

PCB-1.99j-mag1 command reference

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misc operations	backspace [S]/[C]/Btn1	remove object
	escape	remove object
	Btn1	create object or part
	undo operation	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		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
	n	change name
	b	toggle square flag

^aTLAPV: text, line, arc, pin or via

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
	I	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

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