

Senior Design Workshop

# PCB Design with EAGLE

Dr. Feng Li

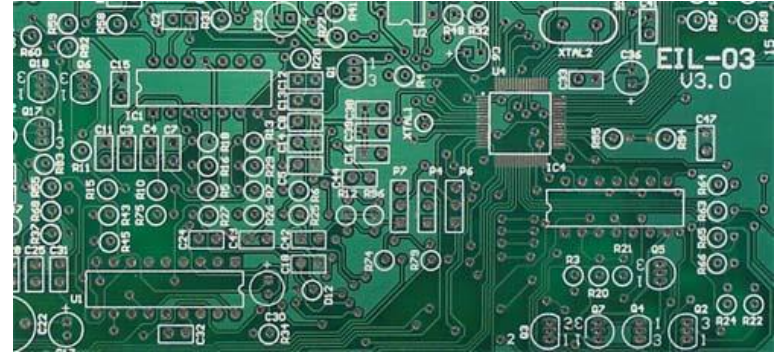
Dept. of Electrical & Computer Engineering

*University of Idaho*

# Outline

- PCB introduction
- CadSoft EAGLE introduction
- Schematic design
- Board layout and routing
- CAM processor export
- DFM
- Fabrication
- Assembly

# What is PCB?



- Printed Circuit Board

- Mechanically supports and electrically connects electronic components using conductive tracks, pads and other features etched from copper sheets laminated onto a non-conductive substrate.

- Two purposes:

- A place to mount the component
- Provides the means of electrical connection between the components

- PCBs can be

- Single sided (one copper layer)
- Double sided (two copper layers)
- Multi-layer

# PCB Terminology – Component Packages

- Through-hole
  - Soldered to the opposite side of the board
- SMD/SMT (surface mount device/technology)
  - Soldered in the same side of the board
  - Can be mounted on both sides of the PCB
  - Smaller than the thru-hole type-smaller & denser PCB
  - Some common form factors
    - 0805 (means 0.08"x0.05")
    - 1206
    - 1210



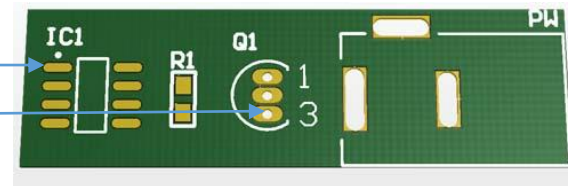
# PCB Terminology

- Pad: a small surface of copper where component will be soldered to the board
- Via: plated hole that allows the current to pass thru the board
- Track (trace): conductive path connecting 2 points (pads, vias)
- Soldermask: a layer of insulating lacquer covering both surfaces of the board to prevent the solder to short-circuit two tracks from different nets.
- Silkscreen (overlay): letters printed on the final board, e.g., solder mask

# PCB Terminology

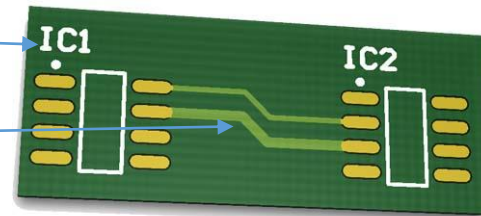
SMD pads

Thru-hole pads



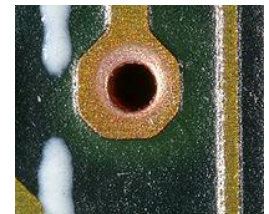
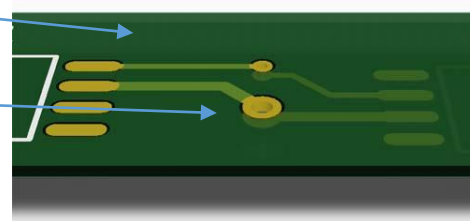
Silkscreen

Copper tracks



Soldermask (stop mask)

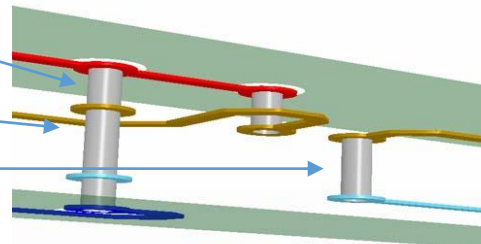
Via



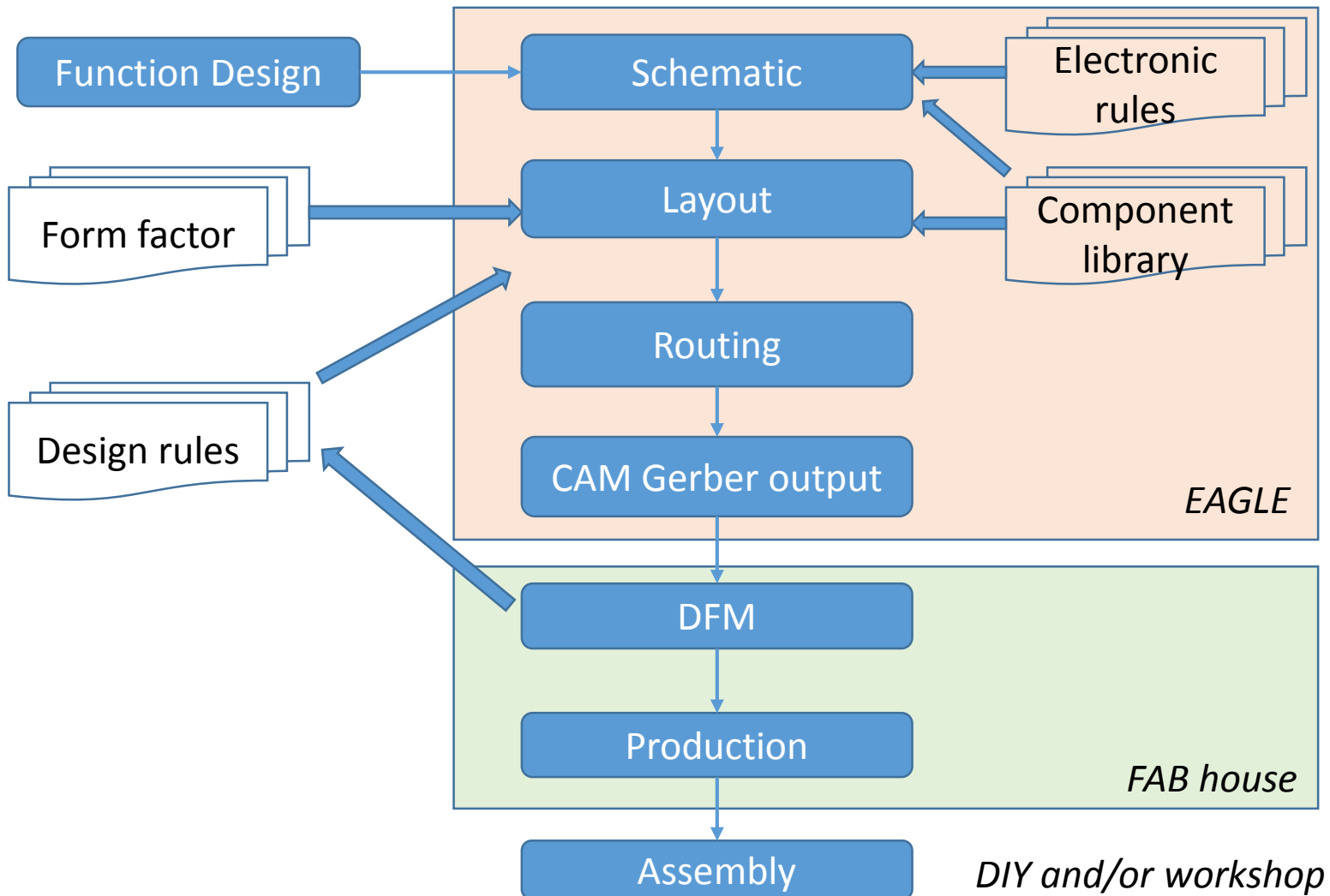
Thru-hole (full stack) via

1-2 blind via

2-3 buried via



# PCB Process Flow





# What is EAGLE?

- Easily Applicable Graphical Layout Editor
  - Easy to use CAD tool for designing PCBs
  - CadSoft
- Consist of three main modules:
  - Schematic editor
  - Layout editor
  - Autorouter
- It runs under Windows, Linux, and MacOSX
- It comes with an extensive library of components



# Three Versions

- EAGLE light
  - Limitations:
    - 1 schematic sheets;
    - 2 signal layers (top & bottom)
    - 100x80mm routing area
  - It can be used for free
- EAGLE standard
  - 99 schematic sheets
  - 4 signal layers
  - 160x100mm routing area
- EAGLE Professional: full featured version
  - Up to 1600x1600mm
  - Up to 16 routing layer
  - Up to 999 sheets per schematic

# Download and Installation

- Current edition: 7.1.0
- <http://www.cadsoftusa.com/download-eagle/>
- Professional version ( 6.5.0) available in the Senior Design Lab
  - Contact John Jacksha (J.J.)
- 7.1 and 6.5 may have compatibility issues
  - Begin with 6.5 light version and use Pro version in lab
  - Begin with 7.1 light version and order your standard or professional version

# Installing Optional Libraries

- SparkFun library
  - contains footprints for many common devices
  - helps narrow the choices
  - <https://github.com/sparkfun/SparkFun-Eagle-Libraries>
  - C:\Program Files (x86)\EAGLE-6.5.0\lbr
- Adafruit
  - <http://github.com/adafruit/Adafruit-Eagle-Library>
  - C:\Program Files (x86)\EAGLE-6.5.0\lbr
- Component order
  - <http://www.digikey.com>

# EAGLE User Interface – Control Panel

Menu bar

File manager

Status line

Control Panel - C:\Users\Feng\Documents\eagle\play - EAGLE 6.5.0 Professional

File View Options Window Help

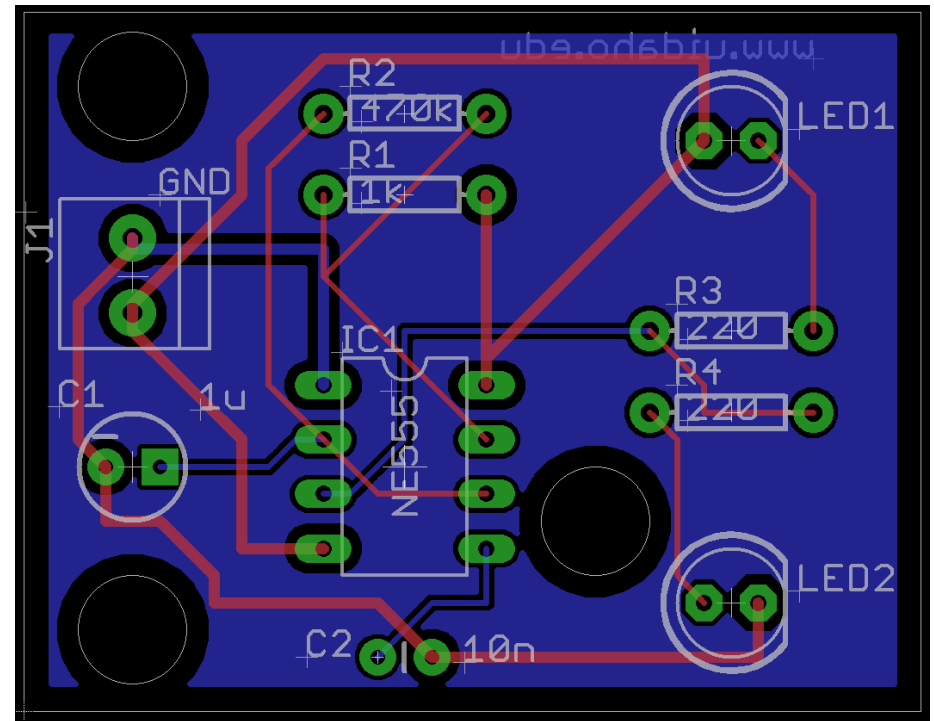
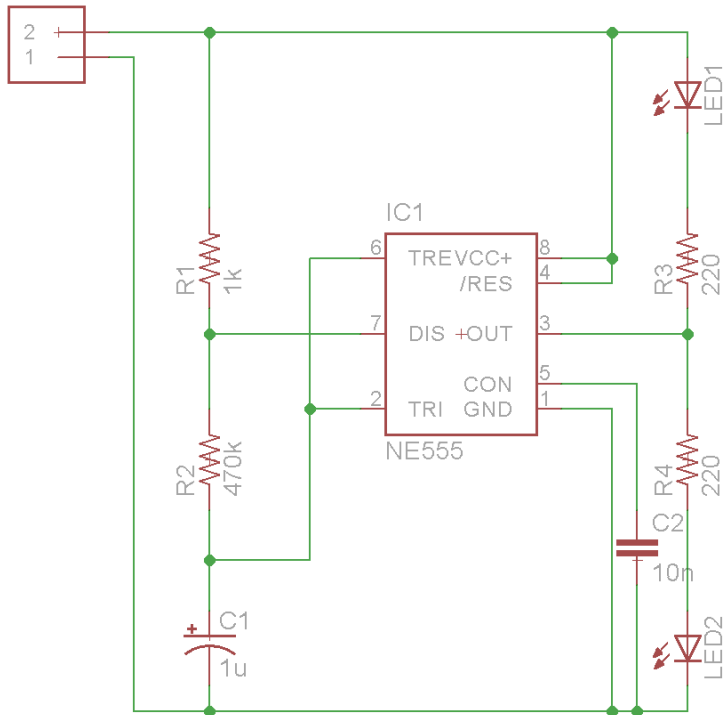
Name	Description
Libraries	Libraries
Design Rules	Design Rules
User Language Programs	User Language Progr...
Scripts	Script Files
CAM Jobs	CAM Processor Jobs
Projects	
eagle	
Flasher	
play	
examples	Examples Folder
arduino	Arduino Mega 2560 ...
elektro	Examples Folder for ...
hexapod	Hexapod Example Pr...
Itspice	
singlesided	Example Project for ...
tutorial	Example Files for the ...
bus.sch	
demo1.sch	
demo2.brd	
demo2.sch	
demo3.brd	
demo3.sch	
hexapodu.brd	
hexapodu.ctl	

**EAGLE Board**

Size: 1.812 x 0.876 inch

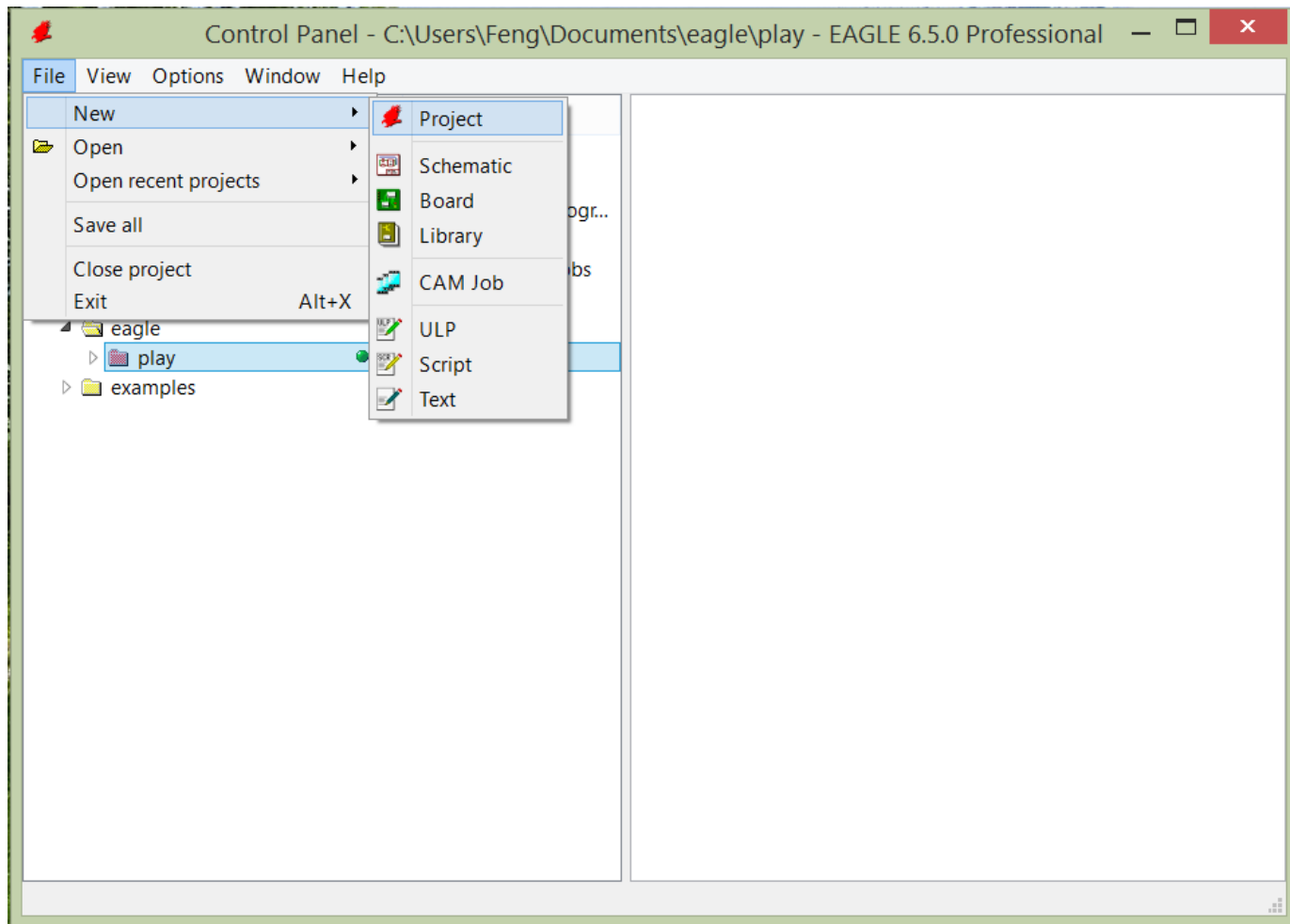
C:\Program Files (x86)\EAGLE-6.5.0\projects\examples\tutorial\demo3.brd    Date: 4/13/2012 6:02:00 AM    Size: 57.2 kB

# Example Project: *LED Flasher Using 555 Timer*



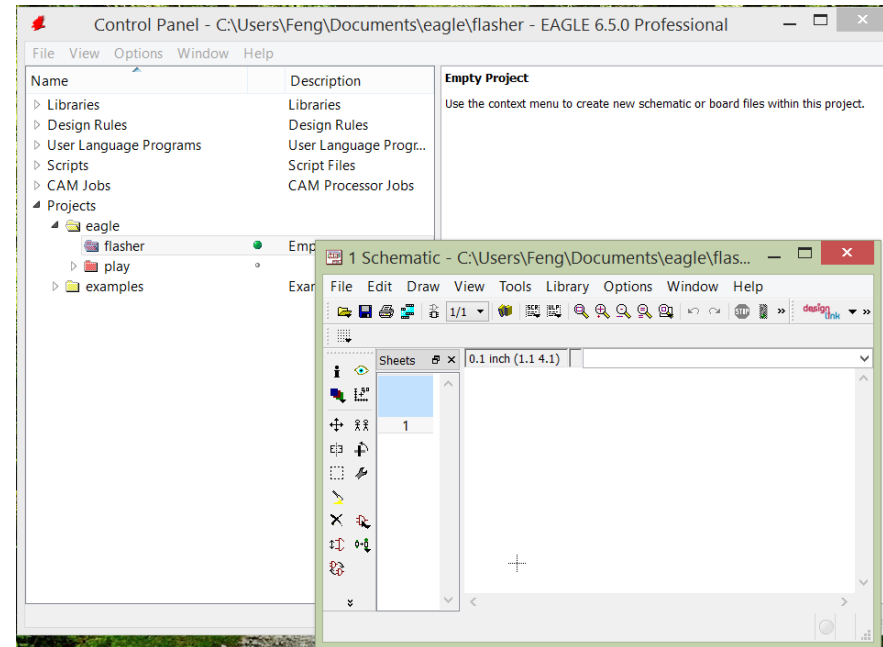
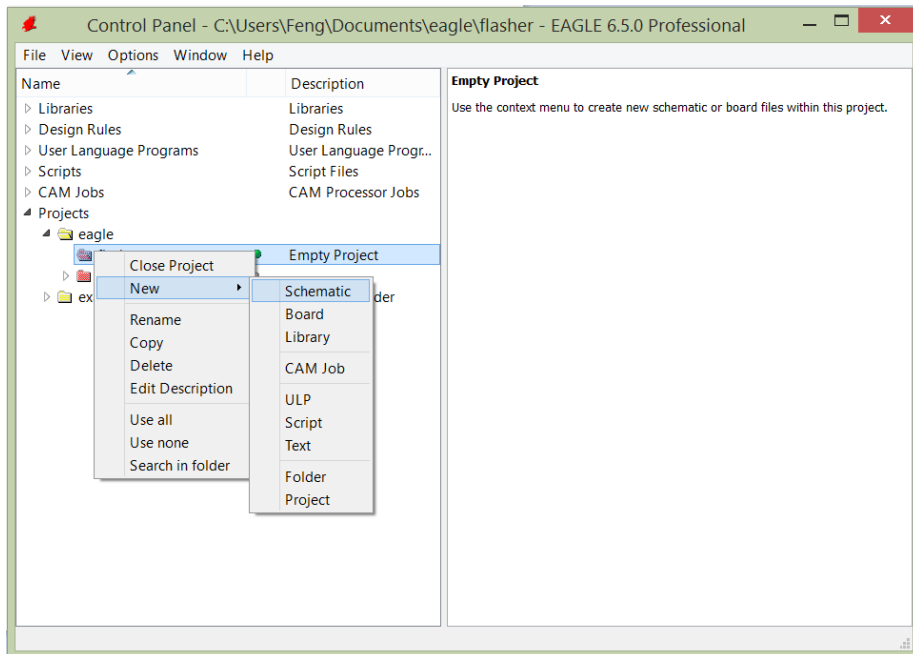
# Creating and Naming a New Project

- File->New->Project (you can name the folder as flasher)



# Creating a New Schematic

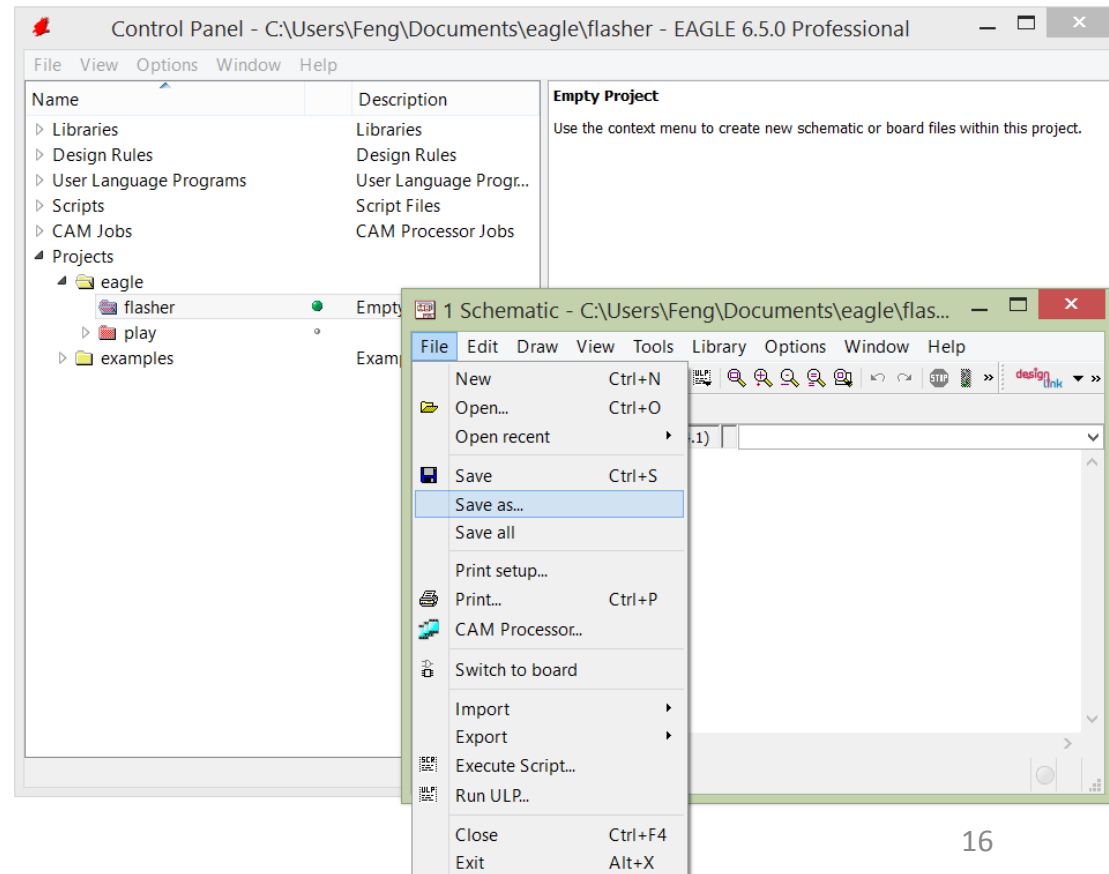
- Right click folder “flasher” ->New->Schematic



# Save and Rename of New Schematic

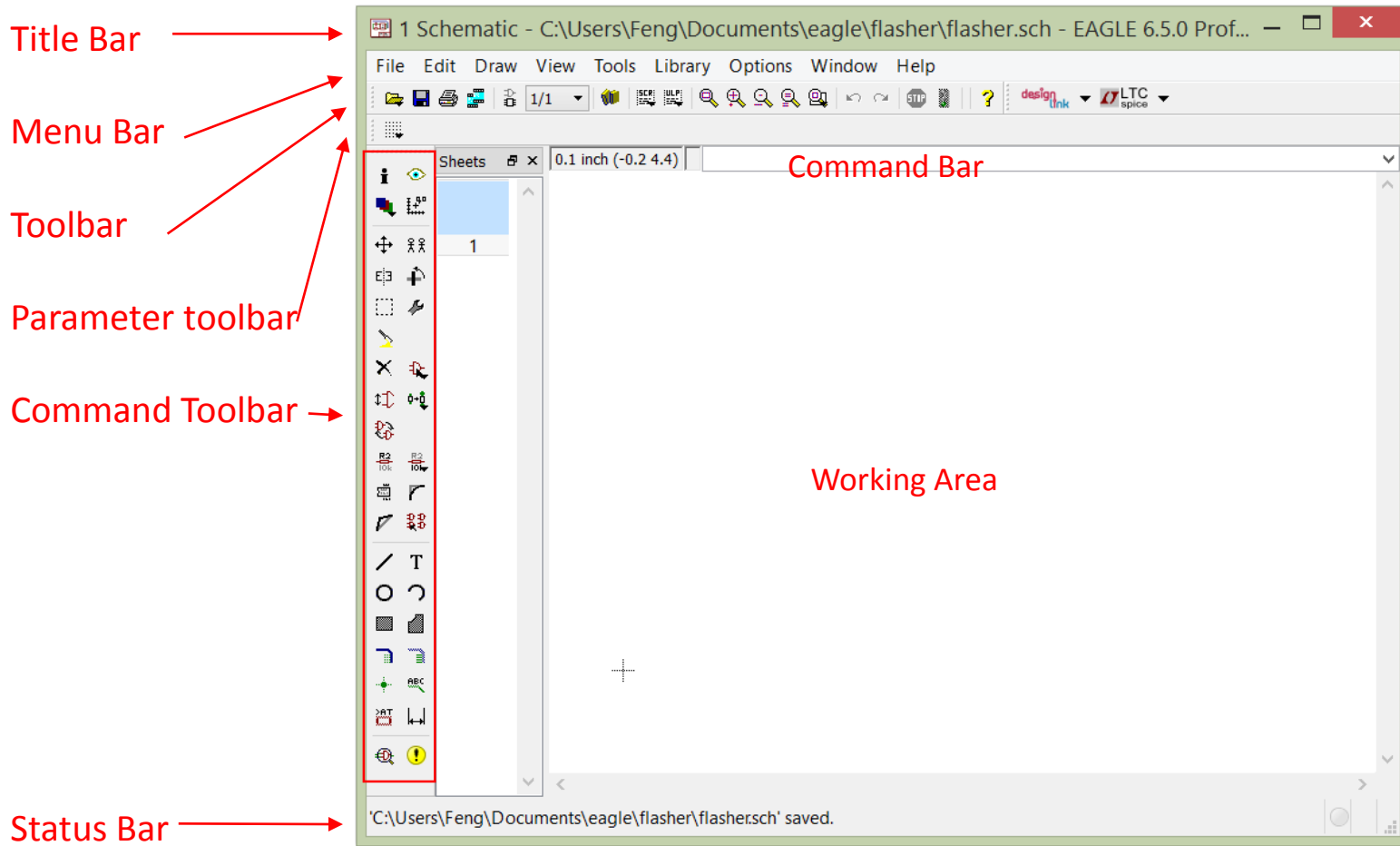
- [Schematic]File->Save as... (flasher.sch)

• Note: Do not create a board file yet.





# Schematic Editor Window



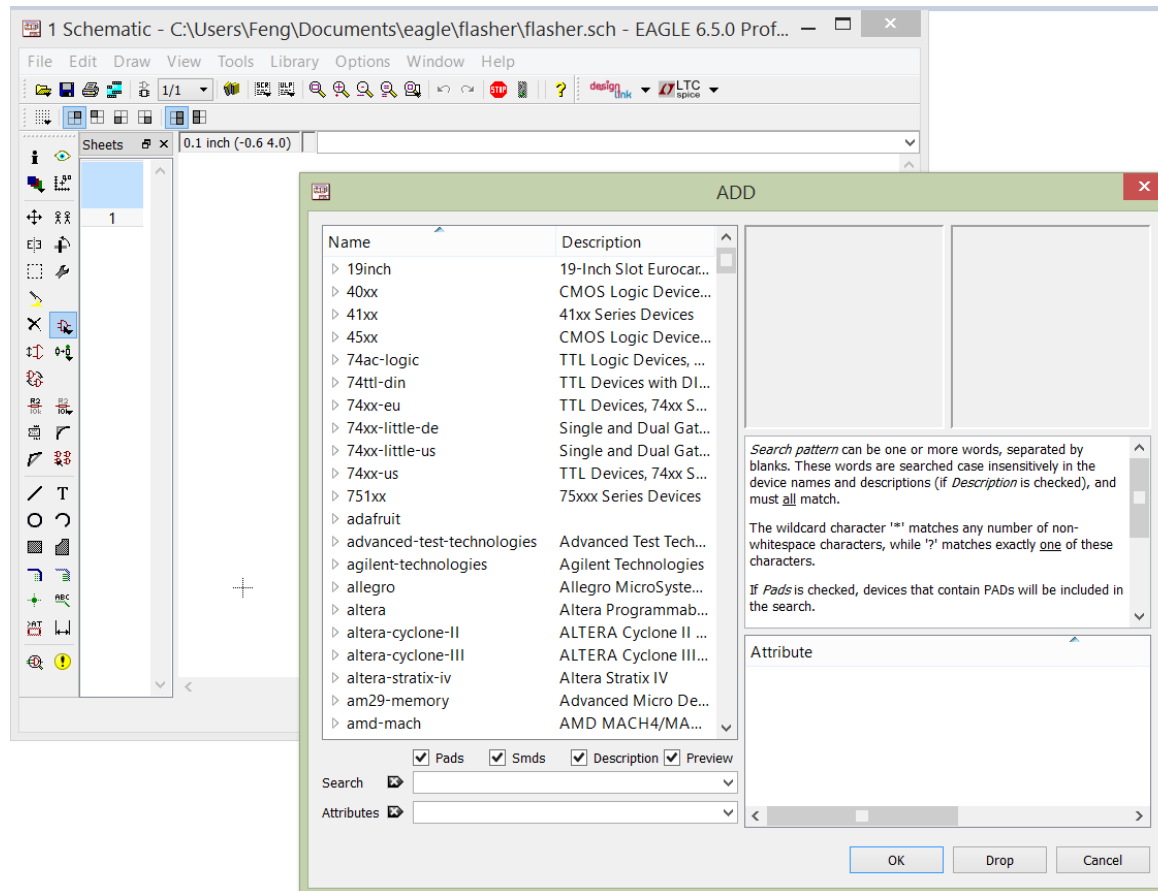
# Schematic Editor Window Command Tools

The image shows a vertical toolbar with various icons for schematic editing. Blue arrows point from text labels to specific icons in the toolbar. The labels and their corresponding icons are as follows:

- Info** – Info on a part (points to the 'i' icon)
- Layer settings** – Change Layers (points to the layer selection icon)
- Move** (points to the four-way arrow icon)
- Group** – Define a bunch of parts to a group to move. (points to the group icon)
- Delete** – Delete a part (points to the 'X' icon)
- Name** – Name a part (points to the 'R2 10k' icon)
- ERC** - Electrical Rule Check (points to the 'ERC' icon)
- Show** – Highlight a part, wire, or trace. Very Useful (points to the eye icon)
- Rotate** (points to the rotate icon)
- Add** – Add a part from the library (points to the 'Add' icon)
- Value** – Define a value (20 Ohms, etc) (points to the 'R2 10k' icon)
- Net** – Connect component (points to the net icon)
- Label** – Label items (points to the 'ABC' icon)

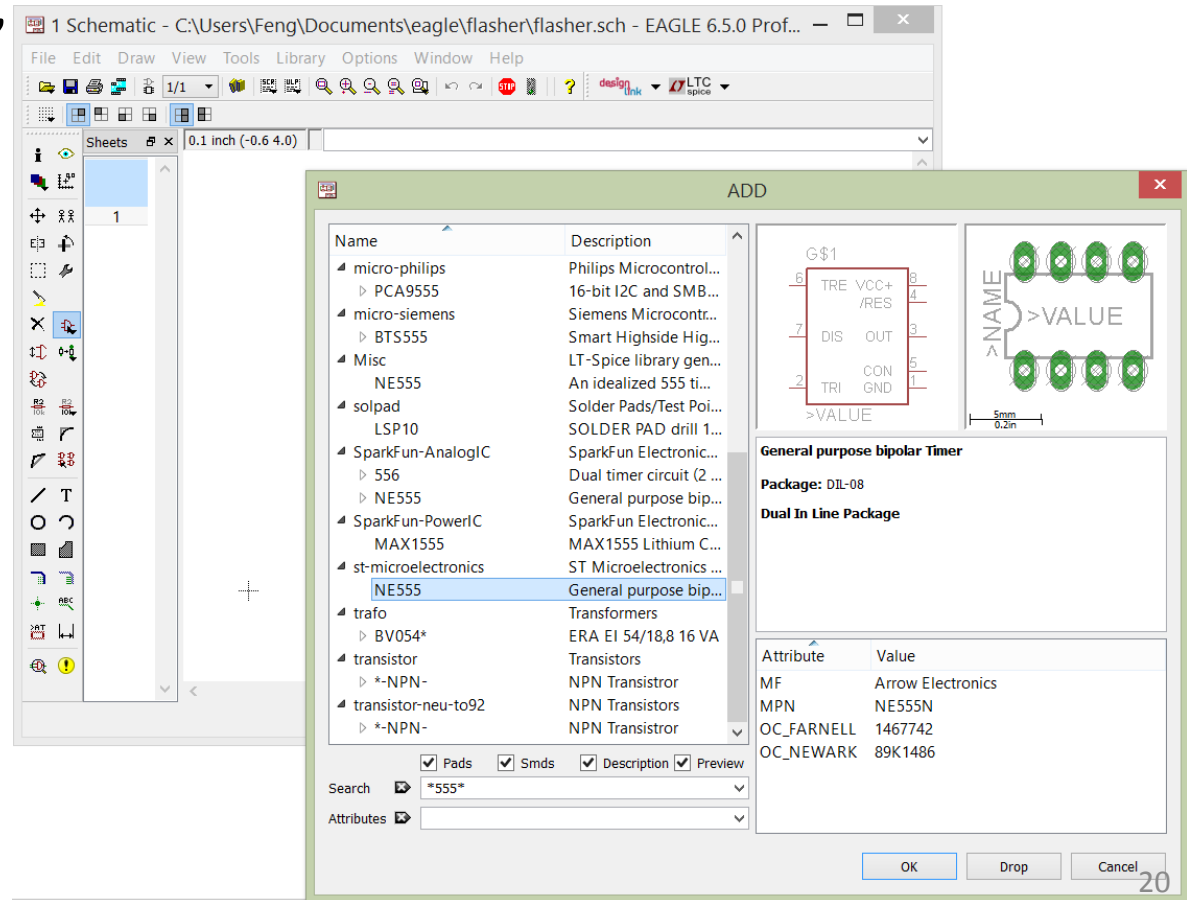
# Finding and Add a Component

- [Schematic] Add



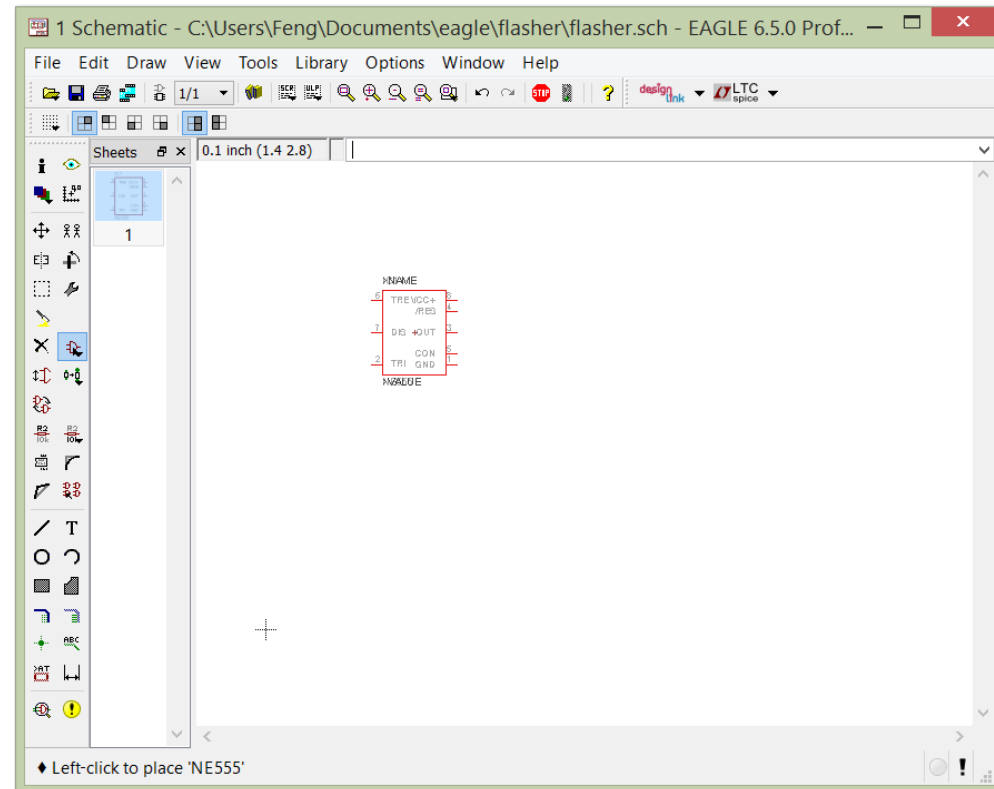
# Search for a Component

- Enter “\*555\*” in the Search field
- Find “NE555”
- Click “OK “



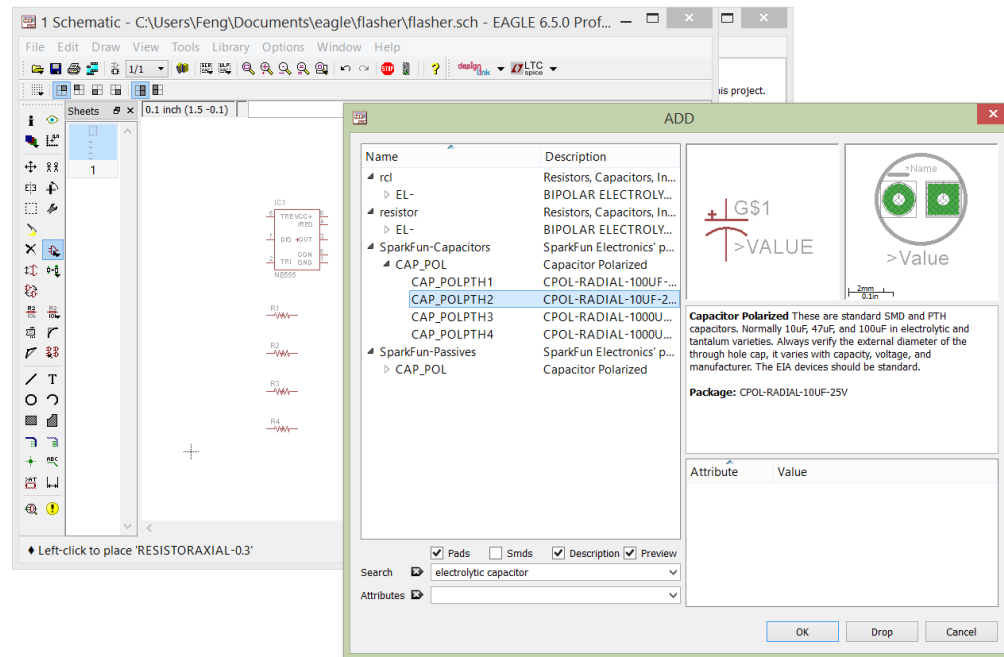
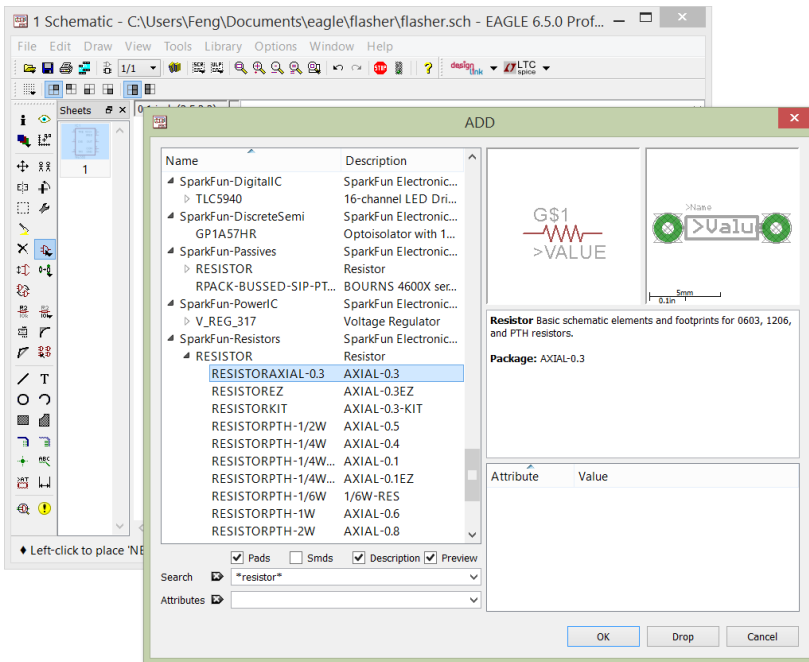
# Drop a Component

- Move the cursor toward the middle of the schematic window
- Click to drop the component
- Press “ESP” key to escape from adding component;
- Click “Cancel” to escape from the adding Window.
- You can delete a Component by clicking “Delete”



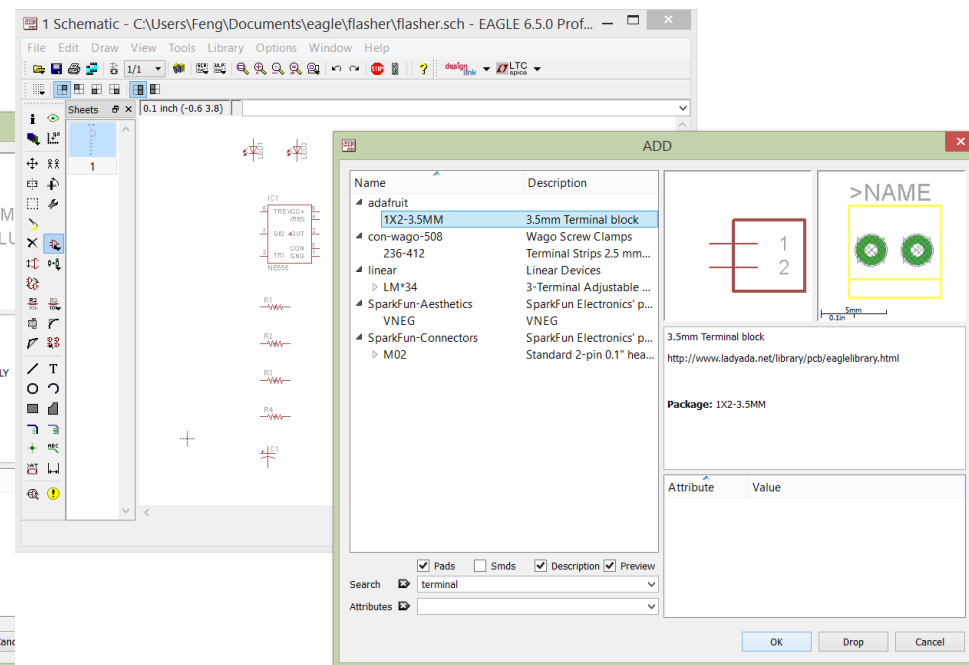
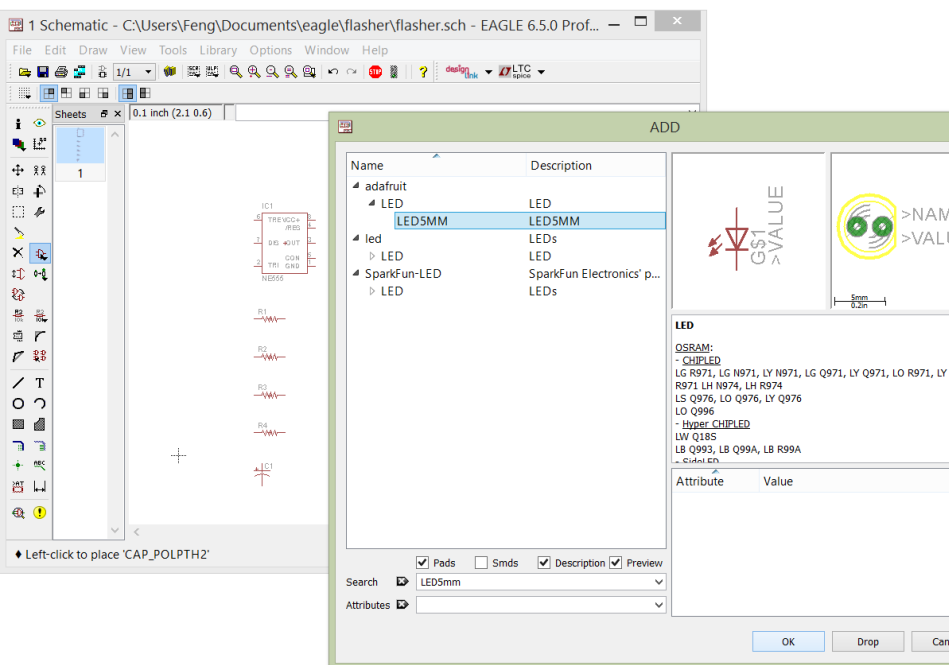
# Add Components – Resistors and Capacitor

- SparkFun-Resistors: RESISTORAXIAL-0.3 (x4)
- SparkFun-Capacitors: CAP\_POLPTH2



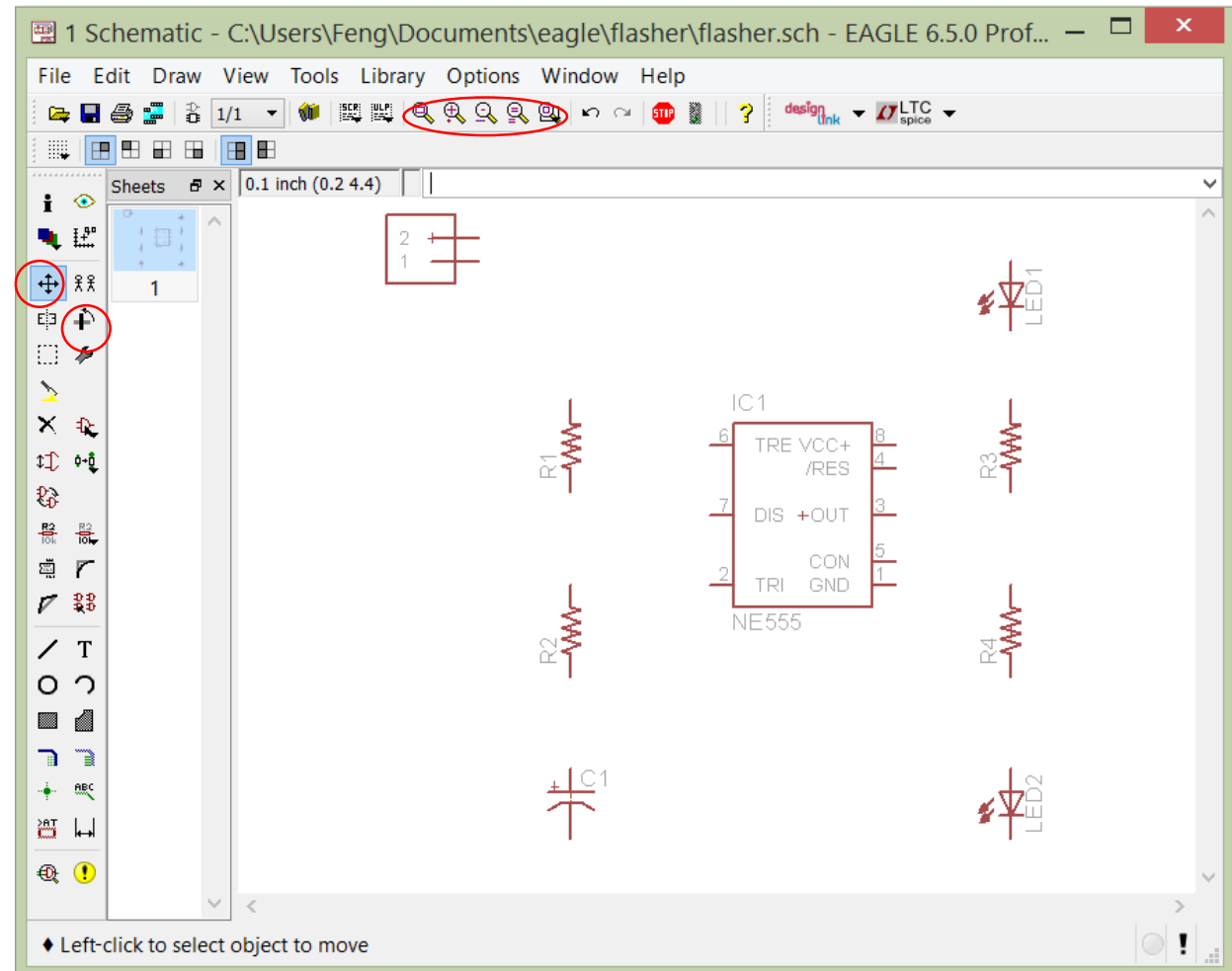
# Add Component – LED and a Screw Terminal for Power Supply

- Adafruit: LED5MM (search “LED5mm”)
- Adafruit: 1X2-3.5MM (search “terminal”)



# Rotating and Moving Components

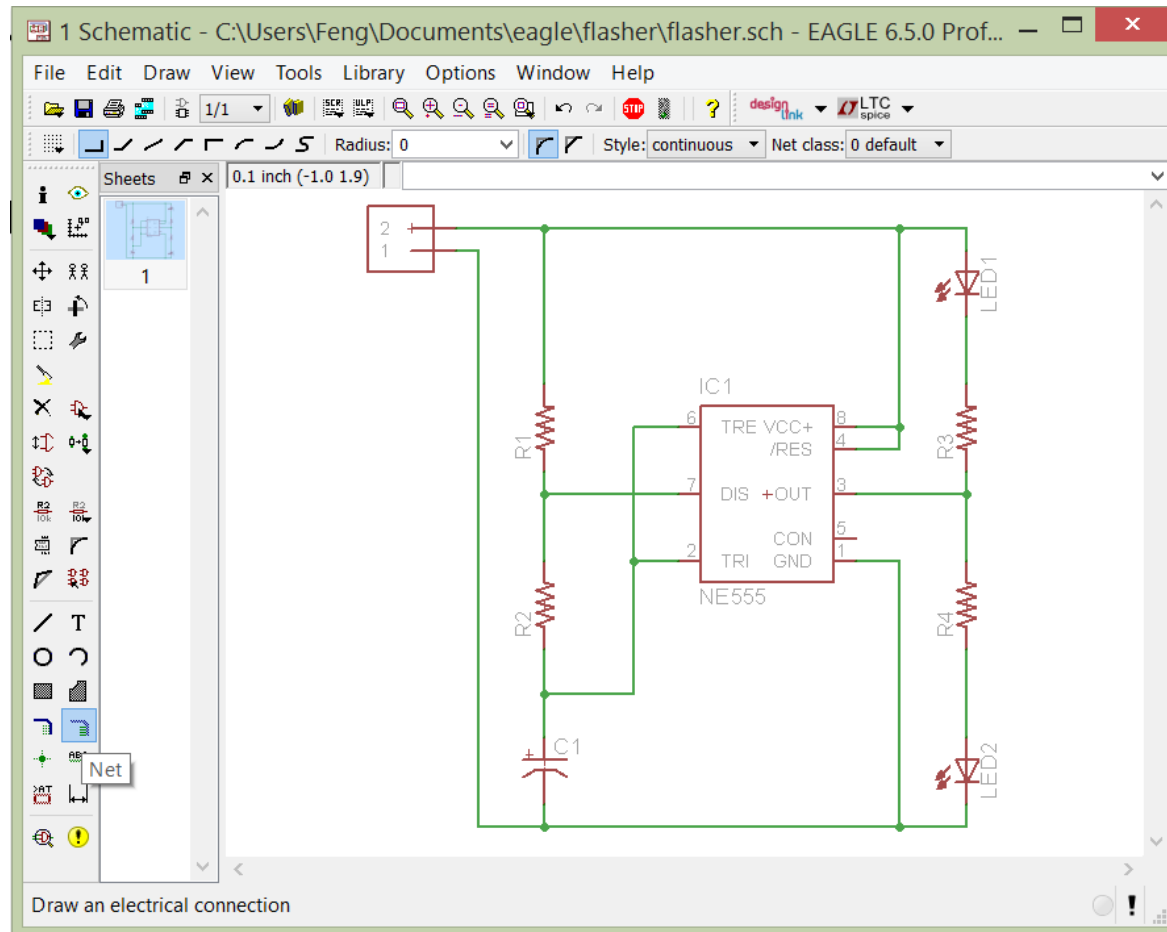
- Rotate
- Move
- Zoom...





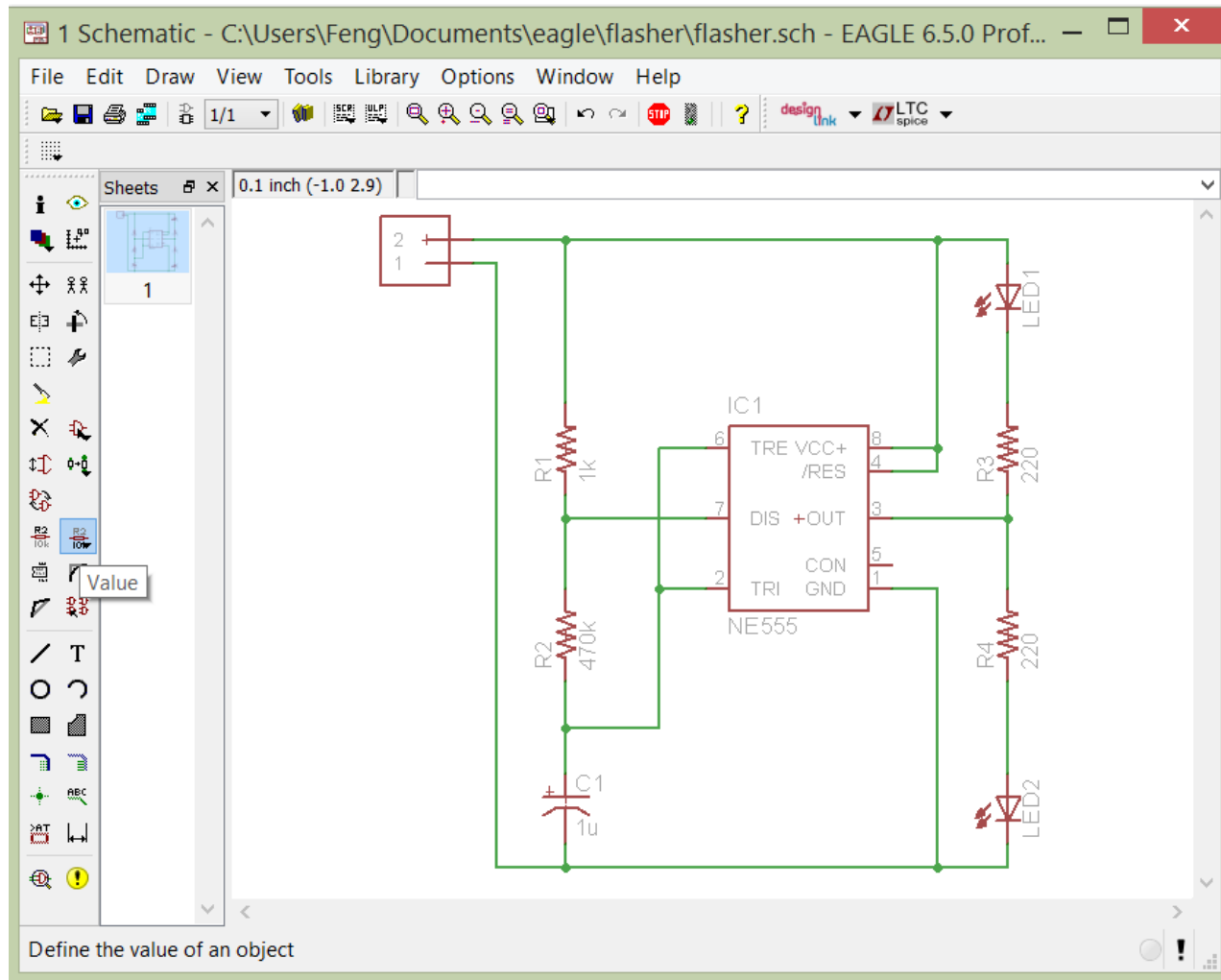
# Connecting the components

- Net



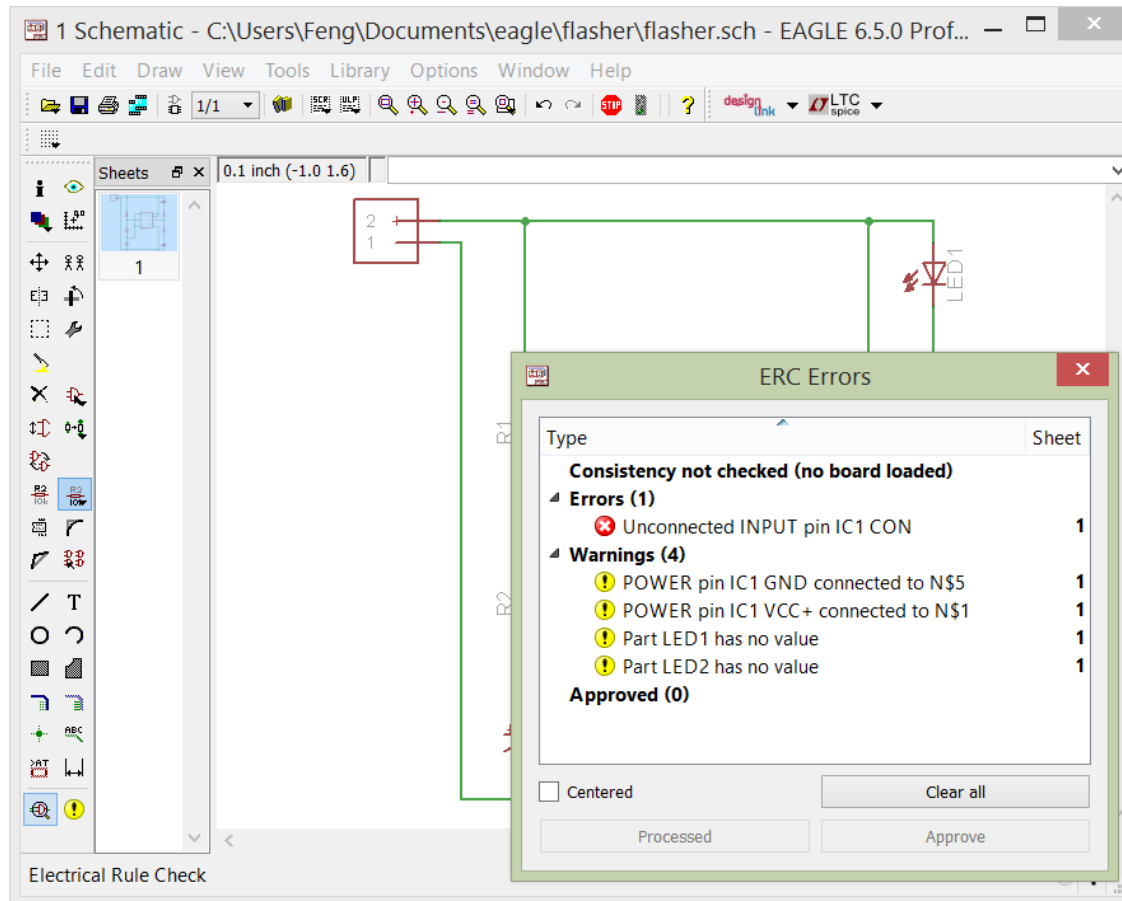
# Setting Component Values

- Value

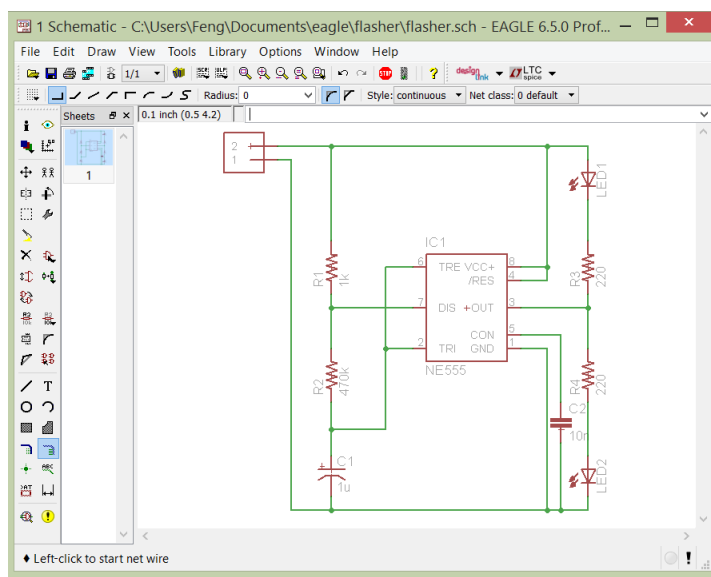
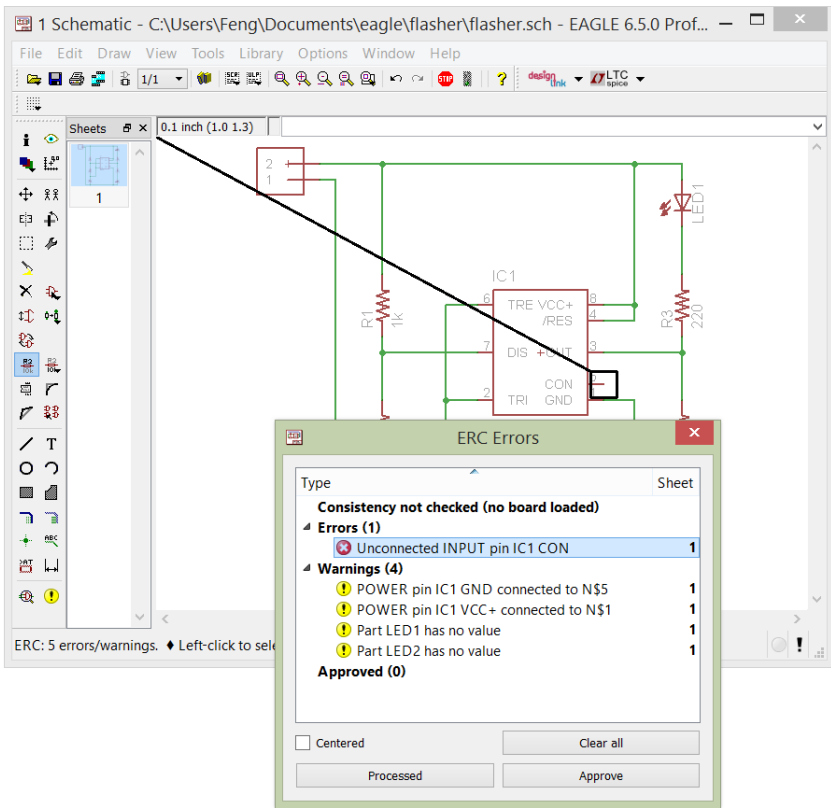
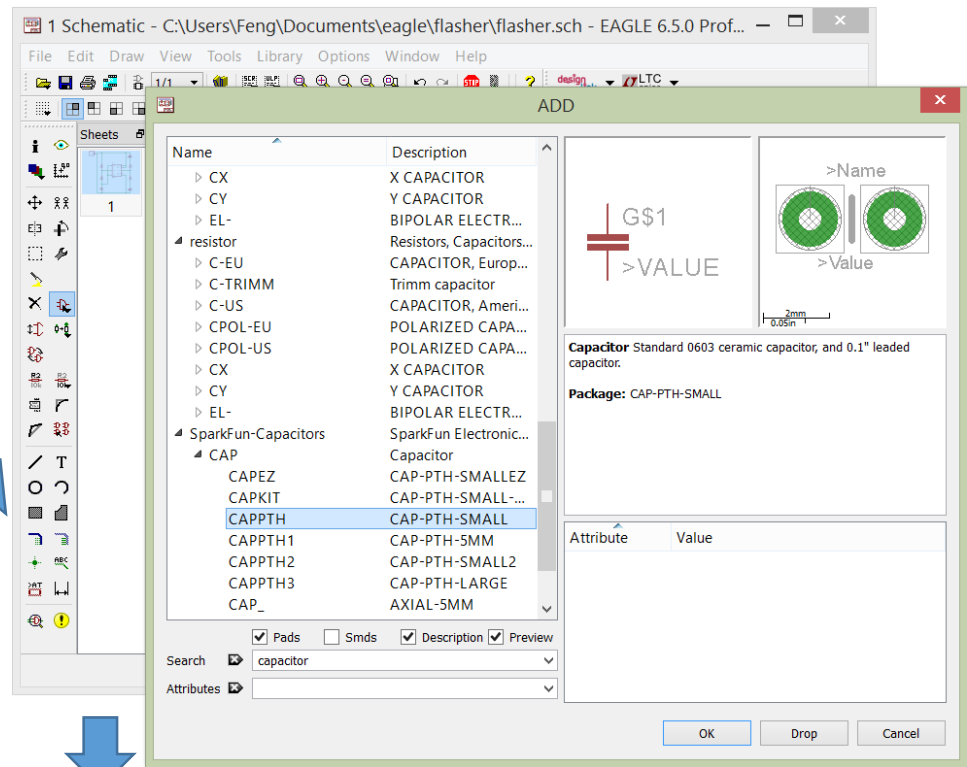


# Electrical Rule Check

- ERC



- Use “Show” to show net name
- Search for “capacitor” and find CAP-PTH-SMALL
- Add the capacitor and connect it to Pin5 and the ground



1 Schematic - C:\Users\Feng\Documents\eagle\flasher\flasher.sch - EAGLE 6.5.0 Prof...

ERC Errors

Type	Sheet
<b>Consistency not checked (no board loaded)</b>	
<b>Errors (0)</b>	
<b>Warnings (4)</b>	
⚠ POWER pin IC1 GND connected to NS5	1
⚠ POWER pin IC1 VCC+ connected to NS1	1
⚠ Part LED1 has no value	1
⚠ Part LED2 has no value	1
<b>Approved (0)</b>	

ERC: 4 errors



1 Schematic - C:\Users\Feng\Documents\eagle\flasher\flasher.sch - EAGLE 6.5.0 Prof...

Name

New name:  
GND

OK Cancel

Left-click to select object to change name



1 Schematic - C:\Users\Feng\Documents\eagle\flasher\flasher.sch - EAGLE 6.5.0 Prof...

ERC Errors

Type	Sheet
<b>Consistency not checked (no board loaded)</b>	
<b>Errors (0)</b>	
<b>Warnings (3)</b>	
⚠ POWER pin IC1 VCC+ connected to NS1	1
⚠ Part LED1 has no value	1
⚠ Part LED2 has no value	1
<b>Approved (0)</b>	

ERC: 3 errors/warning

1 Schematic - C:\Users\Feng\Documents\eagle\flasher\flasher.sch - EAGLE 6.5.0 Prof...

Name

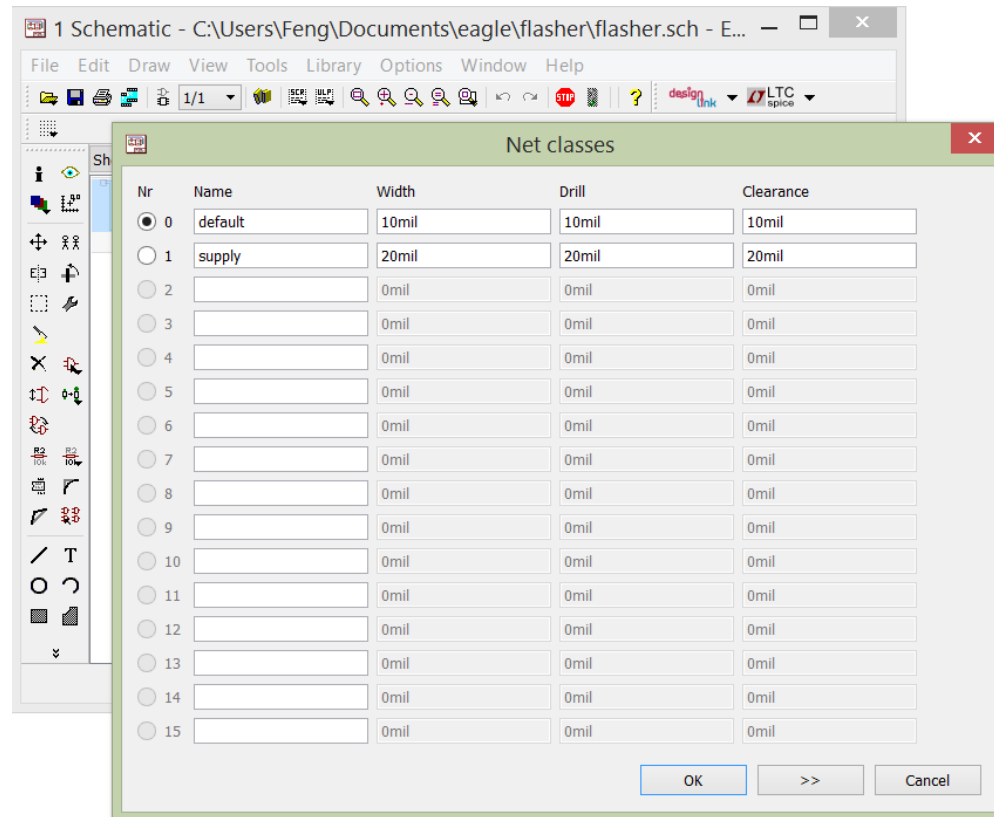
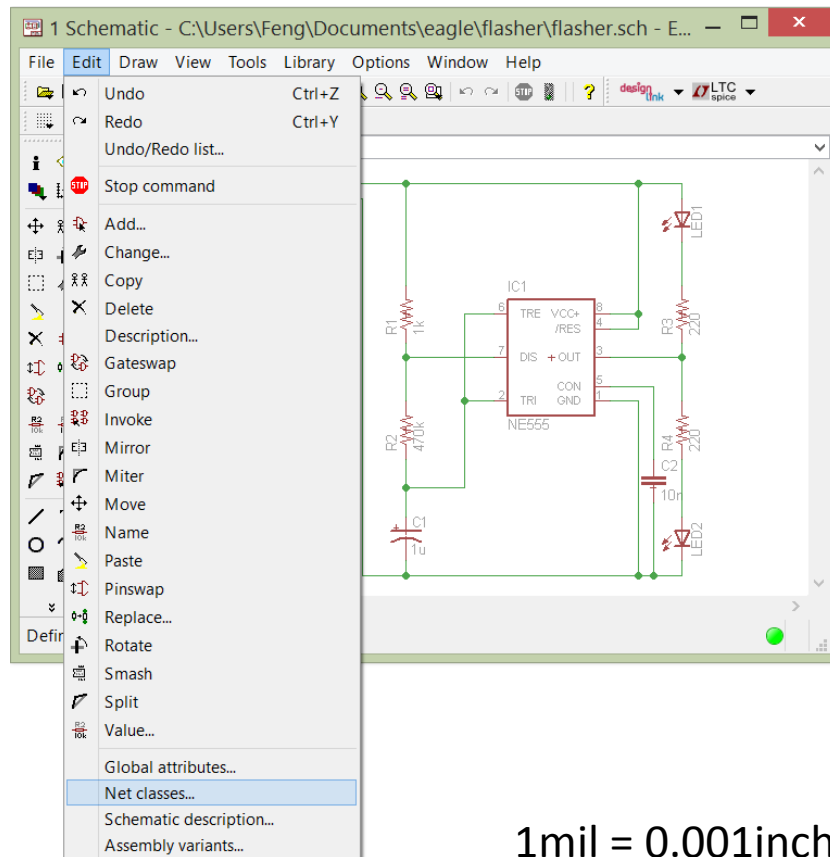
New name:  
VCC+

OK Cancel

Left-click to select object to change name

# Net classes

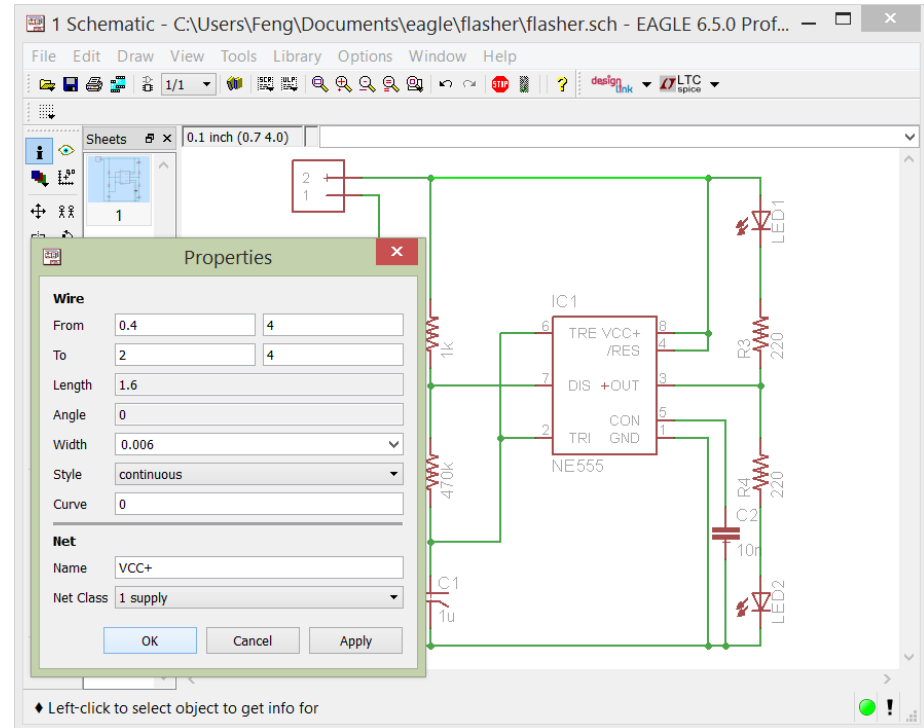
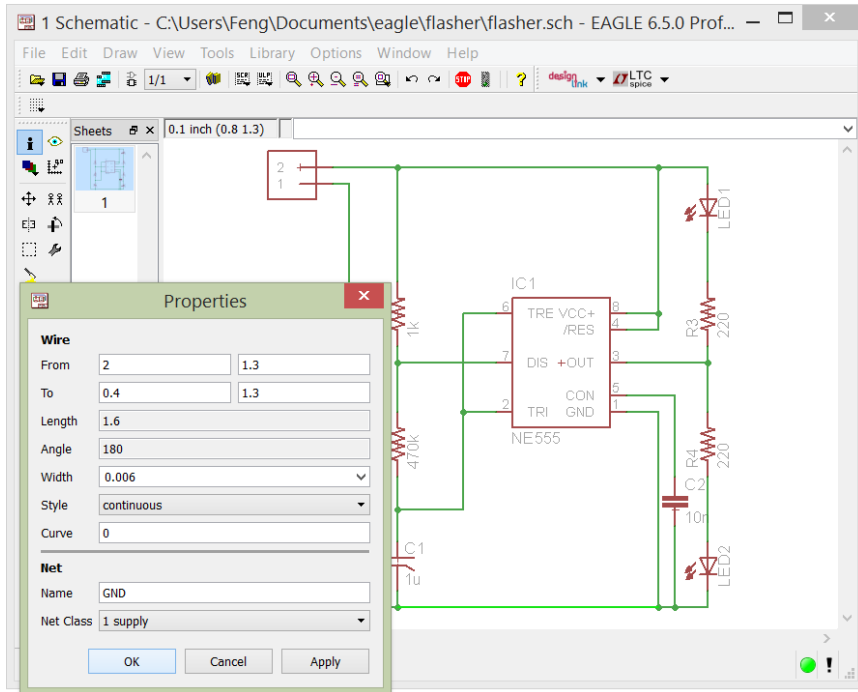
- [Schematic]Edit->Net classes
- Can also be done in Layout Editor later



1mil = 0.001inch

# Net Classes

- Info

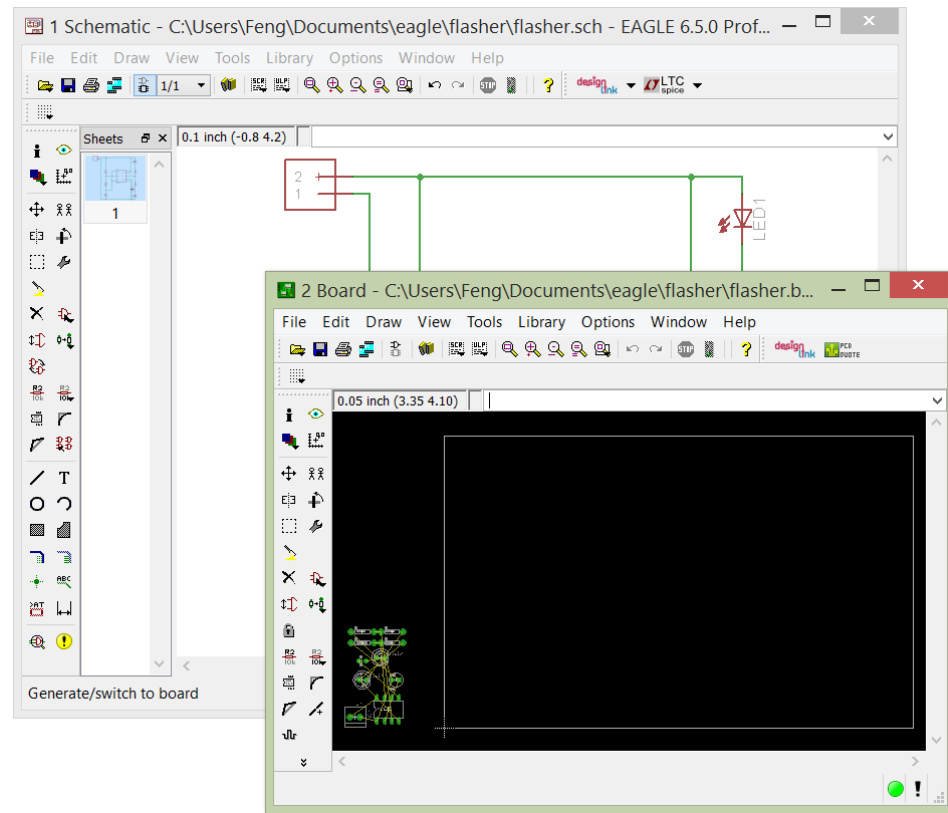


# Laying Out the Board

- [Schematic]File->Switch to board
- “This is no board, so would like to create one from the schematic?” – “Yes”
- Yellow lines: **airwires**-connections that will have to be converted into tracks
- Rectangle: borders

Note: 1. Do NOT close either schematic or board window. They must both remain open while working. Change in one editor window will lead to change in the other window.

2. Change background color: [Board]Options->User interface...->Background->White





# Board Tools

Layer Settings – Change layers

Move – Select to Move components

Group – Group multiple components to move at once.

Route – Create a trace (this is the actual wire that carries the electrical signal)

Rectangle – Draw and define a rectangle

Via – Brings a trace from the top layer to the bottom layer

Ratsnest- Calculates the shortest possible airwires and polygons



Show – Highlight a trace or part.  
Useful to see what connects where.

Ripup – Remove Traces

Text – Add text

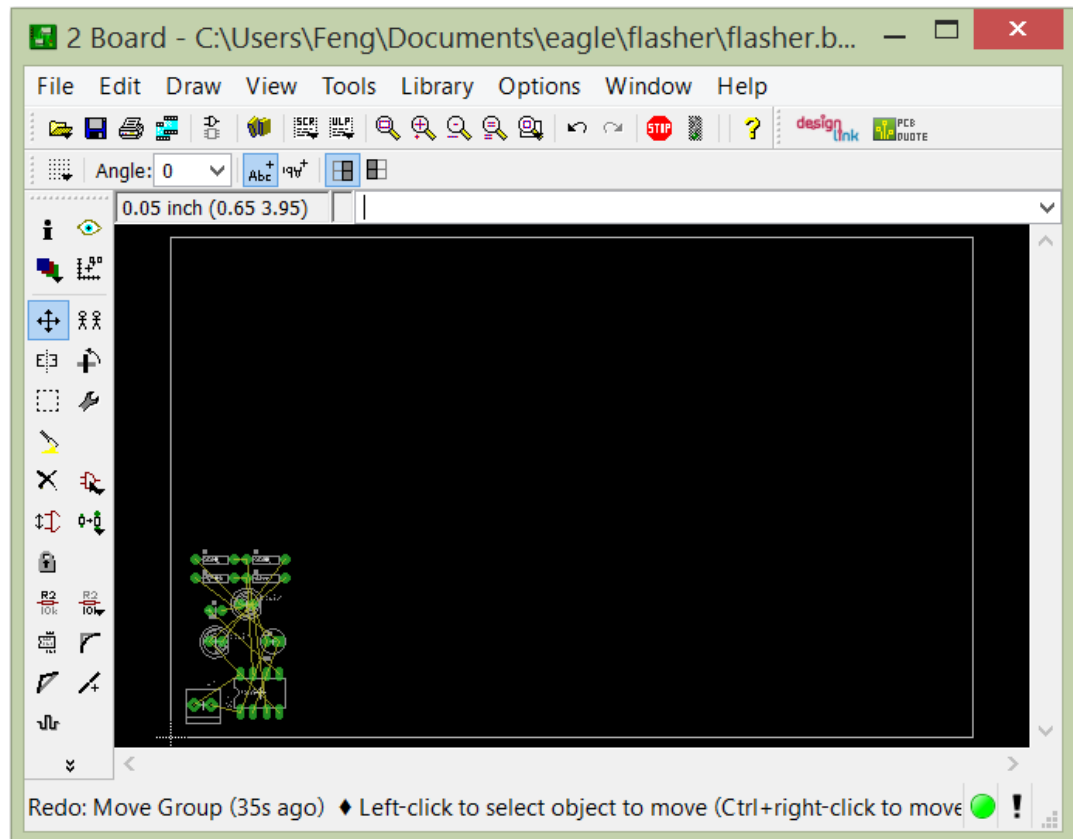
Polygon – Draw and define a polygon.

Auto Router – Somewhat unreliable

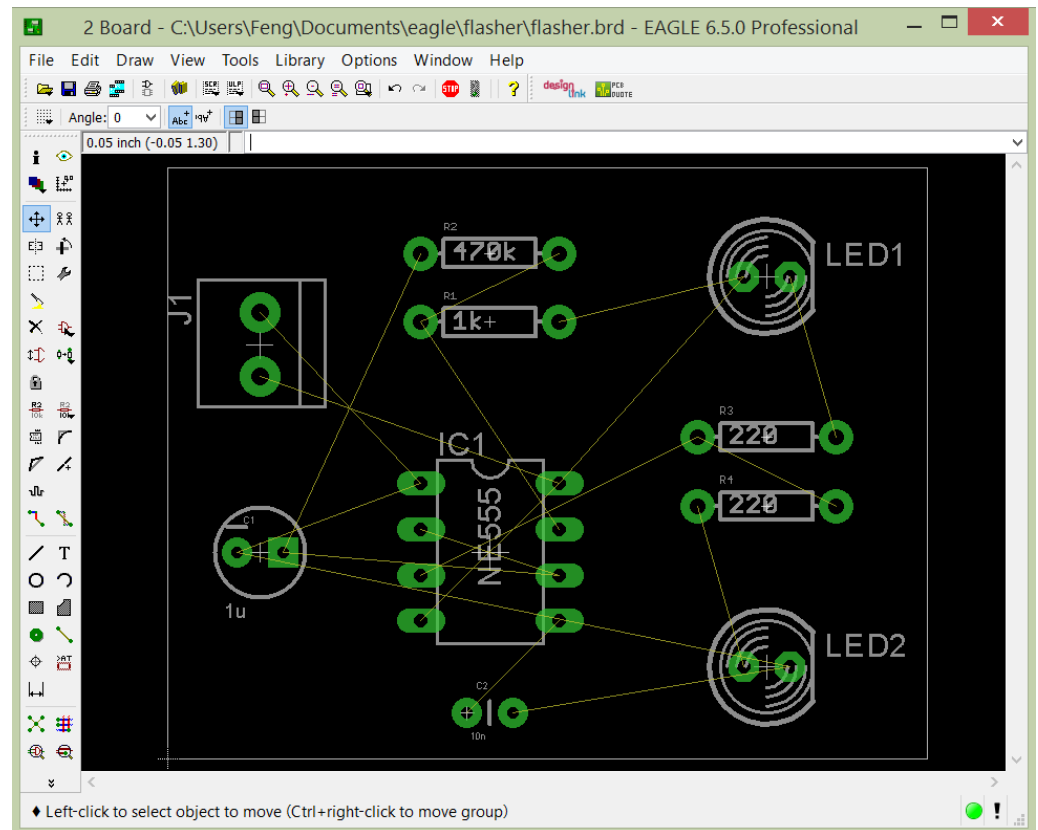
Design Rule Check – Very Important!  
More Later

# Move

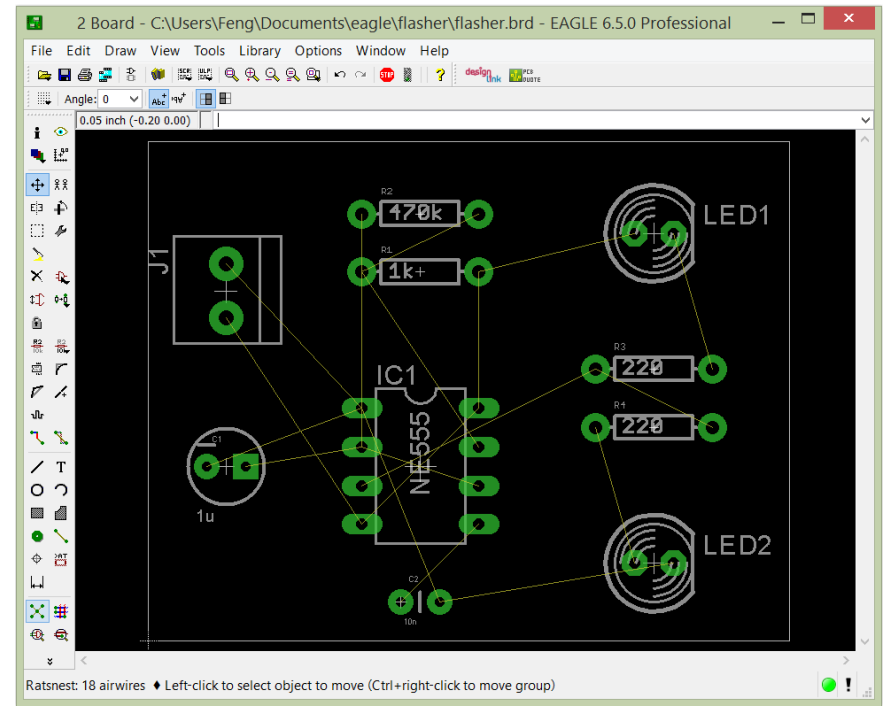
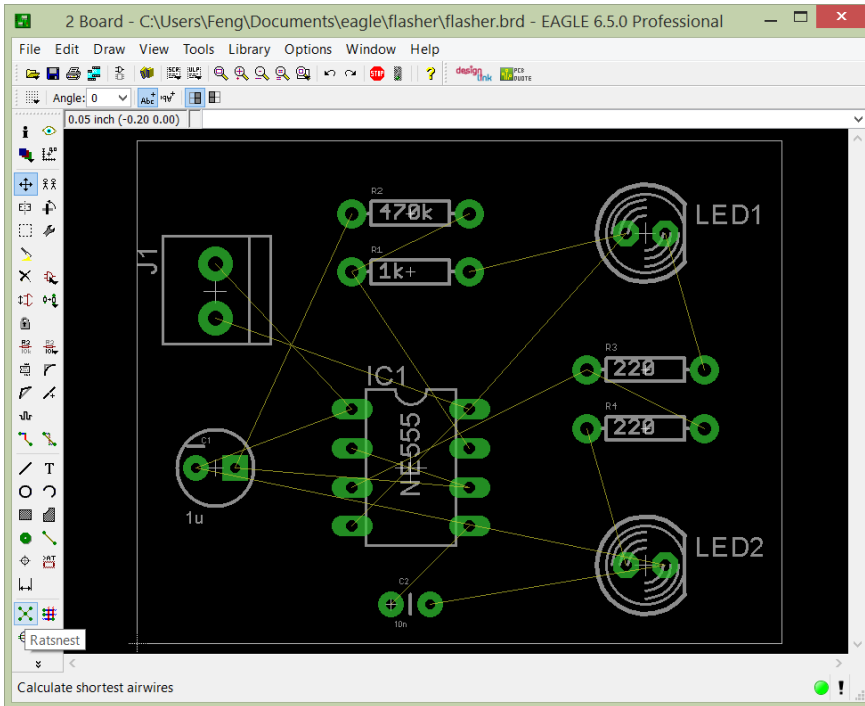
- Move
- Group
- Group move



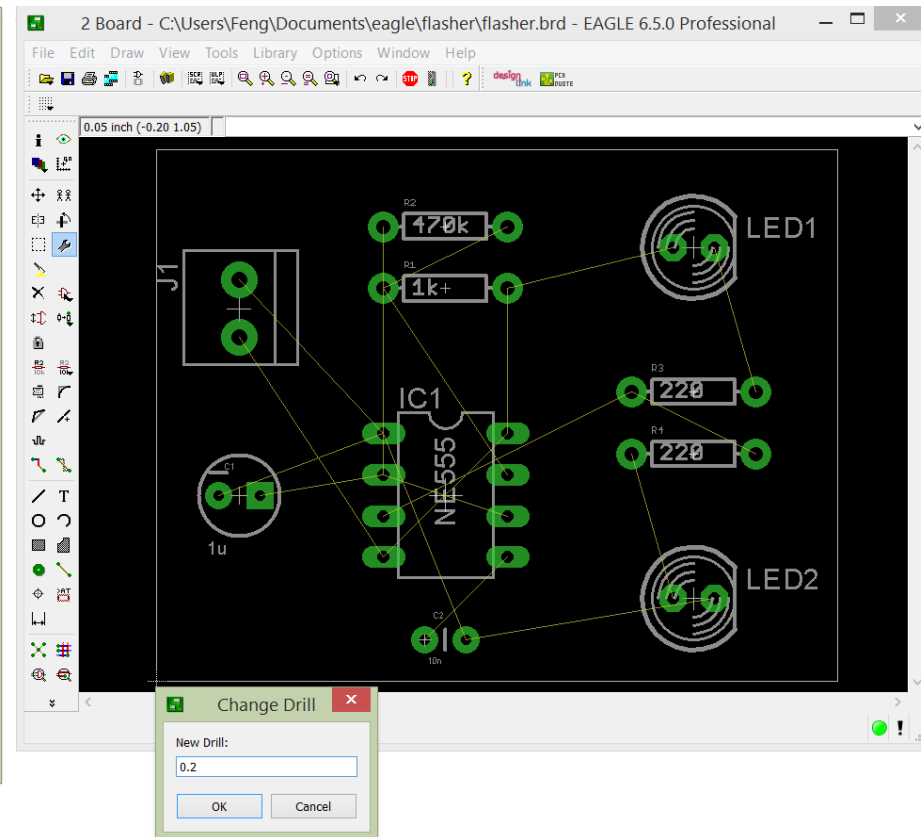
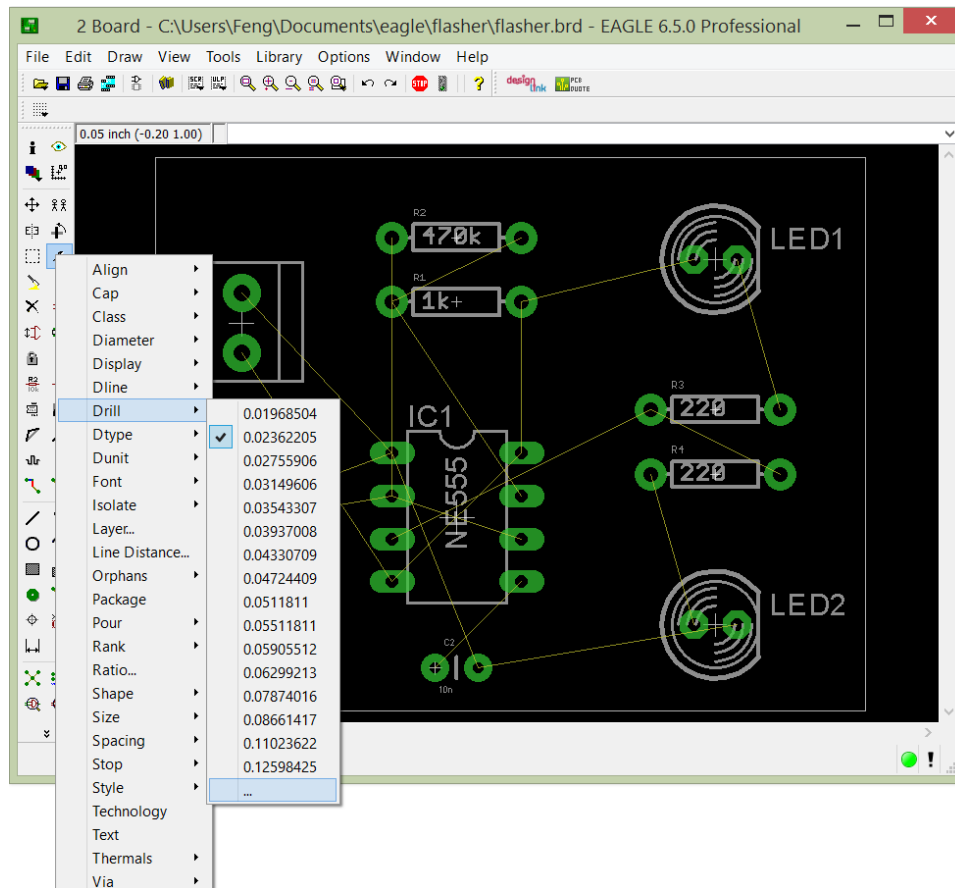
- Move
- Rotate
- Move
- (resizing the board)
- Zoom to fit



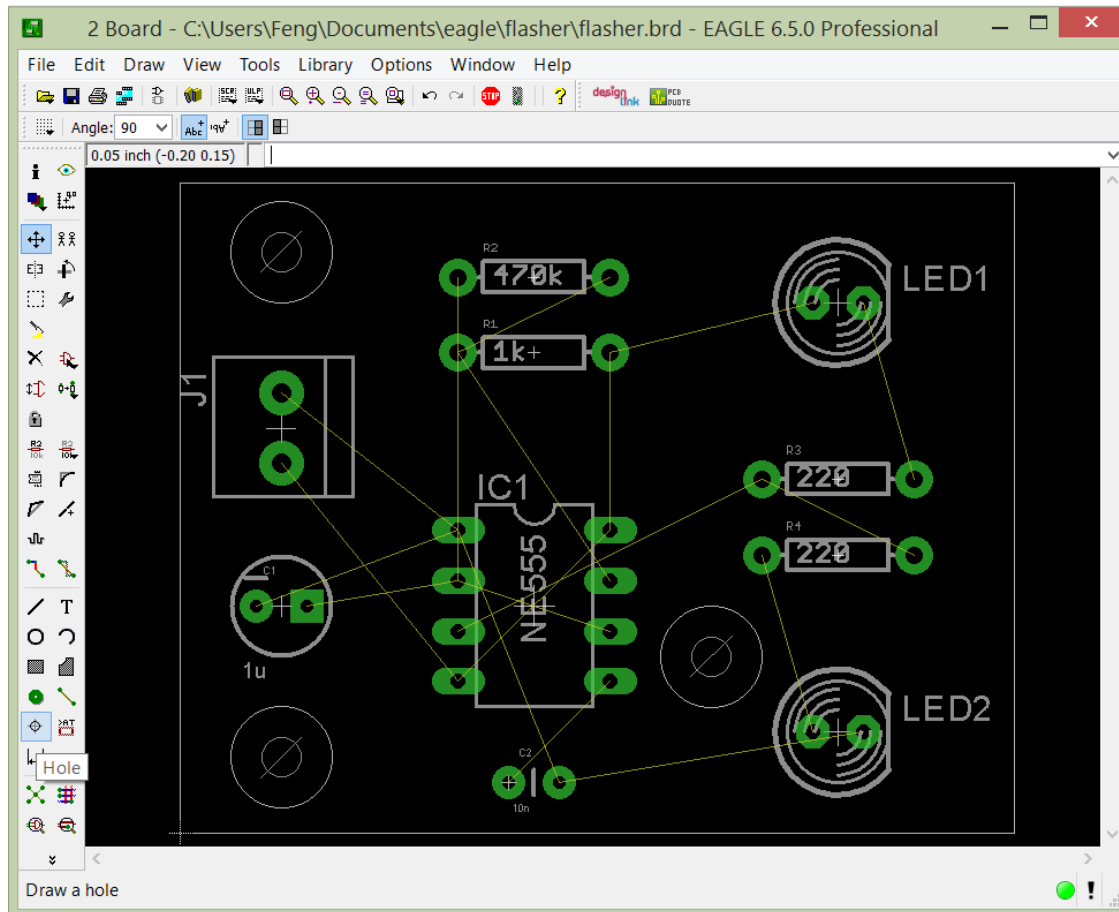
# Ratsnest – calculate the shortest airwires (and polygons)



# Add Mounting Holes

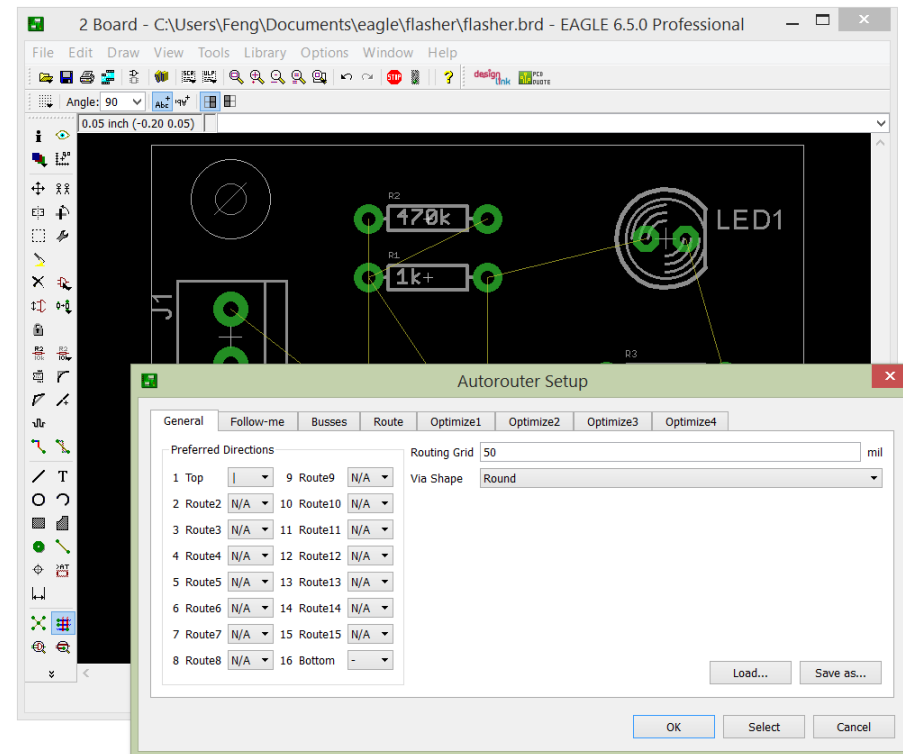
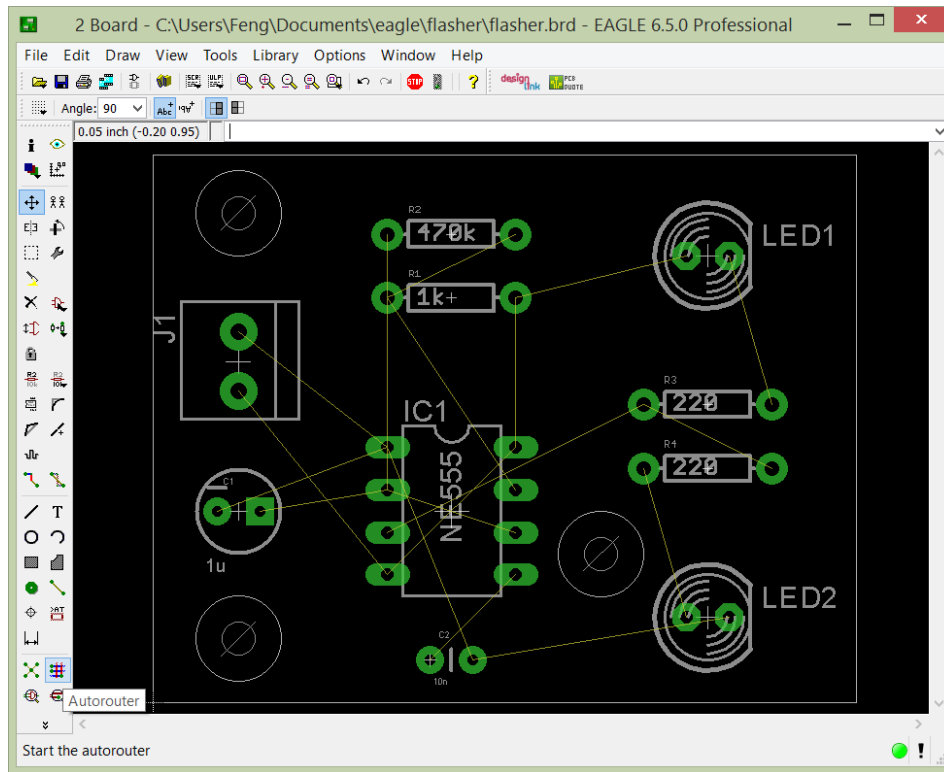


# Add Mounting Holes

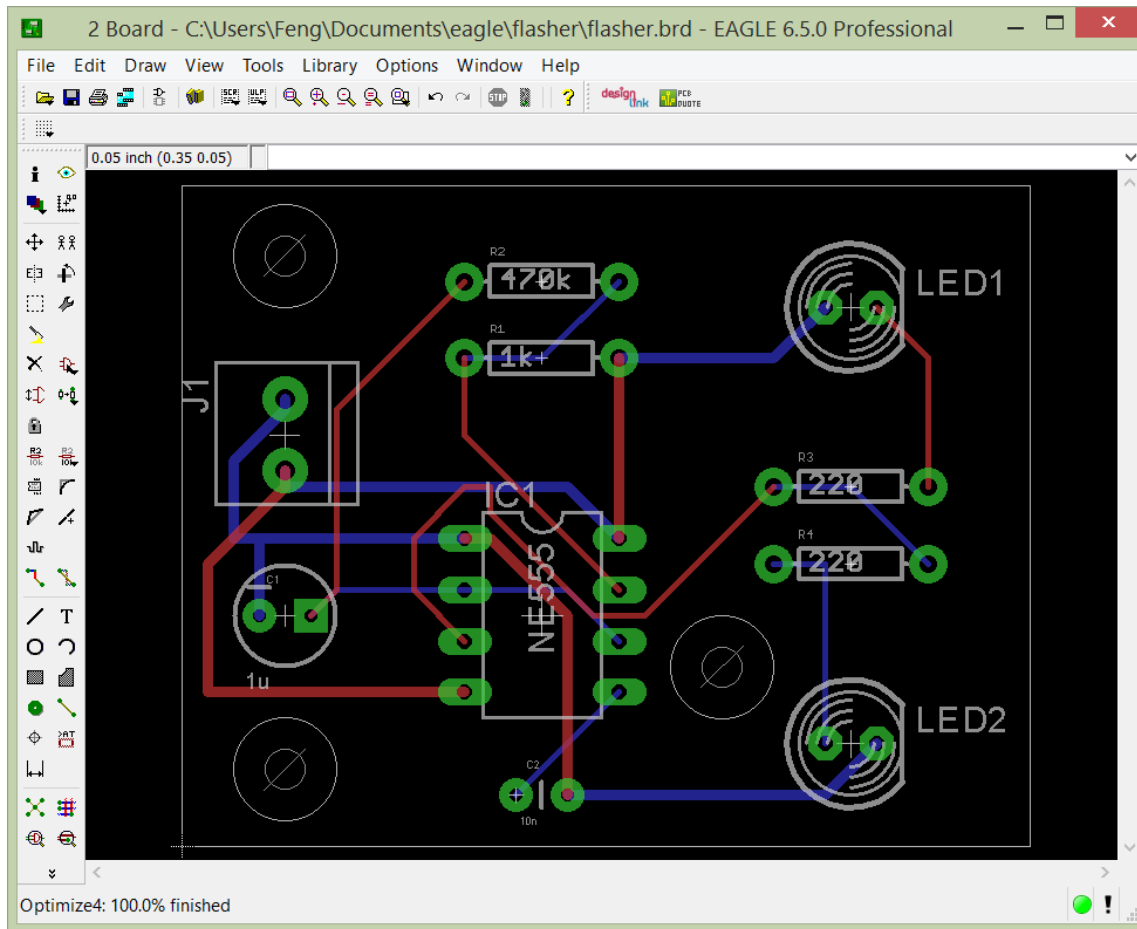


# Autorouter

- [Board] Autorouter



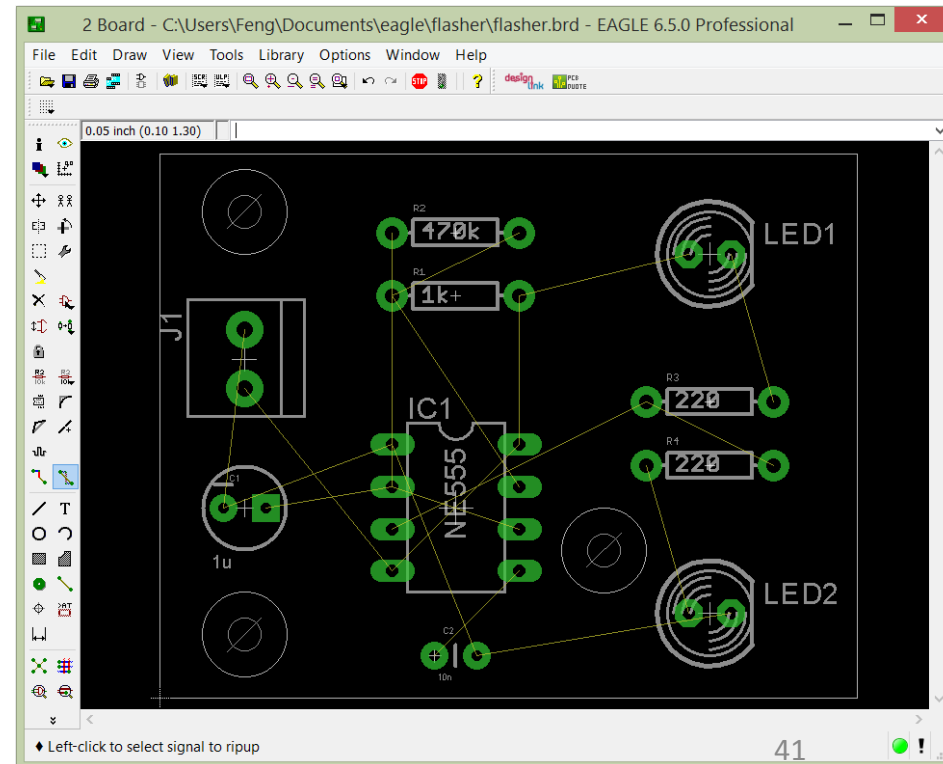
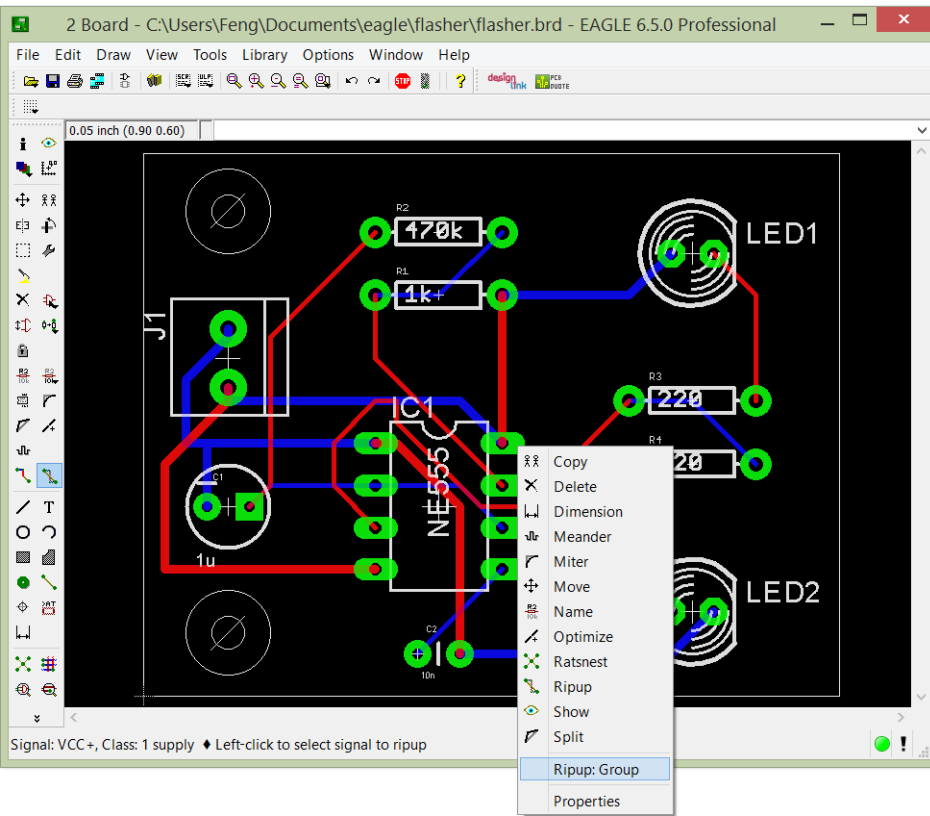
# Board Layout





# Rip Up the Tracks (Optional)

- “Rip up”
- “Group”
- “Ripup: Group”



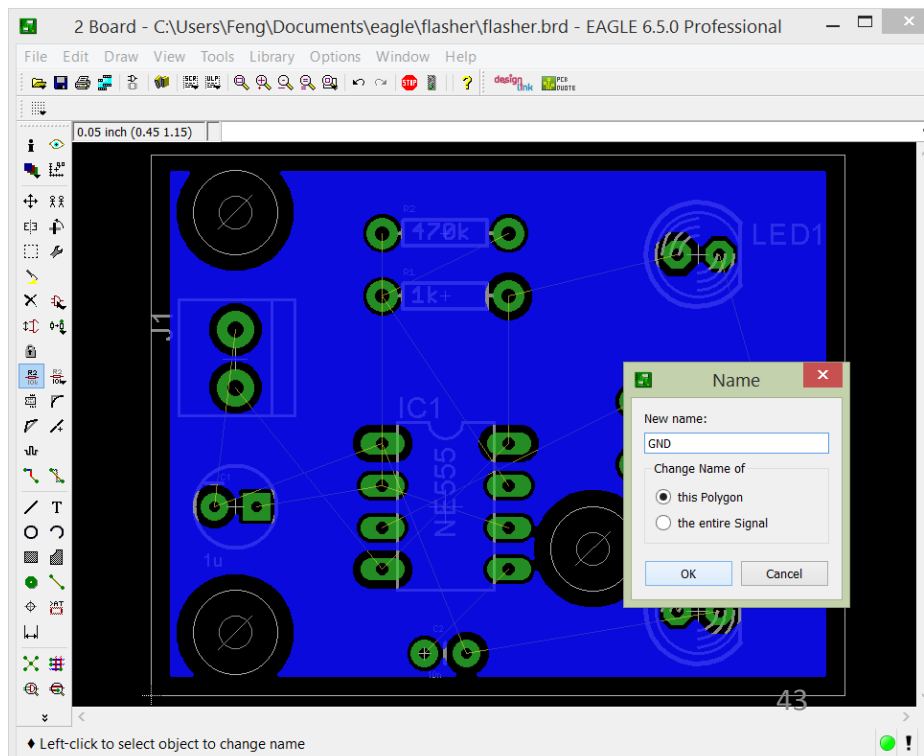
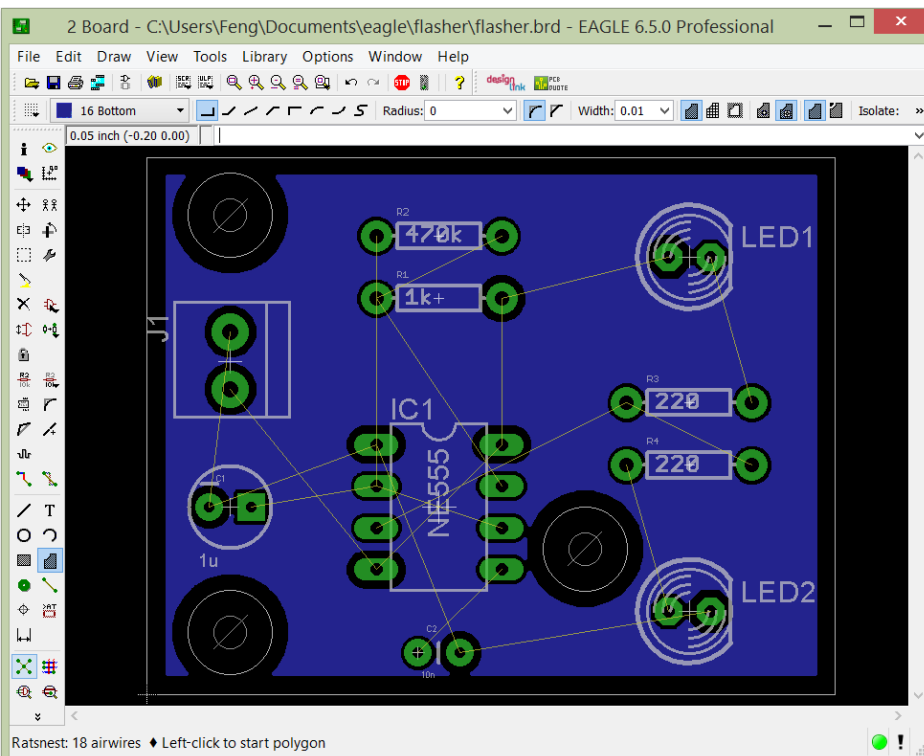
# Tweak the Result – Add a Ground Plane

- Polygon – draw a square around the outline of the board
- (Right click the border of the polygon) Properties – Layer: 16 Bottom, Width 0.01

The screenshot displays the EAGLE 6.5.0 Professional software interface. The main workspace shows a PCB layout on a black background with various components including resistors (R2: 470k, R4: 1k+, R3: 220, R4: 220), capacitors (C1: 1u, C2: 100n), an integrated circuit (IC1: NE555), and two LEDs (LED1, LED2). A blue dashed square polygon is drawn around the components. The top toolbar shows the 'Polygon' tool is active, with a width of 0.01. The 'Properties' dialog box is open, showing the 'Wire' section with 'From' 0.05, 'To' 1.25, 'Length' 1.55, 'Angle' 0, 'Width' 0.01, 'Cap' round, and 'Layer' 16 Bottom. The 'Polygon' section shows 'Polygon Pour' set to solid, 'Spacing' 0.05, 'Isolate' 0, and 'Rank' 1. The 'Signal' section shows 'Name' NS1 and 'Net Class' 0 default. The status bar at the bottom indicates 'Signal: NS1, Class: 0 default' and 'Left-click to start polygon'.

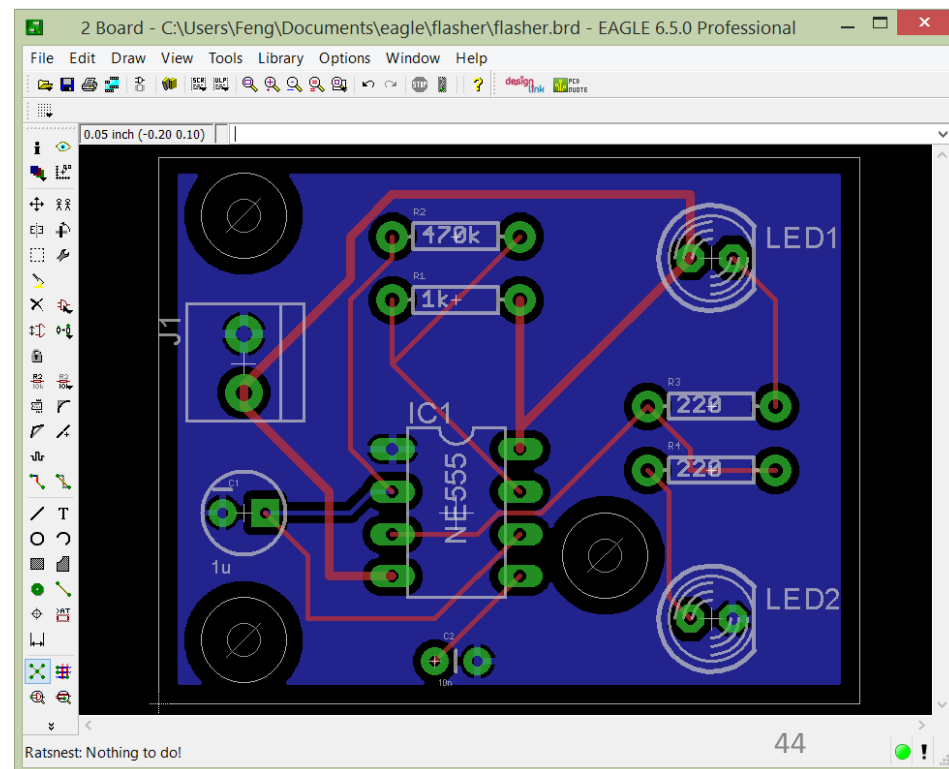
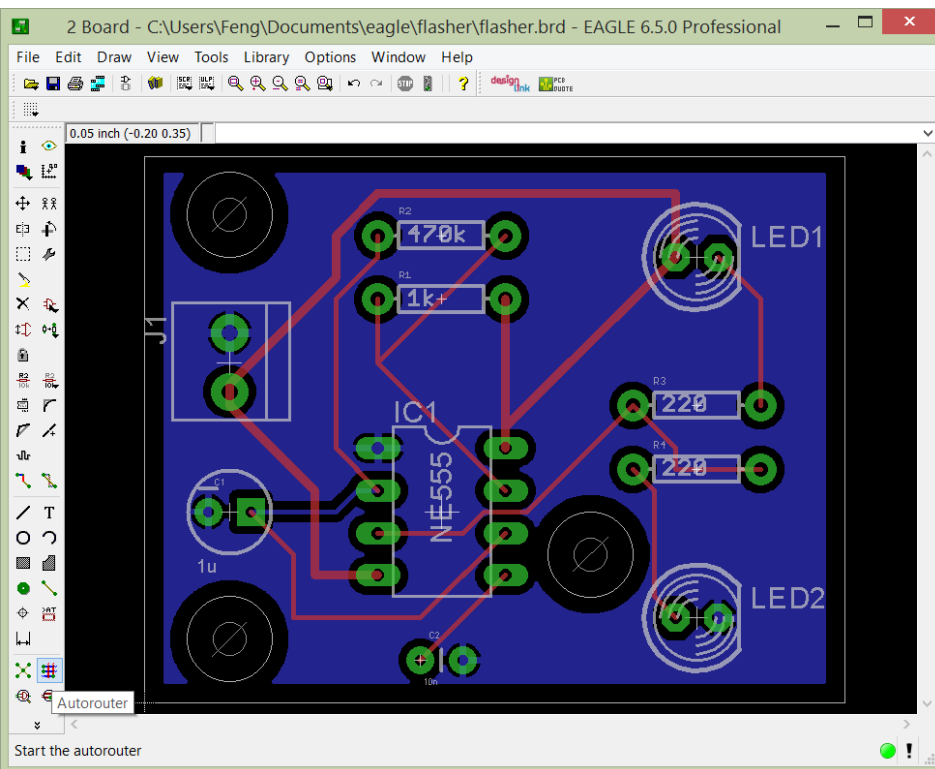
# Add a Ground Plane

- “Ratsnest”- the polygon fill with blue
- “Name” - GND



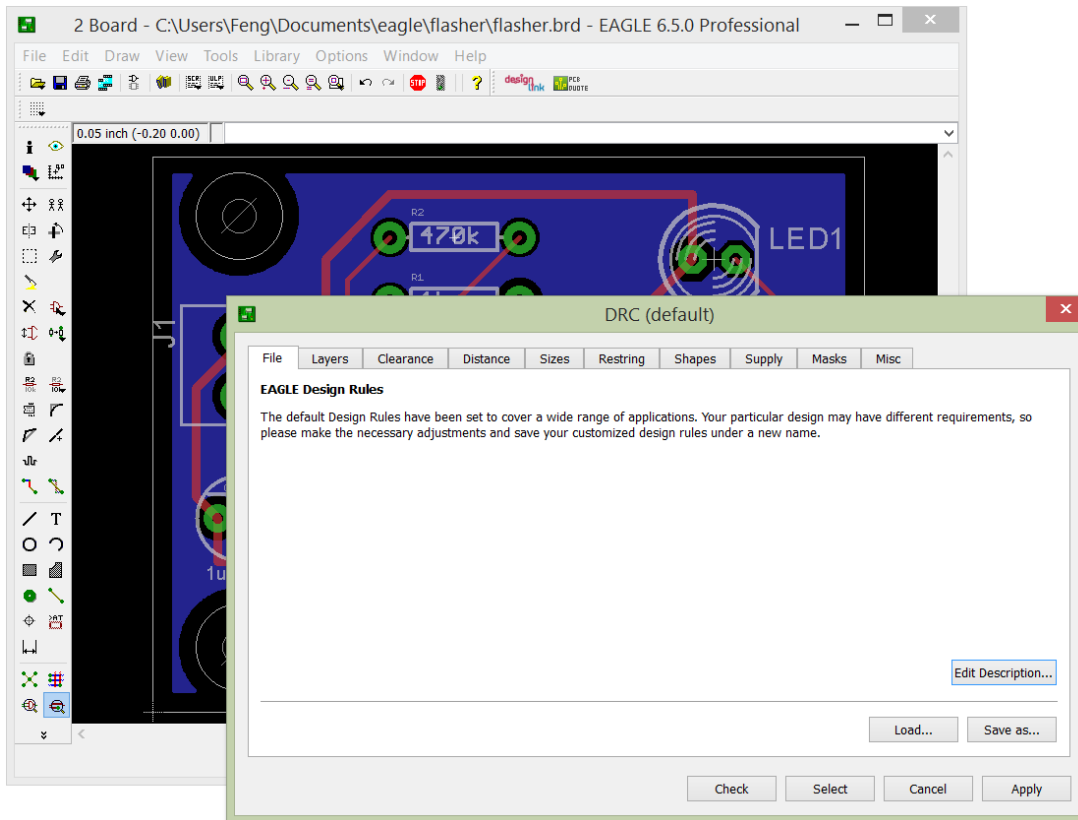
# Add a Ground Plane

- Autorouter
- Ratsnest: Nothing to do!



# Design Rule Checker

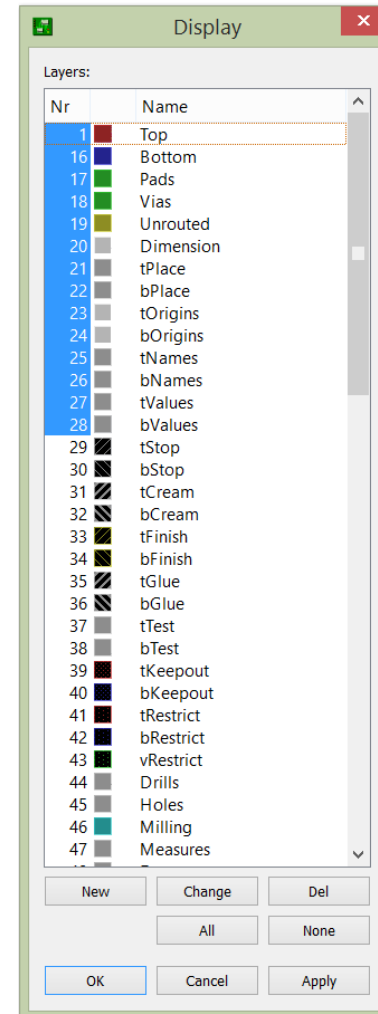
- [Board]DRC



# CAD Layers

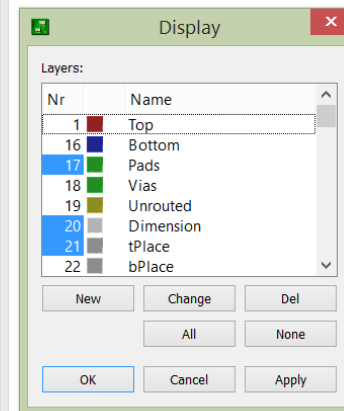
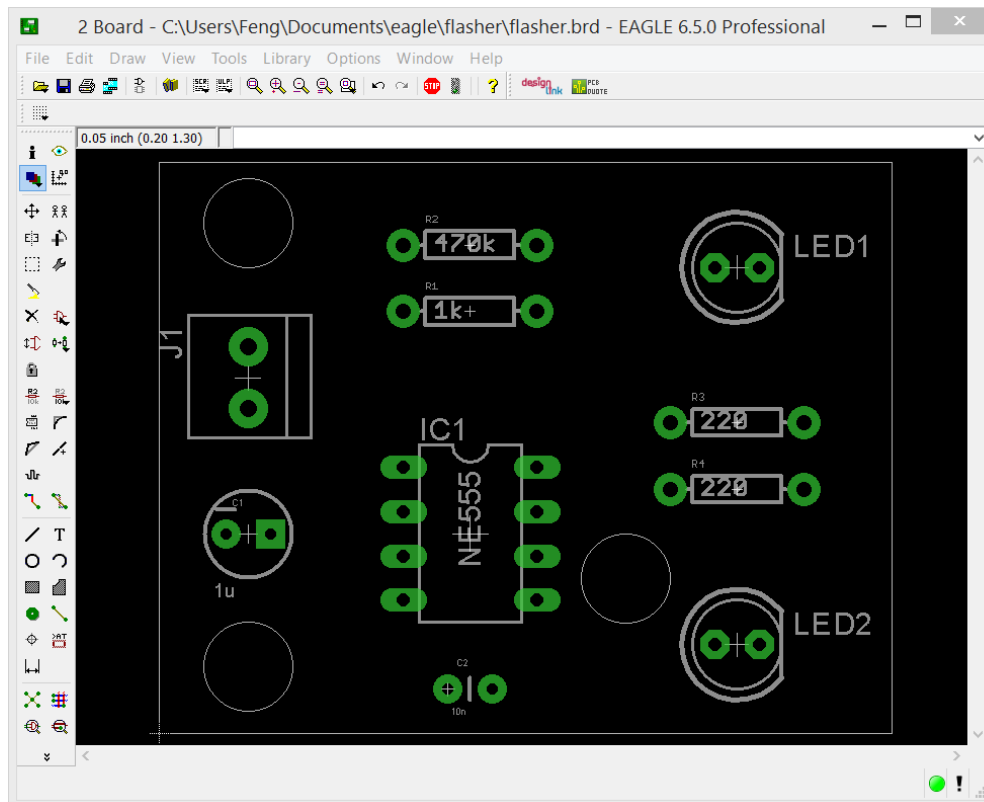
- 1 Top (top tracks)
- 16 Bottom (bottom tracks)
- 17 Pads
- 18 Vias
- 19 Unrouted
- 20 Dimension
- 21 tPlace (top silkscreen)
- 22 bPlace (bottom silkscreen)
- 23 tOrigins
- 24 bOrigins
- 25 tNames
- 26 bNames
- 27 tValues
- 28 bValues
- 44 Drills (for pads (of through hole components) and vias)
- 45 Holes (for mounting holes)

Note: CAD layer is different from (conductive) layer.



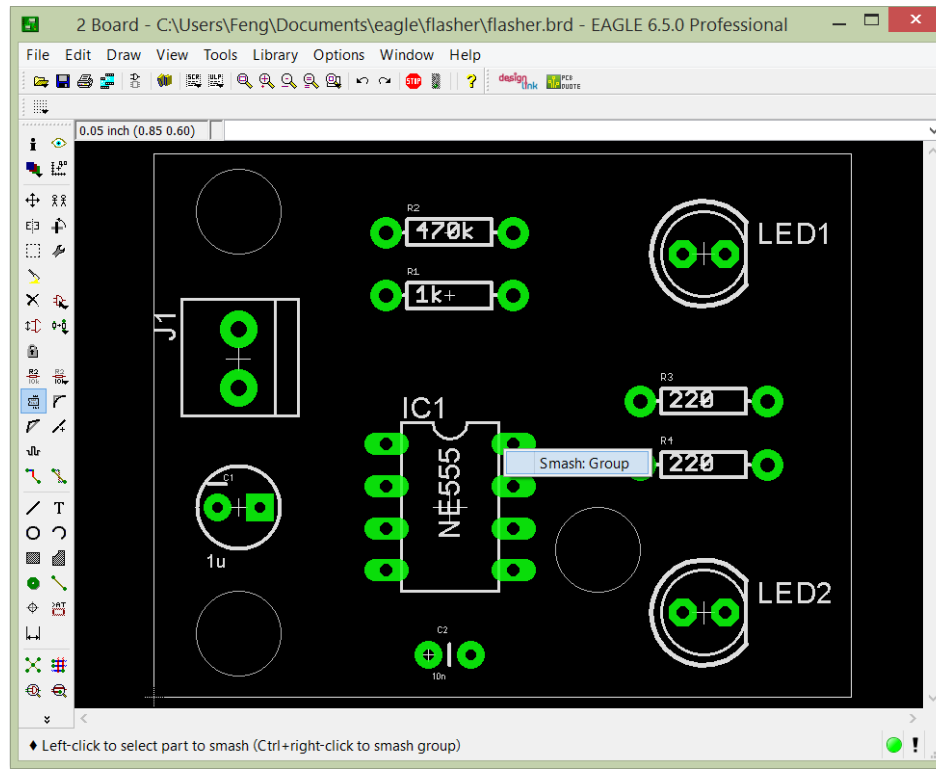
# Add Text on the Top (Silkscreen)

- [Board]Layers – Pads, Dimension, tPlace, tOrigins, tNames, tValues



# Smash – Separate the Text From Devices

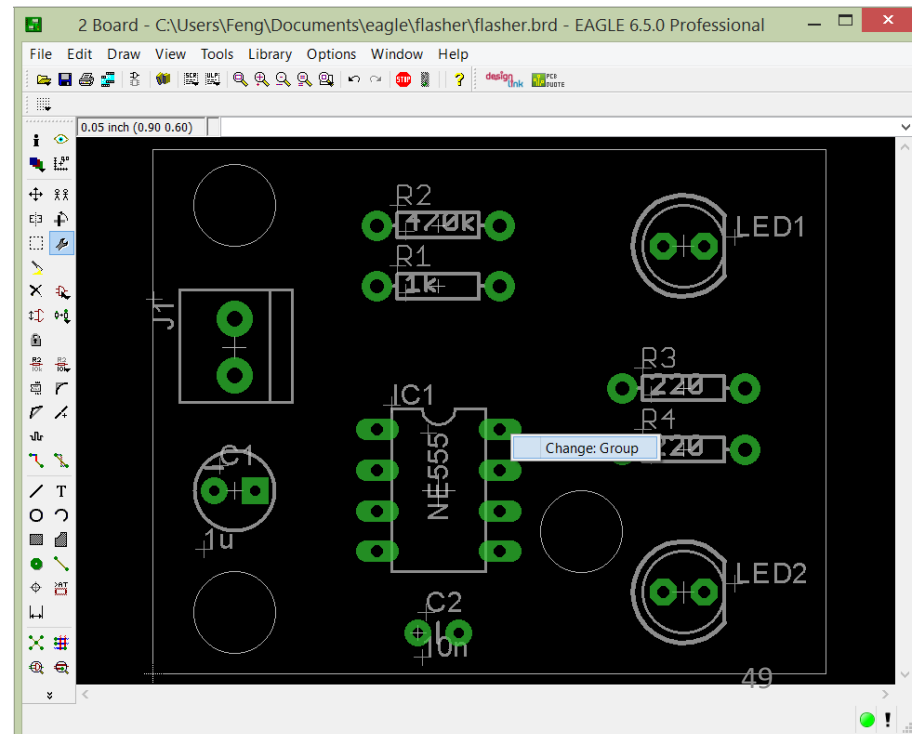
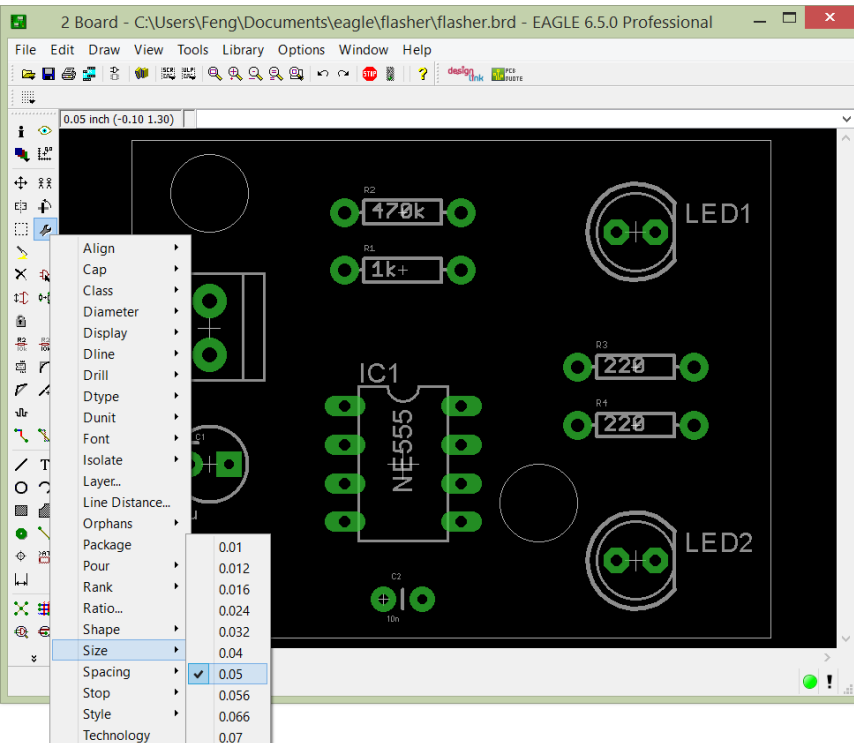
- [Board]Smash
- Group
- Smash: Group





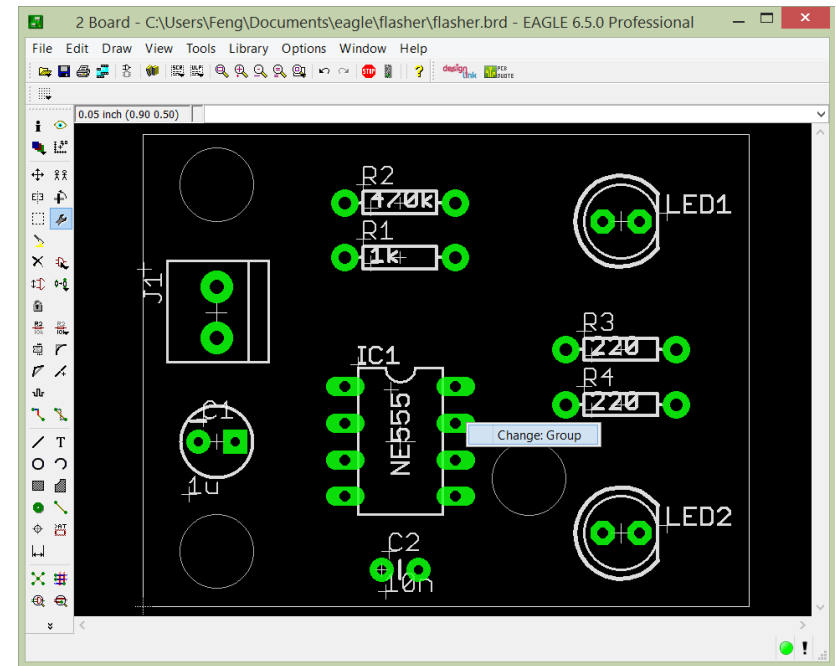
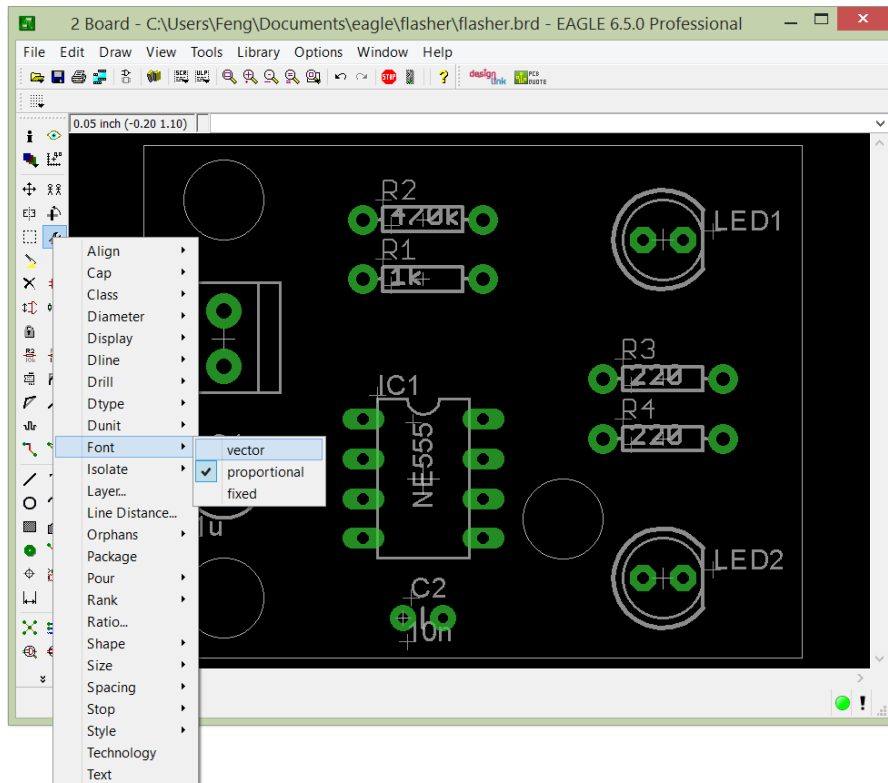
# Change Size

- Change->Size->0.05



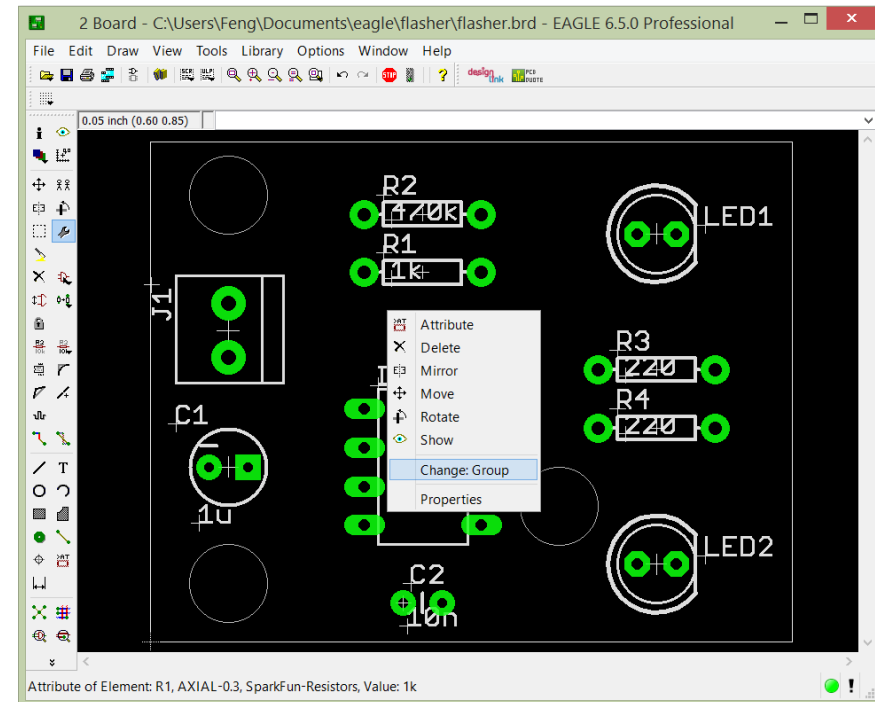
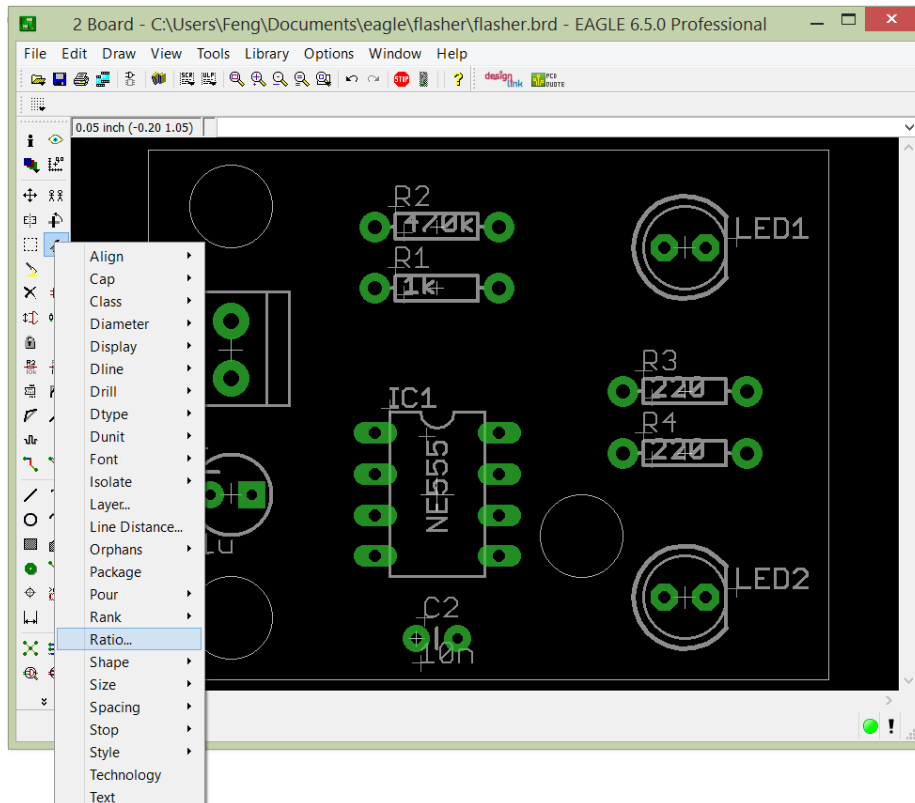
# Change Font

- Change → Font → Vector
- Group- Change:Group



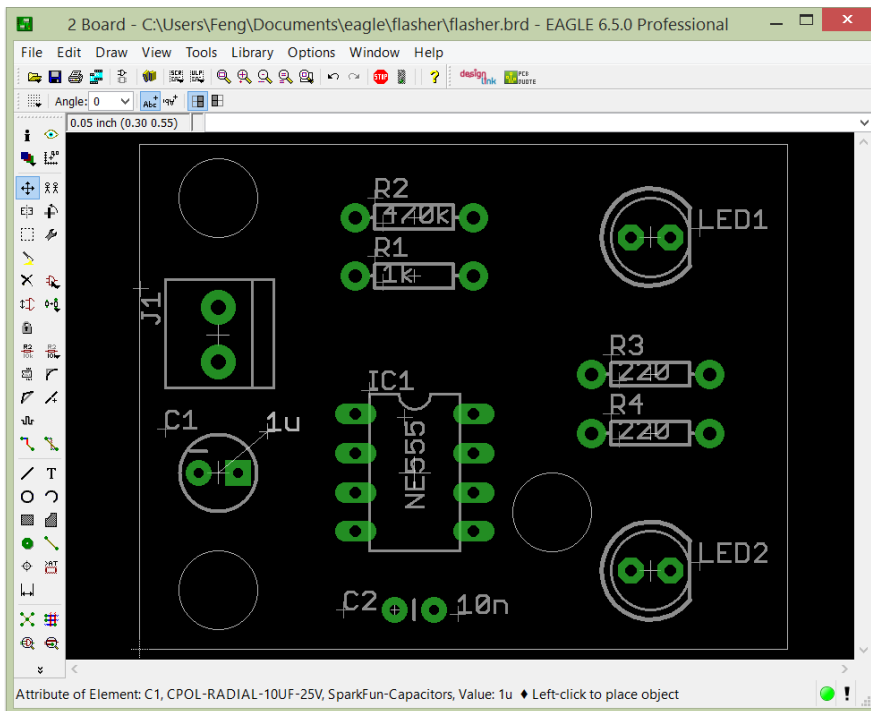
# Change Ratio

- Change->Ratio->12
- Group – Change:Group

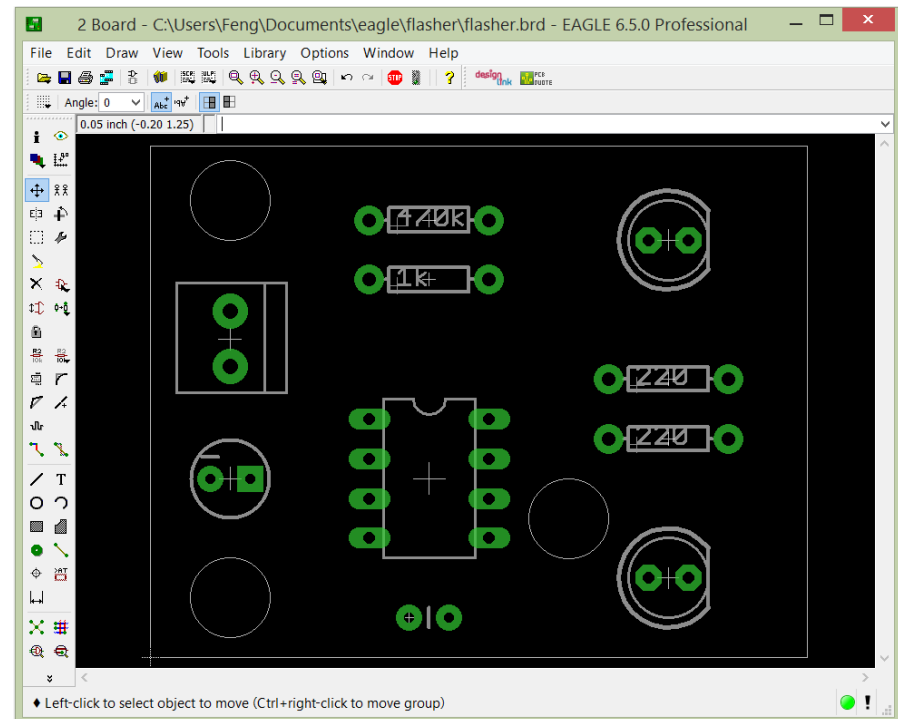


# Move Labels

- Move (labels)

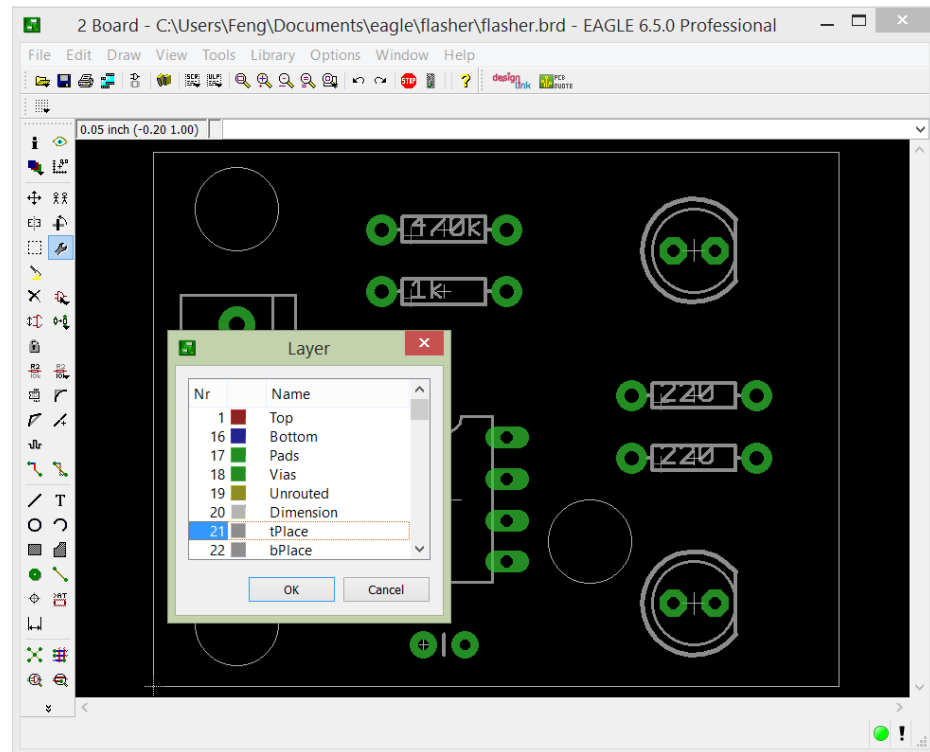


- Layers – Pads, Dimension, tPlace



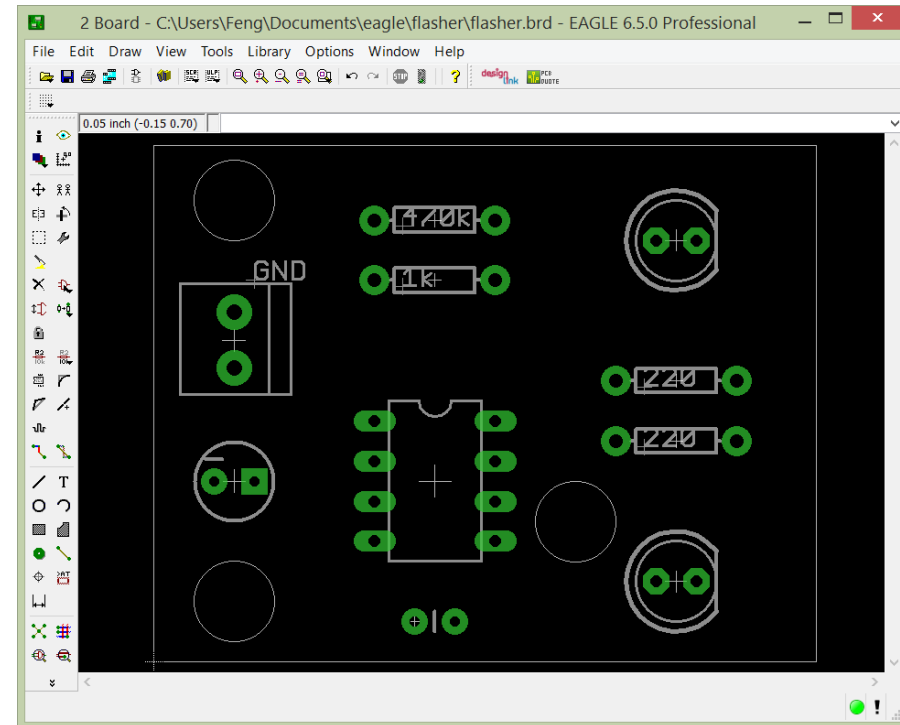
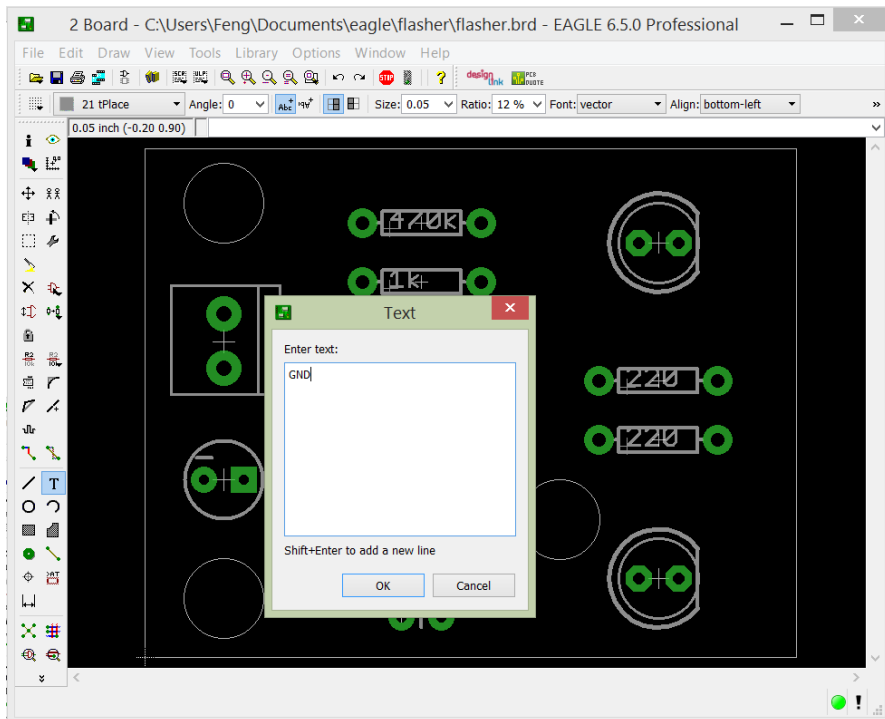
# Add Text to the Top (silkscreen)

- Change-Layer-tPlace
- Change-Size-0.05
- Change-Font-Vector
- Change-Ratio-12



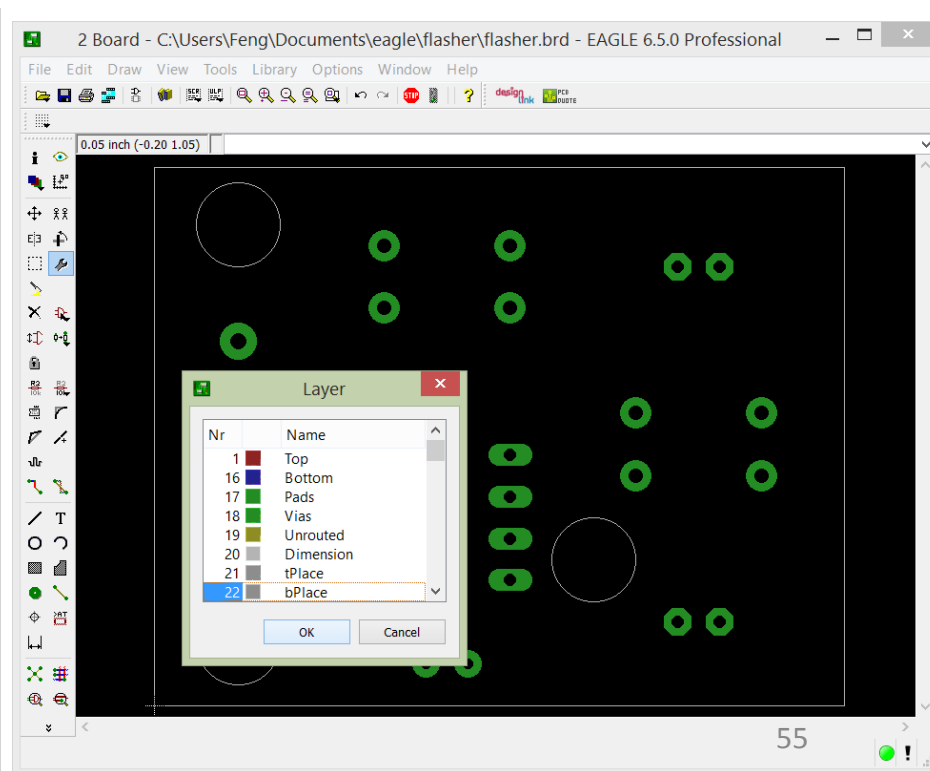
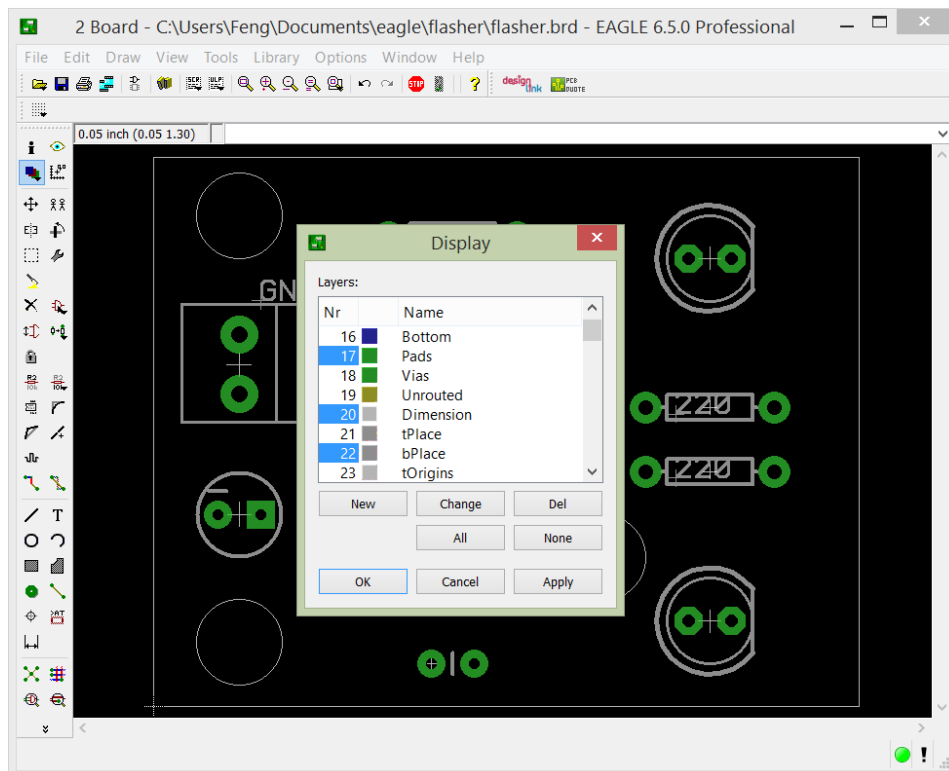
# Add Text to the Top

- Text->GND



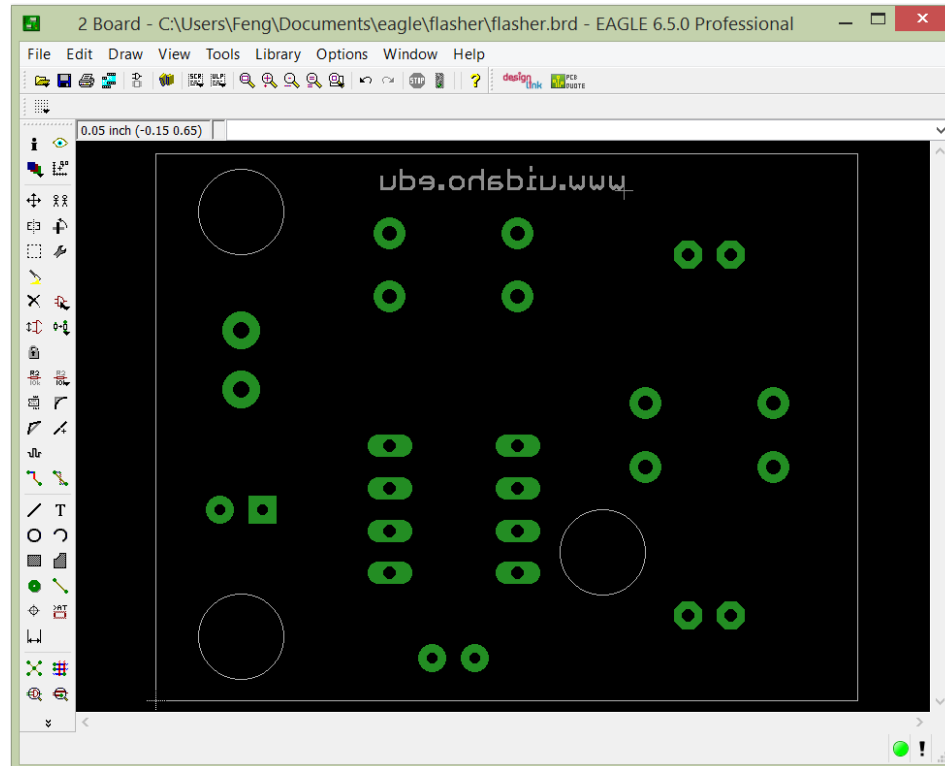
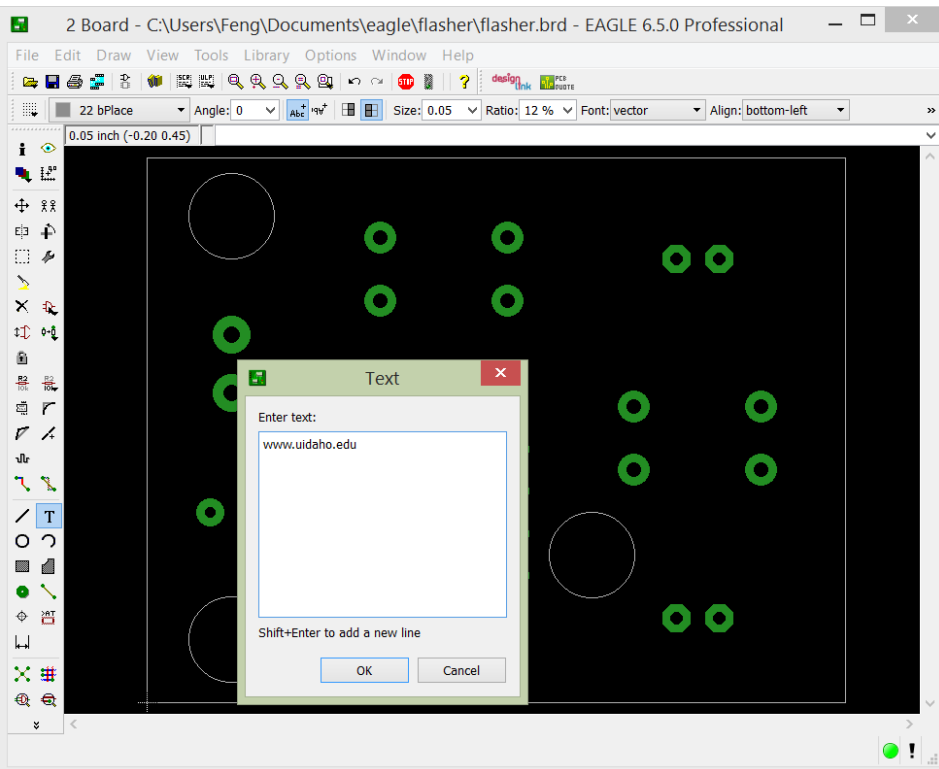
# Add Text to the Bottom

- Layer->Pads, Dimension, bPlace
- Change->layer->bPlace



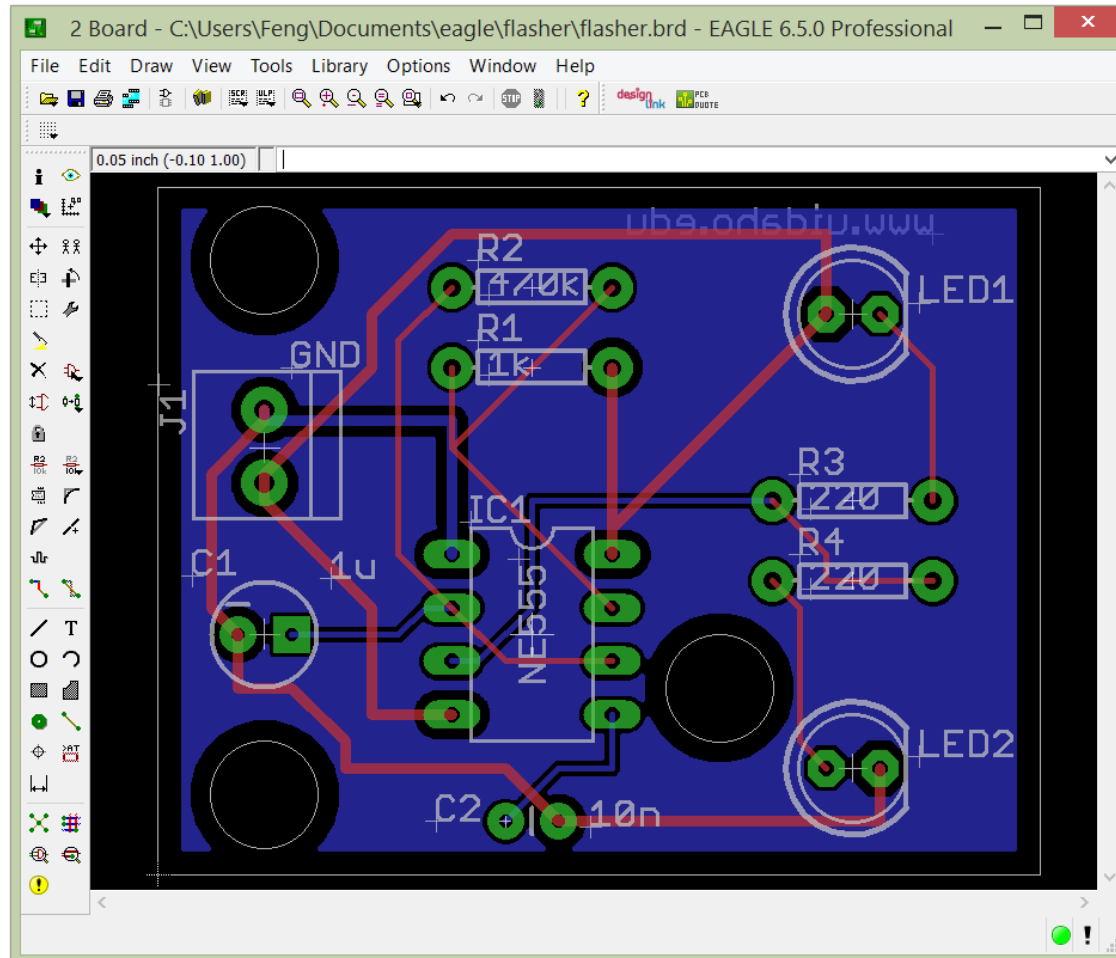
# Add Text to the Bottom

- Text – [www.uidaho.edu](http://www.uidaho.edu)





# Final Board Layout



# Gerber Files

- A 2D vector image format
- Universal format and industry standard for PCB fabrication
- TXT files with coordinates that tell the PCB machines to go to location X, Y and do something (drill, expose, etch, print, etc).
- Formats:
  - RS-274X (Extended Gerber or X-Gerber)
    - Human readable ASCII format consisting of a sequence of commands and coordinates
  - RS-274D (obsolete)
- Different text files for different layers.
- Generated by the CAM (computer aided manufacturing) processor

# Typical Gerber File Types

Description	EAGLE (default)	EAGLE (Sparkfun)	Orcad	Protel
Top copper layer (component side)	cmp	gtl	top	gtl
Bottom copper layer (solder side)	sol	gbl	bot	gbl
Top solder mask	stc	gts	smt	gts
Bottom solder mask	sts	gbs	smb	gbs
Top overlay (silkscreen)	plc	gto	sst	gto
Bottom overlay (silkscreen)	pls	gbo	ssb	gb0
NC Drill file (coordinate info)	drd	txt	thruhole.tap	drl

Note: Extensions are different for different PCB design tools, but information is the same.

EAGLE default CAM job needs to create drill file and gerber files separately.

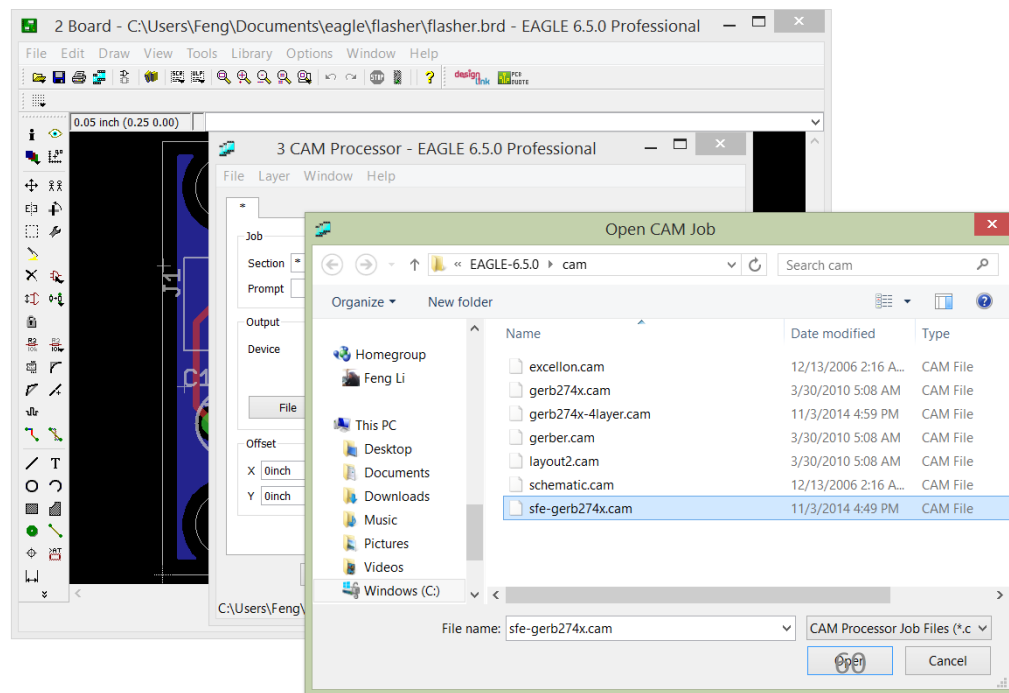
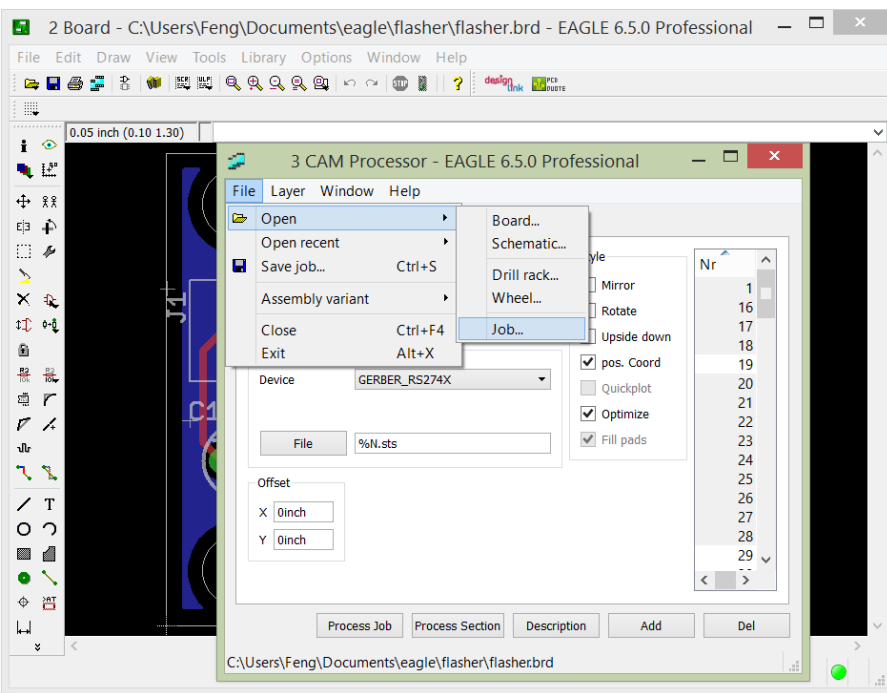
SparkFun CAM job needs only one step.

[https://github.com/sparkfun/SparkFun\\_Eagle\\_Settings/tree/master/cam](https://github.com/sparkfun/SparkFun_Eagle_Settings/tree/master/cam)

Download the file sfe-gerb274x.cam, and save to some folder

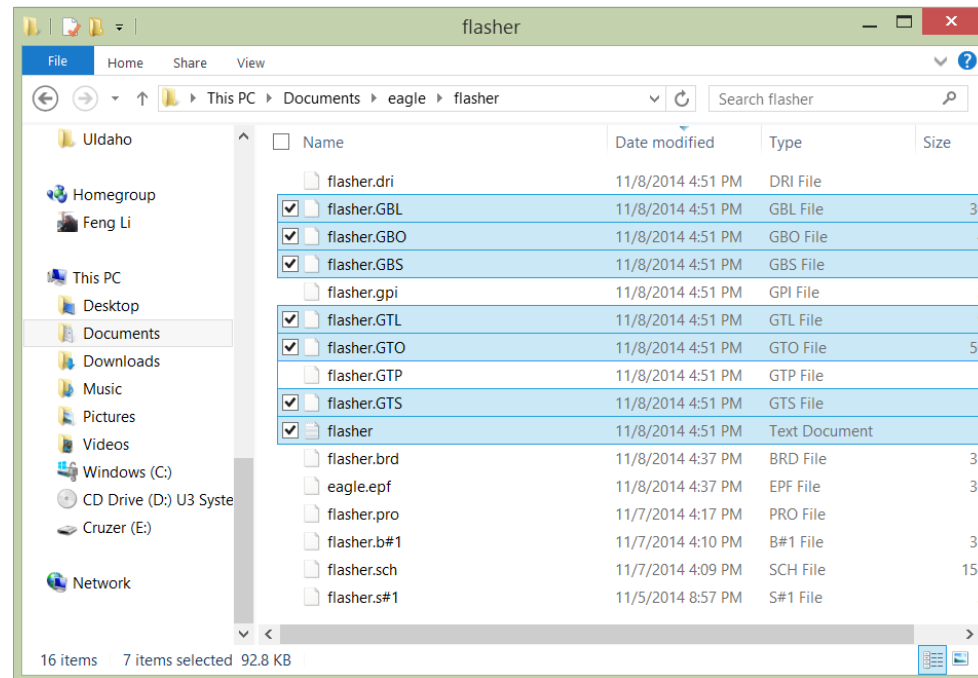
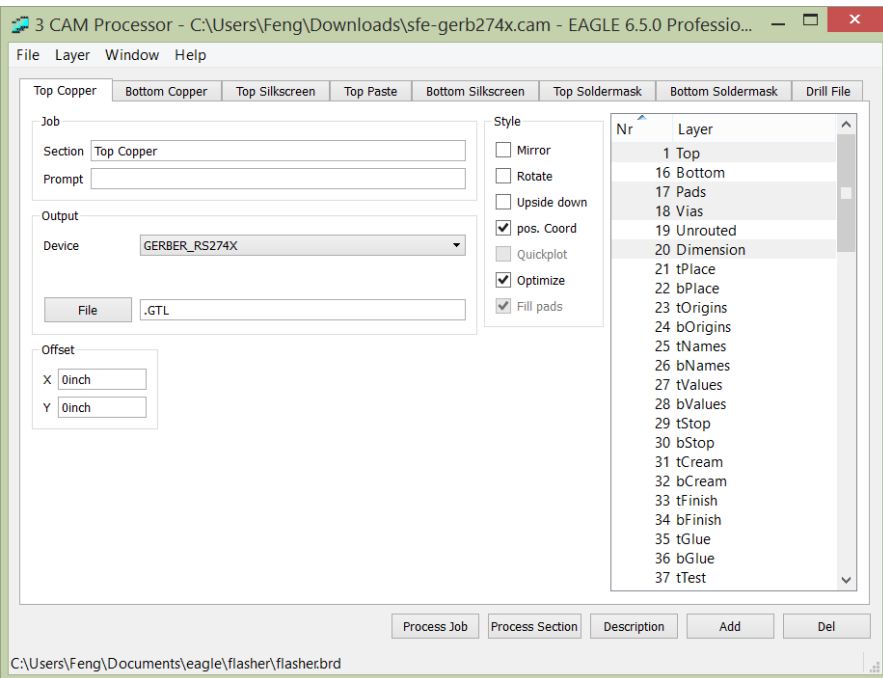
# Gerber File Generation – CAM Processor

- [Board] File->CAM Processor
- [CAM Processor] File->Open->Job->sfe-gerb274x.cam



# Gerber File Generation – CAM Processor

- [CAM Processor] Process Job



# Gerber Review, Submit and Order

- Review: verify the CAM output in a Gerber viewer to make sure everything was positioned correctly
  - Viewplot: <http://www.viewplot.com> (can be downloaded and installed)
  - Online viewer: [www.gerber-viewer.com](http://www.gerber-viewer.com)
- Design for manufacturability (DFM)(Files upload)
  - FreeDFM: <http://www.freedfm.com>  
<https://www.my4pcb.com/net35/FreeDFMNet/FreeDFMHome.aspx>
- Some PCB fab houses
  - Advanced Circuits <http://www.4PCB.com>
    - quick, reliable, and relatively cheap
    - \$33/board with a week turn around
  - Dirty Circuits <http://www.dirtycircuits.com>

# Assembly (Soldering)

- Through-hole components
  - DIY at ECE Senior Design Lab (BEL 216)
  
- Surface-mount devices
  - GJL 001 ECE lab (free)
    - < 30 components
    - Case size > 0402
    - Label pin numbers
  
  - Mr. Greg Klemesrud: [gregk@uidaho.edu](mailto:gregk@uidaho.edu)

# Reference

- Simon Monk, “Make Your Own PCBs with EAGLE: From Schematic Designs to Finished Boards,” McGraw-Hill/TAB Electronics; 1 edition (May 22, 2014)

# Special Thanks to

- Dr. Michael Santora
- Dr. Steven Beyelein
- Mr. John Jacksha (J. J.)
- Mr. Greg Klemesrud