



CIVIL ENGINEERS

AUTOCAD

Command list

Key	Use
A	ARC / Creates an arc.
ADC	ADCENTER / Manages and inserts content such as blocks, xrefs, and hatch patterns.
AA	AREA / Calculates the area and perimeter of objects or of defined areas.
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.
ARR	ACTRECORD / Starts the Action Recorder.
ARM	ACTUSERMESSAGE / Inserts a user message into an action macro.

Key	Use
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.
BO	BOUNDARY / Creates a region or a polyline from an enclosed area.
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	CIRCLE / Creates a circle.
CAM	CAMERA / Sets a camera and target location to create and save a 3D perspective view of objects.
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.
CHK	CHECKSTANDARDS / Checks the current drawing for standards violations.
CLI	COMMANDLINE / Displays the Command Line window.
COL	COLOR / Sets the color for new objects.

Key	Use
D	DIMSTYLE / Creates and modifies dimension styles.
DAN	DIMANGULAR / Creates an angular dimension.
DAR	DIMARC / Creates an arc length dimension.
JOG	DIMJOGGED / Creates jogged dimensions for circles and arcs.
DBA	DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.
DBC	DBCCONNECT / Provides an interface to external database tables.
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.
DED	DIMEDIT / Edits dimension text and extension lines.
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.

Key	Use
E	ERASE / Removes objects from a drawing.
ED	DDEDIT / Edits single-line text, dimension text, attribute definitions, and feature control frames.
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

FI	FILTER / Creates a list of requirements that an object must meet to be included in a selection set.
FSHOT	FLATSHOT / Creates a 2D representation of all 3D objects based on the current view.
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.
GEO	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file.

Key	Use
H	HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
HE	HATCHEDIT / Modifies an existing hatch or fill.
HI	HIDE / Regenerates a 3D wireframe model with hidden lines suppressed.
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.

M	MOVE / Moves objects a specified distance in a specified direction.
MA	MATCHPROP / Applies the properties of a selected object to other objects.
MAT	MATERIALS / Shows or hides the Materials window.
ME	MEASURE / Creates point objects or blocks at measured intervals along the length or perimeter of an object.
MEA	MEASUREREGION / 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	MLNE / Creates multiple parallel lines.

MI	MIRROR / Creates a mirrored copy of selected objects.
ML	MLNE / 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.
MSM	MARKUP / Opens the Markup Set Manager.
MT	MTEXT / Creates a multiline text object.
MV	MVIEW / Creates and controls layout viewports.
NORTH	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file.
NSHOT	NEWSHOT / Creates a named view with motion that is played back

NORTH	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file.
NSHOT	NEWSHOT / Creates a named view with motion that is played back when viewed with ShowMotion.
NVIEW	NEWVIEW / Creates a named view with no motion.
O	OFFSET / Creates concentric circles, parallel lines, and parallel curves.
OP	OPTIONS / Customizes the program settings.
ORBIT	3DORBIT / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
OS	OSNAP / Sets running object snap modes.

Key	Use
P	PAN / Adds a parameter with grips to a dynamic block definition.
PA	PASTESPEC / Pastes objects from the Clipboard into the current drawing and controls the format of the data.
PAR	PARAMETERS / Controls the associative parameters used in the drawing.
PARAM	BPARAMETER / Adds a parameter with grips to a dynamic block definition.
PATCH	SURFPATCH /
PC	POINTCLOUD /
PCATTACH	POINTCLOUDATTACH /

PCATTACH	POINTCLOUDATTACH /
PCINDEX	POINTCLOUDINDEX /
PE	PEDIT / Edits polylines and 3D polygon meshes.
PL	PLINE / Creates a 2D polyline.
PO	POINT / Creates a point object.
POFF	HIDEPALETTES / Hides currently displayed palettes (including the command line).
POL	POLYGON / Creates an equilateral closed polyline.
PON	SHOWPALETTES / Restores the display of hidden palettes.
PRE	PREVIEW / Displays the drawing as it will be plotted.
PRINT	PLOT / Plots a drawing to a plotter, printer, or file.

Key	Use
QC	QUICKCALC / Opens the QuickCalc calculator.
QCUI	QUICKCUI / Displays the Customize User Interface Editor in a collapsed state.
QP	QUICKPROPERTIES / Displays open drawings and layouts in a drawing in preview images.
QVD	QVDRAWING / QVLAYOUTCLOSE
QVDC	QVDRAWINGCLOSE / Closes preview images of open drawings and layouts in a drawing.
QVL	QVLAYOUT / Displays preview images of model space and layouts in a drawing.
R	REDRAW / Refreshes the display in the current viewport.

AUTOCAD SOME COMMAND ALIAS

UNITS	UN	MOVE	M	OFFSET	O	DIMENSIONING		MTEXT	T
LINE	L	COPY	CO	JOIN	J	LINEAR	DLI	DIMSTYLE	D
CIRCLE	C	MIRROR	MI	ARRAY	AR	ALIGNED	DAL	CREATE BLOCK	B
ARC	A	ROTATE	RO	SCALE	SC	DANGULAR	DAN	INSERT BLOCK	I
X LINE	XL	EXTEND	EX	STRETCH	S	ARC LENGTH	DAR	EXTERNAL REFERENCE	ER
POLY LINE	PL	TRIM	TR	BREAK	BR	RADIUS	DRA	TABLE	TB
POLYGON	POL	ERASE	E	FILTER	FI	DIAMETER	DDI	MATCH PROPERTIES	MA
RECTANGLE	REC	EXPLODE	X			ORDINATE	DOR	LAYER	LA
ELLIPSE	EL	FILLET	F			JOGGED	DJO	ADCENTRE	DC
HATCH	H	CHAMFER	CHA						

USE FUNCTION KEY IN AUTOCAD

USE **ESC** FOR ANY COMMAND STOP

*** IN SOME COMPUTER USE **Fn+FUNCTION KEY**

F1	HELP?	F5	ISODRAFT	F9	SNAP ON/OFF	ZOOM	Z
F2	COMMAND HISTORY	F6	DYNAMIC UCS	F10	POLAR TRACKING	PAN	P
F3	0 SNAP ON/OFF	F7	GRID ON/OFF	F11	0 SNAP TRACKING	CO-ORDINATE SET	UCS
F4	3D 0 SNAP ON/OFF	F8	ORTHO MODE	F12	DYNAMIC UCS	PLOT	CTRL+P

FOR COMMAND PROMPT HIDE/UNHIDE **Ctrl+9**

FOR RIBBON HIDE **ROBBONCLOSE**

FOR RIBBON UNHIDE COMMAND IS **RIBBON**

Short Key	Full Key	Key Usage
C	CIRCLE	Draw a circle
CO	COPY	Copy an object
CHA	CHAMFER	Chamfer between 2 non-parallel lines
COL	COLOR	Opens select color dialogue box
CUI		Opens customise user interface dialogue
D	DIMSTYLE	Opens dimstyle manager
DC	ADCENTER	Opens designcenter
DI	DIST	Check a distance
DIV	DIVIDE	Inserts point node a set division
DO	DONUT	Draw a solid donut shape
DV	DVIEW	Perspective view
E	ERASE	Erase a selection
EX	EXTEND	Extend a selection
F	FILLET	Draw an arc between 2 intersecting lines
FI	FILTER	Opens filter dialogue box
FLATTEN	FLATTEN	Converts 3D to 2D
G	GROUP	Launches the group dialogue box
H	HATCH	Opens hatch and gradient dialogue box
I	INSERT	Insert a block
IM	IMAGE	Launches image manager
J	JOIN	Joins 2 objects to form single object
JPGOUT	JPGOUT	Creates a JPEG file of current drawing
L	LINE	Draw a line
LA	LAYER	Opens layer manager
LE	QLEADER	Draw a leader line (may need to adjust settings)
LEAD	LEADER	Leader line with annotation
LI or LS	LIST	Display information about objects in a text window
LO	-LAYOUT	Creates a new layout tab

BLOCKS

Short Key	Full Key	Key Usage
ATT	ATTDEF	Opens attribute definition dialogue box
ATTEDIT	ATTEDIT	Edit attribute values for a specific block
B	BLOCK	Opens block dialogue box in order to make a block
BATTMAN	BATTMAN	Opens block attribute manager
BATTORDER	BATTORDER	Displays attribute order dialogue box
BC	BCLOSE	Closes the block editor
BCOUNT	BCOUNT	Counts the blocks in a drawing
BE	BEDIT	Opens the edit block definition dialogue box
EATTEXT	EATTEXT	Enhanced attribute extraction wizard to count blocks
GATTE	GATTE	Global attribute edit of multiple blocks
I	INSERT	Opens insert dialogue to insert a block
-I	INSERT	Insert a block by name
MINSERT	MINSERT	Insert block in rectangular array
REFEDIT	REFEDIT	Edit a block reference in place
REN	RENAME	Opens rename dialogue box to rename blocks, layers, etc
W	WBLOCK	Write a block - for use in other drawings
XLIST	XLIST	Lists type/block name/layer name/color/linetype of a nested object in a block or an xref

COMMON KEYS

Short Key	Full Key	Key Usage
A	ARC	Draw an arc
AL	ALIGN	Align an object with another
AP	APPLOAD	Opens application load dialogue box
AR	ARRAY	Opens array dialogue box
AUDIT	AUDIT	Audit drawing for errors
AV	DSVIEWER	Opens ariel view of drawing
B	BLOCK	Opens block dialogue box

autocad cheat sheet

Command Aliases

A	Arc
B	Block
C	Circle
CH	Properties
CO	Copy
DI	Distance
DIV	Divide
DO	Donut
DT	Single line text
E	Erase
ED	Edits single line text and more
EX	Extend
F	Fillet
H	Hatch
L	Line
LA	Layer
LI	List
MA	Match properties
MI	Mirror

Command Aliases

MS	Model space
OP	Options
P	Pan
PE	Polyline edit
PL	Polyline
PS	Paper space
PU	Purge
RE	Regenerate
REC	Rectangle
RO	Rotate
S	Stretch
SC	Scale
T	Multiline text
TR	Trim
UN	Units
W	Wblock
X	Explode
XR	External Reference
Z	Zoom

Status Bar Commands

F2	Text window
F3	Osnap
F8	Ortho

Scale Factors Architectural

Scale	Factor
$1/8" = 1'-0"$	96
$3/16" = 1'-0"$	64
$1/4" = 1'-0"$	48
$3/8" = 1'-0"$	32
$1/2" = 1'-0"$	24
$1" = 1'-0"$	12
$1 1/2" = 1'-0"$	8

Scale Factors Engineering

Scale	Factor
$1" = 10'$	120
$1" = 20'$	240

Important Keys

ESC	Cancel a command
ENTER & SPACEBAR	To execute or repeat a command

Windows Commands

CTRL+C	Copy
CTRL+V	Paste
CTRL+X	Cut
CTRL+Z	Undo
CTRL+Y	Redo
CTRL+P	Print
CTRL+A	Select all
CTRL+F	Search
CTRL+S	Save