

Schematic Editor	[common]	[common]	Layout Editor	Library Editor		
	<i>note: entries not in original export hotkey docs in red; with '?' means: does not work?</i>					
Help (this window)	?	?	Help (this window)	Save Library	Ctrl+S	
Zoom In	F1	F1	Zoom In	Create Pin	P	
Zoom Out	F2	F2	Zoom Out	Repeat Pin	Ins	
Zoom Redraw	F3	F3	Zoom Redraw	Move Library Item	M	
Zoom Center	F4	F4	Zoom Center			
Fit on Screen	Home	Home	Zoom Auto	recommended alternatives		
Reset Local Coordinates	Space	Space	Reset Local Coordinates	<i>0-key (Space for posterize)</i>		
		Ctrl+U	Switch Units			
Edit Item	E	E	Edit Item			
Delete Item	Del	Del	Delete Item			
Rotate Item	R	R	Rotate Item			
Drag Item	G	G	Drag Item			
Undo	Ctrl+Z	Ctrl+Z	Undo			
Redo	Ctrl+Y	Ctrl+Y	Redo			
Mouse Left Click	Return	Return	Mouse Left Click			
Mouse Left Double Click	End	End	Mouse Left Double Click			
		Alt+3	3D Viewer			
		S	Set Grid Origin			
		Z	Reset Grid Origin			
	[eeschema]	[pcbnew]		remarks (pcbnew)		
listed in order of normal usage from the start (some may be noted above, too)						
Component (Placement)			Footprint (Placement)			
Add Component	A	O	Add Footprint	only for mechanical parts!		
Add Power	P	T	Get and Move Footprint	dialog: enter comp-ref, will appear at cursor position		
Copy Component or Label	C	F	Flip Item			
Mirror X	X	L	Lock/Unlock Footprint			
Mirror Y	Y	Ctrl+E	Edit with Footprint Editor			
Orient Normal Component	N	Del	Delete Track or Footprint			
Edit Component Value	V					
Edit Component Reference	U					
Edit Component Footprint	F	Ctrl+N	Create Array			
Edit with Component Editor	Ctrl+E					

Move/Rotate/Copy/Drag		Move/Rotate/Copy/Drag			
Drag Item	G	G	Drag Item		
Move Block -> Drag Block	Tab	D	Drag Track Keep Slope	Tab: "M" first!	
Move Schematic Item	M	M	Move Item		
		Ctrl+M	Move Item Exactly	relative, with dialog	
Rotate Item	R	R	Rotate Item		
Copy Item	C	C?	Copy Item		
		P?	Place Item		
Save Block	Ctrl+C	Ctrl+D	Duplicate Item		
		Ctrl+Shift+D	Duplicate Item and Increment		
Edit dialog	E	E	Edit Item		
Find					
Find Item	Ctrl+F	Ctrl+F	Find Item		
Find Next Item	F5				
Repeat Last Item	Ins				
Find and Replace	Ctrl+Alt+F				
Find Next DRC Marker	Shift+F5				
Wire/Label		Track			
Begin Wire	W	X	Add New Track	left mouse key for next segment	
Delete Node	BkSp	BkSp	Delete Track Segment		
Add Wire Entry	Z	/	Switch Track Posture	space is a good alternative	
End Line Wire Bus	K	V	Add Through Via	alters Front/Back layer when not in Track mode!	
Add Label	L	Alt+Shift+V	Add Blind/Buried Via		
Add Hierarchical Label	H	Ctrl+V	Add MicroVia		
Add Global Label	Ctrl+H	<	Select Layer and Add Through Via		
Add Junction	J	Alt+<	Select Layer and Add Blind/Buried Via		
Add No Connect Flag	Q	W	Switch Track Width To Next		
		Ctrl+W	Switch Track Width To Previous		
Bus		K	Track Display Mode	open/filled	
Begin Bus	B				
Add Bus Entry	/		Layer select		
Graph		PgDn	Switch to Copper (B.Cu) layer	see also 'v'	
Add Graphic PolyLine	I	F5	Switch to Inner layer 1		
Add Graphic Text	T	F6	Switch to Inner layer 2		
		F7	Switch to Inner layer 3		

		F8	Switch to Inner layer 4		
		Shift+F5	Switch to Inner layer 5		
Sheet		Shift+F6	Switch to Inner layer 6		
Add Sheet	S	PgUp	Switch to Component (F.Cu) layer	see also 'v'	
Leave Sheet	Alt+BkSp	+	Switch to Next Layer		
		-	Switch to Previous Layer		
			Grid		
		Alt+1	Switch Grid To Fast Grid1		
		Alt+2	Switch Grid To Fast Grid2		
		N	Switch Grid To Next		
		Shift+N	Switch Grid To Previous		
			Macros		
		Ctrl+0	Record Macro 0		
		0	Call Macro 0		
		Ctrl+n	Record Macro n		
		n	Call Macro n		
			Visibility		
		H	Toggle High Contrast Mode		
		F9	Switch to Default Canvas		
		F12	Switch to Cairo Canvas		
		F11	Switch to OpenGL Canvas		
		B	Fill or Refill All Zones	Refill via DRC	
		Ctrl+B	Remove Filled Areas in All Zones		
			Load/Save		
Load/Save					
Save Schematic	Ctrl+S	Ctrl+S	Save Board		
		Ctrl+Shift+S	Save Board As		
Load Schematic	Ctrl+L	Ctrl+L	Load Board		