

## **autocad 常用命令 (AutoCAD common commands)**

Delete: E circle: C

Mobile: M arc: A

Copy: CO ellipse: EL

Mirror image: MI ring: DO

Offset: O: PO

Array: AR fixed number equal point: DIV

Rotation: RO distance equal point: ME

Trim: TR rectangle: REC

Extension: EX regular polygon: POL

Chamfer: CHA multi segment line: PL

Fillet: F edit multi segment line: PE

Interrupt: BR spline: SPL

Merge: J edit spline: SPE

Zoom: SC line: L

Stretching: S structure line: XL

Elongated: LEN pattern fill: BH

Edit pattern fill: HE

Block: B

External block: W

Insert block: I

Single line text: TEXT

Multiline text: MT

Table type: TS

1. CAD shortcuts: frequently used function keys

F1: get help

F2: realize graphics window and text window switching

F3: controls whether objects are caught automatically

F4: digitizer control

F5: isometric plane switching

F6: controls how the coordinates are displayed on the status line

F7: raster display mode control

F8: orthogonal mode control

F9: grid capture mode control

F10: polar axis mode control

F11: object tracking control

Two, CAD shortcuts: commonly used CTRL shortcut key

Ctrl+B: grid capture mode control (F9)

Dra: radius callout

Ddi: diameter callout

Dal: align callout

Dan: angle callout

Ctrl+C: copies the selected object to the clipboard

Does Ctrl+F: control achieve object auto capture (F3)?

Ctrl+G: raster display mode control (F7)

Ctrl+J: repeats the previous command

Ctrl+K: hyperlink

Ctrl+N: new graphics file

Ctrl+M: open options dialog box

Ctrl+I: open features dialog box

Ctrl+2: opens the image Explorer

Ctrl+6: opens the image data atom

Ctrl+0: opens the image file

Ctrl+P: opens the print to say box

Ctrl+S: saves files

Ctrl+U: polar axis mode control (F10)

Ctrl+v: paste the contents on the clipboard

Ctrl+W: object tracking control (F11)

Ctrl+X: cut the selected content

Ctrl+Y: redo

Ctrl+Z: cancels the previous step

Three, CAD shortcut key: letter shortcut key

AA: measures area and perimeter (area)

Al: 对齐 (align)

Air: 阵列 (array)

AP: 加载 \* lsp 程系

AV: 打开视图对话框 (dsviewer)

打开对相自动捕捉对话框 if:

ST: 打开字体设置对话框 (style)

So, 绘制二围面 (2D solid)

SP: 拼音的校核 (spell)

SC: 缩放比例 (scale)

SN: 栅格捕捉模式设置 (SNAP)

DT: 文本的设置 (dtext)

Di: 测量两点间的距离

Hi: 插入外部对相

A: 绘圆弧

B: 定义块

C: 画圆

D: 尺寸资源管理器

删除 and:

F: 倒圆角

G: 对相组合

H: 填充

I: 插入

S: 拉伸

T: 文本输入

W: 定义块并保存到硬盘中

L: 直线

M: 移动

X: 炸开

V: 设置当前坐标

U: 恢复上一次操做

The 偏移:

P: 移动

Z: 缩放

Cad 绘图命令

#

3D 创建三维多边形网格对象

3darray 创建三维阵列

3dclip 启用交互式三维视图并打开“调整剪裁平面”窗口

3dcorbit 启用交互式三维视图并允许用户设置对象在三维视图中连续运动

3ddistance 启用交互式三维视图并使对象显示得更近或更远

3dface 创建三维面

3dmesh 创建自由格式的多边形网格

3dorbit 控制在三维空间中交互式查看对象

3dpan 启用交互式三维视图并允许用户水平或垂直拖动视图

3dpoly 在三维空间中使用“连续”线型创建由直线段组成的多段线

3dsin 输入 3D Studio (3DS) 文件

3dsout 输出 3D Studio (3DS) 文件

3dswivel 启用交互式三维视图模拟旋转相机的效果

3dzoom 启用交互式三维视图使用户可以缩放视图

The

About 显示关于 AutoCAD 的信息

Acisin 输入 ACIS 文件

Acisout 将 AutoCAD 实体对象输出到 ACIS 文件中

Adcclose 关闭 AutoCAD 设计中心

管理内容 adcenter

Adcnavigate 将 AutoCAD 设计中心的桌面引至用户指定的文件名、  
目录名或网络路径

原创力文档  
max.book118.com  
预览与源文档一致, 下载高清无水印

Align 在二维和三维空间中将某对象与其他对象对齐

Ameconvert 将 Iges 实体模型转换为 AutoCAD 实体对象

Aperture 控制对象捕捉靶框大小

Appload 加载或卸载应用程序并指定启动时要加载的应用程序



Arc 创建圆弧

计算对象或指定区域的面积和周长 area

The array 创建按指定方式排列的多重对象副本

ARX 加载、卸载和提供关于 ObjectARX 应用程序的信息

创建属性定义 attdef

Attdisp 全局控制属性的可见性

改变属性信息 attedit

Attext 提取属性数据

Attredf 重定义块并更新关联属性

Audit 检查图形的完整性

(b)

Background 设置场景的背景效果

BASE sets the insertion point of the current graph

BHATCH fills a closed area or selected object with a pattern

Display of BLIPMODE control point markers

BLOCK creates a block definition based on the selected object

BLOCKICON generates preview images for blocks created by R14 or earlier versions

BMPOUT saves the selected object to the file in the device independent bitmap format

BOUNDARY creates a face or polyline from a closed area

BOX creates a three-dimensional cuboid

The BREAK part deletes the object or decomposes the object into two parts

The default Web browser set in the BROWSER boot system registry

C

CAL calculates values for arithmetic and geometric expressions

CAMERA sets the camera and the target's different positions

CHAMFER adds chamfer to the edge of an object

CHANGE modifies the properties of existing objects

CHPROP modifies the color, layer, line, line, scale factor,

Xian Kuan, thickness, and print style of the object

CIRCLE creates a circle

CLOSE closes the current graph

COLOR defines the color of the new object

COMPILE compile shape files and Postscri Pt font files

CONE creates a 3D solid cone

CONVERT optimizes two-dimensional, polyline and association padding created by AutoCAD, R13, or earlier versions

COPY replication objects

The COPYBASE band specifies the base point to copy the object

COPYCLIP copies objects to the clipboard

COPYHIST copies the command line history text to the clipboard

COPYLINK copies the current view to the clipboard so that it can be linked to other OLE applications

CUTCLIP copies objects to the clipboard and deletes objects from the graph

CYLINDER creates 3D solid cylinders

D

DBCLOSE closes the database connection manager

DBCONNECT provides an AutoCAD interface for an external database table

DBLIST lists database information for each object in the graph

DDEDIT edit text and property definitions

DDPTYPE specifies the display mode and size of the point object

DDVPOINT sets the 3D viewing direction

DELAY provides a pause for the specified time in the script file

DIM and DIM1 enter callout mode

DIMALIGNED creates aligned linear Tags

DIMANGULAR creates angle annotations

DIMBASELINE creates a linear, angular, or coordinate mark from the baseline of the previous or selected annotation

Center mark or center line DIMCENTER to create a circular arc

DIMCONTINUE creates a linear, angular, or coordinate mark from the previous or selected dimensioning of the second dimension

Dimlinear DIMDIAMETER create a circular arc

DIMEDIT edit callout

DIMLINEAR creates linear dimensioning

DIMORDINATE creates coordinate point annotations

DIMOVERRIDE replace tag system variables

Mark DIMRADIUS to create circular arc radius

DIMSTYLE creates or modifies annotation styles

DIMTEDIT moves and rotates callout text

DIST measures the distance and angle between two points

DIVIDE sets the point, object, or block along the length or perimeter of the object

Circle and ring DONUT drawing filling

DRAGMODE controls how AutoCAD displays the way objects are

dragged

DRAWORDER modifies the display order of images and other objects

DSETTINGS specifies the settings for capture modes, grids, polar coordinates, and object capture tracking

DSVIEWER opens the bird's eye view window

DVIEW defines parallel or perspective views

DWGPROPS sets and displays the properties of the current graph

DXBIN enters a specially coded binary file

E

EDGE modifies the visibility of the edges of a 3D surface

EDGESURF creates a 3D polygon mesh

ELEV sets the tensile thickness and elevation characteristics of the new object

ELLIPSE creates elliptical or elliptical arcs

ERASE removes objects from graphics

EXPLODE decomposes composite objects into object components

EXPORT saves objects in other file formats

EXPRESSTOOLS if you have the AutoCAD shortcut tool installed but not running, run the tool

EXTEND extends objects to another object

EXTRUDE creates a 3D prototype by stretching existing 2D objects

F

FILL controls multi line, wide line, two-dimensional filling, filling of all patterns and filling of wide section lines

FILLET rounded the edges of an object

FILTER creates reusable filters to select objects based on properties

FIND searches, replaces, selects, or scales the specified text

FOG controls render fog

G

GRAPHSCR switches from the text window to the graphical window

GRID display point grid in the current viewport

GROUP creates a named set of objects

H

HATCH fills a specified boundary area with a pattern

HATCHEDIT modifies existing patterns to fill objects

HELP (F1) displays online help

HIDE does not show hidden lines when generating a 3D model

HYPERLINK attaches hyperlinks to graphical objects or modifies existing hyperlinks

HYPERLINKOPTIONS controls the visibility of hyperlink cursor and the display of hyperlink toolbar prompt

I

ID displays the coordinates of the positions

IMAGE manage images

IMAGEADJUST controls brightness, contrast, and fading of selected images

IMAGEATTACH attaches a new image object to the current



graph

IMAGECLIP creates a new clipping boundary for the image object

IMAGEFRAME controls whether the image border is displayed on the screen or hidden in the view

IMAGEQUALITY controls the quality of image display

IMPORT inputs multiple file formats to the AutoCAD

INSERT inserts a named block or graph into the current graph

INSERTOBJ inserts, links, or embeds objects

INTERFERE creates a three-dimensional composite entity with the common parts of two or more 3D entities

INTERSECT creates a composite entity or face field with the intersection of two or more entities or fields, and removes parts other than the intersection

ISOPLANE specifies the current isometric plane

L

LAYER management layer

LAYOUT creates new layouts and rename, copy, save, or

delete existing layouts

The LAYOUTWIZARD starts the layout wizard by which you can specify the layout of the page and print settings

LEADER creates a lead that links annotations to a geometric feature

LENGTHEN elongated objects

LIGHT handles light sources and lighting effects

LIMITS sets and controls the graphical boundaries and raster display

LINE creates a straight line segment

LINETYPE creates, loads, and sets Linetype

LIST displays the database information for the selected object

LOAD loads the shape file and loads the callable shape for the SHAPE command

LOGFILEOFF closes the log file opened by the LOGFILEON command

LOGFILEON writes the contents of the text window to the file

LSEDIT edit match object

LSLIB management landscape object library

LSNEW adds realistic realistic objects, such as trees and bushes, to graphics

LTSCALE sets linear scaling factors

LWEIGHT sets the current line width, line width display options, and line width units

M

MASSPROP calculates and displays the quality characteristics of the surface domain or entity

MATCHPROP copies the characteristics of an object to several other objects

MATLIB material library input output

MEASURE places the point object or block at the specified pitch

MENU load menu file

MENULOAD loads part of the menu file

MENUUNLOAD uninstall part of the menu file

MINsert inserts multiple references to a block in a rectangular array

MIRROR creates a mirrored copy of the object

MIRROR3D creates mirrored objects relative to a flat surface

MLEDIT edit multiple parallel lines

MLINE creates multiple parallel lines

MLSTYLE defines the style of multiple parallel lines

MODEL switches from the Layout tab to the model tab and sets it to current

MOVE moves the object at a specified distance in the specified direction

All MSLIDE model space viewport space to create drawings or the slide file

MSPACE from the drawing space switch to model space viewport

MTEXT creates multiline text

MULTIPLE repeats the next command until it is canceled

MVIEW to create the floating viewport and open the existing

floating viewport

MVSETUP sets graphics specifications

N

NEW creates new graphics files

O

OFFSET creates concentric circles, parallel lines, and parallel curves

OLELINKS updates, modifies, and cancels existing OLE links

OLESCALE displays the OLE Properties dialog box

OOPS restores objects that have been deleted

OPEN opens the existing graphics file

OPTIONS custom AutoCAD settings

ORTHO constrains cursor movement

OSNAP set object capture mode

P

PAGESETUP specifies the layout of the page, the print device, the size of the drawing, and the settings for each

new layout

PAN mobile display graphics in the current viewport

PARTIALLOAD loads additional geometry into the locally opened graph

PARTIALOPEN loads the geometry in the selected view or layer into the graph

PASTEBLOCK paste the copied blocks into the new graph

PASTECLIP inserts clipboard data

PASTEORIG uses the coordinates of the original graph to paste the copied objects into the new graph

PASTESPEC inserts the clipboard data and controls the data format

The PCINWIZARD display wizard, which prints the print settings in the PCP and PC2 configuration files to the model tab or the current layout

PEDIT edit polyline and 3D polygon mesh

PFACE creates 3D polyhedral meshes by point

PLAN displays the user coordinate plane view

PLINE creates a two-dimensional polyline

PLOT prints a graph to a print device or file

PLOTSTYLE sets the current print style of the new object, or the print style that has been specified in the selected object

The PLOTTERMANAGER display Printer Manager, where you can start the Add Printer wizard and the printer configuration editor"

POINT creates point objects

POLYGON creates a closed equilateral polyline

PREVIEW displays the effect of printing graphics

PROPERTIES controls the properties of existing objects

PROPERTIESCLOSE closes the properties window

PSDRAG controls the display of the image while using PSIN to enter the Postscri PT image and drag to the appropriate location

PSETUPIN inputs the user defined page settings to the new graphical layout

PSFILL fills the contours of a two-dimensional polyline with the Postscri Pt pattern

PSIN enter Postscri Pt file

PSOUT creates encapsulation of Postscri Pt files

PSPACE from model space viewport switch to paper space

PURGE removes named objects that are not used in a graphics database, such as blocks or layers

Q

QDIM quick creation callout

QLEADER quickly creates leads and leads notes

QSAVE saves current graphics quickly

QSELECT creates selection sets quickly based on filtering conditions

QTEXT controls the display and printing of text and attribute objects

QUIT quit AutoCAD

R

RAY creates one-way, infinitely long lines

RECOVER fixes damaged graphics



RECTANG draw rectangular polyline

REDEFINE restores the AutoCAD internal command that is replaced by the UNDEFINE

REDO returns a previous UNDO or U command to abort execution

REDRAW refresh the current viewport

REDRAWALL refresh all viewports

REFCLOSE saves or gives up the changes made by the in place editor when referencing (external reference or block)

REFEDIT selects the reference to edit

When REFSET is in edit, referring to (external reference or block), the object is added or deleted from the work set

REGEN graphics display and refresh the current viewport

REGENALL to generate graphics and refresh all viewports

REGENAUTO controls automatically regenerate graphics

REGION creates face field objects from the selection of existing objects

REINIT re initializes the digitizer, digitizer input / output ports, and program parameter files

RENAME modifies object names

RENDER creates realistic color images of 3D wireframe or entity models

RENDSCR re displays the last render performed by the RENDER command

REPLAY displays BMP, TGA, or TIFF images

RESUME continues to execute an interrupted script file

REVOLVE rotates the two-dimensional object around the axis to create the entity

REVSURF creates a rotating surface that rotates around the selected axis

RMAT manages render material

ROTATE moves objects around the base point

ROTATE3D moves objects around a three-dimensional axis

RPREF sets the rendering system configuration

RSCRIPT creates scripts that are constantly being repeated

RULESURF creates the ruled surface between the two curves

## S

SAVE saves graphics with the current or specified file name

SAVEAS specifies the name to save an unnamed figure or rename the current graph

SAVEIMG saves the rendered image with files

SCALE amplifies or shrinks objects in X, Y, and Z directions

SCENE manages the scene of model space

SCRIPT executes a series of commands with script files

SECTION creates a face area with a cut plane and an entity truncation

SELECT places the selected object in the last selection cluster

SETUV maps the material to the object surface

SETVAR lists system variables or modifies variable values

SHADEMODE coloring in the current viewport object

SHAPE insert

SHELL access operating system commands

SHOWMAT lists the material types and attachment methods for the selected object

SKETCH creates a series of freehand lines

SLICE cuts a set of entities with planes

SNAP specifies that the cursor moves at the specified pitch

The outline created in SOLDRAW using the SOLVIEW command of the viewport map and section view

SOLID creates a two-dimensional filled polygon

SOLIDEDIT edits the faces and edges of 3D solid objects

SOLPROF creates a cutaway view of three dimensional solid images

SOLVIEW was used to create the floating viewport projection method to generate 3D entity and object in the layout of multi view and sectional view

SPELL checks the spelling of the text in the graph

SPHERE creates a 3D solid sphere

SPLINE creates two or three (NURBS) spline curves

SPLINEDIT edit spline object

STATS displays rendering statistics

STATUS displays graphical statistics, patterns, and ranges

STLOUT saves entities to ASCII or binary files

STRETCH moves or draws objects

STYLE creates or modifies named text styles, and sets the current style of the text in the graph

STYLESMANAGER displays the print style manager”

SUBTRACT creates a composite surface, domain, or entity with a difference set

SYSWINDOWS arrangement window

T

TABLET calibrate, configure, turn on and off the installed digitizer

TABSURF creates a translation surface along the direction vector and the path curve

TEXT creates a single line text

TEXTSCR opens the AutoCAD text window

TIME displays the date and time statistics of the graph

TOLERANCE creates shape and position tolerance annotations

TOOLBAR shows, hides, and customize toolbars

TORUS creates ring shaped entities

TRACE creates solid lines

TRANSPARENCY controls whether the background pixels of the image are transparent

TREESTAT displays information about the current spatial index of the graph

TRIM prune objects with cut edges defined by other objects

U

U give up the last operation

UCS manages user coordinates

Visibility and position UCSICON control viewport UCS Icon

UCSMAN manages the defined user coordinate system

UNDEFINE allows application defined commands instead of AutoCAD internal commands

vplayer 设置视口中图层的可见性

vPoint 设置图形的三维直观图的查看方向

将绘图区域拆分为多个平铺的视口视口

观看幻灯在当前视口中显示图像幻灯片文件

## W

图块将块对象写入新图形文件

楔创建三维实体使其倾斜面尖端沿 X 轴正向

他显示打开的图形文件的内部信息

wmfin 输入 Windows 图元文件

wmfopts 设置 wmfin 选项

wmfout 以 Windows 图元文件格式保存对象

## X

xattach 将外部参照附着到当前图形中

将外部参照依赖符号绑定到图形中 XBIND

xclip 定义外部参照或块剪裁边界，并且设置前剪裁面和后剪裁面

构造创建无限长的直线（即参照线）

将组合对象分解为组建对象 Xplode

此控制图形中的外部参照

Z

变焦放大或缩小当前视口对象的外观尺寸