

DIP SWITCH SETTINGS

SECRETS REVEALED

The DIP switch can be programmed with software to do various tasks.

It can be programmed to...

1. Select different animations.
2. Set the delay for, or times to repeat an animation.
3. Tell inputs how to react to a signal.

To set a delay on an animation the switch is programmed to act as a binary number which will tell the animation how many times it is to repeat the delay or sequence.

Below is a layout for a DIP switch that contains 4 switches. These switches are weighted with the following binary numbers.

switch #1 = 1
switch #2 = 2
switch #3 = 4
switch #4 = 8

if switch number 4 and 2 were on the number would be (8+2) or 10. The programmer adds a 1 to this number in software to make the actual number 11. This is because the number 0 is not valid. (all switches off)

0=off / 1=on
(add 1 to the number shown)

sw# 4 3 2 1

0 0 0 0 = 0

0 0 0 1 = 1

0 0 1 0 = 2

0 0 1 1 = 3

0 1 0 0 = 4

0 1 0 1 = 5

0 1 1 0 = 6

0 1 1 1 = 7

1 0 0 0 = 8

1 0 0 1 = 9

1 0 1 0 = 10

1 0 1 1 = 11

1 1 0 0 = 12

1 1 0 1 = 13

1 1 1 0 = 14

1 1 1 1 = 15

