



# AUTOCAD<sup>®</sup>

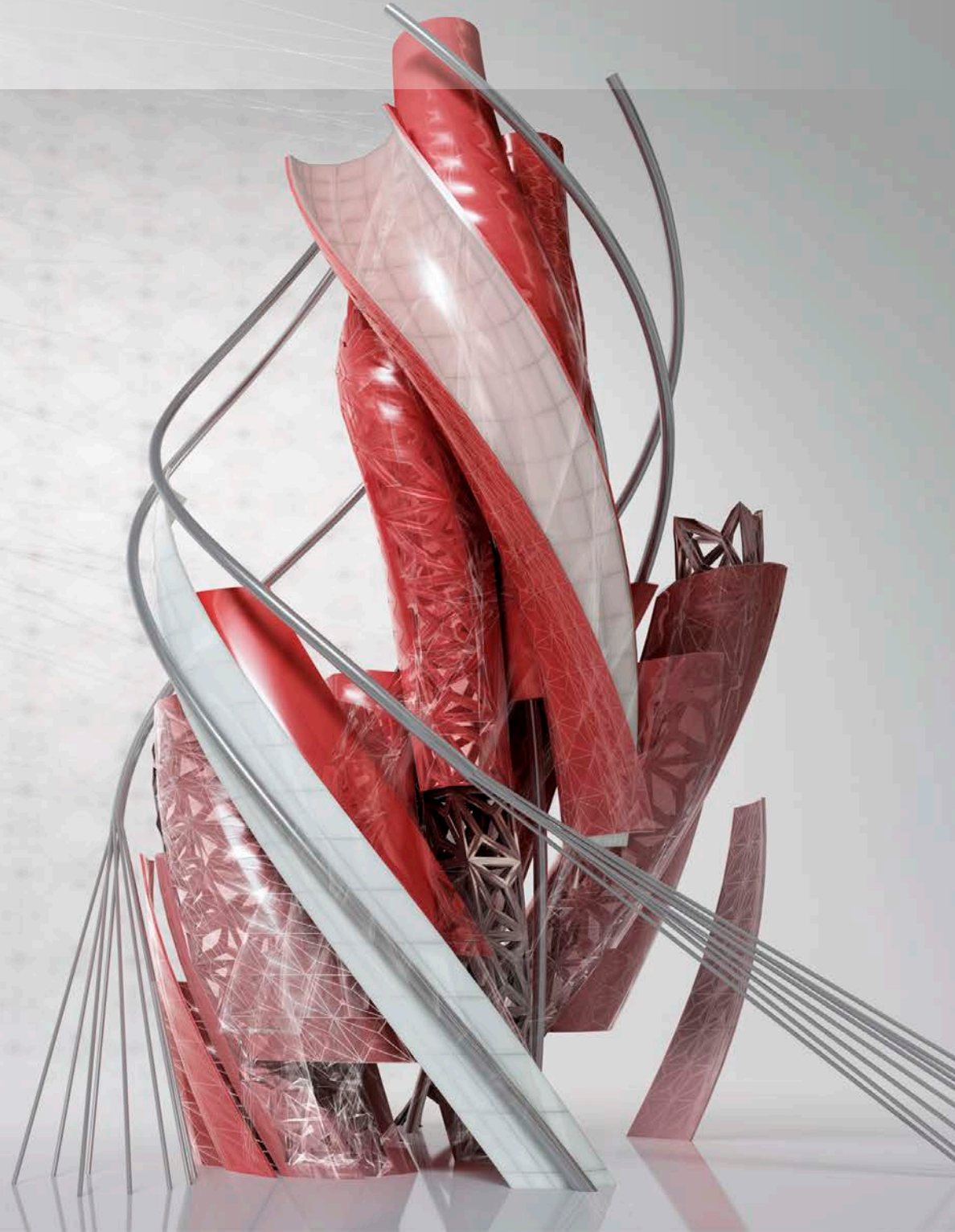
## Shortcuts Guide

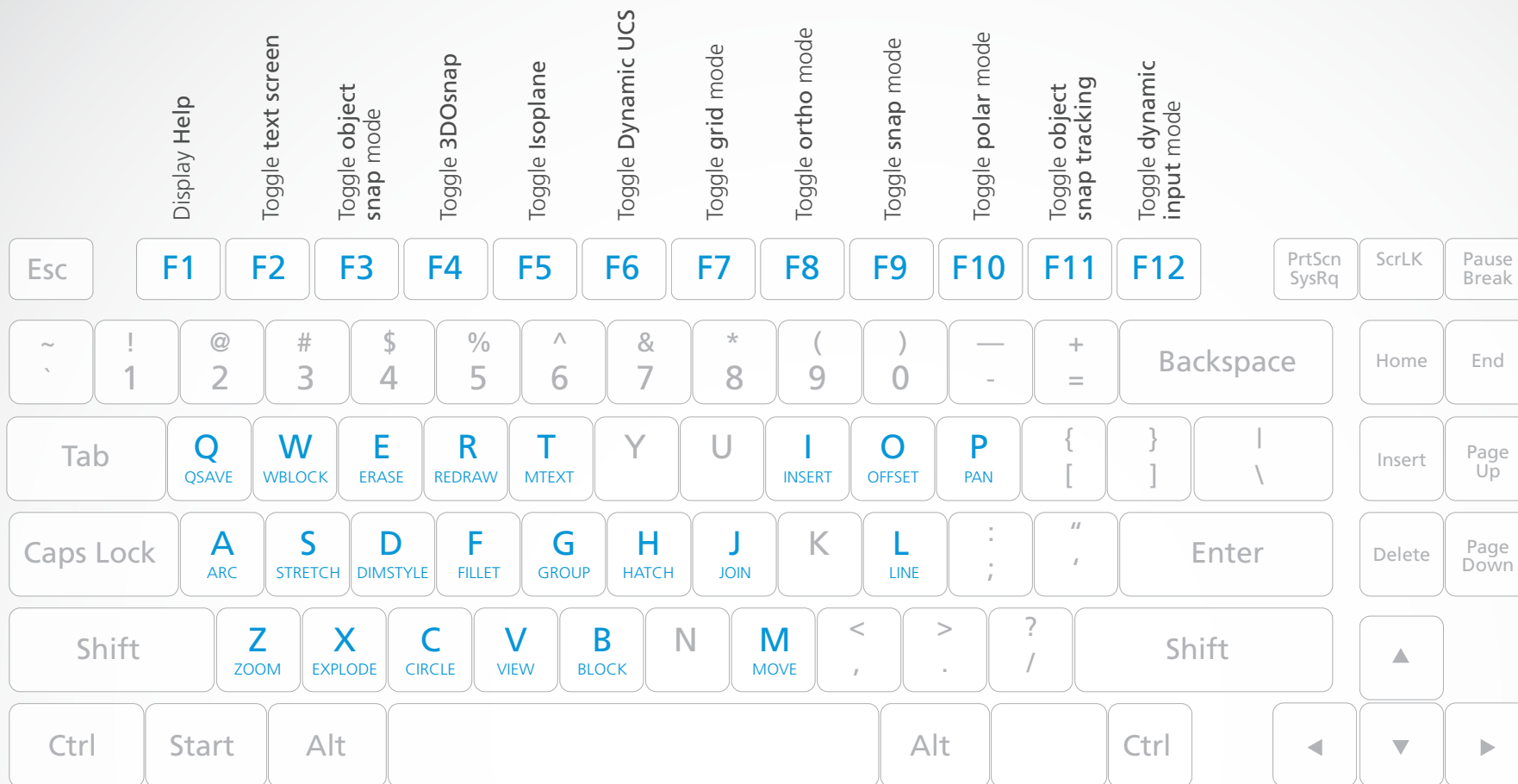
One Key Shortcuts

Toggles and Screen Management

Hot Keys A–Z

Printable Keyboard Stickers





**Q QSAVE** / Saves the current drawing.

**A ARC** / Creates an arc.

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

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

**S STRETCH** / Stretches objects crossed by a selection window or polygon.

**X EXPLODE** / Breaks a compound object into its component objects.

**E ERASE** / Removes objects from a drawing.

**D DIMSTYLE** / Creates and modifies dimension styles.

**C CIRCLE** / Creates a circle.

**R REDRAW** / Refreshes the display in the current viewport.

**F FILLET** / Rounds and fillets the edges of objects.

**V VIEW** / Saves and restores named views, camera views, layout views, and preset views.

**T MTEXT** / Creates a multiline text object.

**G GROUP** / Creates and manages saved sets of objects called groups.

**B BLOCK** / Creates a block definition from selected objects.

**H HATCH** / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.

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

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

**I INSERT** / Inserts a block or drawing into the current drawing.

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

**L LINE** / Creates straight line segments.

**P PAN** / Adds a parameter with grips to a dynamic block definition.

## Toggle General Features

<b>Ctrl+d</b>	Toggle coordinate display
<b>Ctrl+g</b>	Toggle Grid
<b>Ctrl+e</b>	Cycle isometric planes
<b>Ctrl+f</b>	Toggle running object snaps
<b>Ctrl+h</b>	Toggle Pick Style
<b>Ctrl+Shift+h</b>	Toggle Hide palettes
<b>Ctrl+i</b>	Toggle Coords
<b>Ctrl+Shift+i</b>	Toggle Infer Constraints

## Toggle Drawing Modes

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

## Manage Screen

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

## Manage Workflow

<b>Ctrl+c</b>	Copy object
<b>Ctrl+x</b>	Cut object
<b>Ctrl+v</b>	Paste object
<b>Ctrl+Shift+c</b>	Copy to clipboard with base point
<b>Ctrl+Shift+v</b>	Paste data as block
<b>Ctrl+z</b>	Undo last action
<b>Ctrl+y</b>	Redo last action
<b>Ctrl+[</b>	Cancel current command (or ctrl+\)
<b>ESC</b>	Cancel current command

## Manage Drawings

<b>Ctrl+n</b>	New Drawing
<b>Ctrl+s</b>	Save drawing
<b>Ctrl+o</b>	Open drawing
<b>Ctrl+p</b>	Plot dialog box
<b>Ctrl+Tab</b>	Switch to next
<b>Ctrl+Shift+Tab</b>	Switch to previous drawing
<b>Ctrl+Page Up</b>	Switch to previous tab in current drawing
<b>Ctrl+Page Down</b>	Switch to next tab in current drawing
<b>Ctrl+q</b>	Exit
<b>Ctrl+a</b>	Select all objects

## A

A	<b>ARC</b> / Creates an arc.
AA	<b>AREA</b> / Calculates the area and perimeter of objects or of defined areas.
ADC	<b>ADCENTER</b> / Manages and inserts content such as blocks, xrefs, and hatch patterns.
AL	<b>ALIGN</b> / Aligns objects with other objects in 2D and 3D.
AP	<b>APPLOAD</b> / Load Application.
AR	<b>ARRAY</b> / Creates multiple copies of objects in a pattern.
ARR	<b>ACTRECORD</b> / Starts the Action Recorder.
ARM	<b>ACTUSERMESSAGE</b> / Inserts a user message into an action macro.
ARU	<b>ACTUSERINPUT</b> / Pauses for user input in an action macro.
ARS	<b>ACTSTOP</b> / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file.
ATI	<b>ATTIPEDIT</b> / Changes the textual content of an attribute within a block.
ATT	<b>ATTDEF</b> / Redefines a block and updates associated attributes.
ATE	<b>ATTEDIT</b> / Changes attribute information in a block.

## B

B	<b>BLOCK</b> / Creates a block definition from selected objects.
BC	<b>BCLOSE</b> / Closes the Block Editor.
BE	<b>BEDIT</b> / Opens the block definition in the Block Editor.
BH	<b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
BO	<b>BOUNDARY</b> / Creates a region or a polyline from an enclosed area.
BR	<b>BREAK</b> / Breaks the selected object between two points.
BS	<b>BSAVE</b> / Saves the current block definition.
BVS	<b>BVSTATE</b> / Creates, sets, or deletes a visibility state in a dynamic block.

## C

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



## D

<b>D</b>	<b>DIMSTYLE</b> / Creates and modifies dimension styles.	<b>DI</b>	<b>DIST</b> / Measures the distance and angle between two points.	<b>DRM</b>	<b>DRAWINGRECOVERY</b> / Displays a list of drawing files that can be recovered after a program or system failure.
<b>DAN</b>	<b>DIMANGULAR</b> / Creates an angular dimension.	<b>DIV</b>	<b>DIVIDE</b> / Creates evenly spaced point objects or blocks along the length or perimeter of an object.	<b>DS</b>	<b>DSETTINGS</b> / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.
<b>DAR</b>	<b>DIMARC</b> / Creates an arc length dimension.	<b>DJL</b>	<b>DIMJOGLINE</b> / Adds or removes a jog line on a linear or aligned dimension.	<b>DT</b>	<b>TEXT</b> / Creates a single-line text object.
<b>DBA</b>	<b>DIMBASELINE</b> / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.	<b>DJO</b>	<b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.	<b>DV</b>	<b>DVIEW</b> / Defines parallel projection or perspective views by using a camera and target.
<b>DBC</b>	<b>DBCONNECT</b> / Provides an interface to external database tables.	<b>DL</b>	<b>DATALINK</b> / The Data Link dialog box is displayed.	<b>DX</b>	<b>DATAEXTRACTION</b> / Extracts drawing data and merges data from an external source to a data extraction table or external file.
<b>DCE</b>	<b>DIMCENTER</b> / Creates the center mark or the centerlines of circles and arcs.	<b>DLU</b>	<b>DATALINKUPDATE</b> / Updates data to or from an established external data link.		
<b>DCO</b>	<b>DIMCONTINUE</b> / Creates a dimension that starts from an extension line of a previously created dimension.	<b>DO</b>	<b>DONUT</b> / Creates a filled circle or a wide ring.		
<b>DCON</b>	<b>DIMCONSTRAINT</b> / Applies dimensional constraints to selected objects or points on objects.	<b>DOR</b>	<b>DIMORDINATE</b> / Creates ordinate dimensions.		
<b>DDA</b>	<b>DIMDISASSOCIATE</b> / Removes associativity from selected dimensions.	<b>DOV</b>	<b>DIMOVERRIDE</b> / Controls overrides of system variables used in selected dimensions.		
<b>DDI</b>	<b>DIMDIAMETER</b> / Creates a diameter dimension for a circle or an arc.	<b>DR</b>	<b>DRAWORDER</b> / Changes the draw order of images and other objects.		
<b>DED</b>	<b>DIMEDIT</b> / Edits dimension text and extension lines.	<b>DRA</b>	<b>DIMRADIUS</b> / Creates a radius dimension for a circle or an arc.		
		<b>DRE</b>	<b>DIMREASSOCIATE</b> / Associates or re-associates selected dimensions to objects or points on objects.		

## E–F

<b>E</b>	<b>ERASE</b> / Removes objects from a drawing.
<b>ED</b>	<b>DDEDIT</b> / Edits single-line text, dimension text, attribute definitions, and feature control frames.
<b>EL</b>	<b>ELLIPSE</b> / Creates an ellipse or an elliptical arc.
<b>EPDF</b>	<b>EXPORTPDF</b> / Exports drawing to PDF.
<b>ER</b>	<b>EXTERNALREFERENCES</b> / Opens the External References palette.
<b>EX</b>	<b>EXTEND</b> / Extends objects to meet the edges of other objects.
<b>EXIT</b>	<b>QUIT</b> / Exits the program.
<b>EXP</b>	<b>EXPORT</b> / Saves the objects in a drawing to a different file format.
<b>EXT</b>	<b>EXTRUDE</b> / Extends the dimensions of a 2D object or 3D face into 3D space.
<b>F</b>	<b>FILLET</b> / Rounds and fillets the edges of objects.
<b>FI</b>	<b>FILTER</b> / Creates a list of requirements that an object must meet to be included in a selection set.
<b>FS</b>	<b>FSMODE</b> / Creates a selection set of all objects that touch the selected object.
<b>FSHOT</b>	<b>FLATSHOT</b> / Creates a 2D representation of all 3D objects based on the current view.

## G–H

<b>G</b>	<b>GROUP</b> / Creates and manages saved sets of objects called groups.
<b>GCON</b>	<b>GEOCONSTRAINT</b> / Applies or persists geometric relationships between objects or points on objects.
<b>GD</b>	<b>GRADIENT</b> / Fills an enclosed area or selected objects with a gradient fill.
<b>GEO</b>	<b>GEOGRAPHICLOCATION</b> / Specifies the geographic location information for a drawing file.
<b>H</b>	<b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
<b>HE</b>	<b>HATCHEDIT</b> / Modifies an existing hatch or fill.
<b>HI</b>	<b>HIDE</b> / Regenerates a 3D wireframe model with hidden lines suppressed.

## I–K

<b>I</b>	<b>INSERT</b> / Inserts a block or drawing into the current drawing.
<b>IAD</b>	<b>IMAGEADJUST</b> / Controls the image display of the brightness, contrast, and fade values of images.
<b>IAT</b>	<b>IMAGEATTACH</b> / Inserts a reference to an image file.
<b>ICL</b>	<b>IMAGECLIP</b> / Crops the display of a selected image to a specified boundary.
<b>ID</b>	<b>ID</b> / Displays the UCS coordinate values of a specified location.
<b>IM</b>	<b>IMAGE</b> / Displays the External References palette.
<b>IMP</b>	<b>IMPORT</b> / Imports files of different formats into the current drawing.
<b>IN</b>	<b>INTERSECT</b> / Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions.
<b>INF</b>	<b>INTERFERE</b> / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids.
<b>IO</b>	<b>INSERTOBJ</b> / Inserts a linked or embedded object.
<b>J</b>	<b>JOIN</b> / Joins similar objects to form a single, unbroken object.
<b>JOG</b>	<b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.

## L–M

<b>L</b>	<b>LINE</b> / Creates straight line segments.
<b>LA</b>	<b>LAYER</b> / Manages layers and layer properties.
<b>LAS</b>	<b>LAYERSTATE</b> / Saves, restores, and manages named layer states.
<b>LE</b>	<b>QLEADER</b> / Creates a leader and leader annotation.
<b>LEN</b>	<b>LENGTHEN</b> / Changes the length of objects and the included angle of arcs.
<b>LESS</b>	<b>MESHSMOOTHLESS</b> / Decreases the level of smoothness for mesh objects by one level.
<b>LI</b>	<b>LIST</b> / Displays property data for selected objects.
<b>LO</b>	<b>LAYOUT</b> / Creates and modifies drawing layout tabs.
<b>LT</b>	<b>LINETYPE</b> / Loads, sets, and modifies linetypes.
<b>LTS</b>	<b>LTSCALE</b> / Changes the scale factor of linetypes for all objects in a drawing.
<b>LW</b>	<b>LWEIGHT</b> / Sets the current lineweight, lineweight display options, and lineweight units.
<b>M</b>	<b>MOVE</b> / Moves objects a specified distance in a specified direction.
<b>MA</b>	<b>MATCHPROP</b> / Applies the properties of a selected object to other objects.
<b>MAT</b>	<b>MATERIALS</b> / Shows or hides the Materials window.
<b>ME</b>	<b>MEASURE</b> / Creates point objects or blocks at measured intervals along the length or perimeter of an object.

<b>MEA</b>	<b>MEASUREGEOM</b> / Measures the distance, radius, angle, area, and volume of selected objects or sequence of points.
<b>MI</b>	<b>MIRROR</b> / Creates a mirrored copy of selected objects.
<b>ML</b>	<b>MLINE</b> / Creates multiple parallel lines.
<b>MLA</b>	<b>MLEADERALIGN</b> / Aligns and spaces selected multileader objects.
<b>MLC</b>	<b>MLEADERCOLLECT</b> / Organizes selected multileaders that contain blocks into rows or columns, and displays the result with a single leader.
<b>MLD</b>	<b>MLEADER</b> / Creates a multileader object.
<b>MLE</b>	<b>MLEADEREDIT</b> / Adds leader lines to, or removes leader lines from, a multileader object.
<b>MLS</b>	<b>MLEADERSTYLE</b> / Creates and modifies multileader styles.
<b>MO</b>	<b>PROPERTIES</b> / Controls properties of existing objects.
<b>MORE</b>	<b>MESHSMOOTHMORE</b> / Increases the level of smoothness for mesh objects by one level.
<b>MS</b>	<b>MSPACE</b> / Switches from paper space to a model space viewport.
<b>MSM</b>	<b>MARKUP</b> / Opens the Markup Set Manager.
<b>MT</b>	<b>MTEXT</b> / Creates a multiline text object.
<b>MV</b>	<b>MVIEW</b> / Creates and controls layout viewports.

## N–O

<b>NORTH</b>	<b>GEOGRAPHICLOCATION</b> / Specifies the geographic location information for a drawing file.
<b>NSHOT</b>	<b>NEWSHOT</b> / Creates a named view with motion that is played back when viewed with ShowMotion.
<b>NVIEW</b>	<b>NEWVIEW</b> / Creates a named view with no motion.
<b>O</b>	<b>OFFSET</b> / Creates concentric circles, parallel lines, and parallel curves.
<b>OP</b>	<b>OPTIONS</b> / Customizes the program settings.
<b>ORBIT</b>	<b>3DORBIT</b> / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
<b>OS</b>	<b>OSNAP</b> / Sets running object snap modes.

## P

P	<b>PAN</b> / Adds a parameter with grips to a dynamic block definition.	POL	<b>POLYGON</b> / Creates an equilateral closed polyline.
PA	<b>PASTESPEC</b> / Pastes objects from the Clipboard into the current drawing and controls the format of the data.	PON	<b>SHOWPALETTES</b> / Restores the display of hidden palettes.
PAR	<b>PARAMETERS</b> / Controls the associative parameters used in the drawing.	PR	<b>PROPERTIES</b> / Displays Properties palette.
PARAM	<b>BPARAMETER</b> / Adds a parameter with grips to a dynamic block definition.	PRE	<b>PREVIEW</b> / Displays the drawing as it will be plotted.
PATCH	<b>SURFPATCH</b> / Creates a new surface by fitting a cap over a surface edge that forms a closed loop.	PRINT	<b>PLOT</b> / Plots a drawing to a plotter, printer, or file.
PC	<b>POINTCLOUD</b> / Provides options to create and attach point cloud files.	PS	<b>PSPACE</b> / Switches from a model space viewport to paper space.
PCATTACH	<b>POINTCLOUDATTACH</b> / Inserts an indexed point cloud file into the current drawing.	PSOLID	<b>POLYSOLID</b> / Creates a 3D wall-like polysolid.
PCINDEX	<b>POINTCLOUDINDEX</b> / Creates an indexed point cloud (PCG or ISD) file from a scan file.	PTW	<b>PUBLISHTOWEB</b> / Creates HTML pages that include images of selected drawings.
PE	<b>PEDIT</b> / Edits polylines and 3D polygon meshes.	PU	<b>PURGE</b> / Removes unused items, such as block definitions and layers, from the drawing.
PL	<b>PLINE</b> / Creates a 2D polyline.	PYR	<b>PYRAMID</b> / Creates a 3D solid pyramid.
PO	<b>POINT</b> / Creates a point object.		
POFF	<b>HIDEPALETTES</b> / Hides currently displayed palettes (including the command line).		

## Q

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



## R

<b>R</b>	<b>REDRAW</b> / Refreshes the display in the current viewport.
<b>RA</b>	<b>REDRAWALL</b> / Refreshes the display in all viewports.
<b>RC</b>	<b>RENDERCROP</b> / Renders a specified rectangular area, called a crop window, within a viewport.
<b>RE</b>	<b>REGEN</b> / Regenerates the entire drawing from the current viewport.
<b>REA</b>	<b>REGENALL</b> / Regenerates the drawing and refreshes all viewports.
<b>REC</b>	<b>RECTANG</b> / Creates a rectangular polyline.
<b>REG</b>	<b>REGION</b> / Converts an object that encloses an area into a region object.
<b>REN</b>	<b>RENAME</b> / Changes the names assigned to items such as layers and dimension styles.
<b>REV</b>	<b>REVOLVE</b> / Creates a 3D solid or surface by sweeping a 2D object around an axis.
<b>RO</b>	<b>ROTATE</b> / Rotates objects around a base point.
<b>RP</b>	<b>RENDERPRESETS</b> / Specifies render presets, reusable rendering parameters, for rendering an image.
<b>RPR</b>	<b>RPREF</b> / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings.
<b>RR</b>	<b>RENDER</b> / Creates a photorealistic or realistically shaded image of a 3D solid or surface model.
<b>RW</b>	<b>RENDERWIN</b> / Displays the Render window without starting a rendering operation.

## S

<b>S</b>	<b>STRETCH</b> / Stretches objects crossed by a selection window or polygon.	<b>SPLIT</b>	<b>MESHSPPLIT</b> / Splits a mesh face into two faces.
<b>SC</b>	<b>SCALE</b> / Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling.	<b>SPE</b>	<b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.
<b>SCR</b>	<b>SCRIPT</b> / Executes a sequence of commands from a script file.	<b>SSM</b>	<b>SHEETSET</b> / Opens the Sheet Set Manager.
<b>SEC</b>	<b>SECTION</b> / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.	<b>ST</b>	<b>STYLE</b> / Creates, modifies, or specifies text styles.
<b>SET</b>	<b>SETVAR</b> / Lists or changes the values of system variables.	<b>STA</b>	<b>STANDARDS</b> / Manages the association of standards files with drawings.
<b>SHA</b>	<b>SHADEMODE</b> / Starts the VSCURRENT command.	<b>SU</b>	<b>SUBTRACT</b> / Combines selected 3D solids, surfaces, or 2D regions by subtraction.
<b>SL</b>	<b>SLICE</b> / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.		
<b>SN</b>	<b>SNAP</b> / Restricts cursor movement to specified intervals.		
<b>SO</b>	<b>SOLID</b> / Creates solid-filled triangles and quadrilaterals.		
<b>SP</b>	<b>SPELL</b> / Checks spelling in a drawing.		
<b>SPE</b>	<b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.		
<b>SPL</b>	<b>SPLINE</b> / Creates a smooth curve that passes through or near specified points.		
<b>SPLANE</b>	<b>SECTIONPLANE</b> / Creates a section object that acts as a cutting plane through 3D objects.		
<b>SPLAY</b>	<b>SEQUENCEPLAY</b> / Plays named views in one category.		

## T

<b>T</b>	<b>MTEXT</b> / Creates a multiline text object.
<b>TA</b>	<b>TABLET</b> / Calibrates, configures, and turns on and off an attached digitizing tablet.
<b>TB</b>	<b>TABLE</b> / Creates an empty table object.
<b>TEDIT</b>	<b>TEXTEDIT</b> / Edits a dimensional constraint, dimension, or text object.
<b>TH</b>	<b>THICKNESS</b> / Sets the default 3D thickness property when creating 2D geometric objects.
<b>TI</b>	<b>TILEMODE</b> / Controls whether paper space can be accessed.
<b>TO</b>	<b>TOOLBAR</b> / Displays, hides, and customizes toolbars.
<b>TOL</b>	<b>TOLERANCE</b> / Creates geometric tolerances contained in a feature control frame.
<b>TOR</b>	<b>TORUS</b> / Creates a donut-shaped 3D solid.
<b>TP</b>	<b>TOOLPALETTES</b> / Opens the Tool Palettes window.
<b>TR</b>	<b>TRIM</b> / Trims objects to meet the edges of other objects.
<b>TS</b>	<b>TABLESTYLE</b> / Creates, modifies, or specifies table styles.

## U–W

<b>UC</b>	<b>UCSMAN</b> / Manages defined user coordinate systems.
<b>UN</b>	<b>UNITS</b> / Controls coordinate and angle display formats and precision.
<b>UNHIDE / UNISOLATE</b>	<b>UNISOLATEOBJECTS</b> / Displays objects previously hidden with the <b>ISOLATEOBJECTS</b> or <b>HIDEOBJECTS</b> command.
<b>UNI</b>	<b>UNION</b> / Unions two solid or two region objects.
<b>V</b>	<b>VIEW</b> / Saves and restores named views, camera views, layout views, and preset views.
<b>VGO</b>	<b>VIEWGO</b> / Restores a named view.
<b>VP</b>	<b>DDVPOINT</b> / Sets the 3D viewing direction.
<b>VPLAY</b>	<b>VIEWPLAY</b> / Plays the animation associated to a named view.
<b>VS</b>	<b>VSCURRENT</b> / Sets the visual style in the current viewport.
<b>VSM</b>	<b>VISUALSTYLES</b> / Creates and modifies visual styles and applies a visual style to a viewport.
<b>W</b>	<b>WBLOCK</b> / Writes objects or a block to a new drawing file.
<b>WE</b>	<b>WEDGE</b> / Creates a 3D solid wedge.
<b>WHEEL</b>	<b>NAVSWHEEL</b> / Displays a wheel that contains a collection of view navigation tools.

## X–Z

<b>X</b>	<b>EXPLODE</b> / Breaks a compound object into its component objects.
<b>XA</b>	<b>XATTACH</b> / Inserts a DWG file as an external reference (xref).
<b>XB</b>	<b>XBIND</b> / Binds one or more definitions of named objects in an xref to the current drawing.
<b>XC</b>	<b>XCLIP</b> / Crops the display of a selected external reference or block reference to a specified boundary.
<b>XL</b>	<b>XLINE</b> / Creates a line of infinite length.
<b>XR</b>	<b>XREF</b> / Starts the <b>EXTERNALREFERENCES</b> command.
<b>Z</b>	<b>ZOOM</b> / Increases or decreases the magnification of the view in the current viewport.
<b>ZEBRA</b>	<b>ANALYSISZEBRA</b> / Projects stripes onto a 3D model to analyze surface continuity.
<b>ZIP</b>	<b>ETRANSMIT</b> / Creates a Self-Extracting or Zipped Transmittal Package.

