*The most useful AutoCAD Modify commands are listed below*

**Erase**

It is the first Modify command which is used the erase or delete a section of the window.

***The Shortcut Command = E***

Deletes objects from a drawing. Rather than selecting objects to erase, you can enter an alternative, for example, I to erase the last drawn object, p to erase the past selection set, or all to erase all objects. You can likewise compose. for a rundown, all things considered. The most widely recognized and least complex technique is clarified beneath.

Click on the Delete command. (Enter)

Select the object to be erased (Enter).

**Trim**

Trim is the second important Modify command which is used to trim a part of an object. To trim an object, we must draw a second object for the cutting edge. the cutting edge can line, construction lines, rays, polylines, circles, arcs, and ellipses. Blow and text can't be Modified by the using trim command. We can trim the object of the cutting edges and also trim objects to their nearest intersection with other objects.

**Shortcut command=Tr**

Trim objects to the edges of different objects. To manage objects, you should select the objects you need to manage. To utilize all objects as cutoff points, you should press "Enter" on the principal quick and assign objects. The method is clarified in detail beneath:

Click on the Trim command. (Enter)

Select the object whose edge you need to reach (Enter). Model: If you have a level line and you have another vertical line, however, the last has a section that

surpasses the edge of the flat line. The object whose edge you need to arrive voluntarily is the level line.

Click on the part of the line that you need to cut. (Enter).

**Break**

This is the third command which command enables the user to break an object by defining two breakpoints. One signal line or object can be divided into two parts using the break command.

**The Shortcut Command = Br**

Break a compound object into its components. Detonates a composite object so its segments can be adjusted independently. The objects that can be decayed incorporate, among others, polyline squares and locales. Utilizing this command is incredibly basic.

Click on the Decompose command. (Enter).

Select the object to decay. (Enter).

**Copy**

A copy is the most usable command to Modify drawings or objects. This command is used to copy single or multiple objects of the selected object.

Shortcut command=Co

Copies objects at a predefined separation in a predetermined way. With the COPY MODE framework variable, you can control whether numerous duplicates are made naturally.

Click on the Copy command. (Enter).

Specify the base point of the object and click precisely on the base point.

Move the duplicate of the object to a particular spot. (Enter).

**Mirror**

It is also a Modify command to mirror the selected drawings. The Mirror command is used for the mirror same type of object from one position to another position.

***Shortcut command =Mi***

Creates a mirror duplicate of the assigned objects. You can make objects that speak to one portion of a drawing and mirror them evenly about a predefined line to make the other half. Coming up next is a short technique for utilizing the Symmetry command.

It is prescribed to draw a line (on the off chance that it doesn't exist), which will fill in as a kind of perspective to make the mirror duplicate the object.

Click on the Symmetry command. (Enter).

Select the object to which the symmetric duplicate will be made. (Enter).

Specify the midpoint of the reference line.

With the cursor find where the duplicate of the object will be found.

Click; the inquiry Will erase source objects? select No.

**Offset**

The offset command creates a new object that is similar to a selected object but at a specified distance user can offset lines arcs circles rays rectangles etc.

***Shortcut command =O***

Creates concentric circles and equal lines and bends. You can counterbalance an object to a predefined separation or through a point. After you balance objects, you can manage and extend them as a productive method to make drawings with many equal lines and bends. The technique to utilize this command is as per the following:

Click on the Offset command. (Enter).

Write the balanced esteem. (Enter).

Click on the object to move…

**Array**

Array command is used for making multiple copies of selected objects in a rectangular matrix in Autocad.

The array is mainly three types such as

Rectangular array

Polar array

Path Array

***Shortcut command =A***

**Rectangular Array command:**

Arrange duplicates of the object in any mix of lines, segments, and levels. Makes a variety of lines and sections of duplicates of the selected object. The means to make an amazingly straightforward lattice are as per the following:

Click on the Rectangular Matrix command.

Select the object.

The alternatives that permit characterizing the number of lines and segments of the network being referred to are consequently shown at the top.

When characterizing the particular qualities of the framework, press the Enter key.

**Path array command:**

Equally disperses duplicates of the object along away or part of away. The way can be a line, a polyline, a 3D polyline, a spline, a helix, a curve, a circle, or an oval. The technique to make a lattice in transit is as per the following:

You should have a bent object that will end up being the "way" of the duplicates of the object from which the lattice will be manufactured.

Click on the command Matrix in transit.

Select the object. (Enter).

Select the bend. (Enter).

The choices that permit characterizing the number of lines and sections of the grid being referred to are naturally shown at the top.

When characterizing the particular qualities of the lattice, press the Enter key.

**Polar Array command:**

Equally disseminates duplicates of the object in a roundabout example around a center point or hub of the pivot. Makes an exhibit by replicating the assigned objects around a predefined center point or hub of turn.

The strategy for making a polar framework is very straightforward:

Click on the Polar network command.

Select the object.

The alternatives that permit characterizing the number of lines and sections of the grid being referred to are consequently shown at the top.

When characterizing the particular qualities of the network, press the Enter key.

**Move**

The move is the main Modify command which is used to change the position of the object. The object can be moved from one place to another position using the move command. Which command lies in Modify tools.

***Shortcut command = M***

Move objects in a predefined separation in a predetermined way. You can utilize facilitates, framework snaps, object snaps, and different apparatuses to decisively move objects. The unpleasant methodology to utilize this command is as per the following:

Activate Midpoint In the Force cursor to the 2D reference points tab.

Click on the Move command in the toolbar or type D in the Command Window. (Enter).

The command to assign the object to be moved ought to show up in the command window.

With the cursor, the object is selected from option to left and from base to top. (Enter).

The program requests to determine the base point; for this situation, the midpoint of the object can be set as the base point.

The midpoint is envisioned as a little green triangle on the object.

Click on the midpoint and with the cursor move the object at the client's accommodation.

**Rotate**

It is used to rotate the selected object at desired angles. The drawing object can be rotated at the angle to use the rotate command.

**Shortcut command = Ro**

Rotate objects from a base point. You can turn selected objects a flat-out point around a base point. The unpleasant method to utilize this command is as per the following:

Activate Midpoint In the Force cursor to the 2D reference points tab.

Click on the Rotate command in the toolbar or type G in the Command Window. (Enter).

The command to assign the object to pivot ought to show up in the command window.

With the cursor, the object selects from option to the left and from base to top. (Enter).

The program requests to determine the base point; for this situation, the midpoint of the object can be set as the base point.

The midpoint imagines a little green triangle on the object.

Click on the midpoint and with the cursor pivot the object to a point that will be helpful for the client.

**Scale**

This command can be used to change the size of the object. The grouped object can be Modified to a large scale or minimum scale in case the scale command can be used. This command also uses a group of an objects.

***Shortcut command = Sc***

Enlarges or lessens selected objects, keeping similar object extents in the wake of scaling. To scale a point, you have to indicate a base point and a scale factor. The base point fills in as the center of the scaling activity and stays static. A scale factor more noteworthy than 1 extends the object. A scale factor somewhere in the range of 0 and 1 psychologists the object. The accompanying advances show the utilization of this command everywhere runs:

Click on the Scale command. (Enter).

Select the object to scale.

Click on the base point (at the client's caution).

Write the scale factor. (Enter).

**Stretch**

The command is used to stretch the selected object.

**Shortcut command = St**

Stretches objects crossed by a caught window or a polygon. Objects mostly remembered for a caught window will extend. Objects that do not completely remember for a caught window, or that are separately assigned, will be looked over as opposed to extended. A few sorts of objects, for example, circles, ovals, and squares can't extend. The system for utilizing this command is indicated beneath:

Click on the Stretch command.

Select the bit of the object to extend (the selection produces using the base to top and from option to leave.

You ought not to select the whole object). Enter.

Click on the base point and stretch with the cursor. Click.

**Lengthen**

This command can often be used instead of either the trim or extend command. It is also used to either lengthen or shorten lines, arcs, and elliptical arcs without the use of cutting or boundary edges.

**Extend**

Extend command used for a line, polyline, or arc to join another drawing object.

**Shortcut command = Ex**

Extend objects to arrive at the edges of different objects. To extend objects, you should initially select the shapes. At that point press "Enter" and assign the objects to stretch. To utilize all objects as cutoff points, you should press "Enter" on the principal quick and assign objects. The strategy is clarified in detail below:

Click on the Extend command. (Enter)

Select the object whose edge you want to reach (Enter). Example: If you have a horizontal line and you have another vertical line, but the horizontal line does not coincide with the vertical line. The object whose edge you want to reach will be the vertical line.

Click on the line to extend. (Enter).

**Chamfer**

The Chamfer command enables the user to create Chamfer between any two nonparallel lines. It is also used to set the Chamfer distance before drawing the Chamfer.

***Shortcut command = Cha***

Fillet
The Fillet command is a very useful tool that allows users to draw an arc between two interacting lines. The user first needs to use the command to set the required radius and then a second time to select the two lines.

**Shortcut command = F**

Rounds and filets the edges of objects. The means for the essential utilization of this command record are below.

For the situation, you need to join two lines that join framing a point of 90 °.

Click on the Splice command.

Write RA in the command window. (Enter)

Then compose the estimation of the span of the perimeter whose edge bit will serve to characterize the crossing point edge of the two lines... (Enter).

Click on one line and click on the other line.

These are lots of Modify commands. Which is mostly used in AutoCAD software. Without the Modify command, the AutoCAD drawing can't be designed and edited. So the AutoCAD Modify command is the most important Command of AutoCAD.