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.

Setting the Signal Address

You need to choose a DCC address for your signal. Because DCC accessories can only have 2 'directions' your 3 aspect signal needs two addresses and so will use both the address you program and the next consecutive address, so ensure both addresses are unused for other accessories before programming.

For example, if you choose address 65 this signal will use both address 65 and 66.

- 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.
- To program the signal, use a short link of insulated wire to briefly touch together the 'Learn' contact fingers until the signal 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 and the next consecutive address.

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 controller is in accessory addressing mode - note that this is completely different to Locomotive addresses and will be explained in your controller instructions.
- Try fitting the signal to another section of track (or use pieces of wire to temporarily connect it to another track)
- If these steps fail contact your dealer or DCC support.

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 move trains.

For example, if 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.

Computer Control

Some DCC controllers can be connected to a PC to enable computer control of locomotives and accessories like this signal - for more details on what is compatible with your system consult your controller supplier.

Location board labels

These legends can be cut out and glued to the model Location board on the plastic detailing sprue. We suggest you use the DCC address you have programmed into your signal which will make the signal easier to identify and operate.

Controlling Your Signal

Control the signal by setting your controller to the DCC accessory address you choose 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 = Green or Yellow
Address+1 (eg 66) or = Double Yellow

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 their 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

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 cynoacrylate ‘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 your 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.

www.train-tech.com
### 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 \(\text{HIGH}\) and Green \(\text{LOW}\)
- D52 Distant: Yellow \(\text{HIGH}\) and Green \(\text{LOW}\)
- D53 Home Distant: \(\text{HIGH}\) \(\text{LOW}\) \(\text{LOW}\)
- D54 Distant: \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\)
- D55 Outer Distant: \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\)
- D55SH Outer Dist: \(\text{HIGH}\) \(\text{LOW}\) \(\text{LOW}\) [High Speed mainline]
- D56 Dual Head Home \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\)
- D57 Dual Head Distant \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\)
- D58 Stop-Caution: Red \(\text{HIGH}\) and Yellow \(\text{LOW}\)

### One-Touch DCC™ Point Controllers
- Controls 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!
- BL1 OO/HO gauge Buffer Light
- BL2 N gauge Buffer Light

### 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
- Fits in brake vans, coaches, loco, wagons etc
- Runs for ages on small button battery
- Single output modules:
  - AL1 Flashing Tail Light
  - AL2 Flame Tail / Firebox
  - AL3 Constant Lighting
- Dual output modules:
  - AL21 Flashing + constant
  - AL22 Flame + constant
  - AL23 Sparkarc + constant
  - AL24 Doors open + constant

### 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 dependent on powered
- On DCC the effect can be controlled
- LF2X Home & Shop Lighting
  - Randomly controls lights in houses, shops, stations, pubs
- LF3X Traffic Lights
  - Controls one pair of timed traffic lights. (Tip: You can adapt one of our Signal kits to make traffic signals)
- LF4X Log or Camp Fires
  - Controls amber, yellow, red LEDs for a realistic fire effect
- LF5X Welding effects
  - Realistic electric arc welding effects with bright LEDs
- LF6X Quad LED Lighting Controller
  - Controls 4 sets of LEDs on and off using separate DCC addresses. Directly powers 4 LEDs per output (DCC only)

### 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
- TT1 Track Tester

### Accessories
- 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
- SC1 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
- SC2 4 or 4 aspect or 2 aspect+route signal control
  - Controls one 4 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
- SC3 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 SC3 - no modifications or power supply needed.

### 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
- General purpose signal kit:
  - SK1 Basic kit 2/3/4 aspect & dual heads - no LEDs
  - SK2 2 aspect kit with Red \(\text{HIGH}\) Green \(\text{LOW}\) LEDs
  - SK3 2 aspect kit with \(\text{HIGH}\) \(\text{LOW}\) LEDs
  - SK4 Home Distant 3 aspect kit with \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) LEDs
  - SK5 Distant 3 aspect kit with \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) LEDs
  - SK6 Outer Distant 4 aspect with \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) LEDs
  - SK7 Dual head Home 2 aspect with \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) LEDs
  - SK8 Dual head Distant 2 aspect with \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) \(\text{LOW}\) LEDs

### Train-Tech Model Technology Made Easy
- DS4 Distant
  - Yellow•Green•Yellow
  - DCC clip-in signal
  - Detailing kit included
  - Signal plugs into track
    - just like a power clip!
  - Or connect 2 wires
  - DCC Decoder in base

### Contact Information
[DCPfMicrodevelopmentsufBryonfCourtufBowfStreetufGreatfEllinghamufNR•7f•JBufUKf]
[Telephoneffy•953f4578yyf•femailffsales@dcpmicrowcomf•fwwwwdcpexpresswcom]

[See fourfwebsiteufyourflocalfmodelfshopforfcontactfusfforfaffreefcolourfbrochure]