

**general commands  
(Say with no prefix)**

aerial view  
angle  
attach xref  
attribute ...  
backspace  
calculator  
cancel  
capslock  
clean screen  
comma  
copy base  
copy clip  
copy previous *or* last  
cut clip  
define attribute  
delete *or* clear  
design center  
dsvviewer  
dview  
enter  
erase  
erase previous *or* last  
insert block  
insert hyperlink  
insert layout  
insert multiple ...  
insert xref  
landscape edit *or* lscedit  
landscape library *or* lslibrary  
landscape new *or* lsnew  
make block  
make current  
make group  
mat lib  
match cell  
material  
model space *or* mspace  
move previous *or* last  
numlock  
oops  
open explorer  
paper space *or* pspace  
paste clip  
paste original  
properties  
qdim  
quick dimension  
quick select  
redo command  
rotate previous *or* last  
sheet set hide  
sheet set view  
tool palettes  
undo command  
xref ...

**Say "File ..."**

explorer  
new  
open  
plot  
preview  
save

**Say "Get..."**

distance  
list  
info  
ID  
material  
time  
midpoint  
midpoints

**Say "Set..."**

background  
base  
color  
current  
dimension style  
draworder  
limits  
line type  
line type scale  
multi line *or* mline ...  
multiple  
object snap  
options  
osnap  
pagesetup  
point  
polar  
properties  
text style  
text to front  
tool bar  
UCS  
UCSman  
units  
view ports  
xclip  
xref

**Say "Dimension..."**

aligned  
angular  
continue  
diameter  
disassociate  
edit  
leader  
linear  
one  
ordinate  
override  
quick  
radius  
style  
text edit

**Say "toggle..."**

grid  
iso ...  
ortho  
osnap  
polar  
snap  
tracking

**Optionally Say  
"Draw..."**

boundry  
circle  
cloud  
cylinder  
divide  
donut  
ellipse  
hatch  
line  
mline  
mtext  
multiline  
pline  
point  
polygon  
polyline  
ray  
rectangle  
region  
spline  
table  
text  
wipeout  
xline

**Optionally Say  
"object..."—With  
the Object  
commands say  
"Last" or "Previous"  
etc.**

align  
array  
break  
break first  
chamfer  
change  
change properties  
divide  
erase  
explode  
extend  
fillet  
lengthen  
mirror  
offset  
rotate  
rotate 3d  
  
scale  
select  
stretch  
trim

**Say "Edit..."**

attribute  
dimension  
dimension text  
draw order  
hatch  
mline  
multiline  
pee line  
polyline  
spell  
spline  
text

**Say "View..."**

2D  
3D  
3D  
adjust  
aerial ...  
attach  
back  
bottom  
camera  
clip  
edge  
edge surf  
flat  
flat plus edges  
frame  
front  
gourand  
gourand plus edge  
hide  
image commands  
left  
light  
model ...  
mspace  
northeast  
northwest  
paper ...  
pface  
plan  
point  
pspace  
quality  
render commands  
rev surf  
revolve surf  
right  
rule surf  
scene  
setuv  
shade  
shade mode  
southeast  
southwest  
stats  
surface commands  
tab surf  
top

**Say "Solid..."**

box  
cone  
edit  
extrude  
prof  
profile  
revolve  
section  
slice  
sphere  
torus  
view  
wedge

**Transparent commands can be said anytime:**

affirmative  
agreed  
assist  
assist close  
correct  
help  
indeed  
isoplane  
match properties  
nah  
nay  
no  
nope  
oh kay  
right  
sure  
view pan  
ya  
yeah  
yeh  
yep  
yes  
yup

**Say "3D..."**

array  
box  
clip  
cone  
dish  
distance  
dome  
face  
mesh  
orbit  
orbit center  
pan  
poly  
pyramid  
sphere  
swivel  
torus  
wedge  
zoom

**Say "Zoom..."**

all  
center  
dynamic  
extents  
features  
object  
previous  
scale  
window

**Say "Pick..."**

apparent ...  
box  
center  
extension  
from  
from point  
insert  
intersection  
midpoint  
nearest  
node  
none  
parallel  
perpendicular  
quadrant  
tangent  
x  
xy  
xz  
y  
yz  
z

**Say "Select..."**

crossing  
fence  
first  
isoplane  
last  
Poly Cross  
Poly Window  
previous  
select add  
select remove  
temp tracking  
tracking  
window

**Numbers and units**

angle  
comma  
decimal  
degree  
degrees  
east  
feet or foot  
grad  
grads  
inch or inches  
minus  
minutes  
negative  
north  
of an inch

plus  
point  
positive  
radian  
radians  
seconds  
south  
west

**2007 Commands**

animation path  
boundary  
Representation  
Change Space  
Convert To Solid  
Convert To Surface  
Copy To Layer  
Dash board  
Dash board Close  
Poly Cross  
Distant Light  
dee double you eff  
Adjust  
Dee double you eff  
attach  
dee double you eff  
Clip  
External References  
External References  
Close  
FLATten snapSHOT  
Geographic Location  
Helix  
Imprint  
Jog Section

*Layer Commands*

CURrent  
DElete  
FReeZe  
ISOLate  
LoCK  
MatCH  
Make CURrent  
MeRGe  
Off  
On  
Thaw  
UnLoCK  
UNISOLate  
ViewPort Isolate  
Walk

*3D Commands*

Light List  
Light List Close  
Live Section  
three dee loft  
Material Attach  
Material Map  
Materials  
Materials Close  
PLANE SURFace  
Point Light  
Poly Solid  
Press Pull

Pyramid  
RenderCrop  
Render Environment  
Render Presets  
Render Window  
Render PREferences  
CLOSE  
Section Plane  
Shade Mode  
Spotlight  
Sun Properties  
Sun Properties Close  
three dee Sweep  
three dee Thicken  
Visual Styles  
Visual Styles Close  
Visual Style  
CURRENT  
Visual Style SAVE  
Walk Fly Settings  
Walk and Fly Settings  
eXtract Edges

**During any command: Say the word "use" to select any option: "use close" to close a line**