

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
	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
	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
	Focus on Options Toolbar	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
	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	<

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>	PN
	<i>MxN Points</i>	PM
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>	SL
	<i>Insert Fit Point</i>	NI
	<i>Remove Fit Point</i>	NR
	<i>Simplify</i>	NP
Misc		
Draw		
	Horizontal Construction Line	XH
	Vertical Construction Line	XV
	Centerline Cross	CS
	Counter	C12
	Text Along Entity	TG
	Box Joint from 2 Points	LJ

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
	Inscribed in Quadrilateral	EQ
Polyline		
	Draw Polyline	PL
	<i>Polyline from Segments</i>	OG
	<i>Polyline from Selection</i>	OC
	<i>Partial Polyline Along Selection</i>	OL
	<i>Insert Node</i>	OA OI
	<i>Append Node(s)</i>	OP
	<i>Delete Node(s)</i>	OD
	<i>Delete Segments between Two Nodes</i>	OB
	<i>Trim Segments</i>	OT
	<i>Relocate Start Point</i>	OR
	<i>Change Segment Type</i>	OX
	<i>Offset</i>	OQ
	<i>Morph</i>	OM
	<i>Simplify</i>	OS
	<i>Normalize Polylines</i>	ON
	<i>Logically close Polylines</i>	OE
	<i>Logically open Polylines</i>	OJ

Draw		
	<i>Ring</i>	<i>RI</i>
	Text	TE
	Insert Bitmap	IM
Shape		
	Rectangle	RE
	Rectangle with Size	RS
	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>
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

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	123	MO
Order Connected Entities		MC
Detection		
Detect Duplicates		MD
Detect Zero-Length Entities	0.00	MZ
Projection		
Orthographic Projection (Cylindrical)		PR
Isometric Projection		PJ
Isometric Projection (Cylindrical)		PC
Matrix Transformation	$\begin{bmatrix} A & B \\ C & D \end{bmatrix}$	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	a b	BN
Edit Block		BE
Edit Block from Reference		BD
Duplicate Block		BY
Return to Main Drawing		EM
Select Block References		B+
Deselect Block References		B-
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
Create Layer from Selection		YT
Duplicate Layer		YY
Delete Layer(s)		YR
Purge Unused Layers		YP
Edit Layer		YE
Select Layer Entities	Y+ YC	
Deselect Layer Entities	Y- 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		.X
Y/X from Points		.Y
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