

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
	Show in Explorer / Finder / File Manager	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
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
Quick Modify		
←	Move Left	←
→	Move Right	→

Edit		
Quick Modify		
↑	Move Up	↑
↓	Move Down	↓
	Rotate Counter-Clockwise	F5
	Rotate Clockwise	F6
	Find/Replace...	Ctrl+F / ⌘F RP
	Substitute Fonts...	FF
	Scale Text Heights...	MG
	Convert Drawing Unit	CU
	Left Click	Ctrl+Return / ⌘↵
	Escape	Esc / ⌫
	Reset / Idle	QQ
	Drawing Preferences...	Ctrl+I / ⌘I
	Application Preferences...	Ctrl+, / ⌘,
View		
	Draft Mode	DF
	Screen-based Linetypes	NL
	Anti-aliasing	NT
	Grid	GR
Zoom		
	Zoom In	+ =
		Ctrl++ / ⌘+
	Zoom Out	- Ctrl+- / ⌘-
	Auto Zoom	ZA
	Zoom to Selection	ZS
	Previous View	ZV
	Window Zoom	ZW
	Pan Zoom	ZP
Overlays		
→	Direction	VD
	Order	VO
▶	Startpoint	VS
Stored Views		
+	Add View...	VA
-	Remove View	VR

View		
Stored Views		
	Edit View...	VE
	Pick View	VP
	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
	Layout Tabs	GT
	Focus on Command Line	Space
		Ctrl+M / ⌘M
	Focus on Options Toolbar	Ctrl+. / ⌘.
	Focus on Tool Matrix	Ctrl+Shift+. / ⌘⇧.
	Display Distance/Angle	F8
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

Draw		
Point		
	Single Point	PO
	Points on Line	PN
	MxN Points	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
Arc		
	Center, Point, Angles	AR
	Points and Radius	AD
	Points and Angle	A2
	Points and Length	AL
	2 Points and Height	AH
	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
	Points and Radius	CD
	Points	C2
	Points	C3
	Concentric (with Distance)	CC

Draw		
Circle		
	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
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
Spline		
	Spline (Control Points)	SP
	Spline (Fit Points)	SL
	Insert Fit Point	NI
	Append Fit Point(s)	NA
	Remove Fit Point	NR
	Simplify	NP
Polyline		
	Draw Polyline	PL
	Polyline from Segments	OG
	Polyline from Selection	OC
	Partial Polyline Along Selection	OL
	Insert Node	OA
		OI
	Append Node(s)	OP
	Delete Node(s)	OD
	Remove Nodes between Two Nodes	OB
	Trim Segments	OT
	Relocate Start Point	OR
	Change Segment Type	OX
	Offset	OQ
	Morph	OM
	Boolean Operations	OW
	Simplify	OS
	Normalize Polyline	ON
	Insert Nodes at Self-Intersections	OV
	Logically close Polyline	OE

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

Dimension		
	Remove Style Overrides	DX
Modify		
Transform		
	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		
	Offset (with Distance)	OF
	Offset (through Point)	OH
Trim and Divide		
	Trim	RM
		XT
	Trim Both	TM
	Lengthen / Shorten	LE
	Stretch	SS
	Clip to Rectangle	CLR
	Divide	DI
	Split Entities	MS
	Break out Segment	D2
	Break out Manual	B2
	Auto Trim	AX
	Break out Gap	D3
Corners		
	Chamfer / Bevel	CH
	Round	RN
	Reverse	RV
Entities		
	Edit Text	MT
	Edit Tolerance	ML
	Edit Hatch	MH
	Explode	XP
Draw Order		
	Bring to Front	MF
	Send to Back	MB

Modify		
Draw Order		
	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
	Property Painter	PI
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
	Selection Reference Points	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

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

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
	Activate Layer of Entity	YB
	Select Layer Entities	YC
	Deselect Layer Entities	YD

Layer States		
	Add...	YM

Block		
	Explode	XP
	Toggle Visibility	BV
	Show All Blocks	BS

Block		
	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
	Insert External Reference...	XR
	Create Library Item	BT

Attributes		
	Define Block Attribute	UA
	Synchronize Attributes	UY

Window		
	Close All	Ctrl+Shift+W / ⌘⌘W
	Next	Ctrl+Right / ⌘→ Ctrl+PgUp / ⌘↑
	Previous	Ctrl+Left / ⌘← Ctrl+PgDown / ⌘↓
	Full Screen	Ctrl+Shift+F / ⌘⌘F

Misc		
Import/Export		
	Batch2Pdf visible layout blocks	2PF
Select		
	By Handle...	TH
	By Color	TF
	Select Next Entity	>
	Select Previous Entity	<
	Store Selection	TS
	Use Selection	TU

Draw		
	Horizontal Construction Line	XH
	Vertical Construction Line	XV
	Centerline Cross	CS

Misc		
Draw		
	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

Information		
	Store Positions	TT
	Use Positions	TY

Development		
	Script Shell	GE
	Run Script	XC

Script Examples		
Draw		
	Three Points	P3
Mathematics		
	FlexPainter	FP

CAM		
	CAM Configuration...	KK
	CAM Export	KX
	Display Toolpaths	KV
	Add Tool	KA
	Edit Tool	KE
	Remove Tool	KR
	Export Tools	KO
	Import Tools	KI
	Add Profile Toolpath	KP
	Add Pocket Toolpath	KC
	Add Drill Toolpath	KL
	Edit Toolpath	KD
	Remove Toolpath	KM
	Add Tab	KT
	Add Workpiece	KW
	Show CAM Tool List	GO
	Show CAM Toolpath List	GA
	Show Simulation Panel	GI

Help		
	Reference Manual	Ctrl+? / ⌘?