

PCB Command reference ^{1 2}

Misc operations

| | |
|-------------------------|------------------------|
| backspace | remove object |
| <i>[S]/[C]Btn1</i> | remove object |
| scroll wheel | vertical pan |
| <i>[S]/scroll wheel</i> | horizontal pan |
| <i>Btn1</i> | current mode action |
| u | undo operation |
| <i>[S]r</i> | redo operation |
| <i>[S]/[C]u</i> | clear undo-list |
| tab | switch viewing side |
| cursor key | move crosshair 1 grid |
| <i>[S]/cursor key!</i> | move crosshair 10 grid |

Connections

| | |
|----------------------|-------------------------|
| <i>[S]f</i> | reset found connections |
| f | find connections |
| <i>[S]/backspace</i> | remove connections |

User (:) commands

| | |
|------------|----------------------------------|
| :DRC() | check layout for rule violations |
| :l [file] | load data file |
| :le [file] | load element to buffer |
| :m [file] | load layout to buffer |
| :q | quit application |
| :rn [file] | load netlist |
| :s [file] | save data as file |

Display

| | |
|----------------|-------------------------|
| c | center display |
| g | increase grid spacing |
| <i>[S]g</i> | decrease grid spacing |
| <i>[C]m</i> | mark location |
| r | clear and redraw output |
| z | zoom in |
| <i>[S]z</i> | zoom out |
| v | zoom extents |
| <i>[S]Btn3</i> | temporary zoom extents |

Selections

| | |
|---------------------|--------------------------------|
| <i>Btn2</i> | select/deselect object |
| <i>[S]Btn2</i> | toggle object to selection |
| drag <i>Btn2</i> | select only objects in box |
| drag <i>[S]Btn2</i> | add box to selection |
| <i>[S]m</i> | move selected to current layer |

Copy and move

| | |
|-------------------------|----------------------------|
| drag <i>Btn2</i> | move object or selection |
| drag <i>[M]Btn2</i> | copy object |
| drag <i>[S]/[M]Btn2</i> | override rubberband & move |
| m | move to current layer |

Pastebuffer

| | |
|-----------------|---|
| <i>[C]x</i> | copy selected objects to buffer and enter pastebuffer mode |
| <i>[S]/[C]x</i> | cut selected objects to buffer and enter pastebuffer mode |
| <i>Btn1</i> | in pastebuffer mode copy to layout |
| <i>[S]F7</i> | rotate 90 degree cc |
| <i>[C]1...5</i> | select buffer # 1...5 |

Sizing

| | |
|-----------------|-------------------------------------|
| s | increase size of TLAPV ³ |
| <i>[S]s</i> | decrease size of TLAPV |
| <i>[M]s</i> | increase drill size of PV |
| <i>[S]/[M]s</i> | decrease drill size of PV |
| k | increase clearance of LAPV |
| <i>[S] k</i> | decrease clearance of LAPV |

Element

| | |
|-------------|------------------------|
| d | display pinout |
| <i>[S]d</i> | open pinout window |
| h | hide/show element name |
| n | change element name |

Pin/pad

| | |
|---|--------------------|
| n | change name |
| q | toggle square flag |

Via

| | |
|-----------------|------------------------------|
| <i>F1</i> | enter via-mode |
| <i>[C]v</i> | increase initial size |
| <i>[S]/[C]v</i> | decrease initial size |
| <i>[M]v</i> | inc. initial drilling hole |
| <i>[S]/[M]v</i> | dec. initial drilling hole |
| <i>[C]h</i> | convert via to mounting hole |

Lines and arcs

| | |
|-------------|------------------------------|
| <i>F2</i> | enter line mode |
| <i>F3</i> | enter arc mode |
| l | increase initial line size |
| <i>[S]l</i> | decrease initial line size |
| period | toggle 45 degree enforcement |
| / | cycle multiline mode |
| <i>[S]</i> | override multiline mode |

Polygon

| | |
|-------------|-------------------------|
| <i>F5</i> | enter rectangle-mode |
| <i>F6</i> | enter polygon-mode |
| <i>[S]p</i> | close path |
| insert | enter insert point mode |

Text

| | |
|-------------|----------------------------|
| <i>F4</i> | enter text-mode |
| n | edit string |
| t | increase initial text size |
| <i>[S]t</i> | decrease initial text size |

Rats nest

| | |
|-------------|--------------------------------|
| w | add all rats |
| <i>[S]w</i> | add rats to selected pins/pads |
| e | delete all rats |
| <i>[S]e</i> | delete selected rats |
| o | optimize all rats |
| <i>[S]o</i> | optimize selected rats |

¹<http://pcb.geda-project.org/>

²Obviously *[S]*, *[C]*, *[M]*, *F* and *Btn* mean the shift, control, modifier1 (BTNMOD for buttons), function key and mouse button.

³TLAPV: text, line, arc, pin or via