

# **Drawing Sheet Editor**

The KiCad Team

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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**Feedback**

The KiCad project welcomes feedback, bug reports, and suggestions related to the software or its documentation. For more information on how to submit feedback or report an issue, please see the instructions at <https://www.kicad.org/help/report-an-issue/>

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## 1 Introduction à PI\_Editor

PI\_Editor est un outil d'édition et de mise en page de cartouches personnalisés .

Le bloc titre, associé aux références du cartouche et aux autres éléments graphiques (logos) sera appelé ici une mise en page.

Les éléments de base d'une mise en page sont :

- **Lines**
- **Rectangles**
- **Texts** (with format symbols, that will be replaced by the actual text, like the date, page number. . . ) in Eeschema or Pcbnew.
- **Poly-polygons** (mainly to place logos and special graphic shapes)
- **Bitmaps**.



### Warning

Les images Bitmaps n'apparaîtront que dans certains tracés (PDF et PS seulement). Par conséquent, pour les autres tracés, seule une boîte de délimitation sera tracée.

---

- Les éléments peuvent être répétés, et les textes et les poly\_polygones peuvent être tournés.

## 2 Les fichiers de PI\_Editor

### 2.1 Fichier d'entrée et bloc titre par défaut

PI\_Editor lit et écrit des fichiers \*.kicad\_wks décrivant les mises en page (feuille de travail KiCad).

Une mise en page interne sera utilisée pour afficher le bloc de titre par défaut de KiCad, jusqu'à ce qu'un autre fichier soit lu.

### 2.2 Fichier de sortie

La description de mise en page courante sera écrite dans un fichier **\*.kicad\_wks**, au format S-expression, largement utilisé dans KiCad.

Ce fichier sera ensuite utilisé pour afficher la mise en page personnalisée dans Eeschema et/ou Pcbnew.

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## 3 Théorie des opérations

### 3.1 Propriétés des éléments de base

Les éléments de base d'une mise en page sont :

- **Lines**
- **Rectangles**
- **Texts** (with format symbols, with will be replaced by the actual text, like the date, page number. . . ) in Eeschema or Pcbnew.
- **Poly-polygons** (mainly to place logos and special graphic shapes). These poly polygons are created by **Bitmap2component**, and cannot be built inside pl\_editor, because it is not possible to create such shapes by hand.
- **Bitmaps** to place logos.



#### Warning

Les images Bitmaps n'apparaîtront que dans certains tracés (PDF et PS seulement).

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Par conséquent :

- **Texts**, **poly-polygons** and **bitmaps** are defined by a position, and can be rotated.
- **Lines** (in fact segments) and **rectangles** are defined by two points: a start point and a end point. They cannot be rotated (this is useless for segments).

Ces éléments de base peuvent être répétés.

Les textes qui sont répétés acceptent également une valeur d'incrément, pour les labels (cela n'a de sens que si le texte est une lettre ou un chiffre).

### 3.2 Définition des coordonnées

Chaque position, point de début ou de fin d'élément, est toujours relative à un coin de la page.

**This feature ensure you can define a page layout which is not dependent on the paper size.**

---

### 3.3 Référence des coins et coordonnées :



- Lorsque la taille de la page est modifiée, la position de l'élément par rapport à son coin de référence ne change pas.
- Habituellement, les blocs de titre sont attachés au coin inférieur droit. Par conséquent ce coin est le coin par défaut lors de la création d'un élément.

Pour les rectangles et les segments, qui sont définis par deux points, chaque point a son coin de référence.

### 3.4 Rotation

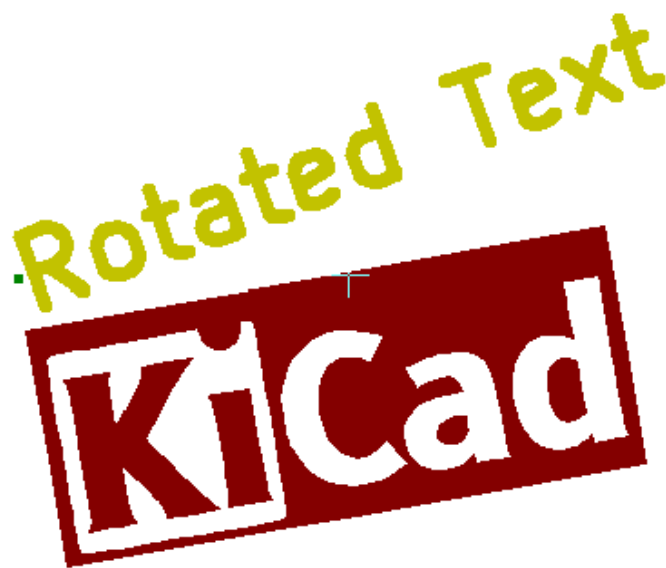
Les éléments dont la position est définie par un seul point (textes et poly-polygones) peuvent être tournés :

Normal : Rotation = 0

# Rotated Text



Tourné : Rotation = 20 et 10 degrés.





### 3.5 Option de Répétition

Les éléments peuvent être répétés :

Ceci est utile pour créer des grilles et des étiquettes de grilles.



## 4 Textes et formatage

### 4.1 Symboles de formatage :

Les textes peuvent être de simples chaînes, ou peuvent inclure des symboles de formatage.

Les symboles de formatage seront remplacés par le texte correspondant, dans Eeschema ou Pcbnew.

Ils sont similaires aux symboles de formatage de la fonction printf.

Un symbole de formatage est constitué d'un % suivi d'une lettre.

Le symbole %C est suivi d'un chiffre (identifiant de commentaire).

Les symboles de formatage sont :

**% % = replaced by %**

**%K = KiCad version**

**%Z = paper format name (A4, USLetter ...)**

**%Y = company name**

**%D = date**

**%R = revision**

**%S = sheet number**

**%N = number of sheets**

**%Cx = comment (x = 0 to 9 to identify the comment)**


**%F = filename**

**%P = sheet path (sheet full name, for Eeschema)**


**%T = title**

Exemple :

"Taille : %Z" affichera "Taille : A4" ou "Taille : USLetter"

Affichage en mode utilisation :  activé. Le bloc titre est affiché comme dans Eeschema ou Pcbnew.

Sheet:	
File: pagelayout_logo.kicad_wks	
<b>Title:</b>	
Size: A4	Date:
KiCad E.D.A. pLeditor (2015-04-09 BZR 5589)-p	
4	5

Affichage en mode "Natif", ou mode édition :  activé. Les textes tels qu'ils sont saisis dans Pl\_Editor, avec leurs symboles de formatage.

%CU	
<b>%Y</b>	
Sheet: %P	
File: %F	
<b>Title: %T</b>	
Size: %Z	Date: %D
%K	
4	5

## 4.2 Textes multi-lignes :

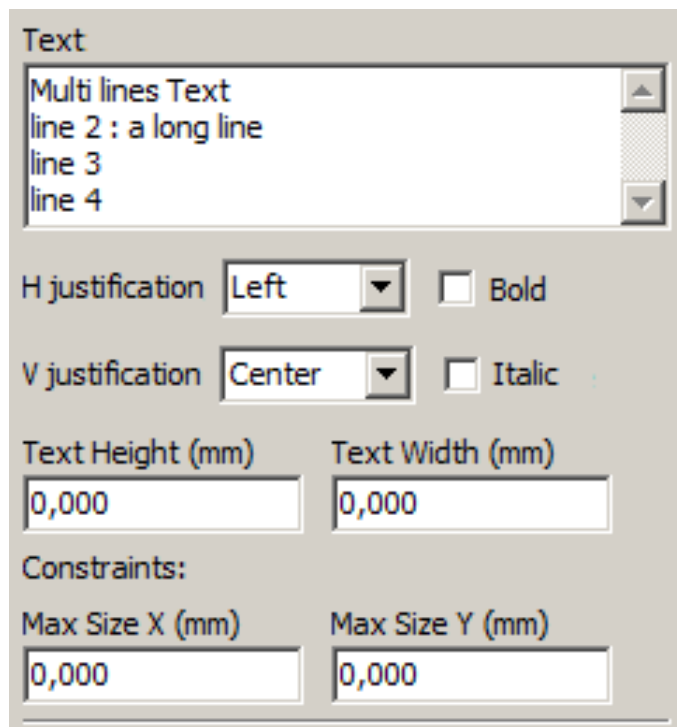
Les textes peuvent être multi-lignes :

Il y a deux façons d'insérer un retour à la ligne dans les textes :

1. Insérer la séquence de 2 caractères "\n" (dans la fenêtre des options de page de KiCad, principalement).
2. Insérer une nouvelle ligne dans la fenêtre de dessin de Pl\_Editor.

Voici un exemple :

Réglages



Text

Multi lines Text  
line 2 : a long line  
line 3  
line 4

H justification Left ☐ Bold

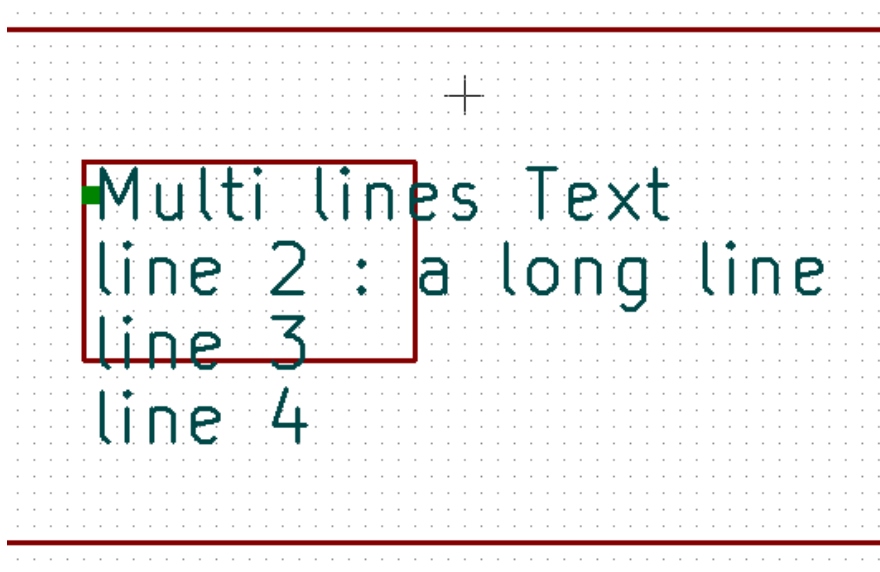
V justification Center ☐ Italic

Text Height (mm) 0,000 Text Width (mm) 0,000

Constraints:

Max Size X (mm) 0,000 Max Size Y (mm) 0,000

Sortie



### 4.3 Textes multi-lignes dans la fenêtre des Options de Page :

Dans la fenêtre des Options de Page, la zone de saisie de texte n'accepte pas un texte sur plusieurs lignes.

La séquence de 2 caractères "\n" devra alors être insérée pour forcer un retour à la ligne dans le texte.

Voici un texte de deux lignes, dans le champ *Commentaire 2* :

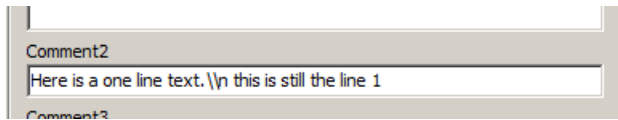


Voici le texte réel affiché :

```
Here is a 2 lines text.  
this is the line 2
```

Sheet:

Si vous souhaitez toutefois afficher vraiment le texte "\n", entrez "\\n".



Le texte affiché :

```
Here is a one line text.\n this is still the line 1
```

+

Sheet:

...

## 5 Constraints

### 5.1 Page 1 constraint

When using Eeschema, the full schematic often uses more than one page.

Usually page layout items are displayed on all pages.

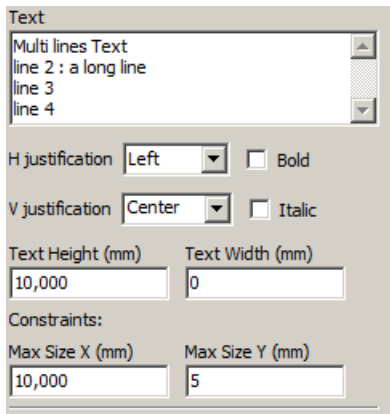
But if a user want some items to be displayed only on page 1, or not on page 1, the "page 1 option" this is possible by setting this option:



Page 1 option:

- None: no constraint.
- Page 1 only: the items is visible only on page 1.
- Not on page 1: the items is visible on all pages but the page 1.

## 5.2 Text full size constraint



Only for texts, one can set 2 parameters :

- the max size X
- the max size Y

which define a bounding box.

When these parameters are not 0, when displaying the text, the actual text height and the actual text width are dynamically modified if the full text size is bigger than the max size X and/or the max size Y, to fit the full text size with this bounding box.

When the actual full text size is smaller than the max size X and/or the max size Y, the text height and/or the text width is not modified.

The text with no bounding box. Max size X = 0,0 Max size Y = 0,0



The **same** text with constraint. Max size X = 40,0 Max size Y = 0,0



A multi line text, constrained:

Réglages

Text

Multi lines Text  
line 2 : a long line  
line 3  
line 4

H justification 

Left

☐ Bold

V justification 

Center

☐ Italic

Text Height (mm) 

10,000

Text Width (mm) 

0

Constraints:

Max Size X (mm) 

10,000

Max Size Y (mm) 

5

Sortie





## 6 Invoking PI\_Editor

PI\_Editor is typically invoked from a command line, or from the KiCad manager.

From a command line, the syntax is `pl_editor <*.kicad_wks file to open>`.

## 7 PI\_Editor Commands

### 7.1 Main Screen

The image below shows the main window of PI\_Editor.



The left pane contains the list of basic items.

The right pane is the item settings editor.

7.2 Main Window Toolbar



The top toolbar allows for easy access to the following commands:

	Select the net list file to be processed.
	Load a page layout description file.
	Save the current page layout description in a .kicad_wks file.
	Display the page size selector and the title block user data editor.
	Prints the current page.
	Delete the currently selected item.
	Undo/redo tools.
	Zoom in, out, redraw and auto, respectively.
	Show the page layout in user mode: texts are shown like in Eeschema or Pcbnew: text format symbols are replaced by the user texts.
	Show the page layout in native mode: texts are displayed "as is", with the contained formats, without any replacement.
	Reference corner selection, for coordinates displayed to the status bar.
	Selection of the page number (page & or other pages). This selection has meaning only if some items than have a page option, are not shown on all pages (in a schematic for instance, which contains more than one page).

7.3 Commands in drawing area (draw panel)

7.3.1 Keyboard Commands

F1	Zoom In
F2	Zoom Out
F3	Refresh Display
F4	Move cursor to center of display window
Home	Fit footprint into display window
Space Bar	Set relative coordinates to the current cursor position
Right Arrow	Move cursor right one grid position
Left Arrow	Move cursor left one grid position

Up Arrow	Move cursor up one grid position
Down Arrow	Move cursor down one grid position

### 7.3.2 Mouse Commands

Scroll Wheel	Zoom in and out at the current cursor position
Ctrl + Scroll Wheel	Pan right and left
Shift + Scroll Wheel	Pan up and down
Right Button Click	Open context menu

### 7.3.3 Context Menu

Displayed by right-clicking the mouse:

- Add Line
- Add Rectangle
- Add Text
- Append Page Layout Descr File

Are commands to add a basic layout item to the current page layout description.

- Zoom selection: direct selection of the display zoom.
- Grid selection: direct selection of the grid.

---

#### Note

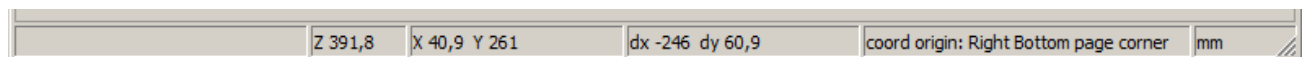
*Append Page Layout Descr File* is intended to add poly polygons to make logos.

Because usually a logo it needs hundred of vertices, you cannot create a polygon by hand. But you can append a description file, created by Bitmap2Component.

---

## 7.4 Status Bar Information

The status bar is located at the bottom of the PL\_Editor and provides useful information to the user.



Coordinates are **always relative to the corner** selected as **reference**.

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# 8 Left window

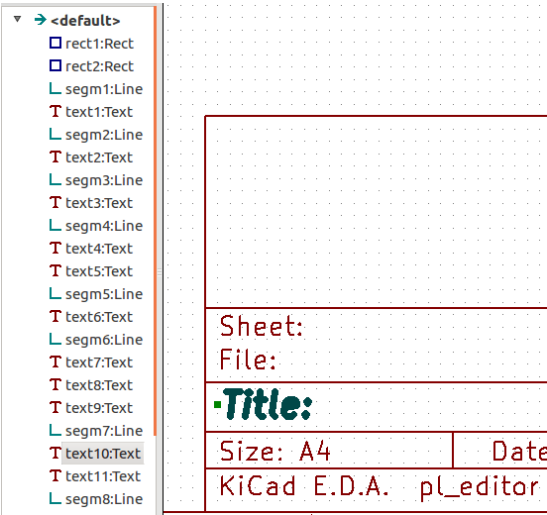
The left windows shows the list of layout items.

One can select a given item (left clicking on the line) or, when right clicking on the line, display a pop up menu.

This menu allows basic operations: add a new item, or delete the selected item.

→ **A selected item is also drawn in a different color on draw panel.**

Design tree: the item 19 is selected, and shown in highlighted on the draw panel.



## 9 Right window

The right window is the edit window.

Properties

Item Properties

General Options

Type

Page 1 option

None

Text

H justification

Left

☐ Bold

V justification

Center

☐ Italic

Text Height (mm)

Text Width (mm)

Constraints:

Max Size X (mm)

Max Size Y (mm)

Accept

Comment

Pos X (mm)

Origin

Lower Right

Pos Y (mm)

Origin

Lower Right

End X (mm)

Origin

Lower Right

End Y (mm)

Origin

Lower Right

Thickness

Set to 0 to use default

Rotation

Repeat parameters:

Repeat count

Text Increment

Step X (mm)

Step Y (mm)

Properties

Item Properties

General Options

Default Values:

Text Size X (mm)

Text Size Y (mm)

1,500

1,500

Line Thickness (mm)

Text Thickness

0,150

0,150

Page Margins

Left Margin (mm)

Right Margin (mm)

10,000

10,000

Top Margin (mm)

Bottom Margin (mm)

10,000

10,000

Accept

On this dialog you can set the page property and the item property of the current item.

Displayed settings depend on the selected item:

Settings for lines and rectangles	Settings for texts
<div><div>Accept</div><div>TypeLinePage 1 optionNone</div><div>Comment</div><div>Pos X (mm)50,000OriginUpper Left</div><div>Pos Y (mm)2,000</div><div>End X (mm)50,000OriginUpper Left</div><div>End Y (mm)0,000</div><div>Thickness0,000Set to 0 to use default</div><div>Repeat parameters:Repeat count30Step X (mm)50,000Step Y (mm)0,000</div></div>	<div><div>Accept</div><div>TypeTextPage 1 optionNone</div><div>Text%K</div><div>H justificationLeftBold</div><div>V justificationCenterItalic</div><div>Text Height (mm)0,000Text Width (mm)0,000</div><div>Constraints:Max Size X (mm)0,000Max Size Y (mm)0,000</div><div>Comment</div><div>Pos X (mm)109,000OriginLower Right</div><div>Pos Y (mm)4,100</div><div>Thickness0,000Set to 0 to use default</div><div>Rotation0,000</div><div>Repeat parameters:Repeat count1Text Increment1Step X (mm)0,000Step Y (mm)0,000</div></div>
Settings for poly-polygons	Setting for bitmaps
<div><div>Accept</div><div>TypePolyPage 1 optionPage 1 only</div><div>Comment</div><div>Pos X (mm)136,002OriginLower Right</div><div>Pos Y (mm)18,002</div><div>Thickness0,010</div><div>Rotation20,000</div><div>Repeat parameters:Repeat count1Step X (mm)0,000Step Y (mm)0,000</div></div>	<div><div>Properties</div><div>Item PropertiesGeneral Options</div><div>TypeBitmapPage 1 optionNone</div><div>Accept</div><div>Comment</div><div>Pos X (mm)169,002OriginLower Right</div><div>Pos Y (mm)18,007</div><div>Bitmap PPI300</div><div>Repeat parameters:Repeat count2Step X (mm)0,000Step Y (mm)30,000</div></div>

# 10 Interactive edition

## 10.1 Item selection

An item can be selected:

- From the Design tree.
- By Left clicking on it.
- By Right clicking on it (and a pop up menu will be displayed).

When selected, this item is drawn in yellow.



When right clicking on the item, a pop-up menu is displayed.

The pop menu options slightly depend on the selection:



If more than one item is found, a menu clarification will be shown, to select the item:



		<p>Once selected, the item, or one of its end points, can be moved by moving the mouse and placed (right clicking on the mouse).</p>
--	--	--



## 10.2 Item creation

To add a new item, right click the mouse button when the cursor is on the left window or the draw area.

A popup menu is displayed:

Pop up menu in left window



Pop up menu in draw area.



Lines, rectangles and texts are added just by clicking on the corresponding menu item.

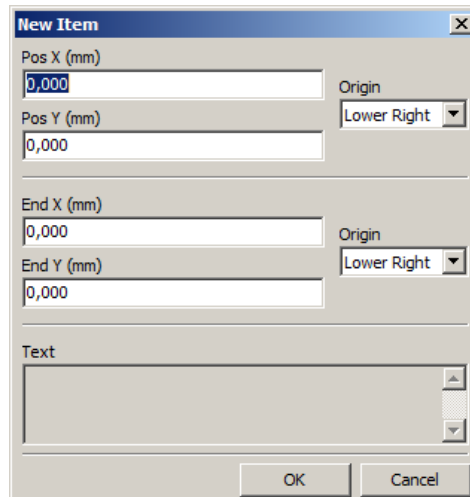
Logos must first be created by Bitmap2component, which creates a page layout description file.

The Append Page Layout Descr File option append this file, to insert the logo (a poly polygon).

### 10.3 Adding lines, rectangles and texts

When clicking on the option, a dialog is opened:

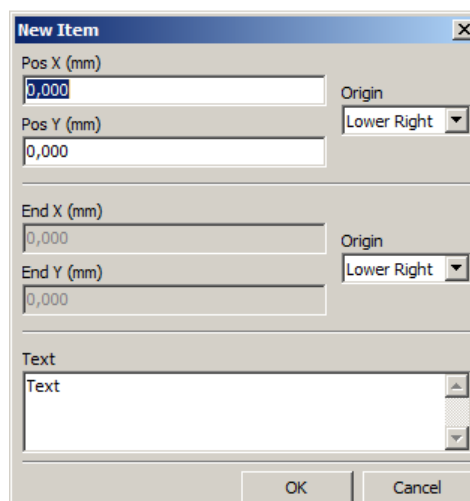
Adding line or rectangle



The 'New Item' dialog box is shown with the following fields and options:

- Pos X (mm):** Input field with '0,000'.
- Pos Y (mm):** Input field with '0,000'.
- Origin:** Dropdown menu set to 'Lower Right'.
- End X (mm):** Input field with '0,000'.
- End Y (mm):** Input field with '0,000'.
- Origin:** Dropdown menu set to 'Lower Right'.
- Text:** A large empty text area.
- Buttons:** 'OK' and 'Cancel' at the bottom right.

Adding text



The 'New Item' dialog box is shown with the following fields and options:

- Pos X (mm):** Input field with '0,000'.
- Pos Y (mm):** Input field with '0,000'.
- Origin:** Dropdown menu set to 'Lower Right'.
- End X (mm):** Input field with '0,000'.
- End Y (mm):** Input field with '0,000'.
- Origin:** Dropdown menu set to 'Lower Right'.
- Text:** A large text area containing the word 'Text'.
- Buttons:** 'OK' and 'Cancel' at the bottom right.

Position of end points, and corner reference can be defined here.

However they can be defined later, from the right window, or by moving the item, or one of its end points.

Most of time the corner reference is the same for both points.

If this is not the case, define the corner reference at creation is better, because if a corner reference is changed later, the geometry of the item will be a bit strange.

When an item is created, if is put in move mode, and you can refine its position (this is very useful for texts and small lines or rectangles)

### 10.4 Adding logos

To add a logo, a poly polygon (the vectored image of the logo) must be first created using Bitmap2component.

Bitmap2component creates a page layout description file which is append to the current design, using the **Append Page Layout Descr File** option.

Bitmap2component creates a page layout description file which contains only one item: a poly polygon.

*However, this command can be used to append any page layout description file, which is merged with the current design.*

Once a poly polygon is inserted, it can be moved and its parameters edited.

## 10.5 Adding image bitmaps

You can add an image bitmap using most of bitmap formats (PNG, JPEG, BMP ...).

- When a bitmap is imported, its PPI (pixel per inch) definition is set to 300PPI.
- This value can be modified in panel Properties (right panel).
- The actual size depend on this parameter.
- Be aware that using higher definition values brings larger output files, and can have a noticeable draw or plot time.

A bitmap can be repeated, **but not rotated**.