

SUPER tricks	
EX -enter -enter	Extend Special
TR -enter -enter	Trim Special
<cmd> + WP	select Window polygon
<cmd> + CP	select Crossing polygon
<cmd> + F	select Fence (Ex + F or T + F)

NEW	since ACAD 2002
Osnap _M2P	Snap to midpoint between 2 points
<small>enable clickand, hatch, block or text to edit</small>	
BF1	BFill closing gaps up to 1 unit
BFG	BFill gap tolerance
BI	Breakline
CB	Copy with basepoint
BOS	Boundary + select B. set
C -enter	Copy relative
DRC	draworder by color
DRT	TEXTTOFRONT (Draworder text + dim)
EX + SHIFT	Trim
F + M	Fillet Multiple
F + SHIFT	Extend
FS	Fastsel *
	*FM Fsmode (FS settings)
J	Join (splines)
LWA	Laywalk (dynamic layer display)
MC	multy copy (divide, measere, array)
MR	Mredo
MST	Mstretch
O + M	Ofset multiple times
OK, RDL	Overkill (clean drawing)
PC	CONVERTPOLY (LW to/from 2D Poly)
PPE	extended plan (selected)
QC	QuickCalc (calculator)
RN	rename (Layers, Blocks, views, ETC)
VO	Pasteorig (original location)
VB	PasteBlock
Zz	zoom in to selected
HB	recreate hatch boundary
REC + R	RECTANGLE -first point... + rotation angle
Et	Extrim (was MT or cookie cutter)

Layer - Linetype - Color	
LA (DD)	Layer manager
G	Get layer/color/linetype
GL	Get layer
FE	Freeze except
FL	Freeze layer
L2X	Layerlist to excel
LCU	Chane selected to current layer
LF	Layer freeze
LFA	Layer freeze all
LFF	Layer freeze fills
LFH	Layer freeze hatch-fills
LFS	Layer freeze solid-fills
LFX	Layer freeze Xrefs (w*, p*, s*, x*)
LN	Layer on
LNA	Layer on all
LNF	Layer on fills
LNH	Layer on hatch-fills
LNS	Layer on solid-fills
LNx	Layer on Xrefs (w*, p*, s*, x*)
LO	Layer off
LOA	Layer off all
LOF	Layer off fills
LOH	Layer off hatch-fills
LOS	Layer off solid-fills
LOX	Layer off Xrefs (w*, p*, s*, x*)
LT	Layer thaw
LTA	Layer thaw all
LTF	Layer thaw fills
LTH	Layer thaw hatch-fills
LTS	Layer thaw solid-fills
LTX	Layer thaw Xrefs (w*, p*, s*, x*)
LW	Layer wakeup (thaw + current)
L0	Layer set 0
L00	Layer create or and/set 00 (NoPlot)
L9	Layer create and/or set 9
OE	Off layer except selected
OL	Off layer
LP	Layer previous

UCS	
U2	Ucs z-axes (2 points)
U3	Ucs 3 points
Ue	Ucs entity
Uf	Ucs follow
Uo	Ucs origin
Up	Ucs previous
Ur	Ucs restore
Us	Ucs save
Uv	Ucs view
Uw	Ucs world
Ux	Ucs rotate around x-axis
Uy	Ucs rotate around y-axis
Uz	Ucs rotate around z-axis

SNAP	
F3	Osnap on/off
Oa	Osnap end,int,mid,cen
Oc	Osnap end,int,ins,nod,cen
Od	Osnap end
Oi	Osnap ins
On	Osnap non

CTRL + Right mouse button	node CTRL+F1
	center CTRL+F2
	nearest CTRL+F3
	perpendicularSHIFT+F1
	midpoint SHIFT+F2
apparent intersec SHIFT+F3	
non SHIFT+F4	

Calculation	
A2x	Area's to exel (by Layer)
Aa	Area
Ao	Area object
Ca	Calculate area + write text.
Caa	Calculate area's
Cl	Calculate length
Cla	Calculate total length
Qc	Quick Calculator

NEW!!	
changed	
HOT	

Blocks - Xrefs	
XR (x)	X-REF
BL (B)	BLOCK
Cb	Copy-clip basepoint 0,0,0
Vb	Paste-clip basepoint 0,0,0
Cc	Copy to (new) layer
Nc	Nested copy (from Block or Xref)
Il	Insert Special - Basepoint 0,0,0
Ww	Wblock special - Basepoint 0,0,0
Xx	Xref Special - Basepoint 0,0,0

3D	
S2, S3, SG, F	Shademode: 2D, 3D, Gouraud, Hidden
3	3D orbit
3Do	3D Orbit
Fr	Front elevation
Le	Left elevation
Ri	Right elevation
Ne	North east axo
Nw	North west axo
Se	South east axo
Sw	South west axo
BOX	BOX
Sep	Separate
SPH	Sphere
CYL	Cylinder
CON	Cone
TOR	Torus
IF	Interfere
IN	iintersect
UNI (UN)	Union
SL	Slice
SU (ST)	Substract
EXT	Extrude
XT	Extrude

S3	Shademode 3D wire
S2	Shademode 2D Wire
SG	Shademode Realistic
SH	Shade Hidden line
SC	Shade Conceptual
SR	Shademode Realistic

Hatch - Solid Fill	
Bf	Bfill
Bo	Boundary
Sf	Sfill

Navigation	
PP	Plan View (Current UCS)
TT	Top View (UCS independent)
VR	View restore
VS	View save (restore: VR)
VW	View save window (restore: VR)
ZA	Zoom all (Good in Paper Space)
ZD	Zoom dynamic
ZE	Zoom extents
ZI	Zoom in
ZO	Zoom out
ZP	Zoom previous
ZW	Zoom window
ZX	Zoom 0.9xp
ZZ	Zoom object

Edit	
BR (B)	Break
B1	Break at point
B12	Break without gap
B2	Break at 2 points
Bt	Boundary Trim
ET	Extrim
MX	MULTI Extend (or Ex + F)
MT	MULTI Trim (or T + F)
F0	Fillet radius 0
Pb	Polyline build
Mp	Mpedit
PJ	Poly Join
X (EXP, EF Xplode)	

Other	
Dr	Draworder
Rga	Regenall viewports
Pua	Purge all
Er	Erase except last
Ctrl + 1	Properties panel
Ctrl + 2	Design Center