

p.13> Powering Up My Way

the right side of the Control Unit. As an option you can first attach an extension ribbon cable to the Control Unit so the 80f's can be used at remote locations. With separate controllers you can operate several locos speeds and functions independently and simultaneously without having to continually reenter addresses.

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tor. The digital signal is increased, therefore, through a unit called the Booster (Marklin item 6017). Each Booster has own transformer and is grounded to all other transformers and Boosters . The Booster is connected to the Control Unit through a cable, and combines the power of its transformer with the digital signal

from the Control Unit. It then sends the digital power out through its red wire to its own sector. In this way the digital signal, emanating from the Control Unit, is the same throughout all sectors.

LET'S START TO ACCESSORIZE

Marklin's decoders for operating switch motors, for micro-circuit switching, and providing momentary power to actuate solenoids, have, just like locomotives, individual digital addresses which can be set with dip switches. As previously explained, given the format of the digital code there are 256 possible addresses for accessories (numbered 1-256). These addresses can be contacted using one of several means. The most common means of contacting accessory addresses is the Keyboard (Marklin item 6040). This is a box with 16 sets of red and green buttons. There are 4 switches in the rear which can be set so that the Keyboard will contact either addresses 1-16 or 17-32 or 33-48 or....you get the idea. The Keyboard is connected to (actually plugged into) the Control Unit's left side. Pressing one of the buttons, say number 8 on a Keyboard set to communicate with accessory addresses 1-16, will direct the decoder, addressed as number 8, in some desired manner. I have several Keyboards and to keep the numbering straight I use a labeler to label the numbers on the 2nd, 3rd, 4th keyboards, etc. in consecutive order. You can have a total of 16 Keyboards (16x16=256, remember?).

Other ways to contact accessories are through either a track diagram control board or a common PC computer, which is connected to the Control Unit through an interface. I use neither of these devices. I do, however, use another means of control quite extensively, and that is the Memory (Marklin item 6043).

The Memory is attached to the left side of the Control Unit by the same kind of plug or slot used by the Keyboard. The Memory has green buttons labeled A1 through C8, or a total of 24 buttons. Each button represents a set of instructions you program into the Memory to establish a "route". There can be as many as 20 different instructions to make up a route under one button. If you require more than 20 instructions to make up your route you can make the the 20th instruction a command to go to another route button, under which you can add up to an additional 19 instructions. For example, if your "route" entails setting 18 different turnouts to "siding," one turnout to "main track," three signals to red and one to green, you would enter on the Keyboard, to make up route A1, all the individual commands to make the first 19 accessories react as you desire. Since you have more than 20 commands to make in all, when you get to number 20, which in this example is to set a particular turnout to siding, you make the 20th command to "add" Route A2. Under A2 you program commands for the remaining items: in this case setting the signals to the colors consistent with your route.

Continued, p. > 15