PCB-1.99j-mag1 command reference ©1998, 1999, 2000, 2001 harry eaton

misc operations

backspace	remove object
[S][C]Btn1	remove object
escape	pan (Gumby) mode
Btn1	create object or part
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

selection

Btn2	select/deselect object
[S]Btn2	add 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

F3	enter pastebuffer-mode
[S]F3	rotate 90 degree cc
Btn1	copy to layout
[S]1···5	select buffer # 1···5
x	copy selected objects to buffer
[S]x	cut selected objects to buffer

sizing

s	increase size of TLAPV [a]
[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]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/arcs

F2	enter line mode
F8	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

F4	enter rectangle-mode
F6	enter polygon-mode
[S]p	close path
insert	enter insert point mode

text

F5	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

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[a]TLAPV: text, line, arc, pin or via

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