| CMDNAME,C, | NOTE1,C,23 | NOTE2,C,23 | NOTE3,C,23 |
|---|---|---|---|
| CIRCLE1 | You will specify the | circle's center point | and then its radius. |
| INSERT1 | When inserting a block, | this will allow aou to | specify the "X" scale |
| INSERT2 | When inserting a block, | this will allow you to | specify the "Y" scale |
| INSERT3 | When inserting a block, | this will allow you to | specify the rotation of |
| INSERT4 | When you are finished | choosing options or | wish to use the Autocad |
| TEXT1 | This allows you to | input the START point | for the TEXT. |
| TEXT2 | This allows you to | ALIGN the TEXT between | two points & choose the |
| TEXT3 | This allows you to | CENTER TEXT across a | point. |
| TEXT4 | Allows you to FIT TEXT | between 2 points and | choose the appropriate |
| TEXT5 | Allows you to CENTER | TEXT horizonatally and | vertically. |
| TEXT6 | Allows you to specify | the RIGHT or end for | the insertion point of |
| TEXT7 | Allows you to specify | the STYLE of the TEXT | to be used. |
| ARC1 | Input Starting Point | Input Mid Point of Arc | Input End Point |
| ARC2 | Input Starting Point | Input Center of Arc | Input End Point |
| ARC3 | Input Starting Point | Input Center of Arc | Input Included Angle |
| ARC4 | Input Starting Point | Input Center of Arc | Input Length of Chord |
| ARC5 | Input Starting Point | Input End Point | Input Radius of Arc |
| ARC6 | Input Starting Point | Input End Point of Arc | Input Included Angle |
| ARC7 | Input Starting Point | Input End Point | Input Starting Dir. |
| QTEXT1 | This turns Quick Text | ON causing all text to | be shown as long |
| QTEXT2 | This turns QTEXT OFF | which shows all text as | normal. |
| BLIPMODE1 | This turns BLIPMODE ON | causing temporary small | markers to be left when |
| BLIPMODE2 | This turns BLIPMODE OF | causing no small marker | to be left when you |
| FILL1 | Turn FILL on so solids | are shown as a solid | and not as a wire |
| FILL2 | Turn FILL off so solids | are shown as wire | frames. |
| ATTDISP1 | Allows all attributes | assigned to your blocks | to be shown on the |
| ATTDISP2 | Makes all attributes | assigned to your blocks | invisable so they do |
| ATTDISP3 | Turn all attributes | assigned to your blocks | to their value assigned |
| ORTHO1 | This turns the ORTHO | ON and forces lines to | be drawn parallel to |
| ORTHO2 | This turns ORTHO Off | so lines can be drawn | in any direction on the |
| DRAGMODE1 | Honor the "DRAG" | requests where | applicable. |
| DRAGMODE2 | Ignor all "DRAG" | Requests. | |
| DRAGMODE3 | Set DRAGMODE to Auto | and use Drag whenever | possible. |
| | | | |
| ARRAYA1 | Enter the point around | which you want the | array to form. Array |
| ARRAYA2 | Replicate items result- | ing in rows and columns | The format details are |
| CIRCLE2 | You will specify the | circle's center point | and then its diameter. |
| CIRCLE3 | You will specify the | circle by inputing the | two end points of its |
| CIRCLE4 | You will specify the | circle by inputing 3 | points on its radius. |
| CIRCLE5 | You will specify the | circle by inputing two | points tangent to the |
| ISOPLANE | Selects the left-hand | plane defined by the 90 | and 150 degree axis |
| ISOPLANE1 | Selects the left-hand | plane defined by the 90 | and 150 degree axis |
| ISOPLANE2 | Selects the right-hand | plane defined by the 90 | and 30 degree axis whe |
| ISOPLANE3 | Selects the top face of | the drawing defined by | the 30 & 150 deg. axis |
| LIMITS1 | You may set the limits | or boundaries of your | drawing. |
| LIMITS2 | While on, attempts to | enter points outside of | the limits will be re- |
| LIMITS3 | While off,remembers the | values but allows draw- | ing outside for the |
| AXIS1 | Turns on the ruler | lines along the edge of | the display. |

| | | | |
|---|---|---|---|
| AXIS2 | Turns off the ruler | lines along the edge of | the graphic display. |
| AXIS3 | Allows you to set both | the horizontal and | vertical rulers with |
| AXIS4 | This will force the | axis spacing to be the | current snap resolution |
| AXIS5 | This will set the Ticks | on the rulers to a | specific value. |
| COLOR1 | This will allow all new | entries to be drawn in | RED regardless of layer |
| COLOR2 | This will allow all new | entries to be drawn in | YELLOW regardless of |
| COLOR3 | This will allow all new | entries to be drawn in | GREEN regardless of |
| COLOR4 | This will allow all new | entries to be drawn in | Cyan regardless of |
| COLOR5 | This will allow all new | entries to be drawn in | BLUE regardless of |
| COLOR6 | This will allow all new | entries to be drawn in | MAGENTA regardless o |
| COLOR7 | This will allow all new | entries to be drawn in | WHITE regardless of |
| COPY1 | Allows you to indicate | ONE item to COPY to | another location. |
| COPY2 | Allows you to indicate | TWO items to COPY to | another location. |
| COPY3 | Allows you to indicate | THREE items to COPY t | another location. |
| COPY4 | Allows you to indicate | a WINDOW of items to | COPY to another loca- |
| COPY5 | Allows you to indicate | items CROSSING a wind | to COPY to another |
| COPY6 | Allows you to indicate | the LAST item drawn or | inserted is COPIED to a |
| COPY7 | Allows you to indicate | items to COPY to a new | location using AUTO. |
| DIVIDE1 | This allows you to | divide the chosen | entity into a specified |
| DIVIDE2 | This will allow you to | divide the chosen | entity equally, marking |
| ERASE1 | Allows you to indicate | ONE item that will be | erased. |
| ERASE2 | Allows you to indicate | TWO items that will be | erased. |
| ERASE3 | Allows you to indicate | THREE items that will | be erased. |
| ERASE4 | Allows you to indicate | a WINDOW of items that | will be erased. |
| ERASE5 | Allows you to indicate | all items CROSSING a | window will be erased. |
| ERASE6 | Allows you to indicate | that the LAST item in- | serted will be erased. |
| ERASE7 | Allows you to indicate | the AUTO command will | be added when erasing |
| GRID1 | This turns the grid ON | using the existing | settings. |
| GRID2 | This turns the grid OFF | retaining the settings. | |
| GRID3 | This sets the grid | ASPECT utilizing dif- | ferent horizontal and |
| GRID4 | This locks the grid | spacing to the current | SNAP resolution. |
| GRID5 | This sets the SPACING | of the grid to a spefic | drawing unit of meas- |
| LIST1 | This allows you to pick | ONE item and then will | list all data on the |
| LIST2 | This allows you to pick | TWO items and then will | list all data on the |
| LIST3 | Will allow you to pick | THREE items and then | will list all the data |
| LIST4 | Will allow you to pick | items using a WINDOW | and then list all data |
| LIST5 | Allows you to choose | items CROSSING a wind | and then list all data |
| LIST6 | Allows you to pick the | LAST item inserted or | drawn and then list all |
| LIST7 | Allows you to choose | items using AUTO and | list data for those. |
| MEASURE1 | This allows you to | MEASURE the chosen | entity into a specified |
| MEASURE2 | This will allow you to | MEASURE the chosen | entity equally, marking |
| MIRROR1 | Allows you to indicate | ONE item to MIRROR. | |
| MIRROR2 | Allows you to indicate | TWO items to MIRROR. | |
| MIRROR3 | Allows you to indicate | THREE items to MIRROR. | |
| MIRROR4 | Allows you to indicate | a WINDOW of items to | MIRROR. |
| MIRROR5 | Allows you to indicate | items CROSSING a wind | to MIRROR. |
| MIRROR6 | Allows you to indicate | the LAST item drawn or | inserted to MIRROR. |
| MIRROR7 | Allows you to indicate | items to MIRROR using | AUTO. |
| MOVE1 | Allows you to indicate | ONE item to MOVE to | another location. |

| | | | |
|---|---|---|---|
| MOVE2 | Allows you to indicate | TWO items to MOVE to | another location. |
| MOVE3 | Allows you to indicate | THREE items to MOVE t | another location. |
| MOVE4 | Allows you to indicate | a WINDOW of items to | MOVE to another loca- |
| MOVE5 | Allows you to indicate | items CROSSING a wind | to MOVE to another |
| MOVE6 | Allows you to indicate | the LAST item drawn or | inserted is MOVED to a |
| MOVE7 | Allows you to indicate | items to MOVE to a new | location using AUTO. |
| PLOT1 | This allows you to PLOT | whatever is showing on | the DISPLAY. |
| PLOT2 | This allows you to PLOT | the EXTENT of your | drawing. |
| PLOT3 | This allows you to PLOT | the LIMITS of your | drawing using those |
| PLOT4 | This allows you to PLOT | a specific VIEW of your | drawing previously de- |
| PLOT5 | This allows you to PLOT | a specified WINDOW of | your drawing. |
| POLYGON1 | Allows you to draw a | POLYGON by specifying | CENTER point and one |
| POLYGON2 | Allows you to draw a | POLYGON by indicating | one EDGE. |
| PRPLOT1 | This allows you to PLOT | whatever is showing on | the DISPLAY to your |
| PRPLOT2 | This allows you to PLOT | the EXTENT of your | drawing sending it to |
| PRPLOT3 | This allows you to PLOT | the LIMITS of your | drawing, sending it to |
| PRPLOT4 | This allows you to PLOT | a specific VIEW of your | drawing, sending it to |
| PRPLOT5 | This allows you to PLOT | a specified WINDOW of | your drawing, sending |
| PURGE1 | Allows you to PURGE | ALL object types within | your drawing, one at a |
| PURGE2 | Allows you to PURGE | all BLOCKS within your | drawing, one at a time. |
| PURGE3 | Allows you to PURGE | all LAYERS within your | drawing, one at a time. |
| PURGE4 | Allows you to PURGE | all LINETYPES within | your drawing, one at a |
| PURGE5 | Allows you to PURGE | all SHAPES within your | drawing, one at a time. |
| PURGE6 | Allows you to PURGE all | TEXT SHAPES within yo | drawing, one at a time. |
| REGENAUT1 | REGENAUTO ON will au | matically regenerate a | drawing when another |
| REGENAUT2 | REGENAUTO OFF will st | a required regen and to | see if you really want |
| RENAME1 | Allows you to RENAME a | BLOCK from one name t | another. |
| RENAME2 | Allows you to RENAME a | LAYER from one name t | another. |
| RENAME3 | Allows you to RENAME a | LINETYPE form one nam | to another. |
| RENAME4 | Allows you to RENAME a | TEXT STYLE from one | name to another. |
| RENAME5 | Allows you to RENAME a | VIEW from one name to | another. |
| ROTATE1 | Allows you to indicate | ONE item to ROTATE | around a point you |
| ROTATE2 | Allows you to indicate | TWO items to ROTATE | around a point which |
| ROTATE3 | Allows you to indicate | THREE items to ROTATE | around a point which |
| ROTATE4 | Allows you to indicate | a WINDOW of items to | ROTATE around a poin |
| ROTATE5 | Allows you to indicate | items CROSSING a wind | to ROTATE around a |
| ROTATE6 | Allows you to indicate | the LAST item drawn or | inserted to be ROTATE |
| ROTATE7 | Allows you to indicate | items to ROTATE around | a given point with AUTO |
| SCALE1 | Allows you to indicate | ONE item to change the | SCALE on. |
| SCALE2 | Allows you to indicate | TWO items to change the | SCALE on. |
| SCALE3 | Allows you to indicate | THREE items to change | the SCALE on. |
| SCALE4 | Allows you to indicate | a WINDOW of items to | change the SCALE on. |
| SCALE5 | Allows you to indicate | items CROSSING a wind | to change a SCALE on. |
| SCALE6 | Allows you to indicate | the LAST item drawn or | inserted will have its |
| SCALE7 | Allows you to indicate | items to change the | SCALE on using AUTO |
| SELECT1 | Allows you to indicate | ONE item as SELECTED | for future editing. |
| SELECT2 | Allows you to indicate | TWO items to be SELEC | ED for future editing. |
| SELECT3 | Allows you to indicate | THREE items to SELECT | for future editing. |
| SELECT4 | Allows you to indicate | a WINDOW of items to b | SELECTED for future |

| | | | |
|---|---|---|---|
| SELECT5 | Allows you to indicate | items CROSSING a wind | to be SELECTED for fut |
| SELECT6 | Allows you to indicate | the LAST item drawn or | inserted is SELECTED t |
| SELECT7 | Allows you to indicate | items to SELECT for | editing using AUTO. |
| SNAP1 | Turns SNAP ON which | aligns cross-hairs to | designated points. |
| SNAP2 | Turns SNAP OFF which | causes the cross-hairs | to not align with the |
| SNAP3 | Allows you to change | the ASPECT,setting dif- | ferent X/Y values for |
| SNAP4 | Allows you to ROTATE | the grid by an angle | that you input. |
| SNAP5 | Allows you to SELECT a | different isometric | SNAP STYLE. |
| SNAP6 | Allows you to set the | value of the SPACING | used by SNAP. |
| SOLID1 | Allows you to designate | a SOLID to be filled | using THREE POINTS. |
| SOLID2 | Allows you to designate | a SOLID by indicating | FOUR POINTS. |
| STRETCH1 | Allows you to STRETCH | items within a WINDOW, | preserving their con- |
| STRETCH2 | Allows you to STRETCH | items CROSSING a wind | while perserving their |
| STYLE1 | ASKS Autocad what are | the STYLES available. | |
| STYLE2 | Allows you to SET a | specific STYLE as the | current one.  Also asks |
| TABLET1 | Allows you to turn your | TABLET ON. | |
| TABLET2 | Allows you to turn your | TABLET OFF. | |
| TABLET3 | Allows you to CALIBRAT | your TABLET. | |
| TABLET4 | Allows you to CONFIGUF | your TABLET menus and | screen pointing area. |
| TIME1 | This will DISPLAY the | current TIME and the | time associated with |
| TIME2 | Allows you to turn ON | the the elapsed TIME | for the current drawing |
| TIME3 | Allows you to turn OFF | the elapsed TIME for | the current drawing. |
| TIME4 | Allows you to RESET the | elapsed TIME for the | current drawing. |
| TRIM1 | Allows you to indicate | ONE item to TRIM so | the end at an edge. |
| TRIM2 | Allows you to indicate | TWO items to TRIM so | they end at an edge. |
| TRIM3 | Allows you to indicate | THREE items to TRIM so | they end at an edge. |
| TRIM4 | Allows you to indicate | a WINDOW of items to | TRIM to an edge. |
| TRIM5 | Allows you to indicate | items CROSSING a wind | to trim to an edge. |
| TRIM6 | Allows you to indicate | the LAST item drawn to | TRIM to an edge. |
| TRIM7 | Allows you to indicate | items to TRIM using the | AUTO command. |
| UNITS1 | This allows you to show | UNITS in a SCIENTIFIC | format. |
| UNITS2 | This allows you to show | UNITS in a DECIMAL | format. |
| UNITS3 | This allows you to show | UNITS in an ENGINEERI | format. |
| UNITS4 | This allows you to show | UNITS in an ARCHITECT | URAL format. |
| UNITS5 | This allows you to show | UNITS in a FRACTIONAl | format. |
| UNITS6 | This allows ANGLES to | be measured in a DEC- | IMAL format. |
| UNITS7 | This allows all ANGLES | to measured in DEGREE | MINUTES/SECONDS fc |
| UNITS8 | This allows all ANGLES | to be measured in a | GRADIAN format. |
| UNITS9 | This allows all ANGLES | to measured in a | RADIAN format. |
| VIEW1 | This allows you to LIST | all of the VIEWS that | have been created. |
| VIEW2 | Allows you to DELETE a | VIEW. | |
| VIEW3 | Allows you to display a | specified view. | |
| VIEW4 | Allows you to give a | name to the current | VIEW and SAVE it for |
| VIEW5 | Allows you to give a | name to a VIEW created | by a WINDOW and save |
| ZOOM8 | Allows you to place ALL | of the visible drawing | on the screen at once. |
| ZOOM1 | Allows you to specify | a CENTER point and nev | height of the display. |
| ZOOM2 | Allows you to pan a box | representing the screen | and then enlarge or |
| ZOOM3 | This allows you to show | the current drawing as | large as possible. |
| ZOOM4 | Allows you to indicate | the lower LEFT of the | display and its height. |

| | | | |
|---|---|---|---|
| ZOOM5 | Allows you to restore | the PREVIOUS view. | |
| ZOOM6 | Allows you to indicate | an area to be ZOOMed to | with a WINDOW. |
| ZOOM7 | Allows you to enlarge | or shrink the current | display. |
| 3DFACE1 | Allows you to designate | a 3-dimensional face | using THREE POINTS. |
| 3DFACE2 | Allows you to designate | a 3-dimensional face | by indicating FOUR |
| ATTEXT1 | Allows you to create a | CDF format of data for | output to another pro- |
| ATTEXT2 | Allows you to create a | SDF output file for use | by other programs. |
| ATTEXT3 | Allows you to create a | DXF output file for use | by other programs. |
| BLOCK1 | Allows to you indicate | ONE item to be created | as a BLOCK. |
| BLOCK2 | Allows you to indicate | TWO items to be created | as a BLOCK. |
| BLOCK3 | Allows you to indicate | THREE items to be cre- | ated as a BLOCK. |
| BLOCK4 | Allows you to indicate | a WINDOW of items to | create as a BLOCK. |
| BLOCK5 | Allows you to indicate | items CROSSING a wind | to be created as a |
| BLOCK6 | Allows you to indicate | the LAST item drawn or | inserted is created as |
| BLOCK7 | Allows you to indicate | items to create as a | BLOCK using Auto. |
| BLOCK8 | Allows you to PICK any | combination in the sel- | ection of items to be |
| BREAK1 | Allows you to indicate | ONE item to BREAK. | |
| BREAK2 | Allows you to indicate | items inside a WINDOW | to BREAK. |
| BREAK3 | Allows you to indicate | items CROSSING a wind | to BREAK. |
| BREAK4 | Allows you to indicate | that the LAST item | drawn or inserted is to |
| BREAK5 | Allows you to indicate | the items to BREAK us- | ing the AUTO command |
| CHANGE1 | Allows you to indicate | ONE item to CHANGE. | |
| CHANGE2 | Allows you to indicate | TWO items to CHANGE. | |
| CHANGE3 | Allows you to indicate | THREE items to CHANGE. | |
| CHANGE4 | Allows you to indicate | a WINDOW of items to | CHANGE. |
| CHANGE5 | Allows you to indicate | items CROSSING a wind | to CHANGE. |
| CHANGE6 | Allows you to indicate | the LAST item drawn or | inserted is to be |
| CHANGE7 | Allows you to indicate | items to be CHANGED | using the AUTO comma |
| ELLIPSE1 | Define an ELLIPSE by: | First AXIS endpoint; | Second AXIS endpoint; |
| ELLIPSE2 | Define an ELLIPSE by: | Indicating its CENTER; | Inputing AXIS endpoint; |
| ELLIPSE3 | Define an ELLIPSE by: | First AXIS endpoint; | Second AXIS endpoint; |
| ELLIPSE4 | Define an ELLIPSE by: | Indicating its CENTER; | Inputing AXIS endpoint; |
| DIM1 | Allows you to DIMENSIO | an item with the dimen- | sioning aligned with |
| DIM2 | Allows you to DIMENSIO | the ANGLE between two | lines. |
| DIM3 | Allows you to DIMENSIO | the DIAMETER of an ob- | ject. |
| DIM4 | Allows you to DIMENSIO | the RADIUS of an object | |
| DIMA1 | Allows the dimensioning | lines to be HORIZONTAL. | |
| DIMA2 | Allows the dimensioning | lines to be VERTICAL. | |
| DIMA3 | Allows the dimensioning | to be ALIGNED with the | extension line origins. |
| DIMA4 | Allows the dimensioning | to be at a ROTATED | angle. |
| DIMA5 | Allows the dimensioning | to be an extension from | the previous extension |
| DIMA6 | Allows the dimensioning | to continue from the | second extension line |
| DIMB1 | Allows you to draw a | mark at the CENTER of a | circle or radius. |
| DIMB2 | Allows you to draw a | LEADER to the dimensio | text. |
| DIMB3 | Allows you to list the | current STATUS of the | dimensioning variables |
| DIMB4 | Allows you to switch to | a new text STYLE. | |
| CHANGEA1 | Allows you to designate | the point you want to | change. |
| CHANGEA2 | Allows you to designate | the Color you want to | change. |
| CHANGEA3 | Allows you to Change | the Elevation of the | items you have selected |

| | | | |
|---|---|---|---|
| CHANGEA4 | Allows you to Change | the Layer of the items | you have selected. |
| CHANGEA5 | Allows you to Change | the Linetype of the | items you have selected |
| CHANGEA6 | Allows you to Change | the Thickness of the | items you have selected |
| UNITSA1 | Allows you to designate | that all Units will be | in a Decimal format. |
| UNITSA2 | Allows you to designate | that all Units will be | designated in a Degree/ |
| UNITSA3 | Allows you to designate | that all Units will be | in a Grads format. |
| UNITSA4 | Allows you to designate | that all Units will be | designated in a Radian |
| UNITSA5 | Allows you to designate | that all Units will be | designated in a Survey- |
| UNITSB1 | Allows you to designate | that the base angle or | origin is at the 3:00 |
| UNITSB2 | Allows you to designate | that the base angle or | origin is at the 12:00 |
| UNITSB3 | Allows you to designate | that the base angle or | origin is at the 9:00 |
| UNITSB4 | Allows you to designate | that the base angle or | origin is at the 6:00 |
| SUBMENU1 | This allows you to | change the submenu on | the side of the screen. |
| SUBMENU2 | This allows you to | change between pull- | down submenus. |
| ARRAY1 | Allows you to indicate | ONE item to ARRAY. | |
| ARRAY2 | Allows you to indicate | TWO items to ARRAY. | |
| ARRAY3 | Allows you to indicate | THREE items to ARRAY. | |
| ARRAY4 | Allows you to indicate | a WINDOW of items to | ARRAY. |
| ARRAY5 | Allows you to indicate | items CROSSING a wind | to ARRAY. |
| ARRAY6 | Allows you to indicate | the LAST item drawn or | inserted to be ARRAYe |
| ARRAY7 | Allows you to indicate | items to be ARRAYed | using AUTO. |
| ARC8 | Input Center of Arc | Input Start Point | Input End Point |
| ARC9 | Input Center of Arc | Input Start Point | Input Included Angle |
| ARC9 | Input Center of Arc | Input Start Point | Input Length of Chord |
| CHAMFER1 | This allow you to add a | CHAMFER to a specified | polyline. |
| CHAMMFER2 | This allows you to add | a CHAMFER to TWO | objects (Lines, Arcs, |
| FILLET2 | This allows you to add | a  FILLET  to  TWO | objects (Lines, Arcs, |
| FILLET1 | This allows you to add | a FILLET to a specified | polyline. |
| DIM5 | This is the dimension | utilities, CENTER, | LEADER, STATUS and |
| EXTEND1 | Allows you to indicate | ONE object to EXTEND | to. |
| EXTEND2 | Allows you to indicate | TWO objects to EXTEND | to. |
| EXTEND3 | Allows you to indicate | THREE objects to EXTE | to. |
| EXTEND4 | Allows you to indicate | a WINDOW of objects to | EXTEND to. |
| EXTEND5 | Allows you to indicate | objects CROSSING a | window to be EXTENDe |
| EXTEND6 | Allows you to indicate | the LAST object to | EXTEND to. |
| EXTEND7 | Allows you to use AUTO | to indicate objects to | EXTEND to. |
| HATCH1 | Allow you to indicate | ONE object to be | HATCHed. |
| HATCH2 | Allows you to indicate | TWO objects to be | HATCHed. |
| HATCH3 | Allows you to indicate | THREE objects to be | HATCHed. |
| HATCH4 | Allows you to indicate | a WINDOW of objects to | HATCH. |
| HATCH5 | Allows you to indicate | all objects CROSSING a | window to by HATCHed |
| HATCH6 | Allows you to indicate | the LAST object to be | HATCHed. |
| HATCH7 | Allows you to use AUTO | to pick objects to be | HATCHed. |
| HATCH8 | Allows you to use any | or all selection | metheds to indicate |
| LINETYPE1 | This allows you to show | all the loaded | LINETYPEs. |
| LINETYPE2 | This allows you to | create a new LINETYPE. | |
| LINETYPE3 | This allows you to LOAD | a new LINETYPE from | a disk. |
| LINETYPE4 | This allows you to SET | the LINETYPE. | |
| LAYER1 | This allows you to show | all drawing LAYERs. | |

LAYER2       This allows you to MAKE a new LAYER.
LAYER3       This allows you to SET    a new current LAYER.
LAYER4       This allows you to        create a new LAYER.
LAYER5       This allows you to turn   a LAYER(s) ON.
LAYER6       This allows you to turn   a LAYER(s) OFF.
LAYER7       This allows you to set     the COLOR of a LAYER.
LAYER8       This allows you to set     the LINETYPE of a LAYER
LAYER9       This allows you to        FREEZE a LAYER(s).
LAYERA10     This allows you to THAW a LAYER(s).
SUBMENU3   This allows you to        change between icon       menus.

NOTE4,C,23

value.
value.
the inserted block.
defaults.

text height.

height.

the TEXT.

rectangles.

you designate a point.
designate a point.
frame.

drawing.
not appear on drawing.
when the block was made
the crosshairs.
screen.

details are added below
added below.

diameter.

circle and its radius.
pair when snap mode on.
when snap mode is on.
the snap mode is on.
when snap mode is on.

jected.
next time it is on.

different space values.


until changed.
layer until changed.
layer until changed.
layer until changed.
layer until changed.
layer until changed.
layer until changed.


tion.
location.
new location.
(NOTE: Release 9 ONLY)
number of equal POINTS.
it with your own block.


(NOTE: Release 9 ONLY)


vertical spacing.

urement.
chosen object.
chosen objects.
for the chosen objects.
for those chosen.
for those chosen.
data for item chosen.
(NOTE: Release 9 ONLY)
number of equal POINTS.
it with your own block.


(NOTE: Release 9 ONLY)

tion.
location.
new location.
(NOTE: Release 9 ONLY)


values already set.
fined with view command

EDGE.

PRINTER.
your PRINTER.
your PRINTER.
your PRINTER.
it to you PRINTER.
time.


time.


command requires it.
to proceed or cancel.




enter.
which you enter.
you enter.
which you input.
point which you input.
around an inputed point
(NOTE: Release 9 ONLY)




SCALE changed.
(NOTE: Release 9 ONLY)


editing.

ure editing.
be edited later.
(NOTE: Release 9 ONLY)

designated points.
the SNAP.

nections with others.
connections with others

for the font details.

the current drawing.

(NOTE: Release 9 ONLY)

ormat.

later use.
for later use.
Requires a regeneration

shrink it.

POINTS.
gram.

BLOCK.
a BLOCK.
(NOTE: Release 9 ONLY)
created as a BLOCK.

be broken.
(NOTE: Release 9 ONLY)

CHANGED.
(NOTE: Release 9 ONLY)
DISTANCE of other axis.
DISTANCE of other axis.
ROTATION.
ROTATION.
the origins.

line.
of the previous line.

and their values.

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Minutes/Seconds format.

format.
or Unit format.
o'clock position.
o'clock position.
o'clock position.
o'clock position.

NOTE: Release 9 Only.

d.
(NOTE: Release 9 ONLY)

etc.)
etc.)

STYLE.

to.

l.

(NOTE: Release 9 ONLY)
objects to HATCH.

NOTE: Release 9 ONLY