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Reversing Track with a Turnaround Loop, Manual Turnout.

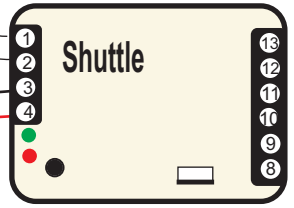
Train goes around the loop the same direction each time.

Parts Required:

Shuttle, diode version:	1
YardMaster	1
Train Sensor	1
Track isolators:	4
Diode Isolator:	1

To DC Track terminals of power pack. Change direction if Shuttle does not wake up.

Track connections must be ***EXACTLY*** as shown. A mis-wire could cause a short circuit.



These wires attach to the straight track. Either rail.

To track power or accessories power. No polarity

To DC Track terminals of power pack. Swap if the train goes backwards. The loop is “hard wired” to the transformer.

Isolator with diode attached

Decelerate and Pause

Accelerate

Manual Turnout. Set as needed.

4 track Isolators. Note which side to connect wires.

“Alternate sensor” is placed anywhere inside the loop.

Notes:.
- Mount a magnet on the engine to trigger the sensor.
- The center section and loop can be as long as desired.

Connections and operations:

YardMaster pin 1 and 2 connect to the train sensor placed somewhere in the loop. A train magnet will trigger the sensor.
YardMaster pins 3 and 4 connect to the straight track rails, no polarity.
YardMaster pins 5 and 6 connect to either the accessories output or the track power if the voltage is > 10.
Shuttle pins 1 and 2 connect to the transformer DC track terminals. Reverse the direction if the Shuttle LEDs do not come on.
Shuttle pins 3 and 4 connect to the YardMaster as shown. Pin 3 connects to YM pins 18 and 19. Pin 4 connects to YM pins 17 and 20.
Isolators are placed on the turnout as shown and wires are attached to the isolators for easy connections. There are many other ways to attach wires to the rails.
A diode is placed across an isolator on the straight section. The engine will stop when all wheels travel past the isolator.
FIRST TIME START UP: Place engine on the straight section, NOT in the loop. Power down resumes previous operations unless the train is moved.