

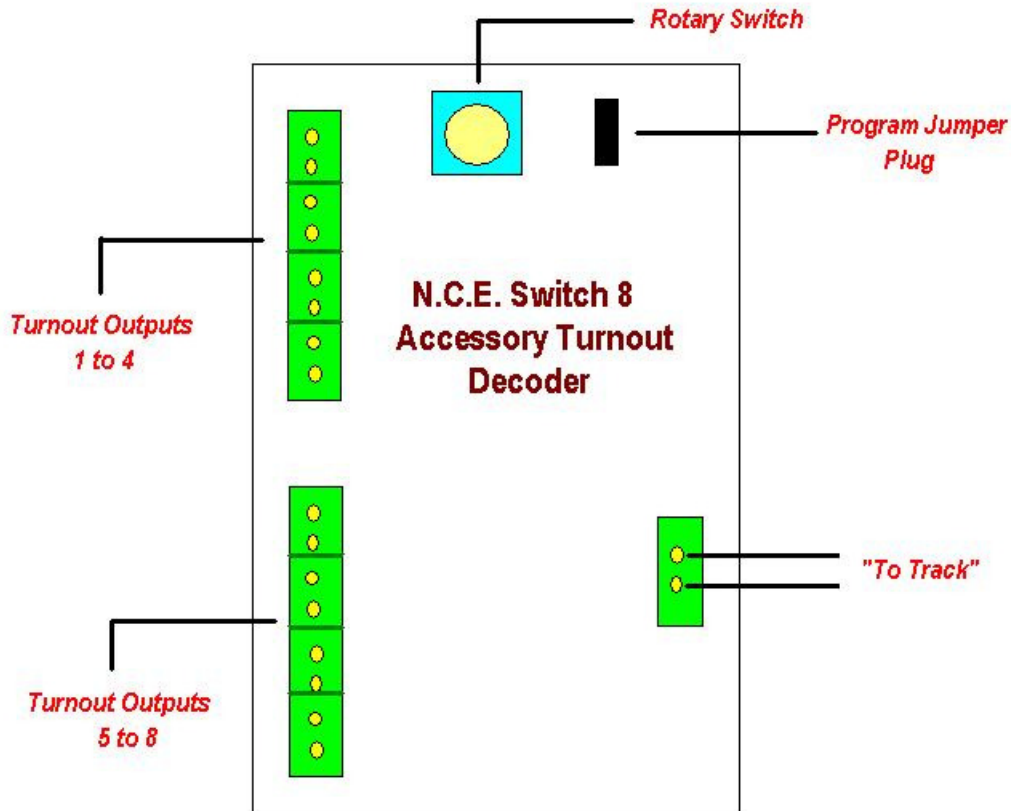
Programming and Use of the N.C.E. Switch 8 Accessory Decoder with the Prodigy Advance DCC Systems.

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Be sure to also follow along with the N.C.E. Instruction Manual that came with your Switch 8.

Each output is factory assigned accessory output addresses 1 to 8, (although this accessory decoder can handle 8 switch machines, there are actually 16 outputs numbered - 1 / 2 for address # 1, 3 / 4 for address # 2, 5 / 6 for address # 3, etc. etc.). **See below diagram for output breakdown.**

So your first Switch 8 is good to go, as accessory addresses 1 to 8...



To program each other Switch 8 you have to re program each output individually, there is no master address to set all 8 outputs simultaneously.

So the next one would need each output programmed individually to accessory output addresses 9 to 16, the third 17 on up, etc, etc.

The Switch 8 only accepts programming when hooked up to the main track outputs, (Ops Mode). Do not use program track.

Utilize the rotary switch and the programming plug on the Switch 8, and follow the instructions to this point on the N.C.E. instructions for "**Programming Information**". Page # 3 of the N.C.E. Instruction Manual.

For the second Switch 8, program outputs 1/2 to address number 9...turn the rotary switch to zero and set the program jumper plug.

1- On your Prodigy Advance Squared or Wireless handheld press the "accy" button.

"accy" shows on the display with 3 blinking bars _ _ _ .

2- Input an accessory address number, in this case "9" and then press "enter".

"1 or 2" shows on the display with address number 9 underneath it.

3- Press "1" or press "2"...this should lock in the address for output 1/2 for accessory address number 9.

4- Remove the program jumper plug.

If all works as it should on this second switch 8 out puts 1/2 should be address 9, the rest should still be at addresses 2 to 8.

Now then test the output with the switch machine hooked up.

5- Press the "accy" button.

6- Input address # 9, press "enter".

7- Press "1" or "2", the switch machine now should throw left or right depending on how you have it wired. If the turnout throws opposite from the way you want it to throw, swap the two wires going to the switch machine.

8- Follow the above steps to program the rest of the outputs to addresses 10, 11, 12, etc, etc.

Don't forget the rotary switch needs to be changed for every output for each new address.

Don't forget to place the jumper plug accordingly to either program or run.