

# A AutoCAD 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 3DOnsnap	Toggle Isoplane	Toggle Dynamic UCS	Toggle grid mode	Toggle ortho mode	Toggle snap mode	Toggle polar mode	Toggle object snap tracking	Toggle dynamic input mode	PrtScn SysRq	ScrLK	Pause Break	
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12				
~	!	@	#	\$	%	^	&	*	(	)	-	+	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 TOGGLE ORTHO MODE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	N NEW	M MOVE	<	>	?	Shift TOGGLE ORTHO MODE		▲			
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

<b>Ctrl+Shift+A</b>	Toggle group selection
<b>Ctrl+Shift+E</b>	Enables the use of implied faces
<b>Ctrl+H</b>	Toggle Pick Style
<b>Ctrl+I</b>	Toggle Coords
<b>Ctrl+Shift+I</b>	Toggle Infer Constraints
<b>Ctrl+Shift+L</b>	Select objects
<b>Ctrl+Shift+P</b>	Toggle Quick Properties mode
<b>Ctrl+W</b> <b>Ctrl+Shift+W</b>	Toggles Selection Cycling
<b>F1</b>	Display Help
<b>F2</b>	Toggle Text Screen

## Toggle Drawing Modes

<b>F3</b> <b>Ctrl+F</b>	Toggle Object Snap (OSNAP)
<b>F4</b> <b>Ctrl+Shift+Y</b>	Toggle 3D Osnap
<b>F5</b> <b>Ctrl+E</b>	Cycle isometric planes
<b>F6</b> <b>Ctrl+D</b>	Toggle Dynamic UCS
<b>F7</b>	Toggle Grid
<b>F8</b> <b>Ctrl+L</b>	Toggle ortho mode
<b>F9</b> <b>Ctrl+B</b>	Toggle Snap mode
<b>F10</b> <b>CMD+U</b>	Toggle Polar Tracking
<b>F11</b>	Toggle Object Snap Tracking
<b>F12</b>	Toggle dynamic input tooltip mode

## Manage Screen

<b>Ctrl+Shift+H</b>	Toggle pallets
<b>Ctrl+R</b>	Toggle between floating viewports
<b>Ctrl+0 (zero)</b>	Toggle Full Screen mode
<b>Ctrl+1</b>	Toggle Property palette
<b>Ctrl+2</b>	Toggle Design Center palette
<b>Ctrl+3</b>	Toggle Tool Sets palette
<b>Ctrl+4</b>	Toggle Sheet Set palette
<b>Ctrl+6</b>	Toggle DBConnect Manager palette
<b>Ctrl+7</b>	Toggle Markup Set Manager palette
<b>Ctrl+8</b>	Toggle Quick Calc palette
<b>Ctrl+9</b>	Command Line

## Manage Workflow

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

## Manage Drawings

<b>Ctrl+N</b>	New drawing
<b>Ctrl+O</b>	Open drawing
<b>Ctrl+S</b>	Save drawing
<b>Ctrl+Shift+S</b>	Saves Drawing As
<b>Ctrl+P</b>	Plot dialog box
<b>Ctrl+Tab</b>	Switch to next drawing
<b>Ctrl+Shift+Tab</b>	Switch to previous drawing
<b>Ctrl+Page Up</b>	Switch to previous tab in current drawing
<b>Ctrl+Page Down</b>	Switch to next tab in current drawing
<b>Ctrl+Q</b>	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.
- AI OPEN** **ACTIVITYINSIGHTSOPEN** / Opens the Activity Insights palette to view past actions that you or others have performed in your drawings.
- AS OPEN** **ASSISTANTOPEN** / Open Autodesk Assistant
- 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.
- ARU** **ACTUSERINPUT** / Pauses for user input in an action macro.
- ARS** **ACTSTOP** / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file.
- 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.
- 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.
- CL** **CENTERLINE** / Creates centerlines
- CLI** **COMMANDLINE** / Displays the Command Line window.
- CM** **CENTERMARK** / Creates centermarks
- COL** **COLOR** / Sets the color for new objects.
- CO** **COPY** / Copies objects a specified distance in a specified direction.
- CUBE** **NAVVCUBE** / Controls the visibility and display properties of the ViewCube tool.
- CYL** **CYLINDER** / Creates a 3D solid cylinder.

## D

<b>D</b>	<b>DIMSTYLE</b> / Creates and modifies dimension styles.	<b>DI</b>	<b>DIST</b> / Measures the distance and angle between two points.	<b>DRM</b>	<b>DRAWINGRECOVERY</b> / Displays a list of drawing files that can be recovered after a program or system failure.
<b>DAN</b>	<b>DIMANGULAR</b> / Creates an angular dimension.	<b>DIV</b>	<b>DIVIDE</b> / Creates evenly spaced point objects or blocks along the length or perimeter of an object.	<b>DS</b>	<b>DSETTINGS</b> / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.
<b>DAR</b>	<b>DIMARC</b> / Creates an arc length dimension.	<b>DJL</b>	<b>DIMJOGLINE</b> / Adds or removes a jog line on a linear or aligned dimension.	<b>DT</b>	<b>TEXT</b> / Creates a single-line text object.
<b>DBA</b>	<b>DIMBASELINE</b> / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.	<b>DJO</b>	<b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.	<b>DV</b>	<b>DVIEW</b> / Defines parallel projection or perspective views by using a camera and target.
<b>DBC</b>	<b>DBCCONNECT</b> / Provides an interface to external database tables.	<b>DL</b>	<b>DATALINK</b> / The Data Link dialog box is displayed.	<b>DX</b>	<b>DATAEXTRACTION</b> / Extracts drawing data and merges data from an external source to a data extraction table or external file.
<b>DCE</b>	<b>DIMCENTER</b> / Creates the center mark or the centerlines of circles and arcs.	<b>DLU</b>	<b>DATALINKUPDATE</b> / Updates data to or from an established external data link.		
<b>DCO</b>	<b>DIMCONTINUE</b> / Creates a dimension that starts from an extension line of a previously created dimension.	<b>DO</b>	<b>DONUT</b> / Creates a filled circle or a wide ring.		
<b>DCON</b>	<b>DIMCONSTRAINT</b> / Applies dimensional constraints to selected objects or points on objects.	<b>DOR</b>	<b>DIMORDINATE</b> / Creates ordinate dimensions.		
<b>DDA</b>	<b>DIMDISASSOCIATE</b> / Removes associativity from selected dimensions.	<b>DOV</b>	<b>DIMOVERRIDE</b> / Controls overrides of system variables used in selected dimensions.		
<b>DDI</b>	<b>DIMDIAMETER</b> / Creates a diameter dimension for a circle or an arc.	<b>DR</b>	<b>DRAWORDER</b> / Changes the draw order of images and other objects.		
<b>DED</b>	<b>DIMEDIT</b> / Edits dimension text and extension lines.	<b>DRA</b>	<b>DIMRADIUS</b> / Creates a radius dimension for a circle or an arc.		
		<b>DRE</b>	<b>DIMREASSOCIATE</b> / 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.
- EXT** **EXTRUDE** / Extends the dimensions of a 2D object or 3D face into 3D space.
- F** **FILLET** / Rounds and fillets the edges of objects.
- 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-H

- 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.
- 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.
- 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.
- 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.
- INF** **INTERFERE** / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids.
- IO** **INSERTOBJ** / Inserts a linked or embedded object.
- ISOLATE** **ISOLATE OBJECTS** / 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

<b>L</b>	<b>LINE</b> / Creates straight line segments.
<b>LA</b>	<b>LAYER</b> / Manages layers and layer properties.
<b>LAS</b>	<b>LAYERSTATE</b> / Saves, restores, and manages named layer states.
<b>LE</b>	<b>QLEADER</b> / Creates a leader and leader annotation.
<b>LEN</b>	<b>LENGTHEN</b> / Changes the length of objects and the included angle of arcs.
<b>LESS</b>	<b>MESHSMOOTHLESS</b> / Decreases the level of smoothness for mesh objects by one level.
<b>LI</b>	<b>LIST</b> / Displays property data for selected objects.
<b>LO</b>	<b>LAYOUT</b> / Creates and modifies drawing layout tabs.
<b>LT</b>	<b>LINETYPE</b> / Loads, sets, and modifies linetypes.
<b>LTS</b>	<b>LTSCALE</b> / Changes the scale factor of linetypes for all objects in a drawing.
<b>LW</b>	<b>LWEIGHT</b> / Sets the current lineweight, lineweight display options, and lineweight units.
<b>M</b>	<b>MOVE</b> / Moves objects a specified distance in a specified direction.
<b>MA</b>	<b>MATCHPROP</b> / Applies the properties of a selected object to other objects.
<b>MAT</b>	<b>MATERIALS</b> / Shows or hides the Materials browser.

<b>ME</b>	<b>MEASURE</b> / Creates point objects or blocks at measured intervals along the length or perimeter of an object.
<b>MEA</b>	<b>MEASUREGEOM</b> / Measures the distance, radius, angle, area, and volume of selected objects or sequence of points.
<b>MI</b>	<b>MIRROR</b> / Creates a mirrored copy of selected objects.
<b>ML</b>	<b>MLINE</b> / Creates multiple parallel lines.
<b>MLA</b>	<b>MLEADERALIGN</b> / Aligns and spaces selected multileader objects.
<b>MLC</b>	<b>MLEADERCOLLECT</b> / Organizes selected multileaders that contain blocks into rows or columns, and displays the result with a single leader.
<b>MLD</b>	<b>MLEADER</b> / Creates a multileader object.
<b>MLE</b>	<b>MLEADEREDIT</b> / Adds leader lines to, or removes leader lines from, a multileader object.
<b>MLS</b>	<b>MLEADERSTYLE</b> / Creates and modifies multileader styles.
<b>MO</b>	<b>PROPERTIES</b> / Controls properties of existing objects.
<b>MORE</b>	<b>MESHSMOOTHMORE</b> / Increases the level of smoothness for mesh objects by one level.
<b>MS</b>	<b>MSPACE</b> / Switches from paper space to a model space viewport.

<b>MSM</b>	<b>MARKUP</b> / Opens the Markup Set Manager.
<b>MT</b>	<b>MTEXT</b> / Creates a multiline text object.
<b>MV</b>	<b>MVIEW</b> / Creates and controls layout viewports.

## N—O

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

## P

<b>P2D</b>	<b>PUSHTODOCSOPEN</b> / Opens the Push to Autodesk Docs palette.	<b>POL</b>	<b>POLYGON</b> / Creates an equilateral closed polyline.
<b>P</b>	<b>PAN</b> / Adds a parameter with grips to a dynamic block definition.	<b>PON</b>	<b>SHOWPALETTES</b> / Restores the display of hidden palettes.
<b>PA</b>	<b>PASTESPEC</b> / Pastes objects from the Clipboard into the current drawing and controls the format of the data.	<b>PR</b>	<b>PROPERTIES</b> / Displays Properties palette.
<b>PAR</b>	<b>PARAMETERS</b> / Controls the associative parameters used in the drawing.	<b>PRE</b>	<b>PREVIEW</b> / Displays the drawing as it will be plotted.
<b>PARAM</b>	<b>BPARAMETER</b> / Adds a parameter with grips to a dynamic block definition.	<b>PRINT</b>	<b>PLOT</b> / Plots a drawing to a plotter, printer, or file.
<b>PATCH</b>	<b>SURFPATCH</b> / Creates a new surface by fitting a cap over a surface edge that forms a closed loop.	<b>PS</b>	<b>PSPACE</b> / Switches from a model space viewport to paper space.
<b>PCATTACH</b>	<b>POINTCLOUDATTACH</b> / Inserts an indexed point cloud file into the current drawing.	<b>PSOLID</b>	<b>POLYSOLID</b> / Creates a 3D wall-like polysolid.
<b>PE</b>	<b>PEDIT</b> / Edits polylines and 3D polygon meshes.	<b>PU</b>	<b>PURGE</b> / Removes unused items, such as block definitions and layers, from the drawing.
<b>PL</b>	<b>PLINE</b> / Creates a 2D polyline.	<b>PYR</b>	<b>PYRAMID</b> / Creates a 3D solid pyramid.
<b>PO</b>	<b>POINT</b> / Creates a point object.		
<b>POFF</b>	<b>HIDEPALETTES</b> / Hides currently displayed palettes (including the command line).		

## Q

<b>QC</b>	<b>QUICKCALC</b> / Opens the QuickCalc calculator.
<b>QCUI</b>	<b>QUICKCUI</b> / Displays the Customize User Interface Editor in a collapsed state.
<b>QP</b>	<b>QUICKPROPERTIES</b> / Displays open drawings and layouts in a drawing in preview images.
<b>QSAVE</b>	<b>QSAVE</b> / Saves the current drawing.
<b>QVD</b>	<b>QVDRAWING</b> / Displays open drawings and layouts in a drawing using preview images.
<b>QVL</b>	<b>QVLAYOUT</b> / Displays preview images of model space and layouts in a drawing.

## R

<b>R</b>	<b>REDRAW</b> / Refreshes the display in the current viewport.
<b>RA</b>	<b>REDRAWALL</b> / Refreshes the display in all viewports.
<b>RC</b>	<b>RENDERCROP</b> / Renders a specified rectangular area, called a crop window, within a viewport.
<b>RE</b>	<b>REGEN</b> / Regenerates the entire drawing from the current viewport.
<b>REA</b>	<b>REGENALL</b> / Regenerates the drawing and refreshes all viewports.
<b>REC</b>	<b>RECTANG</b> / Creates a rectangular polyline.
<b>REG</b>	<b>REGION</b> / Converts an object that encloses an area into a region object.
<b>REN</b>	<b>RENAME</b> / Changes the names assigned to items such as layers and dimension styles.
<b>REV</b>	<b>REVOLVE</b> / Creates a 3D solid or surface by sweeping a 2D object around an axis.
<b>RO</b>	<b>ROTATE</b> / Rotates objects around a base point.
<b>RP</b>	<b>RENDERPRESETS</b> / Specifies render presets, reusable rendering parameters, for rendering an image.
<b>RPR</b>	<b>RPREF</b> / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings.

<b>RR</b>	<b>RENDER</b> / Creates a photorealistic or realistically shaded image of a 3D solid or surface model.
<b>RW</b>	<b>RENDERWIN</b> / Displays the Render window without starting a rendering operation.

## S

<b>S</b>	<b>STRETCH</b> / Stretches objects crossed by a selection window or polygon.
<b>SC</b>	<b>SCALE</b> / Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling.
<b>SCR</b>	<b>SCRIPT</b> / Executes a sequence of commands from a script file.
<b>SEC</b>	<b>SECTION</b> / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.
<b>SET</b>	<b>SETVAR</b> / Lists or changes the values of system variables.
<b>SHA</b>	<b>SHADEMODE</b> / Starts the VSCURRENT command, where you can specify one of several visual styles.
<b>SL</b>	<b>SLICE</b> / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.

<b>SN</b>	<b>SNAP</b> / Restricts cursor movement to specified intervals.
<b>SO</b>	<b>SOLID</b> / Creates solid-filled triangles and quadrilaterals.
<b>SP</b>	<b>SPELL</b> / Checks spelling in a drawing.
<b>SPE</b>	<b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.
<b>SPL</b>	<b>SPLINE</b> / Creates a smooth curve that passes through or near specified points.
<b>SPLANE</b>	<b>SECTIONPLANE</b> / Creates a section object that acts as a cutting plane through 3D objects.
<b>SPLAY</b>	<b>SEQUENCEPLAY</b> / Plays named views in one category.
<b>SPLIT</b>	<b>MESHSPPLIT</b> / Splits a mesh face into two faces.
<b>SSM</b>	<b>SHEETSET</b> / Opens the Sheet Set Manager.
<b>ST</b>	<b>STYLE</b> / Creates, modifies, or specifies text styles.
<b>STA</b>	<b>STANDARDS</b> / Manages the association of standards files with drawings.
<b>SU</b>	<b>SUBTRACT</b> / Combines selected 3D solids, surfaces, or 2D regions by subtraction.

## T

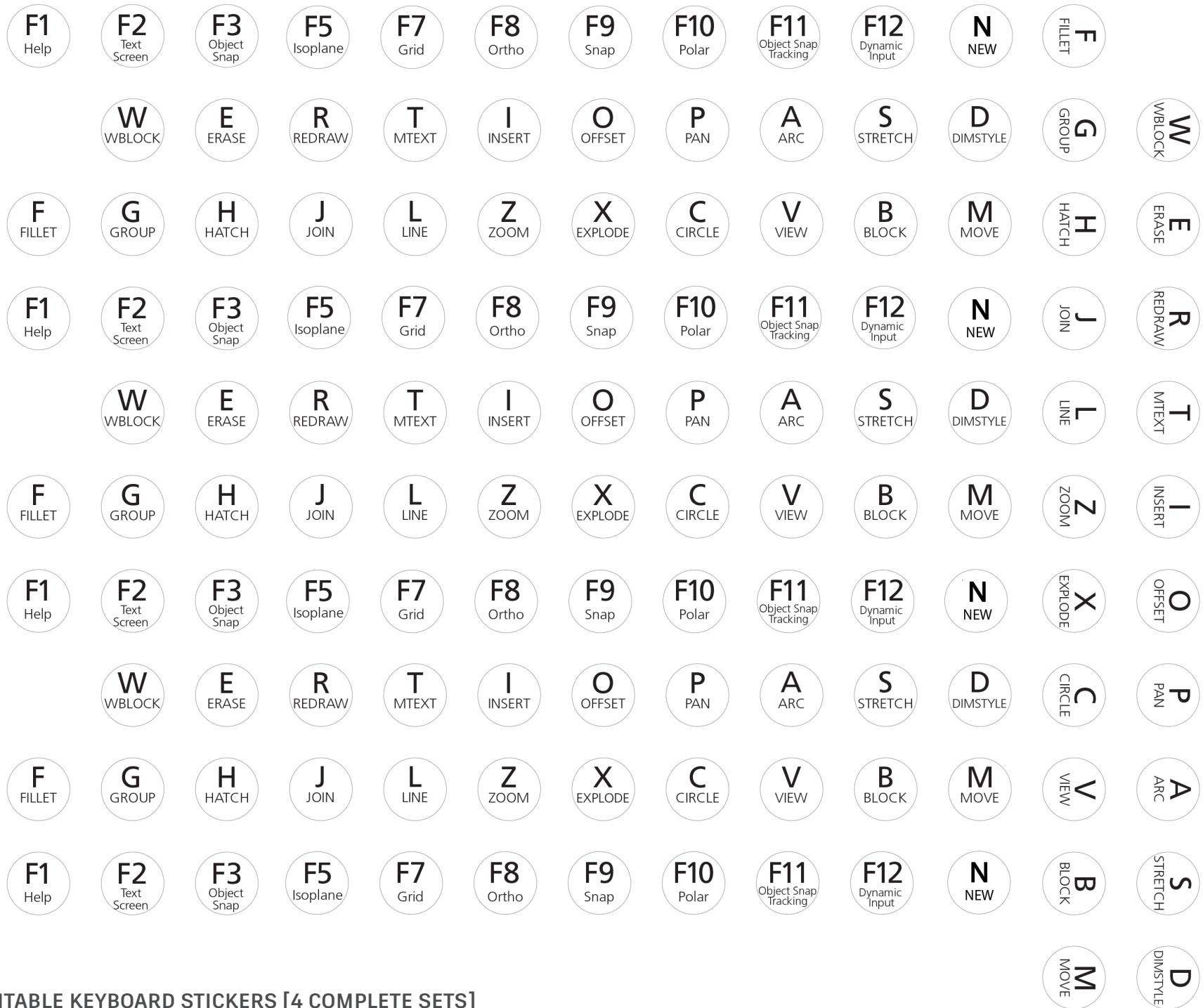
<b>T</b>	<b>MTEXT</b> / Creates a multiline text object.
<b>TA</b>	<b>TEXTALIGN</b> / Aligns multiple text objects vertically, horizontally, or obliquely.
<b>TB</b>	<b>TABLE</b> / Creates an empty table object.
<b>TEDIT</b>	<b>TEXTEDIT</b> / Edits a dimensional constraint, dimension, or text object.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

## U-W

<b>UC</b>	<b>UCSMAN</b> / Manages defined user coordinate systems.
<b>UN</b>	<b>UNITS</b> / Controls coordinate and angle display formats and precision.
<b>UNISOLATE</b>	<b>UNISOLATEOBJECTS</b> / Displays objects previously hidden with the ISOLATEOBJECTS or HIDEOBJECTS command.
<b>UNI</b>	<b>UNION</b> / Unions two solid or two region objects.
<b>V</b>	<b>VIEW</b> / Saves and restores named views, camera views, layout views, and preset views.
<b>VGO</b>	<b>VIEWGO</b> / Restores a named view.
<b>VP</b>	<b>VPOINT</b> / Sets the 3D viewing direction.
<b>VPLAY</b>	<b>VIEWPLAY</b> / Plays the animation associated to a named view.
<b>VS</b>	<b>VSCURRENT</b> / Sets the visual style in the current viewport.
<b>VSM</b>	<b>VISUALSTYLES</b> / Creates and modifies visual styles and applies a visual style to a viewport.
<b>W</b>	<b>WBLOCK</b> / Writes objects or a block to a new drawing file.
<b>WE</b>	<b>WEDGE</b> / Creates a 3D solid wedge.
<b>WHEEL</b>	<b>NAWSWHEEL</b> / Displays a wheel that contains a collection of view navigation tools.

## X-Z

<b>X</b>	<b>EXPLODE</b> / Breaks a compound object into its component objects.
<b>XA</b>	<b>XATTACH</b> / Inserts a DWG file as an external reference (xref).
<b>XB</b>	<b>XBIND</b> / Binds one or more definitions of named objects in an xref to the current drawing.
<b>XC</b>	<b>XCLIP</b> / Crops the display of a selected external reference or block reference to a specified boundary.
<b>XL</b>	<b>XLINE</b> / Creates a line of infinite length.
<b>XR</b>	<b>XREF</b> / Starts the EXTERNALREFERENCES command.
<b>Z</b>	<b>ZOOM</b> / Increases or decreases the magnification of the view in the current viewport.
<b>ZEBRA</b>	<b>ANALYSISZEBRA</b> / Projects stripes onto a 3D model to analyze surface continuity.
<b>ZIP</b>	<b>ETRANSMIT</b> / Creates a Self-Extracting or Zipped Transmittal Package.



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