
A AutoCAD LT 2025

Shortcuts Guide

Get work done quickly

One Key Shortcuts

Toggles and Screen Management

Hot Keys A-Z

Printable Keyboard Stickers



Cancel current command	Display Help	Toggle text screen	Toggle object snap mode	Toggle TABMODE	Toggle Isoplane	Toggle grid mode	Toggle ortho mode	Toggle snap mode	Toggle polar mode	Toggle object snap tracking	Toggle dynamic input mode							
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	PrtScn SysRq	ScrLK	Pause Break			
~	!	@	#	\$	%	^	&	*	()	-	+	Backspace			Home	End	
Tab	Q	W WBLOCK	E ERASE	R REDRAW	T MTEXT	Y	U	I INSERT	O OFFSET	P PAN	{	}		[]	\	Insert	Page Up
Caps Lock	A ARC	S STRETCH	D DIMSTYLE	F FILLET	G GROUP	H HATCH	J JOIN	K	L LINE	:	"	,	Enter			Delete	Page Down	
Shift	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	N NEW	M MOVE	<	>	?	Shift			▲				
Ctrl	Start	Alt						Alt		Ctrl	◀	▼	▶					

- A ARC** / Creates an arc.
- B BLOCK** / Creates a block definition from selected objects.
- C CIRCLE** / Creates a circle.
- D DIMSTYLE** / Creates and modifies dimension styles.
- E ERASE** / Removes objects from a drawing.
- X EXPLODE** / Breaks a compound object into its component objects.
- F FILLET** / Rounds and fillets the edges of objects.
- G GROUP** / Creates and manages saved sets of objects called groups.
- H HATCH** / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
- I INSERT** / Inserts a block or drawing into the current drawing.
- J JOIN** / Joins similar objects to form a single, unbroken object.
- L LINE** / Creates straight line segments.
- M MOVE** / Moves objects a specified distance in a specified direction.
- N NEW** / Create a new drawing.
- O OFFSET** / Creates concentric circles, parallel lines, and parallel curves.
- P PAN** / Adds a parameter with grips to a dynamic block definition.
- R REDRAW** / Refreshes the display in the current viewport.
- S STRETCH** / Stretches objects crossed by a selection window or polygon.
- T MTEXT** / Creates a multiline text object.
- V VIEW** / Saves and restores named views, camera views, layout views, and preset views.
- W WBLOCK** / Writes objects or a block to a new drawing file.
- Z ZOOM** / Increases or decreases the magnification of the view in the current viewport.

Toggle General Features

Ctrl+Shift+A	Toggle group selection
Ctrl+H	Toggle Pick Style
Ctrl+I	Toggle Coords
Ctrl+Shift+I	Toggle Infer Constraints
Ctrl+Shift+L	Select objects
Ctrl+Shift+P	Toggle Quick Properties mode
Ctrl+W Ctrl+Shift+W	Toggles Selection Cycling
F1	Display Help
F2	Toggle Text Screen

Toggle Drawing Modes

F4 Ctrl+Shift+Y	Toggle 3D Osnap
F5 Ctrl+E	Cycle isometric planes
F6 Ctrl+D	Toggle Dynamic UCS
F7	Toggle Grid
F8 Ctrl+L	Toggle ortho mode
F9 Ctrl+B	Toggle Snap mode
F10 CMD+U	Toggle Polar Tracking
F11	Toggle Object Snap Tracking
F12	Toggle dynamic input tooltip mode

Manage Screen

Ctrl+Shift+H	Toggle pallets
Ctrl+R	Toggle between floating viewports
Ctrl+0 (zero)	Toggle Full Screen mode
Ctrl+1	Toggle Property palette
Ctrl+2	Toggle Design Center palette
Ctrl+3	Toggle Tool Sets palette
Ctrl+4	Toggle Sheet Set palette
Ctrl+7	Toggle Markup Set Manager palette
Ctrl+8	Toggle Quick Calc palette
Ctrl+9	Command Line

Manage Workflow

Ctrl+A	Select all objects
Ctrl+C	Copy selected objects
Ctrl+Shift+C	Copy selected objects to clipboard with base point (COPYBASE)
Ctrl+X	Cut selected objects
Ctrl+Shift+X	Cut selected object with base point
Ctrl+V	Paste object
Ctrl+Shift+V	Paste data as block
Ctrl+K	Add hyperlink to selected
Ctrl+J Ctrl+M	Repeats the previous command
Ctrl+Y	Redo last action
Ctrl+Z	Undo last action
ESC Ctrl+[Ctrl+\	Cancel current command

Manage Drawings

Ctrl+N	New drawing
Ctrl+O	Open drawing
Ctrl+S	Save drawing
Ctrl+Shift+S	Saves Drawing As
Ctrl+P	Plot dialog box
Ctrl+Tab	Switch to next drawing
Ctrl+Shift+Tab	Switch to previous drawing
Ctrl+Page Up	Switch to previous tab in current drawing
Ctrl+Page Down	Switch to next tab in current drawing
Ctrl+Q	Exit AutoCAD

A

- A** **ARC** / Creates an arc.
- AA** **AREA** / Calculates the area and perimeter of objects or of defined areas.
- ADC** **ADCENTER** / Manages and inserts content such as blocks, xrefs, and hatch patterns.
- AL** **ALIGN** / Aligns objects with other objects in 2D and 3D.
- AR** **ARRAY** / Creates multiple copies of objects in a pattern.
- AS
OPEN** **ASSISTANTOPEN** / Open Autodesk Assistant
- ATI** **ATTIPEDIT** / Changes the textual content of an attribute within a block.
- ATT** **ATTDEF** / Redefines a block and updates associated attributes.
- ATE** **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.
- 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

- 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** **CENTERLINE** / Creates centerlines.
- CLI** **COMMANDLINE** / Displays the Command Line window.
- CM** **CENTERMARK** / Creates center marks.
- COL** **COLOR** / Sets the color for new objects.
- CO** **COPY** / Copies objects a specified distance in a specified direction.

D

D	DIMSTYLE / Creates and modifies dimension styles.	DI	DIST / Measures the distance and angle between two points.	DRM	DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure.
DAN	DIMANGULAR / Creates an angular dimension.	DIV	DIVIDE / Creates evenly spaced point objects or blocks along the length or perimeter of an object.	DS	DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.
DAR	DIMARC / Creates an arc length dimension.	DJL	DIMJOGLINE / Adds or removes a jog line on a linear or aligned dimension.	DT	TEXT / Creates a single-line text object.
DBA	DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.	DJO	DIMJOGGED / Creates jogged dimensions for circles and arcs.		
DCE	DIMCENTER / Creates the center mark or the centerlines of circles and arcs.	DL	DATALINK / The Data Link dialog box is displayed.		
DCO	DIMCONTINUE / Creates a dimension that starts from an extension line of a previously created dimension.	DLU	DATALINKUPDATE / Updates data to or from an established external data link.		
DDA	DIMDISASSOCIATE / Removes associativity from selected dimensions.	DO	DONUT / Creates a filled circle or a wide ring.		
DDI	DIMDIAMETER / Creates a diameter dimension for a circle or an arc.	DOR	DIMORDINATE / Creates ordinate dimensions.		
DED	DIMEDIT / Edits dimension text and extension lines.	DOV	DIMOVERRIDE / Controls overrides of system variables used in selected dimensions.		
		DR	DRAWORDER / Changes the draw order of images and other objects.		
		DRA	DIMRADIUS / Creates a radius dimension for a circle or an arc.		
		DRE	DIMREASSOCIATE / Associates or re-associates selected dimensions to objects or points on objects.		

E-F

E	ERASE / Removes objects from a drawing.
ED	TEXTEDIT / Edits single-line text, dimension text, attribute definitions, and feature control frames.
EL	ELLIPSE / Creates an ellipse or an elliptical arc.
EPDF	EXPORTPDF / Exports drawing to PDF.
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.
F	FILLET / Rounds and fillets the edges of objects.

G-H

G	GROUP / Creates and manages saved sets of objects called groups.
GD	GRADIENT / Fills an enclosed area or selected objects with a gradient fill.
GEO	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file.
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-K

I	INSERT / Inserts a block or drawing into the current drawing.
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.
IO	INSERTOBJ / Inserts a linked or embedded object.
ISOLATE	ISOLATEOBJECTS / Makes specified objects temporarily invisible, or restores objects that were previously made invisible.
J	JOIN / Joins similar objects to form a single, unbroken object.
JOG	DIMJOGGED / Creates jogged dimensions for circles and arcs.

L-M

L	LINE / Creates straight line segments.
LA	LAYER / Manages layers and layer properties.
LAS	LAYERSTATE / Saves, restores, and manages named layer states.
LE	QLEADER / Creates a leader and leader annotation.
LEN	LENGTHEN / Changes the length of objects and the included angle of arcs.
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	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.
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.
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.

N-O

N	NEW / Create a new drawing.
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.
OR	ORTHO / Constrains cursor movement to the horizontal or vertical direction.
OS	OSNAP / Sets running object snap modes.

P

P2D	PUSHTODOCSOPEN / Opens the push to Autodesk Docs Palette.	POL	POLYGON / Creates an equilateral closed polyline.
P	PAN / Adds a parameter with grips to a dynamic block definition.	PON	SHOWPALETTES / Restores the display of hidden palettes.
PA	PASTESPEC / Pastes objects from the Clipboard into the current drawing and controls the format of the data.	PR	PROPERTIES / Displays Properties palette.
PAR	PARAMETERS / Controls the associative parameters used in the drawing.	PRE	PREVIEW / Displays the drawing as it will be plotted.
PARAM	BPARAMETER / Adds a parameter with grips to a dynamic block definition.	PRINT	PLOT / Plots a drawing to a plotter, printer, or file.
PE	PEDIT / Edits polylines and 3D polygon meshes.	PS	PSPACE / Switches from a model space viewport to paper space.
PL	PLINE / Creates a 2D polyline.	PU	PURGE / Removes unused items, such as block definitions and layers, from the drawing.
PO	POINT / Creates a point object.		
POFF	HIDEPALETTES / Hides currently displayed palettes (including the command line).		

Q

QC	QUICKCALC / Opens the QuickCalc calculator.
QP	QUICKPROPERTIES / Displays open drawings and layouts in a drawing in preview images.
QSAVE	QSAVE / Saves the current drawing.
QVD	QVDRAWING / Displays open drawings and layouts in a drawing using preview images.
QVL	QVLAYOUT / Displays preview images of model space and layouts in a drawing.

R

- R** **REDRAW** / Refreshes the display in the current viewport.
- RE** **REGEN** / Regenerates the entire drawing from the current viewport.
- REA** **REGENALL** / Regenerates the drawing and refreshes all viewports.
- REC** **RECTANG** / Creates a rectangular polyline.
- 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.
- RO** **ROTATE** / Rotates objects around a base point.

S

- 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.
- SET** **SETVAR** / Lists or changes the values of system variables.
- SHA** **SHADEMODE** / Sets the display to be wireframe or hidden-line images.
- 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.
- 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

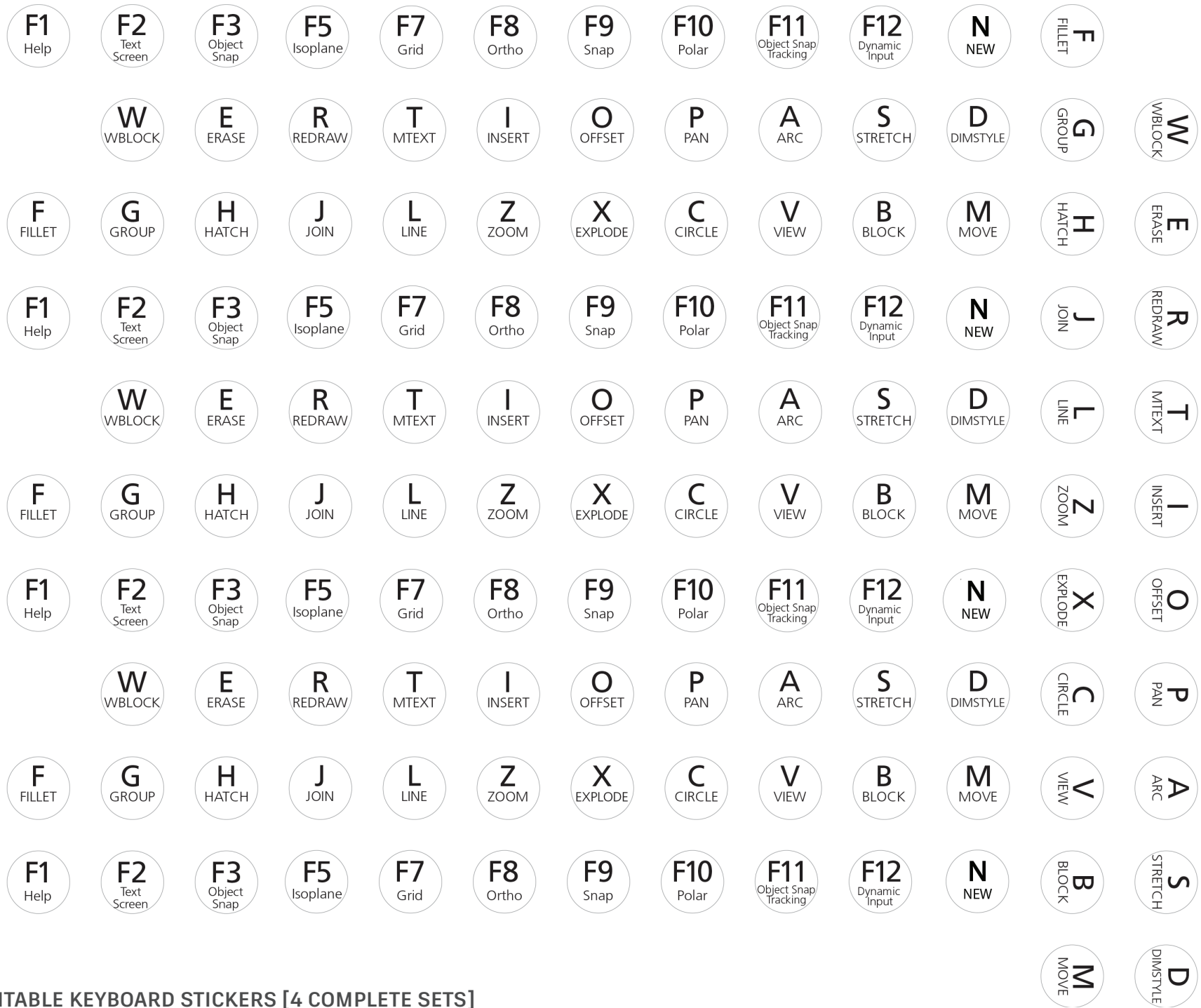
- T** **MTEXT** / Creates a multiline text object.
- TA** **TEXTALIGN** / Aligns multiple text objects vertically, horizontally, or obliquely.
- TB** **TABLE** / Creates an empty table object.
- TEDIT** **TEXTEDIT** / Edits a dimensional constraint, dimension, or text object.
- TH** **THICKNESS** / Sets the default 3D thickness property when creating 2D geometric objects.
- TI** **TILEMODE** / Controls whether paper space can be accessed.
- TO** **TOOLBAR** / Displays, hides, and customizes toolbars
- TOL** **TOLERANCE** / Creates geometric tolerances contained in a feature control frame.
- TP** **TOOLPALETTES** / Opens the Tool Palettes window.
- TR** **TRIM** / Trims objects to meet the edges of other objects.
- TS** **TABLESTYLE** / Creates, modifies, or specifies table styles.

U-W

UC	UCSMAN / Manages defined user coordinate systems.
UN	UNITS / Controls coordinate and angle display formats and precision.
UNISOLATE	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.
VP	VPOINT / The Viewpoint Presets dialog box is displayed.
VGO	VIEWGO / Restores a named view.
W	WBLOCK / Writes objects or a block to a new drawing file.
WHEEL	NAWSWHEEL / Displays a wheel that contains a collection of view navigation tools.

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.
ZIP	ETRANSMIT / Creates a Self-Extracting or Zipped Transmittal Package.



PRINTABLE KEYBOARD STICKERS [4 COMPLETE SETS]
 FOR USE WITH: <http://www.onlinelabels.com/OL32.htm>