

PCB-1.99j-mag1 command reference ©1998, 1

misc operations	
backspace	remove object
<i>[S]/[C]Btn1</i>	remove object
scroll wheel	vertical pan
<i>[S]/scroll wheel</i>	horizontal pan
<i>Btn1</i>	current mode action
u	undo operation
<i>[S]/r</i>	redo operation
<i>[S]/[C]u</i>	clear undo-list
tab	switch viewing side
cursor key	move crosshair 1 grid
<i>[S]/cursor key</i>	move crosshair 10 grid
connections	
<i>[S]/f</i>	reset found connections
f	find connections
<i>[S]/backspace</i>	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]/g</i>	decrease grid spacing
<i>[C]/m</i>	mark location
r	clear and redraw output
z	zoom in
<i>[S]/z</i>	zoom out
v	zoom extents
<i>[S]/Btn3</i>	temporary zoom extents

selection		
<i>Btn2</i>	select/deselect object	<i>F1</i>
<i>[S]/Btn2</i>	toggle object to selection	<i>[C]/v</i>
drag <i>Btn2</i>	select only objects in box	<i>[S]/[C]/v</i>
drag <i>[S]/Btn2</i>	add box to selection	<i>[M]/v</i>
<i>[S]/m</i>	move selected to current layer	<i>[S]/[M]/v</i>
copy and move		<i>[C]/h</i>
drag <i>Btn2</i>	move object or selection	
drag <i>[M]/Btn2</i>	copy object	<i>F2</i>
drag <i>[S]/[M]/Btn2</i>	override rubberband & move	<i>F3</i>
m	move to current layer	l
pastebuffer		<i>[S]/l</i>
<i>[C]/x</i>	copy selected objects to buffer	period
	and enter pastebuffer mode	/
<i>[S]/[C]/x</i>	cut selected objects to buffer	<i>[S]</i>
	and enter pastebuffer mode	
<i>Btn1</i>	in pastebuffer mode copy to layout	<i>F5</i>
<i>[C]/1...5</i>	select buffer # 1...5	<i>F6</i>
sizing		<i>[S]/p</i>
s	increase size of TLAPV ^a	insert
<i>[S]/s</i>	decrease size of TLAPV	
<i>[M]/s</i>	increase drill size of PV	<i>F4</i>
<i>[S]/[M]/s</i>	decrease drill size of PV	n
k	increase clearance of LAPV	t
<i>[S]/k</i>	decrease clearance of LAPV	<i>[S]/t</i>
element		
d	display pinout	w
<i>[S]/d</i>	open pinout window	<i>[S]/w</i>
h	hide/show element name	e
n	change element name	<i>[S]/e</i>
pin/pad		o
n	change name	<i>[S]/o</i>
q	toggle square flag	

^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.