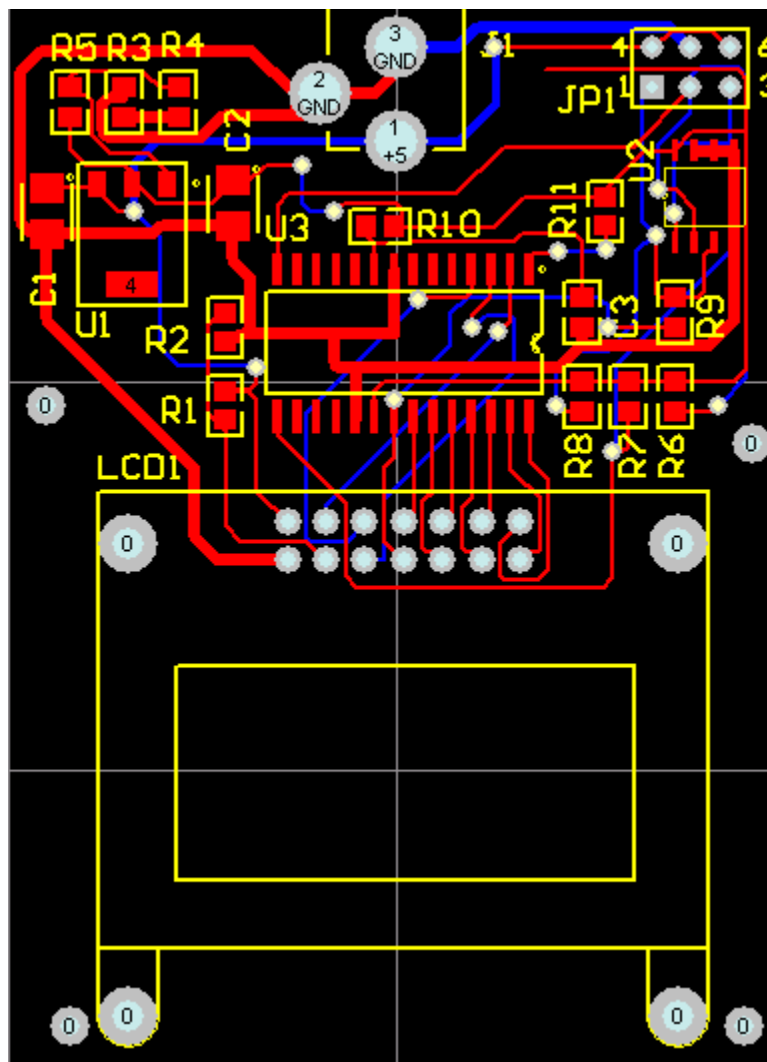


Prepare by : HK Sim [simhkeng@gmail.com](mailto:simhkeng@gmail.com)

Date : 22 Dec 05



Prepare by : HK Sim [simhkeng@gmail.com](mailto:simhkeng@gmail.com)

## Main steps from Schematic to PCB

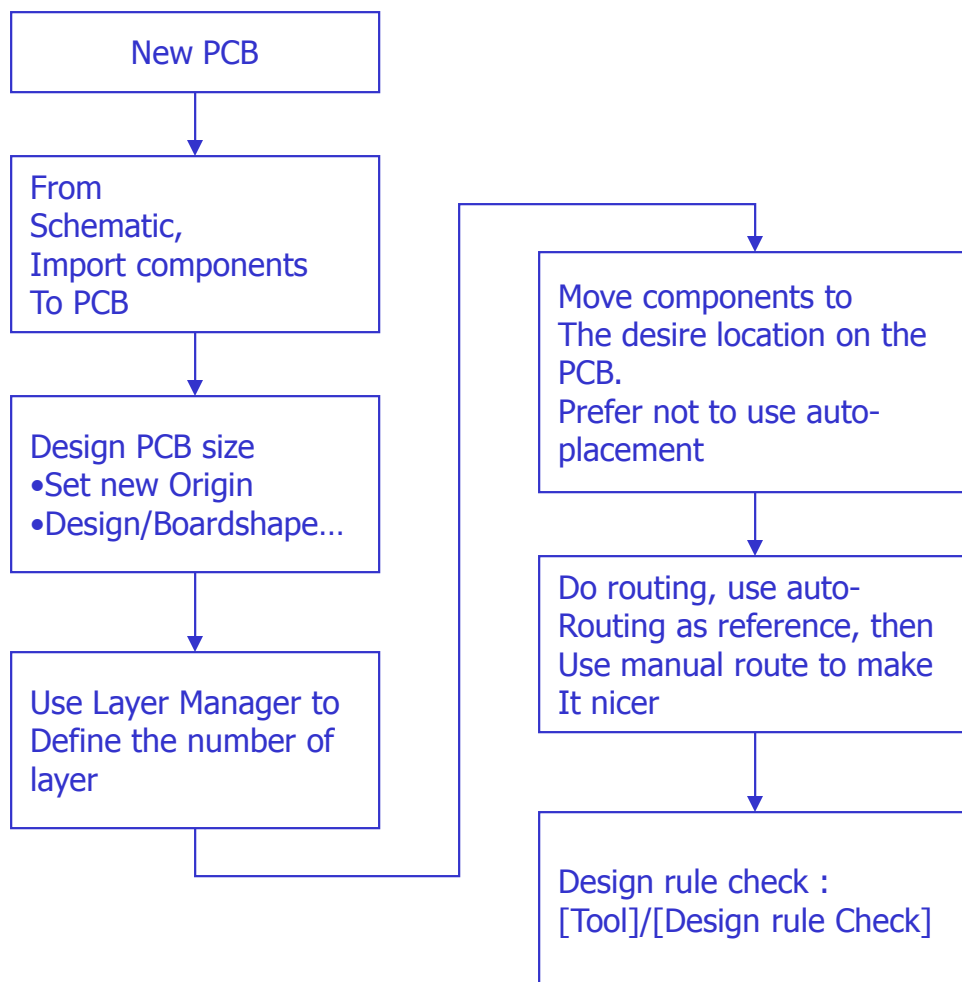
Move from schematic to PCB

Define PCB size

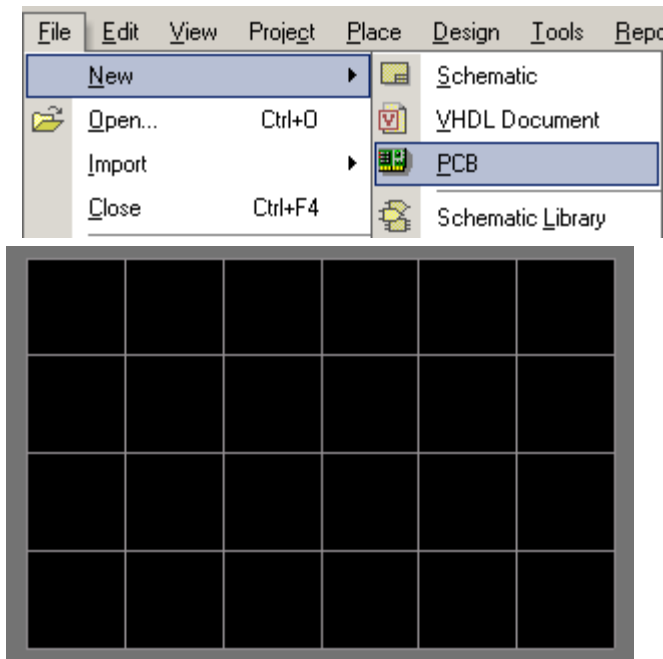
Bring component from schematic to PCB

Move the components to the desire position

Layout the path



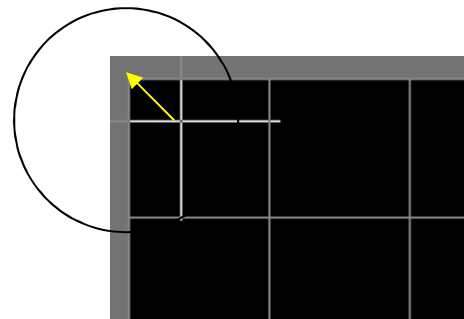
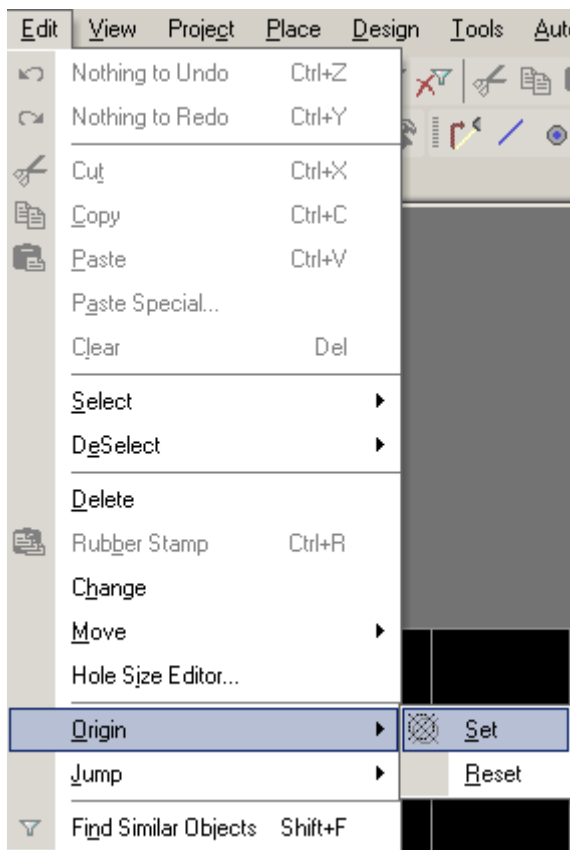
## Move from schematic to PCB



## Define PCB size

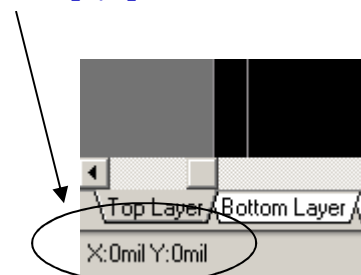
### Set reference Origin on PCB

[Edit] / [Origin] / [Set]



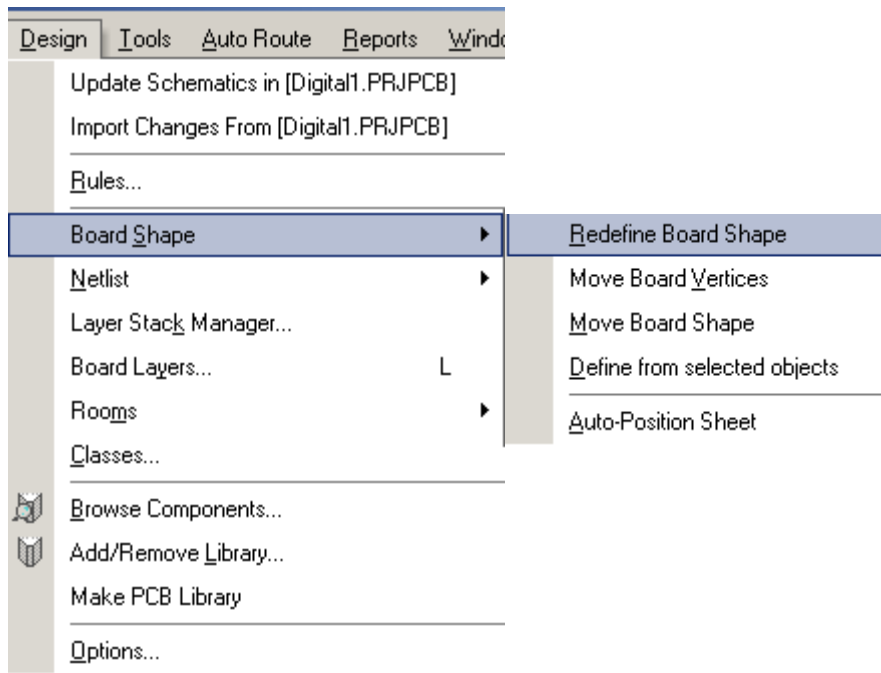
Move the cursor to the point that you want to set as origin and click.

After that, this point's position should read as [0,0]

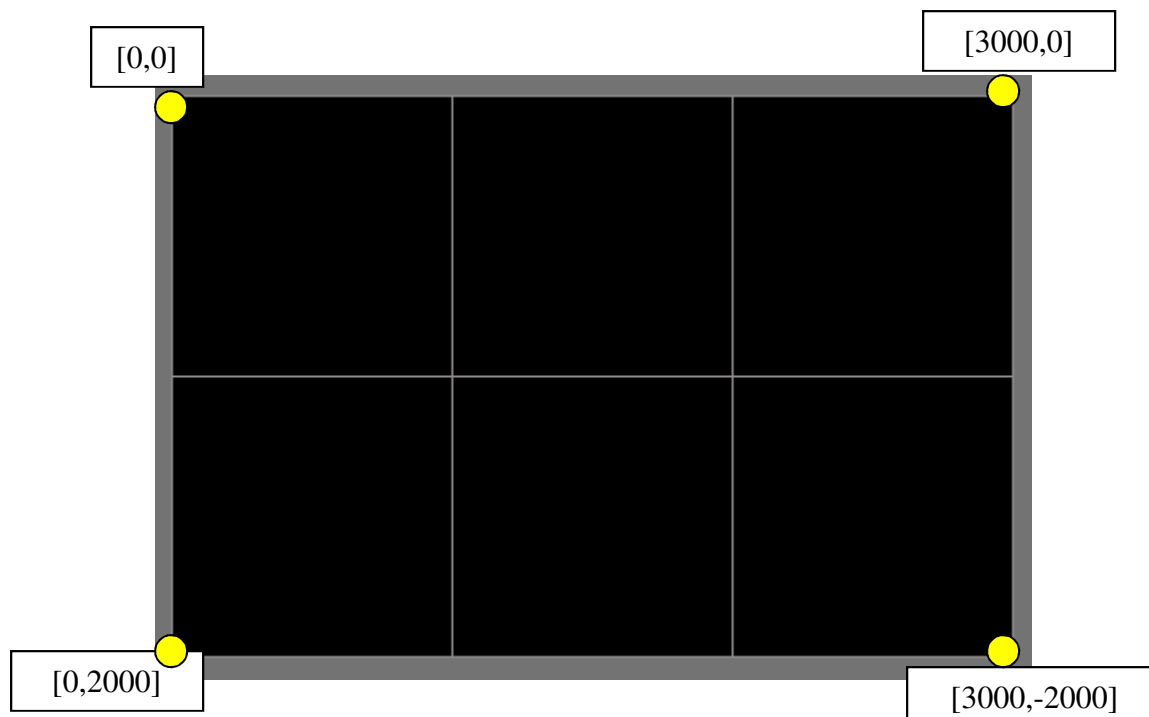


Change the board shape use

[Design]/[Board Shape]/[Redefine Board Shape]

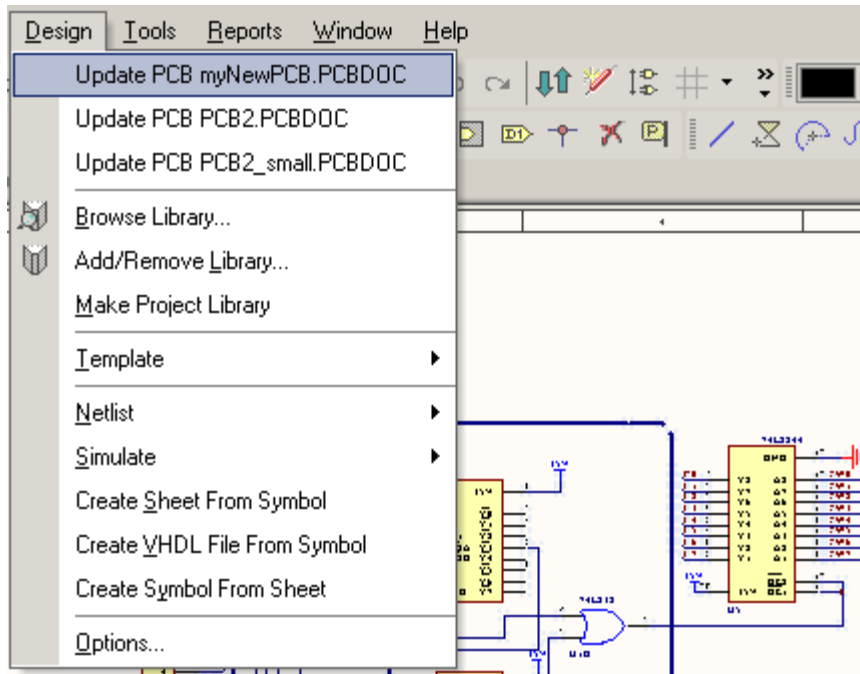


The PCB will change from black to green. Start from the set origin [0,0], use the mouse to move around in a close rectangle box to define the board side. See the bottom co-ordinate to know the dimension.



## Bring component from schematic to PCB

To bring components from schematic into PCB , while you are in the schematic ,use the following to bring the component to the correct PCB



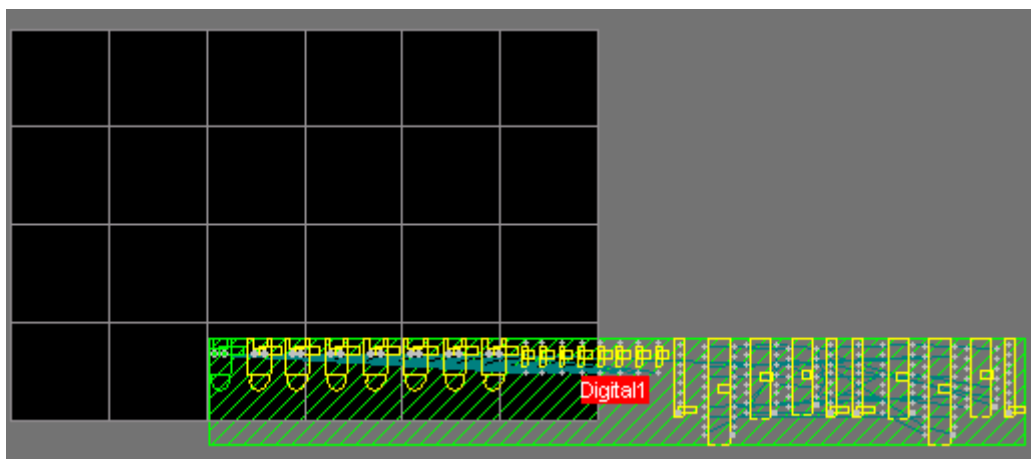
This because when the PCB have no components, update the specified PCB will bring all components from the schematic into the PCB.

Engineering Change Order				
Modifications				
	Action	Affected Object		Affected Document
[-] [Folder Icon]	Add Components[26]			
	Add	JP1	To	Digital1.PCBDOC
	Add	JP2	To	Digital1.PCBDOC
	Add	JP3	To	Digital1.PCBDOC
	Add	JP4	To	Digital1.PCBDOC
	Add	LED0	To	Digital1.PCBDOC
	Add	LED1	To	Digital1.PCBDOC
	Add	LED2	To	Digital1.PCBDOC
[-] [Folder Icon]	Add Nets[28]			
	Add	+5V	To	Digital1.PCBDOC
	Add	AEN	To	Digital1.PCBDOC
	Add	D0	To	Digital1.PCBDOC
	Add	D1	To	Digital1.PCBDOC
	Add	VCC	To	Digital1.PCBDOC
[-] [Folder Icon]	Add Component Classes[1]			
	Add	Digital1	To	Digital1.PCBDOC
[-] [Folder Icon]	Add Rooms[1]			
	Add	Room Digital1 (Scope=InComponent[ To		Digital1.PCBDOC
<div> <input type="button" value="Validate Changes"/> <input type="button" value="Execute Changes"/> <input type="button" value="Report Changes..."/> </div>				

Click [Validate Changes] to check if there is any error .

Click [Execute Changes] to initiate the change.

After click Execute Changes, component footprints are brought into PCB

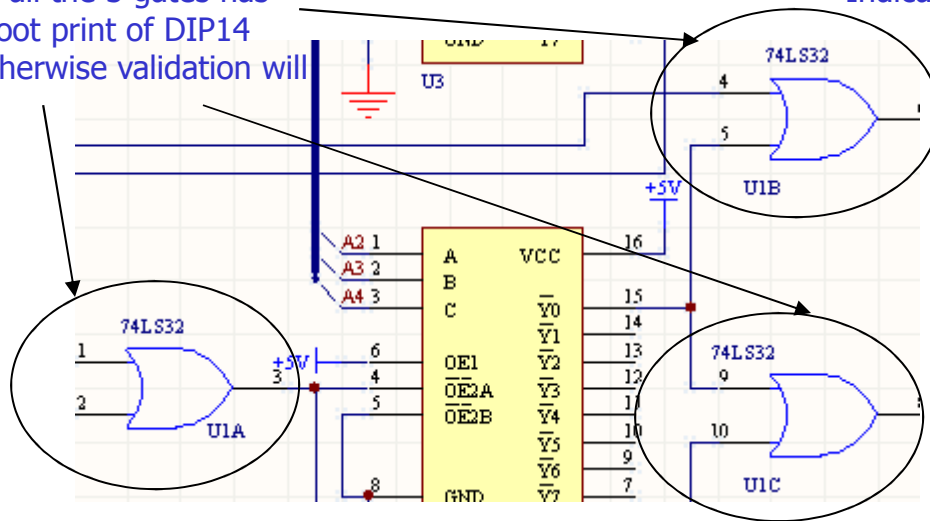


Error example.

Add	R8	To	Digital1.PCBDOC	✓
Add	U1	To	Digital1.PCBDOC	✗
Add	U2	To	Digital1.PCBDOC	✓
Add	U3	To	Digital1.PCBDOC	✗
Add	U4	To	Digital1.PCBDOC	✗
Add	U5	To	Digital1.PCBDOC	✓
Add	U6	To	Digital1.PCBDOC	✗

Make sure all the 3 gates has common foot print of DIP14 picture, otherwise validation will give error.

Indicate there is error

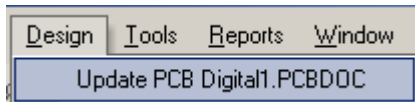


## Update changes between Schematic and PCB

During the layout of PCB, when make changes on schematic, can use the following method to update the PCB :

[Project] / [compile PCB project ] – if there is no logical error, the compilation will be quiet . I.e Nothing display

Use update PCB as follows :

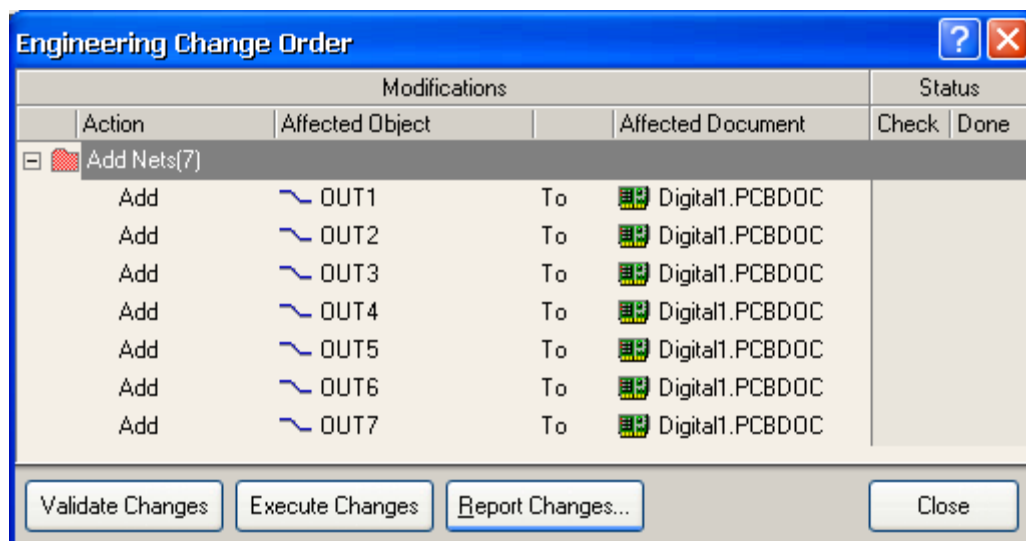


A list of different items ( different from the previous PCB ) is then displayed.

Use [Validate Changes] – to check the changes

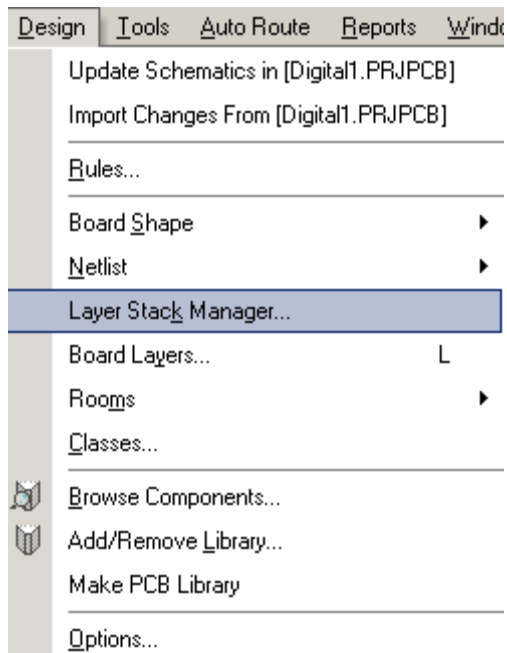
Use [Execute Changes ] – to implement the changes. Then the PCB will be updated with the new changes

Use [Close] – to end changes

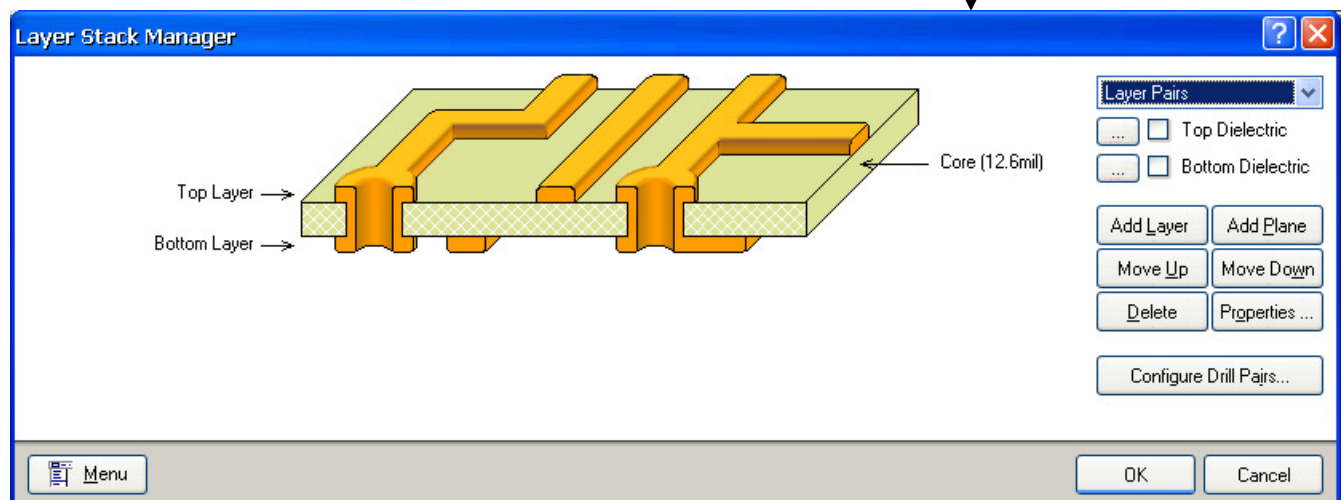


Add more layer to the PCB

[Design]/[Layer Stack Manager]



By default is a 2 layer PCB



## Layer definition

### Signal layers

Top layer

mid layer 1 to 30

Bottom layer

### Internal Planes

- 16 layers available for Power/Gnd planes.
- Net can be assigned to these layers .
- Multi-layer pads and via automatically connect to these planes. Plane layers can be split into any number of regions and each regions can be assigned to different net
- Objects that are placed on the plane define regions of no copper

### Silkscreen layers

Top and bottom layers for User to display component outlines

### Mechanical layers

16 mechanical layers are provided for fabrication and assembly detail such as dimensions, alignment targets, annotation or other details.

### Solder Mask

Top and bottom solder mask layer

### Paste mask

Top and bottom paste mask layers are provided to generate the artwork which is used to manufacture stencils to deposit solder paste onto surface mount pads on PCB with surface mount devices.

### Drill Drawing

Showing a unique symbol for each hole size at each location. 3 symbol styles : coded symbol, alphabetical codes ( A, B, C etc ) or the assigned size.

### Drill Guide

Plots all holes in the layout. Drill guide is also call pad masters

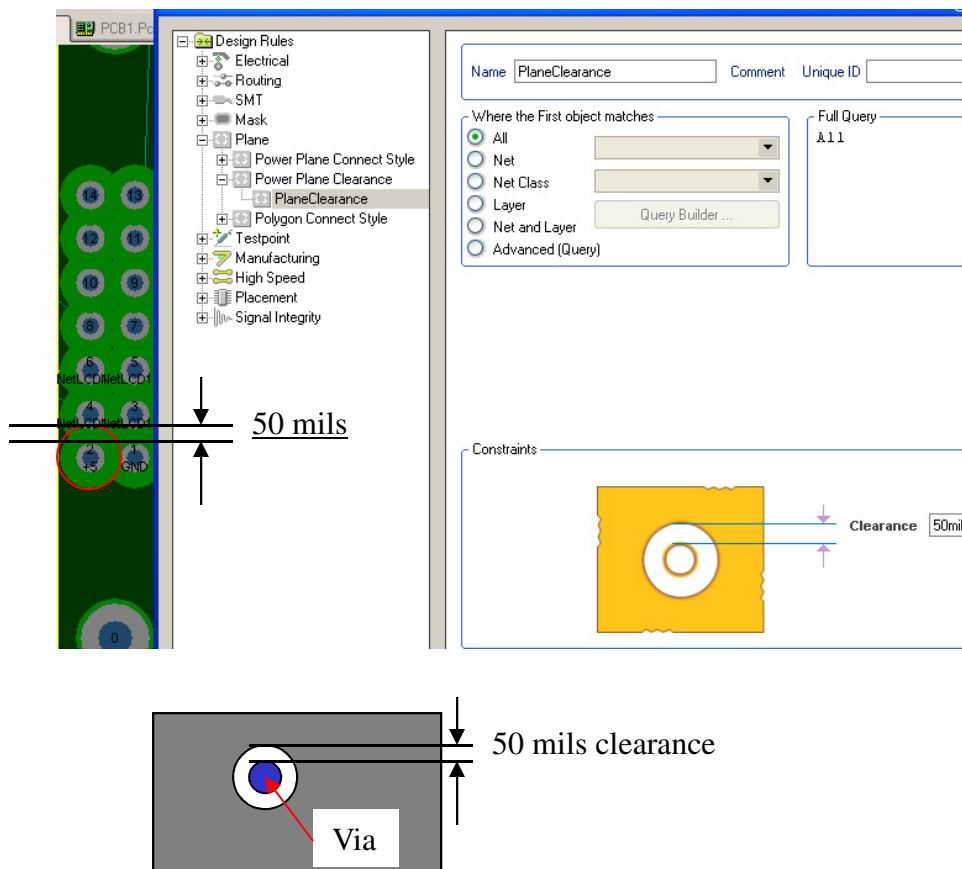
### Keep out area

Define the regions where components and routes can validly be placed. Components cannot be placed over an object on the keep out layer and routes cannot cross an object on the keep out layer

### Multi-layer

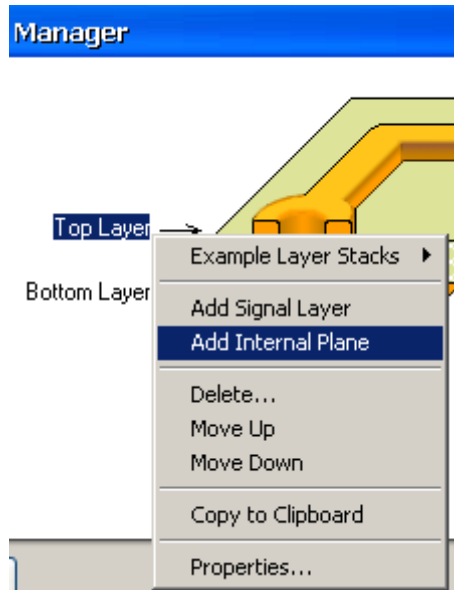
Objects placed on this layer will appear on all copper layers. This is typically use for through hole pads and via.

### Power Planes Clearance setting

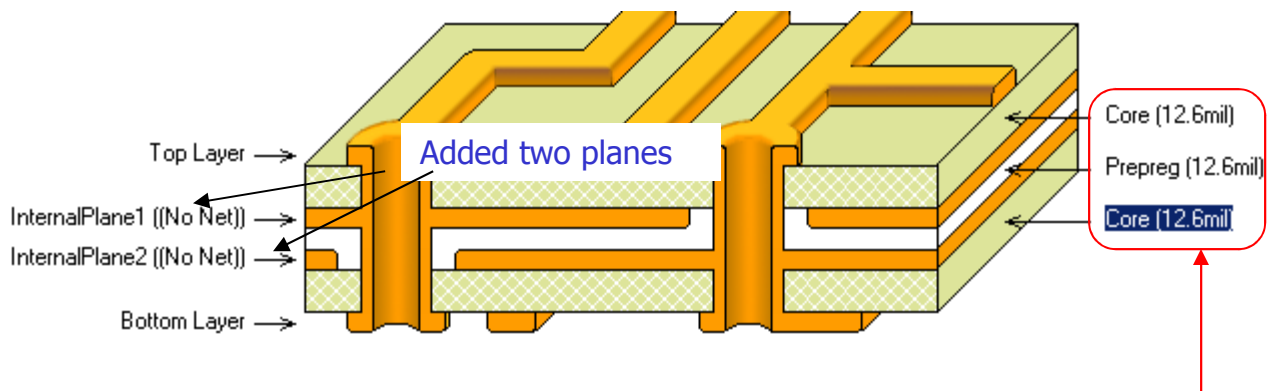


## Add internal Planes

Add internal plan means Power / ground plan. It is normally 2<sup>nd</sup> plane is ground plan and 3<sup>rd</sup> plan is power plan



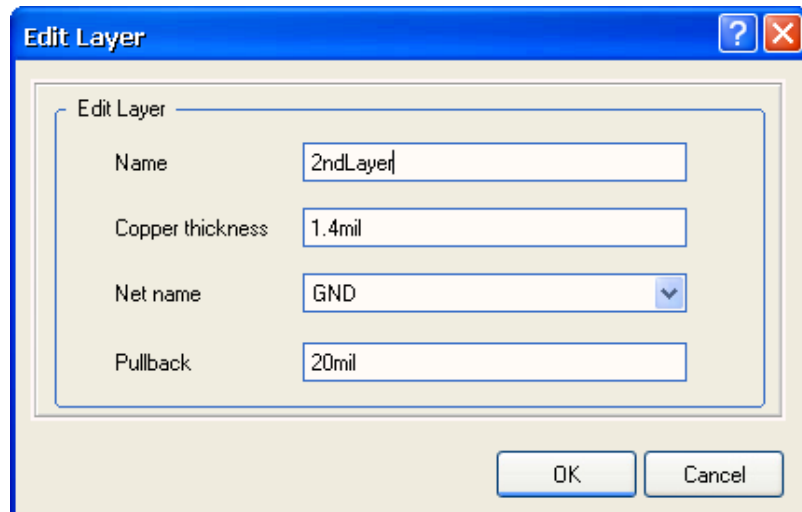
Select top layer, Right click and select Add internal plane or Signal layer



Mechanical layer thickness can be changed

## Add internal Planes

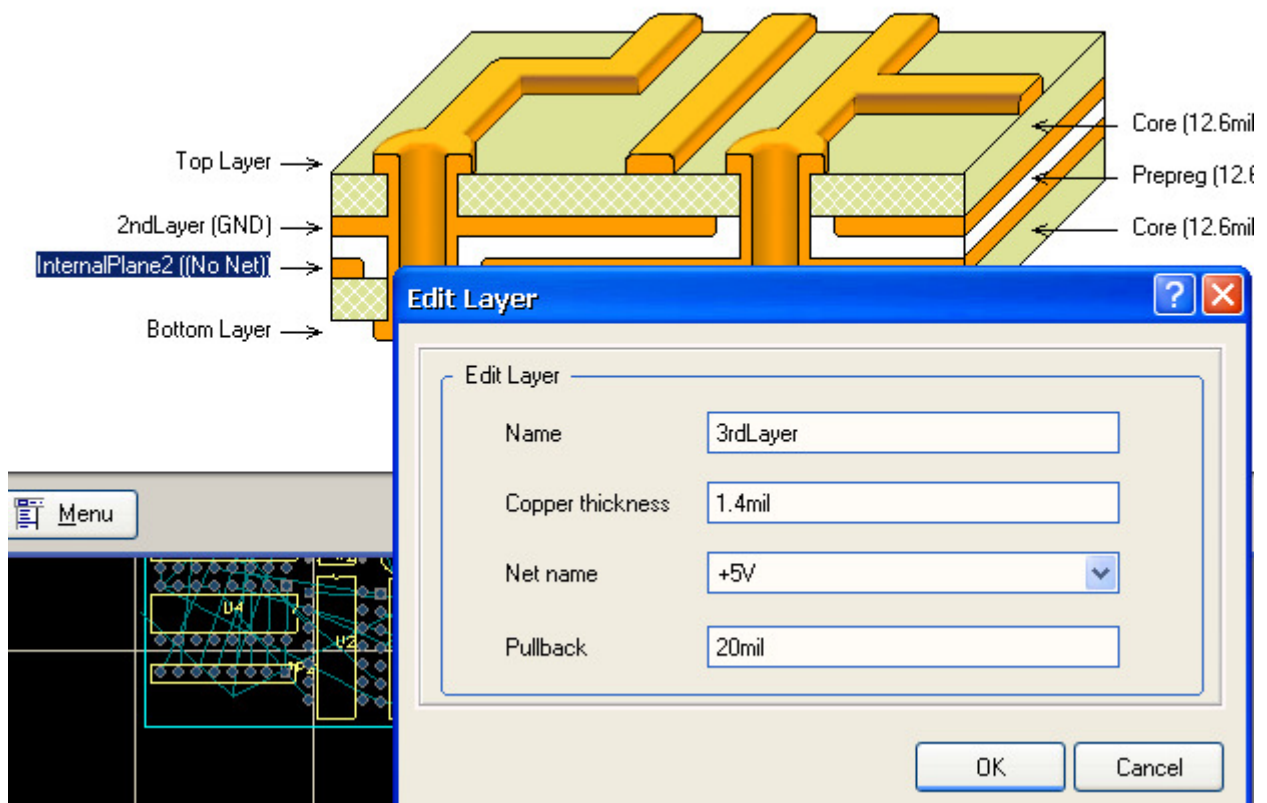
Add ground plane, Net name is GND as in schematic



Add Power (+5V)  
plane, Net name is  
+5V as in schematic

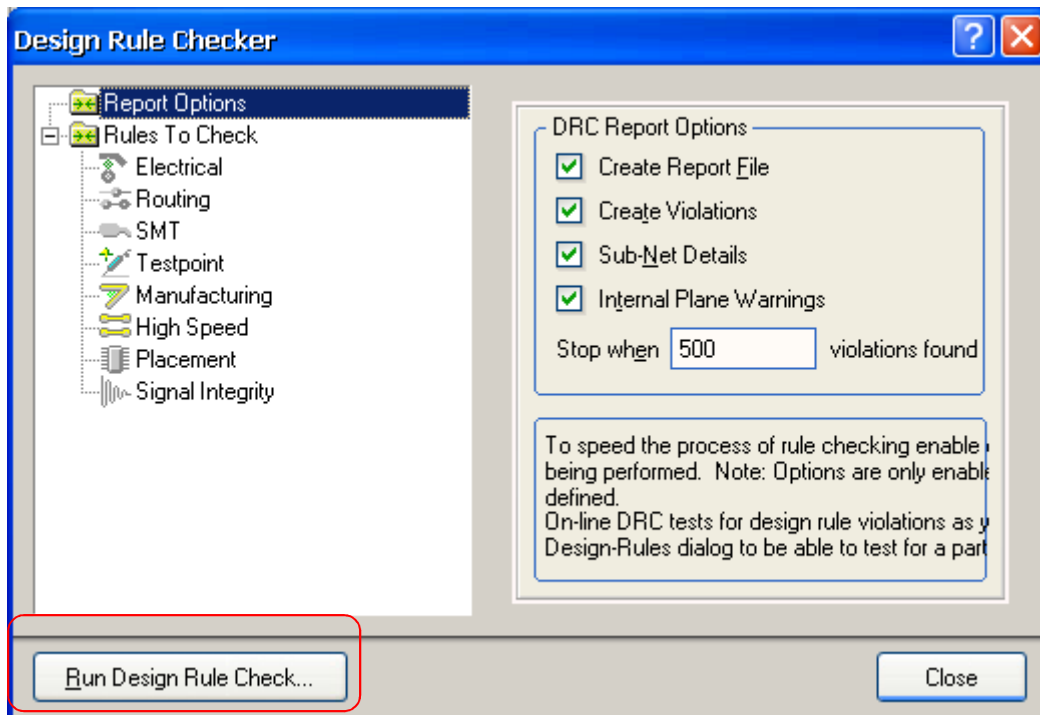


Layer Stack Manager



## Design Rule Check for PCB Layout

[Tool]/[Design Rule Check]



```
Protel Design System Design Rule Check
PCB File : \simHW\Digital1\PCB2_small.PCBDOC
Date      : 12/6/2005
Time      : 7:08:14 PM

Processing Rule : Hole Size Constraint (Min=1mil) (Max=100mil) (All)
Rule Violations : 0

Processing Rule : Width Constraint (Min=10mil) (Max=10mil) (Preferred=10mil) (All)
Rule Violations : 0

Processing Rule : Clearance Constraint (Gap=10mil) (All), (All)
Rule Violations : 0

Processing Rule : Broken-Net Constraint ( (All) )
Rule Violations : 0

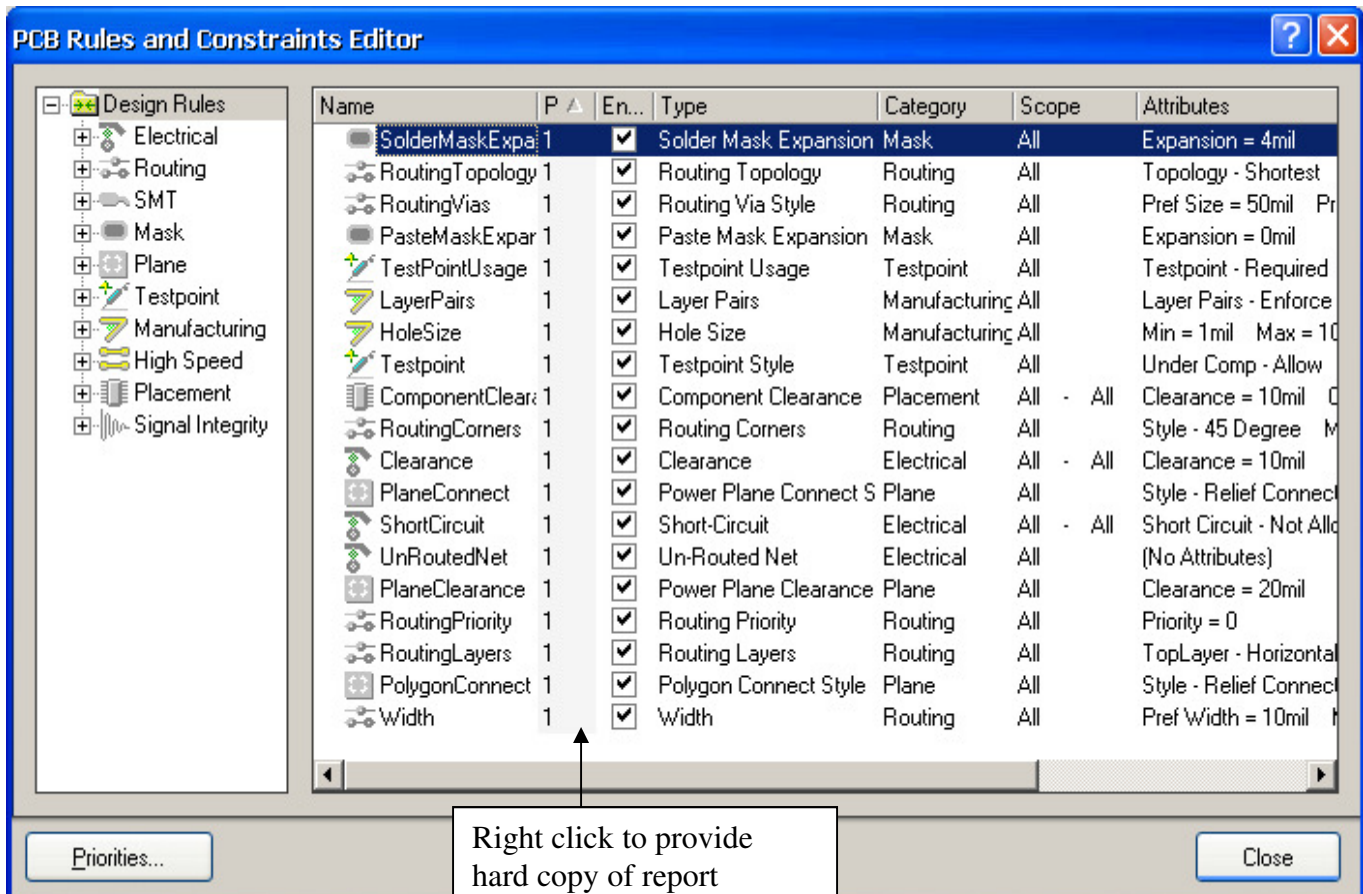
Processing Rule : Short-Circuit Constraint (Allowed=Not Allowed) (All), (All)
Rule Violations : 0

Violations Detected : 0
Time Elapsed       : 00:00:00
```

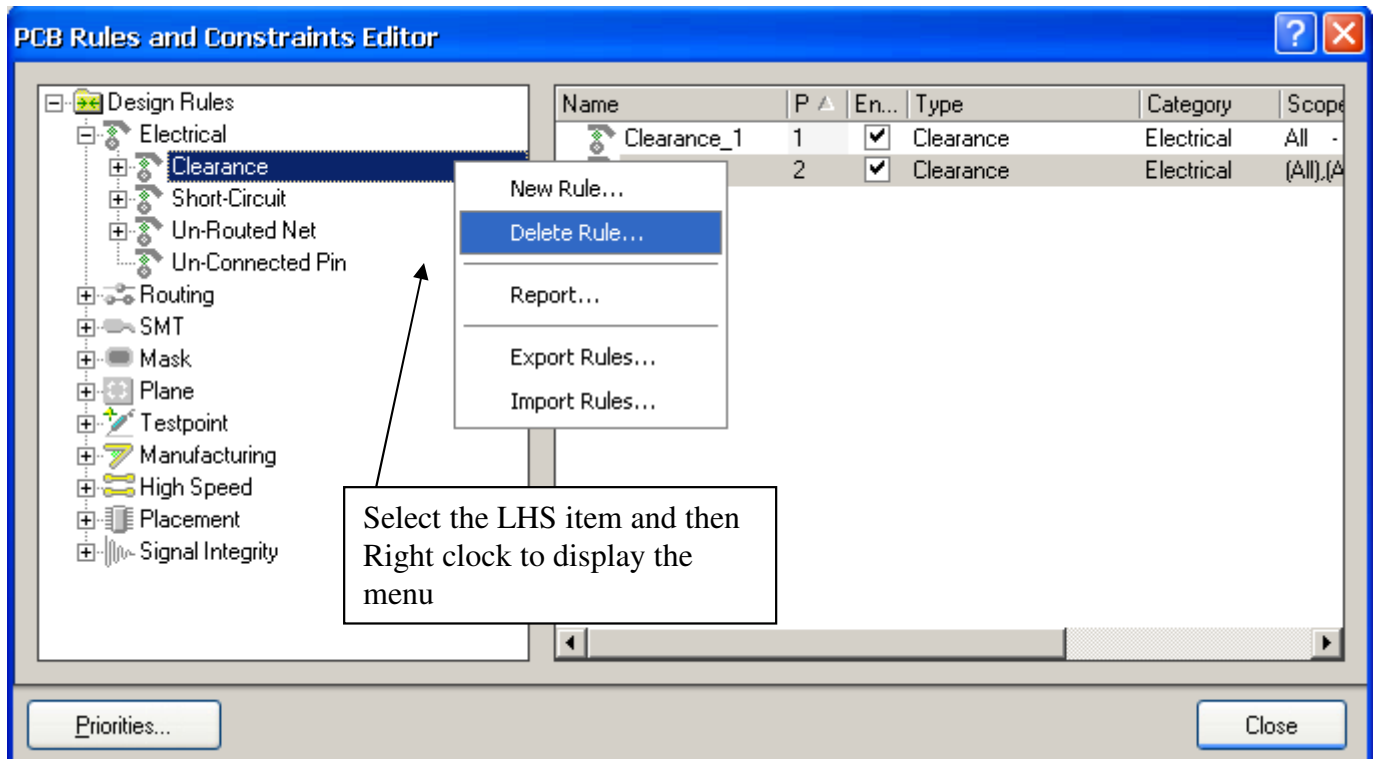
← **Zero error !**

## Design Rule Setting

[Design] / [Rule]



Select item at the LHS box and do a right click, you can add / delete rules ... etc

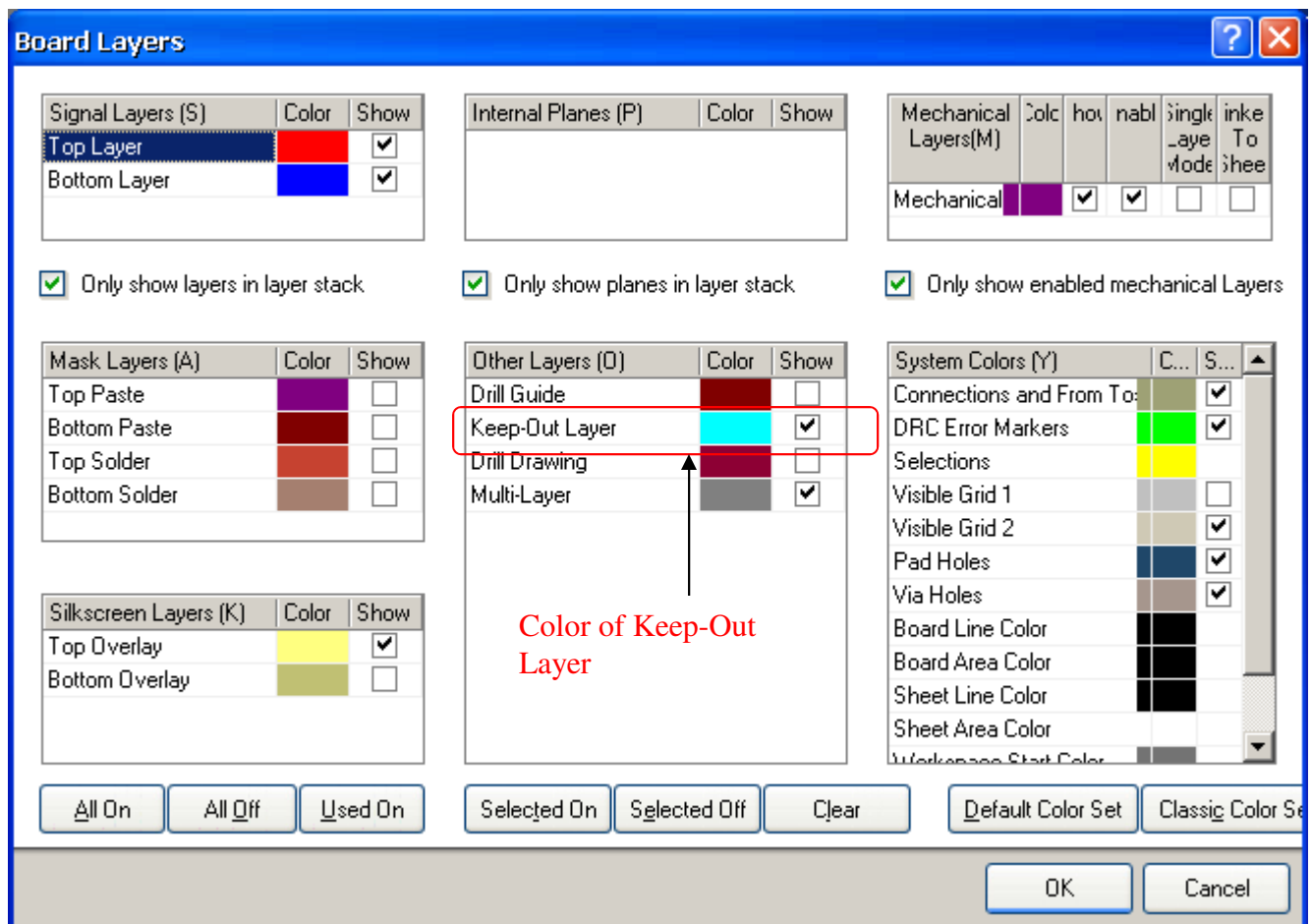


## Auto Placement

It is recommended that key component should not use auto-placement due to performance and appearance.

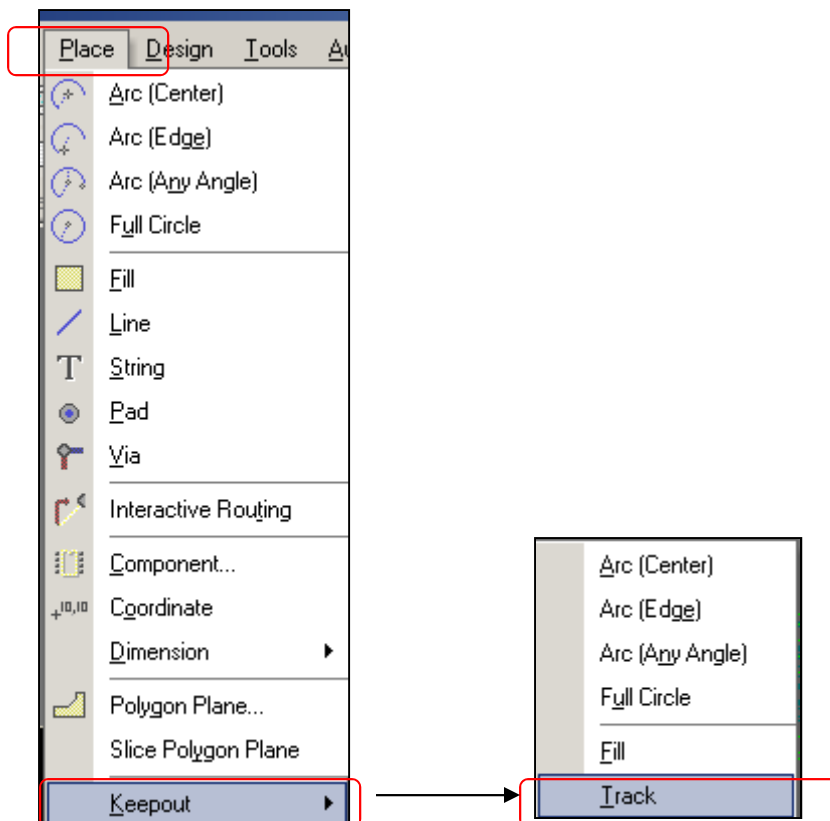
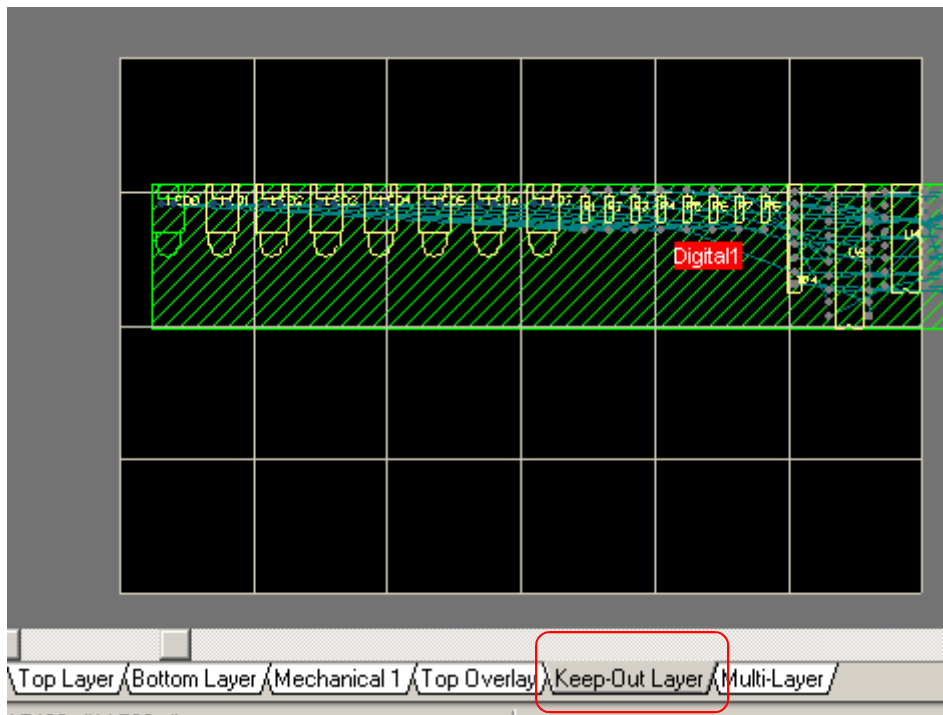
To do an auto-placement, you **must define** the keep-out area where no routing will be pass through that area..

Keep-out area can defined on the Keep-out Layer

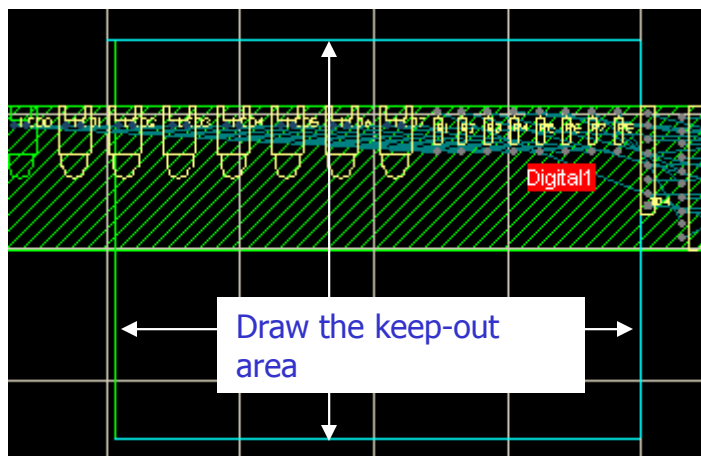


Short cut to get this menu Press **L** on the PCB board

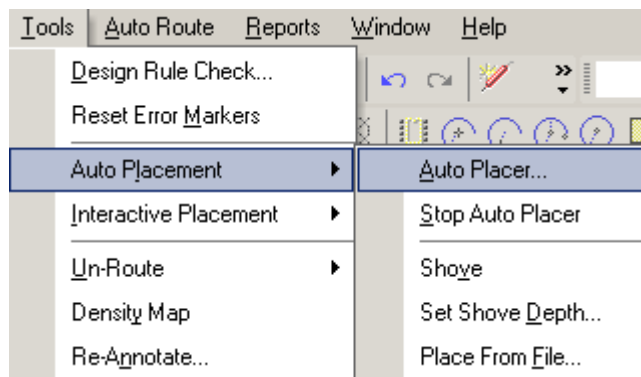
## Define Keep Out Area



Draw the keep out area



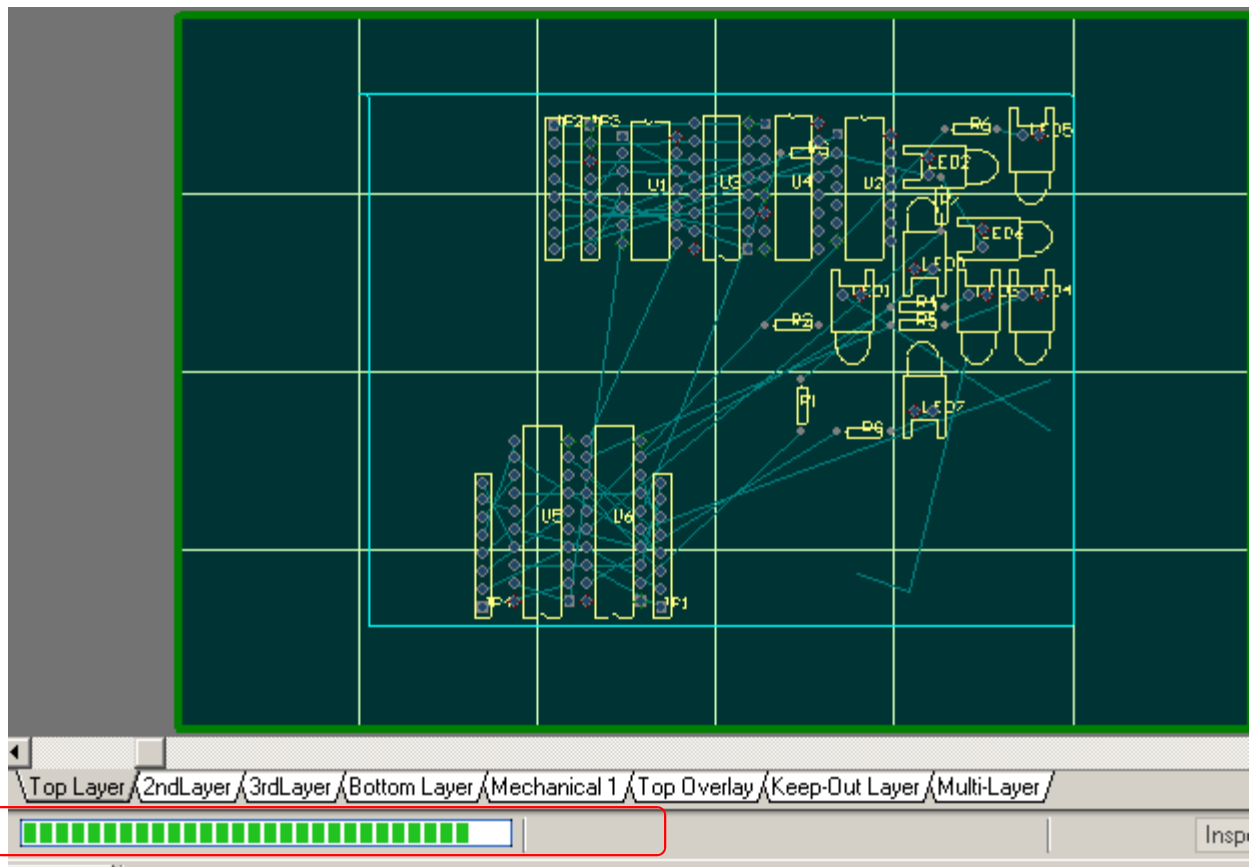
After defined the keep-out area, use [Tool]/[Auto Placement]/[Auto Placer] to auto-place the component. Once can define the constraint of the auto-placing.



Auto-placement is in progress

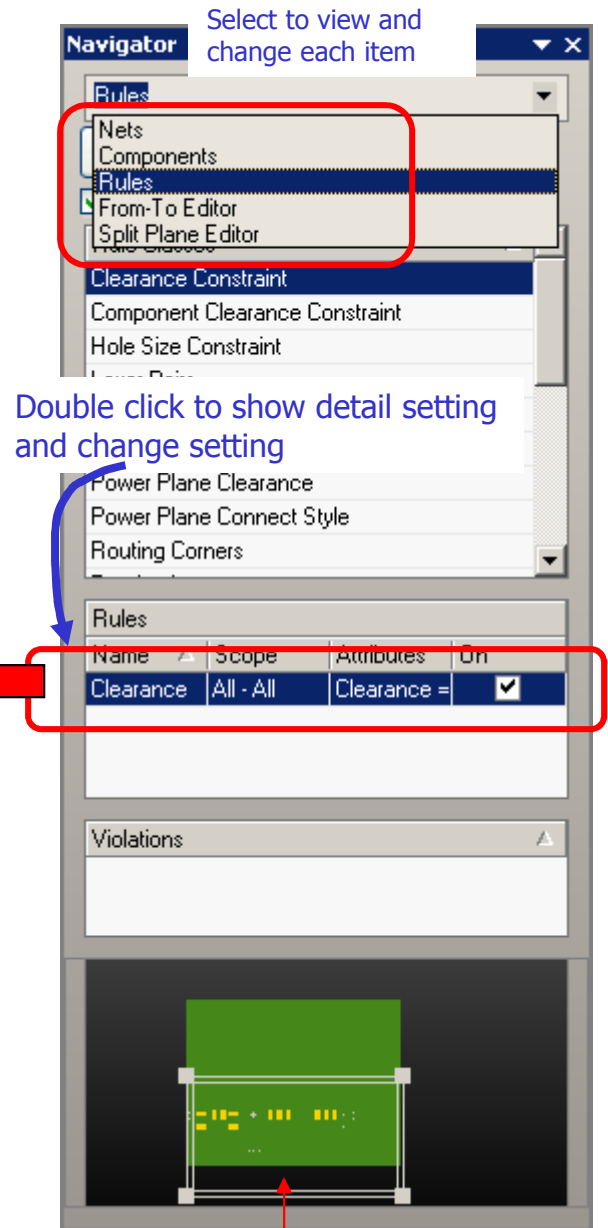
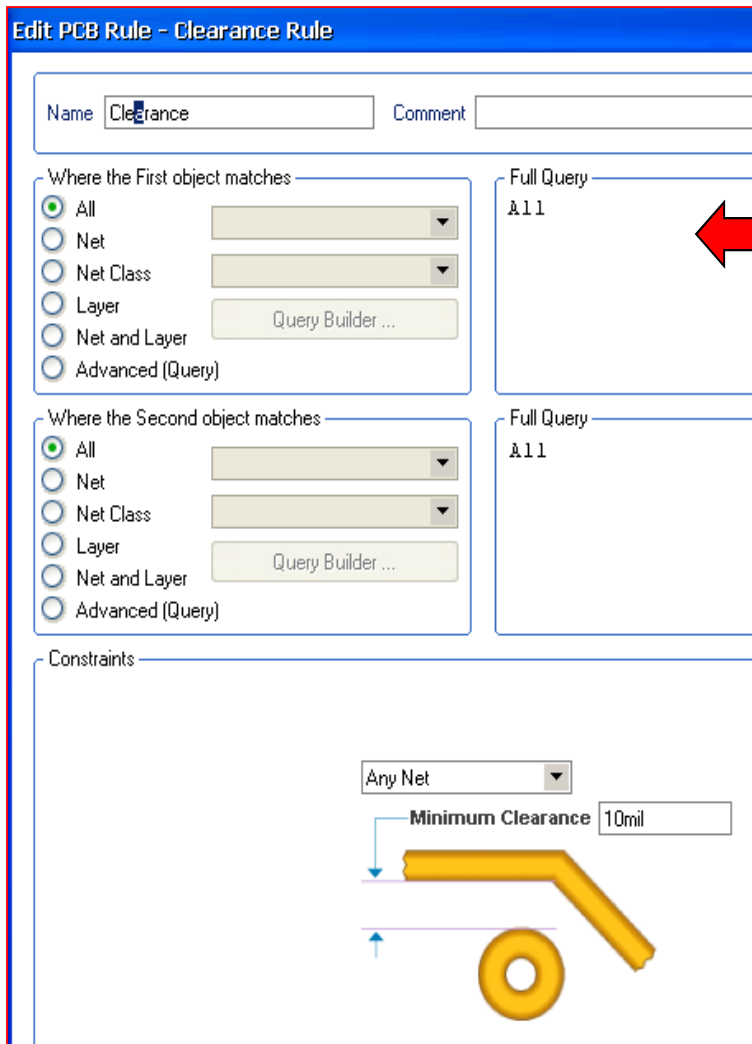
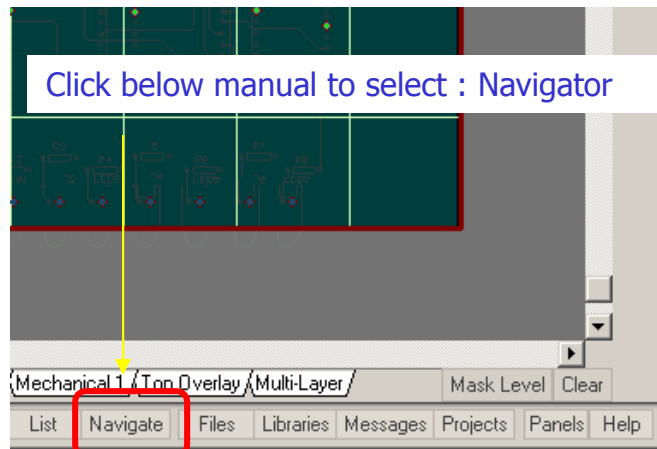
All components are within the keep-out area

Status bar indicate the progress



See a component or net on a PCB

Use Navigator



Use the frame to position PCB for viewing

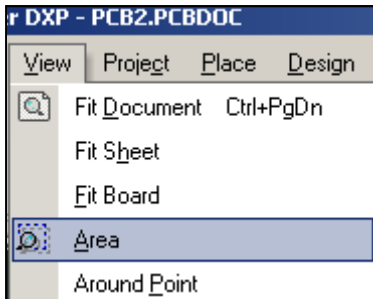
Position a PCB for viewing

[View]/[Fix Board] - VF

[View]/[Fix Sheet] - VH

[View]/[Fix Document] - VD

**Important**

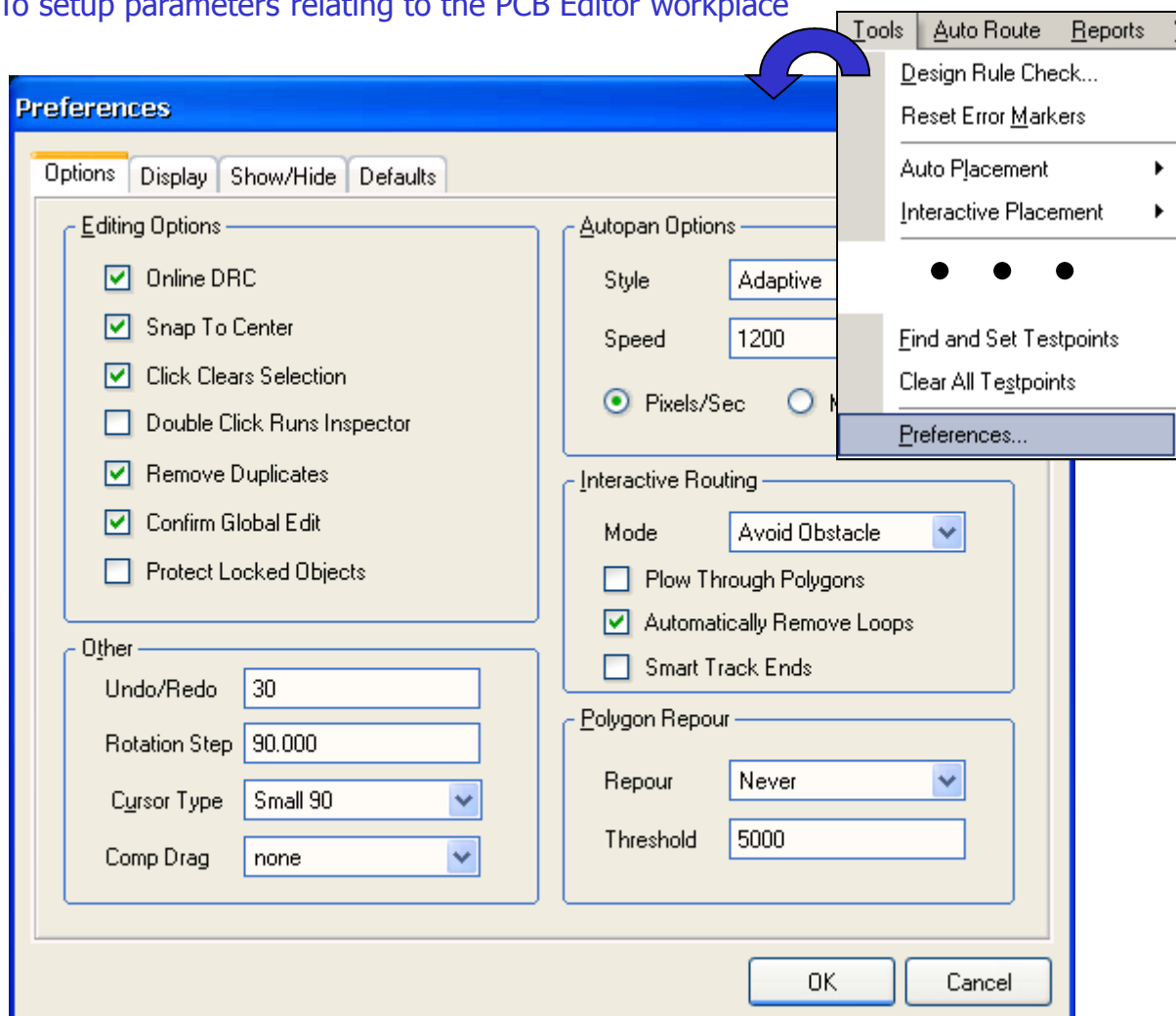


Magnify a area for viewing

[View]/[Area] - VA

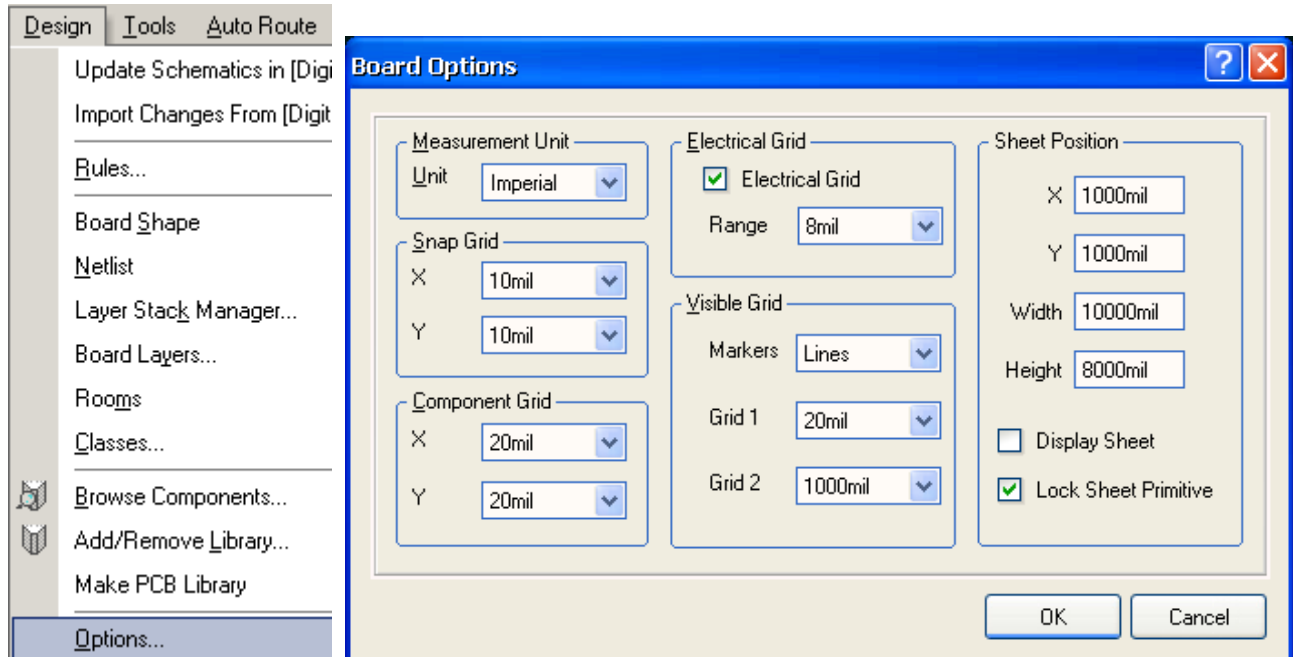
Preference Dialog

To setup parameters relating to the PCB Editor workplace



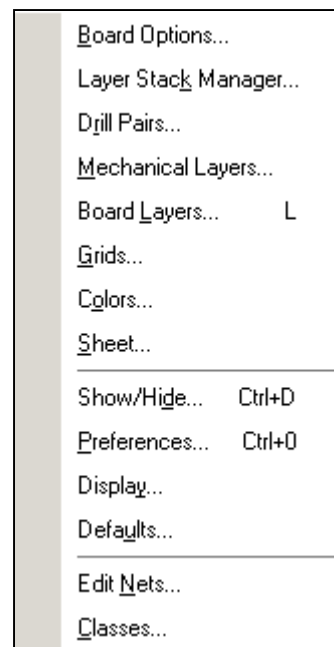
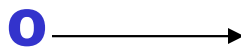
## Design Setting

[Design] / [Option]



Short cut key for setup option

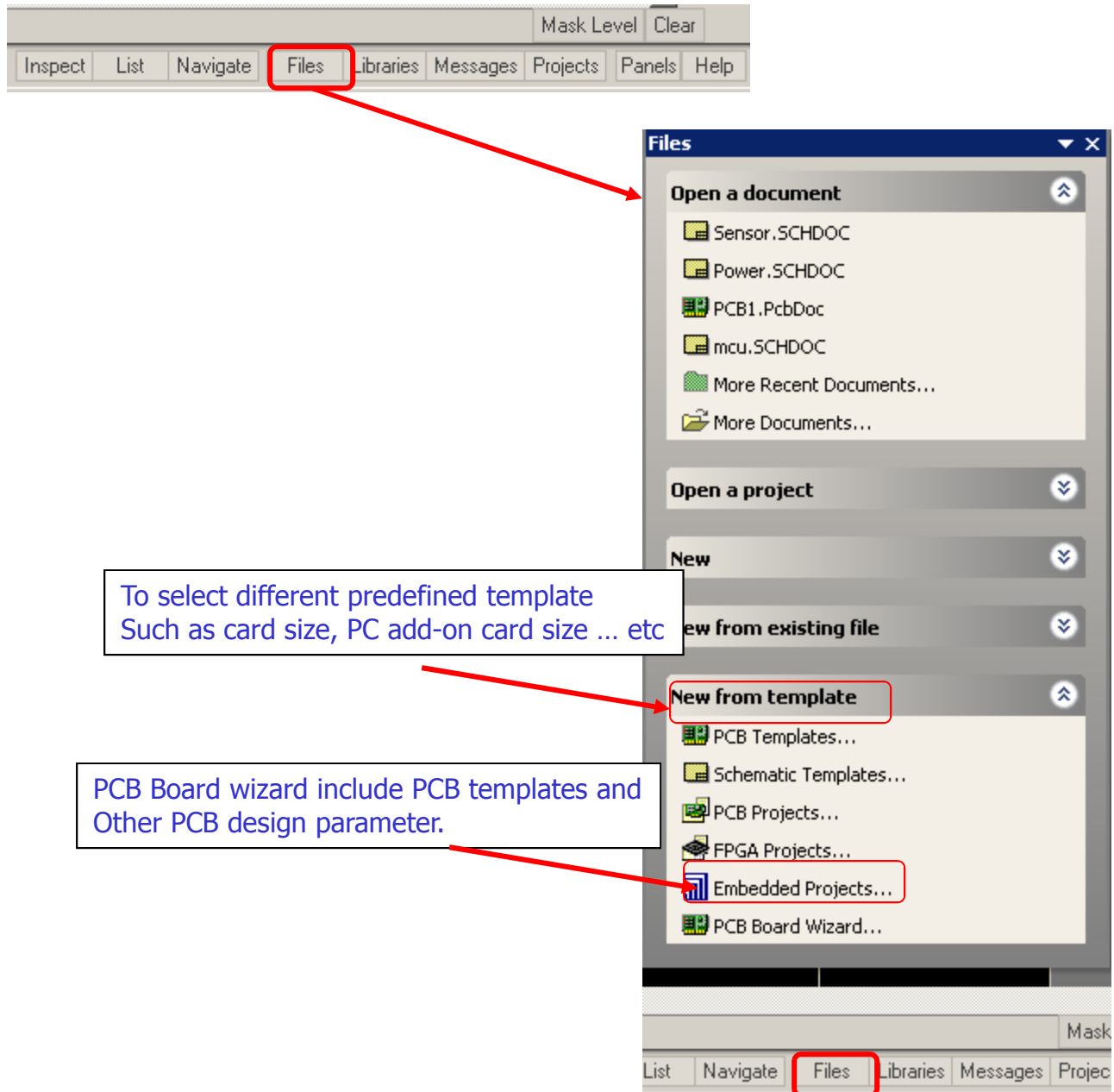
Press a "O" will pop-up a manual



## Using PCB Template / Wizard to define a new PCB

### Special FILE menu

The normal tool bar File menu is slightly different from the File menu from below

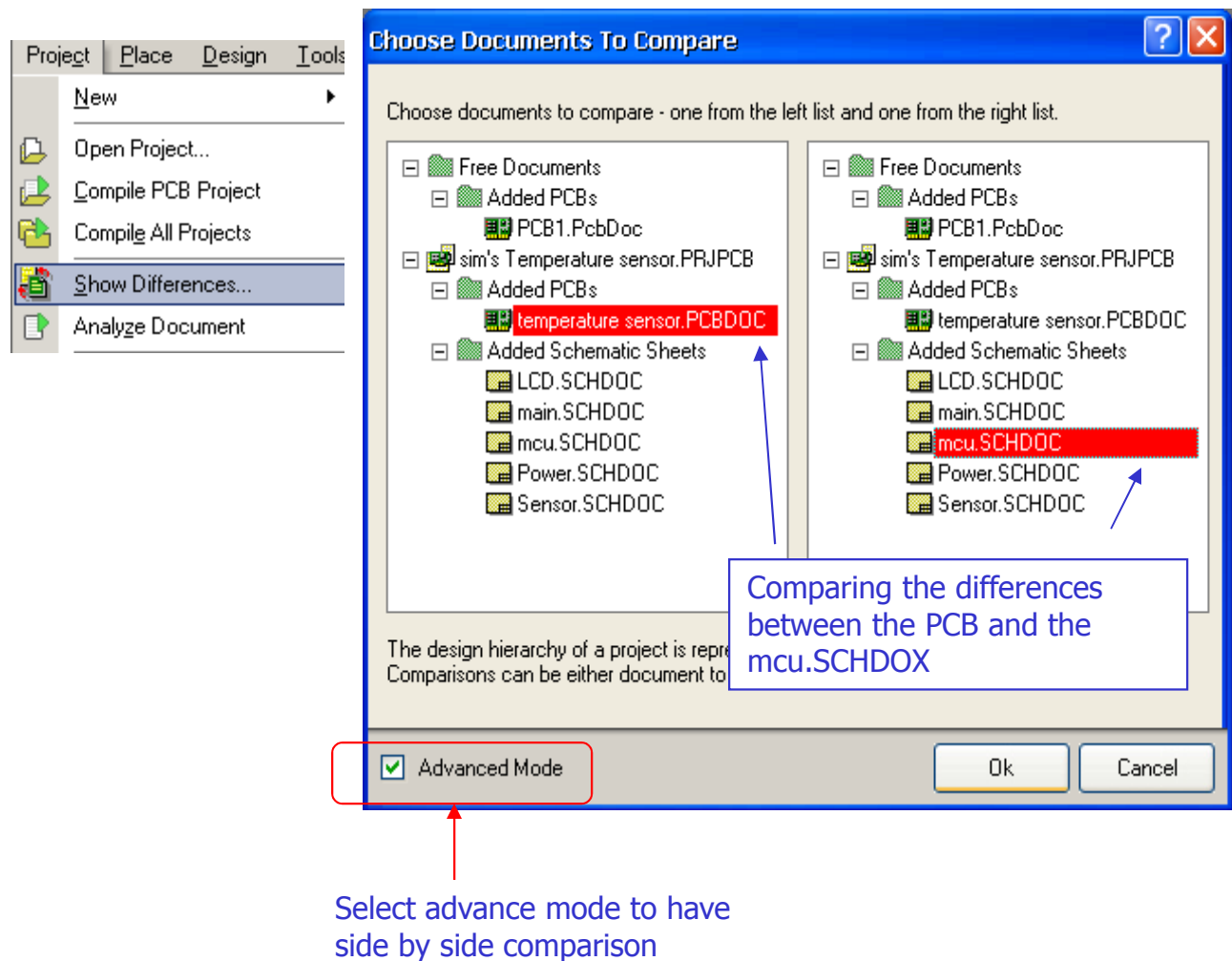


## Resolve synchronization Error

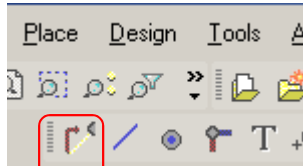
Two problems associate with Synchronization Error

- Missing component foot print information in schematic
- New foot print does not match old foot print. Pins on schematic symbol do not match the pads on the foot print

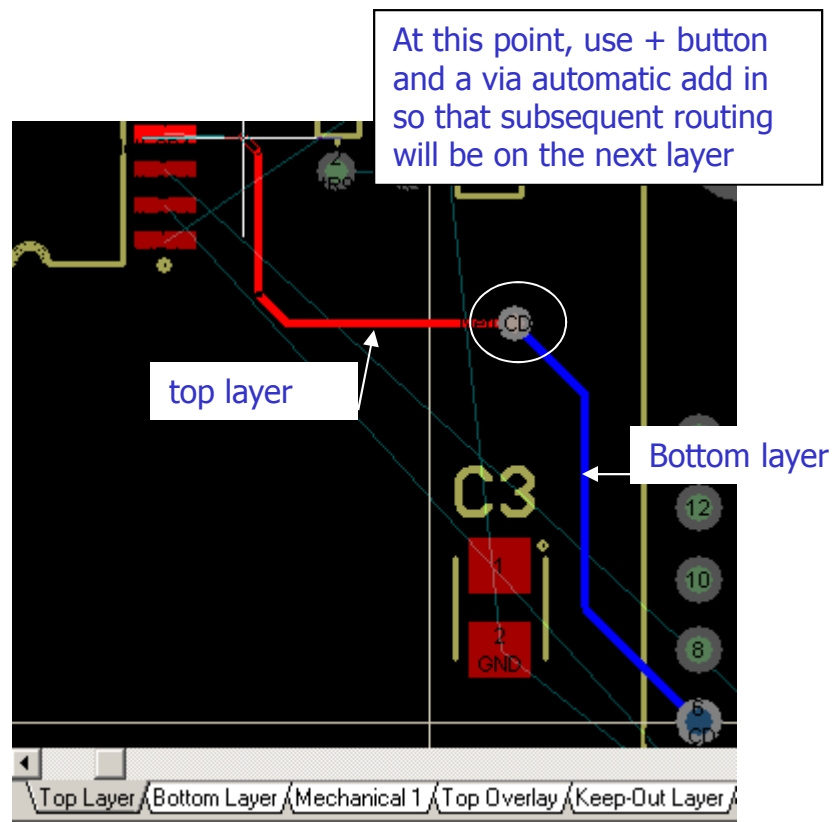
### Show difference



## PCB Trace layout

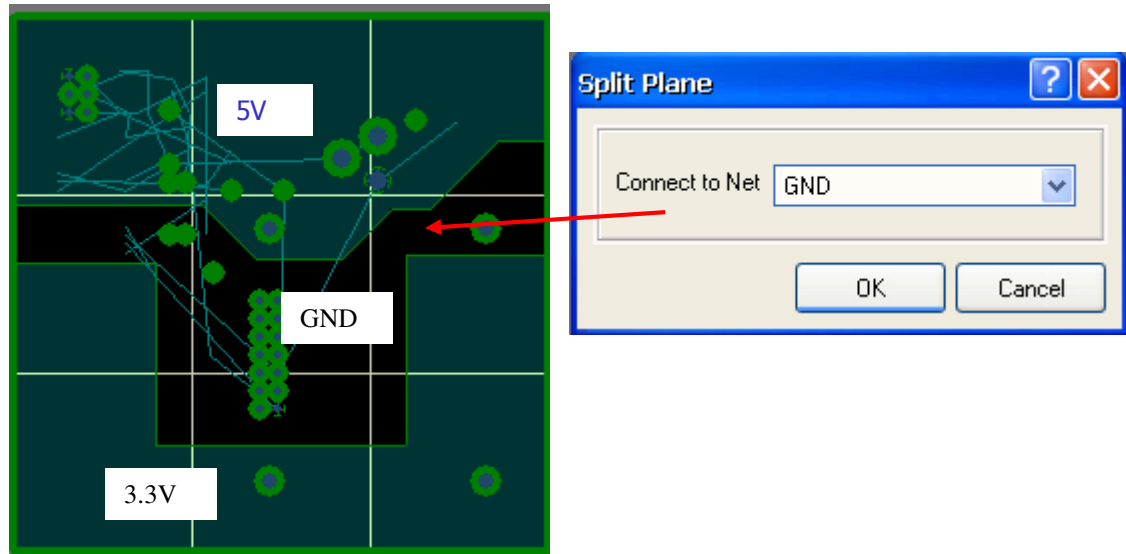


Trace icon

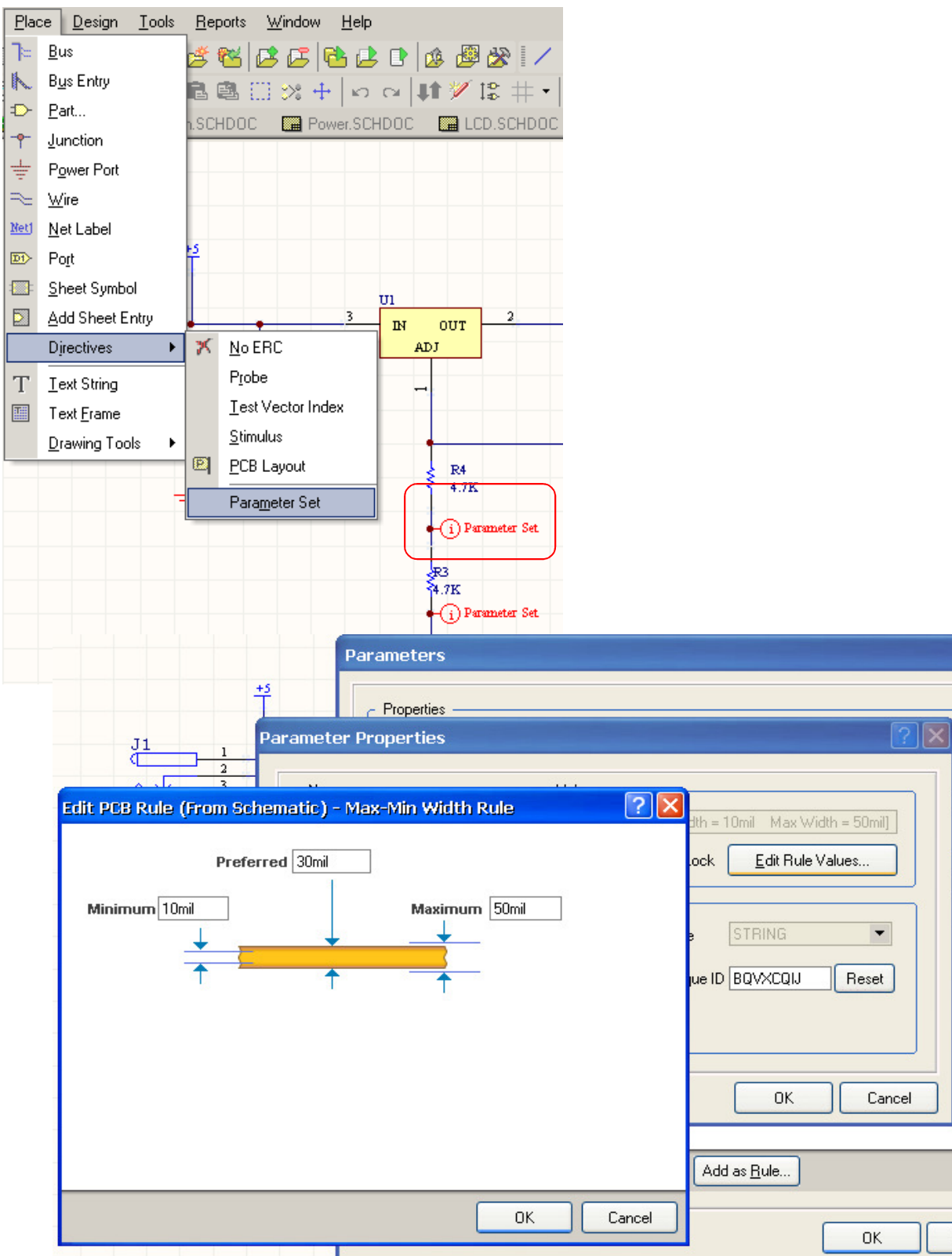


## Split Power Plane

Internal planes can be split and shared amongst multiple nets.  
Use line [Place] / [Line] to separate the plane into multiple regions  
Define Net name connect to each plane

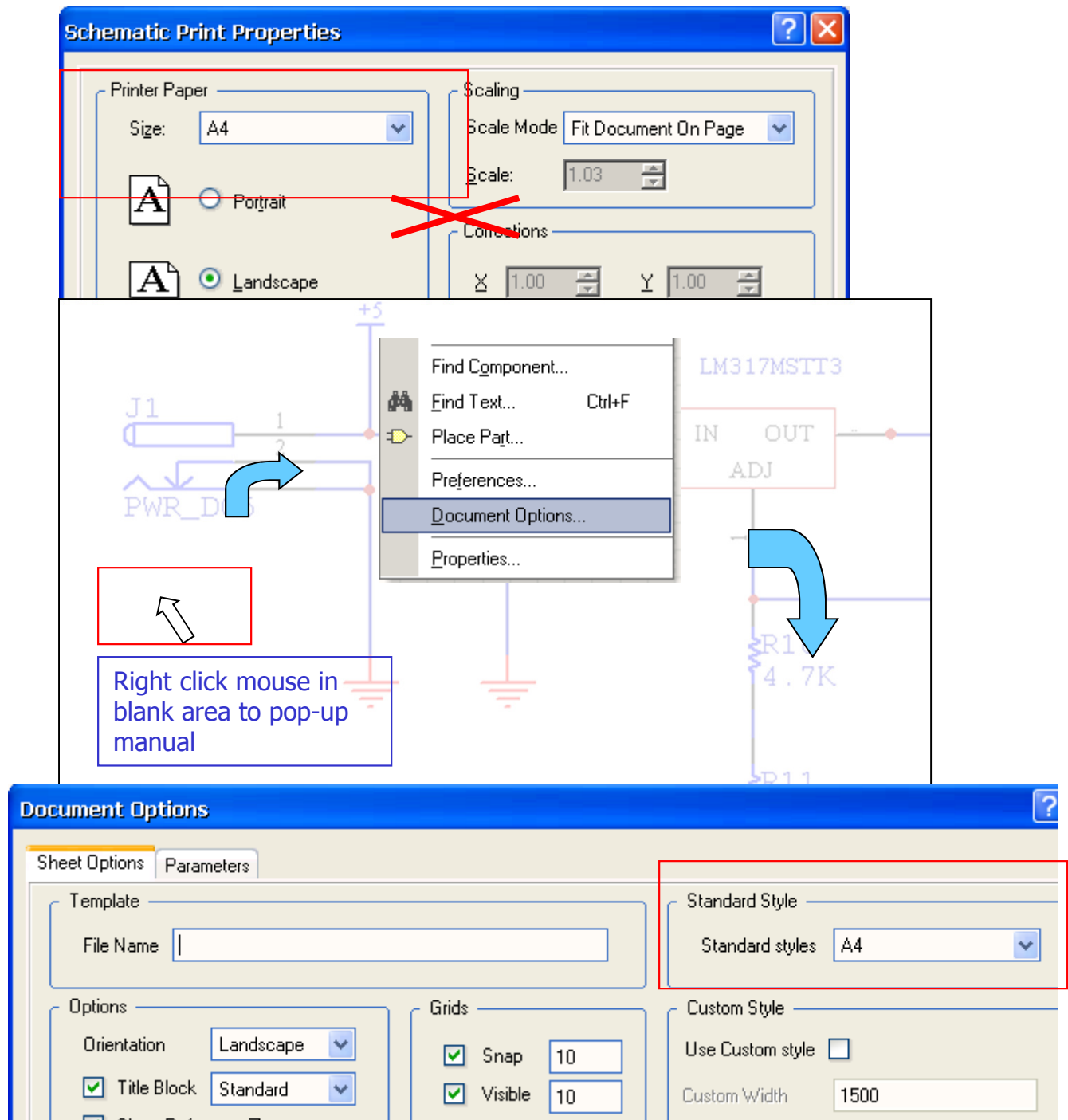


Specify a particular routing width on schematic



Print out a viewable hardcopy

In schematic sheet, your File/Page Setup may be in A4 size as shown below. But you have to make sure that your Document Setup is also in A4 size (NOT by default ). Otherwise your print out may be too small



## PCB Short cut commands

### Measure Distance

**CTRL + M** and then select two points to get the distance

### Layer Movement

- + next layer
- Previous layer
- \* Next signal layer

L – display layer setup

G – set grid value

**Q** – Toggle units ( Metric/imperial )

### Rotate Component

ClickComponent +SpaceBar - rotate object anti-clockwise

ClickComponent + Shift + SpaceBar – rotate object clockwise

### Display Size

PgUp – enlarge display size

PgDn – reduce display size

Shift + MouseRoller – enlarge/reduce display in smaller step

### Move Parts

Shift + MouseLeft +Drag – move parts only, not connection

CTRL+ MouseLeft +Drag – move parts with connection

### Toggle between Schematic and PCB

CTRL + TAB

( note : PCB and Schematic must be loaded inside the memory before execute this command )