

## Advanced Application Commands

Command	Description
<b>3DALIGN</b>	This command aligns objects in 3D space, and can scale objects at the same time.
<b>3DCLIP</b>	Initiates the 3D orbit view and allows you to interactively adjust the front and rear clipping planes using the <b>Adjust Clipping Planes</b> window.
<b>3DCONFIG</b>	This command allows access to settings for the graphics system.
<b>3DCORBIT</b>	This command allows you to set the view of the objects in continuous motion.
<b>3DDISTANCE</b>	Establishes a closer or more distant view of the objects, and is similar to performing a realtime zoom.
<b>3DDWF</b>	This command creates a 3D version of a DWF file and provides the option of viewing it in <b>Autodesk Design Review</b> .
<b>3DEDITBAR</b>	Used for reshaping NURBS surfaces.
<b>3DFACE</b>	This command creates a surface consisting of three or four sides.
<b>3DFLY</b>	This command allows you to create a flyby animation of the 3D objects in your drawing.
<b>3DFORBIT</b>	Displays an on-screen trackball and allows you to rotate the view in unlimited directions.
<b>3DMESH</b>	Used to create a free-form polygon mesh.
<b>3DMOVE</b>	Displays the 3D move grip tool in a 3D view. This tool allows you to move selected objects in 3D space.
<b>3DORBIT</b>	This command enables the 3D orbit view and its interactive viewing functions.
<b>3DORBITCTR</b>	A form of the <b>3DORBIT</b> command that requires you to pick a center point for the orbit.

Command	Description
<b>3DPAN</b>	This command permits the panning of objects in the 3D orbit view.
<b>3DPOLY</b>	Used to create a 3D polyline.
<b>3DPRINT</b>	Used to export a file in stereolithograph (STL) format for creating a 3D model prototype.
<b>3DROTATE</b>	Displays the 3D rotate grip tool in a 3D view. This tool allows you to rotate selected objects in 3D space.
<b>3DSCALE</b>	Displays the 3D scale grip tool in a 3D view. This tool allows you to scale selected objects in 3D space.
<b>3DSIN</b>	This command is used to import into AutoCAD a 3ds Max file in 3DS format.
<b>3DSWIVEL</b>	This command allows you to adjust the target view of objects in the 3D orbit view by creating the effect of turning a camera with the screen cursor.
<b>3DWALK</b>	This command allows you to create a walkthrough animation of the 3D objects in your drawing.
<b>3DZOOM</b>	This command enables you to zoom in or out, and is similar to performing a realtime zoom.
<b>ACISIN</b>	This command allows you to import an ACIS solid model (SAT) file into AutoCAD.
<b>ACISOUT</b>	This command allows you to save solid objects created in AutoCAD to an ACIS solid model (SAT) file.
<b>ACTBASEPOINT</b>	Inserts in an action a request for a user-specified base point.
<b>ACTMANAGER</b>	Displays the <b>Action Macro Manager</b> dialog box for managing actions.
<b>ACTRECORD</b>	Starts the recording of an action.
<b>ACTSTOP</b>	Stops the recording of an action.
<b>ACTUSERINPUT</b>	Inserts in an action a request for user input.
<b>ACTUSERMESSAGE</b>	Inserts in an action a message to be displayed to the user on playback.

Command	Description
<b>ADDSELECTED</b>	Used to create a new object based on the properties of a selected object.
<b>ADJUST</b>	Used to change the contrast, fading, or monochrome values of an image inserted into the drawing.
<b>ALIGN</b>	Used to move and rotate a selected object to align with other objects in 2D or 3D.
<b>ANALYSISCURVATURE</b>	Displays various colors on the surface of an object to indicate differences in surface curvature.
<b>ANALYSISDRAFT</b>	Displays various colors on the surface of an object to indicate suitability of the object to be withdrawn from a mold.
<b>ANALYSISOPTIONS</b>	Displays the <b>Analysis Options</b> dialog box for setting the properties of surface analyses.
<b>ANALYSISZEBRA</b>	Displays a pattern of black and white stripes on the surface of an object to indicate the continuity of the surface.
<b>ANIPATH</b>	Used to select a path along which a walkthrough or flyby animation is created.
<b>APPLOAD</b>	Used to load and unload application files and define which applications are automatically loaded at startup.
<b>ARRAYCLOSE</b>	Used to save edits to an associative array.
<b>ARRAYEDIT</b>	Used to edit associative arrays.
<b>ARRAYPATH</b>	Used to create a three-dimensional array of objects along a path.
<b>ARRAYPOLAR</b>	Used to create a three-dimensional polar array of objects.
<b>ARRAYRECT</b>	Used to create a three-dimensional rectangular array of objects.
<b>AREA</b>	Calculates the area and perimeter of selected objects or of defined areas.

Command	Description
<b>ARX</b>	This command loads and unloads ObjectARX applications and lists information about currently loaded applications.
<b>AUTOPUBLISH</b>	Used to automatically publish a DWF, DWFx, or PDF file to a specified location.
<b>BLEND</b>	Creates a spline object to connect two selected 2D objects.
<b>BMPOUT</b>	This command saves selected objects to a bitmap (BMP) format file.
<b>BOX</b>	This command creates a three-dimensional solid box.
<b>BREP</b>	This command is used to remove the history from solids.
<b>CAMERA</b>	This command is used to set the camera location and target point.
<b>CHAMFER</b>	This command is used to bevel the edges of objects. A chamfer can be applied to a 2D or 3D object.
<b>CHAMFEREDGE</b>	Used to apply a chamfer to the edges of solids and surfaces.
<b>CONE</b>	This command creates a three-dimensional solid cone.
<b>CONVERTOLDLIGHTS</b>	This command is used to convert lights created in AutoCAD 2006 and earlier to the current AutoCAD lighting format.
<b>CONVERTOLDMATERIALS</b>	This command is used to convert materials created in AutoCAD 2006 and earlier to the current AutoCAD materials format.
<b>CONVTOMESH</b>	Used to convert a solid or surface to a mesh object.
<b>CONVTONURBS</b>	Used to convert a solid or surface into a NURBS object.
<b>CONVTOSOLID</b>	Used to convert circles and polylines with thickness into solids.

Command	Description
<b>CONVTOSURFACE</b>	Used to convert 2D solids, regions, open polylines with thickness, lines with thickness, arcs with thickness, and planar 3D faces into 3D surfaces.
<b>CUI</b>	Displays the <b>Customize User Interface</b> dialog box that is used to customize the user interface.
<b>CUIEXPORT</b>	Displays the <b>Customize User Interface</b> dialog box with the <b>Transfer</b> tab displayed. Used to export a CUIx file.
<b>CUIIMPORT</b>	Displays the <b>Customize User Interface</b> dialog box with the <b>Transfer</b> tab displayed. Used to import a CUIx file.
<b>CUILOAD</b>	Displays the <b>Load/Unload Customizations</b> dialog box for loading a CUIx file.
<b>CUIUNLOAD</b>	Displays the <b>Load/Unload Customizations</b> dialog box for unloading a CUIx file.
<b>CUSTOMIZE</b>	Displays the <b>Customize</b> dialog box that is used to manage tool palettes and tool palette groups.
<b>CVADD</b>	Used to add control vertices to NURBS splines and surfaces.
<b>CVHIDE</b>	Used to hide control vertices on a NURBS model.
<b>CVREBUILD</b>	Used to rebuild a NURBS model.
<b>CVREMOVE</b>	Used to delete control vertices from NURBS splines and surfaces.
<b>CVSHOW</b>	Used to show control vertices on a NURBS model.
<b>CYLINDER</b>	This command creates a three-dimensional solid cylinder.
<b>DISTANTLIGHT</b>	This command is used to add a distant light to the drawing.
<b>DWGCONVERT</b>	Used to convert AutoCAD files to a different format version.
<b>EDGESURF</b>	Used to create a mesh between four contiguous edges or curves.
<b>EDITSHOT</b>	Used to edit a saved view either with or without motion.

Command	Description
<b>EXPORT</b>	This command outputs objects using a specified file format.
<b>EXTRUDE</b>	This command is used to create a 3D model by extruding existing 2D objects.
<b>FILLET</b>	This command is used to place fillets and rounds on the edges of 2D or 3D objects.
<b>FILLETEGE</b>	Used to apply a fillet to the edges of solids and surfaces.
<b>FLATSHOT</b>	This command creates a 2D projection of the objects based on the current 3D view.
<b>FREESPOT</b>	Creates a free (not targeted) spotlight.
<b>FREEWEB</b>	Creates a free (not targeted) weblight.
<b>GEOGRAPHICLOCATION</b>	This command is used to set the geographic location in a drawing.
<b>GEOMAP</b>	Used to control the display appearance of an online map image.
<b>GEOMAPIIMAGE</b>	This command is used to capture an online map image and embed it into the drawing.
<b>HELIX</b>	This command creates a helix object.
<b>HIDE</b>	This command is used to display 3D objects with hidden lines removed.
<b>HIDEOBJECTS</b>	Used to turn off the display of selected objects (not create a hidden view of the objects), which can be redisplayed with the <b>UNISOLATEOBJECTS</b> command.
<b>IMAGE</b>	This is a command alias for the <b>EXTERNALREFERENCES</b> command.
<b>IMAGEADJUST</b>	This command controls the brightness, contrast, and fade values of the selected image.
<b>IMAGEATTACH</b>	This command is used to attach an image object to the drawing.
<b>IMAGECLIP</b>	This command creates new clipping boundaries for individual image objects.

Command	Description
<b>IMAGEQUALITY</b>	This command enables a setting that controls the display quality of images.
<b>IMPORT</b>	Various types of files can be imported into AutoCAD using this command.
<b>IMPRINT</b>	Used to imprint a 2D edge onto a face of a 3D solid or surface.
<b>INPUTSEARCHOPTIONS</b>	Used to activate the autocomplete and autocorrect functions and content search at the command line.
<b>INTERFERE</b>	This command creates a composite solid from the volume created by the interference of two or more solids.
<b>INTERSECT</b>	This command creates a composite solid, surface, or region from the intersection of two or more solids, surfaces, or regions and removes the nonintersecting areas.
<b>ISOLATEOBJECTS</b>	Used to turn off the display of unselected objects (not create a hidden view of the objects), which can be redisplayed with the <b>UNISOLATEOBJECTS</b> command.
<b>JOGSECTION</b>	This command is used to add a jogged segment to a section plane object.
<b>JPGOUT</b>	Displays the <b>Create Raster File</b> dialog box, which is a standard save dialog box; used to create a JPEG file.
<b>LIGHT</b>	This command allows you to select the type of light (distant, point, spotlight, or weblight) and then provides the prompts of the corresponding command ( <b>POINTLIGHT</b> , <b>SPOTLIGHT</b> , <b>WEBLIGHT</b> , <b>TARGETPOINT</b> , <b>FREESPOT</b> , <b>FREEWEB</b> , or <b>DISTANTLIGHT</b> ).
<b>LIGHTLIST</b>	This command displays the <b>Lights in Model</b> palette.
<b>LIGHTLISTCLOSE</b>	This command closes the <b>Lights in Model</b> palette.
<b>LIVESECTION</b>	This command turns on live sectioning for a selected section plane object.

<b>Command</b>	<b>Description</b>
<b>LOFT</b>	This command is used to create a solid or surface by lofting two or more profiles.
<b>LOGFILEOFF</b>	This command disables the log file creation.
<b>LOGFILEON</b>	When this command is enabled, the contents of the AutoCAD text window are recorded to a log file.
<b>MASSPROP</b>	This command calculates and displays the mass properties of regions or solids.
<b>MATBROWSERCLOSE</b>	Closes the <b>Materials Browser</b> palette.
<b>MATBROWSEROPEN</b>	Opens the <b>Materials Browser</b> palette.
<b>MATEDITORCLOSE</b>	Closes the <b>Materials Editor</b> palette.
<b>MATEDITOROPEN</b>	Opens the <b>Materials Editor</b> palette.
<b>MATERIALASSIGN</b>	Used to assign the current material to selected objects.
<b>MATERIALATTACH</b>	This command allows you to attach materials to layers.
<b>MATERIALMAP</b>	This command is used to interactively adjust the mapping of the material attached to an object.
<b>MENU</b>	This command is used to load a customization file.
<b>MENULOAD</b>	This command is used to load partial customization files.
<b>MENUUNLOAD</b>	This command is used to unload partial customization files.
<b>MESH</b>	This command is used to create the seven mesh primitives: box, sphere, cone, cylinder, pyramid, wedge, and torus.
<b>MESHCAP</b>	Used to connect open edges on a mesh by creating a face.
<b>MESHCOLLAPSE</b>	Used to merge the vertices on selected faces or edges of a mesh.
<b>MESHCREASE</b>	This command is used to sharpen the edges of mesh subobjects.



Command	Description
<b>MSEXTRUDE</b>	Used to extrude a selected mesh face.
<b>MESHMERGE</b>	Used to merge selected, adjacent mesh faces, creating a single face.
<b>MESHOPTIONS</b>	Displays the <b>Mesh Tessellation Options</b> dialog box.
<b>MESHPRIMITIVEOPTIONS</b>	Displays the <b>Mesh Primitive Options</b> dialog box.
<b>MESHREFINE</b>	This command is used to increase the number of faces on a mesh object.
<b>MESHSMOOTH</b>	This command converts a solid or surface to a mesh object.
<b>MESHSMOOTHLESS</b>	This command decreases the mesh smoothness level by one.
<b>MESHSMOOTHMORE</b>	This command increases the mesh smoothness level by one.
<b>MESHSPIN</b>	Used to spin the common edge of two adjacent mesh faces.
<b>MESHPLIT</b>	This command is used to split a single mesh face into two faces.
<b>MESHUNCREASE</b>	This command removes any creasing from selected mesh subobjects.
<b>MIRROR3D</b>	This command is used to construct a mirror image of selected objects in 3D space using a mirror plane.
<b>MVIEW</b>	This command is used to create floating viewports in paper (layout) space. It is also used to turn on existing floating viewports.
<b>MVSETUP</b>	This command allows you to set up the specifications of a drawing. It can be used in the <b>Model</b> tab or in a layout tab.
<b>NAVBAR</b>	Displays the navigation bar.
<b>NAVSMOTION</b>	Displays the <b>ShowMotion</b> toolbar.
<b>NAVSMOTIONCLOSE</b>	Closes the <b>ShowMotion</b> toolbar.
<b>NAVSWHEEL</b>	Displays the current steering wheel.

Command	Description
<b>NAVVCUBE</b>	Used to display or hide the view cube. View cube settings are also available.
<b>NEWSHOT</b>	Displays the <b>New View/Shot Properties</b> dialog box for creating a new shot for use with the <b>ShowMotion</b> toolbar.
<b>NEWVIEW</b>	Displays the <b>New View/Shot Properties</b> dialog box for saving a view.
<b>OFFSETEDGE</b>	Used to offset the edges of a model surface to create a closed polyline or spline.
<b>OPTIONS</b>	This command accesses the <b>Options</b> dialog box, which is used to customize the AutoCAD environment.
<b>PEDIT</b>	Used to edit 2D or 3D polylines, and three-dimensional polygon meshes.
<b>PFACE</b>	This command is used to create a mesh by specifying vertices.
<b>PLAN</b>	Entering this command displays a plan view of the current user coordinate system (UCS), a saved UCS, or the world coordinate system (WCS).
<b>PLANESURF</b>	This command allows you to create a planar surface by picking two corners of a rectangle or selecting a closed 2D shape.
<b>PNGOUT</b>	Displays the <b>Create Raster File</b> dialog box, which is a standard save dialog box; used to create a PNG file.
<b>POINTCLOUDATTACH</b>	Used to insert a point cloud in the drawing.
<b>POINTCLOUDCOLORMAP</b>	Displays the <b>Point Cloud Color Map</b> dialog box, which is used to customize a point cloud color style.
<b>POINTCLOUDCROP</b>	This command allows you to crop a point cloud using a rectangular, polygonal, or circular boundary.
<b>POINTCLOUDMANAGER</b>	Displays the <b>Point Cloud Manager</b> , which provides display controls for all point clouds attached to the drawing.

Command	Description
<b>POINTCLOUDMANAGERCLOSE</b>	This command closes the <b>Point Cloud Manager</b> .
<b>POINTCLOUDSTYLIZE</b>	Used to set the color style assigned to a point cloud.
<b>POINTLIGHT</b>	This command creates a point light.
<b>POLYSOLID</b>	This command creates a polysolid.
<b>PRESSPULL</b>	This command allows you to select a closed or bounded area and extrude it into a solid.
<b>PROJECTGEOMETRY</b>	Used to project curves, lines, and points onto a solid or surface model.
<b>PUBLISHTOWEB</b>	This command accesses a wizard that automatically creates web pages for displaying drawings.
<b>PYRAMID</b>	This command creates a solid pyramid primitive.
<b>QUICKCUI</b>	Opens the <b>Customize User Interface</b> dialog box in a collapsed format.
<b>RECAP</b>	Used to open Autodesk ReCap.
<b>REGION</b>	This command is used to create a region from selected objects.
<b>REINIT</b>	This command is used to reinitialize the digitizer, I/O port, and program parameters (acad.pgp) file.
<b>RENDER</b>	This command initiates a rendering of the drawing and, by default, displays the result in the <b>Render</b> window.
<b>RENDERCROP</b>	This command allows you to specify a rectangular area of the drawing to render.
<b>RENDERENVIRONMENT</b>	This command opens the <b>Render Environment</b> dialog box, which allows you to add fog/depth cueing to the drawing.
<b>RENDEREXPOSURE</b>	This command provides access to settings for interactively adjusting the global lighting in the last rendered output.

Command	Description
<b>RENDERPRESETS</b>	This command opens the <b>Render Presets Manager</b> dialog box, which is used to add and manage rendering presets.
<b>RENDERWIN</b>	This command displays the <b>Render</b> window.
<b>RESUME</b>	Used to continue a script that has been interrupted.
<b>REVOLVE</b>	This command is used to create a 3D model by revolving a two-dimensional object about an axis.
<b>REVSURF</b>	This command creates a mesh by revolving a profile about an axis.
<b>ROTATE3D</b>	Used to rotate selected objects about an axis in 3D space.
<b>RPREF</b>	Displays the <b>Advanced Render Settings</b> palette in which you can set rendering preferences.
<b>RPREFCLOSE</b>	This command closes the <b>Advanced Render Settings</b> palette.
<b>RULESURF</b>	This command creates a mesh between two profiles.
<b>SAVEAS</b>	This command allows you to save or rename a drawing using the desired file extension.
<b>SAVEIMG</b>	This command saves objects displayed in the viewport to an image file.
<b>SECTION</b>	This command creates a region from the intersection of a plane and a solid, surface, or mesh. The region can then be used to create a section view.
<b>SECTIONPLANE</b>	This command creates a section plane object, which is used to create a cutaway view of 3D objects.
<b>SECTIONPLANEJOG</b>	Used to add a jogged segment to a section plane object.
<b>SECTIONPLANESETTINGS</b>	Displays the <b>Section Settings</b> dialog box.
<b>SECTIONPLANETOBLOCK</b>	Used to save a 2D or 3D block based on a selected section plane.

Command	Description
<b>SLICE</b>	This command is used to slice or “cut” a solid or surface with a plane.
<b>SOLDRAW</b>	This command is used to generate profiles and sections in floating viewports created with the <b>SOLVIEW</b> command.
<b>SOLID</b>	This command is used to draw polygons that are filled solid.
<b>SOLIDEDIT</b>	This command is used to edit 3D solid objects by modifying faces and edges.
<b>SOLPROF</b>	This command is used to create profile images of 3D solid objects in floating viewports.
<b>SOLVIEW</b>	Using orthographic projection, this command creates floating viewports for multiview and section view drawings of 3D solid objects.
<b>SPHERE</b>	This command creates a three-dimensional solid sphere.
<b>SPOTLIGHT</b>	This command is used to add a spotlight to the drawing.
<b>STLOUT</b>	This command is used to save a solid object to an ASCII or binary format file.
<b>SUBTRACT</b>	This command creates a composite by subtracting the area or volume of one selection set from another selection set. It can be used on 2D regions and 3D solids.
<b>SUNPROPERTIES</b>	This command opens the <b>Sun Properties</b> palette in which sunlight settings are made.
<b>SUNPROPERTIESCLOSE</b>	This command closes the <b>Sun Properties</b> palette.
<b>SURFBLEND</b>	Used to create a continuous blend between two surfaces.
<b>SURFEXTEND</b>	Used to lengthen a surface.
<b>SURFEXTRACTCURVE</b>	Used to extract curves from existing surfaces.
<b>SURFFILLET</b>	Used to create a fillet between two surfaces.
<b>SURFNETWORK</b>	Used to create a surface in the void between selected curves or subobjects.

Command	Description
<b>SURFOFFSET</b>	Used to create a new surface offset by a specified distance and parallel to the original surface.
<b>SURFPATCH</b>	Used to create a new surface based on a closed loop.
<b>SURFSCULPT</b>	Used to create a solid based on a watertight volume composed of surfaces.
<b>SURFTRIM</b>	Used to trim a surface where it intersects another surface or other geometry.
<b>SURFUNTRIM</b>	Used to restore the portion of a surface removed by the <b>SURFTRIM</b> command.
<b>SWEEP</b>	This command creates a surface or solid by sweeping a profile along a path.
<b>TABLET</b>	This command is used to calibrate and configure a digitizer tablet and to toggle its activation.
<b>TABSURF</b>	This command creates a mesh by extruding a profile along a straight line.
<b>TARGETPOINT</b>	Creates a target point light.
<b>THICKEN</b>	This command is used to create a solid from a surface by applying a thickness to the surface.
<b>TIFOUT</b>	Displays the <b>Create Raster File</b> dialog box, which is a standard save dialog box; used to create a TIF file.
<b>TOOLBAR</b>	Displays the <b>Customize User Interface</b> dialog box.
<b>TOOLPALETTES</b>	Displays the <b>Tool Palettes</b> window.
<b>TOOLPALETTECLOSE</b>	Closes the <b>Tool Palettes</b> window.
<b>TORUS</b>	This command creates a three-dimensional solid that resembles a donut.
<b>TRANSPARENCY</b>	The setting activated by this command controls whether the background pixels in a selected image are transparent or opaque.
<b>TREESTAT</b>	This command allows you to display information about the tree-structured spatial index of the current drawing.
<b>UCS</b>	This command is used to create and manage user coordinate systems at the command line.

Command	Description
<b>UCSICON</b>	The setting activated by this command controls the visibility and placement of the UCS icon.
<b>UCSMAN</b>	This command opens the <b>UCS</b> dialog box, which is used to manage defined user coordinate systems.
<b>UNION</b>	This command creates a composite by adding the area or volume of two selection sets. It can be used with 2D regions or 3D solids.
<b>UNISOLATEOBJECTS</b>	Restores the display of objects hidden with the <b>HIDEOBJECTS</b> or <b>ISOLATEOBJECTS</b> command.
<b>VIEW</b>	This command is used to create and restore saved views.
<b>VIEWBASE</b>	This command is used to create drawing views.
<b>VIEWCOMPONENT</b>	Controls whether sectioning is applied to components in a section view.
<b>VIEWDETAIL</b>	Creates detail views from an existing view.
<b>VIEWDETAILSTYLE</b>	Used to create and modify detail view styles.
<b>VIEWEDIT</b>	This command is used to edit the properties of a drawing view.
<b>VIEWGO</b>	Restores the specified view.
<b>VIEWPLAY</b>	Used to play an animated shot.
<b>VIEWPROJ</b>	This command is used to create projected views from existing drawing views.
<b>VIEWRES</b>	The setting made with this command controls object resolution in the current viewport.
<b>VIEWSECTION</b>	Used to create section views.
<b>VIEWSECTIONSTYLE</b>	Used to create and modify section view styles.
<b>VIEWSTD</b>	Used to set defaults that are used when placing drawing views.
<b>VIEWSYMBOLSKETCH</b>	Used to constrain a section line using geometric and dimensional constraints.
<b>VIEWUPDATE</b>	This command is used to update out-of-date drawing views.

Command	Description
<b>VISUALSTYLES</b>	This command displays the <b>Visual Styles Manager</b> palette, which is used to create and edit visual styles.
<b>VISUALSTYLESCLOSE</b>	This command closes the <b>Visual Styles Manager</b> palette.
<b>VLISP</b>	This command opens the <b>Visual LISP Editor</b> .
<b>VPORTS</b>	Displays the <b>Viewports</b> dialog box for creating viewport configurations.
<b>VSCURRENT</b>	This command is used to select a visual style to set current.
<b>VSSAVE</b>	This command allows you to save the current visual style settings as a visual style.
<b>VTOPTIONS</b>	Displays the <b>View Transitions</b> dialog box for setting view transitions.
<b>WALKFLYSETTINGS</b>	This command opens the <b>Walk and Fly Settings</b> dialog box in which settings are made for walkthrough and flyby animations.
<b>WEBLIGHT</b>	Used to create a weblight.
<b>WEDGE</b>	This command creates a three-dimensional solid wedge.
<b>WMFIN</b>	This command is used to import a Windows metafile (WMF file) into AutoCAD.
<b>WMFOPTS</b>	This command is used to set importing options for use with the <b>WMFIN</b> command.
<b>WMFOUT</b>	This command is used to save selected objects to a Windows metafile (WMF file).
<b>WORKSPACE</b>	Used to set a workspace current or change workspace settings.
<b>WSSAVE</b>	Displays the <b>Save Workspace</b> dialog box for saving the current settings as a workspace.
<b>WSSETTINGS</b>	Displays the <b>Workspace Settings</b> dialog box for changing the workspace settings.
<b>XEDGES</b>	This command creates wireframe geometry from edges of selected solids, regions, surfaces, meshes, and subobjects.