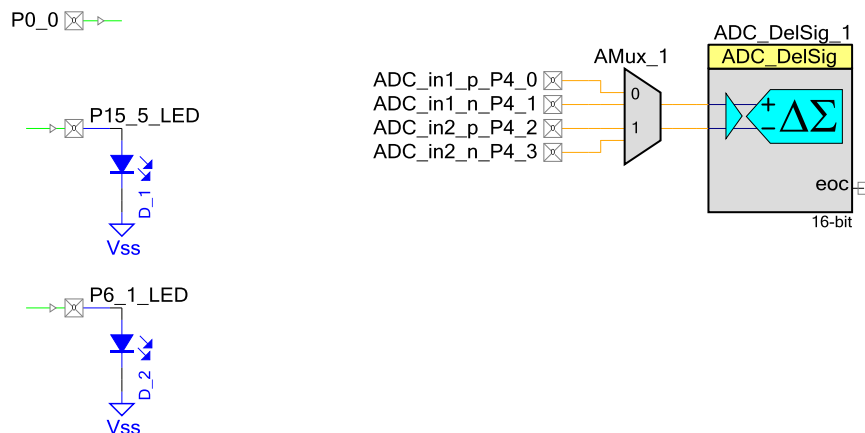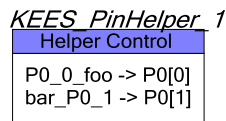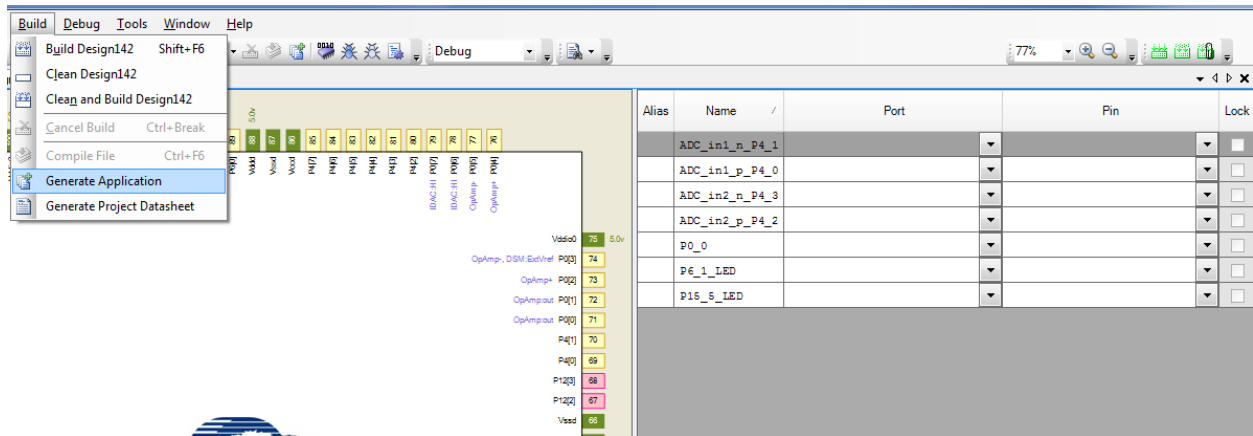- Place the KEES_PinHelper component in your schematic
- Name any pin using the following pattern:
  - Px_y   e.g.   P12_4
  - Px_y_your_name   e.g.   P3_2_ADC_Ref
  - your_name_Px_y   e.g.   LED_P6_7
- The pin will be automatically assigned to the right location when you generate the project.

The PinHelper component is just a control file that identifies pins with the instance name that follows p/Px_y convention and attempts to place the pin in that location.

1. Place a KEES_PinHelper component on your schematic:
2. Place pins as you normally would, and provide pin location information in the name
3. Build / Generate the project:

KEES_PinHelper_1

Helper Control
P0_0_foo -> P0[0] bar_P0_1 -> P0[1]

P0_0

P15_5_LED

D_1

Vss

P6_1_LED

D_2

Vss

AMux_1

ADC_in1_p_P4_0
ADC_in1_n_P4_1
ADC_in2_p_P4_2
ADC_in2_n_P4_3

0

1

ADC_DelSig_1

ADC_DelSig

$+$
$-$ $\Delta\Sigma$

eoc

16-bit

And Voila!

Alias	Name	Port		Pin		Lock
	ADC_in1_n_P4_1	P4[1]	▼	70	▼	☐
	ADC_in1_p_P4_0	P4[0]	▼	69	▼	☐
	ADC_in2_n_P4_3	P4[3]	▼	81	▼	☐
	ADC_in2_p_P4_2	P4[2]	▼	80	▼	☐
	P0_0	P0[0] OpAmp:out	▼	71	▼	☐
	P6_1_LED	P6[1]	▼	90	▼	☐
	P15_5_LED	P15[5]	▼	94	▼	☐

If you leave the pins unlocked, and rename the pin in the schematic using the appropriate syntax, it will be automatically re-assigned when you re-generate the project:

At any point, you can lock the pins and change the names to whatever you want. Leaving the KEES_PinHelper component in the schematic or placing multiple helper components will not cause any conflicts.

Unlocking a locked pin and naming it with the proper syntax will allow it to be automatically placed. The component does not care about upper or lower case 'p' in the pin name.