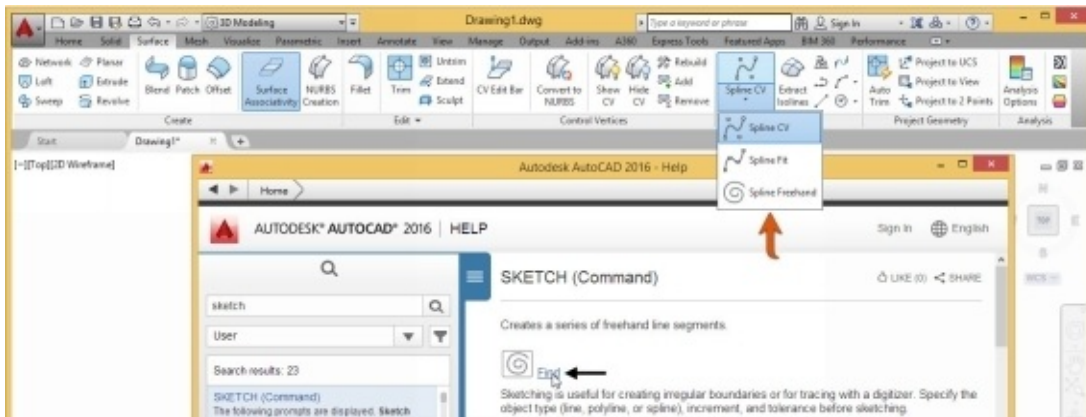Press F1 or type a keyword in the Search bar located at the top right corner of the window to get help for any topic. On the Autodesk AutoCAD 2016 –Help window, click the Find option next to the topic; an animated arrow appears on the window showing the tool location.

Command List

Various commands in AutoCAD are given in the table below:

Command	Alias	Description
APPLOAD		Activates the **Load/Unload Applications** dialog.
ADCENTER	**DC**	Opens the **DesignCenter** palette.
ALIGN	**AL**	Used to align objects with other objects.
ARC	**A**	Used to create an arc.
AREA		Displays the area of a selected closed object.
ARRAY	**AR**	Creates Rectangular, Path or Polar 2D arrays.
ASE		Displays the **dbConnect Manager** palette.
ATTDEF	**ATT**	Displays the **Attribute Definition**

		dialog.
ATTEDIT	**ATE**	Used to edit Attributes.
AUDIT		Used to check and fix errors.
AUTOCONSTRAIN		Used to apply constraints automatically.
AUTOPUBLISH		Used to create a DWF file.
BACTION	**AC**	Used to add an action to a dynamic block. This command is available in Block Editor.
BLOCK		Used to create a block.
BMAKE	**B**	Used to create a block.
BMPOUT		Used to create a Raster image out of the drawing.
BOUNDARY	**BO**	Used to create a hatch boundary.
BREAK	**BR**	Used to break an object.
CAL		Used to calculate mathematical expressions.
CHAMFER	**CHA**	Used to create chamfers.
CHPROP	**CH**	Changes the properties of a selected object.
CIRCLE	**C**	Used to create a circle.
COLOR	**COL**	Displays the **Select Color** dialog.
COPYTOLAYER		

		Used to copy objects from one layer to another.
COPY	**CO**	Used to copy objects inside a drawing.
COPYCLIP		Used to copy objects from one drawing to another.
CUSTOMIZE		Used to customize tool palettes.
DDEDIT	**ED**	Used to edit a note or annotation.
DIMSTYLE	**D**	Used to create or modify a dimension style.
DDMODIFY		Displays the Properties palette.
DELCONSTRAINT		Used to delete constraints.
OSNAP	**OS**	Used to set **Object Snap** settings.
DDPTYPE		Used to set the point style and size.
VIEW	**V**	Used to save views by names.
DGNEXPORT		Used to export the drawing to Microstation (DGN) format.
DGNIMPORT		Used to import a Microstation (DGN) format file.
DIMCONSTRAINT	**DCON**	Used to apply dimensional constraints to objects.
DIMLINEAR	**DLI**	Used to create a linear dimension.
DIMALIGNED	**DAL**	Used to create an aligned dimension.

DIMARC	**DAR**	Used to dimension the arc length.
DIMRADIUS	**DIMRAD**	Used to create at radial dimension.
DIMJOGGED	**JOG**	Used to create a jogged dimension.
DIMDIAMETER	**DIMDIA**	Used to create a diameter dimension.
DIMANGULAR	**DAN**	Used to create an angular dimension.
DIMORDINATE	**DOR**	Used to create ordinate dimension.
DIMCONTINUE	**DIMCONT**	Used to create continuous dimensions from an existing one.
DIMBASELINE	**DIMBASE**	Used to create baseline dimensions.
DIMINSPECT		Used to create an inspection dimension.
-DIMSTYLE		Update a dimension according the dimension style.
DIMSPACE		Used to adjust space between dimensions.
DIMBREAK		Used to break the extension line of a dimension when it intersects with another dimension.
DIMOVERRIDE		Used to override the system variables of a selected dimension.
DIMCENTER		Used to create a center mark of a circle.

DIMEDIT	**DIMED**	Used to edit a dimension.
DIMTEDIT	**DIMTED**	Used to edit the dimension text.
DIMDISASSOCIATE		Disassociates a dimension from the object.
DIST	**DI**	Used to measure the distance between two points.
DISTANTLIGHT		Used to create distant light.
DIVIDE	**DIV**	Places evenly spaced objects on a line segment
DONUT	**DO**	Used to create a donut.
DVIEW		Used to get the aerial view of a drawing.
DXBIN		Used to open a DXB file.
DXFIN		Used to open a DXF file.
DXFOUT		Used to save a file in DXF format.
ELLIPSE	**EL**	Used to create an ellipse.
ERASE	**E**	Used to erase objects.
EXIT		Used to close AutoCAD.
EXPLODE	**X**	Used to explode or ungroup objects.
EXPLORER		Displays Windows Explorer.
EXPORT	**EXP**	Used to export data.

EXTEND	**EX**	Used to extend an object up to another.
FILLET	**F**	Used to create a fillet at the corner.
FILTER		Used to set object selection filters.
GEOMCONSTRAINT	**GCON**	Used to apply geometric constraints.
GRADIENT		Used to apply gradient to a closed area.
GROUP	**G**	Used to group objects.
HATCH	**H**	Used to apply hatch to a closed area.
HATCHEDIT	**HE**	Used to edit hatch.
HELP		Display the Help window.
HIDE	**HI**	Changes the Visual Style to Hidden.
ID		Displays the coordinate values of a selected point.
IMAGE, IMAGEATTACH	**IM**	Used to attach an Image reference.
IMAGEADJUST	**IAD**	Used to adjust images.
IMAGECLIP		Used to crop an image.
IMPORT		Used to import other forms of CAD data.
INSERT	**I**	Used to insert a block.

INSERTOBJ		Used to insert an object into the drawing.
ISOPLANE	**CTRL+E**	Used to set the current isometric plane.
JOIN	**J**	Used to join end points of two linear or curved objects.
LAYCUR		The Layer of the selected objects will be made current.
LAYER	**LA**	Used to create a new layer and modify its properties.
LAYFRZ		Used to freeze the layer of a selected object.
LAYISO		Isolates the layer of a selected object.
LAYOUT		Used to modify layouts.
LAYOFF		Used to turn off the layer of a selected object.
LAYON		Used to turn ON all the layers.
LAYOUTWIZARD		Displays the Create Layout dialog.
LENGTHEN	**LEN**	Used to increase the length of an object.
LIMITS		Used to set the drawing limits.
LIMMAX		Used to set the maximum limit of a drawing.

LINE	**L**	Used to create a line.
LINETYPE	**LT**	Used to set the linetype.
LIST	**LI**	Lists the properties of a selected object in the text window.
LOAD		Imports the shapes that can be used by the SHAPE command.
LTSCALE	**LTS**	Used to set the linetype scale.
MEASURE	**ME**	Used to place points or blocks at measured intervals on an object.
MENU		Used to load a customization file.
MENULOAD		Used to load or unload a customizable file.
MIRROR	**MI**	Used to create a mirror image of an object.
MLEDIT		Used to edit a multiline.
MLINE	**ML**	Used to create multiple parallel lines.
MLSTYLE		Used to create and modify a multiline style.
MOVE	**M**	Used to move selected objects.
MSLIDE		Used to create slide out of a drawing.
MSPACE	**MS**	Used to switch from paper space to model space.

MSTRETCH		Used to stretch multiple objects at a time.
MTEXT	**MT or T**	Used to write text in multiple lines.
MVIEW	**MV**	Used to create and modify viewports.
MVSETUP		Used to set drawing specifications for printing purpose.
NEW	**CTRL+N**	Used to open a new file.
NOTEPAD		Used to edit file in Notepad.
OFFSET	**O**	Creates a parallel copy of a selected object at a specified distance.
OOPS		Used to undo the ERASE command.
OPEN		Used to open an existing file.
OPTIONS	**OP**	Used to set various options related to the drawing.
ORTHO		Turns ON/OFF the Ortho Mode.
OSNAP	**OS**	Used to the **Object Snap** settings.
PAGESETUP		Used to specify the printing properties of a layout.
PAN	**P**	Used to drag a drawing to view its different portions.
PARAMETER	**PAR**	Used to assign expressions to a dimensional constraint.

PBRUSH		Opens the **Windows Paint** application.
PEDIT	**PE**	Used to edit polylines.
PLINE	**PL**	Used to create a polyline. A polyline is a single object which can have continuous lines and arcs.
PLOT	**CTRL+P**	Used to plot a drawing.
POINT	**PO**	Used to place a point in the drawing.
POLYGON	**POL**	Used to create a polygon.
PREVIEW	**PRE**	Used to preview the plotted drawing.
PROPERTIES	**PR**	Displays the **Properties** palette.
PSOUT		Used to create a postscript file.
PURGE	**PU**	Used to remove the unwanted data from the drawing.
QDIM		Used to create a quick dimension.
QSAVE		Used to save the current drawing.
QUICKCALC	**QC**	Displays the QuickCalc calculator.
QUIT		Used to close the current drawing session.
RAY		Used to create a line that starts from a selected point and extends up to infinity.

RECOVER		Used to repair and open the damaged files.
RECOVERALL		Used to repair a damaged file along with the attached external references.
RECTANG		Used to create a polyline rectangle.
REDEFINE		Used to restore an AutoCAD command which has been overridden.
REDRAW	**R**	Refreshes the current viewport.
UNDEFINE		Used to override an existing command with a new one.
REDO		Used to cancel the previous UNDO command.
REDRAWALL	**RA**	Refreshes all the viewports in a drawing.
REGEN	**RE**	Regenerates the current viewport of a drawing.
REGENALL	**REA**	Regenerates all the viewports of a drawing.
REGION	**REG**	Convert the area enclosed by objects into a region.
RENAME	**REN**	Used to rename blocks, viewports, dimension styles and so on.
REVCLOUD		Used to highlight a portion of

		drawing by creating a cloud around it.
RIBBON		Displays the ribbon.
RIBBONCLOSE		Hides the ribbon.
SAVE	**CTRL+S**	Saves the currently opened drawing.
SAVEAS		Saves the drawing with another name and location.
SAVEIMG		Used to save a rendered output file.
SCALE	**SC**	Used to increase or decrease the size of a drawing.
SCRIPT	**SCR**	Used to load a script file. A script is used to run various commands in a sequential manner.
SETVAR	**SET**	Used to list or change a system variable.
SHAPE		Used to insert a shape into a drawing.
SHELL		Used to enter MS-DOS commands.
SKETCH		Used to draw freehand sketches.
SOLID	**SO**	Used to create filled triangles or quadrilaterals.
SPELL	**SP**	Used to check the spelling of a text.
SPLINE	**SPL**	Used to create a spline (curved object).

SPLINEDIT	**SPE**	Used to edit a spline.
STATUS		Used to display the details of a drawing such as limits, model space usage, layers and so on.
STRETCH	**S**	Used to stretch objects.
STYLE	**ST**	Used to create or modify the text style.
TABLET	**TA**	Allows using a tablet for creating drawings.
TBCONFIG		Used to customize user interface.
TEXT		Used to enter text in the drawing.
THICKNESS	**TH**	Used to set a thickness value to 2D objects.
TOLERANCE		Used to apply geometric tolerances to the drawing.
TOOLBAR	**TO**	Used to customize toolbars.
TRIM	**TR**	Used to trim unwanted portions of an object.
UCS		Used to specify the location of the user coordinate system.
UNDO	**CTRL+Z (or) U**	Used to undo the last operation.
UNITS	**UN**	Set the units of the drawing
VIEW		Used to save and restore model

		space, layout, and preset views.
VPLAYER		Used to control the layer visibility in paper space.
VPORTS		Used to create multiple viewports in model space of paper space.
VSLIDE		Used to show an image slide file.
WBLOCK	**W**	Used to convert a block into a drawing.
WMFIN		Used to import a Windows Metafile. This file contains drawing data and image data. But only drawing data is imported.
WIPEOUT		Used to wipeout a portion of the drawing.
WMFOPTS		Used to specify options for importing a Windows Metafile.
WMFOUT		Used to save objects as Windows Metafile.
XATTACH	**XA**	Used to attach a drawing as an external reference.
XLINE	**XL**	Used to create construction lines. Construction lines extend to infinity and help in drawing objects.
XREF	**XR**	Used to attach a drawing as an external reference.
ZOOM	**Z**	Used to Zoom in or out of a

		drawing.

3D Commands

Command	Shortcut	Description
3DARRAY	**3A**	Used to create three-dimensional arrays of an objects.
3DALIGN	**3AL**	Used align 3D objects.
3DFACE	**3F**	Used to create three sided or four 3D surface.
3DMESH		Used to create freeform 3D mesh.
3DCORBIT		Used to rotate a view in the 3D space with continuous motion.
3DDISTANCE		Used to control the distance.
3DEDITBAR		Used to add and edit control vertices on a NURBS surface or spline.
3DFLY		Used to view the 3D model as if you are flying through.
3DFORBIT		Used to freely rotate a view in 3D space.

3DMOVE	**3M**	Used to move the objects in 3D space.
3DORBIT	**3DO**	Used to rotate the view constrained along horizontal or vertical axis.
3DORBITCTR		Used to set the center for rotating view in 3D space.
3DPAN		Used to pan the 3D models horizontally or vertically. This is used when working in perspective view.
3DPOLY	**3P**	Used to create a 3D polyline.
3DPRINT	**3DP**	Used to print the model in 3D (plastic prototype).
3DROTATE		Used to rotate 3D objects in 3D space.
3DSCALE	**3S**	Used to increase or decrease the size of 3D object along the X, Y, Z directions.
3DSIN		Used to import a 3ds Max file.
3DDWF		Export the 3D model to a 3D DWF file.

3DWALK		Used to view the 3D model as if you are walking through it.
ANIPATH		Used to create an animation when you are navigating through the model.
BOX		Used to create a 3D box.
CONE		Used to create a 3D cone.
CONVERTOLDLIGHTS		Used to convert lights created in previous releases to the current format.
CONVERTOLDMATERIALS		Used to convert old materials to new format
CONVTONURBS		Used to convert a surface to NURBS. You can edit can easily edit a NURBS by using control vertices displayed on it.
CONVTOSOLID		Used to convert 3D meshes, polylines and circles to 3D solids.
CONVTOSURFACE		Used to convert objects to surfaces.
CVADD		Used to add control vertices to a NURBS

		surface or spline.
CVREMOVE		Used to remove control vertices from a NURBS surface or spline.
CVHIDE		Used to hide the control vertices of a NURBS surface or splines,
CVSHOW		Used to display the control vertices of a NURBS surface or splines.
CVREBUILD		Used to rebuild the control vertices of a NURBS surface.
CYLINDER		Used to create a 3D Cylinder.
EDGESURF		Used to create a mesh surface from four adjacent edges.
EXTRUDE	**EXT**	Used to extrude a closed region or polyline.
FILLETEDGE		Used to blend an edge of a 3D object.
FLATSHOT		Used to create a 2D representation of a 3D model.
FREEPOINT		Used to create point light

		that emits light in all directions.
FREESPOT		Used to create a spot light without any target.
HELIX		Used to create a helical or spiral curve.
INTERFERE		Used to create a 3D solid at the interference point of the various solid objects.
INTERSECT	**IN**	Used to create a 3D solid at the intersection portion of solid.
LIGHT		Used to create a light.
LIGHTLIST		Displays the lights available in the current 3D model.
LOFT		Used to create 3D solid or surface between various cross sections.
MATERIALS		Displays the Material Browser.
MATERIALASSIGN		Used to assign a material to the model.
MATERIALMAP		Used to the control the texture.
MATERIALATTACH		Used to associate

		materials with layers.
MESH		Used to create 3D mesh objects.
MESHREFINE		Used to refine the mesh of 3D mesh objects.
MESHSMOOTH		Used to increase the smoothness of mesh objects.
MIRROR3D		Used to mirror 3D objects in 3D space.
OFFSETEDGE		Used to create a parallel copy of an edge at a specified distance.
PFACE		Used to create a 3D Polyface mesh by specifying vertices.
PLAN		Displays the top view of the 3D model.
PLANESURF		Used to create a planar surface.
POINTLIGHT		Used to create point light that emits light in all directions.
PRESSPULL		Used to extrude or subtract material.
PYRAMID		Used to create a

		pyramid.
-RENDER		Used to specify settings for rendering.
RENDERCROP		Used to render a rectangular portion of a 3D model.
RENDERENVIRONMENT		Used to control visual properties rendered image.
RENDEREXPOSURE		Used to control the lighting of a rendered image.
RENDERONLINE		Used to render an image in Autodesk 360 (cloud).
RENDERPRESETS		Used to specify preset values for rendering an image.
RENDERWIN		Displays the render window.
REVOLVE	**REV**	Used to create a revolved solid.
REVSURF		Used to create a revolved surface.
RMAT		Displays the Material Browser.
RPREF	**RPR**	Used to specify

		advanced render settings.
SECTION	**SEC**	Used to create section plane in a 3D model.
SLICE	**SL**	Used to slice a 3D model.
SOLPROF		Create a profile from a 3D model in a paper space.
SOLIDEDIT		Used to edit faces and edges of a 3D solid.
SPACETRANS		Used to calculate equivalent model space and paper space distance.
SPHERE		Used to create a 3D sphere.
SPOTLIGHT		Used to create a spotlight that emits light like a torch.
STLOUT		Used to export a file to STL format.
SUNPROPERTIES		Displays the Sun properties palette.
SURFBLEND	**BLENDSRF**	Used to create a continuous blend surface between two surfaces.
SURFEXTEND		Used to lengthen a surface up to another

		surface.
SURFEXTRACTCURVE		Used to create Isoline curves on a surface, solid, or a face in U and V directions.
SURFFILLET		Used to create a surface fillet between two surfaces.
SURFOFFSET		Used to create parallel surface at a specified distance.
SURFNETWORK		Used to create a surface from various curves in U and V directions.
SURFPATCH		Used to create a surface using the edges forming a closed loop.
SURFSCULPT		Used to create a closed surface by trimming and combining the surfaces that form a region together.
SURFTRIM		Used to trim portions of a surface at intersections with other surfaces.
SURFUNTRIM		Used to untrim the trimmed surface.

SWEEP		Used to create 3D solid or surface by sweeping a profile along a path.
TABSURF		Used to create a mesh from an line or curve swept along a straight path
TORUS	**TOR**	Used to create a torus.
UNION	**UNI**	Used to combine various solids into one.
VISUALSTYLES		Used to create and modify visual styles.
VPOINT		Used to set the viewing direction of the 3D model.
WEDGE	**WE**	Used to create a wedge shape.
XEDGES		Used to create a 3D wireframe from a 3D solid.