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Pimp your Start Box

reliability

- add some painting or oil to make the box weatherproof

switches

- add more switches e.g. for lights



lights

- add frontlights etc
- add an internal light that shines through the spare holes in the rocket (there is a spare terminal block and a reserved space on the pcb)

volt meter

- install a simple miniature voltmeter in the box to monitor the batteries



power

polarity

- you may want add a little schotky diode after the fuse to prevent wrong polarity. Especially when you switch to external power it is essential to protect the circuit in some way.

reliability and duration

- use nicd or pb rechargeable batteries instead of alkaline batteries
- use 12V instead of 6V
- add sockets for charging (you may add a switch to switch from charge to operation mode or ensure you do not power on and use the box during charging process)

upgrade to 12V

- the box can operate from 6V to 12V so you can even use car batteries
 - if using 12V DC the buzzer must have a ~ 4k7 Resistor as it is designed for 6V

external power

- add sockets for external power like more powerful pb or car batteries etc

dead man switch

- add a socket and connect an external switch that must be hold down during operation. the switch should be connected between start button and the pcb

limit test current

- you may want to remove the buzzer or add a switch between buzzer and pcb optionally disable the buzzer to limit the test current to a minimum of ~2mA (then only the red ultralow current start led is used to limit test current to a minimum of ~2mA)

add own features / effects

- there are 12 spare holes in the panel to add leds, switches, buttons and sockets etc
- a lot of spare sockets, holes and soldering points are on the pcb to extend the features and use of the startbox
- e.g. you can add a switch and button to arm and fire smoke, flashlight bulbs before the rocket launches :) or trigger a countdown module ... etc etc etc

From:

<https://wiki.raketenclub.de/> - **RaketenClub**

Permanent link:

https://wiki.raketenclub.de/rc/prj/startbox/v1.0/80_pimp/start

Last update: **2020/09/10 15:29**

