AUTODESK.

AUTOCAD® FOR MAC

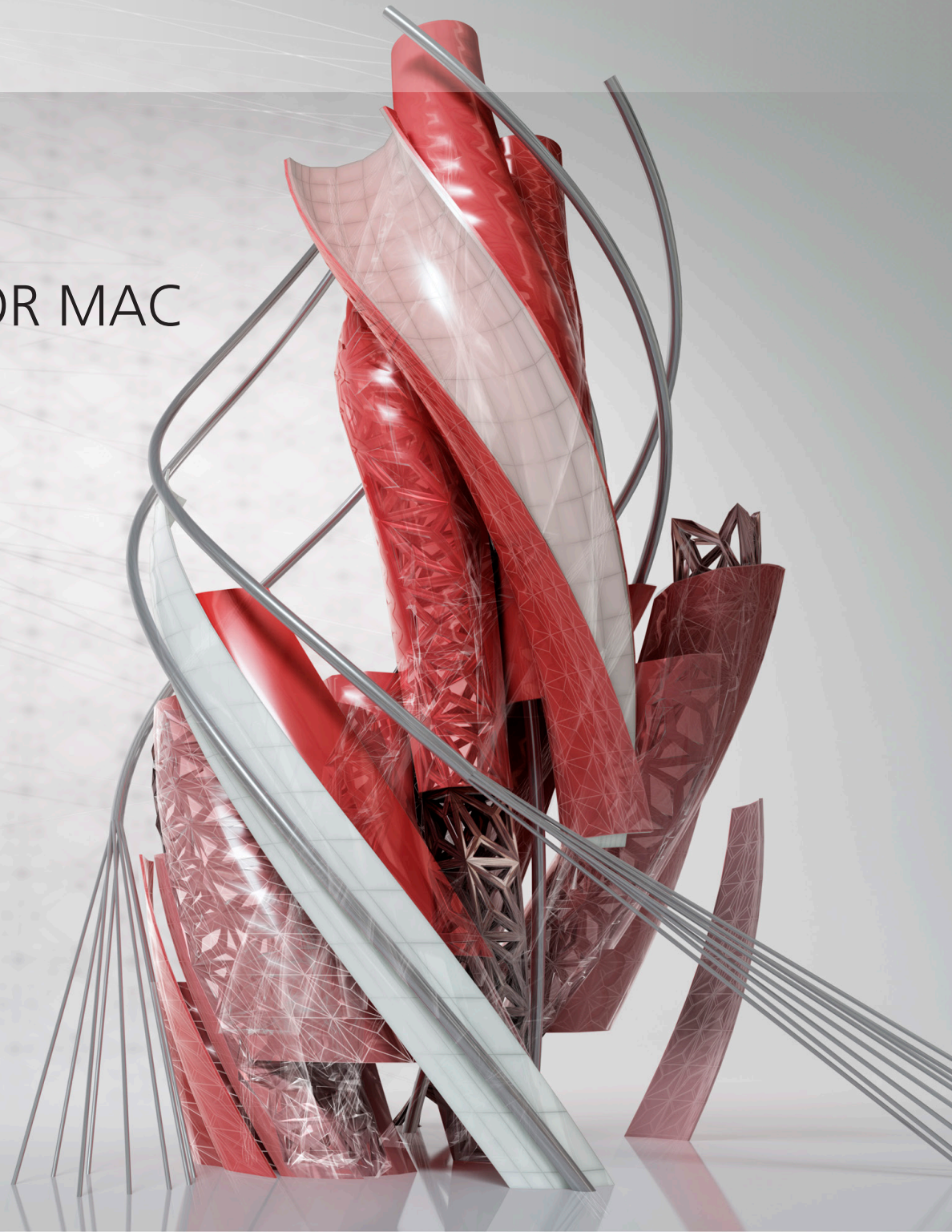## Shortcuts Guide

One Key Shortcuts

Hot Keys and Toggles

Workflow, Drawing, and
Screen Management

Commands A–Z

| esc | F1 | F2 | F3 | F4 | F5 | F6 | F7 | F8 | F9 | F10 | F11 | F12 | ⏏ |

| ~ ` | ! 1 | @ 2 | # 3 | $ 4 | % 5 | ^ 6 | & 7 | * 8 | (9 |) 0 | — - | + = | delete |

| tab | Q | **W** WBLOCK | **E** ERASE | **R** REDRAW | **T** MTEXT | Y | **U** UNDO | **I** INSERT | **O** OFFSET | **P** PAN | { [| }] | \| \\ |

| caps lock | **A** ARC | **S** STRETCH | **D** DIMSTYLE | **F** FILLET | **G** GROUP | **H** HATCH | **J** JOIN | K | **L** LINE | : ; | " ' | return |

| shift | **Z** ZOOM | **X** EXPLODE | **C** CIRCLE | **V** VIEW | **B** BLOCK | N | **M** MOVE | < , | > . | ? / | shift |

| fn | control | alt option | command | | command | alt option | ▲ ◄ ▼ ► |

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.

U   **UNDO** / Reverses the most recent action.

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** / Moves the view planar to the screen.

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 subojects 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.

PALETTESCLOSE
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 MESHSPLIT / Splits a mesh face into two faces.

SSM SHEETSET / Opens the Sheet Set Manager.

ST STYLE / Creates, modifies, or specifies text styles.

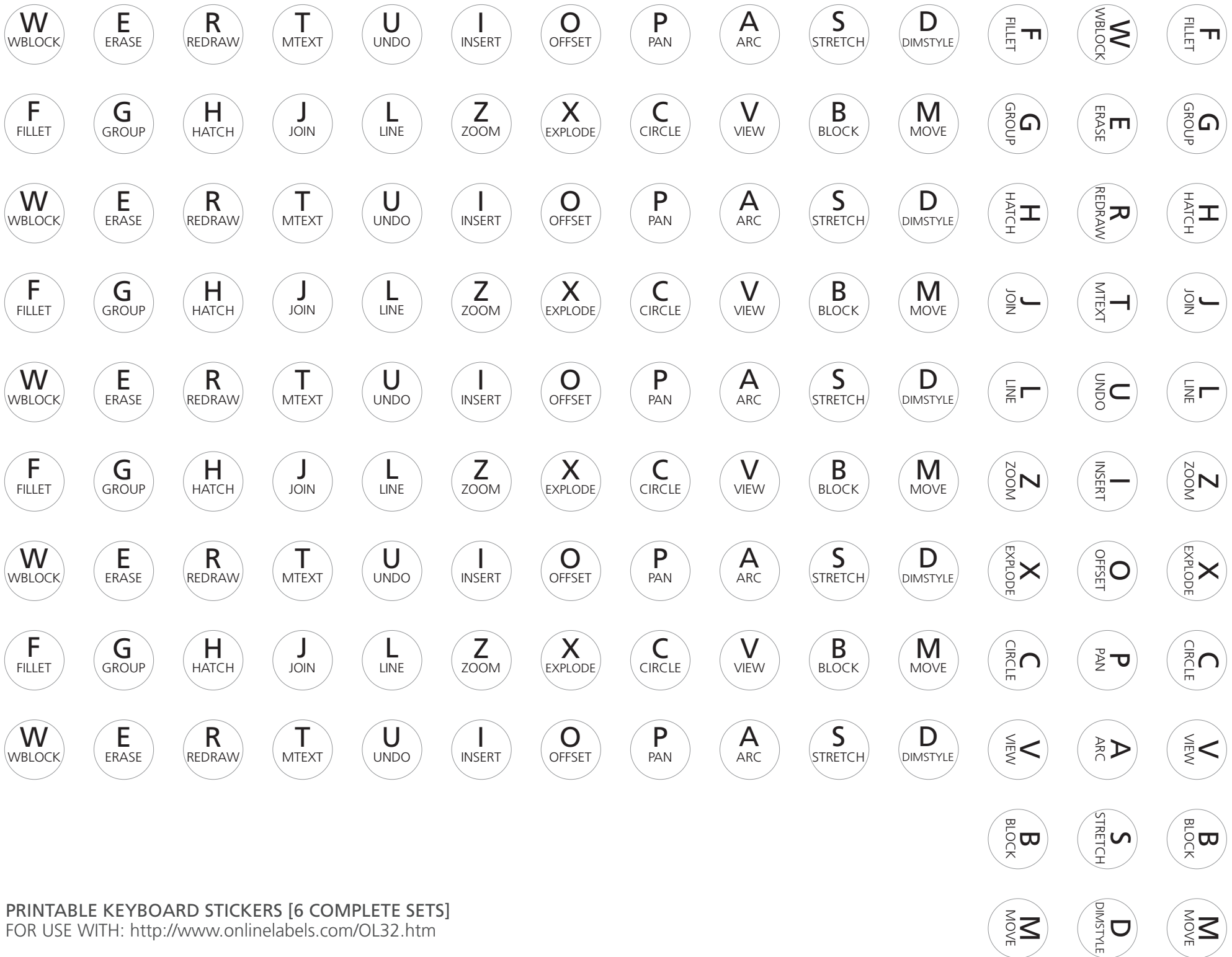**SU** SUBTRACT / Combines selected 3D solids, surfaces, or 2D regions by subtraction.

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.

W WBLOCK	E ERASE	R REDRAW	T MTEXT	U UNDO	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	F FILLET	W WBLOCK	F FILLET
F FILLET	G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE	G GROUP	E ERASE	G GROUP
W WBLOCK	E ERASE	R REDRAW	T MTEXT	U UNDO	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	H HATCH	R REDRAW	H HATCH
F FILLET	G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE	J JOIN	T MTEXT	J JOIN
W WBLOCK	E ERASE	R REDRAW	T MTEXT	U UNDO	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	L LINE	U UNDO	L LINE
F FILLET	G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE	Z ZOOM	I INSERT	Z ZOOM
W WBLOCK	E ERASE	R REDRAW	T MTEXT	U UNDO	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	X EXPLODE	O OFFSET	X EXPLODE
F FILLET	G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE	C CIRCLE	P PAN	C CIRCLE
W WBLOCK	E ERASE	R REDRAW	T MTEXT	U UNDO	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	V VIEW	A ARC	V VIEW
											B BLOCK	S STRETCH	B BLOCK
											M MOVE	D DIMSTYLE	M MOVE

PRINTABLE KEYBOARD STICKERS [6 COMPLETE SETS]
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