



“KiCAD for Robots” – A Tutorial

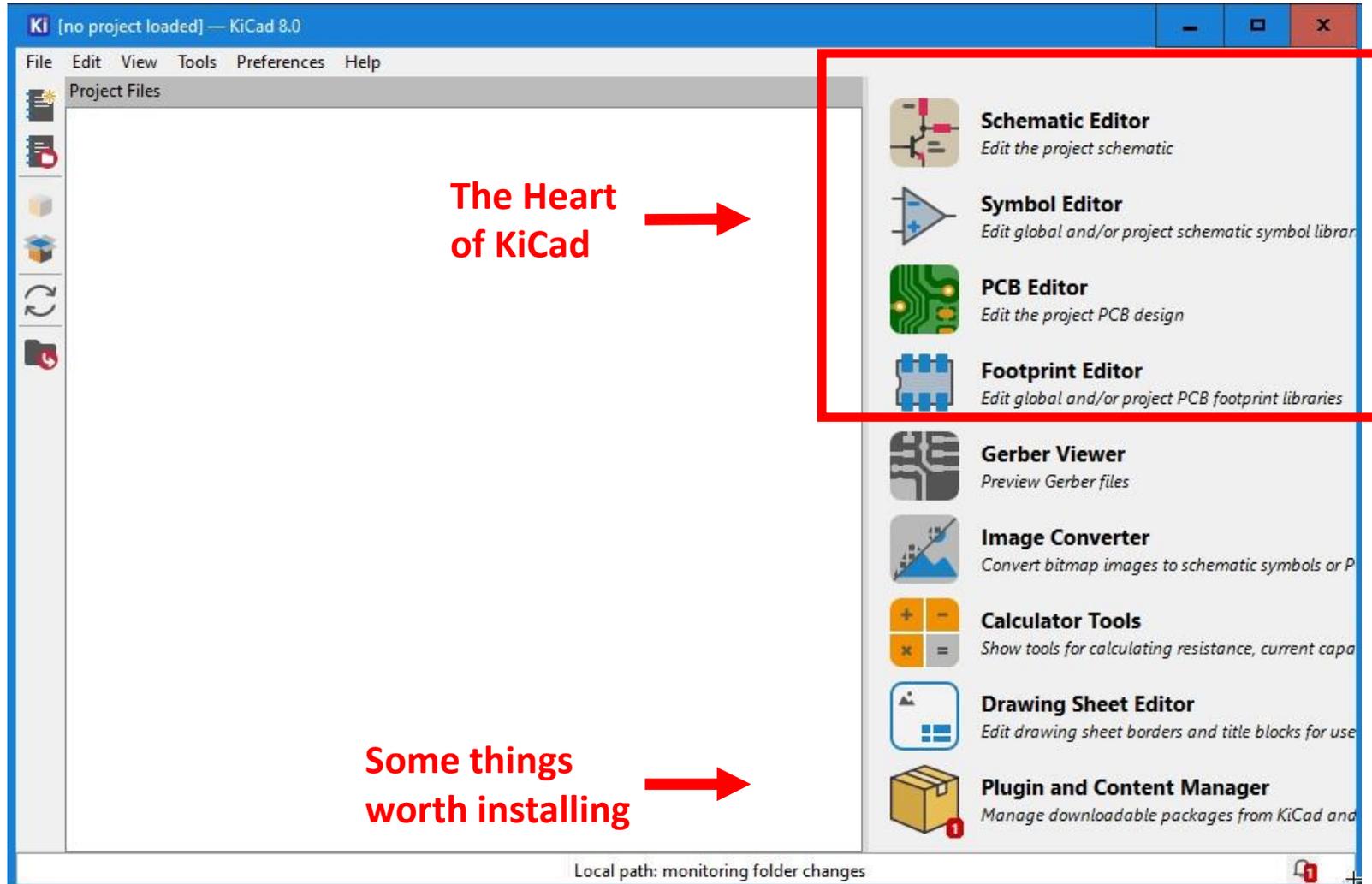
Presented by
Doug Paradis

Download KiCad: <https://www.kicad.org/download/>

What are we going to cover?

- There are four parts to the presentation:
 - Intro to KiCad's interface
 - How to build a schematic
 - How to layout a PCB
 - How to get a PCB built at JLCPCB
- Our example PCB will be a “Module Motherboard”.
- Small cheap easy to use electronic modules exist for most functions used on a robot.
- Wiring many modules together without a PCB can turn into an unreliable “rat’s nest” of wires, and is prone to mistakes.
- The techniques learned can be used on any PCB.

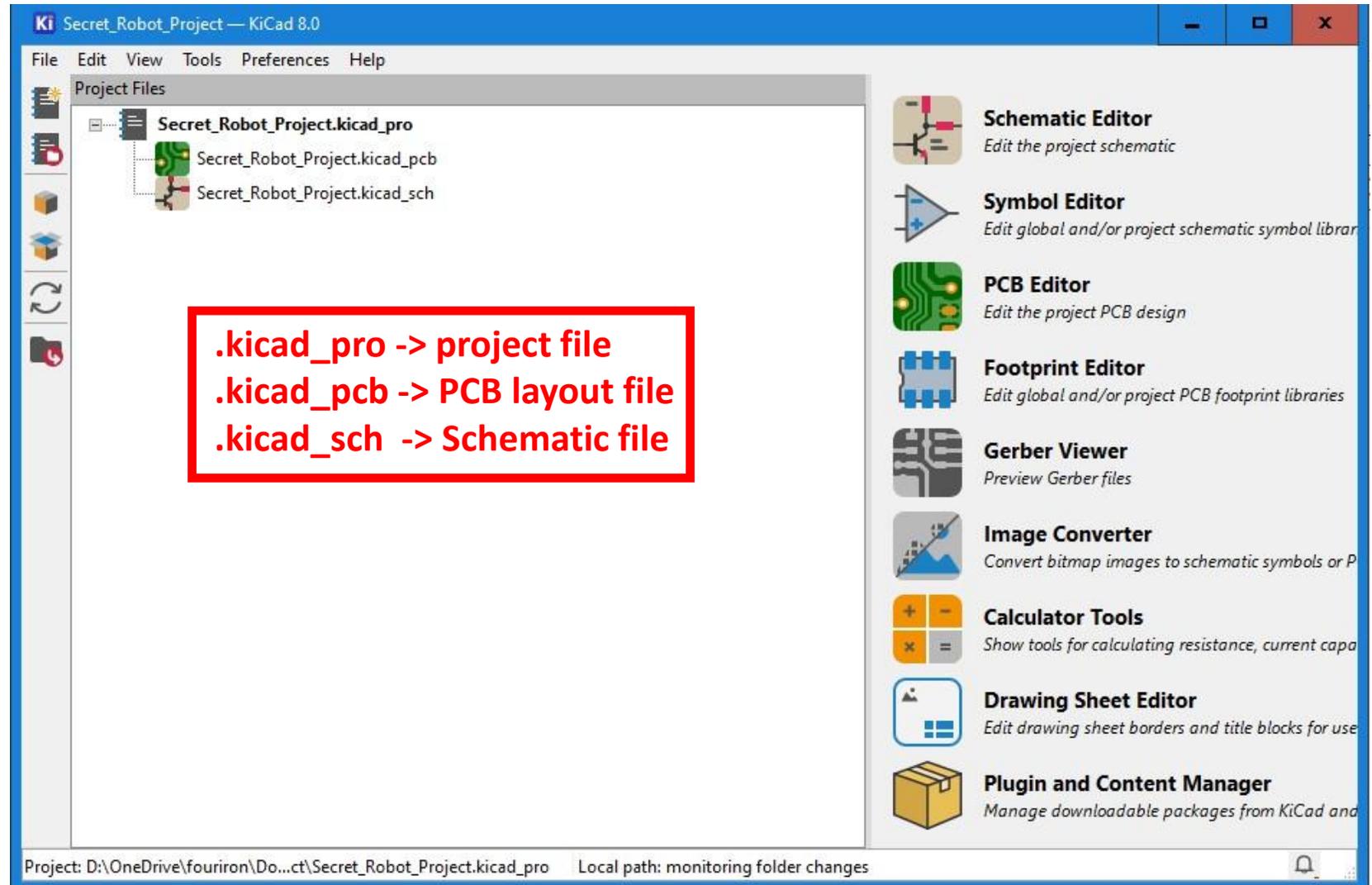
KiCad Opening Screen



1. Select the “Plugin and Content Manager”.
2. Install the “Freerouting” and “Git” plugins.

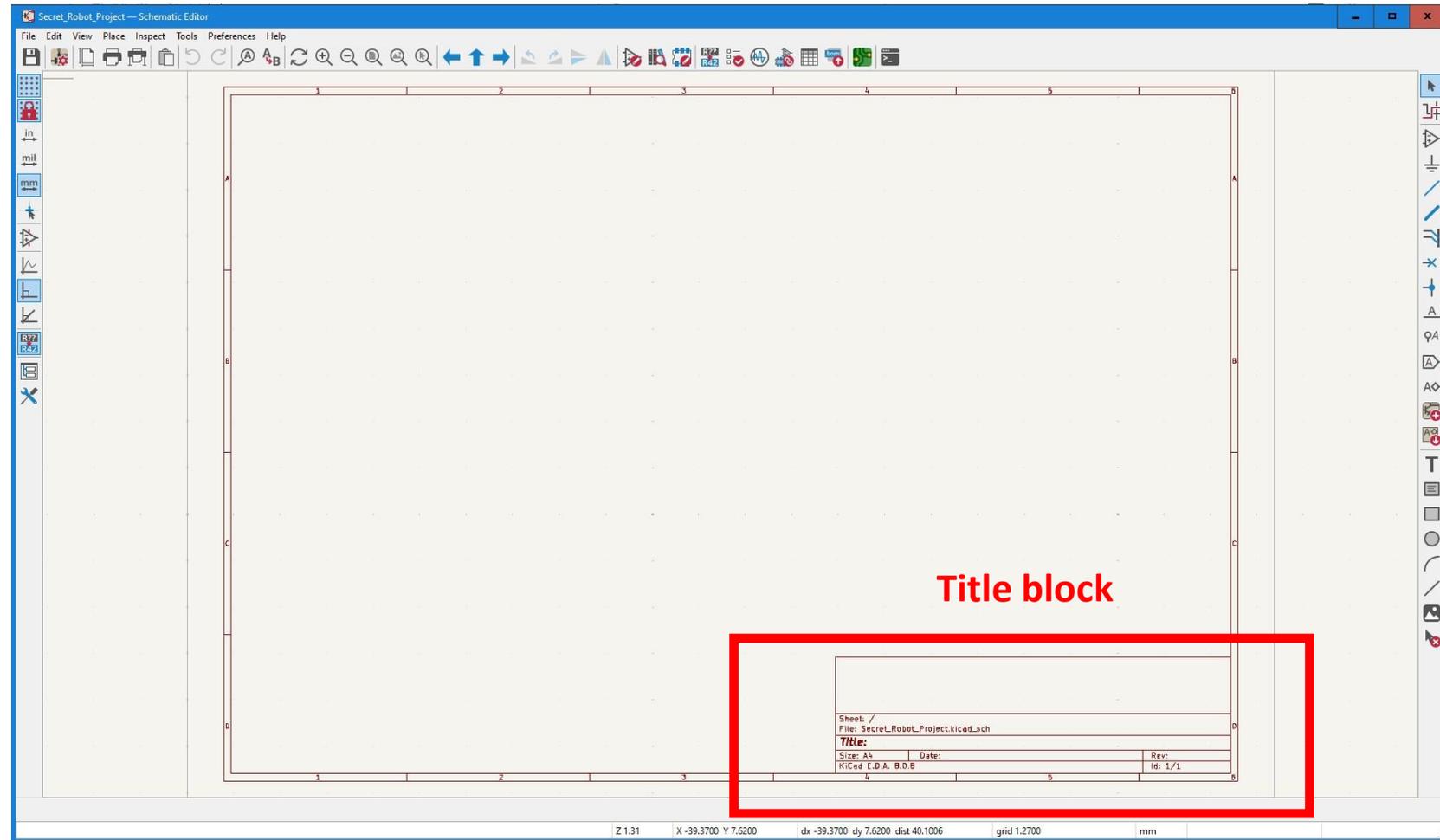
New Project

- Create a “KiCad_Projects” directory and a sub-directory for your project.
- In the project directory create 4 sub-directories
 - Project
 - Symbols
 - Footprints
 - 3D-models
- In KiCad, File>New Project.
- Steer to your directory tree and enter project name in the Project directory.
We are using “Secret_Robot_Project”.
- Hit Enter and you should see the screen to the Right.



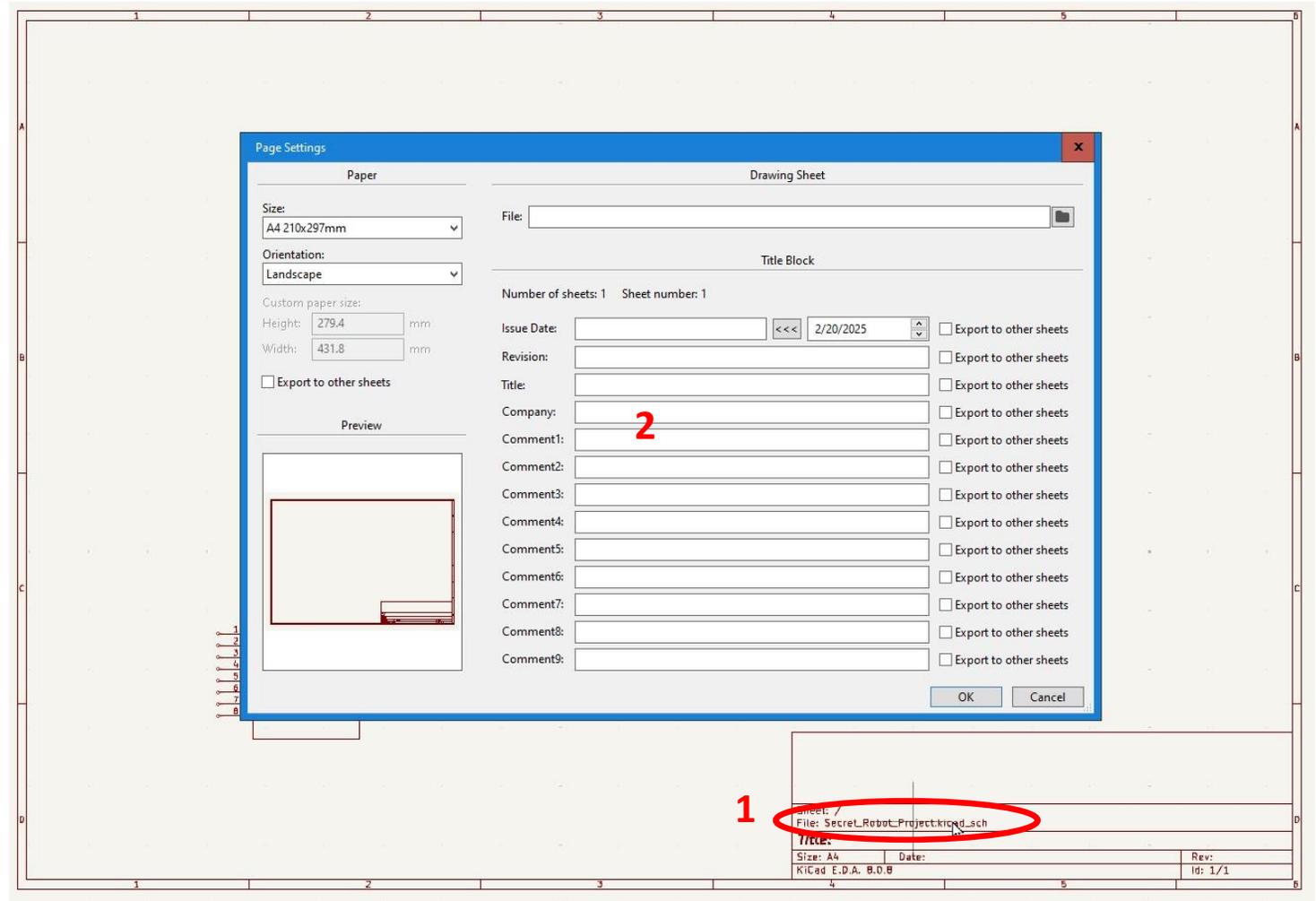
New Project

- Click on the Schematic Editor icon or the .kicad_sch file icon.
- The screen to the right appears.
- This is the Schematic Screen.
- The center is the schematic sheet (like it was in paper times...).
- The lower right corner has the sheet 's title block.



Editing the Title Block

1. Click on the file name field in the Title Block.
2. In the Page Setting window edit the fields, as you desire.
3. You can also use File>Page Settings.
4. You should change the page size from A3 to US letter.



New Project

- The right menu has what you need to make a schematic.
- About halfway down you have the “labels”. They vary in scope depending on the type.
 - Global labels connect globally.
 - Net labels only connect on the same sheet.
 - Hierarchical labels connect within sheet borders and to hierarchical sheet boxes.
- In this session, we will not cover hierarchical sheets, but to show a schematic made with them.
- Below the shown icons are some icons that deal with drawing shapes on the schematic sheet.



- <- select item - IMPORTANT
- <- highlight nets
- <- add symbol - IMPORTANT
- <- add Power sym - IMPORTANT
- <- add wire - IMPORTANT
- <- add bus
- <- add wire to bus
- <- add “no connect” flg - IMPORTANT
- <- add junction
- <- add net label - IMPORTANT
- <- add net class directive-IMPORTANT
- <- add global label - IMPORTANT
- <- add hierarchical label – important but...
- <- add sheet (hierarchical) – important but...
- <- add sheet pin (hierarchical) –
- <- add text – nice for adding comments

What is a “Symbol”

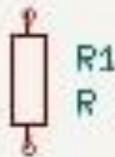
A symbol is a diagram that is a representation of the part and its pinout. It is a schematic “symbol”.

Examples:

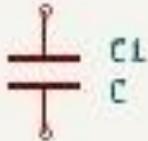
Transistor (NPN)



Resistor



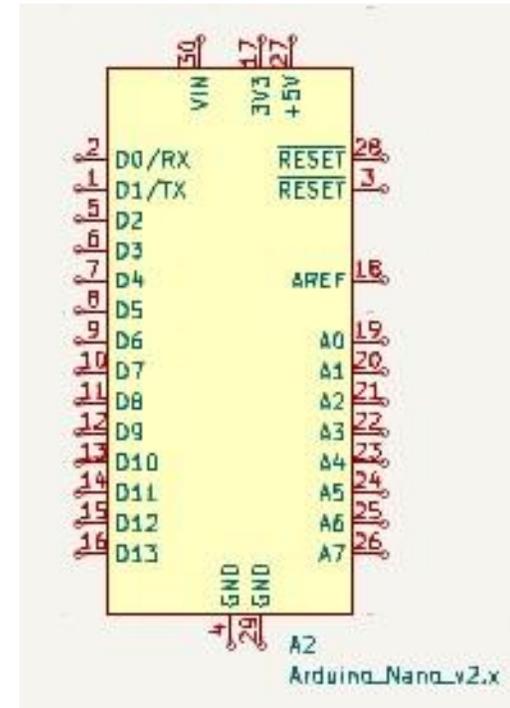
Capacitor



Microprocessor



Module

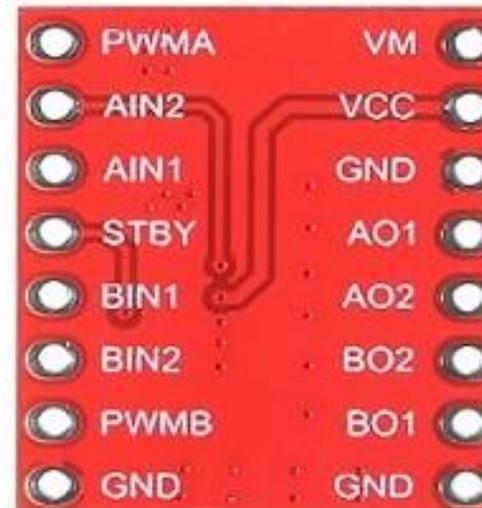
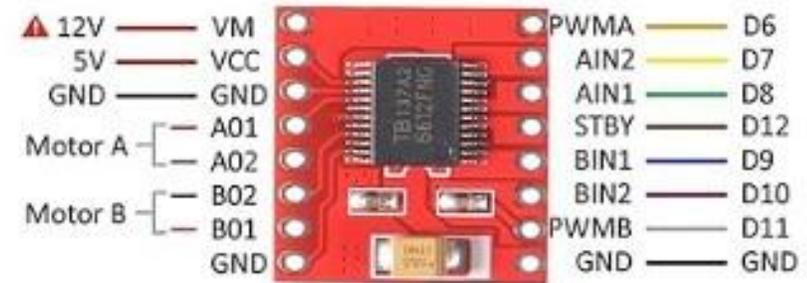


Custom Module

Either you make your own or you find the module symbol on the internet.

Custom Symbols

- We want to use a TB6612FNA Dual Motor Driver. It doesn't have a symbol in KiCad. We need to make one.



KiCAD Library Component Builder

<http://kicad.rohrbacher.net/quicklib.php>

Quick KiCAD Library Component Builder : Component Setup

Quickly build your library symbols for [KiCAD](#) EDA (Electronic Design Automation) software

Component Features

Component Name: (No illegal characters)

Parts Count:

Symbol Horizontal Margin:

Reference Prefix:

Symbol Text Size:

Symbol Vertical Margin:

Pin Features

Default Pin Format: T T T T T T T T

Default Pin Type:

Default Pin Name:

Reverse Pin Number:

Pin Name Text Size:

Pin Number Text Size:

Hide Pin Name:

Hide Pin Number:

Pin Count

N:

W: H:

EXTW: EXTH:

INTW: INTH:

Pin Layout Style

SIL

DIL

SIL-ALT

CONN1

CONN2

PLCC

PQFP

PGA/BGA

Show as:

4

The other settings can usually use the default values.

KiCAD Library Component Builder

Quick KICAD Library Component Builder : Assign Pins

Field Name	Value	Visibility
Component Name	TB6612_DUAL_MTR_DRV	<input type="checkbox"/>
Prefix	U	<input type="checkbox"/>
Module	MODULE	<input type="checkbox"/>
Documentation	DOCUMENTATION	<input type="checkbox"/>
		<input type="checkbox"/>

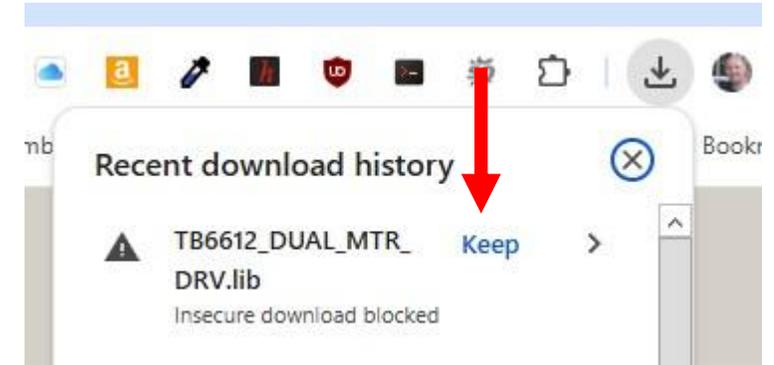
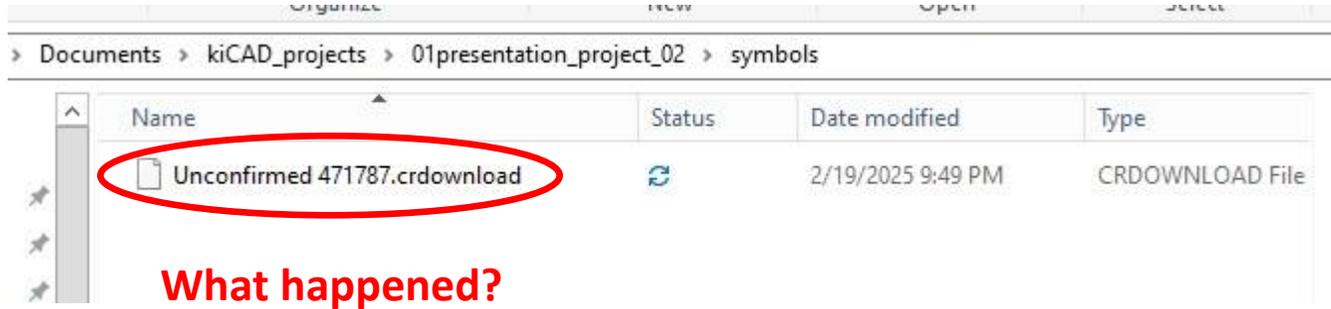
Symbol Horizontal Margin: 500
 Symbol Vertical Margin: 200
 Reverse Pin Number:

Pin	Enable	Name	Orientation	Format	Type	Length
1	<input checked="" type="checkbox"/>	VM	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Power Input	300
2	<input checked="" type="checkbox"/>	VCC	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Power Input	300
3	<input checked="" type="checkbox"/>	GND	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Power Input	300
4	<input checked="" type="checkbox"/>	AO1	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Output	300
5	<input checked="" type="checkbox"/>	AO2	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Output	300
6	<input checked="" type="checkbox"/>	BO2	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Output	300
7	<input checked="" type="checkbox"/>	BO1	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Output	300
8	<input checked="" type="checkbox"/>	GND	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Power Input	300
9	<input checked="" type="checkbox"/>	GND	<input type="radio"/> <input checked="" type="radio"/> <input type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Power Input	300
10	<input checked="" type="checkbox"/>	PWMB	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
11	<input checked="" type="checkbox"/>	BIN2	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
12	<input checked="" type="checkbox"/>	BIN1	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
13	<input checked="" type="checkbox"/>	STBY	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
14	<input checked="" type="checkbox"/>	AIN1	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
15	<input checked="" type="checkbox"/>	AIN2	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300
16	<input checked="" type="checkbox"/>	PWMA	<input type="radio"/> <input type="radio"/> <input checked="" type="radio"/> <input type="radio"/>	<input checked="" type="radio"/> <input type="radio"/> <input type="radio"/> <input type="radio"/>	Input	300

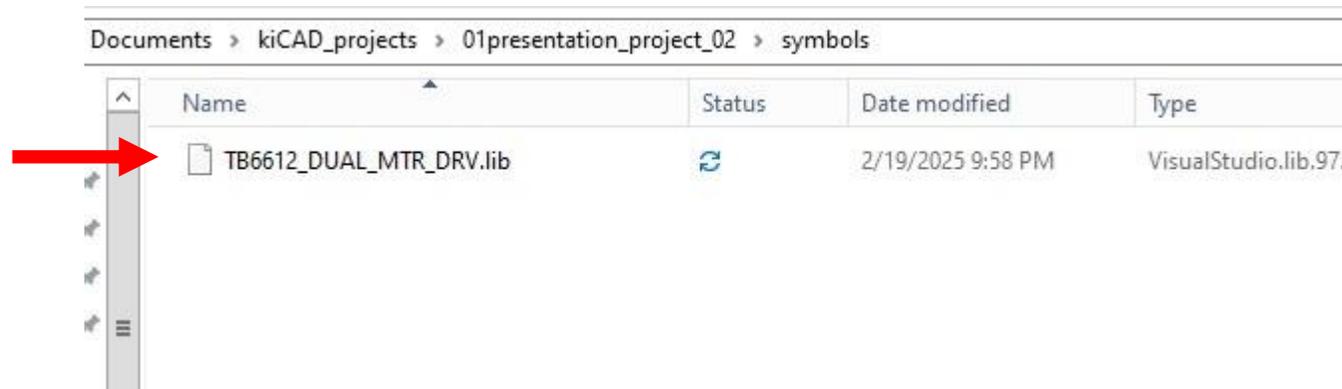
Buttons: Save Pin Assignments, Import Pin list, Preview, Build Library Component, New Component

When you download the symbol, make sure to click on "keep".

Saving the Symbol We Made



Chrome will not automatically download a file from a non-https website. You have to click on the [Keep](#).



Setting Symbol Pin Type

Pin Types:

- Input
- Output
- Bidir
- Tri-state
- Passive
- Unspecified
- Power Input
- Power Output
- Open Collector
- Open Emitter

What are electrical types used for?

The electrical type is used by the electrical rule check (ERC) to determine if you made an obvious mistake. ERC is high, limited. All it does is read all electrical types of pins connected to a particular net and check their combination against the error matrix.

Example: By high, connecting two output pins together will result in an error. (Makes sense as one output can be **high**, and one can be **low** resulting in a short circuit between the positive supply and ground.)

Author: Rene Posch – Aug 2020

For some details - <https://forum.kicad.info/t/electrical-type-of-schematic-symbol-pins-kicad-4-and-kicad-5/9439>

Setting Symbol Pin Type

To make ERC as useful as possible one needs to take care which electrical types to assign to pins.

The datasheet of your component is a good start for this.

From the TB6612FNG datasheet

Pin Functions

Pin NO.	Symbol	I/O	Remarks
1	A01	0	chA output1
2	A01		
3	PGND1	—	Power GND 1
4	PGND1		
5	A02	0	chA output2
6	A02		
7	B02	0	chB output2
8	B02		
9	PGND2	—	Power GND 2
10	PGND2		
11	B01	0	chB output1
12	B01		
13	VM2	—	Motor supply (2.5V~13.5V)
14	VM3		
15	PWMB	I	chB PWM input / 200kΩ pull-down at internal
16	BN2	I	chB input2 / 200kΩ pull-down at internal
17	BN1	I	chB input1 / 200kΩ pull-down at internal
18	GND	—	Small signal GND
19	STBY	I	⏻=standby / 200kΩ pull-down at internal
20	Vcc	—	Small signal supply (2.7V~5.5V)
21	AN1	I	chA input1 / 200kΩ pull-down at internal
22	AN2	I	chA input2 / 200kΩ pull-down at internal
23	PWMA	I	chA PWM input / 200kΩ pull-down at internal
24	VM1	—	Motor supply (2.5V~13.5V)

Setting Symbol Pin Type

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<https://forum.kicad.info/t/electrical-type-of-schematic-symbol-pins-kicad-4-and-kicad-5/9439>

To make ERC as useful as possible one needs to take care which electrical types to assign to pins. The datasheet of your component is a good start for this.

- Pins through which your component is supplied (vcc, gnd, vss, ...) are power inputs.
- Digital and analog input pins are inputs.
- Digital and analog output pins are output (For digital pins, use this only if the pin is push and pull capable or has an internal pull-up or pull-down network.)
 - output pins can not be connected to other output pins or bidirectional (avoiding of possible short circuit)
- Certain bus pins (SDA of i2c) , ... are bidirectional
 - Any pin that can be in both input or output state depending on current system state.
- Pins for passive devices and pins that are always only connected to other passive devices are passive
- Pins that are intended to supply power to other devices use power output (output pin of a dc/dc converter, a voltage regulator, ...)
 - multiple power output pins can not be connected (avoiding of power supply short)
- “Not connected” is used for all pins of the footprint that have no function in the symbol. (You can make them invisible to reduce clutter but don't stack them. open-source they will open-source each other.)
 - NC pins can still be connected in kicad but there will be an error in ERC. Note that stacked NC pins are connected.
- Open collector is used for open collector or open drain outputs (output pins that need an external pull up)
- Open emitter are used for open emitter or open source outputs (output pins that need an external pull down)
- Tri-state is used for output pins that have a high impedance state (high Z) Such pins have the following possible states.
 - High -> low impedance connection to high signal voltage (in most cases the positive supply voltage)
 - Low -> low impedance connection to low signal voltage (in most case GND)
 - High Z -> no connection to anything. (high impedance state)
- Pins who can be both input or output depending on configuration (a typical GPIO pin) can be either marked as bidirectional or unspecified.

**For Reference.
Worry about later.**

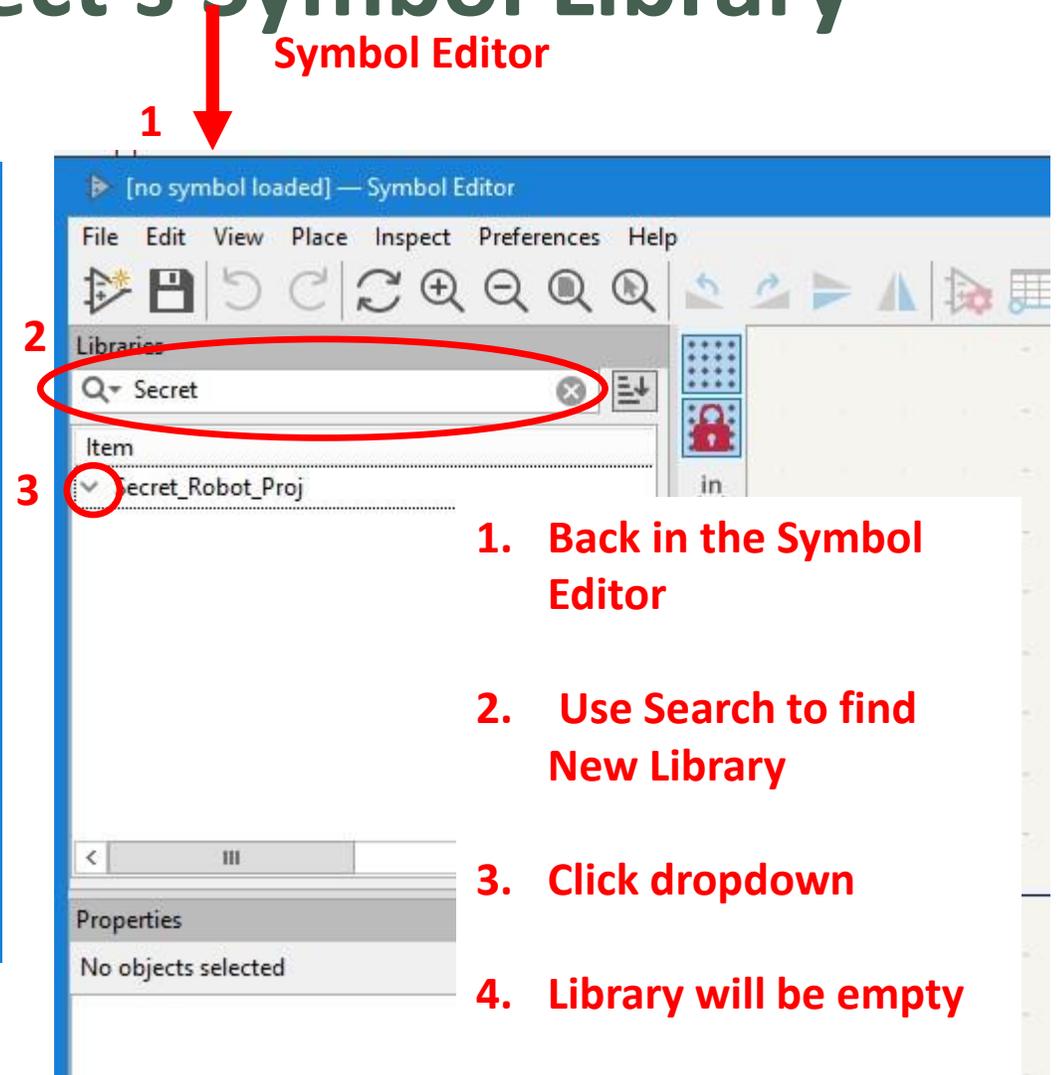
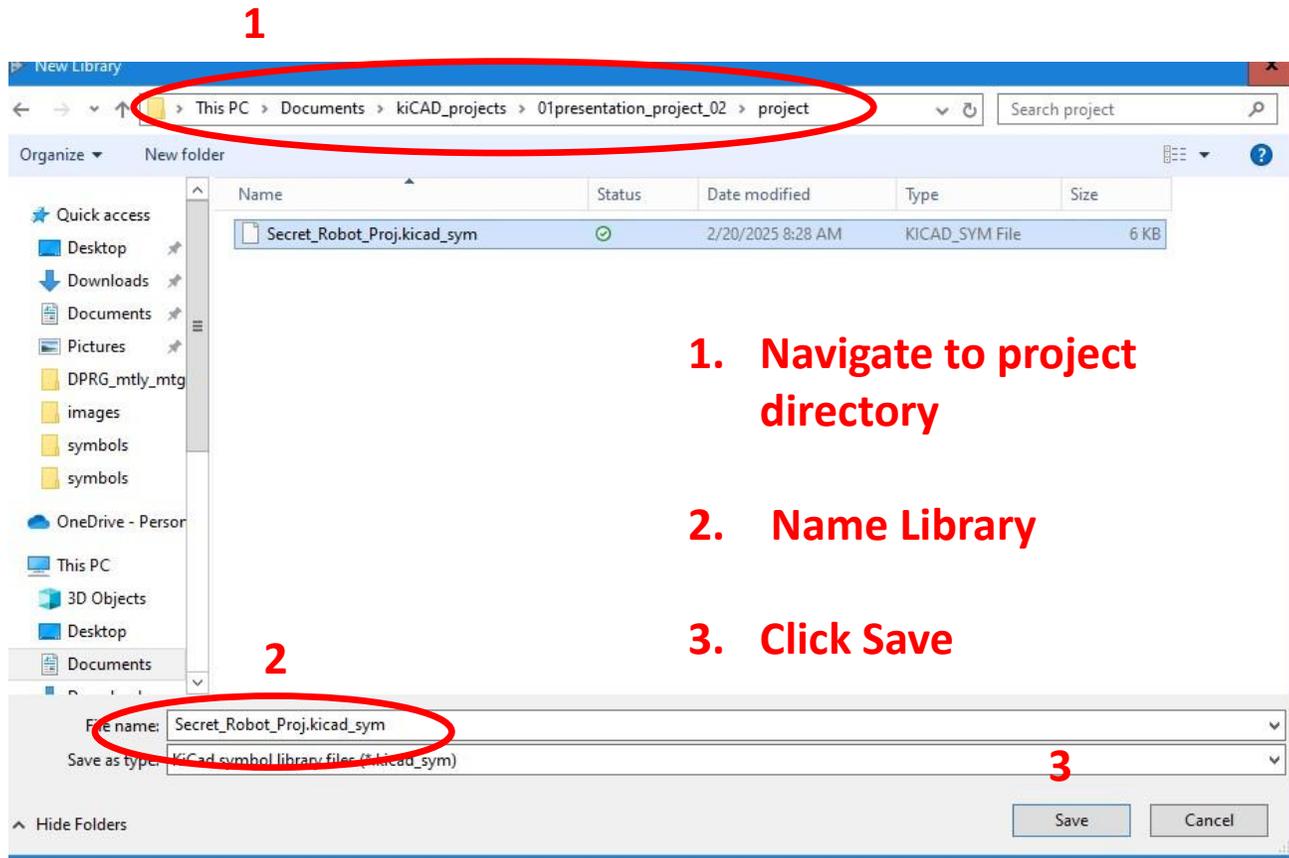
Adding the Symbol to Our Project's Symbol Library

Symbol Editor

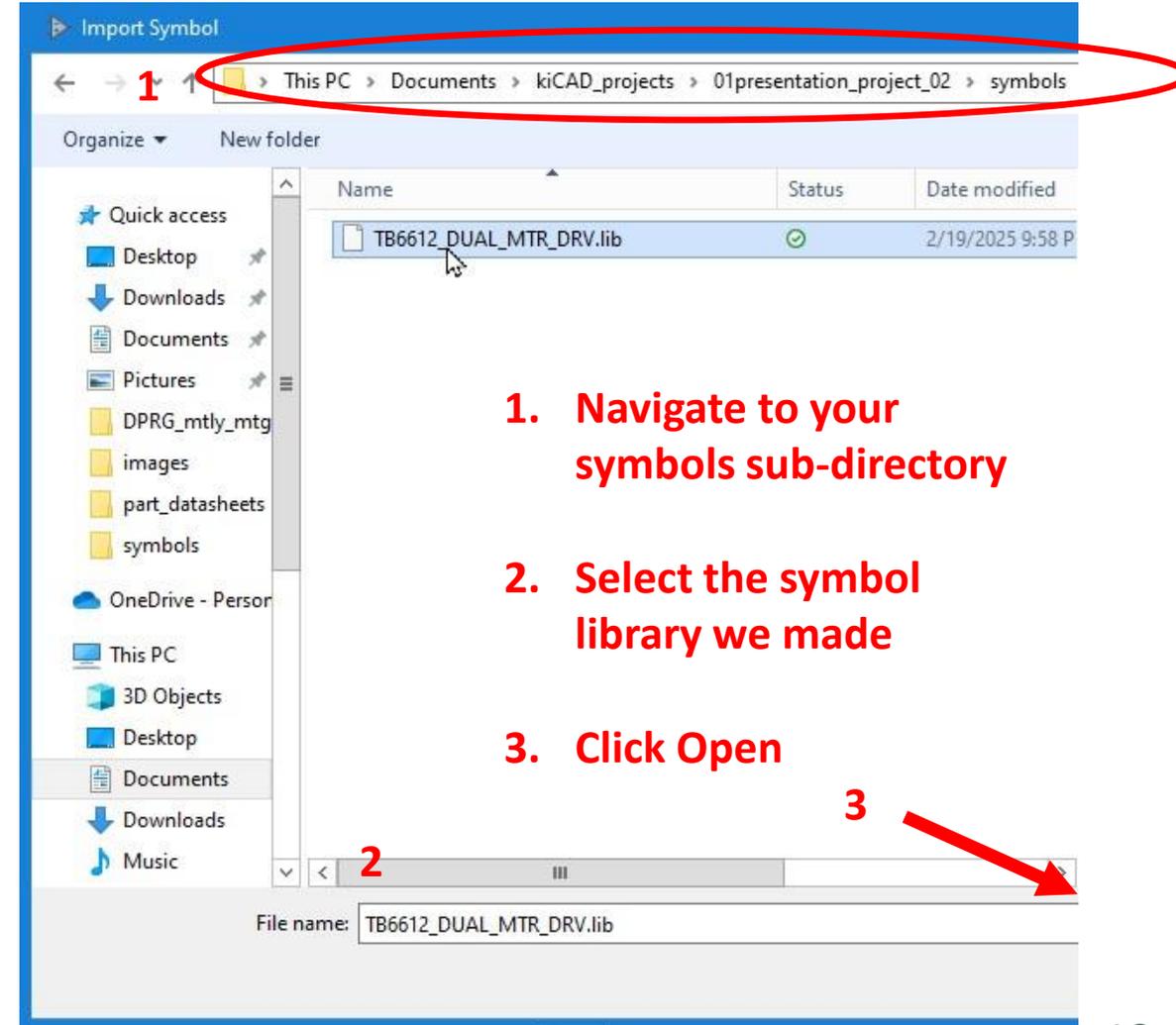
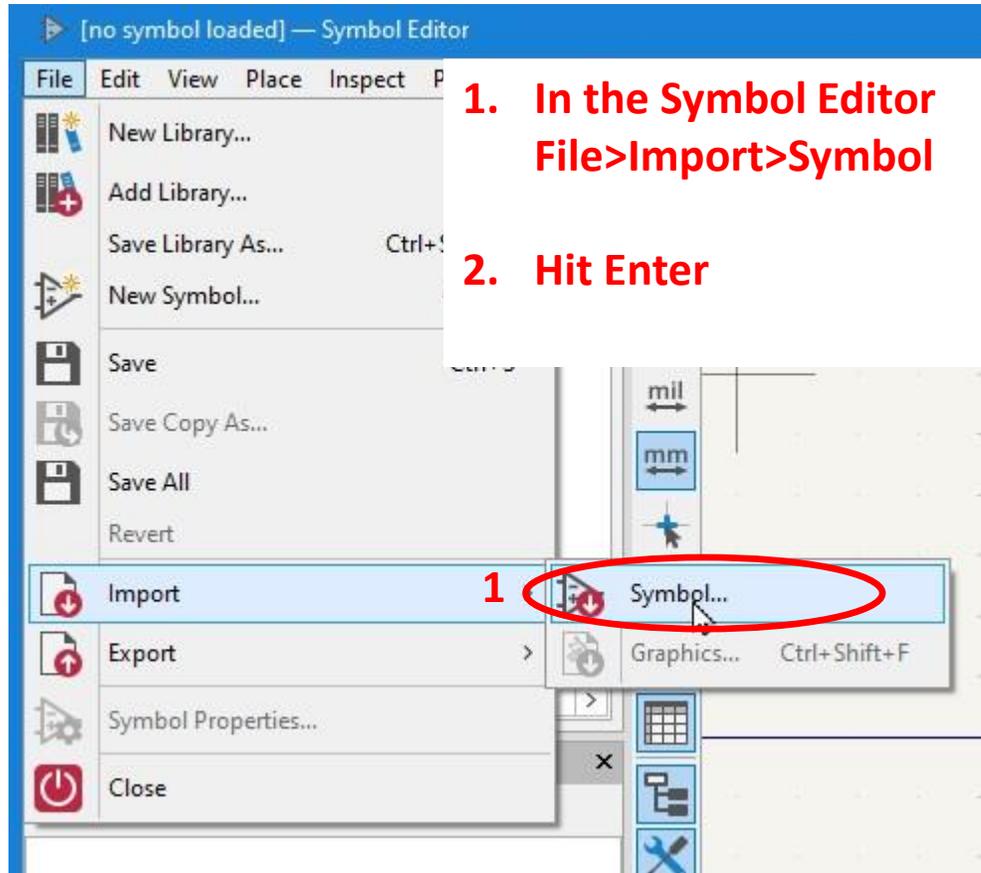
The image shows the Symbol Editor window in a schematic editor. The main window has a menu bar (File, Edit, View, Place, Inspect, Preferences, Help) and a toolbar. A red arrow points to the 'Symbol Editor' icon in the toolbar. Below the main window, two smaller screenshots illustrate the steps to add a symbol to a library table. The first screenshot shows the 'File' menu with 'New Library...' circled in red, labeled with a red '1'. The second screenshot shows the 'Add To Library Table' dialog box with 'Project' selected in the list, labeled with a red '2' and '3'.

1. File>New Library
2. Select Project
3. Click Ok

Adding the Symbol to Our Project's Symbol Library



Adding the Symbol to Our Project's Symbol Library



3

Saving the Symbol We Made

The screenshot shows the Symbol Editor interface for a project named "Secret_Robot_Proj:TB6612_DUAL_MTR_DRV". The main workspace displays a schematic diagram of the TB6612 dual motor driver. The diagram includes a central component labeled "TB6612_DUAL_MTR_DRV" with various pins connected to external components. On the left, there are four "Output" pins connected to pins 4, 5, 6, and 7 of the driver. On the right, there are three pins: "BIN2" connected to pin 10 (labeled "Input"), "PWMB" connected to pin 9 (labeled "Input"), and "GND" connected to pin 9 (labeled "Power input").

Two inset windows illustrate the steps for saving the symbol:

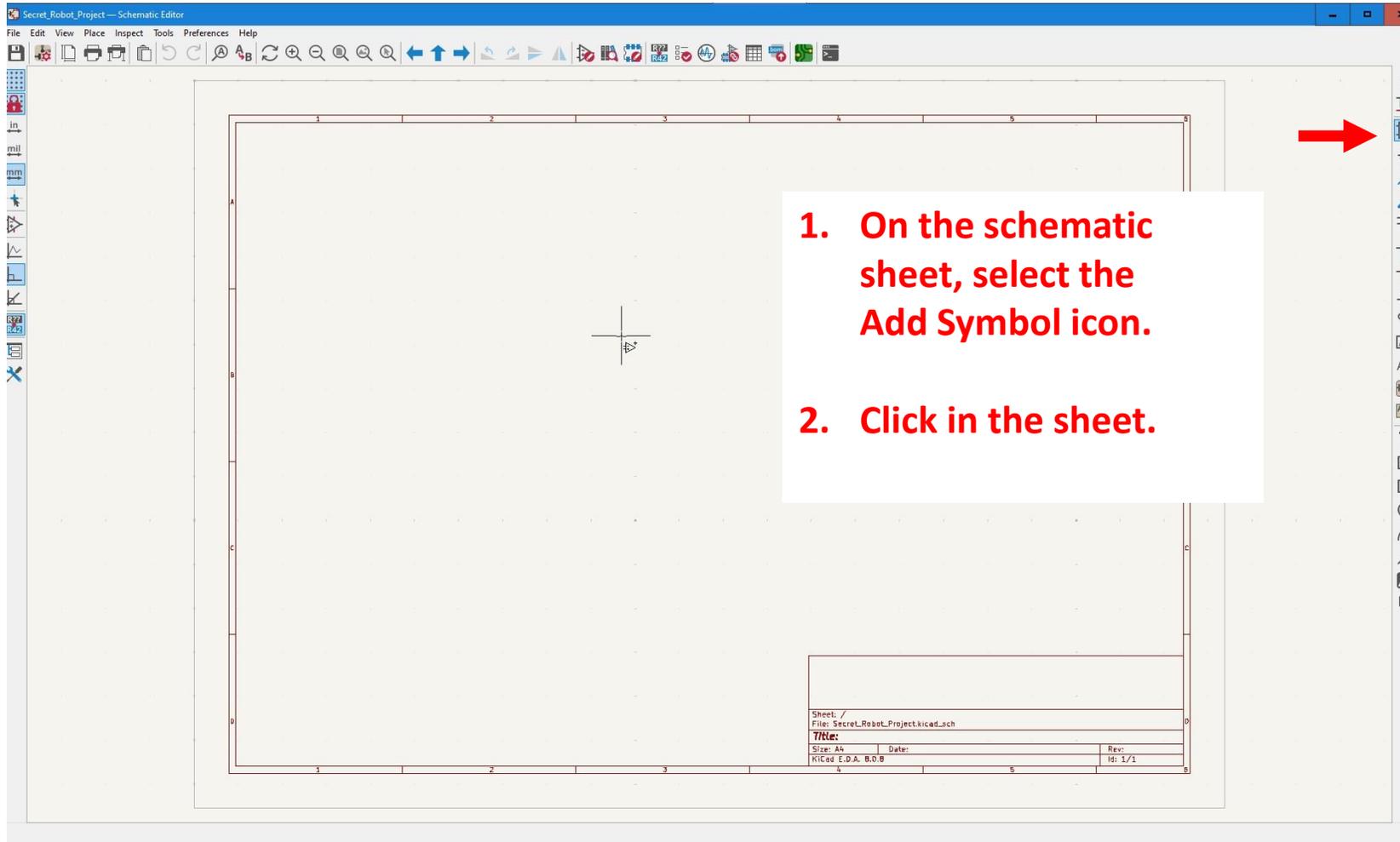
- 1. In the Symbol Editor, the symbol should show up in our project library.** This inset shows the "Libraries" panel on the left. Under the "Secret_Robot_Proj*" folder, the symbol "TB6612_DUAL_MTR_DRV*" is listed and highlighted with a red "1".
- 2. Click Save icon.** This inset shows the "File" menu with the "Save" icon (a floppy disk) highlighted with a red "2". Below this inset, the text "Symbol Saved" is displayed in red.

The main workspace also shows a table of pin connections:

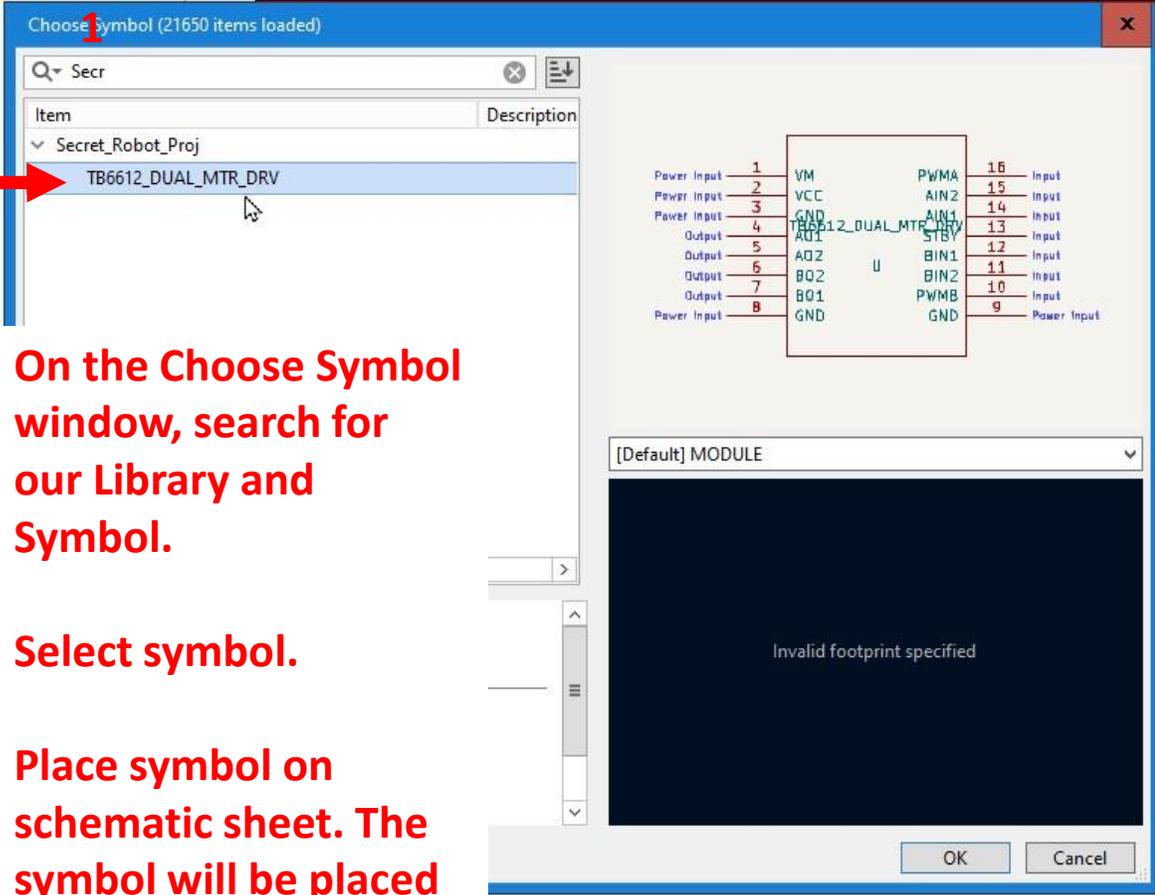
Pin	Label
4	Output
5	Output
6	Output
7	Output
8	Power input

Additional labels in the workspace include "BIN2", "PWMB", "GND", "Input", and "Power input".

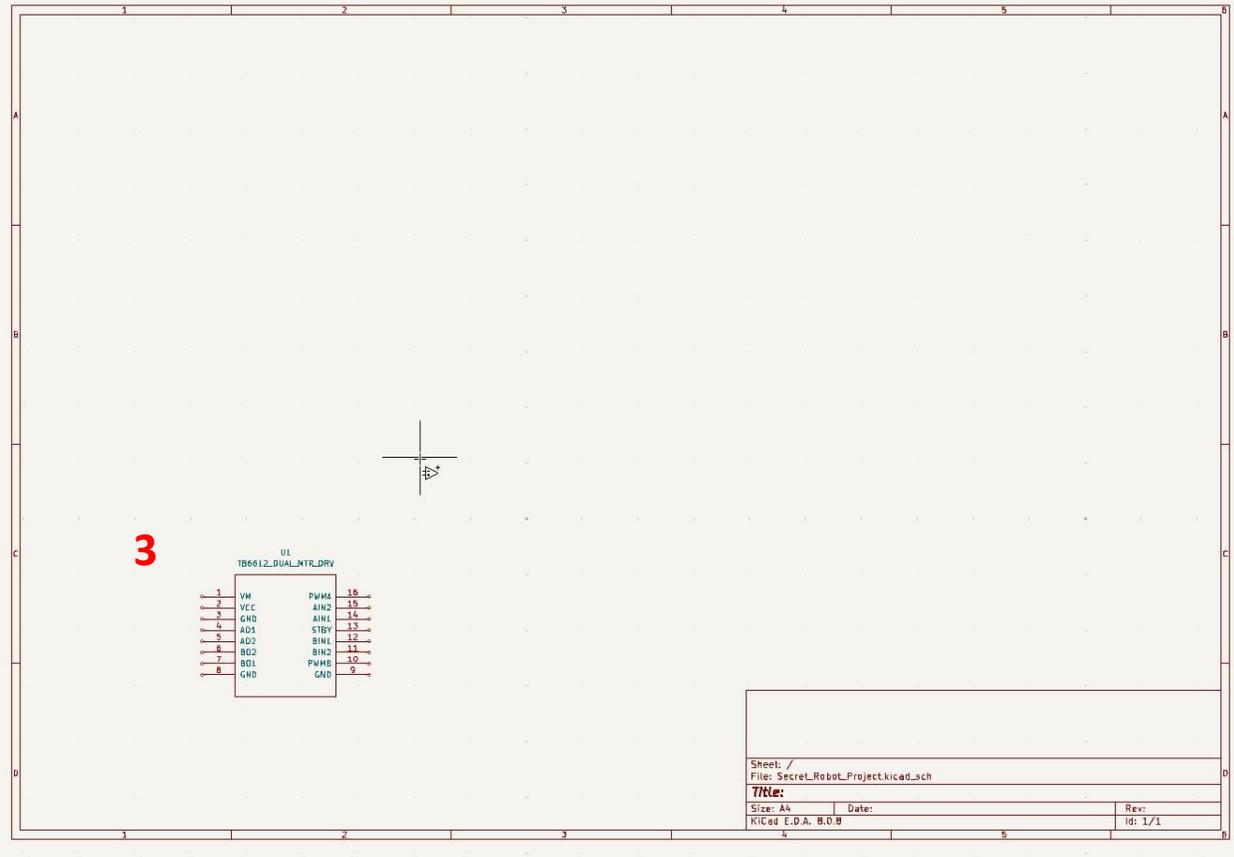
Finally! – Using the Symbol, We Made



Finally! – Using the Symbol, We Made



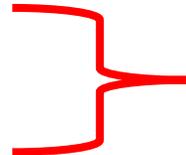
- 1. On the Choose Symbol window, search for our Library and Symbol.
- 2. Select symbol.
- 3. Place symbol on schematic sheet. The symbol will be placed where you click.



Symbol Exercise

Place the following symbols on your schematic sheet.

1. LED
2. R_US (resistor using US style symbol)
3. Screw_terminal_01x02
4. Conn_01x04
5. Conn_01x03_Pin
6. Jumper_2_Open
7. TestPoint
8. C (non-polarized capacitor)
9. GND
10. +3.3V
11. PWR_FLAG

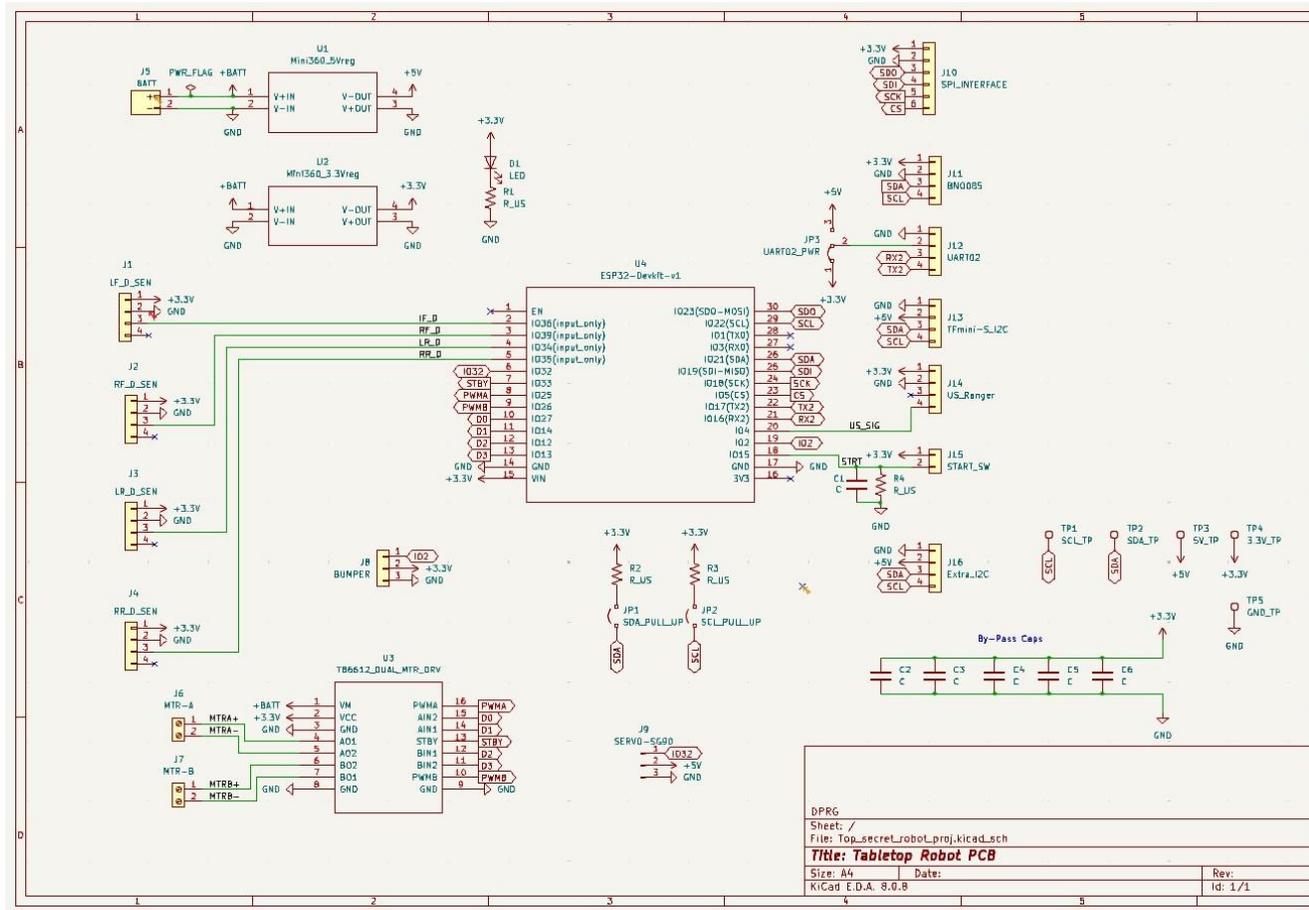


Use the “Add Power” Icon (below the “Add Symbol”).

Downloading Some Resources...

- Go to `http:// <link to resources>` and download the zip file and unzip it.
- Open the project file

The New Schematic



1. Find the ERC icon and run ERC. 
2. You should see two warnings and one error.
3. Warnings are marked with a yellow arrow and errors are marked with a red arrow.
4. Fix one warning and the error.

The new project symbol library is “Presentation_Proj_Library”.

Exercise Solution...

The two warnings are:

- A modified instance of a connector. This one was done on purpose and is of little consequence.
- An extra “not-connected” symbol in the C-4 area of the sheet. This is a common extra mouse click type of error. This symbol should be removed.
- The error is a missing PWR_FLAG on the “Bminus” trace, which goes to the V-IN pins to both voltage regulators (GND).

PWR_FLAGS

- PWR_FLAGS are used by KiCad as a way to tell the ERC that power nets are connected to a power source when there is no explicit power source.
- The most common situation is an external battery being connected to a voltage regulator through a connector.
- Power Input type pins must be connected to a Power Output type pin. The pins on a connector are Passive.
- PWR_FLAG symbol is found in the Add Power symbols.

Net Classes

Q: What is a “net” vs. a “trace”?

A: A "net" is not the same as a "trace," but rather a "net" represents a group of connected components on a circuit board, while a "trace" is the physical copper line on the PCB that connects those components within a specific net; essentially, a net is the logical connection, and a trace is the physical manifestation of that connection on the PCB.

For example, A net consisting of +3.3V would be all the connections of +3.3V, where a connection between the +3.3V regulator and a sensor would be a trace.

Net Classes

Q: What if I want different traces to be different design rules?

A: Netclasses

Net Classes are groups of nets that can be assigned **design rules (for the PCB) and **graphical properties (for the schematic)**. In KiCad, each net is part of exactly one net class. If you do not add a net to a specific class, it will be part of the Default class, which always exists.**

Trace Width vs. Current



IPC Recommended Track Width For 1 oz cooper PCB and 10 °C Temperature Rise

Current/A	Track Width(mil)	Track Width(mm)
1	10	0.25
2	30	0.76
3	50	1.27
4	80	2.03
5	110	2.79
6	150	3.81
7	180	4.57
8	220	5.59
9	260	6.60
10	300	7.62

3
2,4
1

We need to add a few netclasses:

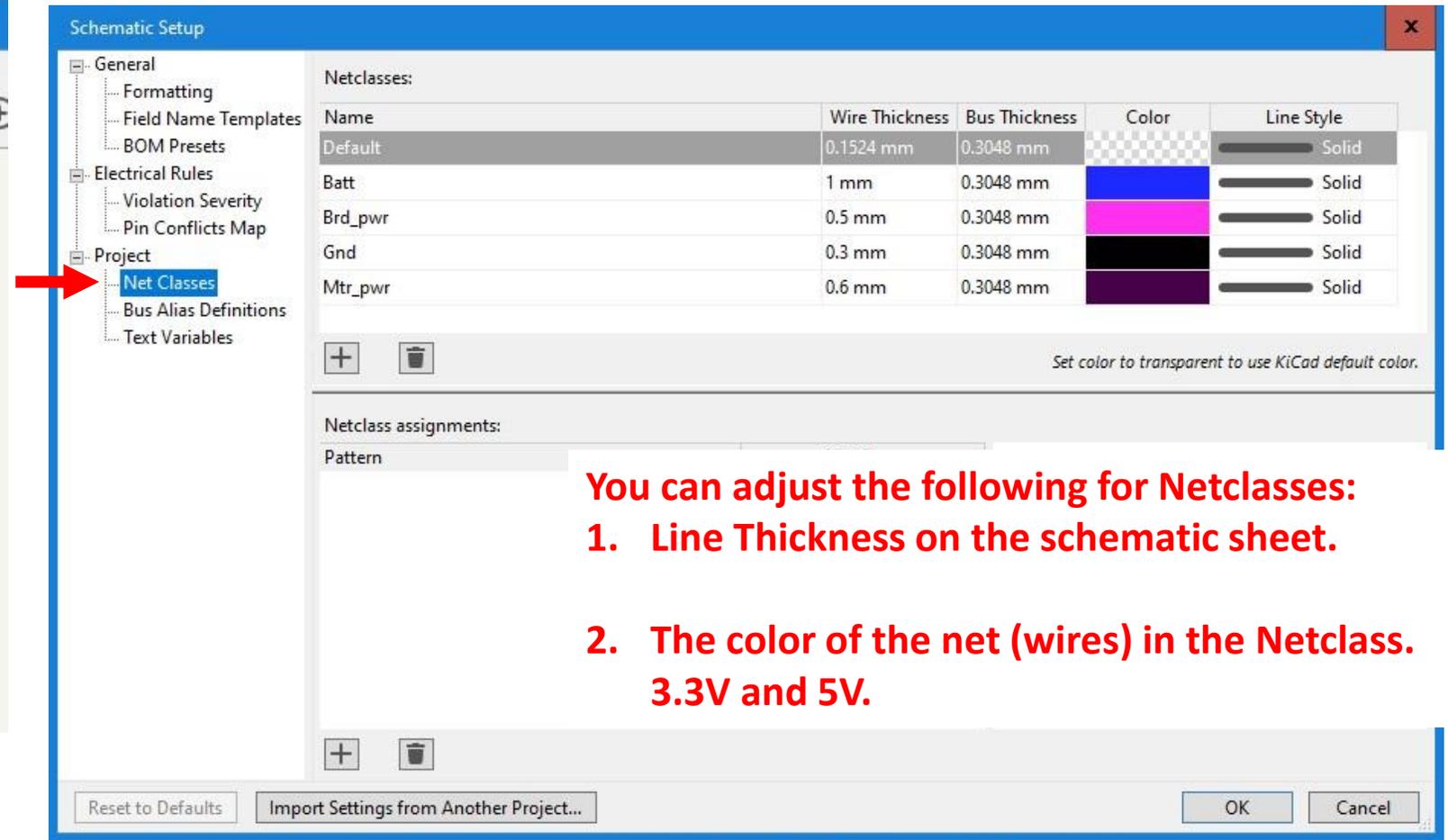
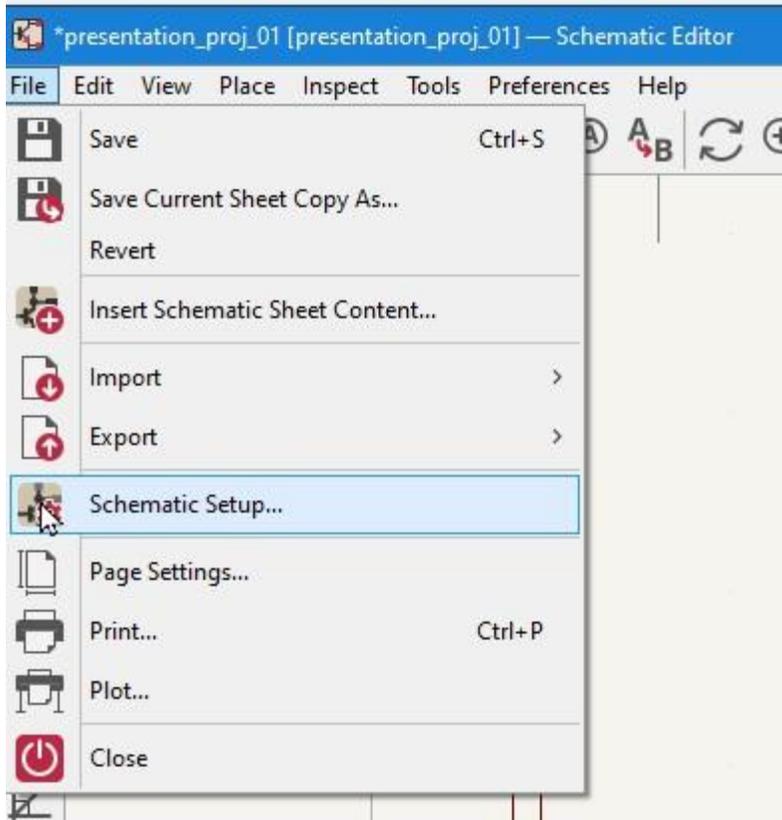
1. Battery traces (PCB and Mtr Controller)
2. Motor power outputs
3. 3.3V and 5V
4. GND

All nets start in the default netclass, which has a minimum trace width of 10mils or 0.25mm.

You should also consider minimum spaces also.

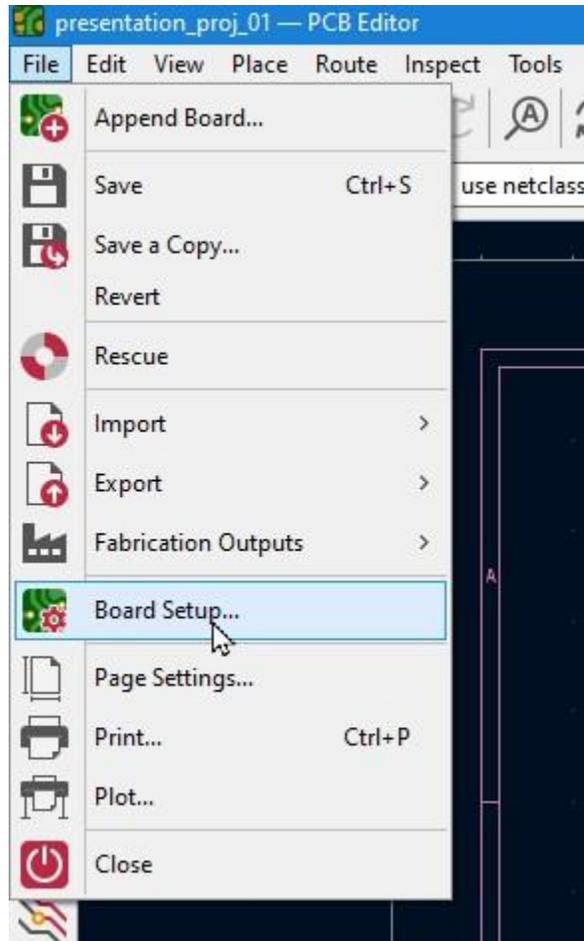
Setting Up New Net Classes

Schematic Graphical Properties



Setting Up New Net Classes

PCB Design Rules



The 'Board Setup' dialog box is shown, with the 'Netclasses' section expanded. A red arrow points to the 'Net Classes' option in the left-hand tree view. The 'Netclasses' section contains a table with the following data:

Name	Clearance	Track Width	Via Size	Via Hole	μVia Size	uVia Hole	DP Width	DP Gap
Default	0.2 mm	0.2 mm	0.6 mm	0.3 mm	0.3 mm	0.1 mm	0.2 mm	0.25 mm
Batt	1 mm	1.25 mm	0.6 mm	0.3 mm	0.3 mm	0.1 mm	0.2 mm	0.25 mm
Brd_pwr	0.5 mm	0.75 mm	0.6 mm	0.3 mm	0.3 mm	0.1 mm	0.2 mm	0.25 mm
Gnd	0.5 mm	0.85 mm	0.6 mm	0.3 mm	0.3 mm	0.1 mm	0.2 mm	0.25 mm
Mtr_pwr	1 mm	1 mm	0.8 mm	0.3 mm	0.3 mm	0.1 mm	0.2 mm	0.25 mm

Below the table, there are '+', '-' icons and a section for 'Netclass assignments' with a table header for 'Pattern' and 'Net Class'. At the bottom, there is an 'Import Settings from Another Board...' button and 'OK' and 'Cancel' buttons.

You can adjust a Netclass's:

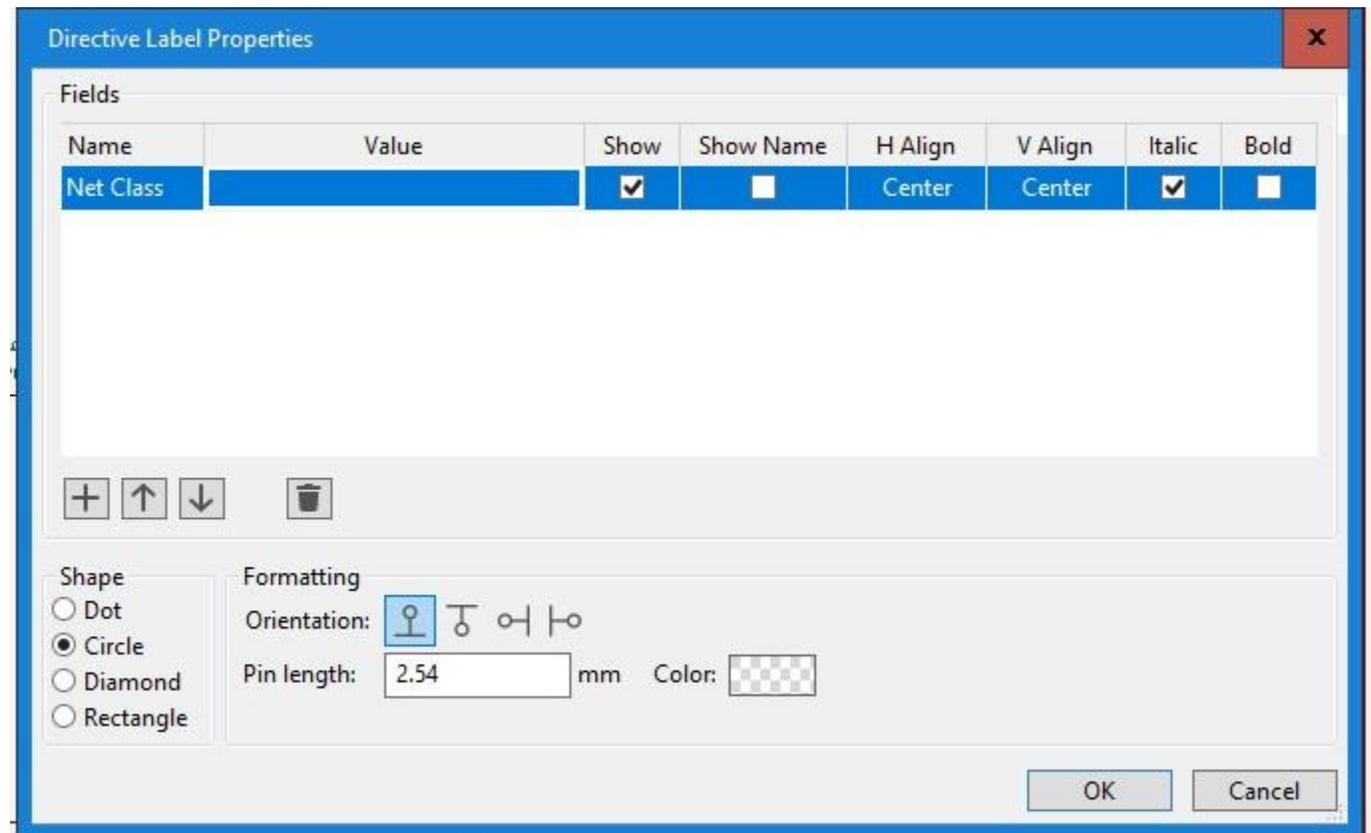
- 1. Clearance and Track Width**
- 2. Via Size and Hole Size**
- 3. Micro Via Size and Hole Size**
- 4. Differential Pair (DP) Width and Gap**

How to Put Nets into Net Classes...

After you setup your Net Classes, you can assign nets to them.

First Way – Add Net Class Directive Labels

Right-side Menu

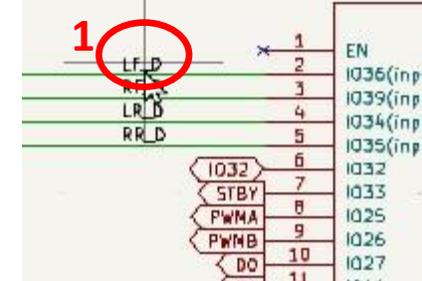


How to Put Nets into Net Classes...

Second Way – Click on Net and add Net Class Field

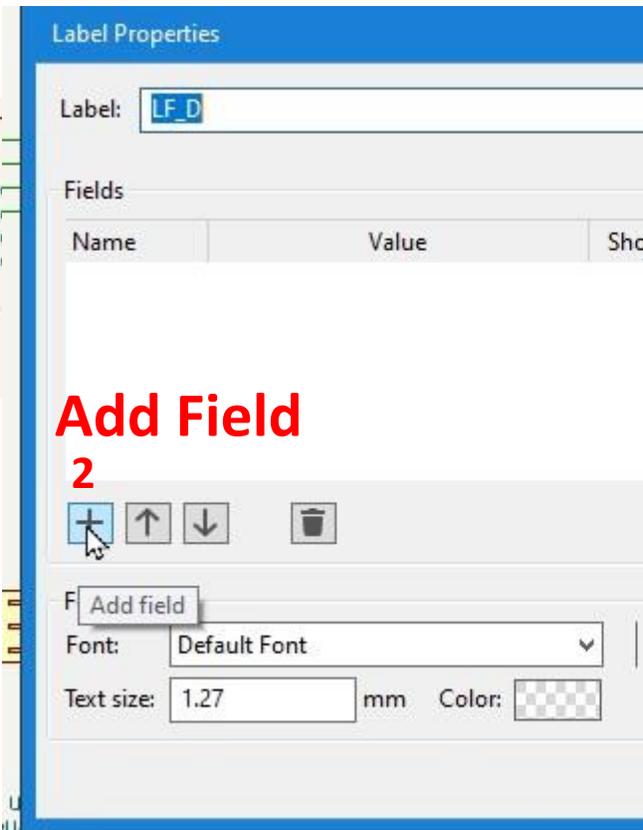
Select Net

1



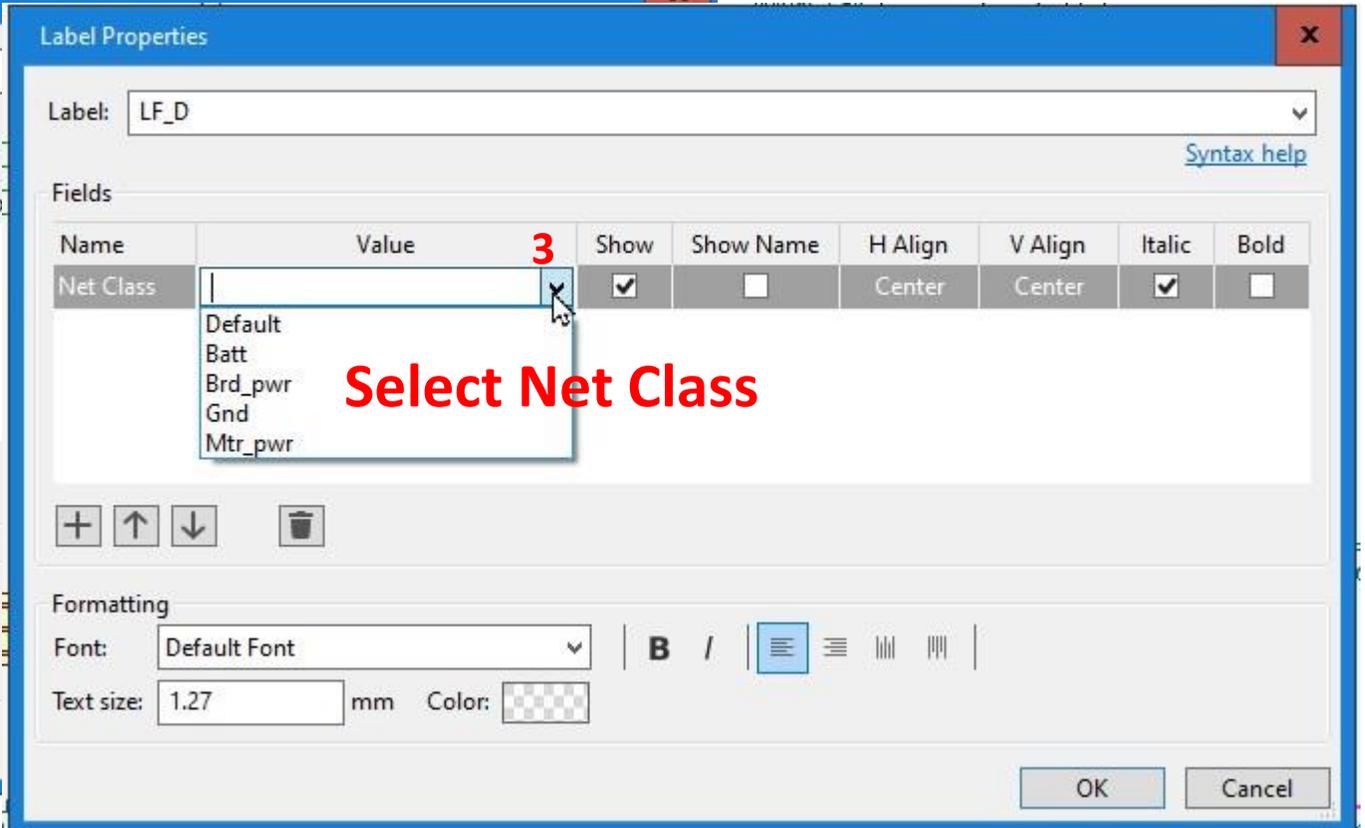
Add Field

2



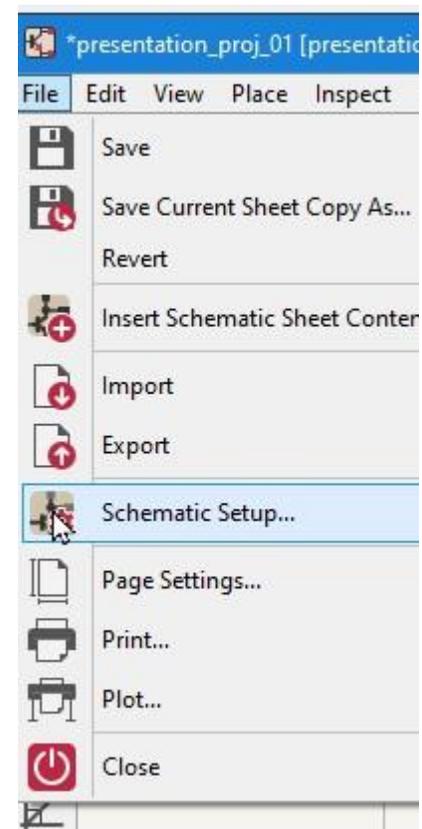
Select Net Class

3



How to Put Nets into Net Classes...

Third Way – Use the Schematic or PCB setup window



1 Net Classes

2 Enter pattern `/L*`

3 Nets matching `'/L*'`:
`/LF_D`
`/LR_D` **Select**

4 Use dropdown to select Net Class

Must be a wildcarded pattern.

- Individual traces need pattern like `/x*`
- Nets don't need the `/`

Netclasses:				
Name	Wire Thickness	Bus Thickness	Color	Line Style
Default	0.1524 mm	0.3048 mm		Solid
Batt	0.9906 mm	0.3048 mm	Blue	Solid
Brd_pwr	0.508 mm	0.3048 mm	Magenta	Solid
Gnd	0.3048 mm	0.3048 mm	Black	Solid
Mtr_pwr	0.6096 mm	0.3048 mm	Purple	Solid

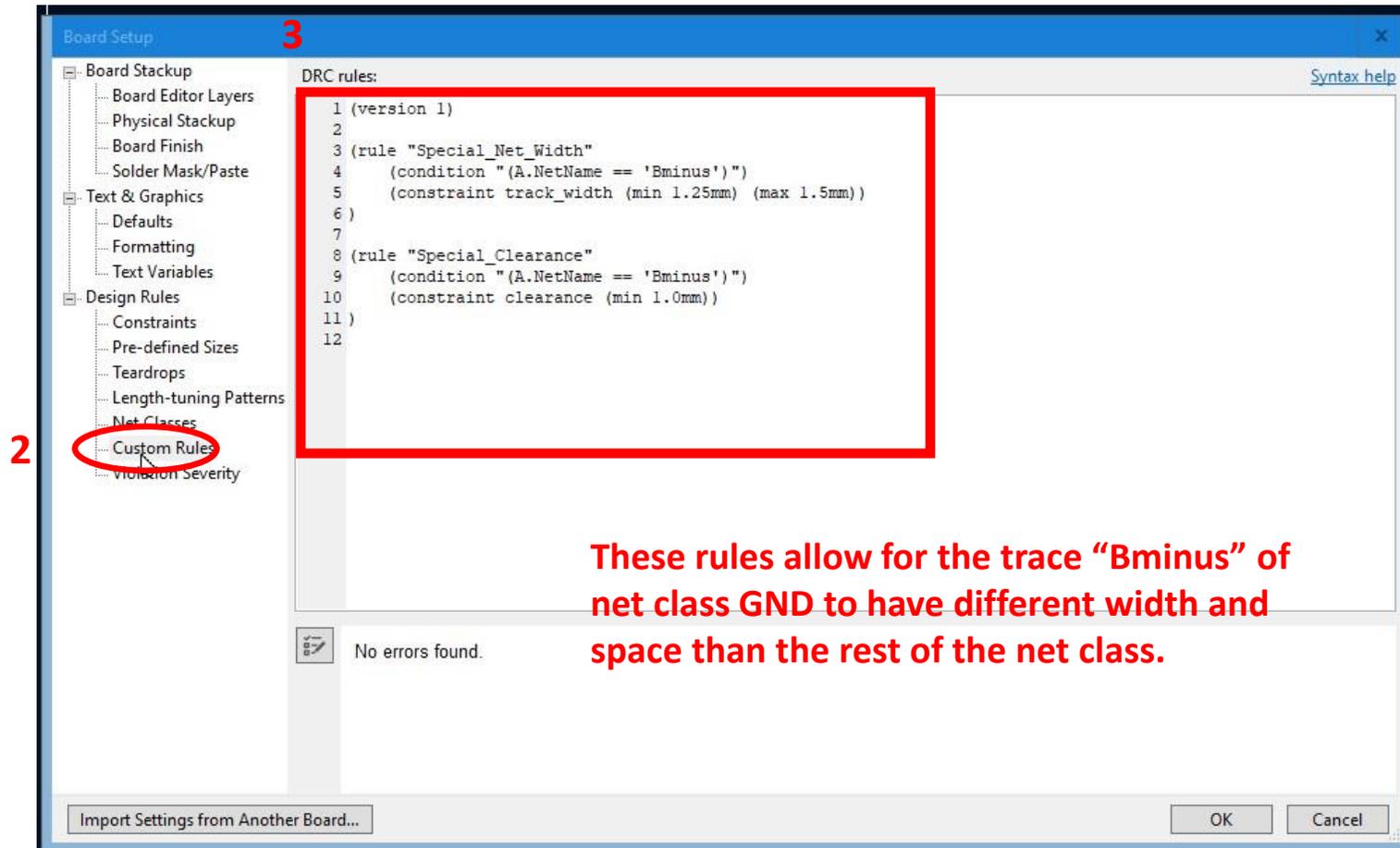
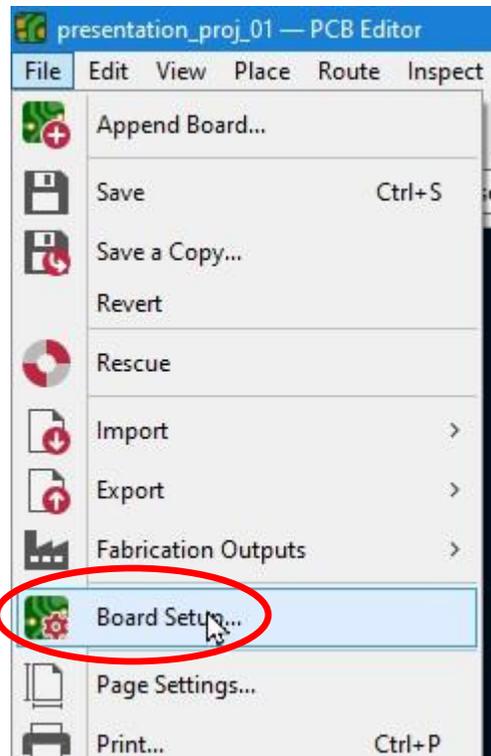
Netclass assignments:	
Pattern	Net Class
<code>/L*</code>	Default

Set color to transparent to use KiCad default color.

Reset to Defaults Import Settings from Another Project... OK Cancel

How to Put Nets into Net Classes...

Fourth Way – For Special Cases, Use Custom Rules in the PCB setup window



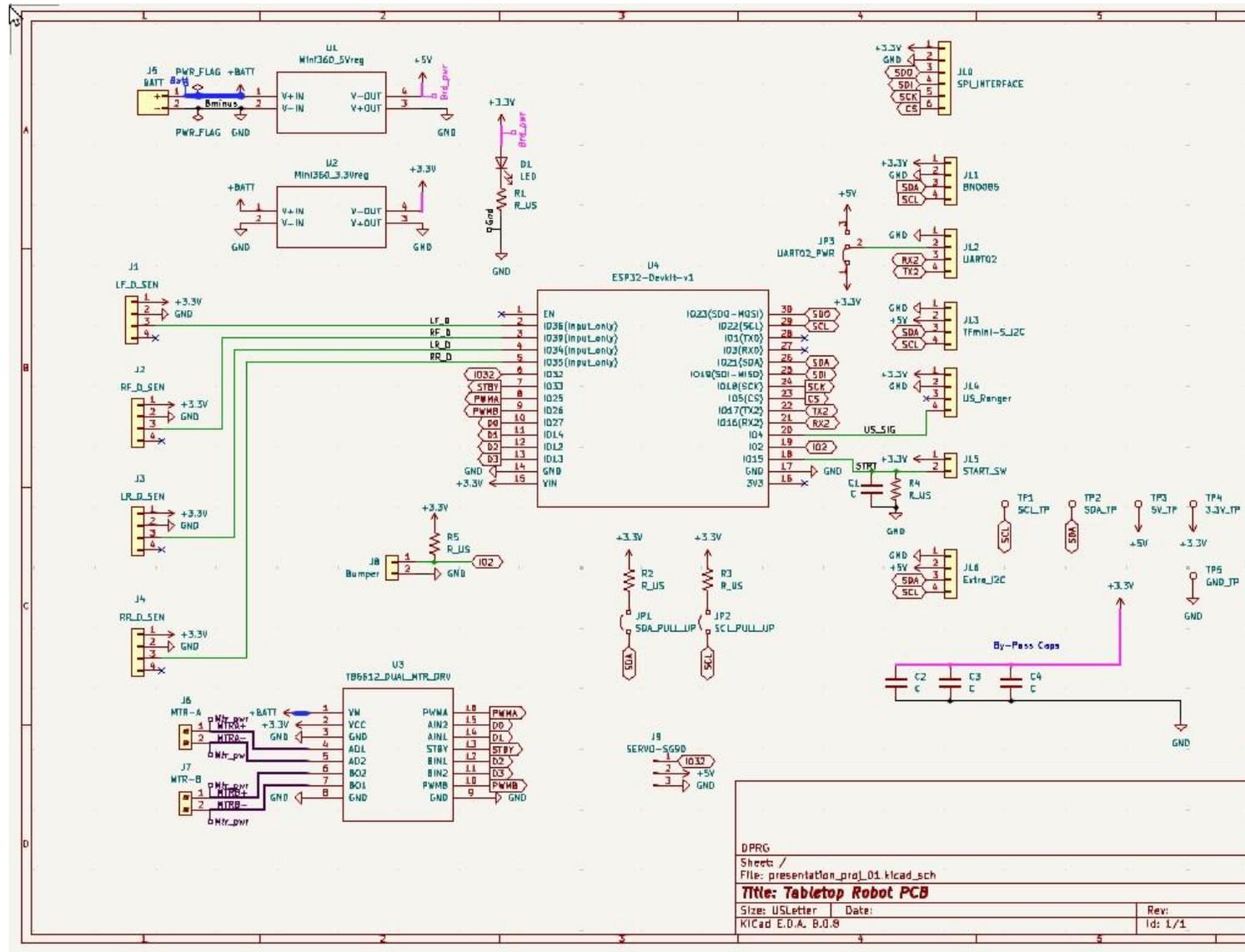
These rules allow for the trace "Bminus" of net class GND to have different width and space than the rest of the net class.

Before Starting...

It is a good idea to gather all the parts you are going to use.

It makes it easier later when we start to select footprints.

Final Schematic Sheet



DPRG		Rev:	
Sheet: /		Id: 1/1	
File: presentation_proj_01.kicad_sch			
Title: Tabletop Robot PCB			
Size: USLetter	Date:		
KiCad E.D.A. B.0.8			

Footprints

Before you can layout a PCB, you need to have footprints for every part.

Footprint Assignment Tool

The screenshot shows the 'Assign Footprints' dialog box in KiCad. The interface is divided into several sections: 'Footprint Libraries' on the left, 'Symbol: Footprint Assignments' in the center, and 'Filtered Footprints' on the right. A red circle with the number '1' highlights the 'Assign Footprints...' button in the top toolbar. A red arrow with the number '2' points to a 'Confirmation' dialog box that asks if the user wants to convert legacy footprint entries to the new LIB_ID format. A red arrow with the number '3' points to a larger error dialog box that lists four errors: 'Component 'U1' footprint 'MODULE' not found in any library.', 'Component 'U2' footprint 'MODULE' not found in any library.', 'Component 'U3' footprint 'MODULE' not found in any library.', and 'Component 'U4' footprint 'MODULE' not found in any library.' The error dialog also includes a message: 'You will need to reassign them manually if you want them to be updated correctly the next time you import the netlist in Pcbnew.'

1 Footprint Assignment tool

2 Asking if you want to update footprint formats (KiCad is always evolving)

3 Essentially says that KiCad can't find footprints.

When opening the Footprint Assignment Tool You might see some error boxes. Just click "yes" and OK.

Assigning a Footprint

Parts in Schematic

Helpful Filters

Filter Results

Available Footprints

- 1. Select part
- 2. Select footprint
- 3. Click OK

Footprint Libraries

Symbol	Footprint Assignments
1	C1 - C :
2	C2 - C :
3	C3 - C :
4	C4 - C :
5	C5 - C :
6	C6 - C :
7	D1 - LED : LED_THT:LED_D3.0mm
8	J1 - LF_D_SEN :
9	J2 - RF_D_SEN :
10	J3 - LR_D_SEN :
11	J4 - RR_D_SEN :
12	J5 - BATT :
13	J6 - MTR-A :
14	J7 - MTR-B :
15	J8 - BUMPER :
16	J9 - SERVO-SG90 :
17	J10 - SPI_INTERFACE :
18	J11 - BNO085 :
19	J12 - UART02 :
20	J13 - TFmini-S_I2C :
21	J14 - US_Ranger :
22	J15 - START_SW :
23	J16 - Extra_I2C :
24	JP1 - SDA_PULL_UP :
25	JP2 - SCL_PULL_UP :
26	JP3 - UART02_PWR :
27	R1 - R_US :

Filtered Footprints

1 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_01.27mm_Z1.
2 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_01.27mm_Z4.
3 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_01.27mm_Z8.
4 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_03.81mm_Z1.
5 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_03.81mm_Z4.
6 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_03.81mm_Z8.
7 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_06.35mm_Z1.
8 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_06.35mm_Z4.
9 LED_THT:LED_D1.8mm_W1.8mm_H2.4mm_Horizontal_06.35mm_Z8.
10 LED_THT:LED_D1.8mm_W3.3mm_H2.4mm
11 LED_THT:LED_D2.0mm_W4.0mm_H2.8mm_FlatTop
12 LED_THT:LED_D2.0mm_W4.8mm_H2.5mm_FlatTop
13 LED_THT:LED_D3.0mm
14 LED_THT:LED_D3.0mm_Clear
15 LED_THT:LED_D3.0mm_FlatTop
16 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z2.0mm
17 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z2.0mm_Clear
18 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z2.0mm_IRBlack
19 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z2.0mm_IRGrey
20 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z6.0mm
21 LED_THT:LED_D3.0mm_Horizontal_01.27mm_Z10.0mm
22 LED_THT:LED_D3.0mm_Horizontal_03.81mm_Z2.0mm
23 LED_THT:LED_D3.0mm_Horizontal_03.81mm_Z6.0mm
24 LED_THT:LED_D3.0mm_Horizontal_03.81mm_Z10.0mm
25 LED_THT:LED_D3.0mm_Horizontal_06.35mm_Z2.0mm
26 LED_THT:LED_D3.0mm_Horizontal_06.35mm_Z6.0mm
27 LED_THT:LED_D3.0mm_Horizontal_06.35mm_Z10.0mm

Filtered by Pin Count (2), Library (LED_THT): 72 matching footprints
Description: LED, diameter 3.0mm, 2 pins, generated by kicad-footprint-generator; Keywords: LED
Library location: C:\Program Files\KiCad\8.0\share\kicad\footprints\LED_THT.pretty

Apply, Save Schematic & Continue OK Cancel

Filters used

Missing Footprints...

**We are lucky because our board has mostly standard parts
Like connectors, resistors, LEDs, and capacitors.**

**The modules we are using will require finding or building a
footprint in the Footprint Editor. Luckily, we found everything.**

**Since our modules are 2.54mm spaced pins, and we can build
our footprints using connectors.**

Footprint Assignment Exercise

Assign a footprint for C1 through C6 (all the same) and R1 through R4 (all the same).

Capacitor details: THT, 2 lead, pitch is 5mm, diameter is 4.7, and the width is 2.5mm.

Resistor details: THT, 2 lead, pitch between leads is 10.1mm, the body diameter is 2.5mm, and the body length is 6.3mm.

Exercise Answers

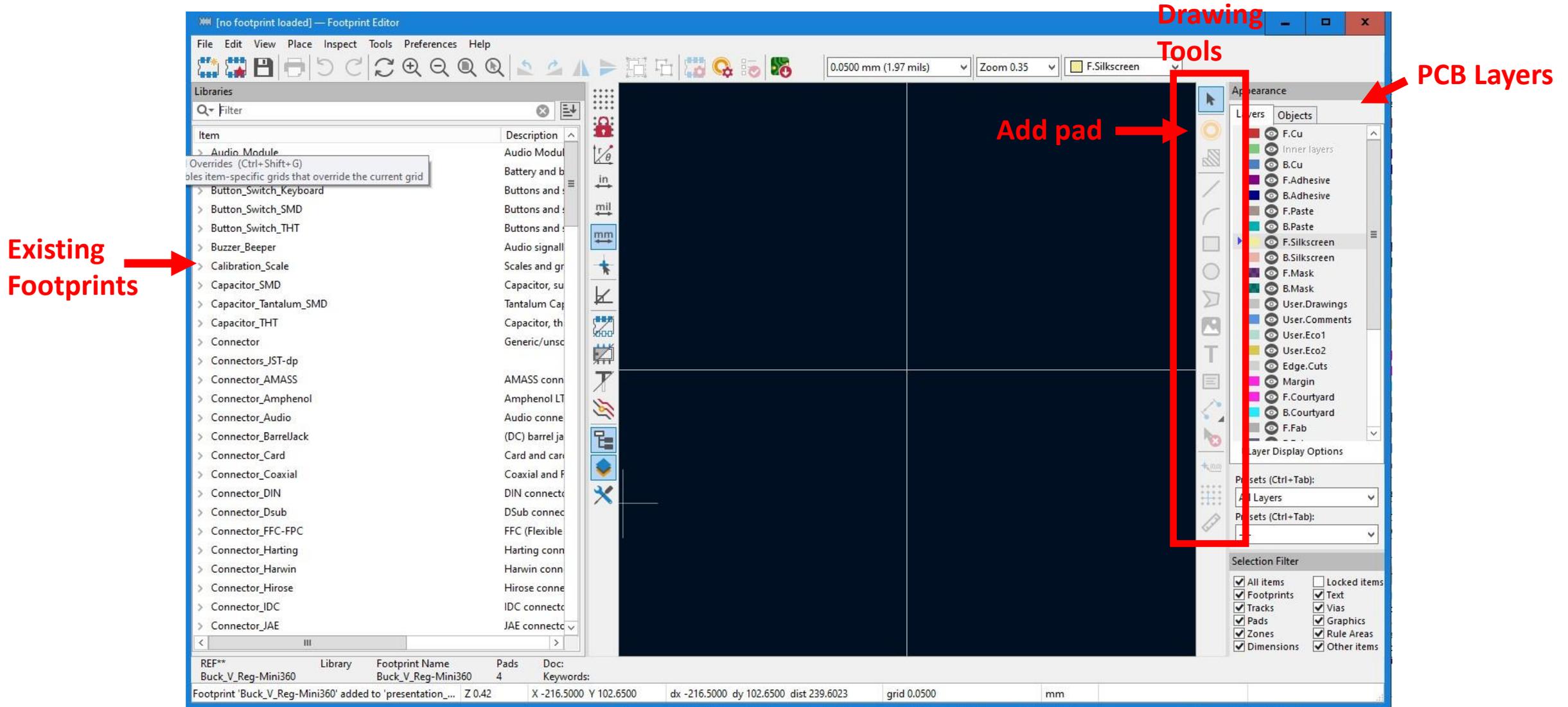
C1 through C6:

Capacitor_THT:C_Disc_D4.7mm_W2.5mm_P5.00mm

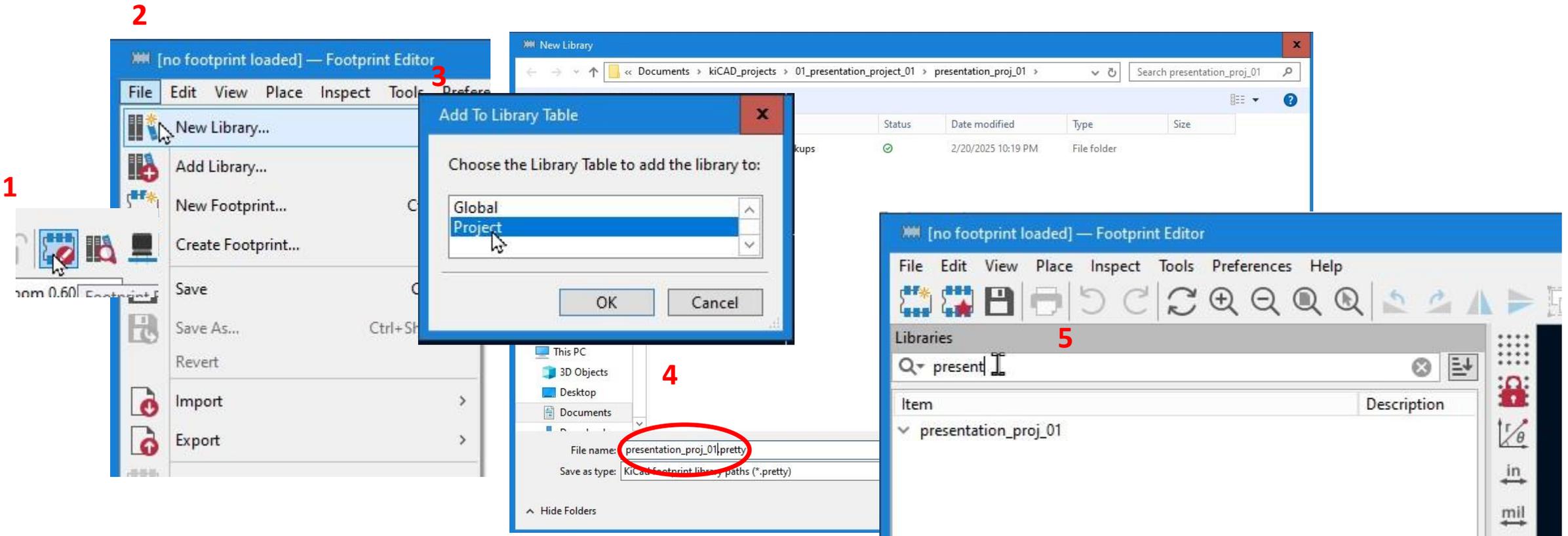
R1 through R4.

**Resistor_THT:R_Axial_DIN0207_L6.3mm_D2.5mm_P10.16mm_
Horizontal**

Footprint Editor

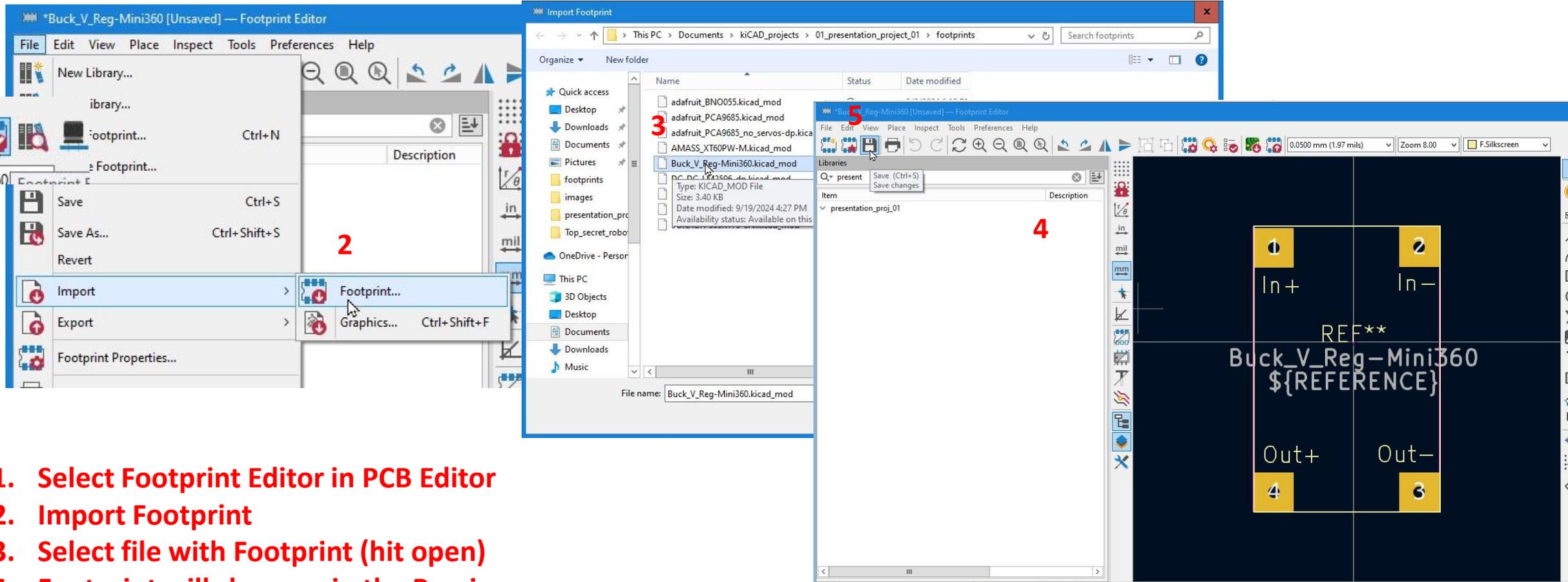


Creating a Project Footprint Library



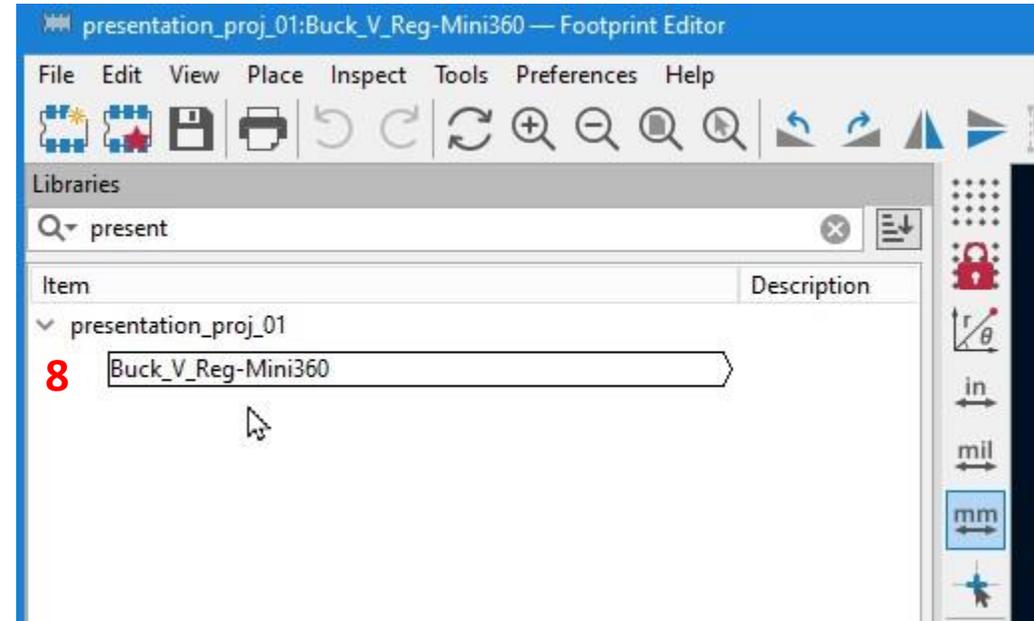
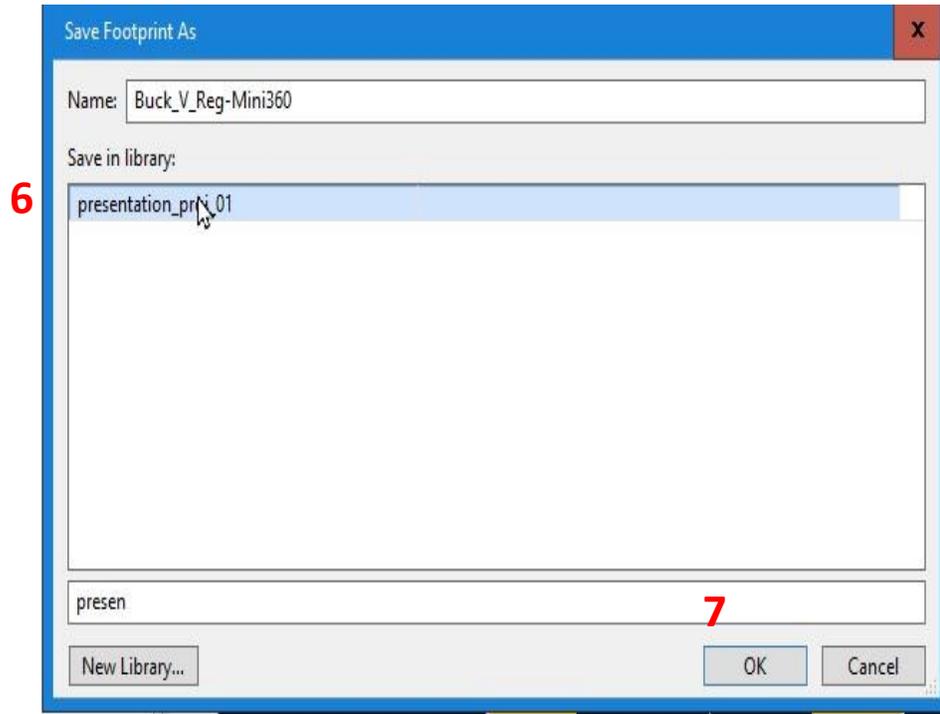
1. Select Footprint Editor in PCB Editor
2. Make a new library
3. Make the library a project library
4. Name and Save the library in your project
5. Search for the library to make sure it is created. It will be empty.

Adding a Footprint to Your Library



1. Select Footprint Editor in PCB Editor
2. Import Footprint
3. Select file with Footprint (hit open)
4. Footprint will show up in the Preview pane
5. Save

Adding a Footprint to Your Library



6. Search for and select library

7. Click Ok

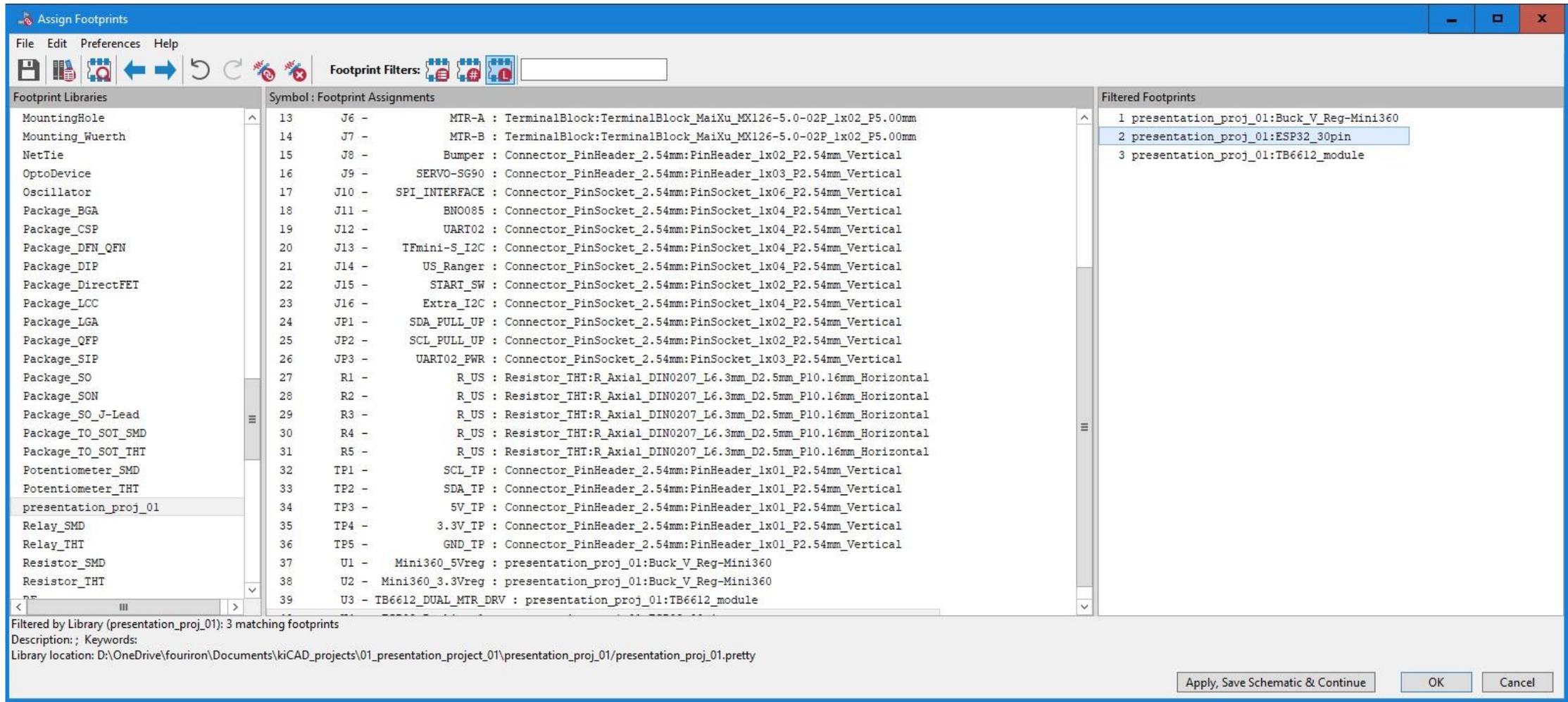
8. Check that Footprint shows up in library

ESP32_devkit_v1 sym and fprint: <https://forum.kicad.info/t/esp32-dev-ch340-c-symbol-and-footprint/56483/13>

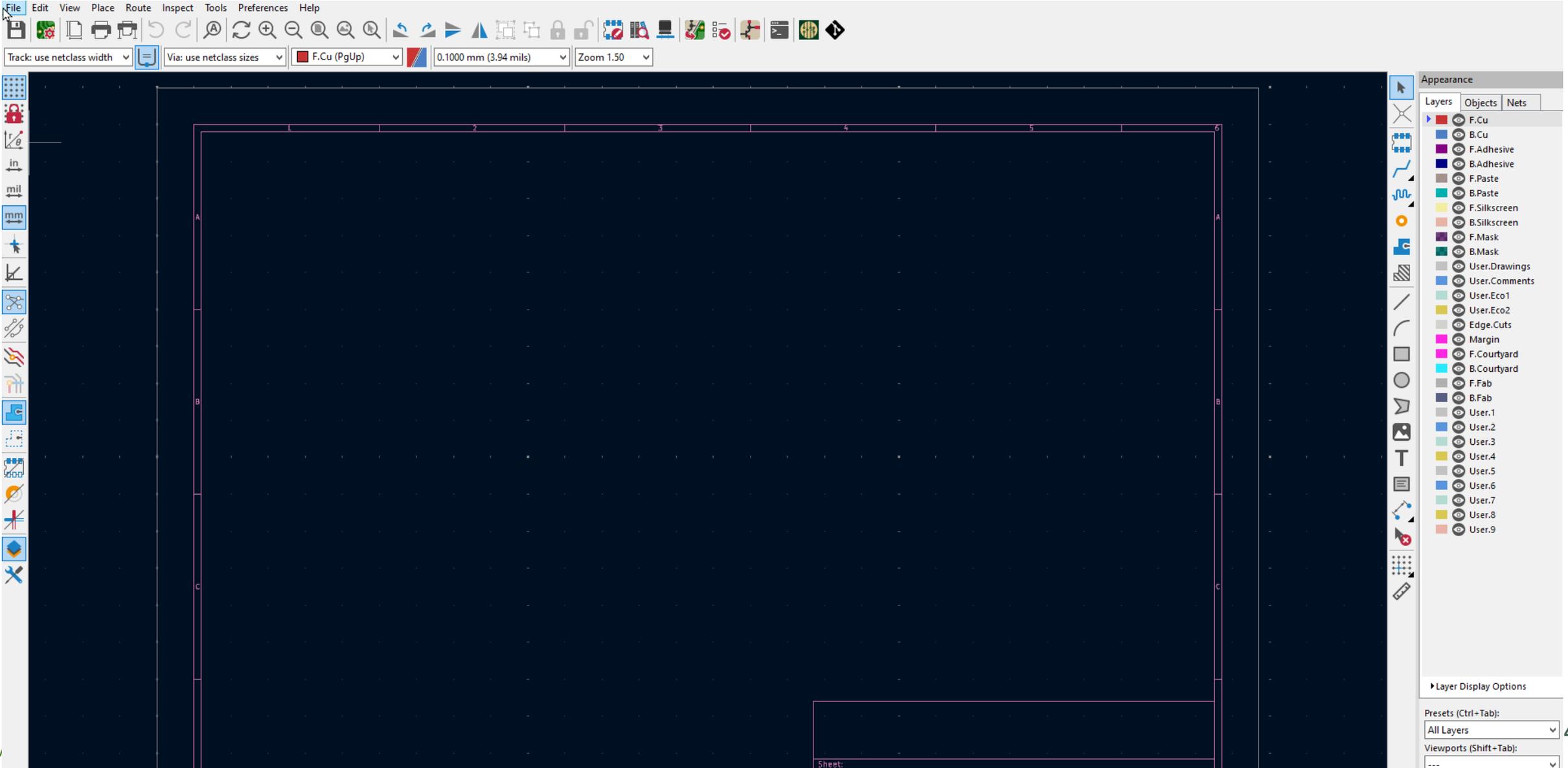
TB6612 module fprint : <https://www.snapeda.com/parts/ROB-14450/SparkFun/view-part/?welcome=home>

The ESP32 module had pin labeling issues.

All the Footprints Added

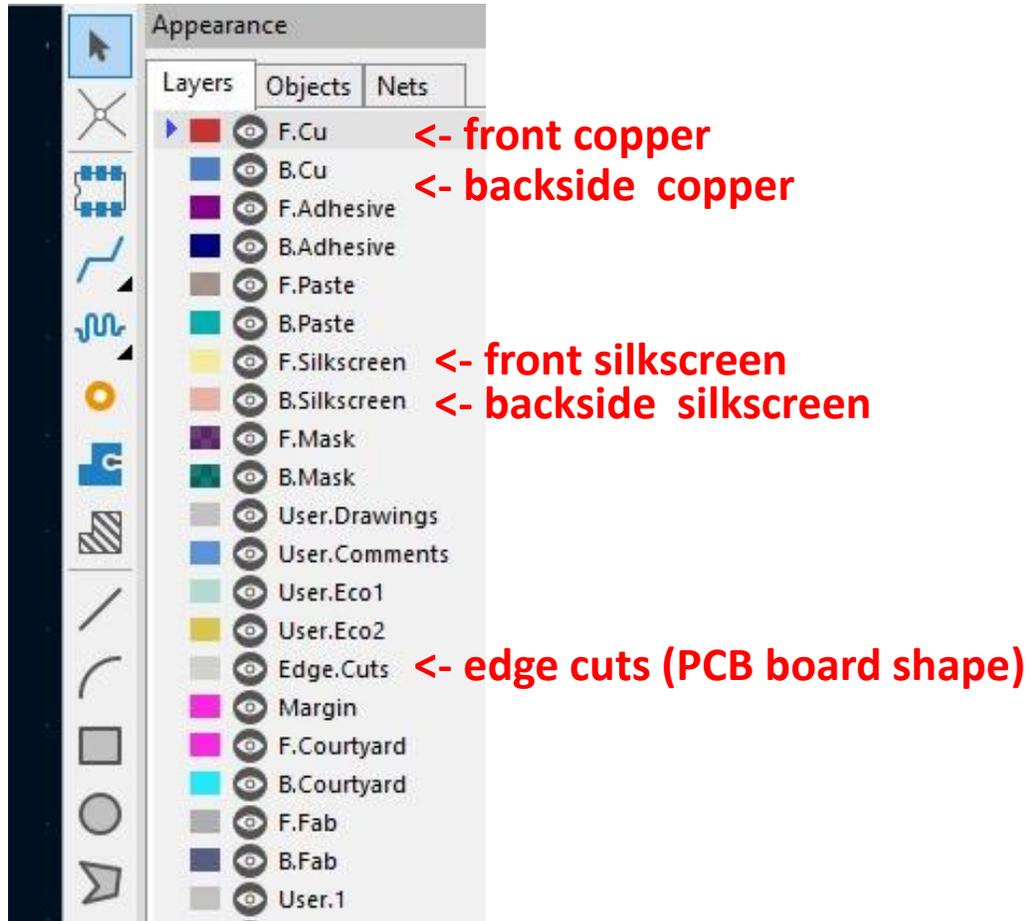


Finally, the PCB Editor



PCB Editor Tools

- The right menu has what you need to make a PCB.



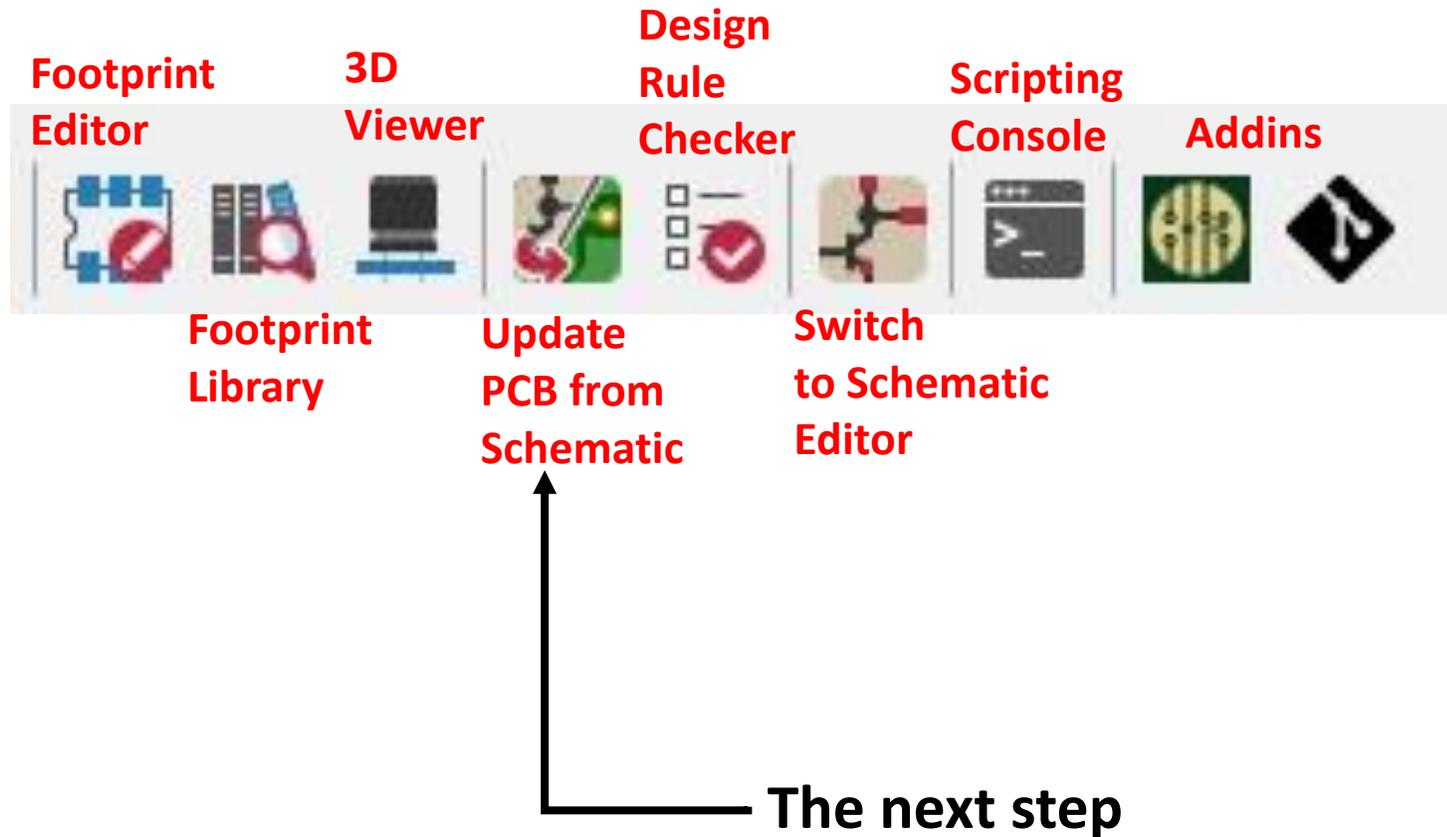
- <- select item - IMPORTANT
- <- local Ratsnest
- <- add footprint - IMPORTANT
- <- route tracks - IMPORTANT
- <- tune length of single track
- <- add vias - IMPORTANT
- <- add filled zone - IMPORTANT
- <- add Rule area



- <- add text
- <- add textbox
- <- add dimensions
- <- deletion tool
- <- set grid origin or drill/place origin
- <- interactively measure

PCB Editor

- The top menu has tools that you will also need.



Reflection on What We Have Done

- Completed the schematic, by making the design, adding/making the symbols, and completed the wiring.
- Assigned net classes to and passed ERC.
- Assigned footprints to all the schematic's parts.

REMAINING:

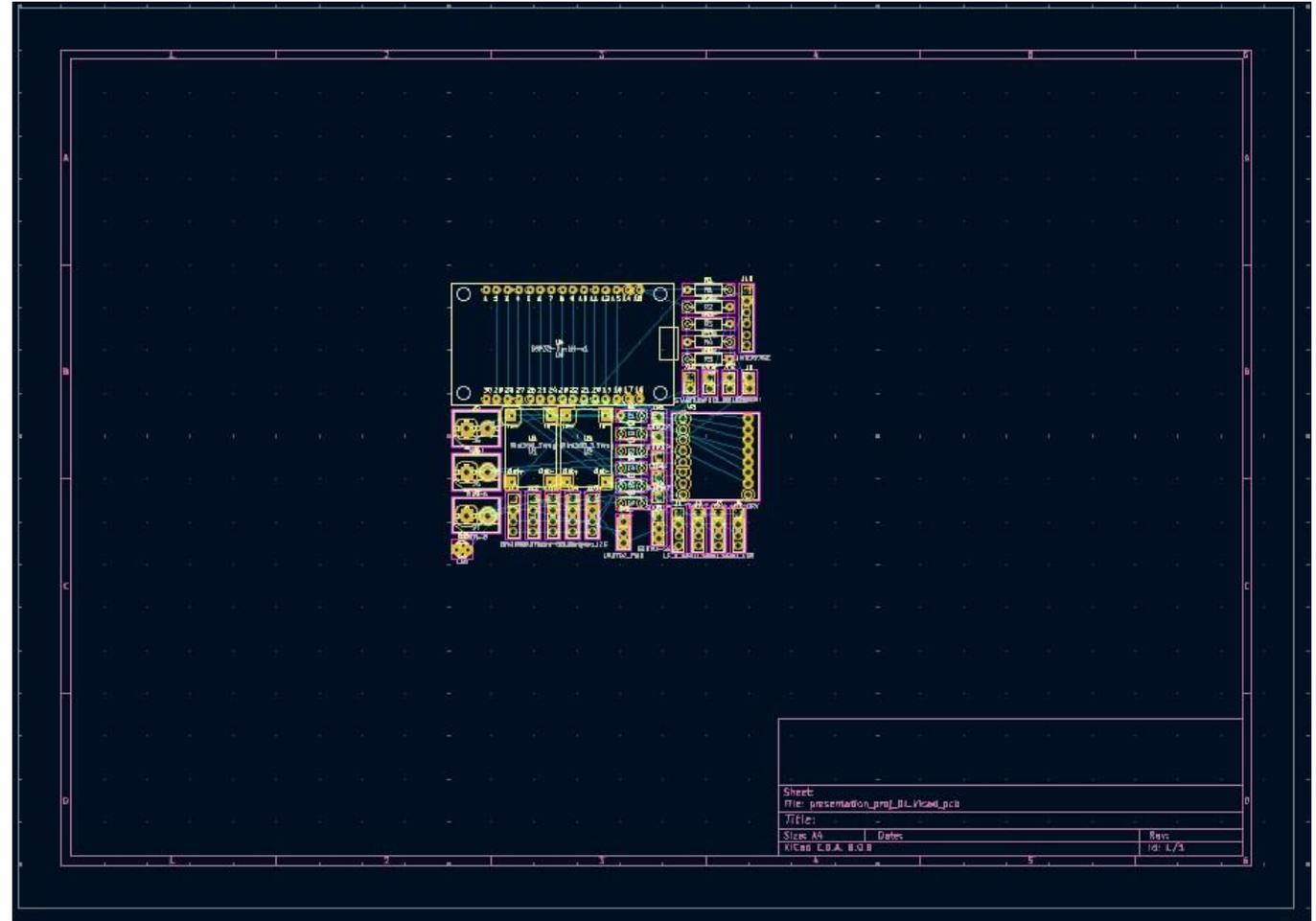
- Placing the footprints and the ratsnest on the PCB and arranging the footprints in a logical order.
- Route the wiring. We will use an auto-router.
- Print a copy of the final PCB and hand place the parts on it to make sure that everything looks good.
- Send the finished PCB design to a PCB manufacturer.

Updating the PCB from the Schematic

This places all the part on the PC Editor and connects them with the “ratsnest” which represents the wiring.

Next step is to rearrange the footprints:

- There should be a drop sensor in each corner.
- The antenna of the ESP32 needs to hang over the edge of the board.
- The distance sensors should be near the front of the board.
- The motor driver should be on the edge to connect to the terminal blocks. Same with the battery terminal block and voltage regulators.



First Shot



Auto Routing

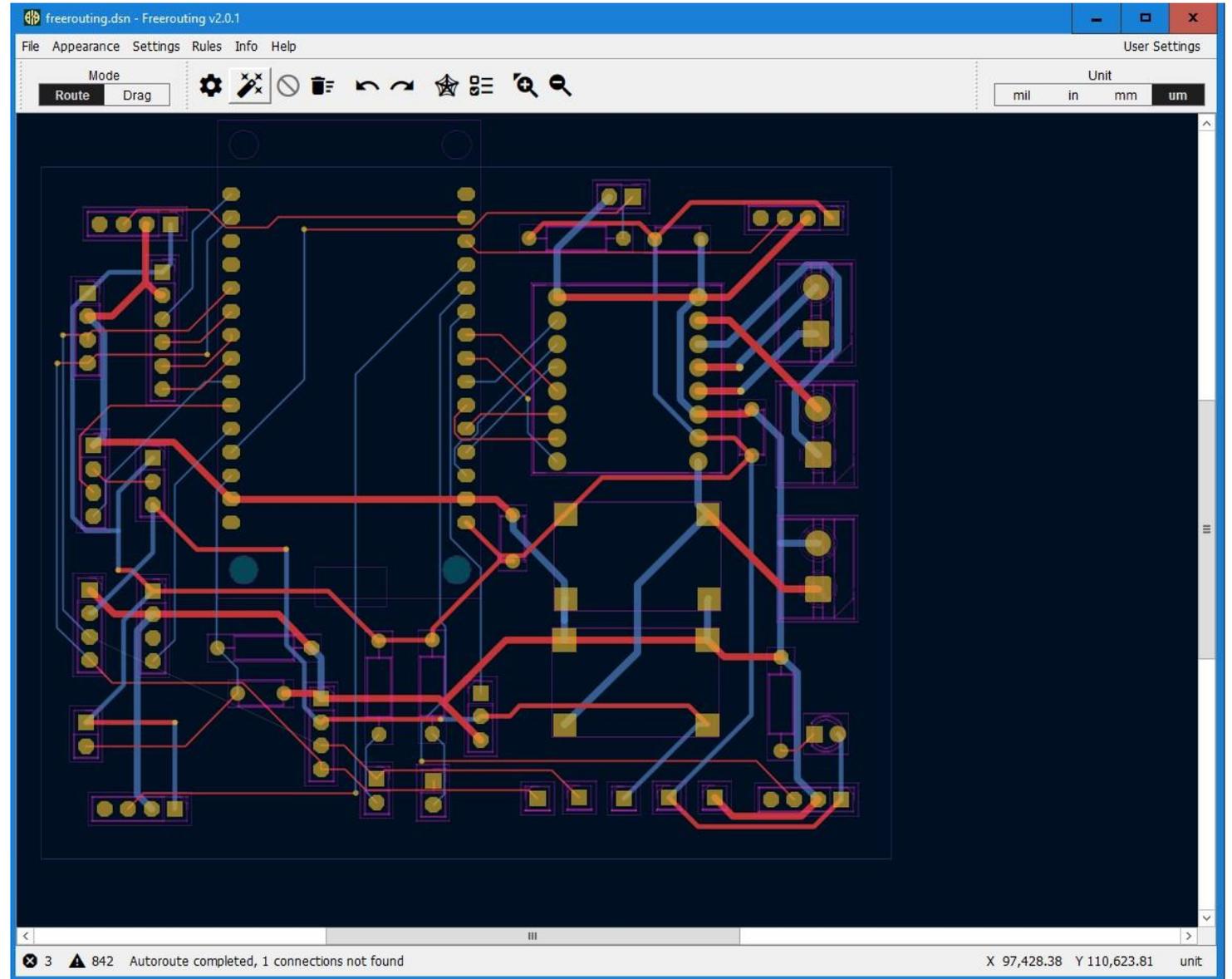
Freerouting →



Freerouting is a very nice and fast auto-router.

I prefer to unclick the “restrict pin exit directions”
In the Routing Settings.

You need to add a board
Border before running
Freerouting.



Board boundaries

- KiCad is not very good in detailed graphics, and when board outlines become really complex, they should be drawn in an external program and imported into KiCad.
- **I prefer to use Inkscape to draw my board boundaries. Some resources:**

KiCad - Complex Edge Cuts in KiCAD 5.x with Inkscape

<https://www.youtube.com/watch?v=wzvZ9Ssn0eo>

note: New versions KiCad can import .svg (i.e., native Inkscape) files and don't use .dxf files.

KiCad 6 - Importing Complex Board Outlines as Vector Graphics

<https://community.element14.com/members-area/b/blog/posts/kicad-6---importing-complex-board-outlines-as-vector-graphics>

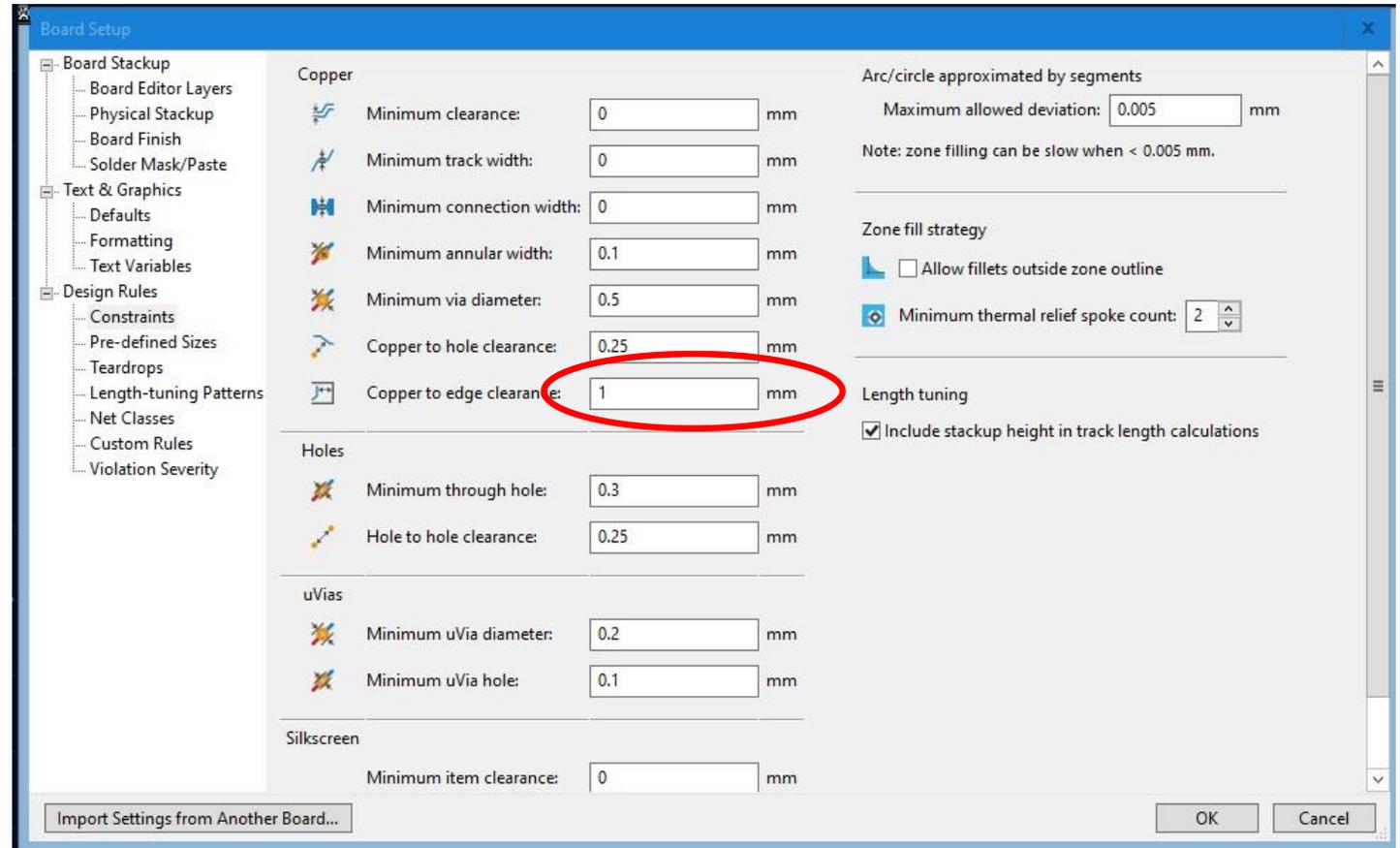
KiCAD - Creating a PCB to exact dimensions

<https://www.youtube.com/watch?v=wzvZ9Ssn0eo&t=8s>

Fill Zones

Using File>Board Setup in the PCB Editor, select “Copper to edge clearance” under Design Rules >Constraints.

Change value to 1.0mm.

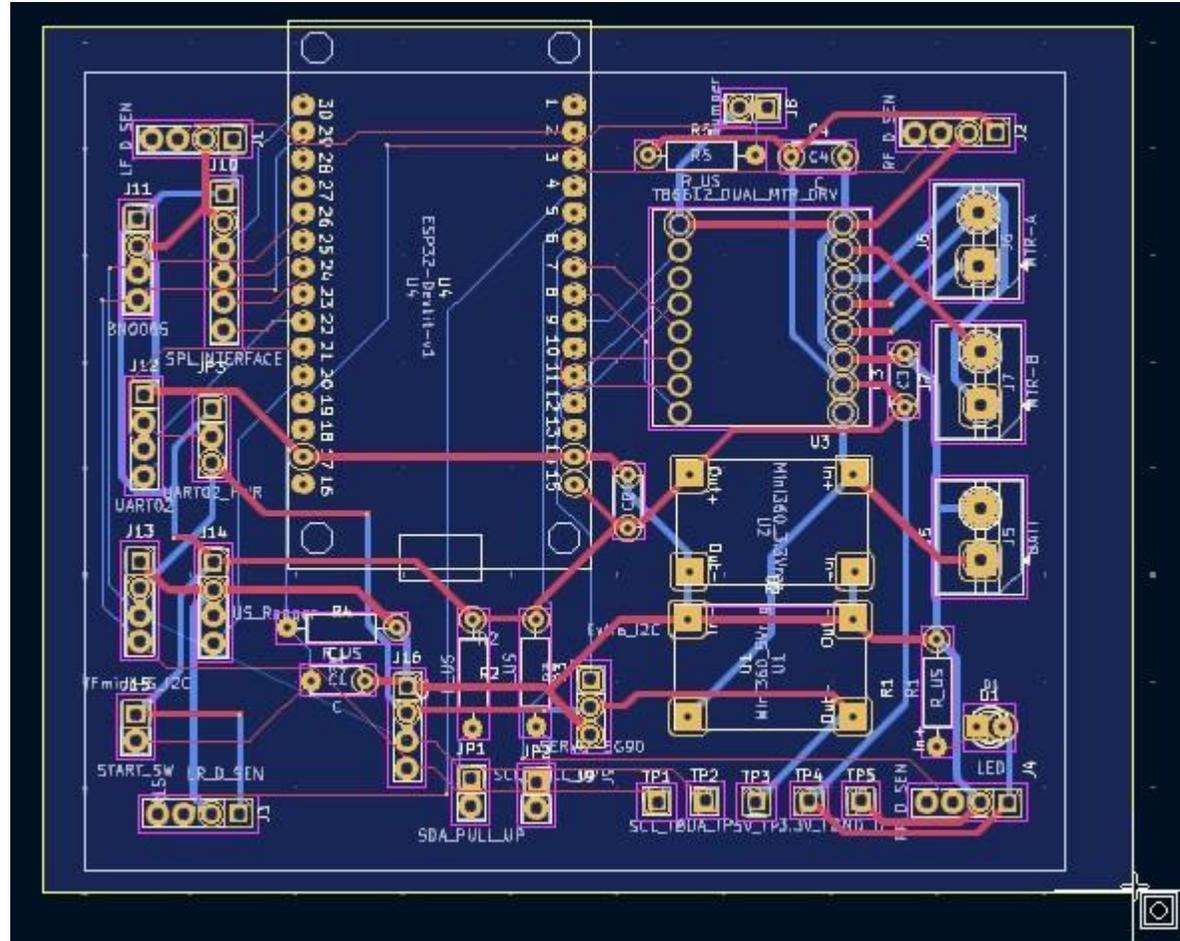


Fill Zones

Fill Zone
Tool

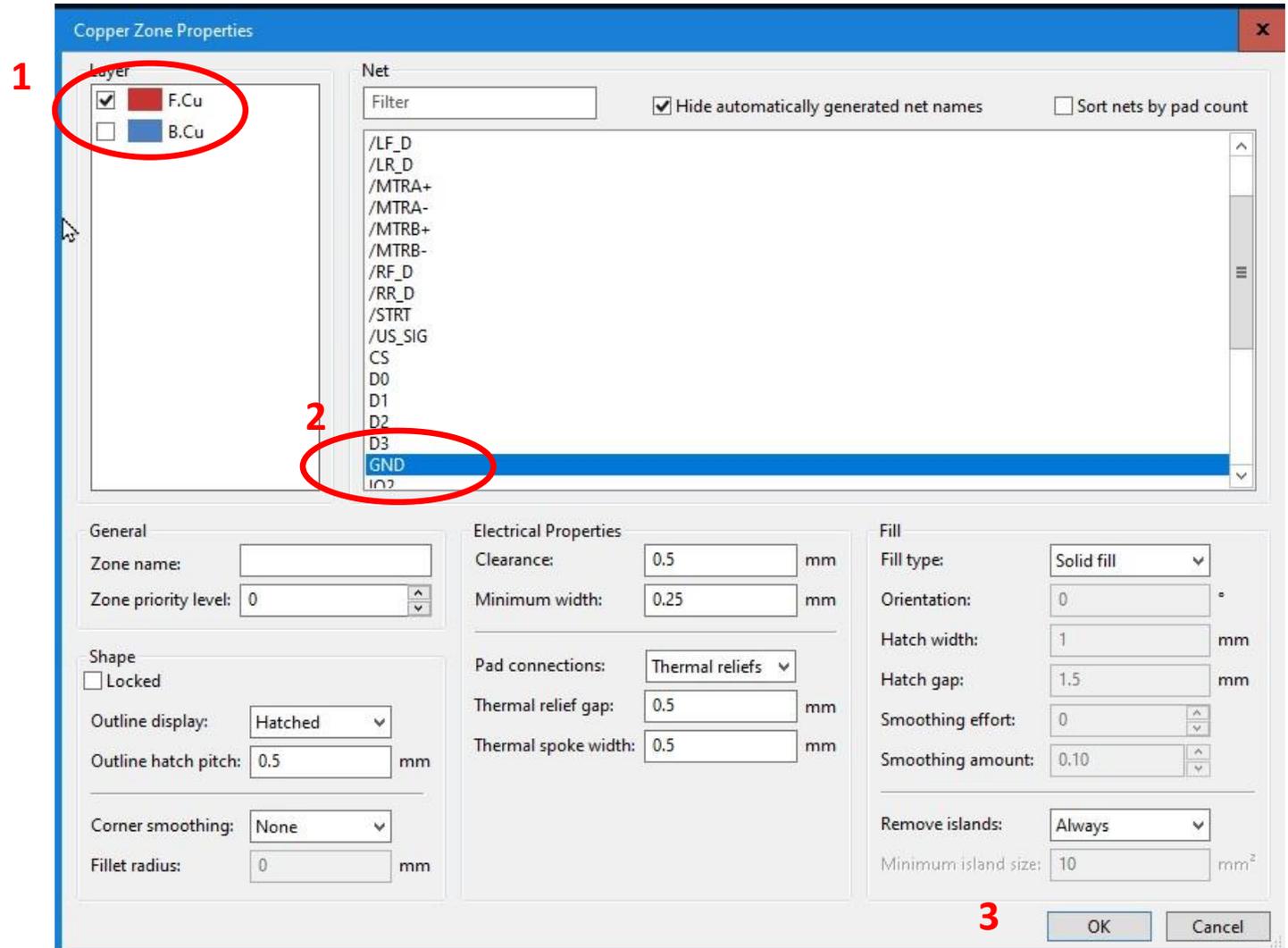


Draw zone around the
entire board.



Fill Zones

1. Select a Cu Layer.
2. Select a net to fill the zone.
3. Click OK.

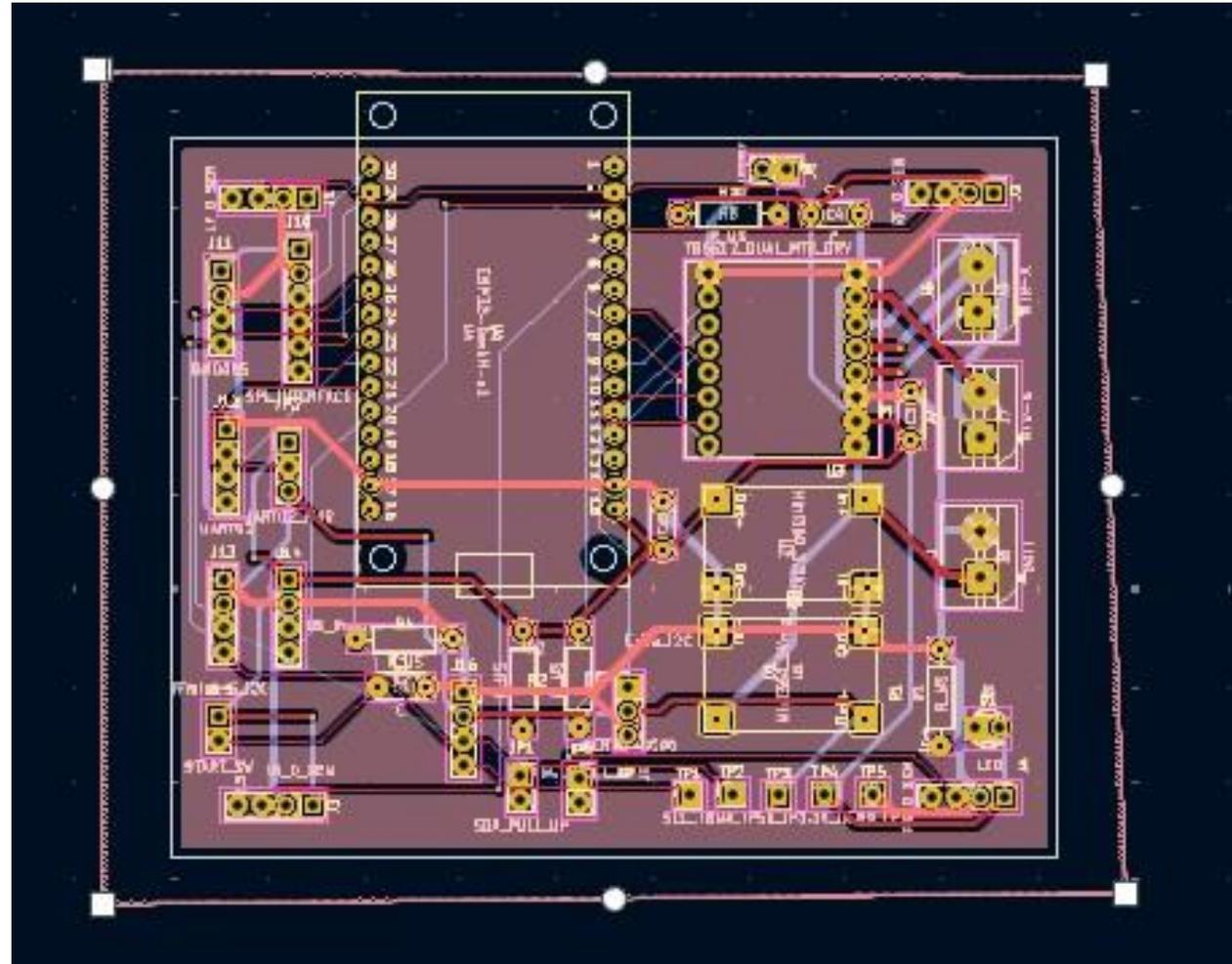


Fill Zones

Press “b” to refill zones.

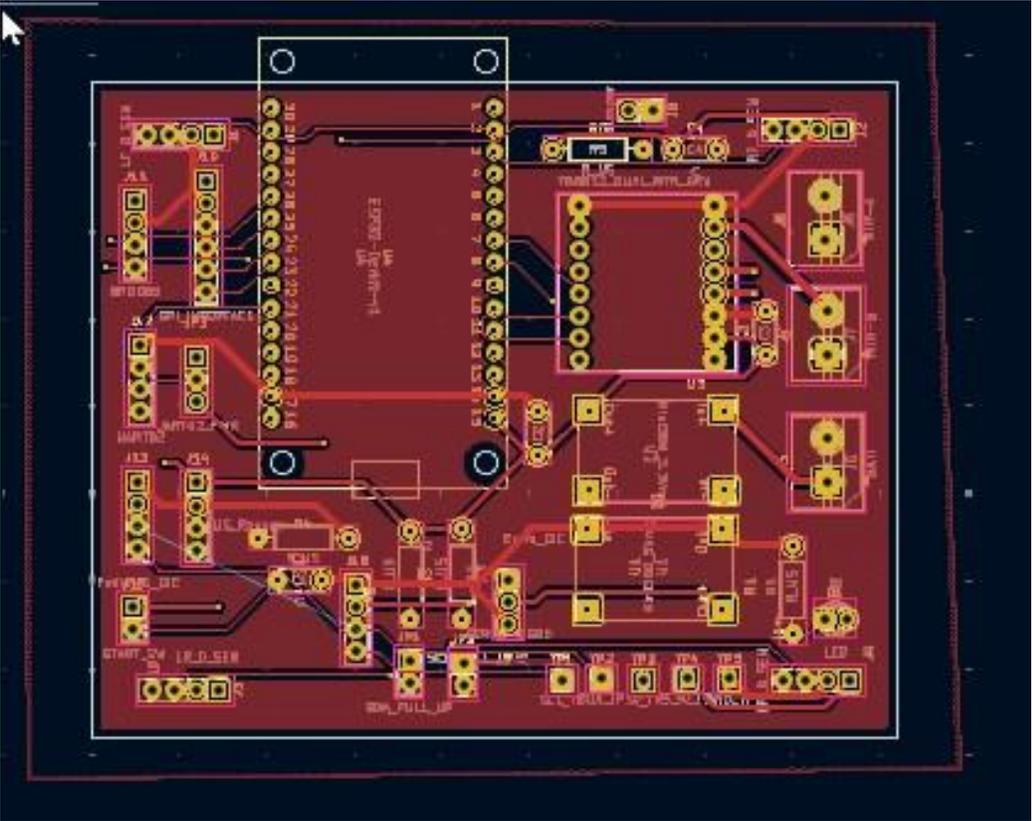
Repeat for backside Cu.
Use net 3.3V.

Use ctrl b to unfill.

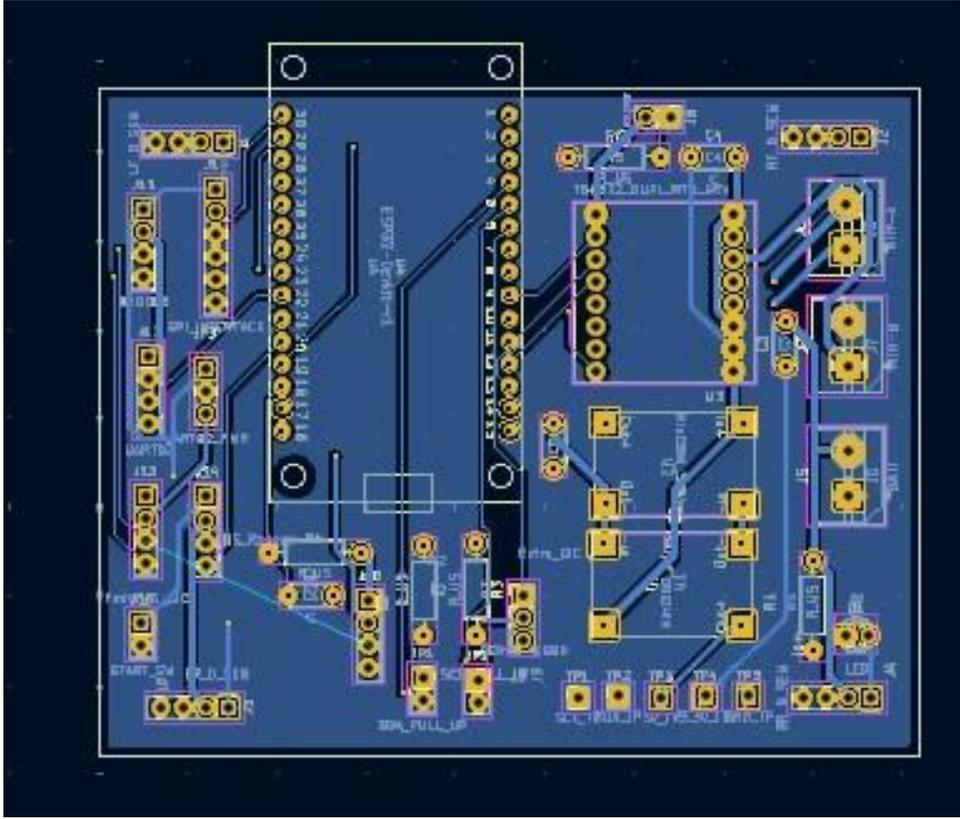


Fill Zones – Completed

Front Cu Layer



Backside Cu Layer



Run ERC – before making Gerber files

ERC will tell what errors you have in your PCB placements.

Generally, the errors are can be easily fixed.

Look at the warnings, but usually they can be ignored.

Producing the Gerber Files

For JLCPCB use the instructions from this link:

<https://jlcpcb.com/help/article/how-to-generate-gerber-and-drill-files-in-kicad-8>

After making the Gerber, drill, and drill map files, it is a good idea to use a 3rd party Gerber viewer. JLCPCB recommends their own JLCPCB Gerber Viewer or open-source Gerbv.

JLCPCB Gerber Viewer: <https://jlcpcb.com/RGE>

Gerbv download: <https://gerbv.github.io/>

The End

All Robots Start with An Idea – A Tabletop Robot

Parts:

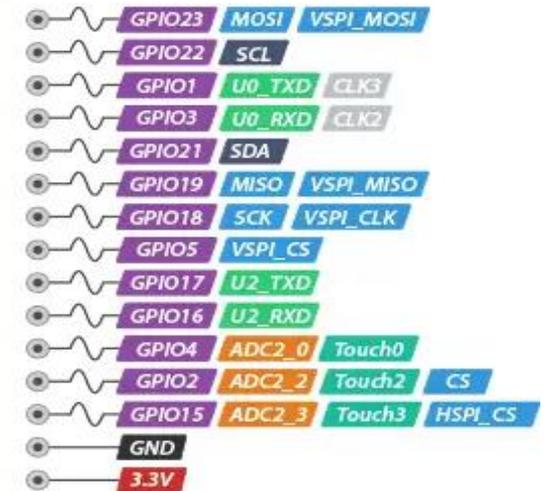
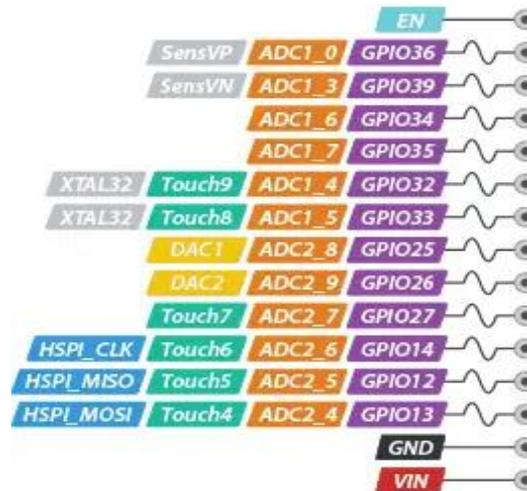
- 2 yellow TTMotor motors from DFRobot with quadrature encoders
- ESP32-WROOM-32 devkit v1 (30 pin version) module ✓
- 4 IR drop sensors – HiLetgo TCRT5000 IR sensors (GPIO)
- Dual H bridge for motors – ZK-5AD module (GPIO) or TB6612FNG (GPIO) ✓
- 9 DOF IMU – BNO085 (I2C/UART)
- 7.2V to 5V regulator - 5V version of Mini360 buck converter (Pwr) ✓
- 7.2V to 3.3V regulator – 3.3V version of Mini360 buck converter (Pwr) ✓
- Distance sensor – either a HSR04 ultrasonic (GPIO) or a TFMini-S ToF LiDAR (UART/I2C)
- Power and Start switches, “on” LED with current limiting resistor
- Bumper (optional – should have provisions for)

✓ = on PCB - other parts will have headers on PCB.

Parts - ESP32 DevKit v1



2-2.54mm-15p headers



ESP32 Dev. Board Pinout



There is an additional UART – you have to assign the pins.

Parts - other

DFRobot
TTMotor
w/
Encoder



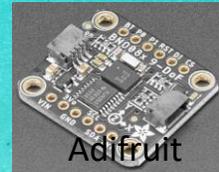
PH2.0-4P
For Encoders



4 - 1p
headers

Mini360
Vreg (1 or 2x)

2.54mm-10p
To XH-4p



Adafruit

BNO085



Knock Off

2.54mm-6p
ZK-5AD Mtr
controller



GH1.25-4P
TFMini-S



Pwr and Start
Switches

XH-2p (2.54MM)

XH - 3p or 4p
(2.54mm)
IR Drop
Sensors (4x)



Seed Studio
Ultrasonic Ranger
(upgraded HC-SR04)

Grove 2.0mm-4p



Ideally, we will have polarized headers for all the parts on our PCB.