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Show Me ...

...How To Common Switch Connections

Summary

The SIM-board Input Modules provide enough pin node connections to allow upto 128 switches to be individually connected to the module, using 2 wires per switch. This is useful for beginner cockpit builders or where the application requires simple, individual connections (for example, allowing the instant replacement of broken switches in the future without having to perform any soldering or desoldering to make the replacement).

However, utilizing a common connection throughout your switch wiring will reduce the amount of wiring required. This tutorial will show you how to wire up switches to your Input Module using the common-connection method.

This tutorial assumes you have read the tutorial entitled "[Show Me...How to wire up Toggle Switches to an Input Module](#)".

You will need...

- a [SIM-board USB Input Module](#) (any type)
- a number of switches
- wire
- [crimping tool](#), some [crimps and crimp houses](#)
- wire strippers
- soldering iron

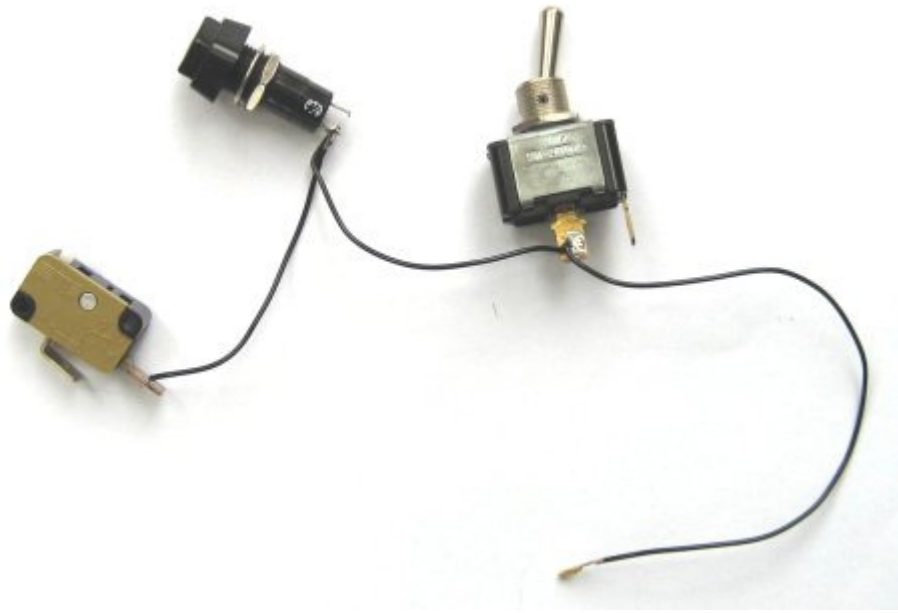


Step 1: Make your common connection

To form the common connection amongst the switches, you must connect in common one terminal of each of the switches you wish to use, forming a wire chain from your first switch to your last switch.

The example below shows 3 switches with one terminal each on a common wire.

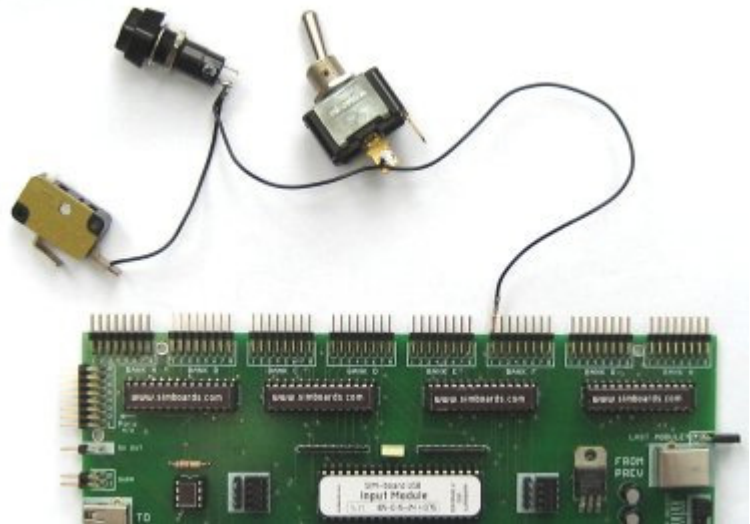
It is not critical which of the terminals of your switches you choose to common up, as the state of the switch (on or off) can be inverted if required by the control software.



Step 2: Connect the common wire to the Input Module

Having formed the common connection, you should now connect this single wire to any bottom pin of the BANK A to BANK Z blocks. It is not critical which bottom pin you choose to use.

This wire now acts as the common connection amongst all the switches to which it is connected.

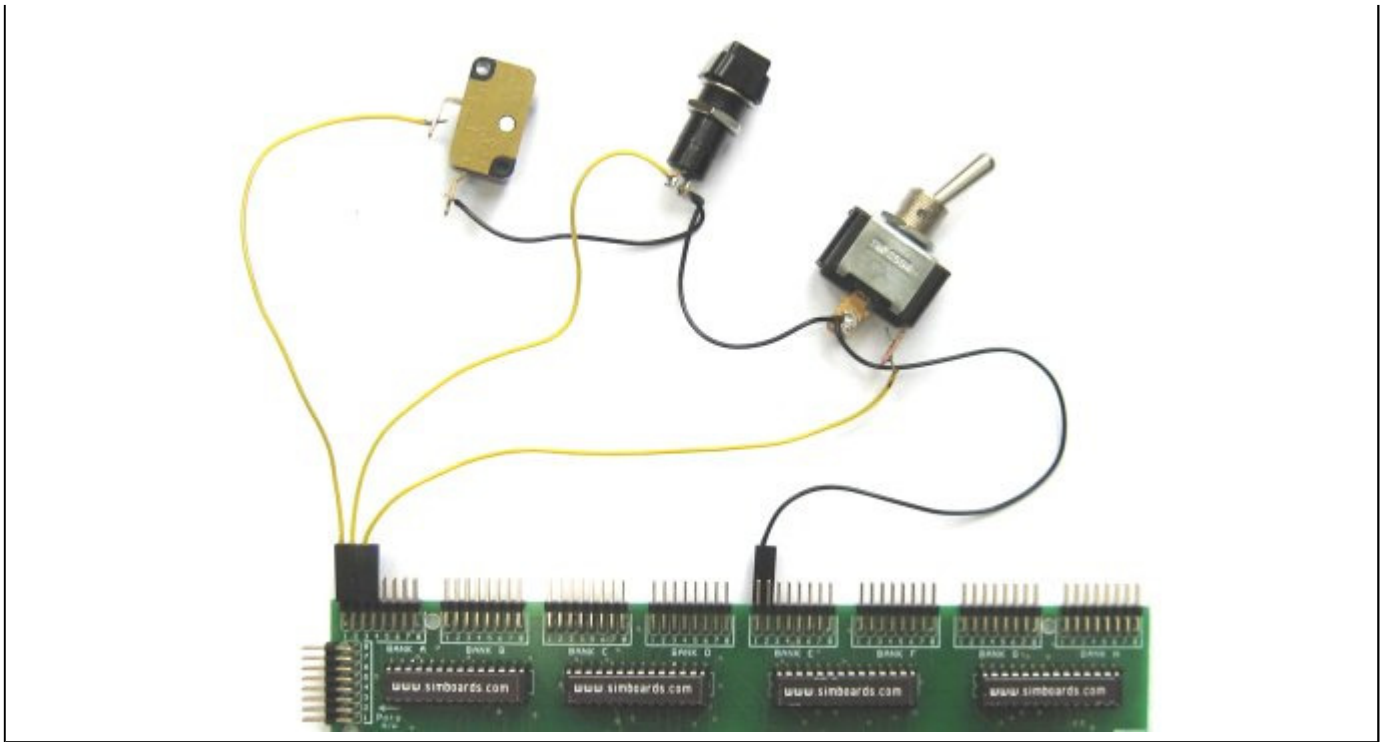


Step 3: Connect the individual switch terminals

Now connect the remaining individual switch terminals to the top pins of the BANK A to BANK Z blocks, one per switch.

This completes the connections required to achieve switch commoning.

Please refer to the tutorial entitled "[Show Me...How to wire up Toggle Switches to an Input Module](#)" for instructions on how to assign software actions to these nodes and test them.



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