

### Track Tester

DC & DCC O & G Gauge OO HO N Gauge



- Quickly checks track for power faults
- Small & Larger Versions - for N gauge to G gauge!
- Multicolour LED Indicates the DC polarity, or DCC, or a fault

### Buffer Lights

WIRE FREE DC & DCC O Gauge OO HO N Gauge



- Realistic stop light for any siding - fits most buffer stops
- Simply clips onto track - No wires!
- On DCC both lights are on constantly
- On DC one light is on & varies with speed

### DCC Fitted Digital Signals

DCC WIRE FREE OO HO



- Signal with DCC decoder built in - No CV programming
- Easy to fit and use - can just plug direct into track - no wires!
- Wide range available - also available with Feathers and Theatres

### One-Touch DCC™ Point Controllers

DCC ANY GAUGE



- Control points and uncouplers using DCC
- Work with most solenoid point motors - Built in CDU
- Just connect 2 wires to DCC rails - No CV Programming!
- Easy screw terminals - no soldering

### LFX Lighting Effect Controllers

DC & DCC ANY GAUGE



- Easy way to add lighting effects to your layout
- Wires screw in - no resistors or soldering - LEDs included
- Powered by 9v battery, 8-16V DC or DCC
- On DC the effect is on when powered - On DCC it can be controlled

### Level Crossing - Ready Assembled

DC & DCC OO HO N Gauge



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

### Traffic Lights - Ready Assembled

DC & DCC OO 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

### Track Sensor

DC & DCC OO HO N Gauge



- Trigger level crossings and change semaphore signals
- Power from 12-16v smooth DC or DCC
- Can be used to trigger Sound Track, Smart Screen, Relays
- Four outputs for direct connection to LEDs for occupancy, FX

### Mimic Switches & Lights

DC & DCC ANY GAUGE

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

### Smart Lights - Easy to fit Lighting Effects

DC & DCC ANY GAUGE



- Small - Just 1cm x 1cm x 0.3cm with 2 wires
- Power by 9-16v DC, 9v battery, or direct to DCC which can control some effects
- Just connect and go - no setting up required
- Disco / Emergency / Real Fire / TV / Welding / Random / Programmable

### Automatic Tail, Firebox & Loco Lights

DC & DCC AUTO WIRE FREE ANY GAUGE



- No switch - senses motion & turns on!
- Turns off automatically 4 minutes after stopping
- No pickups, wires or soldering - LED just plugs in
- Fit in brake vans, coaches, loco, wagons etc
- Runs for ages on 2032 button battery - LEDs & battery included

### Sound for your layout

DC & DCC AUTO WIRE FREE ANY GAUGE



- Sound capsule with no wires - runs from a battery - built in speaker
- No connections to track so work with both DC & DCC
- Motion activated - switches on when train moves! Real Sounds!
- Tiny - 25mm x 20mm x 12mm - N gauge fitting guide available

### Sound Track

- Record your own sounds and play them back on your layout!
- Record 4 tracks upto 35 seconds each - Lock to protect favourites
- Portable - use with 9v battery to take out & record sounds
- Power from DC or DCC - Use Track Sensors or DCC to trigger sounds

### Scenic Sounds

- Background sounds for your layout - built in speaker & volume
- Power from DC or DCC - on DCC sounds can be triggered
- Lineside • Station Steam • Station Modern • Urban • Rural

### Signal Kits

DC & DCC OO HO



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

- Low cost - adapt to your own design
- Control by switches or signal controller
- LEDs are prefitted to a narrow PCB
- Ground signals - modern & original
- Feather & Theatre kits available
- Signal Head only for gantries etc

#### DS4 Digital Signal



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### Signal Controllers

DC & DCC AUTO ANY GAUGE

- **DCC Signal Controllers** - Wire in any LED signals to control from DCC accessory address
- **Automatic Signal Controllers** - Make any LED signal kit into an Automatic Signal!
- **Dapol Semaphore Controllers** - Control Dapol Semaphores by DCC or automatically

### Automatic Sensor Signals

WIRE FREE DC & DCC OO HO



- Detects train and changes signal automatically to red
- Used own & signal changes back to green after train short time
- Or link to other Sensor Signals for fully automatic block signalling
- Can be used on both DC & DCC - Feather & Theatre versions

### Automatic Coach Lighting

DC & DCC AUTO WIRE FREE OO HO N Gauge



- Easy to fit - no wiring or switch - senses motion & turns on!
- Turns off automatically - fits most coaches - may be cut down
- No pickups or wires so works on regular DC & DCC
- Traditional warm white or modern cool white
- Also with tail light, sparking, door beeps and door light effects

### Servo Controller

DC & DCC ANY GAUGE

- Controls standard radio control servo from DCC, Track Sensor or Mimic switch
- Ideal for animating Level Crossing barriers / gates, Slow points or signals, Coal hopper
- Easy to wire and set up - connects directly to DCC or 8-16 volts smooth DC supply

### Relay Controller

DC & DCC ANY GAUGE

- Two channel Relay unit which can be controlled by Track Sensor, Sensor Signal or DCC
- Enables remote control of motors, solenoids, lamps etc
- Incorporates two heavy duty relays with changeover contacts rated at 8-24 volts at 3 A

### Automatic Train Control

DC & DCC ANY GAUGE

- Link Sensor Signals to Relay Controller for automatic trains which stop at red lights!
- Can be used on DC or DCC Layouts
- Easy wiring: Sensor Signal link with one wire and Isolated braking section two wires.
- Also supports ABC fitted DCC Loco's for gradual slow down and speed up with sound

### Tools, LEDs & Accessories

ANY GAUGE

- We offer a range of LED packs, battery holders, wire, switches & terminals
- Also handy modelling tools including precision cutters, drill bits & spare batteries

### Smart Screen

DC & DCC OO HO



- Real working animated screen - customise with your messages
- Use DCC to program - then can be run on DC or DCC
- Trigger messages with DCC, switches, track sensors or just cycle
- Message can change with direction of train on both DC & DCC
- Display upto 10 different messages - can also show real time clock
- Range of enclosure available - Programming service available
- Small - w 31mm x h 9.5mm x d 4.5mm
- Stationary top line - bottom line automatically scrolls

SEE [WWW.TRAIN-TECH.COM](http://WWW.TRAIN-TECH.COM) OR ASK FOR FREE COLOUR BROCHURE



**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

[www.Train-Tech.com](http://www.Train-Tech.com)

See our website, your local model shop or contact us for a free colour brochure  
Train-Tech, Gagemaster House, Gagemaster Way, Ford Road, Arundel, BN18 0BN  
Telephone 01903 884321 • email [train-tech@gagemaster.co.uk](mailto:train-tech@gagemaster.co.uk)

# DS4 - Distant Yellow-Green-Yellow Digital DCC Signal

**HANDLE WITH CARE - THIS MODEL IS NOT A TOY AND IS FRAGILE!**

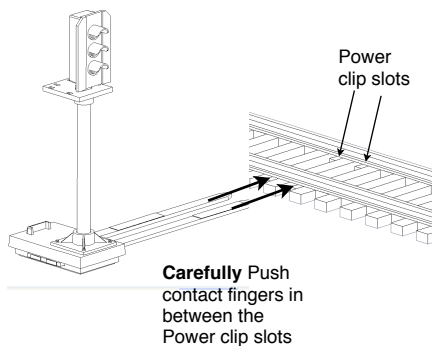
This signal incorporates a DCC decoder to enable it to be plugged or wired directly into the track and be controlled by any controller which is able to control DCC accessories. Please read these instructions before fitting your signal.

## 1 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.

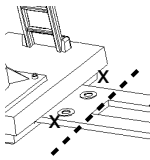
If the signal does not light at this stage see 'Troubleshooting' below before going further



! Always hold signal by base, never by the post or head!

### \* 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 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 Train-Tech.

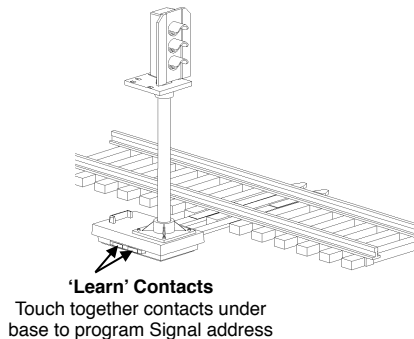
### Signal design

This signal is our own design and tool and is based on colour light signals in North Norfolk. As well as a range of Digital signals you can also buy various kits based on this signal in 2, 3 or 4 aspect single and dual head designs with LEDs or a basic kit to add your own lights or make up as a dummy signal. Easy to use One-Touch™ Digital Signal and Point controllers are also available.

## 2 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' contacts 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.



### 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.

### 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.

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
AB	CD	EF	GH	IJKL	MNOP	QRST	UVW	XYZ	
AB	CD	EF	GH	IJKL	MNOP	QRST	UVW	XYZ	

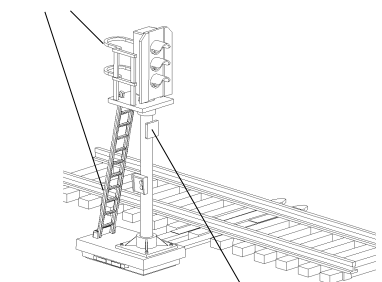
## 3 CONTROLLING YOUR SIGNAL

Control the signal by setting your controller to the *DCC accessory* 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 ▶ = 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



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 at [www.gaugemaster.com/train-tech](http://www.gaugemaster.com/train-tech). 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.



[www.train-tech.com](http://www.train-tech.com)