

Red text denotes no comparable tool

AutoCAD to TurboCAD QuickRef © 2002 Joe Tilman

Blue text denotes closest comparable tool(s) listed

AutoCAD command line	TurboCAD equivalent	Notes and Options
3D	Insert 3D Object ...	
3DARRAY	Array Edit Copy Entities ...	
3DCLIP	View Camera Properties, Hidden Line Tab, Always clip objects behind the camera	Insert Section
3DCORBIT	see 3DORBIT	
3DDISTANCE	View Walkthrough Walk	
3DFACE	use Regions	
3DMESH	Insert 3D Object 3D Mesh	
3DORBIT	View Walkthrough ...	wheel-drag or CNTL+right-mouse-drag
3DPAN	View Walkthrough Slide	CNTL+SHIFT+right-mouse-drag or during Examine: ALT+left-mouse-drag
3DPOLY	Insert 3D Object 3D Polyline	
3DSIN/3DSOUT	File Open	File Save
3DSWIVEL	View Walk Through Turn	
3DZOOM	View Zoom ...	
ABOUT	Help About	
ACISIN/ACISOUT	File Open	File Save
ADCENTER/ETC	View Design Director Palette	View Symbols Palette
ALIGN	Modify Assemble ...	
AMECONVERT	Format Properties..., 3D, 3D Object as Solid	
APERTURE	Options Preferences, Drawing Cursor Aperture	
APPLOAD	VBA and VB scripting is supported	
ARC	Insert Arc ...	
AREA	View Selection Info	Tools Measurement Area
ARRAY	Edit Copy Entities ...	
ARX	VBA and VB scripting is supported	
ASSIST	context help by hovering cursor	context help by pick
ATTDEF	Insert Block Attribute Definition	
ATTDISP	Options Display, Block Attribute	
ATTEDIT	Format Properties Block Attribute, Attribute Value	
ATTEXT	use the TurboCAD database in leiu of block attributes	
ATTREDEF	View Blocks, Edit Content button	
ATTSYNC	Blocks are automatically synchronized when the a modification is accepted	
AUDIT	email cadsupport@softdev.spb.ru	
BACKGROUND	Options Environments	View Environments Palette

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AutoCAD command line	TurboCAD equivalent		Notes and Options
BASE	adjust reference point before creating Symbol, Group, or Block {Edit Reference Point}		
BATTMAN	View Blocks palette and Edit Content		
BHATCH	Format Pick-Point-Hatch		Format Create Hatch
BLIPMODE	N/A		
BLOCK	Format Create Block		
BLOCKICON	View Blocks palette, Large Icons		
BMPOUT	File Open or File Save		
BOUNDARY	Format Create Region		
BOX	Insert 3D Object Box		
BREAK	Modify Split		
BROWSER	View Internet palette		
CAL	View Calculator Palette		
CAMERA	View Camera Properties		Insert Camera ...
CHAMFER	Modify Chamfer ...		Modify Blend Edges
CHANGE	View Properties Palette		Format Properties
CHECKSTANDARDS	N/A		
CHPROP	View Properties Palette		Format Properties
CIRCLE	Insert Circle/Ellipse ...		
CLOSE	File Close		
CLOSEALL	Window Close All		
COLOR	View Properties Palette or Format Properties or Properties toolbar		Color Palette
COMPILE	N/A		
CONE	Insert 3D object Cone		
CONVERT	N/A		
CONVERTCTB	N/A		
CONVERTPSTYLES	N/A		
COPY	Edit Copy Vector Copy		Selection mode Local menu: Make Copy or Rubber Stamp (or press CNTL when clicking)
COPYBASE	Edit Copy		
COPYCLIP	Edit Copy		
COPYHIST	N/A		
COPYLINK	Edit Copy		
CUSTOMIZE	Tools Customize		
CUTCLIP	Edit Cut		

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CYLINDER	Insert 3D Object Cylinder		
DBCONNECT/ETC	use TurboCAD's internal database; (not ODBC, but export is available)		
DDEDIT	Format Properties, General, Attribute		
DDPTYPE	Insert Point ...		Format Properties, Point (note that point type is per point-entity, not global)
DDVPOINT	View Camera Properties		View Camera ...
DELAY	N/A		
DIM/DIM1	Insert Dimension ...		
DIMALIGNED	Insert Dimension Parallel		
DIMANGULAR	Insert Dimension Angular		
DIMBASELINE	Insert Dimension Baseline		
DIMCENTER	Insert Dimension Center		
DIMCONTINUE	Insert Dimension Continuous		
DIMDIAMETER	Insert Dimension Diameter		
DIMDISASSOCIATE	Format Explode		
DIMEDIT	Format Properties		Edit Node
DIMLINEAR	Insert Dimension Incremental		
DIMORDINATE	Insert Dimension Datum		
DIMOVERRIDE	Format Properties, General, Attribute		
DIMRADIUS	Insert Dimension Radius		
DIMREASSOCIATE	N/A		
DIMREGEN	N/A		
DIMSTYLE	Format Properties, General, Style		Dimension styles do not have parent-child relations
DIMTEDIT	Format Properties, General, Attribute		
DIST	Tools Measurement Distance		
DIVIDE	Node Edit, Divide		Divide Point Snap
DONUT	Concentric Circles + Hatch		
DRAGMODE	Selection Mode Local Menu: Selector Properties		
DRAWORDER	Format Bring to Front		Format Send to Back
DSETTINGS	Right-click on the "Snap" icon on the Status Bar, or use Snap toolbar		Workspace Grid or Options Grid; Options Drawing Setup Angle, Ortho Angle
DSVIEWER	View Aerial View		
DVIEW	see 3DOrbit		
DWGPROPS	File Summary Info		
DXBIN	File Open or File Save		

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EATTEDIT	View Blocks palette and Edit Content		
EATTEXT	N/A		
EDGE	N/A		
EDGESURF	Insert 3D Object Loft is similar		
ELEV	Workspace Workplane ...		Z value on status bar can be locked
ELLIPSE	Insert Circle/Ellipse ...		
ERASE	Edit Clear		
ETRANSMIT	N/A		
EXPLODE	Format Explode		exploding blocks acts as Express tool Burst
EXPORT	File Save As...		
EXTEND	Modify Shrink/Extend Line		Modify Line Length
EXTRUDE	Insert 3D Object Normal or Rigid Extrude		for a tapered extrude use Cone, cut cone option
FILL	N/A		
FILLET	Modify Fillet or Modify Meet 2 Lines		Modify Blend Edges
FILTER	Edit Select by Query		
FIND	Edit Select by Attribute		
FOG	Options Environments Edit Environments		View Environments Palette
GRAPHSCR	N/A		
GRID	Workspace Grid Display		
GROUP	Format Create Group		
HATCH	Format Create Hatch		Format Pick Point and Hatch or Insert Path Hatching
HATCHEDIT	Format Properties		Properties Palette
HELP	Help		
HIDE	View Camera Hidden Line Render		
HYPERLINK	Edit Hyperlink		Format Properties
HYPERLINKOPTIONS	Edit Hyperlink		
ID	View Selection Info		Tools Measurement Coordinates of a Point
IMAGE	Insert Picture (only BMP, DIB, WMF)		Insert Object (all other image filetypes)
IMAGEADJUST	N/A		
IMAGEATTACH	Insert Picture		Insert Object or Insert File
IMAGECLIP	use a Solid type Hatch colored white to mask		
IMAGEFRAME	N/A		
IMAGEQUALITY	N/A		
IMPORT	File Open		

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INSERT	Blocks Palette		Symbols Palette (files inserted this way are considered Groups) or Insert File (inserts contents of file as separate objects)	
INSERTOBJ	Insert Object			
INTERFERE	Create copies of objects before Modify 3D Boolean Intersect			
INTERSECT	Modify 3D Boolean Intersect			
ISOPLANE	N/A			
JUSTIFYTEXT	Format Properties			
LAYER	Options Layers			
LAYERP	N/A			
LAYERPMODE	N/A			
LAYOUT	Workspace Paperspace ...			
LAYOUTWIZARD	N/A			
LAYTRANS	N/A			
LEADER	Insert Dimension Leader			
LENGTHEN	Modify Line Length		Modify Shrink/Extend Line	
LIGHT	Insert Light ...		View Lights...	
LIMITS	N/A			
LINE	Insert Line Single			
LINESTYLE	Format Properties		Properties Palette	
LIST	View Selection Info			
LOAD	N/A			
LOGFILEON/LOGFILEOFF	N/A			
LSEEDIT	Options Environments Edit Environments			
LSLIB	Options Environments Edit Environments		View Environments Palette	
LSNEW	Options Environments Edit Environments...		Options Environments Edit Materials...	
LTSCALE	line type scale is controlled per object			
LWEIGHT	line weight is controlled per layer or object			
MASSPROP	View Selection Info		"EP" button (Engineering Properties)	
MATCHPROP	Format Format Painter			
MATLIB	View Materials Palette			
MEASURE	Mode Snap Divide Point		hint: to set the number of divisions right-click on the "Snap" indicator on the Status Bar	
MEETNOW	N/A			
MENU	Options Toolbars and Menus			

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MENULOAD/MENUULOAD	Tools Customize, Setup or Menu sheets	
MINSERT	insert block from Blocks Palette and Edit Copy Entities Array	
MIRROR	Edit Copy Entities Mirror	
MIRROR3D	Edit Copy Entities Mirror	
MLEDIT	Modify Meet 2 DoubleLines	Modify Intersect 2 Doublelines (note any Modify commands will work with multilines)
MLINE	Insert DoubleLine ...	Insert MultiLine ...
MLSTYLE	Format Properties	
MODEL	Workspace ModelSpace	click on the Model tab
MOVE	select object and move (no command) -- adjust reference point with 'D' SEKE	Modify Assemble by 3 Points, but finish after only one (vector move) or two points (move and 2D rotate)
MSLIDE	N/A	
MSPACE	Workspace Modelspace (floating)	
MTEXT	Insert Text	TurboCAD allows multiple lines of text by hitting Shift+Enter, but does not provide rich text support
MULTIPLE	N/A	
MVIEW	Insert Viewport	
MVSETUP	File Page Setup Wizard	
NEW	File New	
OFFSET	Insert Parallel Line (distance can be locked on the Inspector Bar)	Edit Copy Entities Offset (note single use only)
OLELINKS	Edit Links	
OLESCALE	handle-based editing	
OOPS	Edit Undo	
OPEN	File Open	
OPTIONS	Options Program Setup ...	
ORTHO	Modes Snaps Ortho	
OSNAP	Modes Snaps	Snaps include osnaps, grid snap, and ortho
PAGESETUP	File Print Setup	
PAN	View Vector Pan	View Pan to Point 
PARTIALLOAD/PARTIALOPEN	N/A	
PASTEBLOCK	N/A	paste objects (objects are inserted as an active selection set) then Format Create Block
PASTECLIP	Edit Paste	
PASTEORIG	Edit Paste	
PASTESPEC	Edit Paste Special	
PCINWIZARD	N/A	

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AutoCAD command line	TurboCAD equivalent	Notes and Options
PEDIT	Edit Select Edit	Edit Node Edit
PFACE	draw any closed polygon and Format Create Region	
PLAN	View Camera Top	View Camera Plan By Workplane
PLINE	Insert Line Polyline	
PLOT	File Print	
PLOTSTAMP	N/A	
PLOTSTYLE	N/A	
PLOTTERMANAGER	File Print Setup	
POINT	Insert Point	PDMODE and PDSIZE are controlled by object, rather than universally
POLYGON	Insert Line Polygon	
PREVIEW	File Print Setup	
PROPERTIES	View Properties Palette	 Format Properties 
PSETUPIN	N/A	
PSPACE	Workspace Paperspace ...	
PUBLISHTOWEB	File Publish to HTML	
PURGE	open a new file, select all, copy to new file	
QDIM	N/A	
QLEADER	Insert Dimension Leader	
QSAVE	File Save	
QSELECT	Edit Select By Entity Type / Color / Layer / Text / Block Name	    
QTEXT	Options Display, Quick Text	
QUIT	File Exit	
RAY	use construction lines	
RECOVER	email cadsupport@softdev.spb.ru	
RECTANG	Insert Line Rectangle	
REDEFINE	N/A	
REDO	Edit Paste	
REDRAW	View Redraw	 Redraw behaves as regen in AutoCAD
REDRAWALL	View Redraw	 Redraw behaves as regen in AutoCAD
REFCLOSE	Edit Finish to Edit Block	TurboCAD cannot edit External References in situ
REFEDIT	Blocks Palette Edit Content button	TurboCAD cannot edit External References in situ
REFSET	N/A	when editing a block all entities contained are editable
REGEN	View Redraw	 Redraw behaves as regen in AutoCAD

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AutoCAD command line	TurboCAD equivalent	Notes and Options
REGENALL	View Redraw F5	Redraw behaves as regen in AutoCAD
REGENAUTO	default/no option	
REGION	Format Create Region ALT SHIFT R	
REINIT	N/A	
RENAME	N/A	linetypes may be renamed via the TCWxx.INI file, Layers via the Layer dialog or Design Director, Blocks via the Blocks Palette
RENDER	View Camera Quality Render CTRL ALT Q	
RENDSCR	TurboCAD renders the current window	
REPLAY	insert as image or OLE objects	Viewports can be rendered directly for view or print.
RESUME	N/A	
REVOLVE	Insert 3D Object Revolve	
REVSURF	Insert 3D Object Revolve	select Surface object type in the tool Properties dialog before action, or the object Properties after the action
RMAT	Options Materials Edit Materials	View Materials Palette
RMLIN	N/A	
ROTATE	use Inspector Bar for direct angular input while object is selected	Rotation Handle available while object is selected (to rotate using a reference angle you may press the Control Key to rotate the handle independent of the object; also the reference point may be moved before rotation using SEKE D)
ROTATE3D	see ROTATE	
RPREF	Options Environments	View Camera Properties or Options ACIS
RSCRIPT	N/A	
RULESURF	Loft, Mesh, Prism	
SAVE	File Save	
SAVEAS	File Save As	File Save Copy As
SAVEIMG	File Save As	
SCALE	use Inspector Bar for direct angular input while object is selected	scale handles available while object is selected (shift will retain aspect ratio)
SCALETEXT	change for a selection set via Properties	
SCENE	View Design Director F8	View Named View or View Create View
SCRIPT	N/A	
SECTION	Insert Section	
SELECT	Edit Select SPACE	F6 F7 SHIFT F6 SHIFT F7
SETUV	Options Materials Edit Materials	
SETVAR	Options Program Setup ...	Options Drawing Setup ... or Format Properties
SHADEMODE	View Camera Draft Render CTRL ALT D	TurboCAD cannot edit in rendered windows

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SHAPE	N/A		
SHELL	Modify Shell Solid		
SHOWMAT	Format Properties		
SKETCH	Insert Curve Sketch		
SLICE	Modify 3D Boolean Operations Slice		
SNAP	Modes Snap Grid		
SOLDRAW	View Create View using clipping planes		
SOLID	Insert Path Hatch using Solid hatch type		
SOLIDEDIT	Insert 3D object ...		
SOLPROF	Insert Section		
SOLVIEW	Insert Viewport using defined view		
SPACETRANS	N/A		
SPELL	Tools Spelling		
SPHERE	Insert 3D Object Sphere		
SPLINE	Insert Curve ...		
SPLINEDIT	Format Properties Curve		Edit Node Edit
STANDARDS	N/A		
STATS	N/A		
STATUS	Options Program Setup		Options Drawing Setup
STLOUT	File Open or File Save		
STRETCH	Modify Stretch		Edit Node Edit
STYLE	Format Properties		All TurboCAD objects can have styles, but styles can only be set at insertion -- use Format Painter to update styles of existing objects.
STYLESMANAGER	N/A		all plotting is WYSIWYG
SUBTRACT	Modify 3D Boolean Subtract		Modify 2D Boolean Subtract
SYSWINDOWS	Windows Tile...		Windows Cascade
TABLET	N/A		
TABSURF	use Extrude, Prism, or Loft		
TEXT	Insert Text		use Shift+Enter to create multiple lines of text
TEXTSCR	N/A		
TIME	N/A		cut-and-paste a single cell from Excel/123/QuattroPro using the =TODAY or =NOW functions
TODAY/ENDTODAY	N/A		
TOLERANCE	SDK contains a Tolerance bulder		
TOOLBAR	Tools Customize ...		

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AutoCAD command line	TurboCAD equivalent	Notes and Options
TORUS	Insert 3D Object Torus	
TRACE	Insert Line ... using World lineweight	
TRANSPARENCY	N/A	
TREESTAT	N/A	
TRIM	Modify Object Trim	
U	Edit Undo	
UCS	Workspace Workplane	
UCSICON	View WCS	View User Coordinate System
UCSMAN	Workspace Workplane Named	View Design Director
UNDEFINE	N/A	
UNDO	Edit Undo	
UNION	Modify 3D Boolean Add	
UNITS	Options Space Units	
VBAIDE	Tools VBA Macro Visual Basic Editor	
VBALOAD	Tools VBA Macro Macros...	
VBAMAN	Tools VBA Macro Macros...	
VBARUN	Tools VBA Macro Macros...	
VBASTMT	Tools VBA Macro Macros...	
VBAUNLOAD	Tools VBA Macro Macros...	
VIEW	View Named View	View Camera Plan/Plan by Workplane/...
VIEWRES	N/A	
VLISP	N/A (TurboLISP was dropped after v6)	
VPCLIP	Workspace Update Viewport Boundary	
VPLAYER	Format Properties with viewport selected	
VPOINT	View Camera Properties	
VPORTS	Windows Open Layout Template (modelspace)	Insert Viewport (paperspace)
VSLIDE	N/A	
WBLOCK	File Save As... (selection only)	Drag Block to Symbols Palette
WEDGE	Insert 3D Object Wedge	
WHOHAS	N/A	
WMFIN/WMFOPTS/WMFOUT	File Open or File Save	
XATTACH	Format Create External Reference	external references are managed as blocks definitions
XBIND	N/A	insert the file as a symbol, make symbol into a block, then replace block reference
XCLIP	N/A	

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AutoCAD command line	TurboCAD equivalent		Notes and Options	
XLINE	Insert Construction ...			
XPLODE	Format Explode		exploding blocks acts as AutoCAD Express tool Burst	
XREF	Format Create External Reference		external references are managed as blocks definitions	
ZOOM	View Zoom In/Out/Window/Page/Extents/Selection/Center			

COORDINATE FILTERS	move cursor to desired X or Y coordinate, SEKE X or SEKE Y to lock the appropriate axis			
DIRECT DISTANCE ENTRY	move cursor in desired direction then Tab to Inspector Bar to specify distance			
FROM	use Relative Coords mode and Relocate Origin			
TRACKING	N/A			
OSNAPS	right-click on SNAP icon on Status Bar			
SELECTION MODES	open- or closed window selection mode toggled in Selection Mode Local Menu		Edit Select By... offers a selection by Fence which is synonomous with AutoCAD's CP	

AutoCAD command line	TurboCAD equivalent	Notes and Options
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Other handy hints:

SEKEs coordinate systems	especially for Snaps, but SEKEs are TurboCAD's answer to Aliases, customize them under Tools Customize absolute, relative, and polar coordinates are accessed as modes rather than by @ and < modifiers (although the @ sign can be used in the status bar, but you have to use it twice (or thrice))	
handle-based editing	the reference point can be moved by SEKE D when resizing by handles, aspect ratio can be preserved by holding the Shift key down rotation by reference can be affected by adjusting the angle handle by holding the Control key and moving an object's properties can be modified anytime by hitting Control+F	
polylines, curves, walls	Finish by hitting Alt+F Close the entity by hitting Alt+C back up one segment at a time by hitting Backspace	
Styles	Styles can be applied to almost any object in TurboCAD, but only during insertion To change styles after insertion, use the Format Painter tool	
UCS	Workplane is synonymous to UCS	
the color white	TurboCAD's white is white when onscreen and printed, except when printed with "All colors to Black" think of TurboCAD's white to be color 255 rather than 7 (in other words, if you choose to draft on a black background, white and black do not automatically switch)	
preset 3D views	Plan View can be set to WCS or UCS, but all other preset views are WCS only	
for 2D only drafters	set your "selector" to 2D (right-click during selection mode and ensure "Selector 2D Properties" shows, if not then select "Toggle 2D/3D" under "Selector 3D Properties" check "Safe UCS mode" just to be safe if you get a warning that "objects are not on the same CS" then select all, and Format Place on Workplane (Alt+Shift+W) since certain mouse gestures can skew the view, use Control+W to return the view to World Plan	
for 3D drafters	under "Selector 3D Properties" there are numerous Inspector Bar and CS settings although manipulation is not possible in rendered mode, you can use mouse gestures to examine your model to ease wireframe viewing issues (scroll-drag or Ctrl+right-drag) you can rotate your view using (Shift+right-drag) you can pan your view using (Ctrl+Shift+right-drag) also, multiple view-windows can be accessed via the Windows menu (layout templates) during Examine mode, the following mouse gestures are available: Shift-drag for rotate camera view Alt-drag to pan camera view dims and text are not visible in rendered modes in pspace copy a rendered viewport onto itself, turn off the rendering in the copied viewport and change the layers to display dimensions and text	
viewports	do not freeze the viewport layer! Viewports can be made invisible by either turning the box off, or using the "invisible" line type	
defpoints layer	use the "\$construction" layer	
selection	TurboCAD's Select by Fence is similar to AutoCAD's cross-polygon use F7 to select the Last object F6 and F7 will select objects in order/reverse order of creation F6 and F7 can be used with the Shift key to add to the selection set F6 and F7 can be used with the Control key to select for Node editing sorry, no "Previous" selection set	
keyboard focus	focus can be moved from the drawing space to the inspector or status bars as follows: Inspector Bar: Tab or Control+E Status Bar: Shift+Tab or Control+R	