

TBC CAD Command Line Quick Reference Guide

Command	Alias	Keyword shortcuts
Break Line	BR, br	na
Chamfer	CHA, cha	S - <i>Selected segments</i> E - Entire line T - <i>Trim</i> (toggle) O - <i>One distance</i> W - Two distances A - Distance with angle
Clip Lines	CL, cl	I - <i>Remove (lines) inside</i> O - Remove (lines) outside B - Break (lines) at crossing
Copy Objects	CO, co	2 - 2D 3 - <i>3D</i> N - No drag D - <i>Drag</i> W - Drag with dependents
Create Arc	A, a	SME - <i>Start, middle, end</i> SCE - Start, center, end CSA - Start, center, angle SEA - Start, end, angle SER - Start, end, radius
Create Boundary	BO, bo	GE - <i>Generic (boundary)</i> BO - Borrow pit DU - Dump zone/waste site AV - Avoidance zone ST - Stockpile CU - Cut zone FI - Fill zone PR - Project SE - Section CO - Compaction UT - Utilities P - <i>Polygon</i> A - Alignment corridor F - From a line
Create Circle	C, c	C - <i>Center and radius</i> T - Three point ? - Undefined elevation
Create Linestring	L, l	C - <i>Coordinate</i> P - Point ID EL - auto-advance elevation E - Extend vertical L - <i>Line</i> A - Arc AR - Arc T - Tangent arc BE - Tangent (coordinate) BEA - Tangent (bearing, arc length) RA - Tangent (radius, arc length)

Create Linestring (continued)		DE - Tangent (delta angle, arc length) EN - Tangent (end tangent) TA - Tangent (tangent tangent) SM - Smooth curve BF - Best fit arc PI - PI arc ST - <i>Straight</i> D - Delection angle LE - Perpendicular left RI - Perpendicular right AH - Straight ahead SP - Specified angle FO - Foresight BS - Backsight
Create Point	PO, po	G - <i>Grid</i> L - Local GL - Global EL - Auto-advance elevation E - <i>Enabled</i> CH - Enabled as check D - Disabled C - Control S - Survey M - Mapping UN - Unknown
Create Polygon	POL, pol	EL - Auto-advance elevation E - Extend vertical mode L - Line A - Arc PI - PI arc ST - Straight D - Deflection angle
Create Polyline	PL, pl	C - Close line Control + Z - Undo last polyline
Create Rectangle	REC, rec	D - <i>Diagonal</i> T - Three point
Delete Objects	E, e	na
Divide Line	DIV, div	L - <i>Divide entire line</i> S - Divide a line segment N - Number of segments L - Length of segments 2d - 2D 3d - 3D
Explode Objects	X, x	D - <i>Delete block after exploding</i> R - Retain blocks after exploding
Extend Lines	EX, ex	B - <i>Extend to a bounding line</i> D - Extend by a distance [Control] - Trim mode

Fillet	F, f	S - <i>Selected segments</i> E - Entire line T - Trim
Join Lines	J, j	na
Match Properties	MA, ma	ALL - Match all properties SH - Show properties dialog
Mirror Objects	MI, mi	D - Delete source objects R - Retain source objects
Move Objects	M, m	2 - 2D 3 - 3D N - No drag D - Drag W - Drag with dependents
Offset Line	O, o	E - Entire object S - Segment
Rotate Objects	RO, ro	M - Move (rotate) C - Copy 2 - 2D 3 - 3D N - No drag D - Drag W - Drag with dependents
Scale Objects	SC, sc	na
Select Similar Objects	SS, ss	SH - Show properties dialog
Trim Lines	TR, tr EX, ex	B - <i>Trim to a bounding line</i> D - Trim by a distance Press [Control] - toggle the mode
Exit command	Escape	na
Rerun command	Spacebar	na
Accept default	Enter	na
Show alias list	?	na
CAD Command Line	F3	na
Coordinate Pickers		Keyword shortcuts
Angle/Distance		'AD
Bearing/Distance		'BD
Lat/Long		'LL
Northing/Easting		'NE
Point ID		'PN
Station/Offset		'SO
Azimuth/Distance		'ZD
