

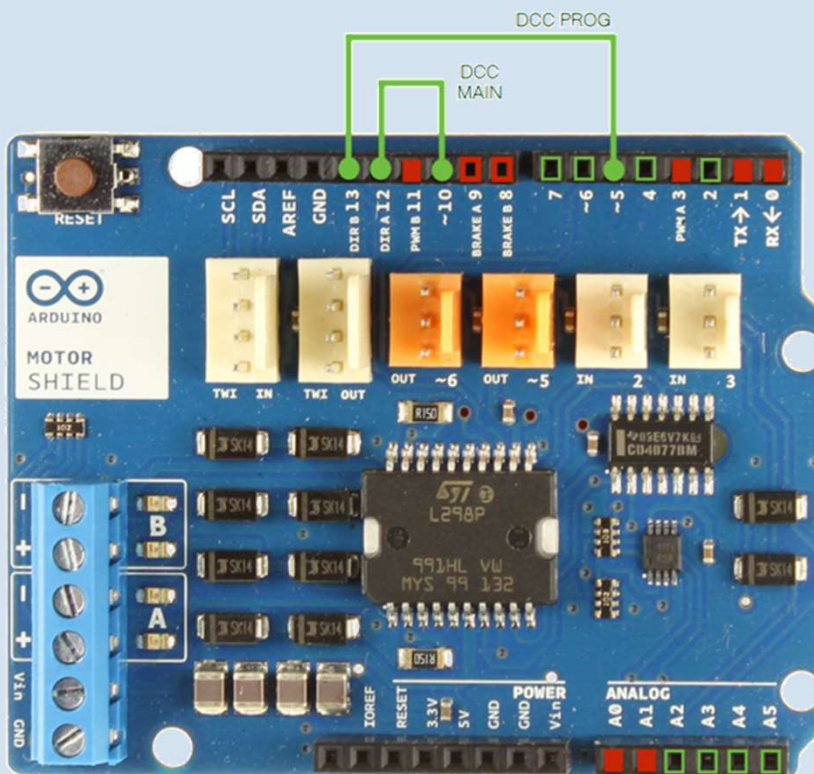
DCCpp centrale Arduino motor shield L298

Blz. 1 van 3

Pinbezetting voor Arduino Uno met het motor shield:

DCC++ Base Station Signal Name	Arduino Motor Shield
SIGNAL_ENABLE_PIN_MAIN	3
SIGNAL_ENABLE_PIN_PROG	11
CURRENT_MONITOR_PIN_MAIN	A0
CURRENT_MONITOR_PIN_PROG	A1
DCC_SIGNAL_PIN_MAIN	10
DCC_SIGNAL_PIN_PROG	5
DIRECTION_MOTOR_CHANNEL_PIN_A	12
DIRECTION_MOTOR_CHANNEL_PIN_B	13

- Jumper Wire
- Pin Available for Custom Use
- Pin Reserved for DCC++ System
- Pin Reserved for DCC++ System, Unless Brake Traces Cut on Back Board



*cutting V-IN Connect trace on back of board is recommended

DCCpp centrale Arduino motor shield L298

Blz. 2 van 3

Pinbezetting voor Arduino Mega met het motor shield:

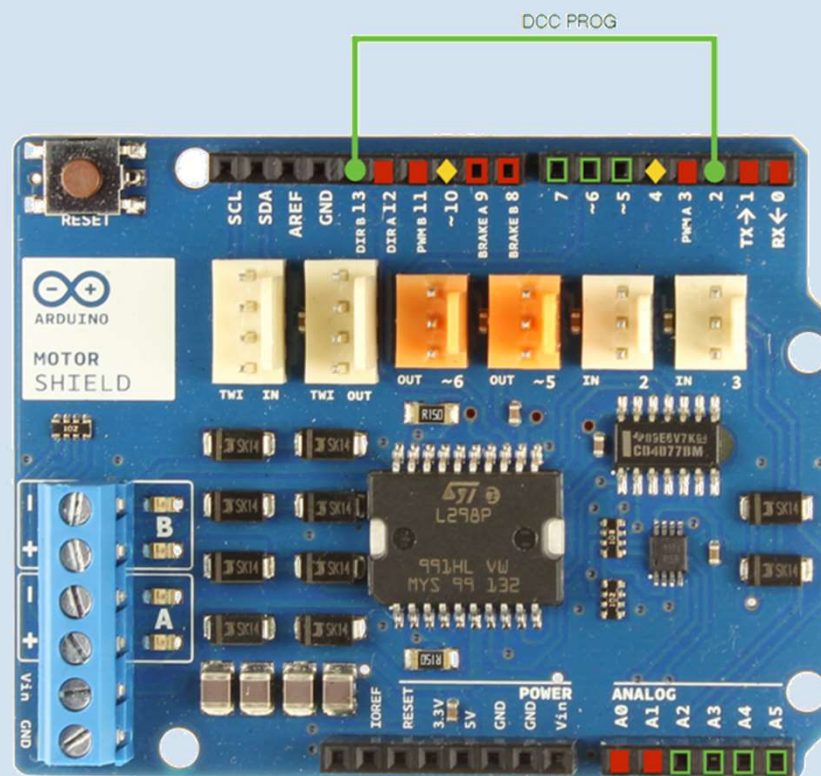
DCC++ Base Station Signal Name	Arduino Motor Shield
SIGNAL_ENABLE_PIN_MAIN	3
SIGNAL_ENABLE_PIN_PROG	11
CURRENT_MONITOR_PIN_MAIN	A0
CURRENT_MONITOR_PIN_PROG	A1
DCC_SIGNAL_PIN_MAIN	12
DCC_SIGNAL_PIN_PROG	2
DIRECTION_MOTOR_CHANNEL_PIN_A	12
DIRECTION_MOTOR_CHANNEL_PIN_B	13

- Jumper Wire
- Pin Available for Custom Use
- Pin Reserved for DCC++ System
- Pin Reserved for DCC++ System, Unless Brake Traces Cut on Back Board
- ◆ Pin Reserved if using Arduino Ethernet Shield or WiFi Shield, Otherwise Pin is Available for Custom Use

Programming Track ←

Main Ops Track ←

DC Power Supply* →



*cutting V-IN Connect trace on back of board is recommended

Aanbevolen wijzigingen aan het motor shield:

Brake Disable

Normally, pins 8 and 9 control the braking feature of motors connected to the output pins of the Arduino Motor Shield. This functionality is not applicable for DCC++ and pins 8 and 9 must be left open or always set LOW.

Cut these traces to disable the brake control circuit and thereby free up pins 8 and 9 for your own custom use.

V-IN Connect

Normally, DC Voltage supplied to the input terminals of the Arduino Motor Shield will be passed through to the Uno or Mega as well.

Cut this trace to break the linkage.

Highly recommended if you are using more than 12V to power the Arduino Motor Shield outputs.

