

Qdecoder

Prog
Signal

Quick start guide Using the Programming Button

These instructions are valid for
Qdecoder with *Signal add-on*

- Ex works a **Qdecoder** with *Signal add-on* is configured for two aspect signals (red/green) with the (DCC) accessory addresses 1 to 4.
- The decoder automatically switches over to Märklin/Motorola, if it detects a Märklin/Motorola programming command or if CV57 is set to value "2".

Contrary to "normal" **Qdecoder**, the outputs of **Qdecoder with *Signal add-on*** can be configured individually with the programming button.

Programming **Signal Decoder** Step-by-step

1. Connect the signals to the decoder. This simplifies the configuration sequence.

⚠ Turnouts and motors that are not suitable for continuous current flow may not yet be wired to the decoder. They could suffer from overload during the configuration.

2. Press the programming button “Prog” of the decoder and keep it down for about one second until the LED flashes once between longer pauses. Release the button again. The decoder has now switched over from normal operating mode to the “Programming mode”. Subject to the mode currently set, the lamps of the first signal will be turned on.

Not all signal lamps must be turned on prior to setting the correct mode.

If mode 0 is set for the outputs then no output will be activated.

If a mode has been entered for an output causing the output or the outputs to flash then they will actually start flashing.

If a mode has been entered for an output causing the output or the outputs to pulse mode (e.g. for turnout drives), then the outputs remain inactive in order to avoid a possible overload of the connected turnout drives.

3. Send a command with your command station for programming the type of signal respectively the switch mode.

The connected signal is activated with a ■ switch command. The mode is set with the address of the switch command.

Send the switch command “19 ■” if you wish to control a three aspect signal connected to **A0** through **A2** with mode 19. Once the correct mode has been set all signal lamps must light up (or flash).

4. Next send a command for programming the accessory address.

The address of the signal is programmed with a ■ switch command. The address of the command is used as signal address.

Send the switch command “108 ■” in order to program the signal connected to **A0** through **A2** to the address 108.

The reception of the command is not visibly confirmed by the decoder. You can only check the signal aspects once you have completed the configuration.

5. Press the programming button briefly. Then the signal can be configured. The LED indicates the function output to be programmed by the number of flashes:

- One flash: the next signal configured will be set starting from **A0**.
- 8 flashes: the signal starts with **A7**.
- 8 + 2 flashes: the signal starts with **A9**.

For easier counting there is a longer pause after 8 flashes. Nevertheless this pause is still shorter than the pause at the end of the flashes.

- 8 + 7 flashes: the signal starts as from **A14**.

In the example above with mode 19 on **A0** the configuration of **A3** and the following outputs (mode 19 on **A0** utilising **A0** through **A2**) can be accomplished by a short press of the programming button.

The LED flashes three times every time. Since in default mode no signal will start on **A3** (because the green lamp of the signal is wired to **A2** / **A3**), the signal lamps of the next signal will remain dark for the time being.

As an example we will configure the outputs **A3** through **A7** as a main signal with stop signal (mode 63) with the address 110. Send the switch commands “63 ■” and “110 ■”. The main signal and stop signal must now be completely lit.

6. With each press of the programming button the configuration is continued for the next signal.
7. After configuring all function outputs and having pressed the programming button briefly, the decoder changes over into normal operating mode. The LED extinguishes.
8. Please check the configuration at that stage by setting all possible signal aspects. If the result is different to what you wanted repeat the programming process. In that case you only have to change the incorrect configuration. All other configurations remain intact.

Accessory addresses in “Lokmaus” systems

Attention: The “Loco mouse” and the “Multi mouse” by ROCO as well as some Lenz command stations transmit accessory addresses reduced by the value of 4. If the address displayed at the command station is “5” then the address “1” will be transmitted to the decoder.

The different method of addressing is immaterial for the process of programming since the address of the switch command and the programming command are identical.

When programming the signal modes it is necessary to take into account the offset. Otherwise the decoder is set for the wrong signal.