Track Tester

DC & DCC · 00 HO · N

Only £5

Track not included

- Quickly tests track for power faults
- Low cost and easy to use
- Works on N, TT, 00 or HO Track
- Indicates the DC polarity, or DCC, or a fault
- Small enough to check point frogs

Buffer Lights

DC & DCC · WIRE FREE · 00 HO · N

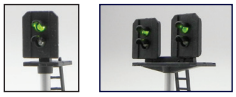
Only £5


Track and buffer stop not included

- Add realistic stop light to any siding
- Simply clips onto track – No wires!
- Fits next to most buffer stops & kits
- Or at platform end or free standing
- On DCC both lights are on constantly
- On DC one light is on & varies with speed

DCC Fitted Digital Signals

DCC · WIRE FREE · 00 HO



- Signal with DCC decoder built into base
- Can just plug direct into track – no wires!
- Easy to fit and use – no CV programming!
- Can sync to other signals & points
- Available with Feathers & Theatres

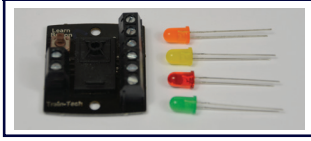
One-Touch DCC™ Point Controllers

DCC · 00 HO · N · Z

- Control points and uncouplers using DCC
- Work with most solenoid point motors
- Just connect 2 wires to DCC rails - No CV Programming!
- Easy screw terminals – no soldering
- Built in CDU for efficient operation
- Can sync to other points and signals

LFX Lighting Effect Controllers

DC & DCC · ANY GAUGE



- Easily add lighting effects to your layout
- LEDs screw in – no resistors or soldering
- Powered by 9v battery, 9-16V DC or DCC
- On DC the effect is on when powered
- On DCC the effect can be controlled
- Effects LEDs are included

Level Crossing - Ready Assembled

DC & DCC · 00 HO · N

- Power from 9-16v DC, DCC or a 9v battery
- Light and sound - all connections easy push fit
- Includes 2 x Peco static level crossing barriers
- Can turn on automatically using a Track Sensor
- Available in single and pair packs

Track Sensor

DC & DCC · 00 HO

- Change Semaphore Signals automatically (with SC300)
- Trigger Level crossing when train approaches
- Power from 12-16v smooth DC or DCC
- Links to a Mimic Switch to show occupancy
- Links to a Sensor Signal to change block section

Automatic Tail, Firebox & Loco Lights

DC & DCC · Auto · WIRE FREE · ANY GAUGE


Rolling stock not included

Fits in N scale upwards

- No switch - senses motion & turns on!
- Turns off automatically 4 minutes after stop
- No pickup, wires or soldering - LED plugs in
- Fit in brake vans, coaches, loco, wagons etc
- Runs for ages on small button battery
- LEDs and batteriy included

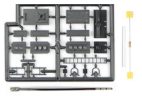
Mimic Switches & Lights

DC & DCC · ANY GAUGE

- Make a mimic panel to control LayoutLink items
- Link to Track Sensors or Sensor Signals to show occupancy & signal status
- Single wire to control Layout Link products
- Link to Sensor Signals to switch route indicators on/off

Signal Kits

DC & DCC · 00 HO



Every kit includes the signal head, aluminium post and base plus detailing kit

- Low cost – adapt to your own design
- Control by switches or signal controller
- LEDs are prefitted to a narrow PCB

One-Touch DCC™ Signal Controllers

DCC · ANY GAUGE

- Control LED & Semaphore signals by DCC
- Easy to set up & use –No CV programming!
- Easy screw terminals – no soldering
- Can sync to other points & signals

1017

Automatic Sensor Signals

DC & DCC · WIRE FREE · 00 HO

- Detects train and changes signal automatically
- Use on its own & signal changes back to green after time
- Or link to other SS for automatic block signalling
- Can be used on both DC & DCC
- Also available with Feathers & Theatres

Automatic Coach Lighting

DC & DCC · Auto · WIRE FREE · 00 HO


Rolling stock not included

- Easy to fit in seconds - no wiring!
- No switch - senses motion & turns on!
- Turns off automatically 4 minutes after stopping
- No pickups **so works on regular DC & DCC**
- Traditional warm white or modern cool white
- Also with tail light, sparks or door light effect
- Lights stay bright & constant with no flickering
- Fits most 00/HO coaches and maybe cut down

SFX Sounds for Trains

WIRE FREE · DC & DCC · Auto

- Easy low cost sound that works on *any* railway
- **Easy to fit in seconds** - no connections
- No switch - senses motion & turns on!
- No pickups **so works on regular DC & DCC**
- Self contained - built in speaker & battery (included)
- Tiny capsule: 25mm x 20mm x 12mm approx
- Fit capsule into loco, tender, wagon, coach...
- **Real recorded sounds** - Steam & Diesel etc

Smart Lights - Easy to fit Lighting Effects

DC & DCC · ANY GAUGE

- Small - Just 1cm x 1cm x 0.3cm with 2 wire connections
- Power by standard 9-16v DC or a 9v battery
- Or by DCC which can also control some effects
- Just connect and go - no setting up required
- Disco / Emergency / Real Fire / TV / Welding / Random effects

Traffic Lights - Ready Assembled

DC & DCC · 00 HO

- Power from 9-16v DC, DCC or 9v battery - 2 Wire connection
- Realistic standard UK sequence and timing varies randomly
- Fully assembled - drill hole in baseboard & connect to power

SEE WWW.TRAIN-TECH.COM OR CONTACT DCP FOR FREE COLOUR BROCHURE

+

Train-Tech
Model Technology Made Easy

GM783 - Urban Scenic Sounds module

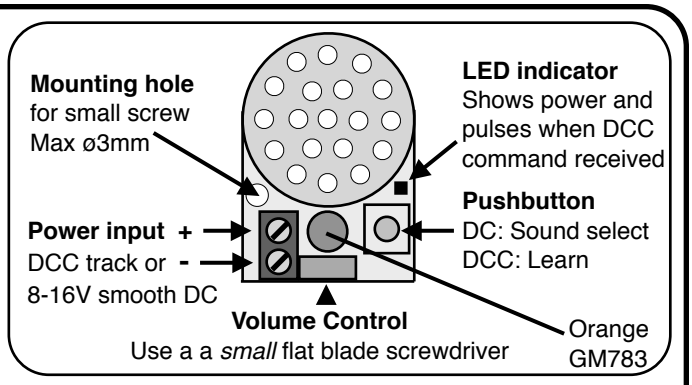
- Compact Sound module with built-in speaker
- Real natural sounds digitally recorded
- Continuously plays sequence of sounds
- On DCC sounds can be played on command
- Power from 8-16 volts smooth DC or DCC
- Just 2 wire connection to screw terminal block
- Built in volume control

www.Train-Tech.com

See our website, your local model shop or contact us for a free colour brochure
DCP Microdevelopments, Bryon Court, Bow Street, Great Ellingham, NR17 1JB, UK
Telephone 01953 457800 • email sales@dcpmicro.com • www.dcpexpress.com

GM783 Scenic Sounds - Urban sounds

The Scenic Sounds range of modules provide authentic sound effects for any gauge layout. The module can be powered either from 8-16 volts smooth DC or from DCC where accessory commands can also control the sounds. By default on both DCC and DC the individual sounds are played over the continuous background in a preset natural sequence and there are several variations of some of the sounds which are played randomly. When powered by DCC each sound can be triggered by a DCC accessory command and/or removed from the Playlist.
On DC each sound can be played by pressing the button (good as a test or demo mode) or can replay a selection already set up using DCC.



No	Sound	Playlist control	Default DCC address
1	Background Urban sound	Played in a seamless continuous loop - can be turned off using DCC	81
2	Aircraft coming overhead	Can be removed from the playlist or played on demand using DCC	82
3	Bin Lorry / Dustcart	Can be removed from the playlist or played on demand using DCC	83
4	Pelican crossing	Can be removed from the playlist or played on demand using DCC	84
5	Pneumatic drill - roadworks	Can be removed from the playlist or played on demand using DCC	85
6	Police car siren	Can be removed from the playlist or played on demand using DCC	86
7	Shop / house burglar alarm	Can be removed from the playlist or played on demand using DCC	87
8	Car horns	Can be removed from the playlist or played on demand using DCC	88

Using Scenic Sounds with DCC

The Scenic sounds module power terminals should be wired to the DCC Track output of the controller (or a nearby track or DCC bus if you have one) - always do this with the DCC power turned off. As supplied from the factory, as soon as the DCC power is turned on you will hear the background sound and other sounds played at various times as per the playlist.

Turning on or off individual sounds using DCC

The Scenic Sounds module has an 8 channel DCC accessory decoder built in and you can trigger any of the sounds by sending an Accessory command to the address for each sound. The default accessory address assigned to each sound at the factory is shown above, though these can be changed as below. Each time a programmed DCC accessory command is received the LED also pulses.
Note that the sounds are controlled by DCC *Accessory* commands which are not the same as Loco commands - details will be included in the instructions supplied with your controller (most DCC controllers can control Accessories apart from the Gaugemaster/MRC Prodigy Express and the basic Bachmann E-Z Command controller as supplied in some of their sets).
Example To play sound 3, set your controller to Accessory address 83 (from the list above) and send a command - sound 3 will play as soon as you send the command and remain in the playlist to play automatically. Or if you want to stop a sound from sounding in the Playlist, switch it off using the opposite command at the same address.

How to change the Sound Accessory addresses

The Accessory address for each sound can be changed from the default address to a new address. This is useful if an address is already in use, or if you want to play a particular sound when some other DCC accessory (such as a point or signal) changes - you can do this easily by giving a sound the same DCC address as the accessory you want to pair up with.
Start by selecting the sound number you want to change by pressing the Learn button - each time you press the button the red LED flashes a number of times corresponding to the sound, so one flash is sound 1, two flashes sound 2 etc.
Now set your controller to the DCC accessory address you want to control that sound from and send a command. The LED should stop flashing and the sound you selected will now be played each time that command is used or you can turn off the sound from the natural sequence using the opposite command at the same address.

How to Reset the Scenic Sounds module using DCC

To reset all playlist sounds and DCC to factory reset conditions, press and hold the button for at least 10 seconds. When it says "Factory Reset" the module has reset to play all sounds and restored all DCC settings back to the original Default DCC addresses.

Using Scenic Sounds on 8-16 volts smooth DC

The Scenic sounds module power terminals should be wired to a 8-16 volts smooth DC supply. Note that output terminals from a basic transformer type controller rarely give smooth DC and will result in 'hum' and improper operation. Use a smooth or regulated DC supply.
For normal operation connect the positive + wire to the screw terminal nearest the speaker and connect the negative - wire to the terminal nearest the edge. This will play the background sound and then other sounds in their Playlist sequence as per the list above.

Demonstration and test mode

In addition to the Playlist sequence you can play individual sounds in order by pressing the button - ideal for demonstration and testing.

Customising the Playlist of sounds

If you have access to a DCC controller from a friend or club you can set your module up to stop some sounds playing - details of how to do this are shown in the DCC section above. Once setup using DCC you can then reconnect it to smooth DC again, but this time connect the power wires the opposite way around, negative to the terminal nearest the speaker and positive to the terminal nearest to the edge. The Playlist will now play without the sounds which you turned off. You can reset the module to factory default using DCC as above.

Caution

- Never apply more than 16 volts DCC or smooth DC to the module - the Gaugemaster WM4 smooth DC regulated power unit is ideal
- Scenic Sounds modules get warm in use - this is normal. Scenic Sounds modules are not waterproof - keep them dry!
- Be careful not to allow stray wires touch anything other than the power terminals

Scenic Sounds is a joint development between Train-Tech.com and Gaugemaster.com. Designed and made in UK