



Quick Reference AutoCAD® Release 2005

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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 + 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 Text Window and Command Line
	Page Down	Scrolls down through the Text Window and Command Line
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 typed at the Command Line.
	Down Arrow	Puts the post command or option typed at the Command Line.
Ctrl + Up		Moves the cursor in the Edit Window Up
Ctrl + Down		Moves the cursor in the Edit Window Down
Ctrl + Left		Moves the cursor in the Edit Window Left
Ctrl + Right		Moves the cursor in the Edit Window Right
Ctrl + Shift + Tab		Cycles through the open drawings backwards
Ctrl + Tab		Cycles through the open drawings forwards
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 + A		Select all objects in drawing
Ctrl + Shift + A		Group Toggle On/Off

Keyboard Shortcuts cont.

Key Sequence	Other Keys	Description of Task Performed
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 + L	F8	Ortho Toggle On/Off
Ctrl + K		Activates the Hyperlink Dialog
Ctrl + J Ctrl + M	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

Drag 'n Drop Files

File Extension	Description
ARX	AutoCAD Runtime Extension (Loads Application)
BMP	Bitmap (Inserts Image)
DBX	AutoCAD Database Extension (Loads Module)
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)
MNC	AutoCAD Compiled Menu (Loads Menu)
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)
SHX	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)

Command Shortcuts (or Aliases)

Command	Shortcut
3DFACE	3F
3DPOLY	3P
ARC	A
AREA	AA
ADCENTER	ADC or DC
ALIGN	AL
APPLOAD	AP
ARRAY	AR
ATTDEF	ATT
ATTEDIT	ATE
BLOCK	B
BHATCH	BH or H
BOUNDARY	BO
BREAK	BR
CIRCLE	C
CHANGE	-CH
CHAMFER	CHA
CHECKSTANDARDS	CHK
COLOR	COL
COPY	CO
DIMSTYLE	D
DIMALIGNED	DAL
DIMANGULAR	DAN
DIMBASELINE	DBA
DBCONNECT	DBC
DIMCENTER	DCE
DIMCONTINUE	DCO
DIMEDIT	DED
DIST	DI
DIVIDE	DIV
DIMLINEAR	DLI
DONUT	DO
DVIEW	DV
ERASE	E
DDEDIT	ED
ELLIPSE	EL
EXTEND	EX
EXTRUDE	EXT
FILLET	F
FILTER	FI
GROUP	G
DDRIPS (SELECTION)	GR
HATCHEDIT	HE
HIDE	HI
INSERT	I
IMAGE	IM

Command	Shortcut
LINE	L
LAYER	LA
QLEADER	LE
LENGTHEN	LEN
-LAYOUT	LO
LIST	LI or LS
LINETYPE	LT
LWEIGHT	LW
MOVE	M
MATCHPROP	MA
MEASURE	ME
MIRROR	MI
MLINE	ML
MSPACE	MS
MARKUP	MSM
MTEXT	MT or T
MVIEW	MV
OFFSET	O
OPTIONS	OP
OSNAP	OS
PAN	P
PEDIT	PE
PLINE	PL
POINT	PO
PROPERTIES	PR or CH or MO
PREVIEW	PRE
PSPACE	PS
PUBLISHTOWEB	PTW
-PURGE	-PU
PURGE	PU
REDRAW	R
REDRAWALL	RA
REGEN	RE
REGENALL	REA
RECTANG	REC
RENAME	REN
ROTATE	RO
RENDER	RR
STRETCH	S
SCALE	SC
SCRIPT	SCE
DSETTINGS	SE
SETVAR	SET
SHADEMODE	SHA
SPELL	SP
SPLINE	SPL

Command Shortcuts (or Aliases)














Command	Shortcut
SPLINEDIT	SPE
SHEETSET	SSM
STYLE	ST
STANDARDS	STA
TABLE	TB
TILEMODE	TI
TOOLBAR	TO
TOLERANCE	TOL
TOOLPALETTES	TP
TRIM	TR
TABLESTYLE	TS
UCSMAN	UC

Command	Shortcut
UNITS	UN
VIEW	V
DDVPOINT	VP
WBLOCK	W
EXPLODE	X
XATTACH	XA
XBIND	XB
XCLIP	XC
XLINE	XL
XREF	XR
ZOOM	Z

Object Selection Methods

Selection Method (Keyboard Sequence)	Description
Add (A)	Allows you to continue to select objects to be modified after user the REMOVE sub option.
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 select the previous object(s) that were selected through one of the Modify commands.
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. Objects inside the box (or shape) will be modified and/or selected.

Object Snap Methods

Object Snap (Keyboard Sequence)	Marker Symbol
Apparent Intersection (APP)	
Center (CEN)	
Endpoint (END)	
Intersection (INT)	
Insertion (INS)	
Midpoint (MID)	
Nearest (NEA)	
None (NOD)	
None (NON)	
Perpendicular (PER or PERP)	
Quadrant (QUA)	
Quick (QUI)	
Tangent (TAN)	
Parallel (PAR)	
Extension (EXT)	
Mid Between 2 Points (M2P)	

Coordinate System

Entry Style	Sequence	Description
Polar Coordinates	Distance<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	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.