

# UOS EEE Society KiCAD Lectures

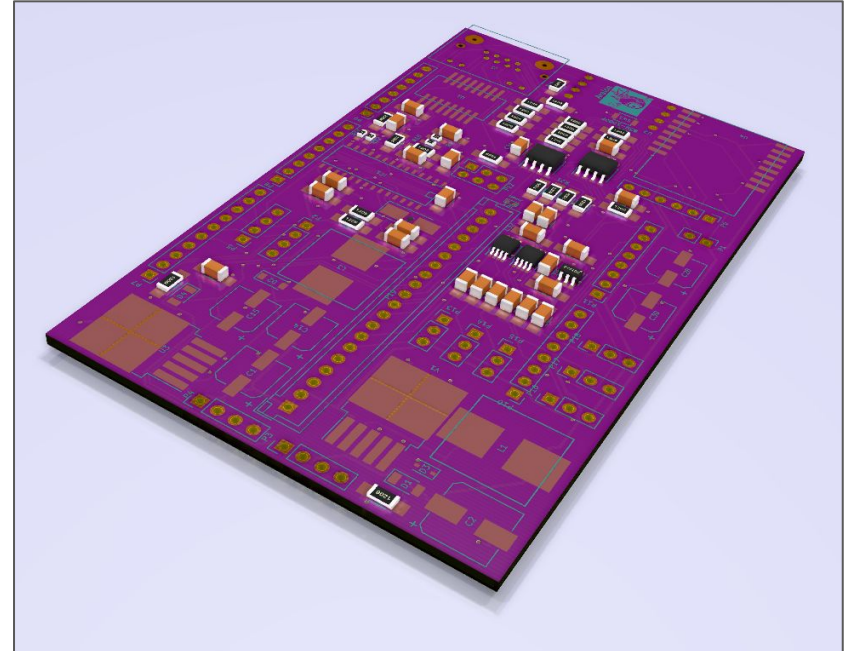
PCB Layout



The  
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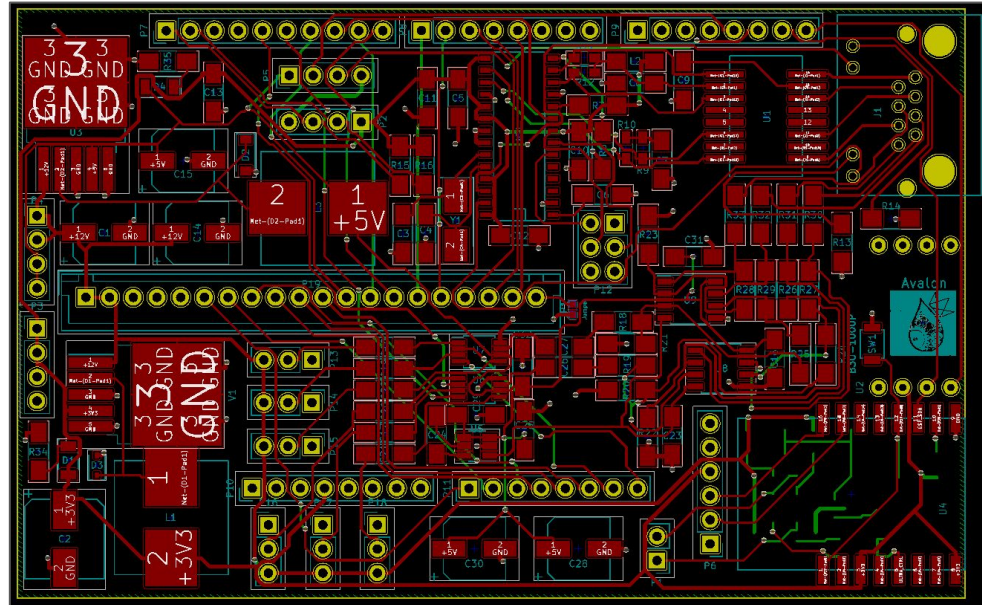
# Contents

1. What is PCB Layout?
2. The key steps to PCB Layout
  - a. Draw PCB external dimensions
  - b. Read Netlist
  - c. Place Component Footprints
  - d. Route Traces
  - e. Fill Zones or Planes
  - f. Amend Board Silkscreen
  - g. Add Mounting Holes
  - h. Generate Gerber Files
3. Seed Studio PCB Order Example
4. Extreme Design Cases



# What is PCB Layout?

PCB Layout is the physical process of drawing (routing) the connections (traces) between the components of the circuit.





# The key steps to PCB Layout

- 1) Draw PCB external dimensions
- 2) Read Netlist
- 3) Place Component Footprints
- 4) Route Traces
- 5) Fill Zones or Planes
- 6) Amend Board Silkscreen
- 7) Add Mounting Holes
- 8) Generate Gerber Files

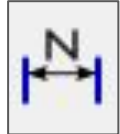
**This guide only explains two layer boards in detail. Multilayer boards will be briefly discussed.**



# Draw PCB external dimensions

Draw the external dimensions of the PCB:

- Must be done on the “Edge Cuts” layer.
- This shows the outer edges of the PCB, where it will be cut out of the raw FR4 material.
- You must ensure this is dimensionally correct, you can use the **Grid** or **Dimension Tool** to help you.





# Draw PCB external dimensions

- The outer dimensions of the PCB are usually defined by your specification.
- If you have the luxury of unlimited space, then you can draw the external dimensions after you have placed and routed everything.
- External dimensions have to be regularly modified to make space for component changes or larger parts.



# Read Netlist

- The Netlist is a large file that contains information on all of the connections between the components on the board.
- The Netlist is generated from the schematic. The “generate netlist” button is found on the top toolbar.
- An error in your schematic translates to an error in your Netlist ⇒ **BE CAREFUL!**

The “generate netlist” button in the Schematic Editor ⇒

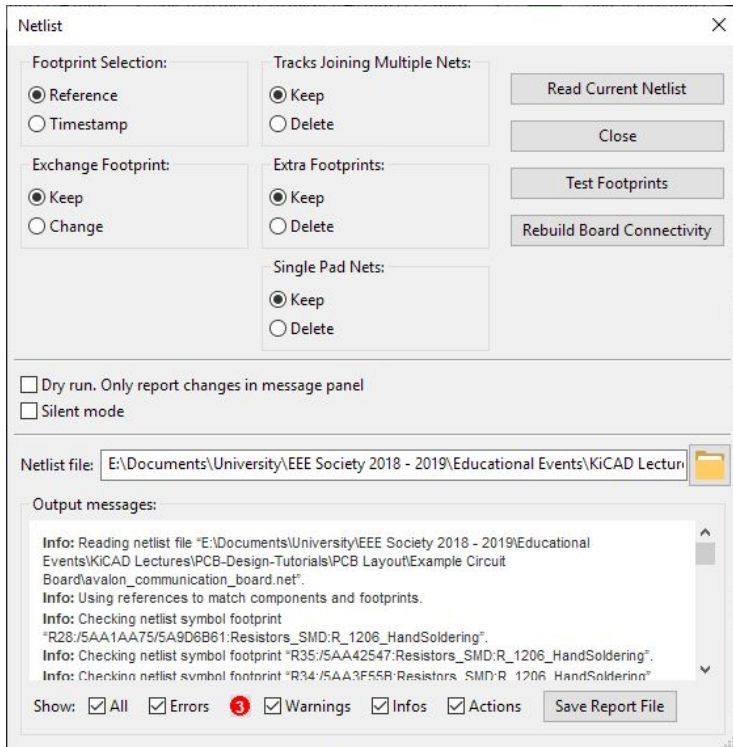




# Read Netlist

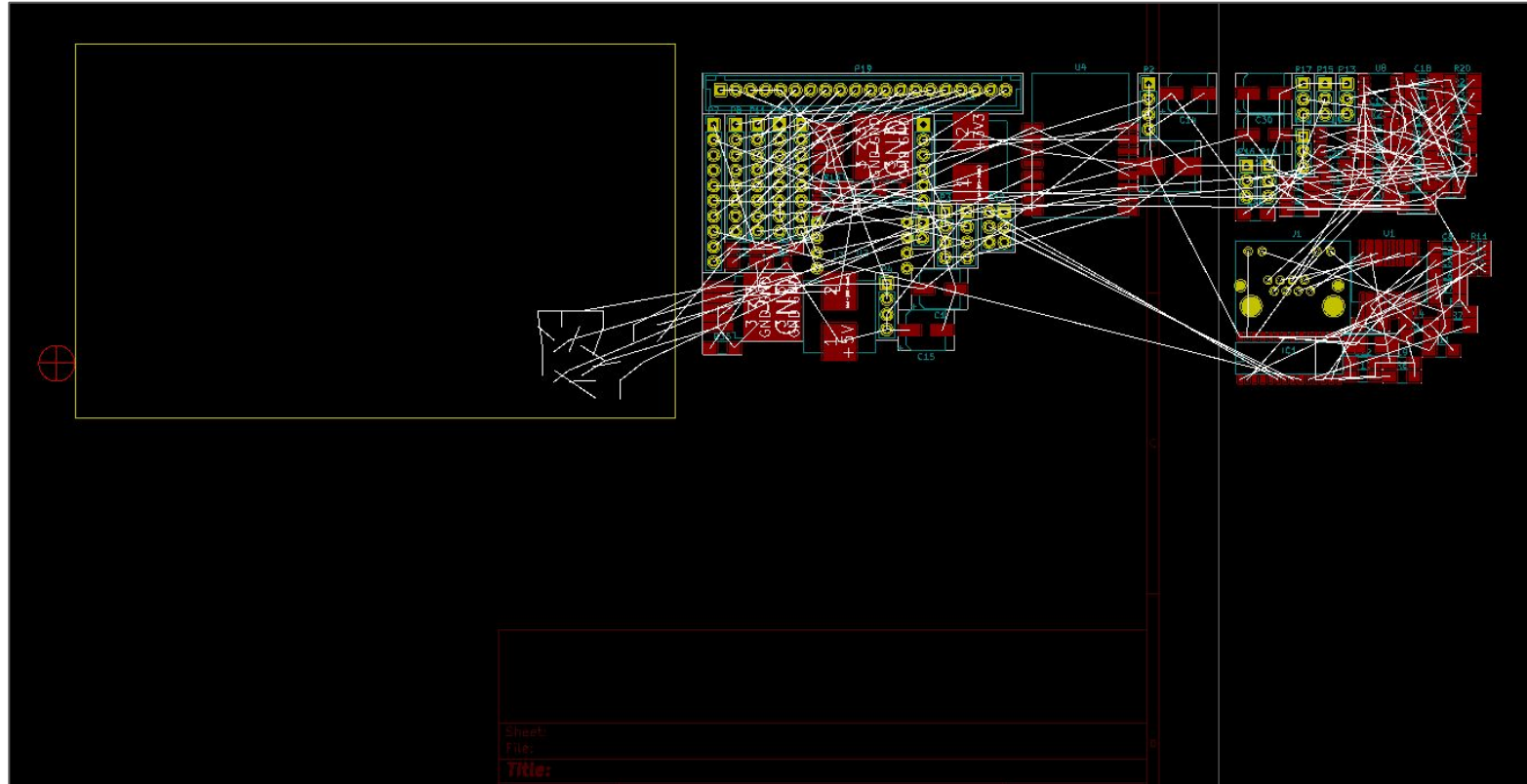
Read the Netlist to transfer all component footprints to your PCB design:

- Click the “read netlist” button at the top of the editor.
- Click “read current netlist”.
- The netlist window will inform you of any errors or missing footprints in the “output messages” window.





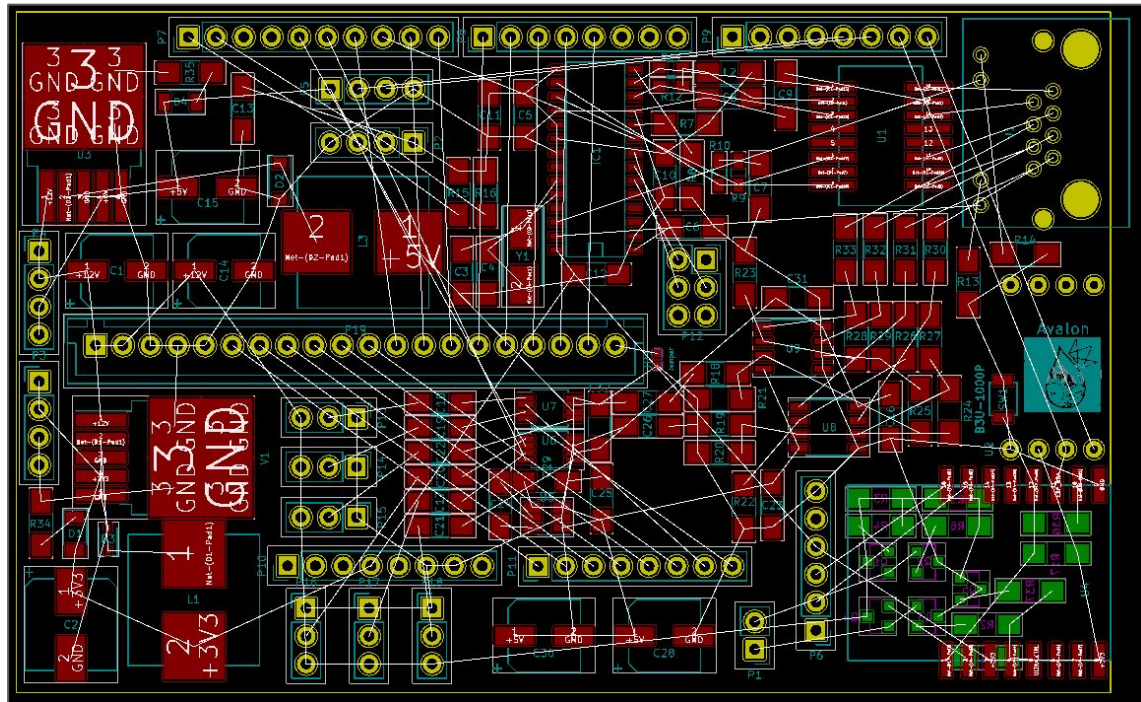
# Read Netlist



# Place Component Footprints

Place the components within the external dimensions:

- Ensure you move to the “Top Layer” (F.cu) or “Bottom Layer” (B.cu).
- Move components using the “m” keyboard shortcut.
- Place larger components first and then fit smaller components around them.
- Try to compartmentalize sections of your design.





# Place Component Footprints

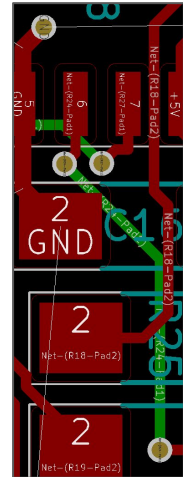
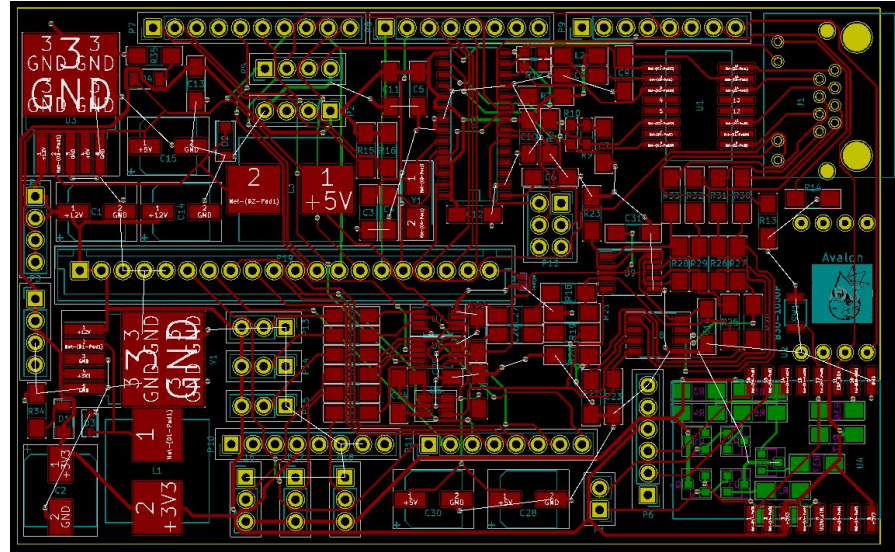
- Prioritise components that need to be close to the edge of the circuit board (connectors, antennas, etc.).
- Consider the heat components will dissipate, will sections of your current layout get particularly hot?
- Try and make your traces as short as possible by grouping components.

**Usually Trial, Error and Intuition**

# Route Traces

Route the traces between the components on the board:

- The white lines are the “Rats Nest”, they show what pads should be connected.
- Traces are placed using the “route tracks” button.
- Whilst using the route tracks button, keyboard shortcut “v” can be used to place a “via” to move between layers.

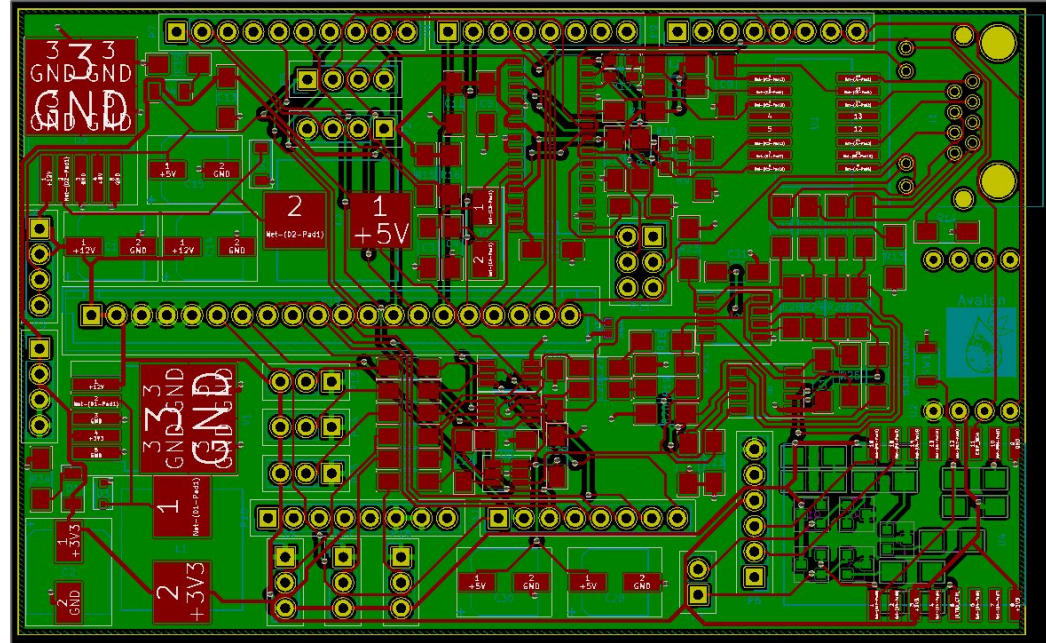




# Fill Zones or Planes

Fill Power or Ground Planes to complete connections on the circuit board:

- The “add filled zones” button can be used to place zones.
- The “add keepout areas” button can be used to place areas not to be filled.
- Buttons on the left hand toolbar can be used to show or hide the zone colour.





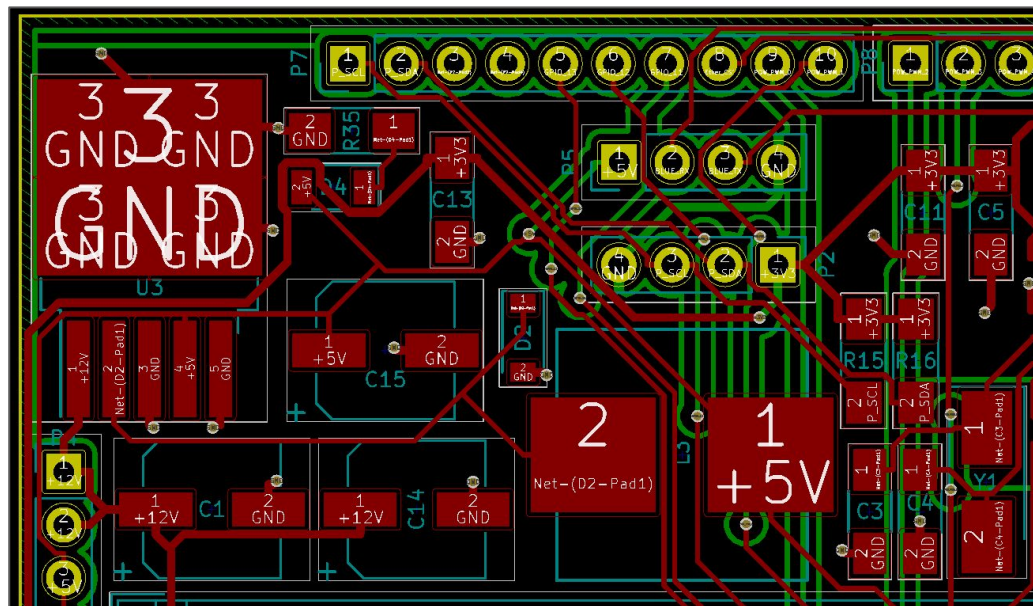
# Fill Zones or Planes

- Zones and planes are generally used for Power or Ground rails. They allow easy distribution of a connection that lots of components need.
- Generally for two layer boards, the back side is used as a Ground Plane.
- Multilayer boards can incorporate planes for all of the different Voltage Rails.

# Amend board Silkscreen

Amend the board silkscreen to ensure all components are correctly identified:

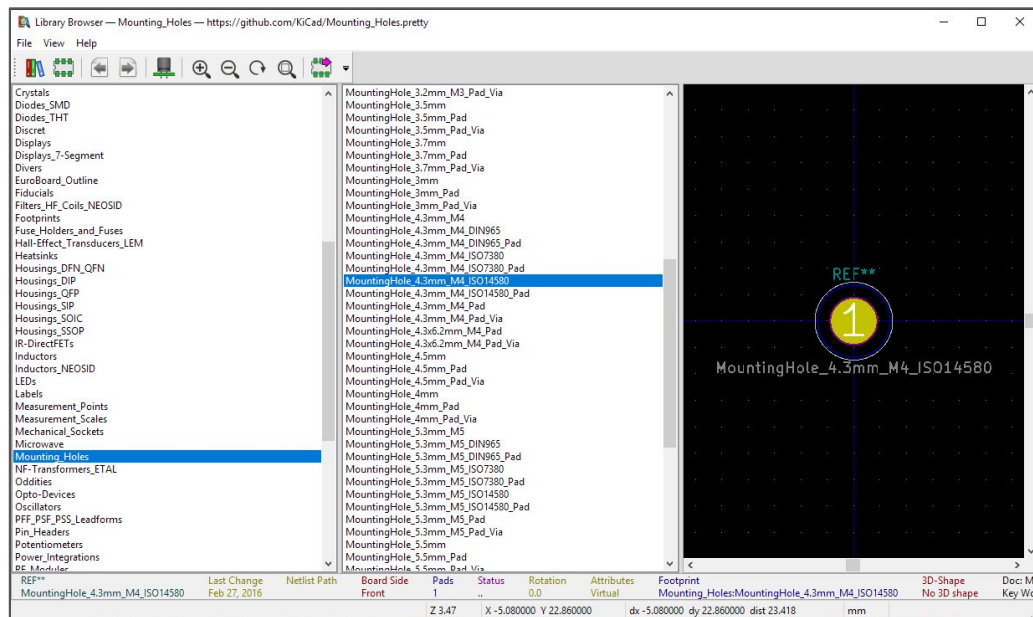
- Move silkscreen text around to ensure that components are correctly labelled for soldering.
- Additional text can be placed on the board using the “graphic text” tool.
- Ensure you are on the “F.silkS” or “B.silkS” layers whilst doing this.



# Add Mounting Holes

Mounting holes can be added to ensure that your board can be secured to a casing:

- The “add footprint” button can be used to place additional footprints on the board.
- Mounting holes can be found in the “Mounting\_Holes” library.
- Mounting holes are regularly connected to the ground plane.



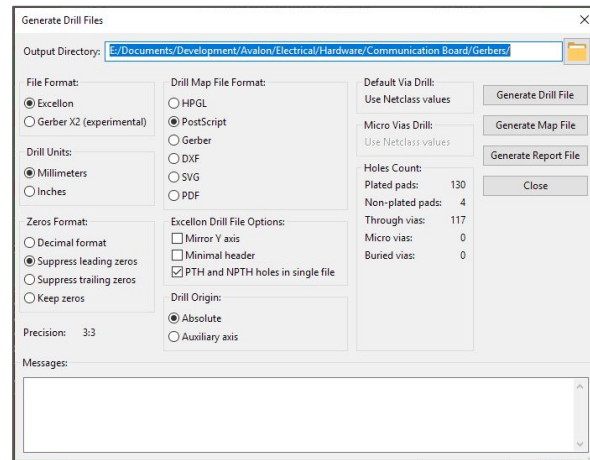
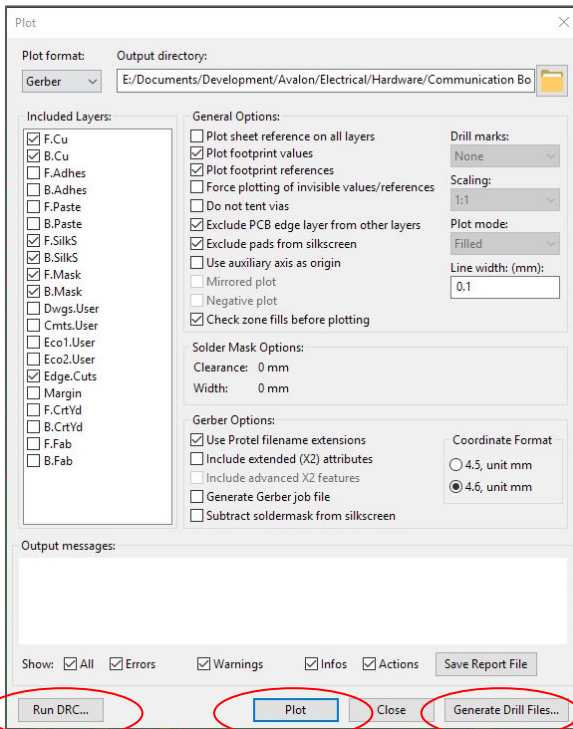




# Generate Gerber Files

Generate Gerber Files to be sent to the PCB manufacturing house:

- Use **File** ⇒ **Plot** to generate the Gerber Files.
- Specific settings for the PCB house you are using will be provided on their website.
- Most manufacturers will have a guide on their website.
- Remember to generate “Drill Files”!

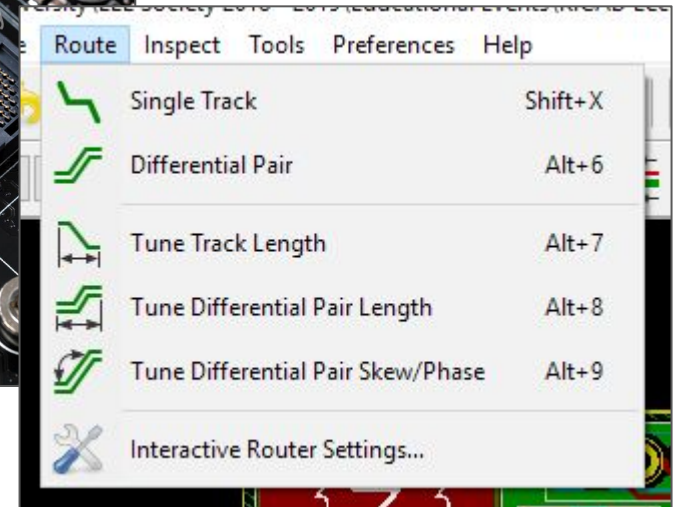
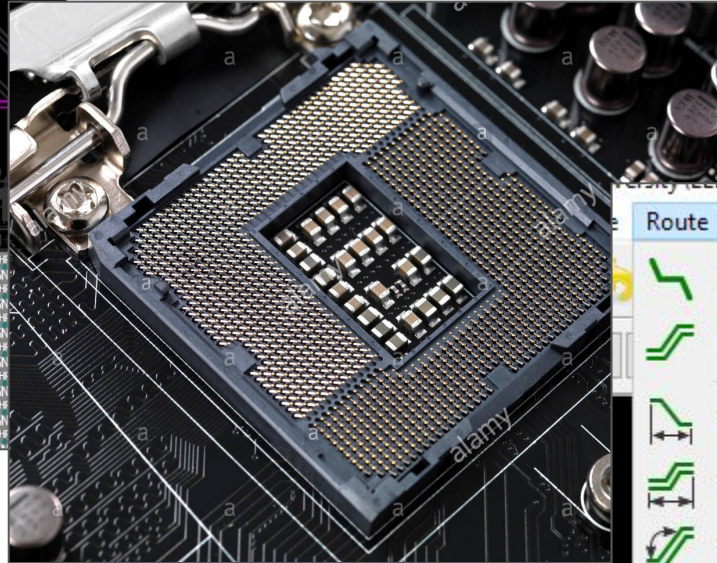
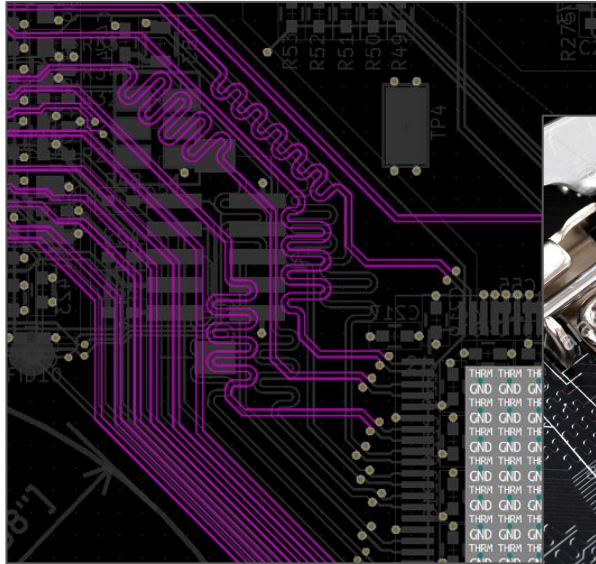


[SeedStudio KiCAD Guide](#)



# Seed Studio PCB Order Example

# Extreme Design Cases - Differential Routing

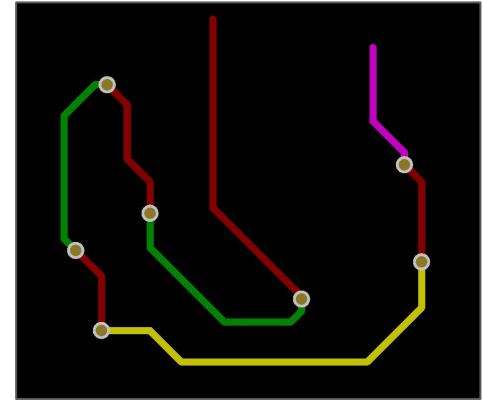






# Extreme Design Cases - Multilayer Boards

- Multilayer boards become paramount when producing extremely complex boards. Modern computer motherboards can have 8 layers or more.
- **Setup**  $\Rightarrow$  **Layers Setup** can be used to amend the number of layers the board has.
- Whilst drawing traces, right click and press “select layer and place through via” to place a via to any of the boards layers.
- Sometimes it is useful to place standalone vias to reduce the resistance between areas of the ground plane.





# Summary

- PCB Layout is the process of placing and connecting components using traces or tracks.
- The key steps to PCB Layout are:
  - Draw PCB external dimensions
  - Read Netlist
  - Place Component Footprints
  - Route Traces
  - Fill Zones or Planes
  - Amend Board Silkscreen
  - Add Mounting Holes
  - Generate Gerber Files
- Extreme Design Cases  $\Rightarrow$  Differential Routing, Antennas, Multilayer Boards



# Thanks for listening!



## This is the last lecture in the series!

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