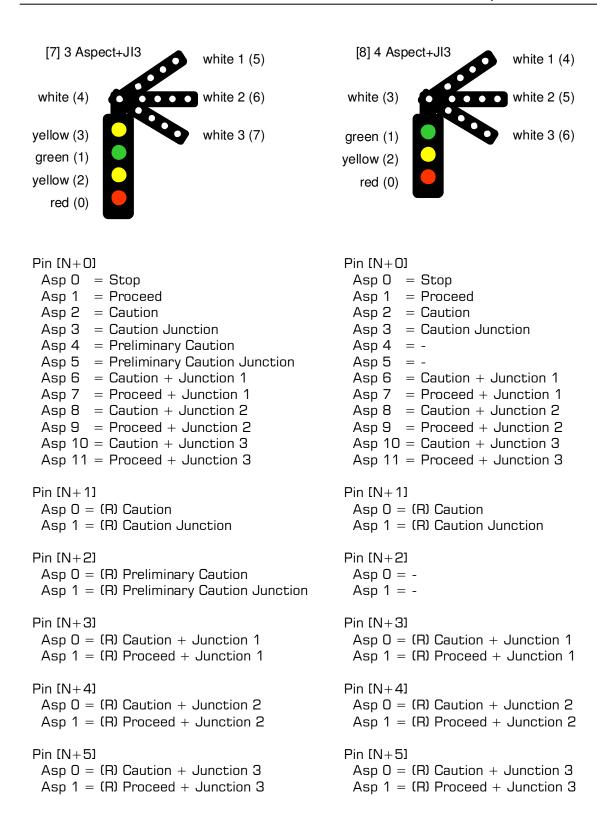
OC32 Device Definitions (GB) VPEB Control your Miniature World



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Controlling your Miniature World

Device Definitions Great Britain (GB)

OC32

Author: Leon J.A. van Perlo Version: 2013/12/21

Date: December 21, 2013

Control your Miniature World

Release management

This manual applies to

- Software
 - o OC32Config Rel 0.0.2.3 (or later)
- Definitions file
 - o OC32Devices GB 2013/12/21

Reading Aid

This manual contains the description of definitions for devices, relevant to a **British (GB)** 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 correcty 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 tot 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

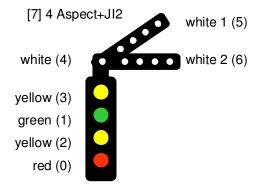
Device Definitions do **NOT** include:

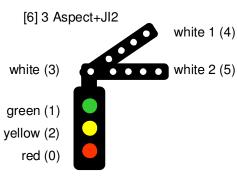
• The type of output (sink driver, source driver, resistor-array) to be used on the OC32. This depends on the electrical properties of the device you are using/connecting. Please consult the manual of the "device" and the OC32 manual. So the Device Definitions only define the order in which outputs have 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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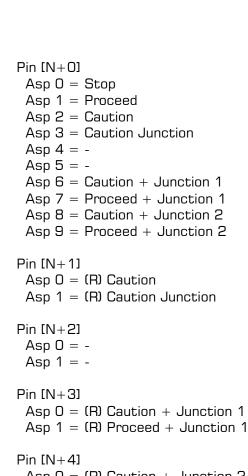
VPEB

Pin IN+01 Asp 0 = Stop Asp 1 = Proceed Asp 2 = Caution Asp 3 = Caution Junction Asp 4 = Preliminary Caution Asp 5 = Preliminary Caution Junction Asp 6 = Caution + Junction 1 Asp 7 = Proceed + Junction 1 Asp 8 = Caution + Junction 2 Asp 9 = Proceed + Junction 2
Pin [N+1] Asp 0 = (R) Caution Asp 1 = (R) Caution Junction
Pin [N+2] Asp O = (R) Preliminary Caution Asp 1 = (R) Preliminary Caution Junction
Pin [N+3] Asp 0 = (R) Caution + Junction 1 Asp 1 = (R) Proceed + Junction 1

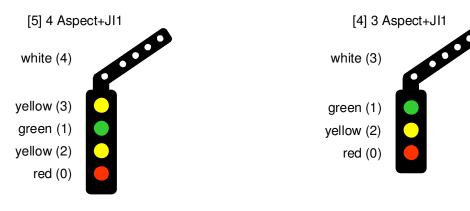
Asp 0 = (R) Caution + Junction 2

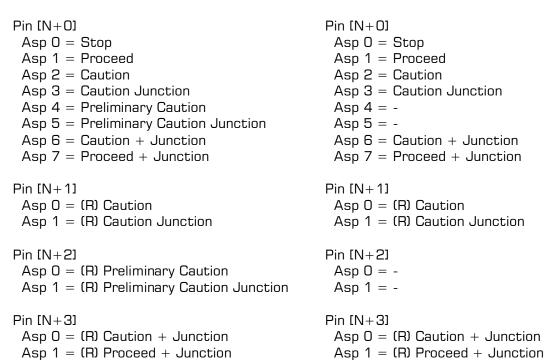
Asp 1 = (R) Proceed + Junction 2

Pin [N+4]



1.4 Signals with Junction Indicator







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1 Railway Signals

1.1 Normal Signals



Pin [N+0] Pin [N+0] Asp O = StopAsp O = StopAsp 1 = ProceedAsp 1 = ProceedAsp 2 = CautionAsp 2 = CautionAsp 3 = Caution JunctionAsp 3 = Caution JunctionAsp 4 = Preliminary Caution Asp 5 = Preliminary Caution Junction Pin [N+1] Pin [N+1] Asp 0 = (R) Caution Asp O = (R) Caution

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1.2 Position Light Signals

Asp 1 = (R) Caution Junction

Asp 0 = (R) Preliminary Caution

Asp 1 = (R) Preliminary Caution Junction

Pin [N+2]

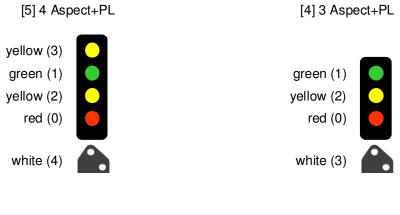
[2] Position Light white (fixed) white (2x) (1) red (2x) (0)

note: red may be yellow

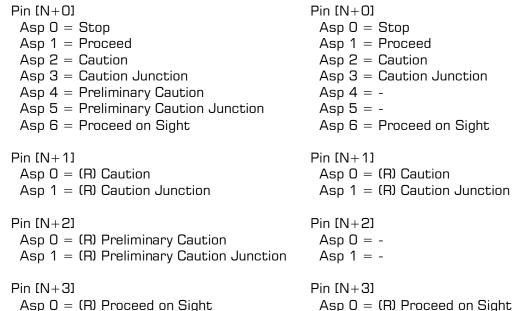
Pin [N+0] Asp O = StopAsp 1 = Proceed on Sight

1.3 Normal Signals with Position Light

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Asp 1 = (R) Caution Junction