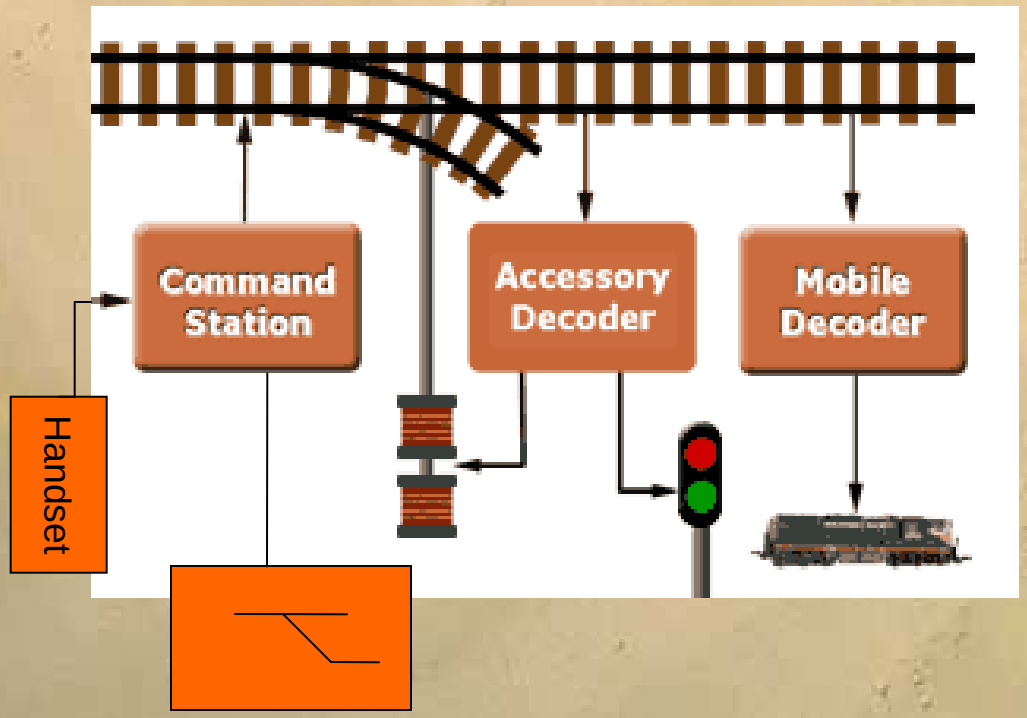
Controlling Accessories

- The “standard DCC” way:



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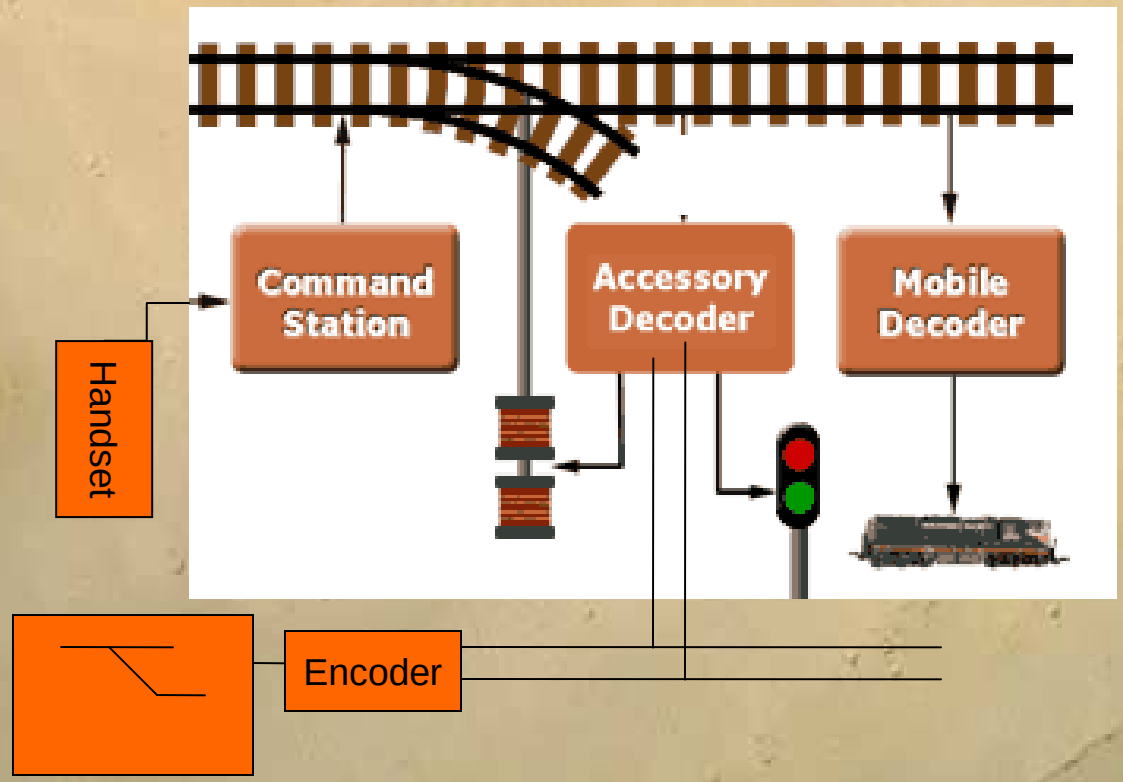
Controlling Accessories

- The MERG DCC Way:
- Keep accessory control & power separate



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Controlling Accessories

- The MERG DCC Way:
- Keep accessory control & traction separate
- Traction can be Analogue DC or Digital DCC
- Can control from a Mimic diagram
- Works with commercial or MERG decoders
- Still only one place can control – one panel

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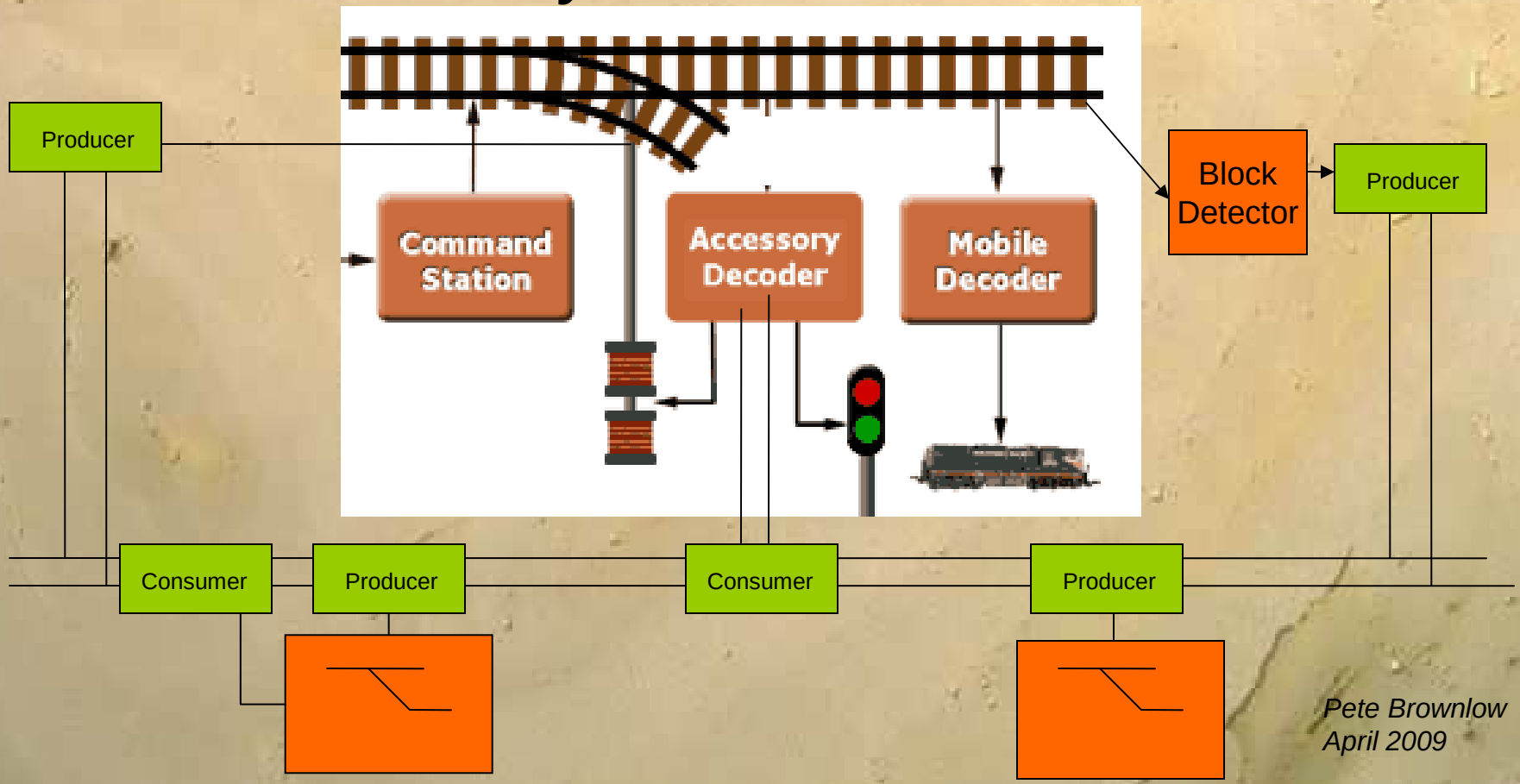
Controlling Accessories

- The CBUS Way:



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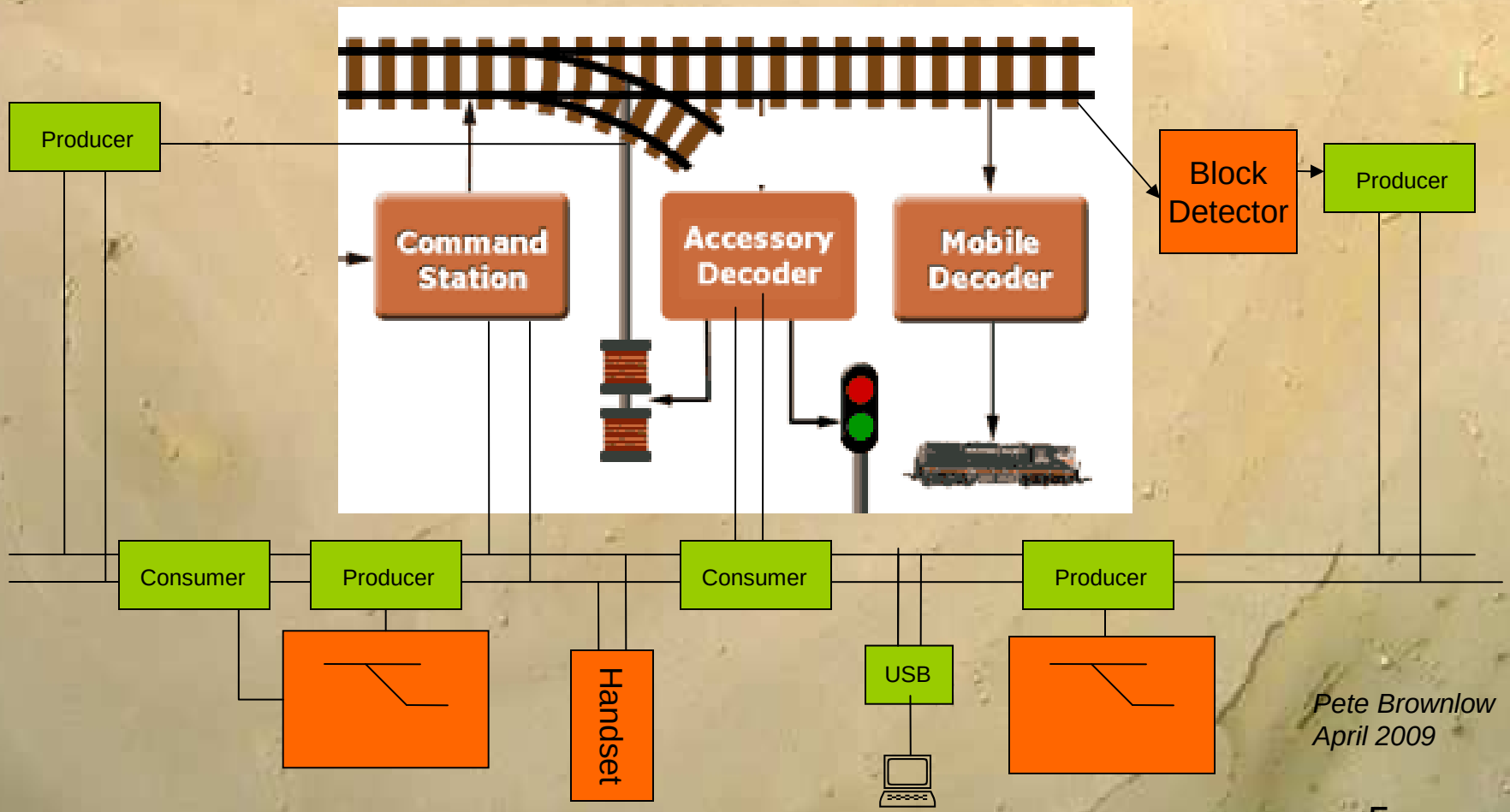
Using CBUS for more



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CBUS Producers

Producers take real life events and send them elsewhere on the layout

- Train detection
- Turnout direction feedback
- Switches or buttons on control panels

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CBUS Consumers

Consumers act on the events from producers and make something happen

- Switch turnouts – includes setting routes
- Set signals
- LEDs on control panel
- Layout lighting
- Level crossings
- Turntables

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The power of CBUS

- One event from a producer can make multiple things happen at consumers.
  Eg: One switch to set points and signals for a route
- Events from different producers can control the same output at a consumer.
  Eg: Multiple control panels
- Very simple teach-learn programming without the need for a computer (SLiM)
- More advanced programming available using a computer (FLiM)

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