

C007

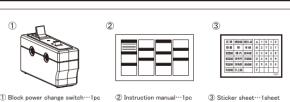
BLOCK POWER CHANGE SWITCH

eeder cable (A008) and insulated rail joiner (A013) is not included in this package. Sold separatel

Thank you for purchasing this Rokuhan product.

Please read this instruction manual and the package carefully before use.

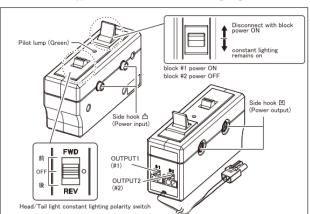
- ●Please connect this product to ROKUHAN controller only. It may not work correctly or cause a breakdown if another brand of controller is used.
- ●Do not switch the car as it may cause a short circuit if it straddles the A013 insulated joiner
- ●Use this product in dry dust free locations, away from sources of heat to avoid breakdown.
- Disassembling and modification could cause failure of this device.



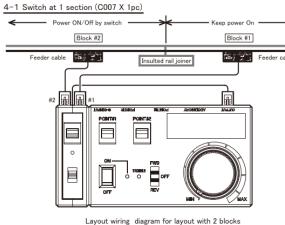
3. About BLOCK POWER CHANGES SWITCH

Block Track DC power polarity, can be changed when insulated by A013 insulated

All cars can be stopped in each section with constant lighting "ON"



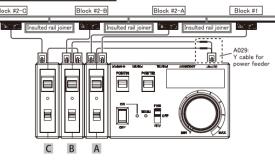
4. How to connect and wire



block #1 Main section keep power ON for loco block #2 Power for loco changeable by switch

*Please use A013 insulated rail joiner sold separately.

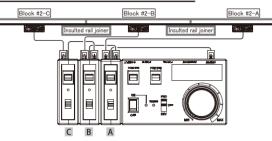
4-2 Extension diagram of 4-1 layout



You can create multiple blocks #2 in layout with one block #1 Each block with its own power on/off and constant lighting on using additional C007 block controllers. Please use A029 Y cable for power feeder

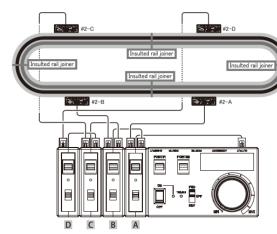
*Please use A029 Y cable for power feeder

4-3 For example (4 separated blocks in one oval layout)

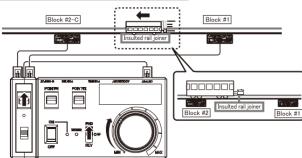


Create 4 separate #2 blocks in one oval layout and control them individually. You can operate 4 motor cars run or stop individually.

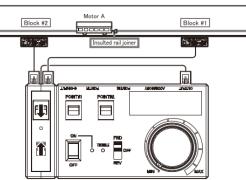
* All 4 blocks must be insulated with A013 insulator. And all feeder cables installed from the same side of the track.



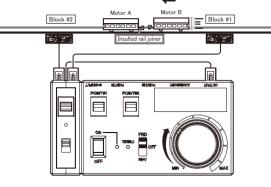
5-1 Couple two motors together at block boundary



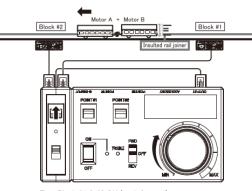
Use 4-1 layout and connect 2 motor cars. Blocks #1 & #2 power switch on (push forward) Run motor A into block #2, and stop with coupler over block boundary (A013 block insulator). Confirm Motor #1 not touching Track in block#1.
Run motor B up to Motor A and couple them together. Block #1 & #2 power on (push forward).



Head/Tail light, can be changed by changing C007 Head/Tail light switch.

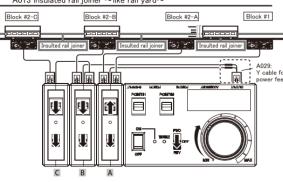


Operate motor B and connect with motor B.



Turn Block #1 & #2 ON (push forward). Motors A and B run in same direction by throttle control.

5-2 Can control 2 or more motor cars independently separate block #2 with A013 insulated rail joiner ~like rail yard~



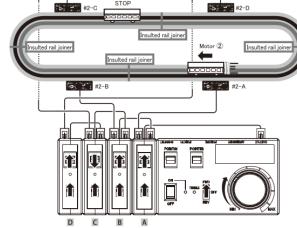
Connect all wiring as shown in figure 4-2.

Place one motor car in each block. They can be controlled individually (run

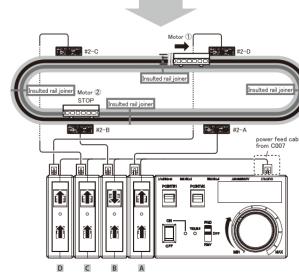
Explanation for above Fig. one motor car located at #2-A goes in #1

Locate a motor car at #2-B and another motor car at #2-C control stop run individually and keep constant light on

5-3 2 or more motor cars, can be operated individually in each block.



Install cable wire according to layout in figure 4-3. Use wiring and layout of figure 5-3. Turn power switch on C007 (C) pull back. Keep power switch of C007 (A) push forward. Then operate ② motor car by controller.



Multiple cars can be controlled individually on a single track layout.

Circuit breakers included in all ROKUHAN controllers If green pilot lamp turns to RED then turn off electrical power. The red light indicates a short circuit, or high current condition. Please turn off all of power switches and then remove source of short circuit.

Turn back dial throttle at MIN. position then turn power switch ON again, to reset circuit

7. Constant lightning mode

●The car may move slightly when switching power.

Lights may be off due to number of cars, switches on the layout.

- ■The user is responsible for any trouble, accident or injury caused by misuse, disassembling or modification to this product. Rokuhan will not repair a product which has been opened, taken apart or modified.
- Specification and apparame of our products are subject to change without prior notice.

 Contact Rokuhan customer service if you have any query.

