

### File Commands

EDIT	Load/create library element
WRITE	Save Drawing / Library
OPEN	Open library
CLOSE	Close Library
QUIT	Quite EAGLE
EXPORT	Generate ASCII list
SCRIPT	Run command file
USE	Load library
REMOVE	Delete Files

### Schematic Commands

NET	Define net
BUS	Draw bus line
JUNCTION	Place connection point
INVOKE	Add certain 'gate' from a placed device
LABEL	Provide label to bus or net
GATESWAP	Swap equivalent 'gates'
PINSWAP	Swap equivalent pins
ERC	Perform electronic rule check
BOARD	Create a board from a schematic

### Create/Edit Drawings or Libraries

ARC	Draw arc
CIRCLE	Draw Circle
POLYGON	Draw Polygon
RECT	Draw rectangle
WIRE	Draw line or routed track
TEXT	Add text
ADD	Add element
COPY	Copy object
GROUP	Define Group for next action
CUT	Cut Group
PASTE	Paste Group
DELETE	Delete Object

### Create/Edit Drawings or Libraries (cont)

MIRROR	Mirror Object (Move to opposite layer)
MOVE	Move or Rotate Object
ROTATE	Rotate Object
NAME	Name Object
VALUE	Enter/Change component value
SMASH	Prepare NAME/VALUE text for moving
SPLIT	Bend wire/line
LAYER	Create/Change Layer

### Display commands

WINDOW	Choose screen window
DISPLAY	Display/hide layers
ASSIGN	Assign keys
CHANGE	Change parameters
GRID	Define grid/unit
MENU	Configure command menu
SET	Set program parameters

### Library Commands

RENAME	Rename symbol/package/device
CONNECT	Define pin/pad assignment
PACKAGE	Define package for device
PREFIX	Define default prefix for device
VALUE	Define if value text can be changed
PAD	Add pad to a package
SMD	Add a smd pad to a package
PIN	Add pin to a symbol
HOLE	Define non-connecting hole
REMOVE	Delete library elements

### Misc Commands

AUTO	Start Autorouter
HELP	Show Help Page
INFO	Show information about object
MARK	Set/Remove measuring mark
OPTIMIZE	Join wire segments
RUN	Run ULP script
SHOW	Highlight object
UNDO	Undo Command
REDO	Redo Command
PRINT	Print to Printer
UPDATE	Update Library object

