



# AUTOCAD<sup>®</sup>

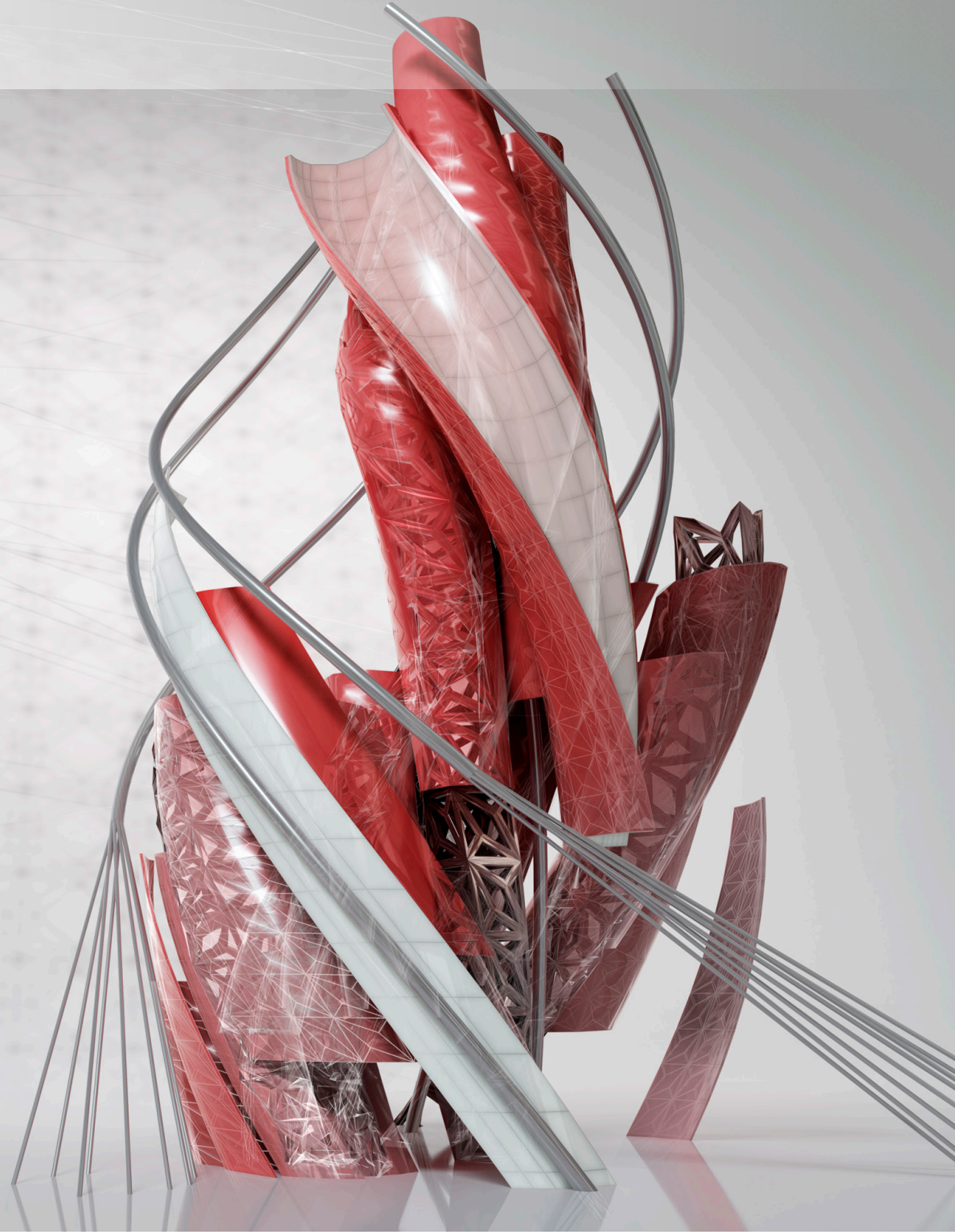
## Shortcuts Guide

One Key Shortcuts

Toggles and Screen Management

Hot Keys A–Z

Printable Keyboard Stickers



	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			
Esc	F1	F2	F3	F4	F5	F6	F7	F8	F9	F10	F11	F12	PrtScn SysRq	ScrLK	Pause Break
~ ,`	! 1	@ 2	# 3	\$ 4	% 5	^ 6	& 7	* 8	( 9	) 0	- _	+ =	Backspace	Home	End
Tab	Q QSAVE	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	M MOVE	< ,	> .	? /	Shift	▲			
Ctrl	Start	Alt							Alt		Ctrl	◀	▼	▶	

**Q** **QSAVE** / Saves the current drawing.

**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.

**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** / Adds a parameter with grips to a dynamic block definition.

## Toggle General Features

Ctrl+d	Toggle coordinate display
Ctrl+g	Toggle Grid
Ctrl+e	Cycle isometric planes
Ctrl+f	Toggle running object snaps
Ctrl+h	Toggle Pick Style
Ctrl+Shift+h	Toggle Hide palettes
Ctrl+i	Toggle Coords
Ctrl+Shift+i	Toggle Infer Constraints

## Toggle Drawing Modes

F1	Display Help
F2	Toggle text screen
F3	Toggle object snap mode
F4	Toggle 3DOsnap
F5	Toggle Isoplane
F6	Toggle Dynamic UCS
F7	Toggle grid mode
F8	Toggle ortho mode
F9	Toggle snap mode
F10	Toggle polar mode
F11	Toggle object snap tracking
F12	Toggle dynamic input mode

## Manage Screen

Ctrl+0 (zero)	Clean Screen
Ctrl+1	Property Palette
Ctrl+2	Design Center Palette
Ctrl+3	Tool Palette
Ctrl+4	Sheet Set Palette
Ctrl+6	DBConnect Manager
Ctrl+7	Markup Set Manager Palette
Ctrl+8	Quick Calc
Ctrl+9	Command Line

## Manage Workflow

Ctrl+c	Copy object
Ctrl+x	Cut object
Ctrl+v	Paste object
Ctrl+Shift+c	Copy to clipboard with base point
Ctrl+Shift+v	Paste data as block
Ctrl+z	Undo last action
Ctrl+y	Redo last action
Ctrl+[	Cancel current command (or ctrl+\)
ESC	Cancel current command

## Manage Drawings

Ctrl+n	New Drawing
Ctrl+s	Save drawing
Ctrl+o	Open drawing
Ctrl+p	Plot dialog box
Ctrl+Tab	Switch to next
Ctrl+Shift+Tab	Switch to previous drawing
Ctrl+Page Up	Switch to previous tab in current drawing
Ctrl+Page Down	Switch to next tab in current drawing
Ctrl+q	Exit
Ctrl+a	Select all objects

## A

A	<b>ARC</b> / Creates an arc.
AA	<b>AREA</b> / Calculates the area and perimeter of objects or of defined areas.
ADC	<b>ADCENTER</b> / Manages and inserts content such as blocks, xrefs, and hatch patterns.
AL	<b>ALIGN</b> / Aligns objects with other objects in 2D and 3D.
AP	<b>APPLOAD</b> / Load Application.
AR	<b>ARRAY</b> / Creates multiple copies of objects in a pattern.
ARR	<b>ACTRECORD</b> / Starts the Action Recorder.
ARM	<b>ACTUSERMESSAGE</b> / Inserts a user message into an action macro.
ARU	<b>ACTUSERINPUT</b> / Pauses for user input in an action macro.
ARS	<b>ACTSTOP</b> / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file.
ATI	<b>ATTIPEDIT</b> / Changes the textual content of an attribute within a block.
ATT	<b>ATTDEF</b> / Redefines a block and updates associated attributes.
ATE	<b>ATTEDIT</b> / Changes attribute information in a block.

## B

B	<b>BLOCK</b> / Creates a block definition from selected objects.
BC	<b>BCLOSE</b> / Closes the Block Editor.
BE	<b>BEDIT</b> / Opens the block definition in the Block Editor.
BH	<b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
BO	<b>BOUNDARY</b> / Creates a region or a polyline from an enclosed area.
BR	<b>BREAK</b> / Breaks the selected object between two points.
BS	<b>BSAVE</b> / Saves the current block definition.
BVS	<b>BVSTATE</b> / Creates, sets, or deletes a visibility state in a dynamic block.

## C

C	<b>CIRCLE</b> / Creates a circle.
CAM	<b>CAMERA</b> / Sets a camera and target location to create and save a 3D perspective view of objects.
CBAR	<b>CONSTRAINTBAR</b> / A toolbar-like UI element that displays the available geometric constraints on an object.
CH	<b>PROPERTIES</b> / Controls properties of existing objects.
CHA	<b>CHAMFER</b> / Bevels the edges of objects.
CHK	<b>CHECKSTANDARDS</b> / Checks the current drawing for standards violations.
CLI	<b>COMMANDLINE</b> / Displays the Command Line window.
COL	<b>COLOR</b> / Sets the color for new objects.
CO	<b>COPY</b> / Copies objects a specified distance in a specified direction.
CT	<b>CTABLESTYLE</b> / Sets the name of the current table style.
CUBE	<b>NAVVCUBE</b> / Controls the visibility and display properties of the ViewCube tool.
CYL	<b>CYLINDER</b> / 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>DBCONNECT</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

<b>E</b>	<b>ERASE</b> / Removes objects from a drawing.
<b>ED</b>	<b>DDEDIT</b> / Edits single-line text, dimension text, attribute definitions, and feature control frames.
<b>EL</b>	<b>ELLIPSE</b> / Creates an ellipse or an elliptical arc.
<b>EPDF</b>	<b>EXPORTPDF</b> / Exports drawing to PDF.
<b>ER</b>	<b>EXTERNALREFERENCES</b> / Opens the External References palette.
<b>EX</b>	<b>EXTEND</b> / Extends objects to meet the edges of other objects.
<b>EXIT</b>	<b>QUIT</b> / Exits the program.
<b>EXP</b>	<b>EXPORT</b> / Saves the objects in a drawing to a different file format.
<b>EXT</b>	<b>EXTRUDE</b> / Extends the dimensions of a 2D object or 3D face into 3D space.
<b>F</b>	<b>FILLET</b> / Rounds and fillets the edges of objects.
<b>FI</b>	<b>FILTER</b> / Creates a list of requirements that an object must meet to be included in a selection set.
<b>FS</b>	<b>FSMODE</b> / Creates a selection set of all objects that touch the selected object.
<b>FSHOT</b>	<b>FLATSHOT</b> / Creates a 2D representation of all 3D objects based on the current view.

## G–H

<b>G</b>	<b>GROUP</b> / Creates and manages saved sets of objects called groups.
<b>GCON</b>	<b>GEOCONSTRAINT</b> / Applies or persists geometric relationships between objects or points on objects.
<b>GD</b>	<b>GRADIENT</b> / Fills an enclosed area or selected objects with a gradient fill.
<b>GEO</b>	<b>GEOGRAPHICLOCATION</b> / Specifies the geographic location information for a drawing file.
<b>H</b>	<b>HATCH</b> / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
<b>HE</b>	<b>HATCHEDIT</b> / Modifies an existing hatch or fill.
<b>HI</b>	<b>HIDE</b> / Regenerates a 3D wireframe model with hidden lines suppressed.

## I–K

<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>IO</b>	<b>INSERTOBJ</b> / Inserts a linked or embedded object.
<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.

## L–M

L	<b>LINE</b> / Creates straight line segments.	MEA	<b>MEASUREGEOM</b> / Measures the distance, radius, angle, area, and volume of selected objects or sequence of points.
LA	<b>LAYER</b> / Manages layers and layer properties.	MI	<b>MIRROR</b> / Creates a mirrored copy of selected objects.
LAS	<b>LAYERSTATE</b> / Saves, restores, and manages named layer states.	ML	<b>MLINE</b> / Creates multiple parallel lines.
LE	<b>QLEADER</b> / Creates a leader and leader annotation.	MLA	<b>MLEADERALIGN</b> / Aligns and spaces selected multileader objects.
LEN	<b>LENGTHEN</b> / Changes the length of objects and the included angle of arcs.	MLC	<b>MLEADERCOLLECT</b> / Organizes selected multileaders that contain blocks into rows or columns, and displays the result with a single leader.
LESS	<b>MESHSMOOTHLESS</b> / Decreases the level of smoothness for mesh objects by one level.	MLD	<b>MLEADER</b> / Creates a multileader object.
LI	<b>LIST</b> / Displays property data for selected objects.	MLE	<b>MLEADEREDIT</b> / Adds leader lines to, or removes leader lines from, a multileader object.
LO	<b>LAYOUT</b> / Creates and modifies drawing layout tabs.	MLS	<b>MLEADERSTYLE</b> / Creates and modifies multileader styles.
LT	<b>LINETYPE</b> / Loads, sets, and modifies linetypes.	MO	<b>PROPERTIES</b> / Controls properties of existing objects.
LTS	<b>LTSCALE</b> / Changes the scale factor of linetypes for all objects in a drawing.	MORE	<b>MESHSMOOTHMORE</b> / Increases the level of smoothness for mesh objects by one level.
LW	<b>LWEIGHT</b> / Sets the current lineweight, lineweight display options, and lineweight units.	MS	<b>MSPACE</b> / Switches from paper space to a model space viewport.
M	<b>MOVE</b> / Moves objects a specified distance in a specified direction.	MSM	<b>MARKUP</b> / Opens the Markup Set Manager.
MA	<b>MATCHPROP</b> / Applies the properties of a selected object to other objects.	MT	<b>MTEXT</b> / Creates a multiline text object.
MAT	<b>MATERIALS</b> / Shows or hides the Materials window.	MV	<b>MVIEW</b> / Creates and controls layout viewports.
ME	<b>MEASURE</b> / Creates point objects or blocks at measured intervals along the length or perimeter of an object.		

## N–O

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

## P

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

## Q

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



## R

R	<b>REDRAW</b> / Refreshes the display in the current viewport.
RA	<b>REDRAWALL</b> / Refreshes the display in all viewports.
RC	<b>RENDERCROP</b> / Renders a specified rectangular area, called a crop window, within a viewport.
RE	<b>REGEN</b> / Regenerates the entire drawing from the current viewport.
REA	<b>REGENALL</b> / Regenerates the drawing and refreshes all viewports.
REC	<b>RECTANG</b> / Creates a rectangular polyline.
REG	<b>REGION</b> / Converts an object that encloses an area into a region object.
REN	<b>RENAME</b> / Changes the names assigned to items such as layers and dimension styles.
REV	<b>REVOLVE</b> / Creates a 3D solid or surface by sweeping a 2D object around an axis.
RO	<b>ROTATE</b> / Rotates objects around a base point.
RP	<b>RENDERPRESETS</b> / Specifies render presets, reusable rendering parameters, for rendering an image.
RPR	<b>RPREF</b> / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings.
RR	<b>RENDER</b> / Creates a photorealistic or realistically shaded image of a 3D solid or surface model.
RW	<b>RENDERWIN</b> / Displays the Render window without starting a rendering operation.

## S

S	<b>STRETCH</b> / Stretches objects crossed by a selection window or polygon.	SPLIT	<b>MESHSPPLIT</b> / Splits a mesh face into two faces.
SC	<b>SCALE</b> / Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling.	SPE	<b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.
SCR	<b>SCRIPT</b> / Executes a sequence of commands from a script file.	SSM	<b>SHEETSET</b> / Opens the Sheet Set Manager.
SEC	<b>SECTION</b> / Uses the intersection of a plane and solids, surfaces, or mesh to create a region.	ST	<b>STYLE</b> / Creates, modifies, or specifies text styles.
SET	<b>SETVAR</b> / Lists or changes the values of system variables.	STA	<b>STANDARDS</b> / Manages the association of standards files with drawings.
SHA	<b>SHADEMODE</b> / Starts the VSCURRENT command.	SU	<b>SUBTRACT</b> / Combines selected 3D solids, surfaces, or 2D regions by subtraction.
SL	<b>SLICE</b> / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.		
SN	<b>SNAP</b> / Restricts cursor movement to specified intervals.		
SO	<b>SOLID</b> / Creates solid-filled triangles and quadrilaterals.		
SP	<b>SPELL</b> / Checks spelling in a drawing.		
SPE	<b>SPLINEDIT</b> / Edits a spline or spline-fit polyline.		
SPL	<b>SPLINE</b> / Creates a smooth curve that passes through or near specified points.		
SPLANE	<b>SECTIONPLANE</b> / Creates a section object that acts as a cutting plane through 3D objects.		
SPLAY	<b>SEQUENCEPLAY</b> / Plays named views in one category.		

## T

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

## U–W

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

## X–Z

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

F1 Help	F2 Text Screen	F3 Object Snap	F4 3DOsnap	F5 Isoplane	F6 Dynamic UCS	F7 Grid	F8 Ortho	F9 Snap	F10 Polar	F11 Object Snap Tracking	F12 Dynamic Input	F FILLET	Q OSAVE
Q QSAVE	W WBLOCK	E ERASE	R REDRAW	T MTEXT	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	F FILLET	G GROUP	W WBLOCK
G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE			H HATCH	E ERASE
F1 Help	F2 Text Screen	F3 Object Snap	F4 3DOsnap	F5 Isoplane	F6 Dynamic UCS	F7 Grid	F8 Ortho	F9 Snap	F10 Polar	F11 Object Snap Tracking	F12 Dynamic Input	J JOIN	R REDRAW
Q QSAVE	W WBLOCK	E ERASE	R REDRAW	T MTEXT	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	F FILLET	L LINE	T MTEXT
G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE			Z ZOOM	I INSERT
F1 Help	F2 Text Screen	F3 Object Snap	F4 3DOsnap	F5 Isoplane	F6 Dynamic UCS	F7 Grid	F8 Ortho	F9 Snap	F10 Polar	F11 Object Snap Tracking	F12 Dynamic Input	X EXPLODE	O OFFSET
Q QSAVE	W WBLOCK	E ERASE	R REDRAW	T MTEXT	I INSERT	O OFFSET	P PAN	A ARC	S STRETCH	D DIMSTYLE	F FILLET	C CIRCLE	P PAN
G GROUP	H HATCH	J JOIN	L LINE	Z ZOOM	X EXPLODE	C CIRCLE	V VIEW	B BLOCK	M MOVE			V VIEW	A ARC
F1 Help	F2 Text Screen	F3 Object Snap	F4 3DOsnap	F5 Isoplane	F6 Dynamic UCS	F7 Grid	F8 Ortho	F9 Snap	F10 Polar	F11 Object Snap Tracking	F12 Dynamic Input	B BLOCK	S STRETCH
												M MOVE	D DIMSTYLE