



AUTOCAD® FOR MAC

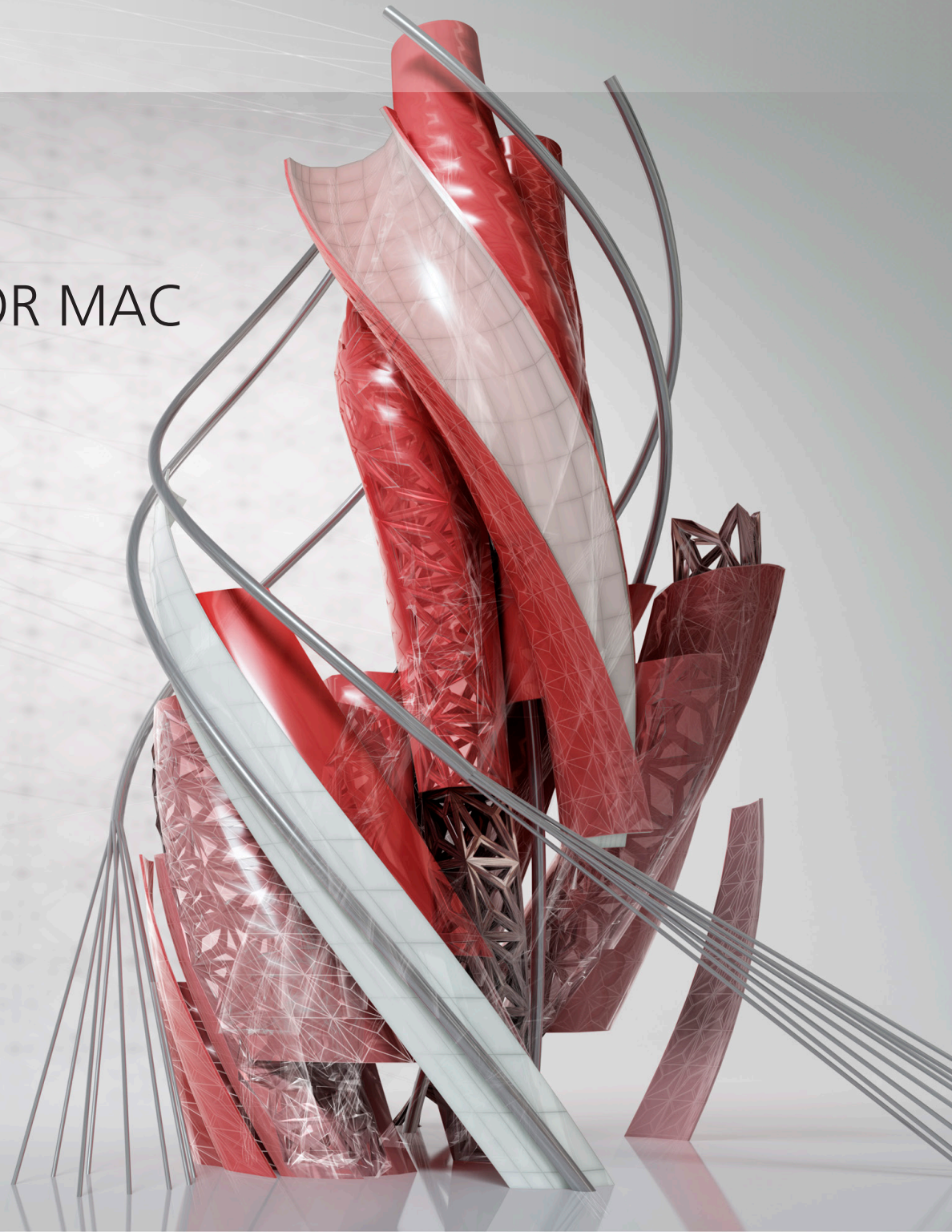
Shortcuts Guide

One Key Shortcuts

Hot Keys and Toggles

Workflow, Drawing, and
Screen Management

Commands A–Z





- | | | |
|------------------------------------------------------------------------------------------------------|------------------------------------------------------------------------------------------------------------------------|-------------------------------------------------------------------------------------------|
| A ARC / Creates an arc. | R REDRAW / Refreshes the display in the current viewport. | J JOIN / Joins similar objects to form a single, unbroken object. |
| Z ZOOM / Increases or decreases the magnification of the view in the current viewport. | F FILLET / Rounds and fillets the edges of objects. | U UNDO / Reverses the most recent action. |
| W WBLOCK / Writes objects or a block to a new drawing file. | V VIEW / Saves and restores named views, camera views, layout views, and preset views. | M MOVE / Moves objects a specified distance in a specified direction. |
| S STRETCH / Stretches objects crossed by a selection window or polygon. | T MTEXT / Creates a multiline text object. | I INSERT / Inserts a block or drawing into the current drawing. |
| X EXPLODE / Breaks a compound object into its component objects. | G GROUP / Creates and manages saved sets of objects called groups. | O OFFSET / Creates concentric circles, parallel lines, and parallel curves. |
| E ERASE / Removes objects from a drawing. | B BLOCK / Creates a block definition from selected objects. | L LINE / Creates straight line segments. |
| D DIMSTYLE / Creates and modifies dimension styles. | H HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill. | P PAN / Moves the view planar to the screen. |
| C CIRCLE / Creates a circle. | | |

Hot Keys

Cmd-1	Opens or closes the Tool Sets palette.
Cmd-2	Opens or closes the Content palette.
Cmd-3	Opens or closes the command window.
Cmd-4	Opens or closes the Layers palette.
Cmd-5	Opens or closes the Properties Inspector palette.
Cmd-6	Toggles the status bar.
Cmd-7	Opens or closes the Reference Manager palette.
Cmd-8	Opens or closes the Project Manager palette.
Cmd-9	Opens or closes the Material Browser palette.
Cmd-/	Launches the online help (browser).
Cmd-E	Displays the Export Data dialog.
Cmd-F	Displays the Find and Replace dialog.
Cmd-G	Groups selected objects.
Cmd-I	Displays the Properties Inspector palette.
Cmd-R	Regenerates the current viewport.
Cmd-W	Closes the current drawing.
Cmd++	Zooms in 2x.
Cmd--	Zooms out 0.5x.
Cmd,	Displays the Application Preferences dialog.
Cmd-	Displays the Quick View dialog.
Shift-Cmd-C	Displays the color palette.
Shift-Cmd-;	Displays the Check Spelling dialog.

Toggles

Fn-F1 or Cmd-/	Displays Help.
Fn-F2	Expands or collapses the display of the Command Window.
Fn-F3 or Ctrl-F or Ctrl-Shift-F	Toggles object snap mode on and off.
Fn-F4	Toggles 3D object snap mode on and off.
Fn-F5	Toggles isoplane mode.
Fn-F6 or Cmd-D or Ctrl-D or	Toggles Dynamic UCS mode on and off.
Fn-F7 or Ctrl-G or Ctrl-Shift-G	Toggles grid display on and off.
Fn-F8 or Cmd-L or Shift-Cmd-O	Toggles ortho mode on and off.
Fn-F9 or Cmd-B or Ctrl-B	Toggles snap mode on and off.
Fn-F10 or Cmd-U or Ctrl-U	Toggles polar tracking on and off.
Shift-Cmd-D	Toggles Dynamic Input mode on and off.
Shift-Cmd-F	Toggles Clean Screen mode on and off.
Shift-Cmd-I or Shift-Ctrl-I	Toggles Infer Constraints mode on and off.
Shift-Cmd-T	Toggles object snap tracking on and off.
Ctrl-I	Toggles the coordinates display mode.

Ctrl-W or Ctrl-Shift-W	Toggles Selection Cycling.
Ctrl-H	Toggles PICKSTYLE on and off.
Shift-Cmd-H	Toggles the display of all palettes on or off.

Manage Workflow

Cmd-C or Ctrl-C	Copies the selected objects to the Clipboard.
Cmd-E	Displays the Export Data dialog box.
Cmd-F	Displays the Find and Replace dialog box.
Cmd-V or Ctrl-V	Pastes the contents of the Clipboard to the current layout.
Cmd-X or Ctrl-X	Removes the selected from the drawing and adds them to the Clipboard.
Cmd-Y or Ctrl-Y or Shift-Cmd-Z	Reverses the most recent undo.
Cmd-Z or Ctrl-Z	Undoes the most recent action.
Ctrl-[or Ctrl-\	Cancels.
Shift-Cmd-;	Displays the Check Spelling dialog box.
Ctrl-J or Ctrl-M	Repeats the previous command.
Shift-Ctrl-C	Copies the selected objects with a specified base point.
Shift-Ctrl-E	Implied Face Extrusion (PressPull).

Manage Drawings

Cmd-A or Ctrl-A	Selects all objects in the current layout.
Cmd-G	Groups the selected objects.
Cmd-H	Hides AutoCAD window.
Cmd-M	Minimizes the current drawing window.
Cmd-N or Ctrl-N	Creates new drawing.
Cmd-O or Ctrl-O	Opens drawing.
Cmd-P or Ctrl-P	Displays the Print/Plot dialog box.
Cmd-Q or Ctrl-Q	Closes the program.
Cmd-R	Regenerates the current viewport.
Cmd-S or Ctrl-S	Saves the current drawing. If the drawing has not been saved yet, the Save Drawing As dialog box is displayed.
Cmd-W	Closes the current drawing.
Cmd-Opt-W	Closes all drawings.
Shift-Cmd-G	Ungroups the selected group.
Shift-Cmd-P	Displays the Page Setup Manager.
Shift-Cmd-R	Regenerates all viewports in the current layout.
Shift-Cmd-S or Shift-Ctrl-S	Displays the Save Drawing As dialog box.
Ctrl-A	Selects all objects in the current layout.
Cmd-Opt-M	Minimizes all.

Manage Screen

Fn-F11	Hides all open windows.
Fn-F12	Display dashboard.
Cmd-1 or Ctrl-3	Opens or closes the Tool Sets palette.
Cmd-2 or Ctrl-2	Opens or closes the Content palette on and off.
Cmd-3 or Ctrl-9	Shows or hides the Command Window.
Cmd-4	Opens or closes the Layers palette.
Cmd-5 or Cmd-I or Ctrl-1	Opens or closes the Properties Inspector palette.
Cmd-6	Toggles the display of the status bar on and off.
Cmd-7	Opens or closes the Reference Manager palette.
Cmd-8 or Ctrl-4	Project Manager.
Cmd-9	Material Browser.
Cmd-0 or Ctrl-0	Toggles Clean Screen on and off.
Cmd--	Zooms out.
Cmd-+	Zooms in.
Cmd-,	Options.
Cmd-. or Shift-Cmd-.	Displays the Quick View dialog box.
Shift-Cmd-C	Displays the Color Palette. Select a new color to make it the current color for new objects.
Cmd-Opt-H	Hides the Windows of all other applications.
Cmd-Opt-I	Properties.
Cmd-Opt-T	Toggles Toolset Palette.

#

- 3A** **3DARRAY** / Creates copies of objects arranged in a 3D pattern.
- 3AL** **3DALIGN** / Aligns objects in 3D.
- 3DMIRROR**
MIRROR3D / Mirrors objects across a specified mirroring plane.
- 3DO** **3DORBIT** / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
- 3F** **3DFACE** / Creates a 3D polyface mesh by specifying each vertex; also can specify whether an edge segment is invisible.
- 3M** **3DMOVE** / Moves selected objects along an axis or plane.
- 3P** **3DPOLY** / Creates a 3D polyline.
- 3R** **3DROTATE** / Rotates selected objects about a specified axis.
- 3S** **3DSCALE** / Scales selected objects along a specified plane or axis, or uniformly along all 3 axes.

A

- A** **ARC** / Creates an arc.
- AA** **AREA** / Calculates the area and perimeter of objects or of defined areas.
- AC** **BACTION** / Adds an action to a dynamic block definition.
- 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.
- ATE** **ATTEDIT** / Changes attribute information in a block.
- ATI** **ATTIPEDIT** / Changes the textual content of an attribute within a block.
- ATT** **ATTDEF** / Redefines a block and updates associated attributes.
- ATTE** **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.
- BLENDSRF**
SURFBLEND / Creates a transition surface between two existing surfaces or solids.
- BO** **BOUNDARY** / Creates a region or a polyline from an enclosed area.
- BPUB** **PUBLISH** / Publishes a set of drawings to PDF files or printers.
- 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.
- 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.
- CL** **COMMANDLINE** / Displays the Command Line window.
- CLIPVIEWPORT**
VPCLIP / Clips layout viewport objects and reshapes the viewport border.
- CO** **COPY** / Copies objects a specified distance in a specified direction.
- COL** **COLOR** / Sets the color for new objects.
- COMMANDHIDE**
COMMANDLINEHIDE / Hides the Command Line window.
- CREASE**
MESHCREASE / Selects mesh subobjects to crease.
- CREATESOLID**
SURFSCULPT / Converts a group of surfaces that enclose a watertight region to a 3D solid.
- CSETTINGS**
CONSTRAINTSETTINGS / Controls the display of geometric constraints on constraint bars.
- CT** **CTABLESTYLE** / Sets the name of the current table style.
- CUBE** **NAVVCUBE** / Controls the visibility and display properties of the ViewCube tool.

C–D

- CURVATUREANALYSIS**
ANALYSISCURVATURE / Evaluates areas of high and low surface curvature by displaying a color gradient.
- CUSTOMIZE**
CUI / Manages the customized user interface elements.
- CYL** **CYLINDER** / Creates a 3D solid cylinder.
- D** **DIMSTYLE** / Creates and modifies dimension styles.
- DAL** **DIMALIGNED** / Creates an aligned linear dimension.
- 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.
- 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.

D

- DDPTYPE**
PTYPE / Specifies the display style and size of point objects.
- DDVPOINT**
VPOINT / Sets the viewing direction for a 3D visualization of the drawing.
- DED** **DIMEDIT** / Edits dimension text and extension lines.
- DELCON**
DELCONSTRAINT / Removes all geometric and dimensional constraints from a selection set of objects.
- 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.
- DLI** **DIMLINEAR** / Creates a linear dimension.
- 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.

D

- DR** **DRAWORDER** / Changes the draw order of images and other objects.
- DRA** **DIMRADIUS** / Creates a radius dimension for a circle or an arc.
- DRAFTANGLEANALYSIS**
ANALYSISDRAFTANGLE / Evaluates whether a model has adequate draft between a part and its mold.
- 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.

E-F

- E** **ERASE** / Removes objects from a drawing.
- ED** **TEXTEDIT** / Edits a dimensional constraint, dimension, or text object.
- EL** **ELLIPSE** / Creates an ellipse or an elliptical arc.
- 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.
- EXTENDSRF**
SURFEXTEND / Creates new surface by extending existing surface.
- F** **FILLET** / Rounds and fillets the edges of objects.
- FILLETSRF**
SURFFILLET / Creates new surface by filleting existing surface.
- FREEPOINT**
POINTLIGHT / Creates lighting effect that radiates in all directions from its location.
- FSHOT** **FLATSHOT** / Creates a 2D representation of all 3D objects based on the current view.
- FULLSCREEN**
CLEANSCREENON / Clears the screen of the menu bar and all palettes.
- FULLSCREENOFF**
CLEANSCREENOFF / Restores the state of display before **CLEANSCREENON** was used.

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.
- GENERATESECTION**
SECTIONPLANETOBLOCK / Saves 2D and 3D sections as blocks.
- H** **HATCH** / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
- HB** **HATCHTOBACK** / Sets the draw order for all hatches in the drawing to be behind all other objects.
- HE** **HATCHEDIT** / Modifies an existing hatch or fill.
- HI** **HIDE** / Regenerates a 3D wireframe model with hidden lines suppressed.

I–J

- 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.
- ISOLATE**
ISOLATEOBJECTS / Displays selected objects across layers; unselected objects are hidden.
- J** **JOIN** / Joins similar objects to form a single, unbroken object.
- JOG** **DIMJOGGED** / Creates jogged dimensions for circles and arcs.
- JOGSECTION**
SECTIONPLANEJOG / Creates a section plane that has multiple segments.

L

- L** **LINE** / Creates straight line segments.
- LA** **LAYER** / Manages layers and layer properties.
- LAS** **LAYERSTATE** / Saves, restores, and manages named layer states.
- LAYERFREEZE**
LAYFRZ / Freezes the layer of the selected object.
- LAYERHIDE**
LAYOFF / Turns off the layer of a selected object.
- LAYERISOLATE**
LAYISO / Hides or locks all layers except those of the selected objects.
- LAYERLOCK**
LAYLCK / Locks the layer of a selected object.
- LAYERMAKECURRENT**
LAYMCUR / Sets the current layer to that of a selected object.
- LAYERMATCH**
LAYMCH / Changes the layer of a selected object to match the destination layer.
- LAYERUNISOLATE**
LAYUNISO / Restores all layers that were hidden or locked with the LAYISO command.
- LAYERUNLOCK**
LAYULK / Unlocks the layer of a selected object.
- 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

- M** **MOVE** / Moves objects a specified distance in a specified direction.
- MA** **MATCHPROP** / Applies the properties of a selected object to other objects.
- ME** **MEASURE** / Creates point objects or blocks at measured intervals along the length or perimeter of an 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.

M-N

- MT** **MTEXT** / Creates a multiline text object.
- MV** **MVIEW** / Creates and controls layout viewports.
- NETWORKSRF**
SURFNETWORK / Creates non-planar surfaces in the space between edge subobjects, splines, and other 2D and 3D curves.
- NEWPROJECT**
NEWSHEETSET / Creates a new project data (DST) file that manages drawing layouts, file paths, and project information.
- NVIEW** **VIEW** / Saves and restores named views, camera views, layout views, and preset views.

O

- O** **OFFSET** / Creates concentric circles, parallel lines, and parallel curves.
- OBJECTSELECTIONLIMIT**
PROPOBJLIMIT / Limits the number of objects that can be changed at one time with the Properties Inspector.
- OFFSETSRF**
SURFOFFSET / Creates a parallel surface or solid by setting an offset distance from a surface.
- OP** **OPTIONS** / Customizes the program settings.
- OPENPROJECT**
OPENSHEETSET / Opens a selected project data (DST) file.
- 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** / Moves the view planar to the screen.
- PA** **PASTECLIP** / Pastes objects from the Clipboard into the current drawing.
- PALETTECLOSE**
TOOLSETSCLOSE / Closes the tool palettes window.
- 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.
- PE** **PEDIT** / Edits polylines and 3D polygon meshes.
- PGP** **ALIASEDIT** / Creates, modifies, and deletes AutoCAD command aliases.
- PL** **PLINE** / Creates a 2D polyline.
- PM** **SHEETSET** / Opens the Project Manager.
- PMAUTOOPEN**
SSMAUTOOPEN / Controls the display behavior of the Project Manager when a drawing associated with a layout is opened.
- PMFOUND**
SSFOUND / Displays the path and file name if a search for a project file is successful.
- PMHIDE**
SHEETSETHIDE / Closes the Project Manager.
- PMLAYOUTSTATUS**
SMSHEETSTATUS / Controls how the status data in a project is refreshed.
- PMLOCATE**
SSLOCATE / Controls whether the project associated with a drawing is located and opened when the drawing is opened.
- PMPOLLTIME**
SSMPOLLTIME / Controls the time interval between automatic refreshes of the status data in a project.
- PMSTATE**
SSMSTATE / Indicates whether the Project Manager window is open or closed.
- PO** **POINT** / Creates a point object.
- POFF** **HIDEPALETTES** / Hides currently displayed palettes (including the command line).
- POINTOFF**
CVHIDE / Hides the control vertices for both NURBS surfaces and curves.
- POINTON**
CVSHOW / Displays the control vertices for both NURBS surfaces and curves.
- POL** **POLYGON** / Creates an equilateral closed polyline.
- PON** **SHOWPALETTES** / Restores the display of hidden palettes.
- PR** **PROPERTIES** / Displays Properties palette.
- PRCLOSE**
PROPERTIESCLOSE / Closes the Properties Inspector palette.
- PRE** **PREVIEW** / Displays the drawing as it will be plotted.
- PREF** **OPTIONS** / Customizes the program settings.
- PRINT** **PLOT** / Plots a drawing to a plotter, printer, or file.
- PS** **PSPACE** / Switches from a model space viewport to paper space.
- PSOLID** **POLYSOLID** / Creates a 3D wall-like polysolid.
- PU** **PURGE** / Removes unused items, such as block definitions and layers, from the drawing.
- PYR** **PYRAMID** / Creates a 3D solid pyramid.

Q–R

- QSAVE** **QSAVE** / Saves the current drawing.
- QVD** **QUICKVIEW** / Displays a list of all open drawings, and the layouts contained in the current drawing or the selected drawing when more than one drawing is open.
- R** **REDRAW** / Refreshes the display in the current viewport.
- RA** **REDRAWALL** / Refreshes the display in all viewports.
- RE** **REGEN** / Regenerates the entire drawing from the current viewport.
- REA** **REGENALL** / Regenerates the drawing and refreshes all viewports.
- REBUILD**
CVREBUILD / Rebuilds the shape of NURBS surfaces and curves.
- REC** **RECTANG** / Creates a rectangular polyline.
- REFINE** **MESHREFINE** / Refines mesh objects.
- 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.
- RIBBON**
TOOLSETS / Opens the Tool Sets palette.
- RIBBONCLOSE**
TOOLSETSCLOSE / Closes the Tool Sets palette.
- RO** **ROTATE** / Rotates objects around a base point.

R–S

- 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** **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** **SCRIPT** / Executes a sequence of commands from a script file.
- SE** **DSETTINGS** / Sets grid and snap, polar and object snap tracking, object snap modes, and Dynamic Input.
- SEC** **SECTION** / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.
- SELECTIONLIMIT**
PROPOBJLIMIT / Limits the number of objects that can be changed at one time with the Properties Inspector.
- 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.
- SMOOTH**
MESHSMOOTH / Converts 3D solids, surfaces, and legacy mesh objects to the enhanced mesh object for smoothing, refinement, creasing, and splitting.

S

- 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 one or more section objects and places them throughout a 3D model.
- SPLIT** **MESHSPPLIT** / Splits a mesh face into two faces.
- SSM** **SHEETSET** / Opens the Sheet Set Manager.
- ST** **STYLE** / Creates, modifies, or specifies text styles.
- SU** **SUBTRACT** / Combines selected 3D solids, surfaces, or 2D regions by subtraction.

T

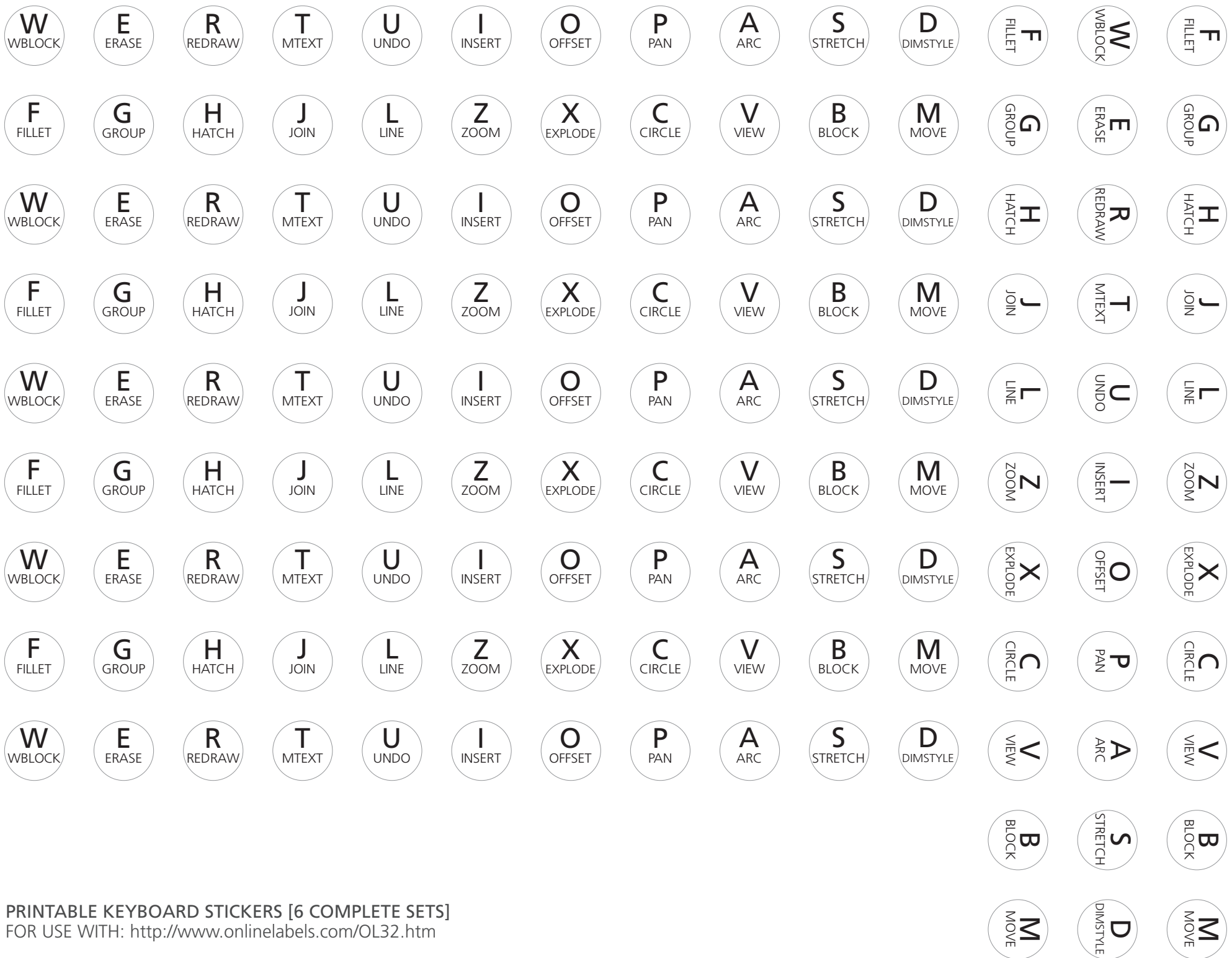
- T** **MTEXT** / Creates a multiline text object.
- TA** **TEXTALIGN** / Aligns multiple text objects vertically, horizontally, or obliquely.
- TB** **TABLE** / Creates an empty table object.
- TEDIT** **TEXTEDIT** / Edits a dimensional constraint, dimension, or text object.
- TEXTSTYLEEDIT**
STYLE / Creates, modifies, or specifies text styles.
- TH** **THICKNESS** / Sets the default 3D thickness property when creating 2D geometric objects.
- THEME** **COLORSCHEME** / Stores the current color scheme used by the program.
- TI** **TILEMODE** / Controls whether paper space can be accessed.
- TO** **TOOLSETS** / Opens the Tool Sets palette.
- TOL** **TOLERANCE** / Creates geometric tolerances contained in a feature control frame.
- TOR** **TORUS** / Creates a donut-shaped 3D solid.
- TP** **CONTENT** / Opens the Content palette.
- TR** **TRIM** / Trims objects to meet the edges of other objects.

U-W

- U** **UNDO** / Reverses the most recent action.
- UC** **UCSMAN** / Manages defined user coordinate systems.
- UN** **UNITS** / Controls coordinate and angle display formats and precision.
- UNCREASE**
MESHUNCREASE / Removes crease from selected mesh object.
- UNHIDE**
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.
- VIEWPORTCLIP**
VPCLIP / Clips layout viewport objects and reshapes the viewport border.
- VP** **VPOINT** / Sets the viewing direction for a 3D visualization of the drawing.
- VPORT** **VPORTS** / Creates multiple viewports in model space or paper space
- VS** **VSCURRENT** / Sets the visual style in the current viewport.
- W** **WBLOCK** / Writes objects or a block to a new drawing file.
- WE** **WEDGE** / Creates a 3D solid wedge.

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** **ANALYSISZEBRA** / Projects stripes onto a 3D model to analyze surface continuity.
- ZIP** **ETRANSMIT** / Creates a Self-Extracting or Zipped Transmittal Package.



PRINTABLE KEYBOARD STICKERS [6 COMPLETE SETS]
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