

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

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–F

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 **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

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 **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–K

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

L–M

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	MOVE / Moves objects a specified distance in a specified direction.
MA	MATCHPROP / Applies the properties of a selected object to other objects.
MAT	MATERIALS / Shows or hides the Materials window.
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–O

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	OFFSET / Creates concentric circles, parallel lines, and parallel curves.
OP	OPTIONS / Customizes the program settings.
ORBIT	3DORBIT / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
OS	OSNAP / Sets running object snap modes.

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.
PC	POINTCLOUD / Provides options to create and attach point cloud files.
PCATTACH	POINTCLOUDATTACH / Inserts an indexed point cloud file into the current drawing.
PCINDEX	POINTCLOUDINDEX / Creates an indexed point cloud (PCG or ISD) file from a scan file.
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	/ Creates a 3D wall-like polysolid.
PTW	PUBLISHTOWEB / Creates HTML pages that include images of selected drawings.
PU	PURGE / Removes unused items, such as block definitions and layers, from the drawing.
PYR	PYRAMID / Creates a 3D solid pyramid.

Q

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.
QSAVE	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

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.

RPR RPREF / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings.

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

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 SCALESCRIPT / 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 MESHSPLOT / Splits a mesh face into two faces.

SPE SPLINEDIT / Edits a spline or spline-fit polyline.

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	TABLET / Calibrates, configures, and turns on and off an attached digitizing tablet.
TB	TABLE / Creates an empty table object.
TEDIT	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.
TO	TOOLBAR / Displays, hides, and customizes toolbars.
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–W

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	VIEW / Saves and restores named views, camera views, layout views, and preset views.
VGO	VIEWGO / Restores a named view.
VP	DDVPOINT / 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	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–Z

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.

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