

Glossary E

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EDG

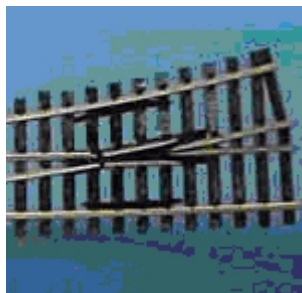
Event Data Grid in the [FCU](#)

EEPROM

(also E2PROM) stands for Electrically Erasable Programmable Read-Only Memory and is a type of non-volatile memory

Electro frog

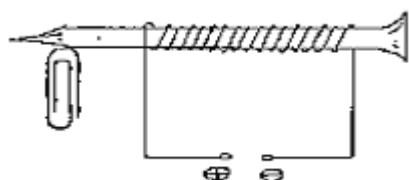
Is a Peco term for live (power) frog Turnout (Switch or Points), which some people call power-routing.



[Wiring a Peco 3 way point](#)

Electro magnet

A coil of wire in air or on a former that if current is passed through the wire a magnetic field will be produced



<http://www.le.ac.uk/se/centres/sci/selfstudy/mam11.htm>

Engine Driver

DCC throttle for Android phone app <https://enginedriver.mstevetodd.com>

ESD

A Discharge of high voltage Static Electricity that can destroy some types of semi-conductor components. Often caused by friction with a good insulator, such as synthetic clothing in a dry atmosphere.

MERG kit building instructions offer advise such as the following:-

While most modern Integrated Circuits (ICs) are reasonably protected from static electricity, today's centrally-heated houses, & man-made fibres used in carpets (and underwear!) can cause significant static charge to build up as you move around. Before opening any kit, wear an earth strap or touch a nearby radiator or other earthed metal, and then stay seated while you open and assemble the kit. Leave all the (ICs) in their protective packaging until ready to insert into their sockets.

[Electrostatic discharge](#)

ESR

[Equivalent Series Resistance](#)

EV

Event Variable a [CBUS](#) term referring to a value which controls the action to be taken by a 'consumer' module when a specific event is received. One or more EVs are associated with each event that a module should respond to. As an example in the CANACC8 there are two EVs per event, in the first a set (1) bit indicates that the associated output is affected and normally follows the 'state' of the event. The second EV is a modifier and any set (1) bit that matches EV1 will invert the action for that output. So if the two EVs for a given event were 00000011 & 00000010 then on receipt of that event output 1 would assume the 'state' defined by the event while output 2 would assume the inverse.

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