Wav Trigger
(See note below)

The audio board to the left is a stand-in for the WavTrigger. The needed connections are what matters here and both share the same common pins for power and communication to the Arduino. Please see the dedicated WavTrigger Configuration guide for more information on this device.

This diagram represents the minimum implementation for supporting the Proton Pack functionality offered "out of the box". All connections to the breadboard as shown should be able to support use of JST-XH headers where wires connect, allowing for a true plug-n-play solution to connecting existing components and allowing for a reversible solution (if desired).

Some existing components which are directly soldered to the stock controller include the stock speaker and rotary encoder, though these are replaced by new components in the diagram below.

Wand Barrel LEDs
(J1)

Vent Lights

FRONT-LEFT
(D9)

SLO-BLO
(D1)

SW1
(Vent)

Wand Motor

SW4
(Activate)

Wand Nano
(If Used, Optional)

Bargraph

SW45
(Intensify)

SW7
(barrel switch)

SW6
(mode)

SW3
(Motor)

SW4
(Mode)

SW6
(Cable Alarm)

SW1
(Ion Arm)

SW2
(vent alt)

Batt
(5VDC)

JP3
(Powercell LED's)

JP4
(Cyclotron LED's)

Recommended: Add a 100uf 10V capacitor across the positive and negative to each of the vibration motor , Powercell LED, and Cyclotron LED connections.

Note that the stripe on capacitor will be on the negative side.

M1
(Motor)

Encoder (ROT)
(Volume)

Components, in order:
470 Ω Resistor (E15-G15)
1N4001 Diode (G16-G20)
330 Ω Resistor (H21-H25)
NPN 2N2222 Transistor
C (F20)
B (F21)
E (F22)

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