



Z-Stuff for Trains

making model railroading more fun

Penfield, NY

drzander@aol.com

DZ-1260 Water Tower Animator

With TMCC Compatibility

Rev. 4-28-03

Contents:

- (1) DZ-1260 Controller
- (1) DZ-1205 Sensor
- (1) DZ-1015 Speaker
- (1) White LED
- (4) Reflector Cards
- (2) Mounting screws for controller

Features:

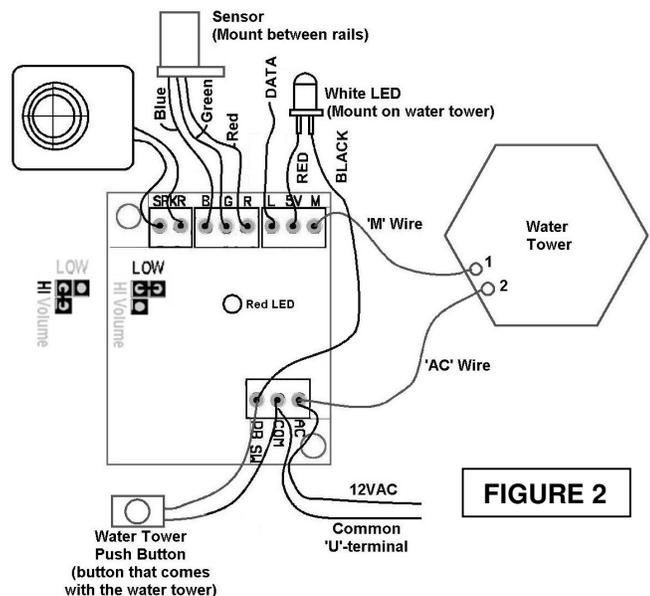
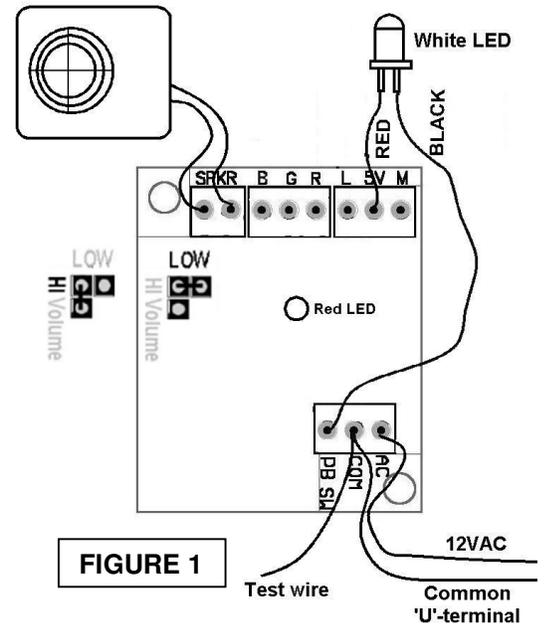
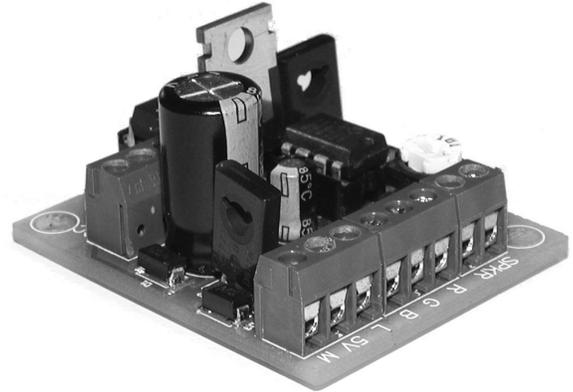
The DZ-1260 Water Tower Animator adds a little touch of fun to your layout. It adds sound and tender detection to your existing water tower. You add a white reflective card to the rear truck of the engine's tender, a sensor that mounts between the rails and a white LED that can be mounted on the water tower. When the engine stops so that the card is over the sensor and the LED lights up for 1 second, the spout is actuated with the sound of it coming down, then there's the sound of gushing water followed by the "she's full up" and the spout returning to the up position again with appropriate sounds. Manual actuation is also possible with the traditional push button. The DZ-1260 can also be operated using Lionel's CAB-1 Remote.

DZ-1260 Setup & Test:

See Figure 1 - Consider testing the setup on a bench or tabletop before installing on your layout.

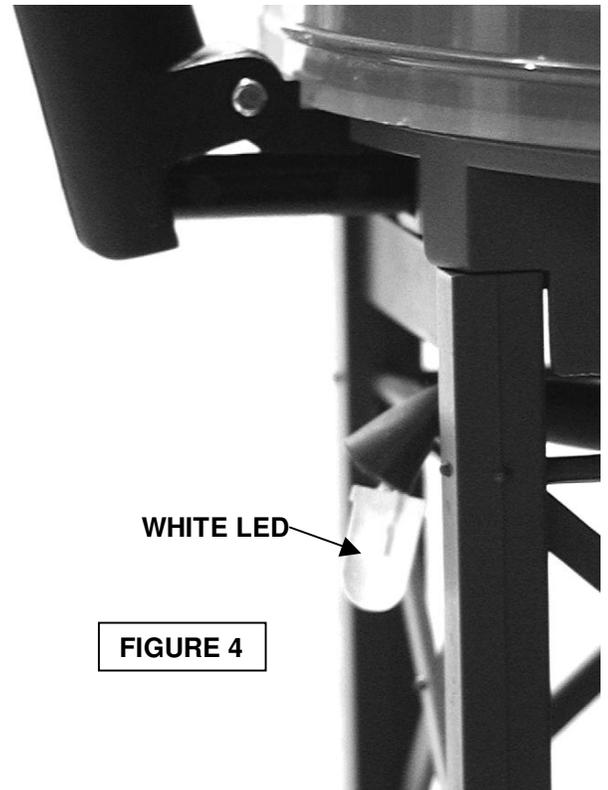
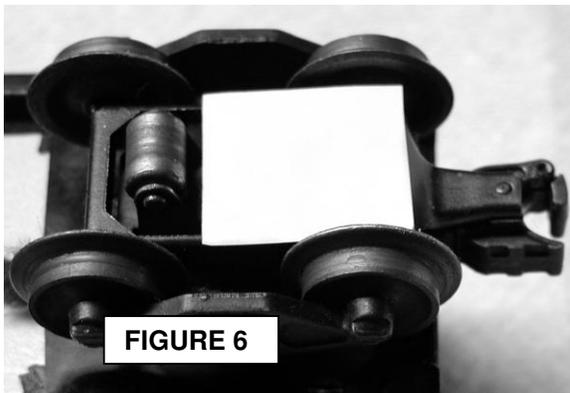
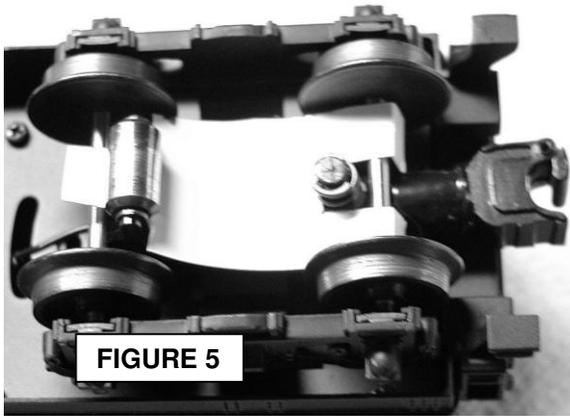
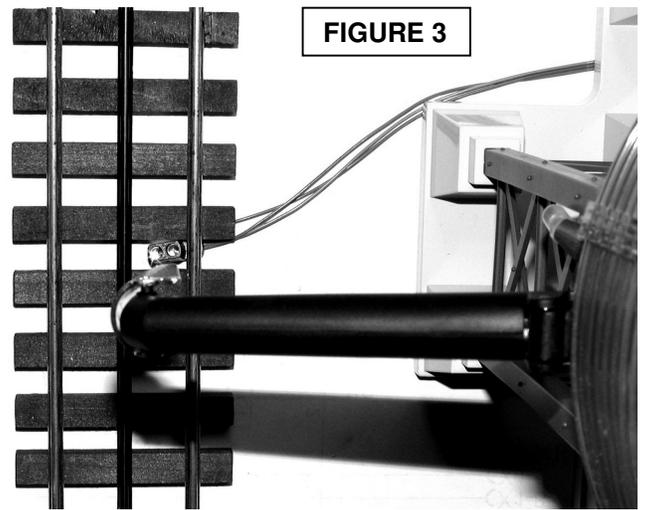
- 1) Connect a short piece of wire (TEST WIRE) to COM of the power connector.
- 2) Connect the speaker to the two terminals marked SPKR.
- 3) Connect the White LED. RED wire connects to '5V' terminal and BLACK wire connects to 'PB'.
- 4) Connect 9-12VAC to the power input and turn power **ON**. (If you are using accessory power from your trolley power transformer, the common terminal should connect to the common of the transformer.)
- 5) Take the TEST WIRE attached to COM and touch it to the 'PB SW' terminal of the connector. The Module will turn on the Red LED, the White LED and then start playing the sound of the spout going down, the sound of gushing water and then the sound of the spout going up.
- 6) Take TEST WIRE and touch it to 'B' input. Hold the connection for at least (1) sec. The WHITE LED will come on and the sounds will be played.
- 7) If the above does not work, check connections and make sure power is ON. If the test above work as expected, then turn OFF power and connect the SENSOR as shown in Figure 2.
- 8) With nothing in front of the SENSOR, the WHITE LED should be OFF. Place one of the white cards $\frac{1}{2}$ " in front of the SENSOR. The White LED should turn on immediately and, after 1second, the sounds should be played.
- 9) You can then connect your water tower and push button as shown in Figure 2. Pressing the button should cause the LEDs to turn on, the sound to play and the water tower spout to go down. If the sounds play the push button is wired correctly. If the spout goes down you are done. If the spout does NOT go down, then you need to switch the connections to terminals on terminals 1 & 2. Then, the spout should go down.
- 10) Lastly, change the VOLUME jumper to HI or LOW as desired.

This completes the "Bench Testing" of the DZ-1260. Now you are ready for installation!



Installation:

1. Mount the SENSOR between the rails as shown in Figure 3. The SENSOR should be under the end of the water tower spout when the spout is down.
2. Mount the WHITE LED somewhere that you can easily see when running your trains. Mounting it on the water tower as shown in Figure 4 is a good possibility.
3. Connect the SENSOR, WHITE LED, SPEAKER, PB Switch, and water tower as shown in Figure 2.
4. The white card can be mounted on the rear truck of the engine's tender. Figure 5 shows it mounted on a modern truck using the tabs to hold it in place. Figure 6 shows the card mounted to a older style truck using the sticky tape on the back of the card.
5. Place the tender on the track away from the water tower and SENSOR. Slowly roll the tender down the track until the WHITE LED turns on. When it turns on, stop moving the tender. After 1 second, the sound should start playing and the spout should go down. After the "She's FULL UP!" announcement, the spout should return to the UP position.



TMCC Compatibility:

The Water Tower Animator can be operated remotely from your Lionel TMCC CAB-1 controller using the accessory function. The DZ-1260 must first be connected to the command base and given an address. You need a DB-9 with a DATA wire connected to pin 2 and a COMMON wire connected to pin 5. Plug this into your Lionel Command Base computer port. The COMMON wire connects to the COM input on the DZ-1260 and the DATA wire connects to the 'D' input on the DZ-1260. Figure 7 shows these connections. Lionel 6-14191 or Z-Stuff DZ-2001 (available fall '03).

To SET Accessory ADDRESS:

1. Connect a wire from the PB input to COM.
2. Make sure the Lionel Command Base is ON and that the data cable is plugged into it. The wires from the cable should be connected to the DZ-1260.
3. Turn on power to DZ-1260. The RED LED and the WHITE LED (if it's connected) will light. The board is now ready to receive an address.

4. Using the CAB-1 remote, Press ACC button then the address you'd like for the DZ-1260, any number from 0-99. Then press AUX1. If the address is accepted by the DZ-1260, the RED LED will slowly flash. If the command is incorrect, the LED will flash and then stop. You can simply try again.
5. When the RED LED is flashing continuously, remove the wire you connected from PB input to COM. You are now ready to use the DZ-1260 with your CAB-1 remote.

To Operate using the CAB-1 Remote:

Press ACC, then the address number, and then AUX1. The RED and WHITE LEDs should turn ON, the sound should start playing and the spout should actuate.

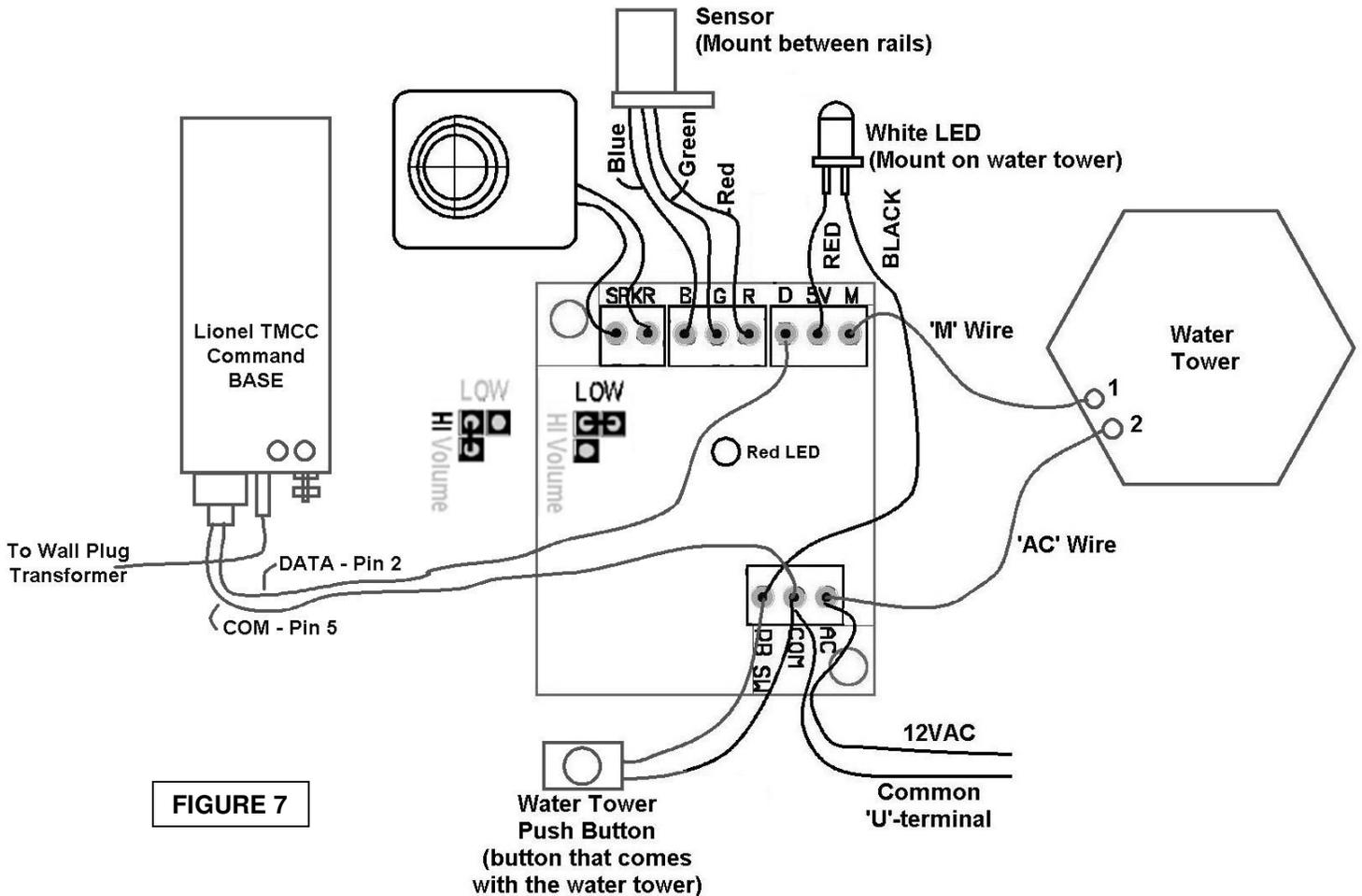


FIGURE 7

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For Technical Questions Call:

Z-Stuff for Trains 585-377-0925

For Parts and Service Contact:

GarGraves Trackage Corp. or
 8967 Ridge Road
 North Rose, NY 14516
 1-315-483-6577

Ross Custom Switches
 45 Church St.
 Norwich, Conn. 06360
 1-860-886-6800