

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

## Misc operations

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

## Connections

[S]f reset found connections  
f find connections  
[S]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  
[S]g decrease grid spacing  
[C]m mark location  
r clear and redraw output  
z zoom in  
[S]z zoom out  
v zoom extents  
[S]Btn3 temporary zoom extents

## Selections

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

## Copy and move

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

## Pastebuffer

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

## Sizing

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

## Element

d display pinout  
[S]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  
[C]v increase initial size  
[S][C]v decrease initial size  
[M]v inc. initial drilling hole  
[S][M]v dec. initial drilling hole  
[C]h convert via to mounting hole

## Lines and arcs

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

## Polygon

F5 enter rectangle-mode  
F6 enter polygon-mode  
[S]p close path  
insert enter insert point mode

## Text

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

## Rats nest

w add all rats  
[S]w add rats to selected pins/pads  
e delete all rats  
[S]e delete selected rats  
o optimize all rats  
[S]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