects based on the current view.

FIND 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.

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/BH 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.

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.

IM IMAGE / Displays the External References palette.

IMP IMPORT / Imports files of different formats into the current drawing.

IO INSERTOBJ / Inserts a linked or embedded object.

INT Intersection/(intersection) a reference to the point where two objects intersect.

INS Insertion/ (Insert) reference to the point of insertion of objects such as blocks or text.

ID ID /Displays the UCS coordinate values of a specified location.

ISOPLANE /Specifies the current isometric plane.

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

JOG DIMJOGGED / Creates jogged dimensions for circles and arcs.

JPGOUT JPGOUT/ Saves selected objects to a file in JPEG file format.

L LINE / Creates straight line segments.

LA LAYER / Manages layers and layer properties.

LAYNO LAYER ON / Turns on all layers in the drawing.

LAYOFF LAYER OFF/ Turns off the layer of a selected object.

LAYWALK LAYER WALK/ Displays objects on selected layers and hides objects on all other layers.

LAS LAYERSTATE / Saves, restores, and manages named layer states.

LE QLEADER / Creates a leader and leader annotation.

LI LIST / Displays property data for selected objects.

LO LAYOUT / Creates and modifies drawing layout tabs.

LT LINETYPE / Loads, set, and modifies line types.

LTS LTSCALE / Changes the scale factor of line types for all objects in a drawing.

LW LWEIGHT / Sets the current line weight, line weight display options, and line weight units.

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

MA MATCHPROP / Applies the properties of a selected object to other objects.

ME MEASURE / Creates point objects or blocks at measured intervals along the length or perimeter of an object.

MEA MEASUREREGION / 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 MLNE / Creates multiple parallel lines.

MLA MLEADERALIGN / Aligns and spaces selected multi leader objects.

MLC MLEADERCOLLECT / Organizes selected multi leaders that contain blocks into rows or columns, and displays the result with a single leader.

MLD MLEADER / Creates a multi leader object.

MLE MLEADEREDIT / Adds leader lines to, or removes leader lines from, a multi leader object.

MLS MLEADERSTYLE / Creates and modifies multi leader styles.

MO PROPERTIES / Controls properties of existing objects.

MS MSPACE / Switches from paper space to a model space viewport.

MT MTEXT / Creates a multiline text object.

MV MVIEW / Creates and controls layout viewports.

MINSERT MULTI INSERT/Inserts multiple instances of a block in a rectangular array.

MULTIPLE MULTIPLE /Repeats the next command until canceled

MOCORO MOCORO / Move, Copy, Rotate The Objects In One Time

MTP/M2P Command Modifier/ Locates the midpoint between two points.

MID Midpoint/(Midpoint) direct reference to the midpoint of a line or arc.

NOD Node/ refers to the 'nodes' (not covered in this course).

NON None/(none) turns all Osnaps temporarily. (It does the same thing but faster pressing <F3>).

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

OP OPTIONS / Customizes the program settings.

OS OSNAP / Sets running object snap modes.

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.

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.

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.

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.

PER Perpendicular/

QC QUICKCALC / Opens the QuickCalc calculator.

QCUI QUICKCUI / Displays the Customize User Interface Editor in a collapsed state.

QVD QVDRAWING / QVLAYOUTCLOSE

QVL QVLAYOUT / Displays preview images of model space and layouts in a drawing.

QUA Quadrant/(Quadrant) reference to any of the four quadrants of a circle.

QSELECT QUICK SELECT/ Creates a selection set based on filtering criteria.

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.

RO ROTATE / Rotates objects around a base point.

RAY RAY / Creates a line that starts at a point and continues to infinity.

REVCLOUD REVISION CLOUDS/ Creates a revision cloud using a polyline.

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.

SHA SHADEMODE / Starts the VSCURRENT command.

SN SNAP / Restricts cursor movement to specified intervals.

SP SPELL / Checks spelling in a drawing.

SPL SPLINE / Creates a smooth curve that passes through or near specified points.

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.

T MTEXT / Creates a multiline text object.

TB TABLET / Calibrates, configures, and turns on and off an attached digitizing tablet.

TEDIT TEXTEDIT / Edits a dimensional constraint, dimension, or text object.

TOL TOLERANCE /

TP TOOLPALETTES / Opens the Tool Palettes window.

TR TRIM / Trims objects to meet the edges of other objects.

TS TABLESTYLE / Creates, modify, or specifies table styles.

TXT2MTXT TEXT CONVERT /Convert the Single Line Text To Multiline Text .

TXTEXP / Text edit coloring text

TCIRCLE TCIRCLE /create a text circle

UN UNITS / Controls coordinate and angle display formats and precision.

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

WSSAVE /Saves the current workspace scheme and settings of a workspace.

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.

XL XLINE / Creates a line of infinite length.

XR XREF / Starts the EXTERNALREFERENCES command.

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

* You Have a Command Add Down