

# **HAWS EDC AutoCAD KEYBOARD COMMANDS**

## **COMMAND GROUPS--**

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## **PROFILES--**

CU	Copy Up. Copies an object straight up or down. Acts like offset for profile lines.
ELLABEL	Labels profile or xsec point elevations by picking.
ELV	Adds elevations along the side of a profile grid.
EOP	End of pipe. Draws the cut (broken) end of a pipe.
GRB	Inserts a grade break symbol at the end of a line on a profile. Needs GRB.DWG.
GRC	Insert a grade change symbol at the end of a line on a profile. Needs GRC.DWG.
GRD	Calculates a slope or elevation.
LST	Lists the station and elevation of a profile point. Needs reference point set up by PRO.
NEWPRO	Draws a new profile from a data file named [dwgname].pro.
PC	Draws a profile catch basin with two picks.
PLDR	Adds a profile label leader with pre-worded text.
PM	Draws a profile manhole with two picks.
PRED	Edits the PRO data file that matches the current drawing name.
PRO	Plots a complete profile by entering station, elevation, etc. from the keyboard or a data file.
PROE	Draws a profile pipe ellipse with ID and OD.
PROFC	Converts an old format PRO data file version.
PROPIPE	Profile pipe. Draws ID and OD by picking invert points and entering ID and wall thickness.
PROSUP	Draws a pipe support in profile between a pipe ellipse and a pipe profile.
STALABEL	Adds stations along the bottom of a profile grid.
TC	Inserts a profile text block. Needs P-TCG-TX.DWG.

## **CIVIL DRAFTING--**

2L	Edits 2 elevations at a time with 1 input such as TC&G or FF&PAD when given only G or PAD.
BERM	Draws a berm (crow's foot) symbol. Requires BERM.DWG.
CD	Curve data. Lists rad, len, del, and tan of an arc or pline. List length of a circle or line.
CLD	Draws a revision cloud.
CURVE	Draws an arc with a requested length.
DM	Draws street or utility dimensions with additional same line or multiline text.
DW	Draws a straight or curved driveway entrance.
ELEV0	Changes all elevations in a drawing to zero. LWPOLYLINES must be made Heavy with CONVERTPOLY first.
M40	Draws a 1998 revision City of Mesa M-40 driveway with two picks.
M42	Draws a 1999 revision City of Mesa M-42 driveway with two picks.
PIPE	Draws a pipe with inside and outside walls.
REV	Insert revision delta to drawing at dimscale and dim text size.
TAP	Draw a perpendicular sewer tap using current chamfer distances.
TAPINV	Calculate the invert at the end of a perpendicular sewer tap by picking.
UT	Draw a utility line of a specified type and size. Includes Wat/Sew/SD/Irr/Elec/Tel/Catv.
WALL	Draw a wall of a specified width on the right layer.
WS	Draw a water service with two picks.

## **CONSTRUCTION NOTES--**

BB	Bubble note circle with text inside.
BOXL	Box bubble note on NOTES layer. Requires R-BOX.DWG & L-BOX.DWG.

BOXLS	Box bubble note with station or quantity on NOTES layer. Requires R-BOX.DWG & L-BOX.DWG.
BW	Backwards. Draw a leader from a bubble note to an additional point.
CIRL	Cir bubble note on NOTES layer. Requires R-CIR.DWG & L-CIR.DWG.
CIRLS	Cir bubble note with station or quantity on NOTES layer. Requires R-CIR.DWG & L-CIR.DWG.
DIAL	Dia bubble note on NOTES layer. Requires R-DIA.DWG & L-DIA.DWG.
DIALS	Dia bubble note with station or quantity on NOTES layer. Requires R-DIA.DWG & L-DIA.DWG.
ELL	Ell bubble note on NOTES layer. Requires R-ELL.DWG & L-ELL.DWG.
ELLLS	Ell bubble note with station or quantity on NOTES layer. Requires R-ELL.DWG & L-ELL.DWG.
HEXL	Hex bubble note on NOTES layer. Requires R-HEX.DWG & L-HEX.DWG.
HEXLS	Hex bubble note with station or quantity on NOTES layer. Requires R-HEX.DWG & L-HEX.DWG.
LOTEL	Spot elevation ellipse. Need LOTEL.DWG.
NOTES	Manage bubble notes and quantites automatically. See NOTES.DOC.
PAD	Insert pad and ff block on PAD layer.
PENL	Pen bubble note on NOTES layer. Requires R-PEN.DWG & L-PEN.DWG.
PENLS	Pen bubble note with station or quantity on NOTES layer. Requires R-PEN.DWG & L-PEN.DWG.
SLL	Insert straight leader leftward with text on STAOFF layer. Requires SL.DWG.
SLOPE	Insert a slope arrow with text on slope layer.
SLR	Insert straight leader rightward with text on STAOFF layer. Requires SR.DWG.
SPOTEL	Insert grading plan spot elevation block on SPOTEL layer.
TCG	Insert grading plan street elevations on a leader. Requires R-TCG.DWG & L-TCG.DWG.
TCL	Insert angled grading plan street elevations leftward. Requires TCL.DWG.
TCR	Insert angled grading plan street elevations rightward. Requires TCR.DWG.
TXTL	Text note on NOTES layer. Requires R-TXT.DWG & L-TXT.

### **HORIZONTAL CONTROL AND COORDINATE GEOMETRY--**

BD	Label a line with bearing and distance.
BDL	Bearing and distance of a line on a leader.
BDP	Label the bearing and distance between two picked points.
NE	Northing and easting coordinates on a leader.
STACL	Add numbered station ticks on an old style (not lightweight) pline.
XY	X and Y coordinates on a leader.

### **PLOTTING AND SAVING--**

MPLT	Plot multiple drawings while you eat lunch.
PLT	Quick plot without dialog box. Plots display.
QS	Qsave.
QS12	Saves as R12 to the same drawing name.

### **DIMENSIONING--**

AAR	Draw curved leader as one entity.
CHDIM	Change text inside dimensions globally or update dimensions with given text.
D1	Toggle suppressing dimension extension 1.
D2	Toggle suppressing dimension extension 2.
DA	Dimension aligned.
DANG	Dimension Angular.
DC	Dimension Center.
DH	Dimension Horizontal.
DL	Dimension Leader.
DOT	Draw associative leader with dot end.
DP	Dimpost. Dimension post string. (eg. ' or FT)
DU	Dimension update.
HT	Dimension Hometext.
LDR	Draw straight or curved leader with multiple lines of text.
LED	Draw associative leader (using the Dim Radius command).
LOOP	Draw associative leader with loop (lasso) end.
NONE	Draw associative leader with no arrow (straight line) end.
SETUP	Set all dimension variables for a certain scale and text height.
TE	Dimension tedit.
TILDE	Draw associative leader with tilde end.
XX	Toggle dimtix. Toggle forcing dimension text inside extension lines.

### **TEXT--**

ADD	Add a text string to the end of another text string.
AT	Arc text.
CHNUM	Renumber existing text sequentially.
CHT	Change text HEIGHT/JUST./LOC./ROT./OBL./STYLE/TEXT/WIDTH

CMT	Change text style, layer, color, height, and slant to match another by picking.
CONXT	Middle justify text on contour layer.
CS	Change text string to match another by picking.
DT	Dtext. Dynamic text.
EE	Edit multiple sequential attributes, attdefs, dimensions, or text with a dialogue box.
HELV	Set style to X-HLVM1S. Change all BOLDish styles to X-HLVM1S font.
IMP_EXP	Import/Export ASCII files with options not in ASCTEXT.
INCNUM	Increment numbers within text strings.
L80	L80 (0.080 * dimscale) size quick dtext.
L100	L100 (0.100 * dimscale) size quick dtext.
L120	L120 (0.120 * dimscale) size quick dtext.
L140	L140 (0.140 * dimscale) size quick dtext.
L175	L175 (0.175 * dimscale) size quick dtext.
L200	L200 (0.200 * dimscale) size quick dtext.
L240	L240 (0.240 * dimscale) size quick dtext.
L290	L290 (0.290 * dimscale) size quick dtext.
L350	L350 (0.350 * dimscale) size quick dtext.
L500	L500 (0.500 * dimscale) size quick dtext.
LETTER	Add consecutive letter text to drawing.
LOTNUM	Enhanced version of NUM. Centers text between two lot lines.
NUM	Add consecutive number text to drawing.
PRESUF	Add a prefix or suffix to selected text. Powerful with CHT.
ROMANS	Set style to Roman Simplex. Change all LEROYish styles to ROMANS font.
RRR	Rotate from a reference point. Good as an everyday substitute for ROTATE.
SELSTYLE	Set current text style by picking.
TH	Change text size for a selection set. (Quickie version of CHT.)
TO	Text overline. Add overline to a selection set of text or to an attribute.
TU	Text underline. Add underline to a selection set of text or to an attribute.
TXSUM	Add numeric values from selected text strings.

## LAYER MANAGEMENT--

AS	Layer set by picking.
CHM	Change objects' layer to match another object.
CL	Change objects to current layer by picking.
FF	Freeze layers by selection set.
FFI	Freeze isolate. Freeze all but selected layers.
FFX	Freeze xref layers (or layers of other nested objects) by picking.
L0	Layer set 0.
LA	Layer without dialogue box.
LAPRN	Print layer settings list to file (dwgname.txt).
LAR	Restore layer settings from a file. (Frozen, Off, Color, Linetype, Current viewport frozen)
LAS	Save layer settings to a file. (Frozen, Off, Color, Linetype, Current viewport frozen)
LB	Layer box. Layer with dialogue box.
LCP	Layer colors by picking.
LCPX	Nested (xref) layer colors by picking.
LK	Lock layers by picking.
LK0	Lock layer 0.
LKA	Lock all layers.
LKI	Lock isolate. Lock all but selected layers.
LM	Make layer with few prompts.
LTB	Change all entities on a layer to bylayer linetype. Restores changes done by LTC.
LTC	Change all entities on a layer to continuous linetype. Speeds profile grid regens.
LTH	Change linetype to hidden by picking.
LTP	Layer linetypes by picking.
LTPX	Nested (xref) layer linetypes by picking.
OFF	Turn off layers by selection set.
OFFX	Turn off xref layers (or layers of other nested objects) by picking.
OFI	Off isolate. Turn off all but selected layers.
ONA	On all. Turn all layers on.
OO	Offset to current layer. Same as offsetx.
THA	Thaw all.
UFF	Undo layer freeze. Thaw layers frozen by previous picking.
UFFX	Undo nested (xref) layer freeze. Thaw layers frozen by previous picking.
UL	Layer unlock by picking.
ULA	Layer unlock *.
UOFF	Undo layer off. Turn on layers turned off by picking.
UOFFX	Undo nested (xref) layer off. Turn on layers turned off by picking.

**BLOCK MANAGEMENT--**

BL	Block.
BLO	Block to layer 0. Redefine a block putting all its sub-entities on layer 0.
BURST	Explode attributes to text. Explode blocks changing any attributes into text without losing attribute values.
CHATTRIB	Change Value/Position/Angle/Style/Layer/Color of currently visible attributes globally.
EX	Explode mirrored blocks as well as the usual explodable entities.
EXP	Autocad explode.
I	Insert without dialogue box.
II	Insert with dialogue box.
RESCALE	Rescale selected blocks or other entities about their base points.
W	Wblock without dialogue box..
WW	Wblock with dialogue box.
XD	Xref detach by picking.
XDA	Xref detach all (*).
XR	Xref without dialogue box.
XRL	Xref list. List of all xref's in drawing.

**INQUIRY--**

AEE	Area of entity.
AET	Area of entity. Add text to drawing.
AL	List radius, length, delta, and tangent of an arc or pline. List length of a circle or line.
DI	Distance.
DN	Report drawing name.
EG	Entget. Get entity information list in DXF format.
EGN	Entget nested. Get nested entity information list in DXF format.
ISTAN	Is it tangent? Find the gap and angular difference between two selected ends.
LI	List.
LX	Nested list. Drills to the nesting bottom of an entity and lists all mother entities and layers.
MD	List cumulative distance.
WL	What layer. Get layer name, color, linetype, and status info by picking an entity.

**EDITING--**

B	Break.
BF	Break First.
BM	Brkmatch. Break a line, filling the gap to match another entity.
BRK	Break two objects where they intersect.
CF	Chamfer.
CH	Change.
CHCOORD	Change any coordinate of a selection set to a uniform value.
CMPRO	Change any property of a selection set to match another object.
CR	Copyrot. Rotate, leaving a copy in original position.
CW	Pedit width change for a group.
CX	Copy.
DATE	Put a date stamp on the standard border. Works only with an unscaled border.
E	Erase
EC	Erase Crossing.
EW	Erase Window.
F	Fillet.
JOIN	Join lines & arcs into a pline even if not quite touching.
LE	Change the length of a line.
M	Move.
MAKEPOLY	Join lines into a polyline.
MC	Move Crossing.
MF	Multiple concentric fillet with automatic radius change. Useful for contours and curb returns.
MM	Mirror.
MOF	Multiple offset. Offset with one pick to multiple distances and layers. Good for streets.
MP	Move Previous.
MSCR	Multiple Script processor. Run a script file on multiple drawings.
MW	Move Window.
NA	New angle. Change the angle of selected entities to match a selected entity.
O	Offset.
PE	Pedit.
RR	Rotate.
S	Stretch crossing.
SC	Scale.
SSX	Create a global selection set of specific layers, blocks, etc. for use in another command.

SSXPRO	Like SSX, but more powerful and complicated.
SWAP	Swap the location of two selection sets.
T	Trim.
TB	Trim to an entity in a block.
UB	Undo back.
UM	Undo mark.
X	Extend.

## DRAWING--

(AH)	Snap to a point halfway between two selected points.
A	Arc
AR	Array.
BX	Draw a pline box given two corners; rotate if needed.
C	Circle.
C2	Circle by two points.
CT	Circle by tangent, tangent, and radius.
DD	Donut with no hole.
ELL	Ellipse.
H	Bhatch.
L	Line.
P0	Set polyline width to 0.
PG	Polygon.
PL	Polyline.

## VIEWS & ZOOMS

2X	ZOOM .2X
5X	ZOOM .5X
9X	ZOOM .9X
DV	Dview.
P	Pan.
TW	Twist. Dview twist with prompt for angle only.
V	View with dialogue box.
X2	Zoom 2X
Z	Zoom.
Z0	Zoom zero. Zoom window from 0,0 to 36,24.
ZA	Zoom All.
ZD	Zoom dynamic.
ZE	Zoom extents.
ZI	Zoom in. Zoom 1.5X.
ZO	Zoom out. Zoom 0.5X.
ZV	Zoom viewmax. Zoom out as far as possible without a regen.
ZW	Zoom window.
ZZ	Zoom previous

## SETUP & DRAWING ENVIRONMENT--

0	TILEMODE 0 and set Itscale to 1 if psitscale = 1.
1	TILEMODE 1 and reset Itscale if psitscale = 1.
10	Set up variables for associative dimensioning. 0.10 inch size.
12	Set up variables for associative dimensioning. 0.12 inch size
AA	Active angle. Set snapangle.
ADT	Attdia toggle.
AP	Aperture
CET	Cmdecho toggle.
CLEAN	Clean drawing using wblock command. Exits drawing.
CMD	Cmddia toggle.
DIA	Toggle cmddia, filedia, attdia.
DSC	Dimscale.
FD	Filedia toggle.
GS	Set grip size.
IB	Insbase.
IL	Isoplane left.
IO	Isoplane off.
IR	Isoplane right.
IT	Isoplane top.
LLT	Load all linetypes from ACAD.LIN.
LTS	Ltscale.
MN	Menu. No dialogue box. Makes it easy to type MN ACAD.

MODESTAT	Changes the status bar to display long layernames and the current drawing name.
MREN	Multiple rename. Works like Autocad rename using wilcards.
MS	Mspace.
MV	Create paper space viewport on defpoints layer.
MVHP	Create and zoom HP plotter sized paper space viewport. Current UCS 0,0 must be at sheet corner.
NS	Note snap. Set snap angle to 0, 30, 45, or 60 for drawing leaders.
OS	Ddosnap.
OSE	Set running osnap to endpoint.
OSI	Set running osnap to intersection.
OSM	Set running osnap to midpoint.
OSN	Set running osnap to none.
PALL	Purge all without confirmation.
PB	Set entity pickbox size.
PROTO	Insert PROTO drawing with standard layers and linetypes.
PROTOX	Insert PROTOX drawing with standard layers and linetypes.
PS	Pspace.
PSLT	Psltscale toggle.
QT	Qtext mode toggle.
R	Redraw.
RD	Redo.
RES	Viewres.
RG	Regenall.
RGA	Reganauto toggle.
SETDIM10	Set up variables for associative dimensioning. 0.10 inch size.
SETDIM12	Set up variables for associative dimensioning. 0.12 inch size
SHEET	Set up P&P sheets easily. Attaches xrefs and takes care of scaling and rotation.
SN	Snap.
TY	Linetype.
U0	Set units to 0 decimal places.
U1	Set units to 1 decimal place.
U2	Set units to 2 decimal places.
U3	Set units to 3 decimal places.
U8	Set units to 8 decimal places.
UF	Ucsfollow toggle.
US	Set units to surveyor angles (nearest second) and 2 decimal places.
UU	Ddunits.
VP	Vports. Model space viewports.
VSR	Visretain toggle.
XIN	Bring in selected base xrefs at world 0,0 and 0 rotation and then restore PLAN views and UCS.
XOUT	Take out selected base xrefs and restore PLAN view and UCS.

### OPERATING SYSTEM COMMANDS--

DEL	Delete a file.
DIR	Display current directory.
EDIT	Edit a file.
SET	Display current environment variables.
SH	Shell to OS.
SHELL	Shell to OS.
TYPE	Type a file to the screen.
XT	Run XTree.

### MISCELLANEOUS--

FFA	Findfile ACAD. Find out where AutoCAD is finding a file.
RUN	Load or reload and run a LISP routine by typing RUN and routine name.

```
{down}{cal  
{BlockNam  
{IF UP_RO  
{if @count(
```

Err:522  
GRC









