

KiCad cheatsheet

<http://kicad-pcb.org/help/documentation/>

1) Create a project

File → New Project → New Project

2) Eeschema : draw the schematic

Add components :	A
Move item ¹ :	↔ + M
Grab item ¹ :	↔ + G
Copy item :	↔ + C
Copy selection :	↑ Shift + □
Delete item :	↔ + Del
Delete selection :	Ctrl + ↑ Shift + □
Rotate item :	↔ + R
Mirror item :	↔ + X / Y
Add wires :	W
Edit properties :	E
Edit value :	V
Add power symbols :	P
Add no-connect :	Q
Add text :	T
Add labels :	L
List of shortcuts :	?

¹grab keeps connections, move doesn't

3) Create new components as necessary

→  Library editor

If editing an existing library :  Select working library

 Create new component /  Load component to edit from current library

 Draw component

 Add pins P

 Update current component into current library /  Save current component to new library


How to load the new library in Eeschema :

Preferences → Component libraries

Component library files → Add

Select your .lib file


4) Create and assign footprints

→  Footprint Editor


If editing an existing library :  Select active library

 New footprint /  Load footprint from library

 Draw component

 Add pins

 Save footprint in active library /  Create new library and save current footprint


→  Run CvPcb to associate components and footprints

How to load the new library in CvPcb :

Preferences → Footprint libraries

Append with wizard

Select your .pretty folder

→  Generate netlist

5) Pcbnew : design the layout

Design Rules → Design Rules + Layers Setup

→  Read netlist

Select top layer : ↑ PgUp

Select bottom layer : ↓ PgDn

Move item¹ : ↔ + M

Grab item¹ : ↔ + G

Copy item : ↔ + C

Rotate item : ↔ + R

Add tracks : X

Add via : V

Switch posture : Q

Switch track width : W

Drag track : D

Fill zones : B


3D viewer : Alt (+ ↑ Shift) + 3

¹grab keeps connections, move doesn't
(Only for AZERTY keyboards)

6) Export Gerbers

File → Plot

Generate Drill File + Plot

→  Check result using GerbView