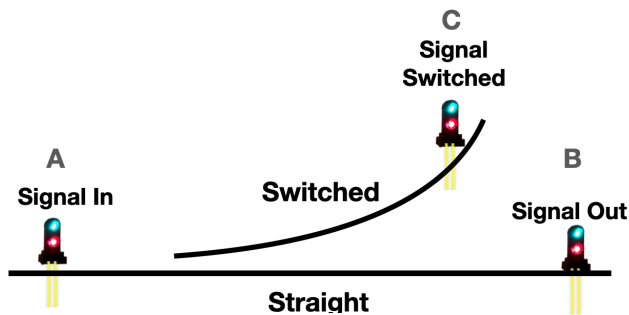


Mounting your Dwarvin Turnout Signals for Stall Machines

1. Attach the velcro piece provided to both the Turnout Controller and any of the 3 non-functioning surfaces of your switch machine.
2. Connect the wires from the Turnout Controller to the power supply wires on your switch machine using the suitcase connectors (or spade connectors if requested).
3. Check there is light from the Turnout Controller that gets switched when you throw the switch. If not, you have not connected to the correct wires or made an incomplete connection.
4. Drill 3 holes (5/32 drill) at the 3 approaches to the switch and mount the 3 signals into the layout, inserting the fibers through the holes first.
5. Selecting the correct fiber insertion: The following chart provides the insertion steps. Note that the end of the fibers corresponding to the red light on the signal are marked red. When the switch is set so that the locomotive goes straight through, the signals going into and out of that line should be Green for go, but the one coming in from the branch should be red for stop. Likewise, when the switch is thrown and it is in what we will call the “switched” mode, all the lights should be reversed.
6. Set the switch to be “straight”, then insert the fibers as shown below into the part of the block that is lit - we will call that the “straight” section of the block. The individual signals will be lit according to the designation below. Now insert the remaining 3 fibers into the “Switched” section of the block that is lit.

Fiber Insertion Chart



	A Signal In	B Signal Out	C Signal Switched
Straight	Green	Green	Red
Switched	Red	Red	Green

