

# **MICROSTATION KEYIN REFERENCE**

This document provides a MicroStation alternate keyins.

These keyins can be typed into the Key-in Browser individually or strung together by a semicolon.

Key-in				×
as=20;ts=20;ps=20	•	₽	च्च	-

# <u>Angle</u>

**AA**= Sets the active angle

# **Auxiliary Coordinate Systems**

**AD**= Places relative data points

AX= Places absolute data points

PX= Deletes an ACS

**RX**= Attaches an ACS

SX= Saves the current ACS

# <u>Cells</u>

AC= Sets the Active Cell and activates the Place Cell tool AP= Sets the active pattern cell AR= Sets the Active Cell, and activates Place Cell Relative

**CC**= Create Cell from fence or selection set

CD= Delete Cell from attached cell library

CM= Creates an array of cells

**CR**= Rename a cell in the attached cell library

LT= Sets the active line terminator cell

PT= Sets the active point used with the Place Point command.

RC= Attaches a cell library

# <u>Color</u>

CT= Attaches a color table

# Dimensioning

**LD**= Sets the level for dimension data **TV**= Sets the dimensioning tolerance limits

# Element Symbology

CO= Sets the active color LC= Sets the active line style WT= Sets the active line weight

#### <u>Files</u>

**EL**= Creates an element list file **FF**= Copy the contents of a fence to a new or existing file

RD= Open another design file

**RF**= Attach a reference file

**SF**= Move the contents of a fence to a new or existing file

**XD**= Exchanges the active file with a reference file

## <u>Grid</u>

**GR**= Sets the active grid reference spacing **GU**= Sets the distance of the grid dots in working units

**UR**= Sets the unit round off

#### Line Terminators

**LT**= Sets the active line terminator cell **TS**= Sets the scale factor for the active terminator

#### Levels

LV= Sets the active level OF= Turns levels off ON= Turns levels on

# Patterns 1 4 1

AP= Sets the active pattern cell
PA= Sets the pattern angle for pattern cells
PD= Sets the spacing between patterns
PS= Sets the active pattern scale

# Precision Input

DI= Places a data point at a given distance and direction
DL=Places a data point at a given X, Y and Z distance along the design axes
DX= Places a data point at a given X, Y and Z distances along the view axes
XY= Places a data point using absolute coordinates

## <u>Scale</u>

AS= Sets the active scale XS= Sets the active X Scale YS= Sets the active Y Scale ZS= Sets the active Z Scale

## Stream digitizing

**SD**= Sets the stream delta **ST**= Sets the stream tolerance

# <u>Text</u>

DF= Opens the Fonts dialog box
DR= Displays a text file
FT= Sets the active font
LL= Sets the maximum line length for text
LS= Sets the lines spacing for multiple lines of text
NN= Sets the active text node number
TB= Sets the tab spacing when importing text
TH= Sets the copy and increment value
TW= Sets the Text Width
TX= Sets both the height and width of the text

# View Control

DV= Deletes a named or saved view
RV= Rotates a view
SV= Save a view
VI= Attaches a saved view
WO= Sets the window origin

# View Control – 3D

AZ= Sets the active depth - absolute DD= Changes the display depth - relative DP= Sets the display depth - absolute DZ= Sets a new active depth - relative

#### **Miscellaneous**

KY= Sets the keypoint snap divisor