

V-MUX Network Layout

Do Not Terminate the network with 120 ohm resistors or any other resistor

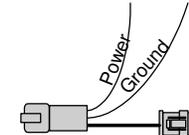
Hercules Communications Pin Out:
35 Pin Connector
Pin 25 - Comm A
Pin 26 - Comm B
Shield: only connect at one end, to a ground stud

DT04-3P-P007
Y Connector.

Use for splicing communications cable
Pin Out:
A - Comm A - white
B - Comm B - black
C - Shield - bare

DT06-3S Three per Y connector

Two types of locks
Orange - **W3S** One Per Y - Use for drop to node
Blue - **W3S-1939** Two per Y - Use for pass through



DT04-4P
Diagnostics TAP
1 Per Vehicle
Pin out

- 1 - Comm A
- 2 - Comm B
- 3 - Ground
- 4 - Power

This four pin receptacle should be mounted near the drivers left knee. It will be used to download nodes and for Diagnostics



DT06-4S
Plug for Vista
1 Per Vista

- Pin Out:
- 1. Comm A
- 2. Comm B
- 3. Ground
- 4. Power

Note:

Shielded Grounds - Never connect a shield to the ground on a Vista. Connect the shields at all the 'Y' connectors, then at one end of the network, to a ground stud.

Note:

Grounds - Be sure the V-MUX nodes and the above communications tap share a common ground point. Ground differentials can cause difficulties with programming nodes

Communications Wire
Weldon V-MUX Wire
P/N: **0L20-1600-00**
White = Comm A
Black = Comm B
Bare = Shield

4x12 Node Comms
Connector A Pin 6 - Comm B
Connector A Pin 7 - Comm A

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