

Mnemonic Command Summary

Database Commands *

dbcl – **database clear** (removes graphics but leaves layers and names)
edb – **erase database** from memory
kill – removes database from disk
load – **loads** drawing
new – creates **new** database from current database
save – **saves** current drawing or sheet to disk

* These commands are very powerful and should be used with caution.

Set up Parameter & Utility Commands

bye – exits the ARRIS program
col – **color** number
clf – **clears** XY forcing for one entry (same as F2 key)
drp – **double reference point**
dsa – **distance absolute** mode
dsr – **distance relative** mode
dxy – **display xy** coordinate of point
lin – **line** type number
nrf – **new reference point**
nxy – **no xy** forcing (turns off XY forcing)
pen – **pen** number
rso – **reset database origin**
trp – **triple reference point**
vers – displays **version** of ARRIS and other important information
xyf – **xy** forcing (turns on XY forcing)

Display Commands

clr – **clear** screen
da – **display all** (zoom all)
drf – **display (flash)** current **reference point**

Text Commands

cts – **change text size**
ctj – **change text justification**
ctf – **change text font**
ctr – **change text rotation**
cts – **change text slant**
cct – **change color text**

Repeated Item Commands

riv – *repeated item view* – Darkens the screen and only redisplay entities which are repeated items. A *redraw* returns the previous display.
rid – *repeated item delete* – Removes specified repeated item from an RI library.
ricn – *repeated item change name* – Swaps the selected RI for the current RI.
rifx – *repeated item fix* – Recreates the display list for repeated items only. Often used after reloading a missing RI library.

Display Commands

dpeb – *display everything backwards* – Displays entities in reverse order from the highest layer number to the lowest. Useful for viewing stacked entities on multiple layers.

dpea – *display everything in area* – Redraws (refreshes) only the entities in a user defined box. Saves time by not having to redraw the entire screen.

drf – *display reference* – Flashes the screen location of the current reference point.

dpN – *display pen number* – Displays all entities drawn in pen number (*N*). This command is typically preceded by the *clr* (*clear*) command which first darkens the screen. For example: *clr* <Enter> *dp4* <Enter> darkens the screen and displays only entities drawn in pen #4. For pen numbers higher than 8, use *dpen* instead.

dly – *display layer* – Displays all entities drawn on a specified layer. This command is typically preceded by the *clr* (*clear*) command which first darkens the screen. For example: *clr* <Enter> *dly* <Enter> 3 <Enter> darkens the screen and displays only entities drawn on layer #3.

dxz – *display xyz coordinate* – Displays the *x,y,z* coordinate of any point by selecting the point with the cursor or keyboard entry. Handy for locating *database origin (0,0,0)* in *distance absolute* mode or displaying the *Z heights* of selected points in a 3D model.