

POLECENIA AUTO CAD 2005 / AUTO CAD 2005 COMMANDS

3DARRAY	Creates a three-dimensional array
3DCLIP	Starts the interactive 3D view and opens the Adjust Clipping Planes window
3DCONFIG	Provides a command-line interface to the 3D graphics system's configuration settings
3DCORBIT	Starts the interactive 3D view and enables you to set the objects in the 3D view into continuous motion
3DDISTANCE	Starts the interactive 3D view and makes objects appear closer or farther away
3DFACE	Creates a three-dimensional face
3DMESH	Creates a free-form polygon mesh
3DCORBIT	Starts the interactive 3D view and enables you to set the objects in the 3D view into continuous motion
3DORBITCTR	Sets the center of rotation in 3D Orbit view
3DPAN	Starts the interactive 3D view and enables you to drag the view horizontally and vertically
3DPOLY	Creates a polyline of line segments in 3D space
3DSIN	Imports a 3D Studio (3DS) file
3DSOUT	Exports to a 3D Studio (3DS) file
3DSWIVEL	Starts the interactive 3D view and simulates the effect of turning the camera
3DZOOM	Starts the interactive 3D view so you can zoom in and out on the view
ABOUT	Displays information about AutoCAD
ACADLSPASDOC	Controls whether AutoCAD loads the acad.lsp file into every drawing or just the first drawing opened in an AutoCAD session
ACADPREFIX	Stores the directory path, if any, specified by the ACAD environment variable, with path separators appended if necessary
ACADVER	Stores the AutoCAD version number. This variable differs from the DXF file \$ACADVER header variable, which contains the drawing database level number
ACISIN	Imports an ACIS file
ACISOUT	Exports AutoCAD solid objects to an ACIS file
ACISOUTVER	Controls the ACIS version of SAT files created using the ACISOUT command

ADCCLOSE	Closes DesignCenter
ADCENTER	Manages and inserts content such as blocks, xrefs, and hatch patterns
ADCNAVIGATE	Loads a specified DesignCenter drawing file, folder, or network path
ADCSTATE	Determines whether DesignCenter is active or not
AFLAGS	Sets attribute flags for ATTDEF bitcode
ALIGN	Aligns objects with other objects in 2D and 3D
AMECONVERT	Converts AME solid models to AutoCAD solid objects
ANGBASE	Sets the base angle to 0 with respect to the current UCS
ANGDIR	Sets the direction of positive angles
APBOX	Turns the AutoSnap™ aperture box on or off
APERTURE	Controls the size of the object snap target box
APPLOAD	Loads and unloads applications and defines which applications to load at startup
ARC	Creates an arc
AREA	Calculates the area and perimeter of objects or of defined areas
ARRAY	Creates multiple copies of objects in a pattern
ARX	Loads, unloads, and provides information about ObjectARX applications
ASSIST	Opens the Active Assistance window, which provides either automatic or on-demand context-sensitive information
ATTACHURL	Attaches hyperlinks to objects or areas in a drawing
ATTDEF	Creates an attribute definition
ATTDIA	Controls whether the INSERT command uses a dialog box for attribute value entry
ATTDISP	Globally controls attribute visibility
ATTEDIT	Changes attribute information
ATTEXT	Extracts attribute data
ATTMODE	Controls display of attributes
ATTREDEF	Redefines a block and updates associated attributes
ATTREQ	Determines whether the INSERT command uses default attribute settings during insertion of blocks
ATTSYNC	Updates all instances of a specified block with the current attributes defined for the block

AUDIT	Evaluates the integrity of a drawing
AUNITS	Sets units for angles
AUTOSNAP	Controls AutoSnap marker, tooltip, and magnet
BACKGROUND	Sets up the background for your scene
BACKZ	Stores the back clipping plane offset from the target plane for the current viewport, in drawing units
BASE	Sets the insertion base point for the current drawing
BATTMAN	Edits attribute properties of a block definition
BHATCH	Fills an enclosed area or selected objects with a hatch pattern or gradient fill
BINDTYPE	Controls how xref names are handled when binding xrefs or editing xrefs in place
BLIPMODE	Controls the display of marker blips
BLOCK	Creates a block definition from objects you select
BLOCKICON	Generates preview images for blocks displayed in DesignCenter
BMPOUT	Saves selected objects to a file in device-independent bitmap format
BOUNDARY	Creates a region or a polyline from an enclosed area
BOX	Creates a three-dimensional solid box
BREAK	Breaks the selected object between two points
BROWSER	Launches the default web browser defined in your system's registry
CAL	Evaluates mathematical and geometric expressions
CAMERA	Sets a different camera and target location
CCONFIG	The CCONFIG command has been discontinued
CDATE	Sets calendar date and time
CECOLOR	Sets the color of new objects
CELTSCALE	Sets the current object linetype scaling factor
CELTYPE	Sets the linetype of new objects
CELWEIGHT	Sets the lineweight of new objects
CHAMFER	Bevels the edges of objects
CHAMFERA	Sets the first chamfer distance

CHAMFERB	Sets the second chamfer distance
CHAMFERC	Sets the chamfer length
CHAMFERD	Sets the chamfer angle
CHAMMODE	Sets the input method by which AutoCAD creates chamfers
CHANGE	Changes the properties of existing objects
CHECKSTANDARDS	Checks the current drawing for standards violations
CHPROP	Changes the color, layer, linetype, linetype scale factor, lineweight, thickness, and plot style of an object
CIRCLE	Creates a circle
CIRCLERAD	Sets the default circle radius
CLAYER	Sets the current layer
CLOSE	Closes the current drawing
CLOSEALL	Closes all currently open drawings
CMDACTIVE	Stores the bitcode that indicates whether an ordinary command, transparent command, script, or dialog box is active
CMDECHO	Controls whether AutoCAD echoes prompts and input during the AutoLISP command function
CMDNAMES	Displays the names of the active and transparent commands
CMLJUST	Specifies multiline justification
CMLSCALE	Controls the overall width of a multiline
CMLSTYLE	Sets the multiline style that AutoCAD uses to draw the multiline
COMPASS	Controls whether the 3D compass is on or off in the current viewport
COMPILE	compiles a shape or font file
CONVERT	Optimizes 2D polylines and associative hatches created in AutoCAD Release 13 or earlier
CONVERTCTB	Converts a color-dependent plot style table (CTB) to a named plot style table (STB)
CONVERTPSTYLES	Converts the current drawing to either named or color-dependent plot styles
COORDS	Controls when coordinates are updated on the status line
COPY	Duplicates objects
COPYBASE	Copies objects with a specified base point
COPYCLIP	Copies objects to the Clipboard

COPYHIST	Copies the text in the command line history to the Clipboard
COPYLINK	Copies the current view to the Clipboard for linking to other OLE applications
CPLOTSTYLE	Controls the current plot style for new objects
CPROFILE	Displays the name of the current profile
CTAB	Returns the name of the current (model or layout) tab in the drawing
CURSORSIZE	Determines the size of the crosshairs as a percentage of the screen size
CUSTOMIZE	Customizes toolbars, buttons, and shortcut keys
CUTCLIP	Copies objects to the Clipboard and removes the objects from the drawing
CVPORT	Sets the identification number of the current viewport
CYLINDER	Creates a three-dimensional solid cylinder
DATE	Stores the current date and time
DBC_CLOSE	Closes the dbConnect Manager
DBCONNECT	Provides an AutoCAD interface to external database tables
DBCSTATE	Stores the state of the dbConnect Manager, active or not active
DBLCLKEDIT	Controls double-click behavior
DBLIST	Lists database information for each object in the drawing dblist
DBMOD	Indicates the drawing modification status using bitcode
DCTCUST	Displays the path and file name of the current custom spelling dictionary
DCTMAIN	Displays the file name of the current main spelling dictionary
DDEDIT	Edits text, dimension text, attribute definitions, and feature control frames
DDVPOINT	Sets the three-dimensional viewing direction
DEFLPLSTYLE	Specifies the default plot style for layer 0.
DEFPLSTYLE	Specifies the default plot style for new objects
DELAY	Provides a timed pause within a script
DELOBJ	Controls whether objects used to create other objects are retained or deleted from the drawing database
DEMANDLOAD	Specifies if and when AutoCAD demand-loads a third-party application if a drawing contains custom objects created in that application

DETACHURL	Removes hyperlinks in a drawing
DIASAT	Stores the exit method of the most recently used dialog box
DIM and DIM1	Accesses Dimensioning mode
DIMADEC	Controls the number of precision places displayed in angular dimensions
DIMALIGNED	Creates an aligned linear dimension
DIMALT	Controls the display of alternate units in dimensions
DIMALTD	Controls the number of decimal places in alternate units
DIMALTF	Controls the multiplier for alternate units
DIMALTRND	Rounds off the alternate dimension units
DIMALTTD	Sets the number of decimal places for the tolerance values in the alternate units of a dimension
DIMALTTZ	Toggles suppression of zeros in tolerance values
DIMALTU	Sets the units format for alternate units of all dimension style family members except Angular
DIMALTZ	Controls the suppression of zeros for alternate unit dimension values
DIMANGULAR	Creates an angular dimension
DIMAPOST	Specifies a text prefix or suffix (or both) to the alternate dimension measurement for all types of dimensions except angular
DIMASO	Controls the associativity of dimension objects
DIMASSOC	Controls the associativity of dimension objects
DIMASZ	Controls the size of dimension line and leader line arrowheads
DIMATFIT	Determines how dimension text and arrows are arranged when space is not sufficient to place both within the extension lines
DIMAUNIT	Sets the units format for angular dimensions
DIMAZIN	Suppresses zeros for angular dimensions
DIMBASELINE	Creates a linear, angular, or ordinate dimension from the baseline of the previous dimension or a selected dimension
DIMBLK	Sets the arrowhead block displayed at the ends of dimension lines or leader lines
DIMBLK1	Sets the arrowhead for the first end of the dimension line when DIMSAH is on
DIMBLK2	Sets the arrowhead for the second end of the dimension line when DIMSAH is on

DIMCEN	Controls drawing of circle or arc center marks and centerlines by the DIMCENTER, DIMDIAMETER, and DIMRADIUS commands
DIMCENTER	Creates the center mark or the centerlines of circles and arcs
DIMCLR	Assigns colors to dimension lines, arrowheads, and dimension leader lines
DIMCLRE	Assigns colors to dimension extension lines
DIMCLRT	Assigns colors to dimension text
DIMCONTINUE	Creates a linear, angular, or ordinate dimension from the second extension line of the previous dimension or a selected dimension
DIMDEC	Sets the number of decimal places displayed for the primary units of a dimension
DIMDIAMETER	Creates diameter dimensions for circles and arcs
DIMDISASSOCIATE	Removes associativity from selected dimensions
DIMDLE	Sets the distance the dimension line extends beyond the extension line when oblique strokes are drawn instead of arrowheads
DIMDLI	Controls the spacing of the dimension lines in baseline dimensions
DIMDSEP	Specifies a single-character decimal separator to use when creating dimensions whose unit format is decimal
DIMEDIT	Edits dimensions
DIMEXE	Specifies how far to extend the extension line beyond the dimension line
DIMEXO	Specifies how far extension lines are offset from origin points
DIMFIT	Obsolete. Has no effect except to preserve the integrity of scripts. DIMFIT is replaced by DIMATFIT and DIMTMOVE.
DIMFRAC	Sets the fraction format when DIMLUNIT is set to 4 (Architectural) or 5 (Fractional).
DIMGAP	Sets the distance around the dimension text when the dimension line breaks to accommodate dimension text
DIMJUST	Controls the horizontal positioning of dimension text
DIMLDRBLK	Specifies the arrow type for leaders
DIMLFAC	Sets a scale factor for linear dimension measurements
DIMLIM	Generates dimension limits as the default text
DIMLINEAR	Creates linear dimensions

DIMLUNIT	Sets units for all dimension types except Angular
DIMLWD	Assigns lineweight to dimension lines
DIMLWE	Assigns lineweight to extension lines
DIMORDINATE	Creates ordinate point dimensions
DIMOVERRIDE	Overrides dimensioning system variables
DIMPOST	Specifies a text prefix or suffix (or both) to the dimension measurement
DIMRADIUS	Creates radial dimensions for circles and arcs
DIMREASSOCIATE	Associates selected dimensions to geometric objects
DIMREGEN	Updates the locations of all associative dimensions
DIMRND	Rounds all dimensioning distances to the specified value
DIMSAH	Controls the display of dimension line arrowhead blocks
DIMSCALE	Sets the overall scale factor applied to dimensioning variables that specify sizes, distances, or offsets
DIMSD1	Controls suppression of the first dimension line
DIMSD2	Controls suppression of the second dimension line
DIMSE1	Suppresses display of the first extension line
DIMSE2	Suppresses display of the second extension line
DIMSHO	Obsolete. Has no effect except to preserve the integrity of scripts.
DIMSOXD	Suppresses drawing of dimension lines outside the extension lines
DIMSTYLE	Creates and modifies dimension styles
DIMTAD	Controls the vertical position of text in relation to the dimension line.
DIMTDEC	Sets the number of decimal places to display in tolerance values for the primary units in a dimension
DIMTEDIT	Moves and rotates dimension text
DIMTFAC	Specifies a scale factor for the text height of fractions and tolerance values relative to the dimension text height, as set by DIMTXT
DIMTIH	Controls the position of dimension text inside the extension lines for all dimension types except Ordinate
DIMTIX	Draws text between extension lines
DIMTM	Sets the minimum (or lower) tolerance limit for dimension text when DIMTOL or DIMLIM is on

DIMTMOVE	Sets dimension text movement rules
DIMTOFL	Controls whether a dimension line is drawn between the extension lines even when the text is placed outside
DIMTOH	Controls the position of dimension text outside the extension lines
DIMTOL	Appends tolerances to dimension text
DIMTOLJ	Sets the vertical justification for tolerance values relative to the nominal dimension text
DIMTP	Sets the maximum (or upper) tolerance limit for dimension text when DIMTOL or DIMLIM is on
DIMTSZ	Specifies the size of oblique strokes drawn instead of arrowheads for linear, radius, and diameter dimensioning
DIMTVP	Controls the vertical position of dimension text above or below the dimension line
DIMTXSTY	Specifies the text style of the dimension
DIMTXT	Specifies the height of dimension text, unless the current text style has a fixed height
DIMTZIN	Controls the suppression of zeros in tolerance values
DIMUNIT	Obsolete. Has no effect except to preserve the integrity of scripts. DIMUNIT is replaced by DIMLUNIT and DIMFRAC.
DIMUPT	Controls options for user-positioned text
DIMZIN	Controls the suppression of zeros in the primary unit value
DISPSILH	Controls display of silhouette curves of solid objects in Wireframe mode
DIST	Measures the distance and angle between two points
DISTANCE	Stores the distance computed by the DIST command
DIVIDE	Places evenly spaced point objects or blocks along the length or perimeter of an object
DONUT	Draws filled circles and rings
DONUTID	Sets the default for the inside diameter of a donut
DONUTOD	Sets the default for the outside diameter of a donut
DRAGMODE	Controls the way AutoCAD displays dragged objects
DRAGP1	Sets the regen-drag input sampling rate
DRAGP2	Sets the fast-drag input sampling rate
DRAWORDER	Changes the display order of images and other objects
DSETTINGS	Specifies settings for Snap mode, grid, and polar and object

	snap tracking
DSVIEWER	Opens the Aerial View window
DVIEW	Defines parallel projection or perspective views
DWGCHECK	Checks drawings for potential problems when opening them
DWGCODEPAGE	Stores the same value as SYSCODEPAGE (for compatibility reasons)
DWGNAME	Stores the drawing name as entered by the user
DWGPREFIX	Stores the drive/directory prefix for the drawing
DWGPROPS	Sets and displays the properties of the current drawing
DWGTITLED	Indicates whether the current drawing has been named
DXBIN	Imports specially coded binary files
EATTEDIT	Edits attributes in a block reference
EATTEXT	Exports block attribute information to an external file
EDGE	Changes the visibility of three-dimensional face edges
EDGEMODE	Controls how the TRIM and EXTEND commands determine cutting and boundary edges
EDGESURF	Creates a three-dimensional polygon mesh
ELEV	Sets elevation and extrusion thickness of new objects
ELEVATION	Stores the current elevation relative to the current UCS for the current viewport in the current space
ELLIPSE	Creates an ellipse or an elliptical arc
ERASE	Removes objects from a drawing
ERRNO	Displays the number of the appropriate error code when an AutoLISP function call causes an error that AutoCAD detects
ETRANSMIT	Creates a transmittal set of a drawing and related files
EXPERT	Controls whether certain prompts are issued
EXPLMODE	Controls whether the EXPLODE command supports nonuniformly scaled (NUS) blocks
EXPLODE	Breaks a compound object into its component objects
EXPORT	Saves objects to other file formats
EXTEND	Extends an object to meet another object
EXTMAX	Stores the upper-right point of the drawing extents
EXTMIN	Stores the lower-left point of the drawing extents
EXTNAMES	Sets the parameters for named object names (such as linetypes)

	and layers) stored in definition tables
EXTRUDE	Creates unique solid primitives by extruding existing two-dimensional objects
FACETRATIO	Controls the aspect ratio of faceting for cylindrical and conic ShapeManager solids
FACETRES	Adjusts the smoothness of shaded and rendered objects and objects with hidden lines removed
FILL	Controls the filling of objects such as hatches, two-dimensional solids, and wide polylines
FILLET	Rounds and fillets the edges of objects
FILLETRAD	Stores the current fillet radius
FILLMODE	Specifies whether hatches (including solid fills and gradient fills), two-dimensional solids, and wide polylines are filled in
FILTER	Creates reusable filters for object selection
FIND	Finds, replaces, selects, or zooms to specified text
FOG	Provides visual cues for the apparent distance of objects
FONTALT	Specifies the alternate font to be used when the specified font file cannot be located
FONTMAP	Specifies the font mapping file to be used
FROM (Command Modifier)	Locates a point offset from a reference point within a command
FRONTZ	Stores the front clipping plane offset from the target plane for the current viewport, in drawing units
FULLOPEN	Indicates whether the current drawing is partially open
GFANG	Specifies the angle of a gradient fill
GFCLR1	Specifies the color for a one-color gradient fill or the first color for a two-color gradient fill
GFCLR2	Specifies the second color for a two-color gradient fill
GFCLRLUM	Makes the color a tint (mixed with white) or a shade (mixed with black) in a one-color gradient fill
GFCLRSTATE	Specifies whether a gradient fill uses one color or two colors
GFNAME	Specifies the pattern of a gradient fill
GFSHIFT	Specifies whether the pattern in a gradient fill is centered or is shifted up and to the left
GOTOURL	Opens the file or Web page associated with the hyperlink attached to an object
GRAPHSCR	Switches from the text window to the drawing area

GRID	Displays a dot grid in the current viewport
GRIDMODE	Specifies whether the grid is turned on or off
GRIDUNIT	Specifies the grid spacing (X and Y) for the current viewport
GRIPBLOCK	Controls the assignment of grips in blocks
GRIPCOLOR	Controls the color of nonselected grips
GRIPHOT	Controls the color of selected grips
GRIPHOVER	Controls the fill color of a grip when the cursor pauses over the grip
GRIPOBJLIMIT	Suppresses the display of grips when the initial selection set includes more than the specified number of objects.
GRIPS	Controls the use of selection set grips for the Stretch, Move, Rotate, Scale, and Mirror Grip modes
GRIPSIZE	Sets the size of the grip box in pixels
GRIPTIPS	Controls the display of grip tips when the cursor hovers over grips on custom objects that support grip tips
GROUP	Creates and manages saved sets of objects called groups
HALOGAP	Specifies a gap to be displayed where an object is hidden by another object
HANDLES	Reports whether object handles can be accessed by applications
HATCH	Fills an area with a nonassociative hatch pattern
HATCHEDIT	Modifies an existing hatch object
HELP	Displays Help
HIDE	Regenerates a three-dimensional model with hidden lines suppressed
HIDEPRECISION	Controls the accuracy of hides and shades
HIDETEXT	Specifies whether text objects created by the TEXT, DTEXT, or MTEXT commands are processed during a HIDE command
HIGHLIGHT	Controls object highlighting; does not affect objects selected with grips
HLSETTINGS	Changes the display properties of hidden lines
HPANG	Specifies the hatch pattern angle
HPBOUND	Controls the object type created by the BHATCH and BOUNDARY commands
HPCONFIG	The HPCONFIG command has been discontinued
HPDOUBLE	Specifies hatch pattern doubling for user-defined patterns

HPNAME	Sets a default hatch pattern name of up to 34 characters without spaces
HPSCALE	Specifies the hatch pattern scale factor, which must be nonzero
HPSPACE	Specifies the hatch pattern line spacing for user-defined simple patterns, which must be nonzero
HYPERLINK	Attaches a hyperlink to an object or modifies an existing hyperlink
HYPERLINKBASE	Specifies the path used for all relative hyperlinks in the drawing
HYPERLINKOPTIONS	Controls the display of the hyperlink cursor and tooltips
ID	Displays the coordinate of a location
IMAGE	Manages images
IMAGEADJUST	Controls the image display of the brightness, contrast, and fade values of images
IMAGEATTACH	Attaches a new image to the current drawing
IMAGECLIP	Creates new clipping boundaries for an image object
IMAGEFRAME	Controls whether image frames are displayed or hidden from view
IMAGEHLT	Controls whether the entire raster image or only the raster image frame is highlighted
IMAGEQUALITY	Controls the display quality of images
IMPORT	Imports files in various formats into AutoCAD
INDEXCTL	Controls whether layer and spatial indexes are created and saved in drawing files
INETLOCATION	Stores the Internet location used by the BROWSER command and the Browse the Web dialog box
INSBASE	Stores the insertion base point set by BASE, which gets expressed as a UCS coordinate for the current space
INSERT	Places a named block or drawing into the current drawing
INSERTOBJ	Inserts a linked or embedded object
INSNAME	Sets a default block name for the INSERT command
INSUNITS	Specifies a drawing-units value for automatic scaling of blocks or images dragged from DesignCenter™ and inserted into a drawing
INSUNITSDEFSOURCE	Sets source content units value

INSUNITSDEFTARGET	Sets target drawing units value
INTERFERE	Creates a composite 3D solid from the common volume of two or more solids
INTERSECT	Creates composite solids or regions from the intersection of two or more solids or regions and removes the areas outside of the intersection
INTERSECTIONCOLOR	Specifies the color of intersection polylines
INTERSECTIONDISPLAY	Specifies the display of intersection polylines
ISAVEBAK	Improves the speed of incremental saves, especially for large drawings
ISAVEPERCENT	Determines the amount of wasted space tolerated in a drawing file
ISOLINES	Specifies the number of contour lines per surface on objects
ISOPLANE	Specifies the current isometric plane
JPGOUT	Saves selected objects to a file in JPEG file format
JUSTIFYTEXT	Changes the justification point of selected text objects without changing their locations
LASTANGLE	Stores the end angle of the last arc entered relative to the XY plane of the current UCS for the current space
LASTPOINT	Stores the last point entered, expressed as a UCS coordinate for the current space; referenced by the at symbol (@) during keyboard entry.
LASTPROMPT	Stores the last string echoed to the command line
LAYER	Manages layers and layer properties
LAYERP	Undoes the last change or set of changes made to layer settings
LAYERPMODE	Turns the tracking of changes made to layer settings on and off
LAYOUT	Creates and modifies drawing layout tabs
LAYOUTREGENCTL	Specifies how the display list is updated in the Model tab and layout tabs
LAYOUTWIZARD	Creates a new layout tab and specifies page and plot settings
LAYTRANS	Changes a drawing's layers to layer standards you specify
LEADER	Creates a line that connects annotation to a feature
LENGTHEN	Changes the length of objects and the included angle of arcs
LENSLENGTH	Stores the length of the lens (in millimeters) used in

	perspective viewing for the current viewport
LIGHT	Manages lights and lighting effects
LIMCHECK	Controls the creation of objects outside the drawing limits
LIMITS	Sets and controls the limits of the drawing boundaries and grid display in the current Model or layout tab
LIMMAX	Stores the upper-right drawing limits for the current space, expressed as a world coordinate
LIMMIN	Stores the lower-left drawing limits for the current space, expressed as a world coordinate
LINE	Creates straight line segments
LINETYPE	Loads, sets, and modifies linetypes
LISPINIT	When single-document interface is enabled, specifies whether AutoLISP-defined functions and variables are preserved when you open a new drawing or whether they are valid in the current drawing session only
LIST	Displays database information for selected objects
LOAD	Makes shapes available for use by the SHAPE command
LOCALE	Displays the International Standards Organization (ISO) language code of the current AutoCAD version you're running
LOCALROOTPREFIX	Stores the full path to the root folder where local customizable files were installed
LOGFILEMODE	Specifies whether the contents of the text window are written to a log file.
LOGFILENAME	Specifies the path and name of the log file for the current drawing
LOGFILEOFF	Closes the log file opened by LOGFILEON
LOGFILEON	Writes the text window contents to a file
LOGFILEPATH	Specifies the path for the log files for all drawings in a session
LOGINNAME	Displays the user's name as configured or as input when AutoCAD is loaded
LSLIB	Maintains libraries of landscape objects
LSNEW	Adds realistic landscape items, such as trees and bushes, to your drawings
LTSCALE	Sets the global linetype scale factor
LTSCALE	Sets the global linetype scale factor. The linetype scale factor cannot equal zero

LUNITS	Sets linear units
LUPREC	Sets the number of decimal places displayed for all read-only linear units, and for all editable linear units whose precision is less than or equal to the current LUPREC value
LWDEFAULT	Sets the value for the default lineweight
LWDISPLAY	Controls whether the lineweight is displayed
LWEIGHT	Sets the current lineweight, lineweight display options, and lineweight units
LWUNITS	Controls whether lineweight units are displayed in inches or millimeters
MASSPROP	Calculates the mass properties of regions or solids
MATCHPROP	Applies the properties of a selected object to other objects
MATLIB	Imports and exports materials to and from a library of materials
MAXACTVP	Sets the maximum number of viewports that can be active at one time in a layout
MAXSORT	Sets the maximum number of symbol names or block names sorted by listing commands
MBUTTONPAN	Controls the behavior of the third button or wheel on the pointing device
MEASURE	Places point objects or blocks at measured intervals on an object
MEASUREINIT	Sets the initial drawing units as imperial or metric
MEASUREMENT	Sets drawing units as imperial or metric for the current drawing only
MENU	Loads a menu file
MENUCTL	Controls the page switching of the screen menu
MENUECHO	Sets menu echo and prompt control bits
MENULOAD	Loads partial menu files
MENUNAME	Stores the menu file name, including the path for the file name
MENUUNLOAD	Unloads partial menu files
MINSERT	Inserts multiple instances of a block in a rectangular array
MIRROR	Creates a mirror image copy of objects
MIRROR3D	Creates a mirror image of objects about a plane
MIRRTXT	Controls how the MIRROR command reflects text
MLEDIT	Edits multiple parallel lines

MLINE	Creates multiple parallel lines
MLSTYLE	Defines a style for multiple parallel lines
MODEL	Switches from a layout tab to the Model tab
MODEMACRO	Displays a text string on the status line, such as the name of the current drawing, time/date stamp, or special mod
MOVE	Displaces objects a specified distance in a specified direction
MREDO	Reverses the effects of several previous UNDO or U commands
MSLIDE	Creates a slide file of the current model viewport or the current layout
MSPACE	Switches from paper space to a model space viewport
MTEXT	Creates multiline text
MTEXTED	Sets the name of the application to use for editing multiline text objects
MTEXTFIXED	Controls the appearance of the Multiline Text Editor
MTJIGSTRING	Sets the content of the sample text displayed at the cursor location when the MTEXT command is started
MULTIPLE	Repeats the next command until canceled
MVIEW	Creates and controls layout viewports
MVSETUP	Sets up the specifications of a drawing
MYDOCUMENTSPRE FIX	Stores the full path to the My Documents folder for the user currently logged-on
NEW	Creates a new drawing
NOMUTT	Suppresses the message display (muttering) when it wouldn't normally be suppressed
OBSCURED COLOR	Specifies the color of obscured lines
OBSCURED DLTYPE	Specifies the linetype of obscured lines
OCECONFIG	The OCECONFIG command has been discontinued
OFFSET	Creates concentric circles, parallel lines, and parallel curves
OFFSETDIST	Sets the default offset distance
OFFSETGAP TYPE	Controls how potential gaps between segments are treated when polylines are offset
OLEHIDE	Controls the display of OLE objects in AutoCAD
OLELINKS	Updates, changes, and cancels existing OLE links
OLEQUALITY	Controls the default quality level for embedded OLE objects

OLESCALE	Controls the size, scale, and other properties of a selected OLE object
OLESTARTUP	Controls whether the source application of an embedded OLE object loads when plotting
OOPS	Restores erased objects
OPEN	Opens an existing drawing file
OPTIONS	Customizes the AutoCAD settings
ORTHO	Constrains cursor movement
ORTHOMODE	Constrains cursor movement to the perpendicular
OSMODE	Sets running Object Snap modes using the bitcodes
OSNAP	Sets running object snap modes
OSNAPCOORD	Controls whether coordinates entered on the command line override running object snaps
PAGESETUP	Specifies the plotting device, paper size, and settings for each new layout
PALETTEOPAQUE	Controls window transparency.
PAN	Moves the view in the current viewport
PAPERUPDATE	Controls the display of a warning dialog when attempting to print a layout with a paper size different from the paper size specified by the default for the plotter configuration file
PARTIALLOAD	Loads additional geometry into a partially opened drawing
PARTIALOPEN	Loads geometry from a selected view or layer into a drawing
PASTEBLOCK	Pastes copied objects as a block
PASTECLIP	Inserts data from the Clipboard
PASTEORIG	Pastes a copied object in a new drawing using the coordinates from the original drawing
PASTESPEC	Inserts data from the Clipboard and controls the format of the data
PCINWIZARD	Displays a wizard to import PCP and PC2 configuration file plot settings into the Model tab or current layout
PDMODE	Controls how point objects are displayed
PDSIZE	Sets the display size for point objects
PEDIT	Edits polylines and three-dimensional polygon meshes
PEDITACCEPT	Suppresses display of the Object Selected Is Not a Polyline

	prompt in PEDIT
PELLIPSE	Controls the ellipse type created with ELLIPSE
PERIMETER	Stores the last perimeter value computed by the AREA, DBLIST, or LIST commands
PFACE	Creates a three-dimensional polyface mesh vertex by vertex
PFACEVMAX	Sets the maximum number of vertices per face
PICKADD	Controls whether subsequent selections replace the current selection set or add to it
PICKAUTO	Controls automatic windowing at the Select Objects prompt
PICKBOX	Sets the object selection target height, in pixels
PICKDRAG	Controls the method of drawing a selection window
PICKFIRST	Controls whether you select objects before (noun-verb selection) or after you issue a command
PICKSTYLE	Controls the use of group selection and associative hatch selection
PLAN	Displays the plan view of a specified user coordinate system
PLATFORM	Indicates which AutoCAD platform is in use
PLINE	Creates two-dimensional polylines
PLINEGEN	Sets how linetype patterns generate around the vertices of a 2D polyline
PLINETYPE	Specifies whether AutoCAD uses optimized 2D polylines
PLINEWID	Stores the default polyline width
PLOT	Plots a drawing to a plotter, printer, or file
PLOTROTMODE	Controls the orientation of plots
PLOTSTAMP	Places a plot stamp on a specified corner of each drawing and logs it to a file
PLOTSTYLE	Sets the current plot style for new objects or assigns a plot style to selected objects
PLOTTERMANAGER	Displays the Plotter Manager, where you can add or edit a plotter configuration
PLQUIET	Controls the display of optional dialog boxes and nonfatal errors for batch plotting and scripts
PNGOUT	Saves selected objects to a file in a Portable Network Graphics format
POINT	Creates a point object

POLARADDANG	Contains user-defined polar angles
POLARANG	Sets the polar angle increment
POLARDIST	Sets the snap increment when the SNAPTYPE system variable is set to 1 (PolarSnap)
POLARMODE	Controls settings for polar and object snap tracking
POLYGON	Creates an equilateral closed polyline
POLYSIDES	Sets the default number of sides for the POLYGON command
POPUPS	Displays the status of the currently configured display driver
PREVIEW	Shows how the drawing will look when it is plotted
PRODUCT	Returns the product name
PROGRAM	Returns the program name
PROJECTNAME	Assigns a project name to the current drawing
PROJMODE	Sets the current Projection mode for trimming or extending
PROPERTIES	Controls properties of existing objects
PROPERTIESCLOSE	Closes the Properties palette
PROXYGRAPHICS	Specifies whether images of proxy objects are saved in the drawing
PROXYNOTICE	Displays a notice when a proxy is created
PROXYSHOW	Controls the display of proxy objects in a drawing
PROXYWEBSEARCH	Specifies whether AutoCAD checks for Object Enablers
PSETUPIN	Imports a user-defined page setup into a new drawing layout
PSLTSCALE	Controls paper space linetype scaling
PSPACE	Switches from a model space viewport to paper space
PSTYLEMODE	Indicates whether the current drawing is in a Color-Dependent or Named Plot Style mode
PSTYLEPOLICY	Controls whether an object's color property is associated with its plot style
PSVPSCALE	Sets the view scale factor for all newly created viewports
PUBLISH	Creates multi-sheet drawing sets for publishing to a single multi-sheet DWF (Design Web Format) file, a plotting device, or a plot file
PUBLISHTOWEB	Creates HTML pages that include images of selected drawings
PUCSBASE	Stores the name of the UCS that defines the origin and orientation of orthographic UCS settings in paper space only

PURGE	Removes unused named items, such as block definitions and layers, from the drawing
QDIM	Quickly creates a dimension
QLEADER	Creates a leader and leader annotation
QNEW	Starts a new drawing with the option of using a default drawing template file
QSAVE	Saves the current drawing using the file format specified in the Options dialog box
QSELECT	Creates a selection set based on filtering criteria
QTEXT	Controls the display and plotting of text and attribute objects
QTEXTMODE	Controls how text is displayed
QUIT	Exits AutoCAD
RASTERPREVIEW	Controls whether BMP preview images are saved with the drawing
RAY	Creates a semi-infinite line
RECOVER	Repairs a damaged drawing
RECTANG	Draws a rectangular polyline
REDEFINE	Restores AutoCAD internal commands overridden by UNDEFINE
REDO	Reverses the effects of previous UNDO or U commands
REDRAW	Refreshes the display in the current viewport
REDRAWALL	Refreshes the display in all viewports
REFCLOSE	Saves back or discards changes made during in-place editing of a reference (an xref or a block)
REFEDIT	Selects a reference for editing
REFEDITNAME	Displays the name of the reference being edited
REFSET	Adds or removes objects from a working set during in-place editing of a reference (an xref or a block)
REGEN	Regenerates the entire drawing from the current viewport
REGENALL	Regenerates the drawing and refreshes all viewports
REGENAUTO	Controls automatic regeneration of a drawing
REGENMODE	Controls automatic regeneration of the drawing
REGION	Converts an object that encloses an area into a region object
REINIT	Reinitializes the digitizer, digitizer input/output port, and program parameters file
RE-INIT	Reinitializes the digitizer, digitizer port, and acad.pgp file by

	using the bitcodes
REMEMBERFOLDERS	Controls the default path for the Look In or Save In option in standard file selection dialog boxes
RENAME	Changes the names of objects
RENDER	Creates a photorealistic or realistically shaded image of a three-dimensional wireframe or solid model
RENDSCR	Redisplay the last rendering created with the RENDER command
REPORTERROR	Controls whether an error report can be sent to Autodesk if AutoCAD closes unexpectedly
RESUME	Continues an interrupted script
REVCLOUD	Creates a polyline of sequential arcs to form a cloud shape
REVOLVE	Creates solids by revolving two-dimensional objects about an axis
REVSURF	Creates a revolved surface about a selected axis
RMAT	Manages rendering materials
RMLIN	Inserts markups from an RML file into a drawing
ROAMABLEROOTPREFIX	Stores the full path to the root folder where roamable customizable files were installed
ROTATE	Moves objects about a base point
ROTATE3D	Moves objects about a three-dimensional axis
RPREF	Sets rendering preferences
RSCRIPT	Repeats a script file
RTDISPLAY	Controls the display of raster images during Realtime ZOOM or PAN
RULESURF	Creates a ruled surface between two curves
SAVE	Saves the drawing under the current file name or a specified name
SAVEAS	Saves a copy of the current drawing under a new file name
SAVEFILE	Stores the current automatic save file name
SAVEFILEPATH	Specifies the path to the directory for all automatic save files for the AutoCAD session
SAVEIMG	Saves a rendered image to a file
SAVENAME	Stores the file name and directory path of the current drawing after you save it

SAVETIME	Sets the automatic save interval, in minutes
SCALE	Enlarges or reduces selected objects proportionally in the X, Y, and Z directions
SCALETEXT	Enlarges or reduces selected text objects without changing their locations
SCENE	Manages scenes in model space
SCREENBOXES	Stores the number of boxes in the screen menu area of the drawing area
SCREENMODE	Stores a bitcode indicating the graphics/text state of the AutoCAD display
SCREENSIZE	Stores current viewport size in pixels (X and Y)
SCRIPT	Executes a sequence of commands from a script file
SDI	Controls whether AutoCAD runs in single- or multiple-document interface
SECTION	Uses the intersection of a plane and solids to create a region
SECURITYOPTIONS	Controls security settings using the Security Options dialog box
SELECT	Places selected objects in the Previous selection set
SETIDROPHANDLER	Specifies the default type of i-drop content for the current Autodesk application
SETUV	Maps materials onto objects
SETVAR	Lists or changes the values of system variables
SHADEDGE	Controls the shading of edges in rendering
SHADEDIF	Sets the ratio of diffuse reflective light to ambient light in percentage of diffuse reflective light, when SHADEDGE is set to 0 or 1
SHADEMODE	Controls the display of solid object shading in the current viewport
SHAPE	Inserts a shape
SHELL	Accesses operating system commands
SHORTCUTMENU	Controls whether Default, Edit, and Command mode shortcut menus are available in the drawing area
SHOWMAT	Lists the material type and attachment method for a selected object
SHPNAME	Sets a default shape name that must conform to symbol-naming conventions
SIGVALIDATE	Displays information about the digital signature attached to a file

SIGWARN	Controls whether a warning is presented when a file with an attached digital signature is opened
SKETCH	Creates a series of freehand line segments
SKETCHINC	Sets the record increment for the SKETCH command
SKETCH	Creates a series of freehand line segments
SLICE	Slices a set of solids with a plane
SNAPANG	Sets the snap and grid rotation angle for the current viewport
SNAPBASE	Sets the snap and grid origin point for the current viewport relative to the current UCS
SNAPISOPAIR	Controls the isometric plane for the current viewport
SNAPMODE	Turns the Snap mode on and off
SNAPSTYL	Sets the snap style for the current viewport
SNAPTYPE	Sets the type of snap for the current viewport
SNAPUNIT	Sets the snap spacing for the current viewport
SOLDRAW	Generates profiles and sections in viewports created with SOLVIEW
SOLID	Creates solid-filled triangles and quadrilaterals
SOLIDCHECK	Turns the solid validation on and off for the current AutoCAD session
SOLIDEDIT	Edits faces and edges of 3D solid objects
SOLPROF	Creates profile images of three-dimensional solids
SOLVIEW	Creates floating viewports using orthographic projection to lay out multi- and sectional view drawings of 3D solid and body objects while in a layout
SORTENTS	Controls the OPTIONS command (from the User Preferences tab) object sort order operations
SPACETRANS	Converts length values between model space and paper space
SPELL	Checks spelling in a drawing
SPHERE	Creates a three-dimensional solid sphere
SPLFRAME	Controls the display of splines and spline-fit polylines
SPLINE	Creates a nonuniform rational B-spline (NURBS) curve
SPLINEDIT	Edits a spline or spline-fit polyline
SPLINESEGS	Sets the number of line segments to be generated for each spline-fit polyline generated by the Spline option of the PEDIT command

SPLINETYPE	Sets the type of curve generated by the Spline option of the PEDIT command
STANDARDS	Manages the association of standards files with AutoCAD drawings
STANDARDSVIOLATION	Specifies whether a user is notified of standards violations that exist in the current drawing when a non-standard object is created or modified
STARTUP	Controls whether the Create New Drawing dialog box is displayed when starting a new drawing with the NEW and QNEW commands
STATS	Displays rendering statistics
STATUS	Displays drawing statistics, modes, and extents
STLOUT	Stores a solid in an ASCII or binary file
STRETCH	Moves or stretches objects
STYLE	Creates, modifies, or sets named text styles
STYLESMANAGER	Displays the Plot Style Manager
SUBTRACT	Combines selected regions or solids by subtraction
SURFTAB1	Sets the number of tabulations to be generated for the RULESURF and TABSURF commands
SURFTAB2	Sets the mesh density in the N direction for the REVSURF and EDGESURF commands
SURFTYPE	Controls the type of surface-fitting to be performed by the Smooth option of the PEDIT command
SURFU	the surface density for PEDIT Smooth in the M direction
SURFV	Sets the surface density for PEDIT Smooth in the N direction
SYSCODEPAGE	Indicates the system code page, which is determined by the operating system
SYSWINDOWS	Arranges windows and icons
TABLET	Calibrates, configures, and turns on and off an attached digitizing tablet
TABMODE	Controls the use of the tablet
TABSURF	Creates a tabulated surface from a path curve and a direction vector
TARGET	Stores the location (as a UCS coordinate) of the target point for the current viewport
TDCREATE	Stores the local time and date the drawing was created
TDINDWG	Stores the total editing time, which is the total elapsed time

	between saves of the current drawing
TDUCREATE	Stores the universal time and date that the drawing was created
TDUPDATE	Stores the local time and date of the last update/save
TDUSRTIMER	Stores the user-elapsed timer
TDUUPDATE	Stores the universal time and date of the last update/save
TEMPPREFIX	Contains the directory name (if any) configured for placement of temporary files, with a path separator appended
TEXT	Creates a single-line text object
TEXTVAL	Controls the method of evaluation of text strings entered with the TEXT or -TEXT commands
TEXTFILL	Controls the filling of TrueType fonts while plotting and rendering
TEXTQLTY	Sets the resolution tessellation fineness of text outlines for TrueType fonts while plotting and rendering
TEXTSCR	Opens the text window
TEXTSIZE	Sets the default height for new text objects drawn with the current text style (has no effect if the style has a fixed height)
TEXTSTYLE	Sets the name of the current text style
THICKNESS	Sets the current 3D thickness
TIFOUT	Saves selected objects to a file in TIFF file format
TILEMODE	Makes the Model tab or the last layout tab current
TIME	Displays the date and time statistics of a drawing
TOLERANCE	Creates geometric tolerances
TOOLBAR	Displays, hides, and customizes toolbars
TOOLTIPS	Controls the display of tooltips
TORUS	Creates a donut-shaped solid
TPSTATE	Determines whether the Tool Palettes window is active or not
TRACE	Creates solid lines
TRACEWID	Sets the default trace width
TRACKING	Locates a point from a series of temporary points
TRACKPATH	Controls the display of polar and object snap tracking alignment paths
TRANSPARENCY	Controls whether background pixels in an image are

	transparent or opaque
TRAYICONS	Controls whether a tray is displayed on the status bar
TRAYNOTIFY	Controls whether service notifications are displayed in the status bar tray
TRAYSETTINGS	Controls the display of icons and notifications in the status bar tray
TRAYTIMEOUT	Controls the length of time (in seconds) that service notifications are displayed
TREEDEPTH	Specifies the maximum depth, that is, the number of times the tree-structured spatial index can divide into branches
TREEMAX	Limits memory consumption during drawing regeneration by limiting the number of nodes in the spatial index (oct-tree)
TREESTAT	Displays information about the drawing's current spatial index
TRIM	Trims objects at a cutting edge defined by other objects
TRIMMODE	Controls whether AutoCAD trims selected edges for chamfers and fillets
TSPACEFAC	Controls the multiline text line-spacing distance measured as a factor of text height
TSPACETYPE	Controls the type of line spacing used in multiline text
TSTACKALIGN	Controls the vertical alignment of stacked text
TSTACKSIZE	Controls the percentage of stacked text fraction height relative to selected text's current height
U	Reverses the most recent operation
UCS	Manages user coordinate systems
UCSAXISANG	Stores the default angle when rotating the UCS around one of its axes using the X, Y, or Z options of the UCS command
UCSBASE	Stores the name of the UCS that defines the origin and orientation of orthographic UCS settings
UCSFOLLOW	Generates a plan view whenever you change from one UCS to another
UCSICON	Controls the visibility and placement of the UCS icon
UCSMAN	Manages defined user coordinate systems
UCSNAME	Stores the name of the current coordinate system for the current viewport in the current space
UCSORG	Stores the origin point of the current coordinate system for the current viewport in the current space. This value is

	always stored as a world coordinate
UCSORTHO	Determines whether the related orthographic UCS setting is restored automatically when an orthographic view is restored
UCSVIEW	Determines whether the current UCS is saved with a named view
UCSVP	Determines whether the UCS in viewports remains fixed or changes to reflect the UCS of the current viewport
UCSXDIR	Stores the X direction of the current UCS for the current viewport in the current space
UCSYDIR	Stores the Y direction of the current UCS for the current viewport in the current space
UNDEFINE	Allows an application-defined command to override an internal AutoCAD command
UNDO	Reverses the effect of commands
UNDOCTL	Stores a bitcode indicating the state of the Auto and Control options of the UNDO command
UNDOMARKS	Stores the number of marks placed in the UNDO control stream by the Mark option
UNION	Combines selected regions or solids by addition
UNITMODE	Controls the display format for units
UNITS	Controls coordinate and angle display formats and precision
USERI1, USERI2, USERI3, USERI4, and USERI5	used for storage and retrieval of integer values
USERR1, USERR2, USERR3, USERR4, and USERR5	for storage and retrieval of real numbers
USERS1, USERS2, USERS3, USERS4, and USERS5	for storage and retrieval of text string data
VBAIDE	Displays the Visual Basic Editor
VBALOAD	Loads a global VBA project into the current AutoCAD session
VBAMAN	Loads, unloads, saves, creates, embeds, and extracts VBA projects
VBARUN	Runs a VBA macro
VBASTMT	Executes a VBA statement on the AutoCAD command line
VBAUNLOAD	Unloads a global VBA project

VIEW	Saves and restores named views
VIEWCTR	Stores the center of view in the current viewport
VIEWDIR	Stores the viewing direction in the current viewport
VIEWMODE	Stores the View mode for the current viewport using bitcode
VIEWRES	Sets the resolution for objects in the current viewport
VIEWSIZE	Stores the height of the current viewport in drawing units
VIEWTWIST	Stores the view twist angle for the current viewport
VISRETAIN	Controls the visibility, color, linetype, lineweight, and plot styles (if PSTYLEPOLICY is set to 0) of xref-dependent layers
VLISP	Displays the Visual LISP interactive development environment (IDE)
VPCLIP	Clips viewport objects
VPLAYER	Sets layer visibility within viewports
VPOINT	Sets the viewing direction for a three-dimensional visualization of the drawing
VPORTS	Creates multiple viewports
VSLIDE	Displays an image slide file in the current viewport
VSMAX	Stores the upper-right corner of the current viewport's virtual screen. Expressed as a UCS coordinate
VSMIN	Stores the lower-left corner of the current viewport's virtual screen. Expressed as a UCS coordinate
WBLOCK	Writes objects or a block to a new drawing file
WEDGE	Creates a 3D solid with a sloped face tapering along the X axis
WHIPARC	Controls whether the display of circles and arcs is smooth
WHIPTHREAD	Controls whether to use an additional processor (known as multithreaded processing) to improve the speed of operations such as ZOOM and PAN that redraw or regenerate the drawing
WHOHAS	Displays ownership information for opened drawing files
WIPEOUT	Covers existing objects with a blank area
WMFBKGND	Controls whether the background display of AutoCAD objects is transparent in other applications when these objects are [...]
WMFFOREGND	Controls the assignment of the foreground color of AutoCAD objects in other applications when these objects are [...]
WMFIN	Imports a Windows metafile

WMFOPTS	Sets options for WMFIN
WMFOUT	Saves objects to a Windows metafile
WORLDUCS	Indicates whether the UCS is the same as the WCS
WORLDVIEW	Determines whether input to the 3DORBIT, DVIEW, and VPOINT commands is relative to the WCS (default) or the current UCS
WRITESTAT	Indicates whether a drawing file is read-only or can be written to
XATTACH	Attaches an external reference to the current drawing
XBIND	Binds one or more definitions of named objects in an xref to the current drawing
XCLIP	Defines an xref or block clipping boundary and sets the front or back clipping planes
XCLIPFRAME	Controls the visibility of xref clipping boundaries
XEDIT	Controls whether the current drawing can be edited in-place when being referenced by another drawing
XFADECTL	Controls the fading intensity percentage for references being edited in-place
XLINE	Creates an infinite line
XLOADCTL	Turns xref demand-loading on and off, and controls whether referenced drawing files are opened or copies of referenced drawing files are opened
XLOADPATH	Creates a path for storing temporary copies of demand-loaded xref files
XLINE	Creates an infinite line
XPLODE	Breaks a compound object into its component objects
XREF	Controls external references to drawing files
XREFCTL	Controls whether AutoCAD writes external reference log (XLG) files
XREFNOTIFY	Controls the notification for updated or missing xrefs
ZOOM	Increases or decreases the apparent size of objects in the current viewport
ZOOMFACTOR	Sets the zoomfactor