

M7 Locomotive IMPORTANT INSTRUCTIONS Please read BEFORE using this model

UNPACKING & HANDLING YOUR LOCOMOTIVE:

Your model contains delicate precision parts. Please handle accordingly.

Removing your model from its case: Use the two 'ears' found at each end of the inner plastic clamshell, to remove the model along with its foam packing. When removing from clamshell or foam, always do so above a soft surface to prevent damage if dropped. Alway lift the locomotive as a single unit. Please, take special care not to grip or crush the delicate steam valve gear and motion parts fitted to the locomotive wheels whilst handling.

YOUR MODEL NEEDS LIGHT LUBRICATION AFTER EVERY 50 HOURS RUNNING:

An extremely light application of plastic safe * oil, such as Dapoil or Locolube before running in your model is required, followed by maintenance oiling after every 50 hours of running time. (Storage in hot environments may require more frequent applications). Please be aware that over-oiling the wheel bearings will interfere with the electrical pickup of your model. Therefore, we recommend you use a very fine artist's paintbrush to apply only the tiniest amount of lubricating oil precisely between the bearing surfaces, as follows:

- Place a droplet of plastic safe oil onto a hard, non-absorbent, surface;
- Use a very fine pointed paintbrush to transfer a very small amount of oil, precisely, onto the bearings at the points indicated in the diagram overleaf. (The oil should not be painted on but, rather, capillary action should be used to draw the tiniest amount of oil out of the tip of the brush into the bearing.)
- Dry the paintbrush by blotting with absorbent paper, such as kitchen towel;
- Re-apply the dry paintbrush onto the oiled bearing, to 'wick away' any excess oil. Repeat steps 3 and 4 until the only remaining oil is an extremely fine (almost invisible) coating at the precise point where the two components rub together.

Please keep oils and lubricants away from the Motor and electronic circuitry located inside the body. The motor is of advanced self-lubrication design, 'sealed-for-life', and lubricants may damage the delicate circuitry. Also, be aware that N gauge track should never be laid directly onto carpet, as dust and fibres will become entangled in your locomotive's finely detailed mechanisms.

*Your model supplier can advise on the best 'plastic safe' oils and lubricants available in your country.

'RUNNING IN 'YOUR LOCMOTIVE

You will obtain quieter and smoother performance from your Dapol locomotive if you invest a little time 'running in' the motor and the motion parts. We recommend that you begin the 'running in' period by operating the locomotive on its own, at a moderate speed, for a period of at least half an hour in each direction. (The complete 'settling in' process often continues beyond the initial 'running in' period, and you will notice that the locomotive gradually runs quieter and smoother over several weeks of normal coach/wagon hauling operation.)

ACCESSORY PARTS:

Additional detail parts are supplied in plastic bags within the outer case & fitted as follows:

• Couplings can be removed or supplied alternatives fitted by simply pulling the existing Rapido type away from the locomotive. Alternatives simply push fit.

Please note that the following parts may interfere if a coupling is fitted.

• Dummy Screw Coupling: This is clipped into the hook already placed on

the buffer beam.



WARRANTY:

Please refer to separately provided warranty paperwork for details.

EUROPEAN REGULATIONS:

Dapol products conform to WEEE and RoHS requirements. If you have a need to dispose of any electrical part, please do so correctly.



Oiling points for gears before test running



Installation For DCC Conversion (Optional)



- After removing the Coal Load, lift the blanking chip up as shown.
- De-solder the four wires from the blanking chip.
- Solder the four wires of the decoder black to left pick-up, red to right pick-up, grey to left side of motor, orange to right side of motor.
- Test direction of travel at this point, and swap the orange and grey around if it is wrong.