## EAGLE Reference Guide

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## 1 Introduction

This reference guide is meant as an accompaniment to Lessons 1, 1a, and 2 regarding the PCB (printed circuit board) creation software EAGLE. It includes basic EAGLE tips as well as a reference of the text commands and their associated buttons.

## 2 Basic EAGLE Use

If you are new to EAGLE, there are a few things that you should know before you get started:

- Movement within a schematic, board, or library is achieved by clicking and dragging with the middle mouse button.
- Zooming in and out is achieved by scrolling the mouse wheel.
- Tools can be used either by pushing the button or typing the corresponding command in the command line.
- When using a command, return to the default by pushing the button or by typing a semicolon followed by a carriage return.
- Nets named with the 'name' command in schematic will automatically be connected to nets with the same name elsewhere in the schematic.
- To select an object in a tight space filled with other objects, click near the object's origin. The object will highlight but not yet capture. Left click again to confirm or right click to cycle parts in the area. Left click anywhere in the schematic whenever the correct part is highlighted to capture it.
- When searching for a part in the 'add' dialog, the '\*' symbol represents a wild card. For example, the part 'MA03-2' will successfully be found by the search '\*03-2' but not by the search '03-2'.

## 3 EAGLE Command Reference

Text Command	Button	Text Command	Button
;	STIP	INFO	i
SHOW	<b>•</b>	DISPLAY	•
GRID	•	MOVE	<b></b>
COPY	* *	MIRROR	Εļ3
ROTATE	4	GROUP	
CHANGE	<i>\$</i>	CUT	4
PASTE	<u>&gt;</u>	DELETE	×
ADD	1	NAME	R2 lok
VALUE	R2 10#	SMASH	
WIRE	/	TEXT	Т
CIRCLE	0	ARC	7
RECT		POLY	
NET		JUNC	<del>-</del>
LABEL	ABC	ATT (attribute)	et l
ERC	•	ERRORS	•
ROUTE	7	RIP	7
VIA	•	HOLE	<b></b>
RATS	X	DRC	€
PIN	1	SMD	-