AUTODESK

AutoCAD LT 2025

Shortcuts Guide

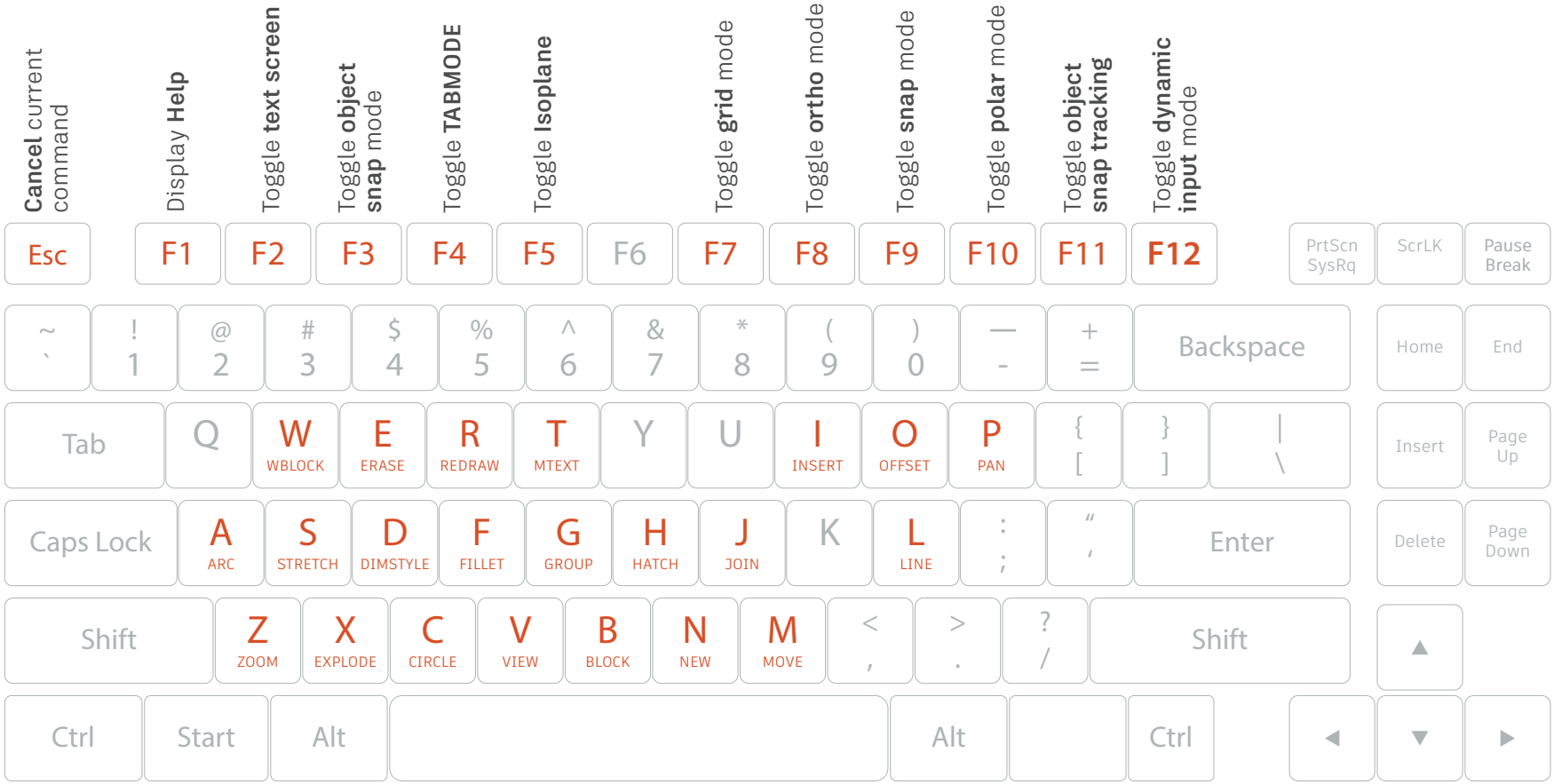
Get work done quickly

One Key Shortcuts

Toggles and Screen Management

Hot Keys A-Z

Printable Keyboard Stickers



A **ARC** / Creates an arc.

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

C **CIRCLE** / Creates a circle.

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

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

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

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

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

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

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

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

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

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

N **NEW** / Create a new drawing.

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

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

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

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

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

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

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

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

Toggle General Features

Ctrl+Shift+A	Toggle group selection
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

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+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.

AL **ALIGN** / Aligns objects with other objects in 2D and 3D.

AR **ARRAY** / Creates multiple copies of objects in a pattern.

AS OPEN **ASSISTANTOPEN** / Open Autodesk Assistant

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.

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 **CENTERLINE** / Creates centerlines.

CLI **COMMANDLINE** / Displays the Command Line window.

CM **CENTERMARK** / Creates center marks.

COL **COLOR** / Sets the color for new objects.

CO **COPY** / Copies objects a specified distance in a specified direction.

D

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

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.

DDA **DIMDISASSOCIATE** / Removes associativity from selected dimensions.

DDI **DIMDIAMETER** / Creates a diameter dimension for a circle or an arc.

DED **DIMEDIT** / Edits dimension text and extension lines.

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.

DLU **DATALINKUPDATE** / Updates data to or from an established external data link.

DO **DONUT** / Creates a filled circle or a wide ring.

D**OR** **DIMORDINATE** / Creates ordinate dimensions.

DOV **DIMOVERRIDE** / Controls overrides of system variables used in selected dimensions.

DR **DRAWORDER** / Changes the draw order of images and other objects.

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.

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.

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.

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

G–H

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

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.

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.

IO **INSERTOBJ** / Inserts a linked or embedded object.

ISOLATE **ISOLATEOBJECTS** / Makes specificed 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.

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.

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.

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.

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

N **NEW** / Create a new drawing.

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.

OR **ORTHO** / Constrains cursor movement to the horizontal or vertical direction

OS **OSNAP** / Sets running object snap modes.

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.

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.

PU **PURGE** / Removes unused items, such as block definitions and layers, from the drawing.

Q

QC **QUICKCALC** / Opens the QuickCalc calculator.

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.

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.

RO **ROTATE** / Rotates objects around a base point.

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.

SET **SETVAR** / Lists or changes the values of system variables.

SHA **SHADEMODE** / Sets the display to be wireframe or hidden-line images.

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.

SSM **SHEETSET** / Opens the Sheet Set Manager.

ST **STYLE** / Creates, modifies, or specifies text styles.

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.

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.

VP **VPOINT** / The Viewpoint Presets dialog box is displayed.

VGO **VIEWGO** / Restores a named view.

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

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.

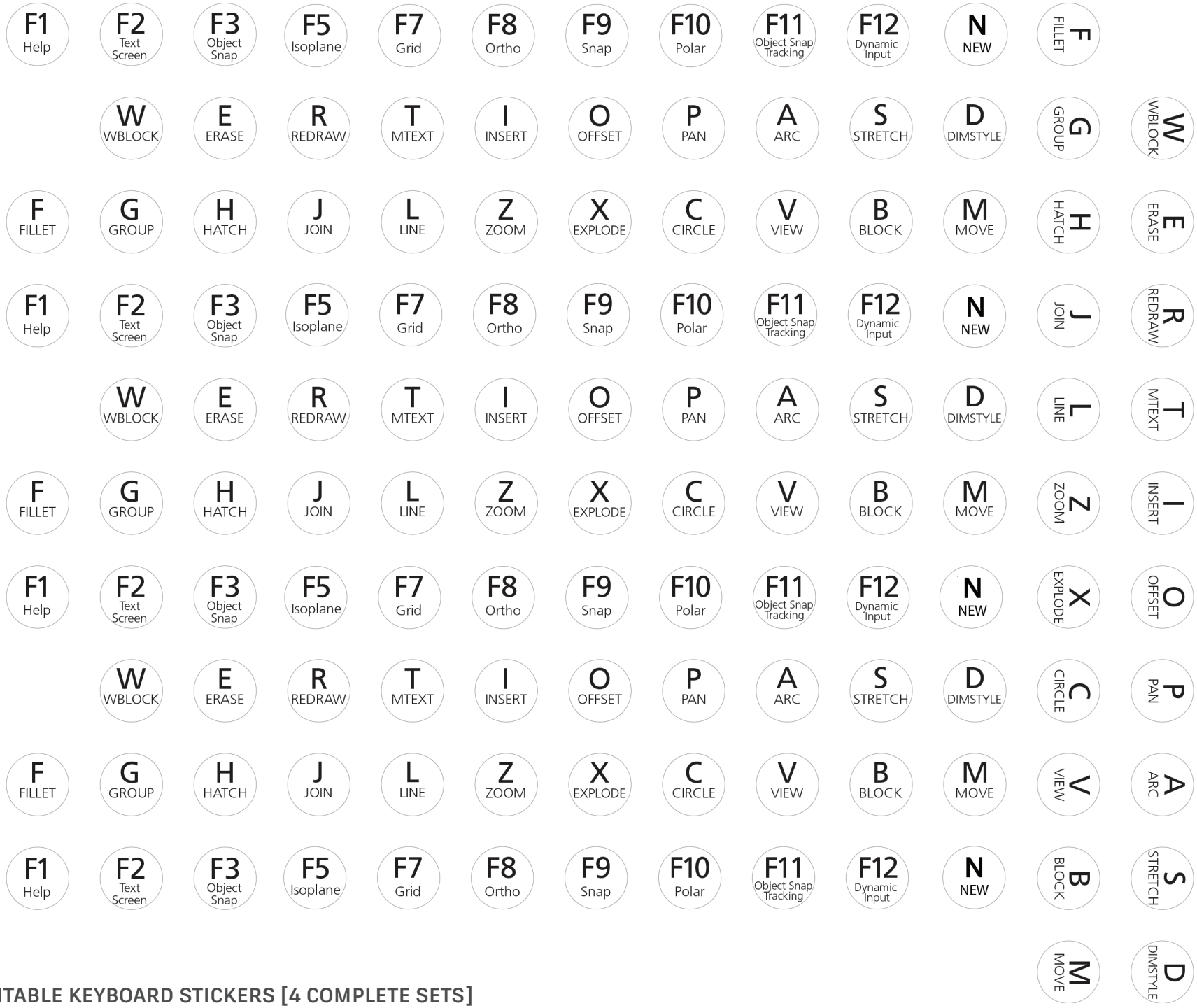
XC **XCLIP** / Crops the display of a selected external reference or block reference to a specified boundary.

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.

ZIP **ETRANSMIT** / Creates a Self-Extracting or Zipped Transmittal Package.



PRINTABLE KEYBOARD STICKERS [4 COMPLETE SETS]
FOR USE WITH: http://www.onlinelabels.com/OL32.htm