DCC Wiring for model railroads

using Digitrax components

because that's what I know

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April 23, 2017

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Converting A DC Layout to DCC



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DCC Architecture



Command Station and Boosters

- Command station is the brains of the system
- Boosters amplify the command station DCC signal and send it to the track
- Older Digitrax DCS 200, DB150
 - 12 28 v (AC or DC) use 15v as a minimum
 - 5A max
- Newer Digitrax DCS 240, DB210
 - 13 24vdc (dc only), recommend power that is 3v more than your track voltage
 - 8A max
- Connections
 - Power In (from power supply)
 - RAIL A and RAIL B (to track)
 - PROG A and PROG B (to programming track)
 - LocoNet
 - Computer (via USB port or RR-CirKits Loco Buffer)
- Different track voltages available for N (12v), HO (15v) and O(20v)
- Use a fan to cool the heat sink on the back of the unit
- Connect ground between devices and to the house ground
 - Connect to the wall plate screw on any outlet





Programming Track

- •Short section of track (3') used to address and program engines
 - Recommend placing stand alone track above work area
 - Can be a siding or section of mainline on your layout
 - Must be double-gapped at both ends
- •Install a <u>center-off</u> DPDT toggle switch to select either programming or operations
 - Programming mode used to address engines
 - Connect from PROG A and PROG B
 - No sound available while in programming mode
 - Operations mode used to program and test engines
 - Connect from RAIL A and RAIL B





Command Bus (LocoNet)

- Used to communicate between DCC devices
 - Ground 2 wires
 - Rail Sync (command station to boosters) 2 wires
 - LocoNet (command station to throttles and accessories) 2 wires

•Wire and Plugs

- You can buy 6 conductor phone cable with connectors attached
- Or, make or modify your own
 - Flat 6 conductor phone cable
 - or Cat 3/5 eight conductor cable (two wires unused)
 - Crimp on 6 pin modular phone type connector (RJ12)
 - Buy a 6pin/8pin crimping tool
- Use LT1 tester to confirm wiring easy to get it wrong
- 9 beeps from booster indicates wrong wiring

With tab up, white is right



Command Bus (LocoNet)

•Jacks

- Digitrax UP-5
 - 3 LocoNet jacks one for branch
 - third one has limits (see manual)
 - Provides track status and connector for 12v throttle power

- Wall plates for 6 wire phone jacks
 - Less expensive but must hook up the bus's 6 individual wires
 - Order from on-line electronic stores





Command Station, Booster Arrangement

•Don't centrally locate the boosters with the command station

- •Place boosters so that track (DCC) buses are short while running longer command buses (LocoNet) back to command station
- •It's better to have a longer command bus (LocoNet) and a shorter track power (DCC) bus
 - Track buses longer than 25' begin to be effected by inductance which can destroy decoders
 - Longer track buses need bigger wire to avoid voltage drop
 - Might even make sense to not use the booster in the command station depending on its location

Power Supplies for Command Stations and Boosters

•Types

- Train set power pack use fixed 17VAC
- Wall wart
- 5A, 8A or 20A power supply
- Command stations and booster have current limits
- •When selecting a power supply -
 - The scale of the train doesn't really matter; it's the amount of power you need

How Much Power?

Running loco's can draw anywhere between 20mA and 5A, sound adds more

Assume 50mA for standing locomotives with sound

Assume for running locomotives

N gauge 300mA

HO gauge 600mA

O gauge 2A

Or, measure current using a Rampmeter

Lighted passenger cars and cabooses

Bulbs 50mA

LED's 15mA

Current – Loco running at mod to full speed

<u>Current</u> – No Locos on track
 Current drawn by Loco

Other accessories using track power – find current requirement on specs or the internet

Add these up and multiply expected current draw by 1.2 (limit use of power supply to 80%)

How Much Power - Example

- Let's say you have 12 HO loco's
 - At most, 8 will be running at one time, 4 will be idling
- Your lighted passenger train has 6 cars with 2 bulbs in each

| 8 running loco's x 600mA = | | 4.8A |
|---|---|------|
| 4 standing loco's x 50mA = | | .2A |
| 6 passenger cars x 2 bulbs x 50mA = | | .6A |
| Expected current draw = | | 5.6A |
| | | |
| Multiplier | Х | 1.2 |

- Nultiplier $x = \frac{1.2}{6.7A}$
- You need a command station (5A) and another booster (5A)
- Or, one 8A command station

Rampmeter from Tony's Train Exchange

- Displays booster's voltage and current
 - 14.2 VAC and .42A shown here
- Connect to the output of each booster
 - Or, keep as a portable unit
- Helpful when troubleshooting
 - Can be set on track to check voltage when searching for dead spots
 - Can be used to determine current drawn by locos
 - Can be used to determine if track current is to high



Circuit Breakers

- •Tony's Train Exchange Power Series
 - PSX1, PSX2, PSX4, PSX-AR
- Provides another way to detect/shut-off current to a short circuit
 - Automatically resets
- •Accommodates the in rush of current on start-up of sound locomotives
 - Boosters may interpret in rush of current as a short and shut down
- •Use to divide layout into power sub-districts
 - Limits effected area of short circuit
 - Reduces size of area to troubleshoot



Power Districts, Sub-districts and Blocks

•Power district

- Isolated section of layout controlled by one booster
- Based on booster capacity
- <u>Double gap</u> track between districts
- Examples: engine terminal isolated from layout proper

•Sub-district

- Isolated sections of layout controlled by one circuit breaker
- Based on troubleshooting strategy
 - Easier to find short circuits or other wiring problems (less real estate to search)
 - Avoid shutting down entire layout for one derailment
- <u>Double gap</u> track between sub-districts
- Examples: separate mainlines, branches and yards
 - Separate completed sections from sections under construction

•Block

- Isolated track sections for detection, signaling and engine management
 - Blocks for occupancy detection
 - Signaling blocks coincident with block occupancy sections
 - Track sections with power on/off switches for storing engines
- <u>Single gap</u> track sections

Balance Voltage between Power Districts

•Minimize voltage difference between power districts

- Use voltmeter or Rampmeter to measure voltage from RAIL A to RAIL A and from RAIL B to RAIL B
- I was able to reduce mine to about .2 volts
- •Voltage differences cause unrestricted current flow when rail gaps are shorted
 - Especially problematic when metal wheel is parked on gap
 - I measured 4+ amps on my Rampmeter when this occurred on my layout

•See Digitrax manual for instructions

- Easy to do
- Two person job

Wiring the Layout – DESIGN IT

• Don't underestimate its value

- You won't remember what you did after 6 months of working on something else
- Absolutely mandatory if your friends will be working on your wiring
- Needed for NMRA electrical AP certificate

•If done before you lay roadbed, you can drill holes and run wires while the bench work is open

•Can be hand drawn or created with design software

•Start with a drawing of your layout - make several copies

- Show your DCC architecture and where the components are located
- Show where your LocoNet goes on your layout and what devices are connected (in proper order)
- Show your layout with power districts and sub-districts
- Show your terminal blocks and what they are for
- Show where your track buses run on the layout and their identifying marks or colors
- Show your layout blocks
- Show other wiring (i.e. 5v, 12v)

Track Power Wiring - the DCC bus

•Bus wires carry DCC signal from boosters to track - RAIL A and RAIL B

- •Use terminal blocks to distribute wire (not soldered clumps of wire)
 - Or use: screws into bench work or wire nuts
 - Easier to separate when troubleshooting
- •Track drops every 6 10 feet (22AWG solid wire)



Track power wiring – Do's and Don'ts

•Ensure Rail A from each booster goes to the same track rail (i.e. – North)

- Failure to do so causes the track in each district to be out-of-phase
- •Gap both rails between power districts and sub-districts
 - Both track bus wires return to booster or circuit breaker
 - Don't connect a common bus wire or have a common rail between boosters (common rail wiring)
- •Gap one rail between blocks
 - Block bus wires return to terminal strip for connection to booster
 - Common rail between blocks is OK
 - Plan ahead for blocks even if you don't use them initially run a separate wire for each potential block
- Avoid inductance effects which can damage decoders
 - significant in track power wires run parallel to each other and longer than 25'
 - Run 2 conductor cables such as speaker wire or lamp cord (Parts Express SKRL-12-100 or SKRL-14-100)
 - Twist discrete wires (6 8 twists per foot)

Track Power Wiring – Do's and Don'ts

•Don't rely on rail joiners for electrical connectivity – connection deteriorates over time

- Solder joints between every other 3' track section
 - One track feeder for each "solid" 6' section of rail
 - Leaving every other joint loose (unsoldered) allows for expansion and contraction of layout
- Solder joints on curves
 - Soldering joints on curves avoids track kinks
 - Solder while track is straight before forming the curve
- Avoid pressing down on rail joiner while soldering or a "vertical kink" will form at the joint
- •Don't rely on turnout points to power rails
 - Solder feeders to these rails instead
- •Use resistance soldering unit to solder rail joiners and track drops
 - Prolonged heat melts plastic ties

Voltage Drop — from Tony's tips: Digitrax DCC Hints and Tips, Simpson

Limit voltage drop to 1v total (1/2v out + 1/2v back)

- Loss of train speed
- Dimming of lights
- Booster can't detect short circuits

The quarter test - short the rails with a quarter

- Failure of DCC to shut down is caused by voltage drops
 - Too small wire
 - Not enough feeders resistance in rail too high
 - Poor connections rail joiners??

Better method: measure voltage drop with a Rampmeter under load

- Lamp attached to end of Rampmeter creates the load
 - #1156 equivalent to 2 amp load
 - #1141 equivalent to 1.5 amp load
 - #912 equivalent to 1 amp load
- Measure voltage right out of booster and at end of wire run then calculate the difference



Voltage drop versus wire length

| At 1 Amp | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | 60 ft. |
|--|--|--|---|---|--|--|
| 12 gauge | 0.01 v | 0.03 v | 0.05 v | 0.06 v | 0.08 v | 0.10 v |
| 14 gauge | 0.02 v | 0.05 v | 0.07 v | 0.09 v | 0.11 v | 0.14 v |
| 16 gauge | 0.04 v | 0.08 v | 0.12 v | 0.16 v | 0.20 v | 0.24 v |
| 18 gauge | 0.06 v | 0.13 v | 0.19 v | 0.26 v | 0.32 v | 0.38 v |
| 20 gauge | 0.10 v | 0.20 v | 0.30 v | 0.41 v | 0.51 v | 0.61 v |
| 22 gauge | 0.15 v | 0.32 v | 0.48 v | 0.65 v | 0.81 v | 0.97 v |
| | | | | | | |
| At 5 Amp | 10 ft. | 20 ft. | 30 ft. | 40 ft. | 50 ft. | 60 ft. |
| At 5 Amp 12 gauge | 10 ft. 0.08 v | 20 ft. 0.16 v | 30 ft. 0.24 v | 40 ft. 0.32 v | 50 ft. 0.40 v | 60 ft. 0.48 v |
| At 5 Amp 12 gauge 14 gauge | 10 ft. 0.08 v 0.11 v | 20 ft. 0.16 v 0.22 v | 30 ft. 0.24 v 0.34 v | 40 ft. 0.32 v 0.45 v | 50 ft. 0.40 v 0.56 v | 60 ft. 0.48 v 0.66 v |
| At 5 Amp12 gauge14 gauge16 gauge | 10 ft. 0.08 v 0.11 v 0.20 v | 20 ft. 0.16 v 0.22 v 0.40 v | 30 ft. 0.24 v 0.34 v 0.60 v | 40 ft. 0.32 v 0.45 v 0.80 v | 50 ft. 0.40 v 0.56 v 1.0 v | 60 ft. 0.48 v 0.66 v 1.2 v |
| At 5 Amp12 gauge14 gauge16 gauge18 gauge | 10 ft. 0.08 v 0.11 v 0.20 v 0.32 v | 20 ft. 0.16 v 0.22 v 0.40 v | 30 ft. 0.24 v 0.34 v 0.60 v 0.96 v | 40 ft. 0.32 v 0.45 v 0.80 v 1.3 v | 50 ft. 0.40 v 0.56 v 1.0 v | 60 ft. 0.48 v 0.66 v 1.2 v |
| At 5 Amp12 gauge14 gauge16 gauge18 gauge20 gauge | 10 ft. 0.08 v 0.11 v 0.20 v 0.32 v | 20 ft. 0.16 v 0.22 v 0.40 v 0.64 v | 30 ft. 0.24 v 0.34 v 0.60 v 0.96 v 1.5 v | 40 ft. 0.32 v 0.45 v 0.80 v 1.3 v | 50 ft. 0.40 v 0.56 v 1.0 v 1.6 v | 60 ft. 0.48 v 0.66 v 1.2 v 1.9 v |

More Do's and Don'ts

- Use stranded wire
 - Won't break when flexed
 - Easier to pull through bench work

•Exceptions:

- Use solid wire between track power bus and rail (22 gauge)
 - Easier to solder to rail
- Use sold wire for small circuit board connectors

•Keep it neat

- Group and contain wires: use plumbing pipe holders or drill holes in bench work
- Avoid wire ties (at least until you're sure there are no more wiring problems or additions)
 bard to troublesheet
 - hard to troubleshoot
- •Leave a little slack for possible adjustments, but not overly loose (keep it neat)
- •Separate certain types of wiring
 - Separate command bus (LocoNet) and track bus (DCC) from 120v wiring because of potential interference
 - Separate low voltage wiring (<50v) from 120v wiring- code requirement for safety reasons
 - Recommend using electrical conduit to house 120v wiring for its protection

More Do's and Don'ts

- •Use different colored wire for different voltages or uses
 - Don't splice wires of two different colors together
 - Don't use all one color for everything
 - Do have a different color for each voltage and its ground

•For Example, different voltages

| | DCC north rail | 12 v | 5 v |
|---|---------------------|---------------------|--------------------|
| | DCC south rail | 12v ground | 5 v ground |
| For example, different uses | | | |
| | DCC north – main #1 | DCC north - main #2 | DDC north – branch |
| | DCC south rail | DCC south rail | DCC south rail |

•Label wires if colors are not enough

• For example, block #1 on main #1, block #2 on main #1, etc.

Troubleshooting Tips

•Don't make any mistakes to begin with!

- Test as you go (Don't wire the whole layout and then turn it on !!!)
- Construction
 - Divide the layout into power districts and/or sub-districts
 - Then divide districts into blocks
 - Allows the problem to be isolated
 - Think of everything as a component, including wires
 - Make every component removable (or dis-connectable)
 - Use terminal blocks or simple screws and wire nuts for connections
 - Avoid soldered connections between components
 - Use colored wire and labels to help when troubleshooting
 - Keep wiring neat and organized
 - Connect track leads with the power on so that a short is obvious immediately
 - Use insulated rail joiners or fill gaps in track with styrene
 - Won't allow gaps to close when track expands

Troubleshooting Tips

•Shorts

- They sing! Find the diva
- What's the last thing (or things) you did if it worked before, then it didn't break itself
- Remove all engines
- Check for cars on gaps
- Have all gaps been cut that are suppose to be (hand-laid turnouts, sidings, PC board ties)
- Has a gap closed due to track expansion
- Did you connect north and south leads to the track backwards
- Remove block leads one at a time to further isolate section of track with short

•Update your design drawings as you make changes or find things you didn't expect

•Keep a record of problems, symptoms and how you fixed them for future reference

- Create a Layout Problem Report form and make copies for easy recording of problems
- Group them by kind of problem (i.e. shorts, LocoNet, device malfunction, etc.)

The End

• Questions?

• Thanks to Larry Maier and Tony's Train Exchange for their information

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