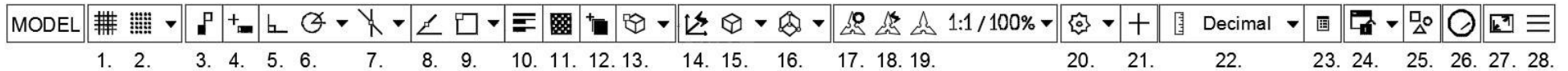


# AutoCAD's ® 2016 Status Bar

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<b>Mode Space / Paper Space</b> – toggle used while in Paper Space	<b>15 FILTER</b> – allows building selection sets by filtering drawing objects ↓ <b>Vertex – Edge – Face – Solid History – Drawing View Component</b>
<b>1 GRID</b> – visual drawing tool of lines or dots in a grid pattern	<b>16 GIZMO</b> – works like a Grip handle for 3-D geometry ↓ <b>Move – Rotate - Scale</b>
<b>2 SNAP</b> – tool to restrict cursor movement to preset increments ↓ <b>Polar Snap / Grid Snap / Snap Settings</b>	<b>17 ANNOALLVISIBLE</b> – annotation scaling
<b>3 INFER</b> – tool to set object-based inferred constraints during drawing	<b>18 ANNOAUTOSCALE</b> - add scales to annotative objects
<b>4 DYN</b> – tool to put commands, options, prompts and inputs at cursor	<b>19 ANNOSCALEVALUE</b> – the current annotation scale factor ↓ <b>Varied Drawing Scaling Options</b>
<b>5 ORTHO</b> – tool to restrict cursor movement to 90 degree increments	<b>20 WSCURRENT</b> – Work Space switching with Drafting by default ↓ <b>Drafting – 3D Basic – 3D Modeling</b>
<b>6 POLAR</b> – tool to restrict cursor movement to angles other than 90 ↓ <b>Restrict Cursor to Specific Angles / Polar Tracking</b>	<b>21 ANNOMONITOR</b> – warns and controls associative dimensioning
<b>7 ISODRAFT</b> – visual tool to change grids for 2-D isometric drafting ↓ <b>Isoplane Left / Top / Right</b> – cursor positioning	<b>22 UNITS</b> – current drawing units with Decimal by default but also... ↓ <b>Decimal - Architectural – Engineering – Fractional - Scientific</b>
<b>8 OTRACK</b> – tool aligns new objects with existing objects	<b>23 QPMODE</b> – puts a Quick Properties popup box at the cursor
<b>9 OSNAP</b> – tool to lock new objects to existing objects by Grips ↓ <b>Object Snap Settings</b> – user defined presets	<b>24 LOCKUI</b> – lock user interface ↓ <b>Floating or Docked Toolbars / Panels / Windows</b>
<b>10 LWT</b> – tool to show line type weights on the screen if preset in layers	<b>25 ISOLATEOBJECTS</b> – allows for hiding the visibility of parts of drawings
<b>11 TPY</b> – tool to allow transparency of foreground objects over others	<b>26 GRAPHICCONFIG</b> – accelerates hardware graphics card if available
<b>12 SC</b> – tool to allow object selection cycling of overlaying objects	<b>27 CLEANSCREEN</b> – leaves status and menu bars and command prompt
<b>13 3DOSnap</b> – tool to lock new objects to existing 3-D objects by Grips ↓ <b>3D Object Snap Settings</b> – user selectable options	<b>28 CUSTOMIZATION</b> - “Hamburger” Menu
<b>14 DUCS</b> – sets the UCS on specific objects of a 3-D model	

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