

Mikes Train House Fire House activation

Pressing the Activation Push Button, Lighted button or not, activates all three timers.

Relay #1 activated by Timer #1 activates the Fire Truck to leave the Fire House and will turn on the smoke unit in the house on fire.

Timer #1 times out in 2 seconds closing Relay #1 with no further action.

Timer #2 times out in 30 seconds closing Relay #2 activating the Fire Truck to go back into the fire house and will turn off the smoke unit in the house on fire.

Relay #3 causes Push Button Light to go out if there is a light on the button.

Relay #3 causes the Push Button to be deactivated during the firehouse running.

Timer #3 times out in 70 seconds closing Relay #3 with the Fire Truck already in the station.

Push Button is ready for activation again and the Button Light will turn on if there is a light in the push button.

SPST Switch #1 will turn on smoke without pushing the button to start activation.

SPST Switch #2 will turn off power to the smoke unit not allowing smoke to be produced.

Should be off when the firehouse is not being attended by a person or when the smoke fluid is out.

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Relay #1 is a single circuit relay. Relay #2 is a Double circuit relay. You do not have to purchase single circuit relays but can use a two circuit or four circuit relay and only use one circuit on the relay.

Relay #3 will be a 4 circuit relay and you will have one circuit unused in this configuration.

See the file "All - 12 volt Timer Diagram with 2 or 4 Position Relay" for the explanation of the Relay Timers.

I suggest that you wire the timer activation wires together. That means the right three wires on all three timers and the left three wires on all three timers are wired together.

Reset pushbutton to send fire truck back to starting point.

