

Description of configuration variables (CVs)

The factory default value is in parenthesis after the description

Decoder Reset CV

CV128 – Setting this CV to a value of 170 will reset the decoder to factory defaults

The valid range for the following 3 CVs is 0-28

CV133 – Function number that controls the W/G output in loco address mode (0)

CV134 – Function number that controls the Y output in loco address mode (1)

CV135 – Function number that controls the R output in loco address mode (2)

It is not useful to program this CV

CV136 – remembers the last command received so that it will be in effect during power outages

Valid range for the following three CVs is 0-15

CV137 – remembers the lighting effect for the white output in loco or accessory mode (1)

CV138 – remembers the lighting effect for the yellow output in loco or accessory mode (1)

CV139 – remembers the lighting effect for the red output in loco or accessory mode (1)

Valid range for the following three CVs is 0 (off) to 255 (maximum brightness)

CV140 – remembers the brightness of the W/G output in all DCC modes of operation (255)

CV141 – remembers the brightness of the Y output in all DCC modes of operation (255)

CV142 – remembers the brightness of the R output in all DCC modes of operation (255)

It is not useful to program the following 2 CVs as it will confuse the decoder

CV143 – the low order byte of the decoder address is stored here (3)

CV144 – the high order byte of the decoder address is stored here (0)

Valid range for the following 16 CVs is 0-15

CV145 – Signal lighting effect to use when the decoder receives aspect 0 (0)

CV146 – Signal lighting effect to use when the decoder receives aspect 1 (1)

CV147 – Signal lighting effect to use when the decoder receives aspect 2 (2)

CV148 – Signal lighting effect to use when the decoder receives aspect 3 (3)

CV149 – Signal lighting effect to use when the decoder receives aspect 4 (4)

CV150 – Signal lighting effect to use when the decoder receives aspect 5 (5)

CV151 – Signal lighting effect to use when the decoder receives aspect 6 (6)

CV152 – Signal lighting effect to use when the decoder receives aspect 7 (7)

CV153 – Signal lighting effect to use when the decoder receives aspect 8 (8)

CV154 – Signal lighting effect to use when the decoder receives aspect 9 (9)

CV155 – Signal lighting effect to use when the decoder receives aspect 10 (10)

CV156 – Signal lighting effect to use when the decoder receives aspect 11 (11)

CV157 – Signal lighting effect to use when the decoder receives aspect 12 (12)

CV158 – Signal lighting effect to use when the decoder receives aspect 13 (13)

CV159 – Signal lighting effect to use when the decoder receives aspect 14 (14)

CV160 – Signal lighting effect to use when the decoder receives aspect 15 (15)

NOTES:

If the decoder has an accessory address only Accessory (or loco) Ops mode programming can be used to set CVs.

If the decoder has a signal address only Signal (or loco) Ops programming can be used.

Decoder Warranty

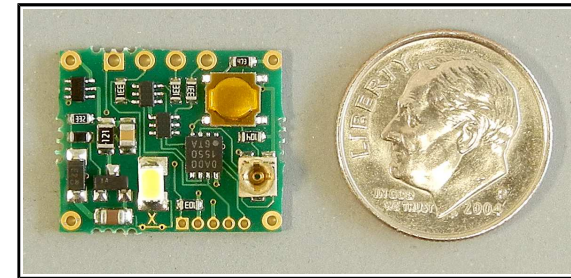
This decoder is fully factory tested and warranted against manufacturing defects for a period of 1 year. As the circumstances under which this decoder is installed can not be controlled, failure of the decoder due to installation problems can not be warranted. This includes misuse, miswiring, operation under loads beyond the design range of the decoder or short circuits in the locomotive manufacturer's factory wiring. If the decoder fails for non-warranted reasons NCE will replace the decoder, no questions asked, for \$6 U.S. plus \$2 shipping. For warranty or non-warranty replacement send the decoder (and any payment, if required) to:

NCE Warranty Center

82 Main Street

Webster, New York 14580

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Light-It Decoder

3 Pack of decoders - \$19.95

Lighting decoder w/built-in white LED

Features of this decoder:

- Works on DCC or DC (limited operation on DC)
- Works with loco, accessory or signal addressing
- Built-In Warm white LED (can be disabled)
- Up to 3 LEDs may be controlled separately
- Built-in resistors – just connect LEDs
- Functions as an NMRA Signal decoder with 18 aspects
- Each output individually dimmable



p/n 05240161



Warning: This product contains chemicals known to the state of California to cause cancer, birth defects or other reproductive harm.

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Description:

The Light-It can be used for general layout scenic lighting in buildings, lamp posts, for constant lighting in passenger cars and cabooses, or as a DCC decoder for one signal head. The Light-It includes one on board white LED to simplify scenic lighting situations, just add DC (up to 14V) or DCC power at the 'LR' and 'RR' holes and you have an effective structure lighting solution. **The Light-It will not work with Grain-of-Wheat or other small incandescent lamps.**

Capabilities and limitations of the Light-It:

When operating on DC power:

- Select between 15 different lighting effects
- Brightness is easily adjustable
- The Light-It will remember the chosen lighting function after power is removed

When operating as a DCC mobile decoder using loco addresses:

- The Light-It can be programmed to any loco address (short or long)
- Consist addressing also works
- All 3 LED outputs can have different (15 to chose from) lighting effects
- Uses loco function buttons to activate each output independently
- Each output can be mapped to function F0-F28
- Lighting effects are non-directional (on in both directions of travel).
- The brightness of each output is individually CV programmable
- Loco Ops mode programming is used to set CV values

When operating as a DCC accessory decoder using accessory addresses:

- The Light-It can be programmed to any accessory address (1-2043)
- All 3 LED outputs can have different (15 to chose from) lighting effects
- All 3 outputs are controlled simultaneously with accessory on/off (open/thrown) commands
- The brightness of each output is individually CV programmable
- Accessory Ops Mode or Loco Ops mode programming is used to set CV values

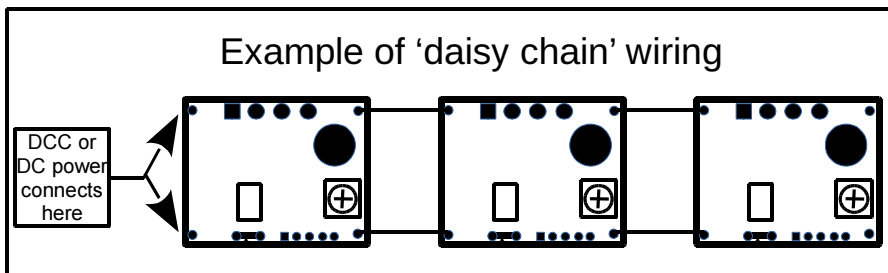
When operating as a DCC signal decoder using signal addresses:

- The Light-It can be programmed to any signal address (1-2043)
- 18 different effects specifically for signal heads available
- Different lighting effects can be mapped to each NMRA aspect
- All 3 outputs are controlled simultaneously by signal aspect commands
- The brightness of each output is individually CV programmable
- Signal Ops Mode or Loco Ops mode programming is used to set CV values

Electrical and technical limitations of the Light-it

The Light-It is already setup with built-in resistors (330 Ohms) that are chosen to provide approximately 10mA of current to red, green or yellow LEDs and 5mA to blue or white LEDs. The voltage supply for the LEDs is 5 volts DC and the total current available for lighting is about 30mA. This limits each output to one LED per output. It MAY be possible to use two red, yellow or green LEDs in series on an output if they are of the high efficiency type.

Light-Its may be 'daisy chained' using the dual LR and RR connections on each board. Both LR holes are electrically connected and both RR holes are connected together.



NOTES for this decoder

CV	My value	My description	default
133			0
134			1
135			2
137			1
138			1
139			1
140			255
141			255
142			255
145			0
146			1
147			2
148			3
149			4
150			5
151			6
152			7
153			8
154			9
155			10
156			11
157			12
158			13
159			14
160			15

Signal Address programming:

The Light-It cannot be programmed on your programming track. It is always programmed while connected to the DCC track power. This decoder can be programmed by all systems that support NMRA DCC signal control using the procedure below (at this time only NCE systems issue signal control from the handheld cab – other systems use their respective computer interfaces).

Programming the signal address using any NCE DCC system:

- 1) Connect wires from the track to the decoder DCC terminals.
- 2) Push the Program button (notice the LED flashes now). When the LED is flashing you have one minute to complete the next steps or the decoder will exit programming mode.
- 3) Press SHIFT and CLEAR (at same time) to bring up the Select Signal menu entry.
- 4) Type the address you want the decoder to accept as its new signal address and press ENTER.
- 5) Type 0 when prompted for the aspect followed by ENTER
- 6) The decoder will accept the new signal address stop flashing the LED

Programming Signal CVs

There are two methods for programming the CVs when the decoder is programmed with a signal address. The preferred method is **Extended Decoder Control Packet for Ops Mode Programming**. NCE systems call it "Prog Sig On Main" or "Ops Prog Sig CVs"

Programming Signal CVs using an NCE system:

- Connect wires from the track to the decoder DCC terminals.
- Press PROG/ESC followed by "0" to enter the "OPS PROG SIG CV" menu
- Type the address of the decoder to program followed by ENTER.
- Type in the CV number you want to program followed by ENTER
- Type in the value for the CV followed by ENTER
- The decoder will accept the CV value.

Programming Signal CVs using loco Ops mode any DCC system:

- Connect wires from the track to the decoder DCC terminals.
- Push the Program button (notice the LED flashes now). When the display is flashing you have one minute to complete the next steps or the decoder will exit programming mode.
- On your DCC system enter Locomotive Ops mode programming
- Enter any unused locomotive address (we don't want any unwanted loco programming here).
- Enter the CV number you want to program
- Enter the value for the CV
- The decoder will accept the CV value and stop flashing the LED.
- The button must be pressed for each CV to be programmed with loco Ops mode.

Note: The LED will only flash for about 1 minute. When it stops flashing the Light-It will not accept programming. If it times out and stops flashing before you finish programming just press programming button again.

Controlling Brightness:

Each output has a separate brightness CV. Values of 0 to 255 are accepted with 255 being full brightness.

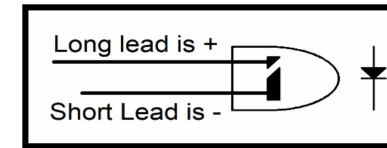
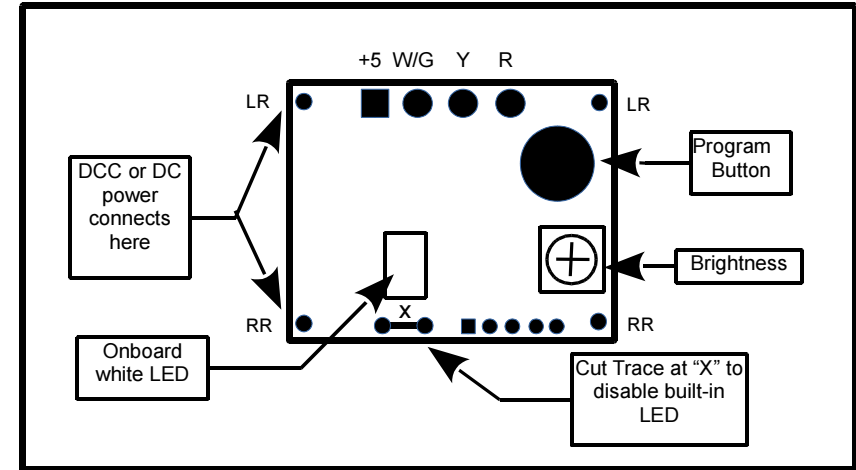
CV140 controls the brightness of the W/G output.

CV141 controls the brightness of the Y output.

CV142 controls the brightness of the R output.

Installation Notes:

This decoder requires wires to be soldered to the decoder circuit board. You do not need to use heavy wire to connect the Light-It to power or external LEDs. Number 24 AWG is more than sufficient with 26, 28 or even 30 gauge preferred to make it easier to handle and solder the wires to the small holes on the Light-It. It takes 32 Light-Its, fully loaded with 3 LEDs each to use just 1 Amp of DCC power.



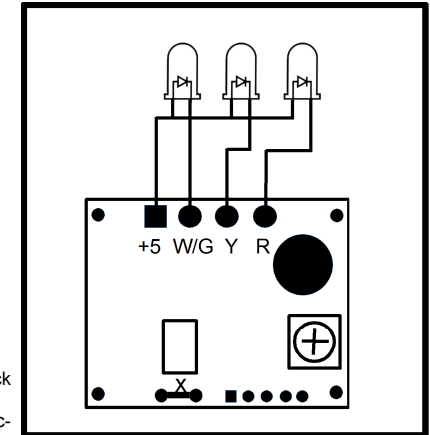
When wiring LEDs to the Light-It be sure to observe the correct polarity. The diagrams above and to the right show the correct polarity for connection of typical LEDs to the Light-It.

Connecting Woodland Scenics Just Plug products:

To connect Just Plug products directly to the Light-It do not use the Linker Plug that is supplied with the Just Plug products. The fine red wire connects to the +5 hole on the Light-It and the black wire to any of the W/G, Y or R holes. If you are using the LED Nano Lights cut off the white connector and small heatshrink covered circuit board (sometimes it is a resistor). Connect the Gray wire to the +5 hole and the black wire to any of the W/G, Y or R holes.

Disabling the on board white LED:

The on board white LED is powered by the W/G output. If you connect an external LED to the W/G hole the on board LED will interfere with the external LED. In this case you will want to disable the on-board LED. To disable it use a sharp pointed hobby knife to cut the gold colored circuit 'trace' indicated by the in the diagram above.



Using the Light-It on DC power

When connected to DC power the push button is used to select between 16 lighting effects and a small Phillips screwdriver is used to control the brightness. Some of these lighting effects will also make use of the extra LED outputs 'W/G', 'Y' and 'R' as marked on the bottom of the circuit board. Several of the lighting effects may be better served if you disable the on board LED (see above) and substitute a different color LED. The built-in white LED can be disabled by cutting the circuit trace marked "X" (use a sharp, pointy hobby knife) and replaced with a different LED that is connected it to the +5 and G holes.

Select between 15 different lighting effects:

Each push of the small gold colored button on the Light-It will change the lighting effect. There are 15 different effects plus off. All three outputs will display the same effect except for effect number 9 which will set the W/G and R outputs to be one half of a railroad 'crossbuck' and the Y output will be the other half to get alternately flashing lights. Even though all three outputs are set to the same lighting effect many of these effects are random (such as random on-off structure lights) so all three outputs will appear to be independent. When you get to effect 15 the next push of the button will start over again at effect 0.

List of lighting effects in DC operation:

- Effect 0 – off (all outputs off)
- Effect 1 – Steady on
- Effect 2 – Slow flashing
- Effect 3 – Flourescent flicker A, more on than off
- Effect 4 – Flourescent flicker B, more off then on
- Effect 5 – Flourescent flicker C, a definitely dying fluorescent tube
- Effect 6 – Single strobe light (every 2 seconds)
- Effect 7 – Double strobe light (every 2 seconds)
- Effect 8 – Rotary beacon
- Effect 9 – Railroad crossing signal phase A
- Effect 10 – Railroad crossing signal phase B
- Effect 11 – Random on/off (times from 4 seconds to 1 minute)
- Effect 12 – Random on/off (times from 4 seconds to 2 minutes)
- Effect 13 – Random on/off (times from 8 seconds to 4 minutes)
- Effect 14 – Mercury vapor street light coming on (takes about 30 seconds to full brightness)
- Effect 15 – Rapid flash (lets you know this is the end of the list)

Controlling brightness of the outputs:

Use a small phillips screw drive to carefully turn the brightness potentiometer on the Light-It. The brightness potentiometer is only active when used on DC. It is not active when used with DCC.

Using the Light-It as an NMRA conforming signal decoder

The Light-It will accept NMRA signal addresses and display up to 18 different lighting effects on one 3 LED signal head. The decoder responds to aspects 0-15 plus 30 and 31 which allows all 18 effects to be available for your signal heads. Only Aspect 0 (absolute stop) is defined by the NMRA standards. Table 1 below describes each lighting effect and its mapping to an aspect number. It is possible to change the aspect mapping (see Description of configuration variables) for aspects 0-15. Aspects 30 and 31 are 'hard coded' into the decoder as they are not the kind of lighting effect normally displayed on a real signal.

Table 1:

Aspect	Effect Number	Lighting effect
0	0	Red
1	1	Yellow
2	2	Green
3	3	flash red
4	4	flash yellow
5	5	flash green
6	6	red+yellow
7	7	flash red+yellow
8	8	red+flash yellow
9	9	red+green
10	10	flash red+green
11	11	red+flash green
12	12	yellow+green
13	13	flash yellow+green
14	14	yellow+flash green
15	15	effect 15=all on
30	--	all flash
31	--	all off

Since we cannot control which LEDs (and therefore the brightness) manufacturers use in their signals we provide a CV to control the brightness of each LED. The brightness ranges from 0 (off) to 255 (max) with 255 being the factory default for brightness. For the CV numbers see "Description of configuration variables" later in this manual.

Setting other CV options in the Light-It:

There are two methods for programming the CVs when the decoder is programmed with an accessory address. The preferred method is **Accessory Decoder Configuration Variable Access Instruction**. NCE systems call it "OPS PROG ACCY CV"

Programming Accessory CVs using an NCE system:

- Connect wires from the track to the decoder DCC terminals.
- Press PROG/ESC followed by "7" to enter the "OPS PROG ACCY CV" menu
- Type the address of the decoder followed by ENTER.
- Type in the CV number you want to program followed by ENTER
- Type in the value for the CV by ENTER
- The decoder will accept the CV value

Programming CVs with systems that don't support Accessory OPs mode programming:

- Connect wires from the track to the decoder DCC terminals.
- Push the Program button (notice the LED flashes now). When the display is flashing you have one minute to complete the next steps or the decoder will exit programming mode.
- On your DCC system enter Locomotive Ops mode programming
- Enter any unused locomotive address (we don't want any unwanted loco programming here).
- Enter the CV number you want to program
- Enter the value for the CV
- The decoder will accept the CV value and stop flashing the LED.
- The button must be pressed for each CV to be programmed with loco Ops mode.
-

Note: The LED will only flash for about 1 minute. When it stops flashing the Light-It will not accept programming. If it times out and stops flashing before you finish programming just press programming button again.

Controlling Brightness:

Each output has a separate brightness CV. Values of 0 to 255 are accepted with 255 being full brightness.

CV140 controls the brightness of the W/G output.

CV141 controls the brightness of the Y output.

CV142 controls the brightness of the R output.

Lighting Effects:

Each output can have a different light effect. Values of 0 through 15 are valid.

CV137 controls the effect for the W/G output.

CV138 controls the effect for the Y output.

CV139 controls the effect for the R output.

List of lighting effects in DCC operation when using an accessory address:

- Effect 0 – off (all outputs off)
- Effect 1 – Steady on
- Effect 2 – Slow flashing
- Effect 3 – Fluorescent flicker A, more on than off
- Effect 4 – Fluorescent flicker B, more off than on
- Effect 5 – Fluorescent flicker C, a definitely dying fluorescent tube
- Effect 6 – Single strobe light (every 2 seconds)
- Effect 7 – Double strobe light (every 2 seconds)
- Effect 8 – Rotary beacon
- Effect 9 – Railroad crossing signal phase A
- Effect 10 – Railroad crossing signal phase B
- Effect 11 – Random on/off (times from 4 seconds to 1 minute)
- Effect 12 – Random on/off (times from 4 seconds to 2 minutes)
- Effect 13 – Random on/off (times from 8 seconds to 4 minutes)
- Effect 14 – Mercury vapor street light coming on (takes about 30 seconds to full brightness)
- Effect 15 – Rapid flash

Using the Light-It as a mobile (loco) decoder

The light-It comes from the factory preset with the (short) Loco Address of 3. Loco function commands are used to control the outputs when using the Light-It with a loco address.

Now let's test the decoder:

First get power to the decoder by connecting wires to the RR (Right Rail) and LR (Left Rail) holes on the decoder then to DCC track power. There are two sets of RR and LR holes. You may use either set. The other set makes it easy to 'daisy chain' multiple Light-Its (diagram on page 2). Once the Light-It is powered up it is time to test. Unless you've already changed the decoder address it will be 3 and functions 0, 1 and 2 will control the three outputs. Pressing the headlight button (F0) on your controller should turn the white LED on and off.

The Light-It CANNOT be programmed on your programming track. It is always programmed while connected to DCC track power. This decoder can be programmed by all systems that support locomotive Program On the Main (also called Loco Ops mode programming) using the EXACT procedure below. :

- Press the gold colored program button on the Light-It (the Light-It LED starts flashing)
- Decide what address you want the Light-It to have.
- Select that address on your throttle.
- Call up Program on the Main (also called OPs mode on some DCC systems) on your throttle
- Program CV1 to a value of 1.
- The flashing of the LED should stop indicating the Light-It has accepted the new address.

NOTE: The LED will flash for about 60 seconds then return normal operations if the Light-It doesn't receive any programming. If you were too slow just push the button again to start another attempt.

Consisting:

The Light-It will accept normal NMRA consisting commands. This makes it easy to control several Light-Its together such as when they are used in passenger cars for lighting. The consist address will not work for for changing CVs instead use the 'main' address.

Controlling Brightness:

Each output has a separate brightness CV. CV140 controls the W/G output. Values of 0 to 255 are accepted with 255 being full brightness. CV141 and CV142 control the brightness of the Y and R outputs respectively.

Lighting Effects:

Each output can have a different light effect. Values of 0 – 15 are valid.

CV137 controls the effect for the W/G output.

CV138 controls the Y output.

CV139 controls the R output.

List of lighting effects in DCC operation when using a loco address:

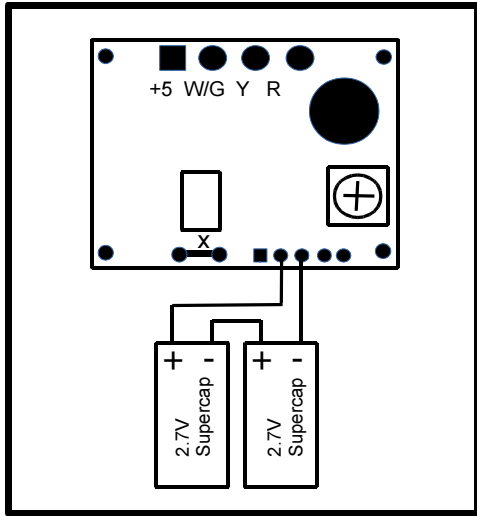
- Effect 0 – off (all outputs off)
- Effect 1 – Steady on
- Effect 2 – Slow flashing
- Effect 3 – Fluorescent flicker A, more on than off
- Effect 4 – Fluorescent flicker B, more off than on
- Effect 5 – Fluorescent flicker C, a definitely dying fluorescent tube
- Effect 6 – Single strobe light (every 2 seconds)
- Effect 7 – Double strobe light (every 2 seconds)
- Effect 8 – Rotary beacon
- Effect 9 – RR crossing signal phase A (will not be in sync when used with loco address)
- Effect 10 – RR crossing signal phase B (will not be in sync when used with loco address)
- Effect 11 – Random on/off (times from 4 seconds to 1 minute)
- Effect 12 – Random on/off (times from 4 seconds to 2 minutes)
- Effect 13 – Random on/off (times from 8 seconds to 4 minutes)
- Effect 14 – Mercury vapor street light coming on (takes about 30 seconds to full brightness)
- Effect 15 – Rapid flash

Function mapping when using a loco address:

Each output may be programmed (mapped) to a function number. CV133 controls which function number for the W/G output. CV134 and CV135 control which function number operates the Y and R outputs respectively. Only values of 0 to 28 will work.

Adding anti-flicker capacitors to the Light-It:

When the Light-It (or any decoder) is used as a mobile decoder getting its power from the track through rolling wheelsets the power is likely to be intermittent thus causing light to flicker. It is possible to add capacitors to provide 'keep alive' power so that the lights will remain constant over dirty track. The diagram below shows how to add two supercaps to the decoder that will provide sufficient power to keep the LEDs lit for many seconds when traveling over dirty track. NCE supplies separately 6-pack of suitable supercaps (part number 5240306) which will be enough capacitors for 3 decoders. These are 300mF 2.7 volt supercaps measuring 5/32" (1.5mm) x 1/2" (12.5mm) each.



Using the Light-It as an NMRA conforming Accessory decoder

The Light-It will accept all NMRA accessory addresses and display up to 16 different lighting effects. All three LED outputs will be on when the Accessory is ON (Closed) and all three will be off when the Accessory is OFF (Open).

Programming the Light-It to work with an accessory address:

The Light-It CANNOT be programmed on your programming track. It is always programmed while connected to DCC track power. This decoder can be programmed by all systems that support accessory control using the procedure below.

To program the Light-It to a new accessory address using any DCC system:

- Connect wires from the track to the decoder power terminals.
- Push the programming button on the decoder. The LED will start flashing.
- When the display is flashing you have about one minute to complete the next step or the decoder will exit programming mode.
- Decide what the new address for the Light-It will be.
- Use your DCC system to select (using the new address) and operate the switch (see throwing switches below). The decoder will accept that switch address as its new address

The instructions below can be used for throwing a switch depending on which DCC system you have:

To throw a switch using the NCE system:

Press 'SEL ACCY'
Type in the desired accessory number followed by 'ENTER'
Push "1" (or "2") to throw the switch.

To throw a switch using a Digitrax system:

Press 'SWCH'
Type in the desired accessory number
Push "OPTN" to throw the switch.

To throw a switch using a Lenz system:

Press 'F'
Press '5'
Type in the desired accessory number followed by 'ENTER'
Push '+' (or '-')

To throw a switch using the MRC system:

Press 'SEL ACCY'
Type in the desired accessory number followed by 'ENTER'
Push "1" to throw the switch.

If throwing the switch one way doesn't do anything, try the other direction. You should be rewarded with the LED of the Light-It turning on.

You will notice the White LED is very bright. There are CVs to control the brightness of each of the 3 LED outputs. There are also CVs to set the lighting effect for each LED output. These are covered on the next page