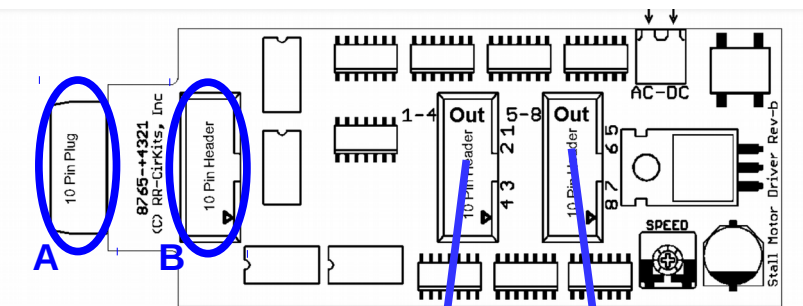


From RRCirkits SMD-8 manual:

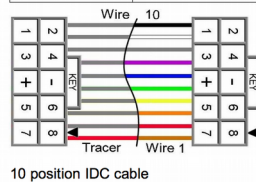
Plug either A into a LCC Tower or Signal, or connect B via a ribbon cable.



Input Connector Pin Identification

The port connector wiring is as follows.

Pin number	Connection
1	h (8)
2	g (7)
3	f (6)
4	e (5)
5	Ground
6	+5VDC
7	d (4)
8	c (3)
9	b (2)
10	a (1)

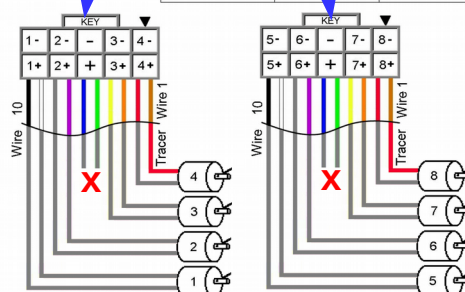


Power Connections

Output Header Connection Identification

The Output wiring is shown below.

Pin number	Motor Connections
1	4 - 8 -
2	4 + 8 +
3	3 - 7 -
4	3 + 7 +
5	Ground Ground
6	Variable DC Variable DC
7	2 - 6 -
8	+ 6 +
9	5 -
10	5 +



Each pair of wires goes to a Tortoise.

Tortoises 1-4
LCC-Tower Lines 1-4

Tortoises 5-8
LCC-Tower Lines 5-8

From Circuitron Tortoise instructions:

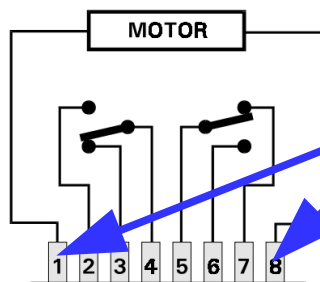
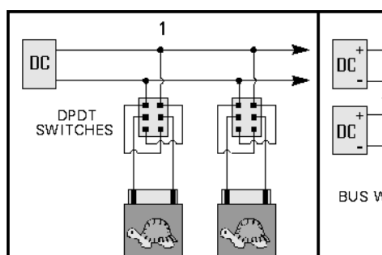


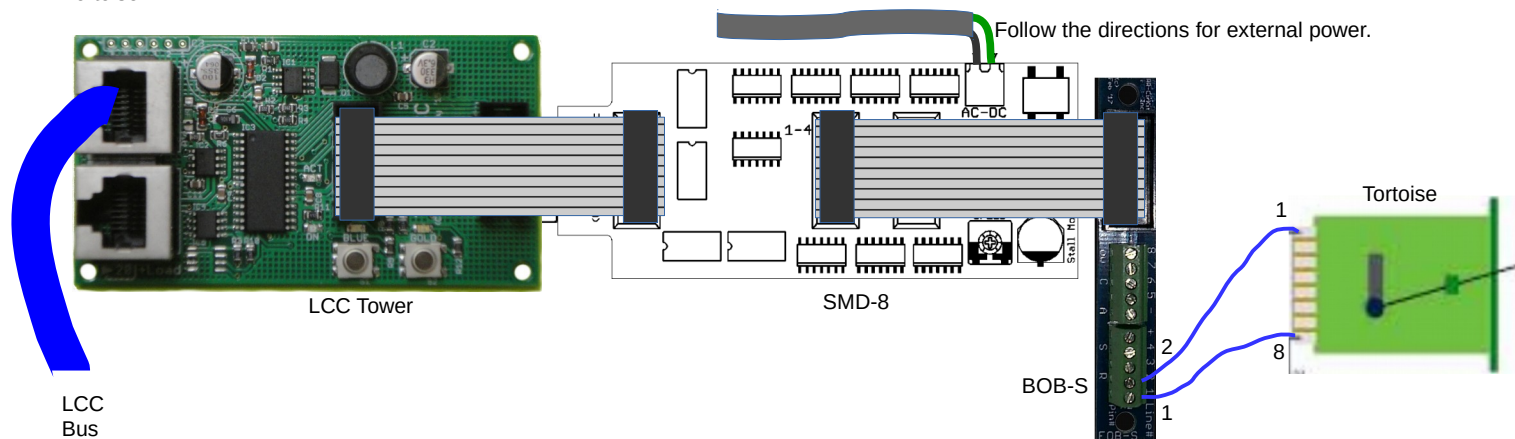
FIGURE 2.



Connect to these terminals. Eg: Connect 9&10 on left header on SMD-8 to pins 1&8 on the Tortoise. Then Line 1 on the LCC-Tower will control this Tortoise. If it operates in the wrong direction, just exchange the wires to the Tortoise.

FYI, this shows typical wiring using a DPDT switch to reverse polarity of drive voltage to the Tortoise. The SMD-8 does the same, except with electronics.

LCC Tower, Line 1-8 are connected to the SMD-8. The SMD-8 is connected to the BOB-S. Screw terminals 1&2 are connected to the Tortoise pins 1&8. This means that Line 1 of the Tower controls the Tortoise.



Line 1 of the LCC Tower is set to be an 'steady' output. This can either be 'Steady Active Lo' or 'Steady Active Hi' depending on which is necessary to make the Tortoise move as required.

Line 8	Line 9 (Aux)	Line 10 (LG)	Line 11 (LY)	Line 12 (LR)	Line 13	Line 14	Line 15	Line 16
Line1 (Tortoise)	Line 2 (LY)	Line 3 (LR)	Line 4 (HG)	Line 5 (HY)	Line 6 (HR)	Line 7 (LYF)		

Line Description
Tortoise Refresh Write

Output Function
 Steady Active Lo Refresh Write

Input Function
 Disabled Refresh Write

Delay
 Delay time values for blinks, pulses, debounce.
 Interval 1 Interval 2
 Delay Time (1-60000)
 500 Refresh Write
 Units
 Milliseconds Refresh Write

Retrigger
 Yes Refresh Write

Event
 Event 1 Event 2 Event 3 Event 4 Event 5 Event 6
Command
 (C) When this event occurs
 05.02.01.02.02.64.00.1F Refresh Write Copy Paste Search
Action
 the line state will be changed to
 Off (Line Inactive) Refresh Write

Event
 Event 1 Event 2 Event 3 Event 4 Event 5 Event 6
Upon this action
 None Refresh Write
Indicator
 (P) this event will be sent
 00.00.00.00.00.00.00.99 Refresh Write Copy Paste Search