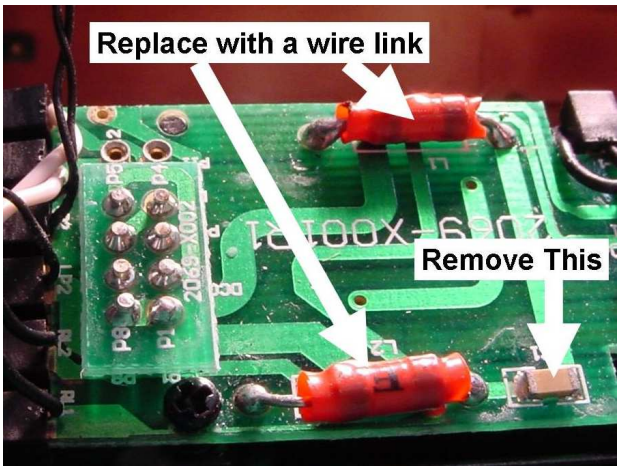
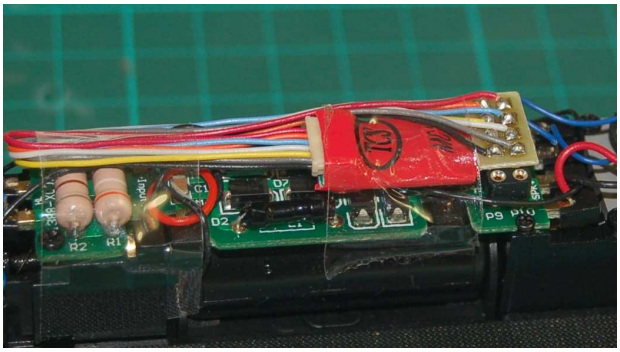
Installing a decoder

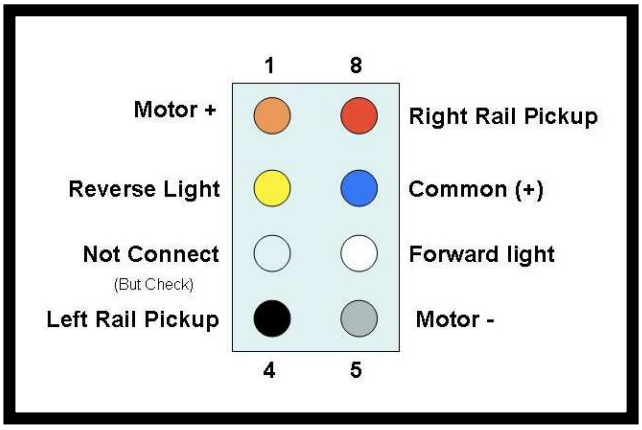
DCC Ready – Plug & Pray



Remove the loco body and look for these bits. Remove the plug on the left and plug in the decoder of your choice.

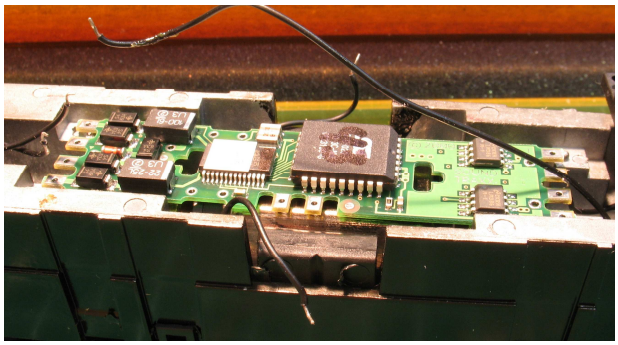


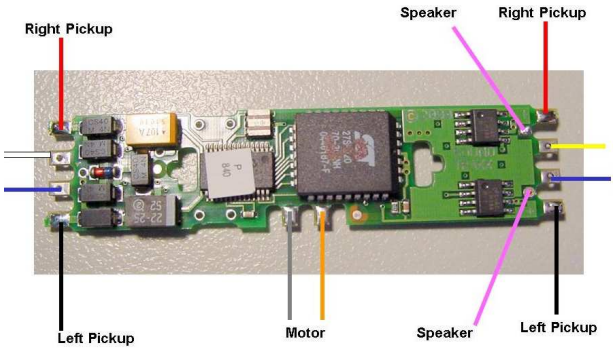
There are many shapes for decoders, use the Plug & Pray Decoder that best fits the space. When you plug the decoder in and the lights do not work - unplug and turn the plug 180 degrees and try again.



Replacing the Board

Some decoders replace the whole board, these are the connections. Use double sided tape under the decoder to hold it in place – for both methods.





Test your decoder on a decoder tester before you install it. ALL decoders are address [3] when you take them out of the packet.

It is also a good idea to do the basic programming at this point. Set the address (the number on the side of the cab) and CV3 = 5, CV4 = 6. The rest of the programming can be done “On the Main” = “OPS Mode”.

The straight 9 pin plug has standard connections – BUT – on Soundtraxx Decoders the 2 outer ones are the speaker connections – normally purple for Soundtraxx.

Normal connections are in this order:

- *Green – Extra function – normally F5 (-)*
- **Black – Track Left**
- **Grey – Motor (-)**
- **Yellow – Backup light (-)**
- **White – Headlight (-)**
- **Blue – Common (+)**
- **Orange – Motor (+)**
- **Red – Track right**
- *Brown – Extra function – normally F6 (-)*

With LEDs the long leg is (+) and goes to the blue wire. Unless you have a peculiar application use a 1k ohm resistor in series with each LED.

Gerry Hopkins MMR