

# The Case For CMRI On Arduino

Seth Neumann  
[sneumann@pacbell.net](mailto:sneumann@pacbell.net)

Chuck Catania  
[cpcrr@charter.net](mailto:cpcrr@charter.net)



# History

- Dr Chubb introduced CMRI in 1983 as an affordable hardware platform that could be programmed by model railroaders with minimal programming background
- There are > 1,000 CMRI hardware systems in use with a mixture of software (QBASIC, VBASIC, JMRI and various JMRI applications)
- CMRI has a very active user community which provides a high level of mutual support
- A series of small businesses have supported the community with kitting, assembly and programming services, the current one being SLIC Engineering (Marc Robertson)



# Arduino

- Literally “Art Duino”
- Introduced in 2006 by Massimo Banzi for conceptual artists wanting a simple control system for animation
- Open Source
- Large, mutually supportive, user base in “Maker” and Robotics communities
- Many “cottage” suppliers of processors and peripherals, notably SparkFun, AdaFruit and Modern Device

# State of CMRI

- About due for a 10 year refresh (since last major change with introduction of SMINI, DIN<sub>32</sub>, DOUT<sub>32</sub>)
- Challenges with cost per line with respect to alternatives
- Shift from 2 Light Emitting Diode to 3 Light Emitting Diode Signals renders SMINI's 1 input:2 output i/o ratio less useful
- Local nodes have no intelligence, limiting real-time capability
- No native servo support or any way to modulate LEDs/Lamps (fade in/fade out)

# CMRI on Arduino

- Leverages inexpensive Arduino platform
  - Built in support for serial, servo, A/D conversion, PWM
  - Inexpensive to expand (cost dominated by interconnects)
  - lots of inexpensive i/o shields
- Use existing CMRI peripherals where possible
  - SMC-12 (Stall Motor Switch Machine Controller)
  - Twin Coil Drivers
  - DCC\_OD (DCC Optimized Detector)\*
- Keep base level compatibility with CMRI across both Chubb BASIC and JMRI Software



# Evolution of CMRI Deployments

- CMRI on Arduino can be used for:
  - Lower entry costs/finer granularity allows more distributed deployment
  - Cost reduction in classic deployments
  - Some combination of both

More flexibility (byte level selection) in i/o results in better utilization

Deployment close to devices, control panels etc requires less expensive interconnects

# Board Size Comparison

IOX<sub>32</sub>

cpNode

SMINI

48 Ports  
Set in 8  
Port  
groups

24 in  
48 out

# Comparative I/O And Costs

	SMINI	cpNode	cpNode Max	SUSIC MAX
Ports	72	18	144	480
Cost (A&T)	\$190	\$63	\$187	\$1,485
5v/12V output	Both	5V *	5V *	Both
Cost per line	\$ 2.64	\$ 3.50	\$ 1.30	\$ 3.09
Best For	Larger Areas distributed	Small distributed nodes	Interlockings, yard throats, cpNode Expansion	Larger centralized installs and CTC Machines

\* IOX expanders offer Open Drain outputs at up to 30mA at 5V subject to 160 mA total per chip, high voltage and current adapters are available for more extreme requirements (.5A @ 60VDC).

# Open Source to Assembled and Tested

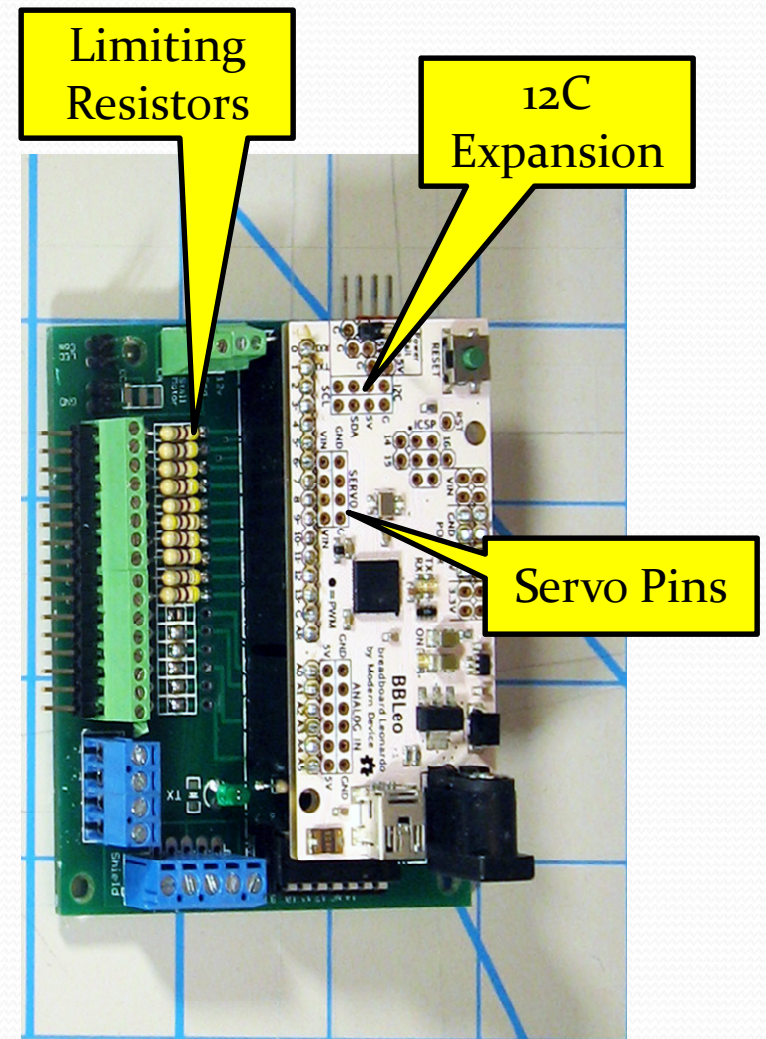
- The cpNode family of boards is open source:
- We've posted:
  - EagleCad Design Files: Users can download the EagleCad files from Arduini Yahoo Group and modify or print as is with Seeed or other board fabrication houses
  - Standard Arduino "Sketches" configure the cpNode as SMINI or SUSIC nodes which can be used with JMRI or VBASIC
  - Sketches may be used "as is" or modified to serve unique requirements
- We (MRCS) offer:
  - bare boards
  - most boards assembled and tested

# cpNode Board Family

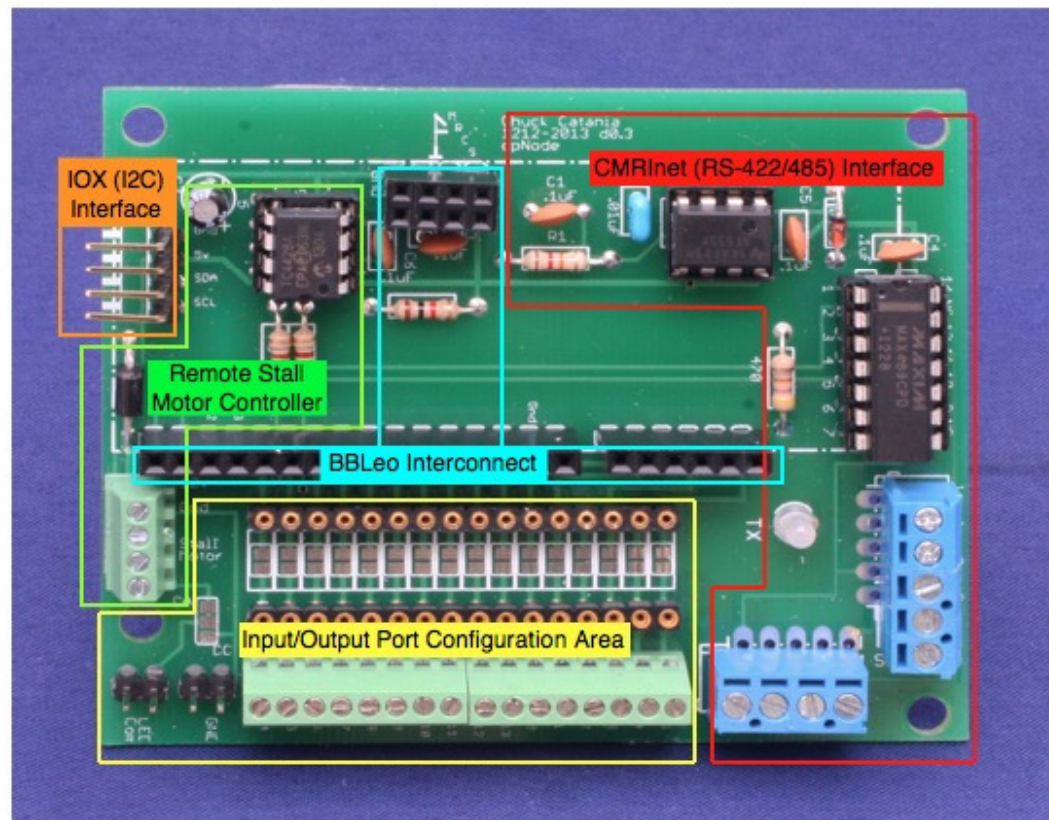
- Control Point Node (cpNode): BB Leo + RS 485 adapter, limiting resistors, single stall motor driver to support one end of one controlled siding
- 16 and 32 Port I2C expansion board for cases where more than 18 pins are required (IOX16,32)
- 16 Port Open collector Adapter (CSNK-16)
- 16 pin Molex adapter boards for compatibility
- Small DCC\_OD motherboard for distributed detection applications (ODX4)

# Control Point Node

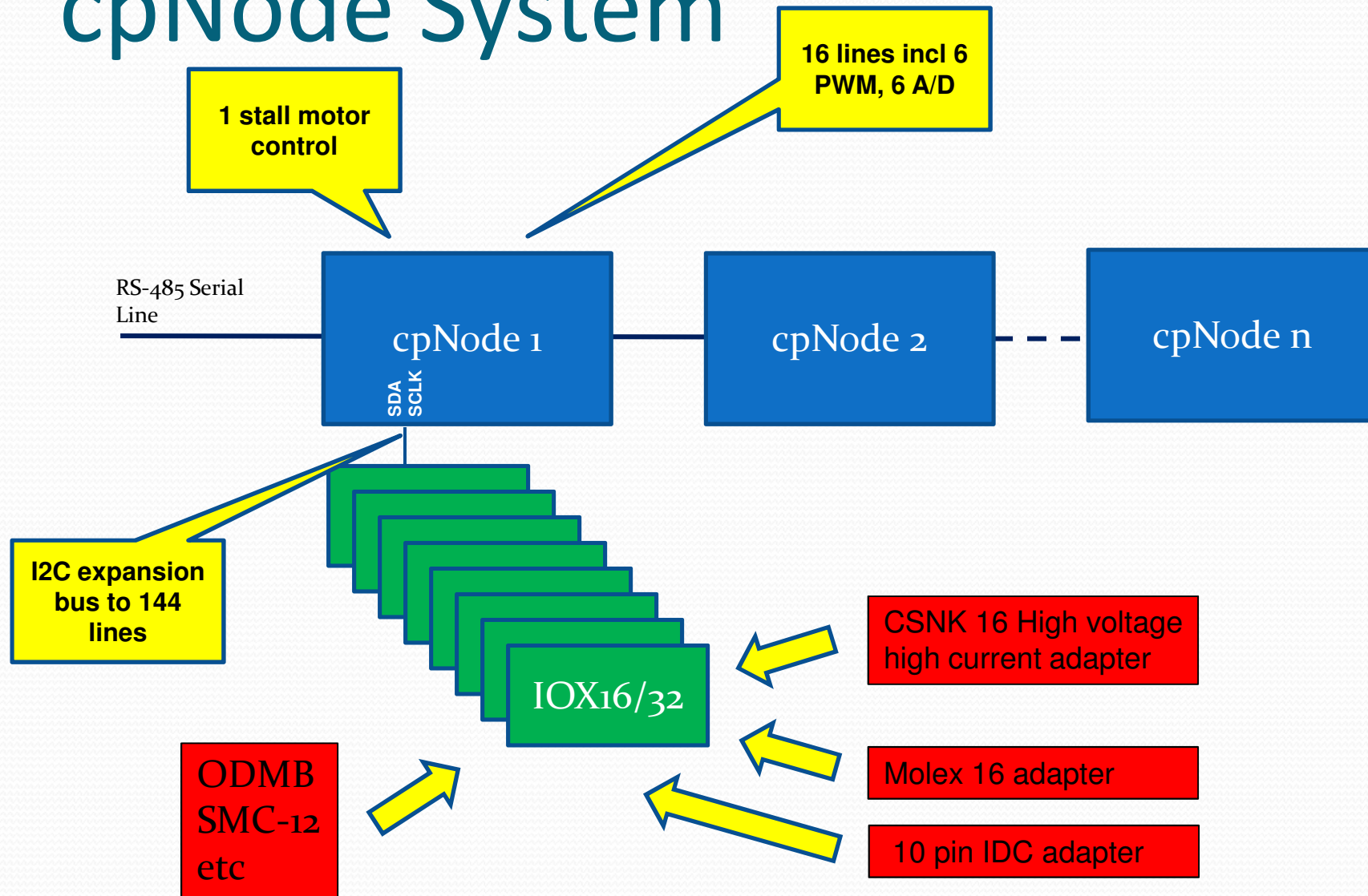
- This board supports one Control Point (“cpNode”)
- BB LEO plugs into it (Arduino Shield version available on Arduino)
- Uses RS485 transceivers and glue logic to implement CMRI bus.
- Has pads for a FET stall motor driver (or use included servo driver)
- Has pads for resistors for 10 Light Emitting Diodes
- Connectors for i/o, power
- Servo connections from BB-Leo
- Fits DIN Snap Track for easy mounting
- \$5 for bare board or \$40 A&T plus coupon code for BB-Leo @ \$23



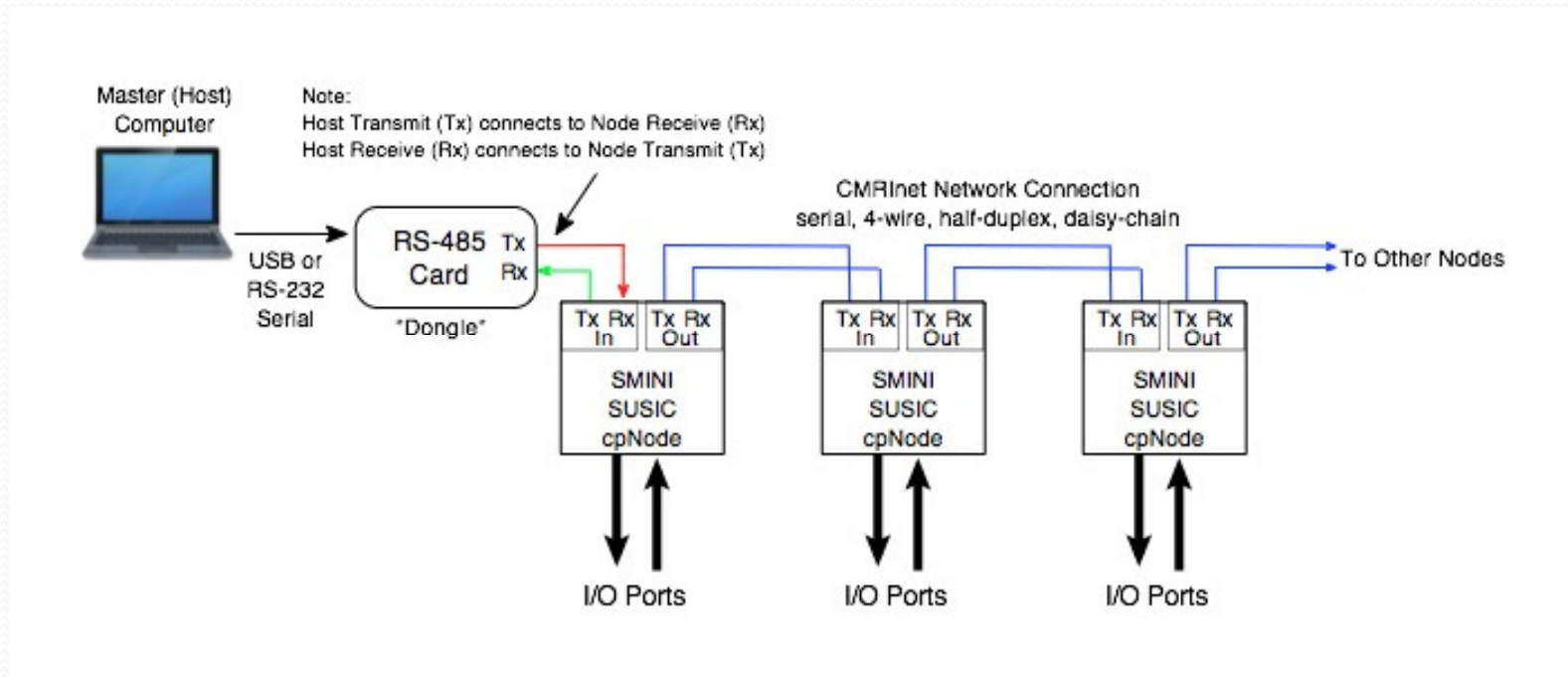
# cpNode without BB-Leo



# cpNode System

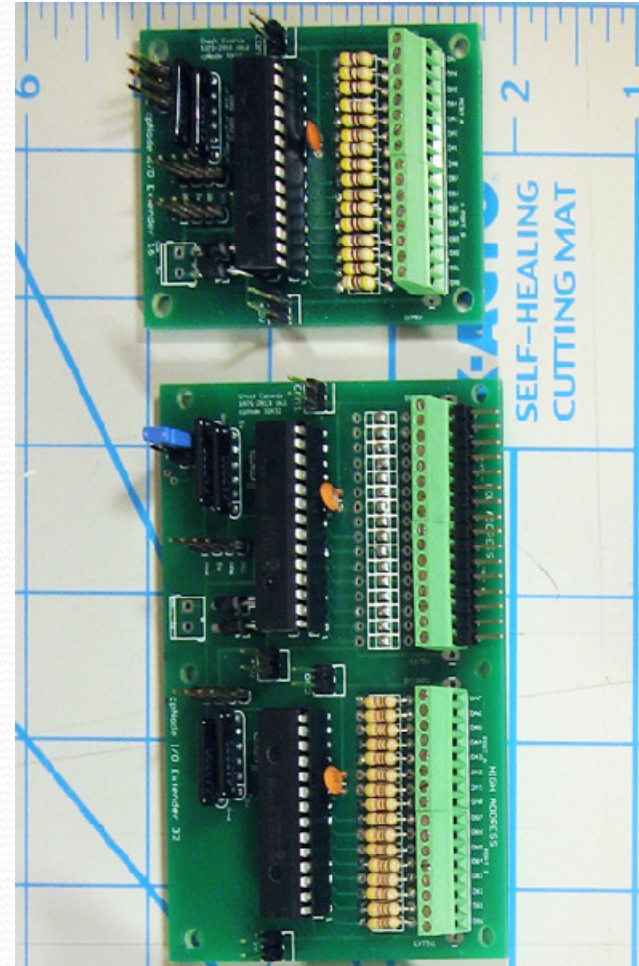


# Mix and Match with SMINI, SUSIC



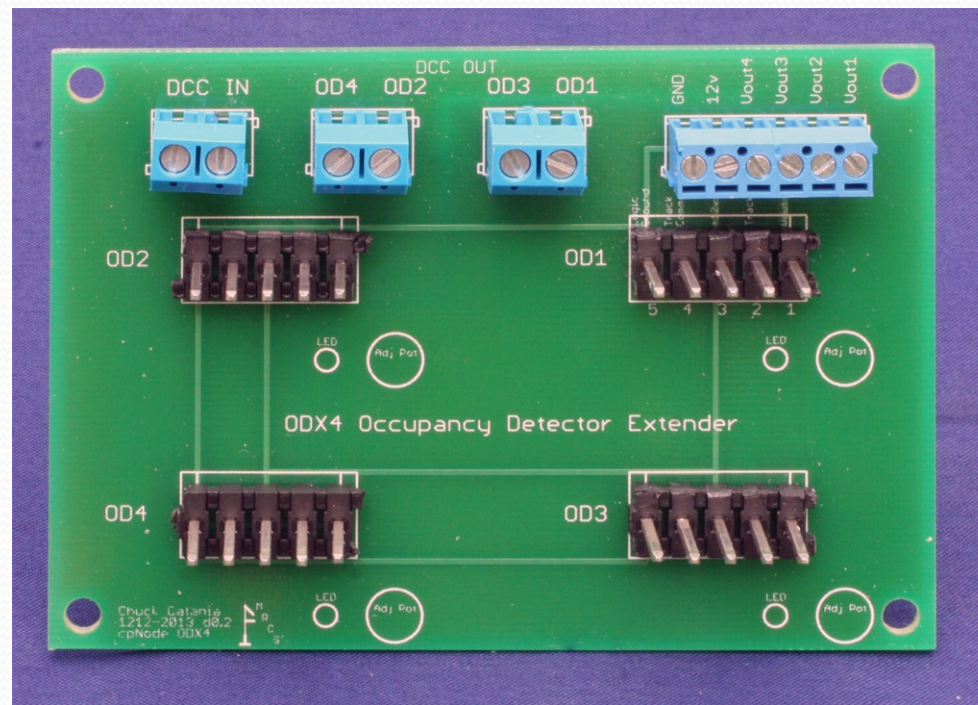
# 16/32 Port I2C Expansion Boards

- Simple expansion board based on the MCP23017 I2C chip. Each chip supports 16 individually programmable i/o pins.
- DIN Mount, 0.100 pin or screw term
- Outputs are open-drain at 25mA at 5V (but chip maximum of 160 mA applies)
- Since modern Light Emitting Diodes light well at 10 mA, all outputs can be used as signal drivers, but given that modern signals are 3 Light Emitting Diode no more than 6 Light Emitting Diodes will be on at once
- Can drive any logic level input (see CS16) or 3<sup>rd</sup> party relay boards
- Up to 8 IOX16 or 4 IOX32 boards for a total of 128 total i/o can be supported over 2 meters on one daisy chain
- DIN form factor
- IOX16 = \$22, IOX32 = \$31(<\$1 per line!)



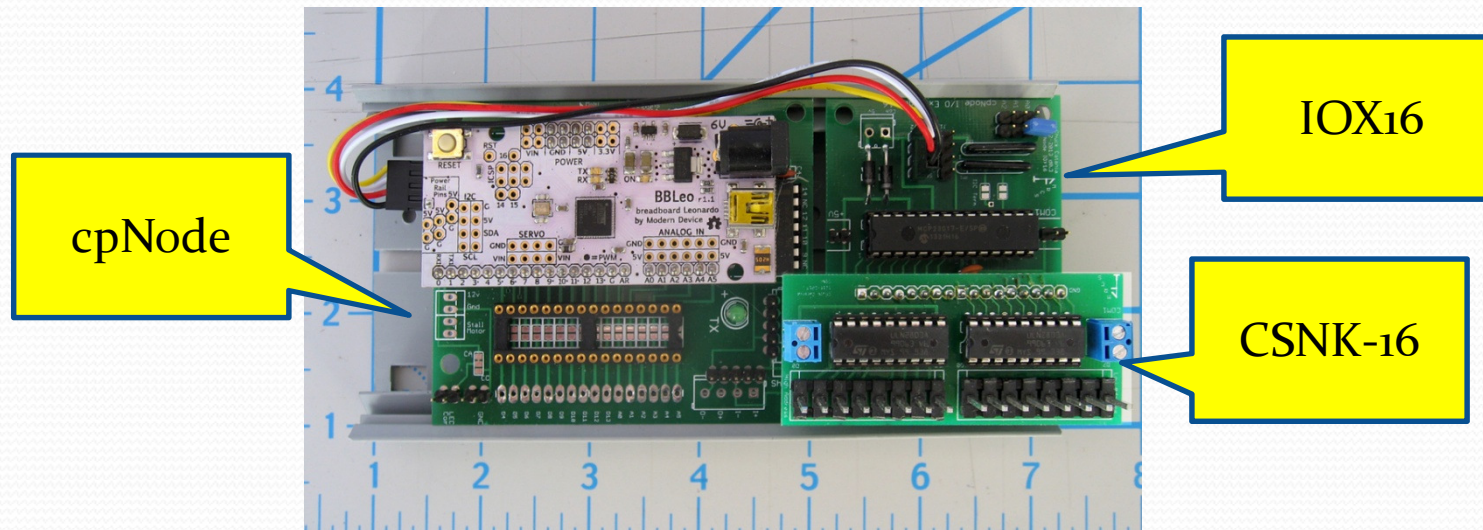
# ODX4

A 4 position mother board for DCC\_OD to support one control point (main, OS, main within, siding



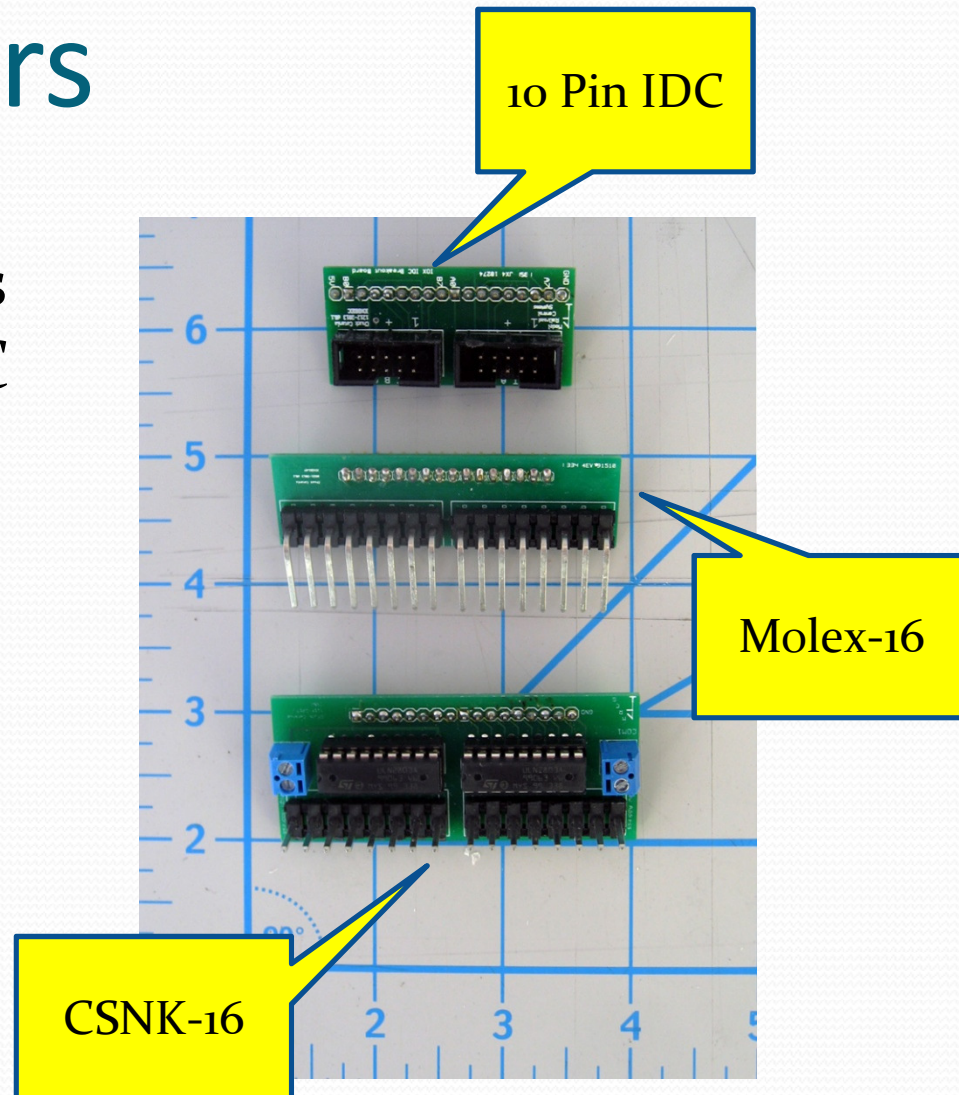
# CSNK-16: 16 Port High Current Adapter

- Provides 16 ports able to sink  $<500\text{mA}$  at  $<60\text{VDC}$
- 0.100 inputs/0.156 outputs
- Used to control higher voltage and current loads (relays, incandescent lamps)
- Darlington current sink using ULN2803 chip
- Mounts to IOX16, IOX32 on edge connector



# Other Adapters

- Molex-16 – 0.100 plugs into IOX and gives JLC Molex pins for backward compatibility
- 10 Pin – adapter for RR-Cirkits and Team Digital plug in adapters



# Standard Arduino Configuration Sketches

- 3 input (3 Optimized Detectors), 13 output (4 signal heads, turnout motor) Stall Motor Version
- 3 input (3 Optimized Detectors), 14 output (4 signal heads, servo, servo polarity control) Servo Version
- 16 Input
- 8 input, 8 output
- 16 outputs

Selectable by configuration variables, or start with any of these and roll your own

The Arduino Integrated Development Environment (IDE) is free and can be downloaded at <http://arduino.cc/en/Main/Software>  
Use this software and a USB cable to configure cpNodes

# Deployment Strategy

- Use a lot of smaller nodes rather than fewer large nodes(take SMINI philosophy another step)
- With 128 node addresses we're unlikely run out: allows for 64 controlled sidings with cpNodes at each end
- Mix and match with existing SMINI and SUSIC nodes
- High density nodes like toggle-style CTC boards or large interlockings can use fully expanded cpNodes or SUSIC nodes.

# Arduino Configuration

- Base CMRI compatible configuration (e.g.  $N = 2$  for 3 bytes of input and 6 bytes of output)
- JMRI Configuration knows about card type = “cpNode” with 8 bit cards
- If you are using VBASIC, it’s configurable as a SUSIC: any combination of D[IN|OUT][24|32] you like

# cpNode Configuration in JMRI

The screenshot displays the 'Node Configuration Manager' window. It contains a table of 'Configured Nodes' and an 'EDIT NODE' dialog box for Node 27.

Address	Type	Bits per Card	IN Cards	OUT Cards	IN Bytes	OUT Bytes	Select	Description
10	CPNODE	8	6	2	6	2	Select	South Wall Detection
11	CPNODE	8	6	2	6	2	Select	North Wall Detection
24	CPNODE	8	3	5	3	5	Select	Grafton
25	SMINI	24	1	2	3	6	Select	
27	CPNODE	8	2	6	2	6	Select	Marlinton Interlocking
30	SUSIC	24	2	2	6	6	Select	

**EDIT NODE**

Node Address (UA) : 27    Node Type: CPNODE

Receive Delay (DL) : 0    Card Size: 8-bit

Pulse Width: 500 (milliseconds)

Assign IOX Ports

IOX Addr	Port	Port Type
20	A	Output Card
	B	Output Card
21	A	Output Card
	B	Output Card
22	A	No Card
	B	No Card
23	A	No Card
	B	No Card

Description: Marlinton Interlocking

**C/MRI Network Options**

☐ Enable Polling at Startup    ☐ Use CMRI Extended Protocol

☐ RFE    ☐ RFE

**cpNode Options**

☐ Send EOT On No Inputs Changed    ☐ RFE

**Notes**

To change this node, make changes, then select 'Update Node'.

To leave Edit without changing this node, select 'Cancel'.

Update Node    Cancel

# Arduino Sketches to implement CMRI Node functionality

- Standard Sketches for Control Point Node
- Witt – implements a lot of functionality, 2 wire signals, local flashing, etc.\*
- A menu or interview based script which generates a configuration sketch for the less-technical user wanting a non-standard configuration\*

\* Under development

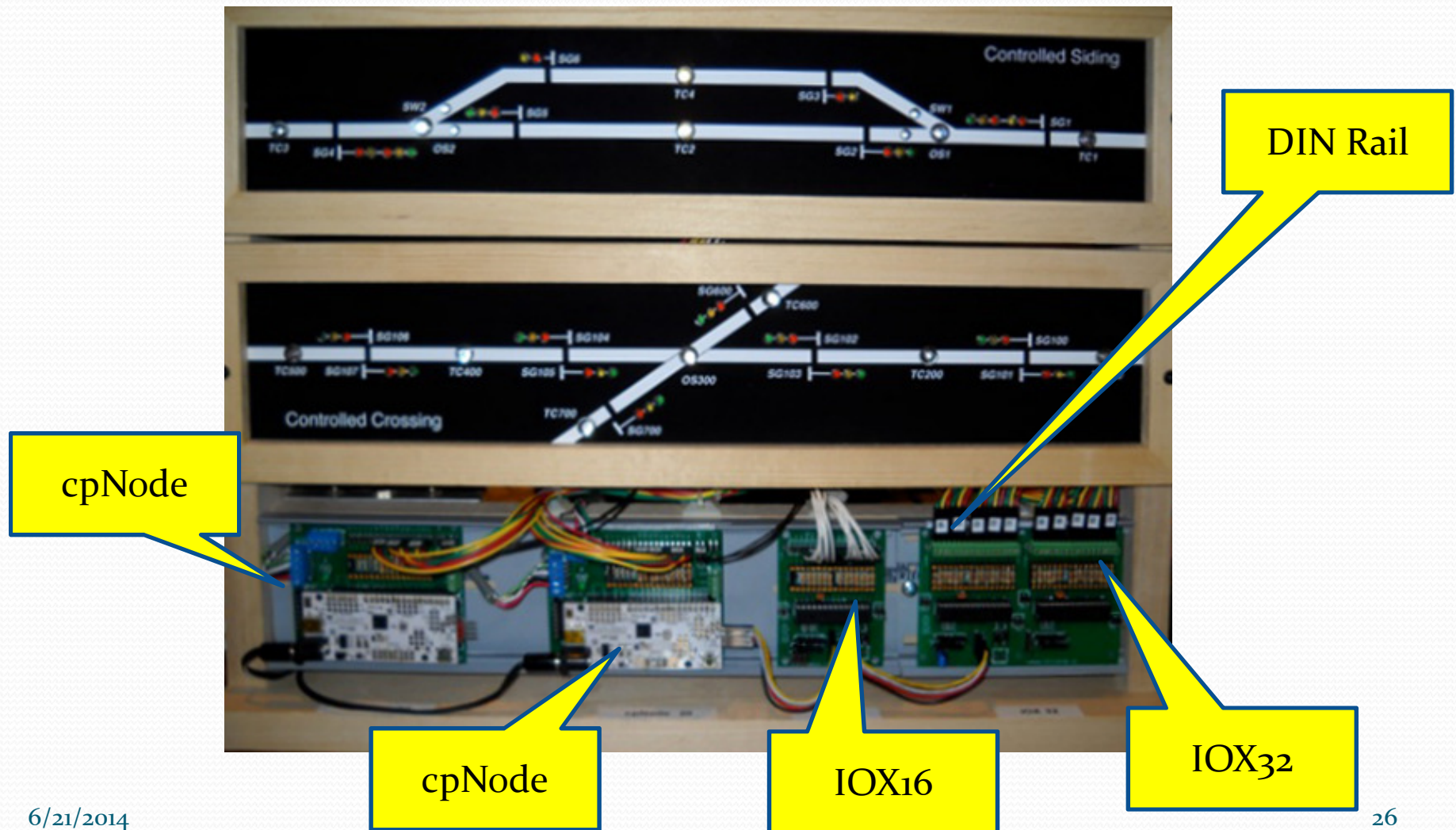
# Enhancements to CMRI standard

- Break outs with 0.100 headers or screw terms on 4 position Detector mother boards ODX<sub>4</sub>
- More mixing of various board types (more efficient use of i/o based on byte boundaries)
- More efficient use of CMRI Net bandwidth
  - “no inputs changed” ack option in JMRI
- JMRI supports new Node type for cpNode with card size of 1 bytes

# “The New Normal”

- 3 Light Emitting Diode Signals at 5V
- \$2.00 servos for turnout control, bracket with integrated frog power switch
- High current output for use where needed ( $< 25\%$  of total) and for backwards compatibility
- Most cpNodes will be used in new installs or extensions as Chubb's hardware is very robust and users won't replace it just to go to newer hardware so conversion issues should be minimal

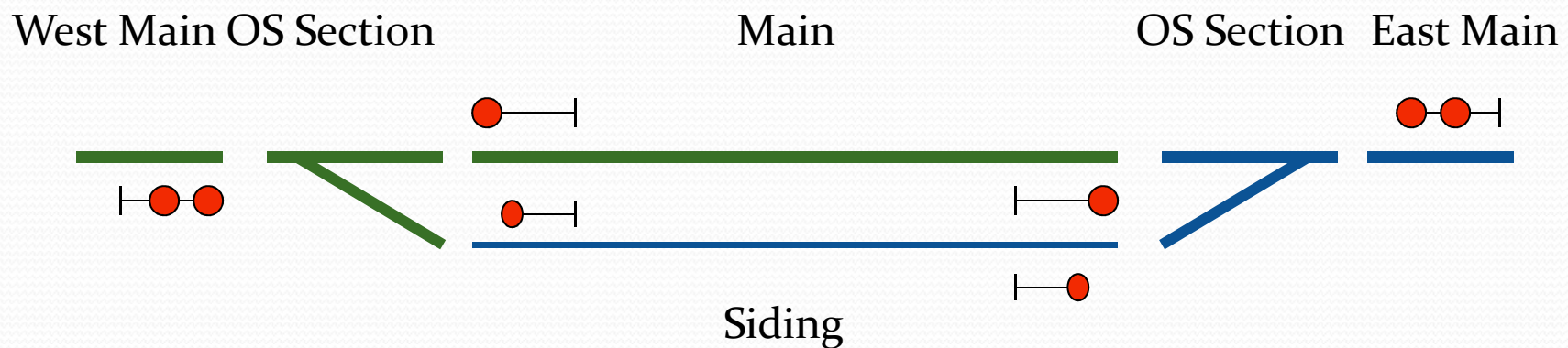
# cpNode Deployment



# Reference Deployments

- ½ Controlled siding (one “triad”)
- Complete controlled siding with “OS” Section at each end
- SMINI Alternative
- Double Track Intermediate Signal with or without Cross-Over
- Crossing

# Diagram of Controlled Siding



- 6 detected blocks (inputs)
- 2 switch motors (stall, twin coil, servo etc)
- 8 x 3 Light Emitting Diode Heads (note green not used on low speed routes)

# ½ siding (Control Point)

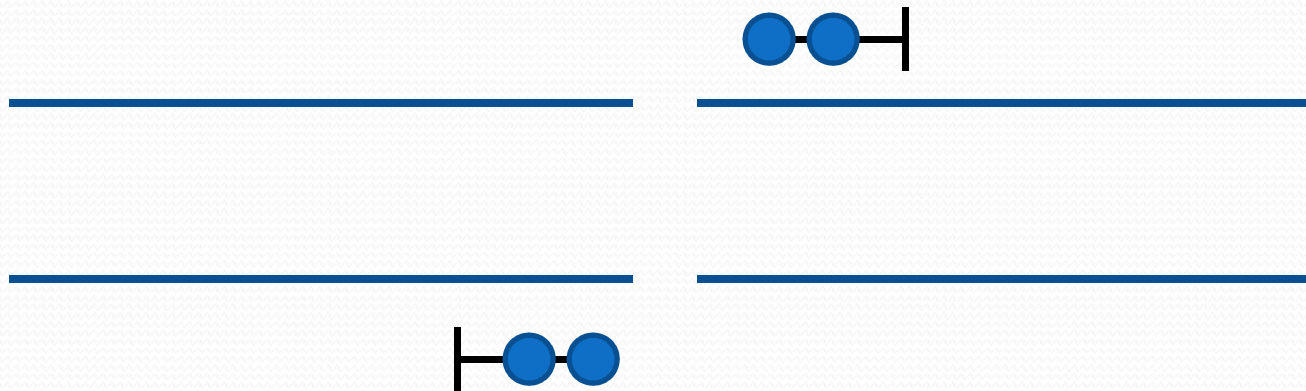
Many CMRI applications are CTC. The basic element of CTC is the “Control Point” or “OS Section.” in route signaling it looks like:

- Power Switch (1 output), can drive servo directly or stall motor driver on CP node board
- Detection of OS, Siding or Main between control points and main on either side (3 inputs). Most model railroads only have one block between controlled sidings, so one of these may be spare
- Control of 4 heads:
  - 2 heads on mast entering siding (5 or 6 outputs)
  - 1 head on a high mast on main between CPs (3 outputs)
  - 1 head on low mast on siding between CPs (2 or 3 outputs)
- 2 lines for serial i/o
- SCLK, SDA lines for I2C expansion. May be used for other purposes if no expansion required
- Total = 20, fits on one cpNode
  - 3 input
  - 13 output
  - 2 serial
  - 2 I2C expansion\*

# Complete Controlled Siding

- Most CMRI applications are CTC. This is the complete siding.
  - Power Switches (2 outputs), can drive servo directly or use our RSMC for second Stall Motor
  - Detection of OS, Siding or Main between control points and main on either side (6 inputs)
  - Control of 8 heads:
    - 2 heads on mast of each entering siding (12 outputs) – really 10 as the siding is usually a low speed turnout
    - 1 head on a high mast on at each end of main between CPs (6 outputs)
    - 1 head on low mast on at each end siding between CPs (4/6 outputs)
  - 2 lines for serial i/o
  - Total = 34, fits in a cpNode with 16 port I2C Expansion (IOX16)
    - 6 input
    - 26 output
    - 2 serial

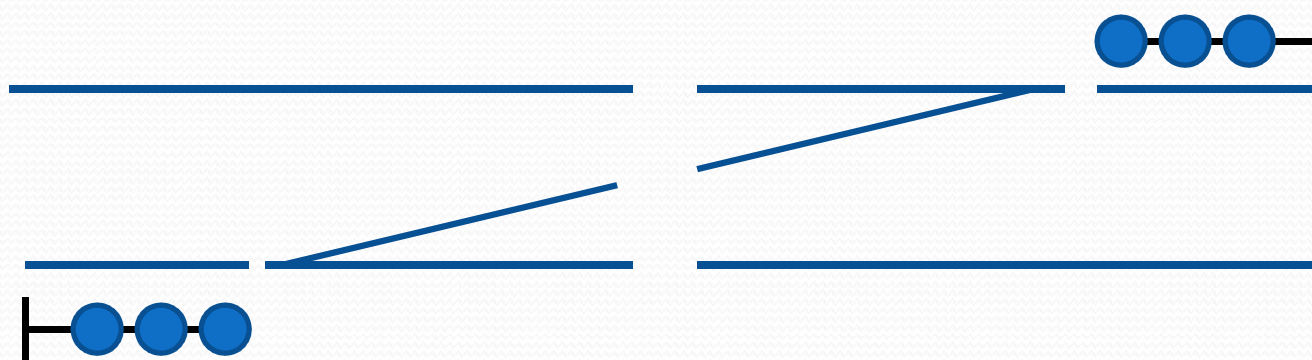
# Double Track Intermediate



Speed Signaling for rule 251 (current of traffic) operation – check your prototype!

- 4 inputs (4 DCC Optimized Detectors)
- 12 outputs (4 heads at 3 Light Emitting Diodes each – lower heads may only have 2)
- Total of 16 i/o
- Fits in a cpNode

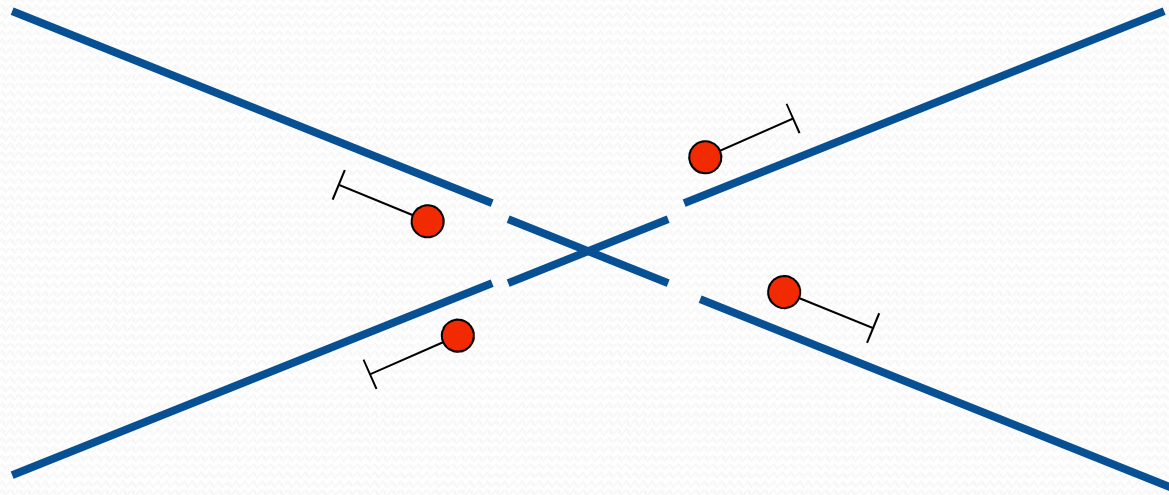
# Double Track Cross Over



C&O-like Signaling for rule 251 (current of traffic) operation

- 6 inputs (6 DCC\_ Optimized Detectors s)
- 20 outputs (6 heads at 3 Light Emitting Diodes each – lower heads may only have 2) + 2 switch motors
- Total of 26 i/o
- Fits in a cpNode (16) + an IOX16 (16) = 32 lines with 8 lines to spare

# Crossing in Route Signaling

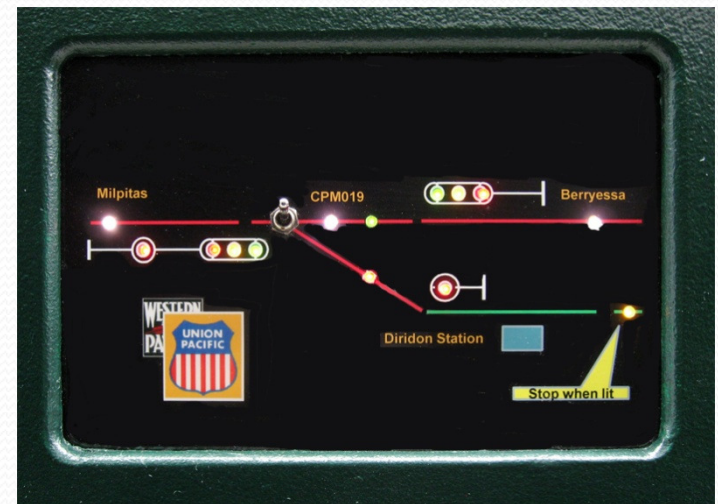


- 5 inputs for occupancy (if using PSXAR reverser for frog, you can get frog occupancy from it, or you can use an additional output to drive a relay(s) to switch frog polarity.) Detection of main line sections may already be handled by adjacent cpNodes
- $4 \times 3 = 12$  outputs for signals – signals integrated into ABS/APB occupancy logic
- Optional input to “run time” for junior road
- ~17 i/o, fits within a cpNode, or cpNode + IOX16 if you need something else in the area

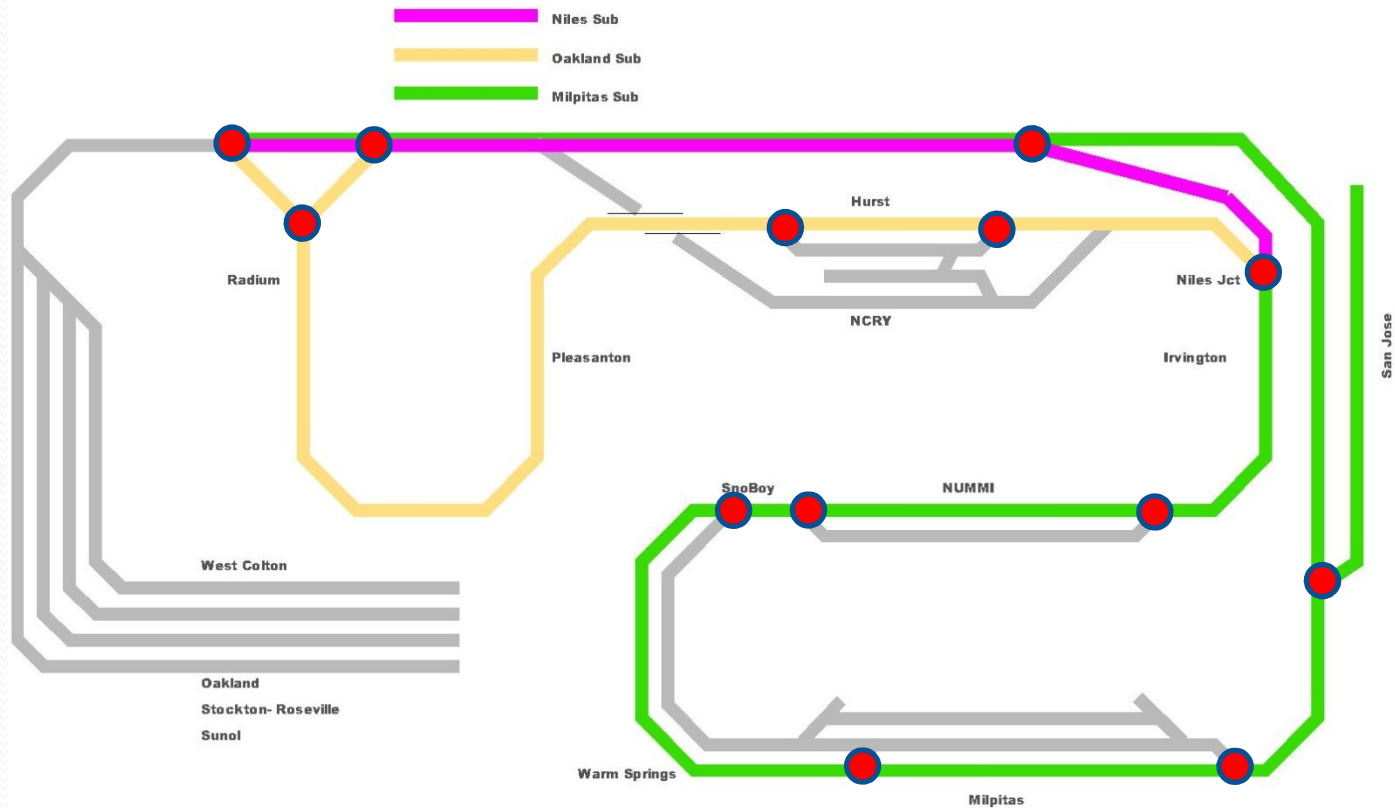
# A cpNode at work

## Diridon Station control panel on Seth's layout

- 14 outputs – signal repeater, occupancy, end of track
- 1 input – local switch
- 3 lines spare
- all of the inputs driving the LED outputs are on other (SMINI) nodes in the system
- This node eliminated the need to string about 150 feet of CAT5 from two backboards
- I have a clinic on how to make these panels at <http://www.pcrnmra.org/pcr/clinics/ControlPanelsRdr7up.pdf>



# Example based on Seth's UP in Niles Canyon



13 Control Points ●

Example does not cover staging control, control panels

# Relative Costs: SMINI v. cpNode

Not Including 39 DCC\_OD occupancy detectors and ODMB which are the same in all configurations

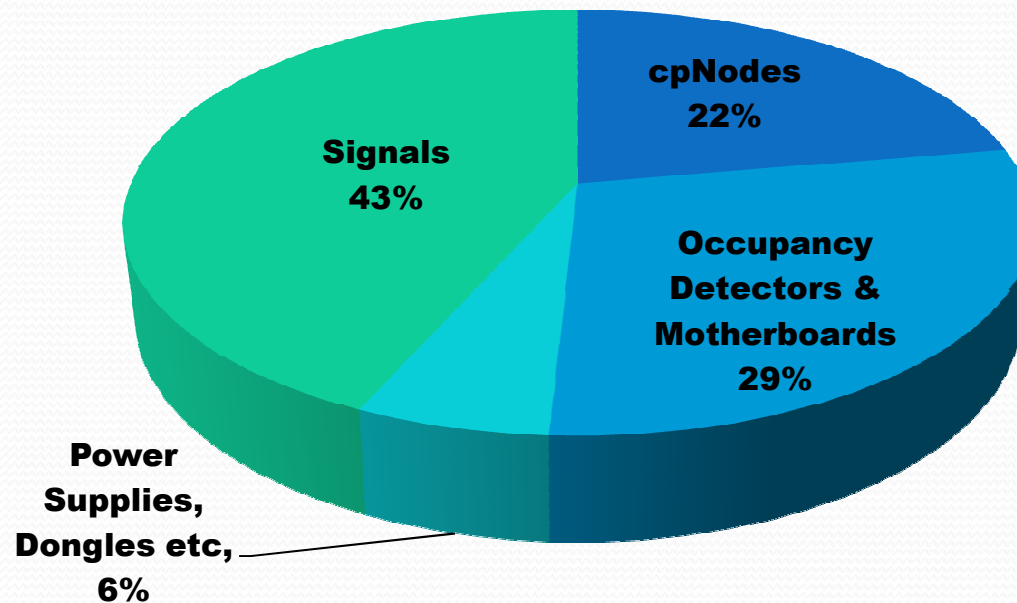
Architecture	Nodes	Electronics	Interconnects	Total	% SMINI
SMINI	4	\$ 1,180.00	\$ 228.32	\$ 1,408.32	
Centralized cpNode	2	\$ 602.00	\$ 205.50	\$ 807.50	57%
Distributed cpNode	13	\$ 1,021.59	\$ 15.60	\$ 1,037.19	74%

- Costs based on assembled and tested boards in quantities suitable for this layout
- No power supplies, USB dongles, mounting hardware etc considered here
- Design uses 39 DCC\_OD occupancy detectors @ \$20 ea = \$780 in all cases, may be a little less as most model railroads only have one block between control points

# Other Deployment Cost Considerations

- Alternate Signals may be as low as \$12 for single head, \$20 for Double, *BUT* more exotic signals, such as B&O Color Position Lights may be more
- We feel the DCC\_OD is the gold standard, but less expensive compatible detectors exist
- While we did not consider switch machines in this example, switching to Servos at \$2.00 ea (eBay in 20s) and using Seeed relay boards for frog switching (at \$1.50/ segment) you can save over Tortii. You can also omit the stall motor chips from the cpNode. A bracket is required for the servo: Tam Valley Depot makes a laser-cut bracket for \$3.95 ea. in 12s. (He also sells servos and kits)
- Sparing should be less expensive as a single inexpensive spare will protect a large number of nodes, also IOX16, 32 are relatively inexpensive

# Signaling System Cost Elements



The majority of system costs are in the Signals, followed by Detectors

# Resources

- **Model Railroad Control Systems (MRCS)**

Seth Neumann, [sneumann@pacbell.net](mailto:sneumann@pacbell.net)

Chuck Catania, [cpcrr@charter.net](mailto:cpcrr@charter.net)

- **Yahoo User Groups**

**Arduini**      Arduino technology for model railroading

<https://groups.yahoo.com/neo/groups/Arduini/info>

**CMRI\_users** Original Computer Model Railroad Interface group

[https://groups.yahoo.com/neo/groups/CMRI\\_Users/info](https://groups.yahoo.com/neo/groups/CMRI_Users/info)

**JMRIusers**    Java Model Railroad Interface software group

<https://groups.yahoo.com/neo/groups/jmriusers/info>

- **Official Arduino Web Site**

<http://arduino.cc/>

# Resources - Continued

- **Licensed Arduino Hardware Suppliers**
  - Modern Device <http://moderndevice.com/>
  - Sparkfun <https://www.sparkfun.com/>
  - AdaFruit <http://www.adafruit.com/>
- **Official C/MRI Web Site, Dr. Bruce Chubb**  
<http://www.jlcenterprises.net/index.htm>
- **SLIQ Electronics - Official C/MRI Hardware Web Site, Marc Robertson**  
<http://sliqelectronics.com/products/>
- **Java Model Railroad Interface (JMRI) - Open Source Model Railroad Software**  
<http://jmri.sourceforge.net/>
- **Dr. Chubb's documentation available at JLC Enterprises**  
<http://www.jlcenterprises.net/Index.htm>
- **Handy servo hardware at Tam Valley Depot**  
<http://www.tamvalleydepot.com/products/servosaccessories.html>
- **Loconet implementation using Arduino**  
[http://www.scuba.net/wiki/index.php/Arduino\\_Loconet](http://www.scuba.net/wiki/index.php/Arduino_Loconet)
- **Handy i/o adapters at RR-Cirkits**  
<http://www.rr-cirkits.com/>



# Backup

# SMINI Case

Case 1 - SMINI				
<b>Backboard 1 - Radium</b>				
Control Points	7	Unit	Ext'd	
Input lines	283 DCCOD + 1 fascia switch per CP			
Output lines	77 10 LEDs per CP + 1 switch motor			
SMINI	2	\$ 190.00	\$ 380.00	
DCC_OD	21	\$ 20.00	\$ 420.00	
ODMB	2	\$ 40.00	\$ 80.00	
SMC12	1	\$ 65.00	\$ 65.00	
R12TERM	7	\$ 10.00	\$ 70.00	\$ 1,015.00
Punch Block + 89B	3	\$ 20.22	\$ 60.66	
Feet of CAT5	5253 per: 2 signals and Tortoise	\$ 0.10	\$ 52.50	
Radio Shack Spade lugs	49	\$ 0.10	\$ 4.90	\$ 118.06
			\$ 1,133.06	
<b>Backboard 2 - Milpitas</b>				
Control Points	6			
Input lines	243 DCCOD + 1 fascia switch per CP			
Output lines	66 10 LEDs per CP + 1 switch motor			
SMINI	2	\$ 190.00	\$ 380.00	
DCC_OD	18	\$ 20.00	\$ 360.00	
ODMB	2	\$ 40.00	\$ 80.00	
SMC12	1	\$ 65.00	\$ 65.00	
R12TERM	6	\$ 10.00	\$ 60.00	\$ 945.00
Punch Block + 89B	3	\$ 20.22	\$ 60.66	
Feet of CAT5	4503 per: 2 signals and Tortoise	\$ 0.10	\$ 45.00	
Radio Shack lugs	46	\$ 0.10	\$ 4.60	\$ 110.26
			\$ 1,055.26	
total			\$ 2,188.32	

# Centralized cpNode

<b>Backboard 1 - Radium</b>					
Control Points	7	Unit	Ext'd		
Input lines	28				
Output lines	77				
cpNode(H)	1	\$ 59.25	\$ 59.25		
DCC_OD	21	\$ 20.00	\$ 420.00		
ODMB	2	\$ 40.00	\$ 80.00		
SMC12	1	\$ 65.00	\$ 65.00		
R12TERM	7	\$ 10.00	\$ 70.00	\$ 778.40	
Punch Block + 89B	3	\$ 20.22	\$ 60.66		
Feet of CAT5	525	\$ 0.10	\$ 52.50		
Radio Shack Spade lugs	49	\$ 0.10	\$ 4.90	\$ 118.06	
IOX32(H)	3	\$ 28.05	\$ 84.14		
			\$ 896.46		
<b>Backboard 2 - Milpitas</b>					
Control Points	6				
Input lines	24 3 DCCOD + 1 fascia switch per CP				
Output lines	66 10 LEDs per CP + 1 switch motor				
cpNode(H)	1	\$ 59.25	\$ 59.25		
DCC_OD	18	\$ 20.00	\$ 360.00		
ODMB	2	\$ 40.00	\$ 80.00		
SMC12	1	\$ 65.00	\$ 65.00		
R12TERM	6	\$ 10.00	\$ 60.00	\$ 708.40	
Punch Block + 89B	3	\$ 20.22	\$ 60.66		
Feet of CAT5	450	\$ 0.10	\$ 45.00		
Radio Shack lugs	46	\$ 0.10	\$ 4.60	\$ 110.26	
IOX32(H)	3	\$ 28.05	\$ 84.14		
			\$ 818.66		
total			\$ 1,715.11		
	electronics		\$ 1,486.79		
	connectivity		\$ 228.32		

# Distributed cpNode

Case 3- Distributed cpNodes				
Control Points (Each)	13	Unit	Ext'd	
Inputs per Node	4			
outputs per Node	12			
cpNode(S)	13	\$ 59.25	\$ 770.28	
DCC_OD	39	\$ 20.00	\$ 780.00	
ODX-4	13	\$ 15.58	\$ 202.59	\$ 1,752.87
ODX4 Jumpers	13	\$ 0.50	\$ 6.50	
Shell and Pin kits for serial	13	\$ 0.70	\$ 9.10	\$ 15.60
total			\$ 1,768.47	
electronics			\$ 1,752.87	
connectivity			\$ 15.60	

# Switch Motor Cost Comparison

	Device	Driver	Bracket	Contacts	Total
Stall - SMINI	\$ 17.00	\$ 5.42			\$ 22.42
Stall - cpNode	\$ 17.00	Incl.			\$ 17.00
2 Coil (PL10)	\$ 10.00	\$ 30.00		\$ 7.00	\$ 47.00
Servo (cpNode)	\$ 2.00	Incl.	\$ 4.75	\$ 1.50	\$ 8.25
Servo SMINI	\$ 4.00	\$ 12.76	\$ 4.75	\$ 6.00	\$ 27.51

For these examples I used Tortoise from Circuitron for the stall motor and the Peco PL-10 as a twin coil machine. For driver boards I used CMRI SM<sub>1</sub> and SM<sub>2</sub> Twin coil machines and Tam Valley Singlets for servos. TamValley sells the servo, Bracket and singlet as a kit

# SMINI Alternative

- Likely configurations:
  - cpNode (20 – 2 serial, -2 I2C = 16) + 2 \* IOX<sub>32</sub> (64) = 80 Ports
  - cpNode MAX = (20 – 2 serial, - 2 I2C = 16) + 4 IOX<sub>32</sub> (128) = 144 Ports
  - Configured by Arduino sketch

# Sample of Handy 3<sup>rd</sup> Party Shields

- These are a sample of boards available in the Arduino Shield footprint
  - Adafruit – 16 servo hardware support
  - Logic level relay boards (Seeed Studio)
  - Stepper Motor
  - Sound boards
  - Many others – do an internet search