

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 and the IRS Building 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 and the IRS Building 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 Operation.

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 off power to the smoke unit not allowing smoke to be produced.

Switch #1 should be turned off when the House on Fire and the IRS Building on Fire are not being attended by a person or when the smoke fluid is out.

The Internal Lights of the buildings will turn on and off when the button is pushed.

The imitation Fire Lights are on in the House on Fire and the IRS Building on Fire when Fire Engine is coming out.

When the engine stops the Imitation Fires and the smoke units will go out.

The engine will then return to the fire house and the Button will be reset.

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Relay #1 is a single 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.

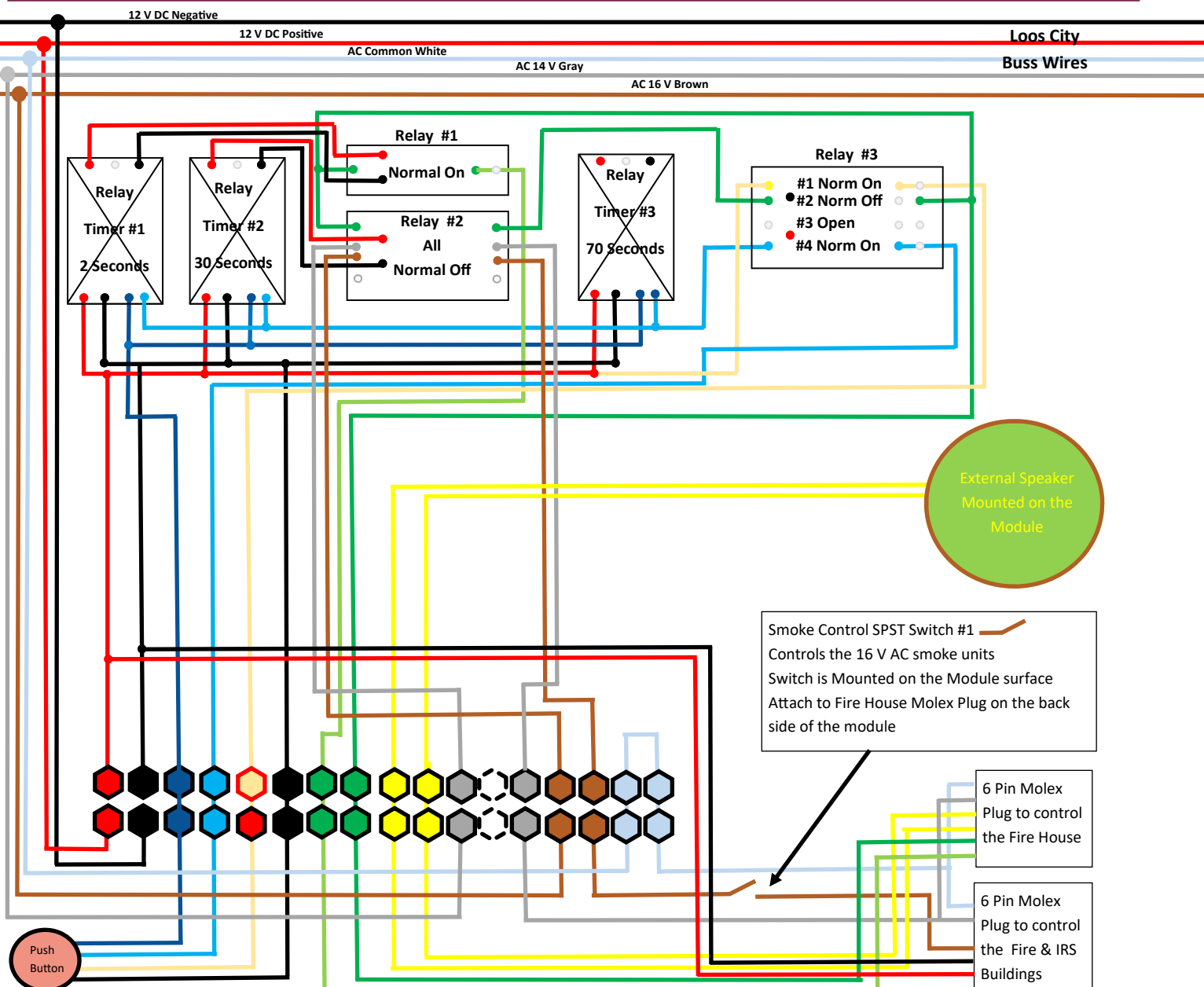
Relay #2 will be a four circuit relay and you will have one circuit unused in this configuration.

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

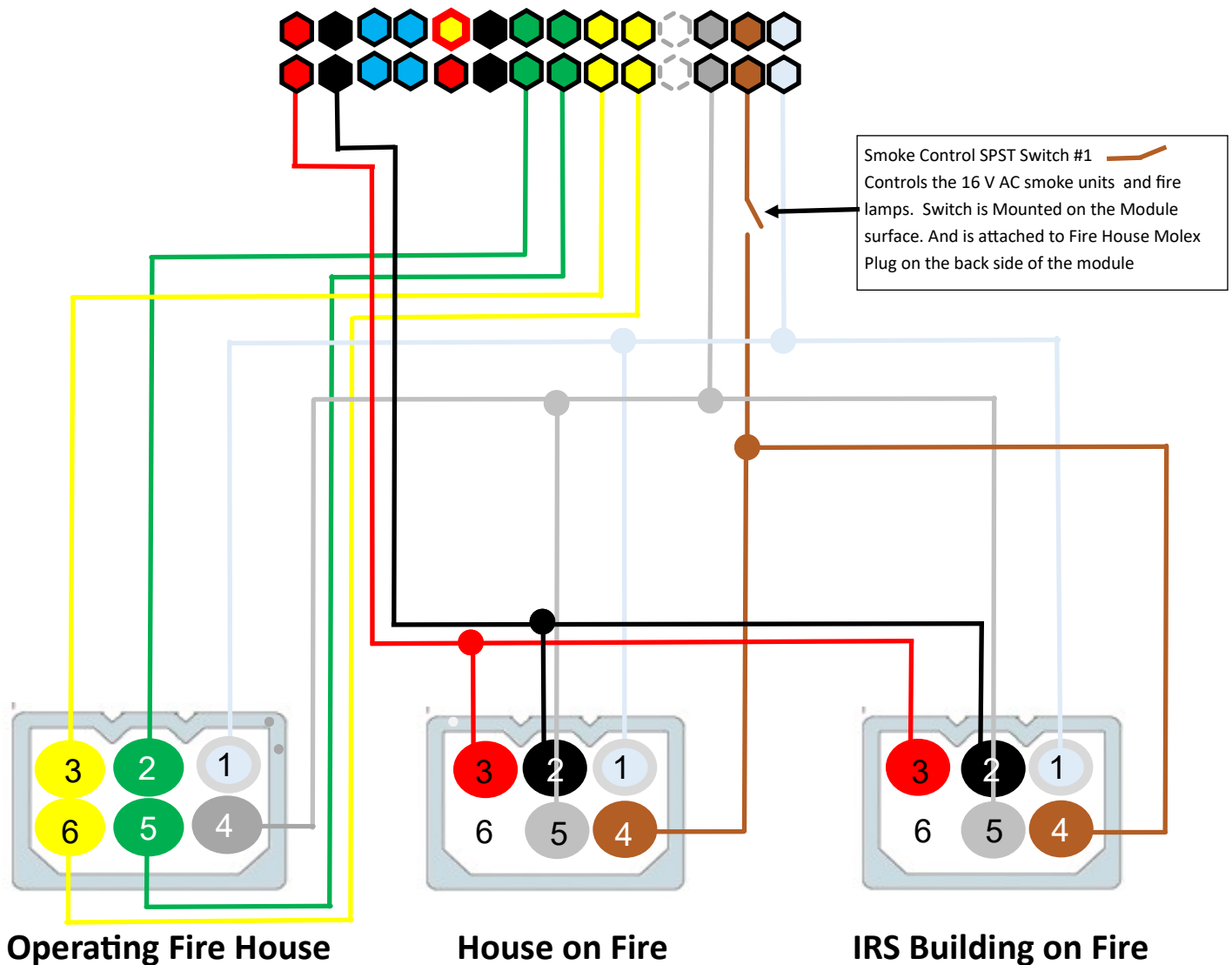
See the file "[All - 12 volt Timer Diagram with 2 or 4 Position Relay](#)" for the explanation of the Relay Timers.

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.

These five colored lines represent the Loos City Buss wires to operate this Fire Operation on the module.



Receptacles for the Fire Buildings on the Module



All of the wiring is under the Module with the three plugs mounted on the back side board of the Module itself.

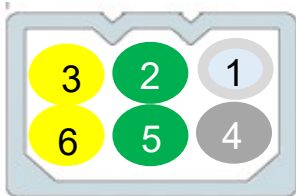
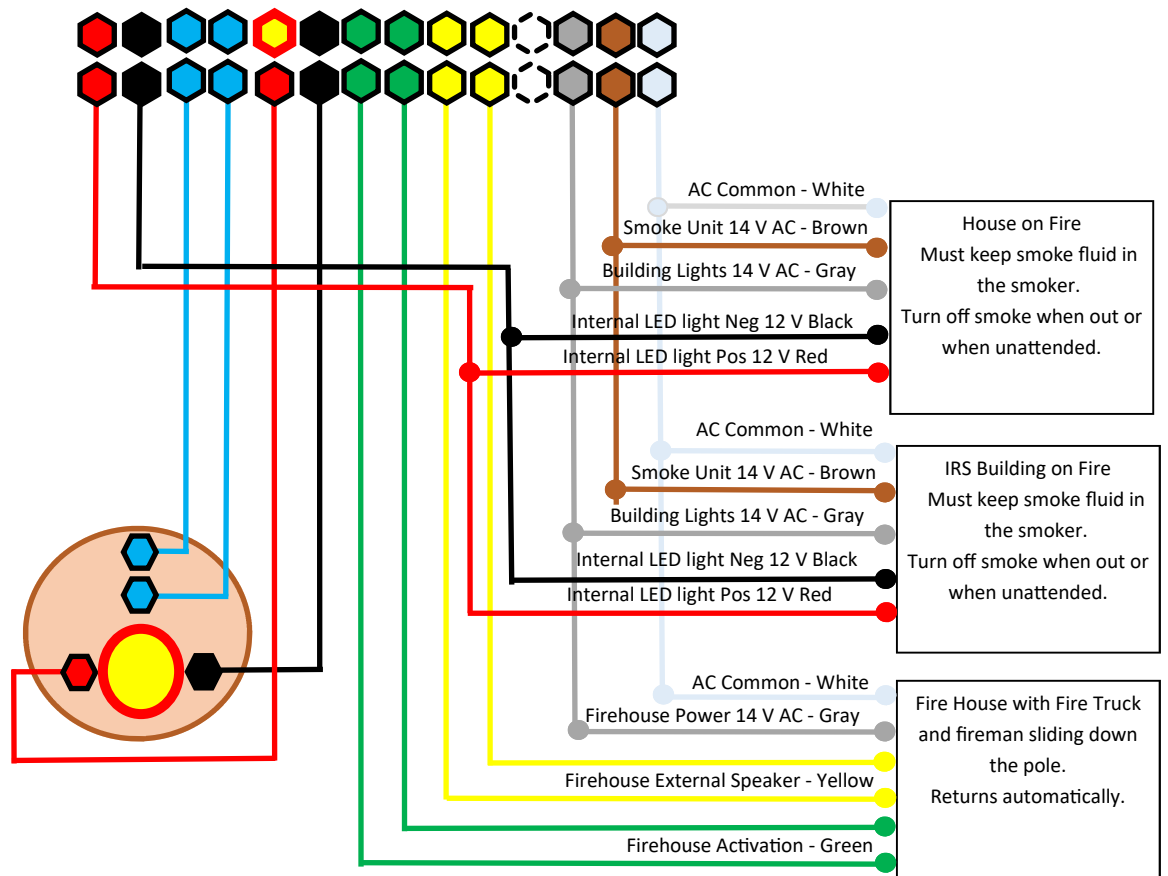
The Smoke Switch is mounted on the back top of the Module behind the House on Fire

The Left Molex Plug is to operate the Fire House - all six pins are in use.

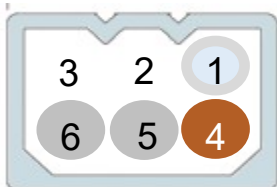
The Middle Molex Plug is to operate the House on Fire - Pins #2 and #3 are not used

The Right Molex Plug is to operate the IRS Building on Fire - Pins #2 and #3 are not used

External Connection for Firehouse and Buildings on Fire



FIREHOUSE Connection to the module board
Male plug mounted on the board
Female plug Mounted to the Firehouse



HOUSE on FIRE and IRS on FIRE Connection to the module board
Male plug mounted on the board
Female plug Mounted to each building