



Light signal decoder

for light-signals with LED

from the *Digital-Professional-Series* !

LS-DEC-DB-G Part-No.: **512013**

>> finished module in a case <<

Suitable for digital systems:
Märklin-Motorola and DCC

For digital control of:

- ⇒ up to four 2- or 3- aspect signals
- ⇒ up to two 7- aspect signals (home- and advance signal on one signal post)
- ⇒ for LED light signals with common anodes or common cathodes

Realistic operation of the signal aspects by implemented **dimming function** and **dark phase** between the switching of the signal aspects.

This product is not a toy! Not suitable for children under 14 years of age!
The kit contains small parts, which should be kept away from children under 3!
Improper use will imply danger of injuring due to sharp edges and tips! Please store this instruction carefully.



Introduction/Safety instruction:

You have purchased the Light signal decoder **LS-DEC-DB** for your model railway as finished module in a case.

The **LS-DEC** is a high quality product that is supplied within the *Digital-Professional-Series* of Littfinski DatenTechnik (LDT).

We are wishing you having a good time using this product.

The Light signal decoder **LS-DEC** of the *Digital-Professional-Series* can be easily operated on your digital model railway.

By using a **connector plug bridge** you can **choose** if you want to connect the decoder to a **Märklin-Motorola** system or to a system with **DCC** standard.

The finished module comes with a **2 years limited warranty**.

- Please read the following instructions carefully. Warranty will expire due to damages caused by disregarding the operating instructions. **LDT** will also not be liable for any consequential damages caused by improper use or installation.

Connecting the decoder to your digital model railway layout:

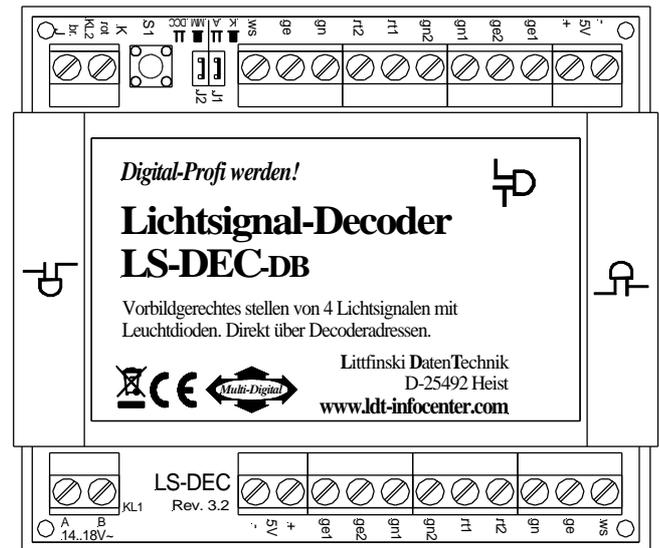
- **Attention:** Before starting the installation-work switch off the layout voltage supply (switch-off the transformers or disconnect the main supply).

The Light signal decoder **LS-DEC** is suitable for the **DCC data format** as used e.g. by **Lenz-Digital Plus**, **Roco-Digital** (switching via **Keyboard** or **multiMAUS** only; switching via **Lokmaus 2®** and **R3®** is not possible), **Zimo**, **LGB-Digital**, **Intellibox**, **TWIN-CENTER**, **ECoS**, **EasyControl**, **KeyCom-DC** and **Arnold-Digital / Märklin-Digital=** whenever **no connector plug bridge** is inserted in position **J2**.

The decoder is suitable for **Märklin-Digital~ / Märklin Systems** or **Märklin-Motorola** (e.g. **Control-Unit**, **Central Station**, **Intellibox**, **ECoS**, **EasyControl**, **KeyCom-MM**) if you insert a **connector plug bridge** on **J2**.

The decoder receives the **digital information** via the clamp **KL2**. Connect the clamp with a rail or even better connect the clamp directly to the command station or a booster assuring the supply of digital information free from any interference.

Please attend to the marking on clamp **KL2**. The colors '**red**' and '**brown**' next to the clamp are usually used by **Märklin-Motorola** systems (e.g. **Märklin-Digital~ / Märklin Systems / Intellibox**).



Lenz-Digital systems are using the letters '**J**' and '**K**'.

In case you assemble the decoder to an **Arnold-Digital (old)** or **Märklin-Digital=** system, you have to connect '**black**' to '**K**' and '**red**' to '**J**'.

The decoder receives the **power supply** via the two poles clamp **KL1**. The voltage shall be in a range of 14..18V~ (alternate voltage output of a model rail road transformer).

If you do **not** want to supply voltage **separately** from a **transformer** to the **LS-DEC decoder** you can **shorten** the clamp **KL1** and **KL2** with two wires. In this case the decoder will get the power supply **completely** from the **digital network**.

Connecting the signals:

General:

Up to **4 signals** can be connected to the **light signal decoder LS-DEC**. **Two signals per each 11poles clamp block**. The build-up of the two clamps is identical. The following description refers mainly to one clamp only. As you can see on the identical marking the description is also valid for the second clamp.

Common connection:

All LED-signals of any manufacturer are designed in accordance to the same principle. One wire of all light emitting diodes of a signal will be generally connected to a common cable. Depending if all anodes or all cathodes are connected together the signals will be called as **common anodes-** respectively **common cathodes-signal**.

If you use signals with **common anodes** you have to clamp this cable to the connection marked '+'. In addition you shall **not insert** the **connection plug bridge in J1** in this case.

If you use signals with **common cathodes** you have to clamp this cable to the connection marked '-'. In addition you shall **insert** the **connection plug bridge in J1** in this case.

The second connection of each light diode is separated and mostly color marked at the end and contains a series resistor.

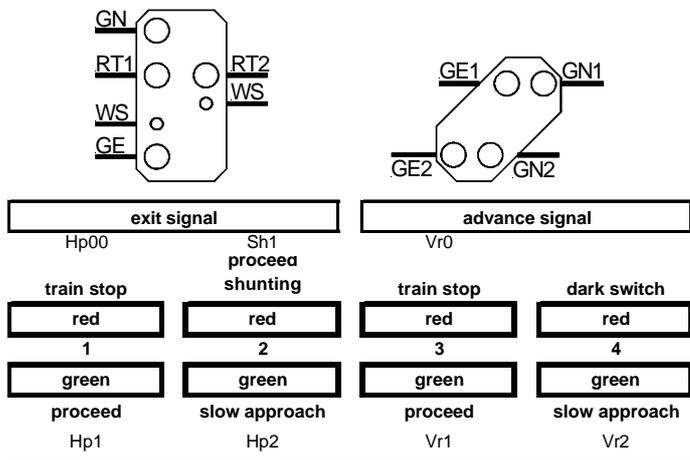
Series resistor:

Light diodes have **always** to be **operated** with a suitable **series resistor** to prevent that they will be destroyed. For this prevention **all outputs** have already a **series resistor of 330 Ohm integrated** on the printed circuit board of the **Light signal decoder LS-DEC**. Is there no further external resistor the diode-current will be about 10mA.

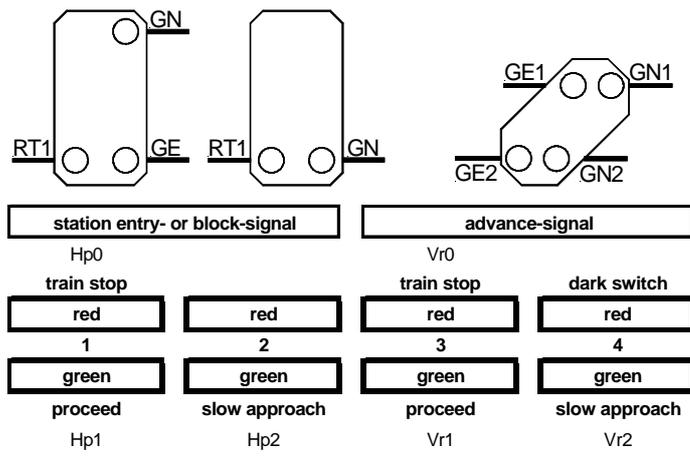
This provides **sufficient brightness**. In case your **light diodes** are to **bright** you can correct the brightness by assembling **external resistors of some 100 Ohms to your personal requirement**.

For assigning the **single cables of the light diodes** to the **correct clamp connection** please attend to the below **signal images**. The **marks** next to **signal-light diodes** are not corresponding to the actual light color but to the marking of the **connection at the light signal decoder LS-DEC**.

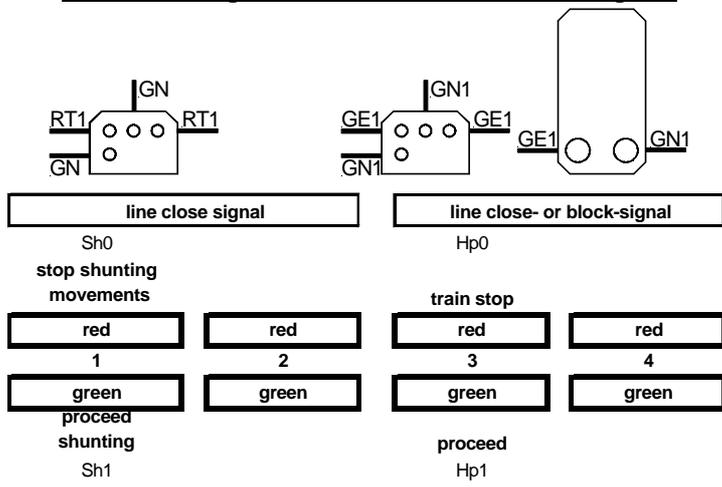
1. Exit signal and advance signal:



2. Station-entry or block signal and advance-signal:



3. Line close signal and line close or block signal:



If you do not know the correct allocation of the single wires to the light emitting diodes you can **test** the function by connecting the wires to **clamp RT1 or RT2**. These outputs are **active** because the decoder switches **all signals to red after switching on**.

Further sample connections are available at the internet on our Web-Site (www.ldt-infocenter.com) under "Downloads". Please load the file "LSDEC-DB_INFO_eng" onto your PC.

Programming the decoder address:

- **Switch on** the **power supply** of your model rail way.
- Activate the **programming key S1**. At least **two light emitting diodes** on a **signal** connected to the **left clamp** block will be **automatically** switched over **every 1,5 seconds** in a flashing mode. This indicates that the decoder is in the **programming mode**.

- **Press** now one **key** the **key-group** to be assigned to the **left clamp block** of the decoder. For programming the decoder address you can also release a turnout switch signal via a personal computer.

Remarks: The **decoder addresses for magnet accessories** also to be used for the **signal-aspects** are combined into **groups of four**. The address 1 to 4 build the first group. The address 5 to 8 build the second group etc. Each clamp block of a **LS-DEC** decoder can be assigned to any of these groups. It does not matter which of the eight possible keys used for programming will be activated. The decoder stores always the complete group of keys.

- If the decoder has **recognized the assignment** correctly the connected **light emitting diode** will flash a little **faster**. Afterwards the flashing slows down to the initial 1,5 seconds again. In case the decoder will not recognize the address it could be that the two digital information connections (clamp2) are wrong connected. For testing this, switch off the power supply, exchange the connection on KL2 and start addressing again.

- Press now the programming key S1 again. At least **two light emitting diodes** connected to the **right clamp block** will flash now. Repeat the programming as described above.

- Now **press** the programming key S1 a **third time** for **leaving the programming mode**. All signals will be **automatically** switched to **STOP**.

Signal switching:

Below the drafts of the above signal aspects you can find a respective key-group for the addresses 1 to 4 and the corresponding keys '**red**' and '**green**'. Additionally is the meaning of the signal position indicated above or below. The addresses 1 to 4 are indicated as a sample only. The actual addresses corresponds to the assignment you choose during programming.

Have you connected an advance- and an exit-signal as per first sample to one of the clamp blocks you can switch the exit-signal to **proceed (Hp1)** with the address 1 and the key **green**.

The light emitting diode marked with **GN** will now indicate this at the signal.

Dark switching:

In case an **advance- and an exit-signal** is on **one common signal post** the **advance-signal** has to remain dark if the **exit-signal** indicates **STOP (Hp00)** or **proceed shunting (Sh1)**.

To **activate the dark-switching-mode** switch the home signal to Hp00 or Sh1. If you now press the key **4 'red'** you can switch the advance-signal-aspect to 'on' respectively to 'off' with each keystroke. If the advance-signal is in 'off' position the dark-switching mode is activated. The **light signal decoder** stores this **mode permanently** as well as the **programmed addresses**. All programmed modes can be changed at any time.

Advance signal commands received during the signal is switched to dark will be indicated when the exit signal will be switched to Hp1 or Hp2.

Attention:

The **Light signal decoder LS-DEC** switches the signal aspect not just on and off but is dimming the light emitting diodes realistic up and down. Even between the signal aspects a short off-phase is provided. Further digital commands received during this switch-over-time of about 0,4 seconds will not be taken up from the decoder. Please take care that the switching-commands are not in a too fast sequence. The impression is absolutely realistic if the switching is considerable slow.

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