FITTING YOUR SIGNAL

Switch off your DCC controller and power to your Track before fitting signal!

- Locate the power clip slots in the track and holding the signal BASE only, carefully align and push the signal contact fingers into slots. This may be a tight fit so take great care!
- Switch on controller and power to the track - the Signal will light.

If the signal does not light at this stage see ‘Troubleshooting’ below before going further.

Wiring to non Hornby or Bachmann fixed Tracks

These signals will only clip directly into standard Hornby or Bachmann tracks which have slots for a power clip. If you do not have this type of track or want to position your signal in a different place you can carefully cut off contact fingers where shown and connect wires from the 2 contacts marked X to the nearest DCC track - it does not matter which way round the wires are connected. (NB Peco Streamline flexible track does have deep slots which can work by using packing under fingers)

Troubleshooting

Step 2 is the ‘One Touch’ DCC stage which programs the accessory address into the signal. If it does not work:

- Check that one of the signal LEDs is lit - if not and locos etc run correctly on the same piece of track check the signal contact fingers are clean and tightly fitted between the track sleeper and rail - clean if necessary.
- If a Signal LED is lit double check that your DCC accessory address (your controllers instructions will show how to do this) and set your controller to the address you choose for this signal, eg 65.
- To program the signal, use a short link of insulated wire to briefly touch together the ‘Learn’ contacts until the lights flash, then send the or ‘direction’ command from your controller that you want to signal green.
- The signal will stop flashing, light up green and your signal is now programmed to the address you chose.

SETTING THE SIGNAL ADDRESS

You need to choose a DCC accessory address for your signal. As an example we will use address 65 and

- Set up your controller to control DCC accessories (your controllers instructions will show how to do this) and set your controller to the address you choose for this signal, eg 65.
- To program the signal, use a short link of insulated wire to briefly touch together the ‘Learn’ contacts until the lights flash, then send the or ‘direction’ command from your controller that you want to signal green.
- The signal will stop flashing, light up green and your signal is now programmed to the address you chose.

Synchronising with other Signals and Points

Although each signal can have its own unique address, if you wish you can easily synchronise some of your signals and/or points to work together to add basic automation to your layout which can also make it easier to run and more realistic.

For example you may wish to sync a Home and Distant signal together so that the Distant signal automatically changes with the Home signal before it. To do this you simply program both signals with the same DCC address which you can do either by touching the contacts on both signals then programming them at the same time, or doing each individually with the same address. Note that a Train-Tech Digital signal always goes to Green immediately after programming, making it easier to synchronise multiple signals as all signals have green.

Similarly you could sync a Signal to a Point controlled by a Train-Tech DCC Point controller so that the signal is always red when the point is against it and green when it is clear to go. Again you can do this by programming the Point and Signal with the same DCC address.

CONTROLLING YOUR SIGNAL

Control the signal by setting your controller to the DCC address you chose and then send a ‘direction’ command from your controller to change the Signal colour (actual terms used for accessory control vary between controllers so please refer to the instructions)

Address: (eg 65) or = Red or Green

Your signal will retain the address you program it to unless you change it, which you can do at any time by following step 2 again.

Each signal head can have its own unique address or can be synchronised with other DCC signals or points etc by giving them the same address as each other - see details below.

Extra Details can be fitted - see below

Tip: The Location board can be used to show the DCC address of your signal to make it easier to identify while controlling your layout - you can cut out and glue the address from the table below

Extra details

The signal is supplied with a kit of plastic parts for you to add extra details like ladder, handrails, phone and location board if you wish. These may be cut from the supports using small cutters or a knife on a cutting mat, but take care as these parts are extremely small and fragile, so we recommend using the following technique to remove them without damage.

We suggest you first remove ladder and main parts by carefully cutting the thicker supports first - after cutting these they should break away from the other parts by gently ‘rocking’ and you can then trim the fine supports.

Parts may be cut from the supports using a knife on a cutting mat or by using precision cutters which can be invaluable for modellers - they are available from model shops or direct from us at www.dccexpress.com

You will also find that fine nose pliers or tweezers are useful both for cutting out and fitting parts.

Parts can be glued in place using model adhesives such as Liquid poly or cyanoacrylate ‘superglue’ etc

We recommend first cutting the thicker supports to release main parts then trimming off the small supports

You can use the Location board (small square sign) to show the DCC address of the signal by cutting out and gluing the number from the table printed.

You can also weather or paint the signal and add scatter material or ballast etc around the base and fingers, but take care not to cover the Learn or contact fingers and never let water or moisture get into base of the signal as this contains sensitive electronics.

Caution

This product is not a toy but a precision moulded model kit and as such has small parts which may choke or harm a child. Always take care when using tools, electricity, adhesives and paints, especially when children or pets are nearby.

Train-Tech

Model Technology Made Easy

www.train-tech.com

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**One-Touch DCC™ Digital Signals**

- 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
- D51 Home: Red • and Green •
- D52 Distant: Yellow • and Green •
- D53 Home Distant: • • • • • •
- D54 Distant: • • • • • • • •
- D55 Outer Distant: • • • • • • • •
- D55SH Outer Dist: • • • • • • • • [High Speed mainline]
- D56 Dual Head Home: • • • •
- D57 Dual Head Distant: • • • •
- D58 Stop-Caution: Red • and Yellow •

**One-Touch DCC™ Point Controllers**

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

**Buffer Lights**

- 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
- Low cost, easy to fit and use
- On DCC both lights are on constantly
- On DC one light is on & varies with speed
- Helps bring your layout to life!

**Automatic Tail, Firebox, Loco & Coach Lights**

- 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

**LFX Lighting Effect Controllers**

- Add lighting effects to your layout
- LEDs screw in – no resistors or soldering
- Powered by either 12-16V DC or DCC:
- On DC the effect is on when powered
- On DCC the effect can be controlled

**Track Tester**

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

**Self Assembly Colour Light Signal Kits**

- Every kit includes the head, post and base plus detailing kit inc ladder, handrails, etc
- Aluminium ‘post’ included with each kit
- Low cost – adapt to your own design
- Control by switches or a signal controller

**One-Touch DCC™ Signal Controllers**

- 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

**DCS 1 Dual 2 aspect colour light signals controller**
- Controls one or two 2 aspect colour light signals.
  - Compatible with Train-Tech SK2, SK3, SK7, SK8 and most other manufacturer’s LED signals

**DCS 2 3 or 4 aspect or 2 aspect+route signal control**
- Controls one 3 aspect or one 4 aspect or one 2 aspect + route signal.
  - Compatible with Train-Tech SK4, SK5, SK6 and most other manufacturer’s LED signals

**DCS 3 Dual Dapol OO/N Semaphore signal controller**
- Controls one or two standard OO or N Dapol motorised semaphore signals by DCC. Signals connect direct to the SK3 - no modifications or power supply needed.

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**Train-Tech**

Model Technology Made Easy

**DS1 Home**

- Red • Green LED
- DCC clip-in signal

- Detailing kit included

**DSX3 Traffic Lights**

- Controls one pair of timed traffic lights. (Tip: You can adapt one of our Signal kits to make traffic lights)

**DSX4 Log or Camp Fires**

- Controls amber, yellow, red LEDs for a realistic fire effect

**DSX5 Welding Effects**

- Realistic electric arc welding effects with bright LEDs

**DSX6 Quad LED Lighting Controller**

- Controls 4 sets of LEDs on and off using separate DCC addresses. Directly powers 4 LEDs per output (DCC only)

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**Train-Tech**

Model Technology Made Easy

**www.Train-Tech.com**

See our website, your local model shop or contact us for a free colour brochure

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