

**F3** Object Snap (on/off)

**F8** Ortho Mode (on/off)

**F12** Dynamic Input (on/off)

## **PDFIMPORT**

Converts a PDF into a CAD dwg.

## **GEOGRAPHICLOCATION**

Places a true scale Aerial map into your CAD dwg.

**DC** Useful for copying items from another drawing

**M2P** Snap to a location between two points.

**MA** Copy properties from one object to another.

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

**DI** Measures and lists the distance from one point to another in the command line.

**DIV** Creates evenly spaced point objects or blocks along the length or

perimeter of an object.

**DR** Changes the order in which objects display when on top of each other.

**F** Places an arc of specified radius at the intersection or extended intersection of two objects.

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

**TR** Trims objects to meet the edges of other objects.

**LA** Displays the Layers Properties Manager.

**PR** Displays the Properties Palette

**QC** Displays the Quick Calculator

**NCOPY** Copy individual objects from an external reference or block reference.

**CHSPACE** Move an object through a viewport from paper space to model space or vice versa.

**RE** Regenerates the entire drawing from the current viewport.

**REA** Regenerates the drawing and refreshes all viewports.

**PUBLISH** Plot multiple sheets at a time.

**FIELD** Creates text that automatically grabs information from your drawing.

**OVERKILL** deletes overlapping duplicate objects

**PURGE** removes unused layers, blocks, styles, etc.

**AUDIT** checks the current drawing for errors and attempts to fix the errors.

**RECOVER** Repairs a damaged drawing file.

**RECOVERALL** Repairs a damaged drawing file along with all attached xrefs.

**WBLOCK** Select geometry and resave out to a new file.

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