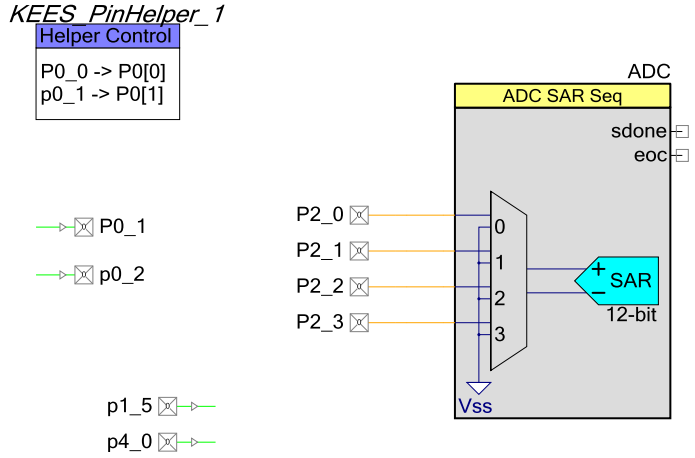
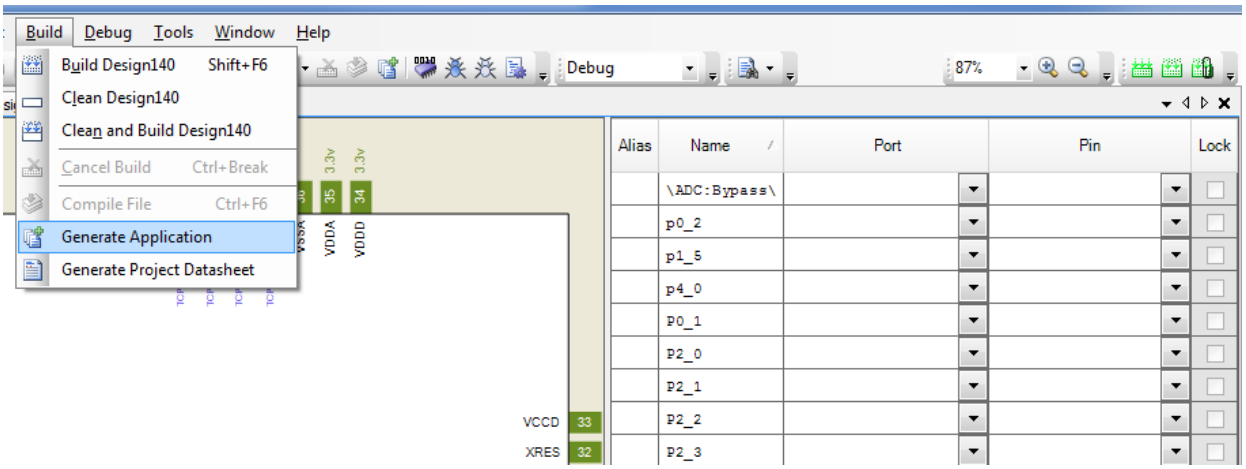
- Place the KEES_PinHelper component in your schematic
- Name any pin with a Px_y or px_y (i.e. P12_4 or p3_7)
- It will be automatically assigned to the right pin when you generate the project!

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. The pin location can be locked at any time, and the instance name can be changed to whatever you want.

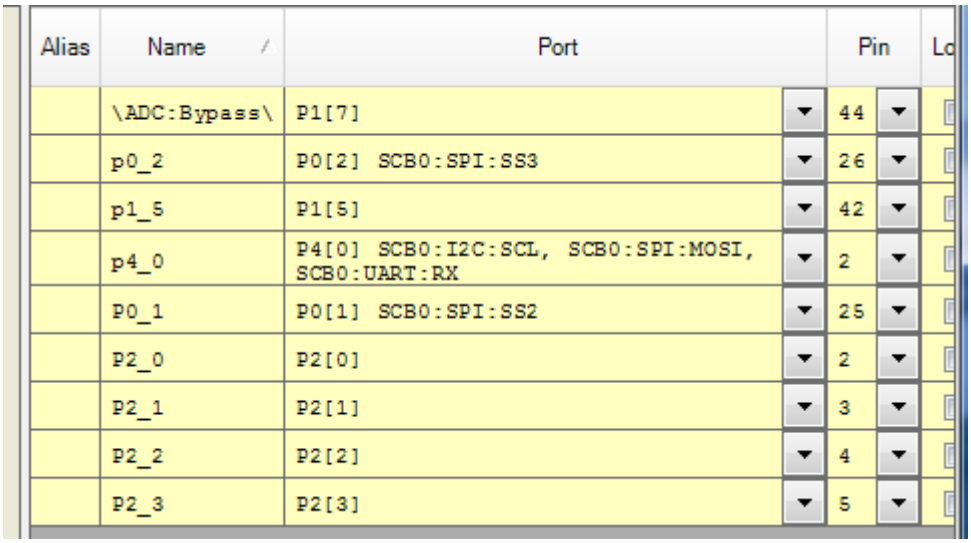
To use the component, place it on your schematic:

Then place pins as you normally would, and give their instance names useful pin locations like so and generate the project:



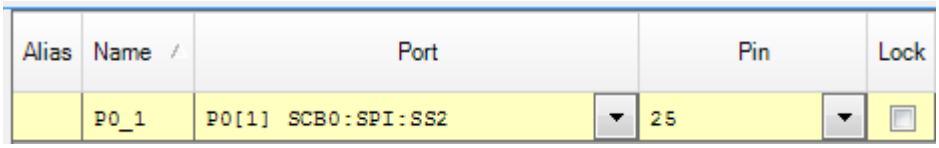


And Voila!



Alias	Name	Port	Pin	Lo
	\ADC:Bypass\	P1[7]	44	
	p0_2	P0[2] SCB0:SPI:SS3	26	
	p1_5	P1[5]	42	
	p4_0	P4[0] SCB0:I2C:SCL, SCB0:SPI:MOSI, SCB0:UART:RX	2	
	P0_1	P0[1] SCB0:SPI:SS2	25	
	P2_0	P2[0]	2	
	P2_1	P2[1]	3	
	P2_2	P2[2]	4	
	P2_3	P2[3]	5	

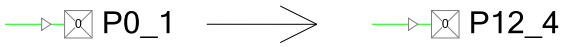
If you leave the pins unlocked, and rename the pin in the schematic, it will be automatically re-assigned when you re-generate the project:

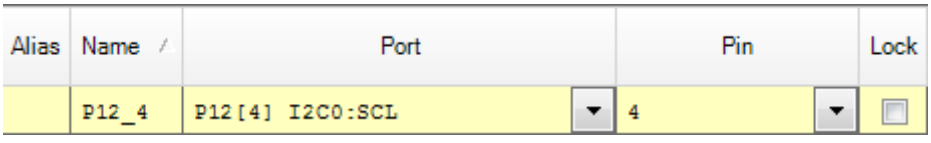


Alias	Name	Port	Pin	Lock
	P0_1	P0[1] SCB0:SPI:SS2	25	

KEES_PinHelper_1

Helper Control
P0_0 -> P0[0] p0_1 -> P0[1]





Alias	Name	Port	Pin	Lock
	P12_4	P12[4] I2C0:SCL	4	

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 p/Px_y will allow it to be automatically placed. The component does not care about upper or lower case ‘p’ in the pin name.