
AutoCAD LT for Mac 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+H	Toggle Pick Style
Ctrl+I	Toggle Coords
CMD+Shift+I Ctrl+Shift+I	Toggle Infer Constraints
CMD+K	Add hyperlink to selected objects
CMD+Shift+L	Select objects
Ctrl+W Ctrl+Shift+W	Toggles Selection Cycling
Fn+F1 CMD+/'	Display Help
Fn+F2	Toggle Text Screen

Toggle Drawing Modes

Fn+F4	Display Help
Fn+F5	Cycle isometric planes
Fn+F6 CMD+D Ctrl+D	Toggle Dynamic UCS
Fn+F7 Ctrl+G Ctrl+Shift+G	Toggle Grid
Fn+F8 CMD+L Shift+CMD+O	Toggle Ortho mode
Fn+F9 CMD+B	Toggle Snap mode

Fn+F10 CMD+U	Toggle Polar Tracking
Fn+F11 CMD+Shift+T	Toggle Object Snap Tracking
Fn+F12 CMD+Shift+D	Toggle dynamic input tooltip mode

Manage Screen

CMD+OPT+F	Toggle Full Screen mode
CMD+Shift+H	Property Palette
CMD+H	Hides all AutoCAD windows
CMD+OPT+H	Hides windows of all other applications
CMD+M	Minimize current AutoCAD window
Ctrl+R	Toggle between floating viewports
CMD+R	Regenerates the current viewports
CMD+Shift+R	Regenerates all viewports
CMD+1 CMD+OPT+T	Toggle Tools Set palette
CMD+2	Toggle Block Palette
CMD+ 3	Command Line
CMD+4	Toggle Layers palette
CMD+5	Toggle Property Palette
CMD+6	Toggle Status Bar

CMD+7	Toggle Reference Set Manager palette
CMD+8	Toggle Project Manager palette
CMD+9	Toggle Material Browser palette
CMD+(+)	Zoom in 2x
CMD+(-)	Zoom out 0.5x
CMD+(,)	Displays the Application Preferences dialog
CMD+(.) CMD+Shift+(.)	Displays the QUick View dialog
CMD+Shift+(;)	Displays the Check Spelling dialog box

Manage Workflow

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

Manage Drawings

CMD+N Ctrl+N	New drawing
CMD+OPT+N CMD+O	New Project Open Drawing
Ctrl+O CMD+OPT+O	Open Project
CMD+S Ctrl+S	Save Drawing
CMD+Shift+S Ctrl+Shift+S	Save drawing as
CMD+E	Export Drawing
CMD+P Ctrl+P	Export to PDF / Print
CMD+Shift+P	Page setup manager dialog box
CMD+W	Closes the current drawing
CMD+OPT+W	Closes all drawings
Ctrl+Tab	Switch to next drawing
Ctrl+Shift+Tab	Switch to previous drawing
CMD+Q Ctrl+Q	Quit AutoCAD

A

A	ARC / Creates an arc.
AA	AREA / Calculates the area and perimeter of objects or of defined areas.
AC	BACTION / Adds an action to a dynamic block definition.
AL	ALIGN / Aligns objects with other objects in 2D and 3D.
AR	ARRAY / Creates multiple copies of objects in a pattern.
ATE	ATTEDIT / Changes attribute information in a block.
ATI	ATTIPEDIT / Changes the textual content of an attribute within a block.
ATT	ATTDEF / Redefines a block and updates associated attributes.

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.
BPUB	PUBLISH / Publishes a set of drawings to PDF files or printers.
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	COMMANDLINE / Displays the Command Line window.
CLIP VIEWPORT	VPCLIP / Clips layout viewport objects and reshapes the viewport border.
CM	CENTERMARK / Creates center marks.
CO	COPY / Copies objects a specified distance in a specified direction.
COL	COLOR / Sets the color for new objects.
CSETTINGS	CONSTRAINTSETTINGS / Controls the display of geometric constraints on constraint bars.
CUSTOMIZE	CUI / Manages the customized user interface elements.

D

D	DIMSTYLE / Creates and modifies dimension styles.	DED	DIMEDIT / Edits dimension text and extension lines.	DOV	DIMOVERRIDE / Controls overrides of system variables used in selected dimensions.
DAL	DIMALIGNED / Creates an aligned linear dimension.	DELCON	DELCONSTRAINT / Removes all geometric and dimensional constraints from a selection set of objects.	DR	DRAWORDER / Changes the draw order of images and other objects.
DAN	DIMANGULAR / Creates an angular dimension.	DI	DIST / Measures the distance and angle between two points.	DRA	DIMRADIUS / Creates a radius dimension for a circle or an arc.
DAR	DIMARC / Creates an arc length dimension.	DIV	DIVIDE / Creates evenly spaced point objects or blocks along the length or perimeter of an object.	DRE	DIMREASSOCIATE / Associates or re-associates selected dimensions to objects or points on objects.
DBA	DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.	DJL	DIMJOGLINE / Adds or removes a jog line on a linear or aligned dimension.	DRM	DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure.
DCE	DIMCENTER / Creates the center mark or the centerlines of circles and arcs.	DJO	DIMJOGGED / Creates jogged dimensions for circles and arcs.	DS	DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.
DCO	DIMCONTINUE / Creates a dimension that starts from an extension line.	DL	DATALINK / The Data Link dialog box is displayed.	DT	TEXT / Creates a single-line text object.
DDA	DIMDISASSOCIATE / Removes associativity from selected dimensions.	DLI	DIMLINEAR / Creates a linear dimension.		
DDI	DIMDIAMETER / Creates a diameter dimension for a circle or an arc.	DLU	DATALINKUPDATE / Updates data to or from an established external data link.		
DDPTYPE	PType / Specifies the display style and size of point objects.	DO	DONUT / Creates a filled circle or a wide ring.		
DDVPOINT	VPOINT / Sets the viewing direction for a 3D visualization of the drawing.	DOR	DIMORDINATE / Creates ordinate dimensions.		

E-F

- E** **ERASE** / Removes objects from a drawing.
- ED** **TEXTEDIT** / Edits a dimensional constraint, dimension, or text object.
- 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.
- 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.
- 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.
- ISOLATE** **ISOLATEOBJECTS** / Displays selected objects across layers; unselected objects are hidden.
- J** **JOIN** / Joins similar objects to form a single, unbroken object.
- JOG** **DIMJOGGED** / Creates jogged dimensions for circles and arcs.

L

L	LINE / Creates straight line segments.
LA	LAYER / Manages layers and layer properties.
LAS	LAYERSTATE / Saves, restores, and manages named layer states.
LAYERFREEZE	LAYFRZ / Freezes the layer of the selected object.
LAYERHIDE	LAYOFF / Turns off the layer of a selected object.
LAYERISOLATE	LAYISO / Hides or locks all layers except those of the selected objects.
LAYERLOCK	LAYLCK / Locks the layer of a selected object.
LAYER MAKE CURRENT	LAYMCUR / Sets the current layer to that of a selected object.
LAYERMATCH	LAYMCH / Changes the layer of a selected object to match the destination layer.
LAYER UNISOLATE	LAYUNISO / Restores all layers that were hidden or locked with the LAYISO command.
LAYER UNLOCK	LAYULK / Unlocks the layer of a selected object.
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

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.
MT	MTEXT / Creates a multiline text object.
MV	MVIEW / Creates and controls layout viewports.

N

NEWPROJECT	NEWSHEETSET / Creates a new project data (DST) file that manages drawing layouts, file paths, and project information.
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O

O	OFFSET / Creates concentric circles, parallel lines, and parallel curves.
OP	OPTIONS / Customizes the program settings.
OPENPROJECT	OPENSHEETSET / Opens a selected project data (DST) file.
OR	ORTHO / Constrains cursor movement to the horizontal or vertical direction.
OS	OSNAP / Sets running object snap modes.

P

P	PAN / Moves the view planar to the screen.
P	PAN / Adds a parameter with grips to a dynamic block definition.
PAR	PARAMETERS / Controls the associative parameters used in the drawing.
PARAM	BPARAMETER / Adds a parameter with grips to a dynamic block definition.
PARAM	BPARAMETER / Adds a parameter with grips to a dynamic block definition.
PE	PEDIT / Edits polylines and 3D polygon meshes.
PL	PLINE / Creates a 2D polyline.
PM	SHEETSET / Opens the Project Manager.
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.
PR	PROPERTIES / Displays Properties palette.
PRE	PREVIEW / Displays the drawing as it will be plotted.
PRINT	PLOT / Plots a drawing to a plotter, printer, or file.
PS	PSPACE / Switches from a model space viewport to paper space.
PU	PURGE / Removes unused items, such as block definitions and layers, from the drawing.

Q

QSAVE	QSAVE / Saves the current drawing.
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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.
RIBBON	TOOLSETS / Opens the Tool Sets palette.
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.
SE	DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, and Dynamic Input.
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.
TEXT STYLE EDIT	STYLE / Creates, modifies, or specifies text styles.
TH	THICKNESS / Sets the default 3D thickness property when creating 2D geometric objects.
TI	TILEMODE / Controls whether paper space can be accessed.
TOL	TOLERANCE / Creates geometric tolerances contained in a feature control frame.
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.
VIEW PORTCLIP	VPCLIP / Clips layout viewport objects and reshapes the viewport border.
VP	VPOINT / The Viewpoint Presets dialog box is displayed.
VPORT	VPORTS / Creates multiple viewports in model space or paper space.
W	WBLOCK / Writes objects or a block to a new drawing file.

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.



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