

Arduino IN-14 Nixie Clock v42

“All-In-One” Clock

Operating Instructions & Construction Manual

Contact Information

If you want to get in contact with us, please email to:

nixie@protonmail.ch

We'll usually get back to you right away. We can help you with kits or construction.

We also offer discounts for direct purchases, we save the Ebay fees, and share this with you.

<http://www.open-rate.com/Store.html>

Software

The software is open source and is available on GitHub at the address:

<https://github.com/isparkes/ArdunixNix6/releases>

This board works with Release "[Revision 4 boards](#)" under the "Releases" tab.

Troubleshooting

If everything does not work as you expect, please carefully look at the tests in the construction steps, and the troubleshooting tips.

At the end of the manual, there is a troubleshooting section, which goes through some of the common problems. If you can't work it out, please get in contact with us. **We guarantee that you will get going.**

Description

The Arduino Nixie Clock is a beautiful mix of old and new, resulting in a high accuracy, low power clock which will be a talking point in your home.

The clock has the following features:

- Latest technology, highly reliable and accurate.
- Tried and tested design, with many hundreds of clocks sold.
- Based on the Arduino micro-controller: Easy to program and well documented.
- Open source hardware and software. Nothing is hidden in this clock. (You may modify and load the software).
- Low power consumption.
- Long tube life: Anti Cathode Poisoning (ACP) and configurable blanking makes sure that the tubes will stay healthy for many years with no intervention from you.
- The multiplexed display and automatic dimming used in this design extends the life of the tubes indefinitely. Some other designs run the tubes too "hard", and this causes a rapid degradation in the useful life of the tube.
- All settings are stored in non-volatile memory. Once they are set, they are remembered forever, or until you change them again.
- RGB back lighting allows you to set the color of the back lighting to practically any color you desire.
- Ambient light sensing, with automatic tube dimming, which sets the tube and LED brightness according to the light conditions. This also increases tube life.
- Absolutely silent operation. Some Nixie clocks emit an irritating "buzz" or "hiss" which is especially annoying if you keep the clock in a bedroom.
- Automatic week day or weekend blanking, extends the life of tubes even further
- Automatic time of day blanking, can blank between a start hour and an end hour, on week days, weekends or every day
- Configurable suppression of Anti Cathode Poisoning when the clock is fully dimmed. In the middle of the night, all the digits lighting up at full brightness could be disturbing. You can choose to stop ACP when the clock is fully dimmed
- The High Voltage Generator auto-calibrates itself to match your tubes and power supply, meaning that the power consumption is the lowest possible. (Usually 2W when fully bright, 0.4W when blanked).
- Highly accurate when using RTC module:
 - Battery backed, temperature compensated, high accuracy clock. The accuracy is Accuracy ± 2 ppm from 0°C to +40°C. (Maximum 1 minute per year).
 - The battery life should be 3 years in normal use.
 - Retains the date and time even when turned off (not just for a few minutes, but for as long as the battery lasts)
 - Leap Year Compensation Valid Up to the year 2100
- Extremely accurate when using the optional Wifi module:
 - The time never drifts, is always right to within 1 second.
 - Automatically compensates for Daylight Savings Time changes, leap years and seconds.

General

The clock has different modes of operation, which you select using the pushbutton. When you start the clock up the very first time, it will start in "Time Display Mode". We set it up to be the right time for where the clock is being shipped to, so in the best case you will not even need to set the clock the first time!

The other modes of operation are described in the following sections.

Safety

The voltages produced in the High Voltage circuit can reach peaks of 400V! Take precautions not to electrocute yourself! If you are not sure what this means, please do not use this clock and return it for a full refund.

A shock from the clock high voltage circuit is at least a nasty bite. At worst it can kill you.

We decline any responsibility in the case of injury or death.

REPEAT: If you are not sure, please do not use the clock.

Powering Up

When you power the unit up, it will display "88:88:88" for several seconds. This is for the calibration of the High Voltage Generator to match the power adapter you have attached. During this time you might hear some faint crackling noises from the generator. This is normal.

After finishing the calibration, the version number ("00:42:07") will be displayed for about a second. The clock will then go into normal operating mode.

Time Providers

Real Time Clock (standard)

By default, the clock comes with a Real Time Clock (RTC) module which provides a battery backed time source that remembers the time even when the clock is not powered up.

WiFi Time Providers (optional)

More up to date is a WiFi real time provider, which logs into your home WiFi network and periodically retrieves the time from Internet time sources. These are accurate to 1 second, and auto adjust for Daylight Savings Time. You configure once, and then the module remembers the configuration forever.

Additionally, the WiFi time module gives you a easy to configure interface, which you can use to set up the clock using a tablet, phone or computer.

Time Display Mode

Normally, the clock will show the time. To show additional information press the button with a “short” press. Each press cycles through the following information. After 5 seconds, the display will revert to the normal time display.

Mode	Description	Values
Date	Date. The current date will be shown.	
Temp	Temperature. The current internal temperature inside the clock case will be shown in degrees Celsius. If this goes above 40, you should consider ventilating the case, because the temperature compensation is not able to work at such high voltages, and the clock life may be reduced, and the time may drift.	
Light	Ambient Light Reading. This shows the current ambient light reading from the LDR (light dependent resistor). It is a normalized value, and goes between 100 (dark) to 999 (bright). This controls the dimming of the tubes.	100: darkest 999: brightest
Version	Display the version number. The format will be :“VV vv 07”, where major version is “VV”, minor version is “vv” and the “21” is the id for the version display.	00:42:07

Setting Mode

To enter setting mode, press the button for more than 1 second (“medium press”). The “RGB back light” LEDs will start to flash white. The number of consecutive flashes indicates the mode you are in.

Each medium press of more than 1 second will move the setting mode onto the next. When you finish the setting modes, the clock returns to normal time display mode.

To exit the setting mode before going through all the options, press the button for more than 2 seconds (“long press”). The “RGB back light” LEDs will return back to their normal operation. Another way of exiting is to cycle through all of the setting options, after which you will return to time mode.

To change a setting, press the button for less than one second, and then release it (“short press”).

Mode	Description	Values
	<p>Time mode. This is the normal mode and displays the time. It is the normal start up mode of the clock. If you do nothing. The clock is in this mode.</p> <p>In this mode a short press cycles through the values given in “Time Display Mode”, but always returns to the standard time display after 5 seconds.</p>	
Time and Date Settings		
	<p>Set minutes. Each short press will advance the minute. The minutes roll over back to 0 ffter reaching 59 minutes. Each time you set the minute, the seconds is reset to 0.</p>	
	<p>Set Hours. Each short press will advance the hour. The hours roll over back to zero after reaching 12 or 24 (depending on the 12/24 hours mode).</p>	
	<p>Set Day. Each short press will advance the day. The day roll over back to one after reaching the maximum number of days in the month.</p>	
	<p>Set Month. Each short press will advance the month. The month roll over back to zero after reaching 12.</p>	
	<p>Set Year. Each short press will advance the year. The year roll over back to 2015 after reaching 2099.</p>	
Basic Settings		
“00” flashing	<p>12 or 24 hour time. The hours are displayed in 12 or 24 hour mode.</p>	“1” = 12 hour “0” = 24 hour default: 0
“01” flashing	<p>Blank leading “0”. Blank out the leading “0” from single digit hours.</p>	“1” = blank “0” = don't blank default: 0
“02” flashing	<p>Scroll back. Use the scroll back (rapid count down) effect when changing from “9” to “0”.</p>	“1” = enable “0” = disable default: 1
“03” flashing	<p>Date format. Set the format that the date is displayed in.</p>	“0” = YY.MM.DD “1” = MM.DD.YY “2” = DD.MM.YY default: 2
“04” flashing	<p>Display blanking. To preserve the tubes, you can set the display to be blanked.</p> <p>Options:</p> <ul style="list-style-type: none">• “4” = “hours”: Blanks between the start and end hour every day.• “5” = “H or weekends”: This blanks all day during the weekends and between the start and end hour every other day.• “6” = “H or week days”: This blanks all day during the week days and between the start and end hour every other day.• “7” = “H on weekends”: This blanks between the start and end hour on weekends.• “8” = “H on week days”: This blanks between the start and end hour on week days.	“0” = Don't blank “1” = Weekends “2” = Week days “3” = Always “4” = Hours “5” = H or weekends “6” = H or week days “7” = H on weekends “8” = H on week days default: 0
“05” flashing	<p>Blanking Hour Start. Hour blanking will start at this hour, on the days set by the Display Blanking Mode. If the display blanking mode does not use hours, this setting is not shown.</p>	Default: 00

"06" flashing	Blanking Hour End. Hour blanking will end at this hour, on the days set by the Display Blanking Mode. If the display blanking mode does not use hours, this setting is not shown.	Default: 07
"07" flashing	Anti Cathode Poisoning night suppression. The ACP which runs during the night lights the digits up at full brightness, and some people might find this disturbing. Using this setting, you can stop ACP happening when the display is fully dimmed (e.g. at night).	"1" = don't do ACP when dimmed "0" = do ACP always default: 0
Special Effects Settings		
"08" flashing	Fade Speed Slower. Each short press will make the fade speed between digits slower.	Default: 50 Max: 200 Min: 20
"09" flashing	Fade Speed Faster. Each short press will make the fade speed between digits faster.	Default: 50 Max: 200 Min: 20
"10" flashing	Scroll-back Speed Slower. Each short press will make the "scroll-back" speed slower.	Default: 4 Max: 40 Min: 1
"11" flashing	Scroll-back Speed Faster. Each short press will make the "scroll-back" speed faster.	Default: 4 Max: 40 Min: 1
Back Light Settings		
"12" flashing	<p>Back Light Mode. This sets the mode of the back light.</p> <p>"Fixed" mode will show the back light color according to the Red, Green and Blue channel intensities.</p> <p>"Pulse" will make the intensity of the back light "pulse", brightening for a second and then darkening for a second, but always respecting the relative intensities set by the Red, Green and Blue channel intensities.</p> <p>"Cycle" fades the back lighting randomly, and does not use the Red, Green and Blue channel intensities. These settings will be skipped if cycle mode is selected.</p> <p>Options "0", "1" and "2", do not dim with the bulbs. Options "3", "4" and "5" do.</p>	<p>"0" = Fixed "1" = Pulse "2" = Cycle "3" = Fixed/Dim "4" = Pulse/Dim "5" = Cycle/Dim default: 0</p>
"13" flashing	Red Channel Intensity. Sets the maximum intensity of the red channel back light. This will be dimmed according to the display dimming. If you are in cycle mode, this setting will be skipped.	Default: 15 Max: 15 Min: 0
"14" flashing	Green Channel Intensity. Sets the maximum intensity of the green channel back light. This will be dimmed according to the display dimming. If you are in cycle mode, this setting will be skipped.	Default: 15 Max: 15 Min: 0
"15" flashing	Blue Channel Intensity. Sets the maximum intensity of the blue channel back light. This will be dimmed according to the display dimming. If you are in cycle mode, this setting will be skipped.	Default: 15 Max: 15 Min: 0
"16" flashing	Cycle Speed. If you are in cycle mode, this controls the speed at which the colors cycle. The higher the number, the slower the colors will change.	Default: 10 Max: 64 Min: 4
HV Generation Settings (See "HV Settings" note)		
"17" flashing	HV Target Voltage Higher. Each press sets the HV target voltage higher by 5V.	Default: 180 Max: 200 Min: 150

"18" flashing	HV Target Voltage Lower. Each press sets the HV target voltage lower by 5V.	Default: 180 Max: 200 Min: 150
"19" flashing	PWM On Time Longer. This setting controls how long the PWM On pulse is. Normally you should not have to change this, but you can try changing this if the HV generation is noisy or you have unusual tubes.	Default: 150 Max: 50 Min: 500
"20" flashing	PWM On Time Shorter. This setting controls how long the PWM On pulse is. Normally you should not have to change this, but you can try changing this if the HV generation is noisy or you have unusual tubes.	Default: 150 Max: 50 Min: 500
Information Settings		
"21" flashing	Current case temperature. Show the current temperature inside the case (used as part of the temperature compensation for the clock crystal).	
"22" flashing	Clock version. Show the clock software version.	
	Digit Test. Will roll through all digits on all locations to check that the display is healthy.	

Note "HV Settings": Before leaving the clock for long periods with a new "HV Generation" setting, check that neither the MOSFET nor the 7805 voltage regulator is running too hot. If either of these components gets too hot, either adjust the high voltage settings or add a heat sink.

Display Blanking Mode

During display blanking mode the tubes will be off depending on the display blanking settings, but the LEDs will continue to work as usual, telling you that the clock is still running.

You can configure the display to blank at weekends, during week days, always or never (the default). Also you are able to define hours during which to blank. For example I have a setting saying that the clock is blanked on weekdays between 7am and 4 pm, while I am out at work. At weekends, the display runs all the time.

You are also able to override the blanking. Press the button while the clock is blanked, and the display will come on again. Pressing the button will display the time for about a minute (60 seconds, but the display is only blanked on the minute change).

If you press the button multiple times within 5 seconds, the blanking will stay off for longer periods:

- 1 Press: 60 seconds
- 2 Presses: 1 hour
- 3 Presses: 4 hours

Tube Healing Mode

After a long period of time, tube filaments which are not often used (e.g. the "9" on the tens of hours or minutes) can get dim, despite the ACP that is regularly done.

If you make a "super-long" press of the button (more than 8 seconds), the clock will enter filament healing mode. All the power will be placed through a single filament of a single digit to clean it. A short press will change the selected filament. Another super-long press or cycling through all the filaments will return the clock to normal.



Warning!

Caution! Don't leave a single filament in this state for an extended period of time. It is a harsh process, and may damage the tube if you leave it in this mode for too long. Normally a few minutes will restore the cathode digit.



Warning!

Be careful using tube healing mode!

It is an extremely harsh process, and should only be used if you see dark spots or "shadows" on digit filaments. Normally, the ACP should take care of your tubes and only in exceptional cases do you "need tube healing".

Factory Reset

To reset the clock back to initial settings, hold down the button while powering on. The "tick" LED will flash 10 times to signal that the reset has been done.

Everything will be reset back to the factory default state.

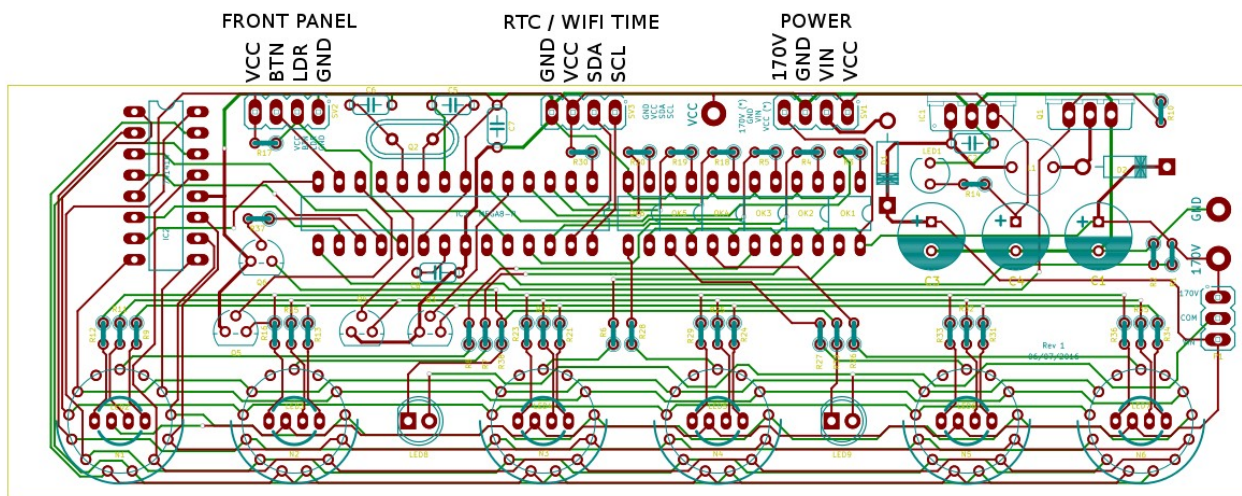
External power supply

The perfect voltage for the external power supply is 7.5V or 9V DC. You can use 12V DC. If you use more than 12V be aware that you might have to provide a heat sink for the power components and adjust the HV voltage generation. It is not advised to use more than 12V.

The absolute maximum permissible is 24V DC. Higher voltages than this will surely damage the clock.

Board layout

For reference, the board layout is as shown (viewed from the top):

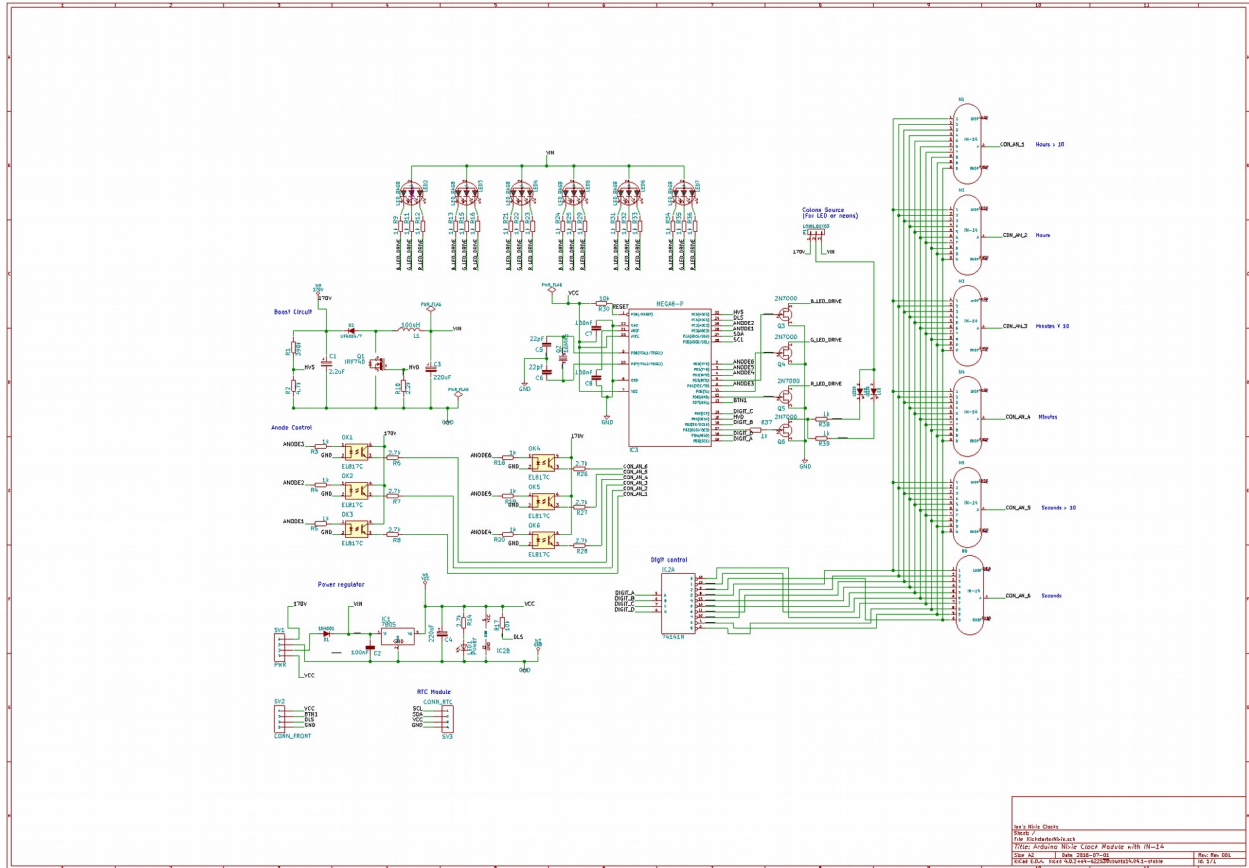


The connections are:

Connector	Description	Values
POWER	<p>External power should be applied to the board with this connector. Any DC input source is possible, from 7.5V – 12V. Higher voltages may be possible, but could cause the digits to flicker if the voltage is too high, and you might have to provide a heat sink for the the MOSFET and voltage regulator.</p> <p>The absolute maximum input voltage is 24V. Any higher voltage than this will damage the board within a few seconds!</p> <p>The input VIN is protected against the input being connected reversed.</p> <p>The input current ranges from 300mA to 1A depending on the size of the tubes and the number of LEDs you are driving.</p> <p>170V: Output of high voltage for driving external neons etc. GND: The negative side of the input supply VIN: The positive side of the input supply VCC: Output of regulated 5V, which can be used to drive auxiliary circuitry.</p>	
FRONT	<p>These are the controls that go on the front panel: The input button and the Light Dependent Resistor to detect ambient light.</p> <p>GND: The “ground”. One lead of the button and one lead of the LDR and one lead of the button are connected to this.</p> <p>BTN1: The other lead of the button is connected to this input</p> <p>DLS: “Dimming LDR Sense”: The other lead of the LDR is connected to this</p> <p>VCC: Regulated 5V output to drive any LEDs or lighting. Note that you can also connect the LEDs to the VIN if you want to reduce the load of the regulator.</p>	
RTC / WIFI	<p>The connection for the RTC (Real Time Clock) or WiFi time provider module. Connect this to the appropriately marked terminals on the RTC / WIFI module.</p>	

Schematic

Below is the schematic for the clock.



Construction

Preparation:

You should have a small tipped soldering iron, some thin (< 1mm) solder, and electronic side cutters.

Components:

You should find the following contents as listed in the BOM (Bill of Materials). It is best to check the contents before you start.

Please see the appendix to help you identify individual components.

Low Voltage Circuit:

Parts List:

D1	IN4001
C2	100nF
C3	220uF
C4	220uF
IC1	7805TV
R14	3k
LED1	LED3MM
SV1	CONN_POWER

The Low Voltage circuit is a very traditional voltage regulator using a linear regulator. It's job is to reduce the external voltage from the power adapter down to a known and stable 5V to drive the micro-controller and the 74141/K155ID.

Put the parts on the board in the marked locations in the order they appear on the list.

Notes:

- See the section on "Component Identification" for help with identifying the components.
- D1 and D2 look very similar, but have different jobs to do. Be careful to get the 1N4001 and not the UF4007.
- D1 should be placed so that the white stripe on the body lines up with the white stripe on the board.
- C3 and C4 must go the right way round. The negative side is marked with a stripe. (See hint)
- The LED must go with the right polarity. The side which has the shorter lead goes nearest the diode. (See hint)
- Put IC1 so that the metal tab lines up with the white stripe on the board. The metal side faces to the *outside* of the board.



Test Step

Once all the components are on the board, hook up the power, and check that the power LED comes on.

Check also that the voltage is 5V between the "GND" test point and the "VCC" test point and at the power connector.



Trouble shooting

If the LED does not come on, turn off immediately to avoid damage to the components. Check your soldering and the polarity of the components.

If the components are in the right way, connect the power again, and check that the 7805 voltage regulator does not get hot. If it does not, measure the voltages in the low voltage circuit.

Measure the voltage at the input ("Vin") and at the cathode side of D1 (nearest the centre of the board). This should measure 0.7V less than the input voltage.

If all is well, proceed to the next step. If not, check carefully the orientation of the components and the power leads. Diode D1 protects the board from having the power connected inverted.

If the LED comes on, check for a few seconds that the 7805 does not heat up. It should stay almost cold.

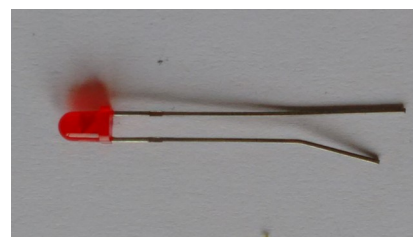
Hint: The 220 uF capacitor

The electrolytic capacitor has a stripe on it to denote the **negative** side of the capacitor. The positive side of the capacitor (which goes into the "+" on the board) is the other one!



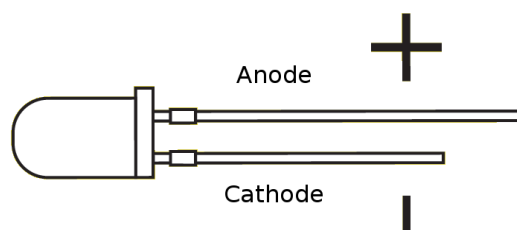
Hint: The LED orientation

The LED has one lead longer than the other, and a flat on one side. The side with the **shorter** lead (the cathode) goes into the hole on the board nearest the diode.

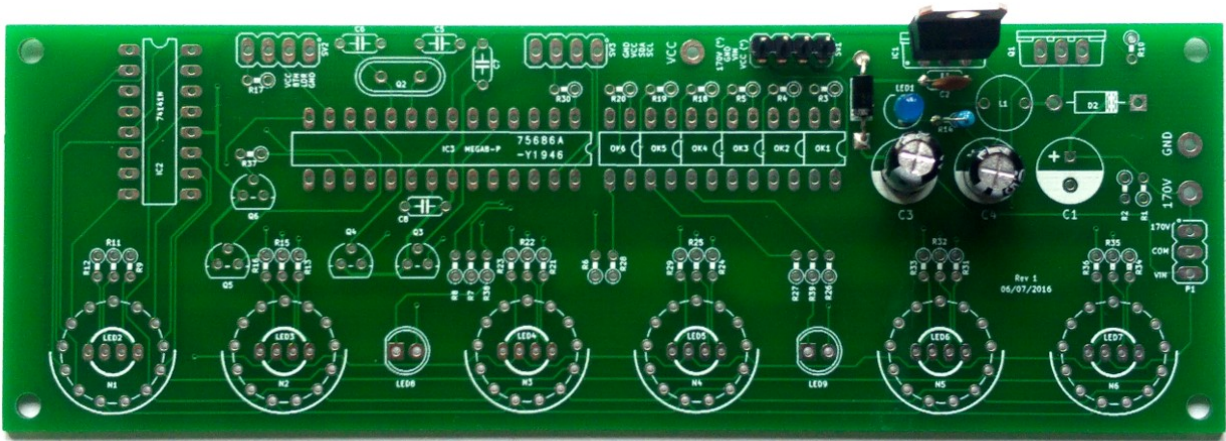


The LED

The LED should look something like this:



At the end of the low voltage circuit build, your board should look like this:



Low Voltage Circuit

High Voltage Circuit:

Parts List:

C5	22pF
C6	22pF
C1	2.2uF 450V
C7	100nF
C8	100nF
D2	UF4007
S28	SOCKET 28
Q2	16MHz
L1	100uH
R10	3k
Q1	IRF840
R1	390k
R2	4.7k
R30	10k
IC3	MEGA8-P

The high voltage circuit uses the micro-controller to drive the boost circuit with a high frequency square wave, and has a feedback loop in which the controller reads the voltage produced via an analogue input, and regulates the brightness of the tubes so that there is no flickering or unwanted dimming.

Notes:

- See the section on “Component Identification” for help with identifying the components.
- C1 must go the right way round. The negative side is marked with a stripe (see hint).
- Put Q1 so that the metal portion lines up with the white stripe on the board. The metal side faces to the outside of the board.
- D2 should be placed so that the white stripe on the body lines up with the white stripe on the board.
- Put the micro-controller socket in first. Make sure that the depression on the end of the socket lines up with the marking on the board. When you put the chip in, the chip should go in with the depression facing to the outside of the board.



Warning!

Check the orientation of the components before you proceed!

Especially the orientation of R1 and R2, as well as the electrolytic capacitor C1 is important. If you switch R1 and R2, you will put 170V into the micro-controller, and this will destroy it.

Once all the components are on the board, hook up the power. Give your work a careful check to make sure that the orientation of the components is right. Especially check that the stripe on C1 is facing the top of the board (not near the 170V test point).



Warning!

Be careful, we are dealing with high voltages now!

The voltage may be significantly higher than 170V at the moment, because the high voltage generator is powerful and the output is not loaded. Once you add a load, (by connecting the tubes), the voltage should oscillate around 170V – 190V, and might have a slight “sawtooth” appearance if you view it with an oscilloscope.



Test Step

Apply power to the board again. Listen for any stressed sounding buzzing or humming, and check that neither the 7805 nor the MOSFET get excessively hot.

Check that the power LED still lights.



Trouble shooting

If you hear any angry sounding buzzing turn the power off immediately and check the orientation of C1! The circuit should run almost silently, with only a very faint “crackling” sound.

If you can't reach the target voltage, turn off and check the polarity of your components, especially C1. If you have an oscilloscope, you can check the voltage at the gate of the MOSFET, and it should show pulses of high frequency square wave: this is the driver waveform to the HV generator, which is being turned off and on by the voltage detection, trying to achieve the target voltage (180V default).



Warning!

Note also that the “Power” header also has high voltage exposed on it!

This is for if you want to drive neons instead of LEDs for the colons. Be careful handling the board, it is easy to touch the “Power” header by mistake. If you are sure you won't be needing it, you can snap the extra pin off and populate only the bottom 3 pins on the connector.



Test Step

Check the voltage at the 170V test point. You should read a voltage in excess of 170V.

You can also test using an old neon lamp if you have one. Temporarily connect the neon lamp between the “GND” test point and the “170V” test point with an appropriate ballast resistor (turn the power off first). Turn the power on and the neon lamp should come on.



Trouble shooting

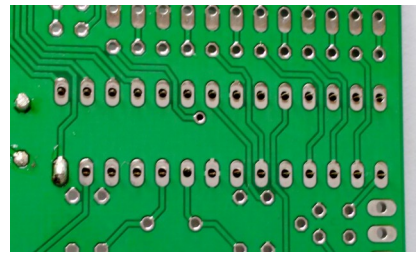
Q1 can get warm, **but should not get too hot to touch**. If it gets hot, you need to check the orientation of the components and that there are no solder bridges.

If you don't get the expected voltage reading:

- Check your soldering that there are no bridges or dry joints.
- Check that the external power supply is able to supply the power needed to achieve the high voltage: check that the VIN voltage is stable and not fluctuating.
- Temporarily connect the LDR and re-test.
- Temporarily connect the button and do a factory reset

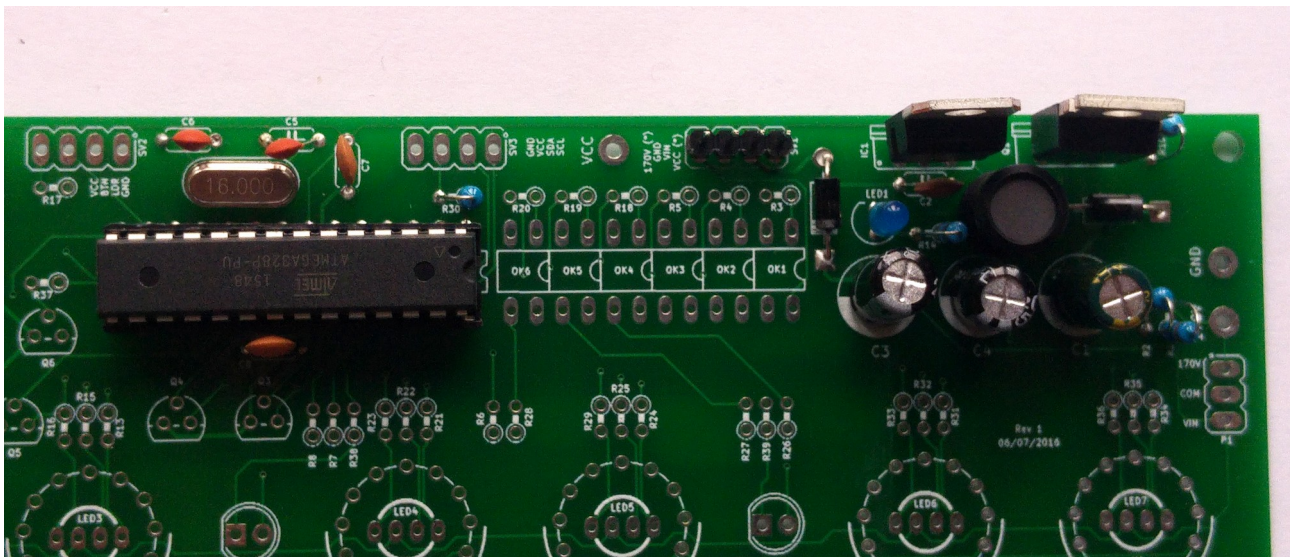
Hint: Mounting the 28 pin socket

Mounting the 28 pin socket can be a little difficult. A good trick is to fix it in place with a small piece of tape, and the solder one leg in place. You can hold the socket firm while you "wet" the solder again, which will hold the socket firmly enough to solder the remaining pins. One leg is usually enough to hold the socket in place while you solder the others.



Mounting 28 pin socket

At the end of the high voltage circuit build, your board should look like this:



High Voltage Circuit

“TICK LED” Circuit:

Parts List:

RTC	RTC (see note)
SV3	CONN_RTC (see note)
R37	1k
R38	1k or 120k (see note)
R39	1k or 120k (see note)
Q6	MPSA42
LED8	LED 5mm (see note)
LED9	LED 5mm (see note)
Neon1	Neon indicator lamp
Neon1	Neon indicator lamp
R17	10k

This step will check that the Micro-controller can talk to the RTC module, and that the time counting is working properly. The flashing rhythm of the “tick” LED comes from the RTC module, and we want to check that we are able to communicate with the RTC module..

Notes:

- You can install either LEDs or neons as the colon indicators. There is a minor change to the components depending on which you choose.
- **For LEDs:** You need to connect P1 “VIN” to “COM” and choose 1k values for R38 and R39. You need to take care of the polarity of the LEDs, following what is marked on the board.
- **For neons:** You need to connect “170V” to “COM” and choose 120k values for R38 and R39. The polarity of the neons does not matter.
- Q6 should be orientated with the flat side as shown on the board. Some FETs come with the leads in a row rather than in a triangle. If this is the case, bend the middle lead slightly so that it fits the holes in the board (see hint).
- The RTC module has two sets of contacts on it. You can use either the side with the pins on it or wire up the other side with flying wires. If you use the side with pins, you should carefully remove the two unused pins (see hint). If you use the contacts on the module, you should leave CONN_RTC off the board.
- If you receive the connector header as a single strip, break off 4 pins for SV3.
- R17 is needed to bias the LDR ambient light detection circuit, to make sure that the LED lights up reliably.



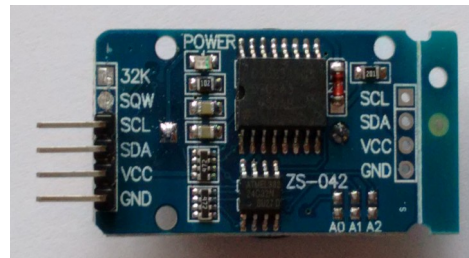
Test Step

Once you have populated the components, power on. The LED on the RTC module should come on, and the “TICK” LEDs should flash on and off slowly (on for one second, off for one second). It might take a second or two to come on, but after that should “pulse” on and off.

Hint: Trimming the extra pins on the RTC module

ONLY if you want to mount the RTC module directly onto the main board (you can also do it via flying leads), trim off the pins "32K" and "SQW" using a pair of precision side cutters.

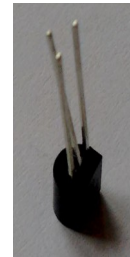
If you want to mount using flying leads, you can skip this step and use the four holes on the other side of the board.



RTC Module with pins removed

Hint: MPSA42 mounting

To mount the MPSA 42 transistor, bend the middle lead back slightly. It will then fit in the PCB without problems.



Note that here I have connected the RTC module via the connector. The battery goes in the RTC module with the back (with the writing on it) upwards.

Anode Control Circuit:

Parts List:

S24	SOCKET 24
OK1	EL817
OK2	EL817
OK3	EL817
OK4	EL817
OK5	EL817
OK6	EL817
R3	1k
R4	1k
R5	1k
R18	1k
R19	1k
R20	1k
R6	3k
R7	3k
R8	3k
R26	3k
R27	3k
R28	3k

This circuit controls passing the HV to the anodes of the tubes. The micro-controller multiplexes the anodes by turning each of them on it turn for a very short period of time. The software controls the rate of the multiplexing and the order in which the anodes are activated.

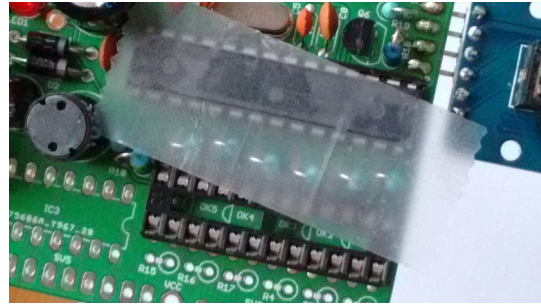
Notes:

- The Opto-isolators fit into the 24 pin socket snugly. Be careful to put them in the right way round. The dot denotes pin 1 and should be on the side closest to the micro-controller. All 6 should fit perfectly into the 24 pin socket.
- The Optoi-isolators are socketed because they are sensitive to heat and are easily destroyed if you apply too much heat to them. Putting them in a socket means that we don't run the risk of destroying them while soldering.

Hint: Putting the resistors in

A trick that can speed assembly up is to use a piece of normal sticky tape to hold things in place while you solder them. This makes it easier to solder and gives a better result.

Place the components, and then temporarily tape them into place.



Using tape to hold resistors in place

Cathode Control Circuit:

Parts List:

IC2	74141N/K155
S16	SOCKET 16

This part of the circuit controls which cathode will be lit. The cathode lit changes rapidly during normal operation, because the display is multiplexed.

Notes:

- Instead of the 74141, you might have the Russian equivalent "K155ID1".
- Be careful to orient the 74141 correctly

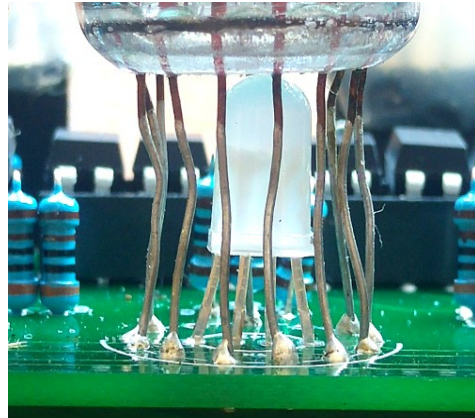
Place the 16 pin socket and the connector, and then put the cathode driver chip on the board in the socket.

RGB back light LEDs

The RGB LEDs have to go on the board before the tubes, because the tubes go right over the top of the LEDs. Keep the leads on the RGB LEDs short, but don't strain them too hard to make them short.

Parts List:

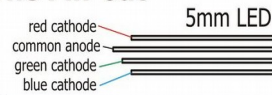
R9	1k
R11	1k
R12	1k
R13	1k
R15	1k
R16	1k
R21	1k
R22	1k
R23	1k
R24	1k
R25	1k
R29	1k
R31	1k
R32	1k
R33	1k
R34	1k
R35	1k
R36	1k
Q3	2N7000
Q4	2N7000
Q5	2N7000
LED2	RGB common anode
LED3	RGB common anode
LED4	RGB common anode
LED5	RGB common anode
LED6	RGB common anode
LED7	RGB common anode



Notes:

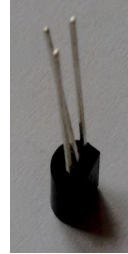
- The FETs should be orientated with the flat side as shown on the board. Some FETs come with the leads in a row rather than in a triangle. If this is the case, bend the middle lead slightly so that it fits the holes in the board (see hint). Leave the leads quite long, these FETs are heat sensitive.
- The LDR is connected between pin 1 (GND) and pin 2 (LDS) of SV2.
- The switch is connected between pin 1 (GND) and pin 3 (BTN1) of SV2.
- The RGB LEDs have a flat on one side and one lead longer than the rest. The common anode is the longest pin. The Red cathode is next to the flat on the case. The green is next to the anode, and the blue is on the side farthest from the flat. (see hint)

The Pin-out



Hint: 2N7000 mounting

To mount the 2N7000 FET, bend the middle lead back slightly. It will then fit in the PCB without problems.

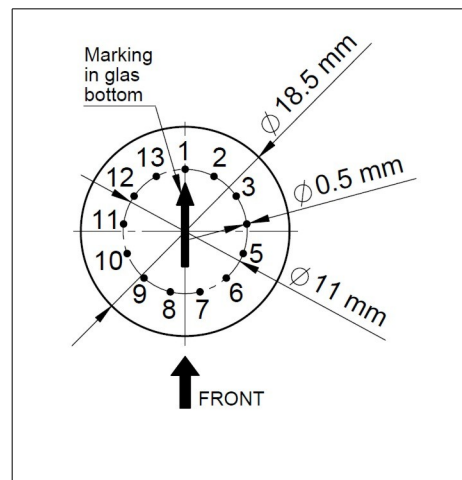


Mounting the tubes

The tubes are the last components on the board. They must be mounted carefully so that they sit neatly over the top of the RGB LEDs, and so that they are upright and parallel.

The **pin out diagram is viewed from the bottom of the tubes**. Pins 2 and 13 are decimal points, and are often removed on the tubes. The other pins are given below.

Pin	Connection
1	Anode
2	Left decimal point
3	Digit 1
4	Digit 2
5	Digit 3
6	Digit 4
7	Digit 5
8	Digit 6
9	Digit 7
10	Digit 8
11	Digit 9
12	Digit 0
13	Right decimal point



Front Panel components

When all the components are installed, you are finished with the board.

SV2	4 pin connector
LDR	LDR
S1	SWITCH

The switch connects to ground when closed. It uses the internal pull-up resistor provided by the Atmega on the input pin to pull the input to VCC when the switch is not closed.

The switch is de-bounced in software, so practically any switch you want to use is suitable. A simple switch is provided in the kit, but you might want to substitute this switch with one that suits your case.

The LDR should be mounted in such a way that the flat face of the LDR is exposed to the ambient light. This will allow it to detect the ambient light and adjust the brightness for it.

Troubleshooting

If not everything goes as you expect, please refer to the test steps during the construction and the associated troubleshooting tips. If that does not cover the problem you have, please see below. If you still can't find the answer, contact us!



Trouble
shooting

The tubes flash (or blink) on and off.

This could be a symptom that the external power supply can't deliver the power needed to drive the circuit.

On start up, the High Voltage generator needs to draw significantly more power than when it is running normally, and in some cases this might overload the external power supply.

Try a different external power supply and see if the problem persists.



Trouble
shooting

The tube display brightness is not constant, and appears to “pulse” rapidly.

This is a symptom that the High Voltage generator or the external power supply is overloaded.

First perform a factory reset to make sure that no strange values have been left in the EEPROM.

Next, check the value of the **PWM On Time** configuration. Try increasing this until the brightness is constant, but be careful not to set the value too high. The longer the On Time, the more the MOSFET has to conduct current, and this will cause it to heat up. A good value for small tubes is 120-150, larger tubes may require 150-200.



Trouble
shooting

The display is too dim.

Check if the auto-dimming is working. If the display does not change in low or high ambient light, your LDR does not appear to be working. Check the connections to the LDR.

If the LDR is correct, perform a factory reset to make sure that no strange values have been left in the EEPROM.

Check the LDR reading by pressing the button three times in quick succession. You should see a value between “01 00 00” and “09 99 00”. Changing the light conditions should change this value. It is normal that the value is not stable when it is in the middle of the range. We read the LDR many times a second, and it is unusual that two readings are identical.



Trouble
shooting

The display does not come on, but I do have a high voltage.

Try pressing the button. If the display comes on, you probably have display blanking mode set. Check the configuration.

Check the orientation of the opto-couplers.

Check the LDR connection. In some cases, the dimming algorithm does not start up as expected when no LDR is present. Shine a bright light on the LDR.

In some cases, a factory reset can help.



Trouble
shooting

One or more of the RGB LEDs will not go out completely

One of the LEDs (either one of the R, G or B channels, or the TICK LED) does not go out completely when it is configured to be dark or at the darkest point of the “pulse” flash.

The FETs which drive the LEDs are very sensitive, and can pick up the stray voltages which are carried by excess flux on the board. **Carefully** clean with a non-scratching instrument between the three pins on the FET of the affected channel. Alternatively, use a solvent to remove excess flux.



Trouble
shooting

The MOSFET gets really hot.

Try a factory reset. There is a setting about how hard the IRF740 should be driven “PWM On Time”. Perhaps the value has not been set properly. The default value should be OK most of the time, but depending on the tubes and power supply, this might need adjustment. The lower the value, the less power will be used and the less hot the MOSFET will run, but also the less power will be available to drive the tubes.

Check the power supply. If the power supply is too “strong” (too much voltage or too much current capacity), the MOSFET will have to carry high currents. Try a different power supply. 9V and 500mA is ideal.

Change the settings for the “PWM On Time”. Adjust it to be as small as possible without a loss of brightness. This also reduces the power consumption of the module: normally it should not consume more than 3W.

Programming the micro-controller

The micro-controller comes preprogrammed. You don't **need** to program it, but you might want to.

You can update the micro-controller with a newer version of the software, or even create your own software, and load it onto the chip. We have gone to a lot of trouble to make this as easy as possible.

Programming with an Arduino Uno

We supply the 328P micro-controller chips with a standard Arduino boot loader, so you don't need to have a special programmer in order to update the software, a standard Arduino UNO is enough.

To program the 328P, simply remove it from the clock board, and place it in the Arduino UNO. Then you will be able to program the controller as you would any other Arduino UNO, simply upload the software onto the controller. Put the 328P back into the clock board and you are done.

You can also program the 328P micro-controller with a programmer, but you will lose the possibility to program in the Arduino UNO, unless you remember to burn the boot loader again.

That's it!

Programming with ICSP (In Circuit Serial Programming)

As of Rev4, there is also an ICSP header socket provided on the board. This means that you can program the micro-controller without even removing it from the board. For this however, you do need to have a suitable programmer. If you intend to use ICSP, you need to populate the header.

Programming this way is extremely simple. Plug the 6 pin ICSP programmer cable into the header (pin 1 is nearest the micro-controller) and upload the program as you would with any other ICSP target.

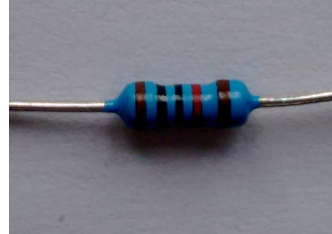
Component Identification

We can't always guarantee to get exactly the the same components. Where we have alternatives, they are listed separately under the same heading.

10k resistor

The color code for the 10k resistor is:

BROWN = 1
BLACK = 0
BLACK = 0
RED = 2 (2 zeros in this case)
BROWN = 1 (1% Tolerance)
= 1 0 0 0 with 1% tolerance



10k resistor

4.7k resistor

The color code for the 4.7k resistor is:

YELLOW = 4
VIOLET = 7
BLACK = 0
BROWN = 1 (1 zero in this case)
BROWN = 1 (1% Tolerance)
= 4 7 0 0 with 1% tolerance

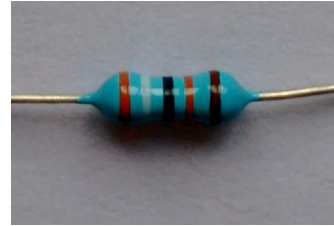


4.7k resistor

390k resistor

The color code for the 390k resistor is:

ORANGE = 3
WHITE = 9
BLACK = 0
ORANGE = 3 (3 zeros in this case)
BROWN = 1 (1% Tolerance)
= 390 000 with 1% tolerance

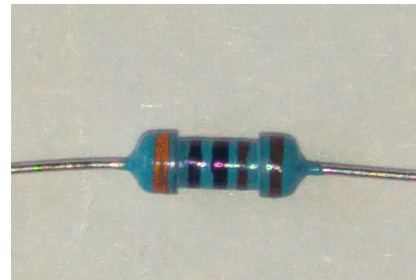


390k resistor

3k resistor

The color code for the 3k resistor is:

ORANGE = 3
BLACK = 0
BLACK = 0
BROWN = 1 (1 zero in this case)
BROWN = 1 (1% Tolerance)
= 3000 with 1% tolerance



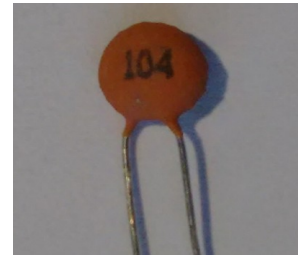
3k resistor

100nF capacitor

The coding on the 100nF capacitor is "104". It does not matter which way round it goes.

This is decoded as:

= "1" then a "0" and then 4 more zeros
= 100000 pF
= 100 nF (1 nF = 1000 pF)



100nF capacitor

22pF capacitor

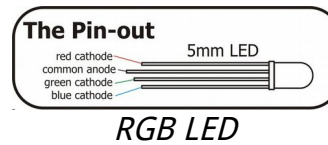
The coding on the 22pF capacitor is simply "22". It does not matter which way round it goes.



22pF capacitor

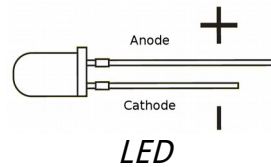
RGB LED

The RGB LED has one pin longer than the rest. This longer pin is the common anode.



LED

The LED has one pin longer than the other. The long pin is the anode, the short pin the cathode.



Parts list / BOM

Here is the list of the parts needed:

#	ID	Qty	Value
1	C5,C6	2	22pF
2	LED9,LED8	2	LED 5mm
3	C1	1	2.2uF
4	C3,C4	2	220uF
5	LED2,LED7,LED6,LED5,LED4,LED3	6	LED RAGB (common anode)
6	Q2	1	16MHz
7	D2	1	UF4007
8	D1	1	1N4001
9	IC2	1	74141N
10	R2	1	4.7k
11	R1	1	390k
12	R14,R7,R8,R28,R27,R26,R6,R10	8	3k
13	R13,R12,R9,R11,R3,R19,R18,R23,R20,R21,R22,R24,R25,R29,R31,R32, R33,R34,R35,R36,R37,R4,R5,R15,R16	25	1k
14	R38,R39	2	1k (LEDs) or 120k (neons)
15	R30,R17	2	10k
16	IC3	1	MEGA8-P 328P
17	OK1,OK2,OK3,OK4,OK5,OK6	6	EL817
18	SV1,SV2,SV3	1	4 pin header
19	Q3,Q4,Q5,Q6	4	2N7000
20	C7,C2,C8	3	100nF
21	LED1	1	LED 3mm
22	L1	1	100uH
23	IC1	1	7805
24	Q1	1	IRF840
25	N2,N5,N4,N3,N6,N1	6	IN-14
26	RTC	1	RTC module

Revisions:

Rev1V42: 16Jul2016: First version

Rev1V42: 05Sep2016: Remove reference to SV6 / CONN_LED. Update BOM.