

AutoCAD 2025

Shortcuts Guide

Get work done quickly

One Key Shortcuts

Toggles and Screen Management

Hot Keys A-Z

Printable Keyboard Stickers





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|--|--|--|
| A ARC / Creates an arc. | H HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill. | P PAN / Adds a parameter with grips to a dynamic block definition. |
| B BLOCK / Creates a block definition from selected objects. | I INSERT / Inserts a block or drawing into the current drawing. | R REDRAW / Refreshes the display in the current viewport. |
| C CIRCLE / Creates a circle. | J JOIN / Joins similar objects to form a single, unbroken object. | S STRETCH / Stretches objects crossed by a selection window or polygon. |
| D DIMSTYLE / Creates and modifies dimension styles. | L LINE / Creates straight line segments. | T MTEXT / Creates a multiline text object. |
| E ERASE / Removes objects from a drawing. | M MOVE / Moves objects a specified distance in a specified direction. | V VIEW / Saves and restores named views, camera views, layout views, and preset views. |
| X EXPLODE / Breaks a compound object into its component objects. | N NEW / Create a new drawing. | W WBLOCK / Writes objects or a block to a new drawing file. |
| F FILLET / Rounds and fillets the edges of objects. | O OFFSET / Creates concentric circles, parallel lines, and parallel curves. | Z ZOOM / Increases or decreases the magnification of the view in the current viewport. |
| G GROUP / Creates and manages saved sets of objects called groups. | | |

Toggle General Features

Ctrl+Shift+A	Toggle group selection
Ctrl+Shift+E	Enables the use of implied faces
Ctrl+H	Toggle Pick Style
Ctrl+I	Toggle Coords
Ctrl+Shift+I	Toggle Infer Constraints
Ctrl+Shift+L	Select objects
Ctrl+Shift+P	Toggle Quick Properties mode
Ctrl+W Ctrl+Shift+W	Toggles Selection Cycling
F1	Display Help
F2	Toggle Text Screen

Toggle Drawing Modes

F3 Ctrl+F	Toggle Object Snap (OSNAP)
F4 Ctrl+Shift+Y	Toggle 3D Osnap
F5 Ctrl+E	Cycle isometric planes
F6 Ctrl+D	Toggle Dynamic UCS
F7	Toggle Grid
F8 Ctrl+L	Toggle ortho mode
F9 Ctrl+B	Toggle Snap mode
F10 CMD+U	Toggle Polar Tracking
F11	Toggle Object Snap Tracking
F12	Toggle dynamic input tooltip mode

Manage Screen

Ctrl+Shift+H	Toggle pallets
Ctrl+R	Toggle between floating viewports
Ctrl+0 (zero)	Toggle Full Screen mode
Ctrl+1	Toggle Property palette
Ctrl+2	Toggle Design Center palette
Ctrl+3	Toggle Tool Sets palette
Ctrl+4	Toggle Sheet Set palette
Ctrl+6	Toggle DBConnect Manager palette
Ctrl+7	Toggle Markup Set Manager palette
Ctrl+8	Toggle Quick Calc palette
Ctrl+9	Command Line

Manage Workflow

Ctrl+A	Select all objects
Ctrl+C	Copy selected objects
Ctrl+Shift+C	Copy selected objects to clipboard with base point (COPYBASE)
Ctrl+X	Cut selected objects
Ctrl+Shift+X	Cut selected object with base point
Ctrl+V	Paste object
Ctrl+Shift+V	Paste data as block
Ctrl+K	Add hyperlink to selected
Ctrl+J Ctrl+M	Repeats the previous command
Ctrl+Y	Redo last action
Ctrl+Z	Undo last action
ESC Ctrl+[Ctrl+\	Cancel current command

Manage Drawings

Ctrl+N	New drawing
Ctrl+O	Open drawing
Ctrl+S	Save drawing
Ctrl+Shift+S	Saves Drawing As
Ctrl+P	Plot dialog box
Ctrl+Tab	Switch to next drawing
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 AutoCAD

A

A	ARC / Creates an arc.
AA	AREA / Calculates the area and perimeter of objects or of defined areas.
ADC	ADCENTER / Manages and inserts content such as blocks, xrefs, and hatch patterns.
AI OPEN	ACTIVITYINSIGHTSOPEN / Opens the Activity Insights palette to view past actions that you or others have performed in your drawings.
AS OPEN	ASSISTANTOPEN / Open Autodesk Assistant
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.
ARR	ACTRECORD / Starts the Action Recorder.
ARM	ACTUSERMESSAGE / Inserts a user message into an action macro.
ARU	ACTUSERINPUT / Pauses for user input in an action macro.
ARS	ACTSTOP / Stops the Action Recorder and provides the option of saving the recorded actions to an action macro file.
ATI	ATTIPEDIT / Changes the textual content of an attribute within a block.
ATT	ATTDEF / Redefines a block and updates associated attributes.
ATE	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.
BO	BOUNDARY / Creates a region or a polyline from an enclosed area.
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.
CAM	CAMERA / Sets a camera and target location to create and save a 3D perspective view of objects.
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.
CHK	CHECKSTANDARDS / Checks the current drawing for standards violations.
CL	CENTERLINE / Creates centerlines
CLI	COMMANDLINE / Displays the Command Line window.
CM	CENTERMARK / Creates centermarks
COL	COLOR / Sets the color for new objects.
CO	COPY / Copies objects a specified distance in a specified direction.
CUBE	NAVVCUBE / Controls the visibility and display properties of the ViewCube tool.
CYL	CYLINDER / Creates a 3D solid cylinder.

D

D	DIMSTYLE / Creates and modifies dimension styles.	DI	DIST / Measures the distance and angle between two points.	DRM	DRAWINGRECOVERY / Displays a list of drawing files that can be recovered after a program or system failure.
DAN	DIMANGULAR / Creates an angular dimension.	DIV	DIVIDE / Creates evenly spaced point objects or blocks along the length or perimeter of an object.	DS	DSETTINGS / Sets grid and snap, polar and object snap tracking, object snap modes, Dynamic Input, and Quick Properties.
DAR	DIMARC / Creates an arc length dimension.	DJL	DIMJOGLINE / Adds or removes a jog line on a linear or aligned dimension.	DT	TEXT / Creates a single-line text object.
DBA	DIMBASELINE / Creates a linear, angular, or ordinate dimension from the baseline of the previous or selected dimension.	DJO	DIMJOGGED / Creates jogged dimensions for circles and arcs.	DV	DVIEW / Defines parallel projection or perspective views by using a camera and target.
DBC	DBCONNECT / Provides an interface to external database tables.	DL	DATALINK / The Data Link dialog box is displayed.	DX	DATAEXTRACTION / Extracts drawing data and merges data from an external source to a data extraction table or external file.
DCE	DIMCENTER / Creates the center mark or the centerlines of circles and arcs.	DLU	DATALINKUPDATE / Updates data to or from an established external data link.		
DCO	DIMCONTINUE / Creates a dimension that starts from an extension line of a previously created dimension.	DO	DONUT / Creates a filled circle or a wide ring.		
DCON	DIMCONSTRAINT / Applies dimensional constraints to selected objects or points on objects.	DOR	DIMORDINATE / Creates ordinate dimensions.		
DDA	DIMDISASSOCIATE / Removes associativity from selected dimensions.	DOV	DIMOVERRIDE / Controls overrides of system variables used in selected dimensions.		
DDI	DIMDIAMETER / Creates a diameter dimension for a circle or an arc.	DR	DRAWORDER / Changes the draw order of images and other objects.		
DED	DIMEDIT / Edits dimension text and extension lines.	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.		

E-F

E	ERASE / Removes objects from a drawing.
ED	TEXTEDIT / Edits single-line text, dimension text, attribute definitions, and feature control frames.
EL	ELLIPSE / Creates an ellipse or an elliptical arc.
EPDF	EXPORTPDF / Exports drawing to PDF.
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.
F	FILLET / Rounds and fillets the edges of objects.
FI	FILTER / Creates a list of requirements that an object must meet to be included in a selection set.
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.
GEO	GEOGRAPHICLOCATION / Specifies the geographic location information for a drawing file.
H	HATCH / Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
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.
IO	INSERTOBJ / Inserts a linked or embedded object.
ISOLATE	ISOLATE OBJECTS / Makes specified objects temporarily invisible, or restores objects that were previously made invisible
J	JOIN / Joins similar objects to form a single, unbroken object.
JOG	DIMJOGGED / Creates jogged dimensions for circles and arcs.

L—M

L	LINE / Creates straight line segments.
LA	LAYER / Manages layers and layer properties.
LAS	LAYERSTATE / Saves, restores, and manages named layer states.
LE	QLEADER / Creates a leader and leader annotation.
LEN	LENGTHEN / Changes the length of objects and the included angle of arcs.
LESS	MESHSMOOTHLESS / Decreases the level of smoothness for mesh objects by one level.
LI	LIST / Displays property data for selected objects.
LO	LAYOUT / Creates and modifies drawing layout tabs.
LT	LINETYPE / Loads, sets, and modifies linetypes.
LTS	LTSCALE / Changes the scale factor of linetypes for all objects in a drawing.
LW	LWEIGHT / Sets the current lineweight, lineweight display options, and lineweight units.
M	MOVE / Moves objects a specified distance in a specified direction.
MA	MATCHPROP / Applies the properties of a selected object to other objects.
MAT	MATERIALS / Shows or hides the Materials browser.

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.

MSM	MARKUP / Opens the Markup Set Manager.
MT	MTEXT / Creates a multiline text object.
MV	MVIEW / Creates and controls layout viewports.

N—O

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

P

P2D	PUSHTODOCSOPEN / Opens the Push to Autodesk Docs palette.
P	PAN / Adds a parameter with grips to a dynamic block definition.
PA	PASTESPEC / Pastes objects from the Clipboard into the current drawing and controls the format of the data.
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.
PCATTACH	POINTCLOUDATTACH / Inserts an indexed point cloud file into the current drawing.
PE	PEDIT / Edits polylines and 3D polygon meshes.
PL	PLINE / Creates a 2D polyline.
PO	POINT / Creates a point object.
POFF	HIDEPALETTES / Hides currently displayed palettes (including the command line).

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.
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

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

R

R	REDRAW / Refreshes the display in the current viewport.
RA	REDRAWALL / Refreshes the display in all viewports.
RC	RENDERCROP / Renders a specified rectangular area, called a crop window, within a viewport.
RE	REGEN / Regenerates the entire drawing from the current viewport.
REA	REGENALL / Regenerates the drawing and refreshes all viewports.
REC	RECTANG / Creates a rectangular polyline.
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.
RO	ROTATE / Rotates objects around a base point.
RP	RENDERPRESETS / Specifies render presets, reusable rendering parameters, for rendering an image.
RPR	RPREF / Displays or hides the Advanced Render Settings palette for access to advanced rendering settings.

RR	RENDER / Creates a photorealistic or realistically shaded image of a 3D solid or surface model.
RW	RENDERWIN / Displays the Render window without starting a rendering operation.

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.
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, where you can specify one of several visual styles.
SL	SLICE / Creates new 3D solids and surfaces by slicing, or dividing, existing objects.

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 a section object that acts as a cutting plane through 3D objects.
SPLAY	SEQUENCEPLAY / Plays named views in one category.
SPLIT	MESHSPLOT / Splits a mesh face into two faces.
SSM	SHEETSET / Opens the Sheet Set Manager.
ST	STYLE / Creates, modifies, or specifies text styles.
STA	STANDARDS / Manages the association of standards files with drawings.
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.
TH	THICKNESS / Sets the default 3D thickness property when creating 2D geometric objects.
TI	TILEMODE / Controls whether paper space can be accessed.
TO	TOOLBAR / Displays, hides, and customizes toolbars.
TOL	TOLERANCE / Creates geometric tolerances contained in a feature control frame.
TOR	TORUS / Creates a donut-shaped 3D solid.
TP	TOOLPALETTES / Opens the Tool Palettes window.
TR	TRIM / Trims objects to meet the edges of other objects.
TS	TABLESTYLE / Creates, modifies, or specifies table styles.

U–W

UC	UCSMAN / Manages defined user coordinate systems.
UN	UNITS / Controls coordinate and angle display formats and precision.
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.
VGO	VIEWGO / Restores a named view.
VP	VPOINT / Sets the 3D viewing direction.
VPLAY	VIEWPLAY / Plays the animation associated to a named view.
VS	VSCURRENT / Sets the visual style in the current viewport.
VSM	VISUALSTYLES / Creates and modifies visual styles and applies a visual style to a viewport.
W	WBLOCK / Writes objects or a block to a new drawing file.
WE	WEDGE / Creates a 3D solid wedge.
WHEEL	NAVSWHEEL / Displays a wheel that contains a collection of view navigation tools.

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.

