

ZYXCAD Commands

■ Basic commands

Function Key	Command	Contents
F1	?	View online help documents.
	HELP	
F2	TEXTSCR	Floating Command window
F3	OSNAP	Sets the object snap mode.
F4	-	-
F5	ISOPLANE	If the "isometric projection" pattern is selected, specify the current isometric projection.
F6	-	Turn on/off coordinates
F7	GRID	Displays a dot-like grid in the current view port and considers it a time reference point.
F8	ORTHO	Turn "ORTHOMODE" on or off and adjust the cursor movement in the current drawing area.
F9	SNAP	Limits the crosshairs and moves according to the user-defined interval.
F10	-	Turn polar coordinates on/off
F11	DSETTINGS	Specify mode settings for snap grids, polar tracking, and object snaps.
F12	-	Dynamic Input On/Off
Ctrl+0	-	Turn the toolbar on/off
Ctrl+1	-	Turn on/off the Properties window
Ctrl+2	-	Design Center Window On/Off
Ctrl+3	TOOLPALETTES	Turning Tools Palette On/Off
Ctrl+4	-	-
Ctrl+5	-	-
Ctrl+6	-	-
Ctrl+7	-	-
Ctrl+8	-	Calculator on/off
Ctrl+9	-	Turn Command Window On/Off

■ Output and save commands

Function Key	Command	Contents
EXP	EXPORT	Export the current drawing file to be of the selected type.
-	WMFOPTS	Sets whether the WMF file maintains line weights and whether to export wire frames or solid objects.

DWFOUT	PLOT	Plot the current drawing file.
Ctrl+P		
PRINT		
DDPLOTSTAMP	PLOTSTAMP	Set plot stamp information.
PRE	PREVIEW	Preview the plot effect of the current drawing file.
Ctrl+S	SAVE	Saves the current drawing file with the current or specified file name.
SAVEURL	-	
-	SAVEALL	Save all currently open drawing files.
DXFOUT	SAVEAS	Save the current drawing file with a new name or new format.
-	SMARTPLOT	Smart plots allow you to plot multiple drawings drawn in the same DWG file at once.
-	STANDARDS	Associates the standard (DWS) file with the current drawing.
-	STLOUT	Store solid or waterproof meshes in a format that can be used as lithography.
-	STYLESMANAGER	Opens a file where the default plot style exists.
-	TIFOUT	Saves the selected object as a TIF file.
Ctrl+O	OPEN	Open the current drawing file.
-	OPENURL	
PSETUP	PAGESETUP	Sets the placement of the current drawing file and the profile of the plot device.
EXIT	QUIT	Exit ZYXCAD.
IMP	IMPORT	Import a file in a different format to the ZYXCAD system.

■ Drawing commands

Shortcut Key	Command	Contents
L	LINE	Draw a line object.
A	ARC	Draw an arc.
C	CIRCLE	Draw a circle of all sizes.
REC	RECTANG	Draw a rectangular polyline object by specifying a corner of the rectangle.
POL	POLYGON	Draws regular polygon objects.
EL	ELLIPSE	Draw an elliptical or elliptical arc.
XL	XLINE	Click in the drawing area or enter a coordinate value to create one or more Xline objects.
PL	PLINE	Click in the drawing area or enter a coordinate value to create a polyline object.
SPL	SPLINE	Draw splines in various shapes.
DL	MLINE	Draw multiple line objects.
ML	-	

DO	DONUT	Draw an object doughnut.
PO	POINT	Creates a point object.
SO	SOLID	Create a triangle or square object with 2D fill.
-	TRACE	Draw a solid line
-	SKETCH	Move the cursor to draw a continuous straight line.

■ Edit commands

Shortcut Key	Command	Contents
Ctrl+Z	UNDO	Cancels a task executed by a recently used command.
U		
Ctrl+Y	MREDO	Returns tasks executed with UNDO or U.
-	REDO	Returns the effects created after the execution of UNDO or U commands.
E	ERASE	Delete the selected object.
EX	EXTEND	Extends a line, arc, 2D polyline, or line to another object.
TR	TRIM	Cut out the part that crosses the boundaries associated with the object.
O	OFFSET	Offset and copy the selected object based on the specified point or distance to make a copy by copying the object parallel to the original object.
CO	COPY	Copy the object.
CP		
M	MOVE	Move the object in the specified direction by the specified distance.
AR	ARRAY	Arrange a copy of the selected object in the specified pattern to create a rectangular, path, and circular array.
-	ARRAYCLASSIC	Arrange a copy of the selected object in the specified pattern to create an unrelated rectangular or circular array.
-	ARRAYCLOSE	Enter ARRAYCLOSE to save or cancel changes while editing the source object and to leave the edit state of the associated array source object.
-	ARRAYEDIT	Modify an item or source object in the association array.
-	ARRAYPATH	Create a path array by arranging copies of the selected object based on the specified path.
-	ARRAYPOLAR	Create a circular array by arranging a copy of the selected object around the specified center point or axis of rotation.
-	ARRAYRECT	Create a rectangular array by arranging copies of the selected objects based on the specified columns and columns.
MI	MIRROR	Creates a symmetric object by inverting the object relative to the specified line.
F	FILLET	Create a machete (round shaving) for two segments of arc, circle, ellipse arc, line, polyline, ray, spline and construction line at the specified radius.
CHA	CHAMFER	Creates a chamfer for the selected object.

RO	ROTATE	Rotates the selected object by specifying a reference point and a rotation angle.
SC	SCALE	Expand or shrink the selected object to a specific scale.
S	STRETCH	Expand the selected drawing object to move the part and maintain its connection to other parts of the drawing.
LEN	LENGTHEN	Change the length of the selected object and change the angle between the arcs.
BR	BREAK	Break the selected object between two points.
X	EXPLODE	Decompose a composite object into a single object.
J	JOIN	Combine to the selected object for new object formation.
PE	PEDIT	Edit the 2D polyline, 3D polyline, and 3D mesh.
SPE	SPLINEDIT	Edit the spline.
DR	DRAWORDER	Change the drawing order of the selected object in the drawing file.
PA	PASTESPEC	You can paste the object on the clipboard into the current drawing and set the format of the data.
-	XPLODE	Decompose a composite object into a component object.
-	WIPEOUT	Blocks objects within a specified area.
-CH	CHANGE	Change the properties of the selected object.

■ Text commands

Shortcut Key	Command	Contents
T	MTEXT	Generates multiple line characters (MText).
MT		
DT	TEXT	Create a single row character.
ST	STYLE	Sets the character font style.
ED	DDEDIT	Change the properties of the selected character object.
SP	SPELL	Check the spelling of a single character, multiple-line character, attribute value, and dimension character.
-	TEXTTOFRONT	Change the drafting order of all characters, indicators, and dimensions in a drawing and import them to all other objects.
MTPROP	MTEDIT	Edit the selected multiple line characters.
-	SHAPE	Check the shape file loaded with the LOAD command or insert the shape into the loaded shape file.
-	TXT2MTXT	Converts one or more characters to multiple lines of characters.
-	MTEXP	Converts multiple-line characters to single-line characters.
-	TJUST	Text Placement
-	TCASE	Change the character format.
-	TXTALIGN	Sort objects created by characters.

■ Dimension commands

Shortcut Key	Command	Contents
-	QDIM	Quickly create and modify a set of dimensions with the selected object.
DIMLIN	DIMLINEAR	Creates a linear dimension.
DLI		
DAL	DIMALIGNED	Creates a linear dimension that is aligned with the object.
DAR	DIMARC	Generates a length dimension for a circle, arc, or polyline part.
DIMORD	DIMORDINATE	Create vertical coordinate dimensions.
DIMRAD	DIMRADIUS	Generates the radius dimension of a circle or arc.
JOG	DIMJOGGED	Generates a bent radius dimension for a circle, arc, or polyline arc part.
DDI	DIMDIAMETER	Creates a diameter dimension for a circle or arc.
DAN	DIMANGULAR	Creates angular dimensions of three points: circle, arc, line, or custom.
DBA	DIMBASELINE	Join the last label to continue the label setting of the line, coordinate, or angle.
DCO	DIMCONTINUE	Join the last label to continue the label setting of the line, coordinate, or angle.
MLD	MLEADER	Draws multiple indicator objects.
LE	QLEADER	Create an indicator line and set up annotations in a quick way.
MLS	MLEADERSTYLE	Create, change, or delete multiple indicator styles.
MLE	MLEADEREDIT	Add or delete indicators for multiple indicators.
LEAD	LEADER	Create a triangle or square object with 2D fill.
DCE	DIMCENTER	Create a center mark or draw a center line for a particular arc or circle.
DED	DIMEDIT	Edit the dimensional auxiliary lines and dimensional characters of the object to be labeled.
D	DIMSTYLE	Dimension Style Settings.
	DDIM	
DDA	DIMDISASSOCIATE	Remove the association from the selected dimension.
DJL	DIMJOGLINE	Add or delete broken lines on linear dimensions.
DIMOVER	DIMOVERRIDE	Adjusts the re-designation of the system variables used for the selected dimensions.
DOV		
DRE	DIMREASSOCIATE	Associate or reassemble the selected dimension to the object or its point.
DIMTED	DIMTEDIT	Edit the display angle and position of the dimensional character and adjust the position of the dimensional character.
TOL	TOLERANCE	Create a shape tolerance.
-	DIMEX	Export dimension styles.
-	DIMIM	Gets the dimensional style.

■ Hatch Commands

Shortcut Key	Command	Contents
-H	HATCH	Fill closed areas or selected objects with hatch patterns, solid fill, or gradient fill.
-BH	BHATCH	Select a pattern to compromise the selected object or closed part.
HE	HATCHEDIT	Edit the associated hatch object.
GD	GRADIENT	Hatch with gradation effect.

■ Drawing layer setup commands

Shortcut Key	Command	Contents
LA	LAYER	Create or manage layers and change the color line type and other properties of the layers.
	LAYERPALETTE	
-	SETBYLAYER	Change the properties of the selected object to ByLayer.
-	CLASSICLAYER	Opens the Layer Properties Manager dialog box.
-	LAYERCLOSE	Close the Layer Properties Manager palette.
-	LAYISO	Drawing layer separation
-	LAYUNISO	Undisconnecting the drawing layer
-	LAYOFF	Turn off the drawing layer
-	LAYFRZ	Freezing the drawing layer
-	LAYLCK	Locking the Drawings
-	LAYULK	Unlock the drawing layer
-	LAYON	Turn on all layers
-	LAYTHW	Unfreeze all drawing layers
-	LAYERBROWSER	Bringing up the floor
LAS	LAYERSTATE	Drawing layer status manager
LMAN		
-	LAYWALK	Selective Drawing Layer View
-	LAYMCUR	Create the object's current layer of drawing
-	LAYCUR	Change to current drawing layer
-	LAYERP	Restore previous layer settings
-	COPYTOLAYER	Copy the object to another layer of drawing.
-	LAYMRG	Merge the two layers and remove the first layer.
-	LAYMCH	Match the properties of the selected drawing layer with the target drawing layer.
-	LAYDEL	Delete the drawing layer permanently.
-LT	LINETYPE	Defines a continuous alternative array of line types, points, and spaces, and loads and sets the current line types in the gallery.

LTS	LTSCALE	Sets the scale for all line types in the current drawing.
COL	COLOR	Sets the color to use to draw a new drawing object.
MA	MATCHPROP	Copy the properties of one object to another.
CH	PROPERTIES	Change the relevant properties of an existing object.
PR		
MO		
PROPS		
DDCHPROP		
DDMODIFY		
PRCLOSE	PROPERTIESCLOSE	Close the "Characteristics" palette display.
LINEWEIGHT	LWEIGHT	Sets the line-weighted and line-weighted unit settings and line-weighted display for the selected object.
LW		
LO	LAYOUT	Create or change layout options.

■ Block settings commands

Shortcut Key	Command	Contents
-B	BLOCK	Select an object to create a block definition.
BMAKE		
BMOD		
W	WBLOCK	Save the object or block to a new drawing file.
-I	INSERT	Inserts a block or file into the current drawing.
DDINSERT		
INSERTURL		
BE	BEDIT	In the block editor, open the specified block definition.
REN	RENAME	Change the name of the designated block, floor, dimensional style, line type, style, table style, UCS, viewport.
ATT	ATTDEF	Sets the property definition.
	DDATTDEF	
ATE	ATTEDIT	Change the properties and properties of the property block.
	ATTEXT	Extracts properties from the current drawing.
	ATTSYNC	Synchronize the properties of the block reference with the specified block definition.
	BSAVE	Saves an open block definition in the block editor.
	BSAVEAS	Save a copy of the current block definition as a new name.
	BWBLOCKAS	Save the current block definition to a drawing file

■ Configuration commands

Shortcut Key	Command	Contents
Z	ZOOM	Zoom in or out of the view in the current drawing.
-P	PAN	Select and drag a viewpoint to display areas that are not visible in the current viewport.
RE	REGEN	Re-enable the current viewport and re-enable all object locations on the screen.
REA	REGENALL	Renew drawing and update all viewports.
-	REGENAUTO	Determines the automatic reproduction of the drawing.
R	REDRAW	Update all current viewports and delete unnecessary tags or hidden pixels that appear on the object.
RA	REDRAWALL	Update all viewports and delete all tags and any needlessly hidden pixels in the object.
CONFIG	OPTIONS	Displays the "Options" dialog box and specifies all the presets used in the program.
OP	-	
PREFERENCES	-	
UN	UNITS	Displays measurement units and measurement values for all selected objects.
DDUNITS	-	
CLI	COMMANDLINE	Displays the hidden "command line" window.
-	RIBBON	If the ribbon is closed, run RIBBON to display the ribbon.
-	RIBBONCLOSE	If the ribbon is displayed, run RIBBONCLOSE to close the ribbon.
-	STATUS	Displays the statistics, modes, and ranges of the drawing.
-	SYSWINDOWS	Sets how the drawing window or icon is placed.
TO	TOOLBAR	Displays or hides the toolbar.
LI	LIST	Lists the relevant characteristics of the selected object, including the object type, the layer with the object, the color, transparency, line type, line weight (if not set to BYLAYER), and the location of the X, Y, and Z axes in the current UCS.

■ 3D functional commands

Shortcut Key	Command	Contents
-	3DCORBIT	Continuously rotate and observe the viewpoints of the 3D space.
3F	3DFACE	Draw a 3D area in a 3D space.
-	3DMESH	Create a polygon mesh in the 3D space.
3DO	3DORBIT	Dynamically observe objects in 3D space.
ORBIT		
3P	3DPOLY	Draw a 3D polyline.
-	BOX	Creates a 3D solid object.

-	CONE	Creates a 3D cone.
VP	DDVPOINT	Pre-setting the observation direction of the 3D view.
-	EDGESURF	Set up a 3D polygon mesh with the vertices of four connected linear objects for corner surfaces.
EXT	EXTRUDE	Creates a 3D object by extending the selected object according to the specified path or at the specified height and taper angle.
FSHOT	FLATSHOT	We generate 2D profile line projections of all 3D solid models in the model space.
IN	INTERSECT	Create an integrated 3D solid, surface, or part at the intersection of two or more 3D solids, surfaces, or parts, and delete the outer area of the intersection.
-	LOFT	Loft along two or several cross-sections for 3D solid formation.
-	MASSPROP	Calculates the mass characteristics of the selected part or 3D solid.
-	MIRROR3D	Creates a symmetric object by inverting the object relative to the specified plane.
-	PFACE	Create an editable 3D polyfacial mesh by specifying a vertex.
-	PYRAMID	Create a 3D pyramid.
REV	REVOLVE	Rotates the selected object around the specified axis of rotation and ultimately creates a 3D solid or surface.
-	ROTATE3D	Rotates the object along the 3D axis in the 3D space.
SL	SLICE	Cutting the solid to the selected plane creates a new 3D solid.
-	SOLPROF	Creates a 2D profile for a 3D solid object.
-	SPHERE	Create a 3D sphere.
SU	SUBTRACT	Perform SUBTRACT operations to combine two or more 3D solids, surfaces, or areas into the entire object.
TOR	TORUS	It creates a 3D doughnut.
UNI	UNION	Combine two or more 3D solid, surface or 2D areas into one composite 3D solid, surface or area.
VP	VPOINT	Determine the direction and position of the viewport for 3D visualization of the drawing.
WE	WEDGE	Creates a 3D wedge object.
-	REVSURF	Create a polygon mesh by rotating the selected linear object around the specified axis of rotation.
-	RULESURF	Create a polygon mesh and place it between the two curves.
-	SOLIDEDIT	Edit or change the selected solid object.
-	SWEEP	Sweeps the selected 2D object along the selected path, and ultimately forms a 3D solid.
-	TABSURF	Sweep the line curve along the direction vector to create a polygon mesh.

■ External reference commands

Shortcut Key	Command	Contents
XR	XREF	Attach an external reference to the current drawing and edit and manage the reference file.
-	REFCLOSE	Save or exit the revision of the reference.
-	REFEDIT	Edit the reference.
-	REFSET	While editing a reference, add an object to the work set or remove it from the work set.
XA	XATTACH	Add an external drawing to the current drawing without changing the contents of the current drawing file.
XB	XBIND	Combines one or more named object definitions in an external reference to the current drawing.
XC	XCLIP	Determine the cut boundaries for external references or blocks, and set the cut boundaries open, close or delete, front and back cut reference planes to create new cut boundaries.
-	XOPEN	You can open and edit the selected external drawing reference in a new window.
IM	IMAGE	Open the External Reference Palette.
IAT	IMAGEATTACH	Add the image to the drawing file.
ICL	IMAGECLIP	Creates a new truncated boundary for the selected image object.
IAD	IMAGEADJUST	Sets the brightness, contrast ratio, and shading values of the image.
IO	INSERTOBJ	Insert the OLE object into the current drawing file.

■ Table commands

Shortcut Key	Command	Contents
TB	TABLE	Insert the table object into the drawing.
-	TABLEEDIT	Edit the table cell.
-	TABLEEXPORT	Export the table.
TS	TABLESTYLE	Creates or changes the specified table style.

■ UCS Commands

Shortcut Key	Command	Contents
-	UCS	Sets the user coordinate system (UCS).
-	UCSICON	Display or hide the UCS icon, and check the display location of the UCS icon.

UC	UCSMAN	Displays and modifies user coordinates that are defined and unnamed. Restore the named UCS and orthogonal UCS and specify the UCS icon and UCS settings for the viewport.
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■ Viewport commands

Shortcut Key	Command	Contents
V	VIEW	Save the custom view or return the saved view.
	DDVIEW	
-	VIEWRES	Set the resolution of the object in the current viewport to control the precision and reproducibility of circles, arcs, ellipses, and splines.
-	VPCLIP	On the Batch tab, you can cut a viewport object, and the shape of the viewport boundary can be adjusted to match the boundaries drawn by the user.
-	VPLAYER	Set the layer display of the viewport within the "Batch" tab.
-	VPMAX	Expand the current batch viewport to fit the full screen, and switch to the model space for editing.
-	VPMIN	Restore the current batch viewport.
VIEWPORTS	VPORTS	Create multiple viewports.
-	VSLIDE	Displays the slide file in the current viewport.
-	SHADE	Displays the planar shading effect of the drawing elements in the current viewport.
SHA	SHADEMODE	Sets the visual style of the current viewport.

■ Other utility commands

Shortcut Key	Command	Contents
	APPLOAD	Load or unload an application and define the application to load at startup.
DI	DIST	The distance between the points is measured, and the angle at which the line formed by connecting the two points is along the XY plane and included in the XY plane is measured.
DIV	DIVIDE	After specifying the number of segments, select a point or block as a tag to evenly divide the selected elements.
FI	FILTER	Create a list of specified filter properties to find the required graphics, and in the meantime, find, replace, select, or enlarge characters within the drawing.
G	GROUP	Create and edit all objects in the group.
HI	HIDE	Remove hidden lines.

INF	INTERFERE	INTERFREE checks between two intersections of objects and generates interference objects from overlapping areas.
ME	MEASURE	After specifying the number of segments, select a point or block as a tag to evenly divide the selected elements.
MEA	MEASUREGEOM	Measure distance, radius, angle, area, and mass properties.
MS	MSPACE	Converts the placement space to the model space.
MV	MVIEW	Creates and sets a batch view point.
PS	PSPACE	On the "layout" tab, switch the viewport from the model space to the paper space.
PU	PURGE	Deletes named objects that are not used in the current drawing file, such as blocks, layers, line types, character styles, and dimensional styles.
QC	QUICKCALC	Open the Quick Calculator.
-	REDEFINE	Restore the ZYXCAD internal command re-designated by UNDEFINE.
REG	REGION	Converts objects surrounding an area into area objects.
-	RSCRIPT	Repeat the script file.
SET	SETVAR	Displays or changes system variables.
-	SHELL	Use the DOS command in ZYXCAD.
-	SIGVALIDATE	Opening the Digital Signature Validation dialog box displays information about the digital signature certificate attached to the current drawing file and validates it.
-	SMARTVOICE	Creates a smart voice object.
-	TIME	Displays the current time and various time statistics for the current drawing.
-	TRANSPARENCY	Controls whether the background display of the image is transparent.
-	UPDATEFIELD	Manually update the fields of the selected object.
-	UNDEFINE	Undefine the ZYXCAD standard command.
-	VERAUTH	Ask for the authentication type of the version.
-	WMFIN	Insert the Windows Metafile (WMF file) into the current drawing.
-	WMFOUT	Saves the selected object as a Windows metafile.
-	ZRX	Loads or unloads ZRX programs.
	AUDIT	Review the current drawing file and issue a description.