


**CL21 Coach Lighting strip: Cool white with Flashing Tail light**  
Easy fit automatic lighting for OO/HO coaches & multiple units  
Senses movement and turns the lights on & off automatically!

- Lights most coaches
- Easy and quick to fit
- No wires or pickups
- Lights automatically



Image courtesy of Hornby Hobbies

Train-Tech - Designed and made in Gt Britain 

## Fitting instructions



### Setting up - Fitting the battery

Slide battery (+ side up) in under gold contact first, then push down. Once the battery is fitted the LED's should light - the slightest movement automatically switches them on.

- 1 Remove the roof from your coach**  
Tip - Sometimes the roof and body are all one piece and unclip/unscrew from the chassis or the roof comes off on its own. Model shops and manufacturers can also offer advice.
- 2 Prepare for tail light LED**  
Drill 2 small holes (eg 1mm) in rear of coach where the tail light will be. Choose which lantern shape LED you wish to use - you can paint it white or black first for even more realism
- 3 Fit the lighting strip into the roof**  
Pass the tail LED wires through your holes and push into the two sockets shown left. The tail light should flash - if not try plugging the LED wires in the opposite way around. You can use Bluetack or sticky pads to hold strip & LED in place if required
- 4 Refit the roof**  
You have completed installation! Lights will switch off automatically four minutes after the last movement.

**i Battery** When lights become dim or intermittent replace with a standard CR2032, available from many retailers and Train-Tech dealers as part BAT1.

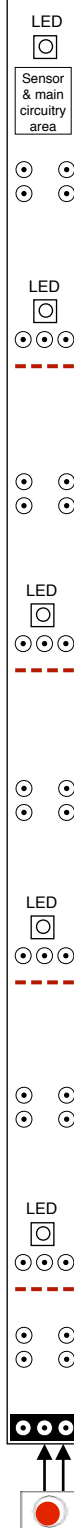
**Lighting strips may be shortened** as the red dashes show - details overleaf

### Other coach lighting strips

Versions with cool or warm white LEDs plus an extra effect like flashing tail or flickering flame tail light, electric spark effects & auto amber door lights

**Ask for a free Train-Tech brochure!**

**Battery & Lantern shape LEDs included**



Plug Tail LED into these 2 sockets

**DCP Microdevelopments Limited**  
Bryon Court, Bow Street,  
Great Ellingham  
Norfolk, NR17 1JB, Great Britain  
Tel: 01953 457800  
email: sales@dcpmicro.com  
DCP www.dcpexpress.com  
Train-Tech website www.train-tech.com

**CL21 Cool White Coach  
Lighting strip with  
Flashing Tail Light**



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## Track Tester

DC & DCC OO HO N

Only £5



- 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

Track not included

## Buffer Lights

DC & DCC WIRE FREE OO HO N



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
- BL1 OO/HO gauge Buffer Light**  
**BL2 N gauge Buffer Light**

## One-Touch DCC™ Digital Signals

DCC WIRE FREE OO HO



Track not included

- 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)

## One-Touch DCC™ Point Controllers

DCC OO HO N Z

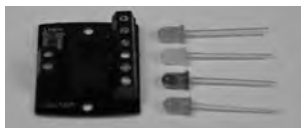


Point motor and track not included

- 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
- PC1 DCC Single Point Controller**  
**PC2 DCC Quad Points Controller**

## LFX Lighting Effect Controllers

DC & DCC ANY GAUGE



### LFX1 Level Crossing Barrier

Lights a sequence of steady amber and then flashing red LEDs as seen at crossings

### LFX2 Home & Shop Lighting

Randomly controls lights in houses, shops, stations, pubs

### LFX3 Traffic Lights

Controls one pair of timed traffic lights (TL1 Traffic light kit also available)

- Easily add lighting effects to your layout
- LEDs screw in – no resistors or soldering
- Powered by 9v battery, 12-16V DC or DCC
- On DC the effect is on when powered
- On DCC the effect can be controlled
- Effects LEDs are included

### LFX4 Log or Camp Fires

A realistic fire effect using amber, yellow, red LEDs

### LFX5 Welding effects

Realistic electric arc welding effects with bright LEDs

### LFX6 Quad LED Lighting Controller (DCC Only)

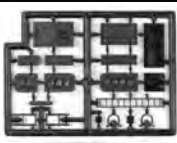
Controls 4 sets of LEDs on and off using separate DCC addresses. Directly powers 4 LEDs per output

### LFX7 Flashing effects

Simulates four flashing effects; belisha beacons, emergency services, camera flash, lightning, sparks

## Self Assembly Colour Light Signal Kits

DC & DCC OO HO



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

### General purpose signal kit - no LEDs:

**SK1 Basic kit** 2/3/4 aspect & dual heads

**Signal kits with LEDs and resistors**

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

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

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

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

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

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

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

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

## One-Touch DCC™ Signal Controllers

DCC ANY GAUGE



SC2



SC3

Signals not included

- 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.

### SC2 3 or 4 aspect or 2 aspect + route signal controller

Controls one 3 aspect or one 4 aspect or one 2 aspect + route.

### 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.

## Automatic Coach Lighting

DC & DCC Auto WIRE FREE OO 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 OO/HO coaches and maybe cut down

### Coach Lighting Strips (including LEDs and battery):

**CL1:** Cool white for modern coaches with fluorescent or LED lighting  
**CL2:** Warm white for traditional coaches simulating oil lamps or bulbs

**CL21:** Cool white plus modern flashing lantern LED tail light

**CL22:** Warm white plus flickering flame lantern LED tail light

**CL23:** Cool white plus bright electric spark arc effect LEDs

**CL24:** Cool white plus amber door lights which light after train stops

## Automatic Tail, Firebox & Loco Lights

DC & DCC 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 pickups, wires or soldering – LED plugs in
- Fit 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**

**LEDs & battery included**

### Dual output modules:

**AL21 Flashing + constant**

**AL22 Flame + constant**

**AL23 Sparkarc + constant**

**AL24 Doors open + constant**

## SFX Sounds for Trains

WIRE FREE DC & DCC Auto



Each Capsule is supplied with battery, sound tube & fitting guide

**SFX10:** Steam Locomotive

**SFX20:** Diesel Locomotive

**SFX30:** Electric Power Locomotive

**SFX50:** Diesel Multiple Unit

**SFX60:** Electric Multiple Unit

**SFX70:** Shunting

**SFX80:** Passenger Coaches

See our website for more info & to hear the sounds

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

## Coach Lighting Strip - additional information

### Cutting the lighting strip down

The strip may be cut down, either to fit it into a shorter coach or to split lighting inside a compartment to avoid obstacles such as a pillar, wall or a motor in a multiple unit for example. With care it may be cut at any of the four points indicated by a dotted line as shown right & overleaf. We suggest using fine sharp model or wire cutters to make a clean cut without getting too close to any silver circuit board 'pads' or twisting the strip. Remove the battery before you cut and smooth the edges with a fine file before using. If splitting the lighting strip you can reconnect part strips using wires to link any two rows of 3 silver pads together.

### Moving Tail, Spark or Door effect LEDs

If your lighting strip also has tail, spark or door light effects you can also move these either by moving the fitted socket(s) or connecting the LED's directly to the silver pads (this requires soldering). Note that all rows of the 2 and 3 silver pads on the lighting strip are connected together so any can be used either for effect LED's or connecting split strips together. The drawing on the right shows the many possible positions for the effect LED's.

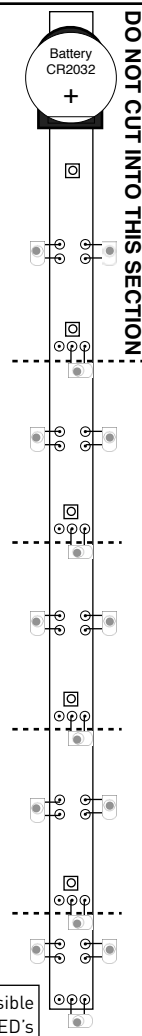
Note that modifications made to the strip are at the owners risk

### How the automatic coach lighting strip works

The strip incorporates a special microchip and motion sensor which detects slight movement and turns on the lights, then keeps them on until four minutes after the last motion, so that the lights do not go out as soon as it stops at a signal or station.

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

shows the many possible positions for effect LED's



DO NOT CUT INTO THIS SECTION