DISCLAIMER: The pinouts shown here were contributed by manufacturers, vendors and individuals. While every effort has made to insure accuracy, LaserFX.com can not be responsible for any errors or omissions.

Pangolin LD400-DB25 - Connector and Signal Specifications

Pinout for the DB-25 connector on the back of the QuadMod16 card for the Pangolin LD400 Amiga based software - for con details, contact info@pangolin.com

DB-25 Connector Pinout

Pin Number	Signal Name
1	X-axis output; +/- 5 volts (-left, +right)
2	Y-axis output; +/- 5 volts (-bottom, +tip)
3	Z-axis output; +/- 5 volts (-rear, +front)
4	Analogue ground
5	Analogue ground
6	Analogue ground
7	Not connected
8	Not connected
9	Depth cueing input (connects to pin 3; see note 1)
10	Blue; 0-5 Volts (0V no colour, 5V Full colour)
11	Green; 0-5 Volts (0V no colour, 5V Full colour)
12	Red; 0-5 Volts (0V no colour, 5V Full colour)
13	Point Sample (+5V pulse each time a point is output)
14	Point status bit 7: 0V during track, 5V at end of track (last point)
15	Point status bit 6: 0V visible point, 5V blanked point (inverted blanking)
16	Point Status bit 5: 5V visible point, 0V blanked point (normal blanking)
17	Point Status bit 4: (reserved for future use)
18	Point Status bit 3: (reserved for future use)
19	Point Status bit 2: (reserved for future use)
20	Point Status bit 1: (reserved for future use)
21	Point Status bit 0: (reserved for future use)
22	Shutter control; 0V closed (no laser, 5V open (laser on)
23	Digital ground
24	Digital ground
25	Digital ground

Signal source connector on the back of the Quad Mod 16 is a DB-25 female - Input to consoles and projectors should be a connector.

Signal Specification

The first 13 lines are analogue signals, terminated with a 100 ohm resistor. The last 12 lines are digital signals, direct from a chip. Because the digital outputs have no protection, be careful when connecting to these lines that you do not send voltage TTL chips.

Grounding

The analogue grounds are all tied together, You can use pin 4, pin 5, pin 6 or all three. Similarly, the digital grounds (pins 23 25) are tied together.
However, the analogue and digital grounds are different and separate grounds. Do not use an analogue grounds with a digit and vice versa.

Note 1 - Depth cueing

Pin 3 (Z axis output) should be connected to pin 9 (depth cueing input). Just solder a wire from pin 3 to pin 9, inside the DB2 connector.

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