

Draw Commands

Command	Description	Menu Path
Arc	Creates an Arc	Draw
AreaBoundary	Creates a PolyLine or Region entity from an enclosed area (dialog box variant)	Draw
CenterLine	Adds Centerline to selected entities	Draw
Circle	Creates a Circle	Draw
Cloud	Creates revision clouds to indicate that certain areas require or contain revisions (dialog box variant)	Draw
EdgeMesh	Creates a 3D PolygonMesh based on four adjoining edges	Draw > Mesh
Ellipse	Creates an Ellipse or an Elliptical Arc	Draw
Face	Creates a 3D face	Draw > Mesh
FillArea	Fills an area with a solid color or color gradient	Draw
Hatch	Fills a selected boundary with a pattern (dialog box variant)	Draw
Helix	Creates a 2D spiral or a 3D helix	Draw
InfiniteLine	Draws an infinite construction line	Draw
InsertShape	Inserts a shape from a shape file into the drawing	Draw > Shape
Line	Creates straight line segments	Draw
LoadShape	Loads shape files for use by the Shape command	Draw > Shape
MakeBlock	Creates a Block from selected entities (dialog box variant)	Draw > Block
MakeBlockAttribute	Creates a BlockAttribute definition (dialog box variant)	Draw > Block
MarkDivisions	Places evenly spaced point entities or Blocks along the length or perimeter of an entity	Draw > Point
MarkLengths	Places point entities or Blocks at measured intervals on an entity	Draw > Point
Mask	Covers existing entities with a blank area	Draw
Mesh	Creates a 3D PolygonMesh	Draw > Mesh
Note	Creates Text entities (dialog box variant)	Draw > Text
Point	Creates a point entity	Draw
Polygon	Creates an equilateral closed PolyLine	Draw
PolyLine	Creates 2D PolyLines	Draw
PolyLine3D	Creates a 3D PolyLine of straight line segments in 3D space	Draw

Draw Commands

Command	Description	Menu Path
Ray	Draws semi-infinite construction lines	Draw
Rectangle	Creates a rectangular PolyLine	Draw
Region	Converts an entity enclosing an area into a Region	Draw
RevolvedMesh	Creates a rotated surface about a specified axis	Draw > Mesh
RichLine	Creates multiple parallel lines	Draw
Ring	Creates a filled Circle or Ring	Draw
RuledMesh	Creates a ruled surface between two curves	Draw > Mesh
SimpleNote	Creates single line text	Draw > Text
Sketch	Creates freehand lines	Draw
Solid	Creates solid-filled 2D faces	Draw > Mesh
Spline	Creates quadratic or cubic Spline (NURBS) curves	Draw
Table	Creates a Table in the drawing (dialog box variant)	Draw
TabulatedMesh	Creates a tabulated surface from a path curve and a direction vector	Draw > Mesh

Edit Commands

Command	Description	Menu Path
ClipboardCopy	Copies entities to the clipboard	Edit
Copy@	Copies entities with a specified reference point to the clipboard	Edit
Cut	Copies entities to the clipboard and deletes the entities	Edit
Delete	Removes entities from the drawing	Edit
Find	Finds and replaces Text in Notes, Annotations, and Dimension Text	Edit
Paste	Inserts data from the clipboard	Edit
PasteAsBlock	Inserts entities from the clipboard as Block	Edit
PasteSelected	Pastes entities from the OS clipboard by specifying a format	Edit
Redo	Reverses the effects of a previous U or UndoN command	Edit
SelectAll	Selects all drawing entities for subsequent modification commands	Edit
U	Reverses the most recent command	Edit

Dimension Commands

Command	Description	Menu Path
AngleDimension	Creates an angle Dimension	Dimension
ArcLengthDimension	Creates an Arc length Dimension	Dimension
AutoDimension	Creates dimensions automatically	Dimension
ArrangeDimensions	Arranges dimensions automatically	Dimension
BaselineDimension	Continues a linear, angular, or ordinate Dimension from the baseline of the previous or selected Dimension	Dimension
CenterMark	Creates a center mark or center lines of Circles and Arcs	Dimension
ContinueDimension	Continues a linear, angular, or ordinate Dimension from the second extension line of the previous or a selected Dimension	Dimension
DiameterDimension	Creates diameter Dimensions for Circles and Arcs	Dimension
EditDimensionText	Sets the justification of dimension text	Dimension > Align Text
JoggedDimension	Creates jogged radius Dimensions for Circles and Arcs	Dimension
LinearDimension	Creates a linear Dimension	Dimension
OrdinateDimension	Creates ordinate point Dimensions	Dimension
OverrideDimensionStyle	Overrides DimensionStyle variables	Dimension
ParallelDimension	Creates an aligned linear Dimension	Dimension
RadiusDimension	Creates radial Dimensions for Circles and Arcs	Dimension
RebuildDimension	Updates Dimensions with the active DimensionStyle	Dimension
RelateDimension	Reestablishes the relation of specified Dimensions to entities	Dimension
ResetDimensionText	Moves dimension text to its original position	Dimension > Align Text
SmartDimension	Creates Dimensions with a dimension type determined by the entity selected	Dimension
SmartLeader	Draws Leader lines and annotations	Dimension
SplitDimension	Splits and joins dimensions	Dimension
Tolerance	Creates Tolerances (datum indicators and basic dimension notation)	Dimension

File Commands

Command	Description	Menu Path
BatchPrint	Prints multiple drawings to plotters, printers or files	File
Check	Evaluates the integrity of a drawing and can correct errors	File
Clean	Removes unused named References such as Blocks or Layers from the drawing (dialog box variant)	File
Close	Exits the drawing but not the program	File
DrawingProperties	Displays and edits the standard properties of the current drawing file and creates custom properties for the file	File
eDrawings	Starts the eDrawings® application to create, view, and share 3D models and 2D drawings	File
Exit	Exits the software	File
Export	Saves entities to other file formats	File > Export
ExportDrawing	Writes entities, Blocks, or the entire drawing to a new drawing file (dialog box variant)	File > Export
ExportPDF	Saves the current view of the graphics display to a PDF file (Portable Document Format)	File > Export
ExportTable	Exports table entity to .xlsx, .xls, .csv file	File > Export
New	Creates a new drawing file	File
Open	Opens an existing drawing file	File
Preview	Shows a preview for printing the drawing (dialog box variant).	File
Print	Plots the drawing to a plotter, printer, or file (dialog box variant)	File
PrintConfiguration	Defines Print Configurations to use as printing defaults for the Model and for Sheets	File
Recover	Repairs damaged drawings	File
Save	Saves the drawing under the current file name or a specified name	File
SaveAs	Saves an unnamed drawing with a file name or renames the current drawing	File
Sheet	Create, copy, rename, or delete Sheet tabs (layout mode to set up a printout)	File

Format Commands

Command	Description	Menu Path
ActivateLayer	Activates the Layer of a specified entity	Format > Layer Tools
Clean	Removes unused named References such as Blocks or Layers from the drawing (dialog box variant)	Format > File
DeleteLayer	Deletes entities and the layer of selected entities	Format > Layer Tools
DimensionStyle	Creates and modifies DimensionStyles (dialog box variant)	Format
DGNLayers	Manages layers for a DGN underlay	Format
DrawingBounds	Defines the extent of the grid display and restrict the graphics area	Format
EditScaleList	Customizes the list of scales for printing, managing Print Configurations, and scaling Viewports in layout Sheets (dialog box variant)	Format
FreezeLayer	Freezes the Layers of selected entities	Format > Layer Tools
HideLayer	Turns off the Layer of the selected entity	Format > Layer Tools
IsolateLayer	Isolates the Layers of selected entities	Format > Layer Tools
Layer	Controls Layers and Layer properties (dialog box variant)	Format
LayerPreview	Previews the content of layers one by one for a set of specified layers	Format > Layer Tools
LayerState	Saves, restores, and manages configurations of Layer properties and states	Format > Layer Tools
LineColor	Sets the LineColor for new entities (dialog box variant)	Format
LineStyle	Creates, loads, and sets LineStyles (dialog box variant)	Format
LineWeight	Sets LineWeight options (dialog box variant)	Format
LockLayer	Locks the Layers of selected entities	Format > Layer Tools
MatchLayer	Changes the Layer of selected entities to match a destination Layer	Format > Layer Tools
PDFLayers	Manages layers for a PDF underlay	Format
PointFormat	Defines the type and size of point entities	Format
PrintStyle	Manages named PrintStyles (dialog box variant)	Format
Rename	Changes the names of named entities	Format

Format Commands

Command	Description	Menu Path
RichLineStyle	Creates and manages RichLineStyles	Format
ShowLayers	Turns on all Layers	Format > Layer Tools
TableStyle	Creates and manages TableStyles	Format
TextStyle	Creates or modifies TextStyles and sets the active TextStyle (dialog box variant)	Format
ThawLayers	Thaws all Layers	Format > Layer Tools
ToActiveLayer	Changes the Layers of specified entities to the active Layer	Format > Layer Tools
UndoLayer	Restores previous Layer settings	Format > Layer Tools
UnisolateLayer	Undoes Layer isolation	Format > Layer Tools
UnitSystem	Sets coordinate and angle display formats and precision (dialog box variant)	Format
UnlockLayer	Unlocks locked Layers	Format > Layer Tools
DimensionStyle	Creates and modifies DimensionStyles (dialog box variant)	Format

Insert Commands

Command	Description	Menu Path
AttachDrawing	Attaches a Referenced drawing to the current drawing	Insert > Attach
AttachDGN	Attaches a DGN to the current drawing	Insert
AttachImage	Attaches an image to the current drawing	Insert > Attach
AttachPDF	Attaches a PDF to the current drawing	Insert
Field	Creates Fields for annotations that are used to update information such as modification date, drawing name, and author	Insert
Hyperlink	Attaches a hyperlink to entities or modifies an existing hyperlink (dialog box variant)	Insert
InsertBlock	Inserts a Block or another drawing (dialog box variant)	Insert
InsertObject	Displays data from other programs in drawings (such as text documents, spreadsheets, or images)	Insert
RebuildField	Manually updates Fields in specified annotations	Insert

Modify Commands

Command	Description	Menu Path
Align3D	Aligns entities with respect to other entities or other target points in 3D space	Modify > 3D Operations
AnnEntityScale	Adds and removes annotation scales for specified annotative entities (dialog box variant)	Modify > Annotation Scaling
AnnEntityScaleAdd	Updates annotative entities to support the drawing's active annotation scale	Modify > Annotation Scaling
AnnEntityScaleRemove	Updates annotative entities to remove the drawing's active annotation scale from the entities' annotation scales	Modify > Annotation Scaling
AnnReset	Resets all scale representations of specified annotative entities to their original positions	Modify > Annotation Scaling
Chamfer	Bevels the edges of drawing entities	Modify
ChangeElements	Adds or removes entities to Block definitions or References (so called Components)	Modify > Component
ClipImage	Defines a clipping boundary to hide portions of a referenced image	
ClipReference	Defines a clipping boundary to suppress display of portions of a Block or Reference	Modify > Clip
ClipViewport	Clips the display of Viewports on the active Sheet at irregular shapes	Modify > Clip
CloseComponent	Terminates in-place editing of a Block definition or a Reference	Modify > Component
ConvertPolyLine	Converts lightweight PolyLines to old-format, heavyweight PolyLines and vice versa	Modify > Entity
Copy	Duplicates entities	Modify
Delete	Removed entities from a drawing	Modify
DiscardDuplicates	Removed duplicated entities from a drawing	Modify
EditAnnotation	Edits items such as single-line Text, Dimension text, Leader annotation, and BlockAttribute definitions	Modify > Entity
EditBasePoint	Sets new insertion base points for Block definitions	Modify > Component
EditBlockAttribute	Modifies BlockAttributes (dialog box variant)	Modify > Entity
EditBlockAttributeDefinition	Modifies an existing BlockAttribute definition (dialog box variant)	
EditComponent	Edits in-place individual entities within Blocks or References	Modify > Component
EditHatch	Modifies an existing Hatch or Fill (dialog box variant)	Modify > Entity
EditLength	Lengthens or shortens an entity	Modify
EditPolyLine	Edits PolyLines, PolyLine vertices, and 3D PolygonMeshes	Modify > Entity

Modify Commands

Command	Description	Menu Path
EditBlockAttribute	Modifies BlockAttributes (dialog box variant)	Modify > Entity
EditBlockAttributeDefinition	Modifies an existing BlockAttribute definition (dialog box variant)	
EditComponent	Edits in-place individual entities within Blocks or References	Modify > Component
EditHatch	Modifies an existing Hatch or Fill (dialog box variant)	Modify > Entity
EditLength	Lengthens or shortens an entity	Modify
EditPolyLine	Edits PolyLines, PolyLine vertices, and 3D PolygonMeshes	Modify > Entity
EditRichLine	Edits intersecting and adjoining RichLines, breaks and welds RichLines, and adds or deletes vertices to or from existing RichLines (dialog box variant)	Modify > Entity
EditTable	Changes text in a Table cell	Modify > Entity
EditTableCell	Inserts, deletes, merges, or resizes cells, rows, and columns in Tables	Modify > Entity
EditTolerance	Modifies Tolerances (datum indicators and basic dimension notation)	Modify > Entity
Explode	Breaks complex objects into their component entities	Modify
Extend	Extends entities to bounding edges defined by other entities	Modify
HideEntities	Hides selected entities	Modify
IsolateEntities	Isolates selected entities	Modify
Fillet	Rounds and fillets the edges of entities	Modify
Mirror	Creates a mirror image copy of entities	Modify
Mirror3D	Creates a mirror image of entities about a plane in 3D space	Modify > 3D Operations
Move	Displaces entities a specified distance in a specified direction	Modify
Offset	Offsets linear entities in parallel orientation	Modify
Pattern	Creates multiple copies of entities in a pattern (dialog box variant)	Modify
Pattern3D	Creates a linear or circular pattern of entities in 3D space	Modify > 3D Operations
Properties	Controls properties of existing entities	Modify

Modify Commands

Command	Description	Menu Path
PropertyPainter	Applies properties from one entity to selected entities	Modify
PowerTrim	Trims multiple, adjacent entities by dragging the pointer across each entity	Modify
RemoveAttribute	Removes the BlockAttribute name from a Block, but keeps the BlockAttribute value as text	Modify
Rotate	Rotates entities about a base point	Modify
Rotate3D	Moves entities about a 3D axis	Modify > 3D Operations
SaveComponent	Saves modifications done during in-place editing of Block definitions or References and exits Component editing mode	Modify > Component
Scale	Enlarges or reduces specified entities equally in the X, Y, and Z directions	Modify
SelectMatching	Selects all entities matching the properties of the selected entity	Modify
Split	Deletes parts of entities or splits entities in two	Modify
Stretch	Moves or stretches entities	Modify
Trim	Trims entities at a cutting edge defined by other entities	Modify
QuickModify	Copies, moves, rotates, and scales entities in one operation	Modify
UnisolateEntities	Unisolates isolated entities	Modify
Weld	Joins two entities into a single entity	Modify

Tools Commands

Command	Description	Menu Path
Addins	Opens the DraftSight add-ins tool	
CCS	Sets, saves, and restores custom coordinate systems (CCS)	Tools > New CCS
CSStyle	Manages custom coordinate systems (CCS)	Tools
Customize	Customizes user interface elements such as menus, toolbars, and workspaces	Tools
DisplayOrder	Changes the display order of drawing entities and inserted images in the drawings	Tools
DrawCompare	Opens the drawing comparison tool	Tools
DesignResources	Shows or hides the design resources palette	Tools
DraftingOptions	Sets drafting options like Snap, Grid, Ortho mode, Polar Guides, EntitySnaps (ESnaps), and EntityTracking (ETTrack)	Tools
DrawingStandards	Associates drawing standards to the current drawing, determines the drawing categories to check, and sets notification and audit options	Tools > Standards
EditEntityGroup	Adds and removes entities to or from EntityGroups, or renames EntityGroups	Tools > Entity Groups
Gesture	Customizes mouse gestures	Tools
GetAngle	Measures angles between two line or polyline segments	
GetArea	Calculates the area and perimeter of entities or of defined areas	Tools > Inquiry
GetDistance	Measures the distance and angle between two points	Tools > Inquiry
GetMassProperties	Calculates and displays the mass properties of 3D solids and regions (Inquiry sub menu)	
GetProperties	Displays information about selected entities	Tools > Inquiry
GetXY	Displays the coordinate values of a location	Tools > Inquiry

Tools Commands

Command	Description	Menu Path
LoadApplication	Loads applications for use in the program	Tools
LoadScript	Executes a sequence of commands from a script	Tools
OpenReference	Opens a Referenced drawing in a new drawing window	Tools
Options	Configures program operating parameters	Tools
QuickGroup	Quickly creates EntityGroups	Tools > Entity Groups
QuickUngroup	Quickly ungroups EntityGroups	Tools > Entity Groups
References	Displays the References palette	Tools
RecordMacro	Starts the record macro tool	Tools > Macro
StopMacro	Stops the record macro tool	Tools > Macro
VerifyStandards	Verifies that the drawing conforms to industry, corporate, and custom standards	Tools > Standards

View Commands

Command	Description	Menu Path
Render	Displays the rendered drawing in a separate window	View
CommandHistory	Opens the separate command history window	View > Display
CSIcon	Sets the visibility and position of the coordinate symbol (CS icon)	View > Display > CCS Icon
DisplayBlockAttributes	Defines visibility of BlockAttributes	View > Display
FullScreen	Displays the graphics area as a full screen (without toolbars and palettes)	View
HideView	Creates a hidden line view	View
Pan	Moves the drawing display in the active ViewTile (dynamic pan)	View > Pan
PanDown	Pans down	View > Pan
PanLeft	Pans left	View > Pan
PanRight	Pans right	View > Pan
PanUp	Pans up	View > Pan
Rebuild	Rebuilds the drawing and refreshes the active ViewTile	View
RebuildAll	Rebuilds the drawing and refreshes all ViewTiles	View
RefreshAll	Refreshes the display of all currently open ViewTiles	View
RollView	Rotates the view in 3D space	View > 3D Orbit
RollViewCenter	Sets the center of rotation for constraint orbit view and starts rotation	View > 3D Orbit
RollViewContinuous	Rotates the view in 3D space with continuous motion about a specified pivot point	View > 3D Orbit
RollViewFree	Rotates the view in 3D space without constraining roll	View > 3D Orbit
RollViewHorizontal	Swivels the view in 3D space horizontally (left and right) about an imaginary vertical axis	View > 3D Orbit
RollViewVertical	Tilts the view in 3D space vertically (up and down) about an imaginary horizontal axis	View > 3D Orbit
ShadeView	Determines the ShadeView mode	View

View Commands

Command	Description	Menu Path
Views	Saves, restores and manages user-defined model and Sheet views, and preset views (dialog box variant)	View
ViewTiles	Creates and controls single or multiple Model ViewTiles or Sheet Viewports (dialog box variant)	View > View Tiles
Zoom	Increases or decreases the visible part of the drawing	View
ZoomBack	Zooms to previous view	View > Zoom
ZoomDynamic	Zooms the drawing at realtime (dynamic zoom)	View > Zoom
ZoomFactor	Zooms by a factor	View > Zoom
ZoomFit	Zooms to the drawing extents	View > Zoom
ZoomIn	Zooms in to the drawing	View > Zoom
ZoomOut	Zooms out from the drawing	View > Zoom
ZoomWindow	Zooms to a region of the drawing specified by a box	View > Zoom

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