

# PCB Command reference <sup>1</sup> <sup>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]</i> r	redo operation
<i>[S]/[C]</i> u	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]</i> f	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]</i> g	decrease grid spacing
<i>[C]</i> m	mark location
r	clear and redraw output
z	zoom in
<i>[S]</i> z	zoom out
v	zoom extents
<i>[S]</i> Btn3	temporary zoom extents

## Selections

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

## Copy and move

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

## Pastebuffer

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

## Sizing

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

## Element

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

## Pin/pad

n	change name
q	toggle square flag

## Via

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

## Lines and arcs

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

## Polygon

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

## Text

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

## Rats nest

w	add all rats
<i>[S]</i> w	add rats to selected pins/pads
e	delete all rats
<i>[S]</i> e	delete selected rats
o	optimize all rats
<i>[S]</i> o	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 (BTNMOD for buttons), function key and mouse button.

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