

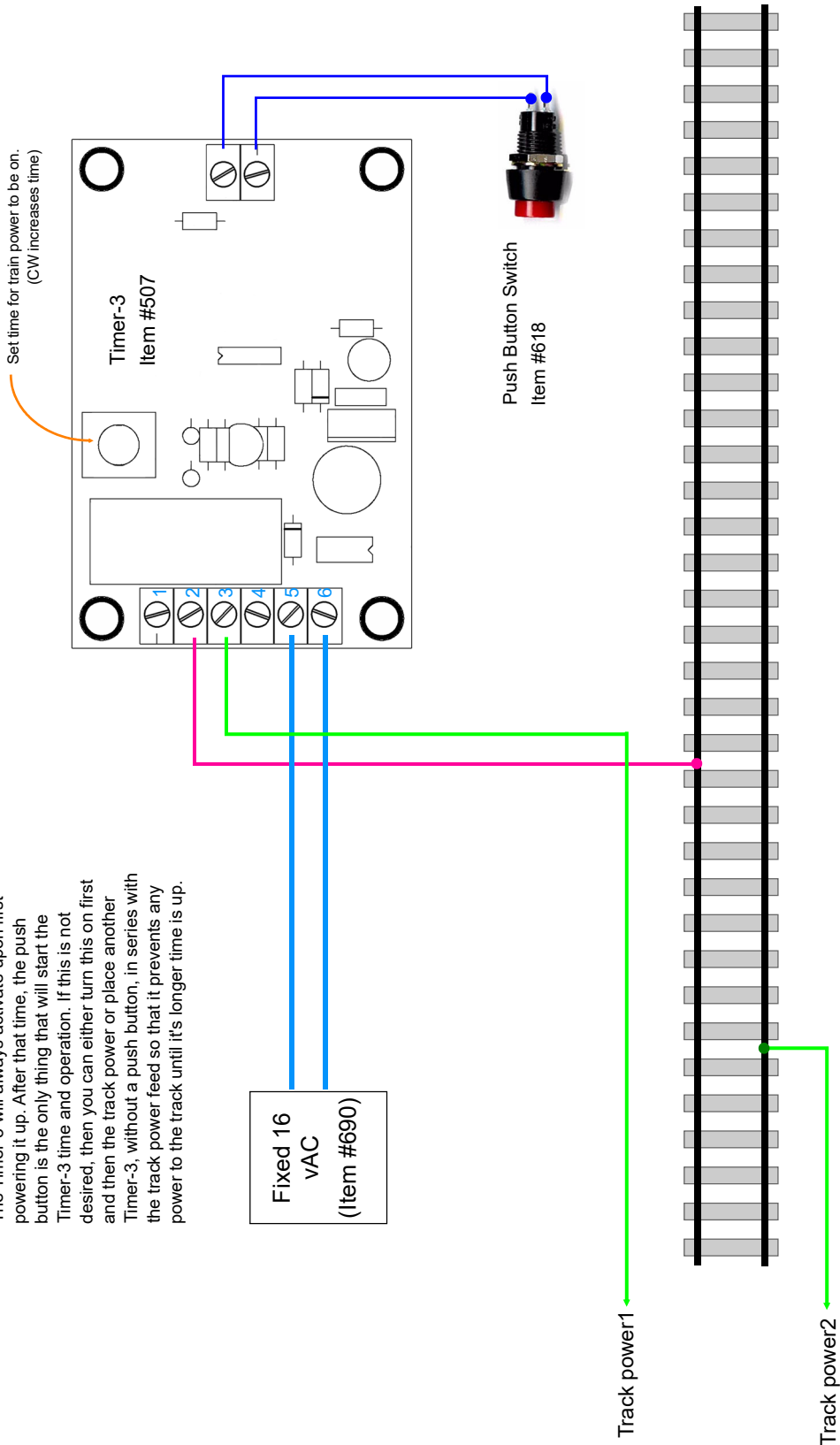
# Display Operation Timing with Push Button activation for time cycle utilizing the Timer-3 and no fixed stop area.

When operating a display piece it is desirable for the viewer to activate the display for a fixed time. This wiring diagram and components provides that function. When the push button is pressed, the Timer-3 becomes activated. The Timer-3 turns on the track power for as long as the Timer-3 time is set. After time is up, the track has it's power removed and the train will come to rest wherever it is at that time. Multiple push buttons may be placed in parallel for multiple locations. Standard timing is adjustable up to approximately 3½ minutes, longer activation times can be accomplished by special order. Whenever a push button is pressed, the Timer-3 will reset it's timing and time from there.

For those using 3 rail track, the center rail would be the upper rail of this drawing. The E-Unit has to be locked in Forward with the engine set to start in Forward.

Track power can be DC or AC.

The Timer-3 will always activate upon first powering it up. After that time, the push button is the only thing that will start the Timer-3 time and operation. If this is not desired, then you can either turn this on first and then the track power or place another Timer-3, without a push button, in series with the track power feed so that it prevents any power to the track until it's longer time is up.

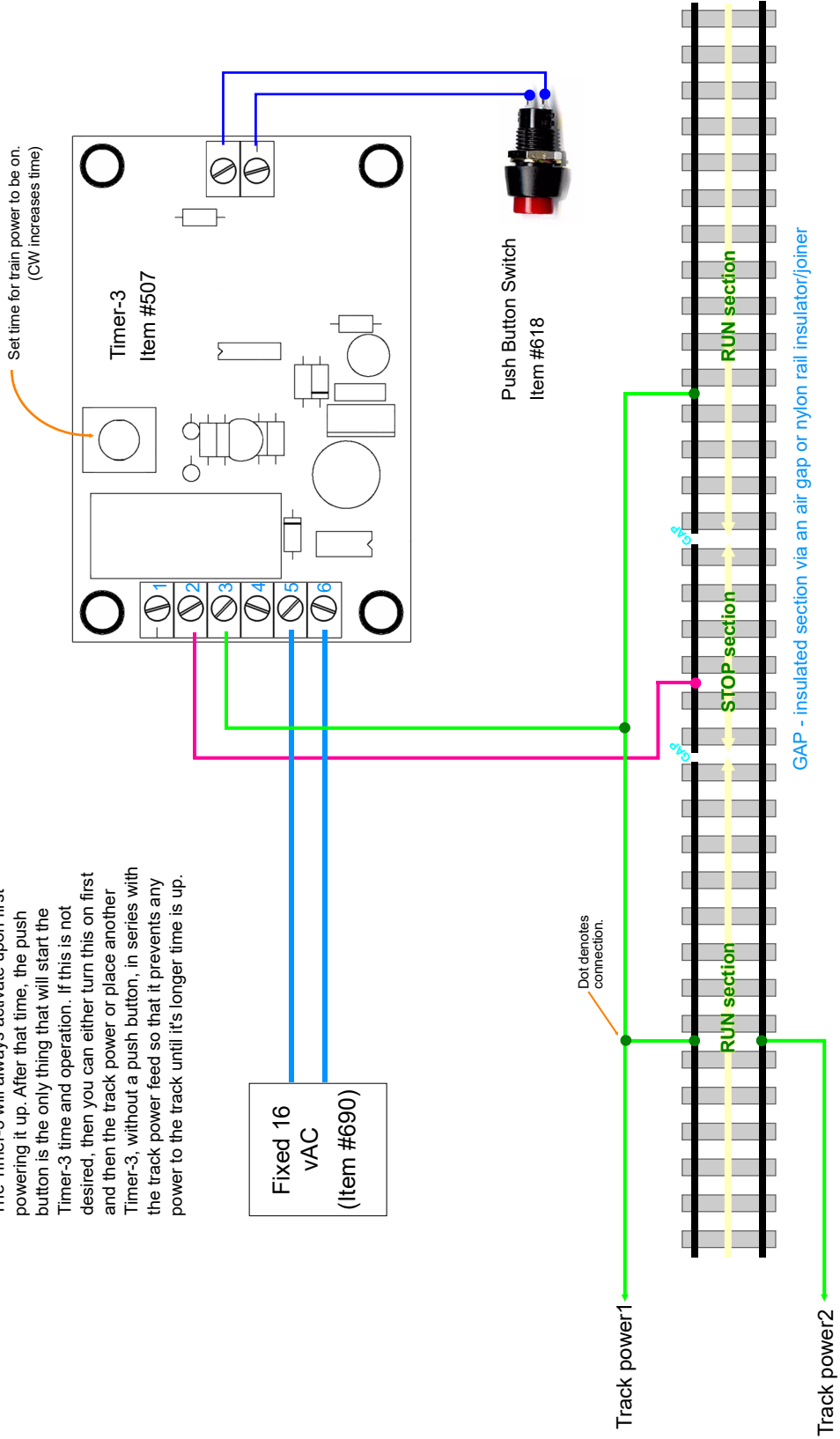


# Display Operation Timing with Push Button activation for time cycle utilizing the Timer-3 with a fixed stop area.

When operating a display piece it is desirable for the viewer to activate the display for a fixed time. This wiring diagram and components provides that function. When the push button is pressed, the Timer-3 becomes activated. The Timer-3 turns on the track power in the stop section for as long as the Timer-3 time is set. After time is up, the stop section has it's power removed and the train will come to rest at the same section of track. Multiple push buttons may be placed in parallel for multiple locations. Standard timing is adjustable up to approximately 3½ minutes, longer activation times can be accomplished by special order. Whenever a push button is pressed, the Timer-3 will reset it's timing and time from there.

For those using 3 rail track, the center rail would be the upper rail of this drawing. The E-Unit has to be locked in Forward with the engine set to start in Forward. Track power can be DC or AC.

The Timer-3 will always activate upon first powering it up. After that time, the push button is the only thing that will start the Timer-3 time and operation. If this is not desired, then you can either turn this on first and then the track power or place another Timer-3, without a push button, in series with the track power feed so that it prevents any power to the track until it's longer time is up.

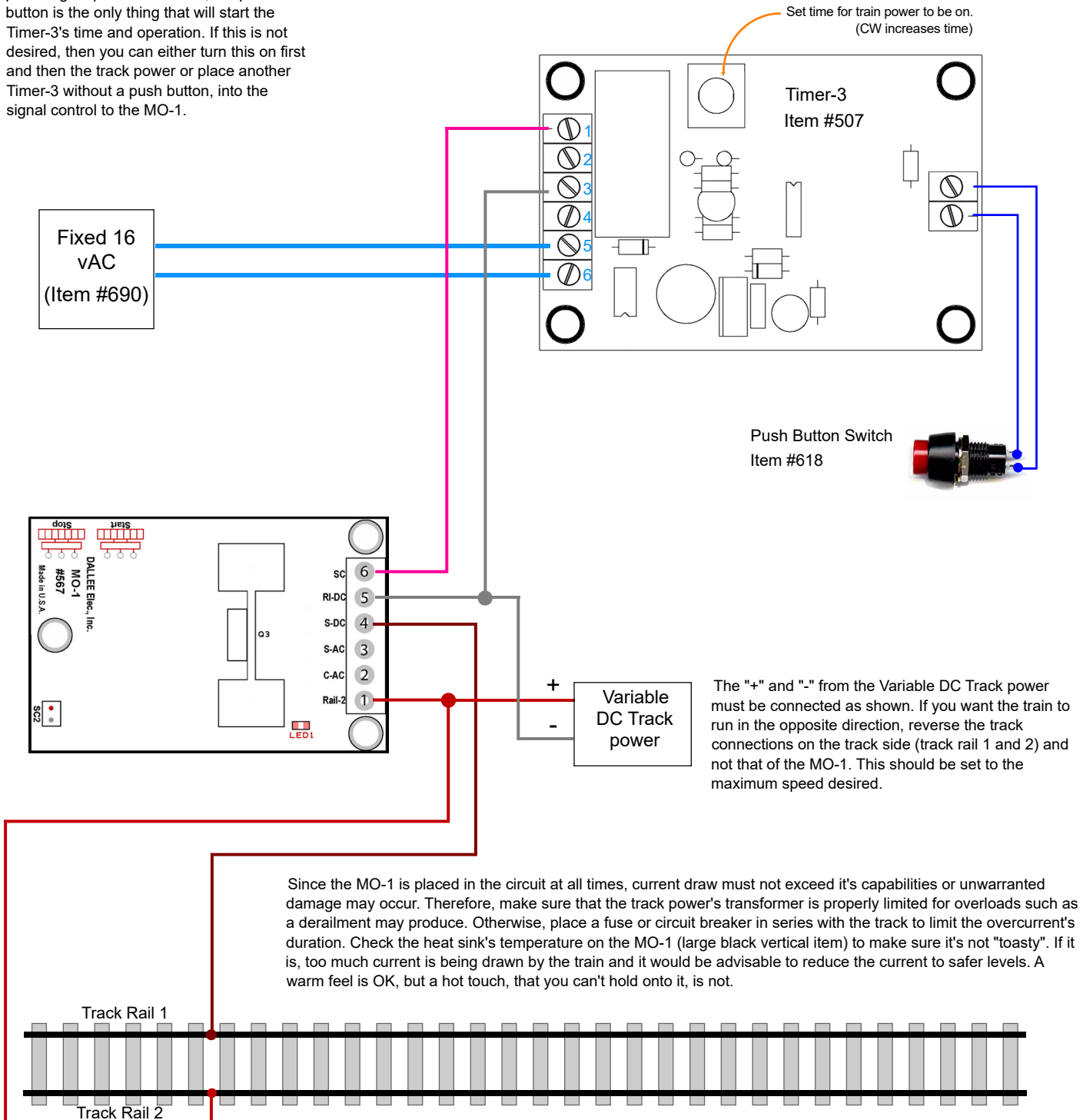


# Display Operation Timing with Push Button activation for time cycle with momentum for DC operators utilizing the MO-1 and Timer-3.

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 Timer-3 is activated. The Timer-3 tells the MO-1 to apply power to the track power and the train will gradually start (based on the "Start" potentiometer setting) and increase to the full throttle setting. When the time, set on the Timer-3 is reached, the MO-1 will engage gradually stopping the train at a rate set by it's "Stop" setting. Multiple push buttons may be placed in parallel for multiple locations. Each time the push button is depressed, the Timer-3 will reset it's start time and time out from there. If the train did not come to a complete stop after the Timer-3's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Standard timing is up to approximately 3½ minutes of run time. Longer activation times can be accomplished by special order.

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

The Timer-3 will always activate upon first powering it up. After that time, the push button is the only thing that will start the Timer-3's time and operation. If this is not desired, then you can either turn this on first and then the track power or place another Timer-3 without a push button, into the signal control to the MO-1.



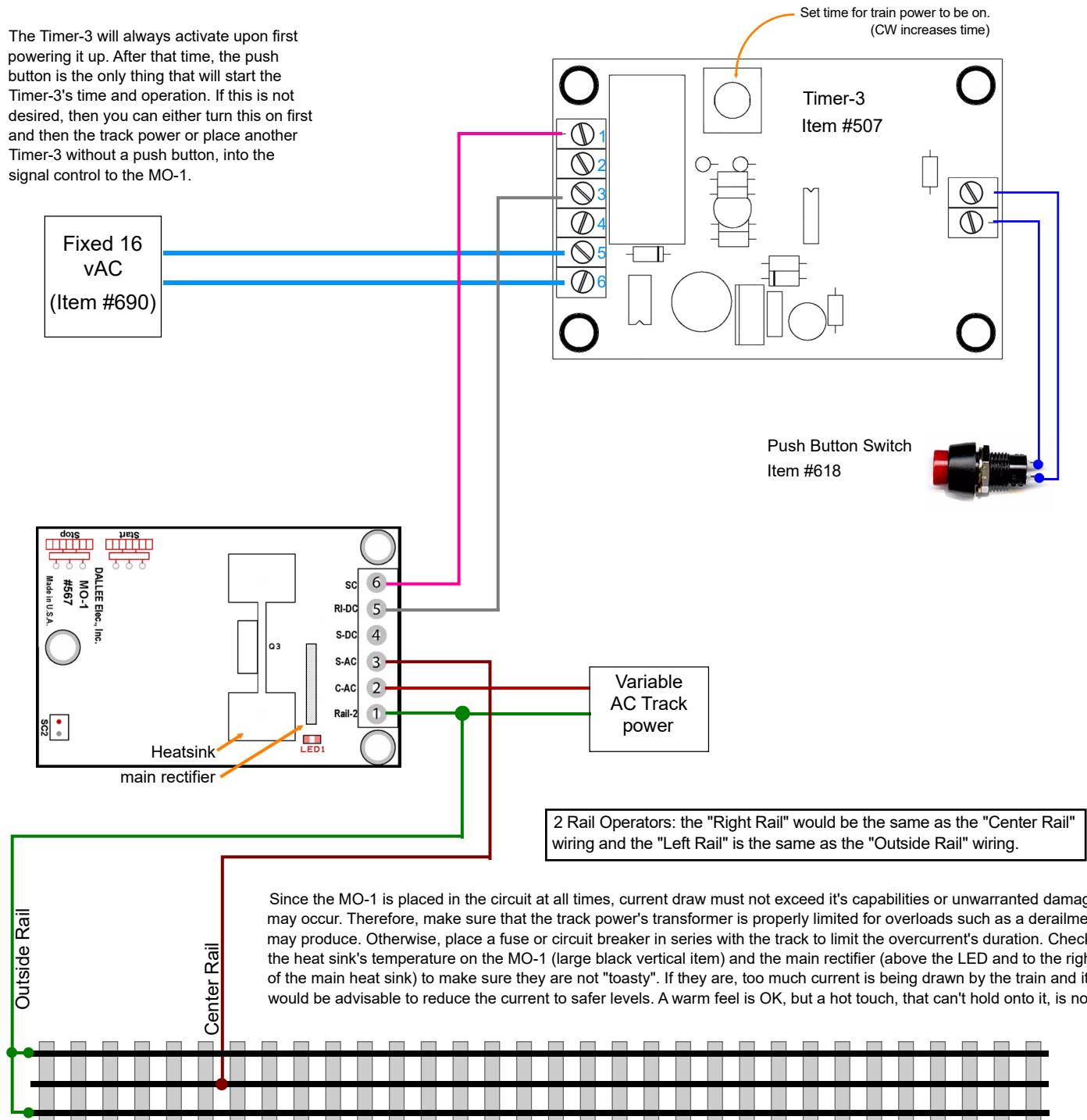
# Display Operation Timing with Push Button activation for time cycle with momentum for AC operators utilizing MO-1 and Timer-3.

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 Timer-3 is activated. The Timer-3 tells the MO-1 to apply power to the track power and the train will gradually start (based on the "Start" potentiometer setting) and increase to the full throttle setting. When the time, set on the Timer-3 is reached, the MO-1 will engage gradually stopping the train at a rate set by it's "Stop" setting. Multiple push buttons may be placed in parallel for multiple locations. Each time the push button is depressed, the Timer-3 will reset it's start time and time out from there. If the train did not come to a complete stop after the Timer-3's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Standard timing is up to approximately 3½ minutes of run time. Longer activation times can be accomplished by special order.

The variable AC Track power should be set for the maximum speed desired.

The E-Unit must be set to start in forward and is best to lock it in forward. Otherwise the E-Unit may sequence.

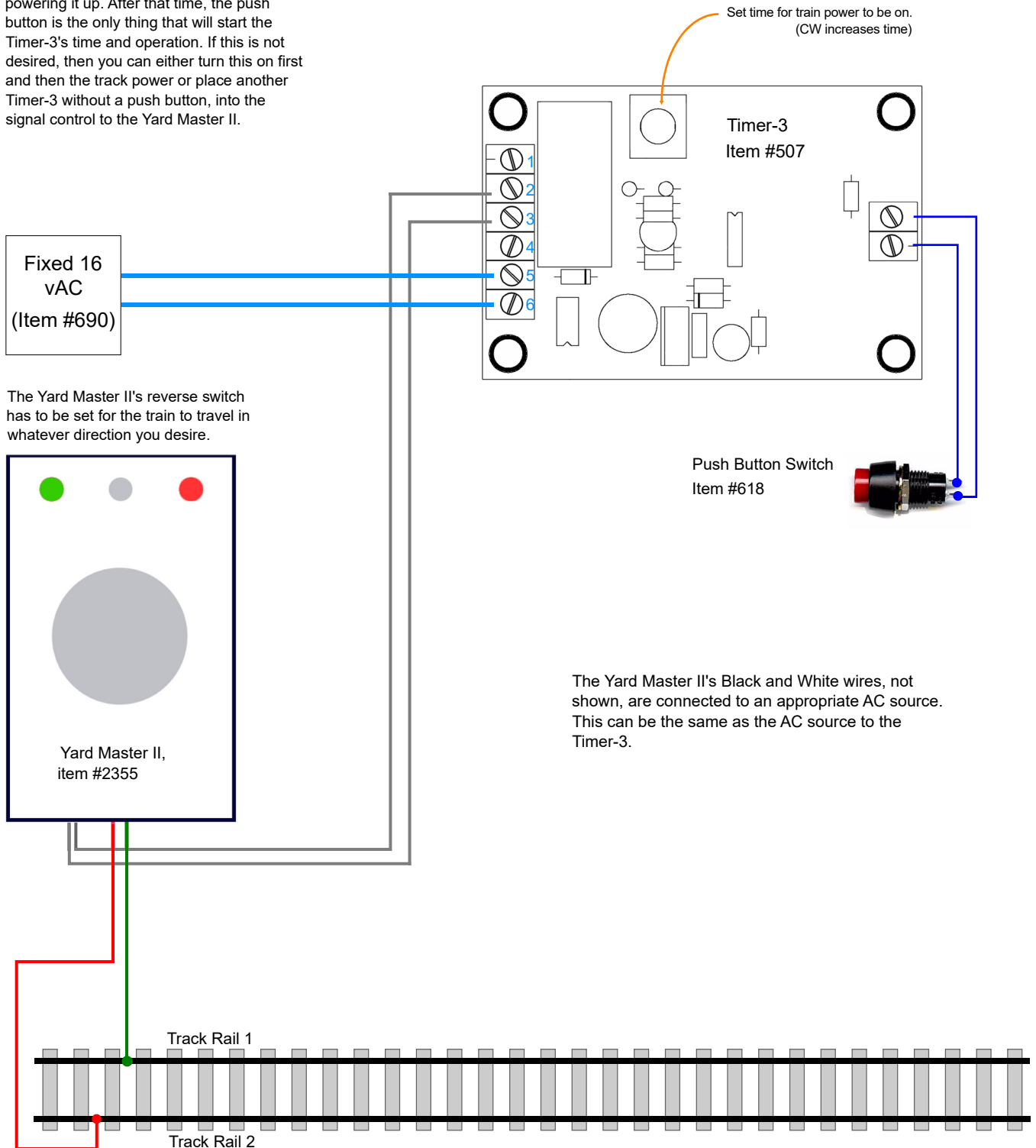
The Timer-3 will always activate upon first powering it up. After that time, the push button is the only thing that will start the Timer-3's time and operation. If this is not desired, then you can either turn this on first and then the track power or place another Timer-3 without a push button, into the signal control to the MO-1.



# Display Operation Timing with Push Button activation for time cycle with momentum for DC operators utilizing the Yard Master II and Timer-3.

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 pressed, the Timer-3 is activated. The Timer-3 tells the Yard Master II to apply power to the track, the train will gradually start, and increase to the full throttle setting. When the time, set on the Timer-3 is reached, the Yard Master II will gradually slow down to a stop. Multiple push buttons may be placed in parallel for multiple locations. Each time the push button is depressed, the Timer-3 will reset it's time to the start and time out from there. After the Timer-3's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Standard timing is up to approximately 3½ minutes of run time. Longer activation times can be accomplished by special order.

The Timer-3 will always activate upon first powering it up. After that time, the push button is the only thing that will start the Timer-3's time and operation. If this is not desired, then you can either turn this on first and then the track power or place another Timer-3 without a push button, into the signal control to the Yard Master II.

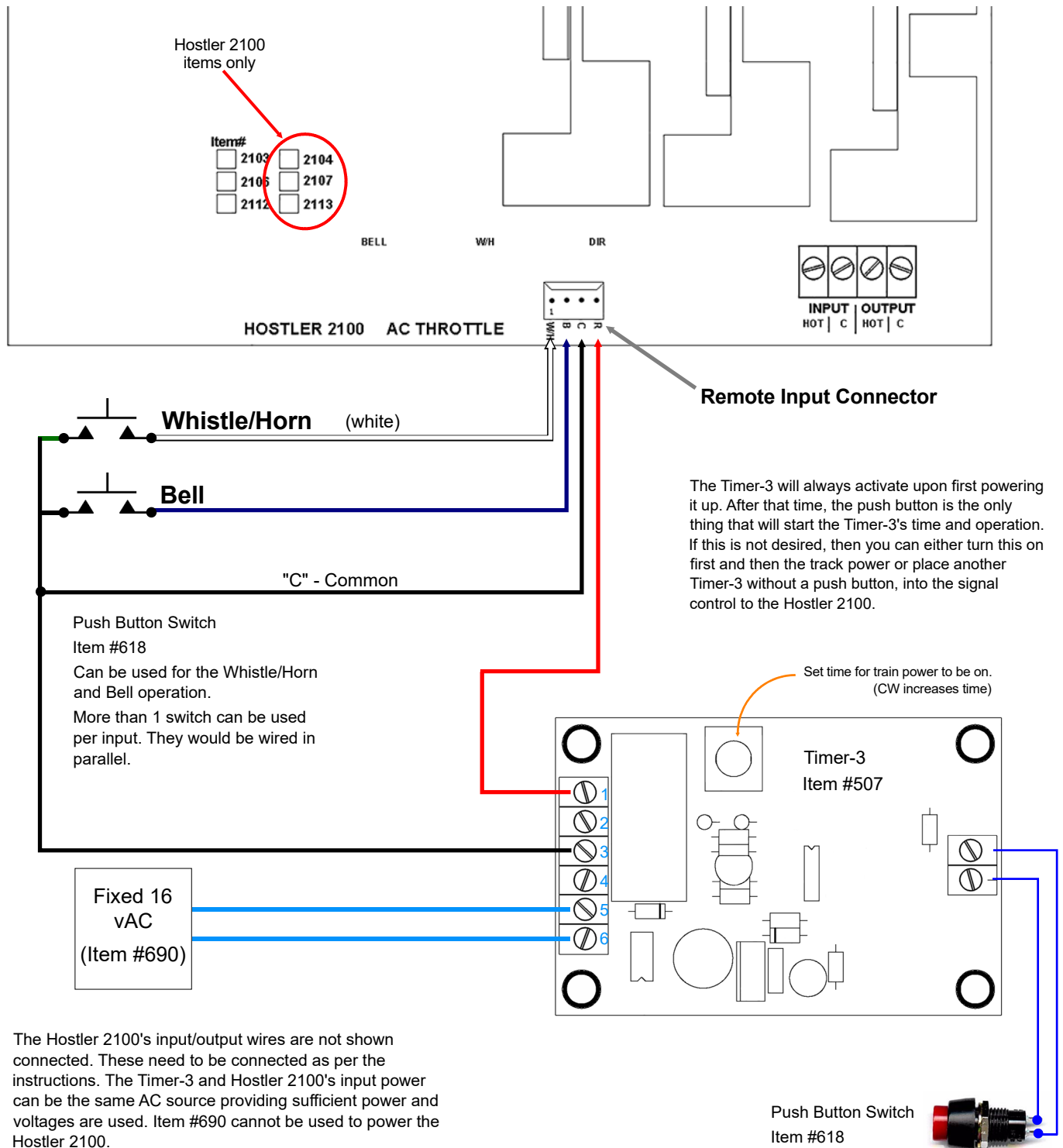


# Display Operation Timing with Push Button activation for time cycle with momentum for AC operators utilizing the Hostler 2100 and Timer-3.

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 Timer-3 is activated. The Timer-3 tells the Hostler 2100 to apply power to the track and the train will gradually start and increase to the full throttle setting. When the time, set on the Timer-3 is reached, the Hostler 2 will gradually slow down to a stop. Multiple push buttons may be placed in parallel for multiple locations. Each time the push button is depressed, the Timer-3 will reset its time to the start and time out from there. If the train did not come to a complete stop after the Timer-3's time has expired and the push button is depressed, the train will again accelerate for another timed sequence. Standard timing is adjustable from a few seconds to approximately 3½ minutes of run time. Longer activation times can be accomplished by special order.

The variable AC Track power should be set for the maximum speed desired.

The E-Unit must be set to start in forward and is best to lock it in forward. Otherwise the E-Unit may sequence.



The Hostler 2100's input/output wires are not shown connected. These need to be connected as per the instructions. The Timer-3 and Hostler 2100's input power can be the same AC source providing sufficient power and voltages are used. Item #690 cannot be used to power the Hostler 2100.