

# 2021

## **PNP-Creator Manual**



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## 1. End-User License Agreement of PNP-Creator

This End-User License Agreement ("EULA") is a legal agreement between you and SMALLSMT

This EULA agreement governs your acquisition and use of our PNP-Creator software ("Software") directly from SMALLSMT or indirectly through a SMALLSMT authorized reseller or distributor (a "Reseller").

Please read this EULA agreement carefully before completing the installation process and using the PNP-Creator software. It provides a license to use the PNP-Creator software and contains warranty information and liability disclaimers.

If you register for a free trial of the PNP-Creator software, this EULA agreement will also govern that trial. By clicking "accept" or installing and/or using the PNP-Creator software, you are confirming your acceptance of the Software and agreeing to become bound by the terms of this EULA agreement.

If you are entering into this EULA agreement on behalf of a company or other legal entity, you represent that you have the authority to bind such entity and its affiliates to these terms and conditions. If you do not have such authority or if you do not agree with the terms and conditions of this EULA agreement, do not install, or use the Software, and you must not accept this EULA agreement.

This EULA agreement shall apply only to the Software supplied by SMALLSMT herewith regardless of whether other software is referred to or described herein. The terms also apply to any SMALLSMT updates, supplements, Internet-based services, and support services for the Software, unless other terms accompany those items on delivery. If so, those terms apply.

#### **License Grant**

SMALLSMT hereby grants you a personal, non-transferable, non-exclusive license to use the PNP-Creator software on your devices in accordance with the terms of this EULA agreement.

You are permitted to load the PNP-Creator software (for example a PC, laptop, mobile or tablet) under your control. You are responsible for ensuring your device meets the minimum requirements of the PNP-Creator software.

You are not permitted to:

- Edit, alter, modify, adapt, translate, or otherwise change the whole or any part of the Software nor permit the whole or any part of the Software to be combined with or become incorporated in any other software, nor decompile, disassemble, or reverse engineer the Software or attempt to do any such things
- Reproduce, copy, distribute, resell, or otherwise use the Software for any commercial purpose
- Allow any third party to use the Software on behalf of or for the benefit of any third party
- Use the Software in any way which breaches any applicable local, national, or international law
- use the Software for any purpose that SMALLSMT considers is a breach of this EULA agreement

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#### **Termination**

This EULA agreement is effective from the date you first use the Software and shall continue until terminated. You may terminate it at any time upon written notice to SMALLSMT.

It will also terminate immediately if you fail to comply with any term of this EULA agreement. Upon such termination, the licenses granted by this EULA agreement will immediately terminate and you agree to stop all access and use of the Software. The provisions that by their nature continue and survive will survive any termination of this EULA agreement.

#### **Governing Law**

This EULA agreement, and any dispute arising out of or in connection with this EULA agreement, shall be governed by and construed in accordance with the laws of China and Germany.



## 2. Introduction

This software is used for work preparation and data management. It uses placement data, Gerber data and feeder data to be processed in a project. After creating a successful feeder assignment and building the feeder file, everything is exported again. The feeder file and SMT file are then loaded into our V2 software to make final adjustments. SMT files and feeder files can be synchronized by re-importing them when changes are made in the VisionPlacer V2 software.

Reports can be printed to document and set up the machine. From version 1.07 we support project information that allows up to 8 images and one comment field per variant, and one set for the project. This data is included in the SMT report.

#### Limitations:

- Components in the database can only be assigned to one feeder at a time, as the package database in the VisionPlacer V2 software already makes a package to feeder type assignment.
- The feeder database can currently hold 9999 feeders

## 3. Application Settings Dialog

#### Machine type selection

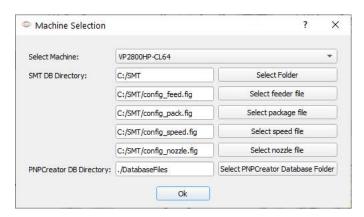
After first software start the machine selection dialog appears automatically. We need this setting to apply feeder bay general angle offset for CL feeder bays on different machines.

#### **Database file directory locations**

The second option "DB Directory" is used to point to V2 software location for direct access to speed data, nozzle settings, feeder configuration and work directory for exported SMT files.

The system use "C:\SMT\work" as export path for SMT files.

Backups of feeder database "config\_feed.fig" will get copied to the "\backup" folder by adding a time stamp.



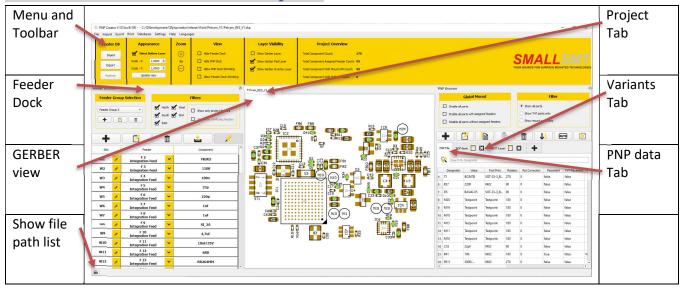
Assign your V2 software database locations by click on "Select Folder" button.

The feeder, package, speed, and nozzle database folder could be assigned in the next 4 fields.

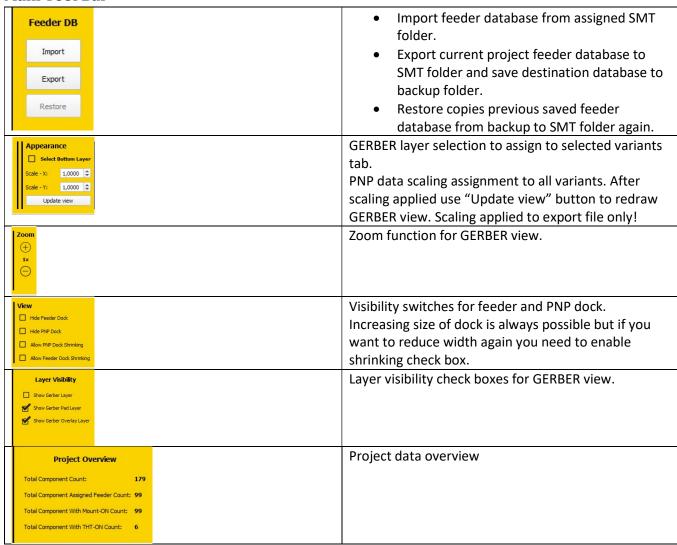
Feeder and components database can be stored on external folders too.



## 4. Main User Interface UI description

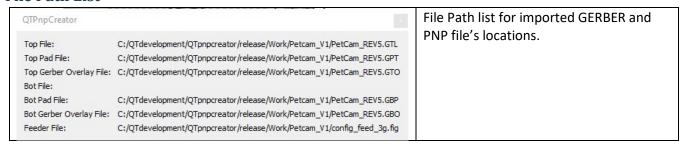


#### **Main Tool Bar**



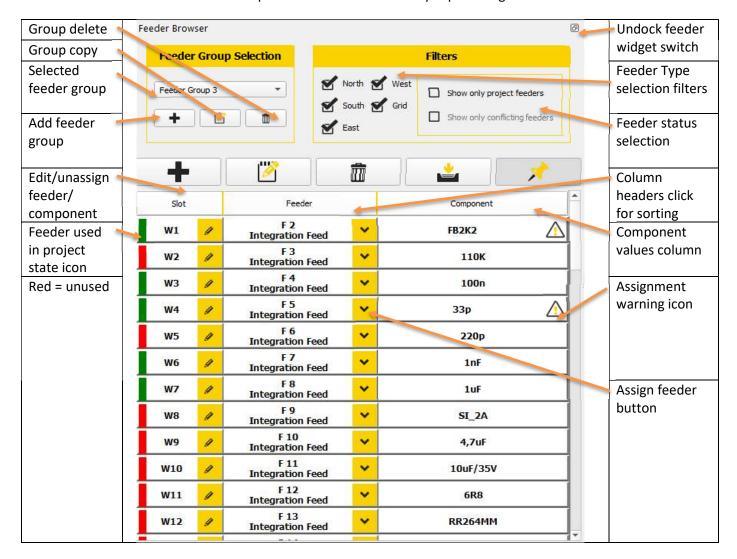


#### **File Path List**



## 5. Feeder Browser Dock Widget

The feeder browser dock widget manages all mechanical feeder slot data and allows to assign and edit feeder data. If multi windows setup used the feeder widget can be undocked from main window to increase space for GERBER window. External Feeder files can be imported and edited and finally exported again for V2 software use.

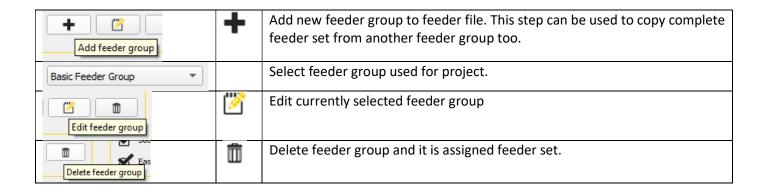




#### **Feeder Group Buttons**

Feeder groups used to keep separate feeder sets in one feeder file. Only one set can get activated and is valid for PNP processing. This dialog allows to add / edit / copy and select feeder groups.





#### **Feeder Browser Options**



- Sorting by column is started if click to column header.
- Column width get adjusted by dragging column border.

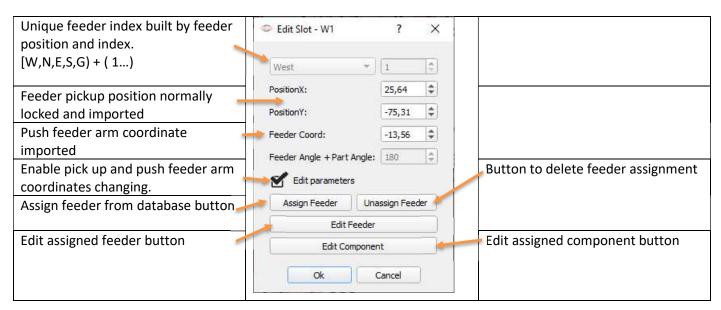
All adjustments will be saved to global application settings and restored during application loading!



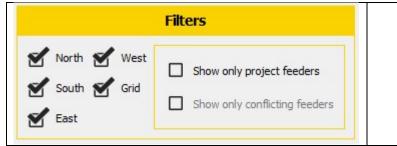
#### Feeder Slot editor

It handles the unique feeder ID and pickup position plus drag feeder arm position These mechanical data normally assigned and edited in V2 software. If Edit parameters check box enabled, you can update positions here too. Feeder assignment and component assignment edited here. If you want to free feeder slot from assignment again use the Unassign button.





#### **Feeder Group Filter**



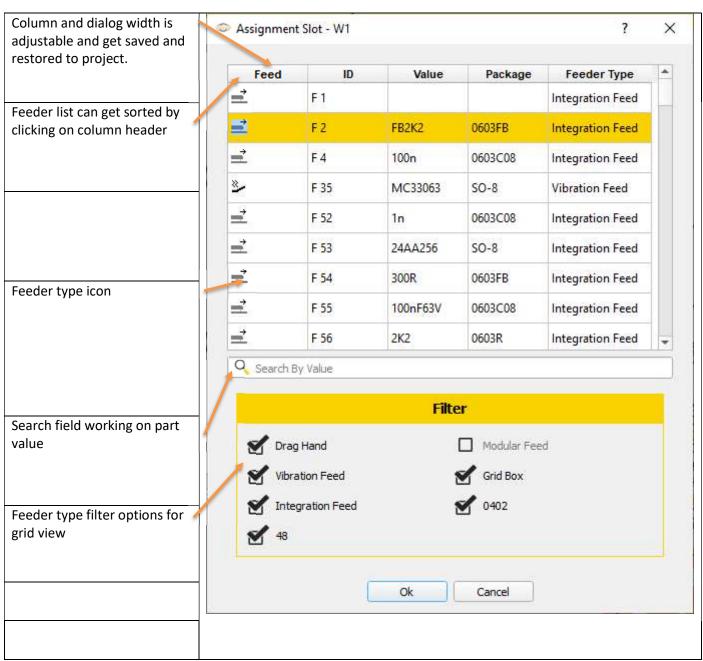
- Switches selects which feeder sides (groups) are shown in feeder browser.
- Show only project feeders limits feeder to project used only.
- Show only conflicting feeder only show feeders that have warnings.



### **Direct Feeder assignment editor**

This is the normal way to simply select and assign a feeder from database to feeder slot position. The software cares the additional part angle offset depending on feeder mounting position. The machine selection to know the physical feeder location on machine was done on the first startup or you can find in settings menu. Only CL feeder can be assigned to modular feeder positions in range of S1 – S64. All other feeders can use West, North and East feeder positions.







#### Feeder type icon description

##>	Drag feeder	
=	Push feeder	
*_	Vibration feeder	
	Grid feeder	
	Cassette feeder (CL feeder)	

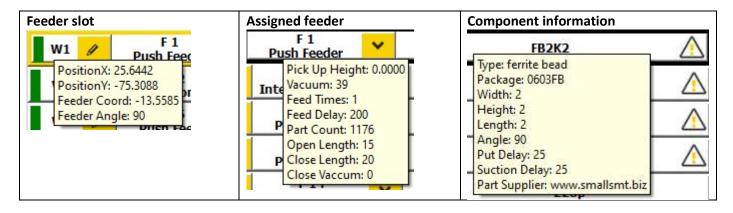
#### **Feeder Buttons**



+	The plus button adds feeder entry if previous step feeder group defined. Short key is CTRL and +
	Edit slot for selected feeder button
	Delete feeder entry button
<u></u>	The sync button updates feeder and components database.  Component data is edited only in the feeder slot first. If you want to update components database, you need to use the sync button.
*	Feeder assignment flag filter function. If button clicked only feeders flagged if use in currently selected variant. If enabled feeders used in any variant get flagged.

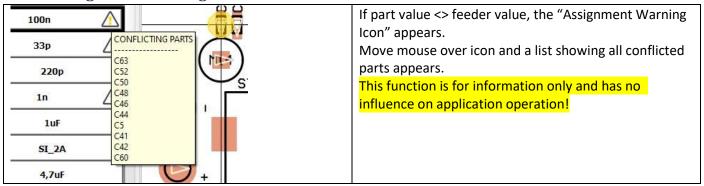
#### Mouse over information in feeder dock window

During mouse over field in feeder slot, feeder, or component column a context information appears.





#### Feeder assignment warning Icon



#### Global feeder data update from databases

If data edited locally in feeder slot it writes data back to global databases after closing dialogs.

Use Feeder Sync Button to update feeder slots using global database settings.

#### Feeder used status Flag

We have 2 options to update feeder used in project state. All feeders on green state are assigned to variants, red state are free feeders.



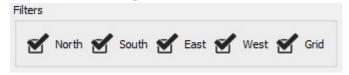
First option handles feeder used flags globally to show common feeder state over all variants.



Second option if pin button is grey only feeders assigned to current selected variant are flagged.

This option has influence to feeder report too.

#### **Feeder Filter Flags**



The feeder filter flags restrict the list range to the selected physical feeders.

Uncheck Flag to suppress selected feeder type.

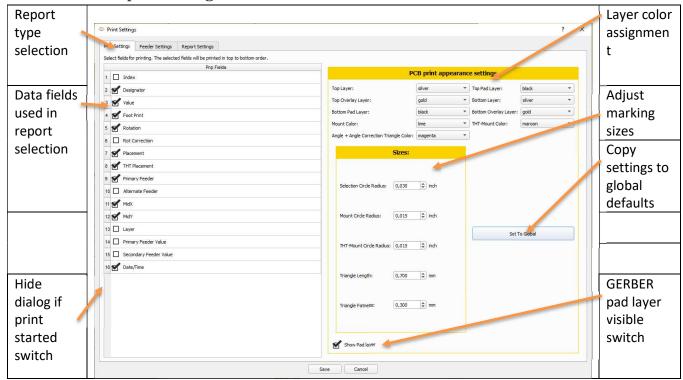
Same flags can be found in assignment slot dialog.



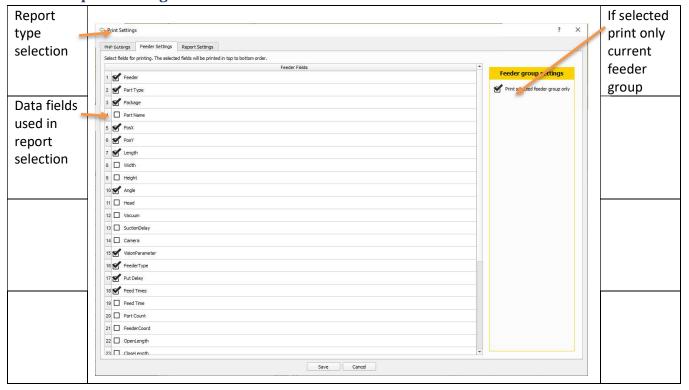
## 6. Print Settings Dialog

The print settings dialog allows to customize report by changing colors and amount of information reported.

#### **PNP and SMT Report Settings**

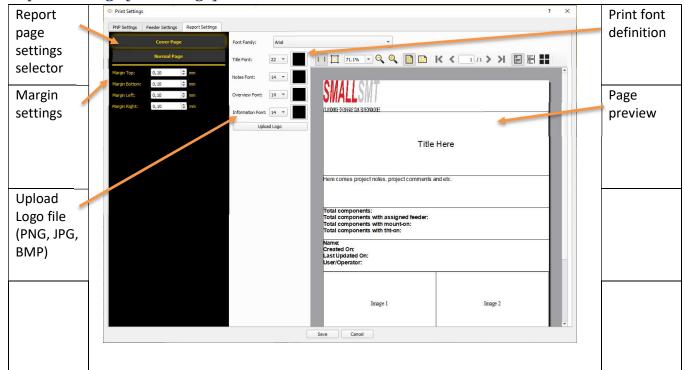


## **Feeder Report Settings**

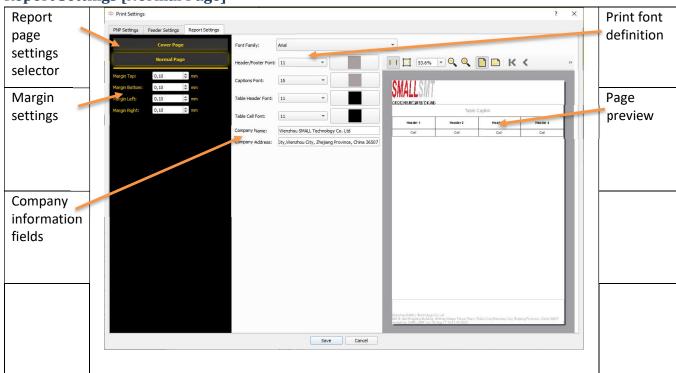




## **Report Settings [Cover Page]**



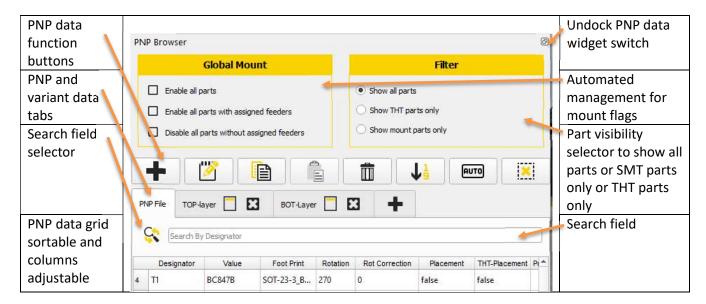
## **Report Settings [Normal Page]**





## 7. PNP Data / Variant List Grids

On the right side of our application, you find the PNP data and variant lists. After importing PNP data the first tab filled with PNP data. We can manage top and bottom side data. For SMT file export you need to create even one variant and assign top or bottom side to it.



#### **PNP Data Function Buttons**

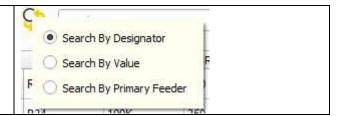
Data Function Duttons		
	Add new line to PNP or Variants data grid and open data editor.	
	Shortcut: CTRL & plus key	
hills	Edit part from selected line.	
8	Shortcut: Enter key	
	Copy selected part	
	Shortcut: CTRL & C	
(2)	Paste part at the end of the list	
	Shortcut: CTRL & V	
	Delete part from selected line	
	Shortcut: CTRL & minus key	
11	Sort data by import index button	
АUТО	Automatic feeder assignment match field is "Part Value" and all 3 part name alias fields.	
×	Clear row selection	



#### **Search Field Selector**



Click on the icon to open the context menu. Now we select data field for search line.

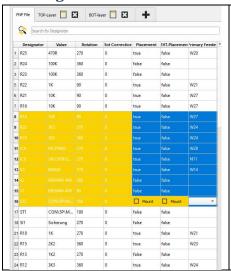


## Sorting in data grids

Each column header can be clicked to sort by column.

To return to imported order use the sort data by index button.

#### **Deleting Data**



Select multiple or single lines and click on delete button to delete. Take care there is no undo function!

#### Adjusting column width and sort order

By clicking on column header grids get sorted by column.

Adjusting width by dragging column borders possible. All setting saved and restored during loading project again.

To restore sorting by import index, use the "Sort data by import index button" in toolbar.



#### **Editing Data and assigning Feeder**

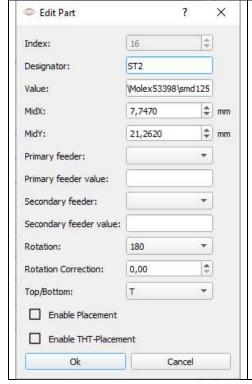
We have 2 editing modes the first one is single line editor. It is used to edit data within selected data line.

If multiple lines selected, we could assign feeder to it or update MOUNT and THT flag.



During feeder assignment the grid can change sorting by column header click.

After selecting line, the grid close and feeder get assigned to selected part data lines.



Part data editor is shown after selecting data line and starting edit function.

All imported PNP data can be edited.

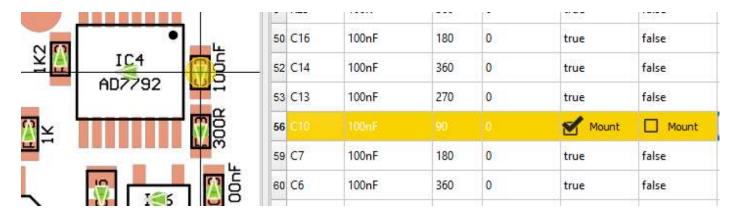
Enable placement will toggle mount flag in V2 software.

We use THT flag for additional report to show manual placed parts list. Only primary feeder assignment is used in V2 software export.



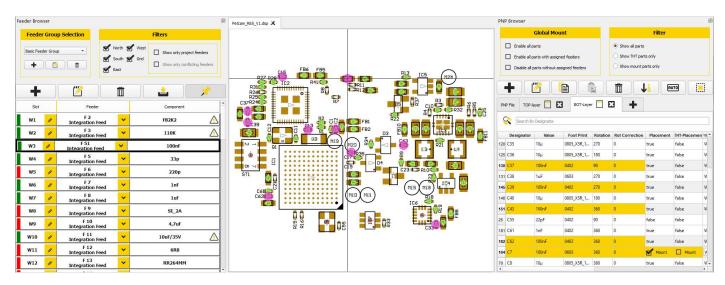
#### Cross Reference Placement data on Gerber view

If line or multiple lines selected the GERBER view shows selection state and cross for last selected PNP data.

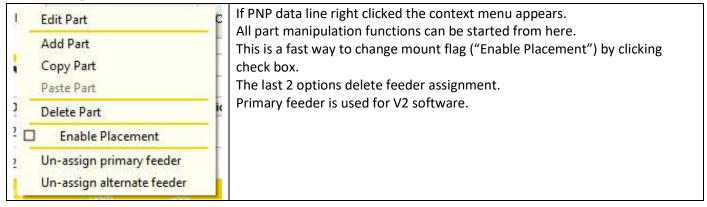


#### **Cross Reference Feeder parts selection on Gerber view**

If variants tab opened click on feeder and all assigned placement positions get highlighted in GERBER view. In addition, all components are also selected in the PNP Data Grid.

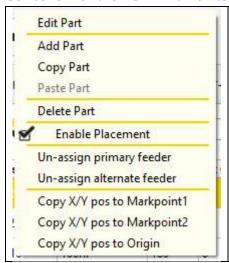


#### Context right click Menu on PNP tab





#### **Context Menu on SMT variants tab**



If PNP data line right clicked the context menu appears.

All part manipulation functions can be started from here.

Feeder un-assignment possible too.

This is a fast way to change mount flag ("Enable Placement") by clicking check box.

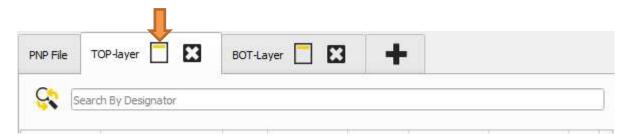
The next 2 options delete feeder assignment.

Primary feeder is used for V2 software.

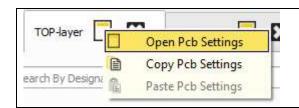
Copy functions used to copy X/Y coordinates to mark point 1/2 in SMT header data of currently selected variant.

Copy function used to copy X/Y coordinates to PCB origin in SMT header data of currently selected variant.

## PCB settings on SMT variants tab



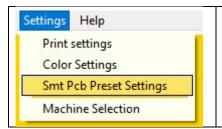
PCB project settings get opened by clicking the document icon on tab header.



This small context menu appeared to open the PCB project settings. You can copy and paste project setting to different variant too.

#### PCB settings global presets for SMT header data

You find PCB Presets in Settings menu



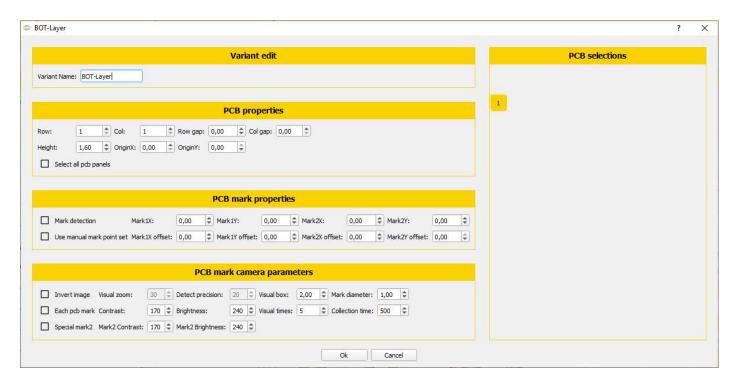
If SMT project setting globally set, each new variant receives a copy of it.

The co

coordii

variant





These setting are exactly same in V2 software PCB project settings.

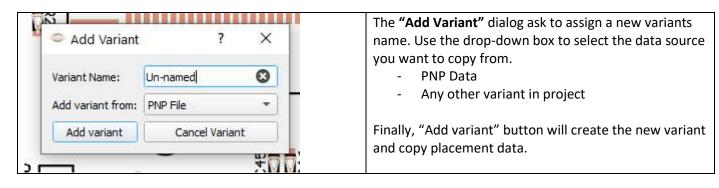
Exported SMT projects need to adjust PCB origin in V2 software.

Mark point positions can be copied by right click context menu on PNP data line shown before or teach in by V2 software.

During creation of variant the global SMT header settings getting copied to variant attached PCB settings.

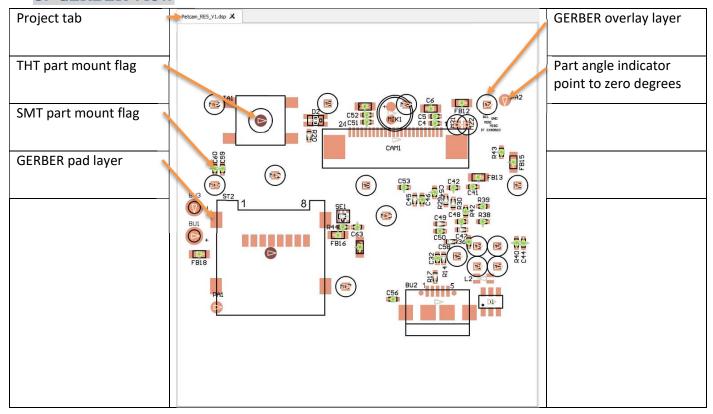
#### How to create new placement data variant

First click on the plus button on tab bar over PNP data grid.

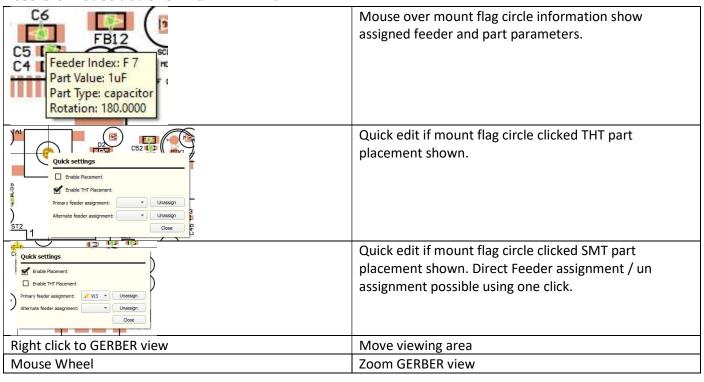




## 8. GERBER View

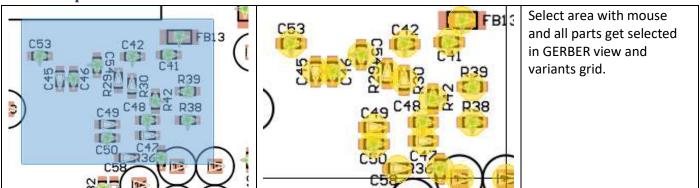


#### Possible Mouse actions in GERBER view

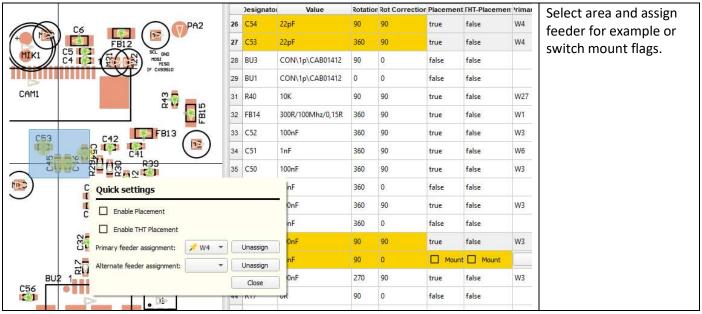




## Multi component selection

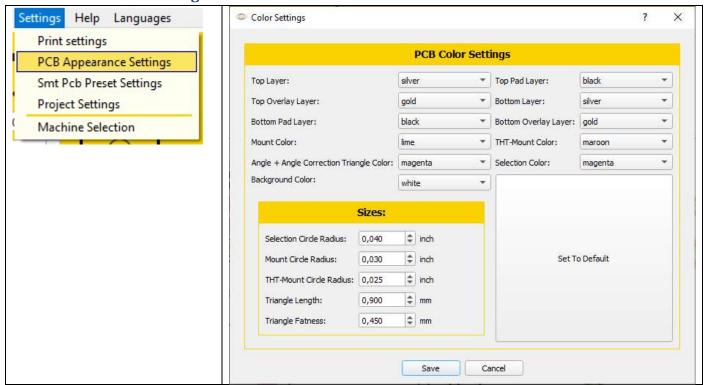


#### Mass edit using area or grid selection





#### **GERBER view color settings**



Each layer and Item have color selector. The SMT report has own color settings for printing.

Sizes for each primitive in GERBER view is adjustable.



## 9. PNP Data Import Dialog.

This is our flexible SMT mount (CSV) data import dialog.

We use import profiles for TOP and BOTTOM side to import PNP data by reading CSV files.

Built-In Header	File Colur	nn Index
Index:	0	<b>‡</b>
Designator:	1	\$
Rotation:	4	\$
MidX:	2	\$
MidY:	3	<b>‡</b>
Footprint:	6	\$
Mount:	0	-
Layer:	0	<b>‡</b>
Value:	5	\$
Parse From Row#:	1	<b>‡</b>

Profiles assign the imported column data to the SMT data fields according to sequence.

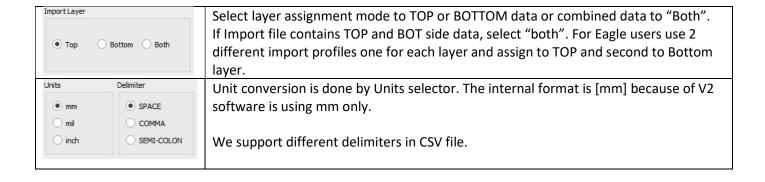
If field column index = 0 field gets ignored.

Update column index for each field by comparing import data.

Import options allow to suppress leading rows in file, to define the line where the evaluation should start. ("Parse From Row")

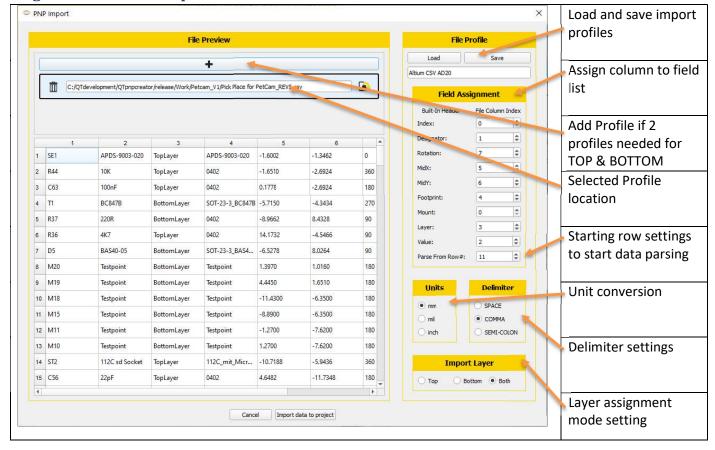
#### **Internal FIELD list:**

Index	Base sorting or import order index
Designator	Part identifier
Rotation	Placement angle
MidX	Placement coordinate X
MidY	Placement coordinate Y
Footprint	Part decal
Mount	SMT mount flag
Layer	T, TOP, B, BOT flag assign part mounting side on PCB
Value	Part value





#### **Single File PNP Data Import Profile**

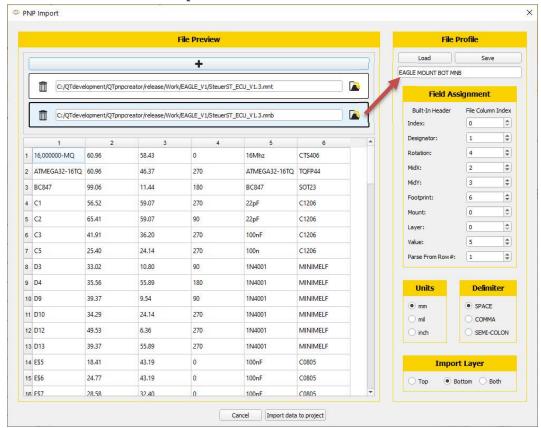


Last step is to click import data to project button to write data to PNP data tab.

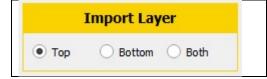
The whole PNP data get overwritten in your project!



#### **Double File PNP Data Import Profile**



Example shows dual import profile one for each Layer.



Each import file has own profile and data destination on TOP or BOTTOM side. When import file getting selected the complete parameter set gets updated to assigned profile settings.

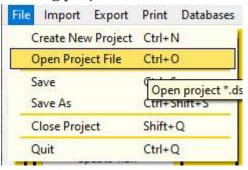
Last step is to click import data to project button to write data to PNP data tab.

The whole PNP data get overwritten in your project!



## 10. Projects

#### **Loading projects**

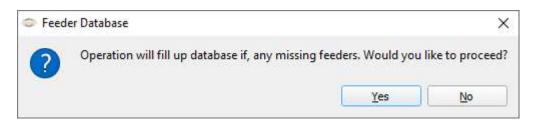


Use file menu to open project files (\*.dsp). After project file selection the following 2 dialogs appear

First Dialog ask to add missing components from included feeder database to component database.



Second Dialog ask to import missing feeders to feeder database.



These two options automatically create feeder and component database entries.

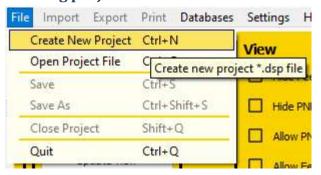
All in project included data is shown in 3 panels of our main window. On the left side the feeder database is shown, allows to edit and assign feeders. If you use a multi monitor environment, you can dock out feeder panel by clicking

. A double click on head of out docked feeder window returns to docked state.

The area in the middle shows GERBER view and status information of our loaded PCB project. It is possible to load multiple PCB project shown as tab's in GERBER view. Switch between projects by click on tab header.



#### **Creating projects**



To start a new project use "Create New Project" menu function. The software creates a directory named by project name in work folder. All created and imported files will be copied there. It is possible to backup the whole data structure under work folder to archive project data and files.

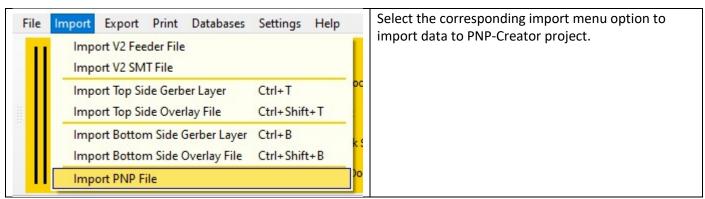
A project needs feeder data, PNP data and optional GERBER files to create functionality.

The project name appears on project tab header.



Software can handle multiple projects. The active project gets selected by clicking project tab header.

Next step we need to import data to project using the import menu.



**Import V2 Feeder File** will read V2 software feeder file and create components and feeders if necessary.

Import V2 SMT File reads a V2 SMT job data file to PNP data list.

Import Top Side Gerber Layer read top side pad master GERBER file to GERBER view.

Import Top Side Overlay Layer read top silkscreen GERBER file to GERBER view.

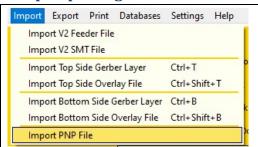
Import Bottom Side Gerber Layer read bottom side pad master GERBER file to GERBER view.

Import Bottom Side Overlay Layer read bottom side silkscreen GERBER file to GERBER view.

Import PNP File open PNP data import dialog to read CSV files using import profiles.



#### 1 Step importing PNP data



Starting point we need to import PNP data first. Please refer to chapter 7 PNP data Import dialog.

#### 2 Step creating first variant.



We need to create minimum one variant from imported PNP data to export later to V2 SMT file.

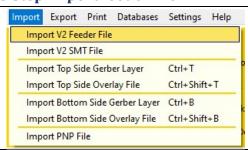
First click on the plus button on tab bar over PNP data grid.

The "Add Variant" dialog ask to assign a new variants name. Use the drop-down box to select the data source you want to copy from.

- PNP Data
- Any other variant in project

Finally, "Add variant" button will create the new variant and copy placement data.

#### 3 Step import feeder file.



Next step we need to import feeder file to assign feeder slots to SMT data positions.

After V2 feeder import the slots can be modified and different feeder from database assigned.

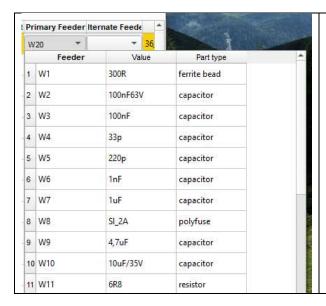


#### 4 Step assign feeders to PNP data.

We have different options to assign feeder to variants PNP data lines.



The "AUTO" button compares component name versus installed feeders' components name. Matching pairs get assign during processing.

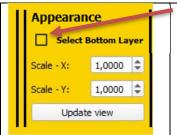


Second option select one or multiple lines in PNP data grid and open dropdown box in "Primary Feeder" column.

Column sorting gets started by clicking column header to search for feeder index, component value or part type.

#### How to handle bottom side data

If bottom data gets imported, we need to mirror the placement data for PNP machine.

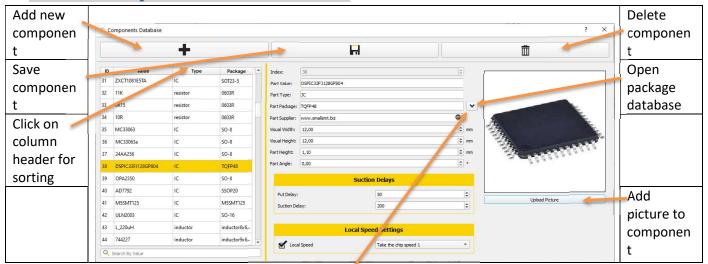


Use a bottom layer variant and switch on "Select Bottom Layer" check box while variant selected. The coordinates get mirrored during SMT file export.

And bottom GERBER data shown if this variant selected.



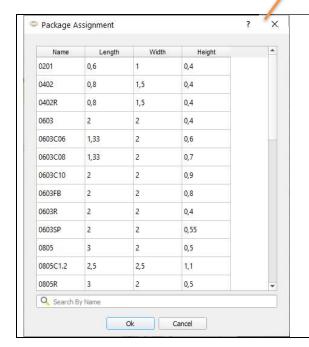
## 11. Components Database Editor



The component database is used to manage the component parameters. There are 2 ways to create components.

- With the feeder import automatically
- Manually with the add button

Components are assigned to the feeder. All parameters correspond to the fields in our V2 software.

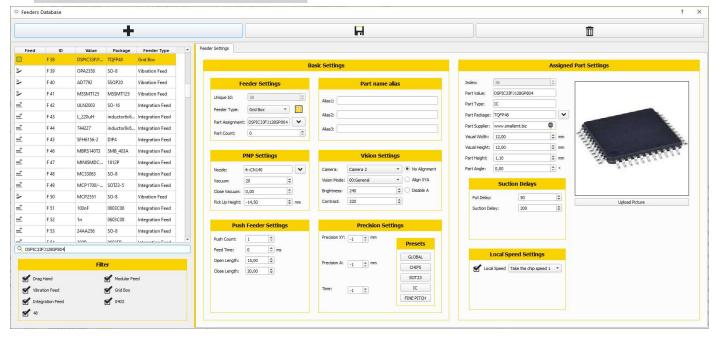


Package selection dialog data gets updated from V2 software databases.

Take care components can only get assigned to one feeder because V2 software already combines package and feeder type in package database!



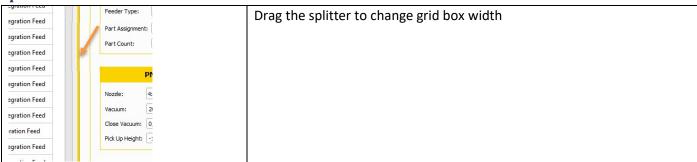
## 12. Feeder Database Editor



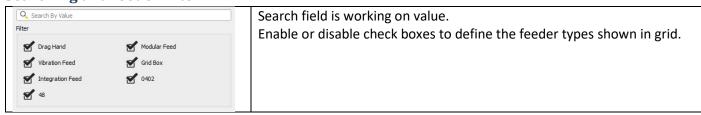
Each feeder in this database is unique and addressed by FXXX index.

The selection grid can get sorted by clicking on column header.

## **Splitter**

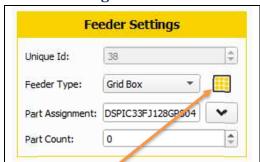


## Searching and feeder filter





#### **Feeder settings**



The feeder receives auto assigned unique ID.

Feeder type enabled advanced settings. The grid icon on right side opens the grid settings dialog.

Part assignment button opens components database selection dialog to assign part data to feeder.

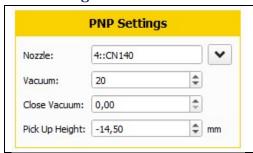
Part count is used to monitor parts count in feeder.

## Grid settings dialog



Grid settings dialog appears only if corresponding feeder type selected. Adjust Row / column count to define array dimensions. Row gap and column gap defines pocket distances.

#### **PNP Settings**

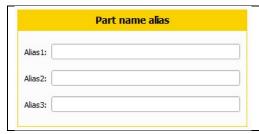


Assign nozzle from nozzle list and vacuum settings if nozzle changer disabled.

Close vacuum setting is used to close vacuum before part reaches paste surface.

Pickup height defines local pickup height.

#### Part name alias



We offer 3-partname alias fields if automatic feeder assignment should use different part names for feeder assignment.

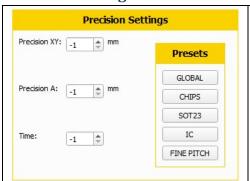
For example, 100n, 100nF, 100nF/63V.

Three different part names to assign same feeder.

Useful function if imported PNP files use slightly different part names.



#### **Precision Settings**



Our precision settings dialog has 5 preset buttons to assign commonly used settings for offset, angle correction and camera delay ("Time")

## Strategies to import feeder data in feeder database

If you want to import feeder and component database settings from previous defined "feeder\_config.fig" files.

Just create a project, import feeder databases from different locations to fill your feeder and components database.

This is faster than creating one by on.

Each unique combination of feeder and part will create an entry in feeder database for future use.