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 betwee	itwo 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		Causing temporary small		
BLIPMODE2		Fcausing no small marker	-	
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	
	. Honor the "DRAG"	requests where	applicable.	
	! Ignor all "DRAG"	Requests.		
DRAGMODE3	DRAGMODE3 Set DRAGMODE to Auto and use Drag whenever possible.			
4554)/44		1.1		

ARRAYA1 ARRAYA2 CIRCLE2 CIRCLE3 CIRCLE4 CIRCLE5 ISOPLANE ISOPLANE1 ISOPLANE2 ISOPLANE3 LIMITS1 LIMITS2	Enter the point around Replicate items result-You will specify the You will specify the You will specify the You will specify the You will specify the Selects the left-hand Selects the left-hand Selects the right-hand Selects the top face of You may set the limits While on, attempts to	which you want the ing in rows and columns circle's center point circle by inputing the circle by inputing 3 circle by inputing two plane defined by the 90 plane defined by the 90 plane defined by the 90 the drawing defined by or boundaries of your enter points outside of	and then its diameter. two end points of its points on its radius. points tangent to the and 150 degree axis and 150 degree axis and 30 degree axis whe the 30 & 150 deg. axis drawing. the limits will be re-
LIMITS2 LIMITS3 AXIS1	•	enter points outside of	•

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 c
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 to	canother location.
COPY4	Allows you to indicate	a WINDOW of items to	COPY to another loca-
COPY5	Allows you to indicate	items CROSSING a wind	Ito 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	land 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	
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.

(M, M, L)	Allows you to indicate	TWO items to MOVE to	another location
MOVE2	•		
MOVE3	Allows you to indicate	THREE items to MOVE t a WINDOW of items to	MOVE to another loca-
MOVE4	Allows you to indicate		
MOVE5 MOVE6	Allows you to indicate	items CROSSING a wind	
	Allows you to indicate	the LAST item drawn or	
MOVE7	Allows you to indicate	items to MOVE to a new	_
PLOT1	This allows you to PLOT		the DISPLAY.
PLOT2	This allows you to PLOT	-	drawing.
PLOT3	This allows you to PLOT	-	drawing using those
PLOT4	This allows you to PLOT	-	drawing previously de-
PLOT5	This allows you to PLOT	-	your drawing.
POLYGON1	Allows you to draw a	POLYGON by specifying	
POLYGON2	Allows you to draw a	POLYGON by indicating	
PRPLOT1	This allows you to PLOT		the DISPLAY to your
PRPLOT2	This allows you to PLOT	-	drawing sending it to
PRPLOT3	This allows you to PLOT	-	drawing, sending it to
PRPLOT4	This allows you to PLOT	-	drawing, sending it to
PRPLOT5	This allows you to PLOT	•	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
		initialically regenerate a	drawing when another
	REGENAUTO OFF will st		see if you really want
		ta required regen and to	see if you really want
REGENAUT2	REGENAUTO OFF will st	ta required regen and to aBLOCK from one name t	see if you really want canother.
REGENAUT2 RENAME1	REGENAUTO OFF will st Allows you to RENAME a	ta required regen and to aBLOCK from one name t aLAYER from one name to	see if you really want canother. canother.
REGENAUT2 RENAME1 RENAME2	REGENAUTO OFF will st Allows you to RENAME a Allows you to RENAME a	ta required regen and to ABLOCK from one name to ALAYER from one name to ALINETYPE form one nan	see if you really want canother. canother.
REGENAUT2 RENAME1 RENAME2 RENAME3	REGENAUTO OFF will st Allows you to RENAME a Allows you to RENAME a Allows you to RENAME a	ta required regen and to aBLOCK from one name to ALAYER from one name to ALINETYPE form one nan ATEXT STYLE from one	see if you really want canother. canother. nto another. name to another.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4	REGENAUTO OFF will standard and allows you to RENAME at	ta required regen and to aBLOCK from one name to ALAYER from one name to ALINETYPE form one nan ATEXT STYLE from one	see if you really want canother. canother. nto another. name to another.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5	REGENAUTO OFF will stands and allows you to RENAME at	ta required regen and to aBLOCK from one name to ALAYER from one name to ALINETYPE form one name to AVIEW from one name to	see if you really want canother. canother. nto another. name to another. another.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1	REGENAUTO OFF will standard and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to ALAYER from one name to ALINETYPE form one name to AVIEW from one name to ONE item to ROTATE	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2	REGENAUTO OFF will standard and allows you to RENAME at Allows you to indicate Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aVIEW from one name to ONE item to ROTATE	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3	REGENAUTO OFF will stands and allows you to RENAME at Allows you to indicate Allows you to indicate Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a poin
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4	REGENAUTO OFF will standard and a Allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5	REGENAUTO OFF will stands and a standard and a stan	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a poin ito ROTATE around a inserted to be ROTATE
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6	REGENAUTO OFF will stand and a standard and a stand	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a inserted to be ROTATE ad given point with AUTC
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7	REGENAUTO OFF will stands and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a point to ROTATE around a inserted to be ROTATE da given point with AUTC SCALE on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE5 ROTATE6 ROTATE7 SCALE1	REGENAUTO OFF will standard and allows you to RENAME at Allows you to indicate	ta required regen and to a BLOCK from one name to a LAYER from one name to a LINETYPE form one name to a CINETYPE from one name to a CINETYPE from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a point to ROTATE around a inserted to be ROTATE da given point with AUTC SCALE on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE6 ROTATE7 SCALE1 SCALE2 SCALE3	REGENAUTO OFF will stand and a standard and a stand	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the THREE items to change	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a point to ROTATE around a inserted to be ROTATE da given point with AUTC SCALE on. eSCALE on. the SCALE on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE6 ROTATE7 SCALE1 SCALE2	REGENAUTO OFF will standard and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the THREE items to change a WINDOW of items to	see if you really want canother. canother. nto another. name to another. around a point you around a point which Earound a point which ROTATE around a point to ROTATE around a inserted to be ROTATE da given point with AUTC SCALE on. eSCALE on. the SCALE on. change the SCALE on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7 SCALE1 SCALE2 SCALE3 SCALE4	REGENAUTO OFF will stands and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the THREE items to change	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which Earound a point which ROTATE around a point to ROTATE around a inserted to be ROTATE da given point with AUTC SCALE on. eSCALE on. the SCALE on. the SCALE on. change the SCALE on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7 SCALE1 SCALE1 SCALE2 SCALE3 SCALE4 SCALE5	Allows you to RENAME at Allows you to indicate	ta required regen and to a BLOCK from one name to a LAYER from one name to a LINETYPE form one name to a TEXT STYLE from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the TWO items to change a WINDOW of items to items CROSSING a wind the LAST item drawn or	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which around a point which ROTATE around a point to ROTATE around a inserted to be ROTATE agiven point with AUTC SCALE on. eSCALE on. the SCALE on. change the SCALE on. inserted will have its
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE6 ROTATE7 SCALE1 SCALE1 SCALE2 SCALE3 SCALE4 SCALE5 SCALE6 SCALE7	REGENAUTO OFF will standard and a control of the co	ta required regen and to a BLOCK from one name to a LAYER from one name to a LINETYPE form one name to a TEXT STYLE from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE TWO items to change the TWO items to change the TWO items to change the THREE items to change to items CROSSING a wind the LAST item drawn or items to change to items CROSSING a wind the LAST item drawn or items to change the	see if you really want canother. canother. nto another. name to another. around a point you around a point which around a point with AUTC scale on. Scale on. scale on. the scale on.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7 SCALE1 SCALE1 SCALE2 SCALE3 SCALE4 SCALE5 SCALE6 SCALE7 SELECT1	REGENAUTO OFF will stand and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE items to change the TWO items to change the THREE items to change a WINDOW of items to items CROSSING a wind the LAST item drawn or items to change the LAST item drawn or items to change the ONE item as SELECTED	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which around a point which ROTATE around a point to ROTATE around a inserted to be ROTATE a given point with AUTC SCALE on. eSCALE on. the SCALE on. the SCALE on. tho change a SCALE on. inserted will have its SCALE on using AUTO. Of or future editing.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7 SCALE1 SCALE1 SCALE2 SCALE3 SCALE4 SCALE5 SCALE6 SCALE7 SELECT1 SELECT2	REGENAUTO OFF will standard and a control of the co	ta required regen and to a BLOCK from one name to a LAYER from one name to a LINETYPE form one name to a LINETYPE form one name to a CINETYPE from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE item to change the TWO items to change the THREE items to change a WINDOW of items to items CROSSING a wind the LAST item drawn or items CROSSING a wind the LAST item drawn or items to change the ONE item as SELECTED TWO items to be SELECTED.	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which caround a point which caround a point which caround a point which caround a point with a point to ROTATE around a inserted to be ROTATE da given point with AUTC scale on. cascale on. the Scale on. the Scale on. the scale on. tho change a Scale on. inserted will have its scale on using AUTO. Of or future editing.
REGENAUT2 RENAME1 RENAME2 RENAME3 RENAME4 RENAME5 ROTATE1 ROTATE2 ROTATE3 ROTATE4 ROTATE5 ROTATE6 ROTATE7 SCALE1 SCALE1 SCALE2 SCALE3 SCALE4 SCALE5 SCALE6 SCALE7 SELECT1	REGENAUTO OFF will stand and allows you to RENAME at Allows you to indicate	ta required regen and to aBLOCK from one name to aLAYER from one name to aLINETYPE form one name to aTEXT STYLE from one aVIEW from one name to ONE item to ROTATE TWO items to ROTATE THREE items to ROTATE a WINDOW of items to items CROSSING a wind the LAST item drawn or items to ROTATE around ONE items to change the TWO items to change the THREE items to change a WINDOW of items to items CROSSING a wind the LAST item drawn or items to change the LAST item drawn or items to change the ONE item as SELECTED	see if you really want canother. canother. nto another. name to another. another. around a point you around a point which around a point with AUTC around a point with AUTC scale on. ESCALE on. the SCALE of the scale of the scale on. The scale of t

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SELECT5	Allows you to indicate		d to be SELECTED for ful
SELECT6	Allows you to indicate		inserted is SELECTED
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	dwhile 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		
TABLET4	-	Syour TABLET menus and	dscreen 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	•	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	-
TRIM4	Allows you to indicate	a WINDOW of items to	TRIM to an edge.
TRIM5	Allows you to indicate	items CROSSING a wind	_
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	
UNITS2	This allows you to show	UNITS in a DECIMAL	format.
UNITS3	This allows you to show	UNITS in an ENGINEER	lformat.
UNITS4	This allows you to show	UNITS in an ARCHITEC	
UNITS5	This allows you to show	UNITS in a FRACTIONA	
UNITS6	This allows ANGLES to	be measured in a DEC-	IMAL format.
UNITS7	This allows all ANGLES		EMINUTES/SECONDS fo
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		nave seen ereated.
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		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 ne	
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 t	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	
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	
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	
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		
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	-	the RADIUS of an object	
DIMA1	•	lines to be HORIZONTAI	
DIMA2	Allows the dimensioning		
DIMA3	•	to be ALIGNED with the	•
DIMA4	Allows the dimensioning		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		
DIMB2	Allows you to draw a		
DIMB3	Allows you to list the	,	
DIMB4 Allows you to switch to a new text STYLE.		alla a caraca	
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

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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.

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)

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.

tion. location. new location.

(NOTE: Release 9 ONLY)

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.

line.

the origins.

of the previous line.

and their values.

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ľ
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