

Besturing van de Miniatuurwereld

OC32

**Device Definitions
Switzerland (CH)**

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Release management

This manual applies to

- Software
 - OC32Config Rel 0.0.2.0 (or later)
- Definitions file
 - OC32Devices CH 2013/03/12

Reading Aid

This manual contains the description of definitions for devices, relevant to a **Swiss (CH)** theme on your Miniature World. For a full understanding it is necessary to read the OC32 Manual as well.

To be clear: A “device” in this respect means: A part that is connected to and controlled by the OC32, so for example a railway signal, traffic light or turnout-drive.

Device Definitions include:

- The order in which the different connections of your devices have to be connected to the OC32. The First pin of the OC32, used to control the device is [N+0], the next are [N+1], [N+2], etc. In the diagrams usually just [0], [1] is shown to save some space. It is important that the right connection-order is maintained for the Device Definition to work correctly on the device;
- The characteristics by which each pin, used by the device, is driven;
- The “aspect definitions” belonging to the device. The definitions for pin [N+0] form the complete set to control the device by the program Koploper. When controlling the OC32 by DCC, usually (depending on your digital control system and software) you can address aspects 0 and 1 for each DCC address only. In order to use all aspects of the device, the “aspects” 2 to 11 defined at [N+0] can be addressed indirectly through aspects 0 and 1 of subsequent pins [N+1], [N+2], etc

Device Definitions do **NOT** include:

- The type of output (sink driver, source driver, resistor-array) to be used on the OC32. This depends on the electrical properties of the device you are using/connecting. Please consult the manual of the “device” and the OC32 manual. So the Device Definitions only define the order in which outputs have to be connected and the way the device is controlled from software, not the electrical properties.

Should you run into unsolvable situations, please use the forum at <http://www.dinamousers.net>

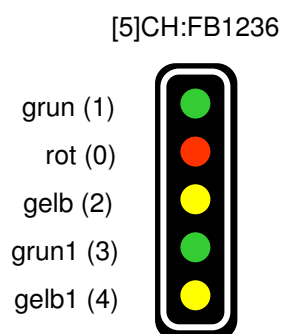
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1 Signals

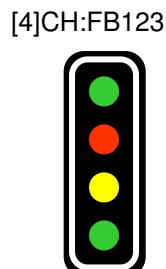
1.1 Main Signals



Pin [N+0]
Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt 40km/h
Asp 3 = Fahrt 60km/h
Asp 4 = -
Asp 5 = Kurze Fahrt 40km/h

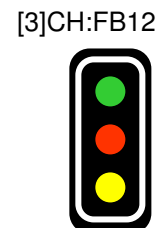
Pin [N+1]
Asp 0 = (R) Fahrt 40km/h
Asp 1 = (R) Fahrt 60km/h

Pin [N+2]
Asp 0 = -
Asp 1 = (R) Kurze Fahrt 40km/h



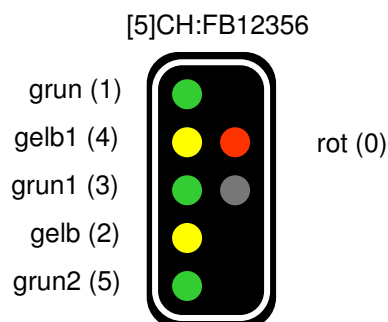
Pin [N+0]
Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt 40km/h
Asp 3 = Fahrt 60km/h

Pin [N+1]
Asp 0 = (R) Fahrt 40km/h
Asp 1 = (R) Fahrt 60km/h



Pin [N+0]
Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt 40km/h

Pin [N+1]
Asp 0 = (R) Fahrt 40km/h
Asp 1 = -

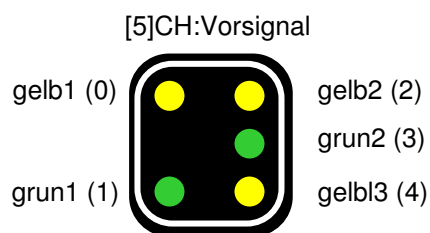


Pin [N+0]
Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt 40km/h
Asp 3 = Fahrt 60km/h
Asp 4 = Fahrt 90km/h
Asp 5 = Kurze Fahrt 40km/h

Pin [N+1]
Asp 0 = (R) Fahrt 40km/h
Asp 1 = (R) Fahrt 60km/h

Pin [N+2]
Asp 0 = (R) Fahrt 90km/h
Asp 1 = (R) Kurze Fahrt 40km/h

1.2 Distant Signals



Pin [N+0]

Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt 40km/h
Asp 3 = Fahrt 60km/h
Asp 4 = Fahrt 90km/h
Asp 5 = Fahrt 40km/h
Asp 6 = Dunkelschaltung

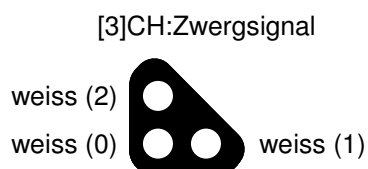
Pin [N+ 1]

Asp 0 = (R) Fahrt 40km/h
Asp 1 = (R) Fahrt 60km/h

Pin [N+2]

Asp 0 = (R) Fahrt 90km/h
Asp 1 = (R) Dunkelschaltung

1.3 Shunting Signals



Pin [N+0]

Asp 0 = Halt
Asp 1 = Fahrt
Asp 2 = Fahrt mit Vorsicht

Pin [N+ 1]

Asp 0 = (R) Fahrt mit Vorsicht

2 Traffic Lights

2.1 Pedestrian Lights

[3]CH: Fußgängerampel 1



Pin [N+0]

Asp 0 = Rot

Asp 1 = Grün

Asp 2 = Orange blink

Asp 3 = Orange blink (nacht)

Pin [N+1]

Asp 0 = (R) Orange blink

Asp 1 = (R) Orange blink (nacht)

[3]CH: Fußgängerampel 2



Pin [N+0]

Asp 0 = Rot

Asp 1 = Grün

Asp 2 = Grün blink → orange

Asp 3 = Orange blink (nacht)

Pin [N+1]

Asp 0 = (R) Grün blink → orange

Asp 1 = (R) Orange blink (nacht)

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