

Getting started with Wireless Remote

This document provides instructions on how to operate the Wireless Remote.

Note: The Wireless Remote requires 2 AA batteries (Not Included)



Top View of Wireless Remote:

To power on the device flip the power switch to the right (ON) position.

To the left of the power switch is the channel selection switch.

From left to right the channels are as follows: 1 2 3 4.

Front View of Wireless Remote:

Direction LED's Indicate the Status of the Train Track.

Knob controls direction and speed of your Track.

1-6 buttons play six different sounds on the Audio Board.

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Batteries:

Begin by installing two AA Batteries.

1. Remove protective sleeve, back battery cover and insert the batteries as shown below.



2. Add the cover and protective sleeve.

Playing Audio

Flip the channel selection switches to the desired position. In this case we will set the Wireless remote and Audio Board both to channel 1.

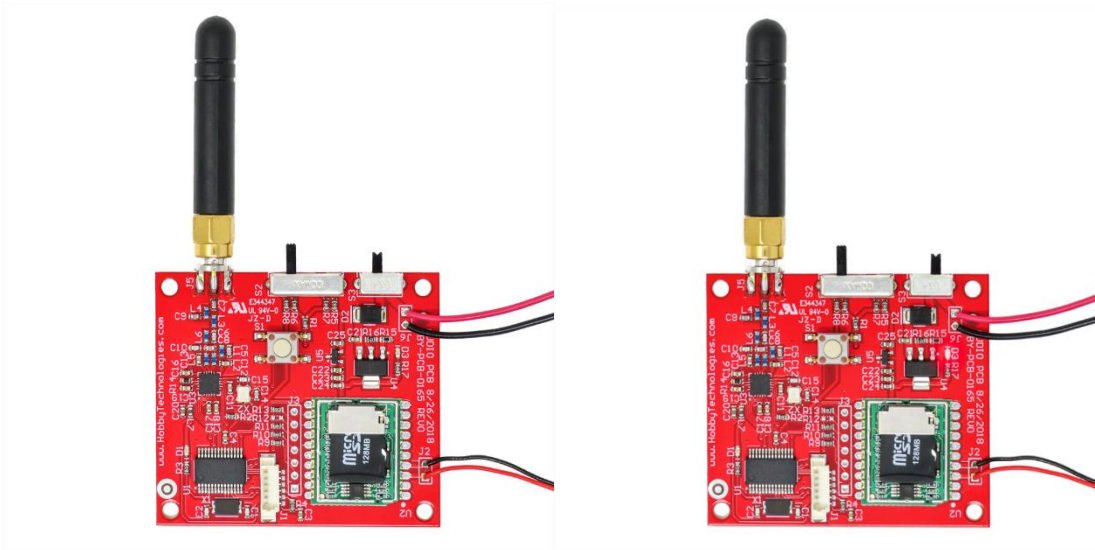
Note: The Wireless Remote and Audio Board must be on the same channel for the sounds to play.

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Turn on the Wireless Remote by flipping the power switch to the ON position, you will notice the **Red LED** turn on.



Turn on the audio board by flipping the power switch, you will notice **D3 LED** turn red.



Press the buttons 1-6 on the Wireless Remote and play the six different sounds stored on the audio board.

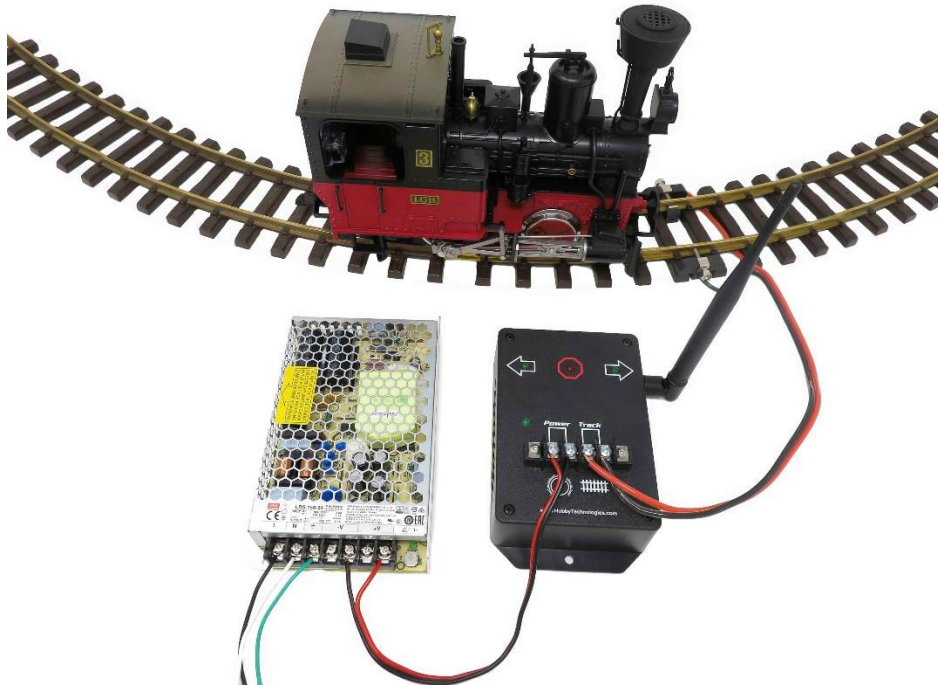
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Controlling the Train Track

The Wireless Remote can control up to four different train tracks simultaneously.

1. Set up your Tracks.

For detailed instructions please review the **Connecting the Track Power receiver** document.



Track Power Receiver:

We will now check the channel that the receiver is set to. To do this we must make sure that the **Wireless Remote is off**. The default channel on the receiver is 1.

Note: If the Wireless Remote is on when you power the Track Power Receiver, the receiver will automatically connect to the remote and it will not display what channel it is set to.

Power on the receiver and notice the green LED next to "power" will turn on to indicate the Receiver has enough current to work properly. We now must wait 10 Seconds and the Red LED will start blinking.

The Red LED will blink in the following patterns:

Number of blinks	Channel Receiver is set to:
1	1
2	2
3	3
4	4

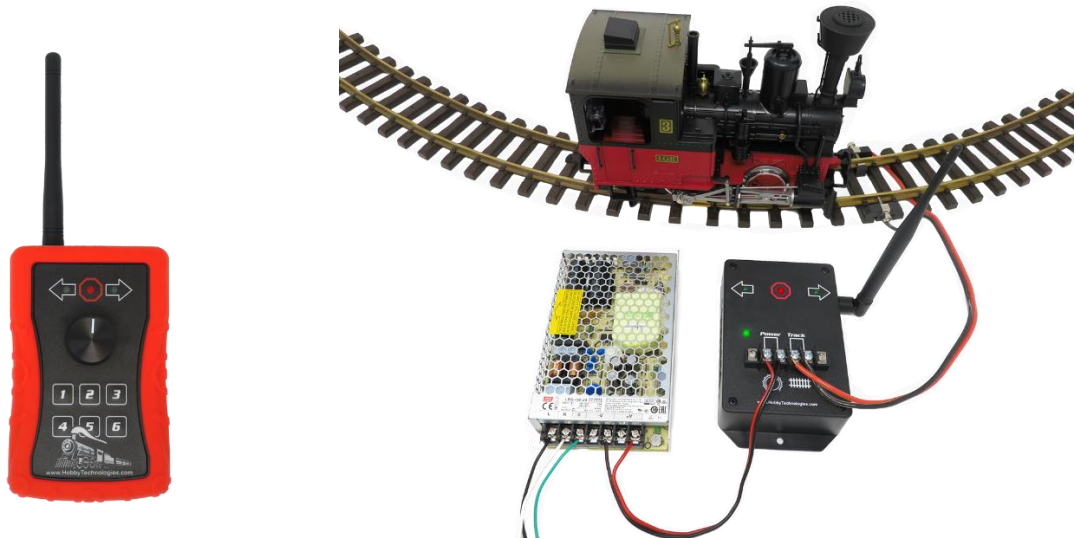
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Note: the LED will blink then turn off then blink again in a loop so that you can easily identify the channel the receiver is set to.

Now that we have Identified what channel the receiver is set to it is time to turn on the Wireless Remote. Flip the channel on the remote and turn on. You are now ready to start controlling your track.

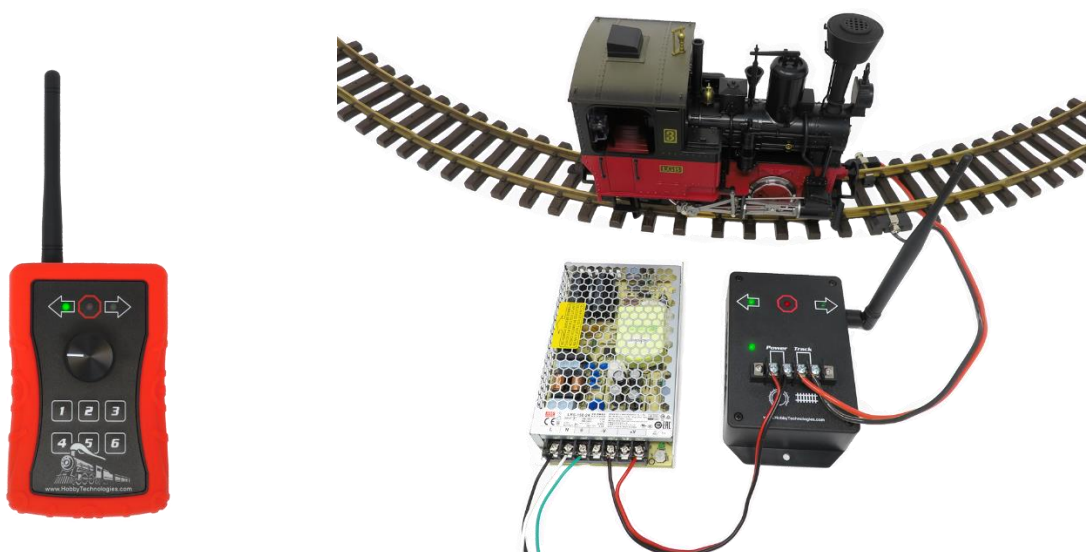
Controlling your track

When the white marker of the knob on the remote is vertical, the track is at a stop stage. The red led on the remote and receiver will be on as shown below.



Turning the knob to the left will begin moving the train counterclockwise. The green LED on the left arrow of the remote and receiver will turn on and the red will turn off as shown below.

Note: The Speed of the train will increase as you turn the knob!



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Turning the knob to the right will begin moving the train clockwise. The green LED on the right arrow of the remote and receiver will turn on and the left will turn off.

To stop the train simply bring the white marker on knob to the center until the Red LED turns on.