Toggles and screen management

Below, you'll find an abbreviated list of commands that can be used in AutoCAD.

**Toggle General Features**

|  |  |
| --- | --- |
| Ctrl+G | Toggle Grid |
| Ctrl+E | Cycle isometric planes |
| Ctrl+F | Toggle running object snaps |
| Ctrl+H | Toggle Pick Style |
| Ctrl+Shift+H | Toggle Hide pallets |
| Ctrl+I | Toggle Coords |
| Ctrl+Shift+I | Toggle Infer Constraints |

**Manage Screen**

|  |  |
| --- | --- |
| Ctrl+0 (zero) | Clean Screen |
| Ctrl+1 | Property Palette |
| Ctrl+2 | Design Center Palette |
| Ctrl+3 | Tool Palette |
| Ctrl+4 | Sheet Set Palette |
| Ctrl+6 | DBConnect Manager |
| Ctrl+7 | Markup Set Manager Palette |
| Ctrl+8 | Quick Calc |
| Ctrl+9 | Command Line |

**Manage Drawings**

|  |  |
| --- | --- |
| Ctrl+N | New Drawing |
| Ctrl+S | Save drawing |
| Ctrl+O | Open drawing |
| Ctrl+P | Plot dialog box |
| Ctrl+Tab | Switch to next |
| Ctrl+Shift+Tab | Switch to previous drawing |
| Ctrl+Page Up | Switch to previous tab in current drawing |
| Ctrl+Page Down | Switch to next tab in current drawing |
| Ctrl+Q | Exit |
| Ctrl+Shift+S | Save drawing as |

**Toggle Drawing Modes**

|  |  |
| --- | --- |
| F1 | Display Help |
| F2 | Toggle text screen |
| F3 | Toggle object snap mode |
| F4 | Toggle 3DOsnap |
| F5 | Toggle Isoplane |
| F6 | Toggle Dynamic UCS |
| F7 | Toggle grid mode |
| F8 | Toggle ortho mode |
| F9 | Toggle snap mode |
| F10 | Toggle polar mode |
| F11 | Toggle object snap tracking |
| F12 | Toggle dynamic input mode |

**Manage Workflow**

|  |  |
| --- | --- |
| Ctrl+A | Select all objects |
| Ctrl+C | Copy object |
| Ctrl+K | Insert hyperlink |
| Ctrl+X | Cut object |
| Ctrl+V | Paste object |
| Ctrl+Shift+C | Copy to clipboard with base point |
| Ctrl+Shift+V | Paste data as block |
| Ctrl+Z | Undo last action |
| Ctrl+Y | Redo last action |
| Ctrl+[ | Cancel current command (or ctrl+\) |
| ESC | Cancel current command |

A, B, C

**A**

|  |  |
| --- | --- |
| A | ARC / Creates an arc |
| ADC | 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 |
| ARR | ACTRECORD / Starts the Action Recorder |
| ARM | ACTUSERMESSAGE / Inserts a user message into an action macro |
| ARU | ACTUSERINPUT / Pauses for user input in an action macro |
| ARS | ACTSTOP / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file |
| ATI | ATTIPEDIT / Changes the textual content of an attribute within a block |
| ATT | ATTDEF / Redefines a block and updates associated attributes |
| ATE | ATTEDIT / Changes attribute information in a block |

**B**

|  |  |
| --- | --- |
| 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 |
| BVS | BVSTATE / Creates, sets, or deletes a visibility state in a dynamic block |

**C**

|  |  |
| --- | --- |
| C | CIRCLE / Creates a circle |
| CAM | CAMERA / Sets a camera and target location to create and save a 3D perspective view of objects |
| CBAR | CONSTRAINTBAR / A toolbar-like UI element that displays the available geometric constraints on an object |
| CH | PROPERTIES / Controls properties of existing objects |
| CHA | CHAMFER / Bevels the edges of objects |
| CHK | CHECKSTANDARDS / Checks the current drawing for standards violations |
| CLI | COMMANDLINE / Displays the Command Line window |
| COL | COLOR / Sets the color for new objects |
| CO | COPY / Copies objects a specified distance in a specified direction |
| CT | CTABLESTYLE / Sets the name of the current table style |
| CUBE | NAVVCUBE / Controls the visibility and display properties of the ViewCube tool |
| CYL | CYLINDER / Creates a 3D solid cylinder |

D, E, F

**D**

|  |  |
| --- | --- |
| 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 |
| DCON | DIMCONSTRAINT / Applies dimensional constraints to selected objects or points on objects |
| DDA | DIMDISASSOCIATE / Removes associativity from selected dimensions |
| 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 |
| DLU | DATALINKUPDATE / Updates data to or from an established external data link |
| DO | DONUT / Creates a filled circle or a wide ring |
| DOR | DIMORDINATE / Creates ordinate dimensions |
| DOV | DIMOVERRIDE / Controls overrides of system variables used in selected dimensions |
| DR | DRAWORDER / Changes the draw order of images and other objects |
| DRA | DIMRADIUS / Creates a radius dimension for a circle or an arc |
| DRE | DIMREASSOCIATE / Associates or re-associates selected dimensions to objects or points on objects |
| DRM | DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure |
| DS | 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 | DATAEXTRACTION / Extracts drawing data and merges data from an external source to a data extraction table or external file |

**E**

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| --- | --- |
| 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 |
| EPDF | **EXPORTPDF** / Exports drawing to PDF |
| 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 |
| EXT | **EXTRUDE** / Extends the dimensions of a 2D object or 3D face into 3D space |

**F**

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| --- | --- |
| 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 |
| FS | **FSMODE** / Creates a selection set of all objects that touch the selected object |
| FSHOT | **FLATSHOT** / Creates a 2D representation of all 3D objects based on the current view |

G, H, I

**G**

|  |  |
| --- | --- |
| 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**

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| --- | --- |
| H | 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 |
| HI | HIDE / Regenerates a 3D wireframe model with hidden lines suppressed |

**I**

|  |  |
| --- | --- |
| 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 |
| ID | ID / Displays the UCS coordinate values of a specified location |
| IM | IMAGE / Displays the External References palette |
| IMP | IMPORT / Imports files of different formats into the current drawing |
| IN | INTERSECT / Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions |
| INF | INTERFERE / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids |
| IO | INSERTOBJ / Inserts a linked or embedded object |

J, K, L

**J**

|  |  |
| --- | --- |
| J | JOIN / Joins similar objects to form a single, unbroken object |
| JOG | DIMJOGGED / Creates jogged dimensions for circles and arcs |

**K**

**L**

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| --- | --- |
| L | LINE / Creates straight line segments |
| LA | LAYER / Manages layers and layer properties |
| LAS | LAYERSTATE / Saves, restores, and manages named layer states |
| LE | QLEADER / Creates a leader and leader annotation |
| LEN | LENGTHEN / Changes the length of objects and the included angle of arcs |
| LESS | MESHSMOOTHLESS / Decreases the level of smoothness for mesh objects by one level |
| LI | LIST / Displays property data for selected objects |
| LO | LAYOUT / Creates and modifies drawing layout tabs |
| LT | LINETYPE / Loads, sets, and modifies linetypes |
| LTS | LTSCALE / Changes the scale factor of linetypes for all objects in a drawing |
| LW | LWEIGHT / Sets the current lineweight, lineweight display options, and lineweight units |

M, N, O

**M**

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| --- | --- |
| 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 / Joins similar objects to form a single, unbroken object |
| MEA | MEASUREGEOM / 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 | MLINE / Creates multiple parallel lines |
| MLA | MLEADERALIGN / Aligns and spaces selected multileader objects |
| MLC | MLEADERCOLLECT / Organizes selected multileaders that contain blocks into rows or columns, and displays the result with a single leader |
| MLD | MLEADER / Creates a multileader object |
| MLE | MLEADEREDIT / Adds leader lines to, or removes leader lines from, a multileader object |
| MLS | MLEADERSTYLE / Creates and modifies multileader styles |
| MO | PROPERTIES / Controls properties of existing objects |
| MORE | MESHSMOOTHMORE / Increases the level of smoothness for mesh objects by one level |
| MS | MSPACE / Switches from paper space to a model space viewport |
| MSM | MARKUP / Opens the Markup Set Manager |
| MT | MTEXT / Creates a multiline text object |
| MV | MVIEW / Creates and controls layout viewports |

**N**

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| --- | --- |
| NORTH | GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file |
| NSHOT | NEWSHOT / Creates a named view with motion that is played back when viewed with ShowMotion |
| NVIEW | NEWVIEW / Creates a named view with no motion |

**O**

|  |  |
| --- | --- |
| O | OFFSET / Creates concentric circles, parallel lines, and parallel curves |
| OFFSETSRF | SURFOFFSET/ Creates a parallel surface or solid by setting an offset distance from a surface |
| OP | OPTIONS / Customizes the program settings |
| ORBIT / 3DO | 3DORBIT / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only |
| OS | OSNAP / Sets running object snap modes |

P, Q, R

**P**

|  |  |
| --- | --- |
| 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 |
| PAR | PARAMETERS / Controls the associative parameters used in the drawing |
| PARAM | BPARAMETER / Adds a parameter with grips to a dynamic block definition |
| PATCH | SURFPATCH / Creates a new surface by fitting a cap over a surface edge that forms a closed loop |
| PCATTACH | POINTCLOUDATTACH / Inserts an indexed point cloud file into the current drawing |
| 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 |
| PR | PROPERTIES / Displays Properties palette |
| 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 |
| PSOLID | POLYSOLID / Creates a 3D wall-like polysolid |
| PU | PURGE / Removes unused items, such as block definitions and layers, from the drawing |
| PYR | PYRAMID / Creates a 3D solid pyramid |

**Q**

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| --- | --- |
| QC | QUICKCALC / Opens the QuickCalc calculator |
| QCUI | QUICKCUI / Displays the Customize User Interface Editor in a collapsed state |
| QP | QUICKPROPERTIES / Displays open drawings and layouts in a drawing in preview images |
| Q | QSAVE / Saves the current drawing |
| QVD | QVDRAWING / Displays open drawings and layouts in a drawing using preview images |
| QVDC | QVDRAWINGCLOSE / Closes preview images of open drawings and layouts in a drawing |
| QVL | QVLAYOUT / Displays preview images of model space and layouts in a drawing |
| QVLC | QVLAYOUTCLOSE / Closes preview images of model space and layouts in the current drawing |

**R**

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| --- | --- |
| 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 |
| REV | REVOLVE / Creates a 3D solid or surface by sweeping a 2D object around an axis |
| RO | ROTATE / Rotates objects around a base point |
| RP | RENDERPRESETS / Specifies render presets, reusable rendering parameters, for rendering an image |
| RR | RENDER / Creates a photorealistic or realistically shaded image of a 3D solid or surface model |
| RW | RENDERWIN / Displays the Render window without starting a rendering operation |

S, T, U

**S**

|  |  |
| --- | --- |
| 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 |
| SCR | SCRIPT / Executes a sequence of commands from a script file |
| SEC | SECTION / Uses the intersection of a plane and solids, surfaces, or mesh to create a region |
| SET | SETVAR / Lists or changes the values of system variables |
| SHA | SHADEMODE / Starts the VSCURRENT command |
| SL | SLICE / Creates new 3D solids and surfaces by slicing, or dividing, existing objects |
| SN | SNAP / Restricts cursor movement to specified intervals |
| SO | SOLID / Creates solid-filled triangles and quadrilaterals |
| SP | SPELL / Checks spelling in a drawing |
| SPE | SPLINEDIT / Edits a spline or spline-fit polyline |
| SPL | SPLINE / Creates a smooth curve that passes through or near specified points |
| SPLANE | SECTIONPLANE / Creates a section object that acts as a cutting plane through 3D objects |
| SPLAY | SEQUENCEPLAY / Plays named views in one category |
| SPLIT | MESHSPLIT / Splits a mesh face into two faces |
| 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 |
| SU | SUBTRACT / Combines selected 3D solids, surfaces, or 2D regions by subtraction |

**T**

|  |  |
| --- | --- |
| T | MTEXT / Creates a multiline text object |
| TA | TEXTALIGN / Aligns multiple text objects vertically, horizontally, or obliquely |
| TB | TABLE / Creates an empty table object |
| TED | TEXTEDIT / Edits a dimensional constraint, dimension, or text object |
| TH | THICKNESS / Sets the default 3D thickness property when creating 2D geometric objects |
| TI | TILEMODE / Controls whether paper space can be accessed |
| TOL | TOLERANCE / Creates geometric tolerances contained in a feature control frame |
| TOR | TORUS / Creates a donut-shaped 3D solid |
| TP | TOOLPALETTES / Opens the Tool Palettes window |
| TR | TRIM / Trims objects to meet the edges of other objects |
| TS | TABLESTYLE / Creates, modifies, or specifies table styles |

**U**

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| --- | --- |
| UC | UCSMAN / Manages defined user coordinate systems. |
| UN | UNITS / Controls coordinate and angle display formats and precision. |
| UNHIDE / UNISOLATE | UNISOLATEOBJECTS / Displays objects previously hidden with the ISOLATEOBJECTS or HIDEOBJECTS command. |
| UNI | UNION / Unions two solid or two region objects. |

V, W, X

**V**

|  |  |
| --- | --- |
| V | VIEW / Saves and restores named views, camera views, layout views, and preset views. |
| VGO | VIEWGO / Restores a named view. |
| VP | VPOINT / Sets the 3D viewing direction. |
| VPLAY | VIEWPLAY / Plays the animation associated to a named view. |
| 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**

|  |  |
| --- | --- |
| W | WBLOCK / Writes objects or a block to a new drawing file. |
| WE | WEDGE / Creates a 3D solid wedge. |
| WHEEL | NAVSWHEEL / Displays a wheel that contains a collection of view navigation tools. |

**X**

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| --- | --- |
| 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. |
| XC | XCLIP / Crops the display of a selected external reference or block reference to a specified boundary. |
| XL | XLINE / Creates a line of infinite length. |
| XR | XREF / Starts the EXTERNALREFERENCES command. |

Y - Z

**Y**

**Z**

|  |  |
| --- | --- |
| Z | ZOOM / Increases or decreases the magnification of the view in the current viewport. |
| ZEBRA | ANALYSISZEBRA / Projects stripes onto a 3D model to analyze surface continuity. |
| ZIP | ETRANSMIT / Creates a Self-Extracting or Zipped Transmittal Package. |