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| Window Swap | ws | Selects everything but what is currently selected.  (All Except Selected) |
| Window Swap Window | wsw | Selects everything in second select except for what was selected in the first.  (Selected Except Selected) |
| Window  Window | ww | Selects everything from first selection that are inside the window on the second selection.  (Selected Intersect Selected) |
| Select Length | sq | Calculates the lengths of **all** selected objects.  If the object is a block then it will search for a custom property under the names “Distance” or “Length”. |
| Width | w | Sets the selected objects to a certain width.  [\*] It is only possible to add width to **polylines**. |
| Fillet | f | Fillets the entire **polyline** with given radius. |
| Hide | h | Hides selected objects.  [\*] This does not conflict with freezing/turning off/locking layers/objects/blocks. |
| Unhide | uh | Unhides all hidden objects.  [\*] This does not conflict with freezing/turning off/locking layers/objects/blocks.  [\*] Works only on objects that were hidden via “h” function. |
| Multi Replace | Mreplace | Replaces all selected blocks to a single block.  Keeps the rotation and attributes.  Note: The blocks must be in the same rotation axis inside their block definition (inside the block editor). |
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