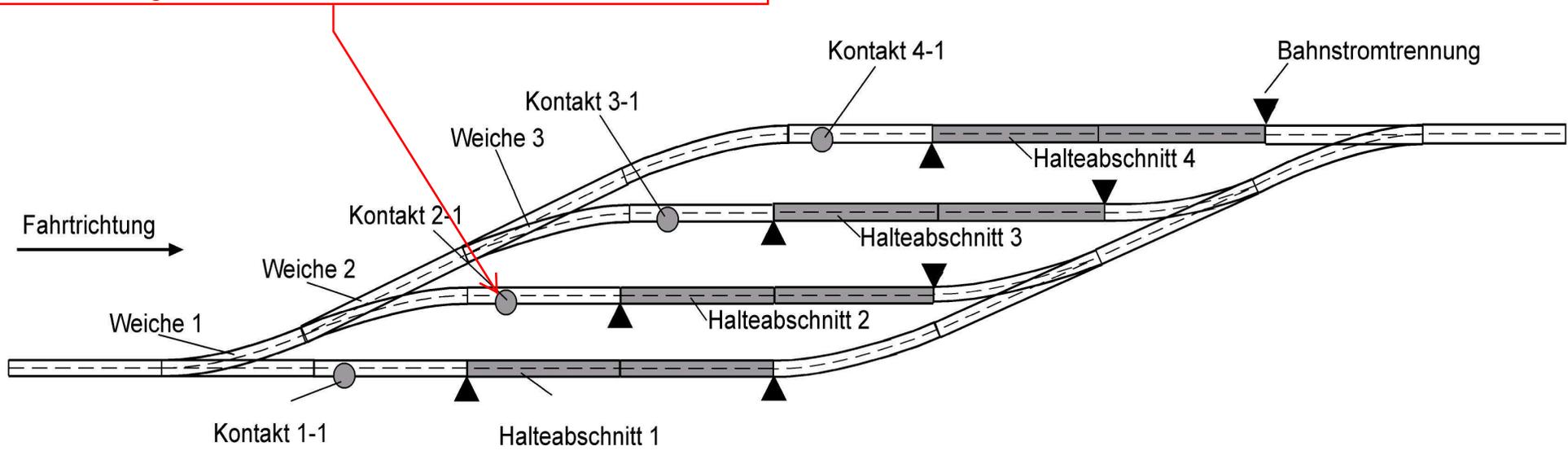


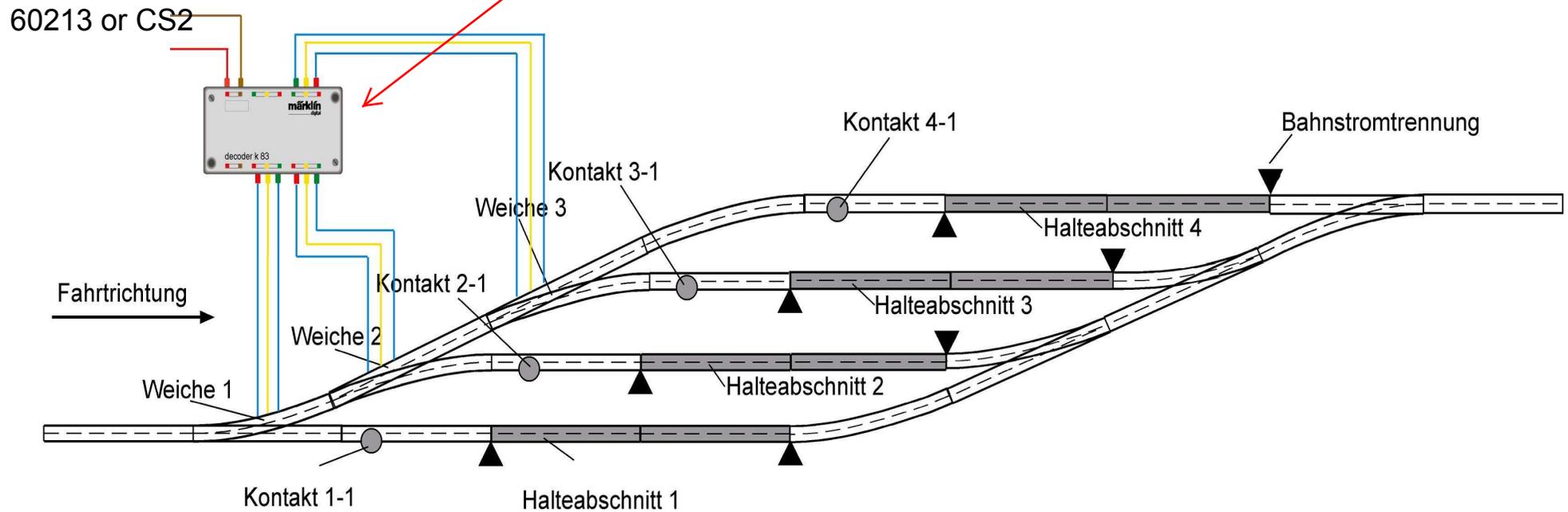
Memory: Example of a shadow yard using CS2, K83, K84

Note; only 1 contact track in this setup. This mean the same contact track activates turnouts on the outbound side as well as reset the turnout where the train just entered. This is not practically as it will derail the train in case it has some wagons. If sidings where longer you would install a second contact track to re-align the turnouts on the inbound side.



- Kontakt X-X: Contact track with connection to S88 feedback module
- Bahnstromtrennung: Isolated center rail
- Halteabschnitt: Stop section (does not need to be 2 tracks - 1 track would be enough)
- Fahrtrichtung: Direction of travel
- Weiche: Turnouts

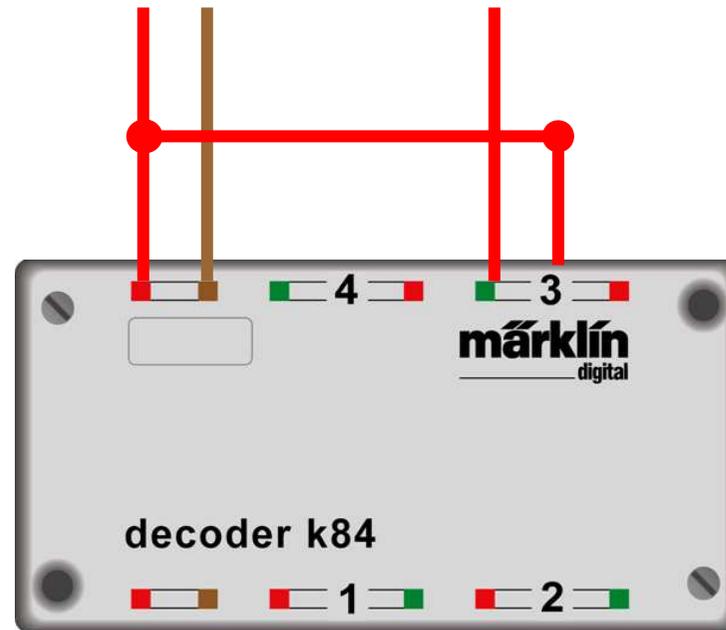
How to connect K83 decoders to turnouts
(if using Viessmann 5211 you can power them from a separate power supply so you will not waste CS2 track power)



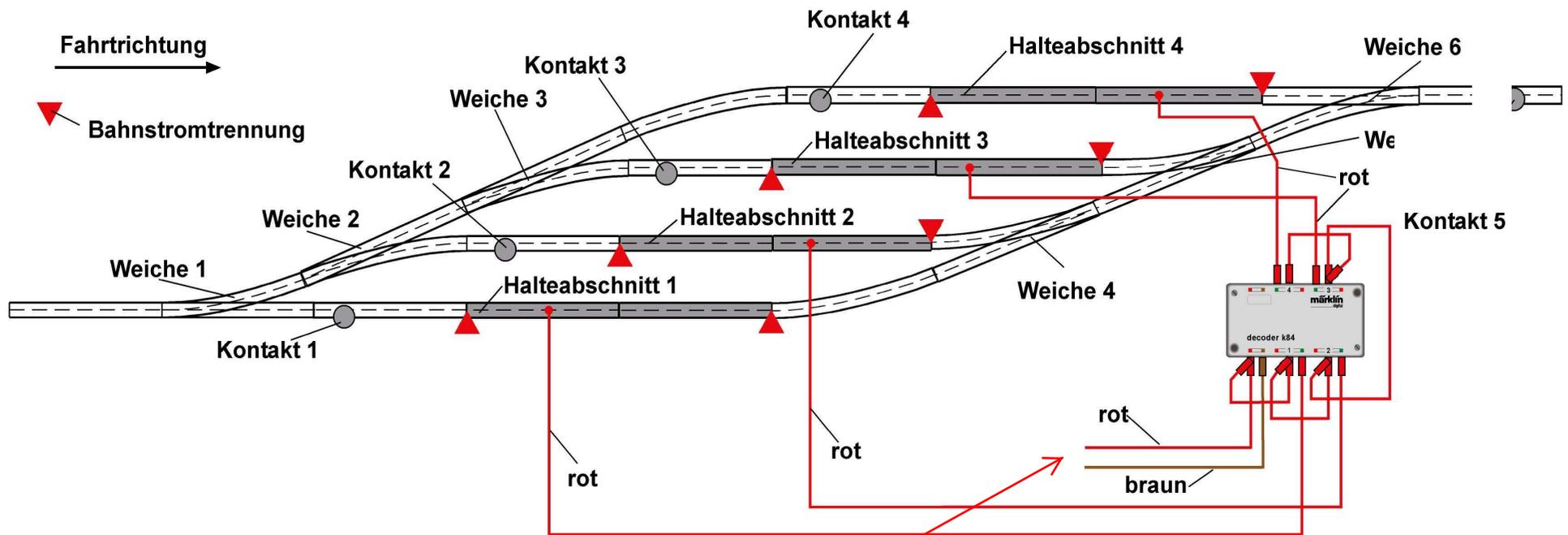
How to connect K84 modules

Connection from CS2
(track power)

Connection to stop section
(when port is green it will give power to stop section)



Memory: K83 wired to tracks



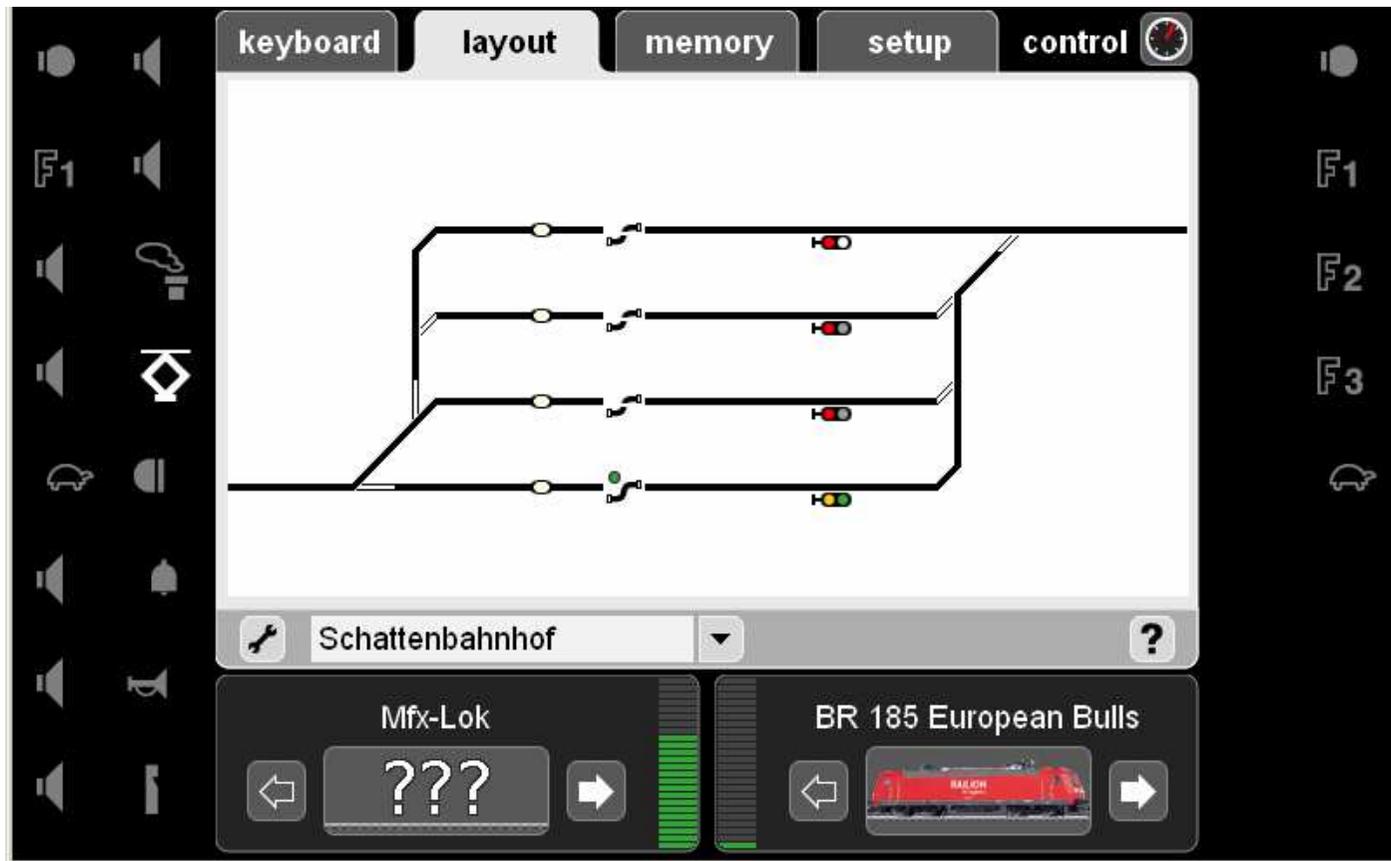
Connected to CS2
(track power)

Layout: Make a layout in CS2 of the shadow yard

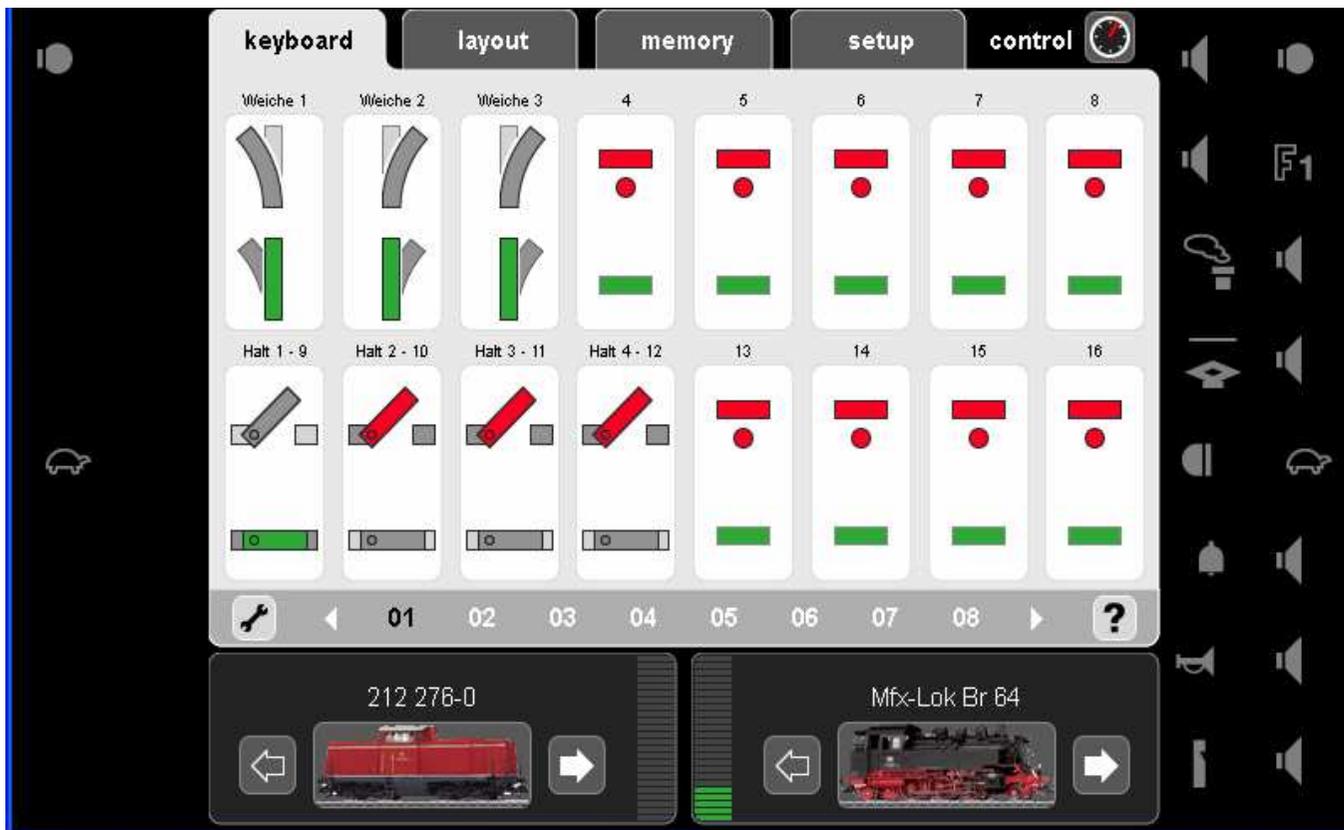
The screenshot displays the Märklin CS2 software interface for configuring a track layout. The main window shows a grid-based layout for a station named 'Schattenbahnhof'. The layout consists of several parallel tracks with various components placed along them. Three red callout boxes provide specific information:

- Symbol for contact track:** Points to a small white circle with a black outline on the top track.
- Isolated track section activated by the K84 module:** Points to a small black square with a white outline on the top track.
- Symbol for turnouts:** Points to a small black square with a white outline on the right side of the top track.

The interface includes a top menu bar with 'keyboard', 'layout', 'memory', 'setup', and 'control' tabs. A left sidebar contains various icons for layout manipulation. A right sidebar contains a vertical toolbar with icons for track types and components. At the bottom, there is a configuration panel for the layout, showing the name 'Schattenbahnhof' and a keyboard icon, with 'OK' and 'Cancel' buttons.



Keyboard: Configure all your solenoids here



Stop section 1-4 shown as:

Halt 1-9

Halt 2-10

Halt 3-11

Halt 4-12

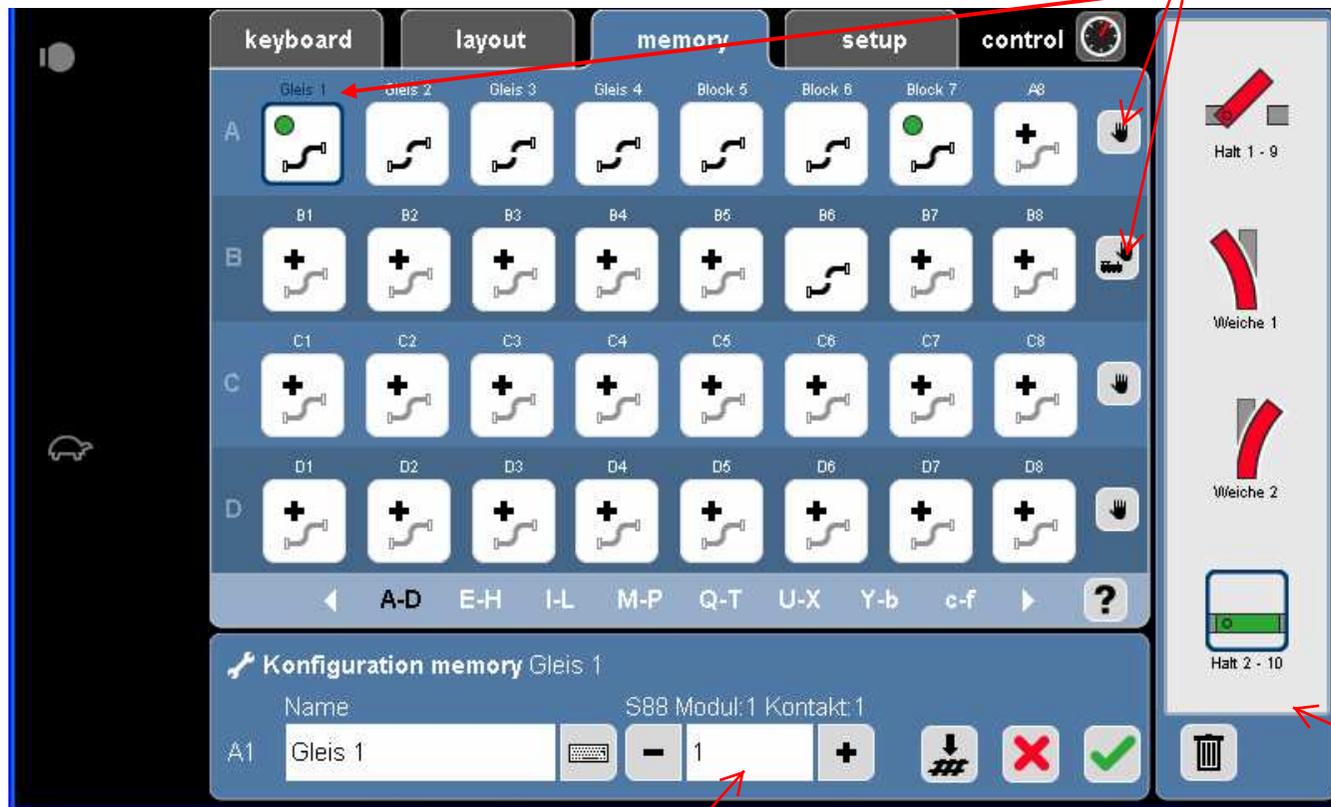
First number is the stop section number. Second number is the actual number of the port of K84.

Memory: How to make the routes

Route is not active yet - press to make it automatic

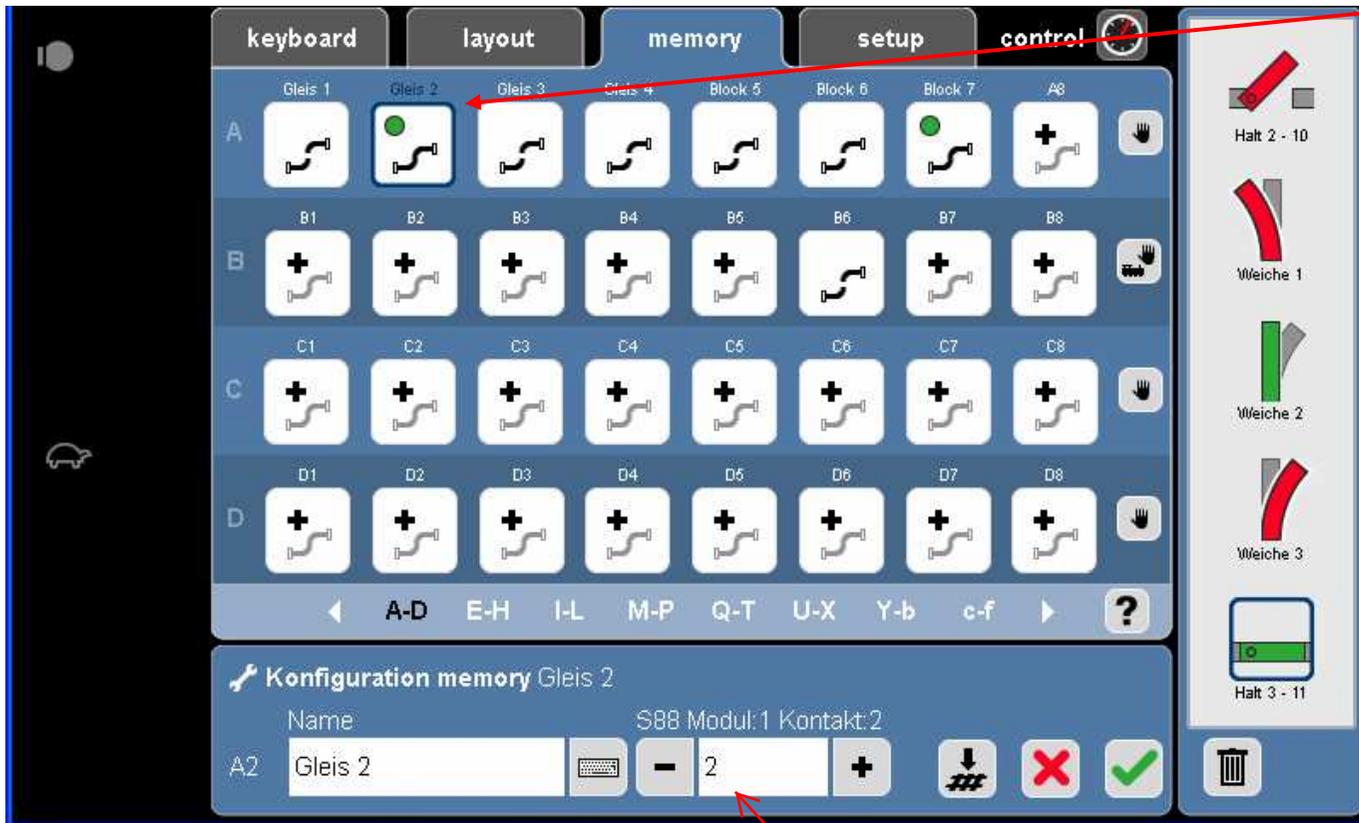
Route 1 activates below:

1. Halt 1 - 9 red (no power)
2. Change turnout #1
3. Change turnout #2
4. Halt 2 - 10 green (power)



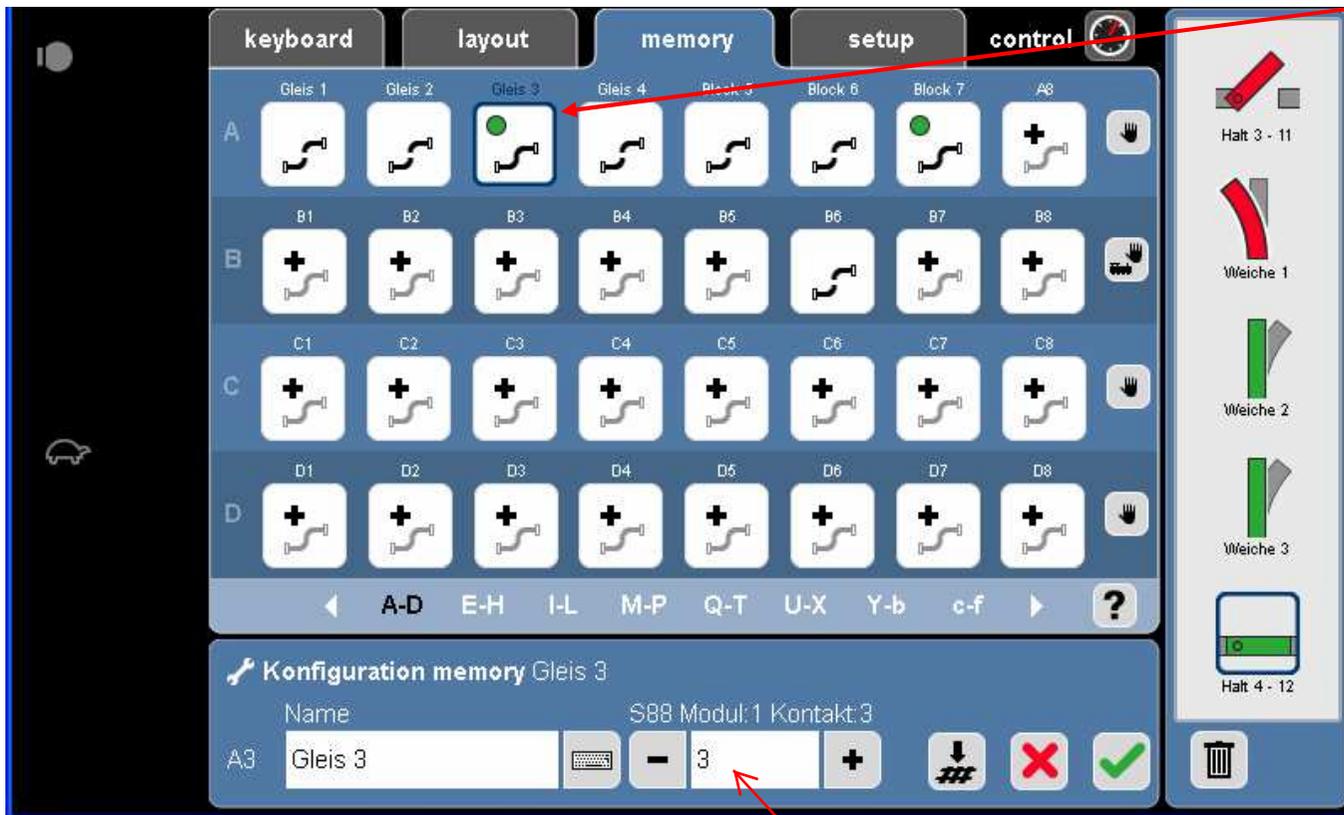
This route will be activated every time S88 module port 1 gets a signal from the contact track.

You could also add a route into here meaning that route 1 will activate route x



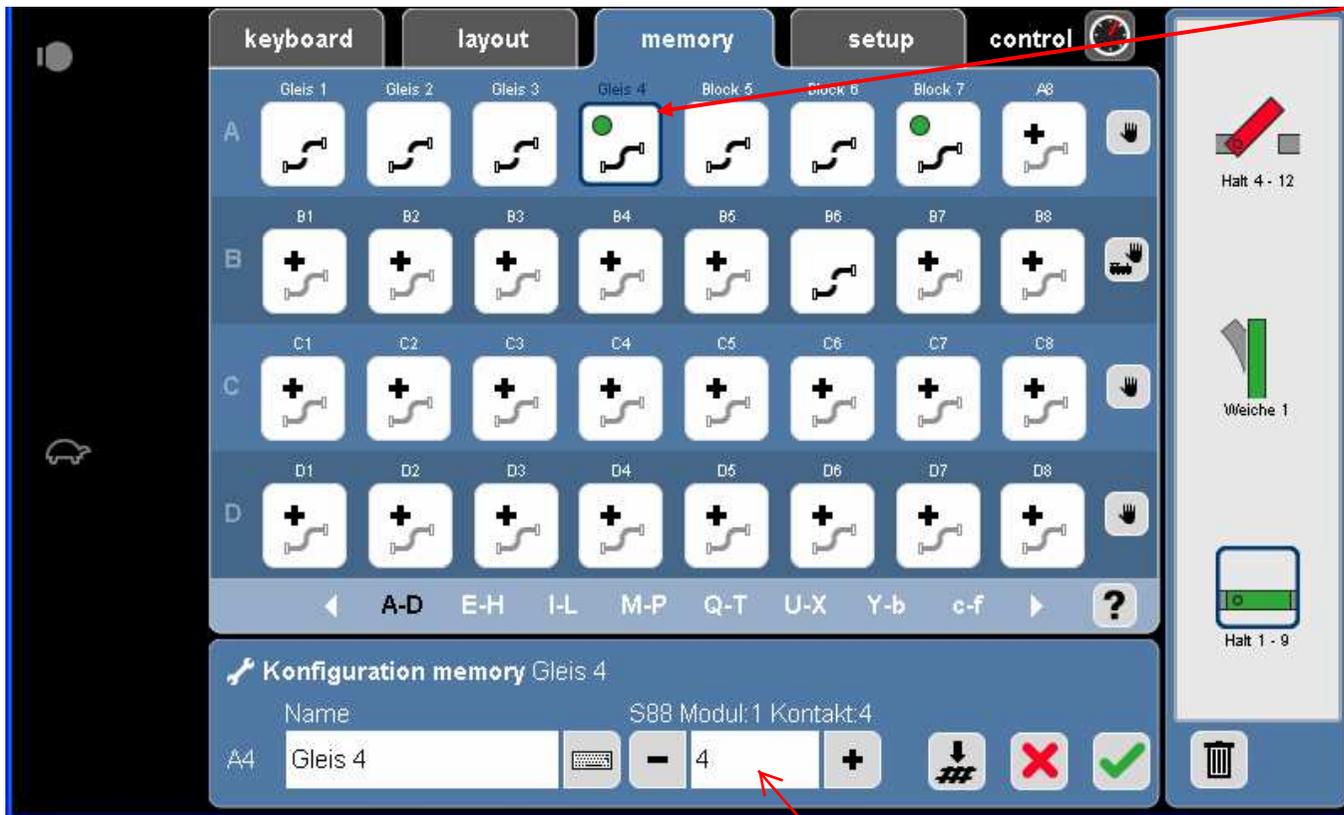
Route 2 activates below:

1. Halt 2 - 10 red (no power)
2. Change turnout # 1
3. Change turnout # 2
4. Change turnout # 3
5. Halt 3 - 11 green (power)



Route 3 activates below:

1. Halt 3 - 11 red (no power)
2. Change turnout # 1
3. Change turnout # 2
4. Change turnout # 3
5. Halt 4 - 12 green (power)



Route 4 activates below:

1. Halt 4 - 12 red (no power)
2. Change turnout # 1
3. Halt 1 - 9 green (power)

Port 4 on S88 module