Train-Tech
Model Technology Made Easy

COACH LIGHTING

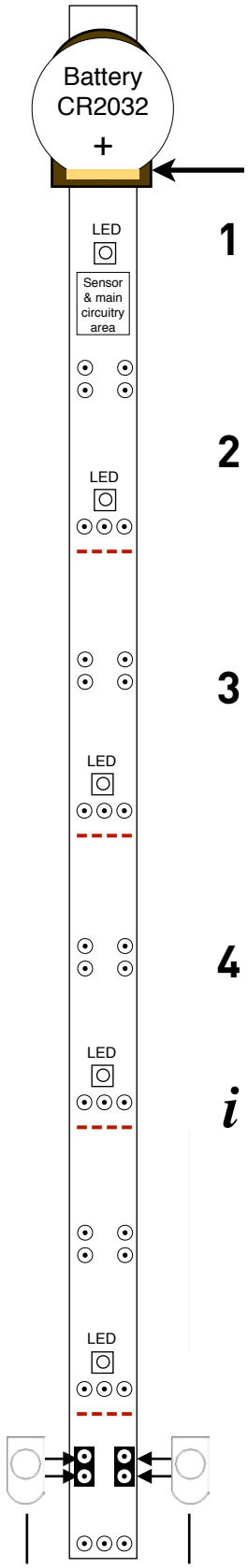
CL23 Coach Lighting strip: Cool white + Electric Spark Effects
Ideal for lighting overhead electric/3rd rail EMU multiple units
Senses movement and turns the lights on & off automatically

- **Light coaches & units**
- **Easy and quick to fit**
- **No wires or pickups**
- **Lights automatically**

Image courtesy ©Hornby Hobbies

Train-Tech - Designed and made in Gt Britain

Fitting instructions



Plug spark LEDs into sockets as shown - note correct polarity. LED wires can be extended if required

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 roof from coach/multiple unit
Tip - Sometimes the roof and body are all one piece & unclip/unscrew from the chassis and sometimes the roof comes off on its own. Model shops and manufacturers also offer advice.

2 Prepare for fitting Spark LEDs
Decide where to fit the spark effect LEDs & drill small holes for the wires
On a third rail electric like the 2-BIL we suggest fitting just above the 3rd rail pickup, on Overhead electrics it can be hidden under a pantograph

3 Fit the lighting strip into the roof
Pass the Spark LED wires through the holes and push into the two sockets shown left. The spark LED should flash randomly - if not try plugging the LED wires in the opposite way around.
You can use Blutack 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

Battery & spark effect LEDs included

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

CL23 Cool White Coach Lighting strip plus Electric Spark Effects

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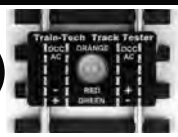
Track Tester

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

PC1

PC2

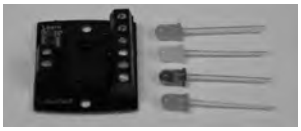
Point motor and track not included

- 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

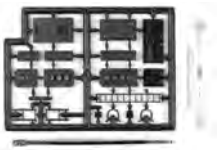


- Easily add lighting effects to your layout
- LEDs screw in – no resistors or soldering
- Powered by 9v battery, 12-16V DC or DCC
- On DC the effect is on when powered
- On DCC the effect can be controlled
- Effects LEDs are included

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)
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



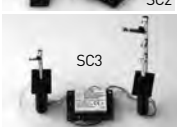
Every kit includes the signal head, aluminium post and base plus detailing kit inc ladder, handrails

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

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)

One-Touch DCC™ Signal Controllers

DCC | ANY GAUGE



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 control
Controls one 3 aspect or one 4 aspect or one 2 aspect + route.
SC3 Dual Dapol OO/N Sempahore 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.

0314

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

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:
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

- Easy low cost sound that works on *any* railway
- **Easy to fit in seconds** - no connections
- No switch - senses motion & turns on!
- No pickups **so works on regular DC & DCC**
- Self contained - built in speaker & battery
- Tiny capsule: 25mm x 20mm x 12mm approx
- Fit capsule into loco, tender, wagon, coach...
- **Real recorded sounds** - Steam & Diesel etc

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 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.

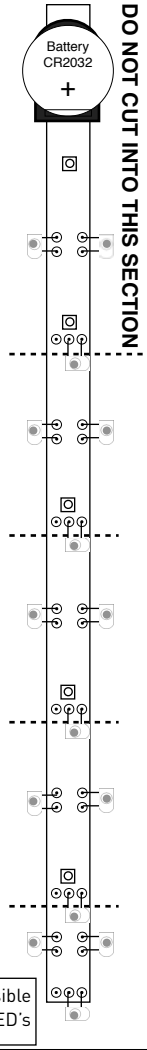
Moving Tail, Spark or Door effect LEDs

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.



shows the many possible positions for effect LED's

www.train-tech.com