

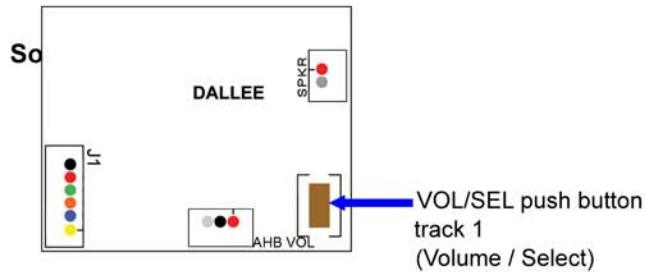
Selecting Horn and Volume of sound unit.

The Restaurant Delivery System is equipped to play a horn sound at the selected booth upon stopping there. The horn play duration is set by the time setting on the Trak-DTT. Turning the potentiometer clockwise increases the play time. It is not advised to go full CCW since that would be too short for any audible sound.

To proceed, the engine has to be at the start end of the track which is the chef's stop end.

To select the volume and type of horn desired:

- 1 - Set the Yard Master Direction to the Center position. This will turn all track voltage off.
 - 2 - Push Button for a booth. To make things quicker, select the closest booth. (1 for track 1, 6 for track 2)
- if you do not want to change the horn, but only the volume, proceed to step 6.



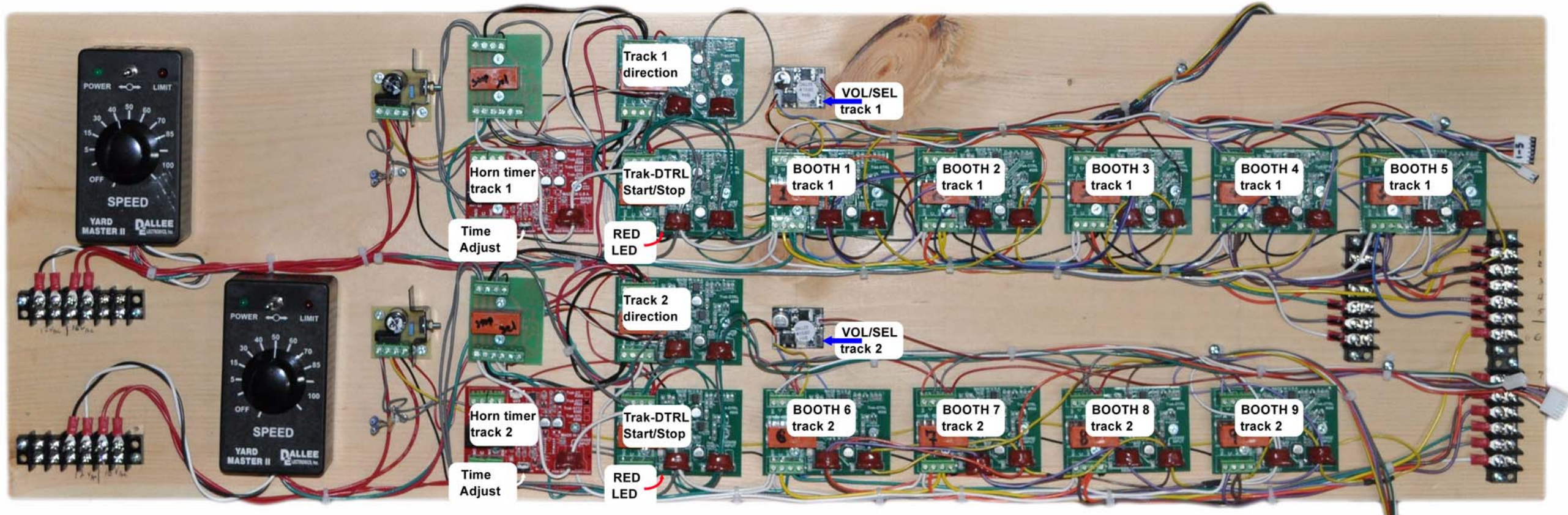
3 - turn OFF the 16vAC power transformer for the track that you setting up. You can also turn all of the power transformers off if that makes it easier.

4 - wait 20 seconds and turn the power transformers back on.

5 - within 10 seconds of turning everything on, push and hold the VOL/SEL brown button on the sound board (shown in the picture below) by pressing it down, and holding, until you hear a bell ringing at the booth selected in step 2. Release the button. Press and hold until a horn starts to play. Then release the button. Each press and release will play a different horn. When you get to the end of the horn selections, you will hear nothing. Press and release the button again and you will proceed to the first selection. When you hear the horn you desire/want, press and hold the VOL/SELECT button until you hear a "BEEP" and then the sound goes silent. This completes the selection part. Next we set the volume.

6 - Set the time on the Trak-DTT to noon (1/2 way) or further CW (shown in the picture below). This sets a long time for the horn to play so that you can set the booth speaker volume. With the Yard Master speed set to a slow speed, at least 20 on the dial, Move the direction switch to the right (or whichever direction makes the engine proceed away from the chef's end). The engine should proceed to the selected booth as in step 2. When the engine arrives at that booth, the Trak-DTT will activate which will turn the horn on. At this time, press the VOL/SEL switch. The longer you hold it down, the louder the horn will get. When you get to where you want it to be, just release the push button. The next press, will lower the volume, if you went too far. The sound unit will store the volume setting when power to the unit is turned off.

7 - Turn the time on the Trak-DTT counter clockwise to a time setting desired (suggest at least a 10 o'clock setting or further clockwise). To easily check this, press the next booth's button for the engine to proceed to the next booth. At its arrival, the horn will play for the set duration. While it's playing, you can turn the Trak-DTT's time potentiometer counter clockwise if you want to shorten it up more. The engine can always be moved to the next higher booth but never back. The only time it can come back is when the "RETURN" button is depressed. The "RETURN" button is



locked out until the Trak-DTRL's, controlling the "Start/Stop", "RED" RESET LED is no longer illuminated (shown in the picture below). This indicates track power has ceased even though the engine may have stopped moving before that. If the "RETURN" or any other button has been depressed before that has happened, the engine will not start to move. No harm is done by pressing any button before that other than the engine will not start to move. If that has happened, just repress the desired button.

Operation:

- 1 - set engine at the Chef's track end, inside the "Chef's Stop" section.
- 2 - having already set the SPEED and DIRECTION on the Yard Master II throttle, depress any booth button to start the engine to advance. If it starts in reverse, reverse the direction switch on the YARD MASTER II. If it doesn't move at all, make sure the direction switch isn't in the middle and that enough voltage has been set for the track via the "SPEED" control.
- 3 - after pressing a booth button and discovering that the booth desired is further from the one selected and the engine hasn't arrived at that booth yet, merely press the button for the proper booth. For example, say booth 2 was initially selected and it was to go to booth 3, 4, or 5 and the engine hasn't arrived at booth 2 yet, merely press the correct booth and the engine will proceed to that booth with no problem or interruption. But, if it already arrived at booth 2, then the horn will have already sounded. With the exception of that having happened, you can still press the booth it was to go to as long as that booth is further down the track.
- 4 - to retrieve the engine, i.e., bring it back to the Chef's location, merely press the "RETURN" button after the indicator on the Trak-DTRL's "start/stop" RED LED has turned off and the engine will automatically reverse direction and start to return. When it arrives at the Chef's location no horn is sounded but power to the track is turned off. If the "RETURN" button is depressed too soon, i.e. before the Trak-DTRL's "start/stop" RED LED has turned off, then power will not be placed on the track. If that has happened, merely repress the "RETURN" button again.
- 5 - the engine has returned to the Chef's location and is ready to be dispatched to the next booth.

Note: direction control's retain memory for their last state of operation. The YARD MASTER II controls can be left in their set positions. There is no need to change anything between power cycles!

The Yard Master II has a fixed momentum built into it. Upon starting the engine, the Yard Master II will gradually increase power until it has reached the setting dialed in with the "SPEED" potentiometer. It will remain at this setting until the unit is told to stop. At that time, the output voltage will gradually reduce to zero which is indicated by the Trak-DTRL's "start/stop" RED LED becoming turned off.

The YARD MASTER II indicators:

- 1 - GREEN LED indicates that power has been applied to it and that it's ready for operation.
- 2- RED LED, located in the upper right labeled "LIMIT", shows any overload condition. An integral short circuit / overload monitor providing full output protection is built in. Whenever the track becomes shorted or more than 2.5 amperes is drawn, it will automatically turn off it's output and illuminate the RED LED. It will automatically turn back off and constantly recheck to see if it's safe to turn the power back on. If you have a derailment, it's best to set the direction switch to the center to remove it's output from the track.

Power Transformers: All power transformers have an integral slow-blow fuse. The 12vAC power transformers power up the YARD MASTER II throttles. The 16vAC power transformers power the electronic controls. They can all be placed on one barrier strip with one on/off switch.