

## Using the layout control features

This is a live document, designed to help both new and experienced operators get the most from our layouts. Updates will be made as needed to keep up with changes and will also soon include a track plan, all panels and layouts.

### General items common to all

#### Panels

All our control panels have an easy to follow track plan with LED indicators for the point positions and control features.

#### Points

To change the points briefly touch the probe to the brass screw where you want the point to go, the green LED will change to show the new route. Most areas are equipped with fast solenoid switching but we are changing to very quiet slow motion as time permits and also adding DCC control of them.

#### Track power

Can be either DC or DCC, move the switch down for DC (green LED) or up for DCC (flashing yellow LED)

### Local variations and special features

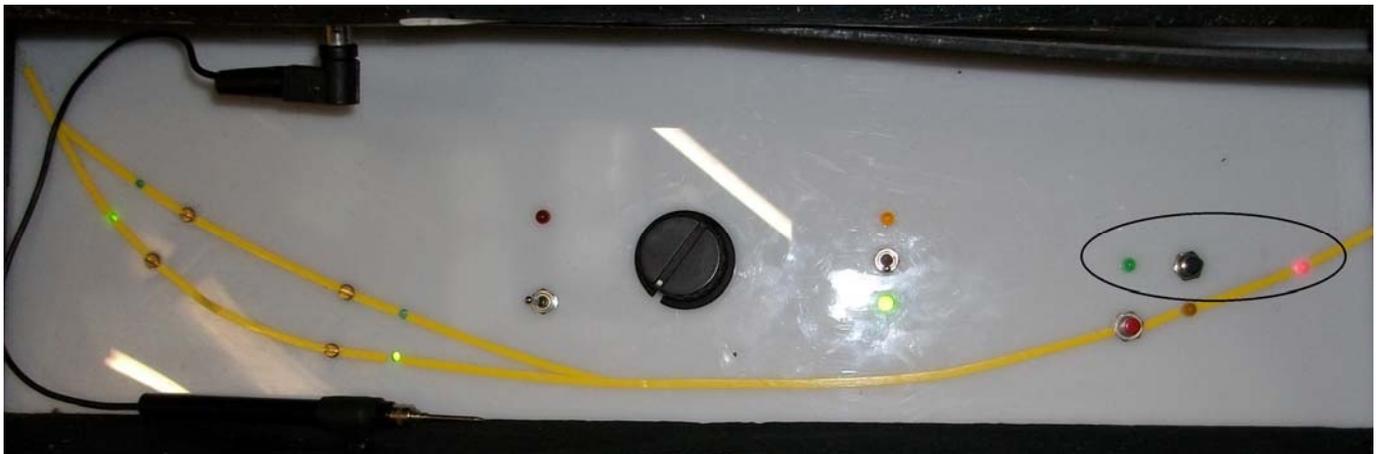
#### Logging area

**Points** These are slow motion and when finished moving the LED will change to show the new route. The points can also be switched via DCC but the numbers are still under discussion at this time.

**Un-couplers** for Kadees are located on both ends of the inner track and the entrance end of the outer. As these are scratch built they are nearly invisible even with bare track and will be completely unseen once ballasted, so some form of scenery will be provided to show where they are.

**Exit isolation** is provided to prevent accidental crossover to the Topfield block, push the red button (yellow flashing LED) to activate if you go too far and need to get your loco back.

**Slave** The logging area can be slaved to Topfield, this is shown as a red LED on the track plan and no green local LED, to cancel the control from Topfield press the black button (green LED) to show local control. See photo below



## Wallaceton

**Points** These are slow motion and when finished moving the LED will change to show the new route. The points can also be switched via DCC but the numbers are still under discussion at this time.

**Turntable** just as with the points touch the brass screw where you want the operator's hut to go, the electronics will do all the speed, direction and alignment for you and then a LED will show that all is done and ready for use. This can also be done via DCC but the numbers are still under discussion at this time.

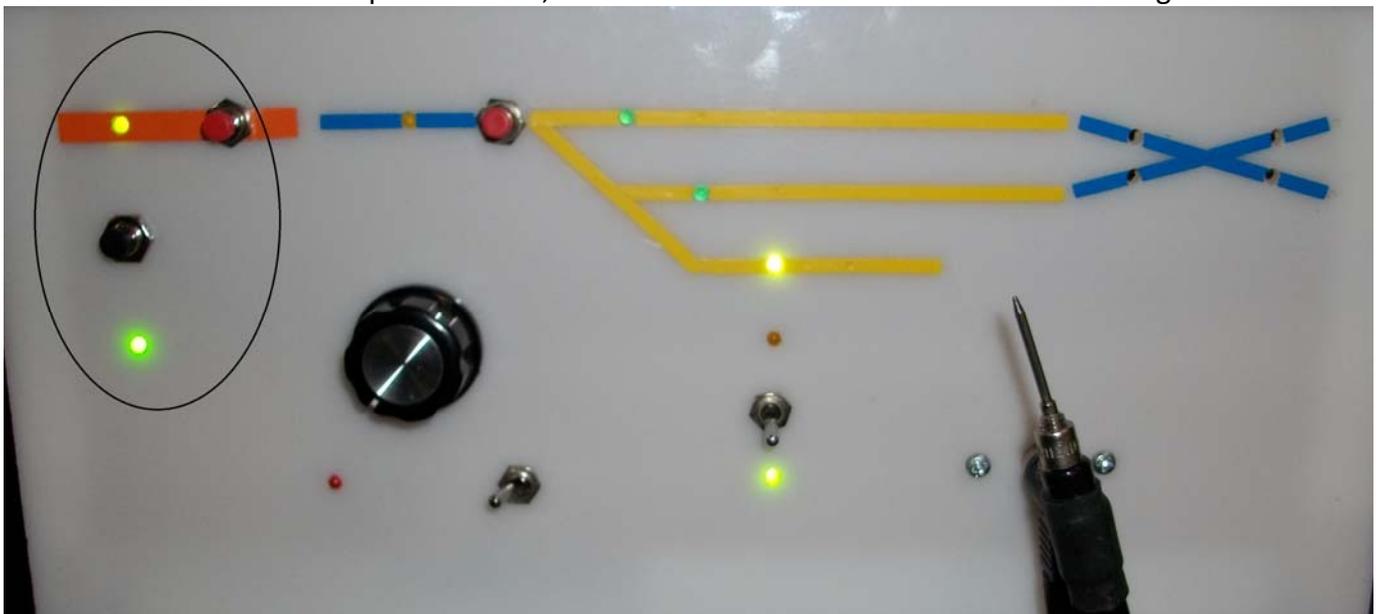
**Un-couplers** none are fitted at this stage but they are planned.

**Exit isolation** is provided to prevent accidental crossover to the Topfield block, push the red button (yellow flashing LED) on the blue section of track to activate if you go too far and need to get your loco back.

**Master control** Walaceton can take control of the siding at Topfield. Activation will only be allowed if the point at the end of the siding is set for Walaceton. Push the red button (green LED) on the orange track to activate control, the black button will cancel. When activated a lock is set for the points to prevent an operator at Topfield switching them under your train.

**Slave** to cancel the control from Topfield press the black button, the red LED will extinguish and a green will light to show local control.

This shows Wallaceton set up as a master, if it was a slave the LED would be red and the green off.



## Topfield

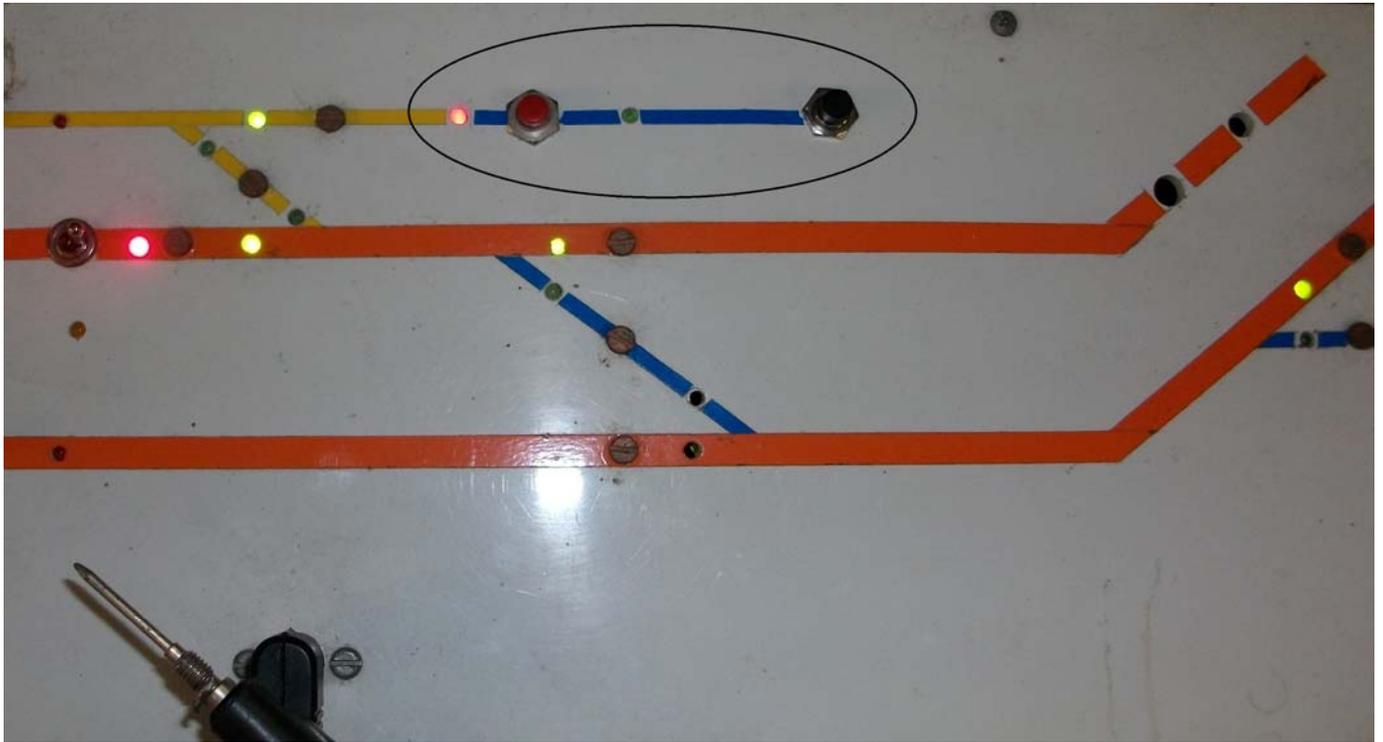
All tracks can be controlled by any of the three controllers, there are three position switches on the track plan to select the left, centre or right controller, moving this to the left, centre or right position will also switch coloured LEDs to help show the position.

**Un-couplers** none are fitted at this stage but they are planned.

**Master control** Topfield can take control of the logging area and Walaceton either singularly or both together. Activation will only be allowed if the point at the end of the siding is set for Walaceton or logging respectfully. Push the red button (green LED) at the end of the siding (blue track) to activate control at that end, the black button at the end under control (or switching the points) will cancel.

**Slave** Topfield can be slaved to Walaceton, to cancel the control from Walaceton press the black button this will also release the point control.

Topfield master/slave control, the red button activates and the black resets



Controller switching, three to choose from left, centre and right each has LEDs for identification.

