

#### autodesk\*

# **Quick Reference AutoCAD® Release 2006**

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## **Keyboard Shortcuts**

Key Sequence	Other Keys	Description of Task Performed	
	F1	AutoCAD Help	
	F2	AutoCAD Text Window	
Alt + F4		Closes out the AutoCAD Application	
Alt + F8		Launches VBARun (Macros)	
Alt + F10	Ctrl + U F10	Polar Snap Toggle On/Off	
Alt + F11		Launches the Visual Basic Integrated Development Environment	
	ESC - Escape	Cancels commands and dialog boxes	
	Delete	Erases objects that are selected through PickFirst	
	Page Up	Scrolls up through the command history of the Text Window or Command Line when visible	
	Page Down	Scrolls down through the command history of the Text Window or Command Line when visible	
Ctrl + Page Up		Scrolls through the Layout tabs from current to the left	
Ctrl + Page Down		Scrolls through the Layout tabs from current to the right	
	Up Arrow	Puts the last command or option <b>typed</b> at the Command Line.	
	Down Arrow	Puts the post command or option <b>typed</b> at the Command Line.	
Ctrl + Tab		Cycles through the open drawings forwards	
Ctrl + Shift + Tab		Cycles through the open drawings backwards	
Ctrl + F4		Closes the current AutoCAD drawing	
Ctrl + F6		Cycles through the open drawings forwards	
Ctrl + Shift + F6		Cycles through the open drawings backwards	
Ctrl + 0		Toggles CleanScreen mode	
Ctrl + 1		Toggles the display of the Properties Palette	
Ctrl + 2		Toggles the display of the Design Center	
Ctrl + 3		Toggles the display of the Tool Palettes	
Ctrl + 4		Toggles the display of the Sheet Set Manager	
Ctrl + 5		Toggles the display of the Info Palette (Previously known as Active Assistant)	
Ctrl + 6		Toggles the display of dbConnect	
Ctrl + 7		Toggles the display of Markup Set Manager	
Ctrl + 8		Toggles the display of QuickCalc	
Ctrl + 9		Toggles the display of the Command Line	

## **Keyboard Shortcuts cont.**

Key Sequence	Other Keys	Description of Task Performed	
Ctrl + A		Select all objects in drawing	
Ctrl + Shift + A		Group Toggle On/Off	
Ctrl + B	F9	Snap Toggle On/Off	
Ctrl + C		Copy information to the Clipboard	
Ctrl + Shift + C		Copy information to the Clipboard with Base Point	
Ctrl + D	F6	Coordinates Toggle On/Off	
Ctrl + E	F5	Isoplane Toggle (Top/Left/Right)	
Ctrl + F	F3	Osnap Toggle On/Off	
Ctrl + G	F7	Grid Toggle On/Off	
Ctrl + H		PickStyle Toggle On/Off	
Ctrl + J	Ctrl + M Enter	Repeats Last Command	
Ctrl + K		Activates the Hyperlink Dialog	
Ctrl + L	F8	Orthogonal Toggle On/Off	
Ctrl + M	Ctrl + J Enter	Repeats Last Command	
Ctrl + N		Starts New Drawing	
Ctrl + O		Brings up the Open Drawing dialog box	
Ctrl + P		Brings up the Plot/Print dialog box	
Ctrl + Q		Quit and Exit AutoCAD	
Ctrl + R		Cycles through the Viewports in the current layout	
Ctrl + S		Saves current drawing	
Ctrl + Shift + S		Brings up the Save As dialog box	
Ctrl + T	F4	Tablet Toggle On/Off	
Ctrl + V		Pastes information from Clipboard into the drawing	
Ctrl + Shift + V		Pastes information from Clipboard as a Block into the drawing	
Ctrl + U	Alt + F10 F10	Polar Snap Toggle On/Off	
Ctrl + W	F11	Object Snap Tracking Toggle On/Off	
Ctrl + X		Cuts information to the Clipboard from the drawing	
Ctrl + Y		Multiple Redo	
Ctrl + Z		Undo	
	F12	Dynamic Input Toggle On/Off	

## **Temporary Overrides**

Key Sequence	Other Keys	Description of Task Performed	
Shift	F8	Toggles Orthogonal Mode	
Shift + '	F9	Toggles Snap Mode	
Shift +,	Shift + C	Object Snap Override: Center	
Shift + .	Shift + X F10	Toggles Polar Mode	
Shift +;	Shift + S	Enables Object Snap Enforcement	
Shift + ]	Shift + Q F11	Toggles Object Snap Tracking Mode	
Shift + A	F3	Toggles Object Snap Mode	
Shift + C	Shift +,	Object Snap Override: Center	
Shift + D	Shift + L	Disable All Snapping and Tracking	
Shift + E	Shift + P	Object Snap Override: Endpoint	
Shift + L	Shift + D	Disable All Snapping and Tracking	
Shift + M	Shift + V	Object Snap Override: Midpoint	
Shift + P	Shift + E	Object Snap Override: Endpoint	
Shift + Q	Shift + ] F11	Toggles Object Snap Tracking Mode	
Shift + S	Shift +;	Enables Object Snap Enforcement	
Shift + V	Shift + M	Object Snap Override: Midpoint	
Shift + X	Shift + . F10	Toggles Polar Mode	
	F12	Toggles Dynamic Input Mode	
		Object Snap Override: Apparent Intersection	
		Object Snap Override: Extension	
		Object Snap Override: Insertion	
		Object Snap Override: Intersection	
		Object Snap Override: Nearest	
		Object Snap Override: Quadrant	
		Object Snap Override: Quick	
		Object Snap Override: Node	
		Object Snap Override: Parallel	
		Object Snap Override: Perpendicular	
		Object Snap Override: Tangent	

## **Drag 'n Drop Files**

File Extension	Description
ARX	AutoCAD Runtime Extension (Loads Application)
BMP	Bitmap (Inserts Image)
CUI	AutoCAD Customization File (Loads Menu)
DBX	AutoCAD Database Extension (Loads Module)
DIB	Bitmap (Inserts Image)
DOC	Microsoft Word Document (Inserts document into the drawing)
DST	AutoCAD Sheet Set (Loads file into Sheet Set Manager)
DWG	AutoCAD Drawing (Various)
DWS	AutoCAD Drawing Standards File (Various)
DWT	AutoCAD Template (Various)
DXF	AutoCAD Drawing Interchange (Various)
DVB	AutoCAD VBA Source File (Loads into IDE)
FAS	AutoCAD Fast-load AutoLISP File (Loads program)
GIF	Graphical Interlace File (Inserts Image, but depends on AutoCAD lang. version)
JPG	JPEG File (Inserts Image)
LIN	AutoCAD Linetype Definition (Loads all Linetypes in file)
LSP	AutoLISP Application source (Loads program)
MNS	AutoCAD Menu Source (Loads Menu)
MNU	AutoCAD Menu Template (Loads and Compiles Menu)
PNG	Portable Network Graphic (Inserts Image)
RTF	Rich Text Format (Inserted as an OLE object and contents are display)
SCR	AutoCAD Script (Runs Script)
SHP	AutoCAD Shape Source (Compiles)
TIF	Tag Image File Format (Inserts Image)
TXT	Text File (Converts text from file into Mtext)
WMF	Windows Metafile (Imports WMF file as a block)
XLS	Microsoft Excel Spreadsheet (Inserts spreadsheet into drawing)
VLX	Visual LISP Application (Loads program)

## **Command Shortcuts (or Aliases)**

Command	Shortcut
3DFACE	3F
3DPOLY	3P
ADCENTER	ADC or DC
ALIGN	ADC 01 DC
APPLOAD	AP
ARC	
AREA	A AA
ARRAY	
ATTDEF	AR
	ATT
ATTEDIT	ATE
BCLOSE	BC
BEDIT	BE
BLOCK	В
BOUNDARY	BO
BPARAMETER	PARAM
BREAK	BR
BSAVE	BS
BVSTATE	VS
CIRCLE	C
CHANGE	-CH
CHAMFER	CHA
CHECKSTANDARDS	CHK
COLOR	COL
COMMANDLINE	CLI
COPY	CO
DBCONNECT	DBC
DDEDIT	ED
DIMSTYLE	D
DIMALIGNED	DAL
DIMANGULAR	DAN
DIMARC	DAR
DIMBASELINE	DBA
DIMCENTER	DCE
DIMCONTINUE	DCO
DIMDIAMETER	DDI
DIMEDIT	DED
DIMJOGGED	DJO or JOG
DIMLINEAR	DLI
DIMRADIUS	DRA
DIST	DI
DIVIDE	DIV
DONUT	DO
DRAWORDER	DR
DSETTINGS	SE
DVIEW	DV
ELLIPSE	EL E
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RECTANG REC REDRAW R REDRAWALL RA		QC
REDRAWALL RA	RECTANG	`
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	REGEN	RE

## **Command Shortcuts (or Aliases)**

Command	Shortcut
REGENALL	REA
RENAME	REN
RENDER	RR
ROTATE	RO
SCALE	SC
SCRIPT	SCR
SETVAR	SET
SHADEMODE	SHA
SHEETSET	SSM
SPELL	SP
SPLINE	SPL
SPLINEDIT	SPE
STANDARDS	STA
STRETCH	S
STYLE	ST
TABLE	TB
TABLESTYLE	TS

Command	Shortcut
TILEMODE	TI
TOLERANCE	TOL
TOOLBAR	TO
TOOLPALETTES	TP
TRIM	TR
UCSMAN	UC
UNITS	UN
VIEW	V
WBLOCK	W
EXPLODE	X
XATTACH	XA
XBIND	XB
XCLIP	XC
XLINE	XL
XREF	XR
ZOOM	Z

## **Object Selection Methods**

Selection Method (Command Option)	Description
Add (A)	Allows you to continue to select objects after the REMOVE option was used.
All (ALL)	Allows you to select all the objects in the drawing that are not locked, and/or frozen through the layer controls.
Box (BOX)	Allows for the s user defined rectangle. Everything is selected inside or the crossing edges of the rectangle. Selection operation is determined by how the points are selected. Right to left uses Crossing and left to right invokes Window selection.
Crossing (C)	Allows you to create a user defined window (or box) to define the objects to be modified. Objects inside the box and objects that touch the box will be modified and/or selected.
Crossing Polygon (CP)	Allows you to create a true user defined window (or box) that is irregular in shape to define objects to be modified. Objects inside the box (or shape) and objects that touch the box will be modified and/or selected.
Fence (F)	Selects the objects that intersect the selection lines to be modified and/or selected.
Last (L)	Selects the most recent object that was added to the drawing.
Previous (P)	Allows you to re-select the previously selected object(s).
Remove (R)	Allows you to remove objects that were selected, but now don't need to be modified.
Single (SI)	Only allows you to select one object to modify and then terminates the command.
Windows (W)	Allows you to create a user defined window (or box) to define the objects to be modified. Only objects inside the box will be modified and/or selected.
Window Polygon (WP)	Allows you to create a true user defined window (or box) that is irregular in shape to define objects to be modified. <b>Objects inside the box (or shape) will be modified and/or selected.</b>

#### **Object Snap Methods**

Object Snap (Keyboard Sequence)	Marker Symbol
Apparent Intersection (APP)	
Center (CEN)	0
Endpoint (END)	
Intersection (INT)	X
Insertion (INS)	<u> </u>
Midpoint (MID)	Δ
Nearest (NEA)	$\boxtimes$
None (NOD)	Ø
None (NON)	
Perpendicular (PER or PERP)	Ь
Quadrant (QUA)	$\Diamond$
Quick (QUI)	
Tangent (TAN)	ō
Parallel (PAR)	1/
Extension (EXT)	=
Mid Between 2 Points (M2P)	

## **Coordinate System**

Entry Style	Sequence	Description
Polar Coordinates	Distance <angle< td=""><td>Distance is specified and angle is based from 0,0</td></angle<>	Distance is specified and angle is based from 0,0
Absolute Coordinates	X,Y	Exact coordinate point
Relative Coordinates	@X,Y	A point relative to the last point selected or used
Last Point	@	Last point selected or used
Relative Polar Coordinates	@Distance <angle< td=""><td>Point based on a distance and angle from the last point selected or used</td></angle<>	Point based on a distance and angle from the last point selected or used
Direct Distance	Move pointing device in the direction for the angle to use, and enter distance.	Direction and distance are specified for next point.