

No **Command** **Description**

Category

**3D Edit**

<b>1</b>	<b>3E</b>	Erase 3D FACE
<b>2</b>	<b>3M</b>	Multi Move 3D FACE
<b>3</b>	<b>3O</b>	Offset 3D FACE
<b>4</b>	<b>4R</b>	ROTATE 3D
<b>5</b>	<b>4X</b>	ROTATE 3D around X axis
<b>6</b>	<b>4Y</b>	ROTATE 3D around Y axis
<b>7</b>	<b>CE</b>	Change elevation of selected objects to 0
<b>8</b>	<b>SOO</b>	GENERATE 2D FROM 3D (SAVE THE COPY OF CURRENT DRAWING FIRST!)
<b>9</b>	<b>SOO3</b>	BindXRefs+ExplodeBlocks

Category

**AutoDesk Raster Design**

<b>10</b>	<b>U8</b>	RemoverectReg MULTIPLE from command prompt
<b>11</b>	<b>U9</b>	RemoveLine MULTIPLE from command prompt

Category

**Block**

<b>12</b>	<b>B1</b>	CREATE NEW BLOCK FROM EXISTING-COMMANDS IN NEW DRAWING
<b>13</b>	<b>B33</b>	1. Get Angle; 2. Change BLOCKS Rotation To Angle
<b>14</b>	<b>BX</b>	Get name of Block entity written in text box of Filter-Action Form.
<b>15</b>	<b>NN</b>	Edit attributes (multiple command) using old command ddate, which is faster and more practical
<b>16</b>	<b>RE</b>	RECTANGLE - DYNAMIC BLOCK
<b>17</b>	<b>T33</b>	1. Get Angle 2. Change BLOCKs Rotation To Angle
<b>18</b>	<b>UB</b>	Purge Blocks only
<b>19</b>	<b>WG</b>	Purge unused Weld blocks

Category

**Break Lines/Commands**

<b>20</b>	<b>B0</b>	Break at point
<b>21</b>	<b>B2</b>	Break parallel lines and add lines joining break points
<b>22</b>	<b>BN</b>	Break at Intersection
<b>23</b>	<b>HK</b>	Multi break ACAD objects (lines, polylines or arcs) and fill broken space with hidden line
<b>24</b>	<b>K1, K2, K3</b>	Break Line with 1, 2 or 3 picks
<b>25</b>	<b>KP</b>	Pipe break symbol
<b>26</b>	<b>KR</b>	Rod break symbol
<b>27</b>	<b>MB</b>	Break command Multiple

Category

**Copy/Move/Array**

<b>28</b>	<b>,</b>	Copybase at point 0,0. Enter , (comma) to start command
<b>29</b>	<b>+</b>	Paste at 0,0
<b>30</b>	<b>56</b>	Linear array Horizontal - look at arrows directions on buttons 6 and 8 on keyboard
<b>31</b>	<b>58</b>	Linear array Vertical - look at arrows directions on buttons 6 and 8 on keyboard
<b>32</b>	<b>C2</b>	COPY at the same point @
<b>33</b>	<b>CC</b>	Multiple Copy of LAST added ACAD object. Very fast command: select objects and pick base point are eliminated.
<b>34</b>	<b>I7</b>	Minsert (Block-Array): modify distances; number of rows & cols; scale - options not available in Dyn. Blocks
<b>35</b>	<b>MM</b>	Move Last object. Faster command which also can be used instead of implementing of Temporary Tracking point
<b>36</b>	<b>MP</b>	Multiple PasteClip

No	Command	Description
Category		Dimension
37	`A	Changes selected dimensions units format to Architectural
38	`B	Set DIMTUNIT=0 - Best fit
39	`D	Changes selected dimensions units format to Decimal
40	`F	Changes selected dimensions units format to Fractional
41	A1	Get angle on screen and add rotated (not aligned) dimensions. Multiple command
42	A2	Add rotated (not aligned) dimensions. Use this command, if all dimensions' origin points are on the same line.
43	AF	Architectural-Fractional format of dimensions switch. For small distances (less than 12") the program will automatically assign fraction units (no inch symbol), otherwise – Architectural (WITH inch symbol).
44	Aq	Add single rotated dimension
45	CF	Dimensions Arrowheads -closed Fillet
46	D	Dimension linear
47	D16	Change SELECTED dimensions precision to 1/16; D8 - 1/8; D4 -1/4; D2 -1/2; D1 -1 D32; D64; D128; D256: 1/32 THRU 1/256
48	D3	Add dimordinate (Multiple)
49	DD	Dimlinear multiple
50	Dec	Set Decimal units current (new dimensions instead of 1¼" – 1.25 etc.) 5 digits after .
51	Dec-	Set Arch. units current (new dimensions 1¼" – 1'-0 ¼" etc.)
52	Dec4	...Dec3, Dec2, Dec1 and Dec0 (4, 3, 2, 1 or 0 digits after .)
53	DG	Dimensions - Framed text
54	DM	DimScale
55	Dq	Add dimordinate (Single)
56	DW	Dimensions Arrowheads - dots
57	FX	Framed Text - Add Mtext (actually it is a dimension) enclosed in rectangle – auto updated size of frame. (ModelSpace)
58	FX0	The same as FX, designed for PaperSpace
59	HF	HFDIMTOH OFF Aligns text with the dimension line
60	HN	DIMTOH ON Draws text horizontally
61	JO	Dimensions Text Justification - Center
62	J1	Dimensions Text Justification - Left
63	J2	Dimensions Text Justification - Right
64	OD	Override dimension text
65	VH	Multiple Tailed dims Horiz.
66	VV	Multiple Tailed dims Vertical

Category		DimScale/LTScale
67	``	Set DIMSCALE 1 LTSCALE 1
68	1/16	Set DIMSCALE 192 LTSCALE 192
69	1/2	Set DIMSCALE 24 LTSCALE 24
70	1/4	Set DIMSCALE 48 LTSCALE 48
71	1/8	Set DIMSCALE 96 LTSCALE 96
72	1`	Set DIMSCALE 12 LTSCALE 12
73	1`5	Set DIMSCALE 8 LTSCALE 8
74	21	LTScale= DimScale
75	3/16	Set DIMSCALE 64 LTSCALE 64
76	3/32	Set DIMSCALE 128 LTSCALE 128
77	3/4	Set DIMSCALE 16 LTSCALE 16
78	3/8	Set DIMSCALE 32 LTSCALE 32
79	3`	Set DIMSCALE 4 LTSCALE 4
80	DLT	SET STATUS BAR INFO: DIMSCALE, LTSCALE, SNAPZ

No	Command	Description
81	LT4	LOAD DENSE LINETYPES: HIDDEN4, CENTER4, DOT4, PHANTOM4
Category		<b>DynBlock</b>
82	R0	RECTANGLE - DYN. block – CENTER
83	R1	RECTANGLE - DYN. block – Lower Left corner
84	YBI	Hatch Batt insulation – Dyn. Block.
Category		<b>Erase</b>
85	E2	Erase LAST
86	E3	Erase PREVIOUS
87	ES	ERASE MULTIPLE SINGLE
Category		<b>Files/Folders</b>
88	FOL	Open Current dwg FOLder
89	N1	Display Current DWG folder name
90	N2	Display Current DWG name
91	N3	Display Current DWG full path
Category		<b>Fillet</b>
92	332	Fillet multiple R=3.32 (166=1.66;05=1/2;075=3/4;F38=3/8
93	4	Fillet radius= 0. Multiple command
94	F1	Multiple fillet: 1" radius
95	F4	Multiple fillet: 1/4" radius
96	FP	Fillet polylines MULTIPLE
97	FR	Set your preferred Fillet Radius value (any format), which will be used when you call out this command with shortcut FR next time. Multiple command
Category		<b>Filter</b>
98	=1	Filter_Color1
99	=10	Filter_Color10
100	=11	Filter_Color11
101	=2	Filter_Color2
102	=3	Filter_Color3
103	=30	Filter_Color30
104	=3D	Filter_3D_Solids
105	=4	Filter_Color4
106	=5	Filter_Color5
107	=6	Filter_Color6
108	=7	Filter_Color7
109	=8	Filter_Color8
110	=9	Filter_Color9
111	=A	Filter_Arcs
112	=B	Filter_Blocks
113	=BA	Filter_BlocksWithAttributes
114	=C	Filter_Circles
115	=D	Filter_Dimensions
116	=I	Filter_Images
117	=L	Filter_Lines
118	=LE	Filter_Leaders
119	=M	Filter_MText
120	=ML	Filter_MLines
121	=MT	FilterText_Or_MText
122	=P	Filter_PolyLines

No	Command	Description
123	=R	Filter_Regions
124	=S	Filter_Splines
125	=SO	Filter_Solids
126	=T	Filter_Text
127	=TR	Filter_Traces
128	=V	Filter_ViewPorts
129	=XL	Filter_XLines

Category

**Filtered Erase**

130	,1	EaseFiltered_Color1
131	,10	EaseFiltered_Color10
132	,11	EaseFiltered_Color11
133	,2	EaseFiltered_Color2
134	,3	EaseFiltered_Color3
135	,30	EaseFiltered_Color30
136	,3D	EraseFiltered_3D_Solids
137	,4	EaseFiltered_Color4
138	,5	EaseFiltered_Color5
139	,6	EaseFiltered_Color6
140	,7	EaseFiltered_Color7
141	,8	EaseFiltered_Color8
142	,9	EaseFiltered_Color9
143	,A	EraseFiltered_Arcs
144	,B	EraseFiltered_Blocks
145	,BA	EraseFiltered_BlocksWithAttributes
146	,C	EaseFiltered_Circles
147	,D	EraseFiltered_Dimensions
148	,I	EaseFiltered_Images
149	,L	EraseFiltered_Lines
150	,LE	EraseFiltered_Leaders
151	,M	EraseFiltered_Mtext
152	,ML	EraseFiltered_Mlines
153	,MT	EaseFilteredText_Or_MText
154	,P	EraseFiltered_PolyLines
155	,R	EraseFiltered_Regions
156	,S	EraseFiltered_Splines
157	,SO	EraseFiltered_Solids
158	,T	EraseFiltered_Text
159	,TR	EraseFiltered_Traces
160	,V	EraseFiltered_ViewPorts
161	,XL	EaseFiltered_XLines

Category

**Form Open**

162	00	AcadCalcStair (not available in Acad officer Light version)
163	2W	W & WT form
164	89	Dim Over
165	AB	Detailing Balusters
166	AX	Acad Explorer (not available in Acad officer Light version)
167	AZ	Start Acad Officer Main Form
168	BM	Marks
169	BT	Bolts, Nuts
170	DK	Deck

No	Command	Description
171	F3	FlatShot Pro Form
172	FG	Filter-Action
173	HY	Hatch Fast
174	IU	Count Items form. Select Text, Mtext or blocks/Xrefs and enter IU
175	KK	AcadBreak
176	MU	Multilines
177	NM	NYacad Text
178	Q1	Quick Mirror
179	Q2	DimConti - rotated dimensions
180	QI	OPEN FORM Quick Input
181	QV	Quick ViewPort
182	R4	Form Acad-Pipe open
183	S1,S2,S3,S	Add section marks forms
184	T4	Titles1
185	T5	Titles2
186	U4	Bubbles
187	WE	Visual Weld

Category

**General Command**

188	--	Draworder-BACK
189	`	RESTORE OSNAP SETTING (OSMODE=695)
190	++	Draworder-front
191	67 or O9	MultiClouds - Improved REVCLOUD command. Draw closed contours first
192	671	MultiClouds - style Normal
193	GU	Create GroUp
194	PLO	If in PaperSpace, set LTscale=1, after that PLOT command
195	RV	Restore Variables: MIRRTEXT 0; VISRETAIN 1; ATTDIA 1; FILEDIA 1; CMDDIA 1; PSLTSCALE 1; TEXTFILL
196	U7	Undo 100 times
197	UL	Command MULTIPLE
198	Y3	PICKSTYLE=3; Y2=2; Y1=1; Y0=0

Category

**Hatch**

199	31	Hatch Ansi31 from command prompt hatch ANGLE= 0
200	319	Hatch Ansi31 from command prompt hatch ANGLE= 90
201	32	Hatch Ansi32 from command prompt hatch ANGLE= 0
202	329	Hatch Ansi32 from command prompt hatch ANGLE= 90
203	37	Hatch ANSI37 from command prompt
204	3KW	Very Quick Leader 3 points Mtext Wifith>0
205	7	As well as 7-, 7I, 7II and 7-- Mirror commands (see QuickMirror Form Q1) - delete Source objects=Yes
206	8	As well as 8-,8I, 8II and 8-- Mirror commands (see QuickMirror Form Q1) - delete Source objects=Yes
207	DUP	Express Tools Overkill - remove duplicates
208	GS4	Hatch Glass2 from command prompt
209	HAS	Hatch SAND from command prompt
210	HBI	Hatch BATTINSUL from command prompt (also from form can be added as dyn. Block)
211	HBR	Hatch BRICK from command prompt
212	HBS	Hatch BRASS (THREAD) from command prompt
213	HCN	Hatch SACNCR from command prompt
214	HCO	Hatch CONCRETE from command prompt
215	HDE	Hatch DECK from command prompt

No	Command	Description
216	HDI	Hatch DIAMOND from command prompt
217	HDO	Hatch DOTS from command prompt
218	HEA	Hatch EARTH from command prompt
219	HGR	Hatch GRATE from command prompt
220	HGT	Hatch GROUT from command prompt
221	HGV	Hatch GRAVEL from command prompt
222	HIN	Hatch INSUL from command prompt
223	HRG	Hatch Regions
224	HSE	SEPARATE HATCHES
225	HSO	Hatch SOLID from command prompt
226	HWA	Hatch WOODa (CROSS SECTION) from command prompt (preferable hatch angle 10 degr.)
227	HWB	Hatch WOODb from command prompt
228	HWR	Hatch WRMESH from command prompt
229	KW	Very Quick Leader 2 points Mtext Wifth>0
230	PB1	Hatch BALCONY HATCH SCALE=1, ANGLE=0, dist to 1st hatch line = one space
231	PB2	Hatch BALCONY HATCH SCALE=1, ANGLE=0, dist to 1st hatch line = 1/2 space
232	PK1 or 1Q	Hatch PICKETS HATCH SCALE=1, ANGLE=0, dist to 1st hatch line = one space
233	PK2 or 2Q	Hatch PICKETS HATCH SCALE=1, ANGLE=0, dist to 1st hatch line = 1/2 space
234	RS4	Hatch BEDROCK from command prompt
235	US4	Hatch CRUSHEDSTONE from command prompt

Category

**Hatch Edit**

236	=HP	SELECT HATCH AND LAUNCH PROPERTIES DIALOG WINDOW IN AUTOCAD 2000i OR HIGHER
237	HAS	Convert non-associative hatch to associative
238	HBO	If hatch has no boundary, you can add it with HBO
239	HF	Hatch Fix (move Origin) - Use this command to fix bad appearance of hatches such as concrete or gravel
240	HGP	SET VARIABLE HPGAPTOL: SIZE OF GAPS THAT CAN BE IGNORED WHEN THE OBJECTS SERVE AS A HATCH BOUNDARY IN ACAD>=2006
241	HO-	IGNORE HATCH objects IN ACAD>=2006
242	HO+	OPERATE HATCH objects IN ACAD>=2006
243	HOM	SET HATCH VARIABLE HPORIGINMODE IN ACAD>=2006
244	HOR or H4	CHANGE HATCH ORIGIN IN ACAD>=2006
245	HOS	Toggle ignore-operate HATCH objects IN ACAD>=2006
246	HSB	CHANGE SNAPBASE: APPLY IN AUTOCAD EARLIER THAN 2006 TO CHANGE HATCH ORIGIN
247	HSP	SET VARIABLE HPSEPARATE: HATCH SEPARATE (1) OR SINGLE (0) IN ACAD>=2006
248	Y6	SELECT HATCH AND CHANGE LAYER
249	Y7	SELECT LAST OBJECT AND CHANGE LAYER (HATCH)

Category

**Hide/Isolate Selection**

250	A-	Hide annotations (Text, Mtext, Dimensions and Leaders) in crowded drawings = work faster. The program will make annotations invisible on the screen (no freeze or turn off layers).
251	A--	Same as A-; ALL annotations selected automatically
252	A+	Restore visibility of annotations
253	H6	HIDE SELECTION previous
254	HS	HIDE SELECTION
255	I8	Isolate SELECTION
256	Is	Isolate - WORKS with locked layers.
257	P[	PSELECT command

Category

**Hole/Circle**

258	+1	Add holes (Elev. View) 1" Dia
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No	Command	Description
259	+3	Add holes (Elev. View) 13/16" Dia.
260	+5	Add holes (Elev. View) 15/16" Dia
261	CG	Faster circle command
262	CY	CYLINDER
263	CY3, CY5,	CYLINDER (subtract to make 3D hole) 13/16, 15/16, 17/16 DIA.
264	H11	ADD ROUND HOLES 11/16" DIA
265	H13	ADD ROUND HOLES 13/16" DIA
266	H15	ADD ROUND HOLES 15/16" DIA
267	H17	ADD ROUND HOLES 1 1/16" DIA
268	H9	ADD ROUND HOLES 9/16" DIA
269	HG, HGM	Add round holes quickly: HG-MultiCopy; HGM - Minsert hole block
270	X2	MULTIPLE HOLE-ELEVATION VIEW

Category

Layer

271	EF	CHANGE OBJECTS' LAYER TO DEFPOINTS
272	LM	Layer Match
273	T+	Thaw all layers
274	VIS	Change layers colors (after SolDraw)
275	XX	Get layer name of ANY entity written in text box of Filter-Action Form.
276	XXB	Get layer name of ANY entity written in text box of Filter-Action Form.

Category

Leader

277	`T	Leader arrow - add tilde
278	3K	Very Quick leader 3 points
279	K or LL	Very Quick leader: fast prompt, auto adjusted scale in Paper/Model space. Customize leader style: open C:\Acad Officer\Drawings\VeryQuickLeader.dwg and make appropriate changes in Dimstyle VeryQuickLeader
280	L2	Leader No Text, 2 Points
281	L3	Leader No Text, 3 Points
282	L4	Leader No Text, 4 Points
283	LB	Change arrowhead of leader to DOT blank
284	LD	Leader Arrow-Dot normal size
285	LG	Leader MText- Framed
286	QLA	Leader Attach to annotation (Multiple)
287	W2	Attach Leader to Weld symbol or to any block or just plain leader 2 points
288	W3, W4	Same as W2; 3 or 4 points leader

Category

Lengthen

289	E4	Lengthen - fast (enter positive value)
290	E5	Shorten - fast (enter negative value)

Category

Line/Polyline

291	CV0	Dimcenter for selected Arcs and Circles – Dyn. Block
292	CV1	Add Dyn. Block – crossed C/lines (for rectangles, openings etc.)
293	JJ	Join Polylines (join lines, arcs, polylines)
294	P-	Polyline with preliminary saved width
295	P0	Polyline zero width

Category

Rotate/Align

296	AG	Set SNAPANG variable (GOOD FOR STAIRS, RAILS)
297	GM	Rotate-Align command
298	GN	Faster Align command
299	GT	Set SNAPANG = 0

No **Command** **Description**

**300** UR Rotate mUltiple

Category

**Save/Close**

**301** S+ SAVE AND CLOSE ALL OPENED DRAWINGS  
**302** S++ SAVE, CLOSE ALL OPENED DRAWINGS & QUIT AUTOCAD  
**303** SD Close (NO save) drawing using keyboard, not mouse  
**304** SS Save drawing and close using keyboard, not mouse

Category

**Symbol**

**305** BV Bevel symbol (above line): form Marks  
**306** BVB Bevel symbol (Below line): form Marks  
**307** FD Insert door (dyn. Updated block. Default door width=36"). Available also from form Marks (BM shortcut)  
**308** P9 Pipe (Mech.) section symbol  
**309** R66 INSERT 1 1/4" pipe WALL RAIL BLOCK R=1 1/2"  
**310** TIL Insert Tilde Symbol

Category

**Text/Mtext**

**311** Z3 Convert Text-Mtext  
**312** ET Switch MTEXTED Variable From None To "Oldeditor" and vice versa (Acad2006 Or Higher)  
**313** MX Text/Mtext match  
**314** NDS No Double Spaces IN MTEXT OR TEXT  
**315** NET Remove Enters in Mtexts  
**316** NT4 Convert to stacked format objects (text, Mtext & dimensions) checked in NYacadText form  
**317** QT QUICK MTEXT WIDTH=0  
**318** T0 ADD HORIZ. TEXT  
**319** T2 Text Align: all texts ins. Points (X coord.) will be aligned  
**320** T3 Text/Mtext Rotation angle change  
**321** T33 1. Get Angle 2. Change TEXTs(MTEXTs) Rotation To Angle  
**322** T9 ADD VERT. TEXT  
**323** TSK TEXT MASK  
**324** W0 Change to zero Selected Mtext objects width  
**325** W1 Change to NOT zero Selected Mtext objects width  
**326** XT Fix Mtext (imported from MS Word) - remove extra spaces, fix quotation marks and MS Word fractions

Category

**Trace**

**327** TR2 Add Trace as a solid rectangle. Good to show holes in elevation view or for solid hatching of not closed areas

Category

**UCS**

**328** OU UCSICON ON  
**329** UC0 UCS new Origin  
**330** UF SNAP TO 3D SURFACE (ACAD2007+ DUCS MUST BE ON)  
**331** UO UCSICON OFF  
**332** UP Restore UCS Previous  
**333** UW UCS WORLD

Category

**View**

**334** `2 Visual Style - 2D wireframe  
**335** `R Visual Style - Realistic  
**336** VR Restore View 1 - fast.  
**337** VS Save View -fast. Current view will be saved (the name of view: 1).



No	Command	Description
<b>338</b>	<b>ZZC</b>	Command 3DORBITCTR
Category		<b>ViewPort</b>
<b>339</b>	<b>(Layoutlist)</b>	Enter command with parenthesis=Get Layouts List of current drawing
<b>340</b>	<b>CS</b>	Change space
<b>341</b>	<b>PJ</b>	PSPACE command
<b>342</b>	<b>QC</b>	Catch ViewPort
<b>343</b>	<b>QQ</b>	Query ViewPort
<b>344</b>	<b>VL</b>	LOCK ALL VIEWPORTS IN DRAWING
Category		<b>WipeOut</b>
<b>345</b>	<b>WF-</b>	WIPEOUT frame OFF
<b>346</b>	<b>WF+</b>	WIPEOUT frame ON
<b>347</b>	<b>WO</b>	WIPEOUT
Category		<b>Xline</b>
<b>348</b>	<b>XH,XV,BI</b>	Horiz. XLine; XV – Vert. XLine; BI – add XLine-Bisect
Category		<b>Zoom</b>
<b>349</b>	<b>08</b>	Zoom 0.8X
<b>350</b>	<b>09</b>	Zoom 0.9X
<b>351</b>	<b>Q</b>	Zoom-Extents-Window. Fast and flexible zoom command
<b>352</b>	<b>ZL</b>	ZOOM OBJECT LAST