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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 parameter\property under the names “Distance” or “Length” (Exact Case Sentensive). |
| Width | w  width | Sets the selected objects to a certain width.  [\*] It is only possible to add width to **polylines**. |
| 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. |
| Add Curve | addcurve  ac | Will add a curve from a polyline to the wanted point. |

\* See next page.

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| --- | --- | --- |
| Multi Replace | mreplace | Replaces all selected blocks to a single block.  Keeps the rotation and attributes. |
| Multi Rotate | mrotate | Rotate individual blocks against their own center.  The center is determined by the following order (first found is used):   * Base Point * Insertion Point |
| To Line | mtoline  mtolines | Align series of blocks to the closest point on the selected polyline.  Base point/Insertion Point of the block will be the center point.  The object will be rotated according to the relative position to the polyline and in perpendicular manner.   * mtoline is for a single block * mtolines is for multiple blocks |