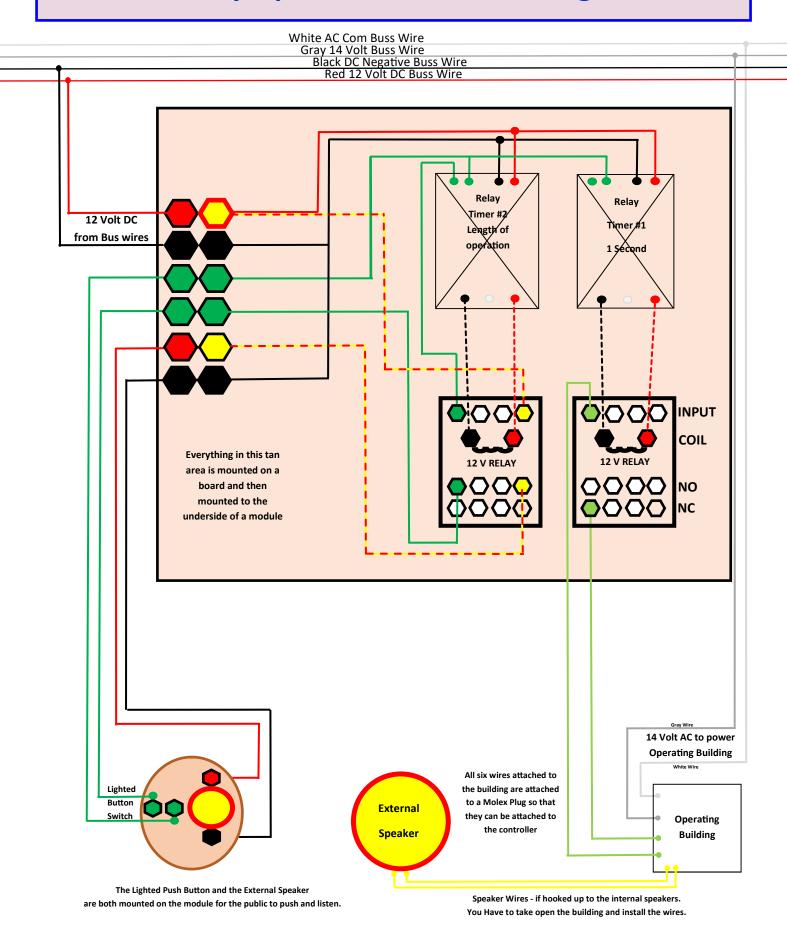
## **Any Operation Timed Building**

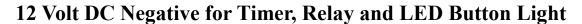


## **Color Codes and Connections**

The below identifying terminal connections are color coded to page one that is for any use of the single 4 position relay with a timer.



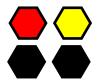
12 Volt DC Positive for Timer, Relay and LED Button Light





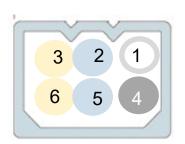
**Push Button Leads to start the timer** 

**Push Button Leads to start the timer** 



12 Volt DC Positive to operate the LED Button Light

12 Volt DC Negative to operate the LED Button Light



Connection for any activated building such as the FIRE HOUSE

Pin1 Common AC - Pin 4 Hot AC 14 Volt being used

Pin 2 and Pin 5 are the activation wires from the button

Pin 3 and Pin 6 are the wires to external speaker if used

Male plug on the board and Female plug comes from building

### **Color Codes and Connections**

# 12 Volt DC Power supplies both the timer and the button light from the Loos Buss wires

S		1	Second	to '	15	<b>Seconds</b>
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S — 1 Second to 60 Seconds

s 🗎 📘 1 Minute to 8 Minutes

S = 6 Minutes to 60 Minutes

## S5—leave attached to run the relay From the timer power 12 V DC.

**S1 = Switch 1** 

**S2 = Switch 2** 

**Notes** 

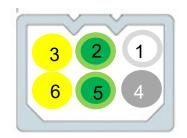
NC = Normally Closed

NO = Normally Open

+ = Positive DC

- = Negative DC





Connection for any activated building such as the FIRE HOUSE

Pin1 Common AC - Pin 4 Hot AC 14 Volt being used

Pin 2 and Pin 5 are the activation wires from the button

Pin 3 and Pin 6 are the wires to external speaker if used

Male plug on the board and Female plug comes from building

## **Lighted Operational Buttons in Current Use**

#### **Buttons that operate items currently**

There are at this time 4 items that are operated by Buttons for the patrons to push

- #1 MTH Fire House With an External Speaker
  It is on a timer and automatically resets by timer. On Module LL2
- #2 McDonalds Restaurant With an External Speaker
  No timer Button Light does not turn off. On Module LL1
- #3 Speedy car wash No External Speaker
  No timer Button Light does not turn off. On Module LL1
- **#4 Mel's Diner With an External Speaker No timer Button Light does not turn off. On Module L3**
- #5 Is the Ballon (This needs to be revised all together)

  It is on a timer with separate power supplies to operate. On Module L5

### Buttons that are possible to add to the LL City

- #1 Flag. Need to do something to keep it operating but not in constant mode.

  Suggest a button with a 10 second timer added
- #2 Hobby shop on L4 No Sound
  Suggest a button with a 20 second timer added