

LoopA - Eurorack - Frontpanel with breakout PCB



I made this Breakout-PCB and Frontpanel for the midiphy LoopA [midiphy LoopA](#)

PCB Size is 172x24mm

You have to decide if you want Midi Out 3 or the Gate OUT (space thing)

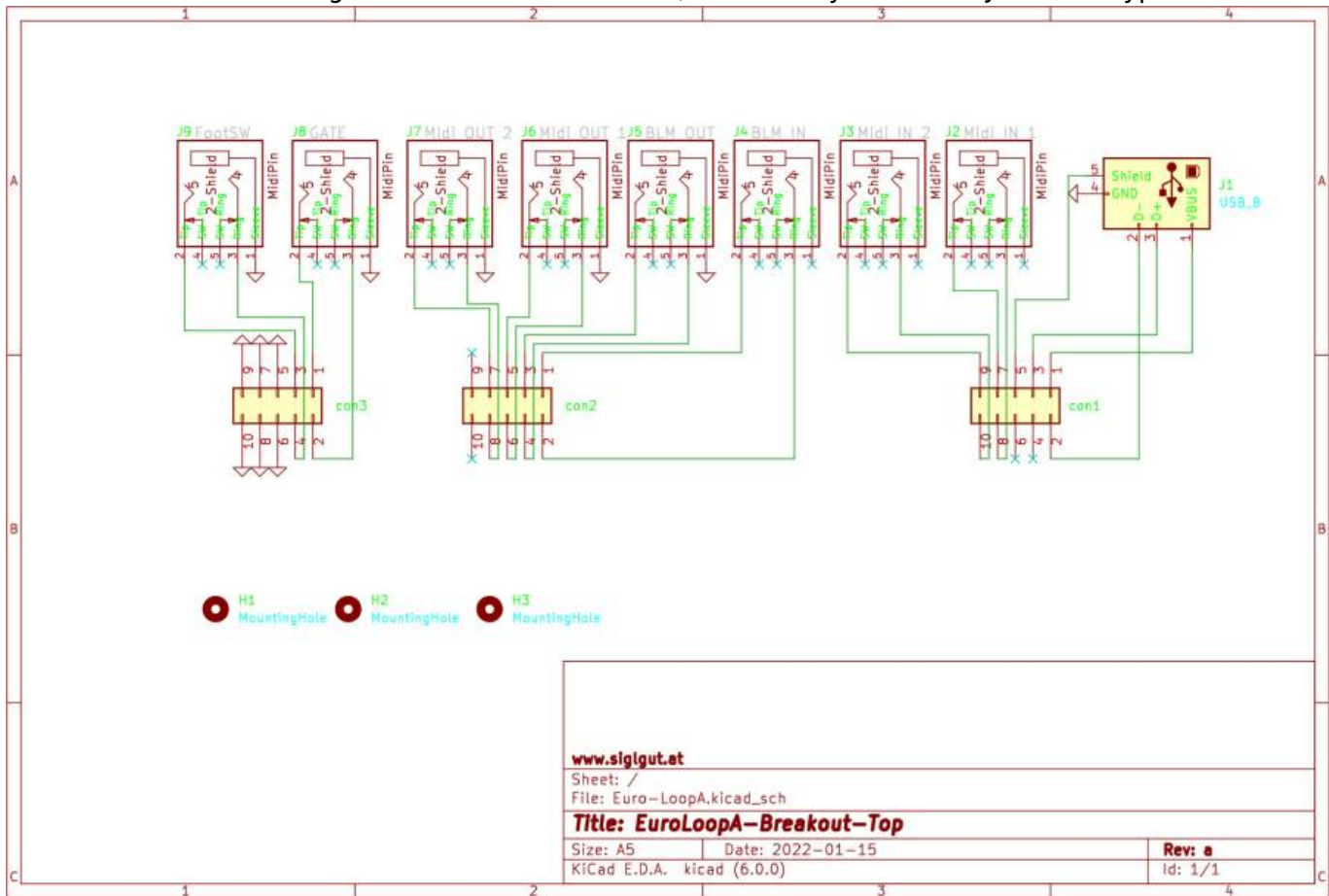
The Reset Switch and the SD, Card, are still on the base PCB...

If you want use the PCB you dont have place for the stock DIN Sockets!





ON this board we have 3 micromatch Connectors, which are crimped fast on a cable
On the other side of the cable you have to solder directly to the Base-PCB,
be carefull while soldering - and follow the schematic, which is layout for 3.5 Jack Midi Type B!



Schematic

Hardware Requirements

- [midiphy LoopA caseless Kit](#)
- Soldering Iron - with a Dip that can Handle Thruhole-Parts, solder Paste...
- The other Parts from the BOM

Building and BOM

All necessary Information is printet on the PCB, but also check the Schematic...

5x "[Leiterplatten Montageblock aka Standoffs](#)

3x [Micromatch Socket 2x5Pole 1,27mm](#)

6x [Micromatch Crimp Connector](#) you need only 3, the 3+ is for fails by crimping

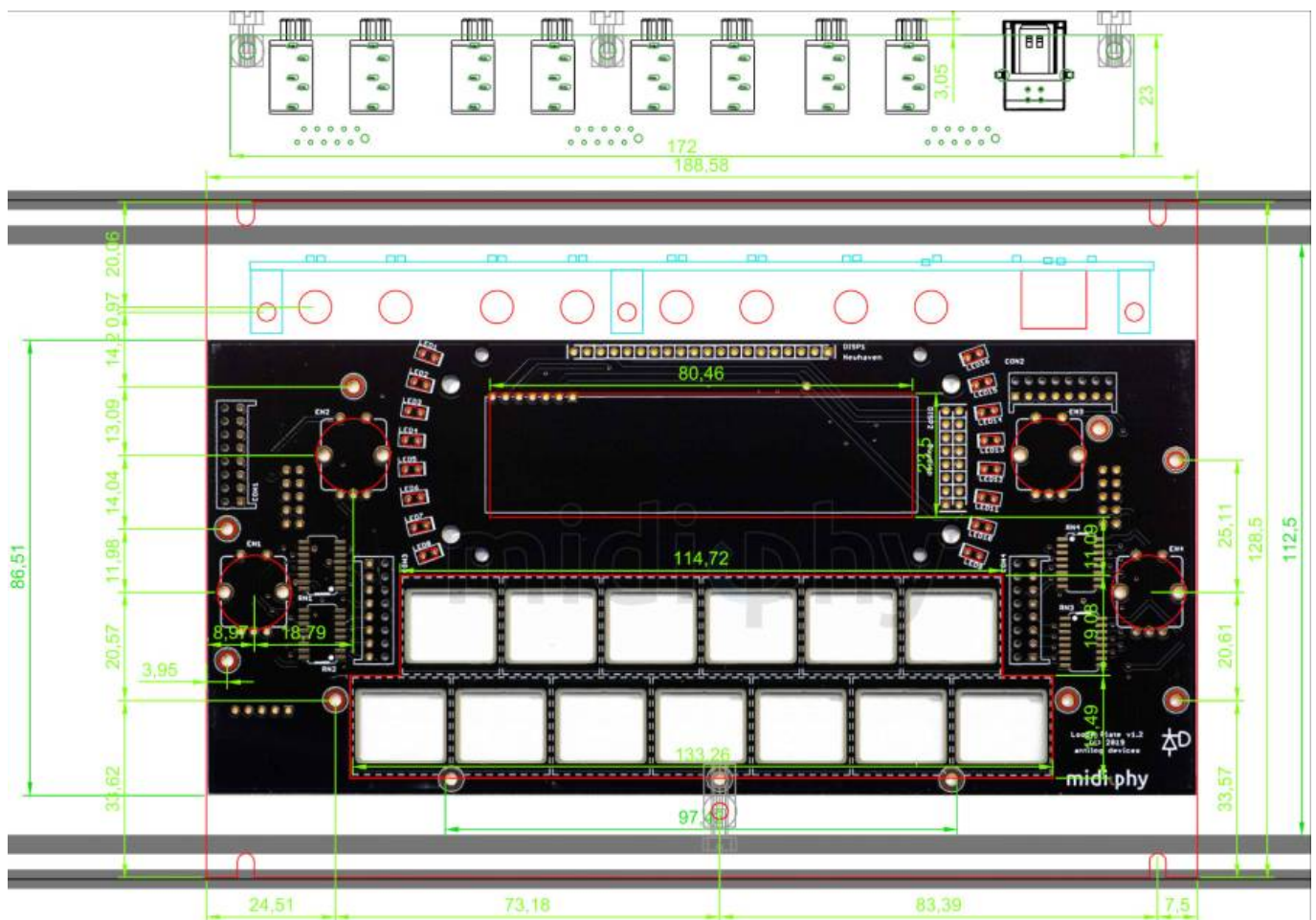
1x [Flat Cable 1,27mm pitch](#)

1x [USB-Socket](#)

8x [3,5 Audio Jack](#)

And there will be some additional Fasting Material, like bolts, Screws, Standoffs, that i dont know right now, because the first prototype has to be built first...

Frontpanel



I made a DXF File which you can send to: [Formulor in Germany](#) - for Acrylic frontpanels.de in germany my choose
[The Beast - UK Schaeffer-ag.de](#)

Recommend Material

3mm x 128.5 x 188.58 Aluminium, anodised

To Do

waiting for the PCBs and Panels... since the Panels are reverse - engineered - its praying for good luck!

Community users working on it

- **Phatline** = PCB & Schematic, Documentation...

Just let a Private message on the forum to user already involved.

From:

<https://midibox.org/dokuwiki/> - **MIDIbox**

Permanent link:

<https://midibox.org/dokuwiki/doku.php?id=loopa-eurorack-panel&rev=1642321577>

Last update: **2022/01/16 08:26**

