

# PCB Command reference <sup>1 2</sup>

## Misc operations

backspace	remove object
<i>[S]/[C]Btn1</i>	remove object
scroll wheel	vertical pan
<i>[S]</i> scroll wheel	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]</i> cursor key!	move crosshair 10 grid

## Connections

<i>[S]f</i>	reset found connections
f	find connections
<i>[S]</i> backspace	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 <sup>3</sup>
<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

<sup>1</sup><http://pcb.geda-project.org/>

<sup>2</sup>Obviously *[S]*, *[C]*, *[M]*, *F* and *Btn* mean the shift, control, modifier1 (BTNM0D for buttons), function key and mouse button.

<sup>3</sup>TLAPV: text, line, arc, pin or via