

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		
<b>Point</b>		
	Single Point	PO
	<i>N Points on Line</i>	PN
	<i>MxN Points</i>	PM
<b>Line</b>		
	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
<b>Spline</b>		
	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
<b>Misc</b>		
<b>Draw</b>		
	Horizontal Construction Line	XH
	Vertical Construction Line	XV
	Centerline Cross	CS
	Counter	C12
	Text Along Entity	TG
	Box Joint from 2 Points	LJ

Draw		
<b>Arc</b>		
	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
<b>Circle</b>		
	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		
<b>Ellipse</b>		
	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
<b>Polyline</b>		
	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
<b>Shape</b>		
	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>
<b>Hatch</b>		
	Hatch from Selection	HA
	<i>Hatch from Segments</i>	<i>HS</i>
<b>Viewport</b>		
	<i>Add Viewport</i>	<i>VT</i>
<b>Dimension</b>		
	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
	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 Hatch	MH
	Explode	XP
	Property Painter	PI

Modify		
<b>Draw Order</b>		
	Bring to Front	MF
	Send to Back	MB
	Reorder	MO
	Order Connected Entities	MC
<b>Detection</b>		
	Detect Duplicates	MD
	Detect Zero-Length Entities	MZ
<b>Projection</b>		
	Orthographic Projection (Cylindrical)	PR
	Isometric Projection	PJ
	Isometric Projection (Cylindrical)	PC
	Matrix Transformation	MX
<b>Block</b>		
	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	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
<b>Attributes</b>		
	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
<b>Layer States</b>		
	Add...	YM
<b>Window</b>		
	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
<b>Misc</b>		
<b>Development</b>		
	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