

Hookup For 3-Wire Solenoid Machines Including USA-Trains Remote Switches



Battery
Or
DCPS120 Power Supply
Set for +15VDC



Set for “Snap-Action” Switch Machines
(PULSE MODE) with normal throw time.

Common
[GND]

Normal

Reverse

Switch Machine

	“Normal Throw” Solenoid	3-wire Solenoid-Type Switch Machine
	COMMON	
	“Reverse Throw” Solenoid	

Colors match USA-Trains Remote Switches

Notes and Tips

- The USA-Trains switch machine is a 3-wire type with two solenoids in the machine. One solenoid throws the switch in the reverse/curved direction. The other solenoid throws the switch to the normal/straight direction.
- For most 3-wire switch machine, they MUST be driven with the PULSE mode set on the activator. This means that power is applied to throw the solenoid and then power is removed. If accidentally set for CONTINUOUS, the solenoids will burnout.
- Maximum switch machine voltage is set by Linker Power Supply. Subtract 1.5V from the source power supply to determine voltage applied to the switch machine.
- Duration of applied power can be increased by setting Activator #4 switch up or ON.
- Maximum switch machine current must be less than 1 amp or there is risk of damaging the Activator.
- If switch machine throws the wrong direction, swap the red and green wires.
- Common wire from switch machine is connected to the Activator GND terminal. It is not recommended to use the V+ terminal because it might result in additional heating of the Activator’s circuitry.