AutoCad 2000 Comands

3D	Creates three-dimensional polygon mesh objects
3DARRAY	Creates a three-dimensional array
3DCLIP	Invokes the interactive 3D view and opens the Adjust Clipping Planes window
3DCORBIT	Invokes the interactive 3D view and enables you to set the objects in the 3D view into continuous motion
3DDISTANCE	Invokes the interactive 3D view and makes objects appear closer or farther away
3DFACE	Creates a three-dimensional face
3DMESH	Creates a free-form polygon mesh
3DORBIT	Controls the interactive viewing of objects in 3D
3DPAN	Invokes the interactive 3D view and enables you to drag the view horizontally and vertically
3DPOLY	Creates a polyline with straight line segments using the CONTINUOUS linetype in three-dimensional space
3DSIN	Imports a 3D Studio (3DS) file
3DSOUT	Exports to a 3D Studio (3DS) file
3DSWIVEL	Invokes the interactive 3D view and simulates the effect of turning the camera
3DZOOM	Invokes the interactive 3D view so you can zoom in and out on the view

A

ABOUT	Displays information about AutoCAD
ACISIN	Imports an ACIS file
ACISOUT	Exports AutoCAD solid objects to an ACIS file
ADCCLOSE	Closes AutoCAD DesignCenter
ADCENTER	Manages content
ADCNAVIGATE	Directs the Desktop in AutoCAD DesignCenter to the file name, directory location, or network path you specify
ALIGN	Aligns objects with other objects in 2D and 3D
AMECONVERT	Converts AME solid models to AutoCAD solid objects
APERTURE	Controls the size of the object snap target box
APPLOAD	Loads and unloads applications and defines which applications to load at startup
ARC	Creates an arc
AREA	Calculates the area and perimeter of objects or of defined areas
ARRAY	Creates multiple copies of objects in a pattern
ARX	Loads, unloads, and provides information about ObjectARX applications
ATTDEF	Creates an attribute definition
ATTDISP	Globally controls attribute visibility
ATTEDIT	Changes attribute information
ATTEXT	Extracts attribute data
ATTREDEF	Redefines a block and updates associated attributes
AUDIT	Evaluates the integrity of a drawing

B

BACKGROUND	Sets up the background for your scene
BASE	Sets the insertion base point for the current drawing
BHATCH	Fills an enclosed area or selected objects with a hatch pattern
BLIPMODE	Controls the display of marker blips
BLOCK	Creates a block definition from objects you select
BLOCKICON	Generates preview images for blocks created with Release 14 or earlier
BMPOUT	Saves selected objects to a file in device-independent bitmap format
BOUNDARY	Creates a region or a polyline from an enclosed area
BOX	Creates a three-dimensional solid box
BREAK	Erases parts of objects or splits an object in two
BROWSER	Launches the default Web browser defined in your system's registry

C

CAL	Evaluates mathematical and geometric expressions
CAMERA	Sets a different camera and target location
CHAMFER	Bevels the edges of objects
CHANGE	Changes the properties of existing objects
CHPROP	Changes the color, layer, linetype, linetype scale factor, lineweight, thickness, and plot style of an object
CIRCLE	Creates a circle
CLOSE	Closes the current drawing
COLOR	Defines color for new objects
COMPILE	Compiles shape files and PostScript font files
CONE	Creates a three-dimensional solid cone
CONVERT	Optimizes 2D polylines and associative hatches created in AutoCAD Release 13 or earlier
COPY	Duplicates objects

COPYBASE	Copies objects with a specified base point
COPYCLIP	Copies objects to the Clipboard
COPYHIST	Copies the text in the command line history to the Clipboard
COPYLINK	Copies the current view to the Clipboard for linking to other OLE applications
CUTCLIP	Copies objects to the Clipboard and erases the objects from the drawing
CYLINDER	Creates a three-dimensional solid cylinder

D

DBCCLOSE	Closes the dbConnect Manager
DBCONNECT	Provides an AutoCAD interface to external database tables
DBLIST	Lists database information for each object in the drawing
DDEDIT	Edits text and attribute definitions
DDPTYPE	Specifies the display mode and size of point objects
DDVPOINT	Sets the three-dimensional viewing direction
DELAY	Provides a timed pause within a script
DIM AND DIM1	Accesses Dimensioning mode
DIMALIGNED	Creates an aligned linear dimension
DIMANGULAR	Creates an angular dimension
DIMBASELINE	Creates a linear, angular, or ordinate dimension from the baseline of the previous dimension or a selected dimension
DIMCENTER	Creates the center mark or the centerlines of circles and arcs
DIMCONTINUE	Creates a linear, angular, or ordinate dimension from the second extension line of the previous dimension or a selected dimension
DIMDIAMETER	Creates diameter dimensions for circles and arcs
DIMEDIT	Edits dimensions
DIMLINEAR	Creates linear dimensions
DIMORDINATE	Creates ordinate point dimensions
DIMOVERRIDE	Overrides dimension system variables
DIMRADIUS	Creates radial dimensions for circles and arcs
DIMSTYLE	Creates and modifies dimension styles
DIMTEDIT	Moves and rotates dimension text
DIST	Measures the distance and angle between two points
DIVIDE	Places evenly spaced point objects or blocks along the length or perimeter of an object
DONUT	Draws filled circles and rings
DRAGMODE	Controls the way AutoCAD displays dragged objects
DRAWORDER	Changes the display order of images and other objects
DSETTINGS	Specifies settings for Snap mode, grid, and polar and object snap tracking
DSVIEWER	Opens the Aerial View window
DVIEW	Defines parallel projection or perspective views
DWGPROPS	Sets and displays the properties of the current drawing
DXBIN	Imports specially coded binary files

E

EDGE	Changes the visibility of three-dimensional face edges
EDGESURF	Creates a three-dimensional polygon mesh
ELEV	Sets elevation and extrusion thickness properties of new objects
ELLIPSE	Creates an ellipse or an elliptical arc
ERASE	Removes objects from a drawing
EXPLODE	Breaks a compound object into its component objects
EXPORT	Saves objects to other file formats
EXPRESSTOOLS	Activates the installed AutoCAD Express Tools if currently unavailable
EXTEND	Extends an object to meet another object
EXTRUDE	Creates unique solid primitives by extruding existing two-dimensional objects

F

FILL	Controls the filling of multilines, traces, solids, all hatches, and wide polylines
FILLET	Rounds and fillets the edges of objects
FILTER	Creates reusable filters to select objects based on properties
FIND	Finds, replaces, selects, or zooms to specified text
FOG	Provides visual cues for the apparent distance of objects

G

GRAPHSCR	Switches from the text window to the drawing area
GRID	Displays a dot grid in the current viewport
GROUP	Creates a named selection set of objects

H

HATCH	Fills a specified boundary with a pattern
HATCHEDIT	Modifies an existing hatch object
HELP (F1)	Displays online help
HIDE	Regenerates a three-dimensional model with hidden lines suppressed
HYPERLINK	Attaches a hyperlink to a graphical object or modifies an existing hyperlink
HYPERLINKOPTIONS	Controls the visibility of the hyperlink cursor and the display of hyperlink tooltips

I

ID	Displays the coordinate values of a location
IMAGE	Manages images
IMAGEADJUST	Controls the image display of the brightness, contrast, and fade values of images
IMAGEATTACH	Attaches a new image to the current drawing
IMAGECLIP	Creates new clipping boundaries for an image object
IMAGEFRAME	Controls whether AutoCAD displays the image frame or hides it from view
IMAGEQUALITY	Controls the display quality of images
IMPORT	Imports files in various formats into AutoCAD
INSERT	Places a named block or drawing into the current drawing
INSERTOBJ	Inserts a linked or embedded object
INTERFERE	Creates a composite 3D solid from the common volume of two or more solids
INTERSECT	Creates composite solids or regions from the intersection of two or more solids or regions and removes the areas outside of the intersection
ISOPLANE	Specifies the current isometric plane

L

LAYER	Manages layers and layer properties
LAYOUT	Creates a new layout and renames, copies, saves, or deletes an existing layout
LAYOUTWIZARD	Starts the Layout wizard, in which you can designate page and plot settings for a new layout
LEADER	Creates a line that connects annotation to a feature
LENGTHEN	Lengthens an object
LIGHT	Manages lights and lighting effects
LIMITS	Sets and controls the drawing boundaries and grid display
LINE	Creates straight line segments
LINETYPE	Creates, loads, and sets linetypes
LIST	Displays database information for selected objects
LOAD	Makes shapes available for use by the SHAPE command
LOGFILEOFF	Closes the log file opened by LOGFILEON
LOGFILEON	Writes the text window contents to a file
LSEDIT	Edits a landscape object
LSLIB	Maintains libraries of landscape objects
LSNEW	Adds realistic landscape items, such as trees and bushes, to your drawings
LTSCALE	Sets the linetype scale factor
LWEIGHT	Sets the current lineweight, lineweight display options, and lineweight units

M

MASSPROP	Calculates and displays the mass properties of regions or solids
MATCHPROP	Copies the properties from one object to one or more objects
MATLIB	Imports and exports materials to and from a library of materials
MEASURE	Places point objects or blocks at measured intervals on an object
MENU	Loads a menu file
MENULOAD	Loads partial menu files
MENUUNLOAD	Unloads partial menu files
MINSERT	Inserts multiple instances of a block in a rectangular array
MIRROR	Creates a mirror image copy of objects
MIRROR3D	Creates a mirror image of objects about a plane
MLEDIT	Edits multiple parallel lines
MLINE	Creates multiple parallel lines
MLSTYLE	Defines a style for multiple parallel lines
MODEL	Switches from a layout tab to the Model tab and makes it current
MOVE	Displaces objects a specified distance in a specified direction
MSLIDE	Creates a slide file of the current viewport in model space, or of all viewports in paper space
MSPACE	Switches from paper space to a model space viewport
MTEXT	Creates multiline text
MULTIPLE	Repeats the next command until canceled
MVIEW	Creates floating viewports and turns on existing floating viewports
MVSETUP	Sets up the specifications of a drawing

N

NEW	Creates a new drawing file

O

OFFSET	Creates concentric circles, parallel lines, and parallel curves
OLELINKS	Updates, changes, and cancels existing OLE links
OLESCALE	Displays the OLE Properties dialog box
OOPS	Restores erased objects
OPEN	Opens an existing drawing file
OPTIONS	Customizes the AutoCAD settings
ORTHO	Constrains cursor movement
OSNAP	Sets object snap modes

P

PAGESETUP	Specifies the layout page, plotting device, paper size, and settings for each new layout
PAN	Moves the drawing display in the current viewport
PARTIALOAD	Loads additional geometry into a partially opened drawing
PARTIALOPEN	Loads geometry from a selected view or layer into a drawing
PASTEBLOCK	Pastes a copied block into a new drawing
PASTECLIP	Inserts data from the Clipboard
PASTEORIG	Pastes a copied object in a new drawing using the coordinates from the original drawing
PASTESPEC	Inserts data from the Clipboard and controls the format of the data
PCINWIZARD	Displays a wizard to import PCP and PC2 configuration file plot settings into the Model tab or current layout
PEDIT	Edits polylines and three-dimensional polygon meshes
PFACE	Creates a three-dimensional polyface mesh vertex by vertex
PLAN	Displays the plan view of a user coordinate system
PLINE	Creates two-dimensional polylines
PLOT	Plots a drawing to a plotting device or file
PLOTSTYLE	Sets the current plot style for new objects, or the assigned plot style for selected objects
PLOTTERMANAGER	Displays the Plotter Manager, where you can launch the Add-a-Plotter wizard and the Plotter Configuration Editor
POINT	Creates a point object
POLYGON	Creates an equilateral closed polyline
PREVIEW	Shows how the drawing will look when it is printed or plotted
PROPERTIES	Controls properties of existing objects
PROPERTIESCLOSE	Closes the Properties window
PSDRAG	Controls the appearance of a PostScript image as it is dragged into position with PSIN
PSETUPIN	Imports a user-defined page setup into a new drawing layout
PSFILL	Fills a two-dimensional polyline outline with a PostScript pattern
PSIN	Imports a PostScript file
PSOUT	Creates an encapsulated PostScript file
PSPACE	Switches from a model space viewport to paper space
PURGE	Removes unused named objects, such as blocks or layers, from the drawing database

Q

QDIM	Quickly creates a dimension
QLEADER	Quickly creates a leader and leader annotation
QSAVE	Quickly saves the current drawing
QSELECT	Quickly creates selection sets based on filtering criteria
QTEXT	Controls the display and plotting of text and attribute objects
QUIT	Exits AutoCAD

R

RAY	Creates a semi-infinite line
RECOVER	Repairs a damaged drawing
RECTANG	Draws a rectangular polyline
REDEFINE	Restores AutoCAD internal commands overridden by UNDEFINE
REDO	Reverses the effects of the previous UNDO or U command
REDRAW	Refreshes the display in the current viewport
REDRAWALL	Refreshes the display in all viewports
REFCLOSE	Saves back or discards changes made during in-place editing of a reference (an xref or a block)
REFEDIT	Selects a reference for editing
REFSET	Adds or removes objects from a working set during in-place editing of a reference (an xref or a block)
REGEN	Regenerates the drawing and refreshes the current viewport
REGENALL	Regenerates the drawing and refreshes all viewports
REGENAUTO	Controls automatic regeneration of a drawing

REGION	Creates a region object from a selection set of existing objects
REINIT	Reinitializes the digitizer, digitizer input/output port, and program parameters file
RENAME	Changes the names of objects
RENDER	Creates a photorealistic or realistically shaded image of a three-dimensional wireframe or solid model
RENDSCR	Redisplays the last rendering created with the RENDER command
REPLAY	Displays a BMP, TGA, or TIFF image
RESUME	Continues an interrupted script
REVOLVE	Creates solids by revolving two-dimensional objects about an axis
REVSURF	Creates a revolved surface about a selected axis
RMAT	Manages rendering materials
ROTATE	Moves objects about a base point
ROTATE3D	Moves objects about a three-dimensional axis
RPREF	Sets rendering preferences
RSCRIPT	Creates a script that repeats continuously
RULESURF	Creates a ruled surface between two curves

S

SAVE	Saves the drawing under the current file name or a specified name
SAVEAS	Saves an unnamed drawing with a file name or renames the current drawing
SAVEIMG	Saves a rendered image to a file
SCALE	Enlarges or reduces selected objects equally in the X, Y, and Z directions
SCENE	Manages scenes in model space
SCRIPT	Executes a sequence of commands from a script
SECTION	Uses the intersection of a plane and solids to create a region
SELECT	Places selected objects in the Previous selection set
SETUV	Maps materials onto objects
SETVAR	Lists or changes the values of system variables
SHADEMODE	Shades the objects in the current viewport
SHAPE	Inserts a shape
SHELL	Accesses operating system commands
SHOWMAT	Lists the material type and attachment method for a selected object
SKETCH	Creates a series of freehand line segments
SLICE	Slices a set of solids with a plane
SNAP	Restricts cursor movement to specified intervals
SOLDRAW	Generates profiles and sections in viewports created with SOLVIEW
SOLID	Creates solid-filled polygons
SOLIDEDIT	Edits faces and edges of 3D solid objects
SOLPROF	Creates profile images of three-dimensional solids
SOLVIEW	Creates floating viewports using orthographic projection to lay out multi- and sectional view drawings of 3D solid and body objects while in a layout
SPELL	Checks spelling in a drawing
SPHERE	Creates a three-dimensional solid sphere
SPLINE	Creates a quadratic or cubic spline (NURBS) curve
SPLINEDIT	Edits a spline object
STATS	Displays rendering statistics
STATUS	Displays drawing statistics, modes, and extents
STLOUT	Stores a solid in an ASCII or binary file
STRETCH	Moves or stretches objects
STYLE	Creates or modifies named styles and sets the current style for text in your drawing
STYLESMANAGER	Displays the Plot Style Manager
SUBTRACT	Creates a composite region or solid by subtraction
SYSWINDOWS	Arranges windows

T

TABLET	Calibrates, configures, and turns on and off an attached digitizing tablet
TABSURF	Creates a tabulated surface from a path curve and a direction vector
TEXT	Displays text on screen as it is entered
TEXTSCR	Opens the AutoCAD text window
TIME	Displays the date and time statistics of a drawing
TOLERANCE	Creates geometric tolerances
TOOLBAR	Displays, hides, and customizes toolbars
TORUS	Creates a donut-shaped solid
TRACE	Creates solid lines
TRANSPARENCY	Controls whether background pixels in an image are transparent or opaque
TREESTAT	Displays information about the drawing's current spatial index
TRIM	Trims objects at a cutting edge defined by other objects

U

U	Reverses the most recent operation
UCS	Manages user coordinate systems
UCSICON	Controls the visibility and placement of the UCS icon
UCSMAN	Manages defined user coordinate systems
UNDEFINE	Allows an application-defined command to override an internal AutoCAD command
UNDO	Reverses the effect of commands
UNION	Creates a composite region or solid by addition
UNITS	Controls coordinate and angle display formats and determines precision

V

VBAIDE	Displays the Visual Basic Editor
VBALOAD	Loads a global VBA project into the current AutoCAD session
VBAMAN	Loads, unloads, saves, creates, embeds, and extracts VBA projects
VBARUN	Runs a VBA macro
VBASTMT	Executes a VBA statement on the AutoCAD command line
VBAUNLOAD	Unloads a global VBA project
VIEW	Saves and restores named views
VIEWRES	Sets the resolution for objects in the current viewport
VLISP	Displays the Visual LISP interactive development environment (IDE)
VPCLIP	Clips viewport objects
VPLAYER	Sets layer visibility within viewports
VPOINT	Sets the viewing direction for a three-dimensional visualization of the drawing
VPORTS	Divides the drawing area into multiple tiled or floating viewports
VSLIDE	Displays an image slide file in the current viewport

W

WBLOCK	Writes objects or a block to a new drawing file
WEDGE	Creates a 3D solid with a sloped face tapering along the X axis
WHOHAS	Displays ownership information for opened drawing files
WMFIN	Imports a Windows metafile
WMFOPTS	Sets options for WMFIN
WMFOUT	Saves objects to a Windows metafile

X

XATTACH	Attaches an external reference to the current drawing
XBIND	Binds dependent symbols of an xref to a drawing
XCLIP	Defines an xref or block clipping boundary and sets the front or back clipping planes
XLINE	Creates an infinite line
XPLODE	Breaks a compound object into its component objects
XREF	Controls external references to drawing files

Z

ZOOM	Increases or decreases the apparent size of objects in the current viewport