

### AutoCAD Command Aliases

Command	Alias
3DALIGN	3AL
3DFACE	3F
3DMOVE	3M
3DORBIT	3DO, ORBIT, 3DVIEW, ISOMETRICVIEW
3DPOLY	3P
3DPRINT	3DP, 3DPLOT, RAPIDPROTOTYPE
3DROTATE	3R
3DSCALE	3S
3DWALK	3DNAVIGATE, 3DW
ACTRECORD	ARR
ACTSTOP	ARS
-ACTSTOP	-ARS
ACTUSERINPUT	ARU
ACTUSERMESSAGE	ARM
-ACTUSERMESSAGE	-ARM
ADCENTER	ADC, DC, DCENTER
ALIGN	AL
ALLPLAY	APLAY
ANALYSISCURVATURE	CURVATUREANALYSIS
ANALYSISZEBRA	ZEBRA
APPLOAD	AP
ARC	A
AREA	AA
ARRAY	AR
-ARRAY	-AR
ATTDEF	ATT
-ATTDEF	-ATT

<b>Command</b>	<b>Alias</b>
<b>ATTEDIT</b>	<b>ATE</b>
<b>-ATTEDIT</b>	<b>-ATE, ATTE</b>
<b>ATTIPEDIT</b>	<b>ATI</b>
<b>BACTION</b>	<b>AC</b>
<b>BCLOSE</b>	<b>BC</b>
<b>BCPARAMETER</b>	<b>CPARAM</b>
<b>BEDIT</b>	<b>BE</b>
<b>BLOCK</b>	<b>B</b>
<b>-BLOCK</b>	<b>-B</b>
<b>BOUNDARY</b>	<b>BO</b>
<b>-BOUNDARY</b>	<b>-BO</b>
<b>BPARAMETER</b>	<b>PARAM</b>
<b>BREAK</b>	<b>BR</b>
<b>BSAVE</b>	<b>BS</b>
<b>BVSTATE</b>	<b>BVS</b>
<b>CAMERA</b>	<b>CAM</b>
<b>CHAMFER</b>	<b>CHA</b>
<b>CHANGE</b>	<b>-CH</b>
<b>CHECKSTANDARDS</b>	<b>CHK</b>
<b>CIRCLE</b>	<b>C</b>
<b>COLOR</b>	<b>COL, COLOUR</b>
<b>COMMANDLINE</b>	<b>CLI</b>
<b>CONSTRAINTBAR</b>	<b>CBAR</b>
<b>CONSTRAINTSETTINGS</b>	<b>CSETTINGS</b>
<b>COPY</b>	<b>CO, CP</b>
<b>CTABLESTYLE</b>	<b>CT</b>
<b>CVADD</b>	<b>INSERTCONTROLPOINT</b>
<b>CVHIDE</b>	<b>POINTOFF</b>
<b>CVREBUILD</b>	<b>REBUILD</b>
<b>CVREMOVE</b>	<b>REMOVECONTROLPOINT</b>
<b>CVSHOW</b>	<b>POINTON</b>

<b>Command</b>	<b>Alias</b>
<b>CYLINDER</b>	<b>CYL</b>
<b>DATAEXTRACTION</b>	<b>DX</b>
<b>DATALINK</b>	<b>DL</b>
<b>DATALINKUPDATE</b>	<b>DLU</b>
<b>DBCCONNECT</b>	<b>DBC, DATABASE, DATASOURCE</b>
<b>DDGRIPS</b>	<b>GR</b>
<b>DELCONSTRAINT</b>	<b>DELCON</b>
<b>DIMALIGNED</b>	<b>DAL, DIMALI</b>
<b>DIMANGULAR</b>	<b>DAN, DIMANG</b>
<b>DIMARC</b>	<b>DAR</b>
<b>DIMBASELINE</b>	<b>DBA, DIMBASE</b>
<b>DIMCENTER</b>	<b>DCE</b>
<b>DIMCONSTRAINT</b>	<b>DCON</b>
<b>DIMCONTINUE</b>	<b>DCO, DIMCONT</b>
<b>DIMDIAMETER</b>	<b>DDI, DIMDIA</b>
<b>DIMDISASSOCIATE</b>	<b>DDA</b>
<b>DIMEDIT</b>	<b>DED, DIMED</b>
<b>DIMJOGGED</b>	<b>DJO, JOG</b>
<b>DIMJOGLINE</b>	<b>DJL</b>
<b>DIMLINEAR</b>	<b>DIMLIN, DLI</b>
<b>DIMORDINATE</b>	<b>DOR, DIMORD</b>
<b>DIMOVERRIDE</b>	<b>DOV, DIMOVER</b>
<b>DIMRADIUS</b>	<b>DIMRAD, DRA</b>
<b>DIMREASSOCIATE</b>	<b>DRE</b>
<b>DIMSTYLE</b>	<b>D, DIMSTY, DST</b>
<b>DIMTEDIT</b>	<b>DIMTED</b>
<b>DIST</b>	<b>DI, LENGTH</b>
<b>DIVIDE</b>	<b>DIV</b>
<b>DONUT</b>	<b>DO</b>
<b>DRAWINGRECOVERY</b>	<b>DRM</b>
<b>DRAWORDER</b>	<b>DR</b>

<b>Command</b>	<b>Alias</b>
<b>DSETTINGS</b>	<b>DS, SE</b>
<b>DVIEW</b>	<b>DV</b>
<b>EDITSHOT</b>	<b>ESHOT</b>
<b>ELLIPSE</b>	<b>EL</b>
<b>ERASE</b>	<b>E</b>
<b>EXPLODE</b>	<b>X, DISASSEMBLE, BREAKUP, TAKEAPART</b>
<b>EXPORT</b>	<b>EXP</b>
<b>-EXPORTTOAUTOCAD</b>	<b>AECTOACAD</b>
<b>EXTEND</b>	<b>EX</b>
<b>EXTERNALREFERENCES</b>	<b>ER</b>
<b>EXTRUDE</b>	<b>EXT</b>
<b>FILLET</b>	<b>F, ROUND</b>
<b>FILTER</b>	<b>FI</b>
<b>FLATSHOT</b>	<b>FSHOT</b>
<b>GEOGRAPHICLOCATION</b>	<b>GEO, NORTH, NORTHDIR</b>
<b>GEOMCONSTRAINT</b>	<b>GCON</b>
<b>GRADIENT</b>	<b>GD</b>
<b>GROUP</b>	<b>G</b>
<b>-GROUP</b>	<b>-G</b>
<b>HATCH</b>	<b>H, BH, POCHE', SOLIDFILL, KNURL</b>
<b>-HATCH</b>	<b>-H</b>
<b>HATCHEDIT</b>	<b>HE</b>
<b>HATCHTOBACK</b>	<b>HB</b>
<b>HELIX</b>	<b>SPRING, THREAD, SPIRAL, COIL</b>
<b>HIDE</b>	<b>HI</b>
<b>HIDEPALETTES</b>	<b>POFF</b>
<b>IMAGE</b>	<b>IM</b>
<b>-IMAGE</b>	<b>-IM</b>
<b>IMAGEADJUST</b>	<b>IAD</b>
<b>IMAGEATTACH</b>	<b>IAT</b>
<b>IMAGECLIP</b>	<b>ICL</b>

<b>Command</b>	<b>Alias</b>
<b>IMPORT</b>	<b>IMP</b>
<b>INSERT</b>	<b>I, INSERTURL, STENCIL, SYMBOL</b>
<b>-INSERT</b>	<b>-I</b>
<b>INSERTOBJ</b>	<b>IO</b>
<b>INTERFERE</b>	<b>INF</b>
<b>INTERSECT</b>	<b>IN</b>
<b>ISOLATEOBJECTS</b>	<b>ISOLATE</b>
<b>JOIN</b>	<b>J, UNITE, RECOMBINE</b>
<b>LAYER</b>	<b>LA</b>
<b>-LAYER</b>	<b>-LA</b>
<b>LAYERSTATE</b>	<b>LMAN, LAS, LAYERSETTINGS</b>
<b>-LAYOUT</b>	<b>LO</b>
<b>LEADER</b>	<b>LEAD</b>
<b>LENGTHEN</b>	<b>LEN</b>
<b>LINE</b>	<b>L</b>
<b>LINETYPE</b>	<b>LT, LTYPE</b>
<b>-LINETYPE</b>	<b>-LT, -LTYPE</b>
<b>LIST</b>	<b>LI, LS</b>
<b>LTSCALE</b>	<b>LTS</b>
<b>LWEIGHT</b>	<b>LW, LINEWEIGHT</b>
<b>MARKUP</b>	<b>MSM</b>
<b>MATBROWSEROPEN</b>	<b>MAT</b>
<b>MATCHPROP</b>	<b>MA</b>
<b>MEASURE</b>	<b>ME</b>
<b>MEASUREGEOM</b>	<b>MEA</b>
<b>MESHCREASE</b>	<b>CREASE</b>
<b>MESHREFINE</b>	<b>REFINE</b>
<b>MESHSMOOTH</b>	<b>CONVTOMESH, SMOOTH</b>
<b>MESHSMOOTHLESS</b>	<b>LESS</b>
<b>MESHSMOOTHMORE</b>	<b>MORE</b>
<b>MESHSPPLIT</b>	<b>SPLIT</b>

<b>Command</b>	<b>Alias</b>
<b>MESHUNCREASE</b>	<b>UNCREASE</b>
<b>MIRROR</b>	<b>MI</b>
<b>MIRROR3D</b>	<b>3DMIRROR</b>
<b>MLEADER</b>	<b>MLD, MULTILEADER, LABEL, BUBBLE, CALLOUT</b>
<b>MLEADERALIGN</b>	<b>MLA</b>
<b>MLEADERCOLLECT</b>	<b>MLC</b>
<b>MLEADEREDIT</b>	<b>MLE</b>
<b>MLEADERSTYLE</b>	<b>MLS</b>
<b>MLINE</b>	<b>ML</b>
<b>MOVE</b>	<b>M</b>
<b>MSPACE</b>	<b>MS</b>
<b>MTEXT</b>	<b>T, MT, PARAGRAPH, MULTILINETEXT</b>
<b>-MTEXT</b>	<b>-T</b>
<b>MVIEW</b>	<b>MV</b>
<b>NAVSMOTION</b>	<b>MOTION</b>
<b>NAVSMOTIONCLOSE</b>	<b>MOTIONCLS</b>
<b>NAVSWHEEL</b>	<b>WHEEL</b>
<b>NAVVCUBE</b>	<b>CUBE</b>
<b>NEWVIEW</b>	<b>NVIEW</b>
<b>NEWSHOT</b>	<b>NSHOT</b>
<b>OFFSET</b>	<b>O, STEPPED, PARALLEL, WALL</b>
<b>OPEN</b>	<b>OPENURL</b>
<b>OPTIONS</b>	<b>OP, SETTINGS</b>
<b>OSNAP</b>	<b>OS, OBJECTSNAP, PRECISION</b>
<b>-OSNAP</b>	<b>-OS</b>
<b>PAN</b>	<b>P</b>
<b>-PAN</b>	<b>-P</b>
<b>PARAMETERS</b>	<b>PAR</b>
<b>-PARAMETERS</b>	<b>-PAR</b>
<b>-PARTIALOPEN</b>	<b>PARTIALOPEN</b>

<b>Command</b>	<b>Alias</b>
<b>PASTESPEC</b>	<b>PA</b>
<b>PEDIT</b>	<b>PE, EDITPOLYLINE, COMBINEPOLYLINES, MERGEPOLYLINES, CONNECTPOLYLINES</b>
<b>PLINE</b>	<b>PL, POLYLINE</b>
<b>PLOT</b>	<b>PRINT</b>
<b>POINT</b>	<b>PO</b>
<b>POINTCLOUDATTACH</b>	<b>PC, PCATTACH</b>
<b>POLYGON</b>	<b>POL</b>
<b>POLYSOLID</b>	<b>PSOLID</b>
<b>PREVIEW</b>	<b>PRE</b>
<b>PROPERTIES</b>	<b>PR, CH, PROPS, MO</b>
<b>PROPERTIESCLOSE</b>	<b>PRCLOSE</b>
<b>PSPACE</b>	<b>PS</b>
<b>PUBLISHTOWEB</b>	<b>PTW</b>
<b>PURGE</b>	<b>PU, REMOVE</b>
<b>-PURGE</b>	<b>-PU</b>
<b>PYRAMID</b>	<b>PYR</b>
<b>QLEADER</b>	<b>LE</b>
<b>QUICKCALC</b>	<b>QC, CALCULATOR, EXPRESSIONS, MATH</b>
<b>QUICKCUI</b>	<b>QCUI</b>
<b>QUIT</b>	<b>EXIT</b>
<b>RECTANG</b>	<b>REC</b>
<b>REDRAW</b>	<b>R</b>
<b>REDRAWALL</b>	<b>RA</b>
<b>REGEN</b>	<b>RE</b>
<b>REGENALL</b>	<b>REA</b>
<b>REGION</b>	<b>REG</b>
<b>RENAME</b>	<b>REN</b>
<b>-RENAME</b>	<b>-REN</b>
<b>RENDER</b>	<b>RR</b>
<b>RENDERCROP</b>	<b>RC</b>

<b>Command</b>	<b>Alias</b>
<b>RENDERPRESETS</b>	<b>RP</b>
<b>RENDERWIN</b>	<b>RW</b>
<b>REVOLVE</b>	<b>REV</b>
<b>ROTATE</b>	<b>RO</b>
<b>RPREF</b>	<b>RPR</b>
<b>SAVE</b>	<b>SAVEURL</b>
<b>SCALE</b>	<b>SC</b>
<b>SCRIPT</b>	<b>SCR</b>
<b>SECTION</b>	<b>SEC, LONGSECTION, PROFILE, CROSSECTION</b>
<b>SECTIONPLANE</b>	<b>SPLANE</b>
<b>SECTIONPLANEJOG</b>	<b>JOGSECTION</b>
<b>SECTIONPLANETOBLOCK</b>	<b>GENERATESECTION</b>
<b>SEQUENCEPLAY</b>	<b>SPLAY</b>
<b>SETVAR</b>	<b>SET</b>
<b>SHADEMODE</b>	<b>SHA</b>
<b>SHEETSET</b>	<b>SSM</b>
<b>SHOWPALETTES</b>	<b>PON</b>
<b>SLICE</b>	<b>SL</b>
<b>SNAP</b>	<b>SN</b>
<b>SOLID</b>	<b>SO</b>
<b>SPELL</b>	<b>SP</b>
<b>SPLINE</b>	<b>SPL, CURVE, B-SPLINE, CONTOUR</b>
<b>SPLINEDIT</b>	<b>SPE</b>
<b>STANDARDS</b>	<b>STA</b>
<b>STRETCH</b>	<b>S</b>
<b>STYLE</b>	<b>ST</b>
<b>SUBTRACT</b>	<b>SU</b>
<b>SURFBLEND</b>	<b>BLENDSRF</b>
<b>SURFEXTEND</b>	<b>EXTENDSRF</b>
<b>SURFFILLET</b>	<b>FILLETSRF</b>



<b>Command</b>	<b>Alias</b>
<b>SURFNETWORK</b>	<b>NETWORKSRF</b>
<b>SURFOFFSET</b>	<b>OFFSETSUF</b>
<b>SURFPATCH</b>	<b>PATCH</b>
<b>SURFSCULPT</b>	<b>CREATESOLID</b>
<b>TABLE</b>	<b>TB</b>
<b>TABLESTYLE</b>	<b>TS</b>
<b>TEXT</b>	<b>DT</b>
<b>TEXTALIGN</b>	<b>TA</b>
<b>TEXTEDIT</b>	<b>ED, TEDIT</b>
<b>THICKNESS</b>	<b>TH</b>
<b>TILEMODE</b>	<b>TM, TI</b>
<b>TOLERANCE</b>	<b>TOL</b>
<b>TOOLBAR</b>	<b>TO</b>
<b>TOOLPALETTES</b>	<b>TP</b>
<b>TORUS</b>	<b>TOR</b>
<b>TRIM</b>	<b>TR</b>
<b>UCSMAN</b>	<b>UC</b>
<b>UNION</b>	<b>UNI, COMBINE, MERGE, BOOLEAN</b>
<b>UNISOLATEOBJECTS</b>	<b>UNHIDE, UNISOLATE</b>
<b>UNITS</b>	<b>UN</b>
<b>-UNITS</b>	<b>-UN</b>
<b>VIEW</b>	<b>V</b>
<b>-VIEW</b>	<b>-V</b>
<b>VIEWGO</b>	<b>VGO</b>
<b>VIEWPLAY</b>	<b>VPLAY</b>
<b>VISUALSTYLES</b>	<b>VSM, DISPLAYSTYLE</b>
<b>-VISUALSTYLES</b>	<b>-VSM</b>
<b>VPOINT</b>	<b>VP</b>
<b>VSCURRENT</b>	<b>VS</b>
<b>WBLOCK</b>	<b>W</b>
<b>-WBLOCK</b>	<b>-W</b>

<b>Command</b>	<b>Alias</b>
<b>WEDGE</b>	<b>WE</b>
<b>WORKSPACE</b>	<b>ENVIRONMENT</b>
<b>XATTACH</b>	<b>XA</b>
<b>XBIND</b>	<b>XB</b>
<b>-XBIND</b>	<b>-XB</b>
<b>XCLIP</b>	<b>XC</b>
<b>XLINE</b>	<b>XL, LAYOUTLINE</b>
<b>XREF</b>	<b>XR, XFER</b>
<b>-XREF</b>	<b>-XR</b>
<b>ZOOM</b>	<b>Z</b>