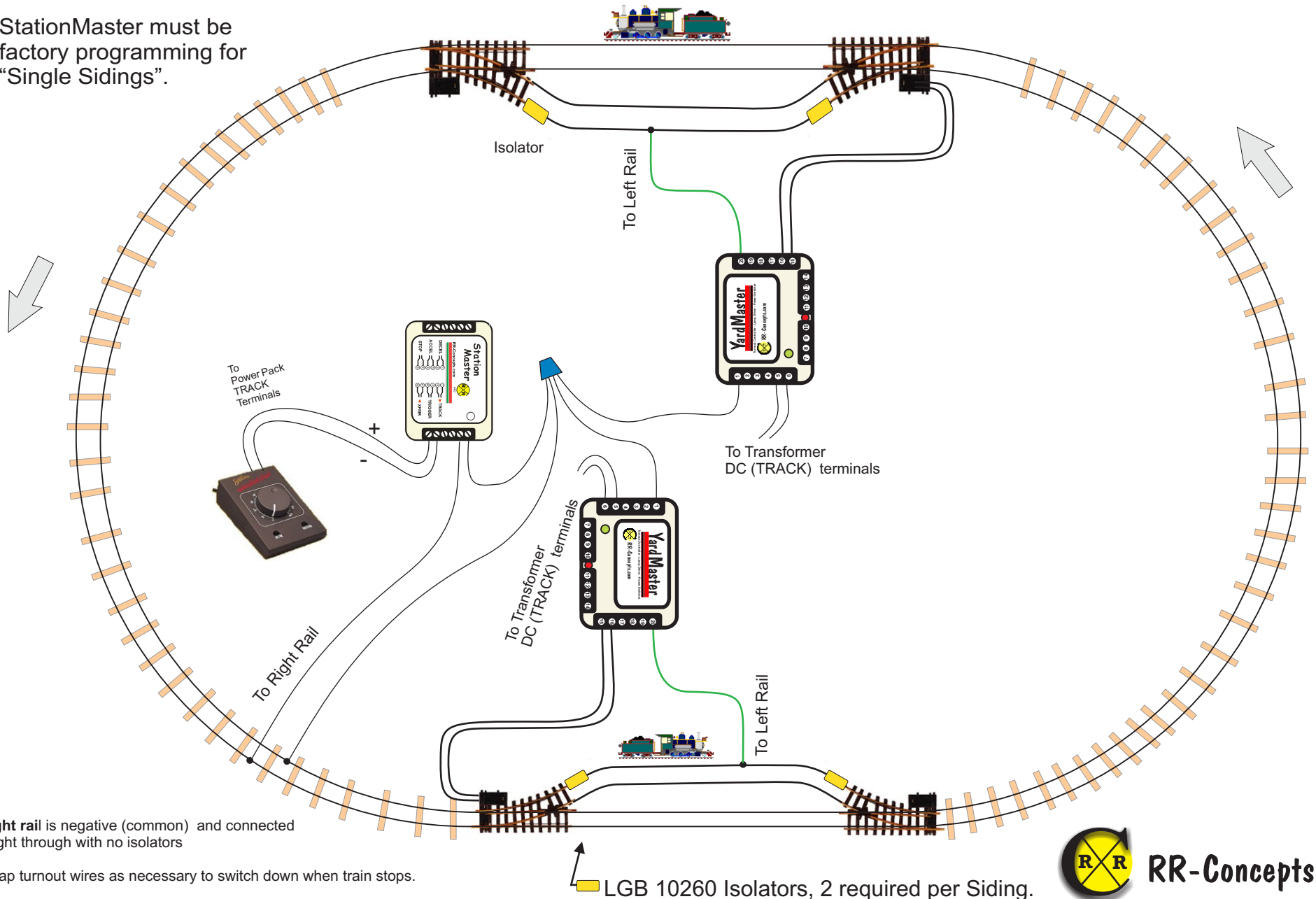


# Multiple Sidings, 1 Train Running at a Time

## Trains return to their own siding.

StationMaster must be factory programming for "Single Sidings".



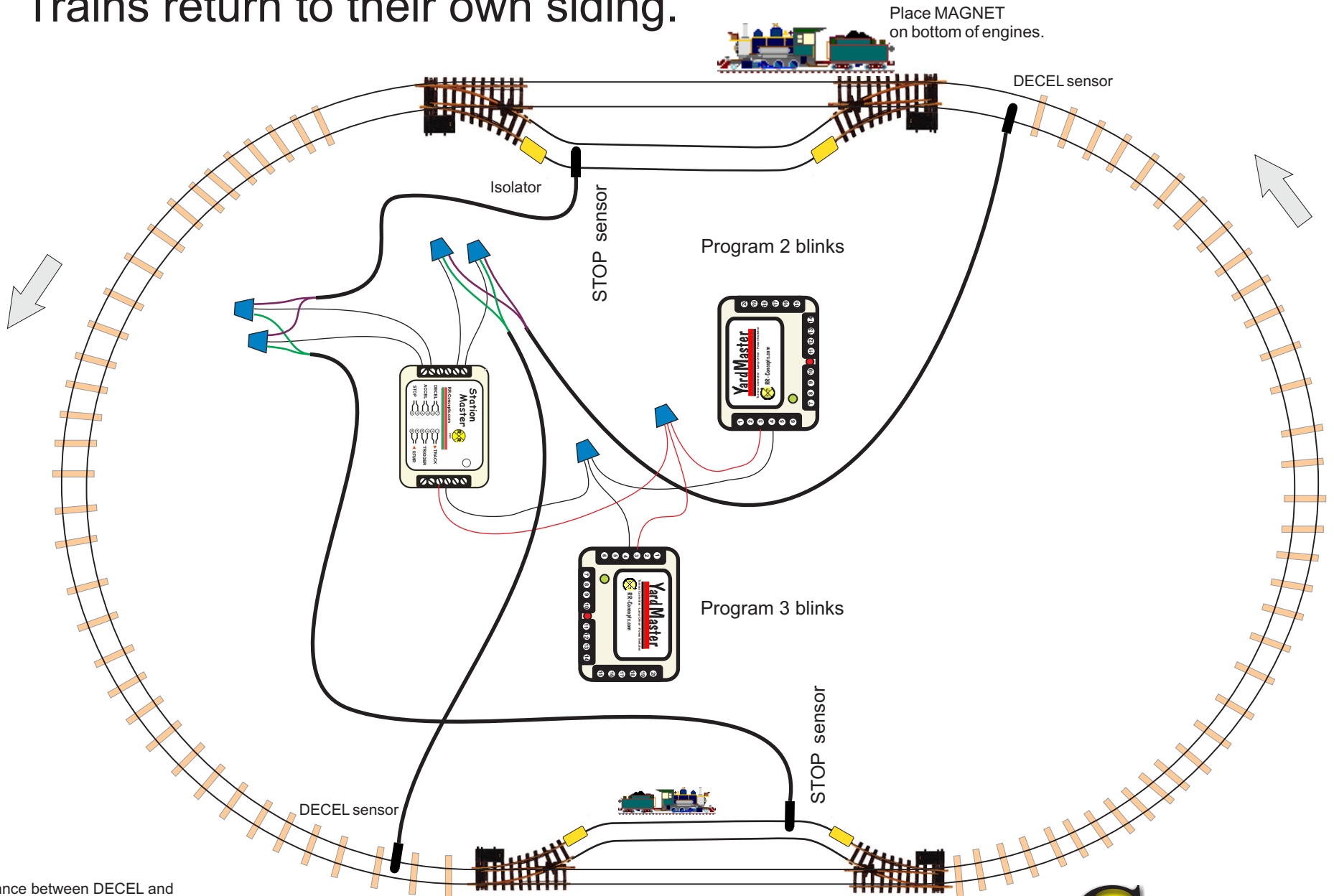
\* Right rail is negative (common) and connected straight through with no isolators

\* Swap turnout wires as necessary to switch down when train stops.

— LGB 10260 Isolators, 2 required per Siding.



# Multiple Sidings, 1 Train Running at a Time Trains return to their own siding.



\* Distance between DECEL and STOP sensors should be 2 to 4 feet.

\* A signal light can be added to each YardMaster if desired. (See YardMaster manual)

## Multiple Sidings Hookup Details.

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### RRC Parts Required:

StationMaster:	Qty 1	Must be factory programmed for "Single Sidings".
YardMaster:	Qty 2	One YardMaster required per siding. Maximum 5 sidings possible
Sensors:	Qty 4	
Magnets:	Qty 2	

### Description

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This Multiple Sidings hookup contains 2 sidings. One train will always be parked in a siding. When a siding is switched to the main line (green) that train will do one or more laps and then return to the siding. After stopping the train in the other siding will repeat the sequence.

**Please note: For best results the StationMaster and all YardMasters for this hookup should be in close proximity. The "trigger" wires which connect between these should not be more than 8 inches apart.**

### StationMaster Hookup:

\* Sensors (6 position terminal strip) have no polarity.

Terminals 1 and 2 are the DECEL sensor inputs and attach to the decel sensor as shown. The train will decelerate when passing over this sensor.

Terminals 5 and 6 are the STOP sensor. Attach these to the STOP sensors as shown. The train will stop and throw the turnout after reaching this sensor. Note that the STOP sensor is only active while decelerating. (passing over STOP before DECEL will have no affect)

The XFMR terminals (11 and 12) attach to the DC transformer. (Track output) Note the + and - wires must be correct. If the StationMaster does not light up then reverse the track direction or swap these two wires. The DC voltage should be set for the desired speed of the train.

The wires to the YardMaster are attached as shown. StationMaster 9 goes to YardMaster 4, StationMaster 10 goes to YardMaster 3.

The Track terminal (pin 7) attaches to the LEFT rail of the main line and pin 1 of all YardMasters. The Track terminal (pin8) attaches to the RIGHT rail everywhere.

### **StationMaster PROGRAMMING:**

1. Set Train Count to 3 blinks for 2 sidings. (Set for number of sidings + 1)
2. Set deceleration rate to infinite. (Close decelerate terminals until StationMaster blinks orange)
3. Set time delay as desired.
4. Set acceleration rate as desired.
5. Set lap counter as desired.

### YardMasterHookup

Terminals 3 and 4 attach to the StationMaster as shown. If these are not correct the YardMaster will not fire.

Terminals 5 and 6 attach to the transformer DC track output which is the same DC track power that feeds the StationMaster. These terminals have no polarity. Continued...

## YardMaster continued..

Terminals 7 thru 14 are unused. A signal light can be added if desired. (See YardMaster manual) Please do not short these terminals or attach any sensors.

Terminals 15 and 16 attach to the entry turnout. The exit turnout can be powered but this is not necessary. All trains can easily push the points of the exit turnout when all spring return and powered drivers are removed.

## YardMaster PROGRAMMING:

YardMaster #1: No programming necessary

YardMaster #2: Set Node ID for **3 BLINKS**.

Additional YardMasters (for more than 2 sidings) Program for siding number + 1.

### VERY IMPORTANT NOTE!

The StationMaster and YardMaster **MUST** obtain power from the **same power supply**. (transformer) If different power sources are used then damage will occur.

## TESTING

1. Start with nothing on the track.
2. Power on. Using a magnet simulate a train operating and verify that only one YardMaster switches to green. (swipe magnet over DECEL and STOP sensors.) All other YardMasters should be red. Repeat a few times to make sure all is operating.
3. When GREEN each switch should align to the isolated section. Swap the wires to each switch to make this happen.  
If the switch does not fire then verify that the programming is correct for the SM and both YMs.  
If the switch still does not fire then verify that the trigger wires to all YMs have the correct polarity.  
If the switch fires weakly turn up the transformer throttle. If the train then runs too fast turn down the top speed dial on the StationMaster as required.
4. Power down and add one engine to each siding in the isolated section. Power up. Only the train in the GREEN siding should accelerate and go around the track.
5. When the running train hits the DECEL and STOP sensor it will pause and then the next YardMaster will turn GREEN and repeat this operation.

## Enhancements:

1. A signal light or signal bridge can be wired to the YardMaster if desired. See the YardMaster manual for info.
- 2.. Additional sidings wired in parallel similar to these two can be added by adding 1 YardMaster per siding.  
Program each YardMaster with a unique node ID.

