

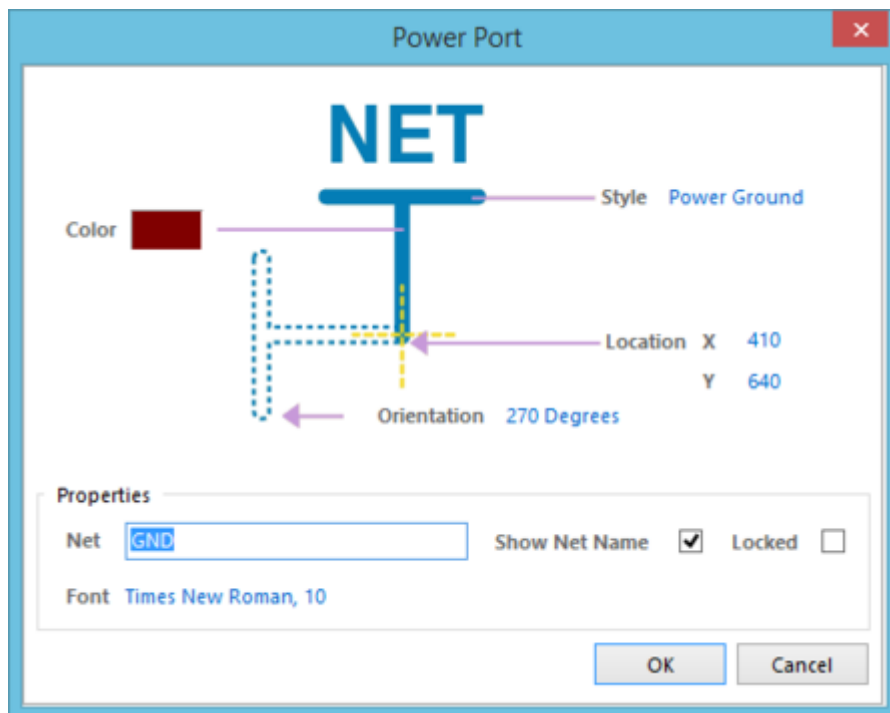
## Power Port

Modified by Jason Howie on Oct 1, 2014

### Other Related Resources

[Power Port \(Object\)](#)

Parent page: [Sch Dialogs](#)



The *Power Port* dialog.

## Summary

This dialog allows the designer to specify the properties of a Power Port object. A power port is an electrical design primitive. It is a special schematic object used to define a power or ground net. Power ports allow the designer to conveniently indicate a power net at any location in the design, which can then be connected to pins or wires.

For information on how a placed power port object can be modified graphically, directly in the workspace, see [Graphical Editing](#).

## Access

The *Power Port* dialog can be accessed during placement by pressing the **Tab** key.

After placement, the dialog can be accessed in one of the following ways:

- Double-clicking on the placed power port object.
- Placing the cursor over the power port object, right-clicking and choosing **Properties** from the context menu.

## Options/Controls

- **Color** - click the color sample to change the color of the power port's graphic and associated net text, using the standard *Choose Color* dialog.
- **Style** -
- **Location X/Y** - the current X (horizontal) and Y (vertical) coordinates for the connection point of the power port (its electrical hotspot). Edit these values to change the position of the power port in the horizontal and/or vertical planes respectively.
- **Orientation** - specify the orientation of the power port, counter-clockwise in relation to the horizontal. Options available are: 0 degrees, 90 degrees, 180 degrees, 270 degrees.

## Properties

- **Net** - use this field to specify the name of the power net to which the power port is to connect.
- **Show Net Name** - use this option to control whether the name of the power net associated to the power port is displayed (enabled) or hidden (disabled).
- **Locked** - enable this option to protect the power port from being edited graphically.

An object that has its **Locked** property enabled cannot be selected or graphically edited. Double click on the locked object directly and disable the **Locked** property, to graphically edit the object.

- **Font** - this control serves two purposes. Firstly, it reflects the currently chosen font – applied to the text for the associated net name - in terms of *Font Name*, *Font Size* and *Font Style*. Secondly, when clicked it provides access to the standard *Font* dialog, from where to change the font as required.

Effects are also displayed when enabled (*Strikeout*, *Underline*). If *Regular* is used for the font's style, this will not be displayed visually in the control's string.

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**Source URL:** [http://documentation.circuitmaker.com/display/CMAK/Sch\\_Dlg-ChangePowerPort\(\(Power+Port\)\)\\_CM](http://documentation.circuitmaker.com/display/CMAK/Sch_Dlg-ChangePowerPort((Power+Port))_CM)