



KeyCommander (KeyCom)

from the *Digital-Professional-Series* !

KeyCom-DC-F

>> finished module / mounted kit <<

Creates a digital switch command by key-stroke e.g. for turnout- switch- or light-signal decoder!

With the **KeyCommander (KeyCom)** it is now possible to benefit from the advantage of the simple wiring of a digital layout on your analogue layout.

The **KeyCommander** translates a key-stroke into a digital switch command (data format **DCC**). Just two wires will transmit the information e.g. to a turnout decoder which has been installed near the turnout to be switched as required.

This product is not a toy! Not suitable for children under 14 years of age! The kit contains small parts, which should be kept away from children under 3! Improper use will imply danger of injuring due to sharp edges and tips! Please store this instruction carefully.



Data format:
DCC
yellow point

Introduction / Safety Instruction:

You have purchased the **KeyCommander (KeyCom)** for your model railway supplied within the assortment of **Littfinski DatenTechnik (LDT)**.

We are wishing you having a good time using this product.

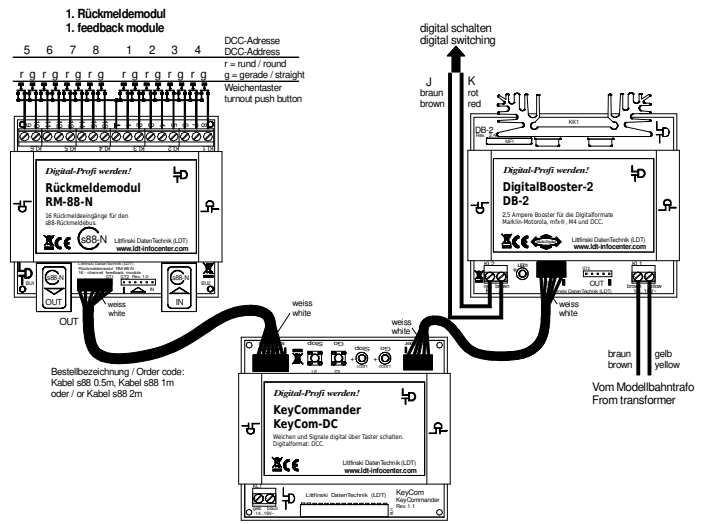
- Please read the following instructions carefully. Warranty will expire due to damages caused by disregarding the operating instructions. **LDT** will also be not liable for any consequential damages caused by improper use or installation.

Connecting the KeyCom to a Feedback-Module, Booster and if required to a Service-Module:

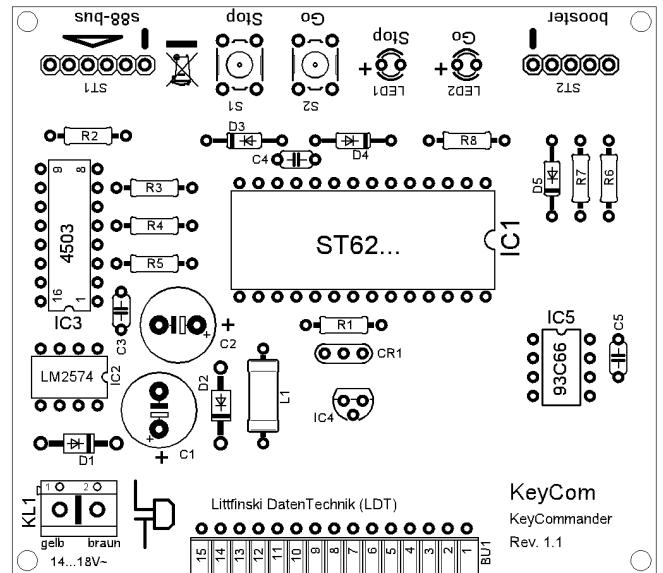
- **Attention:** Before starting the installation switch off the drive voltage by pushing the stop button or disconnect the main supply to all transformers.

Additionally to the **KeyCommander (KeyCom)** is at least a **Feedback-Module RM-88-N** or **RM-DEC-88** and a **Booster DB-2** required. The picture at the next column indicates how to connect a **Feedback-Module** and a **Booster** to the **KeyCom**. Plug-in the **socket of the Feedback-Module RM-88-N** or **RM-DEC-88** onto the **6-poles pin bar** and the **socket of the booster cable** onto the **5-poles pin bar** in that direction that **each cable shows away from the KeyCom**. There is a **white mark at one end of the two pin bars** of the **KeyCom** pc-board. This mark has to **correspond with the white single wire** of the respective cable.

The **KeyCommander** uses the **s88-feedback-bus** for feeding the key-information. Besides to the **RM-88-N** or **RM-DEC-88** other **s88-compatible feedback modules** can be used as well. The **Booster DB-2** will be connected to the **KeyCom** via the **5-poles booster-bus**. **Booster with 5-poles booster-bus** from other manufacturers can be used as well for **operating the KeyCommander**.



The **KeyCom** receives the **voltage supply** directly from the **Booster DB-2** via the **5-poles booster bus cable** as soon as the **booster** will be supplied by a **model railway transformer** with an **alternated voltage of 16...18 Volt**. If **boosters of other makes do not offer any supply voltage** via the booster bus cable the **KeyCom** and the **Booster** can get **together the alternated voltage** from a **52VA transformer with 16...18 Volt**. Please **attend in any case to the correct connection of the alternated voltage (yellow and brown wire)** at the **clamp KL1** of the **KeyCom** and the used **Booster**.



Mode of Operation:

The **keys or shift-keys** for **switching the turnouts** have to be connected to the **inputs of the Feedback modules RM-88-N** or **RM-DEC-88**. Each **Feedback-Module** contains **16 inputs** and a **common connection** for all keys or shift keys in the **middle of the 17-poles clamp bar**. This common connection has been marked with a **ground-symbol ("T" upside down)**.

Two inputs or push buttons are required for **each turnout** (for turnout round "R" and turnout straight "G"). Therefore is it possible to switch **8 turnouts with one Feedback-Module RM-88-N** or **RM-DEC-88**. **15 Feedback-Modules** in total can be connected to one **KeyCommander**. With that is it possible to create **15 * 8 = 120 DCC-Addresses** with **one KeyCommander**. The picture of the first page of this instruction shows the **wiring of the turnout push buttons**.

Colored sample connections can be found on our web site www.ldt-infocenter.com at the section "Sample Connections". Out of a relevant **key stroke** the **KeyCommander** creates a **DCC switch-command** which will be **amplified by the Booster DB-2** and transmitted to the **accessory decoders** (e.g. **Turnout-, Switch- or Light-signal decoder**). The command will be transmitted via the wires **"J"** and **"K"** respectively **"brown"** and **"red"**.

All DCC-Decoders are suitable, e.g. for turnouts with twin-coil drive the S-DEC-4-DC, for turnouts with motor drive the M-DEC-DC and as switch decoder the SA-DEC-4-DC and for light signals the Light-signal decoder LS-DEC.

The DCC-Decoder addresses will result out of the connection sequence of the feedback modules. The first feedback module RM-88-N or RM-DEC-88 connected directly to the KeyCom will create the decoder addresses 1 to 8. The second feedback module connected to the first one creates the addresses 9 to 16 etc.

Starting the system:

If the KeyCommander receives power supply, the green LED will come on after a short time and will indicate that the system is ready to operate. The connected booster is now active. Via the keys Stop and GO is it possible to activate or deactivate the connected booster (e.g. DB-2). If there is a short circuit at the digital output of the booster the KeyCommander will switch automatically to Stop (red LED comes on at the KeyCom). After eliminating the short circuit you can start the booster again by depressing the key Go.

General information to drive-ways:

From on KeyCom software version 2.00 (described within this instruction) is it possible programming optional 8 or 16 drive ways with up to 16 related turnouts or signals per drive way. Additional to the KeyCom is therefore the Service Module GBS-Service required. The KeyCom-Startset includes the Service-Module. Plug the 15-poles pin bar of the Service-Module GBS-Service onto the 15-poles pin socket of the KeyCommander. Please take care that there is no offset between plug and socket. A Sample Connection can be found at the operation instruction of the Service Module.

The first 8 drive-ways can be set and released by the first feedback module which has been directly connected to the KeyCommander. The setting and resetting of the second 8 drive-ways shall be done via the second feedback module which is connected to the first one.

The key for the drive-way which is connected to the input 1 of the feedback module will set the drive-way 1 or 9 to occupied. The key at the input 2 will switch the drive-way 1 or 9 to vacant. The tables "KeyCommander: Adresszuordnung" (Address assignment), supplied with each KeyCommander, or downloaded from our web-site (section "Downloads"), indicate the relation of all 8 or 16 drive-ways. The KeyCommander will transmit, additionally to the 16 switch commands for each drive-way, the switch command related to the drive-way key (e.g. set turnout round by drive-way 1). This makes it possible to indicate via the first 8 or 16 accessory addresses the status of the drive-ways e.g. via the Switch-Decoder SA-DEC-4 or the Layout-Panel-Decoder GBS-DEC.

If it is not possible to set a drive-way because it is crossing another drive-way this status will be indicated via the corresponding switch command by several switch-over signals. Model railway lamps or light emitting diodes showing the status of the drive way (e.g. red for occupied and green for vacant) will flash therefore shortly and will indicate that this drive-way can not be set to occupied because one or more turnouts of other already occupied drive-ways have to be shifted.

If individual turnouts which momentary belong to an occupied drive-way will be switched by a relative turnout command for an opposite direction this command will not be executed by the KeyCommander.

Programming Drive-Ways:

After switching-on the KeyCom the display of the Service-Module shows KeyCom-DC V2.xx. If the display of the Service Module does not indicate the correct information at the first set-up you should turn with a small screw driver careful the trim-potentiometer R1 a half turn to the left or to the right until you can read the correct information at the display.

On top of the Service-Module there are 4 push buttons located which will be at the following description indicated as >left<, >right<, >above< und >below<.

At first please depress the key >right<. During the first set-up the display will now show the text Fahrstr.:00 (Drive-way:00). With the key >above< or >below< is it possible to switch between Fahrstr.:00 (Drive-way:00), Fahrstr.:08 (Drive way: 08) and Fahrstr.:16 (Drive-way:16).

If you don't want to establish drive-ways please press the key >left< during the display indicates Fahrstr.:00 (Drive-way:00) for finalizing the input.

If you do want to establish or change drive-ways please depress the key >right< during the display indicates Fahrstr.:08 or Fahrstr.:16 (Drive-way:08 or 16).

The display shows now Fahrstr.:0101:--- (Drive-way:0101:---). Now you got the possibility to establish the first of 16 max. possible switch commands (accessory addresses) for the drive-way 1. The sign --- indicates that no command shall be transmitted. With the keys >above< or >below< you can select an address number between 17 and 240 (for 8 drive-ways) and address numbers between 33 and 240 (for 16 drive-ways).

If you selected previously address numbers 17 to 32 for switching of turnouts or signals within the 8 drive-way mode and you switch over to the 16 drive-way mode there will be the address numbers 17 to 32 no longer used by the KeyCom within the previous programmed drive-ways because those address numbers will now be drive-way addresses 9 to 16.

For which switch commands (accessory addresses) you have to enter which address number you have to attend to the tables "KeyCommander: Adresszuordnung" (address assignment).

The first 8 or 16 addresses will be needed to indicate the status of the relative drive-way (occupied or vacant) by model-railway-lamps or light emitting diodes. Therefore is the first possible address for accessory decoders the address 9 or 17. If e.g. at the drive-way 1 (within the 16 drive-way mode) the turnout with the address 17 shall be switched to round you have to select with the keys >above< or >below< according to table the 33.

The display will indicate now Fahrstr.:0101:033 (Drive-way: 0101:033).

If you have selected the correct address number for the first switch command you can proceed to the second switch command of the first drive-way with the key >right<. The display indicates now Fahrstr.:0102:--- (Drive-way:0102:---) Select now with the keys >above< and >below< the required address number for the switch command.

Continue now with the switch commands Fahrstr.:0103:--- (Drive-way:0103:---) up to Fahrstr.:0116:--- (Drive-way:0116:---) accordingly. If there are less then 16 switch commands for a drive-way required the remaining switch commands up to Fahrstr.:0116:--- (Drive-way:0116:---) shall get the sign --- instead of an address number.

If you depress again the key >right< the display will indicate that you are now within the programming mode of Fahrstr.:0201:--- (Drive-way:0201:---). Now, as mentioned above for drive-way 1, you can select the switch commands for the drive-way 2. After selecting the switch commands for all drive-ways you have to depress the key >left< until the display indicates Systemcheck. The KeyCommander evaluates now the input of the data. After a short time the display of the service module will show KeyCom-DC V2.xx.

The KeyCommander is now ready to switch all selected switch commands at the selected drive-ways.

For further operation is the Service-Module not necessarily required. You can detach the Service-Module from the KeyCommander as soon as the power supply has been switched off and the display indicates no data.

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