

# FLASHER-DT



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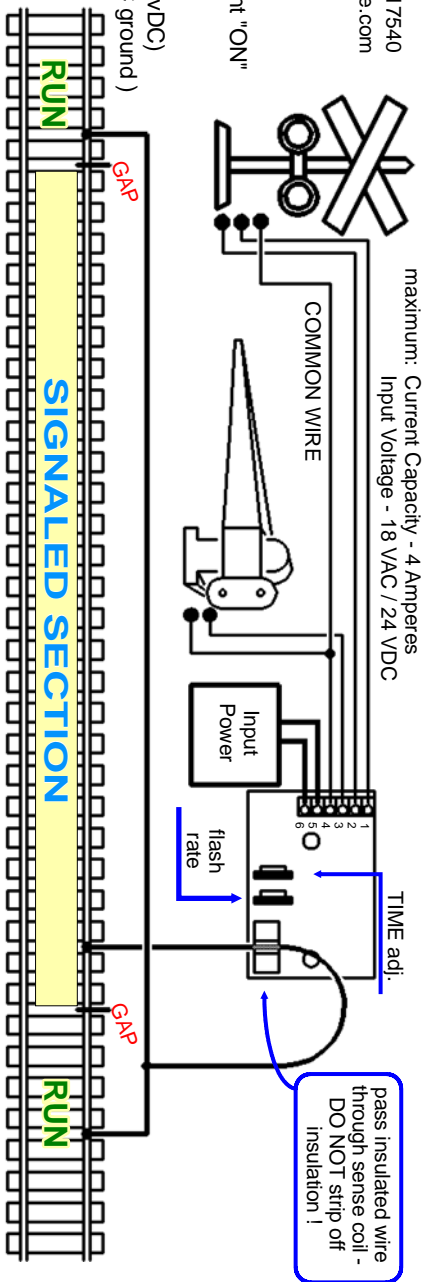
Wiring Instructions by terminal # :

- 1 - Crossbuck LAMP 1 / flashing dwarf signal
- 2 - Crossbuck LAMP 2 / flashing dwarf signal
- 3 - Crossing Gate / Light bulb, whatever you want "ON" during block occupancy
- 4 - COMMON of Crossbuck & Crossing Gate
- 5 - Leg 1 of input power (12 - 18 VAC) / (14 - 20 VDC)
- 6 - Leg 2 of input power (AC = Base Post / ( DC ground )

A "GAP" (cut rail to provide an air "GAP" or use insulated plastic rail joiners, wood is not recommended) is placed on one rail as shown to form the "SIGNALLED SECTION" this may be the center rail for 3 rail operators.

**DONOT** connect the Crossing Gate or Crossbuck COMMON return to the Base Post or input power (terminals 5 & 6), they **must** be connected to terminal #4! The input power voltage can be varied to accommodate almost any load voltage, when using crossing gates it is best to connect them in series and use the minimum voltage required to make them function. This will reduce coil heating when the crossing gates are down for a long time. The FLASHER-DT senses current flow in the wire through the sense coil, the time delay function allows for extra operation time after current flow ceases, adjust as necessary.

You may wish to place a 4 ampere slow-blow fuse in series with an input power lead to protect the FLASHER-DT from potential burn-out due to an overload condition or improper wiring.



maximum: Current Capacity - 4 Amperes  
 Input Voltage - 18 VAC / 24 VDC