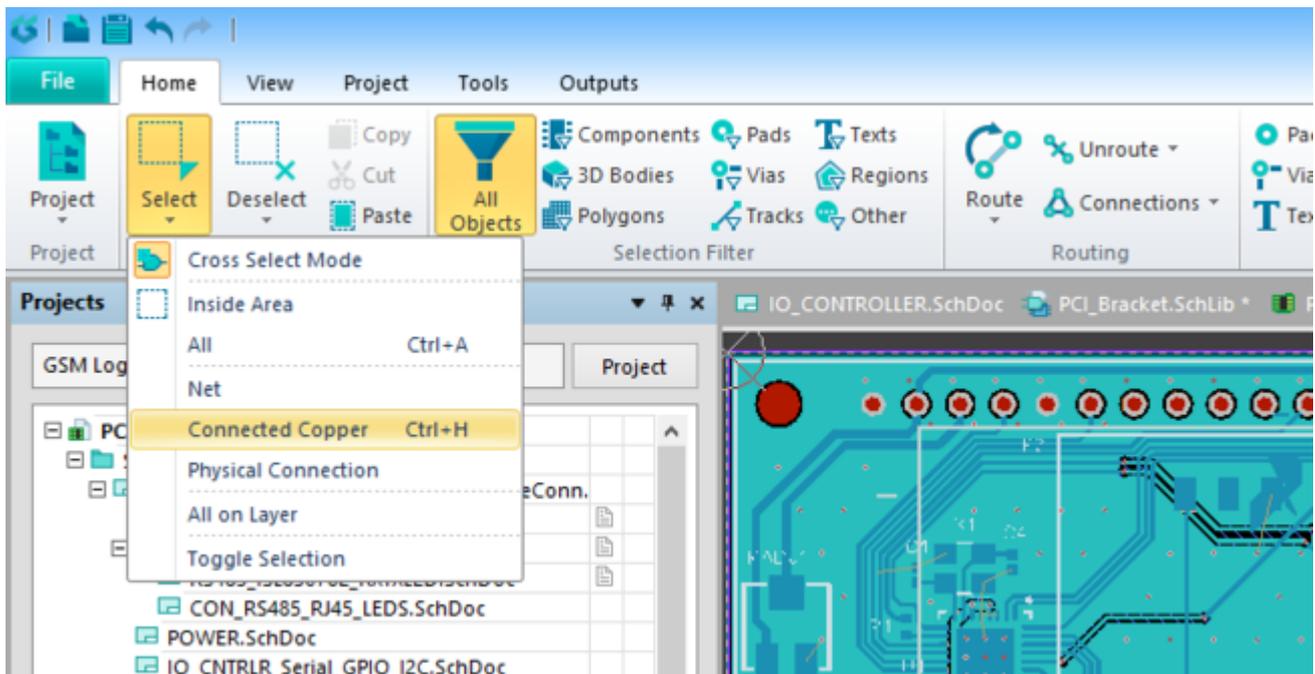# Selection Tools

Modified by Susan Riege on Aug 23, 2018

Parent page: Commands

Examine the connectivty by selecting the connected copper.

Summary

Selection is a core capability of all design software that is commonly used for everyday editing tasks such as quickly identify objects of interest, moving objects, or deleting objects. In CircuitStudio, it can also be used to define a set of objects that can then be edited simultaneously in the *Inspector* panel.

Details

Selection can be performed at any time using the mouse in combination with keyboard keys using the following techniques:

- **Left mouse click** on an object to select it. With each new click, any objects that were previously selected are de-selected.
- **Click and drag a rectangle** to select all objects that are completely enclosed by the rectangle.
- **Shift+click** to select an object while retaining previous selections.

- **Ctrl+click and drag** to sub-select primitive objects that belong to a group object, for example, to select pads or strings in components.

Alternatively, the following selection commands are available. To access these commands click **Home** | **Select** | [Select icon] to display the following menu of commands:

Command	Behavior
Cross Select Mode	This is a toggle command; select it once to enable, again to disable. When enabled, each time a component is selected in the PCB editor, the matching component is selected in the Schematic editor.
Inside Area	Select design objects *inside* a user-defined area. After launching the command, the Status bar will prompt to define a selection rectangle. Click to define the first corner, move the mouse to size the selection rectangle then click to define the second corner. All objects that fall *completely within* the defined area will be selected.
All	Select all design objects in the current document, including the Board Shape.
Net	Select all objects whose Net property is the same. After launching the command the Status bar will prompt to choose an electrical object, click on an object to select that object and all other objects with the same Net property.
Connected Copper	Select all objects on signal layers that are in contact with each other. Use this command to select routing across and through the board. After launching the command, the Status bar will prompt to choose an object on a signal layer. When you click on an object, all objects that are connected to the chosen object will also be selected. Note that pads and vias allow this command to select connected objects on other signal layers.
Physical Connection	Select all connected copper between two nodes in a net (a connection). After launching the command, the Status bar will prompt to choose an object. Click on any object within a connection to select only the routing objects that create the connection. Note that pads are not selected, and if a pad that joins two connections is chosen, both connections are selected. Note also that vias allow this command to select objects on other signal layers that are part of the connection.
All on Layer	Select all objects on the current (active) layer.
Toggle Selection	Interactively select objects one by one, without loosing the previous selection. After launching the command, the Status bar will prompt to change any object. Click on an object to change it from not-selected to selected. Click a second time on the same object to toggle it back to not selected. Continue to click on other objects to add them to the selection set.

Selection Color

To change the default selection color, click **Switch to 3D** on **View | View |** [Switch to 3D icon] then choose **View Configurations » View Configuration**. The *View Configurations* dialog will open. Select the **Board Layers and Colors** tab where the **Selections** color can be changed by clicking the color box.

Polygon Selection

To make the selection process more efficient, polygons can only be selected if they are on the current layer.

Selecting When There are Stacked Objects

The default behavior is that when a click action is performed, the object under the cursor is selected. If there are multiple objects under the cursor, a list will appear to choose the required object.