

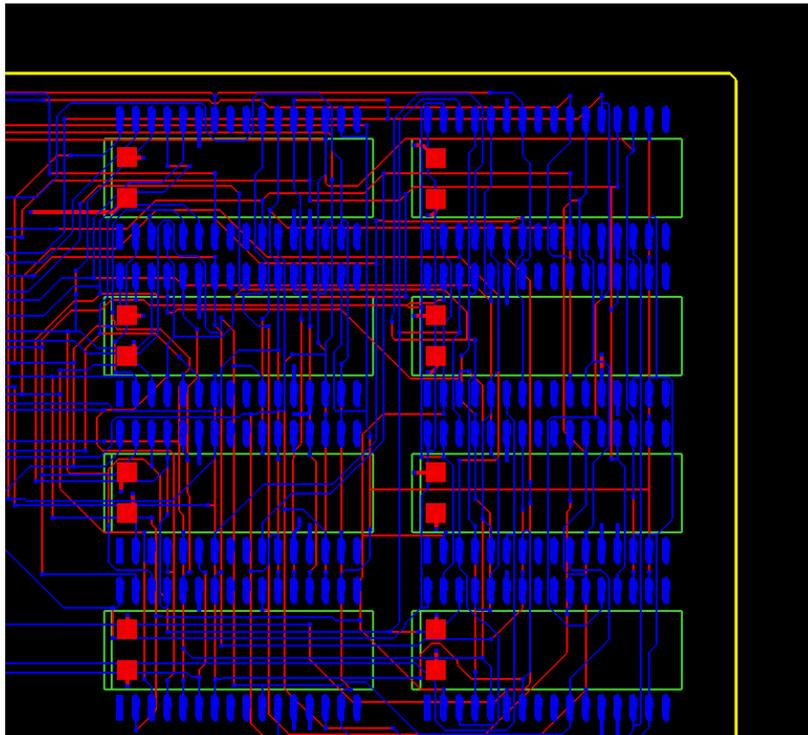


## Introduction

During a design of a PCB it can sometimes be necessary to rotate groups of routed components to better utilise the board area. There is a specific procedure for this to work because the basic rotation function uses the symbol origin as the rotation point. This is fine when working on one component but if you have multiple symbols plus their associated routing you will need to define a user point for the rotation point.

## Group Rotate in PCB Editor.

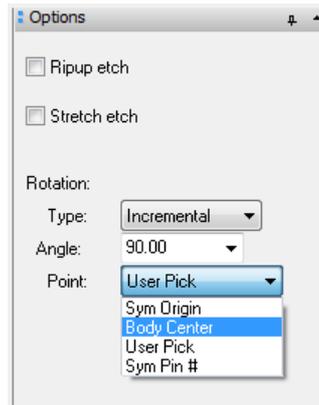
To rotate a group of components, clines and vias in PCB Editor you need to use the Move command.



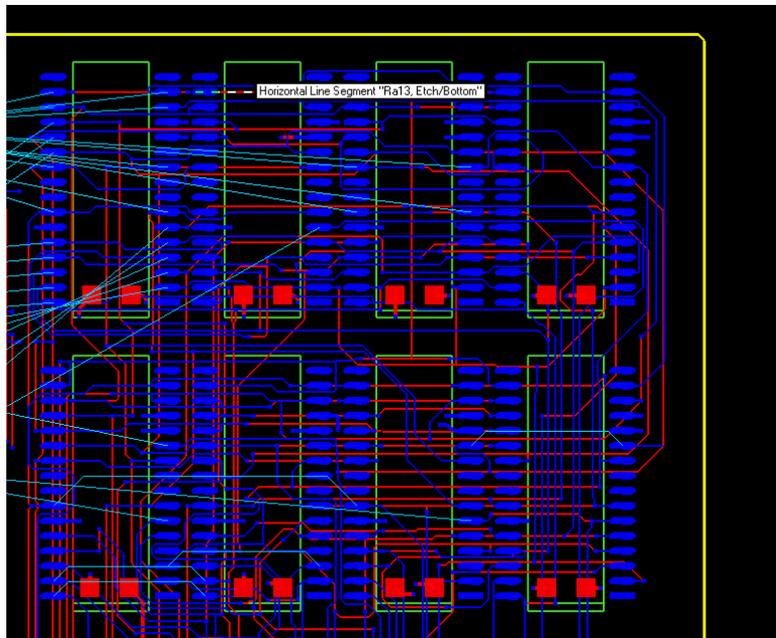
Go to Edit > Move, ensure that the find filter has all the items selected that you wish to move, then move the mouse into the working area, RMB (right mouse button) and select Temp Group. Then using the LMB (left mouse button) draw a window around the group of items you wish to rotate. Use the LMB to finish the window. All the items will highlight. You can if you wish use the CTRL > LMB to de-select items that you may have selected by mistake, and then RMB and select Complete.

The command window is now prompting for the user to pick an origin. Go to the options tab and change the **origin point** from **symbol origin** to **user pick** (**this is important for this process to work correctly**). Then go to the working area and LMB to select your origin.

## How to Rotate a Group in PCB Editor



Your group of items are now attached to the mouse cursor. If you RMB and then select rotate, the group of components will rotate around your origin point. LMB to confirm your rotation, then LMB again to place the group into its new position.



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