

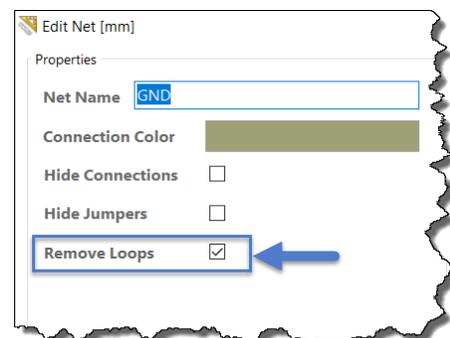
# Modifying and Rerouting

To modify an existing route, there are two approaches, either: *reroute*, or *rearrange*.

## Reroute an existing Route

- There is no need to un-route a connection to redefine its path, simply click the Route button  and start routing the new path.
- The Loop Removal feature will automatically remove any redundant track segments (and vias) as soon as you close the loop and right-click to indicate you are complete (Loop Removal was enabled earlier in the tutorial).
- You can start and end the new route path at any point, swapping layers as required.
- You can also create temporary violations by switching to Ignore Obstacle mode, which you later resolve.

Loop Removal is enabled in the **PCB Editor - Interactive Routing** page of the *Preferences* dialog. Note that there are situations where you may want to create loops, for example power net routing. If necessary, Loop Removal can be disabled for an individual net by editing that net in the PCB panel. To access the option set the panel to Nets mode, then double click on the net name in the panel to open the Edit Net dialog.



## Rearrange Existing Routes

- To interactively slide or drag track segments across the board, simply click, hold and drag.
- The PCB editor will automatically maintain the 45/90 degree angles with connected segments, shortening and lengthening them as required.

### Track Dragging Tips

- During dragging the routing conflict resolution modes also apply (Ignore, Push), press **Shift+R** to cycle through the modes as you drag a track segment.
- Existing pads and vias will be jumped, or vias will be pushed if necessary and possible.
- To convert a 90 degree corner to a 45 degree route, start dragging on the corner vertex. If a visual picklist pops up, you can select either track segment.
- While dragging you can move the cursor and hotspot snap it to an existing, non-moving object such as a pad - use this to help align the new segment

location with an existing object and avoid very small segments being added.

- To break a single segment, select the segment first, then position the cursor over the center vertex to add in new segments (shown above).

## Exercise

Spend some time after watching this and try out the various methods or rerouting and rearranging

---

## COPYRIGHT

Copyright in the Material on this Website is owned or licensed by Altium LLC and its affiliated companies (collectively, "Altium") as of 2017.

Except where necessary for viewing the Material on this website on your browser, or as permitted under the United States Copyright Act or other applicable laws or these Terms of Use, no Material on this website may be reproduced, adapted, uploaded to a third party, linked to, framed, performed in public, distributed or transmitted in any form by any process without the specific written consent of Altium LLC.

## TRADEMARKS

ACTIVEBOM®, ActiveRoute®, Altium Designer®, Altium Vault®, Autotrax®, Camtastic®, Ciiva™, CIIVA SMARTPARTS®, CircuitMaker®, CircuitStudio®, Codemaker™, Common Parts Library™, Draftsman®, DXP™, Easytrax®, NanoBoard®, NATIVE 3D™, OCTOMYZE®, Octopart®, P-CAD®, PCBWORKS®, PDN Analyzer™, Protel®, Situs®, SmartParts™, TASKING® and their respective logos are trademarks or registered trademarks of Altium LLC or its affiliated companies. All other registered or unregistered trademarks referenced herein are the property of their respective owners and no trademark rights to the same are claimed.