

Move Layout Shapes to the Origin

To run this script

Select **Scripts > Layout > ReZero_Layout** from the Menus.

Or, in versions that support the script, you can run the utility directly from this page using this button.

Description

This script will move the selected or all shapes in the layout to the coordinates of $x=0$ and $y=0$. You can set the origin to be in either one of the corners of your layout window (TopLeft, TopRight, BottomLeft, BottomRight). Also you can make a bounding box that fits the extents of all the layout elements and you can expand that polygon by whatever margin you need. The LPF layer can be picked from the pull-down of all the possible draw layers available to the user to represent chip edge, board borders, or keep-out areas.

