3D Commands

3D Creates three-dimensional polygon mesh objects

3DARRAY Creates a three-dimensional array

3DCLIP Invokes the interactive 3D view and opens the Adjust Clipping Planes window

3DCORBIT Invokes the interactive 3D view and enables you to set the objects in the 3D view into continuous motion

3DDISTANCE Invokes the interactive 3D view and makes objects appear closer or farther away

3DFACE Creates a three-dimensional face

3DMESH Creates a free-form polygon mesh

3DORBIT Controls the interactive viewing of objects in 3D

3DPAN Invokes the interactive 3D view and enables you to drag the view horizontally and vertically

3DPOLY Creates a polyline with straight line segments using the CONTINUOUS linetype in three-dimensional space

3DSIN Imports a 3D Studio (3DS) file

3DSOUT Exports to a 3D Studio (3DS) file

3DSWIVEL Invokes the interactive 3D view and simulates the effect of turning the camera

3DZOOM Invokes the interactive 3D view so you can zoom in and out on the view

A

ABOUT Displays information about AutoCAD

ACISIN Imports an ACIS file

ACISOUT Exports AutoCAD solid objects to an ACIS file

ADCCLOSE Closes AutoCAD DesignCenter

ADCENTER Manages content

ADCNAVIGATE Directs the Desktop in AutoCAD DesignCenter to the file name, directory location, or network path you specify

ALIGN Aligns objects with other objects in 2D and 3D

AMECONVERT Converts AME solid models to AutoCAD solid objects

APERTURE Controls the size of the object snap target box

APPLOAD Loads and unloads applications and defines which applications to load at startup

ARC Creates an arc

AREA Calculates the area and perimeter of objects or of defined areas

ARRAY Creates multiple copies of objects in a pattern

ARX Loads, unloads, and provides information about ObjectARX applications

ATTDEF Creates an attribute definition

ATTDISP Globally controls attribute visibility

ATTEDIT Changes attribute information

ATTEXT Extracts attribute data

ATTREDEF Redefines a block and updates associated attributes

AUDIT Evaluates the integrity of a drawing

B

BACKGROUND Sets up the background for your scene

BASE Sets the insertion base point for the current drawing

BHATCH Fills an enclosed area or selected objects with a hatch pattern

BLIPMODE Controls the display of marker blips

BLOCK Creates a block definition from objects you select

BLOCKICON Generates preview images for blocks created with Release 14 or earlier

BMPOUT Saves selected objects to a file in device-independent bitmap format

BOUNDARY Creates a region or a polyline from an enclosed area

BOX Creates a three-dimensional solid box

BREAK Erases parts of objects or splits an object in two

BROWSER Launches the default Web browser defined in your system's registry

C

CAL Evaluates mathematical and geometric expressions

CAMERA Sets a different camera and target location

CHAMFER Bevels the edges of objects

CHANGE Changes the properties of existing objects

CHPROP Changes the color, layer, linetype, linetype scale factor, lineweight, thickness, and plot style of an object

CIRCLE Creates a circle

CLOSE Closes the current drawing

COLOR Defines color for new objects

COMPILE Compiles shape files and PostScript font files

CONE Creates a three-dimensional solid cone

CONVERT Optimizes 2D polylines and associative hatches created in AutoCAD Release 13 or earlier

COPY Duplicates objects

COPYBASE Copies objects with a specified base point

COPYCLIP Copies objects to the Clipboard

COPYHIST Copies the text in the command line history to the Clipboard

COPYLINK Copies the current view to the Clipboard for linking to other OLE applications

CUTCLIP Copies objects to the Clipboard and erases the objects from the drawing

CYLINDER Creates a three-dimensional solid cylinder

D

DBCCLOSE Closes the dbConnect Manager

DBCONNECT Provides an AutoCAD interface to external database tables

DBLIST Lists database information for each object in the drawing

DDEDIT Edits text and attribute definitions

DDPTYPE Specifies the display mode and size of point objects

DDVPOINT Sets the three-dimensional viewing direction

DELAY Provides a timed pause within a script

DIM AND DIM1 Accesses Dimensioning mode

DIMALIGNED Creates an aligned linear dimension

DIMANGULAR Creates an angular dimension

DIMBASELINE Creates a linear, angular, or ordinate dimension from the baseline of the previous dimension or a selected dimension

DIMCENTER Creates the center mark or the centerlines of circles and arcs

DIMCONTINUE Creates a linear, angular, or ordinate dimension from the second extension line of the previous dimension or a selected dimension

DIMDIAMETER Creates diameter dimensions for circles and arcs

DIMEDIT Edits dimensions

DIMLINEAR Creates linear dimensions

DIMORDINATE Creates ordinate point dimensions

DIMOVERRIDE Overrides dimension system variables

DIMRADIUS Creates radial dimensions for circles and arcs

DIMSTYLE Creates and modifies dimension styles

DIMTEDIT Moves and rotates dimension text

DIST Measures the distance and angle between two points

DIVIDE Places evenly spaced point objects or blocks along the length or perimeter of an object

DONUT Draws filled circles and rings

DRAGMODE Controls the way AutoCAD displays dragged objects

DRAWORDER Changes the display order of images and other objects

DSETTINGS Specifies settings for Snap mode, grid, and polar and object snap tracking

DSVIEWER Opens the Aerial View window

DVIEW Defines parallel projection or perspective views

DWGPROPS Sets and displays the properties of the current drawing

DXBIN Imports specially coded binary files

E

EDGE Changes the visibility of three-dimensional face edges

EDGESURF Creates a three-dimensional polygon mesh

ELEV Sets elevation and extrusion thickness properties of new objects

ELLIPSE Creates an ellipse or an elliptical arc

ERASE Removes objects from a drawing

EXPLODE Breaks a compound object into its component objects

EXPORT Saves objects to other file formats

EXPRESSTOOLS Activates the installed AutoCAD Express Tools if currently unavailable

EXTEND Extends an object to meet another object

EXTRUDE Creates unique solid primitives by extruding existing two-dimensional objects

F

FILL Controls the filling of multilines, traces, solids, all hatches, and wide polylines

FILLET Rounds and fillets the edges of objects

FILTER Creates reusable filters to select objects based on properties

FIND Finds, replaces, selects, or zooms to specified text

FOG Provides visual cues for the apparent distance of objects

G

GRAPHSCR Switches from the text window to the drawing area

GRID Displays a dot grid in the current viewport

GROUP Creates a named selection set of objects

H

HATCH Fills a specified boundary with a pattern

HATCHEDIT Modifies an existing hatch object

HELP (F1) Displays online help

HIDE Regenerates a three-dimensional model with hidden lines suppressed

HYPERLINK Attaches a hyperlink to a graphical object or modifies an existing hyperlink

HYPERLINKOPTIONS Controls the visibility of the hyperlink cursor and the display of hyperlink tooltips

I

ID Displays the coordinate values of a location

IMAGE Manages images

IMAGEADJUST Controls the image display of the brightness, contrast, and fade values of images

IMAGEATTACH Attaches a new image to the current drawing

IMAGECLIP Creates new clipping boundaries for an image object

IMAGEFRAME Controls whether AutoCAD displays the image frame or hides it from view

IMAGEQUALITY Controls the display quality of images

IMPORT Imports files in various formats into AutoCAD

INSERT Places a named block or drawing into the current drawing

INSERTOBJ Inserts a linked or embedded object

INTERFERE Creates a composite 3D solid from the common volume of two or more solids

INTERSECT Creates composite solids or regions from the intersection of two or more solids or regions and removes the areas outside of the intersection

ISOPLANE Specifies the current isometric plane

L

LAYER Manages layers and layer properties

LAYOUT Creates a new layout and renames, copies, saves, or deletes an existing layout

LAYOUTWIZARD Starts the Layout wizard, in which you can designate page and plot settings for a new layout

LEADER Creates a line that connects annotation to a feature

LENGTHEN Lengthens an object

LIGHT Manages lights and lighting effects

LIMITS Sets and controls the drawing boundaries and grid display

LINE Creates straight line segments

LINETYPE Creates, loads, and sets linetypes

LIST Displays database information for selected objects

LOAD Makes shapes available for use by the SHAPE command

LOGFILEOFF Closes the log file opened by LOGFILEON

LOGFILEON Writes the text window contents to a file

LSEDIT Edits a landscape object

LSLIB Maintains libraries of landscape objects

LSNEW Adds realistic landscape items, such as trees and bushes, to your drawings

LTSCALE Sets the linetype scale factor

LWEIGHT Sets the current lineweight, lineweight display options, and lineweight units

M

MASSPROP Calculates and displays the mass properties of regions or solids

MATCHPROP Copies the properties from one object to one or more objects

MATLIB Imports and exports materials to and from a library of materials

MEASURE Places point objects or blocks at measured intervals on an object

MENU Loads a menu file

MENULOAD Loads partial menu files

MENUUNLOAD Unloads partial menu files

MINSERT Inserts multiple instances of a block in a rectangular array

MIRROR Creates a mirror image copy of objects

MIRROR3D Creates a mirror image of objects about a plane

MLEDIT Edits multiple parallel lines

MLINE Creates multiple parallel lines

MLSTYLE Defines a style for multiple parallel lines

MODEL Switches from a layout tab to the Model tab and makes it current

MOVE Displaces objects a specified distance in a specified direction

MSLIDE Creates a slide file of the current viewport in model space, or of all viewports in paper space

MSPACE Switches from paper space to a model space viewport

MTEXT Creates multiline text

MULTIPLE Repeats the next command until canceled

MVIEW Creates floating viewports and turns on existing floating viewports

MVSETUP Sets up the specifications of a drawing

N

NEW Creates a new drawing file

O

OFFSET Creates concentric circles, parallel lines, and parallel curves

OLELINKS Updates, changes, and cancels existing OLE links

OLESCALE Displays the OLE Properties dialog box

OOPS Restores erased objects

OPEN Opens an existing drawing file

OPTIONS Customizes the AutoCAD settings

ORTHO Constrains cursor movement

OSNAP ets object snap modes

p

PAGESETUP Specifies the layout page, plotting device, paper size, and settings for each new layout

PAN Moves the drawing display in the current viewport

PARTIALOAD Loads additional geometry into a partially opened drawing

PARTIALOPEN Loads geometry from a selected view or layer into a drawing

PASTEBLOCK Pastes a copied block into a new drawing

PASTECLIP Inserts data from the Clipboard

PASTEORIG Pastes a copied object in a new drawing using the coordinates from the original drawing

PASTESPEC Inserts data from the Clipboard and controls the format of the data

PCINWIZARD Displays a wizard to import PCP and PC2 configuration file plot settings into the Model tab or current layout

PEDIT Edits polylines and three-dimensional polygon meshes

PFACE Creates a three-dimensional polyface mesh vertex by vertex

PLAN Displays the plan view of a user coordinate system

PLINE Creates two-dimensional polylines

PLOT Plots a drawing to a plotting device or file

PLOTSTYLE Sets the current plot style for new objects, or the assigned plot style for selected objects

PLOTTERMANAGER Displays the Plotter Manager, where you can launch the Add-a-Plotter wizard and the Plotter Configuration Editor

POINT Creates a point object

POLYGON Creates an equilateral closed polyline

PREVIEW Shows how the drawing will look when it is printed or plotted

PROPERTIES Controls properties of existing objects

PROPERTIESCLOSE Closes the Properties window

PSDRAG Controls the appearance of a PostScript image as it is dragged into position with PSIN

PSETUPIN Imports a user-defined page setup into a new drawing layout

PSFILL Fills a two-dimensional polyline outline with a PostScript pattern

PSIN Imports a PostScript file

PSOUT Creates an encapsulated PostScript file

PSPACE Switches from a model space viewport to paper space

PURGE Removes unused named objects, such as blocks or layers, from the drawing database

Q

QDIM Quickly creates a dimension

QLEADER Quickly creates a leader and leader annotation

QSAVE Quickly saves the current drawing

QSELECT Quickly creates selection sets based on filtering criteria

QTEXT Controls the display and plotting of text and attribute objects

QUIT Exits AutoCAD

R

RAY Creates a semi-infinite line

RECOVER Repairs a damaged drawing

RECTANG Draws a rectangular polyline

REDEFINE Restores AutoCAD internal commands overridden by UNDEFINE

REDO Reverses the effects of the previous UNDO or U command

REDRAW Refreshes the display in the current viewport

REDRAWALL Refreshes the display in all viewports

REFCLOSE Saves back or discards changes made during in-place editing of a reference (an xref or a block)

REFEDIT Selects a reference for editing

REFSET Adds or removes objects from a working set during in-place editing of a reference (an xref or a block)

REGEN Regenerates the drawing and refreshes the current viewport

REGENALL Regenerates the drawing and refreshes all viewports

REGENAUTO Controls automatic regeneration of a drawing

REGION Creates a region object from a selection set of existing objects

REINIT Reinitializes the digitizer, digitizer input/output port, and program parameters file

RENAME Changes the names of objects

RENDER Creates a photorealistic or realistically shaded image of a three-dimensional wireframe or solid model

RENDSCR Redisplays the last rendering created with the RENDER command

REPLAY Displays a BMP, TGA, or TIFF image

RESUME Continues an interrupted script

REVOLVE Creates solids by revolving two-dimensional objects about an axis

REVSURF Creates a revolved surface about a selected axis

RMAT Manages rendering materials

ROTATE Moves objects about a base point

ROTATE3D Moves objects about a three-dimensional axis

RPREF Sets rendering preferences

RSCRIPT Creates a script that repeats continuously

RULESURF Creates a ruled surface between two curves

S

SAVE Saves the drawing under the current file name or a specified name

SAVEAS Saves an unnamed drawing with a file name or renames the current drawing

SAVEIMG Saves a rendered image to a file

SCALE Enlarges or reduces selected objects equally in the X, Y, and Z directions

SCENE Manages scenes in model space

SCRIPT Executes a sequence of commands from a script

SECTION Uses the intersection of a plane and solids to create a region

SELECT Places selected objects in the Previous selection set

SETUV Maps materials onto objects

SETVAR Lists or changes the values of system variables

SHADEMODE Shades the objects in the current viewport

SHAPE Inserts a shape

SHELL Accesses operating system commands

SHOWMAT Lists the material type and attachment method for a selected object

SKETCH Creates a series of freehand line segments

SLICE Slices a set of solids with a plane

SNAP Restricts cursor movement to specified intervals

SOLDRAW Generates profiles and sections in viewports created with SOLVIEW

SOLID Creates solid-filled polygons

SOLIDEDIT Edits faces and edges of 3D solid objects

SOLPROF Creates profile images of three-dimensional solids

SOLVIEW Creates floating viewports using orthographic projection to lay out multi- and sectional view drawings of 3D solid and body objects while in a layout

SPELL Checks spelling in a drawing

SPHERE Creates a three-dimensional solid sphere

SPLINE Creates a quadratic or cubic spline (NURBS) curve

SPLINEDIT Edits a spline object

STATS Displays rendering statistics

STATUS Displays drawing statistics, modes, and extents

STLOUT Stores a solid in an ASCII or binary file

STRETCH Moves or stretches objects

STYLE Creates or modifies named styles and sets the current style for text in your drawing

STYLESMANAGER Displays the Plot Style Manager

SUBTRACT Creates a composite region or solid by subtraction

SYSWINDOWS Arranges windows

T

TABLET Calibrates, configures, and turns on and off an attached digitizing tablet

TABSURF Creates a tabulated surface from a path curve and a direction vector

TEXT Displays text on screen as it is entered

TEXTSCR Opens the AutoCAD text window

TIME Displays the date and time statistics of a drawing

TOLERANCE Creates geometric tolerances

TOOLBAR Displays, hides, and customizes toolbars

TORUS Creates a donut-shaped solid

TRACE Creates solid lines

TRANSPARENCY Controls whether background pixels in an image are transparent or opaque

TREESTAT Displays information about the drawing's current spatial index

TRIM Trims objects at a cutting edge defined by other objects

U

U Reverses the most recent operation

UCS Manages user coordinate systems

UCSICON Controls the visibility and placement of the UCS icon

UCSMAN Manages defined user coordinate systems

UNDEFINE Allows an application-defined command to override an internal AutoCAD command

UNDO Reverses the effect of commands

UNION Creates a composite region or solid by addition

UNITS Controls coordinate and angle display formats and determines precision

V

VBAIDE Displays the Visual Basic Editor

VBALOAD Loads a global VBA project into the current AutoCAD session

VBAMAN Loads, unloads, saves, creates, embeds, and extracts VBA projects

VBARUN Runs a VBA macro

VBASTMT Executes a VBA statement on the AutoCAD command line

VBAUNLOAD Unloads a global VBA project

VIEW Saves and restores named views

VIEWRES Sets the resolution for objects in the current viewport

VLISP Displays the Visual LISP interactive development environment (IDE)

VPCLIP Clips viewport objects

VPLAYER Sets layer visibility within viewports

VPOINT Sets the viewing direction for a three-dimensional visualization of the drawing

VPORTS Divides the drawing area into multiple tiled or floating viewports

VSLIDE Displays an image slide file in the current viewport

W

WBLOCK Writes objects or a block to a new drawing file

WEDGE Creates a 3D solid with a sloped face tapering along the X axis

WHOHAS Displays ownership information for opened drawing files

WMFIN Imports a Windows metafile<

WMFOPTS Sets options for WMFIN

WMFOUT Saves objects to a Windows metafile

span style="font-size:180%;">x

XATTACH Attaches an external reference to the current drawing

XBIND Binds dependent symbols of an xref to a drawing

XCLIP Defines an xref or block clipping boundary and sets the front or back clipping planes

XLINE Creates an infinite line

XPLODE Breaks a compound object into its component objects

XREF Controls external references to drawing files

Z

ZOOM Increases or decreases the apparent size of objects in the current viewport