

GIS APPLICATIONS IN ARCHAEOLOGY

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AAMW 515 / CLST 515

Spring 2003

Most commonly used commands for AutoCAD 2000

January 24, 2003

1. Arc (a for short). This allows the user to produce an arc at 1, 2, or 3 desired points.
2. Bhatch (bh for short). This command allows the user to select a hatch style, scale and orientation by choosing an internal location for hatch.
3. Break (br for short). This command allows the user to manually break any drawn entity.
4. Change properties (chprop or ch for short). This is the command to change the properties of any entity.
5. Circle (c for short). This allows the user to produce a circle at 1, 2, or 3 desired points.
6. Close. This command allows the user to close a polyline command to form a polygon.
7. Copy (co for short). This command allows the user to copy entities in the drawing. This works with vector and is especially good for text.
8. Dist (not distance). This command will allow the user to select two points and return the distance between them, the angles in and from the XY plane, and the Deltas X, Y, and Z.
9. Ddedit. This allows the user to modify text in the drawing.
10. Ddlmodes, aka, layer (la for short). This sets the layer type and the color of the layer.
11. Erase (e for short). This is the command to erase any entities.
12. Line (l for short). This is the command used to draw a line in segments.

13. List (l for short). When this command is invoked, the user can select a drawn entity and see its properties.
14. Move (m for short). This command allows the user to move any entity, vector, raster or text.
15. Open. Open any existing dwg file.
16. Ortho. This command restricts the movement of crosshairs to the angle they are set to. By doing this the user can draw precise lines at any angle. To change the angle use the snapang command.
17. Osnap. This command works similarly to the additional commands section below. When invoked osnap always selects the center, intersection, endpoint or nearest point that the crosshairs are near.
18. Pan (p for short). This is the command to pan in any direction around the computerised environment.
19. Pedit (pe for short). This is the command used to edit drawn polylines. It is used primarily to join separate polylines, and can edit polyline widths.
20. Point. This draws a specified, precise point on a drawing.
21. Polyline (pl for short). This is the command used to draw a line as one continuous line.
22. Print/Plot. This allows the user to print.
23. Quicksave (qsave for short). This command allows the user to save the drawing.
24. Quit. Exits out of the program.
25. Redraw (r for short). This refreshes the drawing space.
26. Redo. This command works with the undo command, it redoes what was undone.
27. Regenerate (regen or re for short). This command allows the drawn entities to come to the front of a raster image.
28. Rotate (ro for short). This command rotates all entities (raster, vector and text) either by freehand or by 3 known points.

29. Scale (sc for short). This command scales all entities (raster, vector and text) either by freehand or by 3 known points.
30. Snapang This command allows the user to change the angle of the crosshairs. This is important for precision drawing.
31. Style. This command is related to the text command. Using this command allows the user to present or globally change the font style and size for the drawing. It also allows the user to customize several fonts for one drawing.
32. Text (t for short). This allows the user to input text into the drawing.
33. Trim (tr for short) This is the command to trim intersecting entities.
34. Undo (u for short). This is the command to undo anything and can be used multiple times.
35. External Reference (xref for short). This command allows the user to bring another drawing into and existing drawing as a reference for modification. This xref cannot be manipulated by layer but it can be rotated or scaled.
36. Zoom (z for short). This is the command to zoom in and out of your drawing.

Additional Notes:

* AutoCAD is a Windows-based software package. This means that it has similar functions to Microsoft software. There are a series of commands in AutoCAD that are the same as Microsoft Office, i.e. cut, paste, copy, print, save, open, undo, redo, spell check.

Snap:

* Note that these commands can be accessed through a menu within the above commands either by holding down the SHIFT key and right clicking on the mouse or by clicking the central button of a 3 button mouse.

1. Endpoint (end for short). This command allows the user to apply a command to the end point of an entity.
2. Intersection (int for short). This command allows the user to apply a command to the intersection of an entity.

3. Nearest (nea for short). This command allows the user to apply a command to the nearest point of an entity.

Terms commonly used when using AutoCAD.

Vector: The line entities that are created when drawing within AutoCAD.

Raster: A paper image that has been converted to a digital image by scanning.

Dwg: This is the default AutoCAD file extension for anything created in the software.