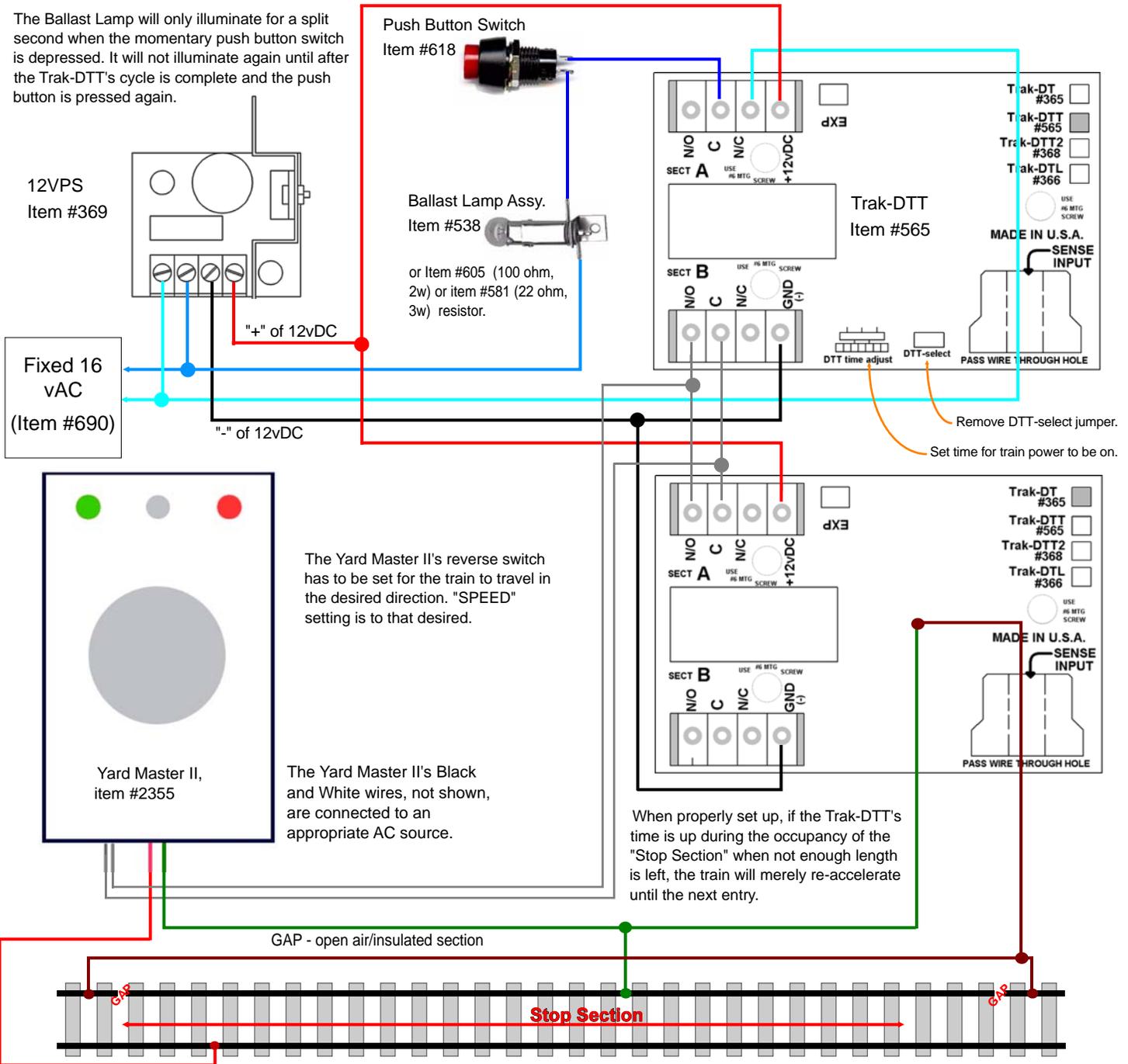


# Simple Display Operation Timing with Push Button activation for time cycle and fixed area stop for DC operators utilizing the Yard Master II with remote momentum on/off control.

When operating a display piece it is desirable for the viewer to activate the display for a fixed time. This wiring diagram and components provide that function. When the push button is pressed, the Trak-DTT is activated. The Trak-DTT applies power to the track power through the Yard Master II and the train will gradually start and increase to the full throttle setting. When the time, set on the Trak-DTT is reached, the train will continue to run until it enters the "Stop Section" at which time the Yard Master II will gradually stop the train at a preset rate. Multiple push buttons may be placed in parallel for multiple locations but if the operation sequence is already started, nothing will happen and the operating time will not be extended by continually pushing the button. The push button will only perform a time function after a sequence is completed. If the train does not come to a complete stop in the "Stop Section" after the Trak-DTT's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Otherwise it will accelerate to perform one more trip and stop upon entering the "Stop Section" providing the push button has not already been pressed again. Standard timing is up to approximately 40 seconds, longer activation times can be accomplished by special order of the Trak-DTT. This is a simpler operation since it utilizes the Trak-DT to sense when the train is out in the main section of the layout. When entering the "Stop Section", the Trak-DT takes a few seconds to turn off to set the Yard Master II into its deceleration mode.

The wiring as shown is for DC operation in any direction.

The Ballast Lamp will only illuminate for a split second when the momentary push button switch is depressed. It will not illuminate again until after the Trak-DTT's cycle is complete and the push button is pressed again.



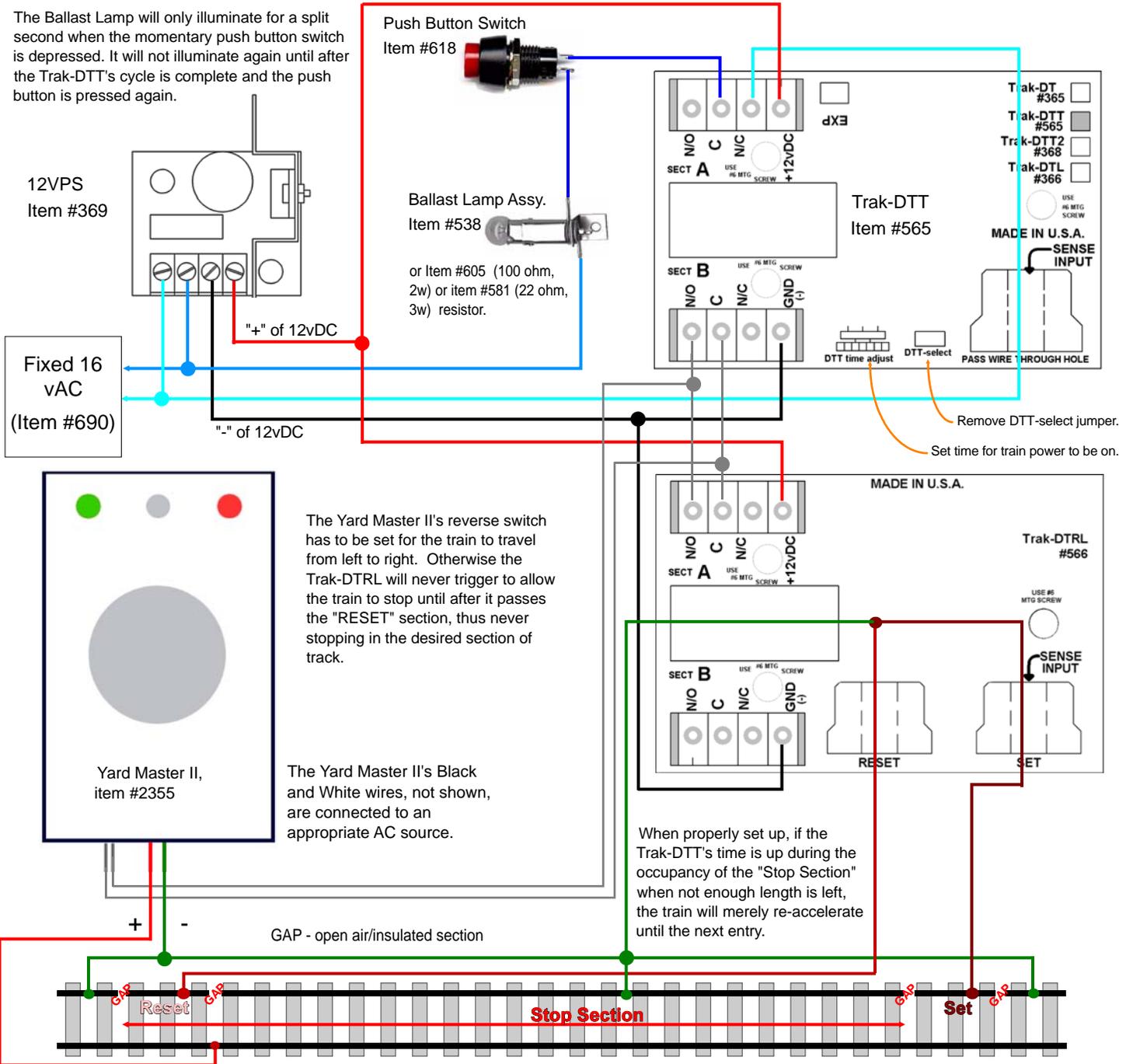
The "Stop Section", located between the GAP's, must be long enough to allow the train to come to a complete stop within that section, which needs to be quite long. The Yard Master II will start its deceleration when the Trak-DTT's time cycle is completed and the train enters the "Stop Section" which lets the Trak-DT turn off (its RED LED will no longer be illuminated). If the train does not stop before the end of the "Stop Section", then it will re-accelerate without coming to a full stop. The faster the train is running, the longer it will take to stop.

# Display Operation Timing with Push Button activation for time cycle and fixed area stop for DC operators utilizing the Yard Master II with remote momentum on/off control.

When operating a display piece it is desirable for the viewer to activate the display for a fixed time. This wiring diagram and components provide that function. When the push button is pressed, the Trak-DTT is activated. The Trak-DTT applies power to the track power through the Yard Master II and the train will gradually start and increase to the full throttle setting. When the time, set on the Trak-DTT is reached, the train will continue to run until it enters the "Stop Section" at which time the Yard Master II will gradually stop the train at a preset rate. Multiple push buttons may be placed in parallel for multiple locations but if the operation sequence is already started, nothing will happen and the operating time will not be extended by continually pushing the button. The push button will only perform a time function after a sequence is completed. If the train does not come to a complete stop in the "Stop Section" after the Trak-DTT's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Otherwise it will accelerate to perform one more trip and stop upon entering the "Stop Section" providing the push button has not already been pressed again. Standard timing is up to approximately 40 seconds, longer activation times can be accomplished by special order of the Trak-DTT.

The wiring as shown is for DC operation in one direction.

The Ballast Lamp will only illuminate for a split second when the momentary push button switch is depressed. It will not illuminate again until after the Trak-DTT's cycle is complete and the push button is pressed again.



The "Stop Section", located between the GAP's, must be long enough to allow the train to come to a complete stop within that section. It can be a lot longer than the train. The Yard Master II will start its deceleration when the Trak-DTT's time cycle is completed and the train enters the Stop Section. If the train does not stop before the "Set" section, then it will re-accelerate without coming to a full stop.

The "Reset" and "Set" sections should be at least the length of one engine. The "Stop Section" length can be longer than needed since the stop time will vary according to how fast your running. The faster the speed, the longer it will take to decelerate. Therefore the "Stop Section" needs to be quite long.