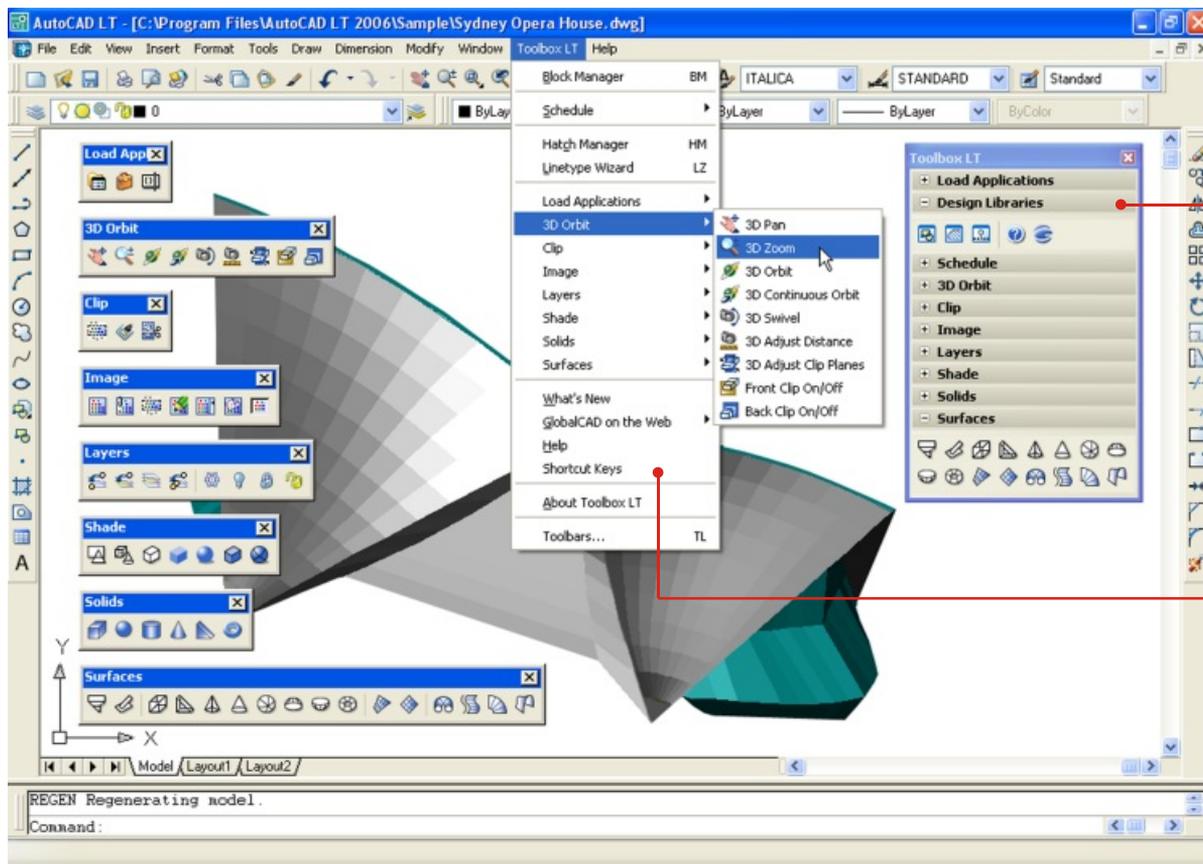




Toolbox LT is the revolutionary solution that adds 3D modelling and LISP support to AutoCAD LT ...and so much more.



Floating Task Panels
Instant access to tools in a compact, clutter-free dialog.

Task panels can be minimized or hidden when not in use.

Shortcut Keys
Command line shortcut keys are fully documented for every command.

Context sensitive help is available for the various design tools.

OVERVIEW

In today's competitive environment, the spotlight is on productivity and presentation. Companies need design software that ensures them that vital competitive edge. Toolbox LT is the answer, providing the most cost effective solution for extending your design and drafting capabilities with AutoCAD LT. Now you can design in 3D with solids and surface modelling, generate realistic shaded renders, import and manipulate graphic images and load and run Lisp utilities and ARX applications.

Plus! Toolbox LT gives you the tools to create and manage drawing objects like never before. Its unique object-authoring suite includes Block Manager, Hatch Manager, Linetype Wizard and Attribute Wizard. Now you can instantly publish intelligent block libraries, stunning hatch patterns and complex linetypes from existing drawing content. Optional one-click drawing schedules and cost estimates are also available.

KEY FEATURES

- 3D modelling (surfaces and solids), editing and 3D zoom, pan and orbit.
- Advanced shading including Gouraud for more realistic presentations.
- Load and run Lisp, ARX and DBX utilities and applications.
- Advanced image import, manipulation and clipping capabilities.
- Express Tools style layer commands including match/isolate object's layer.
- Create libraries containing 2D intelligent blocks and 3D models.
- One-click creation of drawing schedules and cost estimates.
- Create stylish hatch patterns and complex linetypes automatically from almost any drawing objects.
- Includes hundreds of professionally drawn industry-standard hatch patterns and complex linetypes.

COMPATIBILITY

- ▶ AutoCAD LT 2000 & 2000i
- AutoCAD LT 2002
- AutoCAD LT 2004
- AutoCAD LT 2005
- AutoCAD LT 2006
- AutoCAD LT 2007
- AutoCAD LT 2008
- AutoCAD LT 2009
- ▶ Multi-user licensing options are available, providing network support for Novell Netware and Windows NT Server.

Your GlobalCAD Reseller

Shortcut Keys



TOOLBOX LT 2009 SHORTCUT KEYS (1/4)

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Use the shortcut keys (also known as accelerator keys) below at the AutoCAD LT Command line for quick access to Toolbox LT tools. Shortcut keys are keys and key combinations that start commands. For example, you can type BM to run Block Manager, which is the same result as choosing Block Manager from the Toolbox LT drop-down menu.

► Design Libraries				
Ref	Icon	Command	Shortcut	Description
●		Block Manager	BM	Block Manager enables you to create and manage 2D/3D symbol libraries.
●		Hatch Manager	HM	Hatch Manager enables you to create and manage hatch patterns.
●		Linetype Wizard	LZ	Linetype Wizard enables you to create and manage complex linetypes.

► Load Applications				
Ref	Icon	Command	Shortcut	Description
●		Load Application	APLOAD	Loads and unloads Lisp, ARX and DBX utilities and applications.
●		Startup Suite	---	Adds and removes application files from the Startup Suite.
●		Lisp Prompt	LISP	Provides a Lisp prompt at the command line for evaluation of expressions.

► Schedule				
Ref	Icon	Command	Shortcut	Description
●		Edit Attribute	ATTEDIT	Changes attribute information.
●		Block Attribute Manager	BATTMAN	Edits attribute properties of a block definition.
●		Synchronize Attributes	ATTSYNC	Updates all instances of a specified block with the current attributes.
●		Attribute Wizard	AZ	Automatically attaches a group of block attributes.
●		GlobalCAD Schedule	GS	Creates schedules and cost estimates from block attributes.
●		Dynamic Link	GD	Bi-directionally links AutoCAD drawings with Microsoft Excel

► 3D Orbit				
Ref	Icon	Command	Shortcut	Description
●		3D Pan	3DPAN	Starts the interactive 3D view and enables you to drag horizontally/vertically.
●		3D Zoom	3DZOOM	Starts the interactive 3D view so you can zoom in and out on the view.
●		3D Orbit	3DORBIT	Controls the interactive viewing of objects in 3D.
●		3D Continuous Orbit	3DCORBIT	Starts the interactive 3D view for continuous motion.
●		3D Swivel	3DSWIVEL	Starts the interactive 3D view for simulation of camera turning.
●		3D Adjust Distance	3DDISTANCE	Starts the interactive 3D view, objects appear closer or farther away.
●		3D Adjust Clip Planes	3DCLIP	Starts the interactive 3D view and opens the Adjust Clipping Planes window.
●		Front Clip On/Off	(DVIEW)	Clips the view, obscuring objects located in front of the front clipping plane.
●		Back Clip On/Off	(DVIEW)	Clips the view, obscuring objects located behind the back clipping plane.

► Clip				
Ref	Icon	Command	Shortcut	Description
●		Clip Xref	XCLIP	Defines an xref or block clipping boundary and sets the front/back clip planes.
●		Clip Existing Viewport	VPCLIP	Clips viewport objects and reshapes the viewport border.

► Image				
Ref	Icon	Command	Shortcut	Description
●		Image Manager	IMAGE	Manages images, including photos and graphics.
●		Raster Image	IMAGEATTACH	Attaches a new image to the current drawing.
●		Clip Image	IMAGECLIP	Uses clipping boundaries to define a image sub-region.
●		Adjust	IMAGEADJUST	Controls the image display (brightness/contrast/fade).
●		Quality	IMAGEQUALITY	Controls the display quality of images.
●		Transparency	TRANSPARENCY	Controls the image's background transparency.
●		Frame	IMAGEFRAME	Controls display/plotting of image frames.

► Shade				
Ref	Icon	Command	Shortcut	Description
●		2D Wireframe	(SHADEMODE)	View and edit objects in 2D wireframe representation.
●		3D Wireframe	(SHADEMODE)	View and edit objects in 3D wireframe representation.
●		Hidden	(SHADEMODE)	View and edit objects in hidden mode.
●		Flat Shaded	(SHADEMODE)	View and edit objects in flat shaded mode.
●		Gouraud Shaded	(SHADEMODE)	View and edit objects in gouraud shaded mode.
●		Flat Shaded, Edges On	(SHADEMODE)	View and edit objects in flat shaded, edges on.
●		Gouraud Shaded Edges On	(SHADEMODE)	View and edit objects in gouraud, edges on mode.

► Layers/Express Tools				
Ref	Icon	Command	Shortcut	Description
●		Match Object's Layer	LAYMCH	Changes the layer(s) of selected object(s) to match destination object.
●		Change to Current Layer	LAYCUR	Changes the layer of one or more objects to the current layer.
●		Isolate Object's Layer	LAYISO	Isolates the layer(s) of one or more selected objects by turning all other layers off.
●		Copy Objects to Layer	COPYTOLAYER	Copy selected objects to a specified layer leaving the original objects intact.
●		Freeze Object's Layer	LAYFRZ	Freezes the layer of selected object(s).
●	---	Thaw all layers	LAYTHW	Thaws all layers in the drawing.
●		Turn Object's Layer Off	LAYOFF	Turn off the layer of selected object(s).
●	---	Turn on all layers	LAYON	Turns on all layers in the drawing.
●		Lock Object's Layer	LAYLCK	Locks layer of the selected object.
●		Unlock Object's Layer	LAYULK	Unlock the layer of a selected object.
●	---	List nested object properties	XLIST	Lists layer name, color, and linetype of a nested object in a block or Xref.

► Solids				
Ref	Icon	Command	Shortcut	Description
●		Box	BOX	Creates a three-dimensional solid box.
●		Sphere	SPHERE	Creates a three-dimensional solid sphere.
●		Cylinder	CYLINDER	Creates a three-dimensional solid cylinder.
●		Cone	CONE	Creates a three-dimensional solid cone.
●		Wedge	WEDGE	Creates a three-dimensional solid wedge.
●		Torus	TORUS	Creates a three-dimensional solid torus.
○		Extrude	EXTRUDE	Creates unique solid primitives by extruding existing 2D objects.
○		Revolve	REVOLVE	Creates solids by revolving two-dimensional objects about an axis.
○		Slice	SLICE	Slices a set of solids with a plane.
○		Section	SECTION	Uses the intersection of a plane and solids to create a region.
○		Interference	INTERFERE	Creates a composite 3D solid from common volume of two or more solids.

TOOLBOX LT 2009 SHORTCUT KEYS (3/4)

► Surfaces				
Ref	Icon	Command	Shortcut	Description
●		2D Solid	SOLID	Creates solid-filled triangles and quadrilaterals.
●		3D Face	3DFACE	Creates a three-dimensional face.
●		Box	AI_BOX	Creates a 3D box polygon mesh.
●		Wedge	AI_WEDGE	Creates a right-angle, wedge-shaped polygon mesh.
●		Pyramid	AI_PYRAMID	Creates a pyramid or a tetrahedron.
●		Cone	AI_CONE	Creates a cone-shaped polygon mesh.
●		Sphere	AI_SPHERE	Creates a spherical polygon mesh.
●		Dome	AI_DOME	Creates the upper half of a spherical polygon mesh.
●		Dish	AI_DISH	Creates the lower half of a spherical polygon mesh.
●		Torus	AI_TORUS	Creates a toroidal polygon mesh that is parallel to the current UCS XY plane.
●		Edge	EDGE	Changes the visibility of three-dimensional face edges.
●		3D Mesh	3DMESH	Creates a free-form polygon mesh.
●		Revolved Surface	REVSURF	Creates a revolved surface about a selected axis.
●		Tabulated Surface	TABSURF	Creates a tabulated surface from a path curve and a direction vector.
●		Ruled Surface	RULESURF	Creates a ruled surface between two curves.
●		Edge Surface	EDGESURF	Creates a three-dimensional polygon mesh.

► Solids Editing				
Ref	Icon	Command	Shortcut	Description
○		Union	UNION	Combines selected regions or solids by addition.
○		Subtract	SUBTRACT	Combines selected regions or solids by subtraction.
○		Intersect	INTERSECT	Creates composite solids or regions from the intersection of solids.
○		Extrude Faces	(SOLIDEDIT)	Extrudes selected planar faces of a 3D solid object.
○		Move Faces	(SOLIDEDIT)	Moves the selected face on a 3D solid object.
○		Offset Faces	(SOLIDEDIT)	Offsets faces equally by a specified distance or through a specified point.
○		Delete Faces	(SOLIDEDIT)	Deletes or removes faces, including fillets and chamfers.
○		Rotate Faces	(SOLIDEDIT)	Rotates one or more faces or a collection of features on a solid.
○		Taper Faces	(SOLIDEDIT)	Tapers faces with an angle.
○		Copy Faces	(SOLIDEDIT)	Copies faces as a region or a body.
○		Color Faces	(SOLIDEDIT)	Changes the color of faces.
○		Copy Edges	(SOLIDEDIT)	Copies 3D edges.
○		Color Edges	(SOLIDEDIT)	Changes the color of edges.
○		Imprint	(SOLIDEDIT)	Imprints an object on the selected solid.
○		Clean	(SOLIDEDIT)	Removes shared edges or vertices having the same surface.
○		Separate	(SOLIDEDIT)	Separates 3D solid objects with disjointed volumes.
○		Shell	(SOLIDEDIT)	Shelling creates a hollow, thin wall with a specified thickness.
○		Check	(SOLIDEDIT)	Validates the 3D solid object as a valid ShapeManager solid.

Key to Symbols

- Feature available under AutoCAD LT 2000, 2000i, 2002, 2004, 2005, 2006, 2007, 2008 and 2009.
- Feature available under AutoCAD LT 2000, 2000i and 2002 only.

Ready to order? Toolbox LT is available for secure online purchase by clicking on the link below.

[Toolbox LT 2009](#)

TOOLBOX LT 2009 SHORTCUT KEYS (4/4)

► Additional Commands			
Group	Command	Shortcut	Description
Surfaces	Polyface Mesh	PFACE	Creates a 3D polyface mesh vertex by vertex.
Modify 3D	3D Array	3DARRAY	Creates a three-dimensional array.
Modify 3D	Rotate 3D	ROTATE3D	Moves objects about a three-dimensional axis.
Modify 3D	Mirror 3D	MIRROR3D	Creates a mirror image of objects about a plane.
Modify 3D	Align	ALIGN	Aligns objects with other objects in 2D and 3D.
View	Camera	CAMERA	Sets a different camera and target location.
Draw	Sketch	SKETCH	Creates a series of freehand line segments.
Draw	Trace	TRACE	Creates solid lines.
Draw	Multiline	MLINE	Creates multiple parallel lines.
Draw	Multiline Edit	MLEDIT	Edits multiple parallel lines.
Draw	Multiline Style	MLSTYLE	Defines a style for multiple parallel lines.
---	Hatch to Solid	HATCH2SOLID	Converts a hatch pattern to a solid color.
---	Solid to Hatch	SOLID2HATCH	Converts a solid color to a hatch pattern.
Attributes	Attribute Redefine	ATTREDEF	Redefines a block and updates associated attributes.
Attributes	Enhanced Attribute Edit	EATTEDIT	Edits attributes in a block reference.
Dimension	Quick Dimension	QDIM	Quickly creates a dimension.
---	Open Xref	XOPEN	Opens an external reference (xref) in a new window.
File	Postscript In	PSIN	Imports an encapsulated postscript file (EPS).
File	Postscript Out	PSOUT	Generates an encapsulated postscript file (EPS).
---	Postscript Fill	PSFILL	Fills a closed polyline with the contents of an EPS file.
Insert	Drawing Exchange Binary	DXBIN	Imports specially coded binary files.
---	Compile	COMPILE	Compiles shape files and PostScript font files.
---	Load Shape	LOAD	Makes shapes available for use by the SHAPE command.
---	Shell	SHELL	Accesses operating system commands.

TRUECOLOR support for AutoCAD LT 2004 and above.

Toolbox LT provides the full color selection dialog including TrueColor support for the CMYK color model and support for custom color books.

GRADIENT HATCH support for AutoCAD LT 2004 and above.

Toolbox LT provides the Gradient tab under the AutoCAD LT hatch dialog, enabling the creation and editing of stunning gradient hatch patterns.

Toolbox LT also enables over 75 missing **SYSTEM VARIABLES** in AutoCAD LT.