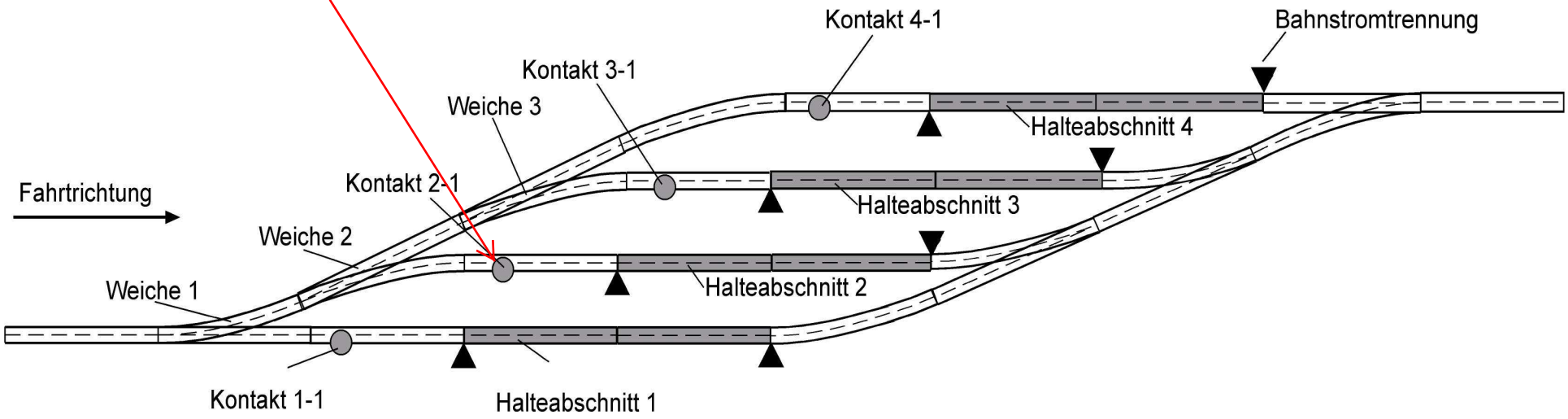
Memory: Example of a shadow yard using CS2, K83, K84

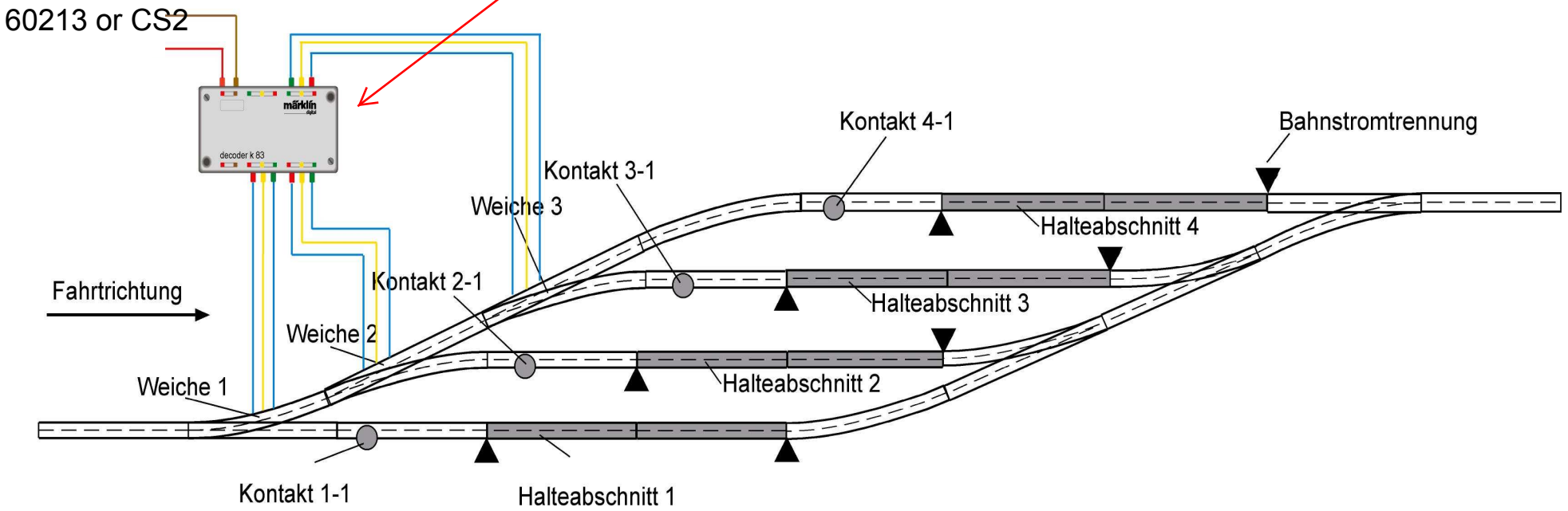
Note; only 1 contact track in this setup. This mean the same contact track activates turnouts on the outbound side as well as reset the turnout where the train just entered. This is not practically as it will derail the train in case it has some wagons. If sidings where longer you would install a second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



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

This is a private translation and not official Marklin Documentation!

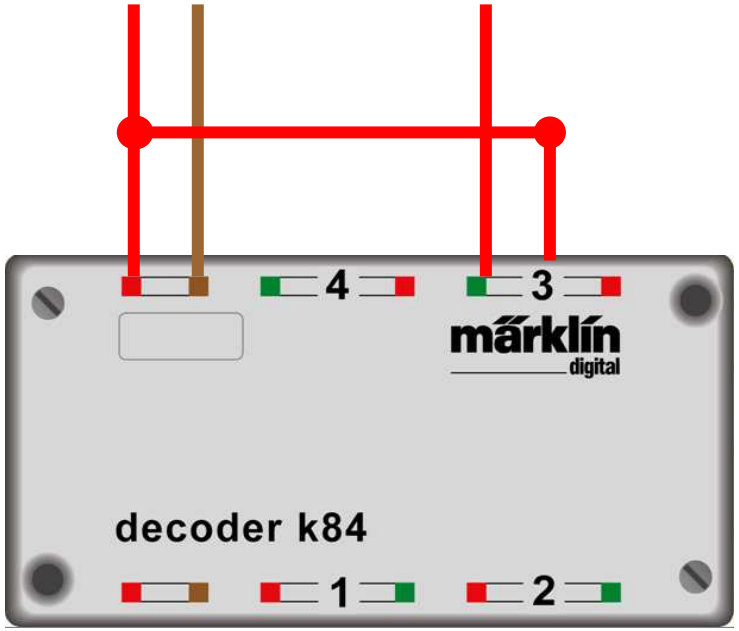
How to connect K83 decoders to turnouts (if using Viessmann 5211 you can power them from a separate power supply so you will not waste CS2 track power)



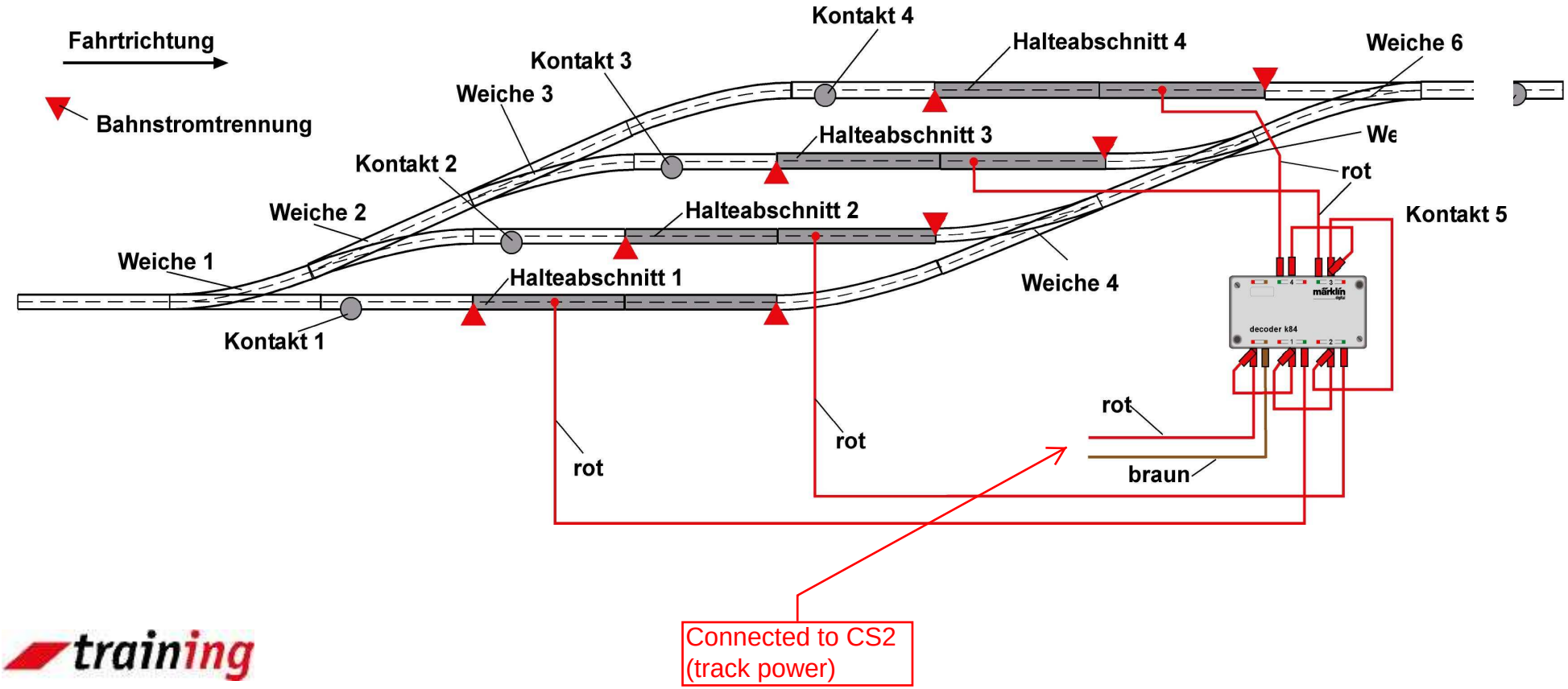
How to connect K84 modules

Connection from CS2
(track power)

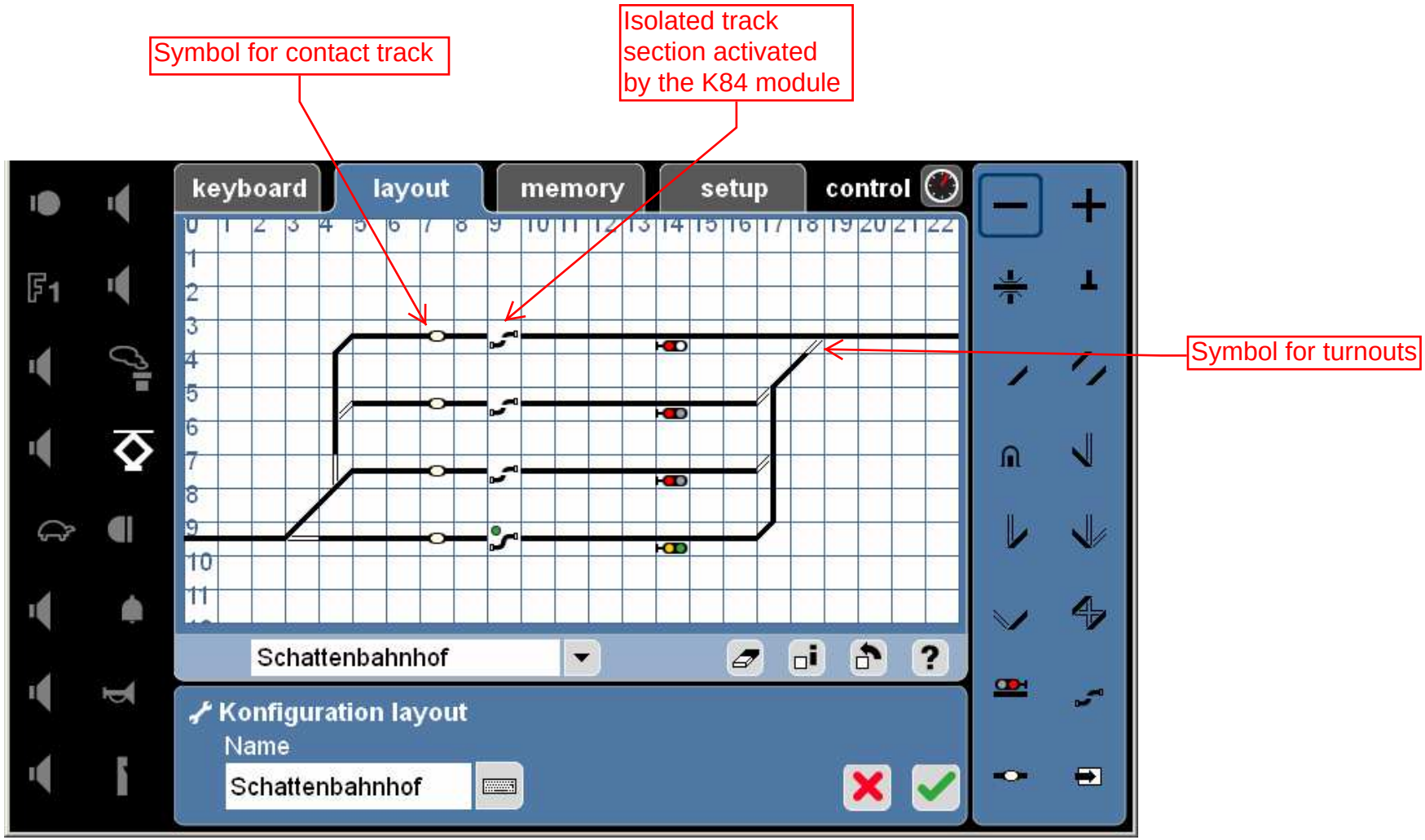
Connection to stop section
(when port is green it will give power to stop section)



Memory: K83 wired to tracks



Layout: Make a layout in CS2 of the shadow yard



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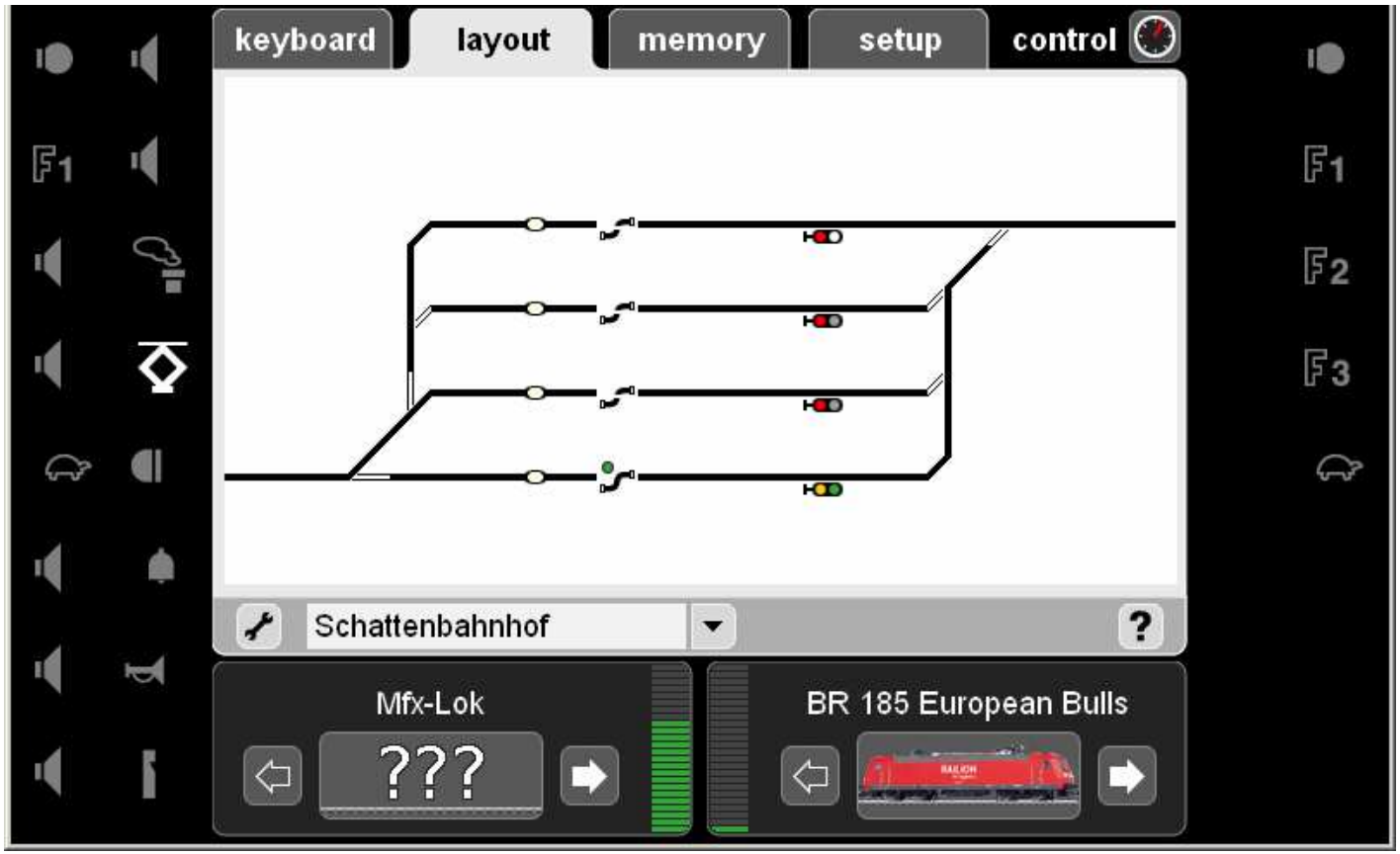
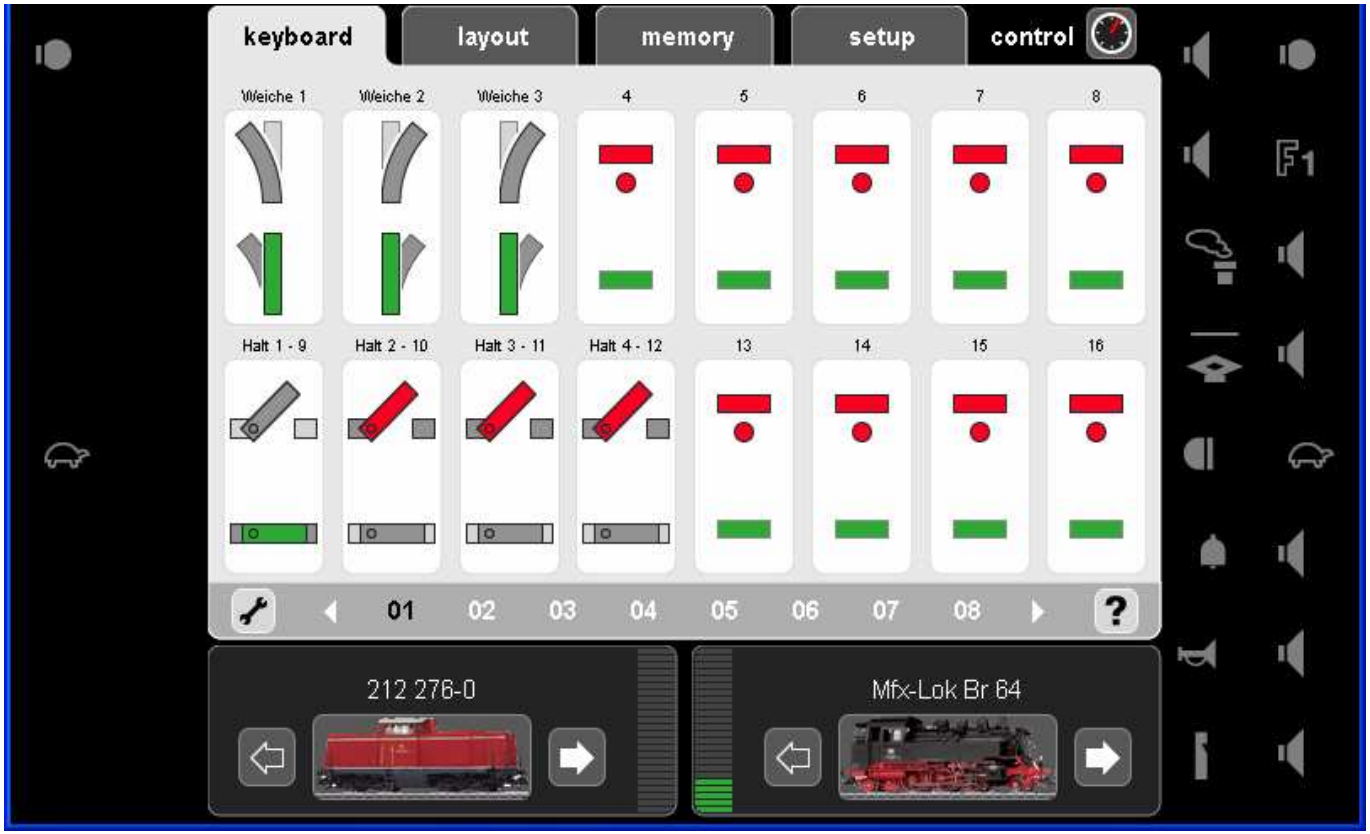


training

Keyboard: Configure all your solenoids here



Stop section 1-4 shown as:

Halt 1-9

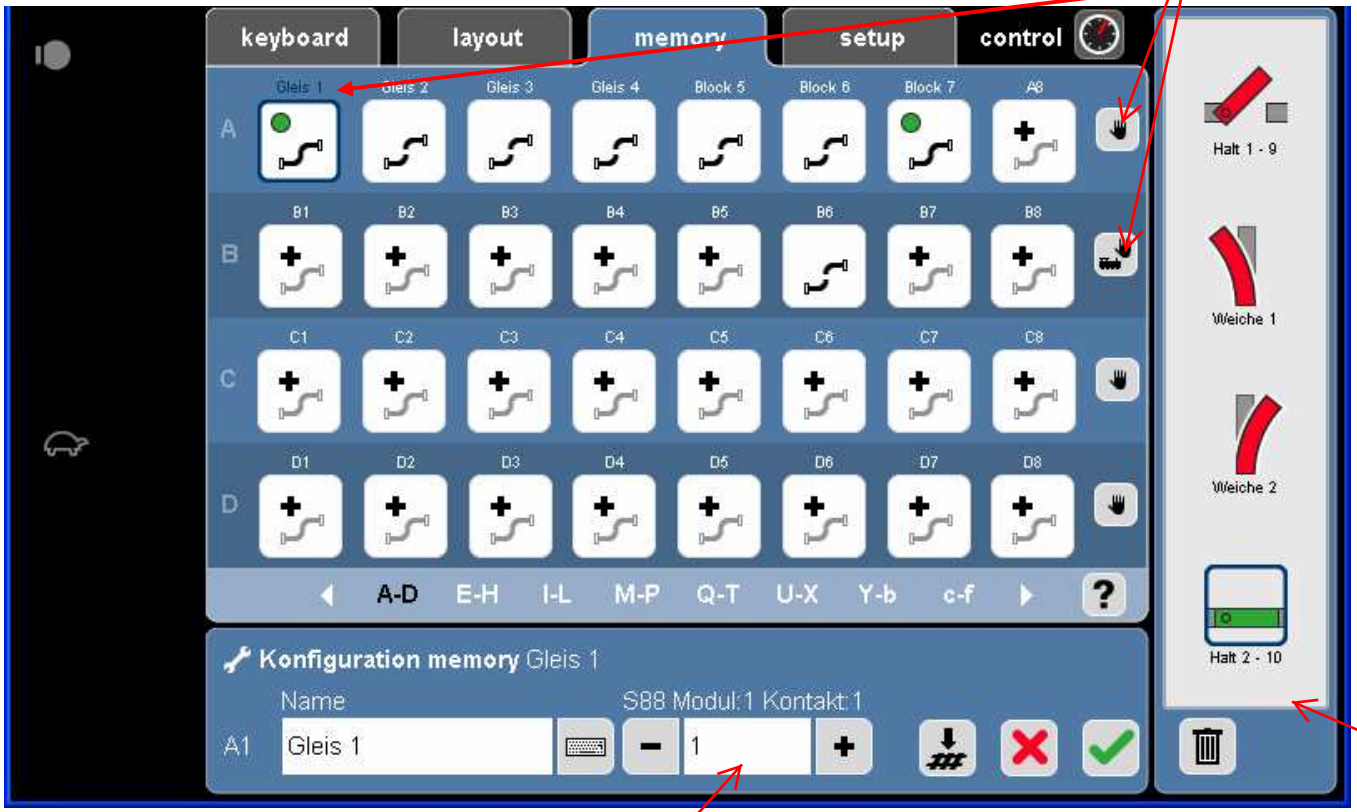
Halt 2-10

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

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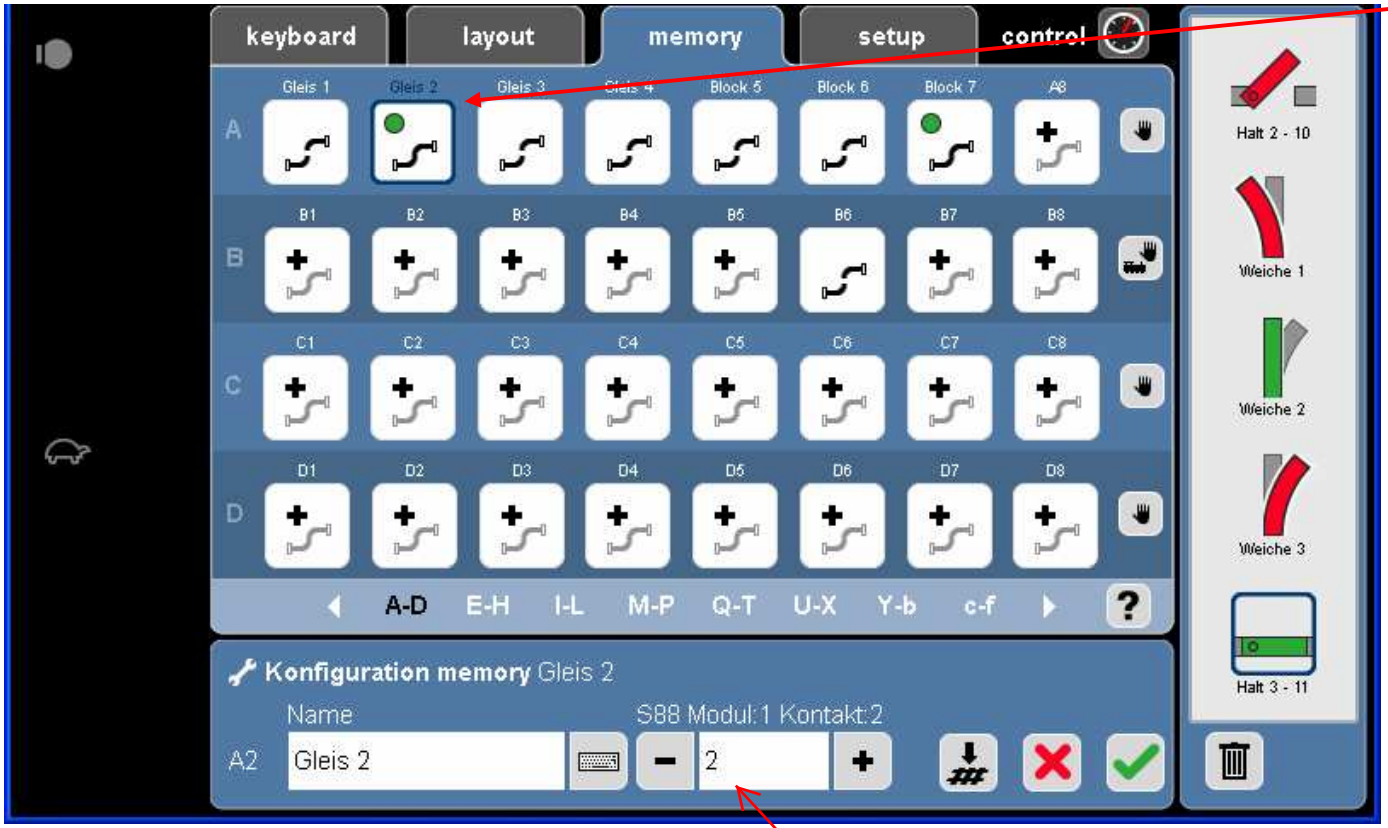

Route 2 activates below:

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 2 is connected to port 2 on S88 feedback module

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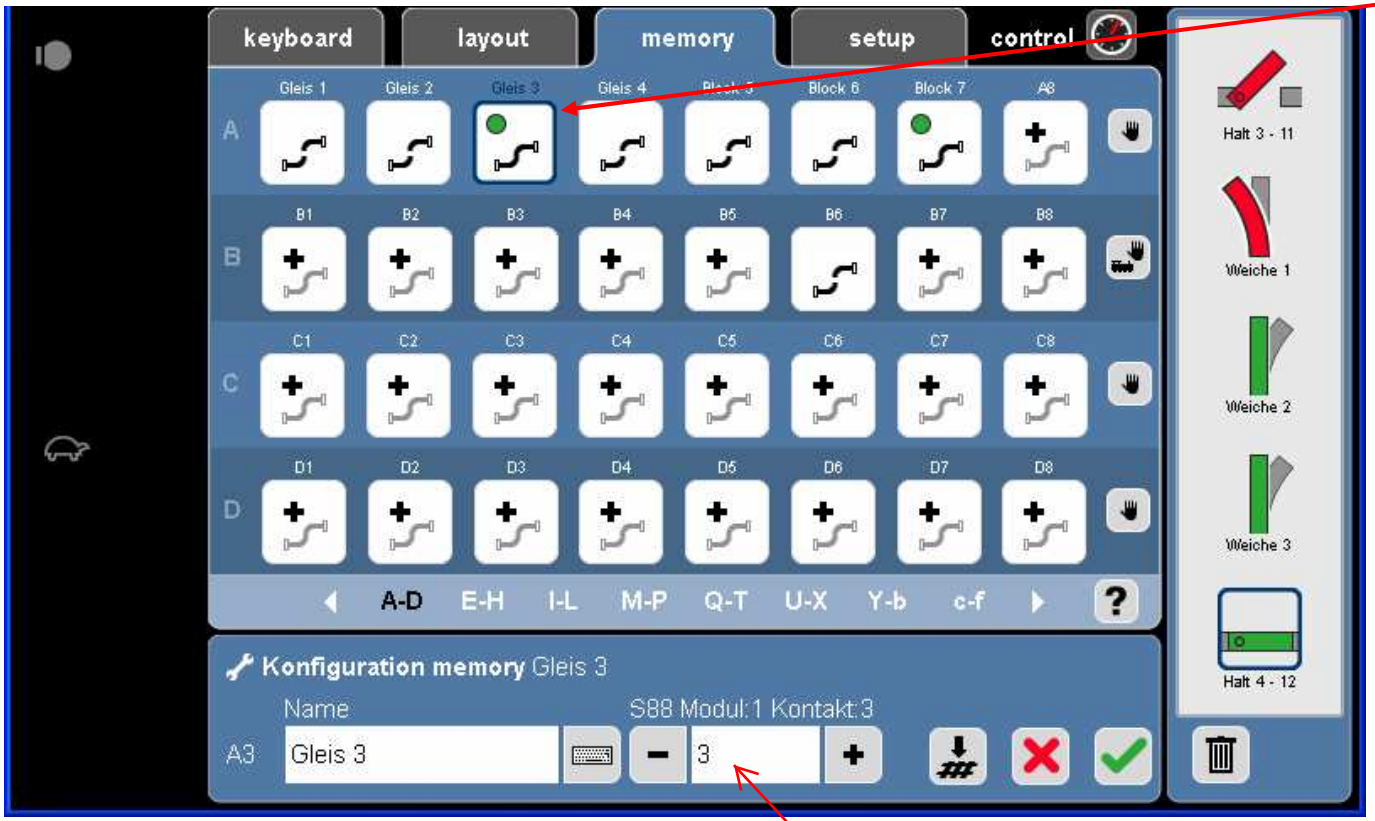
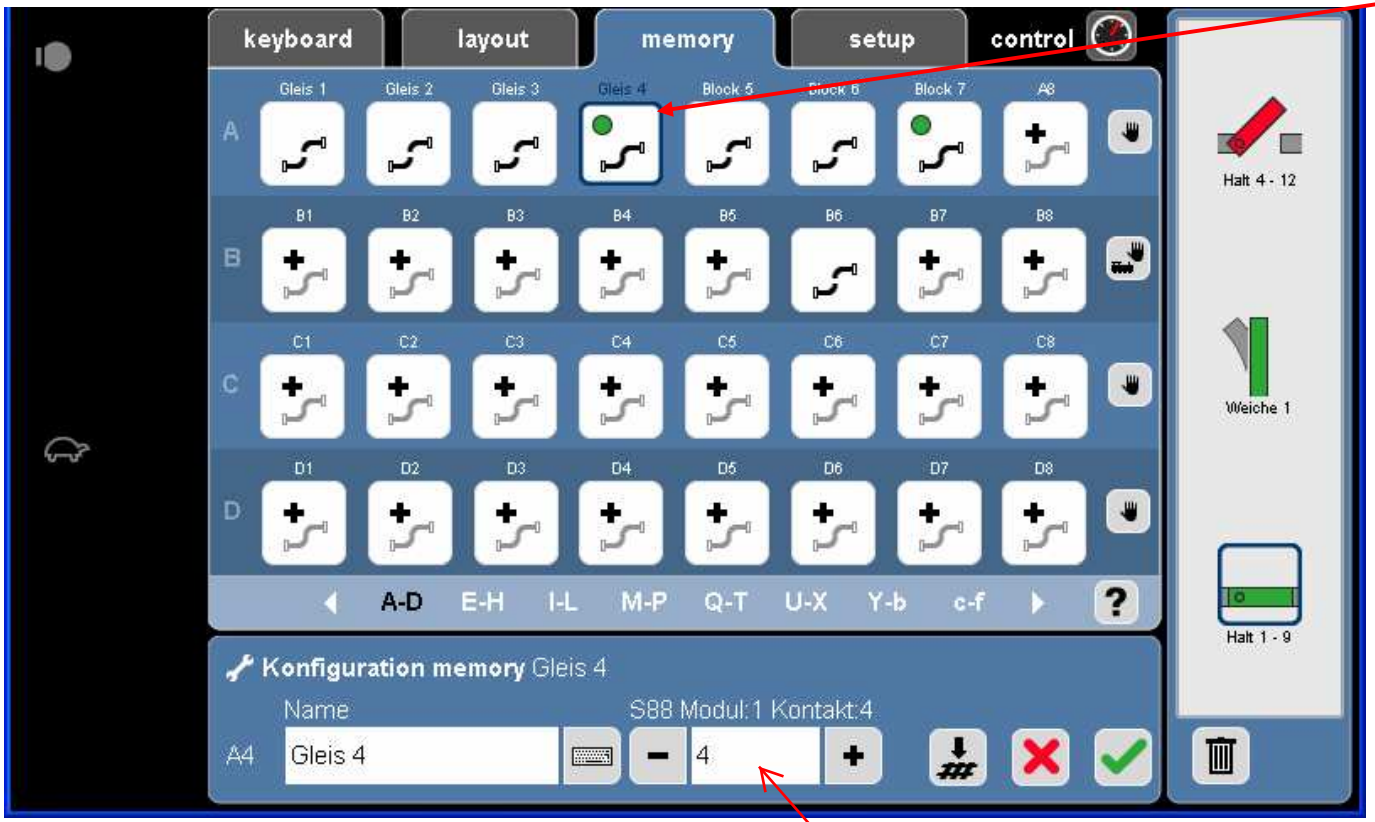


Route 3 activates below:

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)

Port 3 on S88 module

training



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