

File		
	New	Ctrl+N / ⌘N Ctrl+T / ⌘T
	New from Template...	Ctrl+Shift+N / ⇧⌘N
	Open...	Ctrl+O / ⌘O
	Import...	Ctrl+Shift+I / ⇧⌘I
	Revert	Ctrl+R / ⌘R
<i>Show in Explorer / Finder / File Manager</i> FI		
	Save	Ctrl+S / ⌘S
	Save As...	Ctrl+Shift+S / ⇧⌘S
	Close	Ctrl+W / ⌘W
	Bitmap Export...	XB
	Quick SVG Export...	XS
	PDF Export...	XD
	Print Preview	Ctrl+Shift+P / ⇧⌘P
	Print...	Ctrl+P / ⌘P
	Print Current View...	Ctrl+Alt+P / ⌘⌥P
	Print Window...	Ctrl+Alt+Shift+P / ⌘⌥⇧P
Quit Ctrl+Q / ⌘Q		
View		
Zoom		
	Zoom In	+ = Ctrl++ / ⌘+
	Zoom Out	- Ctrl+- / ⌘-
	Auto Zoom	ZA
	Zoom to Selection	ZS
	Previous View	ZV
	Window Zoom	ZW
	Pan Zoom	ZP

View		
	Draft Mode	DF
	Screen-based Linetypes	NL
	Anti-aliasing	NT
	Grid	GR
	Isometric Grid Off	JO
	Top Projection	JT
	Right Projection	JR
	Left Projection	JL
	Layer List	GY
	Block List	GB
	View List	GV
	Property Editor	GP
	Selection Filter	GF
	Library Browser	GL
	Command Line	GM
	Clipboard Display	GC
Status Bar GS		
Focus on Command Line Space Ctrl+M / ⌘M		
<i>Focus on Options Toolbar</i> Ctrl+Space / ^Space		
Focus on Tool Matrix Ctrl+Shift+Space ⇧⌘Space		
	Display Distance/Angle	F8

View		
Overlays		
	Direction	VD
	Order	VO
	Startpoint	VS

Edit		
	Undo [-]	Ctrl+Z / ⌘Z OO
	Redo [-]	Ctrl+Shift+Z / ⇧⌘Z UU
	Delete	Del Backspace ER
	Cut	Ctrl+X / ⌘X
	Cut with Reference	Ctrl+Shift+X / ⇧⌘X RT
	Copy	Ctrl+C / ⌘C CP
	Copy with Reference	Ctrl+Shift+C / ⇧⌘C RC
	Paste	Ctrl+V / ⌘V PS
	Paste along Entity	Ctrl+Shift+V / ⇧⌘V PE
	Duplicate	DP
	Find/Replace...	Ctrl+F / ⌘F RP
	Substitute Fonts...	FF
	Scale Text Heights...	MG
	Convert Drawing Unit	CU
<i>Left Click</i> Ctrl+Return / ⌘Return		
Escape Esc		
	Reset / Idle	QQ
	Drawing Preferences...	Ctrl+I / ⌘I
	Application Preferences...	Ctrl+, / ⌘,
Quick Modify		
	Move Left	←
	Move Right	→
	Move Up	↑
	Move Down	↓
	Rotate Counter-Clockwise	F5
	Rotate Clockwise	F6

Select		
	Deselect All	TN Ctrl+K / ⌘K Ctrl+D / ⌘D Ctrl+Shift+A / ⇧⌘A
	Select All	TA Ctrl+A / ⌘A
	Select View	TV
	Invert Selection	TI
	(De-)Select Rectangular Area	TR TW
	(De-)Select Polygon	TP
	(De-)Select Contour	TC
	(De-)Select Intersected Entities	TX
	(De-)Select Layer	TL
Misc		
Select		
By Handle...		TH
By Color		TF
Select Next Entity		>
Select Previous Entity		<
Store Selection		TS
Use Selection		TU
Info		
	Position	IO
	Relative Position	IV
	Polar Position	IL
	Relative Polar Position	IT
	Distance Point to Point	IP
	Distance Entity to Point	IE
	Distance Entity to Entity	IN
	Angle	IA
	Total Length of Selection	IS
	Polygonal Area	IR
	Arc/Circle/Ellipse Area	IC
	Polyline Area	II

Draw		
Point		
	Single Point	PO
	<i>N Points on Line</i>	<i>PN</i>
	<i>MxN Points</i>	<i>PM</i>
Line		
	Line from 2 Points	LI
	Line from Angle	LA
	Horizontal Line	LH
	Vertical Line	LV
	Angle Bisector	LB
	Parallel (with Distance)	LP PA
	Parallel (through Point)	LG
	Tangent (Point, Circle)	LT1
	Tangent (Two Circles)	LT2
	Orthogonal / Tangent	LN
	Relative Angle	LR
	Orthogonal	LO
	Freehand Line	LF
Spline		
	Spline (Control Points)	SP
	<i>Spline (Fit Points)</i>	<i>SL</i>
	<i>Insert Fit Point</i>	<i>NI</i>
	<i>Append Fit Point(s)</i>	<i>NA</i>
	<i>Remove Fit Point</i>	<i>NR</i>
	<i>Simplify</i>	<i>NP</i>
Misc		
Draw		
	Horizontal Construction Line	XH
	Vertical Construction Line	XV
	Centerline Cross	CS
	Counter	C12
	Text Along Entity	TG
	Text Aligned Leader	2T
	Leader from Selected Text	T2L
	Box Joint from 2 Points	LJ
	Polyline break symbol from 2 points	S3
	Draw Fms Lanes	PF

Draw		
Arc		
	Center, Point, Angles	AR
	2 Points and Radius	AD
	2 Points and Angle	A2
	2 Points and Length	AL
	2 Points and Height	AH
	3 Points	A3
	Concentric (with Distance)	AC
	Concentric (through Point)	AG
	Tangentially Connected	AN
	Tangent, Point, Radius	AT
Circle		
	Center, Point	CI
	Center, Radius	CR
	Center, Diameter	CA
	2 Points and Radius	CD
	2 Points	C2
	3 Points	C3
	Concentric (with Distance)	CC
	Concentric (through Point)	CG
	Tangent and 2 Points	CT1
	Tangent, Point, Radius	CTP
	2 Tangents and Point	CT2
	2 Tangents and Radius	CTR
	3 Tangents	CT3

Draw		
Ellipse		
	Ellipse (Center, Point, Ratio)	EP
	Ellipse Arc	EA
	Ellipse with Radii	EI
	Ellipse with Diameters	ED
	Parallel Curve (with Distance)	EC
	Parallel Curve (through Point)	EG
	<i>Inscribed in Quadrilateral</i>	<i>EQ</i>
Polyline		
	Draw Polyline	PL
	<i>Polyline from Segments</i>	<i>OG</i>
	<i>Polyline from Selection</i>	<i>OC</i>
	<i>Partial Polyline Along Selection</i>	<i>OL</i>
	<i>Insert Node</i>	<i>OA OI</i>
	<i>Append Node(s)</i>	<i>OP</i>
	<i>Delete Node(s)</i>	<i>OD</i>
	<i>Remove Nodes between Two Nodes</i>	<i>OB</i>
	<i>Trim Segments</i>	<i>OT</i>
	<i>Relocate Start Point</i>	<i>OR</i>
	<i>Change Segment Type</i>	<i>OX</i>
	<i>Offset</i>	<i>OQ</i>
	<i>Morph</i>	<i>OM</i>
	<i>Boolean Operations</i>	<i>OW</i>
	<i>Simplify</i>	<i>OS</i>
	<i>Normalize Polylines</i>	<i>ON</i>
	<i>Insert Nodes at Self-Intersections</i>	<i>OV</i>
	<i>Logically close Polylines</i>	<i>OE</i>
	<i>Logically open Polylines</i>	<i>OJ</i>

Draw		
	<i>Ring</i>	<i>RI</i>
	<i>Wipeout</i>	<i>WP</i>
	Text...	TE
	Insert Bitmap...	IM
Shape		
	Rectangle	RE
	Rectangle with Size	RS
	<i>Rectangle (3 Points)</i>	<i>R3</i>
	Polygon (Center, Corner)	PG1 HC
	Polygon (2 Points of Side)	PG2 HP
	Polygon (Center, Side)	PG3
	Polygon (Side, Side)	PG4
	<i>Star</i>	<i>PT</i>
Hatch		
	Hatch from Selection...	HA
	<i>Hatch from Segments...</i>	<i>HS</i>
Viewport		
	<i>Add Viewport</i>	<i>VT</i>
	<i>Manage Viewport Layers...</i>	<i>VY</i>
Dimension		
	Aligned	DA
	Rotated (Linear)	DL
	Horizontal	DH
	Vertical	DV
	<i>Baseline</i>	<i>DB</i>
	<i>Continue</i>	<i>DC</i>
	Ordinate (X/Y)	DO
	Leader	DE LD
	<i>Datum</i>	<i>DT</i>
	<i>Tolerance...</i>	<i>TO</i>
	Radial	DR
	Diametric	DD
	Angular	DN
	<i>Arc Length</i>	<i>DG</i>
	Reset Label Position	DS
	<i>Remove Style Overrides</i>	<i>DX</i>

Modify		
	Move / Copy	MV
	Rotate	RO
	Scale	SZ
	Mirror	MI
	Flip Horizontal	FH
	Flip Vertical	FV
	Move and Rotate	MR
	Rotate Two	R2
	Align Reference Points	AE
	Align	MA
	Offset (with Distance)	OF
	Offset (through Point)	OH
	Trim	RM XT
	Trim Both	TM
	Lengthen / Shorten	LE
	Stretch	SS
	Clip to Rectangle	CLR
	Chamfer / Bevel	CH
	Round	RN
	Divide	DI
	Split Entities	MS
	Break out Segment	D2
	Break out Manual	B2
	Auto Trim	AX
	Break out Gap	D3
	Reverse	RV
	Edit Text	MT
	Edit Tolerance	ML
	Edit Hatch	MH
	Explode	XP
	Property Painter	PI

Modify		
Draw Order		
	Bring to Front	MF
	Send to Back	MB
	Reorder	MO
	Order Connected Entities	MC
Detection		
	Detect Duplicates	MD
	Detect Zero-Length Entities	MZ
Projection		
	Orthographic Projection (Cylindrical)	PR
	Isometric Projection	PJ
	Isometric Projection (Cylindrical)	PC
	Matrix Transformation	MX
Block		
	Explode	XP
	Toggle Visibility	BV
	Show All Blocks	BS
	Hide All Blocks	BH
	Add Empty Block...	BA
	Create Block from Selection	BC
	Add Layout Block...	BL
	Remove Block	BR
	Purge Unused Blocks	BP
	Rename Block	BN
	Edit Block	BE
	Edit Block from Reference	BD
	Edit Block In-place	BB
	Duplicate Block	BY
	Return to Main Drawing	EM
	Select Block References	BK
	Deselect Block References	BX
	Insert Block	BI
	Create Library Item	BT
Attributes		
	Define Block Attribute	UA
	Synchronize Attributes	UY

Layer		
	Toggle Visibility	YV
	Toggle Frozen Status	YF
	Toggle Lock Status	YL
	Show Only Active	YO
	Show All Layers	YS
	Hide All Layers	YH
	Thaw All Layers	YW
	Freeze All Layers	YZ
	Lock All Layers	YK
	Unlock All Layers	YN
	Add Layer...	YA
	Add Sublayer...	YU
	Set Parent Layer...	YX
	Create Layer from Selection...	YT
	Move Selection to Current Layer	YJ
	Duplicate Layer...	YY
	Delete Layer(s)	YR
	Purge Unused Layers	YP
	Edit Layer...	YE
	Select Layer Entities	YC
	Deselect Layer Entities	YD
Layer States		
	Add...	YM
Window		
	Close All	Ctrl+Shift+W / ⇧⌘W
	Next	Ctrl+Right / ⌘Right Ctrl+PgUp / ⌘PgUp
	Previous	Ctrl+Left / ⌘Left Ctrl+PgDown / ⌘PgDown
	Full Screen	Ctrl+Shift+F / ⇧⌘F
Misc		
Development		
	Script Shell	GE
	Run Script	XC

Snap		
	Free	SF
	Grid	SG
	End	SE
	On Entity	ST
	Perpendicular	SU
	Tangential	SB
	Center	SC
	Reference	SR
	Middle	SM
	Middle Manual	SN
	Distance	SD
	Distance Manual	SH
	Intersection	SI
	Intersection Manual	SY
	Auto	SA
	Coordinate	SX
	Polar Coordinate	SO
	X/Y from Points	PX
	Y/X from Points	PY
	Center of Selection	SK
	Restrictions Off	EN
	Restrict Orthogonally	EO
	Restrict Horizontally	EH
	Restrict Vertically	EV
	Restrict Angle or Length	EL
	Set Relative Zero	RZ
	Lock Relative Zero	RL
	Lock Snap	SQ