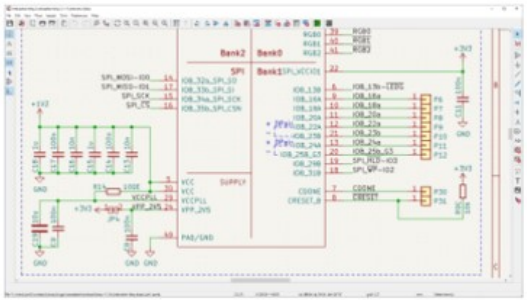
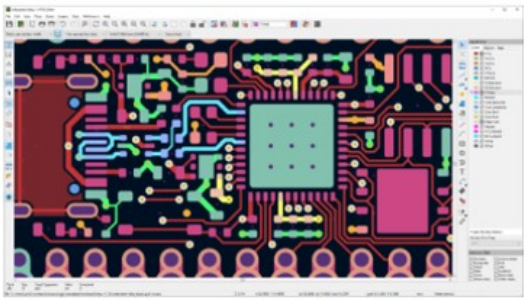
Module 15 - In the Wild

KiCad: Breadboard are good, but PCBs are better

Schematic Capture

KiCad's Schematic Editor supports everything from the most basic schematic to a complex hierarchical design with hundreds of sheets. Create your own custom symbols or use some of the thousands found in the official KiCad library. Verify your design with integrated SPICE simulator and electrical rules checker.



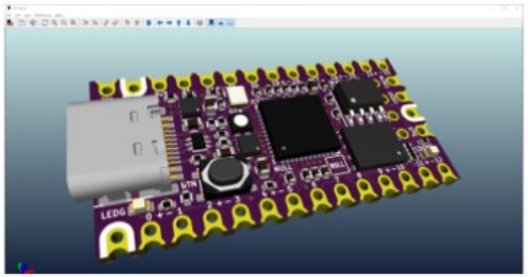


PCB Layout

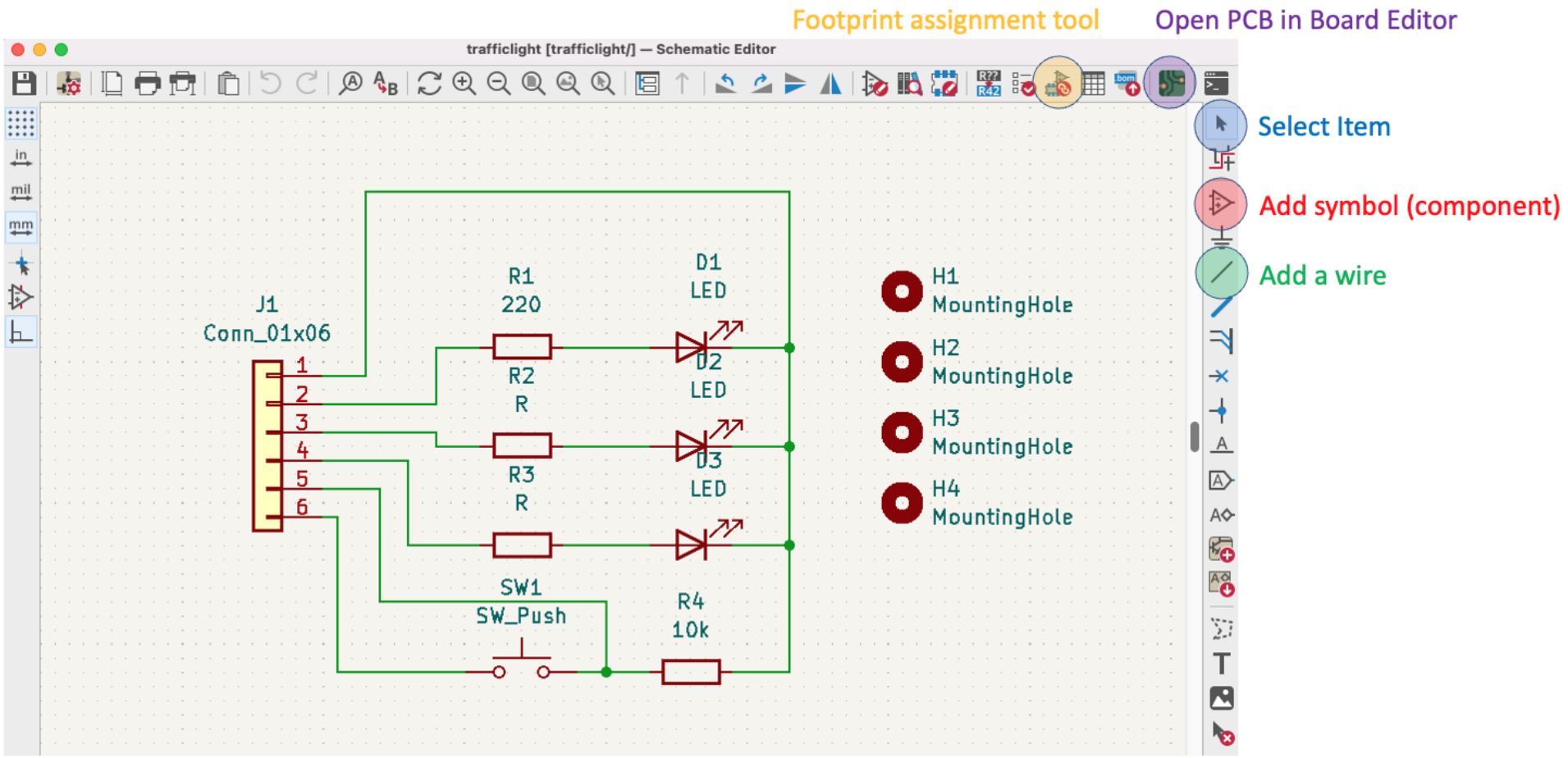
KiCad's PCB Editor is approachable enough to make your first PCB design easy, and powerful enough for complex modern designs. A powerful interactive router and improved visualization and selection tools make layout tasks easier than ever.

3D Viewer

KiCad's 3D Viewer allows easy inspection of your PCB to check mechanical fit and to preview your finished product. A built-in raytracer with customizable lighting can create realistic images to show off your work.

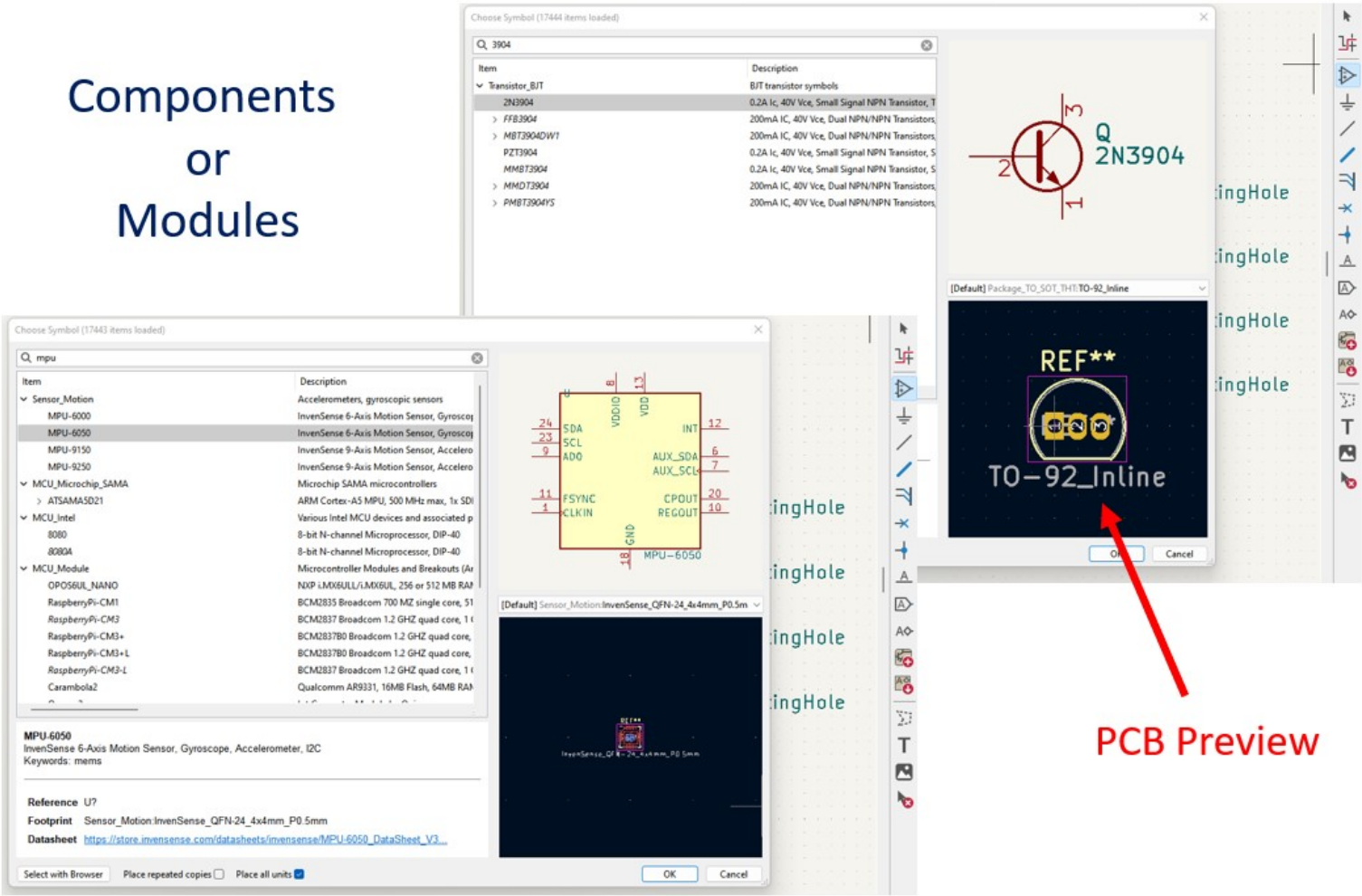


Start with schematics

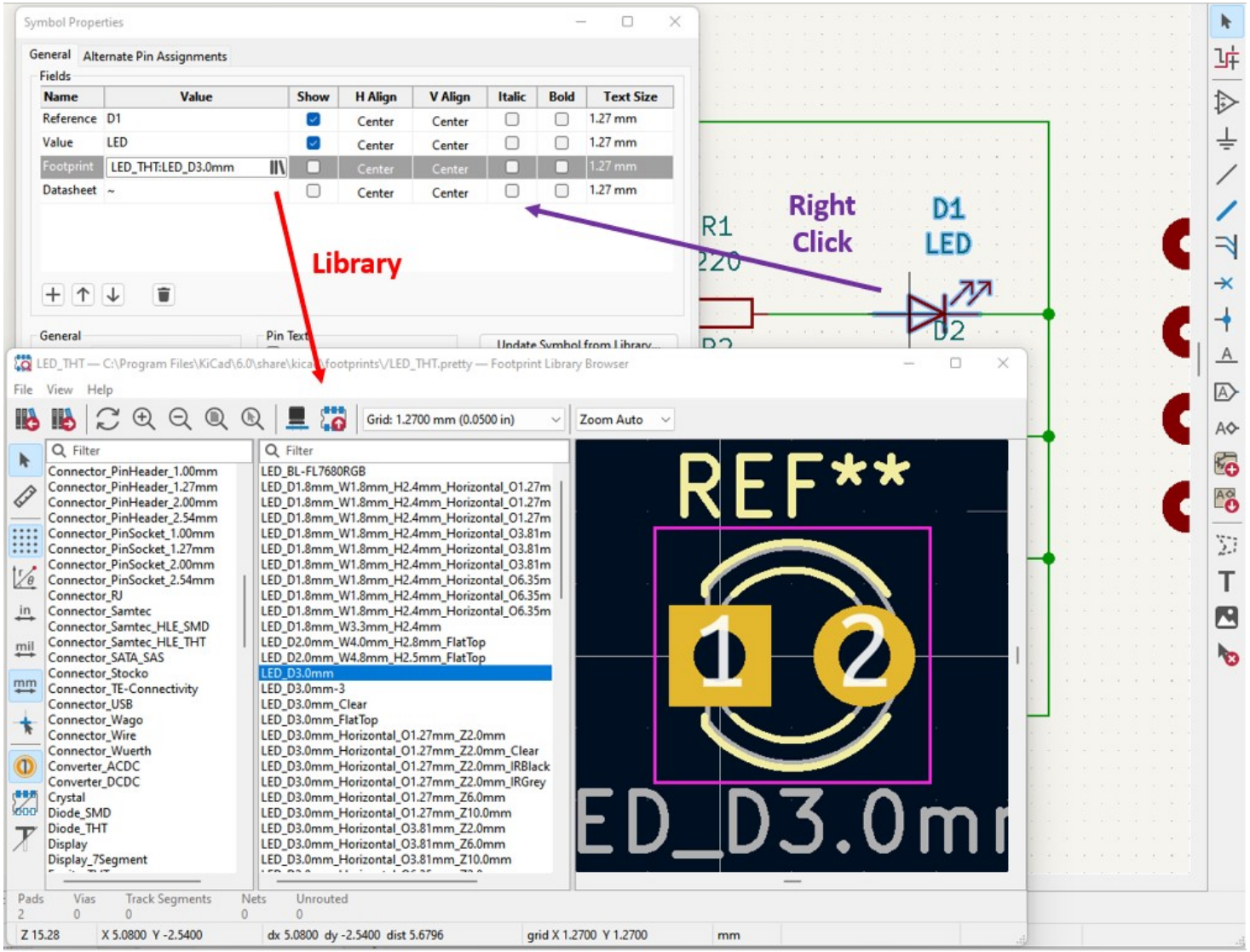


Rich library of components

Components
or
Modules



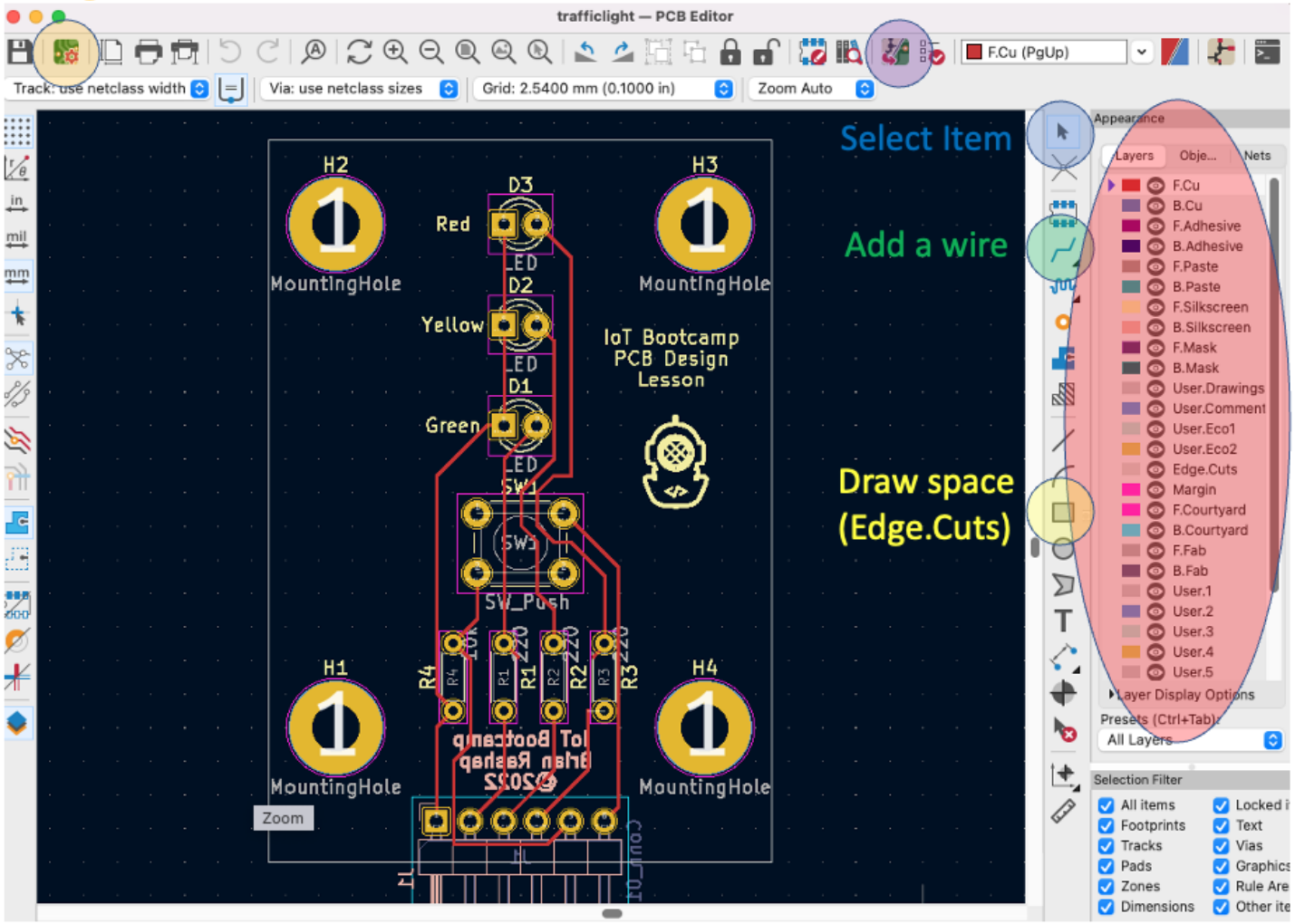
Select a footprint for each component



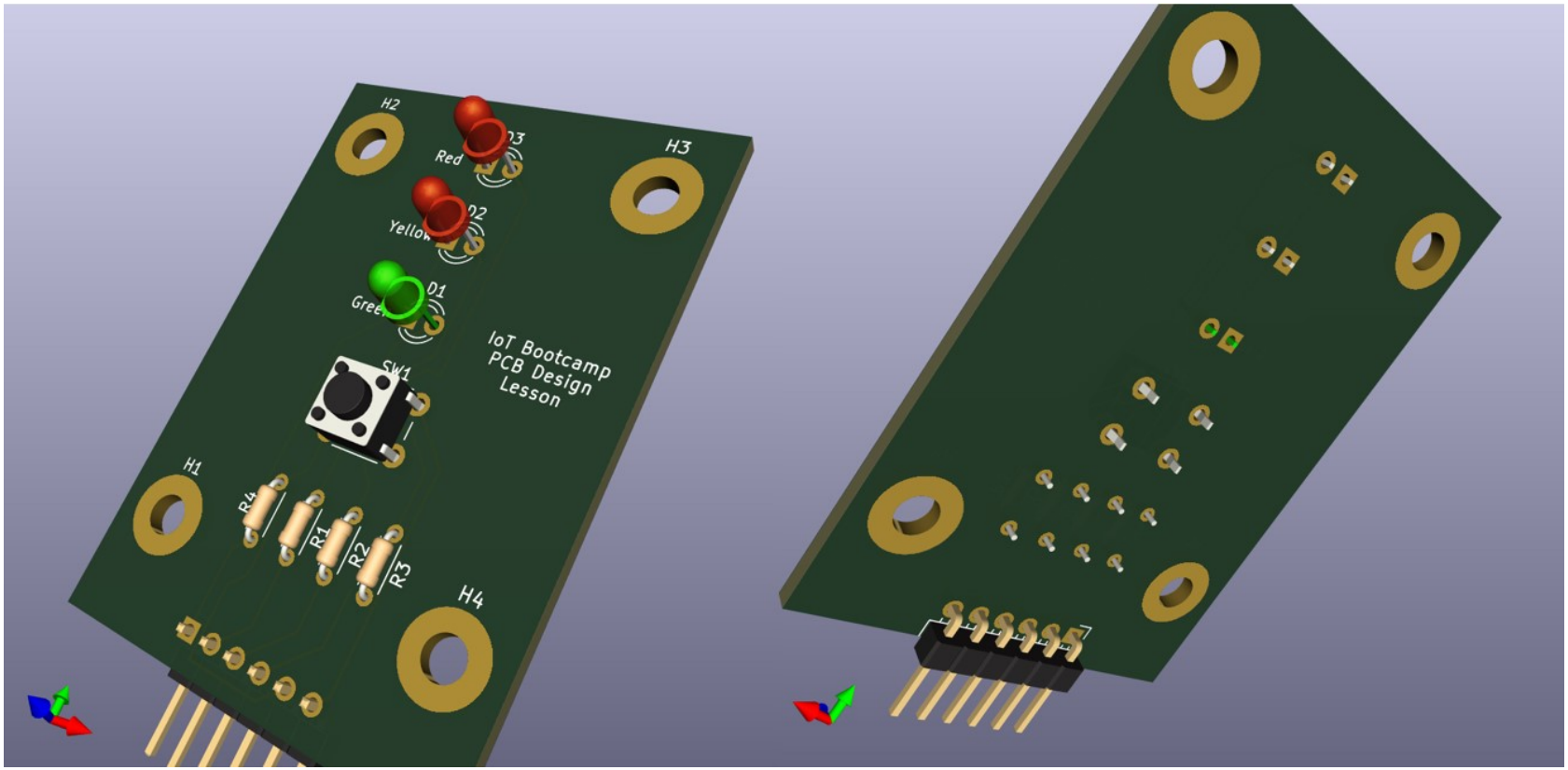
Generate PCB, Route Wires

Edit board setup including layers, design rules, and various defaults

Update PCB with changes make to schematic



3D View


H2
H3
H1
H4
Red
Yellow
D1
D2
D3
SW1
R4
R1
R2
R3
IoT Bootcamp
PCB Design
Lesson

Import into KiCad

Import Symbols

Using the KiCad (*.lib) file:

1. In KiCad, go to **Tools > Edit Schematic Symbols**.
2. Click on **Preferences > Manage Symbol Libraries**.
3. On the **Global Libraries** tab, click on **Browse Libraries** (the ***small folder icon*** below) and select the .lib file. Then click **Open**. The library will appear, click OK.
4. Toggle the search tree on, and navigate to the symbol you imported. Double-clic over it to open the file.

Import Footprints

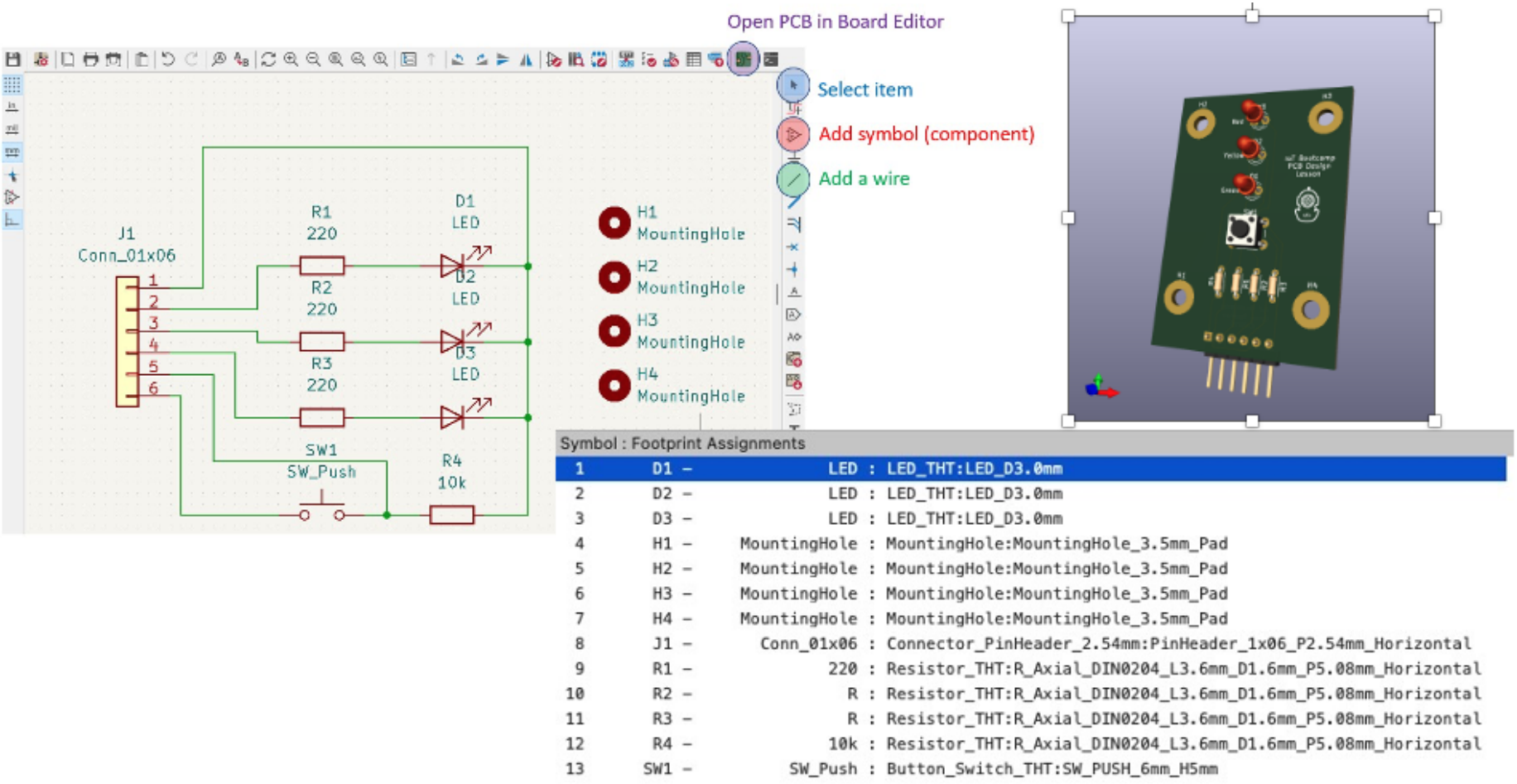
Using the *.kicad_*mod* file:

1. In KiCad, go to Tools > Edit PCB Footprints.
2. Click on Preferences > Manage Footprint Libraries.
3. On the **Global Libraries** tab, click on **Browse Libraries** (the ***small folder icon*** below) and navigate to the **Folder** of the downloaded .kicad_mod file. Then click **Open,** and the library will appear. If the path doesn't have the same name. you can rename it as the part.
4. In the table, make sure that the Plugin Type is set to **KiCad**. Then click **OK**.
5. Toggle the search tree on, and navigate to the footprint you imported. Double-click over it to open the file.

Using the **mod* file:

1. Follow the same steps above from step 1 to step 3.
2. In the table, make sure that the Plugin Type is set to **Legacy**. Then click **OK**.
3. Toggle the search tree on, and navigate to the footprint you imported. Double-click over it to open the file.

Assignment: L15_TrafficPCB



Symbol : Footprint Assignments

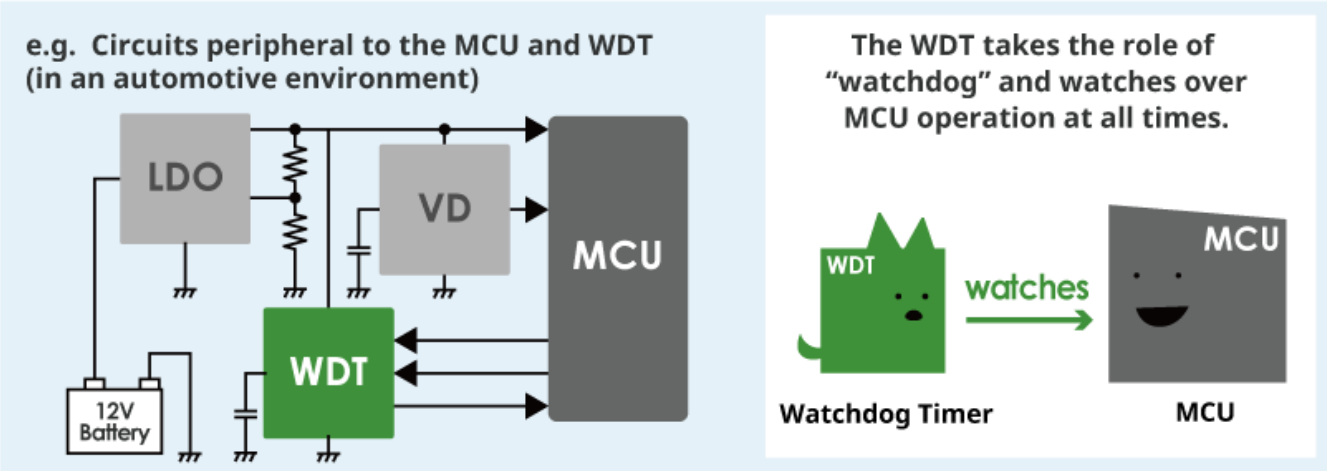
1	D1 –	LED	: LED_THT:LED_D3.0mm
2	D2 –	LED	: LED_THT:LED_D3.0mm
3	D3 –	LED	: LED_THT:LED_D3.0mm
4	H1 –	MountingHole	: MountingHole:MountingHole_3.5mm_Pad
5	H2 –	MountingHole	: MountingHole:MountingHole_3.5mm_Pad
6	H3 –	MountingHole	: MountingHole:MountingHole_3.5mm_Pad
7	H4 –	MountingHole	: MountingHole:MountingHole_3.5mm_Pad
8	J1 –	Conn_01x06	: Connector_PinHeader_2.54mm:PinHeader_1x06_P2.54mm_Horizontal
9	R1 –	220	: Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal
10	R2 –	R	: Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal
11	R3 –	R	: Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal
12	R4 –	10k	: Resistor_THT:R_Axial_DIN0204_L3.6mm_D1.6mm_P5.08mm_Horizontal
13	SW1 –	SW_Push	: Button_Switch_THT:SW_PUSH_6mm_H5mm

EN and RST pins

The Argon has two pins that are extremely useful in real world situations:

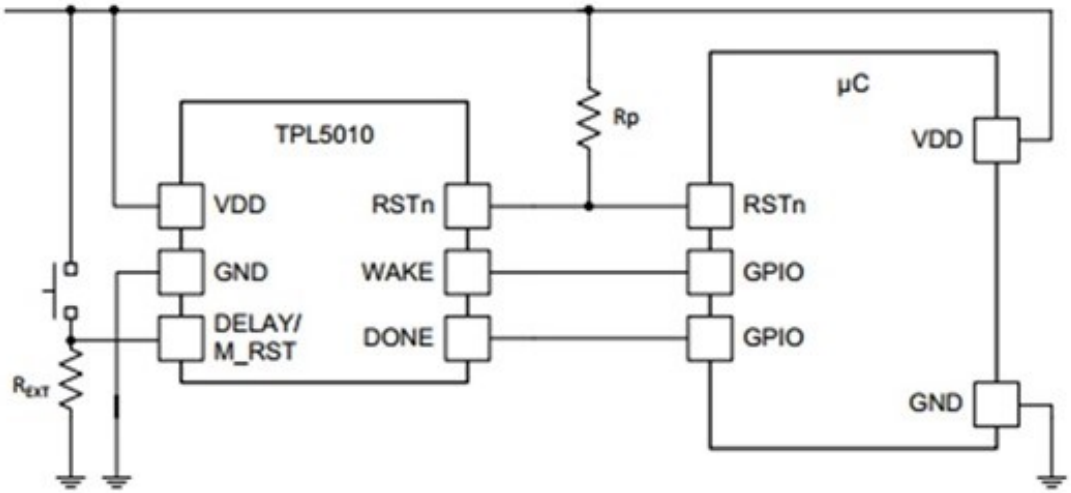
1. EN pin
   - The EN pin is not a power pin, per se, but it controls the 3V3 power.
   - Device enable pin is internally pulled-up. To disable the device (force the device into a deep power-down state), connect this pin to GND.
   - This pin is essentially an on/off pin.
2. RST pin
   - Active-low system reset input. This pin is internally pulled-up.

Watchdog Timer



The watchdog timer communicates with the MCU at a set interval. If the MCU does not output a signal, outputs too many signals or outputs signals that differ from a predetermined pattern, the timer determines that the MCU is malfunctioning and sends a reset signal to the MCU.

Hardware Watchdog Timers - TPL5010



The timeout frequency is set by resistor R_{EXT} using a formula from the data sheet.

Timeout Interval	Calculated Resistance
1 minute	22 Ω
5 minutes	43 Ω
30 minutes	92 Ω
1 hour	125 Ω
2 hours	170 Ω

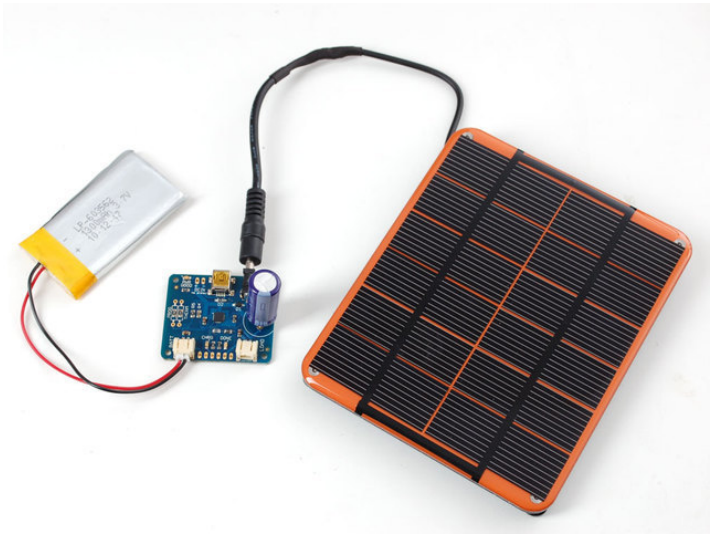
Application Watchdog

The Argon also has a watchdog timer that can be implemented in code. It is not as robust as the hardware timer, but better than nothing.

```
1  // Prototype
2  // ApplicationWatchdog(unsigned timeout_ms, std::function<void(void)> fn, unsigned
       stack_size=DEFAULT_STACK_SIZE);
3
4  // Global variable to hold the watchdog object pointer
5  ApplicationWatchdog *wd;
6
7  void watchdogHandler() {
8    // Do as little as possible in this function, preferably just a reset
9    System.reset(RESET_NO_WAIT);
10 }
11
12 void setup() {
13   // Start watchdog. Reset the system after 60 seconds if the application is unresponsive
14   // The stack_size default is 512, but this is too small. Use at least 1536.
15   wd = new ApplicationWatchdog(60000, watchdogHandler, 1536);
16 }
17
18 void loop() {
19   while (some_long_process_within_loop) {
20     ApplicationWatchdog::checkin(); // resets the AWDT count
21   }
22 }
23 // AWDT count reset automatically after loop() ends
```

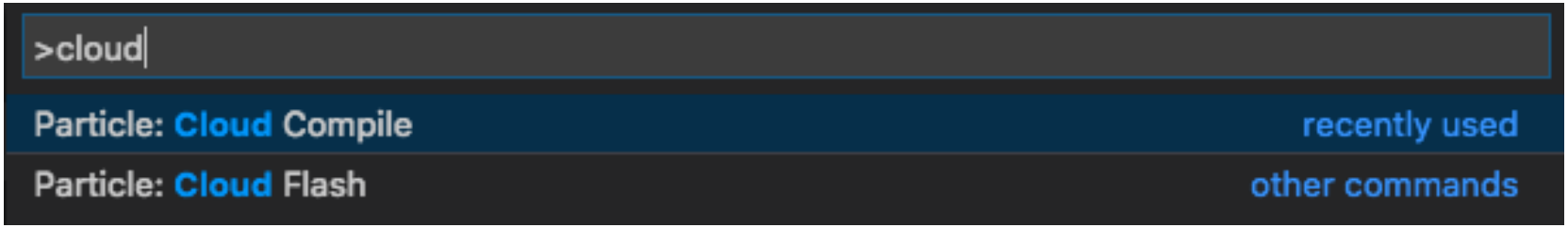
Solar Charging

Should be easy, but isn't.



Cloud Flash

During the deployment phase, it isn't convenient to have to hook up a USB cable to push updates. The Particle ecosystem allows for sending code over-the-air (OTA).



- Cloud Compile - compile your program and download the binary
- Cloud Flash - compile and flash it to the selected device OTA

The OTA operations require:

- The device is connected to the Particle Cloud (breathing cyan)
- The computer is into the same account that claimed the device.
- The DeviceID is set to the device name.