

Power your DCCNext

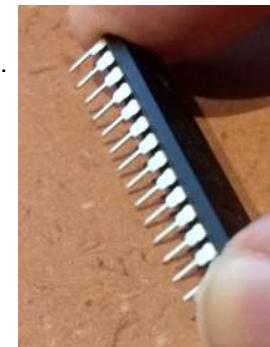
- 1) Use the DCC signal. Set switch 6A to DCC position and connect the DCC signal to terminal 5A.
OR
- 2) Use external power. Connect 8-16V AC/DC to terminal 5B
OR
- 3) Connect 5V to the small blue terminal of item #3.
OR
- 4) Use the USB interface. (#2)

Connect 5V DC to terminal 5C if you connect servo's to the Dupont pins of item 4.

For option 2,3 and 4: set switch 6A to 8-16V

Build your DCCNext

- 1) Solder the IC-sockets marked #1 .Note the correct position.
- 2) Solder a strip of 6 Dupont pins marked #2
- 3) Shift together and solder the required number of screw terminals marked #3.
Note: the small blue terminal is mandatory the maximum number of servo pins is 12. So use at least 4 green terminals.
- 4) Solder 2 upto 12 strips of 3 Dupont pins when required, marked #4
It is advised to use only screw terminals!
Use 16 Dupont pins when using a couple pcb for a PowerNext module.
- 5) Solder the three large screw terminals marked #5.
If you only use screw terminals you can omit 5C
- 6) Place the IC in its socket. **Note the correct position.**
Usually the legs are too far apart so that they do not fit well in the socket
To bend them, place one side against the work surface and push all legs at the same time a little to the right. Do this for both sides..



Test your DCCNext

The assembly is now complete and we can start testing the DCCNext. For this purpose there is a special test program on the processor.

- 1) Connect ONLY the USB interface to the PC.
The yellow power LED should light up and the red status LED should flash very fast.
- 2) Connect the DCC signal to the DCC terminals. The green LED should now also light up.
- 3) Now send FIRST DCC address 1 to the DCCNext.
The red LED will now blink rapidly. This proves that the DCC signal is 'seen' by the DCCNext.
- 4) Now send a random DCC address, > 1, to the DCCNext.
The red LED will now blink faster again. This shows that the DCC signal is 'seen' by the DCCNext.
- 5) Send another DCC address. The red LED will now flash more slowly again.
- 6) Send more addresses. The flashing frequency should change at every change of address.
- 7) With switch 6B you can reset the processor. The program will restart