

Initial	Command	Description
3D	3D	Creates 3D polyface meshes with common geometric shapes.
	3DALIGN	Aligns objects with other objects in 2D and 3D.
	3DARRAY	Creates a rectangle or polar array.
	3DCORBIT	Rotates the view in 3D space with continuous motion.
	3DFACE	Creates a three-sided or four-sided surface in 3D space.
	3DFORBIT	Rotates the view in 3D space with constraining roll.
	3DMESH	Creates a free-form polygon mesh.
	3DMOVE	In a 3D view, displays the 3D Move gizmo to aid in moving 3D objects a specified distance in a specified direction.
	3DORBIT	Rotates the view in 3D space, but constrained to horizontal and vertical orbit only.
	3DORBITCTR	Sets a specific center of rotation in 3D Orbit view.
	3DPOLY	Creates a 3D polyline.
	3DROTATE	In a 3D view, displays the 3D Rotate gizmo to aid in revolving 3D objects around a base point.
	3DSCALE	In a 3D view, displays the 3D Scale gizmo to aid in resizing 3D objects.
	3DSIN	Imports a 3ds Max (3DS) file.
	3DXORBIT	Orbits along the X axis.
	3DYORBIT	Orbits along the Y axis.
	3DZORBIT	Orbits along the Z axis.
	ABOUT	Displays some information about GstarCAD.
	ACISIN	Imports an ACIS (SAT) file and creates 3D solid, body, or region objects.
	ACISOUT	Exports a body object, solid, or region to an ACIS file.
	ADCCLOSE	Closes DesignCenter Window.
	ADCENTER	Displays the Design Center window.
	ADCNAVIGATE	Loads a specified drawing file, a folder in Design Center.
	ADDPLWIZ	Adds plotter.
	ADDPLWIZGUIDE	Adds plotter.
	ADDSELECTED	Creates a new object of the same type and general properties as a selected object, but with different geometric values.
	AI_BOX	Creates multiple surface meshes for the box.
	AI_CIRCTAN	Creates a circle tangent to three objects.
	AI_CONE	Creates cone mesh.
	AI_CYLINDER	Creates cylinder mesh.
	AI_DESELECT	Deselects all objects.
	AI_DIM_TEXTABOVE	Dimensions text above.
	AI_DIM_TEXTCENTER	Dimensions text center.
	AI_DIM_TEXTHOME	The dimension text is restored to its original position.

A

AI_DISH	Creates a lower hemispherical mesh.
AI_DOME	Creates a upper hemispherical mesh.
AI_DRAWORDER	Changes the draw order of objects.
AI_EDITCUSTFILE	The file name can be entered directly to open the Program Parameters (PGP) text file used to define command aliases. If you edit a PGP file while the program is running, enter the REINIT command to use the revised file, or restart the program to automatically reload the file.
AI_FMS	In the layout, switch from paper space to model space in the layout viewport.
AI_MESH	Creates a polygon mesh.
AI_MOLC	Changes the layer of the specified object to the current layer.
AI_PSPACE	Allows access to layout space (paper space), and set the recently accessed layout as current.
AI_PYRAMID	Creates a multi-faceted mesh Pyramid.
AI_SELALL	Selects all objects in the drawing.
AI_SPHERE	Creates a spherical mesh.
AI_TORUS	Creates a torus mesh.
AI_WEDGE	Create a multi-faceted mesh wedge.
AIDIMFLIPARROW	Dimensions flip arrow.
AIDIMPREC	Dimensions precision.
AIDIMSTYLE	Dimensions style.
AIDIMTEXTMOVE	Dimensions text movement.
AIMLEADEREDITADD	Adds leaders to current multiple leaders objects.
AIMLEADEREDITREMOVE	Deletes the leaders from the current multiple leader objects.
AIOBJECTSCALEADD	Adds current objects scale to the selected annotative objects.
AIOBJECTSCALEREMOVE	Deletes the annotation scale from the selected objects.
ALIASEDIT(EXPRESS	Creates, modifies and deletes GCAD command aliases.
ALIGN	Aligns objects with other objects in 2D and 3D space.
ALIGNSPACE	Adjusts the zoom and pan factor of a view in the layout viewport based on the alignment points specified in the model space and paper space.
ALIGNTOOL	Allows to align selected objects such as: rectangle, circle, line, spline, arc, pline, block and even 3D model objects along the X or Y axis coordinates.
ANNORESET	Resets the locations of all alternate scale representations of the selected annotative objects.
ANNOUPDATE	Updates existing annotative objects to match the current properties of their styles.
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 arcs.
ARCSUM	Calculates the total length of selected objects.
ARCTEXT	Places text along an arc.
AREA	Calculates the area and perimeter of objects or of defined areas.
AREASUM	Displays the current closed region value and area sum sequence in command line.

AREATABLE(EXPRESS	Dimensions and counts the area of an enclosed object and exports the result to a table in the current drawing area.
ARRANGETOOL	Aligns multiple objects left, right, top, bottom, center, vertical or laterally.
ARRAY	Creates copies of objects in a regularly spaced rectangular, polar, or path array with editable dynamic parameters.
ARRAYCLASSIC	Creates a non-associative 2D rectangular array or polar array.
ARRAYCLOSE	Saves or drops the change to the source object of the array and exits array edit state.
ARRAYEDIT	Edits the associated array object and its source object.
ARRAYPATH	A copy of the sub-objects evenly distributed along a path or partial path.
ARRAYPOLAR	A copy of the sub-objects evenly distributed around the center or axis of rotation in a polar array.
ARRAYRECT	Distributes the copy of the sub-objects to any combination of rows, columns, and elevations.
ARX	Loads,unloads Object ARX application program and provides related information.
ATTACH	Inserts external reference, raster image or underlay (DWF, PDF or DGN file) to current drawing.
ATTDEF	Displays "Attribute Definition" dialog box.
ATTDISP	Controls whether to display attribute in a drawing.
ATTEDIT	Changes block attribute information
ATTEXT	Extracts attribute data and text information which associated with block to file.
ATTIN(EXPRESS TOOL)	Use the _ATTOUT command to export the block attribute as a text file. After the modification, use this command to import it to realize the batch modification of the attribute value.
ATTINC(EXPRESS TOOL)	Attributes values increment automatically or manually according to specified method.
ATTIPEDIT(EXPRESS TOOL)	Edits the attribute text in the block attribute in-place. The user does not need to enter the "Enhanced Attribute Editor" dialog box to modify the value of the attribute, which is more intuitive, convenient and fast.
ATTOUT(EXPRESS TOOL)	Explodes blocks, converting value of attributes to text objects.
ATTREDEF	Redefines a block.
ATTSYNC	Applies attribute changes in a block definition to all block references.
AUDIT	Evaluates the integrity of a drawing and corrects some errors.
AUTOLAYER	Customizes and predefines the associated layer of a command to streamline drafting workflow.
AUTOPUBLISH	Publishes drawings to DWF, DWFx, or PDF files automatically to a specified location.
BACTION	Adds an action to a dynamic block definition.
BACTIONSET	Specifies action selection set associated with an action in a dynamic block definition.
BACTIONTOOL	Adds actions to a dynamic block definition.
BARCODE	Creates barcode according to the text input.
BASE	Sets the insertion base point for the current drawing.
BASSOCIATE	Associates an action with a parameter in a dynamic block definition.
BATPURGE(EXPRESS	DWG files.
BATTMAN	Manages the attribute of specified block.
BATTORDER	Specifies block attribute order.
BAUTHORPALETTE	Opens block editing tool palettes in block editor.
BAUTHORPALETTECLOSE	Closes block editing tool palettes in block editor.
BCHGANG(EXPRESS	Changes the text rotation angle of the block and it only takes effect on text or mtext, attribute text can't be changed.

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BCHGCOL(EXPRESS TOOL)	Modifies the block color quickly.
BCHGHEI(EXPRESS TOOL)	Changes the height of the block, it only takes effect on text or mtext, attribute text can't be changed.
BCHGLAY(EXPRESS TOOL)	Changes the block layer.
BCHGWID(EXPRESS TOOL)	Modifies block linewidth quickly.
BCLOSE	Closes block editor.
BCOUNT(EXPRESS TOOL)	Counts the number of the blocks by list.
BCYCLEORDER	Changes the cycle order of dynamic block reference grips. Displays the Insert cycle order dialog box. This command can only be used in the block editor.
BEDIT	Opens the Block Editor.
BESETTINGS	Displays the "Block Editor Settings" dialog box and set the relevant parameters such as color, font, parameters and grip size,etc.
BEXTEND(EXPRESS TOOL)	Extends objects to blocks.
BGE(EXPRESS TOOL)	Draws a table of lines.
BGF(EXPRESS TOOL)	Splits cells.
BGH(EXPRESS TOOL)	Merges the selected cells.
BGJS(EXPRESS TOOL)	Adjusts the alignment of the texts in table.
BGJT(EXPRESS TOOL)	Moves the side line of a cell instead of changing the lines of the whole table.
BGMT(EXPRESS TOOL)	Drags the lines of the table.
BGRIPSET	Creates, removes or resets grips that associated with parameters.
BGSC(EXPRESS TOOL)	Deletes the selected table.
BGSF(EXPRESS TOOL)	Zooms in and out the whole table basedon the point specified.
BGSH(EXPRESS TOOL)	Deletes the specified row of the table .
BGSL(EXPRESS TOOL)	Deletes the specified columns .
BGST(EXPRESS TOOL)	Moves the line selected in the table and other relevant lines will not move.
BGX(EXPRESS TOOL)	Adds bias to cells.
BGZH(EXPRESS TOOL)	Adds rows to the table.
BGZL(EXPRESS TOOL)	Adds new columns to the table.
BHATCH	Hatches the closed region or selected object by hatch pattern, solid hatch or gradient hatch.
BLKNAMETOEXCEL	Outputs the name of the block object in the drawing to the running EXCEL program.
BLKNUM(EXPRESS TOOL)	Counts the number of blocks in the drawing.
BLKSS	First select a target block object, then specify the window selection area or press Enter to select the full image, search for the same block as the target block object in the selected area and form a selection set.
BLOCK	Creates a block definition from selected objects.
BLOCKBREAK(EXPRESS TOOL)	Breaks or shelters the graphic under the block.
BLOCKICON	Generates preview image for block in design center.
BLOCKREPLACE(EXPRESS TOOL)	Searches for the specified block in the entire drawing and replace it with other specified blocks.
BLOCKTOXREF(EXPRESS TOOL)	Replaces all instances of a specified block with an xref.

BLOOKUPTABLE	Displays or creates a property query table for specified dynamic block definition..
BMPOUT	Saves files as bitmaps in device-independent format for selected objects.
BOUNDARY	Creates regions or a polylines from enclosed areas.
BOX	Creates a solid box.
BP(EXPRESS TOOL)	Batch prints drawings with the same drawing frame attribute.
BPARAMETER	Adds a parameter with grips to a dynamic block definition.
BREAK	Breaks specified object by selecting two points.
BREAKLINE(EXPRESS	Creates a polyline and inserts the breakline symbol.
BREAKOBJECT(EXPRESS	Breaks object by intersecting lines.
BROWSER	Starts up the default Web browser which defined in system registry.
BSAVE	Saves current block definition.
BSAVEAS	Saves a copy of current block definition with a new name.
BTABLE	Stores the preset parameter values in the block authoring palette to realize multi-parameter linkage and define parametric dynamic blocks.
BTRIM(EXPRESS TOOL)	Uses a block as a boundary to trim objects.
BURST(EXPRESS TOOL)	Explodes blocks, converting value of attributes to text objects.
BVHIDE	Makes object invisible in current state or in all states in block definition.
BVSHOW	Makes object visible in current state or in all states in block definition.
BVSTATE	Creates, sets or removes visibility states from dynamic block.
CAL	Calculates mathematics and geometry expression.
CALCDIST	Measures the distance of multiple line segments.
CAOT_AUTOXLSTABLE_C REATE(EXPRESS TOOL)	Imports, modifies and updates a CAD table made in Excel spreadsheet to GstarCAD.
CAOT_AUTOXLSTABLE_E DIT(EXPRESS TOOL)	Runs Excel and edit the table.
CAOT_AUTOXLSTABLE_H ELP(EXPRESS TOOL)	Opens AutoXLS Table help
CAOT_AUTOXLSTABLE_M ANAGELINK(EXPRESS TOOL)	Edits, manages the link relation between a table object and an external EXCEL file.
CAOT_AUTOXLSTABLE_S ELECTION(EXPRESS TOOL)	Calculates objects length and area, when the length and area change, the calculating data will update automatically.
CAOT_AUTOXLSTABLE_U PDATEALLTBL(EXPRESS TOOL)	Updates all the table objects created by "Create Table" command.
CAOT_AUTOXLSTABLE_U PDATETBL(EXPRESS TOOL)	Updates the data of the table after the drawing was modified.

CAOT_AUTOXLSTABLE_USINGPATH(EXPRESS TOOL)	Sets the path of an Excel file.
CAREA	Calculates the selected area and output its value to the EXCEL table.
CAREATOEXCEL	Calculates the area and perimeter of the selected area and output its value to the running EXCEL.
CBK(EXPRESS TOOL)	Breaks the crossed lines.
CBKWID(EXPRESS TOOL)	Sets break width for crossed objects.
CCOFF	Deletes the same dimension as the specified dimension.
CDORDER	Arranges the drawing order of selected objects by their color number.
CHAMFER	Creates chamfers for selected object.
CHAMFEREDGE	Bevels the edges of 3D solids and surfaces.
CHANGE	Changes the properties of existing objects.
CHANGEBASE(EXPRESS TOOL)	Modifies the base point position of the block.
CHANGETEXT	Modifies texts simultaneously.
CHANGEZ(EXPRESS TOOL)	Chooses several objects at one time and changes the Z coordinates together.
CHFSTYLE	Changes the text style of selected text object.
CHGDIMTXT(EXPRESS TOOL)	Changes the dimension content into the specified value.
CHGSTY(EXPRESS TOOL)	Changes current text style for specified text and single line text, multiline texts are available.
CHGTXT(EXPRESS TOOL)	Changes texts in selected single line texts.
CHGXREFPATH(EXPRESS TOOL)	Relocates the external reference path.
CHKCK(EXPRESS TOOL)	Opens "Glossary Storeroom Manager" dialog box.
CHLA	Changes the selected wall line.
CHPROP	Changes current text style for specified text and single line text , multiline texts are available.
CHSPACE	Transfers selected objects between model space and paper space.
CIRCLE	Creates a circle.
CLASSICGROUP	Displays the "Object Grouping" dialog box to display, identify, create, and modify object groups.
CLEANSCREENOFF	Restores the state of the display before CLEANSCREENON was used.
CLEANSCREENON	Clears the screen of toolbars and dockable windows, excluding the command window.
CLIP	Crops the selected objects.
CLIPIT(EXPRESS TOOL)	The regular clipping (CLIP) command does not support clipping raster images with circle, arc, or ellipse boundaries, while the CLIPIT command supports clipping images, xrefs, wipeout, or specified parts of block objects using circles, arcs, ellipses, or text as boundaries. , and you can set the maximum error distance of the curve approaching.
CLOSE	Closes the current drawing.
CLOSEALL	Closes all currently open drawings.
CLOSELINE(EXPRESS TOOL)	If it prompts that the area is not closed when hatching, calculating areas, or creating regions, the CLOSELINE command can mark unclosed endpoints among selected lines, polylines or arcs, and close them immediately.

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CLOSEOTHERS	Closes others drawings except the current.
CMP(EXPRESS TOOL)	Uses color-coded displays the differences between two versions of a drawing.
COEXPORT(EXPRESS	Extracts coordinate data from drawing and exports as *.txt or *.xls file.
COLOR	Sets the color for new objects.
COLSS	First select an entity, and select the entity set with the same color in the specified window area or the whole drawing according to the color of the selected entity.
COMMANDLINE	Displays the Command window.
COMMANDLINEHIDE	Hides the Command window.
CONE	Creates a 3D solid cone.
CONFIG	Opens "Options" dialog box.
CONFIGUPDATE	Displays "Update Settings" dialog box.
CONVERT	Optimizes 2D polyline and associated hatches in early versions.
CONVERTOLDLIGHTS	Converts the format of previous light resource into format of current.
CONVERTOLDMATERIALS	Converts the format of previous materials into format of current.
CONVERTPOLY	Converts the polyline style.
CONVERTPSTYLES	Converts the current drawing into named plot style or color dependent plot style.
CONVTOMESH	Converts eligible 3D objects into meshes.
CONVTONURBS	Converts 3D solids and surfaces into NURBS surfaces.
CONVTOSOLID	Converts eligible objects into 3D entities.
CONVTOSURFACE	Converts eligible objects into 3D surfaces.
COORDSTOEXCEL	Outputs the coordinates of the specified point to the running EXCEL program
COPY	Copies objects a specified distance in a specified direction.
COPYBASE	Copies selected objects with a specified base point.
COPYCLIP	Copies selected objects or text in command line to the Windows Clipboard.
COPYHIST	Copies the text in the command line history to the Windows Clipboard.
COPYLINK	Copies the current view to the Clipboard for linking to other OLE applications.
COPYM(EXPRESS TOOL)	Copies multiple objects with Repeat, Array, Divide and Measure options.
COPYTOLAYER	Copies one or more objects to other layers.
CUI	Manages elements in the Customize User Interface.
CUIEXPORT	Exports the customize settings in the main CUIx files to enterprise or local CUIx files.
CUIIMPORT	Imports the customize settings from enterprise or local CUIx files to the main CUIx files.
CUILOAD	Loads a CUIx file.
CUIUNLOAD	Unloads a CUIx file.
CUSTACC	Customizes the shortcut key.
CUTCLIP	Copies selected objects to the Clipboard and removes them from the drawing.
CVADD	Adds control vertices to NURBS surfaces and splines.
CVHIDE	Turns off the display of control vertices for all NURBS surfaces and curves.

CVREMOVE	Removes control vertices from NURBS surfaces and curves.
CVSHOW	Displays the control vertices for specified NURBS surfaces or curves.
CYLINDER	Creates a 3D solid cylinder.
DATAEXTRACTION	Extracts drawing data.
DATALINK	Displays the "Data Link Manager" dialog box.
DATALINKUPDATE	Updates data to or from an established external data link.
DDATTE	The command is from old version, same to ATTEEDIT which is used to edit block attributes.
DDEDIT(EXPRESS TOOL)	Edits single line text, dimension text, definitions of attribute and functional control frames.
DDGRIPS	Displays the "Selection" tab in Options dialog box.
DDINSERT	Displays the "Insert" dialog box to specify the block or objects name and location to be inserted.
DDPTYPE	Specifies the display style and size of point objects.
DDSELECT	Displays the "Selection" tab in Options dialog box.
DDSTYLE	Displays the "Text Style" dialog box.
DELAY	Provides a timed pause within a script.
DELETE	Removes objects from a drawing.
DGNADJUST	Adjusts the fade-in, contrast, and monochrome settings of the DGN underlay.
DGNATTACH	Inserts the DGN file as reference into the current drawing.
DGNCLIP	Crops the display of a selected DGN underlay to a specified boundary.
DGNIMPORT	Imports the data from a DGN file into a new DWG file or the current DWG file, depending on the DGNIMPORTMODE system variable.
DGNLAYERS	Controls the display of layers in a DGN underlay.
DGNMAPPING	Allows users to create and edit user-defined DGN mapping setups.
DIGITALSIGN	Attaches a digital signature to a drawing.
DIM	Creates multiple dimensions and types of dimensions with a single command.
DIM1	Accesses command in dimension mode.
DIMALIGNED	Creates an aligned linear dimension.
DIMANGULAR	Creates an angular dimension.
DIMARC	Creates an arc length dimension.
DIMBASELINE	Creates a linear dimension, angular dimension or coordinate dimension by the baseline of last dimension or specified dimension.
DIMBREAK	Breaks or restores dimension and extension lines where they cross other objects.
DIMCENTER	Creates the non-associative center mark or the centerlines of circles, arcs or polygons.
DIMCONTINUE	Creates a dimension that starts from an extension line of the previous or selected dimension.
DIMCORD(EXPRESS	Dimensions the coordinate location.
DIMDIAMETER	Creates a diameter dimension for a circle or an arc.
DIMDISASSOCIATE	Removes associativity from selected dimensions.
DIMEDIT	Edits dimension text and extension lines.
DIMENSION	Creates multiple dimensions and types of dimensions with a single command.

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DIMEX(EXPRESS TOOL)	Exports named dimension styles and their settings to an external file(*.dim).
DIMFIX	Fixes the specified dimension.
DIMHORIZONTAL	Creates horizontal dimension.
DIMIM(EXPRESS TOOL)	Imports named dimension styles and their settings from an external file(*.dim).
DIMINSPECT	Adds or removes inspection information for a selected dimension.
DIMJOGGED	Creates jogged dimensions for circles and arcs.
DIMJOGLINE	Adds or removes a jog line on a linear or aligned dimension.
DIMLEADER	Creates leader dimension.
DIMLINEAR	Creates linear dimension.
DIMORDINATE	Creates ordinate dimensions.
DIMOVERRIDE	Controls overrides of system variables used in selected dimensions.
DIMRADIUS	Creates a radius dimension for a circle or an arc.
DIMREASSOC(EXPRESS	Restores the measured value to overridden or modified dimension text.
DIMREASSOCIATE	Associates or reassociates selected dimensions to objects or points on objects.
DIMREGEN	Updates the locations of all associative dimensions.
DIMROTATED	Creates a rotated linear dimension.
DIMSPACE	Adjusts the spacing between linear dimensions or angular dimensions.
DIMSTYLE	Displays "Dimension Style Manager" dialog box.
DIMTEDIT	Moves and rotates dimension text and relocates the dimension line.
DIMUPDATE(EXPRESS	Updates any other dimension(s) to the current dimension style you want to apply.
DIMVERTICAL	Creates vertical dimension.
DISH	Creates lower hemispherical 3D solid.
DIST	Measures the distance and angle between two points.
DISTANTLIGHT	Creates a distant light.
DIVIDE	Creates evenly spaced point objects or blocks along the length or perimeter of an object.
DOME	Creates upper hemispherical 3D solid.
DONUT	Creates a filled circle or a wide ring.
DRAGMODE	Controls the way dragged objects are displayed.
DRAWINGRECOVERY	Displays the list of recoverable files after the programe unexpectedly failed.
DRAWINGRECOVERYHIDE	Closes the Drawing Recovery Manager.
DRAWORDER	Changes the draw order of images and other objects.
DSETTINGS	Displays the "Draft Settings" dialog box to control Snap and Grid, Polar Tracking, Object Snap and Dynamic Input.
DTEXT	The command is from old version, same to TEXT command.
DVIEW	Defines parallel projection or perspective views by using a camera and target.
DWFATTACH	Inserts DWF or DWFx files to current files.
DWFFORMAT	Makes DWF or DWFx as the default format for PUBLISH and EXPORT commands.

DWFIMPORT	Import the DWF/DWFX file into the current drawing. After importing, it becomes a block, which can be exploded into regular objects for editing. After executing the command, the "Select DWF File" dialog is displayed.
DWFLAYERS	Controls the underlay display of DWF or DWFX files.
DWGCONVERT	Converts drawing format version for selected drawing files.
DWGPROPS	Sets and displays the file properties of the current drawing.
DXBIN	Imports a DXB (drawing interchange binary) file to current drawing.
DXFIN	Imports a *.dxf file.
DXFOUT	Exports a *.dxf file.
DYJT/REGSCALE(EXPRESS)	Selects a region of a drawing to be cut and copied to a new location.
E	
EATTEDIT	Edits attributes in a block reference.
EATTEXT	Exports block attribute information to a table or to an external file.
EDGE	Changes the visibility of 3D face edges.
EDITPGPFILE	Same to AI_EDITCUSTFILE from ACAD, it opens gcad.pgp note.
EDITTABLECELL	Edits the cell of the table.
EDTXT(EXPRESS TOOL)	Modifies Text Height, Width Factor, Angle and Obliquing Angle for single text5.
ELEV	Sets elevation and extrusion thickness of new objects.
ELLIPSE	Creates an ellipse or an elliptical arc.
ENCRYLISP	LISP file encryption.
ENTCOLSS	Selects by color.
ENTLAYSS	Selects by layer.
ENTPROP	Displays "Tool Palettes"
ENTSS	Selects similar objects.
ERASE	Removes objects from a drawing.
ETRANSMIT	Packages a set of files for Internet transmission.
ETT(EXPRESS TOOL)	Displays the effect in real time until position confirmed.
EXOFFSET(EXPRESS)	Extended Offset.
EXPLODE	Explodes compound object into components.
EXPLODETEXT	Converts the text object selected to line objects.
EXPORT	Saves selected objects in other file formats.
EXPORTDWF	Creates a DWF file and allows you to set individual page setup overrides on a sheet-by-sheet basis.
EXPORTDWFX	Creates a DWFX file where you can set individual page setup overrides on a sheet-by-sheet basis.
EXPORTLAYOUT	Saves all visible objects in current layout to model space of new drawing.
EXPORTPDF	Generates a PDF file from a single layout, all layouts, or a specified area in model space.
EXTEND	Extends objects to meet the edges of other objects.
EXTERNALREFERENCES	Opens the External References palette.
EXTERNALREFERENCESC	Closes the External References palette.
EXTRIM(EXPRESS TOOL)	Trims one side of an object which is intersecting with other objects.

	EXTRUDE	Creates 3D solid or surface by extruding the dimension of selected object.
F	FASTSEL(EXPRESS TOOL)	Selects the object that touches the specified object.
	FEATURES	Displays "help" for the new and innovative features of GstarCAD.
	FIELD	Creates multiple texts with field. The text could automatically update as the field changing.
	FILEIMP(WJSR)	Imports the *.txt file into the current drawing.
	FILL	Controls the display of filled objects such as hatches, 2D solids, and wide polylines.
	FILLET	Fillet the objects.
	FILLET	Fillet the objects.
	FILLETEDGE	Rounds and fillets the edges of solid objects.
	FILTER(EXPRESS TOOL)	Creates a list, objects in it must meet to certain conditions.
	FIND	Finds the text that you specify, and can optionally replace it with other text.
	FLATSHOT	Creates a 2D representation of all 3D objects based on the current view.
	FLATTEN(EXPRESS TOOL)	Converts 3D geometry to a projected 2D representation.
	FORMTXT(EXPRESS	Fill in the table or edit the texts.
	FRAMEAR(EXPRESS TOOL)	Automatically searches for the frame, calculates according to the frame size, and arrange multiple drawings on a large-format drawing reasonably.
	FREEHAND	Freehand draw.
	FREESCALE	Scales an object without restrictions under three modes; Non-Uniform, Rectangle and Free.
	FREESPOT	Creates Free Spot that similar to a spotlight without a specified target.
	FREEWEB	Creates free web light which is similar to a web light without a specified target.
	FSMODE	Toggles fast selection.
	GB2BIG5	Simplified and Traditional Conversion
GC_BOOLOP	Performs Boolean operations on 2D closed circles, polylines, etc.	
GC_CTE(EXPRESS TOOL)	Converts sheets, composed by line/Spline and text/Mtext in CAD, to EXCEL.	
GC_DZTEXT	Increases the selected number or letter when the text is copied.	
GC_LAYFRZOTHER	Freezes other layers except the layer where the selected object is located.	
GC_LAYLCKOTHER	Locks other layers except the layer where the selected object is located.	
GC_LAYOFFOTHER	Turns off other layers except the layer where the selected object is located.	
GC_TEXTONLINE	Distributes the text uniformly along a selected spline, polyline or arc.	
GCADXOUT	Exports PDF, DWF and various raster format files.	
GDNADMIN	Collaboration Manager.	
GDNEXPLORER	Displays "Collaboration Explorer" palette.	
GDNEXPLORERHIDE	Hides "Collaboration Explorer" palette.	
GDNEXPORT	Exports files in Collaboration.	
GDNHELP	Displays "Collaboration Help".	
GDNIMPORT	Imports files in Collaboration.	
GDNOPTIONS	Displays "Collaboration Settings" Tab in "Options" dialog box.	

G

GDNREGISTER	Displays "GstarCAD License Manager"
GETBLKSEL(EXPRESS TOOL)	Multi-selects objects with the same name in specified area.
GETCOLSEL(EXPRESS TOOL)	Quick selects the objects with the same color.
GETENTCOLSEL(EXPRESS TOOL)	Selects entities by entity type and color.
GETENTLAYSEL(EXPRESS TOOL)	Selects entities by entity type and layer.
GETENTSEL(EXPRESS TOOL)	Multi-selects objects with the same entity type in specified area.
GETLAYCOLSEL(EXPRESS TOOL)	Selects entities by color and layer.
GETLAYSEL(EXPRESS TOOL)	Selects all the objects in specified layer and specified region at one time.
GETSEL(EXPRESS TOOL)	Creates a temporary selection set of objects.
GOTOURL	Opens files or associated hyperlink web pages.
GRADIENT	Hatches specified objects or closed region by the gradient.
GRAPHSCR	Switches from text dialog box to drawing area.
GRID	Displays the grid in current viewport.
GROUP	Creates and manages the saved object group.
GROUPEDIT	Adds objects to or remove objects from the group.
GROUPEXPLODE	Removes group definition, the objects in the group remain in the drawing.
GROUPUNNAME	Creates an unnamed group.
GRX	GstarCAD Runtime Extension provides C++ language development kit to loads, unloads ObjectGRX applications and provides related information.
GXFILT(EXPRESS TOOL)	Similar to zero distance chamfer, it can delete the lines of actual intersection or apparent intersection parts.
GXFSS(EXPRESS TOOL)	Extends or cuts down the line to the actual intersection or apparent intersection point.
HATCH	Fills an enclosed area or selected objects with a hatch pattern, solid fill, or gradient fill.
HATCHEDIT	Modifies an existing hatch or fill.
HATCHGENERATEBOUND	Creates a non-associated polyline around a selected hatch.
HATCHSETBOUNDARY	Redefines a selected hatch or fill to conform to a different closed boundary.
HATCHSETORIGIN	Controls the starting location of hatch pattern generation for a selected hatch.
HATCHTOBACK	Sets the draw order for all hatches in the drawing to be behind all other objects.
HC_ADDTXT	Creates a DIM_FONT text style and set it to the current style.
HCBGE	Draws a table of lines.
HCBGF	Splits cells.
HCBGH	Merges the selected cells.
HCBGJS	Adjusts the alignment of the texts in table.
HCBGJT	Moves the side line of a cell instead of changing the lines of the whole table.
HCBGMT	Drags the lines of the table.
HCBGSC	Deletes the selected table.
HCBGSF	Zooms in and out the whole table base on the point specified.
HCBGSH	Deletes the specified row of the table .

H	HCBGSL	Deletes the specified columns .	
	HCBGST	Drags the lines of the table.	
	HCBGX	Adds bias to cells.	
	HCBGZH	Adds a new row to the table.	
	HCBGZL	Adds a new column to the table.	
	HCDDSTY	Displays "Text Style" dialog box.	
	HCFORMTXT	Inputs text to table.	
	HCTJNUM	Calculates the number of the objects.	
	HCZZBD	Dimensions the coordinate position.	
	HELIX	Creates a 2D spiral or 3D spring.	
	HELP	Displays "GstarCAD Help".	
	HIDE	Regenerates 3D wire frame style models and hide the invisible lines.	
	HIDEOBJECTS	Hides the selected objects.	
	HMOD	Hebrew mode.	
	HYPERLINK	Attaches a hyperlink to an object or modifies an existing hyperlink.	
	HYPERLINKOPEN	Opens the hyperlink	
	HYPERLINKOPTIONS	Controls the display of the hyperlink cursor, tooltips, and shortcut menu.	
	HZCF(EXPRESS TOOL)	Splits single line texts to single text one by one,	
	I	ID	Displays the UCS coordinate values of a specified location.
		IDPOINT	Displays the X.Y.Z coordinate values of the specified location at command line.
IMAGE		Displays the "External References"palette.	
IMAGEADJUST		Controls the brightness, contrast, and fade values of images.	
IMAGEATTACH		Inserts a reference to an image file.	
IMAGECLIP		Crops the display of a selected image to a specified boundary.	
IMAGEFRAME		Controls whether image and map image frames are displayed and plotted.	
IMAGEQUALITY		Controls the display quality of images.	
IMPORT		Import files of different formats to current drawing.	
IMPORTHPGL		Imports a PLT files.	
IMPRINT		Imprints 2D geometry on a 3D solid or surface, creating additional edges on planar faces.	
INSERT		Displays the Blocks palette, which you can use to insert blocks and drawings into the current drawing.	
INSERTOBJ		Inserts an OLE object to current drawing.	
INTERFERE		Creates a temporary 3D solid from the interferences between two sets of selected 3D solids.	
INTERSECT		Creates a 3D solid, surface, or 2D region from overlapping solids, surfaces, or regions.	
ISOLATEOBJECTS		Displays objects across layers and hide unselected objects.	
ISOPLANE		Specifies the current isometric plane.	
J	JOIN	Creates a single object by connecting endpoints of linear and curved objects.	
	JPGOUT	Saves selected objects to a file in JPEG file format.	

	JUSTIFYTEXT	Changes the justification point of selected text objects.
K	KLL01	Sums up selected text or mtext.
	LAYCHGCOLOR	Changes the color of selected entities in the specified layer or all entities color in the entire layer.
	LAYCOLSS	Creates an entity selection set with the same color as the target object on the same layer.
	LAYCUR	Changes the current layer to be another layer of specified object.
	LAYDEL	Deletes all objects on the same layer.
	LAYDRAWORDER(EXPRES	Rearranges the layer order to adjust the sequence of the objects.
	LAYER	Manages layers and layer properties.
	LAYERP	Undoes the last change or set of changes made to layer settings.
	LAYERPMODE	Turns on or turns off trace mode for layer settings.
	LAYERSTATE	Saves, edits, restores,and manages layer state.
	LAYERSTATESAVE	Displays the "New Layer State to Save" dialog box.
	LAYFRZ	Freezes the layer where the specified object is located.
	LAYFRZOTHER	Freezes other layers except the layer where the selected object is located.
	LAYISO	Hides or lock all layers except the specified one.
	LAYLCK	Locks layers of specified object.
	LAYLCKOTHER	Locks other layers except the layer where the selected object is located.
	LAYMCH	Changes the specified object layer and make it match the target one.
	LAYMCUR	Changes the current layer to be another layer of specified object.
	LAYMOVE	Moves objects in the specified layer by specifying two points
	LAYMRG	Merges specified layer to target layer and delete previous one.
	LAYOFF	Turns off the layer of selected object.
	LAYOFFOTHER	Turns off other layers except the layer where the selected object is located.
	LAYON	Turns on all layers.
	LAYOUT	Creates and modifies drawing layout tabs.
	LAYOUTBYPATH(EXPRES	Distributes object copies along a path (curve) with a variety of array options.
	LAYOUTMERGE(EXPRESS	Two or more layouts in one drawing can be merged into a specified layout.
	LAYOUTWIZARD	Creates new layout and specify page and print settings.
	LAYSS	Creates all or part of the entity selection set on the same layer as the target object.
L	LAYTHW	Thaws all layers in the drawing.
	LAYTRANS	Changes the current layer to specified layer standard.
	LAYULK	Unlocks the layer of a selected object.
	LAYULKALL	Unlocks all layers.
	LAYUNISO	Restores all layers that were hidden or locked with the LAYISO command.
	LAYVPI	Freezes selected layers in all layout viewports except the current viewport.
	LAYWALK	Displays objects on selected layers and hides objects on other layers.
	LCW(EXPRESS TOOL)	Modifies the line width you specified.

LEADER	Creates a line that connects annotation to a feature.
LENGTHEN	Changes the length of objects and the included angle of arcs.
LIGHT	Creates a light.
LIGHTLIST	Displays the "Lights in Model" palette that lists all lights in the model.
LIGHTLISTCLOSE	Closes the "Lights in Model" palette.
LIMITS	Sets up the boundaries of grid and control its display in current model or named layout.
LINE	Creates a series of contiguous line segments.
LINE2PL(EXPRESS TOOL)	Converts one or multiple connected straight line(s), arc(s) to one polyline.
LINETYPE	Loads, sets, and modifies linetypes.
LIST	Displays property data for selected objects.
LIVESECTION	Turns on live sectioning for a selected section object.
LMAN	Displays "Layer State Manager".
LOAD	Loads the shape file.
LOCKUP(EXPRESS TOOL)	Processes some objects or the entire drawing into an uneditable state, and add the function of setting a password to lock the objects. The processed drawing can be browsed and printed, but cannot be decomposed or edited.
LOFT	Creates a 3D solid or surface in the space between several cross sections.
LOGFILEOFF	Closes the command history log file opened by LOGFILEON.
LOGFILEON	Writes the contents of the command history to a file.
LTSCALE	Sets the global linetype scale factor.
LWEIGHT	Sets the current lineweight, lineweight display options, and lineweight units.
M2LVPORT	Creates a viewport on layout space by selecting objects in the model space.
MAGNIFIER	Views a specific area of your drawing as a magnifier with the capability of snap points.
MAIL	Send the current drawing as an attachment in the form of e-mail.
MASSPROP	Calculates the mass properties of selected 2D regions or 3D solids.
MATCHCELL	Applies the properties of a selected table cell to other table cells.
MATCHPROP	Applies the properties of a selected object to other objects.
MATERIALASSIGN	Assigns the material defined in the CMATERIAL system variable to the objects you select.
MATERIALS	Opens the "Material" Browser.
MATERIALSCLOSE	Closes the "Material" Browser.
MEASURE	Creates points or blocks by measured interval along the length or perimeter direction.
MEASUREGEOM	Measures the distance, radius, angle, area, volume, total area, total length of selected objects.
MENU	Loads the custom files.
MENULOAD	Loads a partial menu file into base menu file.
MENUUNLOAD	Unloads menu file.
MESH	Creates 3D mesh metafile objects, such as box, cone, cylinder, sphere, wedge and torus.
MINsert	Inserts several copies of a selected block in a rectangular array.

M	MIRROR	Creates mirror copies of selected objects.
	MIRROR3D	Creates mirrored copies of selected objects.
	MKLTYPE(EXPRESS	Creates a linetype based on selected objects.
	MKSHAPE(EXPRESS	Creates a shape definition based on selected objects.
	MLEADER	Creates an object with a multileader.
	MLEADERALIGN	Aligns and spaces selected multileader objects.
	MLEADERCOLLECT	Arranges the selected multileaders that contain blocks into rows or columns, and displays the result with a single leader.
	MLEADEREDIT	Adds a leader to a multileader object or remove a leader from a multileader object.
	MLEADERSTYLE	Creates or modifies a multileader style.
	MLEDIT	Edits cross point, break point, and vertex of multiple lines.
	MLINE	Creates multiple parallel lines.
	MLSTYLE	Defines, adds, modifies, renames, loads, saves multi-line styles
	MMTEXT	Displays "MMText" dialog box.
	MOCORO(EXPRESS TOOL)	Moves, copies, rotates, and scales object(s) with a single command.
	MODEL	Switches from paper space to model space.
	MOVE	Moves objects by specified distance along specified direction.
	MOVEBAK(EXPRESS	Changes the destination folder for drawing backup (BAK) files.
	MPEDIT(EXPRESS TOOL)	Almost the same as the PEDIT command.
	MREDO	Restores several actions executed by UNDO or U command.
	MSLIDE	Creates a slide for current model or layout.
	MSNAPSHOT	Creates a slide for current model or layout.
	MSPACE	Switches from paper space to model space in a layout viewport.
	MTEDIT	Edits multi-line text.
	MTEXT	Creates a multi-line text.
	MULTIPLE	Repeats the next command until canceled.
	MVIEW	Creates and controls layout viewports.
	MVSETUP	Sets up the specifications of a drawing.
	MYCLOUD	Displays "DWG FastView" log in page.
	MYCLOUDCLOSE	Closes "DWG FastView" log in page.
	N	NAVVCUBE
NCOPY(EXPRESS TOOL)		Copies objects that are contained in an xref, block, or DGN underlay.
NETLOAD		Loads a .NET application.
NEW		Creates a new drawing.
NEWSHEETSET		Creates a new sheet set data file that manages drawing layouts, file paths, and project data.
	OBJECTSCALE	Adds or deletes supported scales for annotative objects.

O

OCMP(EXPRESS TOOL)	Compares the selected graphic in a drawing or compare the graphic between two drawings.
OFFSET	Creates concentric circles, parallel lines, and parallel curves.
OLECONVERT	Specifies a different source application for an embedded OLE object, and controls whether the OLE object is represented by an icon.
OLELINKS	Updates, changes, and cancels a selected linked OLE object.
OLEOPEN	Opens the selected OLE object in its source application.
OLERESET	Restores the selected OLE object to its original size and shape.
OLESCALE	Controls the size, scale, and other properties of a selected OLE object.
OOPS	Restores erased objects.
OPEN	Opens an existing drawing file.
OPENSHEETSET	Opens a selected sheet set.
OPTIONS	Customizes program settings.
ORTHO	Constrains cursor movement to the horizontal or vertical direction.
OSNAP	Sets running object snap modes.
OUTLINE	Generates the outer boundary of the specified object.
OVERKILL(EXPRESS TOOL)	Removes duplicate or overlapped lines, arcs and polylines, as well combine partial overlapped or continuous objects.
PAGESETUP	Controls page setup, printing settings, drawing size and other settings of new layout.
PAINTPROP	Interrupts matchprop command, and then execute PAINTPROP command to continue pick up the target object or set the properties for match property.
PAN	Shifts the view without changing the viewing direction or magnification.
PASTEASHYPERLINK	Creates a hyperlink to selected objects in file.
PASTEBLOCK	Pastes objects from the clipboard to current drawing as a block.
PASTECLIP	Pastes objects from the clipboard to current drawing.
PASTEORIG	Pastes objects from clipboard to current drawings with original coordinates.
PASTESPEC	Pastes objects from clipboard to current drawing and control data formats.
PCHC	Changes the color of the selected object or layer.
PDFADJUST	Adjusts the fade, contrast, and monochrome settings of a PDF underlay.
PDFATTACH	Inserts a PDF file as an underlay into the current drawing.
PDFCLIP	Crops the display of a selected PDF underlay to a specified boundary.
PDFIMPORT	Imports the geometry, fills, raster images, and TrueType text objects from a specified PDF file.
PDFLAYERS	Controls the display of layers in a PDF underlay.
PDFTODXF	Opens "PDF to DXF" dialog box.
PEDIT	Edits polylines and 3D polygon meshes.
PFACE	Creates 3D polyface meshes by each vertex.
PGETPOINT	Picks the last point in the drawing to control the value of lastpoint.
PICKMIRRDRAWAXIS	Picks the axis of symmetry.
PLAN	Displays the orthogonal view of XY plane for specified UCS.

P

PLANESURF	Creates a planar surface.
PLINE	Creates 2D polyline.
PLOT	Plots a drawing to a plotter, printer, or file.
PLOTSTAMP	Places a stamp at a specified position and record it in the file.
PLOTSTYLE	Controls the named plot styles that are attached to the current layout and can be assigned to objects.
PLOTTERMANAGER	Displays the "Plotter Manager", where you can add or edit a plotter configuration.
PNGOUT	Saves the selected objects to files in PNG format.
POINT	Creates a point object.
POINTCLOUDATTACH	Inserts a point cloud scan (RCS) or project file (RCP) into the current drawing.
POINTCLOUDMANAGER	Displays the "Point Cloud Manager" palette.
POINTCLOUDSTYLIZE	Controls the coloration of point clouds.
POINTLIGHT	Creates a point light that radiates light in all directions from its location.
POLYGON	Creates an equilateral closed polyline.
POLYSOLID	Creates 3D solid in the shape of a wall or series of walls.
PREVIEW	Displays the drawing as it will be plotted.
PRINTPLT(EXPRESS	Sends PLT files to printer for printing.
PRODUCTINFO	Displays product information at the command line.
PROPERTIES	Controls the existing objects properties.
PROPERTIESCLOSE	Closes the "Properties" palettes.
PSELECT	Selects an object.
PSETUP	Displays "Plot" dialog box.
PSETUPIN	Imports a user-defined page setup into a new drawing layout.
PSPACE	Switches from model space to paper space in layout.
PUBLISH	Publishes drawings to DWF files, DWFx files, PDF files or plotter.
PURGE	Removes unused items, such as block definitions and layers, from the drawing.
PYRAMID	Creates a 3D solid pyramid.
QCCLOSE	Closes the QuickCalc calculator.
QDIM	Creates a series of dimensions quickly from selected objects.
QLATTACH(EXPRESS	Attaches leader line to Mtext, tolerance, or block reference object.
QLATTACHSET(EXPRESS	Globally Attaches leaders line to mtext, tolerance, or block reference objects.
QLDETACHSET(EXPRESS	Detaches leader line from mtext, tolerance, or block reference object.
QLEADER	Creates leaders and leader annotations
QNEW	Creates a new drawing from specified drawing template.
QRCODE	Inputs text or extract attributes from the block to generate a QR code
QSAVE	Saves the current drawing using the specified default file format.
QSELECT	Creates a selection set based on filtering criteria.
QTEXT	Controls the display and plotting of text and attribute objects.

Q

QUICKCALC	Displays the "QUICKCALC" dialog box.
QUICKCUI	Displays the "Customize User Interface" Editor.
QUICKPROPERTIES	Displays quick property data for selected objects.
QUIT	Quits GstarCAD.
RAPIDDIST(EXPRESS	Measures distance and angle between 2D objects along X, Y axis rapidly by moving mouse.
RAY	Creates a linear object that starts at a point and continues to infinity.
RECOVER	Repairs and then opens a damaged drawing file.
RECTANG	Creates a rectangular polyline.
REDEFINE	Restores GstarCAD internal commands overridden by UNDEFINE.
REDO	Restores last action that quits by UNDO or U command.
REDRAW	Refreshes the display in the current viewport.
REDRAWALL	Refreshes the display in all viewports.
REFCLOSE	Saves or discards changes made by reference block in-place editor.
REFEDIT	Edits an external reference or a block definition in the current drawing
REFSET	Adds or removes objects from a working set when editing in-place..
REGEN	Regenerates the whole drawing from the current viewport.
REGEN3	Regenerates the views in a drawing to repair anomalies in the display of 3D solids and surfaces.
REGENALL	Regenerates the drawing and refreshes all viewports.
REGENAUTO	Controls regeneration of drawings automatically.
REGION	Converts objects in closed area into region objects.
REGISTER	Opens "GstarCAD License Manager" dialog box.
REGSCALE(EXPRESS	Selects a region of a drawing to be cut and copied to a new location.
REINIT	Reinitializes the digitizer, digitizer input/output port, and program parameters file.
RENAME	Changes the name for specified item (such as layer or dimension style).
RENDER	Creates real photo images or real color images for 3D solids or surface models.
RESETBLOCK	Resets one or more dynamic block references to the default values of the block definition.
RESETMONITOREDYSVA	Reset all the system variables.
RESUME	Continues an interrupted script.
REVCLOUD	Creates revision cloud lines by polylines.
REVERSE	Reverses the vertices of selected lines, polylines, splines, and helices, which is useful for linetypes with included text, or wide polylines with differing beginning and ending widths.
REVOLVE	Creates 3D solids or curves by objects revolving around axis.
REVSURF	Creates meshes by revolving the outlines around axis.
RIBBON	Displays the ribbon .
RIBBONCLOSE	Hides the ribbon.
ROTATE	Rotates objects around a base point.
ROTATE3D	Moves objects around a 3D axis.

R

RSCRIPT	Repeats a script file.
RTCUR(EXPRESS TOOL)	Rotates cursor in real time.
RTCUR0(EXPRESS TOOL)	Rotates the cursor counterclockwise 0 °.
RTCUR1(EXPRESS TOOL)	Aligns the X axis of the cursor with the selected reference line segment.
RTCUR45(EXPRESS TOOL)	Rotates the cursor counterclockwise 45 °.
RTEDIT	Edits existing remote text (rtext) objects.
RTEXT	Displays the content of a text file or the calculation results of a DIESEL expression in the drawing.
RTPAN	Real time pan.
RTROT	3D orbit.
RTROTX	Orbits along X axis.
RTROTY	Orbits along Y axis.
RTROTZ	Orbits along Z axis.
RTZOOM	Zooms in real time.
RULESURF	Creates a mesh that represents the surface between two lines or curves.
SAHTTP	Displays Gstarsoft official website.
SALPL(EXPRESS TOOL)	Draws an axonometric drawing.
SASCL(EXPRESS TOOL)	Sets the drawing scale before drawing when using other tools (for example "Line Such as Chord" and "Modify Line width"), GstarCAD can adjust the scale automatically.
SAVE	Saves the current drawing with a different file name or location without changing which drawing file is the current one.
SAVEALL	Saves all open drawings.
SAVEAS	Saves a copy of the current drawing with a new file name or location.
SCALE	Enlarges or reduces selected objects, keeping the proportions of the object the same after scaling.
SCALELISTEDIT	Manages scale of layout viewport, page layout, and printing in the "Edit Scale list" dialog box.
SCALETEXT	Enlarges or reduces selected text objects without changing their locations.
SCRIPT	Executes a sequence of commands from a script file.
SECTION	Creates regions by intersection of plane and solid, surface or mesh.
SECTIONPLANE	Creates sections of 3D object by creating section planes.
SECTIONPLANEJOG	Adds a jogged segment to a section object.
SECTIONPLANESETTINGS	Sets display options for a selected section plane.
SECTIONPLANETOBLOCK	Saves selected section planes as 2D or 3D blocks.
SECURITY	Displays "Security" dialog box. Sets the system security monitoring level, and displays or deletes the current trusted publisher certificate.
SECURITYOPTIONS	Sets password or digital signature for specified drawing file.
SELECT	Places the selected objects to "last" selection set.
SELECTSIMILAR	Adds similar objects to selection set according to selected objects.
SELGRIPS	Selects object grips.
SETBYLAYER	Changes the property overrides of selected objects to ByLayer.

S

SETDIM	Displays "Dimension Style Manager".
SETLAYER	Changes the layer of the specified object to the current layer.
SETTINGS	Displays "Draft Settings" dialog box.
SETVAR	Lists or changes the values of system variables.
SFILLET(EXPRESS TOOL)	Fillet objects and unifies the filleted line layer, color and line type and the unified standard as the first selected fillet object,
SHADE	Shades and displays the solids in current drawing.
SHADEMODE	Sets the visual style for current viewport.
SHAPE	Inserts a shape from a shape file (SHX file) that has been loaded using LOAD.
SHEETSET	Opens the "Sheet Set Manager".
SHEETSETHIDE	Closes the "Sheet Set Manager".
SHELL	Visits operating system command.
SIGVALIDATE	The validity of the drawing can be confirmed by verifying the digital signature information attached in the drawing.
SKETCH	Creates a series of sketched segments.
SLICE	Creates 3D solids or surfaces by slicing or sectioning existing objects.
SNAP	Restricts cursor movement to specified intervals.
SOLDRAW	Generates profiles and sections in layout viewports.
SOLID	Creates solid-filled triangles and quadrilaterals.
SOLIDEDIT	Edits faces and edges of 3D solid objects.
SOLPROF	Creates 2D profile images of 3D solids for display in a layout viewport.
SOLVIEW	Creates orthogonal views, layers, and layout viewports automatically for 3D solids.
SP2PL/SPTPL(EXPRESS	Converts spline to a polyline according to the accuracy (number of segments of the arc).
SPELL	Checks spelling in a drawing.
SPHERE	Creates a 3D solid sphere.
SPLINE	Creates a smooth curve through or near a set of fit points.
SPLINE2LINE(EXPRESS	Converts spline(s) to numbers of straight lines.
SPLINEDIT	Edits spline parameters or converts a spline fitted polyline to a spline.
SPOTLIGHT	Creates a spotlight that emits a directional cone of light.
SSX	Creates a selection set base on the selected object.
STATUS	Displays the relevant information of the current drawing.
STRETCH	Stretches objects crossed by a selection window or polygon.
STYCHG	Displays "Text Style" dialog box.
STYLE	Creates, modifies, or specifies text styles.
STYLESMANAGER	Displays the Plot Style Manager, where you can revise plot style tables.
SUBTRACT	Creates as a new object by subtracting one overlapping region or 3D solid from another.
SUPERAXON(EXPRESS	Converts the planar drawing into axonometric drawing, which helps to draw the pipeline system drawing.

SUPERHATCH(EXPRESS	Fills an enclosed area or selected objects with a hatch pattern, solid fill or gradient hatch.
SURFOFFSET	Creates a parallel surface at a specified distance from the original surface.
SWEEP	Creates a 3D solid or surface by sweeping a 2D object, 3D object or sub object.
SYSVARMONITOR	Monitors system variables in the list and send notifications to alert users when system variables and the reported preferred values are change.
SYSVDLG(EXPRESS	Views, saves, loads and compares system variable settings.
SYSWINDOWS	Arranges windows and icons when the application window is shared with external applications.
TABLE	Creates an empty table object.
TABLEEDIT	Edits text in a table cell.
TABLEEXPORT	Exports data from a table object in CSV file format.
TABLESTYLE	Creates, modifies, or specifies table styles.
TABSURF	Creates a mesh from a line or curve that is swept along a straight path.
TARGETPOINT	Creates a target point light.
TBCONFIG	Displays " ToolBar" dialog box.
TCASE	Changes the case of selected text, mtext, attributes and dimension text.
TCIRCLE	Creates a circle, a slot, or a rectangle around each selected text or mtext object.
TCOUNT	Adds sequential numbering to text and mtext objects as a prefix, suffix, or replacement text.
TCSZ	Specifies the entity and set its layer as the current layer.
TCYD	Moves objects in the specified layer by specifying two points
TEXT	Creates a single-line text object.
TEXTALIGN	Aligns multiple text objects vertically, horizontally, or obliquely.
TEXTEDIT	Edits a selected multiline or single-line text object.
TEXTFIT	Expands or compresses the width of text objects based on new starting and ending points.
TEXTMASK	Places a mask object behind selected text or mtext.
TEXTMATCH	Matches both text and Mtext attributes text, such as color, font, height, alignment, angle, and matches the content and layer.
TEXTONLINE	Distributes the text uniformly along a selected spline, polyline or arc, but this can also create text online quickly for multiple curves.
TEXTSCR	Displays "GstarCAD Text Window".
TEXTTOFRONT	Brings text, and annotation in front of all other objects in the drawing.
TEXTUNMASK	Removes the mask from selected text or mtext that were masked with TEXTMASK.
THICKEN	Converts a surface into a 3D solid with a specified thickness.
TIFOUT	Saves the selected objects in TIFF file format.
TIME	Displays the date and time statistics of a drawing.
TINSERT	Inserts a block in a table cell.
TJUST(EXPRESS TOOL)	Changes the justification point of a text object without moving the text.
TOLERANCE	Creates geometric tolerances contained in a feature control frame.
TOOLBAR	Displays or hides toolbars.

T

	TOOLPALETTES	Displays the "Tool Palettes" window.
	TOOLPALETTECLOSE	Closes the "Tool Palettes" window.
	TORIENT(EXPRESS TOOL)	Rotates text, mtext, attribute definitions, and blocks with attributes for readability.
	TORUS	Creates a torus of 3D solid.
	TRACE	Creates a solid line object.
	TRANSPARENCY	Controls whether background pixels in an image are transparent or opaque.
	TRAYSETTINGS	Controls the display of icons and notifications in the status bar tray.
	TRIM	Trims objects to meet the edges of other objects.
	TTL2(EXPRESS TOOL)	Matches the text height in forms of exploding text.
	TXT2MTXT	Converts or combines single-line or multiline text objects into one or more multiline text objects.
	TXT40(EXPRESS TOOL)	Changes the text height of single-line text object.
	TXT41(EXPRESS TOOL)	Changes the width factor of the text in single-line text object.
	TXT50(EXPRESS TOOL)	Changes the angle of a single-line text object.
	TXT51(EXPRESS TOOL)	Changes the obliquing angle of a single-line text object.
	TXTANG(EXPRESS TOOL)	Changes the text angle.
	TXTBREAK(EXPRESS TOOL)	Similar to "Chinese Characters Split", it breaks at the specific position without splitting the text into single-character, which is suitable for all single-line text.
	TXTHEI(EXPRESS TOOL)	Changes the text height.
	TXTPOS(EXPRESS TOOL)	Changes the text position.
	TXTSPLIT(EXPRESS TOOL)	Splits single-line text to single text which makes sense when splitting Chinese characters.
	TXTWID(EXPRESS TOOL)	Changes the text width.
U	U	Reverses the most recent operation.
	UCS	Sets the origin and orientation of the current user coordinate system (UCS).
	UCSICON	Displays the UCS icon.
	UCSMAN	Manages UCS definitions.
	UNDEFINE	Allows an application-defined command to override an internal command.
	UNDELETE	Cancels the last object deleted with the DELETE command.
	UNDO	Reverses the effect of commands.
	UNGROUP	Disassociates the objects from a group.
	UNION	Combines 3D solids, surfaces, or 2D regions into a single, composite 3D solid, surface, or region.
	UNISOLATEOBJECTS	Displays objects previously hidden with the ISOLATEOBJECTS or HIDEOBJECTS command.
	UNITS	Controls the display format and precision of coordinates and angles.
	UNLOCK(EXPRESS TOOL)	Unlocks the locked objects with the LOCKUP command to restore the locked object to an editable state.
	UPDATE	Updates GstarCAD versions.
	UPDATEFIELD	Updates fields manually.
	UPGRADE	Checks for upgrading.
	URL	Opens the corresponding URL in Internet Explorer.

V	VIEW	Saves and restores named model views, layout views and preset view
	VIEWRES	Sets the object resolution in current viewport.
	VISUALSTYLES	Creates and modifies visual styles.
	VISUALSTYLESCLOSE	Closes the "Visual Styles Manager" dialog box.
	VLISP	Displays the Visual LISP interactive development environment.
	VPCLIP	Crops layout viewport objects and reshapes the viewport border.
	VPLAYER	Controls layer visibility within viewports.
	VPMAX	Maximizes the current viewport for editing.
	VPMIN	Restores the current layout viewport.
	VPOINT	Sets the viewing direction for a 3D visualization of the drawing.
	VPORTS	Creates multiple viewports in model space or layout (paper space).
	VPSCALE	Displays the scale of the current viewport or of a selected layout viewport.
	VPSYNC(EXPRESS TOOL)	Synchronizes one or more layout viewports to a master layout viewport to have the exact locations matched up.
	VSCURRENT	Sets the visual style in the current viewport.
	VSLIDE	Displays an image slide file in the current viewport.
	VSNAPSHOT	Views a slide file (*.sld).
VSSAVE	Saves the current visual style with a new name.	
W	WBLOCK	Saves selected objects or converts a block to a specified drawing file.
	WCASCADE	Makes the windows overlap and keeps the title bar visible.
	WEBLIGHT	Creates a precise 3D representation of the light intensity distribution of a light source.
	WEDGE	Creates a 3D solid wedge.
	WHTILE	Arranges windows and icons with a non-overlapping arrangement in the horizontal direction.
	WIARRANGE	Arranges window icons.
	WINDOWMANAGER	Displays "Windows" dialog box.
	WIPEOUT	Creates a region to cover objects and controls whether to display the frame of region in drawing.
	WJSR(FILEIMP)	Imports the text file (*.txt) to the current drawing directly.
	WMFIN	Imports a Windows metafile.
	WMFOUT	Saves objects to a Windows metafile.
	WORKSPACE	Creates, modifies, and saves workspaces and makes a workspace current.
	WSSAVE	Displays "Save Workspace" dialog box.
	WSSETTINGS	Sets options for workspaces.
	WVTILE	Arranges windows and icons with a non-overlapping arrangement in the vertical direction.
	WZDD/TXTBREAK(EXPRESS TOOL)	Similar to "Chinese Characters Split", it breaks at the specific position without splitting the text into single-character, which is suitable for all single-line text.
WZOFF(EXPRESS TOOL)	Deletes all the statistical annotations in a layer which is created by specifying an reference annotation.	
XATTACH	Attaches selected DWG files as external references (xrefs).	

X	XBIND	Binds one or more definitions of named objects in an xref to the current drawing.
	XCLIP	Crops the display of a selected external reference or block reference to a specified boundary.
	XDATA(EXPRESS TOOL)	Attaches extended object data (xdata) to a selected object.
	XDLIST(EXPRESS TOOL)	Lists the xdata associated with an object.
	XEDGES	Creates wireframe geometry from the edges of a 3D solid, surface, mesh, region, or subobject.
	XLINE	Creates a construction line of infinite length.
	XLIST(EXPRESS TOOL)	Lists the type, block name, layer name, color and linetype of a nested object in a block or an xref.
	XOPEN	Opens a selected drawing reference (xref) in a new window.
	XPLODE	Breaks a compound object into its component object.
	XREF	Activates the EXTERNALREFERENCES command.
Z	ZC/SUPERAXON(EXPRESS TOOL)	Converts a plan drawing to an axonometric drawing.
	ZDPT/FRAMEAR(EXPRESS TOOL)	Calculates according to the size of the frame searched and then arranges several drawings to a big drawing.
	ZOOM	Increases or decreases the magnification of the view in the current viewport.

Remark:

The commands in red are GstarCAD innovative features.

The commands with orange background are from GstarCAD Collaboration.