E-Z COMMAND®
Decoder-Equipped DCC Turnouts by Bachmann
with nickel silver rails

OPERATION WITH THE BACHMANN E-Z COMMAND® DCC SYSTEM

Up to eight individual turnout track sections (or groups of turnouts) can be controlled with the *E-Z Command®* controller. Turnouts (or turnout groups) can be assigned addresses 1 though 8; for each press of the button, the DCC turnout(s) will toggle once.

To enter DCC turnout control mode, press address "9," then press the yellow function key (address "9" will blink). You now have access to DCC turnout control. Press address buttons 1 through 8 to toggle programmed DCC turnouts.
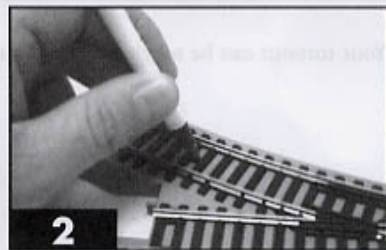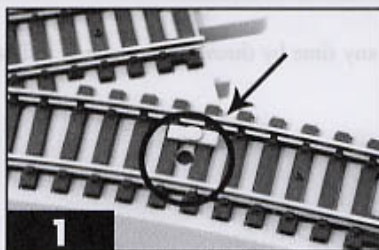
PROGRAMMING

NOTE: TO AVOID DERAILMENTS, STOP ALL LOCOMOTIVES ON THE TRACK BEFORE BEGINNING THE PROGRAMMING PROCESS.

The factory preset address for all *E-Z Command®* DCC turnouts is address "3." If you want to program the DCC turnout to another address, the procedure is as follows:

1. Press address "9," then press the yellow function key to enter DCC turnout control mode.

2. To access the programming button on your DCC turnout, remove the programming button cover as shown in figure 1. Use a pen to press the programming button (figure 2) for two seconds; the turnout will toggle twice to indicate that it has entered the programming mode.

3. Next, choose an address (from keys 1 through 8) that you want to assign to a turnout and press the corresponding key FOUR TIMES; the turnout will toggle four times to indicate that programming is complete. You can now use the newly assigned address to control the corresponding DCC turnout.

4. If you have entered the programming mode and can not continue the programming process within two minutes, the turnout will toggle twice to indicate that the programming process has been cancelled; the DCC turnout will retain its original address.

NOTE: TO CANCEL THE TURNOUT PROGRAMMING PROCESS FOR ANY REASON WHILE USING THE E-Z COMMAND® CONTROLLER, PRESS THE RED STOP BUTTON; THE DCC TURNOUT WILL RETAIN ITS ORIGINAL ADDRESS.

DEFAULT TURNOUT POSITION

The default position is the turnout position when the DCC controller is powered on.

The default positions of the DCC turnouts are as follows:

Item No. 44130 Turnout – Left: straight

Item No. 44131 Turnout – Right: straight

Item No. 44132 #5 Turnout – Left: straight

Item No. 44133 #5 Turnout – Right: straight

Item No. 44134 #5 Wye Turnout: right

Item No. 44135 #6 Turnout – Left: straight

Item No. 44136 #6 Turnout – Right: straight

Item No. 44137 #6 Single Crossover Turnout – Left: straight

Item No. 44138 #6 Single Crossover Turnout – Right: straight

If you wish to change the default position, the programming procedure is as follows:

1. Press address "9," then press the yellow function key to enter DCC turnout control mode.

2. Press the programming button (figure 2) of the chosen DCC turnout for two seconds; the turnout will toggle twice to indicate that it has entered programming mode.

3. Next, press the "reverse direction" button; the reverse direction LED indicator will light. Then press the turnout's assigned address key FOUR TIMES; the turnout will toggle four or five times to reset the turnout to its new default position and complete the programming process.

NOTE: DURING PROGRAMMING, IF THE FORWARD DIRECTION LED IS ON, THE DCC TURNOUT WILL BE PROGRAMMED WITH THE FACTORY DEFAULT POSITION; IF THE REVERSE LED IS ON, THE TURNOUT WILL BE PROGRAMMED IN THE OTHER POSITION. THE DIRECTION BUTTON IS USED ONLY TO PROGRAM THE DEFAULT POSITION OF THE DCC TURNOUT; THE DIRECTION LED CANNOT SHOW THE ACTUAL POSITION OF THE TURNOUT.

PROGRAMMING WITH E-Z COMMAND DYNAMIS® DCC SYSTEM

1. Press [MODE] to move the *E-Z Command Dynamis®* handset into accessory mode.
2. The handset screen shows : ACC A001 :01/1
3. Use a pen to press the programming button (figure 2) of the *E-Z Command®* DCC turuout for 2 seconds, the turnout will toggle twice to indicate that it has entered the programming mode.
4. Next, enter your desired turnout address (from 1-100) by the number buttons on the handset, then press the [DIVERGE] or [STRAIGHT] button once; the turnout will toggle four times to indicate that programming is completed. You can now use the newly assigned address to control the corresponding DCC turnout.
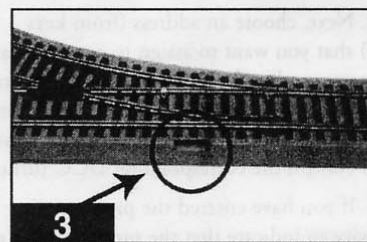
TURNOUT OPERATION WITH AN NMRA-COMPLIANT DCC CONTROLLER

When using an NMRA-compliant DCC controller other than *E-Z Command®* with the DCC turnout, the turnout will operate according to the manufacturer's instruction manual. If you wish to switch from layout operation with another manufacturer's NMRA-compliant DCC system to *E-Z Command®* DCC operation, all turnout addresses must be reprogrammed with the *E-Z Command®* controller. The DCC turnouts will not operate until this step is taken.

NOTE: IT IS RECOMMENDED THAT YOU USE ONLY NMRA-COMPLIANT DCC SYSTEMS TO OPERATE THESE TURNOUTS. IF THE DCC TURNOUT IS AFFECTED BY DCC LOCOMOTIVES THAT ARE NOT NMRA COMPLIANT, PRESS THE STOP BUTTON TO PAUSE OPERATION AND RESET THE TURNOUT. PRESS THE STOP BUTTON AGAIN TO RESUME OPERATION.

MANUAL OPERATION

Your turnout can be toggled manually at any time by throwing the switch indicated in figure 3.

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