List of Tools

Drawing Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Arc		arc	-	*Draw > Arc*		Draws any segment of a circle.
Array		array	-	*Draw > Array*	*Grip Context Menu*	Copies objects in either a rectangular or polar mode.
Box		box	-	*Draw > Box*		Draws prisms
Camera		cam	-	*Draw > Camera*	-	Inserts a camera object.
Circle		circle	c	*Draw > Circle*		Draws circles. By default, the command lets you define a circle by specifying either its center or its radius.
Extrude		extrude	-	*Draw > Extrude*		Creates a surface extending a line or a triangle surface.
Line		line	l	*Draw > Line*		Draws straight line segments.
Polygon		polygon	poly	*Draw > Polygon*		Draws 2D regular polygons with the number of *n* sides.
Rectangle		rectangle	rect	*Draw > Rectangle*		Draws a rectangle with lines.
Revolve		revolve	-	*Draw > Revolve*		Creates a surface object by sweeping it around an axis.
Sphere		sphere	sph	*Draw > Sphere*		Draws a sphere.
Text		text	-	*Draw > Text*		It places a single text string.
Triangle		triangle	tri	*Draw > Triangle*		Draws triangles.

The commands and shortcuts apply only on desktop systems (Mac, Windows or Linux.
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Modifying Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Erase		erase	e	*Modify > Erase*	*Top options > Erase*	Erases the selected objects.
Explode		explode	x	*Modify > Explode*		Separates the selected group of objects.
Explode-S	-	xs	-	-		Explode a group selection and the snap lines are deleted
Extend		extend	ex	*Modify > Extend*		Extend the lines objects to the selected boundary edge.
Fillet		fillet	f	*Modify > Fillet*		Creates a corner from two lines in the nearest endpoint found.
Flip		flip	-	*Modify > Flip*	*Modify > Normals > Flip*	Turns the triangles.
Flip quad		flipq	-	*Modify > Flip quad*	-	Swap two adjacent triangles.
Mean normals		mnormals	-	*Modify > Mean Normals*	*Modify > Normals > Mean Normals*	Sums normals of points in common and then It normalizes them.
Normals Triangle		trinormals	-	*Modify > Normals Triangle*	*Modify > Normals > Normals triangle*	Set normals to be normal to the points of the triangle.
Offset		offset	o	*Modify > Offset*		Creates an object parallel to the selected item.
Ortho		ortho 'ortho	F8 key	*Modify > Ortho*	*Top options > Ortho*	Constrains drawing so that only lines aligned with the grid can be drawn -- usually means only horizontal or vertical lines.
Round	.1~	round	-	*Modify > Round*		Round the selected items vertex to the selected decimals.
Slice		slice	-	*Modify > Slice*		Cuts the objects.
Snapline		snapl	-	*Modify > Snapline*		Set the selected lines as snaplines, when this lines are grouped, they will be "snaps"
Switch		switch	-	*Modify > Switch*	*Modify > Normals > Switch*	Changes the points order, the texture coordinates, color and normals. The point 1 to 3, 2 to 1 and 3 to 2.
TextureUV Project	-	tex	-	*Modify > TextureUV > Project*		It's for calculate the texture coordinates of selected items projecting the texture in a plane.
TextureUV Spherical	-	texsp	sptex	*Modify > TextureUV > Spherical*		Calculate the texture coordinates using the normal information of the selected items
TextureUV XYZ to UV	-	texyz	-	*Modify > TextureUV > XYZ to UV*		Set the position coordinate as texture coordinate.
Trim		trim	tr	*Modify > Trim*		Cuts a portion of selected objects.
Undo		undo	u	*Modify > Undo*	*Top options > Undo*	Reverses the effect of the previous command.

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Snap Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Snap Center		cen	-	Modify > Snap modes > Center	Snap > Center	Snap to center of circle or arc
Snap Endpoint		end	-	Modify > Snap modes > Endpoint	Snap > Endpoint	Snap end point of lines, triangles, arcs, circle and snaplines in groups.
Snap Grid		gri	-	Modify > Snap modes > Grid	Snap > Grid	Snap to grid points
Snap Intersection		int	-	Modify > Snap modes > Intersection	Snap > Intersection	Snap to intersection
Snap Midpoint		mid	-	Modify > Snap modes > Midpoint	Snap > Midpoint	Snap to midpoint of lines
Snap Nearest		nea	-	Modify > Snap modes > Nearest	Snap > Nearest	Snap nearest point in line or arc/circle.
Snap ON / OFF		snap	F9 Key	Modify > Snap modes > Snap ON / Off	Snap > Snap On	Restricts the movement to a specified interval, so the objects can be placed at precise locations.

Group functions

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Block		block	bl	Group > Block	-	Adds the object to a new selection block.
Delete block		rmblock	rmbl	Group > Delete block	-	Erases a selection block.
Edit mode		gedit	-	Group > Edit Mode		Enters to "Edit Mode". Edits the mesh of the selected group. Note: all the groups will be hidden if the edit mode is activated.
Group		group	g	Group > Group		Groups the selected items.
Join to block		jblock	jbl	Group > join to block	-	Adds the items to an existing selection block.
Link		link	-	Group > Link		Creates a link from one group to other group.
Remove block from selection		rmselbl	-	Group > Remove block from selection	-	Remove selection block from the current items selection.
Unlink		unlink	-	Group > Unlink		Unlinks the selected group.

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View Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Pan		pan 'pan	p 'p	*View > Pan*	*View*	Moves the display window without changing the current zoom ratio.
Predefined Views – Back		-	-	*View > Predefined Views > Back*	*View > Views > Back*	Views the drawing from back.
Predefined Views – Bottom		-	-	*View > Predefined Views > Bottom*	*View > Views > Bottom*	Views the drawing from bottom.
Predefined Views – Front		-	-	*View > Predefined Views > Front*	*View > Views > Front*	Views the drawing from front.
Predefined Views – Isometric		-	-	*View > Predefined Views > Isometric*	*View > Views > Isometric*	Views the drawing in isometric.
Predefined Views – Left		-	-	*View > Predefined Views > Left*	*View > Views > Left*	Views the drawing from left.
Predefined Views – Right		-	-	*View > Predefined Views > Right*	*View > Views > Right*	Views the drawing from right
Predefined Views – Top		-	-	*View > Predefined Views > Top*	*View > Views > Top*	Views the drawing from top
Rotate view		rotateview 'rotateview	rtv 'rtv	*View > Rotate View*		Rotates the viewport view
Show / Hide Lines	-	sln 'sln	-	*View > Show / Hide Lines*	*Top options > Show > Hide Lines*	Toogle line hide/show.
Show / Hide Print Page	-	-	-	*View > Show / Print Page*	-	Toogle print page hide/show
Show / Hide Triangles	-	str 'str	-	*View > Show / Hide Triangles*	*Top options > Show > Hide Triangles*	Toogle triangle hide/show.
Zoom		zoom 'zoom	z 'z	*View Zoom*	*View*	Enlarges or reduces the display magnification of the drawing, without changing the actual size of the entities.

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File Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Export	-	-	-	*File > Export*	*Other > File > Save as*	Saves your drawing to different file formats.
File Close		-	-	*File > Exit*	-	Closes your current drawing.
Insert	-	-	-	*File > Insert*	*Other > File > Insert*	Inserts an existing drawing from different file formats.
New File		-	-	*File > New*	*Other > File > New*	Starts a new drawing.
Open File		-	-	*File > Open*	*Other > File > Open*	Opens an AutoQ3D CAD file.
Print Preview	-	-	-	*File > Print > Print Preview*	-	Let you see a preview before printing.
Print Scale	-	-	-	*File > Print > Print Scale*	-	Configures the scale for printing.
Print Setup	-	-	-	*File > Print > Print Setup*	-	Configures printing settings.
Save File		-	-	*File > Save*	*Other > File > Save*	Saves your current drawing to an AutoQ3D CAD file format.
Save File As		-	-	*File > Save as*	*Other > File > Save as*	Saves your current drawing to an AutoQ3D CAD file format.
Settings	-	-	-	*File > Settings*	-	Changes general parameters.
Texture Files	-	-	-	*File > Texture files*	*Other > File > Texture files*	Adds texture files that can be applied toy our drawing.

Other Tools

NAME	ICON	COMMAND	SHORTCUT	DESKTOP	MOBILE	DESCRIPTION
Area		area	-	*View > Area*	*Other > Misc > Area*	Displays the area of a grouped polygon. The grouped polygon should be a closed, and if the group contains triangles, then displays the triangles area.
Angle text		dang	-	*Misc > Angle Text*	*Other > Misc > Angle text*	Create a text with angle of selected arc
Clear	-	clear	-	-	-	Clear commands history
Distance		dist	-	*View > Distance*	*Other > Misc > Distance*	Determines the distance between two points.
Distance text		dlen	-	*Misc > Distance Text*	*Other > Misc > Distance text*	Create a text with distance of selected text
Origin Offset		oriset	-	*Misc > Origin Offset*	*Other > Misc > Origin Offset*	Changes the origin offset, this is useful in cases your drawing is far, for example in 20000, 20000; will be better set the origin offset to 20000, 20000.

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