

# SK4 - Home/Distant Red-Yellow-Green Signal self assembly kit

**CAUTION - ALWAYS SWITCH OFF POWER TO YOUR LAYOUT BEFORE CONNECTING OR DISCONNECTING ANY ACCESSORIES**

This Self assembly signal kit contains an plastic kit, post and LED Light circuit board with resistor to make a Colour Light signal designed for use on OO/HO gauge model railways - please read these instructions before assembly and connecting to power.

**1 Introduction**

**Contents**

- 1 Plastic Signal kit
- 1 Aluminium signal post
- 1 Signal LED lights printed circuit board 'PCB'
- 1 1KΩ resistors (Colour:Black Brown Red Gold)
- 1 Instruction leaflet

**Recommended tools** (not included)

- Sharp craft knife or cutters
- Small needle file, tweezers or small pliers
- Adhesives to suit plastic/metal (see below)
- Magnifier
- Cutting mat

Thank you for purchasing one of our self assembly signal kits. This kit is an all new design based on an actual colour light signal near our base in Norfolk and is fairly typical of British outline colour light signals and designed to scale with the red light in line with the train drivers eye, just like the real thing. We have utilised the latest LEDs for the lights but unlike most signal kits we have presoldered them on narrow printed circuit boards which makes them much easier to assemble and connect. They are also more realistic being uncoloured until lit and have an integral lens so they shine brighter faced from the front.

You can either control this signal using conventional Lever frame or Toggle type switches or connect it to a DCC decoder to control it from a Digital controller or computer. (note that Train-Tech also offer this signal with a built-in DCC decoder which just plugs straight into the track - no wires or circuitry!)

**! Take extra care when using tools and adhesives.**

**2 Assembling the kit**

The exploded diagram below shows all the various components which go to make up a complete signal, although you can fit as few or as many of the detailing parts as you wish for your model. We recommend you read the construction advice below on how to remove parts, adhesives etc.

**Suggested order of assembly:**

- Slide LED PCB through slot in head mount
- Push fit or glue head mount onto aluminium post
- Push fit post into main base plate and align
- Glue front and back of head cover over LED's
- Dry fit or glue ladder between head mount & base
- Glue base cover under base if desired
- Glue handrails, phone, location board if desired

**3 Connecting the signal**

The LED lights are presoldered onto a PCB which has large contacts at the base to connect your wires to. You can either control it by conventional Lever or Toggle switches or alternatively a digital decoder (eg Train-Tech SC2) if you wish to control it using a DCC controller or computer - follow the connection instructions supplied with the decoder.

*You **MUST** fit a resistor as shown below and power from a DC supply or DCC decoder or you will cause permanent damage to the LEDs (Unless using with Train-Tech DCC Signal controllers which incorporate resistors inside)*

**Wiring suggestion for switches**

LED light Connections: Red +, Common -, Yellow +, Green +

1kΩ resistor

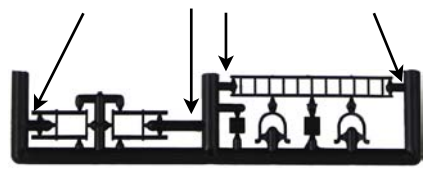
3 way Switch (R, Y, G)

12-16 volts DC power supply (- Negative, + Positive)

**Construction advice**

The plastic part of this kit is made of a blend of mostly ABS which is slightly more forgiving and less brittle than the polystyrene often used for plastic kits. However it can still be glued together using most general model kit adhesives such as Humbrol or Revell Liquid Poly or 'super glue' - be sure to follow instructions for application and safety supplied with the adhesive. Note that if fixing accessories to the aluminium post, such as the phone or sign, you will need to use a glue which is suitable for bonding plastic to metal. To remove parts from the sprue we suggest using either precision wire/model cutters (available from dcpexpress.com and model or tool suppliers) or a sharp knife working on a scrap of wood or cutting mat. Some fragile parts, such as the ladder, may be more easily prepared by first removing the part with its larger plastic moulding supports attached, then carefully removing the part from the supports. If you wish to paint any parts most model enamel paints should work fine but if unsure check on a small piece of scrap plastic first. Please note that we cannot help customers assemble kits, but if you have difficulties making kits we suggest you try contacting your local model club for assistance.

**We recommend** first cutting thicker supports to release main parts then trimming off the small supports using a sharp craft knife or cutters



**Mounting the signal on your baseboard**  
You will need to drill a hole in your baseboard to clear the signal PCB - we recommend a 6-8mm hole so that the signal can be lifted with wires still fitted if required. The signal can be free standing or held by suitable glue or double sided sticky pad.

**Wiring advice**

Electrical connection to the signal is via metal 'pads' at the bottom of the LED light PCB. These pads are made from thin copper bonded to the fibreglass and then 'tinned' to ensure reliable and easy connection.

The best method of connection is by soldering wires onto these pads using a small tip soldering iron of 18-25 watts, taking care not to apply heat for too long. Note that by pre-tinning wires before soldering onto the pads you will find that the solder will flow much more easily to make a secure joint quickly.

If you prefer not to solder then you can wrap thin stranded wire around the pads by stripping off insulation, twisting strands tightly together and wrapping them round the signal base and tightly binding insulation tape around each joint. However soldering is the preferred and most reliable method.

Whichever method you use take care not to let the wires short circuit to each other and do not forget to fit a resistor in series as shown before powering up your new signal!

**Location board labels**

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

1	2	3	4	5	6	7	8	9	10
11	12	13	14	15	16	17	18	19	20
21	22	23	24	25	26	27	28	29	30
31	32	33	34	35	36	37	38	39	40
41	42	43	44	45	46	47	48	49	50
51	52	53	54	55	56	57	58	59	60
61	62	63	64	65	66	67	68	69	70
71	72	73	74	75	76	77	78	79	80
81	82	83	84	85	86	87	88	89	90
91	92	93	94	95	96	97	98	99	100
AD	CA	DA	ES	EN	GE	GY	MY	PN	NW
ABCDEF	GHIJKL	MNOP	QRSTU	VWXYZ					
ABCDEF	GHIJKL	MNOP	QRSTU	VWXYZ					

**Using LEDs with model railways**

The lights used in this signal kit are called LEDs. LEDs are really useful lights which, unlike their conventional filament predecessors, are robust, low power and if used correctly run cool and can effectively last forever. But there are some important considerations when using LEDs. Firstly LED stands for Light Emitting Diode and a diode is an electronic component which only works in when power is applied in one specific direction, so they always need to be fitted the correct way round to work correctly. Also most standard miniature LEDs a modeller will use only need very small amounts of power, so the current flowing through the LED must be limited and this is usually done by a resistor as supplied in this kit. On the usual 12-16 volts DC supply a railway modeller uses a 1kΩ (one thousand ohms) will limit the current to around 10-14mA (mA is thousandths of an amp) which is ideal for most LED's. Note you should only ever use LEDs on a DC (direct current) supply and never an AC (alternating current) supply because although the LED may appear to work properly constant reversal of voltage using AC will eventually damage or shorten its life.

Train-Tech offers packs of various LEDs for modellers and again these always come with both instructions and suitable resistors for using them on a standard Model Railway DC supply or non Train-Tech DCC controllers.

**Using Signals with Train-Tech DCC controllers**  
Train Tech offer various LED controllers including the SC1 and SC2 DCC signal controllers which allow signals such as this to quickly and easily connect to DCC layouts for control by Digital controller or computer. They are quick to connect needing no resistors or soldering and set up in seconds with no programming of CV codes. As well as Signal Controllers, Train-Tech also makes a range of LFX LED lighting controllers which work on both DC and DCC and offer effects to simulate level crossings, welding, traffic lights etc - again resistors are built into all of the LFX units and so LEDs connect directly to them. See www.train-tech.com for full details.

## One-Touch DCC™ Digital Signals

DCC WIRE FREE OO HO



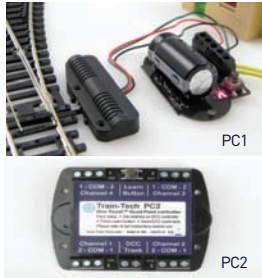
- Signal with DCC decoder built into base
- Can just plug direct into track – no wires!
- Easy to fit and use – no CV programming!
- Can sync to other signals & points

**DS1 Home:** Red (R) and Green (G)  
**DS2 Distant:** Yellow (Y) and Green (G)  
**DS3 Home Distant:** (R) (Y) (G)  
**DS4 Distant:** (Y) (G) (Y)  
**DS5 Outer Distant:** (R) (Y) (G) (Y)  
**DS5HS Outer Dist:** (R) (Y) (G) (Y) (High Speed mainline)  
**DS6 Dual Head Home:** (R) (G)  
**DS7 Dual Head Distant:** (Y) (G)  
**DS8 Stop-Caution:** Red (R) and Yellow (Y)

Track not included

## One-Touch DCC™ Point Controllers

DCC OO HO N Z



- 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

**One-Touch DCC™ Point controllers**  
**PC1 DCC Single Point Controller**  
**PC2 DCC Quad Points Controller**

Point motor and track not included

## Buffer Lights

DC DCC WIRE FREE N OO HO



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
- 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

Auto WIRE FREE ANY GAUGE



Fits in N scale upwards  
 Rolling stock not included

- 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

**Single output modules:** **Dual output modules:**  
**AL1 Flashing Tail light** **AL21 Flashing + constant**  
**AL2 Flame Tail / Firebox** **AL22 Flame + constant**  
**AL3 Constant lighting** **AL23 Sparkarc + constant**  
**LEDs & battery included** **AL24 Doors open + constant**

## LFX Lighting Effect Controllers

DC DCC ANY GAUGE



LFX1 shown with supplied LEDs fitted to a Peco barrier kit – not included

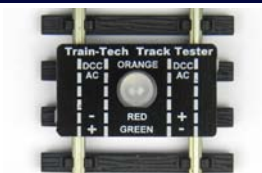
**LFX1 Level Crossing Barrier**  
 Controls Amber and Red LED's as seen at level crossings. Can power up to 4 sets of steady amber and flashing red LEDs

- 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

**LFX2 Home & Shop Lighting**  
 Randomly controls lights in houses, shops, stations, pubs  
**LFX3 Traffic Lights**  
 Controls one pair of timed traffic lights (Tip: You can adapt one of our Signal kits to make traffic lights)  
**LFX4 Log or Camp Fires**  
 Controls amber, yellow, red LEDs for a realistic fire effect  
**LFX5 Welding effects**  
 Realistic electric arc welding effects with bright LEDs  
**LFX6 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

DC DCC N OO HO

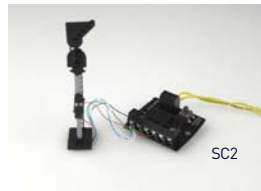


- Quickly tests track for power faults
- Low cost and easy to use
- Works on N, TT, OO or HO Track
- Indicates the DC polarity, or DCC, or a fault
- Small enough to check point frogs

**TT1 Track Tester**

## One-Touch DCC™ Signal Controllers

DCC ANY GAUGE



SC2

- 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



SC3

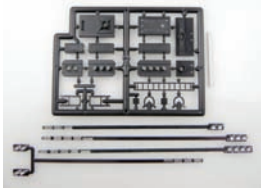
**SC2 3 or 4 aspect or 2 aspect+route signal control**  
 Controls one 3 aspect or one 4 aspect or one 2 aspect + route signal. Compatible with Train-Tech SK4, SK5, SK6 and most other manufacturer's LED signals

**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.

Dapol Signals for photo – not included

## Self Assembly Colour Light Signal Kits

DC DCC OO HO



- 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**

**Signal kits with LEDs and resistors**

**SK2 Home 2 aspect kit with Red (R) Green (G) LEDs**

**SK3 Distant 2 aspect kit with (Y) (G) LEDs**

**SK4 Home Distant 3 aspect kit with (R) (Y) (G) LEDs**

**SK5 Distant 3 aspect kit with (Y) (G) (Y) LEDs**

**SK6 Outer Distant 4 aspect with (R) (Y) (G) (Y) LEDs**

**SK7 Dual head Home 2 aspect with (R) (G) LEDs**

**SK8 Dual head Distant 2 aspect with (Y) (G) LEDs**

The LEDs are pre-fitted onto a long narrow PCB stick to pass through your baseboard. Just attach your signal control wires to PCB

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



# Train-Tech

Model Technology Made Easy

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