

A AutoCAD 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 3DOsnap | 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 | 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.
- 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.

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 |

#

| | |
|-----------------|--|
| 3A | 3DARRAY / Creates copies of objects arranged in a 3D pattern. |
| 3AL | 3DALIGN / Aligns objects in 3D. |
| 3DMIRROR | MIRROR3D / Mirrors objects across a specified mirroring plane. |
| 3DO | 3DORBIT / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only. |
| 3F | 3DFACE / Creates a 3D polyface mesh by specifying each vertex; also can specify whether an edge segment is invisible. |
| 3M | 3DMOVE / Moves selected objects along an axis or plane. |
| 3P | 3DPOLY / Creates a 3D polyline. |
| 3R | 3DROTATE / Rotates selected objects about a specified axis. |
| 3S | 3DSCALE / Scales selected objects along a specified plane or axis, or uniformly along all 3 axes. |

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. |
| AI OPEN | ACTIVITYINSIGHTSOPEN / Opens the Activity Insights palette to view past actions that you or others have performed in your drawings. |
| 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. |
| 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. |
| BLENDSRF | SURFBLEND / Creates a transition surface between two existing surfaces or solids. |
| 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. |
| CM | CENTERMARK / Creates center marks. |
| CLIP VIEWPORT | VPCLIP / Clips layout viewport objects and reshapes the viewport border. |
| CO | COPY / Copies objects a specified distance in a specified direction. |
| COL | COLOR / Sets the color for new objects. |
| CREASE | MESHCREASE / Selects mesh subobjects to crease. |
| CREATE SOLID | SURFSCULPT / Converts a group of surfaces that enclose a watertight region to a 3D solid. |
| CSETTINGS | CONSTRAINTSETTINGS / Controls the display of geometric constraints on constraint bars. |
| CUBE | NAVVCUBE / Controls the visibility and display properties of the ViewCube tool. |

C-D

| | |
|---------------------------|--|
| CURVATURE ANALYSIS | ANALYSISCURVATURE / Evaluates areas of high and low surface curvature by displaying a color gradient. |
| CUSTOMIZE | CUI / Manages the customized user interface elements. |
| CYL | CYLINDER / Creates a 3D solid cylinder. |
| D | DIMSTYLE / Creates and modifies dimension styles. |
| DAL | DIMALIGNED / Creates an aligned linear dimension. |
| DAN | DIMANGULAR / Creates an angular dimension. |
| DAR | DIMARC / Creates an arc length dimension. |
| DBA | DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension. |
| 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 D | IMCONSTRAINT / Applies dimensional constraints to selected objects or points on objects. |

D

| | |
|-----------------|---|
| DDA | DIMDISASSOCIATE / Removes associativity from selected dimensions. |
| DDI | DIMDIAMETER / Creates a diameter dimension for a circle or an arc. |
| DDPTYPE | PTYPE / Specifies the display style and size of point objects. |
| DDVPOINT | VPOINT / Sets the viewing direction for a 3D visualization of the drawing. |
| DED | DIMEDIT / Edits dimension text and extension lines. |
| DELCON | DELCONSTRAINT / Removes all geometric and dimensional constraints from a selection set of objects. |
| 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. |
| DJL | DIMJOGLINE / Adds or removes a jog line on a linear or aligned dimension. |
| DJO | DIMJOGGED / Creates jogged dimensions for circles and arcs. |
| DL | DATALINK / The Data Link dialog box is displayed. |
| DLI | DIMLINEAR / Creates a linear dimension. |

D

| | |
|------------|--|
| DLU | DATALINKUPDATE / Updates data to or from an established external data link. |
| DO | DONUT / Creates a filled circle or a wide ring. |
| DOR | DIMORDINATE / Creates ordinate dimensions. |
| 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. |
| DRM | DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure. |
| DS | DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties. |
| DT | TEXT / Creates a single-line text object. |
| DV | DVIEW / Defines parallel projection or perspective views |

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. |
| EXT | EXTRUDE / Extends the dimensions of a 2D object or 3D face into 3D space. |
| EXTENDSRF | SURFEXTEND / Creates new surface by extending existing surface. |
| F | FILLET / Rounds and fillets the edges of objects. |
| FILLETSRF | SURFFILLET / Creates new surface by filleting existing surface. |
| FREEPOINT | POINTLIGHT / Creates lighting effect that radiates in all directions from its location. |
| 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. |
| GENERATE SECTION | SECTIONPLANETOBLOCK / Saves 2D and 3D sections as blocks. |
| H | HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill. |
| HB | HATCHTOBACK / Sets the draw order for all hatches in the drawing to be behind all other objects. |
| 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. |
| 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. |
| JOGSECTION | SECTIONPLANEJOG / Creates a section plane that has multiple segments. |

L

| | | | |
|---------------------------|---|-------------|---|
| L | LINE / Creates straight line segments. | LESS | MESHSMOOTHLESS / Decreases the level of smoothness for mesh objects by one level. |
| LA | LAYER / Manages layers and layer properties. | LI | LIST / Displays property data for selected objects. |
| LAS | LAYERSTATE / Saves, restores, and manages named layer states. | LO | LAYOUT / Creates and modifies drawing layout tabs. |
| LAYERFREEZE | LAYFRZ / Freezes the layer of the selected object. | LT | LINETYPE / Loads, sets, and modifies linetypes. |
| LAYERHIDE | LAYOFF / Turns off the layer of a selected object. | LTS | LTSCALE / Changes the scale factor of linetypes for all objects in a drawing. |
| LAYERISOLATE | LAYISO / Hides or locks all layers except those of the selected objects. | LW | LWEIGHT / Sets the current lineweight, lineweight display options, and lineweight units. |
| 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. | | |

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.
- ML** **MLINE** / 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.
- MT** **MTEXT** / Creates a multiline text object.
- MV** **MVIEW** / Creates and controls layout viewports.

N

- NETWORKSRF** **SURFNETWORK** / Creates non-planar surfaces in the space between edge subobjects, splines, and other 2D and 3D curves.
- NEWPROJECT** **NEWSHEETSET** / Creates a new project data (DST) file that manages drawing layouts, file paths, and project information.
- NVIEW** **VIEW** / Saves and restores named views, camera views, layout views, and preset views.

O

- O** **OFFSET** / Creates concentric circles, parallel lines, and parallel curves.
- OFFSETSRF** **SURFOFFSET** / Creates a parallel surface or solid by setting an offset distance from a surface.
- OP** **OPTIONS** / Customizes the program settings.
- OPENPROJECT** **OPENSHEETSET** / Opens a selected project data (DST) file.
- ORBIT** **3DORBIT** / Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
- 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. |
| PA | PASTECLIP / Pastes objects from the Clipboard into the current drawing. |
| PAR | PARAMETERS / Controls the associative parameters used in the drawing. |
| PARAM | BPARAMETER / Adds a parameter with grips to a dynamic block definition. |
| PATCH | SURFPATCH / Creates a new surface by fitting a cap over a surface edge that forms a closed loop. |
| PE | PEDIT / Edits polylines and 3D polygon meshes. |
| PGP | ALIASEDIT / Creates, modifies, and deletes AutoCAD command aliases. |
| 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). |
| POINTOFF | CVHIDE / Hides the control vertices for both NURBS surfaces and curves. |

| | |
|----------------|--|
| POINTON | CVSHOW / Displays the control vertices for both NURBS surfaces and curves. |
| 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. |
| PREF | OPTIONS / Customizes the program settings. |
| PRINT | PLOT / Plots a drawing to a plotter, printer, or file. |
| PS | PSPACE / Switches from a model space viewport to paper space. |
| PSOLID | POLYSOLID / Creates a 3D wall-like polysolid. |
| PU | PURGE / Removes unused items, such as block definitions and layers, from the drawing. |
| PYR | PYRAMID / Creates a 3D solid pyramid. |

Q

| | |
|--------------|---|
| QSAVE | QSAVE / Saves the current drawing. |
|--------------|---|

R

| | |
|----------------|--|
| R | REDRAW / Refreshes the display in the current viewport. |
| RA | REDRAWALL / Refreshes the display in all viewports. |
| RE | REGEN / Regenerates the entire drawing from the current viewport. |
| REA | REGENALL / Regenerates the drawing and refreshes all viewports. |
| REBUILD | CVREBUILD / Rebuilds the shape of NURBS surfaces and curves. |
| REC | RECTANG / Creates a rectangular polyline. |
| REFINE | MESHREFINE / Refines mesh objects. |
| 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.

REV **REVOLVE** / Creates a 3D solid or surface by sweeping a 2D object around an axis.

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.

SEC **SECTION** / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.

SET **SETVAR** / Lists or changes the values of system variables.

SHA **SHADEMODE** / Starts the VSCURRENT command.

SL **SLICE** / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.

SMOOTH **MESHSMOOTH** / Converts 3D solids, surfaces, and legacy mesh objects to the enhanced mesh object for smoothing, refinement, creasing, and splitting.

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.

SPLANE **SECTIONPLANE** / Creates one or more section objects and places them throughout a 3D model.

S **PLIT MESHSPPLIT** / Splits a mesh face into two faces.

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.

TOR **TORUS** / Creates a donut-shaped 3D solid.

TP **CONTENT** / Opens the Content palette.

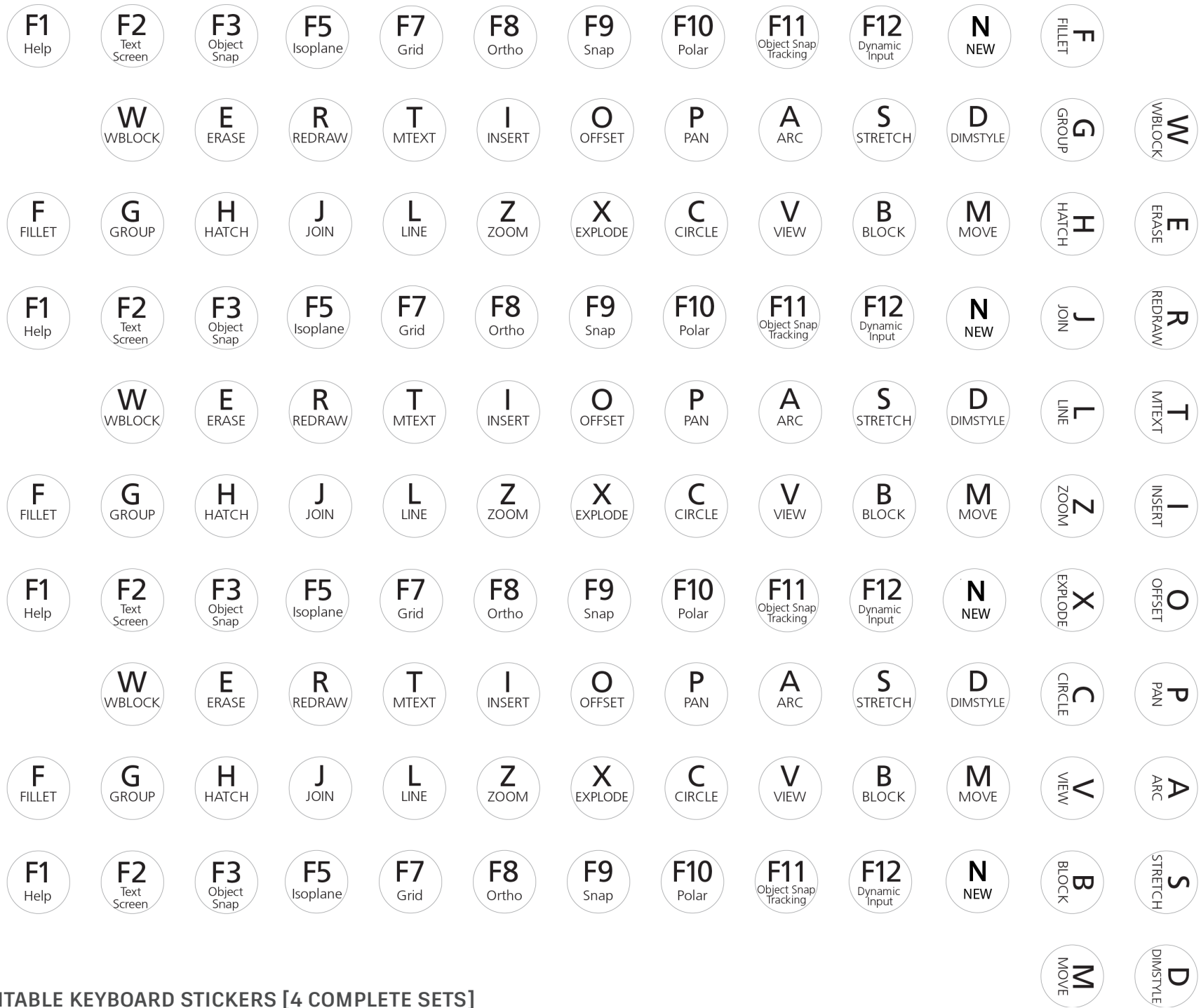
TR **TRIM** / Trims objects to meet the edges of other objects.

U-W

| | |
|--------------------------|--|
| UC | UCSMAN / Manages defined user coordinate systems. |
| UN | UNITS / Controls coordinate and angle display formats and precision. |
| UNCREASE | MESHUNCREASE / Removes crease from selected mesh object. |
| 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 / Sets the viewing direction for a 3D visualization of the drawing. |
| VPORT | VPORTS / Creates multiple viewports in model space or paper space. |
| VS | VSCURRENT / Sets the visual style in the current viewport. |
| W | WBLOCK / Writes objects or a block to a new drawing file. |
| WE | WEDGE / Creates a 3D solid wedge. |

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. |
| ZEBRA | ANALYSISZEBRA / Projects stripes onto a 3D model to analyze surface continuity. |
| 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>