AUTOCAD™

THE AUTOCAD™ DRAFTING PACKAGE STANDARD MENU

USER GUIDE

Table of Contents

Chapter 1

STANDARD AutoCAD MENU

When you first use AutoCAD to edit or create a drawing, it loads a standard menu of commands from file ACAD.MNU. This menu has three parts: a screen menu, a button menu, and a tablet menu. These menus, particularly the screen menu, make it easy to use AutoCAD with very little typing.

1.1 Screen Menu

When you enter AutoCAD's Drawing Editor, the screen menu appears along the right edge of the screen. When you move your mouse or digitizer cursor to the far right, one of the items in the menu will be highlighted. You can move the pointer up or down to highlight other items. Pressing the pointer's "pick" button selects the highlighted item and causes AutoCAD to perform the action it indicates.

If you don't have a mouse or digitizer, you can press the MENU CURSOR key on your computer's keyboard, highlight different items by pressing the CURSOR UP and CURSOR DOWN keys, and then select the highlighted item by pressing space or RETURN on the keyboard. Your AutoCAD Installation Guide / User Guide Supplement tells how these keys are labeled on your computer's keyboard.

The portion of the menu initially visible on the right edge of your screen is called the *root* of the screen menu; it is identified by the words " R O O T" and " M E N U" at the top. Selecting any item in the Root Menu will call up a submenu of new items. Selecting any of these items will perform an AutoCAD command, or call up another submenu, or both.

1.1.1 Major Submenus

The major submenus accessible from the Root Menu are:

BLOCKS   From this submenu, you can access lower-level submenus for Block-related commands (ATTDEF, ATTDISP, ATTEDIT, ATTEXT, BASE, BLOCK, INSERT, and WBLOCK).

DIM   This submenu executes the DIM command and provides access to further submenus for the ADE-1 package's dimensioning feature.

DISPLAY   From this submenu, you can issue REGEN and REDRAW commands, or access further submenus for the ZOOM, PAN, VIEW, REGENAUTO, QTEXT, VPOINT, and HIDE commands.

DRAW   From this submenu, you can select the type of entity you want to draw; Arc, Circle, Line, Point, Shape, Solid, Text, Pline or Trace. Each option invokes a submenu designed for that entity. Sketch mode can also be invoked from this submenu.

EDIT   This submenu provides access to lower-level submenus for the ARRAY, BREAK, CHANGE, CHAMFR, COPY, ERASE, FILLET, MIRROR, MOVE, PEDIT, and REPEAT commands.

HATCH   This submenu displays options for the HATCH command (ADE-1 feature) to crosshatch an area or to list the patterns in the standard library.

INQUIRY   From this submenu, you can issue the STATUS or DBLIST command or access lower-level submenus for the AREA, DIST, ID, and LIST commands.

LAYERS   This submenu provides access to lower-level submenus for the LAYER, LINETYPE, and LTSCALE commands, and to specific submenus for control of the color and linetype parameters of layers.

MODES   This submenu provides access to lower-level submenus for control of such AutoCAD modes as Snap, Ortho, Grid, Tablet, and Fill.

PLOT   From this submenu, you can select to print or plot Display, Extents, Limits, View, or Window.

UTILITY   This submenu provides access to lower-level submenus for the END, ENDSV, FILES, LIMITS, MENU, PURGE, QUIT, RENAME, SAVE, and UNITS commands, and for the script and slide features.

Each of the major submenus allows you to switch to the previous submenu or directly to the Root Menu.

Please note that, although a particular submenu may display numerous items, not all the items are applicable at any given instant. To avoid confusion, be sure to read the prompts issued by AutoCAD and reply accordingly.

1.1.2 Item Descriptions

Most menu items are self-explanatory, or you can discover their functions just by trying them. For your reference, however, here is an alphabetic list of all the items in the screen menu, with a brief description of what each one does. Most of the descriptions start with a word in square brackets, [], that identifies the submenu where you can find the item being described.

When in doubt, select one of the items labeled "HELP". They can save you a lot of time.

M E N U   Second line of root menu title; does nothing.

R O O T   First line of root menu title; does nothing.

*   [WBLOCK:] (Response to file name prompt)

2 POINT: [CIRCLE] Draws a circle by two points on diameter; drags the second point.

2 points   [BREAK:] ("F" Response to prompt; two more points must be specified)

3 POINT: [CIRCLE] Draws circle by three points; drags the third point.

3-point: [ARC] Draws arc by three points; drags the third point.

=	[WBLOCK:] (Block name specifier)
add	Change from "remove" mode to "add" mode during object selection.
aligned	[TEXT:] (Response to "ACRS" prompt)
ALIGNED:	[LINEAR] Issues ALIGNED dimensioning command.
all	(Response to PURGE, RENAME, or ZOOM command)
all (*)	[LAYER:] (Response to layer list prompt)
angle	[ATTEDIT:] (An editing action specifier)
ANGULAR:	[DIM:] Issues ANGULAR dimensioning command.
APERTUR:	[UTILITY] Calls APERTURE submenu (if not already there) and issues APERTURE command.
ARC	[DRAW] Calls ARC submenu. [PLINE:] Calls polyarc ANGLE submenu.
AREA:	[INQUIRY] Calls AREA submenu (if not already there) and issues AREA command.
ARRAY:	[EDIT] Calls ARRAY submenu (if not already there) and issues ARRAY command.
aspect	(Response to AXIS, GRID, or SNAP command prompt: Specifies different vertical and horizontal spacings)
ATTDEF:	[ATTRIB.] Calls ATTDEF submenu (if not already there) and issues ATTDEF command.
ATTDISP:	[ATTRIB.] Calls ATTDISP submenu (if not already there) and issues ATTDISP command.
ATTEDIT:	[ATTRIB.] Calls ATTEDIT submenu (if not already there) and issues ATTEDIT command.
ATTEXT:	[ATTRIB.] Issues ATTEXT command.
ATTRIB.	[BLOCKS] Calls ATTRIUTES submenu.
AXES:	[VPOINT:] Activates Coordinate Axes display.
AXIS:	[MODES] Calls AXIS submenu (if not already there) and issues AXIS command.
axis=0	[AXIS:] (Locks axis spacing to SNAP spacing)
BASE:	[BLOCKS] Calls BASE submenu (if not already there) and issues BASE command.
BASELIN:	[LINEAR] Issues BASELINE dimensioning command.
blank	(Null response to a prompt)

BLOCK: [BLOCKS] Calls BLOCK submenu (if not already there)

BLIPS: [MODES} Calls BLIPS submenu and issues BLIPMODE command. and issues
              BLOCK command.

BLOCKS   [ROOTMENU] Calls BLOCKS submenu.

blocks   (Response to PURGE or RENAME command)

blue   [color] Specifies "blue" and returns to last menu.

BREAK: [EDIT] Calls BREAK submenu (if not already there) and issues BREAK
              command.

C,S,A: [ARC] Draws arc by center, starting point, and included angle; drags the
              included angle.

C,S,E: [ARC] Draws arc by center, starting point, and endpoint; drags the endpoint.

C,S,L: [ARC] Draws arc by center, starting point, and chord length; drags the chord
              length.

cal   [TABLET:] (Calibrates Tablet mode)

CANCEL: Cancels current command and returns to last submenu if appropriate.

CEN,DIA: [CIRCLE] Draws circle by center and diameter.

CEN,RAD: [CIRCLE] Draws circle by center and radius; drags the radius.

center   [OSNAP] (An object snap mode)

center   [ZOOM:] (ZOOM type)

CENTER: [DIM:] Issues CENTER dimensioning command.

centered   [TEXT:] (Response to "ACRS" prompt)

CHAMFR: [EDIT:] Calls CHAMFR submenu.

change   [ATTEDIT:] (Response to "value" edit prompt)

CHANGE: [EDIT] Calls CHANGE submenu (if not already there) and issues CHANGE
              command.

CIRCLE   [DRAW] Calls CIRCLE submenu.

circular   [ARRAY:] (Array type)

close   [LINE:] (Response to "To point:" prompt in LINE command -- closes polygon)
              [PLINE:] Closes polyline with line segment.

color   [LAYER:] Responds "color" to prompt and calls COLORS submenu.

config   [TABLET:] (Configures tablet)

connect   [SKETCH:] (Subcommand)

constant   [ATTDEF:] (Response to Attribute modes prompt)

CONTIN: [ARC] Draws arc by continuation of last arc or line drawn; drags the endpoint.

CONTINU: [LINEAR] Issues CONTINUE dimensioning command.

continue   [LINE:] Issues a LINE command and specifies the first point as continuation of the last line or arc drawn.

COORDS: [MODES] Toggles running coordinate display in status line on or off.

COPY: [EDIT] Calls COPY submenu (if not already there) and issues COPY command.

corner   [INSERT:] (Response to scale factor prompt)

create   [LINETYP:] (Response to LINETYPE command prompt)

cyan   [color] Specifies "cyan" and returns to last menu.

DBLIST: [INQUIRY] Issues DBLIST command.

delay   [SCRIPT:] Issues SCRIPT command. For help, select "HELP:" menu item and then this menu item.

delete   [VIEW:] (Response to VIEW command prompt)

DIAMETR: [DIM:] Issues DIAMETER dimensioning command.

DIM VARS   [DIM:] Calls dimensioning variables submenu.

DIM: [ROOTMENU] Calls DIM submenu (if not already there) and issues DIM command.

DIMASZ   [DIM VARS] (Arrow size)

DIMCEN   [DIM VARS] (Center mark size)

DIMDLI   [DIM VARS] (Dimension line increment for continuation)

DIMEXE   [DIM VARS] (Extension beyond dimension line)

DIMEXO   [DIM VARS] (Extension line origin offset)

DIMLIM   [DIM VARS] (Generate dimension limits)

DIMSCALE   [DIM VARS] (Overall dimensioning scale factor)

DIMSE1   [DIM VARS] (Suppress first extension line)

DIMSE2   [DIM VARS] (Suppress second extension line)

DIMTAD   [DIM VARS] (Put text above dimension line)

DIMTIH   [DIM VARS] (Text inside extension lines is horizontal)

DIMTM   [DIM VARS] (Minus tolerance)

DIMTOH   [DIM VARS] (Text outside extension lines is horizontal)

DIMTOL   [DIM VARS] (Generate dimension tolerances)

DIMTP   [DIM VARS] (Plus tolerance)

DIMTSZ   [DIM VARS] (Tick size)

DIMTXT   [DIM VARS] (Text height)

DISPLAY   [ROOTMENU] Calls DISPLAY submenu.

distance   [CHAMFR:] CHAMFR distance.

DIST: [INQUIRY] Calls DIST submenu (if not already there) and issues DIST command.

divide   [BREAK:] Activates "Break in two" option.

drag   (Keyword to initiate dragging)

DRAGMOD: [MODES] Calls DRAGMODE submenu (if not already there) and issues DRAGMODE command.

DRAW   [ROOTMENU] Calls DRAW submenu.

DXF/DXB   [UTILITY] Calls DXF submenu.

DXBIN: [DXB] Issues DXBIN command.

DXFIN: [DXF] Issues DXFIN command.

DXFOUT: [DXF] Issues DXFOUT command.

ED VRTX: [PEDIT:] Calls ED VRTX submenu and chooses Edit Vertex option.

EDIT   [ROOTMENU] Calls EDIT submenu.

ELLIPSE: [CIRCLE] Draws an ellipse by INSERTing a circle, specifying x- and y-scale factors and axis orientation by dragging. The insertion point is at the lower left corner of a rectangle enclosing the ellipse. Requires drawing file ELLIPSE.DWG.

ELEV: [MODES] Sets ELEVATION and THICKNESS.

END: [UTILITY] Issues END command.

endpoint   [OSNAP] (An object snap mode)

ENDREP: [REPEAT:] Issues ENDREP command.

ENDSV: [UTILITY] Issues ENDSV command.

ERASE   [DRAW submenus] Calls special ERASE submenu that returns to the current submenu when the ERASE command is complete.

erase   [SKETCH:] (Subcommand)

ERASE: [EDIT] Calls ERASE submenu (if not already there) and issues ERASE command.

exit   [SKETCH:] (Subcommand)

EXIT: [DIM:] Issues EXIT dimensioning command.

extents   [ZOOM:] (Response to ZOOM command prompt)

FILES: [UTILITY] Issues FILES command.

FILL OFF   [TRACE:] Turns FILL mode off.

FILL ON   [TRACE:] Turns FILL mode on.

FILLET: [EDIT] Calls FILLET submenu (if not already there) and issues FILLET command.

FIT CUR   [PEDIT] Fits a curve to the current polyline.

green   [color] Specifies "green" and returns to last menu.

GRID: [MODES] Calls GRID submenu (if not already there) and issues GRID command.

grid=0   [GRID:] (Locks grid spacing to SNAP spacing)

halfw   [PLINE:] Sets polyline half-width.

HATCH: [ROOTMENU] Calls HATCH submenu (if not already there) and issues HATCH command.

height   [ATTEDIT:] (An editing action specifier)

HELP: Prints HELP information on the command displayed just above this menu item.

HIDE   Activates HIDE command.

HORIZ: [LINEAR] Issues HORIZONTAL dimensioning command.

ID: [INQUIRY] Calls ID submenu (if not already there) and issues ID command.

INQUIRY   [ROOTMENU] Calls INQUIRY submenu.

insert   [OSNAP] (An object snap mode)

INSERT: [BLOCKS] Calls INSERT submenu (if not already there) and issues INSERT command.

intersec   [OSNAP] (An object snap mode)

invis	[ATTDEF:] (Response to Attribute modes prompt)
iso	[SNAP:] Responds "isometric" to snap style prompt.
ISOPLAN:	[MODES] Calls ISOPLANE submenu (if not already there) and issues ISOPLANE command.
last	(Response to "Select objects" prompt)
last:	[ERASE] Erases most recent object from screen and returns to previous submenu.
LASTMENU	Returns to previous submenu.
layer	[ATTEDIT:] (An editing action specifier)
layer	[CHANGE:] (Specifics change of layer)
LAYER:	[LAYERS] Calls LAYERS submenu (if not already there) and issues LAYER command.
LAYERS	[ROOTMENU] Calls LAYERS submenu.
layers	(Response to PURGE or RENAME command)
LEADER:	[DIM:] Issues LEADER dimensioning command.
length	[PLINE:] Creates PLINE segment at a length.
left	[ISOPLAN:] (Isoplane selection)
left	[ZOOM:] (ZOOM type)
LIMITS:	[UTILITY] Calls LIMITS submenu (if not already there) and issues LIMITS command.
LINE:	[DRAW] Calls LINE submenu (if not already there) and issues LINE command.
LINEAR	[DIM:] Calls linear dimensioning submenu.
LINETYP:	[LAYERS] Calls LINETYPE submenu (if not already there) and issues LINETYPE command.
LIST:	[INQUIRY] Calls LIST submenu (if not already there) and issues LIST command.
listing	("?" response asking for an item listing)
load	[LINETYP:] (Response to LINETYPE command prompt)
LOAD:	[SHAPE:] Issues LOAD command.
LTSCALE:	[LAYERS] Calls LTSCALE submenu (if not already there) and issues LTSCALE command.
ltype	[LAYER:] (Set linetype)

ltypes	(Response to PURGE or RENAME command)
magenta	[color] Specifies "magenta" and returns to last menu.
MENU:	[UTILITY] Calls MENU submenu (if not already there) and issues MENU command.
midpoint	[OSNAP] (An object snap mode)
MIRROR:	[EDIT] Calls MIRROR submenu (if not already there) and issues MIRROR command.
MODES	[ROOTMENU] Calls MODES submenu.
MODESOFF	[SKETCH:] Turns off ORTHO, SNAP, and TABLET modes.
MOVE:	[EDIT] Calls MOVE submenu (if not already there) and issues MOVE command.
MSLIDE:	[SLIDES] Issues MSLIDE command.
nearest	[OSNAP] (An object snap mode)
new	[LAYER:] (To define new layers)
next	[ATTEDIT:] (An editing action specifier)
next	[ISOPLAN:] (Advances to next isoplane)
no	("No" response to a command prompt)
node	[OSNAP] (An object snap mode)
none	[OSNAP] (All object snap modes off)
normal	[ATTDISP:] ("Normal" response to prompt)
objects:	[ERASE] Issues ERASE command (for object selection by pointing) and returns to last submenu.
off	("Off" response to a command prompt)
on	("On" response to a command prompt)
OOPS:	[ERASE] Issues OOPS command and returns to last submenu.
OOPS:	[ERASE:] Issues OOPS command.
ORTHO:	[MODES] Calls ORTHO submenu (if not already there) and issues ORTHO command.
OSNAP	Calls object snap overrides submenu from many of the DRAW, EDIT, and INQUIRY submenus. Since several overrides are often used in quick succession (while drawing several line segments, for instance), the overrides submenu remains on the screen until you select the "LASTMENU" item from it.

OSNAP: [MODES] Calls OSNAP submenu (if not already there) and issues OSNAP command.

PAN: [DISPLAY] Calls PAN submenu (if not already there) and issues PAN command.

PEDIT: [EDIT] Calls PEDIT submenu (if not already there) and issues PEDIT command.

perpend [OSNAP] (An object snap mode)

PLINE: [DRAW] Calls PLINE submenu (if not already there) and issues PLINE command.

PLOT: [ROOTMENU] Issues PLOT command.

POINT: [DRAW] Calls POINT submenu (if not already there) and issues POINT command.

polyline [CHAMFR:][FILLET:] Activates polyline option.

position [ATTEDIT:] (An editing action specifier)

previous [ZOOM:] (ZOOM type)

PURGE: [UTILITY] Calls PURGE submenu (if not already there) and issues PURGE command.

QTEXT: [DISPLAY] Calls QTEXT submenu (if not already there) and issues QTEXT command.

quadrant [OSNAP] (An object snap mode)

quick, [OSNAP] (An object snap mode; another mode must follow)

quit [SKETCH:] (Subcommand)

QUIT: [UTILITY] Calls QUIT submenu (if not already there) and issues QUIT command.

RADIUS: [DIM:] Issues RADIUS dimensioning command.

radius 0 [FILLET:] Specifies fillet radius of 0 and re-issues FILLET command.

record [SKETCH:] (Subcommand)

RECTANG: [LINE:] Draws a rectangle by INSERTing a square, specifying x- and y-scale factors and orientation by dragging. The insertion point is the lower left corner of the rectangle. Requires drawing file RECTANG.DWG.

rectang. [ARRAY:] (Array type)

red [color] Specifies "red" and returns to last menu.

REDRAW: Issues REDRAW command.

REGEN: [DISPLAY] Issues REGEN command. [ED VRTX] Regenerates the current polyline.

remove   Change from "add" mode to "remove" mode during object selection.

RENAME: [UTILITY] Calls RENAME submenu (if not already there) and issues RENAME command.

REPEAT: [EDIT] Calls REPEAT submenu (if not already there) and issues REPEAT command.

replace   [ATTEDIT:] (Response to "value" edit prompt)

restore   [VIEW:] (Response to VIEW command prompt)

resume   [SCRIPT:] Issues RESUME command. For help, select "HELP:" menu item and then this menu item.

RGNAUTO: [DISPLAY] Calls REGENAUTO submenu (if not already there) and issues REGENAUTO command.

right   [ISOPLAN:] (Isoplane selection)

right   [TEXT:] (Response to "ACRS" prompt)

ROOTMENU   Calls root menu.

rotate   [SNAP:] (Specifies rotated snap grid)

ROTATED: [LINEAR] Issues ROTATED dimensioning command.

rscript   [SCRIPT:] Issues RSCRIPT command. For help, select "HELP:" menu item and then this menu item.

S,C,A: [ARC] Draws arc by starting point, center, and included angle; drags the included angle.

S,C,E: [ARC] Draws arc by starting point, center, and endpoint; drags the endpoint.

S,C,L: [ARC] Draws arc by starting point, center, and chord length; drags the chord length.

S,E,A: [ARC] Draws arc by starting point, endpoint, and included angle.

S,E,D: [ARC] Draws arc by starting point, endpoint, and starting direction; drags the starting direction.

S,E,R: [ARC] Draws arc by starting point, endpoint, and radius.

save   [VIEW:] (Response to VIEW command prompt)

SAVE: [UTILITY] Issues SAVE command.

script   [SCRIPT:] Issues SCRIPT command. For help, select "HELP:" menu item and then this menu item.

SCRIPT:	[UTILITY] Calls SCRIPT submenu (if not already there) and issues SCRIPT command.
set	[LAYER:] (To set new current layer)
SHAPE:	[DRAW] Calls SHAPE submenu (if not already there) and issues SHAPE command.
SKETCH:	[DRAW] Calls SKETCH submenu (if not already there) and issues SKETCH command.
SLIDES	[UTILITY] Calls SLIDES submenu.
SNAP:	[MODES] Calls SNAP submenu (if not already there) and issues SNAP command.
SOLID:	[DRAW] Calls SOLID submenu (if not already there) and issues SOLID command.
standard	[SNAP:] Responds "standard" to snap style prompt.
STATUS:	[DIM:] Issues STATUS dimensioning command.
STATUS:	[INQUIRY] Issues STATUS command.
style	[ATTEDIT:] (An editing action specifier)
style	[SNAP:] Responds "style" to SNAP command prompt.
style	[TEXT:] (Response to "ACRS" prompt)
STYLE:	[UTILITY] Calls STYLE submenu (if not already there) and issues STYLE command.
styles	(Response to PURGE or RENAME command)
TABLET:	[MODES] Calls TABLET submenu (if not already there) and issues TABLET command.
tangent	[OSNAP] (An object snap mode)
TEXT:	[DRAW] Calls TEXT submenu (if not already there) and issues TEXT command.
top	[ISOPLAN:] (Isoplane selection)
TRACE:	[DRAW] Calls TRACE submenu (if not already there) and issues TRACE command.
u	[HATCH:] (On-the-fly pattern, normal style)
u,i	[HATCH:] (On-the-fly pattern, "ignore" style)
u,o	[HATCH:] (On-the-fly pattern, "outermost" style)
UNCURVE	[PEDIT:] Changes current polyline into original segments.

undo   Remove object most recently selected from selection set. [LINE:] (Response to "To point:" prompt in LINE command)

UNDO: [DIM:] Issues UNDO dimensioning command. [PLINE:] Issues undo PLINE command.

UNITS: [UTILITY] Issues UNITS command.

UTILITY   [ROOTMENU] Calls UTILITY submenu.

value   [ATTEDIT:] (An editing action specifier)

verify   [ATTDEF:] (Response to Attribute modes prompt)

view   (Response to RENAME command)

VIEW: [DISPLAY] Calls VIEW submenu (if not already there) and issues VIEW command.

VPOINT: [DISPLAY] Calls VPOINT submenu.

VRTICAL: [LINEAR] Issues VERTICAL dimensioning command.

VSLIDE: [SLIDES] Issues VSLIDE command.

WBLOCK: [BLOCKS] Calls WBLOCK submenu (if not already there) and issues WBLOCK command.

white   [color] Specifies "white" and returns to last menu.

width   [PLINE:] Sets POLYLINE width.

window   (Response to "Select objects" prompt)

window   [ZOOM:] (ZOOM type)

window: [ERASE] Issues ERASE command and enters "W" (for object selection by window). After entry of two points specifying window, returns to previous submenu.

yellow   [color] Specifies "yellow" and returns to last menu.

yes   ("Yes" response to a command prompt)

ZOOM: [DISPLAY] Calls ZOOM submenu (if not already there) and issues ZOOM command.

To differentiate items that simply call submenus from those that issue commands, the following convention is used; if a menu item displays a command name, such as "ARC", that item simply invokes the submenu associated with that command. If a menu item ends with a colon (:), as in "LINE:", it submits the indicated command and displays the appropriate submenu.
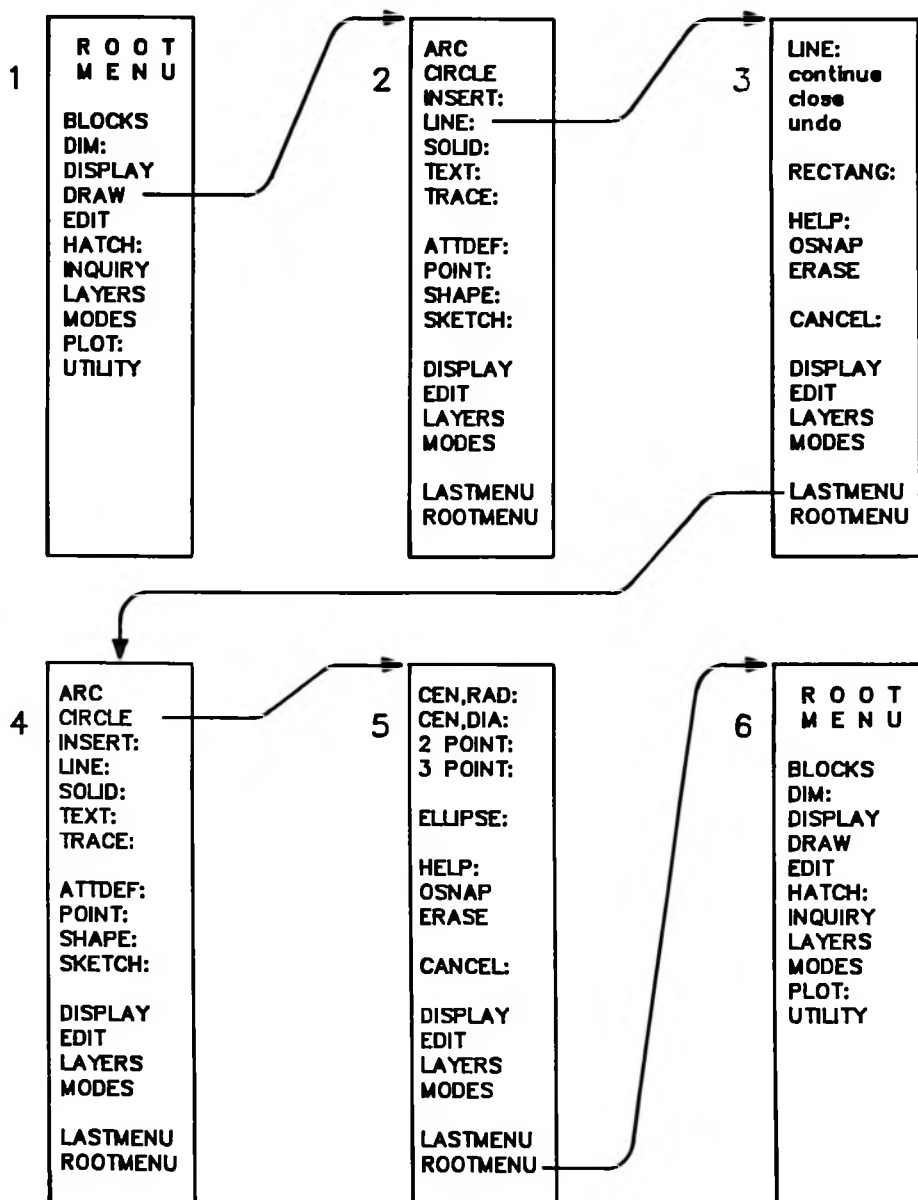
The submenus for many commands have items that are displayed in lower-case letters. These items issue parameters for the particular command.

1.1.3 Example of Screen Menu Use

Suppose you want to draw a sequence of lines and a circle. Using the screen menu, you would follow the steps outlined below. See the accompanying figure on the following page.

1. When you first enter the Drawing Editor, the root section of the screen menu is displayed, listing the major submenus. Select the "DRAW" item.

2. The "DRAW" submenu appears, providing access to the LINE and CIRCLE commands, among others. Select the "LINE" item, which issues the LINE command and invokes a further submenu for it.

3. The "LINE" submenu appears. Follow the prompts and designate "from" and "to" points as usual. You can also use the "close" and "undo" menu items as needed. When the sequence of lines is complete, terminate the LINE command and select the "LASTMENU" item, which sends you back to the previous submenu (in this case, to "DRAW").

4. The "DRAW" submenu reappears. This time select its "CIRCLE" item, which issues the CIRCLE command and invokes a submenu for it.

5. The "CIRCLE" submenu appears, with items for each type of circle specification. Follow the prompts. After drawing the circle, select the "ROOTMENU" item to return to the root section of the menu.

6. The root section reappears.

After a little practice, use of the screen menu will become second nature.

1

```
R O O T
M E N U

BLOCKS
DIM:
DISPLAY
DRAW
EDIT
HATCH:
INQUIRY
LAYERS
MODES
PLOT:
UTILITY
```

2

```
ARC
CIRCLE
INSERT:
LINE:
SOLID:
TEXT:
TRACE:

ATTDEF:
POINT:
SHAPE:
SKETCH:

DISPLAY
EDIT
LAYERS
MODES

LASTMENU
ROOTMENU
```

3

```
LINE:
continue
close
undo

RECTANG:

HELP:
OSNAP
ERASE

CANCEL:

DISPLAY
EDIT
LAYERS
MODES

LASTMENU
ROOTMENU
```

4

```
ARC
CIRCLE
INSERT:
LINE:
SOLID:
TEXT:
TRACE:

ATTDEF:
POINT:
SHAPE:
SKETCH:

DISPLAY
EDIT
LAYERS
MODES

LASTMENU
ROOTMENU
```

5

```
CEN,RAD:
CEN,DIA:
2 POINT:
3 POINT:

ELLIPSE:

HELP:
OSNAP
ERASE

CANCEL:

DISPLAY
EDIT
LAYERS
MODES

LASTMENU
ROOTMENU
```

6

```
R O O T
M E N U

BLOCKS
DIM:
DISPLAY
DRAW
EDIT
HATCH:
INQUIRY
LAYERS
MODES
PLOT:
UTILITY
```

The screen menu is designed to be used in conjunction with the button menu (described below). The RETURN and REDRAW items on the button menu are especially handy, since these functions are needed frequently and do not appear on every "page" of the screen menu.

1.2   Button Menu

If you have a mouse or digitizing tablet with more than one button, one of the buttons is the "pick" button, used to select points in drawing or to select the pointed-at item from the screen menu or from a tablet menu. Each of the other buttons will select one of the following items from the "button" section of the standard menu.

1.   Enters a RETURN, to end input to a command or enter a null response.

2.   Issues REDRAW command.

3.   Enters a CTRL C, to cancel the current command.

4.   Toggles SNAP mode, from ON to OFF or OFF to ON.

5.   Toggles ORTHO mode.

6.   Toggles the grid on or off.

7.   Toggles the continuous coordinate display on or off.

8.   Switches isoplanes (ADE-2 feature) from LEFT to TOP to RIGHT.

9.   Toggles TABLET mode.

The pointing device's extra buttons are assigned to these menu items in sequence. If your pointing device has fewer than nine extra buttons, the higher-numbered items in the button menu will be inaccessible. If the device has more than nine extra buttons, the additional buttons perform no function in the standard menu, but you can add more items to the menu if you like. See Chapter 5 of your AutoCAD Installation Guide / User Guide Supplement for specific information about the buttons on your mouse or digitizing tablet.

1.3   Tablet Menu

The third part of the standard AutoCAD menu is the tablet menu. A tablet menu can be used only if you have a true digitizing tablet, not a mouse. We expect that if you use tablet menus, you will want to lay them out to your own liking and not use the standard one; it is just provided as an example.

1.4   For More Information

The main AutoCAD User Guide provides much more information about the use and construction of menus. In particular:

Section 2.7 provides more complete directions on entering commands from a menu.

Section 3.9 tells you how to load a different menu file.

Chapter 12 tells more about the use of tablet and button menus. Section 12.4, particularly Subsection 12.4.4, tells you how to configure AutoCAD for use with tablet menus.

Appendix A has more information about the standard AutoCAD menu.

Appendix B tells you how to construct your own custom menus. A good first step in this process is simply to print the standard menu file, ACAD.MNU, and see what's in it.

Chapter 4 of your AutoCAD Installation Guide / User Guide Supplement describes AutoCAD's use of the buttons on your mouse or digitizing tablet.

And, of course, complete descriptions of all AutoCAD commands are contained in the main User Guide. The "HELP" items scattered throughout the standard menu can tell you where to start reading.