

PCB-1.99j-mag1 command reference

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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

^aTLAPV: 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.