

# Soldering Workshop

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HackRVA

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# Outline

- 1 Basics
  - Good
  - Bad
  - WTF?
- 2 Physics
  - Heat
  - Gravity
- 3 References

# Good



- blah
- blah2

# Bad

# WTF?

# Heat

Physics is how to make oneself comfortable handling a 750°F iron and slinging molten lead around

Adages I follow:

- Heat the work, not the solder
- Too much Rosin is your mortal enemy
- Not enough Rosin is the mortal enemy of heat

# Gravity

- Understand the best way to mount your work, so your project doesn't crash to the floor and your components don't fall all over the place
- I usually accomplish this by resting the work against small odds and ends on the table

These docs and their authors rock, and this presentation would have sucked more without them.

- [http://www.ami.ac.uk/courses/topics/0170\\_wsp/index.html](http://www.ami.ac.uk/courses/topics/0170_wsp/index.html)
- <http://pages.csam.montclair.edu/~west/phys240/Soldering.pdf>