

Application #3



Two train REVERSING LOOPS with a passing siding.

Description:

This track configuration allows two trains to be run simultaneously between two reversing loops. One of the trains will slow down and stop in the upper siding. The other train will then pass by this stopped train without stopping and enter the reversing loop. After this train has traveled a short distance through the loop, the stopped train will slowly begin to accelerate. Both trains will now be running on the layout at the same time. Shortly, the train that “passed by” will enter the upper siding, slow down, and stop. The train that previously accelerated out of the upper siding will then pass-by the newly stopped train after it goes through the reversing loop. The process is then repeated.

This track configuration allows two trains to be run in a very realistic manner. Each of the trains will gracefully slow-down and pause until the other train passes by in the opposite direction. After this train has passed by, the waiting train is now ready to gracefully accelerate on to the main line.

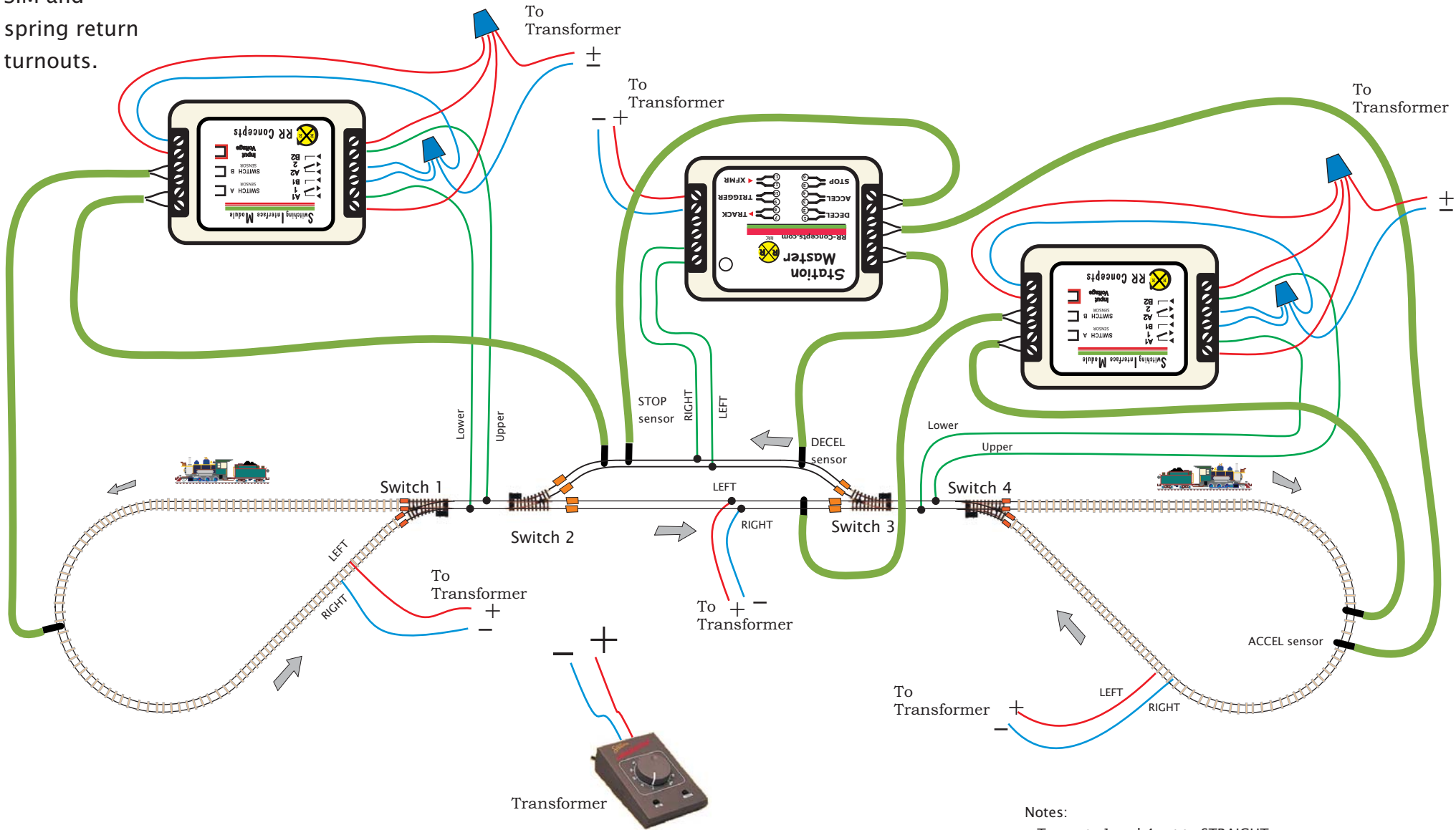
Implementation::

In this track configuration, both of the loops and the lower leg of the passing siding are “hard wired” so that the train will always travel in the direction as shown by the arrows. The “left section” and “right section” are controlled by separate Switching Interface Modules or YardMasters so that the track section reverses as required. The YardMaster will throw the turnouts.

The ACCEL sensor signals the StationMaster to begin accelerating the parked train. Notice that the ACCEL sensor can be placed anywhere within the right loop such that the accelerating train has enough time to exit the siding before the next train enters the siding. If this sensor is placed earlier in the loop, then both trains will be running simultaneously for a longer duration. Feel free to move this sensor to different places on the track for different train spacings.

Application #3

Using the SIM and spring return turnouts.

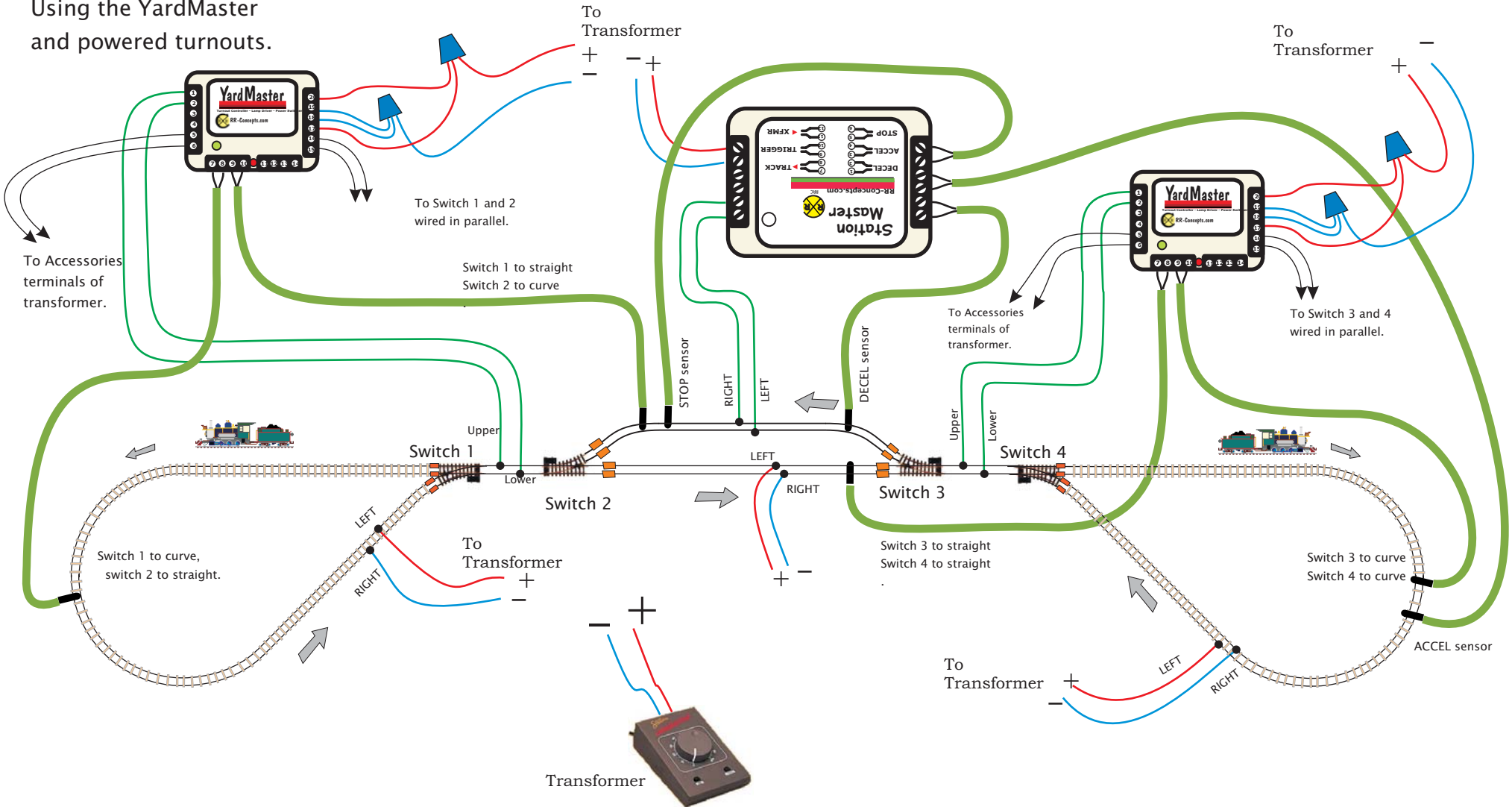


Notes:

- Turnouts 1 and 4 set to STRAIGHT.
- Turnout 3 set to CURVE
- Transformer direction must be set as shown. All RED wires connected together and all BLUE wires connected together.
- Mount magnet on engine to trigger sensors.
- Center sections between switches can be as long as desired.

Application #3

Using the YardMaster and powered turnouts.



Notes:

- Turnouts 1 and 2 wired in parallel.
- Turnouts 3 and 4 wired in parallel.
- Transformer direction must be set as shown. All RED wires connected together and All BLUE wires connected together.
- Mount magnet on engine to trigger sensors.
- Center sections between switches can be as long as desired.