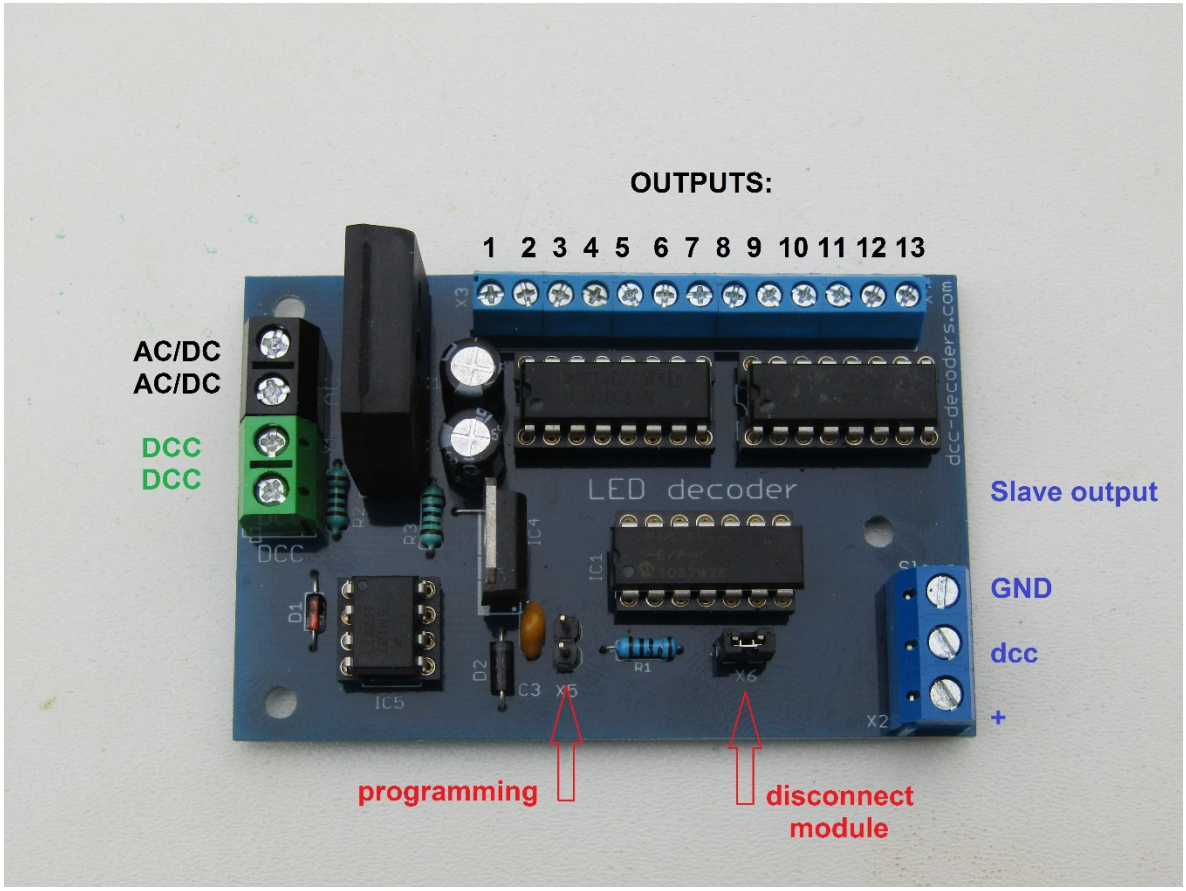
DCC LED LIGHT DECODER

Wiring of the module (see table bellow):



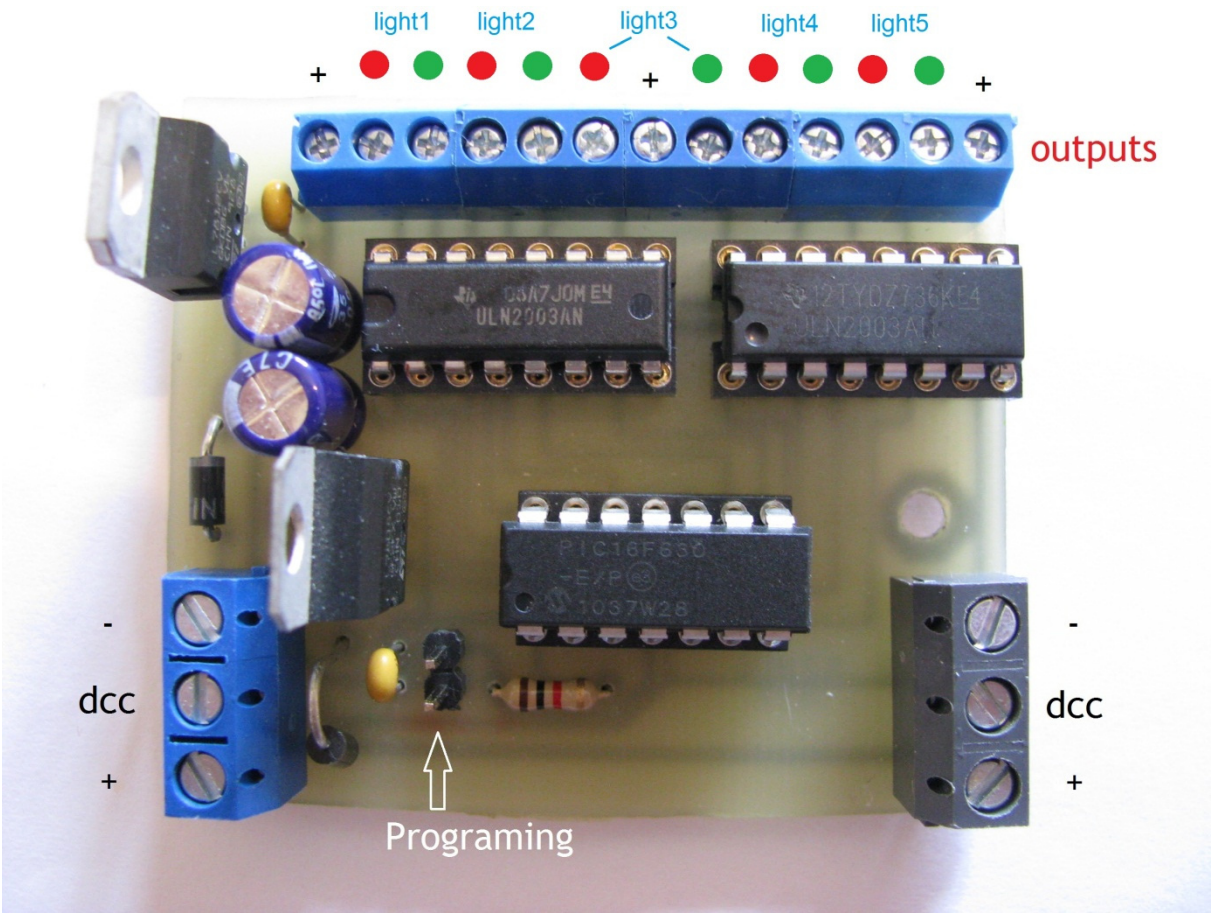
Connection of outputs depending on variation:

terminal	10 outputs	8 outs + 2 broken	5x 2-aspects signal lights	traffic lights
1	common +	common +	common +	common +
2	out 1	out 1	red 1	red 1
3	out 2	out 2	green 1	yellow 1
4	out 3	out 3	red 2	green 1
5	out 4	out 4	green 2	red 2
6	out 5	out 5	red 3	yellow 2
7	common +	common +	common +	common +
8	out 6	out 6	green 3	green 2
9	out 7	out 7	red 4	pedestrian red 1
10	out 8	out 8	green 4	pedestrian green 1
11	out 9	„broken” out 1	red 5	pedestrian red 2
12	out 10	„broken” out 2	green 5	pedestrian green 2
13	common +	common +	common +	common +

Signal lights version

- output for 5x 2-aspects signal lights

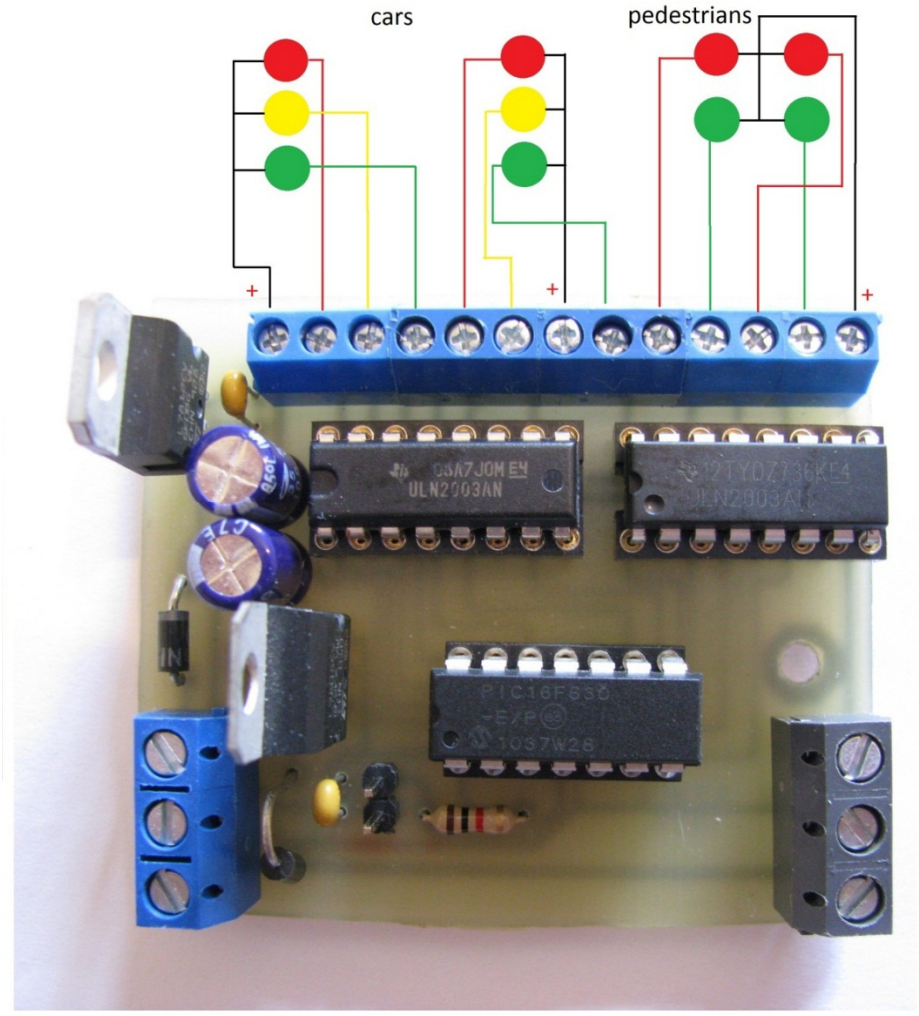
- connect bulbs or LEDs with resistors to the outputs before programming
- short the program pinhead once shortly with a tweezer or small screwdriver
- now the first Signal light output is active (1st and 2nd out flash), enter as an accessory address on your hand controller and let it move
  (Lenz controller: choose address and press „+" or „-" button)
- now the second Signal light output is active (3rd and 4th out flash), continue the same way as you did at the first output
- after the fifth Signal light output is done, the programming is finished
- if you wish to program for example only the 3rd Signal light (out 5 and 6), short the program pinhead 3 times until the 3rd light stays flash. Other addresses remain unchanged.



Traffic lights version

- *traffic lights controller for main and side road including pedestrian lights*

- connect bulbs or LEDs with resistors to the outputs before programming
- short the program pinhead once shortly with a tweezer or small screwdriver
- now outputs are flash once shortly - mode 1
- enter as an accessory address on your hand controller and let it move
  (Lenz controller: choose address and press „+" or „-" button)
- now outputs are flash twice shortly - mode 2, continue the same way as you did at the first mode
- after the fourth mode is done, the programming is finished
- mode 1 - normal mode
- mode 2 - flashing amber on thr side road
- mode 3 - green on the main road
- mode 4 - green on the side road



10 outputs version

- connect bulbs or LEDs with resistors to the outputs before programming
- short the program pinhead once shortly with a tweezer or small screwdriver
- now the first output is active (LED or bulb flashes), enter the address on your hand controller as an accessory address and let it move
(Lenz controller: choose address and press „+" or „-" button)
- now the second output is active (LED or bulb flashes), continue as you did at the first output until the last output is finished
- all outputs may have the same address

10 outputs with neon effect

- connect bulbs or LEDs with resistors to the outputs before programming
- short the program pinhead once shortly with a tweezer or small screwdriver
- now all outputs are active (LEDs or bulbs flash), enter the address on your hand controller as an accessory address and let it move
(Lenz controller: choose address and press „+" or „-" button)

Technical description

The module works as an accessory decoder, addresses are controlled as points, lights or turnouts.

The module is suitable for lights with a common positive leg only!

Recommended power supply: 10-12V AC or 10-15V DC
Output current: 500mA / output (altogether 10A)
The output voltage depends on the power supply and it is about 1-2 volts lower.
The module has 3 pins terminal to connect any kind of Slave module (up to 8-10 pcs).

Removing the second pinhead with Jumper you disconnect the module (see pic1). If you remove, you can not control the module through DCC and doesn't respond to control or modify CV values.
It is very useful if you have connected the Slave module(s) and want to modify CV values on other modules.