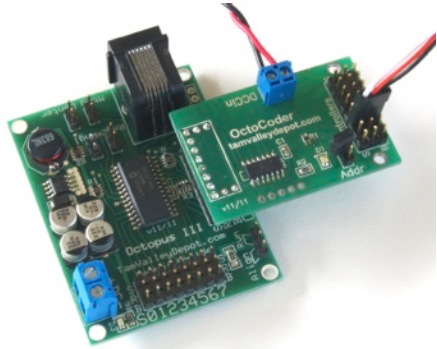


Tam Valley Depot Octocoder

DCC Stationary Decoder Add-on for Octopus II/III



The Octocoder allows you to add **eight** DCC addresses to the Octopus so that you can throw turnouts/ accessories. Connections are provided for local controls so you can have both DCC and local control at the same time. The stationary decoder is about as simple as they come - there are no CVs to program, just attach and set the address with the address jumper.

Installation

Attach the unit to the Controller pins on the Octopus II or III. When attaching to the Octopus, be sure to align the 8 pins correctly. The **Mtry** jumper must be on for the Octocoder to work.

DCC Address

The Octocoder uses 8 consecutive DCC address in blocks aligned to address **1, 9, 17, 25, 33, 41, 49** etc., $(n*8)+1$. To set the address, put the address jumper ON (so that it covers both pins), and then on your throttle throw one of the turnouts in the address block. The Octocoder will remember this address block. Take off the address jumper and store it on a single pin. Write the addresses for the Octocoder on it with a sharpie or a small sticky label.

Local Controls

You can use TVD Fascia Controllers and other pushbutton controls. However, you cannot use toggle switches. Toggle switches will fight with the DCC controls and always win.

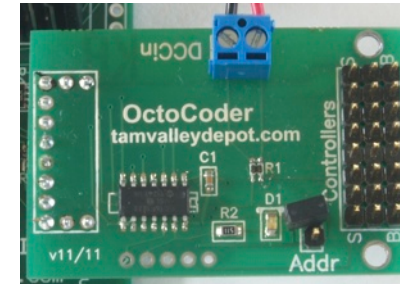
LEDs

You can still connect LEDs to indicate the turnout position as shown in the Octopus manual.

More Help

Email: dmcree@tamvalleyrr.com

DCC Input - connect to your DCC bus



Controllers connections work as for the Octopus except you cannot use toggle switches.

Address jumper put ON (shown in OFF position) and issue a DCC switch/turnout address on your DCC throttle to set the