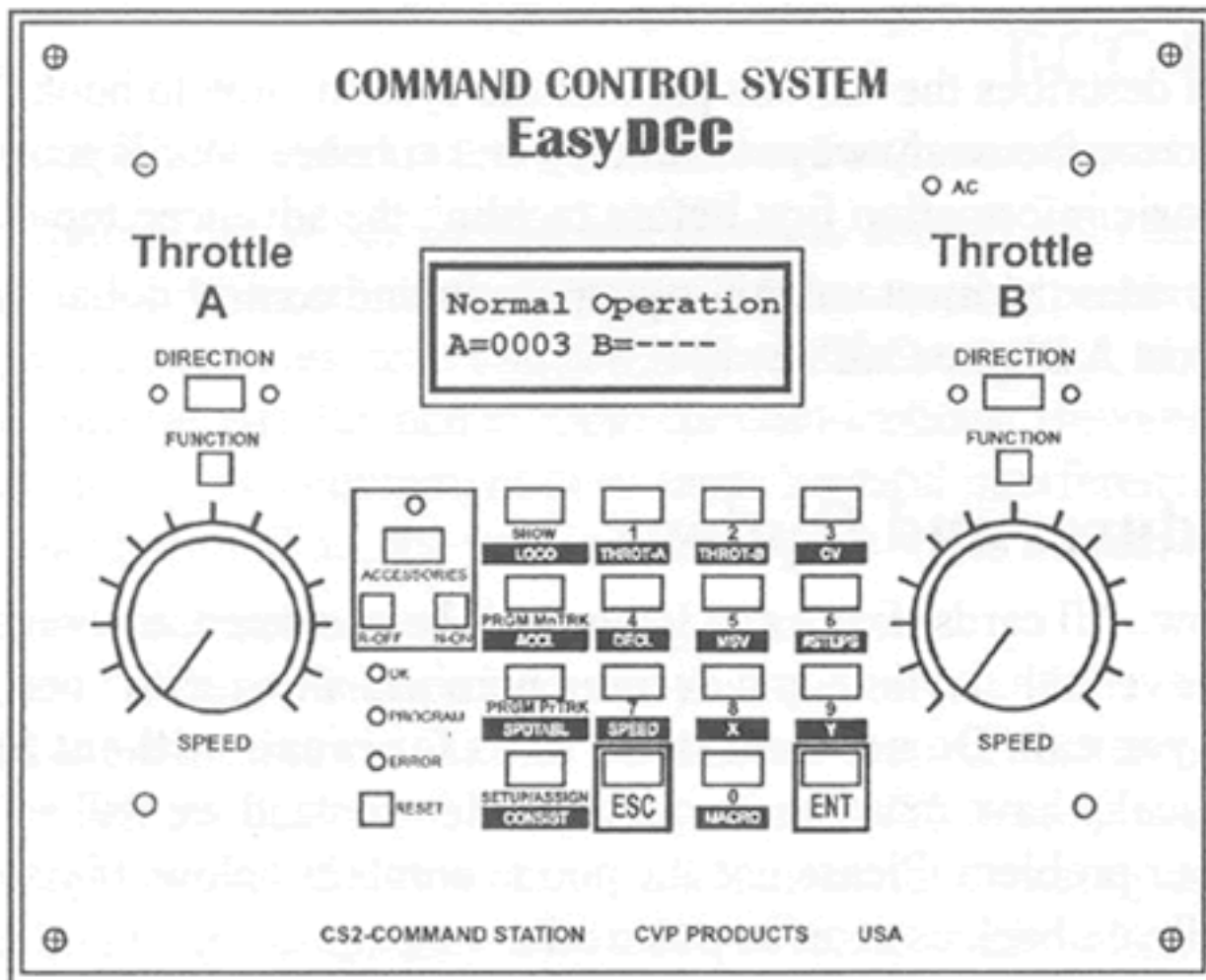


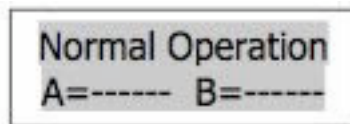
EasyDCC™

DCC Operations manual
For the Texas Northern Model Railroad Club

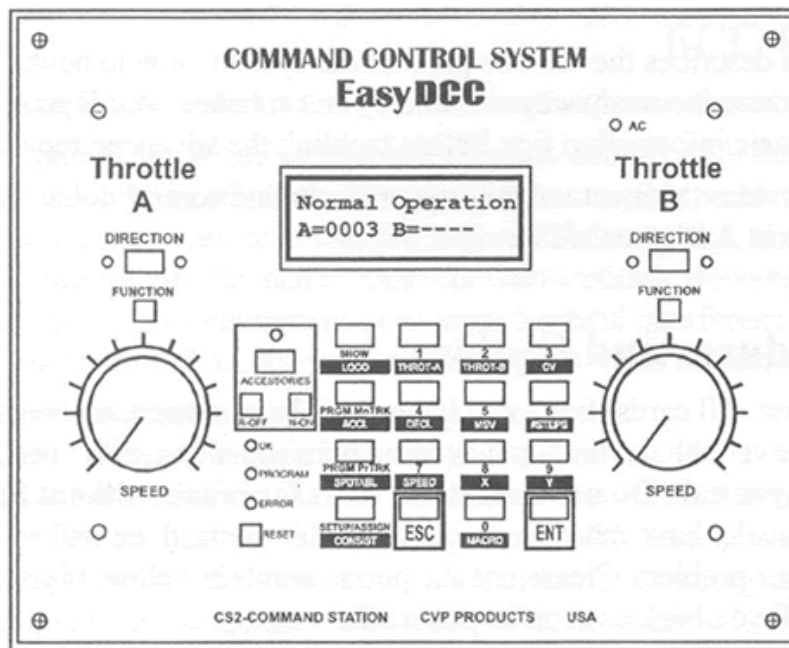


The Command Station is a small computer. It has a small microprocessor which allows it to activate and store the commands we give it. And like a computer when you turn it on the first thing you will see it do is initializing itself (going through it's start up programs to make sure the system is OK)

Once it is initialized (this takes about 12 seconds) the display should look like this



Command Station tour



The Command Station comes with two built in throttles A and B. When the unit is first turned on the "A" and "B" in the display refers to what locomotives are currently assigned to these throttles. In our display above the "A" throttle has an engine (0003) assigned to it.

The direction buttons do just that. The function buttons are used to activate any special effects that are installed on your decoder such as headlights, ditchlights, and sound.

The area around the accessories button is used to remotely activate accessories such as switches. The LED's below this area will light during decoder programming. The "reset" button (do not use) I will talk about it at a later time.

The "ESC" button is used before you start a command (it clears the command station, not necessarily the display)

The "ENT" button is used when you have completed a command.

THE KEYS

The keys are dual function keys and in some cases multiple functions. On the display, the words on the top line are the primary functions for that key and the word below it is the secondary function of the key. As you get into using the system you will see how it works. It's not complicated at all.

Now Let's Get Started. . .

THE PROGRAM TRACK.

There is a strip of track located near the command station called the program track. It is not powered in the sense that you can run your locomotive. It's sole purpose is to program your decoder so you can use it on a DCC layout. After the engine is programmed you can run it on any DCC layout. The engine will be able to run in both DC and DCC modes without a problem.

Walk through instructions.

As I walk you through the instructions, my instructions will be in ***Italics*** and the display you should see afterwards on the command station will be in **BOLD CAPS**.

Any questions?.....NO.....good let's get started

Step 1 *Place your locomotive on the program track. (One locomotive can be program at a time)*

Step 2 *Go to the command station (CS) and press "ESC". This will clear the system. Press the "PRGMPrTRK" button. The display will say something to the effect "**PROGRAM WHAT?**"*

STEP 3 *Press the "LOCO" button. The display will say in effect "**WHAT LOCO NUMBER?**". Type in the number you want for your engine. The one on it works best. After you have done this press "Enter". The display will say "**WHAT ELSE?**"*

Step 4 *Press the "#STEPS" button and choose option 2, 28 steps.*

Step 5 *Press "ENT" and "ESC" and you are done. Repeat these steps for as many engines as you want to program.*

NOTE: In step two after you hit the "PRGMPrTRK" button you might get a message that says something to the effect "you have a type 1 2 or 3 decoder is that ok?" Press "enter". This is

the message you get if you have an old style decoder (or a sound decoder). This is not a problem, continue on with your programming. But most new decoders are what are called a type three. Type three decoders will not show you this message unless they were not properly installed. If you experience a problem check your installation if all fails you may have a bad decoder. Unfortunately bad decoders are not unusual



The RF 1300 controller is very easy to operate.

A couple of quick notes. The “*” button is for activating an accessory such as a switch. The mode light will come on at that time.

The direction button has three positions.

1. Rock it towards the right and your engine will go forward.
2. Rock it to the left and it will go in reverse.
3. If you press down on it. YOU WILL SET THE ENTIRE SYSTEM INTO **EMERGENCY STOP**. YOU AND ONLY YOU CAN TURN THE SYSTEM BACK ON with your controller. This is a good safety feature to prevent collisions and derailments. To reactivate the system press the direction button again.

Once you are through using a controller please turn it off. save the batteries(it uses 4 AAA)

Gentlemen start your engines.....

Step 1 Place your engine on a DCC powered track. Remember that the rotary position for DCC is position 6.

Step 2 Make sure your throttle is turned down (all the way to the left). Slide the on/off button to “on”. The green LED will begin blinking. It is communicating with the receiver to obtain a good connection signal.

Step 3 After the light stops blinking, press the “#button” both LED’s will come on. Put in the number of your engine and press the “#button” again when you are done. The green led will blink until it’s programming is completed about (12 seconds).

Step 4 You may ease open your throttle, if all is working well your engine should start.

Step 5 Special effects functions will be covered later as will as consisting locomotives. But if your engine has a headlight in it, you can press “O” on your controller to turn them on. When you go in reverse the rear lights will come on if it has one.

Safety Notes: If you cause a short, due to derailment, trucks not on properly etc., the system will give out a continuous beeping sound. Usually it will stop a few seconds after the correction. If it continues more than ten seconds **turn the system off** until you fix the problem.

Do not assign multiple throttles to the same engine address. This will cause the system to hang up and your engine to run improperly.

Get your DCC engines out there and enjoy it.

TILL NEXT TIME

ALL ABOARD!

Ed