AN INTRODUCTION TO OPENLCB / NMRANET S-9.7

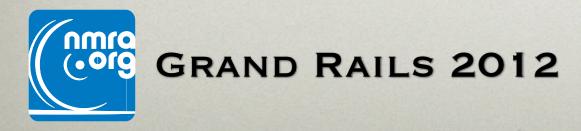
OpenLCB





NMRANET

What is it? Why should I care? What can it do for me?



NMRANET TECHNICAL OVERVIEW

Capabilities & Limitations Producer-Consumer Model Peer-to-Peer Model



OVERVIEW - OR-Too Much Information in Too Little Time





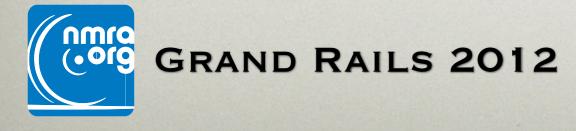
NMRANET AND OPENLCB

- NMRAnet is a proper subset of OpenLCB protocol suite.
- NMRAnet development is carried out by the OpenLCB working group, in conjunction with the NMRA.



WHAT IS IT?

- NMRAnet is a Layout Control Bus
- A common method for Layout Control Elements to talk to each other:
 - turnouts
 - signals
 - panels
 - PCs / smartphones
 - &c.



WHAT IS IT?

- Interoperability at every level
 - physical (RJ45 cabling)
 - data link (CAN/ethernet/ZigBee)
 - message types and format
 - application protocols



WHY SHOULD I CARE?

- Because contemporary layout control elements are:
 - bound very closely to DCC
 - unnecessarily difficult to configure or use
 - overkill for small layouts
 - ill-suited to modular layouts





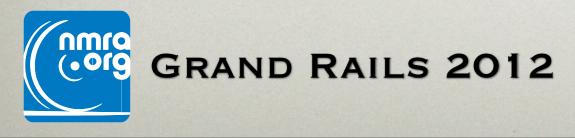
BOUND TO DCC

- Current layout control boards are either DCC or LocoNet
- Accessory decoders must be used with a DCC throttle
- LocoNet is also very closely bound to DCC
 - Nevermind that it's a closed ecosystem.



DIFFICULT TO USE

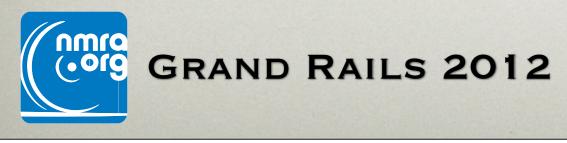
- Have you set up a Digitrax SEC8?
 - (not to rag on Digitrax)
- DCC provides a terrible configuration interface
- Operation is limited to DCC throttles and PC software





NOT GREAT FOR SMALL LAYOUTS

- Most layout control elements are targeted at medium- to large-sized layouts
- Too much trouble to use on small layouts





NOT GREAT FOR MODULES EITHER

- Lack of unique IDs
- Can't combine different brands easily
- No standard for interconnects
 - And where there are, they aim for lowest common denominator



THE NEED FOR NMRANET

- Interoperability and openness
- Not bound to any particular tractioncontrol technology
- Handles the complexity of operation for us
- Is infinitely flexible
- Is forward-looking





NMRANET HIDES COMPLEXITY

- Complexity is in the engineering, not in the user interface
 - Implementation details are hidden from users
 - Configuration system is designed for humans
 - Designed to be robust and reliable



NMRANET IS FLEXIBLE

- Point-to-multi-point networking based on "producer-consumer" model
 - Producers detect events on layout and produce event reports
 - Consumers consume event reports to trigger some layout behavior





NMRANET IS FLEXIBLE

- End user gets to decide what an event *is* and what each event *means*
 - User connects producers and consumers
 - Connections are free-form
 - Any event can trigger any behavior



NMRANET IS FORWARD LOOKING

- Not tied to any particular train-control technology
 - Works with DCC, DC, Brio, whatever
- Not tied to any particular networking technology
 - Currently works with CAN, ethernet
 - Being made to work with ZigBee



EVERYONE STILL WITH US?







NMRANET TECHNICAL OVERVIEW

- Physical capabilities and limitations
- Event transport (producer/consumer)
- Datagram/Stream transport (peer-topeer)



PHYSICAL CAPABILITIES AND LIMITATIONS

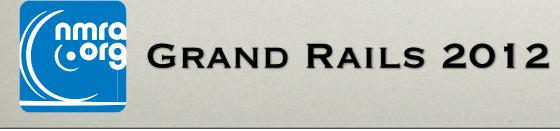
- Current implementation based on CAN
- 125Kbps data rate
- Extremely efficient capacity utilization
- Designed for high reliability in electrically noisy environments
- Can provide limited power over the bus





PHYSICAL CAPABILITIES AND LIMITATIONS

- Linear *terminated* bus
 - short stubs permitted
- Segment length max 1000ft / 300m
 - for each node on bus subtract 20ft / 6m
 - for each stub, subtract double the stub length
- Max 48 nodes segment
- Of course, a network can comprise multiple segments!



NETWORK STRUCTURE

- Each node is assigned a permanent unique identifier (NodeID)
- Nodes can also be assigned a humanreadable name and description
- There is no "master" node
 - No PC required!
 - All nodes are equal peers





- Each layout event is given a unique identifier (EventID)
- Event Reports contains EventID and is broadcast to entire network
- Consumers can choose to act or not without requiring explicit activation by producer



- Multiple producers can produce same event
- Multiple consumers can consume same event
- Allows true many-to-many network architecture

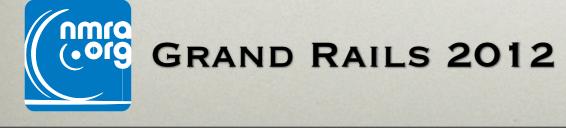


- Connections between producers and consumers are trained via the Learning Protocol
- Nodes are taught to produce / consume a particular Event by demonstration



raikstars.

- Use cases:
 - Controlling a siding from multiple panels
 - Occupancy at a single point triggering multiple signals (on layout and on panels)
 - Easy configuring of routes through a yard



PEER-TO-PEER COMMUNICATIONS

- Datagrams and Streams permit routing data to a particular node
 - Datagrams carry 72-byte payloads
 - Streams carry arbitrarily sized payloads
 - More efficient, but increased protocol complexity
- In most cases, user will not interact with these kinds of messages.



PEER-TO-PEER COMMUNICATIONS

- Use cases:
 - Reading and writing node configuration
 - Remote displays
 - Traction control





BUT, WILL IT BLEND?





COMMERCIAL HARDWARE Available today

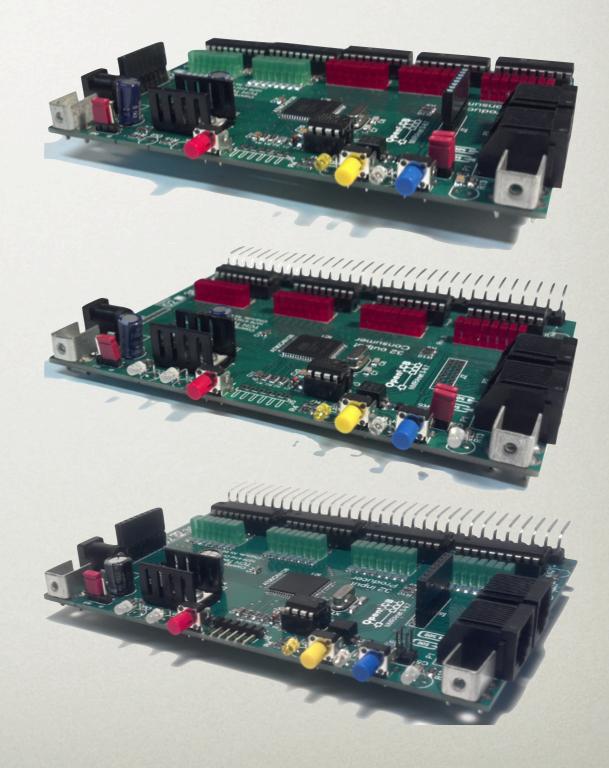




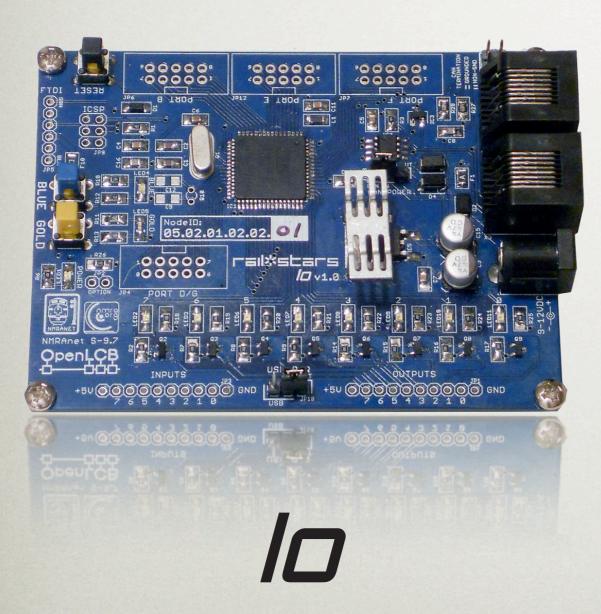


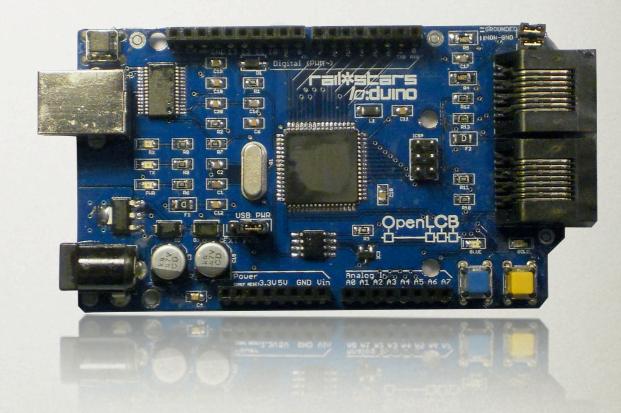


CAN/108Bdenterface









lo:duno

NMRANET DEV KITS

- Three Railstars *Io* nodes
- One TCH Technology CAN/ USB adapter
- Assortment of connectors and accessories



LINKS



LINKS

- <u>http://nmranet.org</u>
- <u>http://openlcb.org</u>
- <u>http://railstars.com</u>
- <u>http://tchtechnology.com</u>



DEMO



QUESTIONS?



