Activating Sound Options

If input is momentarily activated sound scenario will play 1 time and turn off.

If input is momentarily activated during play, sound scenario will turn off.

If input is continuously activated sound scenario will play continuous looping and when turned off, it will play until end of scenario.

Some soldering to switches and speaker will be required. We recommend using 22 to 24 gauge solid insulated wire if possible. If you have to use stranded wire, you should twist and tin the wire ends. A good inexpensive source or wire is at: www.jameco.com Also if you are not knowledgeable how to solder, we recommend you watch some youtube videos at www.youtube.com if you have access to the internet. There are many to choose from to help you learn to correctly solder.

Use caution when handling bare electronic circuits. Micro circuitry can be damaged by ESD. ESD means Electro Static Discharge. This is what occurs when you walk across a carpet, touch a piece of metal and get a shock. Before touching the circuit board, you should touch something that is grounded to discharge any static electricity you may be storing.

For outdoor use, circuit board should be protected from the elements. You can seal them in boxes, zip lock bags, and placed in buildings. Avoid exposure to moisture. Avoid using double back tape as it could cause static electricity. Each module requires its own speaker. If you use 2 speakers, they must be in series.

Specifications: Input power requirements: 9 to 16 volts AC or DC, or DCC track voltage
Consumes approximately 100 milliamps.
Sound activation: Normally open pushbutton switch, or toggle switch, or magnetic reed switch (with magnet under train), or open collector transistor, or DCC decoder or any isolated switch closure such as a relay. Also continuous looping operation with jumper wire, and switching power on and off.
Maximum scenario time on module: 60 seconds.
Audio amplifier output into 8 ohm speaker: 1 Watt max. For best speaker performance, speakers should be in some sort of baffle to bring out lower frequency sounds. It can be as simple as placing it in a small building, or even a small cardboard box with holes for the sound to come out, or, just use your imagination & experiment. Can be used with external power amplifier for special requirements such as Live Diesel & Steam.