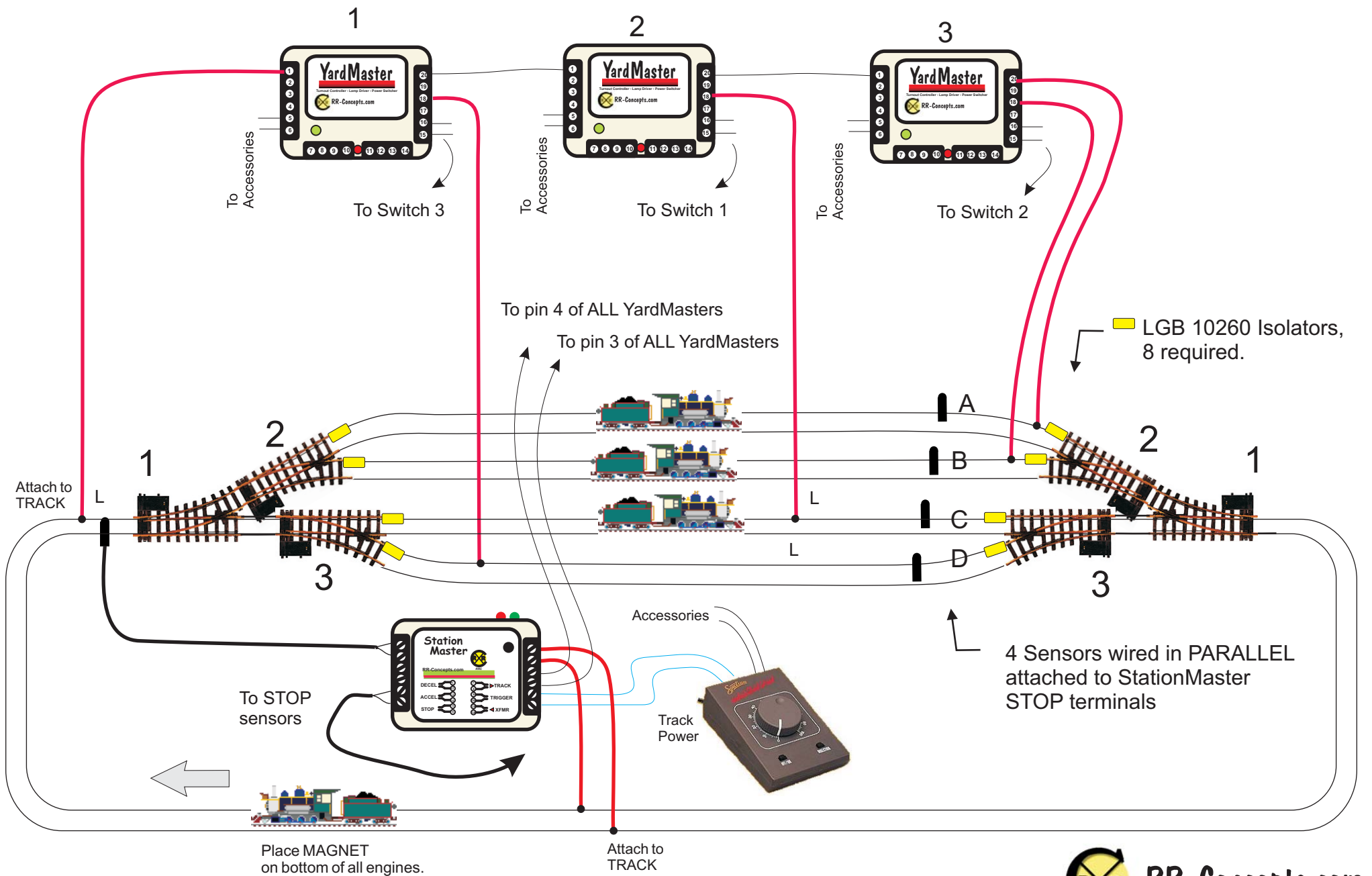


Alternating 4 train siding

See page 2 for hookup details.



Alternating 4 train siding

Parts required:

StationMaster/Reverser Qty 1
YardMaster: Qty 3 Factory programmed as Node controllers
Sensors: Qty 4
Turnouts: Qty 6 ... 3 are powered and 3 can be either floating or powered.
Track Isolators: Qty 8
Magnets: Qty 4

Description:

The 4 Train alternating siding will alternate running 4 trains around the layout.

Hookup Description:

YardMaster #1:

Terminal #1 attaches to the left rail of the main line track.
Terminal #3 attaches to StationMaster terminal #9
Terminal #4 attaches to StationMaster terminal #10
Terminals #5 and #6 attach to the accessories output of the power pack.
Terminals #15 and #16 attach to switch #3.
Terminal #18 attaches to siding D (left rail).
Terminal #20 attaches to YardMaster 1 terminal #1.

YardMaster #2:

Terminal #1 attaches to YardMaster 1 Terminal #20.
Terminal #3 attaches to StationMaster terminal #9
Terminal #4 attaches to StationMaster terminal #10
Terminals #5 and #6 attach to the accessories output of the power pack.
Terminals #15 and #16 attach to switch #1.
Terminal #18 attaches to left rail of siding C.
Terminal #20 attaches to pin 1 of YardMaster #3

YardMaster #3:

Terminal #1 attaches to YardMaster 2 Terminal #20.
Terminal #3 attaches to StationMaster terminal #9
Terminal #4 attaches to StationMaster terminal #10
Terminals #5 and #6 attach to the accessories output of the power pack.
Terminals #15 and #16 attach to switch #2.
Terminal #18 attaches to left rail of siding B.
Terminal #20 attaches to left rail of siding A.



Notes:

The direction of the trains is shown in the diagram. Set the transformer to run in this direction.

Each train must carry a magnet to trigger the sensors.

The exit switches can be either powered and wired in parallel with the entry switches or floating with the trains pushing the points.

Red wires attach to the track as shown.

Right rail is "ground" and is connected to all sidings without isolators. The left rail of each siding is isolated and attached to a YardMaster.

YardMasters will be programmed as nodes. #1 = node 1, #2 = node 2, #3 is node 3. They will fire in sequence 3, 1, 2. Make sure the sidings are wired to fire properly. Reverse wires on turnouts as required. When the StationMaster sends the "reset" signal to all the YardMasters ensure that the turnouts all go "down" to select siding D. (When a reset signal is sent all YardMasters will rapidly blink)

VERY IMPORTANT!

The StationMaster AND ALL YardMasters MUST obtain power from the same power supply. (transformer) If different power sources are used then serious damage WILL occur.

Note that the YardMasters can also use the same DC track power as the StationMaster if desired instead of AC "Accessories" power.