

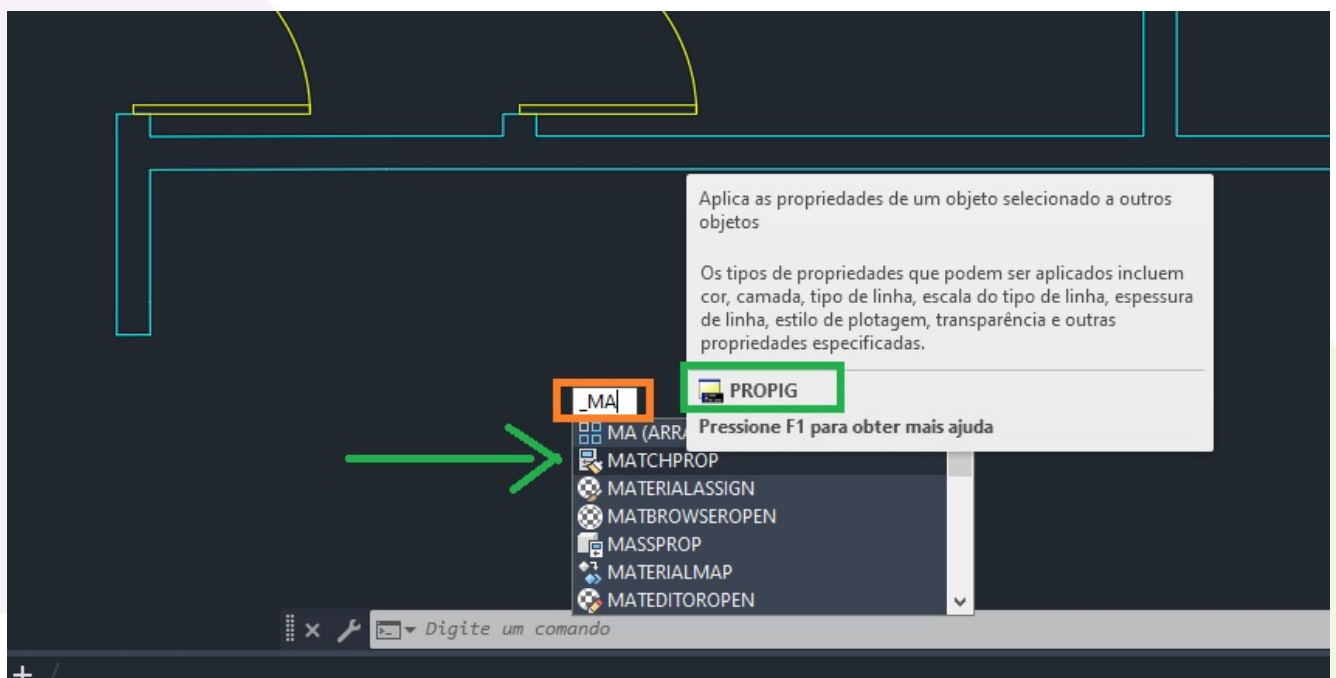
# Autocad do Zero ao Pro

Boas-vindas!

Se você usa o AutoCAD no MAC, esse documento apresenta uma lista de atalhos, comandos e configurações do AutoCAD para facilitar a criação dos seus projetos.

Para encontrar o termo com facilidade, utilize o comando **CTRL+F** e digite a palavra. Mas atente-se para o fato de que os termos estão todos em inglês.

**Dica:** se o seu AutoCad está em português, digite o underline (\_) e insira o comando em inglês que o AutoCAD o aceitará. Por exemplo: \_MA --> Matchprop (quando parar o cursor do mouse sobre a sugestão de comando em inglês, vai aparecer na janela de descrição o nome em português. Vale checar se o ícone é o mesmo, neste caso é PROPIG.



Bons estudos!



**A ARC** / Creates an arc.

**Z ZOOM** / Increases or decreases the magnification of the view in the current viewport.

**W WBLOCK** / Writes objects or a block to a new drawing file.

**S STRETCH** / Stretches objects crossed by a selection window or polygon.

**X EXPLODE** / Breaks a compound object into its component objects.

**E ERASE** / Removes objects from a drawing.

**D DIMSTYLE** / Creates and modifies dimension styles.

**C CIRCLE** / Creates a circle.

**R REDRAW** / Refreshes the display in the current viewport.

**F FILLET** / Rounds and fillets the edges of objects.

**V VIEW** / Saves and restores named views, camera views, layout views, and preset views.

**T MTEXT** / Creates a multiline text object.

**G GROUP** / Creates and manages saved sets of objects called groups.

**B BLOCK** / Creates a block definition from selected objects.

**H HATCH** / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.

**J JOIN** / Joins similar objects to form a single, unbroken object.

**U UNDO** / Reverses the most recent action.

**M MOVE** / Moves objects a specified distance in a specified direction.

**I INSERT** / Inserts a block or drawing into the current drawing.

**O OFFSET** / Creates concentric circles, parallel lines, and parallel curves.

**L LINE** / Creates straight line segments.

**P PAN** / Moves the view planar to the screen.

## Hot Keys

Cmd-1	Opens or closes the Tool Sets palette.
Cmd-2	Opens or closes the Content palette.
Cmd-3	Opens or closes the command window.
Cmd-4	Opens or closes the Layers palette.
Cmd-5	Opens or closes the Properties Inspector palette.
Cmd-6	Toggles the status bar.
Cmd-7	Opens or closes the Reference Manager palette.
Cmd-8	Opens or closes the Project Manager palette.
Cmd-9	Opens or closes the Material Browser palette.
Cmd-/	Launches the online help (browser).
Cmd-E	Displays the Export Data dialog.
Cmd-F	Displays the Find and Replace dialog.
Cmd-G	Groups selected objects.
Cmd-I	Displays the Properties Inspector palette.
Cmd-R	Regenerates the current viewport.
Cmd-W	Closes the current drawing.
Cmd++	Zooms in 2x.
Cmd--	Zooms out 0.5x.
Cmd-,	Displays the Application Preferences dialog.
Cmd-.	Displays the Quick View dialog.
Shift-Cmd-C	Displays the color palette.
Shift-Cmd-;	Displays the Check Spelling dialog.

## Toggles

Fn-F1 or Cmd-/	Displays Help.
Fn-F2	Expands or collapses the display of the Command Window.
Fn-F3 or Ctrl-F or Ctrl-Shift-F	Toggles object snap mode on and off.
Fn-F4	Toggles 3D object snap mode on and off.
Fn-F5	Toggles isoplane mode.
Fn-F6 or Cmd-D or Ctrl-D or	Toggles Dynamic UCS mode on and off.
Fn-F7 or Ctrl-G or Ctrl-Shift-G	Toggles grid display on and off.
Fn-F8 or Cmd-L or Shift-Cmd-O	Toggles ortho mode on and off.
Fn-F9 or Cmd-B or Ctrl-B	Toggles snap mode on and off.
Fn-F10 or Cmd-U or Ctrl-U	Toggles polar tracking on and off.
Shift-Cmd-D	Toggles Dynamic Input mode on and off.
Shift-Cmd-F	Toggles Clean Screen mode on and off.
Shift-Cmd-I or Shift-Ctrl-I	Toggles Infer Constraints mode on and off.
Shift-Cmd-T	Toggles object snap tracking on and off.
Ctrl-I	Toggles the coordinates display mode.

Ctrl-W or Ctrl-Shift-W	Toggles Selection Cycling.
Ctrl-H	Toggles PICKSTYLE on and off.
Shift-Cmd-H	Toggles the display of all palettes on or off.

## Manage Workflow

<b>Cmd-C or Ctrl-C</b>	Copies the selected objects to the Clipboard.
<b>Cmd-E</b>	Displays the Export Data dialog box.
<b>Cmd-F</b>	Displays the Find and Replace dialog box.
<b>Cmd-V or Ctrl-V</b>	Pastes the contents of the Clipboard to the current layout.
<b>Cmd-X or Ctrl-X</b>	Removes the selected from the drawing and adds them to the Clipboard.
<b>Cmd-Y or Ctrl-Y or Shift-Cmd-Z</b>	Reverses the most recent undo.
<b>Cmd-Z or Ctrl-Z</b>	Undoes the most recent action.
<b>Ctrl-[ or Ctrl-\</b>	Cancels.
<b>Shift-Cmd-;</b>	Displays the Check Spelling dialog box.
<b>Ctrl-J or Ctrl-M</b>	Repeats the previous command.
<b>Shift-Ctrl-C</b>	Copies the selected objects with a specified base point.
<b>Shift-Ctrl-E</b>	Implied Face Extrusion (PressPull).

## Manage Drawings

<b>Cmd-A or Ctrl-A</b>	Selects all objects in the current layout.
<b>Cmd-G</b>	Groups the selected objects.
<b>Cmd-H</b>	Hides AutoCAD window.
<b>Cmd-M</b>	Minimizes the current drawing window.
<b>Cmd-N or Ctrl-N</b>	Creates new drawing.
<b>Cmd-O or Ctrl-O</b>	Opens drawing.
<b>Cmd-P or Ctrl-P</b>	Displays the Print/Plot dialog box.
<b>Cmd-Q or Ctrl-Q</b>	Closes the program.
<b>Cmd-R</b>	Regenerates the current viewport.
<b>Cmd-S or Ctrl-S</b>	Saves the current drawing. If the drawing has not been saved yet, the Save Drawing As dialog box is displayed.
<b>Cmd-W</b>	Closes the current drawing.
<b>Cmd-Opt-W</b>	Closes all drawings.
<b>Shift-Cmd-G</b>	Ungroups the selected group.
<b>Shift-Cmd-P</b>	Displays the Page Setup Manager.
<b>Shift-Cmd-R</b>	Regenerates all viewports in the current layout.
<b>Shift-Cmd-S or Shift-Ctrl-S</b>	Displays the Save Drawing As dialog box.
<b>Ctrl-A</b>	Selects all objects in the current layout.
<b>Cmd-Opt-M</b>	Minimizes all.

## Manage Screen

<b>Fn-F11</b>	Hides all open windows.
<b>Fn-F12</b>	Display dashboard.
<b>Cmd-1 or Ctrl-3</b>	Opens or closes the Tool Sets palette.
<b>Cmd-2 or Ctrl-2</b>	Opens or closes the Content palette on and off.
<b>Cmd-3 or Ctrl-9</b>	Shows or hides the Command Window.
<b>Cmd-4</b>	Opens or closes the. Layers palette.
<b>Cmd-5 or Cmd-I or Ctrl-1</b>	Opens or closes the Properties Inspector palette.
<b>Cmd-6</b>	Toggles the display of the status bar on and off.
<b>Cmd-7</b>	Opens or closes the Reference Manager palette.
<b>Cmd-8 or Ctrl-4</b>	Project Manager.
<b>Cmd-9</b>	Material Browser.
<b>Cmd-0 or Ctrl-0</b>	Toggles Clean Screen on and off.
<b>Cmd--</b>	Zooms out.
<b>Cmd-+</b>	Zooms in.
<b>Cmd-,</b>	Options.
<b>Cmd-. or Shift-Cmd-. Shift-Cmd-C</b>	Displays the Quick View dialog box. Displays the Color Palette. Select a new color to make it the current color for new objects.
<b>Cmd-Opt-H</b>	Hides the Windows of all other applications.
<b>Cmd-Opt-I</b>	Properties.
<b>Cmd-Opt-T</b>	Toggles Toolset Palette.

## #

- 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.
- 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.
- ATTE**    **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.
- 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.
- CLIPVIEWPORT**  
**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.
- COMMANDHIDE**  
**COMMANDLINEHIDE** / Hides the Command Line window.
- CREASE**  
**MESHCREASE** / Selects mesh subobjects to crease.
- CREATESOLID**  
**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.
- CT**     **CTABLESTYLE** / Sets the name of the current table style.
- CUBE**   **NAVVCUBE** / Controls the visibility and display properties of the ViewCube tool.

# C–D

- CURVATUREANALYSIS**  
**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**   **DIMCONSTRAINT** / Applies dimensional constraints to selected objects or points on objects.
- DDA**    **DIMDISASSOCIATE** / Removes associativity from selected dimensions.
- DDI**    **DIMDIAMETER** / Creates a diameter dimension for a circle or an arc.

# D

- 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.
- 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.

## D

- DR** **DRAWORDER** / Changes the draw order of images and other objects.
- DRA** **DIMRADIUS** / Creates a radius dimension for a circle or an arc.
- DRAFTANGLEANALYSIS**  
**ANALYSISDRAFTANGLE** / Evaluates whether a model has adequate draft between a part and its mold.
- 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 by using a camera and target.

## 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.
- FULLSCREEN**  
**CLEANSCREENON** / Clears the screen of the menu bar and all palettes.
- FULLSCREENOFF**  
**CLEANSCREENOFF** / Restores the state of display before **CLEANSCREENON** was used.

## 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.
- GENERATESECTION**  
**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–J

<b>I</b>	<b>INSERT</b> / Inserts a block or drawing into the current drawing.
<b>IAD</b>	<b>IMAGEADJUST</b> / Controls the image display of the brightness, contrast, and fade values of images.
<b>IAT</b>	<b>IMAGEATTACH</b> / Inserts a reference to an image file.
<b>ICL</b>	<b>IMAGECLIP</b> / Crops the display of a selected image to a specified boundary.
<b>ID</b>	<b>ID</b> / Displays the UCS coordinate values of a specified location.
<b>IM</b>	<b>IMAGE</b> / Displays the External References palette.
<b>IMP</b>	<b>IMPORT</b> / Imports files of different formats into the current drawing.
<b>IN</b>	<b>INTERSECT</b> / Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions.
<b>INF</b>	<b>INTERFERE</b> / Creates a temporary 3D solid from the interferences between two sets of selected 3D solids.
<b>ISOLATE</b>	<b>ISOLATEOBJECTS</b> / Displays selected objects across layers; unselected objects are hidden.
<b>J</b>	<b>JOIN</b> / Joins similar objects to form a single, unbroken object.
<b>JOG</b>	<b>DIMJOGGED</b> / Creates jogged dimensions for circles and arcs.
<b>JOGSECTION</b>	<b>SECTIONPLANEJOG</b> / Creates a section plane that has multiple segments.

## L

<b>L</b>	<b>LINE</b> / Creates straight line segments.	<b>LEN</b>	<b>LENGTHEN</b> / Changes the length of objects and the included angle of arcs.
<b>LA</b>	<b>LAYER</b> / Manages layers and layer properties.	<b>LESS</b>	<b>MESHSMOOTHLESS</b> / Decreases the level of smoothness for mesh objects by one level.
<b>LAS</b>	<b>LAYERSTATE</b> / Saves, restores, and manages named layer states.	<b>LI</b>	<b>LIST</b> / Displays property data for selected objects.
<b>LAYERFREEZE</b>	<b>LAYFRZ</b> / Freezes the layer of the selected object.	<b>LO</b>	<b>LAYOUT</b> / Creates and modifies drawing layout tabs.
<b>LAYERHIDE</b>	<b>LAYOFF</b> / Turns off the layer of a selected object.	<b>LT</b>	<b>LINETYPE</b> / Loads, sets, and modifies linetypes.
<b>LAYERISOLATE</b>	<b>LAYISO</b> / Hides or locks all layers except those of the selected objects.	<b>LTS</b>	<b>LTSCALE</b> / Changes the scale factor of linetypes for all objects in a drawing.
<b>LAYERLOCK</b>	<b>LAYLCK</b> / Locks the layer of a selected object.	<b>LW</b>	<b>LWEIGHT</b> / Sets the current lineweight, lineweight display options, and lineweight units.
<b>LAYERMAKECURRENT</b>	<b>LAYMCUR</b> / Sets the current layer to that of a selected object.		
<b>LAYERMATCH</b>	<b>LAYMCH</b> / Changes the layer of a selected object to match the destination layer.		
<b>LAYERUNISOLATE</b>	<b>LAYUNISO</b> / Restores all layers that were hidden or locked with the LAYISO command.		
<b>LAYERUNLOCK</b>	<b>LAYULK</b> / Unlocks the layer of a selected object.		
<b>LE</b>	<b>QLEADER</b> / Creates a leader and leader annotation.		



## 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.

## M–N

- MT**     **MTEXT** / Creates a multiline text object.
- MV**     **MVIEW** / Creates and controls layout viewports.
- 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.
- OBJECTSELECTIONLIMIT**  
**PROPOBJLIMIT** / Limits the number of objects that can be changed at one time with the Properties Inspector.
- 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.
- OS**     **OSNAP** / Sets running object snap modes.

## P

<b>P</b>	<b>PAN</b> / Moves the view planar to the screen.	<b>PMLAYOUTSTATUS</b> <b>SMSHEETSTATUS</b> / Controls how the status data in a project is refreshed.	<b>PREF</b> <b>OPTIONS</b> / Customizes the program settings.
<b>PA</b>	<b>PASTECLIP</b> / Pastes objects from the Clipboard into the current drawing.	<b>PMLOCATE</b> <b>SSLOCATE</b> / Controls whether the project associated with a drawing is located and opened when the drawing is opened.	<b>PRINT</b> <b>PLOT</b> / Plots a drawing to a plotter, printer, or file.
<b>PALETTECLOSE</b> <b>TOOLSETSCLOSE</b>	/ Closes the tool palettes window.	<b>PMPOLLTIME</b> <b>SSMPOLLTIME</b> / Controls the time interval between automatic refreshes of the status data in a project.	<b>PS</b> <b>PSPACE</b> / Switches from a model space viewport to paper space.
<b>PAR</b>	<b>PARAMETERS</b> / Controls the associative parameters used in the drawing.	<b>PMSTATE</b> <b>SSMSTATE</b> / Indicates whether the Project Manager window is open or closed.	<b>PSOLID</b> <b>POLYSOLID</b> / Creates a 3D wall-like polysolid.
<b>PARAM</b> <b>BPARAMETER</b>	/ Adds a parameter with grips to a dynamic block definition.	<b>PO</b> <b>POINT</b> / Creates a point object.	<b>PU</b> <b>PURGE</b> / Removes unused items, such as block definitions and layers, from the drawing.
<b>PATCH</b> <b>SURFPATCH</b>	/ Creates a new surface by fitting a cap over a surface edge that forms a closed loop.	<b>POFF</b> <b>HIDEPALETTES</b> / Hides currently displayed palettes (including the command line).	<b>PYR</b> <b>PYRAMID</b> / Creates a 3D solid pyramid.
<b>PE</b>	<b>PEDIT</b> / Edits polylines and 3D polygon meshes.	<b>POINTOFF</b> <b>CVHIDE</b> / Hides the control vertices for both NURBS surfaces and curves.	
<b>PGP</b>	<b>ALIASEDIT</b> / Creates, modifies, and deletes AutoCAD command aliases.	<b>POINTON</b> <b>CVSHOW</b> / Displays the control vertices for both NURBS surfaces and curves.	
<b>PL</b>	<b>PLINE</b> / Creates a 2D polyline.	<b>POL</b> <b>POLYGON</b> / Creates an equilateral closed polyline.	
<b>PM</b>	<b>SHEETSET</b> / Opens the Project Manager.	<b>PON</b> <b>SHOWPALETTES</b> / Restores the display of hidden palettes.	
<b>PMAUTOOPEN</b> <b>SSMAUTOOPEN</b>	/ Controls the display behavior of the Project Manager when a drawing associated with a layout is opened.	<b>PR</b> <b>PROPERTIES</b> / Displays Properties palette.	
<b>PMFOUND</b> <b>SSFOUND</b>	/ Displays the path and file name if a search for a project file is successful.	<b>PRCLOSE</b> <b>PROPERTIESCLOSE</b> / Closes the Properties Inspector palette.	
<b>PMHIDE</b> <b>SHEETSETHIDE</b>	/ Closes the Project Manager.	<b>PRE</b> <b>PREVIEW</b> / Displays the drawing as it will be plotted.	

## Q–R

<b>QSAVE</b>	<b>QSAVE</b> / Saves the current drawing.
<b>QVD</b>	<b>QUICKVIEW</b> / Displays a list of all open drawings, and the layouts contained in the current drawing or the selected drawing when more than one drawing is open.
<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>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>REBUILD</b>	<b>CVREBUILD</b> / Rebuilds the shape of NURBS surfaces and curves.
<b>REC</b>	<b>RECTANG</b> / Creates a rectangular polyline.
<b>REFINE</b>	<b>MESHREFINE</b> / Refines mesh objects.
<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>RIBBON</b>	<b>TOOLSETS</b> / Opens the Tool Sets palette.
<b>RIBBONCLOSE</b>	<b>TOOLSETSCLOSE</b> / Closes the Tool Sets palette.
<b>RO</b>	<b>ROTATE</b> / Rotates objects around a base point.

## R–S

<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.
<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>SE</b>	<b>DSETTINGS</b> / Sets grid and snap, polar and object snap tracking, object snap modes, and Dynamic Input.
<b>SEC</b>	<b>SECTION</b> / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.
<b>SELECTIONLIMIT</b>	<b>PROPOBJLIMIT</b> / Limits the number of objects that can be changed at one time with the Properties Inspector.
<b>SET</b>	<b>SETVAR</b> / Lists or changes the values of system variables.
<b>SHA</b>	<b>SHADEMODE</b> / Starts the VSCURRENT command.
<b>SL</b>	<b>SLICE</b> / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.
<b>SMOOTH</b>	<b>MESHSMOOTH</b> / Converts 3D solids, surfaces, and legacy mesh objects to the enhanced mesh object for smoothing, refinement, creasing, and splitting.

## S

<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 one or more section objects and places them throughout a 3D model.
<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>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>TEXTSTYLEEDIT</b>	<b>STYLE</b> / Creates, modifies, or specifies text styles.
<b>TH</b>	<b>THICKNESS</b> / Sets the default 3D thickness property when creating 2D geometric objects.
<b>THEME</b>	<b>COLORSCHEME</b> / Stores the current color scheme used by the program.
<b>TI</b>	<b>TILEMODE</b> / Controls whether paper space can be accessed.
<b>TO</b>	<b>TOOLSETS</b> / Opens the Tool Sets palette.
<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>CONTENT</b> / Opens the Content palette.
<b>TR</b>	<b>TRIM</b> / Trims objects to meet the edges of other objects.

## U–W

<b>U</b>	<b>UNDO</b> / Reverses the most recent action.
<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>UNCREASE</b>	<b>MESHUNCREASE</b> / Removes crease from selected mesh object.
<b>UNHIDE</b>	<b>UNISOLATEOBJECTS</b> / Displays objects previously hidden with the <b>ISOLATEOBJECTS</b> or <b>HIDEOBJECTS</b> 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>VIEWPORTCLIP</b>	<b>VPCLIP</b> / Clips layout viewport objects and reshapes the viewport border.
<b>VP</b>	<b>VPOINT</b> / Sets the viewing direction for a 3D visualization of the drawing.
<b>VPOR</b>	<b>VPOR</b> / Creates multiple viewports in model space or paper space
<b>VS</b>	<b>VSCURRENT</b> / Sets the visual style in the current 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.

## 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>XLIN</b> / Creates a line of infinite length.
<b>XR</b>	<b>XREF</b> / Starts the <b>EXTERNALREFERENCES</b> 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.

