# EAGLE Cheat Sheet

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# 1 Schematic Window

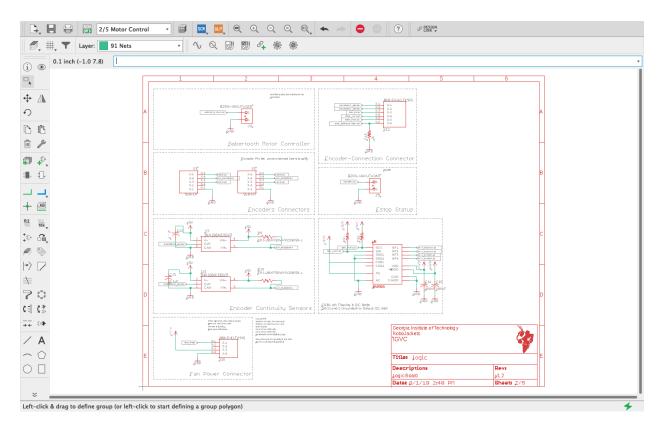


Figure 1: An example of what the schematic window looks like in EAGLE. This is the motor control sheet for IGVC's Logic Board v1.2.

# 1.1 Libraries

# 1.1.1 Adding Libraries

• Open the Library Manager using the icon to add libraries that contain the parts you will need in your design.

# 1.2 Parts

# 1.2.1 Adding Parts

• Open the Add window using the icon or using the add command to see available libraries to add parts from.

# 1.2.2 Viewing Properties

- Open using the icon or using the info command.
  - You can change various properties such as Name, Position, and Angle.
  - You can see the Device, Footprint, and Library of the part.

# 1.2.3 Positioning

- Use the icon or the move command to move parts.
- Use the icon or the mirror command + left-click to mirror parts.
- Use the icon or the rotate command + left-click to rotate parts.

Note: Many of these commands plus more can be accessed by right-clicking the part.

# 1.3 Connections

#### 1.3.1 Drawing Nets

• Use the icon or the net command to draw electrical connections between parts.

#### 1.3.2 Adding Junctions

• Use the icon or the junction command to indicate a shared electrical connection.

# 1.3.3 Adding Labels

- Use the icon or the label command to create breakouts for more complex schematics. These labels display the Name property of the net.
  - Use the top bar to select the XREF label format.

# 1.4 Organization

#### 1.4.1 Managing Sheets

• Use the 2/5 Motor Control dropdown to add, remove, and toggle between sheets in a schematic.

#### 1.4.2 Layers

• Use the Layer: 91 Nets dropdown to toggle between layers in the schematic.

#### 1.5 Review

# 1.5.1 Running ERC

• Use the icon or the erc command to run error checking on your schematic.

#### 1.5.2 Switching to Board Layout

• Use the icon to open the board layout window from the schematic window.

# 2 Board Layout

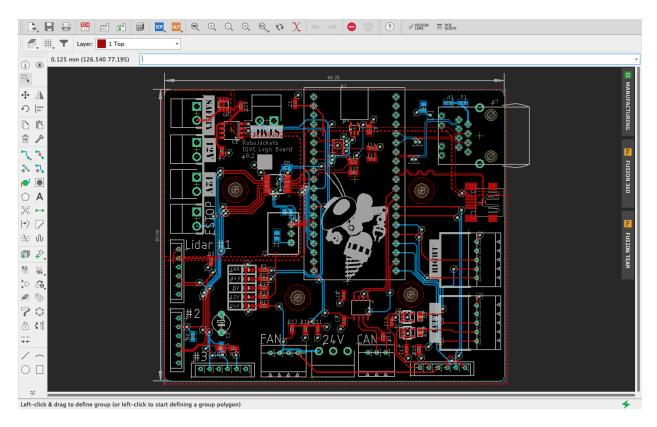


Figure 2: An example of what the board layout window looks like in EAGLE. This is IGVC's Logic Board v1.2.

# 2.1 Parts

# 2.1.1 Viewing Properties

• See section 1.2.2

# 2.1.2 Positioning

- Use the icon or the ratsnest command to readjust airwires (lines that represent electrical connections on the PCB layout) and fill in polygons.
- See section 1.2.3

# 2.2 Connections

# 2.2.1 Adding Traces

- Use the icon or the route command to connect airwires.
  - Dropdown on icon gives options to route multiple signals, a differential pair, etc.
  - Top bar gives options to change trace width, obstacle avoidance, trace angle (right-click shortcut),
  - EAGLE does have an autorouter. You **should not** use this to route your boards.

# 2.2.2 Deleting Traces

- Use the icon or the ripup command to undo traces.
  - Use the ripup; command to undo all traces.
  - Use the backspace key to delete segments while routing.
- Use the ripup <POLYGON NAME> command to delete polygons.
  - Use the ripup @ < POLYGON NAME> command to unfill polygons and ripup @; to unfill all polygons.

# 2.2.3 Adding Vias

- Use the icon or the via command to place connections between layers.
  - Top bar gives option to change drill size (Note that what DRC you use might limit the changes you can make).
  - Use the space bar to add vias while routing.

#### 2.2.4 Drawing Polygons

- Use the icon or the polygon command to draw planes.
  - Thermal pads can be turned off (turned on by default) in the top bar.

# 2.3 Organization

# 2.3.1 Layers

- Use the Layer: 1 Top dropdown to toggle between layers on the PCB.
  - Use the spacebar to toggle between layers to select the layer you want to route on.
  - Use icon to access layer settings and create preset layers.

# 2.4 Review

#### 2.4.1 Running DRC

- Use the or the drc command to run error checking on your board layout.
- In the DRC pop up window you can load specific DRCs to run.

# 2.4.2 Switching to Schematic Window

• Use the icon to open the schematic window from the board layout window.