

# Open Source Hardware Seminar

## Class 5 – Technical documentation for reuse

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# Organisational matters

## Schedule

Date	Title	Description
10/05/2023	Introduction - OSH fields of application	Principles of open source and collaborative work, the overall landscape and pathways
17/05/2023	Matching of groups and project scoping	Introduction and brainstorming with practice partners
31/05/2023	Ideation and business models	Overview of steps for defining OSH projects
07/06/2023	OSH collaborative development processes	Tools for working open, version control, modularity, prototyping
14/06/2023	Technical documentation for reuse	The user and the developer perspective of technical documentation
21/06/2023	Interim presentation	Peer review of project goals and work plan
05/07/2023	Licences and standards	Existing licences and standards, features and criteria for application
12/07/2023	Working with OSH communities	Open leadership, governance, defining communication channels
19/07/2023	Final presentation	Presenting results, feedback for final report

## TOC

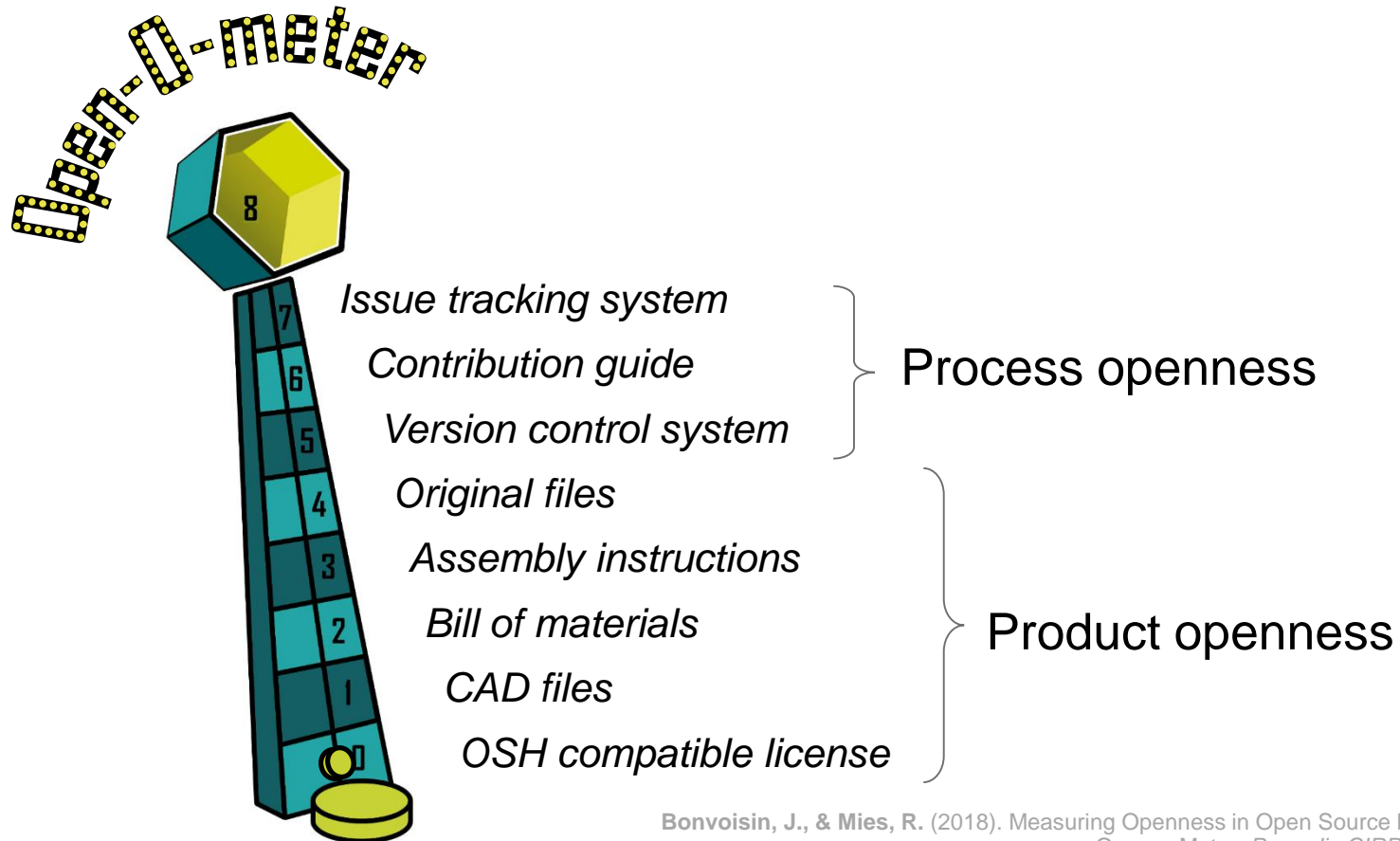
- Recap, class 4
- OSH ecosystem and design reuse
- Technical documentation contents
- Assignment

## Recap, class 4

# Practices in OSH

## The specifics of sharing hardware

### Beyond software towards materials and designs



Bonvoisin, J., & Mies, R. (2018). Measuring Openness in Open Source Hardware with the Open-o-Meter. *Procedia CIRP*, 78, pp. 388-393.

# Practices in OSH

## The specifics of sharing hardware

### Bill of materials

A bill of materials is a list of the raw materials, sub-assemblies, intermediate assemblies, sub-components, parts, and the quantities of each needed to manufacture a product.

It is commonly named "BOM". Some projects also include bill of tools and bill of skills.

It should answer four main questions:

- What parts are used?
- Where can they be sourced?
- Criteria for use
- Requirements



openflexure  
microscope Assembly Instructions

by Richard Bowman and Julian Stirling  
The Openflexure Community

### Bill of Materials

Download this as a [CSV file](#)

#### Tools

- 1 [#1 pozidrive screwdriver](#)
- 1 [2.5mm ball ended Allen key](#)
- 1 [2.5mm Ball-end Allen key](#)
- 1 [extra M3x10 cap screw](#) - For mounting trapped nuts
- 1 [Pi Camera lens tool](#) - This should come with the [Raspberry Pi Camera Module v2](#). If it is missing, you can 3D print a [workaround lens remover].
- 1 [precision wire cutters](#) - Can use a utility knife if these are unavailable.
- 1 [RepRap-style printer](#)
- 1 [utility knife](#) - Not a scalpell

#### Materials

- 4 cm\*2 of [0.5mm polypropylene](#)
- 50 g of [Black PLA filament](#)
- 205 g of [PLA filament](#) - Of any colour you want. Two contrasting colours may look best.

#### Consumables

- 3 drops of [light oil](#) - Don't skip this or you will damage the screws

#### Optical Components

- 1 [12.7 mm achromatic lens](#)
- 1 [condenser lens](#)
- 1 [microscope objective](#) - This page provides more information on choosing an objective.

Image: BOM of the OpenFlexure microscope project, available at [https://build.openflexure.org/openflexure-microscope/v7.0.0-beta1/high\\_res\\_microscope\\_BOM.html](https://build.openflexure.org/openflexure-microscope/v7.0.0-beta1/high_res_microscope_BOM.html)

# Practices in OSH

## The specifics of sharing hardware

### Source files: CAD

#### Why is CAD relevant for OSH?

- Almost all OSH projects produce computer-aided designs (CAD)
- Significant engagement point for contributors
- Multiple software options generating both source and export files in native formats
- Now available for electronics design: KiCAD

	Export file	Source file
<b>Formats</b>	.stp .stl .pdf	.svg .ods
<b>Size</b>	Light weight	Large files
<b>Editable</b>	No	Yes
<b>Audience</b>	Users	Contributors

Arancio, Chagas, Kutschera (2019) Open Hardware Makers Curriculum.  
Available at <https://curriculum.openhardware.space>

# Practices in OSH

## The specifics of sharing hardware

### Software for hardware design

Today there is no 100% open toolchain for hardware design.

#### Proprietary vs FOSS

- Proprietary software often offers better functionality and User Experience
- Proprietary software diminishes interoperability due to native file formats & there is risk of lock-in
- FOSS is growing and specific projects improving (FreeCAD, KiCAD)
- Sharing editable formats is always the best option to minimize impact of software preference

#### Arduino IDE

🏠 electronic, IDE, MCU, microcontroller  
🖥️ macOS, Linux, Windows  
📄 AGPL  
📅 2.1.0 (2023-04-19)

Simple integrated development environment (IDE) to program and compile Arduino programs for use on the board

#### FreeCAD

🏠 mechanical, civil, CAD, FEM, CAM, 3D, 2D  
🖥️ macOS, Linux, Windows  
📄 LGPL  
📅 0.20.2 (2022-12-07)

Parametric 3D modeller for computer-aided design (CAD) and a software application for Building Information Modeling (BIM) with support of the Finite Element Method (FEM)

#### OpenSCAD

🏠 mechanical, CAD, 3D, programmatic  
🖥️ macOS, Linux, Windows, Other  
📄 GPL  
📅 openscad-2021.01 (2021-02-07)

Script-only based modeller application for creating solid 3D computer-aided design (CAD) objects.

#### KiCad

🏠 electronic, EDA, PCB  
🖥️ macOS, Linux, Windows  
📄 GPL  
📅 7.0.5 (2023-05-26)

Free software suite for electronic design automation (EDA) with an integrated environment for schematic capture, PCB layout, manufacturing file viewing, SPICE simulation, and engineering calculation.

#### InkScape

🏠 artwork, 2D, vector graphics  
🖥️ macOS, Linux, Windows  
📄 GPL  
📅 INKSCAPE\_1\_2\_2 (2022-12-04)

Vector graphics editor

#### GitLab

🏠 utility, management, web, issue tracking, documentation  
🖥️ Linux, Other  
📄 MIT  
📅 16.0.0-ee (2023-05-22)

End-to-end software development platform with built-in version control, issue tracking, code review, CI/CD, and more

#### Blender

🏠 artwork, 3D, animation  
🖥️ macOS, Linux, Windows  
📄 GPL

3D creation suite. It supports the entirety of the 3D pipeline—modeling, rigging, animation, simulation, rendering, compositing and motion tracking, even video editing and game creation

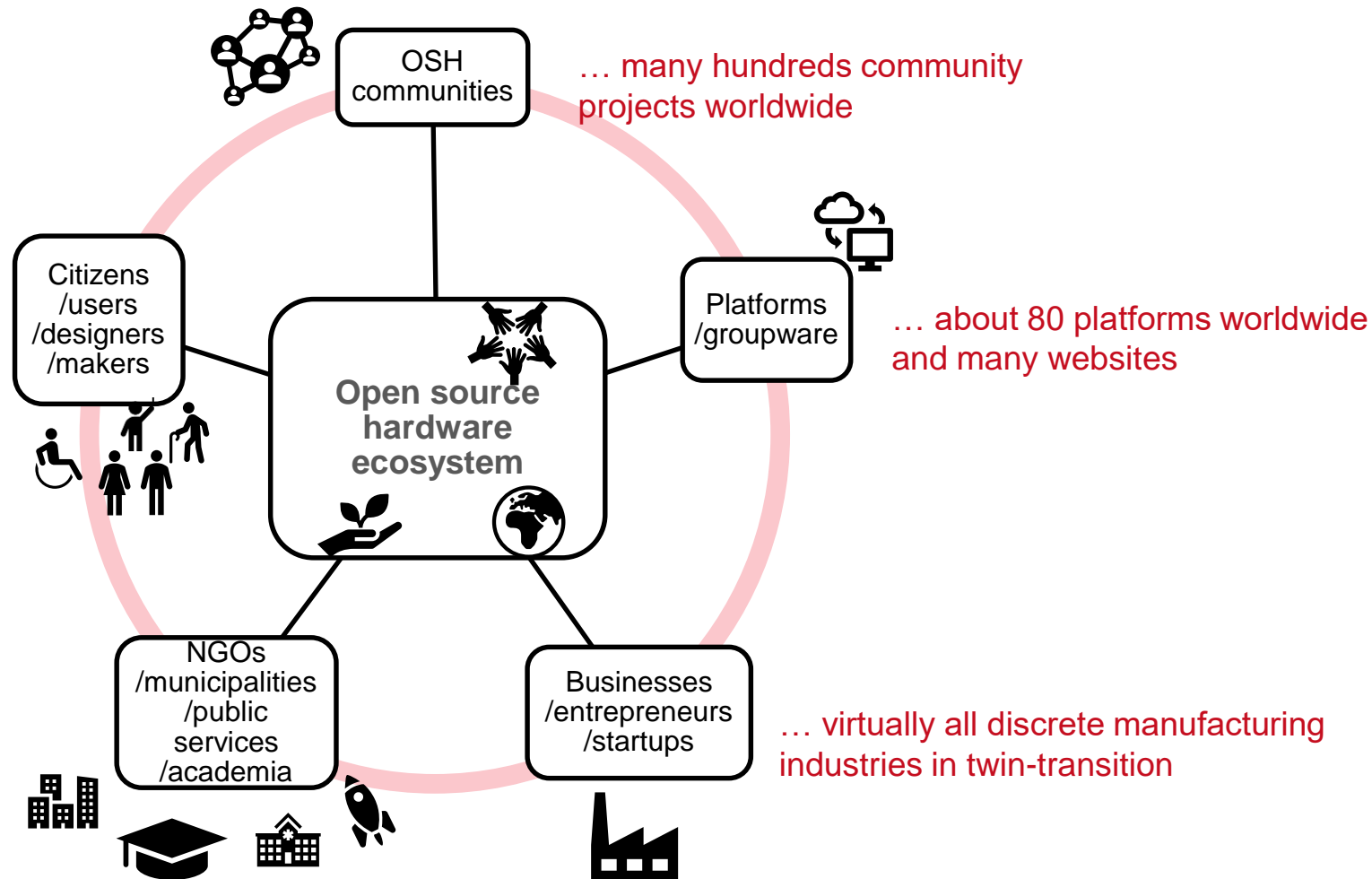
Open Toolchain Foundation, available at <https://opentoolchain.org/tools/>



# OSH ecosystem and design reuse

# OSH ecosystem and design reuse

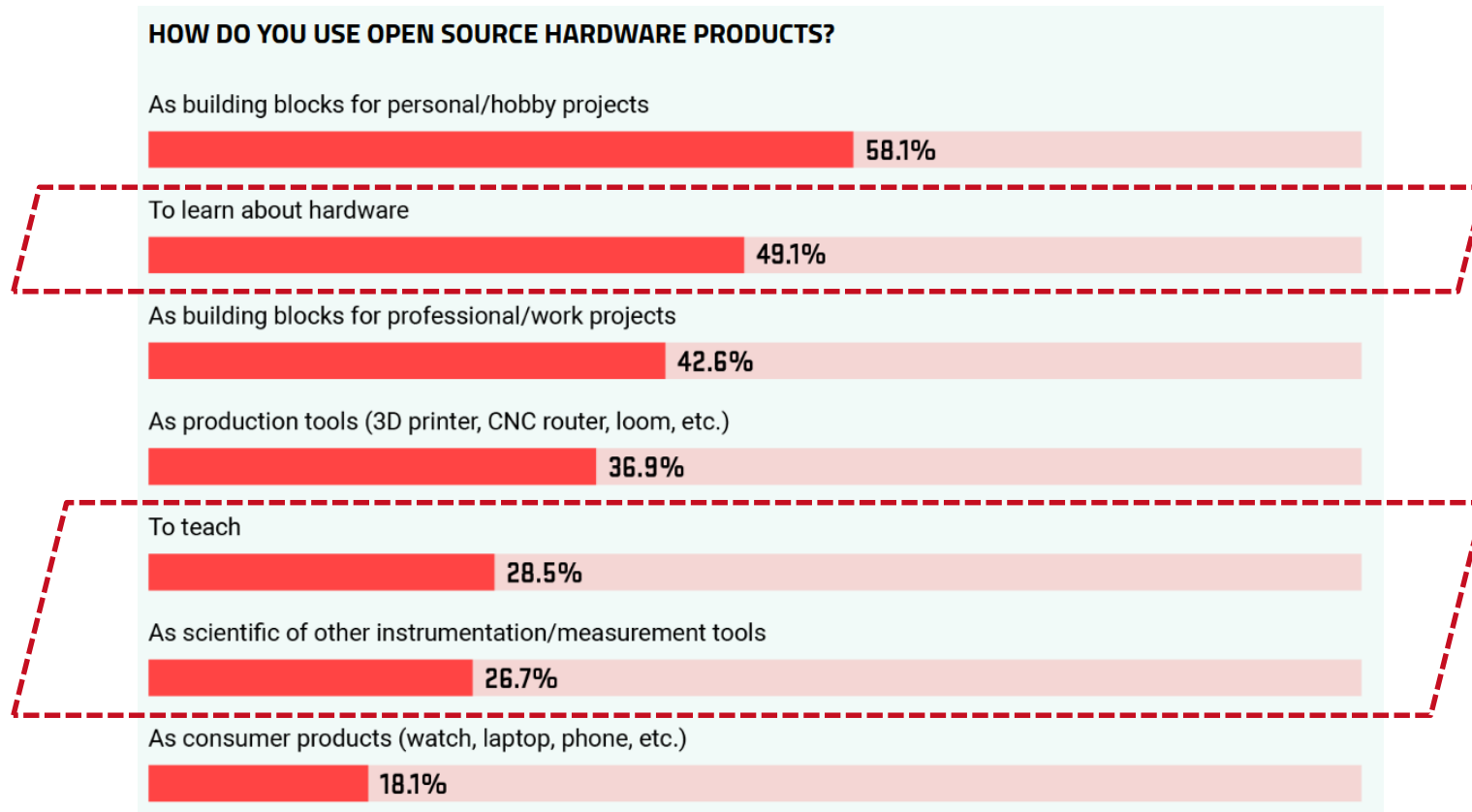
## OSH ecosystem



# Fields of application

## Usage

## Report - “The State of Open Source Hardware 2021”



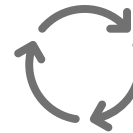
Open Source Hardware Association, The State of Open Source Hardware 2021 report, CC-BY-SA 4.0 , screenshots made on 20/11/2022  
URL: <https://stateofoshw.oshwa.org/>

# OSH ecosystem and design reuse

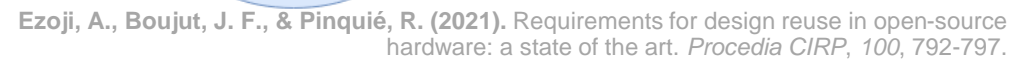
## General motivations

### Why document and share hardware?

- keeps a record of your work (reference)
- enables others to appropriate (reuse) what you have produced
- enables others to contribute, give feedback and improve your documentation



# Design reuse



*“Open source hardware is hardware whose design is made publicly available so that anyone can study, modify, distribute, make, and sell the design or hardware based on that design.”*

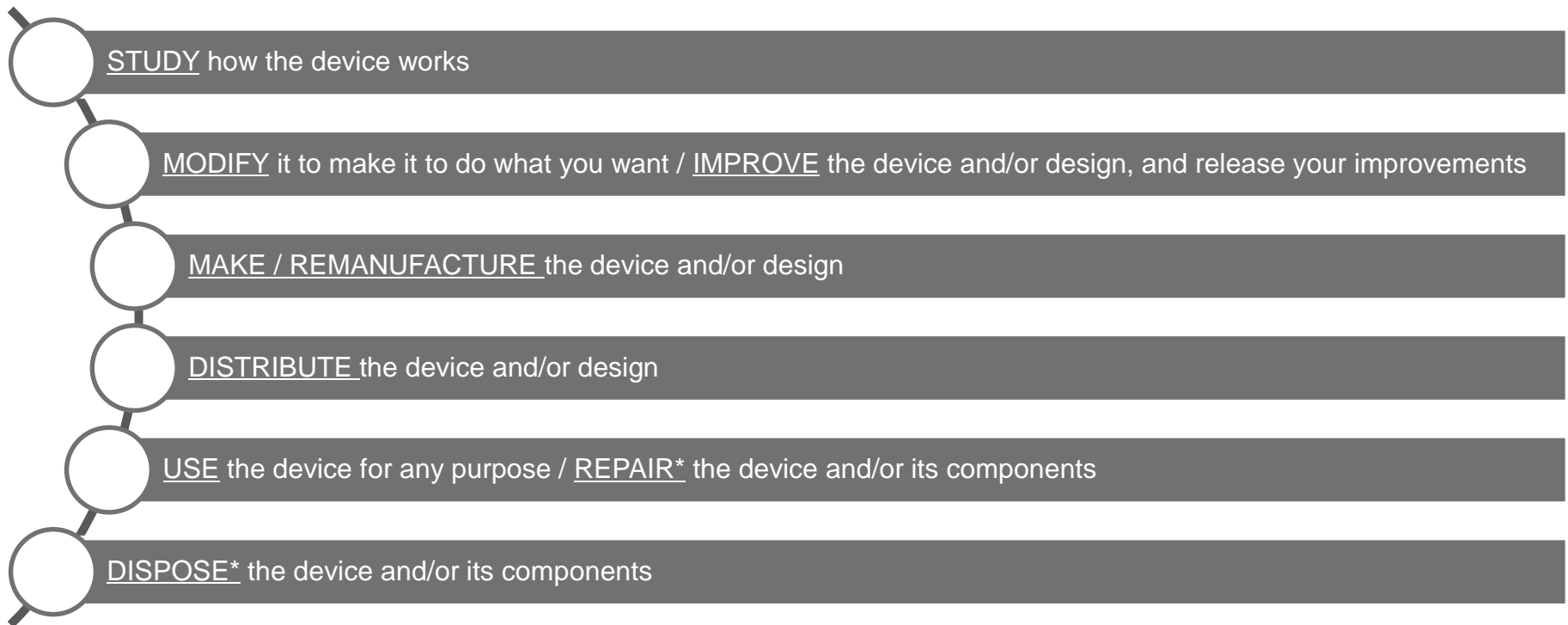
## **Open Source Hardware (OSHW) Definition 1.0**

URL: <https://www.oshwa.org/definition/>

# OSH ecosystem and design reuse

## Design Reuse

## Freedoms of OSH



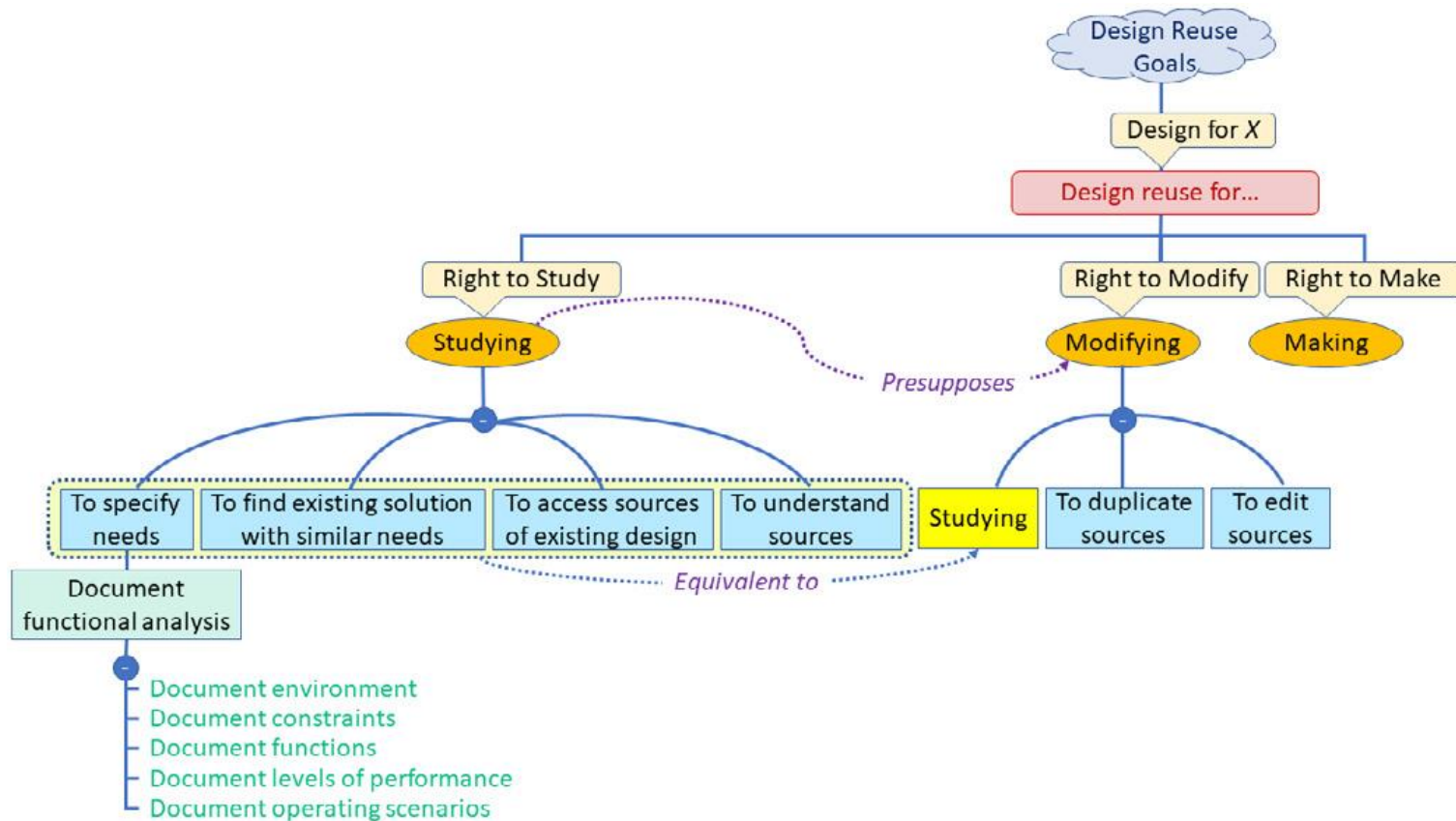
*\*freedom added*

Powell, A. (2012). Democratizing production through open source knowledge: from open software to open hardware. *Media, Culture & Society*, 34(6), 691-708.

# OSH ecosystem and design reuse

## Design Reuse

### Freedoms of OSH



Ezoji, A., Boujut, J. F., & Pinquié, R. (2021). Requirements for design reuse in open-source hardware: a state of the art. *Procedia CIRP*, 100, 792-797.



# Technical documentation contents

# Technical documentation contents

## Process-related

### To study & modify

#### STUDYING

- Context & users
- Design rationale
- Data
- Educational resources
- Scientific publications
- Funding note

- Contact points
- Communication channels
- List of contributors
- Relation to other projects
- Standard compliance

#### MODIFYING

- Licensing terms
- Contribution guidelines
- Versioning history
- Development stage
- Required skills

# Technical documentation contents

## Checklists 1 of 2

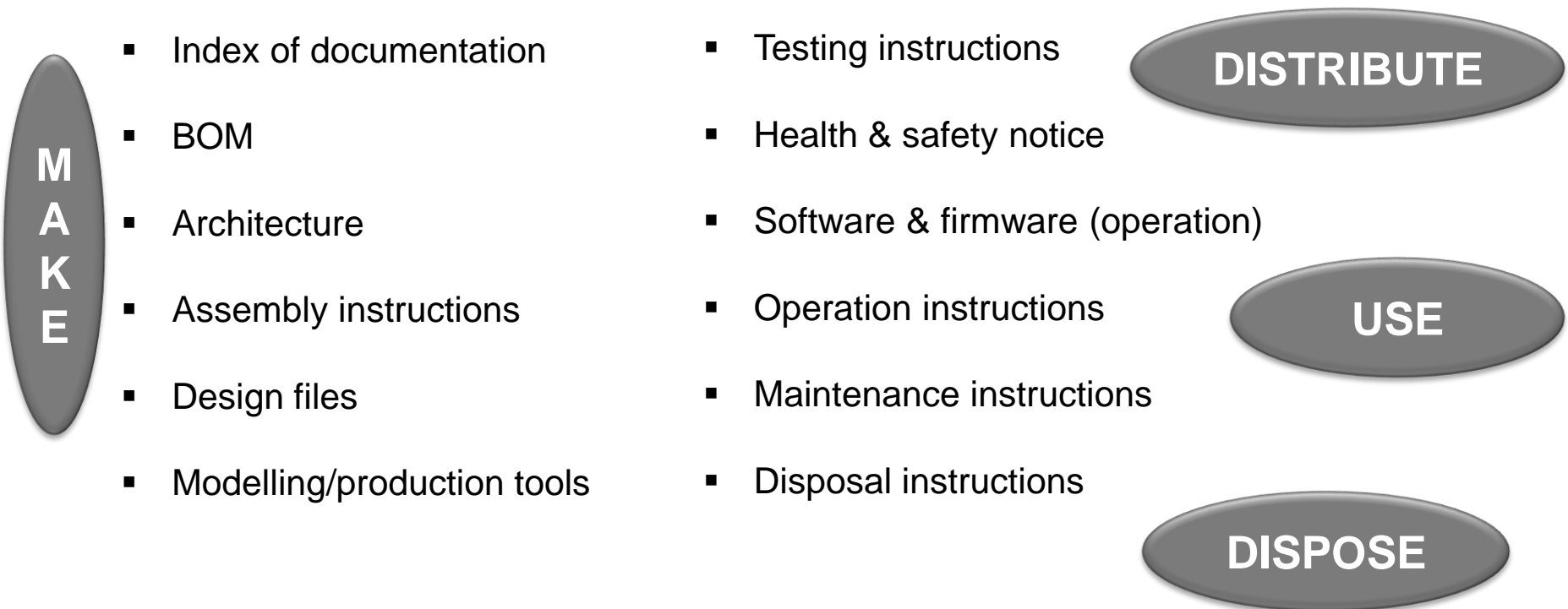
CHECKLIST	#	Information item	Description	Check?
Process documentation (STUDY, MODIFY)	1	Context & users	For whom, in which context and under which conditions	
	2	Licensing terms*	Name of the license and link to its complete text, if possible with SPDX identifier, for every content (design files, documentation, software)	
	3	Development stage	Description of achieved, current and future development stage (for instance with technical readiness)	
	4	Versioning history	Versioning history of the project	
	5	Design rationale	What it actually does, what problem it solves	
	6	Contact points*	Contact (email address) and details (name, organisation)	
	7	Communication channels	Social medias and / or forum, chat	
	8	Contribution guidelines	Explicit indication on how to contribute to the project	
	9	List of contributors	List of persons contributing to the development	
	10	Relation to other OSH items*	Redesigns or use of existing parts from other OSH projects	
	11	List of required skills*	List of skills required either to study, modify, make or use the hardware (can be related to safety, but also to understanding)	
	12	Data	IOT & open data repositories	
	13	Educational resources	Open educational resources available	
	14	Scientific publications	List and links to publications related to the hardware	
	15	Requirements / standard compliance*	Set of requirements including for compliance with any standard	
	16	Funding note	Funding information about the project	

\*needed for enabling freedom to make/distribute as well

# Technical documentation contents

## Product-related

### To make, distribute, use & dispose



# Technical documentation contents

## Checklists 2 of 2

CHECKLIST	#	Information item	Description	Check?
Product documentation (MAKE, DISTRIBUTE, USE and DISPOSE)	1	Index of product documentation	Single page / document presenting the whole documentation architecture	
	2	BOM	A list or spreadsheet describing part numbers, putative suppliers, costs, and a short description	
	3	Architecture	Defines the overall structure, modules & interfaces	
	4	Assembly instructions	Instructions for going from your design files to the working physical hardware, including manufacturing process	
	5	Design files	CAD files available and viewable with no need for proprietary software	
	6	Modelling tool list	A list of required tools and associated settings for software used for development	
	7	Production tool list	A list of required tools and associated settings for physical (e.g. machine) tools for production.	
	8	Software & firmware for operation	List of any code or firmware required to operate your hardware	
	9	Health and safety notice, risk assessment	A summary of the most important risks and hazards associated with making, using, maintaining or disposing	
	10	Testing instructions and report	Instructions for testing and/or quality management.	
	11	Operation instructions	Indications on how to use the hardware	
	12	Maintenance	Indications on how to maintain the hardware	
	13	Disposal instructions	Indications on where or how the hardware can be repaired, and indicate how to dispose or recycle the hardware if it is beyond repair.	

# Technical documentation contents

## Scope-related

### Depending on...








#### Target audience

- developers & contributors
- users
- makers
- educators
- ...

#### The purpose of engaging in OSH

- record
- reuse
- contributions
- ...

#### You can document as...

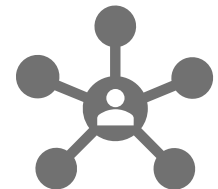
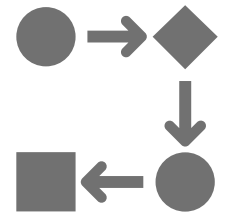
- A recipe / manual 
- A technical report 
- An experiment notebook 
- A user guide 
- A scientific article 
- A journal article 
- A story about the hardware 
- ...

# Technical documentation contents

## Scope-related

### Planning steps for documentation process

- ✓ Define target audiences
- ✓ Arrange based on overall development process and different stages
- ✓ Allocate main responsibility within core team for tracking, maintaining, merging contributions if any and tools (ICT tools/infrastructure)
- ✓ Identify specific documentation requirements early (information products, needs, formats, users, milestones)
- ✓ Consider communication actions (e.g. for releases, for activating contributors, events, etc.)
- ✓ Documenting early reduces time and costs



## Summary

- The OSH ecosystem encompasses a wide range of diverse actors from industry to science to citizens and there are many platforms for collaborating and sharing.
- There can be different motivations for documenting and sharing hardware which ranges from general project and specific documentation requirements for design reuse.
- Generally, OSH enables different freedoms for design reuse, namely to study, modify, make, distribute, use and dispose.
- Specific information products are needed to respond to those freedoms considering appropriate formats for target audiences and overall project goals.
- Documenting, integrating and sharing documentation should be planned from an early stage and continuously coordinated hence forward.



# Group assignment

## Assignment

- Collaborative work in HackMD
- Go to <https://hackmd.io/FeJo18xQRrSwxs5tieQFag>
- What is your specific motivation to document hardware and for whom?
- How do you plan to document your hardware in terms of:
  - Contents
  - Formats
  - Dissemination channel



**Thank you for your attention!**