



Cobalt Point Motor Switch Logic



Cobalt iP Digital



S1-Frog takes power from the *DCC In #1* i.e. the first connector.

> S2-C connects to S2-R

Scenario:

- Looking down the spigot is to the right.
- The throw arm to is to the left.
- The motor is fixed under the baseboard in this orientation...



Bridging PBS-C to PBS-L switches the turnout to the right (PBS-C to PBS-R switches it to left and PBS-L to PBS-R switches the motor left/right alternately). Reversing the motor (using address 197) will reverse this pushbutton rule.





Cobalt Point Motor Switch Logic

Cobalt iP (Analog)/ Ω)



Scenario:

- Looking down the spigot is to the right.
- The throw arm to is to the left.

hinking outside the square

- The motor is fixed under the baseboard in this orientation..
-so... the turnout is switched to right.

Swapping direction with this switch on the Cobalt iP means **DC in** #1 will now have to be "black" and **DC in** #2 "red" to achieve this throw arm position. Consequently, the LEDs will be reversed i.e. the green LED will light instead.

For this motor position, **DC in** will be + and – as shown when this switch is set *towards* the body.

Note how different LEDs have different resistor values. These can be varied slightly for brightness and depend on the voltage across **DC in**. Do not start with too low a variation!

3kD







Cobalt Point Motor Switch Logic



Cobalt SS

This MOM SWITCH input (i.e. momentary push button switch input) assumes a setting of CW not CCW











Direction of throw



When commanded to throw in the other direction, the central connector of LED/SIG(5V) remains at +5V but the <u>left</u> connector is now ground i.e. 'negative'.

The CW / CCW setting only affects input (including the MOM) but not the output switches (LED/SIG(5V), SPDT-SW2 and FROG PWR). Consider these outputs as if they are linked to the actual motor shaft movement. Unlike the Cobalt iP Digital, FROG PWR is a SPDT switch like SPDT-SW2, not a power output.



Note how different LEDs have different resistor values. These values are indicative and can be varied (with caution) for brightness.