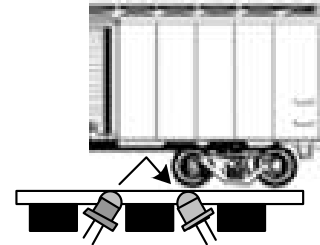


## Getting started

Thank you for purchasing a *Logic Rail Technologies* product! Please read all instructions prior to installing this board.

The Signal Animator provides automatic operation of 3-color/aspect block signals in a semi-prototypical way. An Infrared (IR) emitter and detector are used for train detection. Detection is achieved when the IR beam from the emitter reflects off the underside of the train back down to the detector. **Despite the use of infrared components you could still encounter false triggering from overhead lighting. This is usually eliminated with angled sensor mounting and/or proper sensor sensitivity adjustment (page 3).** This version of the Signal Animator must be powered from either a 7-9V AC or 9-12V DC power source. Do NOT exceed these limits! Whenever the sensor is activated by any portion of a train the signal will turn red. Once the sensor is cleared the Signal Animator will delay (10 or 30 seconds; see below) and then change the signal to yellow. After another delay the signal will be changed to green.



These instructions cover the version of the Signal Animator that provide 3-aspect signaling for LED-based common cathode signals such as those made by Integrated Signal Systems and Atlas. The signal outputs are approximately 4.3V when "on."

You should make all of the connections to the *Signal Animator* before applying power to it. You can mount the *Signal Animator* anywhere it is convenient underneath your layout using the four mounting holes provided. The holes will accept #4 screws; do not enlarge the holes as damage to the circuit board can result and your warranty will be voided!

## 3-light LED-based common cathode wiring (e.g. Atlas, Integrated Signal Systems)

Wiring for a 3-light LED-based common cathode signal is shown in Figure 1. You MUST use resistors with LED-based signals! Because the Signal Animator provides +5V power to the LED we recommend a resistor value of 150 ohms (included). Since only one LED will be illuminated at a time you can choose to use a single resistor in the common anode path or individual resistors in each of the LED cathode paths. The individual resistor scheme is illustrated in Figure 1.

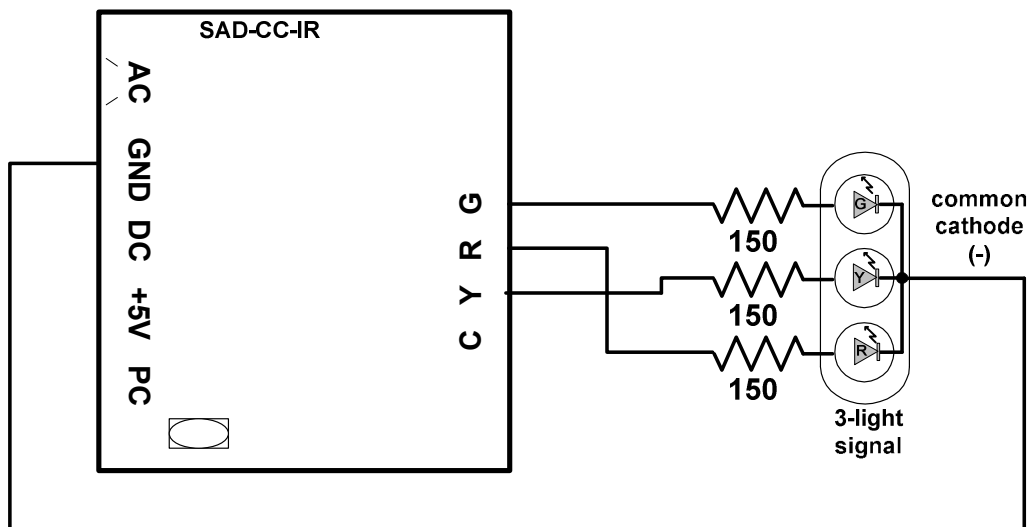


Figure 1

## LED-based Position Light Signals (common cathode wiring; e.g. Oregon Rail Supply)

The position light signal head is shown as a circle on the right-hand side of the drawing in Figure 2. Within the signal head are six or seven LEDs; if you have a B&O style color position light signal then it will not have a center LED and you will not use the C terminal on the Signal Animator. **If you are using the Oregon Rail Supply brand of signals it is NOT necessary to purchase their diode logic board; the Signal Animator contains all of the necessary circuitry to properly control these signals.** Although we include 150 ohm current limiting resistors with the Signal Animator you might find the signal lights too dim. If so, we recommend changing to a value of 100 ohms (e.g. Radio Shack # RSU 11345519). **NOTE: if you have an Integrated Signal Systems position light signal you might need to lower the resistor to a value of 68 ohms. This is due to the fact that these signals have the LEDs wired in SERIES and thus a larger voltage is required to turn on the signal.**

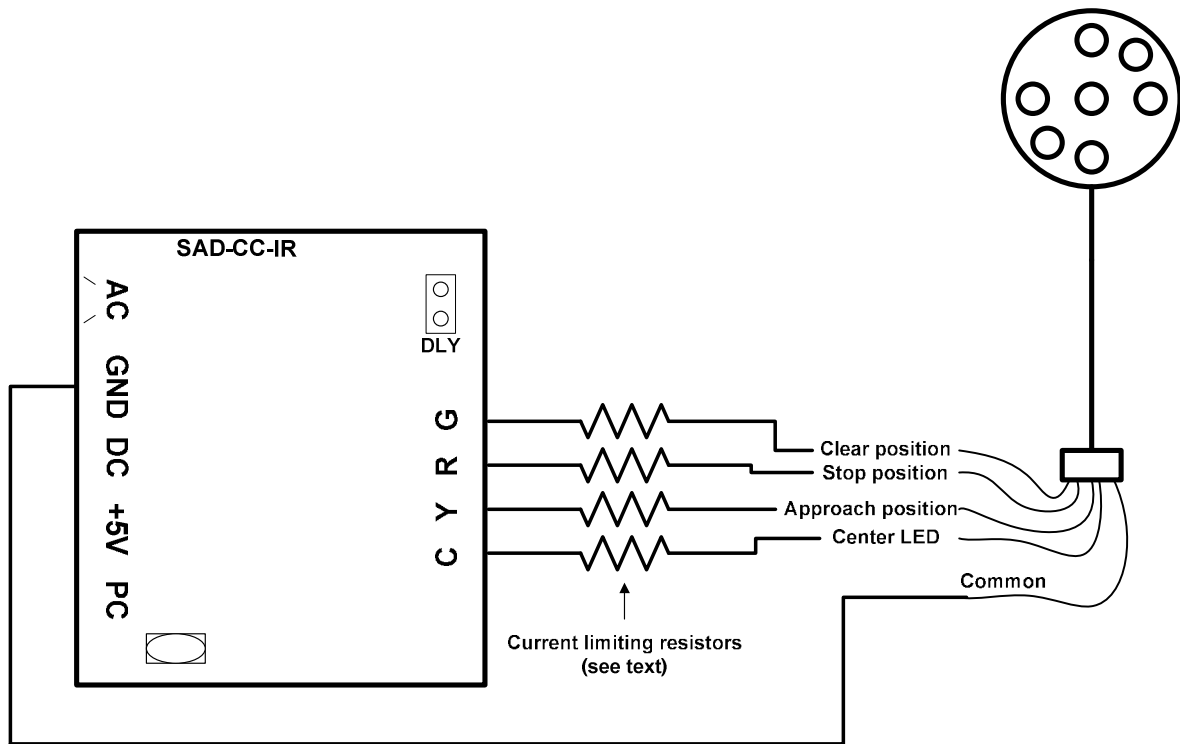


Figure 2 – LED-based (common cathode wiring) position light signals

If your signal is an “absolute” type (that means it has two red bulbs for the stop position while all others are yellow) then you will have to cut the exposed lead on the diode D4 shown in Figure 3 on the Signal Animator board. Use a pair of diagonal cutters to make the cut. Be sure that the two cut ends no longer touch each other by separating them slightly. Failure to do so won’t cause any damage but it may cause the center yellow bulb to illuminate when the signal is in the stop position.

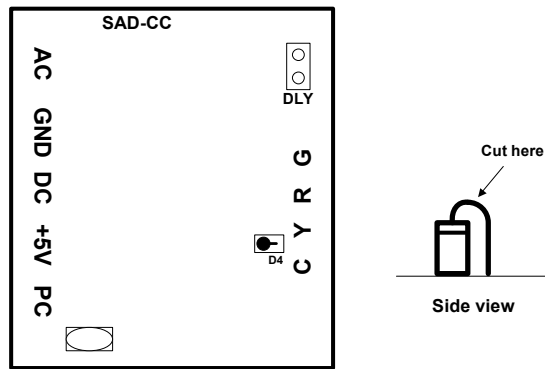


Figure 3 – cutting diode D4 for absolute type signals

## Mounting and wiring the IR components

The IR components should be mounted between the rails. Drill two 1 1/64" holes, through the ballast, roadbed, and sub-roadbed. These holes should be located one tie apart (Figure 4a) and drilled at approximately a 45 to 60 degree angle from horizontal as illustrated in the side view in Figure 4b. The benefit of mounting them at an angle is reduced false triggering from overhead light and increased detection reliability in smaller scales or irregular bottoms on rolling stock. For the smaller scales this drilling may end up hitting the ties. Take your time so you don't mangle them! Insert the leads of one IR emitter (white and black wires) into one of the holes (it doesn't matter which one!) from the top of your layout. Repeat for the IR detector (blue and black wires). The tops of the components should sit no higher than the top of your ballast for optimal IR performance; in some cases (e.g. false triggering) it may be necessary to locate the components a little below the ballast line. You can extend the leads with similar (or larger) wire. We recommend soldering and insulating these connections. We also recommend using terminal blocks/strips since you'll have multiple DC and GND connections to make. Once you have wired the IR components and verified their operation you may wish to put a dab of white glue or silicone caulk where the wires exit the holes underneath the layout. This will help to hold the components in place; make sure you don't get any substance (e.g. ballast or glue) on the top surface of the IR components as this may prevent them from operating properly. In extreme cases where you may be getting interference from overhead lighting you can mount the IR detector in some plastic or metal tubing. You can also recess the IR detector slightly below the ties and roadbed.

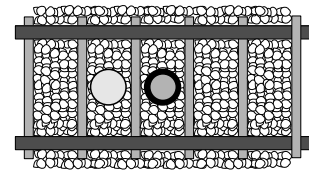


Figure 4a

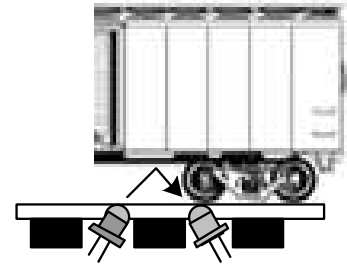


Figure 4b

Figure 5 illustrates the wiring for the IR components. The 180 ohm 1 Watt resistor (the larger one) is included with the **Signal Animator**. **WARNING: The 180 ohm 1 watt resistor may become hot to the touch – take care so that you don't burn yourself!** When properly wired the emitter will have a very faint red glow coming from it. You can also look at the emitter through a digital camera and see the infrared light! **For safety reasons do NOT point the IR emitter directly into your eye or stare at the IR emitter!!!**

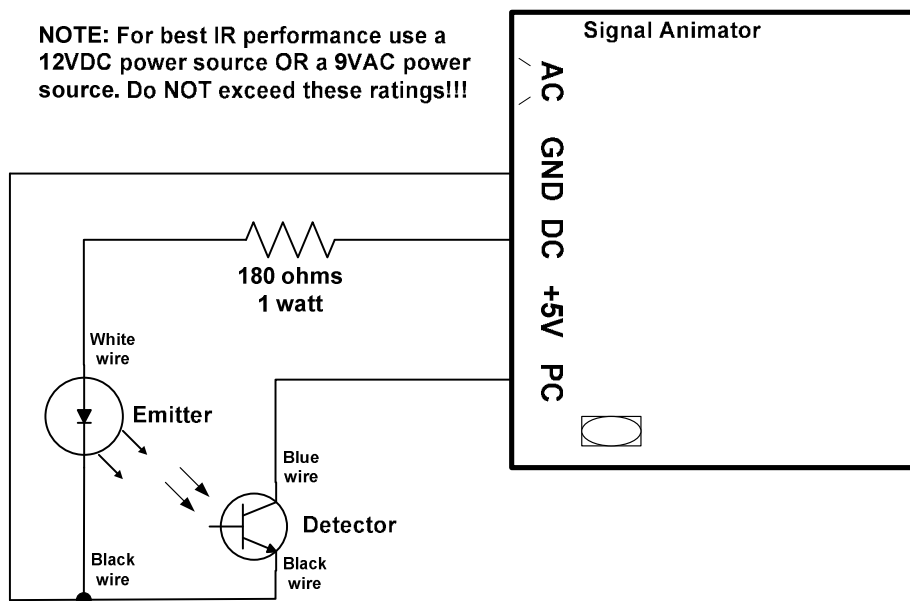


Figure 5 – IR component wiring

You can adjust the sensitivity of the IR detector by inserting a small screwdriver in the component labeled "VR1". Turning the screwdriver clockwise will increase its sensitivity. With a piece of rolling stock covering the sensor turn the VR1 fully counter-clockwise and then slowly clockwise until the signal changes to red. Then slightly turn the screwdriver a little more clockwise. Move the rolling stock away from the sensor and verify proper signal operation (delay, yellow, delay, green).

## Signal delay

The signal color change delay can be either 10 seconds or 30 seconds. Choose the value based on your own personal preference. To select 10 seconds the jumper must be installed over both pins on the block "DLY"; for 30 seconds the jumper must only cover one pin (it doesn't matter which one). You can change this as you wish even when the power to the Signal Animator is on. The two options are illustrated in Figure 6.

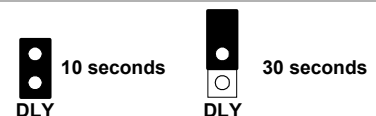


Figure 6 – signal delay

## Power

The **Signal Animator** with IR requires 7-9V AC or 9-12V DC for power. Power consumption is approximately 100mA (including the signal). If you are only using a single **Signal Animator** then use the TWO AC terminals to provide power (polarity doesn't matter). CAUTION: Most AC or DC accessory terminals on your throttle/power pack exceed 12V and cannot be used with the **Signal Animator**! However, you can use those power sources in conjunction with our 12VPSR which will provide 12V DC. If you are using more than one **Signal Animator** you can power them all from a single 9-12V DC source as shown in Figure 7.

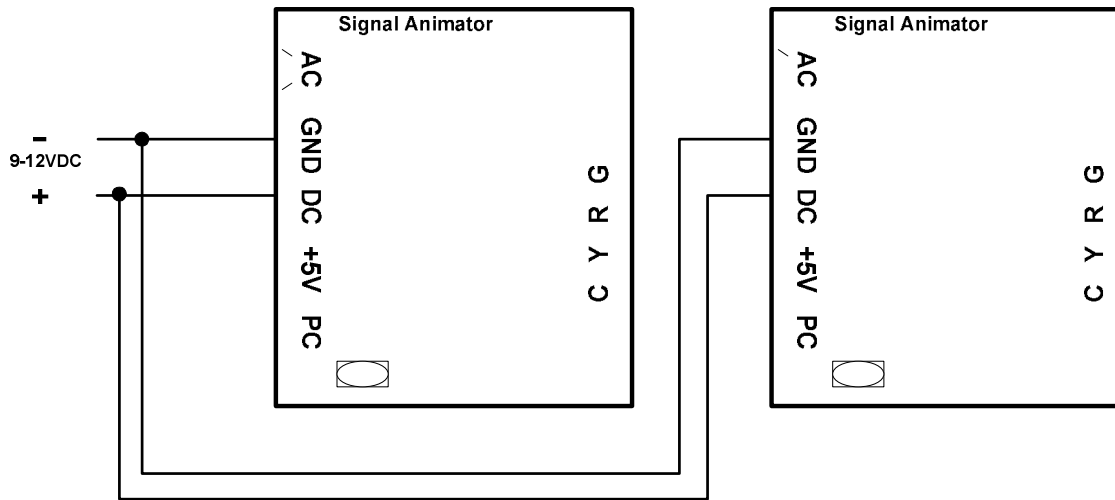


Figure 7 – DC power

## Multiple signals

It is possible to use two signal heads with one **Signal Animator**. This arrangement could be used to mimic a standard block signal arrangement. The signal heads will be wired in parallel with each other (each signal must have its own resistors) and obviously will always show the same indication.

## Other Applications

Please contact us if you are interested in knowing how to interlock your signal (i.e. force it to red/stop) with the position of a turnout or if you are interested in controlling a dual head signal with two **Signal Animators**. You can also access this documentation online from our website at [http://www.logicrailtech.com/lrt\\_docs.htm](http://www.logicrailtech.com/lrt_docs.htm)

## Troubleshooting

If your signal is not changing colors when the sensor is activated or stays red all the time you can perform the following tests. First, verify the sensor wiring and sensitivity adjustment previously described. If the signal stays red all the time then disconnect the sensor's blue wire. After two time delays the signal should return to green. If it does then there is a problem with the sensor. If your signal never changes from green then temporarily connect a wire between the PC terminal and the GND terminal. The signal should immediately change to red. If not, then the **Signal Animator** board should be returned to us for test/repair. If the signal did change to red then disconnect the temporary wire. The signal should proceed through its delay and color changes. If so then the problem lies with the sensor.

## Warranty

This product is warranted to be free from defects in materials or workmanship for a period of one year from the date of purchase. **Logic Rail Technologies** reserves the right to repair or replace a defective product. The product must be returned to **Logic Rail Technologies** in satisfactory condition. This warranty covers all defects incurred during normal use of this product. This warranty is void under the following conditions:

- 1) If damage to the product results from mishandling or abuse.
- 2) If the product has been altered in any way (e.g. soldering).
- 3) If the current or voltage limitations of the product have been exceeded.

Requests for warranty service must include a dated proof of purchase, a written description of the problem, and return shipping and handling (\$6.50 inside U.S./\$15.00 outside U.S. - U.S. funds only). Except as written above, no other warranty or guarantee, either expressed or implied by any other person, firm or corporation, applies to this product.

## Technical Support

We hope the preceding instructions are sufficient for answering any questions you might have about the installation of this product. However, technical support is available should you need it. We would ask that you first contact your place of purchase for assistance. If you still need further assistance then please do not hesitate to contact us. You can reach us via phone, mail and email; our contact information can be found on the top of page 1.