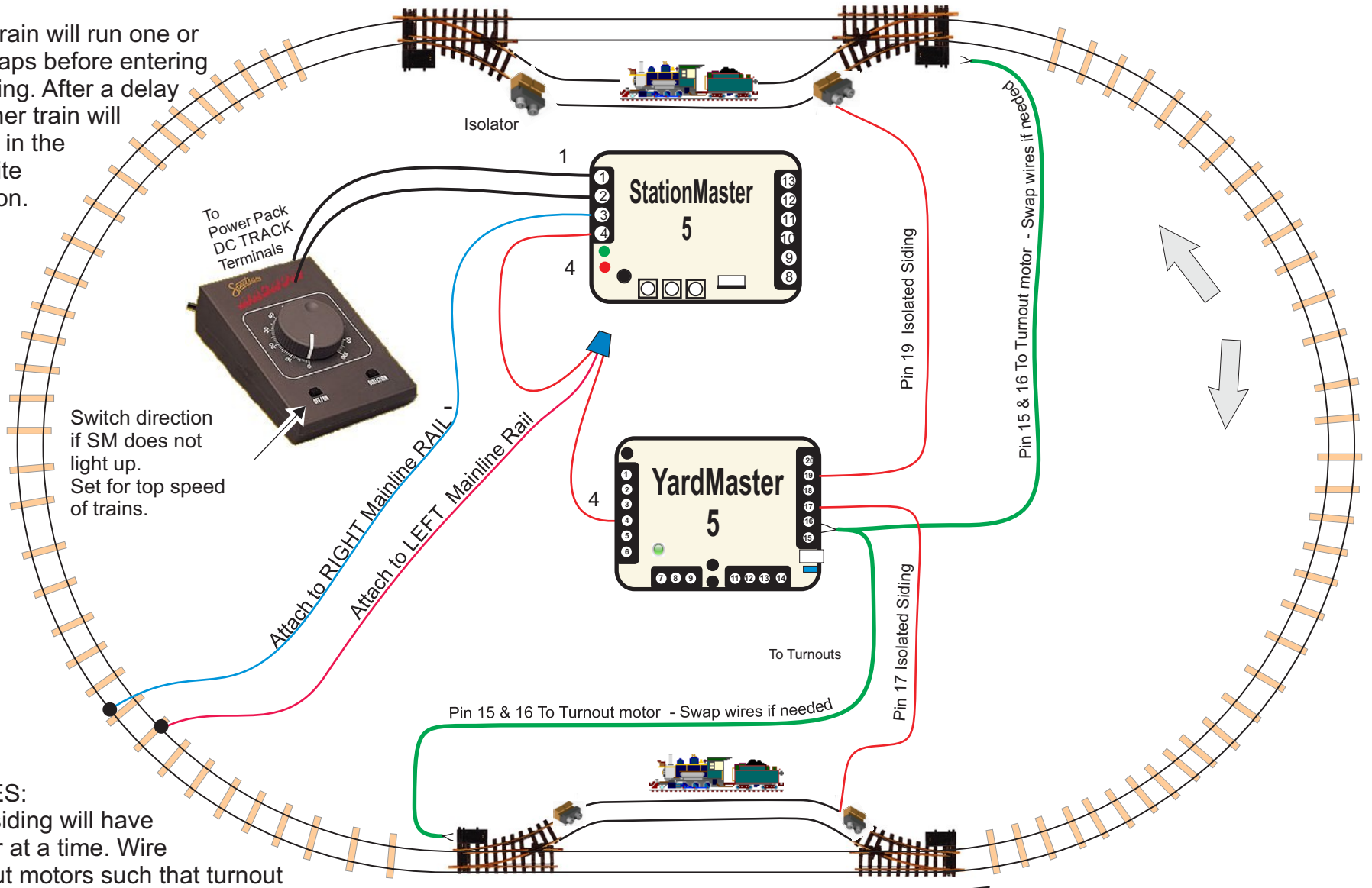


## 2 Trains Opposite Directions stopping at 2 Sidings.

Place MAGNET on bottom of engines.

Each train will run one or more laps before entering it's siding. After a delay the other train will repeat in the opposite direction.



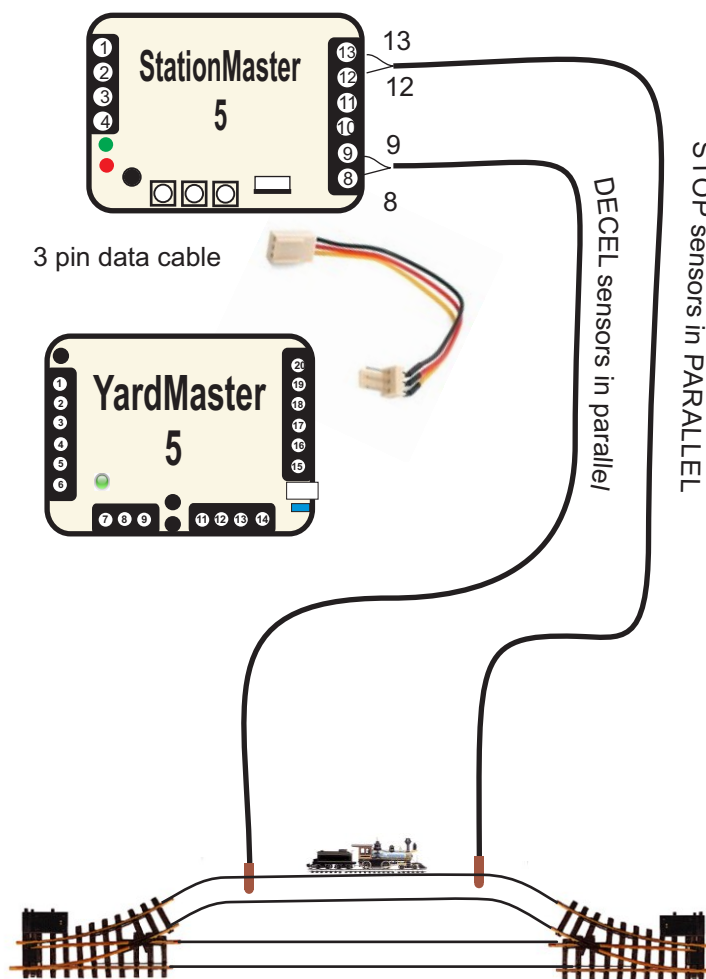
Switch direction if SM does not light up. Set for top speed of trains.

**NOTES:**  
 One siding will have power at a time. Wire turnout motors such that turnout is aligned to siding with power.

Exit turnouts can be powered or floating.

## 2 Trains Opposite Directions stopping at 2 Sidings.

Sensor wiring, EACH SIDING IN PARALLEL



### PROGRAMMING

#### **SM-5 Reverser:**

Set features blinks 1 (Sensor reverse mode) and 7 (creep stop)

#### **SM-5, XL Full Featured or SM-6:**

Set features blinks 1 (Sensor reverse mode) and blink 8 (creep stop)

Set acceleration, deceleration, and time delay as desired.

### PARTS LIST

StationMaster-5 Reverser  
StationMaster-5 XL  
StationMaster-6

YardMaster-5 any version

Train Sensors: 4

Train Magnets: 1 per engine.

Data cable: 1