

Welcome

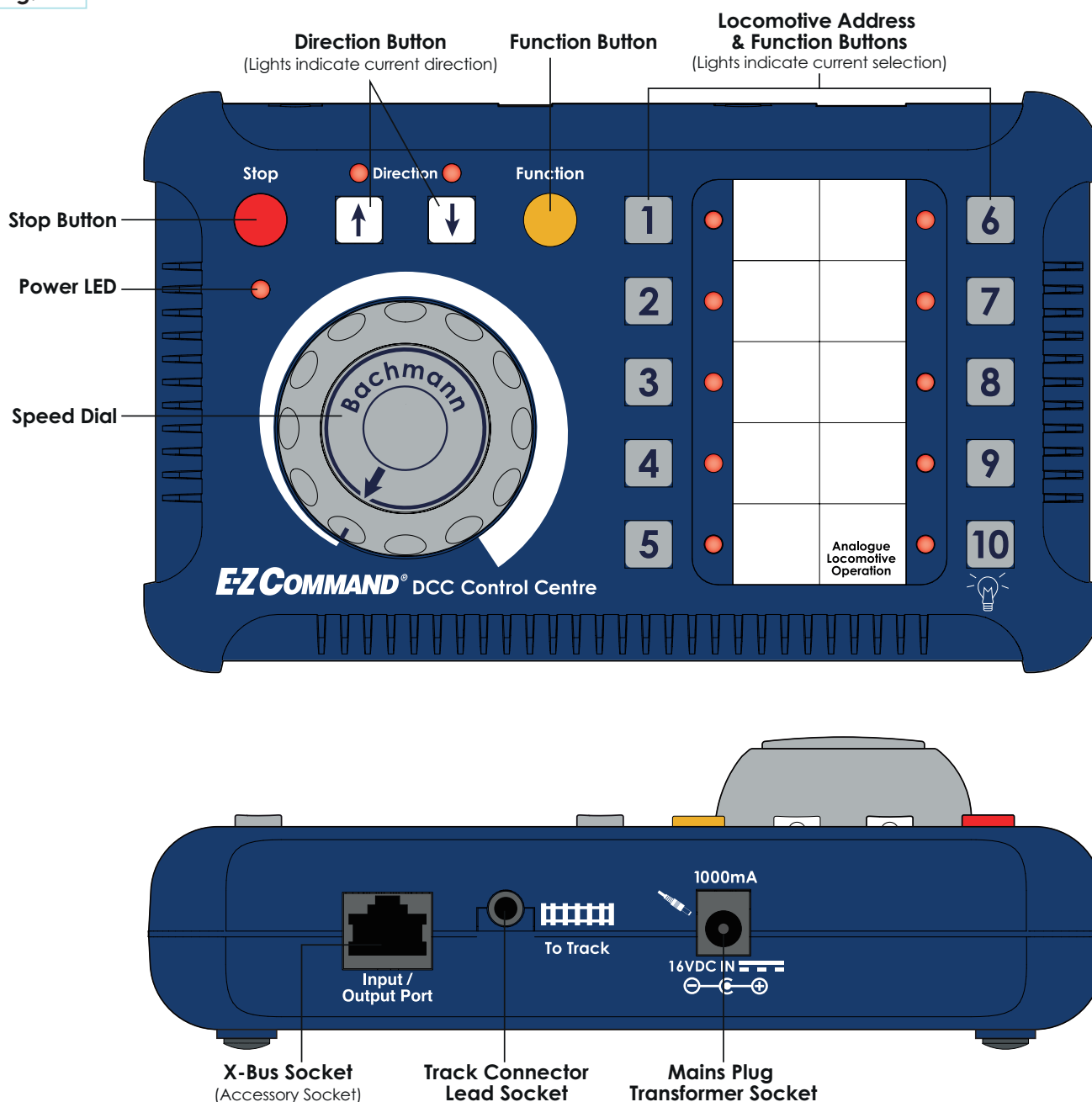
Thank you for purchasing a **Bachmann E-Z COMMAND DCC Control Centre**. In the following pages we will explain how to get the best from your **E-Z COMMAND DCC Control Centre** so that you can enjoy the total freedom of running your model railway using Digital Command Control (DCC).

1. Contents

- **E-Z COMMAND** DCC Control Centre Unit
- Mains Plug Power Transformer
- Track Power Clip
- Connector Lead for Power Clip
- Connector Lead with Plain End (for use with alternative track wiring methods)
- Spare Address Labels

2. E-Z Command Control Centre - The Unit

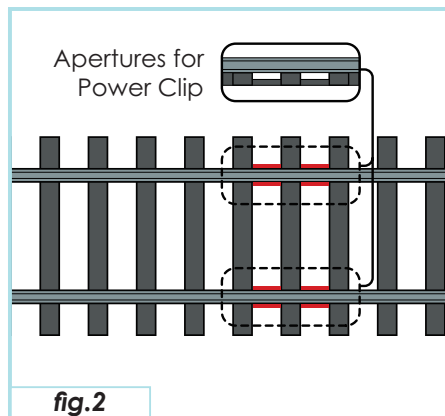
fig.1



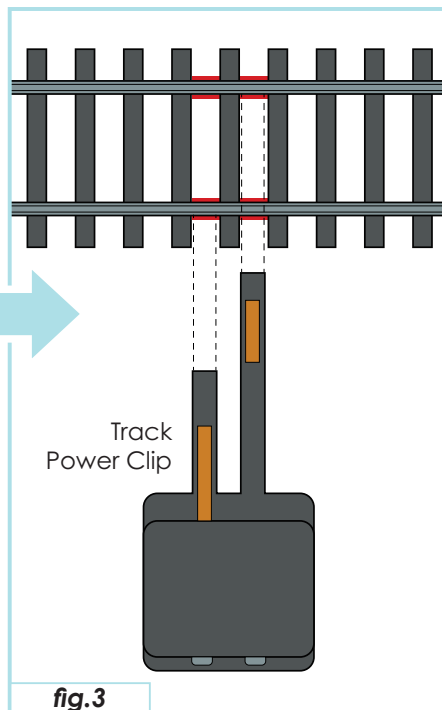
3. Setting Up

1. Connect the Track Power Clip to the track.

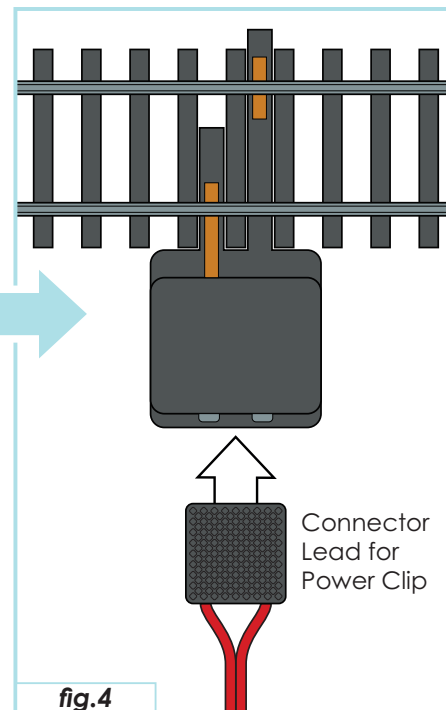
- Most pieces of track will have two apertures in the plastic beneath the rails between the sleepers. These apertures accommodate the forks of the Track Power Clip. Thread the forks of the Power Clip into these apertures until the body of the clip touches the track sleepers. (figs.2, 3 & 4)



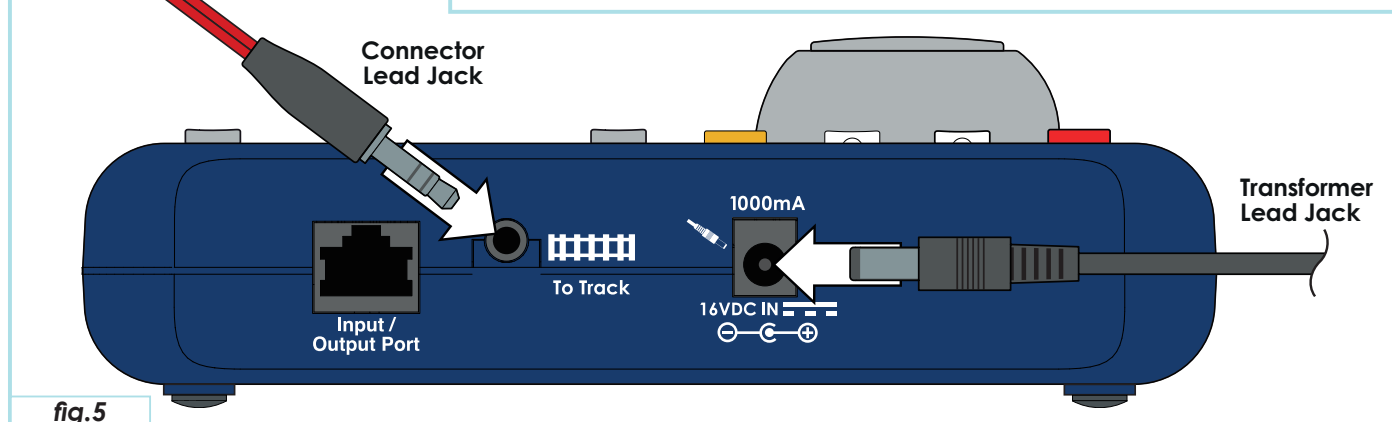
2. Plug the Connector Lead with Socket into the Track Power Clip. (fig.4)



3. Plug the other end of the Connector Lead into the Train Controller. (fig.5)

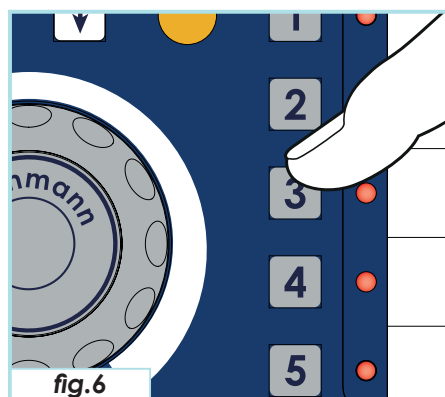


4. Plug the Transformer Lead into the Controller, check that the Speed Control Dial is turned down and then plug into the mains socket. (fig.5)

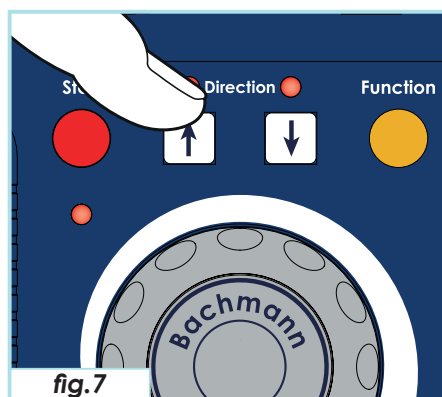


4. Basic Operation

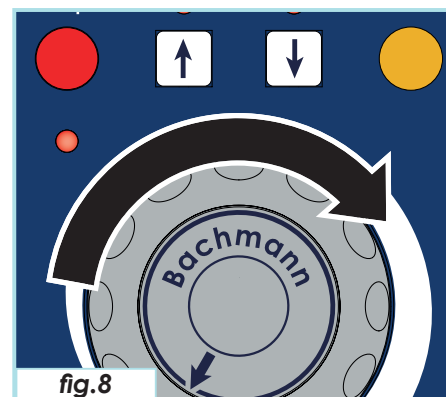
Once your controller is set up, running a digital locomotive with **E-Z COMMAND** is as simple as 1 - 2 - 3.



1. Select a locomotive address.



2. Select the direction of travel.

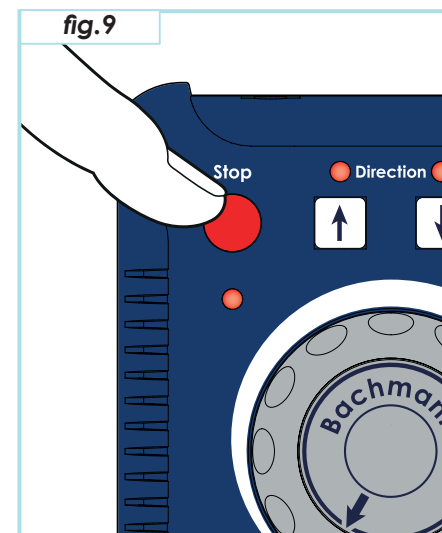


3. ...and Turn the dial!

Please note:

- If you are connecting your **E-Z COMMAND** DCC Control Centre to an existing layout please ensure that all other Controllers have been removed first.
- Section/Isolation switches fitted to the layout will need to be in the 'On' position so the entire layout is 'live'.
- Your Bachmann Controller is fitted with a short circuit and overload protector. If your controller has cut out; disconnect the power supply, check and rectify any possible cause of short circuit and wait 15 minutes before reconnecting the power supply and recommencing operation.

5. EMERGENCY STOP!



As DCC systems allow you to run trains in different directions and at different speeds at the same time you will need to take care not to cause an accident! If at any time you need to cut the power to the track, press the Stop button.

When the Stop button is pressed a second time the locomotives will resume at the speed and direction allocated to them before the Stop button was pressed.

You can also send preventative digital commands (e.g. changing speed or direction) to your locomotives while they are in Emergency Stop mode. Once the appropriate commands have been entered, press the Stop button again to resume operation.

Should a collision occur, simply press the Stop button. Clear locomotives and rolling stock as needed and place them back on the track. Press the Stop button a second time to resume operation.

6. Setting a Locomotive Address

Your E-Z Command Control Centre features ten programmable addresses: 1-9 are for use with DCC decoder fitted locomotives and address 10 is reserved for a non-DCC fitted model. Most DCC Decoders have a default address of 3. To change the Locomotive Address please do the following:

- Remove all locomotives from your track (you can use a separate piece of track to your layout so long as it's connected to your **E-Z COMMAND** DCC Control Centre).
- Place the locomotive of your choice on the track.
- Select the locomotive's current address. Run the model and then bring it to a standstill.
- Press and hold the **Address button** (currently allocated to the model), then press the **Stop button** and release both buttons simultaneously - the **Power LED** will flash quickly.
- Press the desired **Address button** for the locomotive - the locomotive moves to indicate acceptance and the **Power LED** flashes slowly.
- Press **Stop**.

If you don't know the current address of your model please do the following:

- Without any locomotives on your track, press and hold **any Address button**, then press the **Stop button** and release both buttons simultaneously - the **Power LED** will flash quickly.
- Place your locomotive on the track.
- Press the desired **Address button** for the locomotive - the locomotive moves to indicate acceptance and the **Power LED** flashes slowly.
- Press **Stop**.

7. Programming Direction

On digitally-operated layouts the running direction is relative to the locomotive, whereas on a DC (analogue) operated layout it's relative to the track. The 'Forwards' direction of your locomotives can be changed to suit your preference.

- Press the locomotive's **Address button** and run the model for a short distance to activate.
- Press and hold the **Address button**, then press the **Stop button** and release both buttons simultaneously - the **Power LED** will flash quickly.
- Press the **direction button** that you want assigned to 'Forward' running.
- Press the locomotive's **Address button**.
- Press **Stop**.

Your locomotive's 'Forwards' direction will now be set.

8. Using Functions - Lights, Sounds & Actions

To use the Lights, Sounds and other Mechanical functions available with DCC fitted products, please follow the instructions below. A list of these decoder functions should have been supplied with your decoder or DCC-fitted locomotive.

- Ensure you have selected the correct locomotive address.
- Press the yellow **Function button**. The LED next to your selected locomotive address button will begin to flash to indicate it's in Function Mode. (You will still be able to control the speed and direction of the active locomotive)
- **F1 - F8** will now control the Lights, Sounds and other Mechanical functions available on your locomotive's decoder.
- **F10** controls the directional lighting function on your locomotive.
- When a function is activated the light beside each F button will turn on indicating its use, press the F button again to end or reset your function.
- To exit Function Mode press the yellow **Function button**.

9. Multiple Train Operations

Running multiple trains on a DCC system is one of the main benefits of DCC operation. Trains can be run in different directions and at different speeds at the same time. Take care however, as this may result in a nasty accident involving some of your favourite models!

To run multiple trains on your layout you must first ensure that your locomotives have different addresses. If you're unsure or don't know, then please refer to section 6 'Setting a Locomotive Address'.

In this example we have two locomotives which are set to addresses 1 & 2. Whilst running locomotive 1 you may want to change control to locomotive 2. Simply press the address 2 button and the LED light next to the address 2 button will turn on to indicate it's selection. Turn the Speed Dial to activate locomotive number 2. The previously selected locomotive (1) will stay running at the same speed and direction as previously instructed and will do so until re-selected.

'Double Heading' is possible by allocating the same address to two locomotives. When one engine is running forwards and the other in reverse (example: BR Class 20 Diesels in 'nose to nose' arrangement) one engine must be set in reverse, as explained previously in section 7 'Programming Direction'.

Please note: The limit of multiple train operation is the amount of power available to the track. The mains plug power unit has a maximum output of 1amp which is usually enough power to operate two trains simultaneously. To allow control of more trains you will need to increase the power supply to your layout. This can be achieved with the **E-Z COMMAND 5-Amp Power Booster (36-520)** which is available from your local Bachmann retailer.

10. Wiring Your DCC Layout - Going live

With Digitally controlled layouts it's preferable to have all the track on the layout live. This means there is a constant current running through all parts of the layout all of the time, as opposed to a DC (analogue) layout where you control the electrical current to the layout which dictates the speed to your locomotive.

We suggest the use of **Non-isolating points** for DCC operated layouts. These allow the electrical current to flow through all parts of the track all of the time. Traditional model track points are electrically isolating which means the points conduct the electrical current in the same direction of the point's switch - one track is live while the other is dead (isolated).

11. Digital & Analogue?

E-Z Command allows you to control up to nine digital locomotives independently and will also accommodate your favourite non-digital DC locomotives (without DCC decoders). However, only one DC locomotive can be run at any one time and only on address button 10.

To operate a DC locomotive through your E-Z Command system, place your non-digital locomotive on the track. Next, press address button number 10 to activate the DC locomotive and begin operation.

Please note:

- Do not run an N scale DC locomotive (without decoder) on a DCC system as it may result in damage to the model.
- When operating a DC locomotive on address 10 be sure to monitor it closely. Some DC motors are subject to overheating and damage when operating for long periods of time on DCC systems.

12. Do's and Don'ts

- Never connect any other controller to the same section of track at the same time as an **E-Z COMMAND** controller. Separate 'power districts' can be created using separate controllers, but the sections of track they control must be double isolated so that no train can bridge the join between sections.

- Never use an electronic track cleaner with your **E-Z COMMAND** controller.

- DC locomotives can be run with **E-Z COMMAND** under address 10. As there is a constant AC current on the track we recommend that you don't leave a DC locomotive stationary on the layout for extended periods. A hum will be heard from locos not fitted with decoders under DCC control. Any lights will be lit and are not controllable in DCC mode.

- Only plug a Bachmann **E-Z COMMAND** device, or other device specifically approved by Bachmann, into the input / output port. Other devices may have the same connector but are not necessarily compatible.

- Bachmann **E-Z COMMAND** will work with any DCC standard locomotive decoder. However, only 'third generation' decoders support 'Programming on the Main' that is required for the programming by **E-Z COMMAND**. Check with your decoder instructions and remove any locomotive that does not have an appropriate decoder from the track during programming.

- Only use the Bachmann supplied wall transformer with **E-Z COMMAND**.

- No capacitor must be connected across the running tracks (sometimes used for TV interference suppression).

- Do not use Power Clips, or track accessories, that have capacitors fitted. Please check the manufacturer's instructions.

13. Replacement Parts

Track power clips (36-602) and Connector Leads (36-611) are available as spares from your local Bachmann retailer.

14. Safety Advice

- Not suitable for persons under the age of 14 years.
- Remove Transformer from the mains socket when not in use.
- **DO NOT USE** if the transformer wires have been broken or damaged.
- For repair advice contact Bachmann Service Department by email on **service@bachmann-europe.co.uk** or by phone **01455 245575**.
- Suitable for indoor use only.

15. Product Warranty

This product has a Warranty for 12 months from the date of purchase against faulty materials or workmanship subject to the following conditions. During this period such defects that occur will be repaired or defective parts replaced free of charge.

1. This Warranty applies only if the item was purchased from an authorised retailer of Bachmann Europe plc ('Bachmann') within the European Union / EEA. This Warranty does not confer any rights other than those expressly set out above and does not cover any claims for consequential loss or damage. The Warranty is offered as an additional benefit and does not affect your statutory rights as a consumer.

2. For claims under this Warranty, in the first instance the product must be returned to the retailer with evidence of the purchase date in the form of retailer receipt/invoice accompanied by a letter or Service Request form setting out the date and place of purchase, giving a brief explanation of the problem that has led to the claim. It is essential that the claim reach the retailer on or before the last day of this Warranty period. Late claims will not be considered.

3. This Warranty is only available to the original retail purchaser of this product and is non-transferable.

4. The Warranty does not extend to cover damage resulting from misuse or careless handling, accidental damage, wear and tear, or use on a voltage supply other than that stamped on the product.

5. The Warranty may be considered void if repairs have been attempted other than by Bachmann staff.

6. The Warranty is on the original product in its entirety and does not extend to individual components removed from the product.

7. If Bachmann chooses to replace a product it will be with the nearest appropriate model of its choice.

8. Bachmann's liability under this Warranty will in no case exceed the price paid for the product as originally manufactured.



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www.bachmann.co.uk



Join us at the **Bachmann Collectors Club**

The Bachmann Collectors Club is the official club for Bachmann enthusiasts. Our aim is to keep members up to date with the latest news and views from Bachmann and give them the chance to purchase and collect exclusive limited edition Bachmann Branchline and Graham Farish products.

Members also receive:

- **A quarterly *Bachmann Times* club magazine**
- **A free wagon in either OO or N scale**
- **A railway themed calendar**
- **A Branchline or Graham Farish catalogue**
- **A personalised Membership Card**
- **Monthly news, product updates and competitions via our free TrainMail e-newsletter** (email address required)

For more information either visit our website at
www.bachmann-collectorsclub.co.uk
or complete the form overleaf and send it to Bachmann Collectors Club.



Warranty Service Request

Please fill in the form overleaf to submit a Warranty Service Request.

- Ensure the form is filled out in full and a brief explanation of the problem is given.
- Proof of purchase date (preferably a receipt) is required.
- Send this form with the product direct to the retailer that you purchased the model from.

Please note: it is essential that the letter of claim reaches the retailer before the last day of this Guarantee. Late claims will not be considered.

DCC Decoders

Please note: any locomotive returned to the Service Department for attention should, if possible, have any decoder removed. If sent with a decoder fitted please reset the address to 3, service may be restricted. Bachmann Europe Plc only accept liability to the value of a standard model. This also applies to body modifications/detailing.



Bachmann Collectors Club

Membership Information Request Form

Name:

Address:

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Town/City: **Postcode:**

Email:

Please send to:

Bachmann Collectors Club
PO Box 7820,
Barwell,
Leicestershire.
LE9 8WZ
England



Warranty Service Request Form

Name:

Address:

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Town/City: **Postcode:**

Tel. No:

Email:

Retailer where purchased:

Description of Problem:

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