

Creating a library of footprints from the footprints contained in a MAX file.

PROBLEM:

How do I create a library of footprints from a board (MAX) file?

SOLUTION:

You can actually make a library based on all of the footprints on a board.

Here are the steps we recommend to do this:

Note: We recommend deleting components, footprints, and nets so that when you save the .MAX file as an .LLB you don't have invalid information in the library.

1. Delete components
 - a. Open the Components spreadsheet.
 - b. Click the top left cell, where it says: "Ref Des". This should highlight the entire spreadsheet, except for the 1st row and 1st column.
 - c. Press the "Delete" key on the keyboard.
 - d. Click "OK" in the dialog box that pops up asking if you want to delete the components.
 - e. Click "OK" in the dialog box that states "This deletion will affect netlist. Continue?"
 - f. Close the Components spreadsheet.
2. Delete footprints
 - a. Open the Footprints spreadsheet.
 - b. Click the top left cell for the first footprint, in the "Footprint Name or Pad Name" column. This should highlight only one footprint.
 - c. Press the "Delete" key on the keyboard. This allows you to delete only one footprint at a time. Unfortunately you can't delete all footprints at once.
 - d. Click "OK" to confirm.
 - e. Repeat these steps for as many footprints as you have in the Footprints spreadsheet.

Note: You can not delete the grayed-out footprints. They are the master footprints, which the libraries include. Other footprints are instances of the master footprints, and should be deleted so there won't be duplicates when you create the library later.

- f. Close the Footprints spreadsheet
3. Delete nets
 - a. Open the Nets spreadsheet.
 - b. Click on the top left cell, where it says: "Net Name". This should highlight the entire spreadsheet, except for the 1st row and 1st column.
 - c. Press the "Delete" key on the keyboard.

- d. Click "Yes" to delete all nets.
 - e. Close the Nets spreadsheet.
4. Select "Save As" from the "File" menu.
5. Select "Library (*.llb)" from the "Save as type:" drop down list in the "Save File As" dialog box.
6. Type the name you want this library to be called in the "File name:" field in the "Save File As" dialog box.
7. Click Save. You now have a library that can be added to your list of libraries in the library manager.