INFINITY∞

MODEL RAILWAY CONTROL [and beyond]

GAUGEMASTER

Wireless Digital Control System

USER MANUAL

08/2024 - Version 1.0 E&OE

INDEX

SYSTEM SPECIFICATIONS

POWER SUPPLY UNIT - 100-240v ~ 50/60Hz
Each power supply has a UK figure 8 cord set that can be replaced with an EU or US compatible plug.
POWER SUPPLY OUTPUT - 15.0v 4A
Always user the correct power supply, an incorrect power supply can damage your system.
TRACK POWER VOLTAGE - 15v 3.2A max.
USB PORT - Type C cable required (not supplied)
The USB port is for updating the firmware in the base unit only and must never be connected to other devices, details on how this is achieved will be available on our website along with any updates.
BLUETOOTH INFORMATION - Bluetooth ® low energy - ISM Band 2.402 to 2.480 GHz - 50M range
Range will vary on surroundings.
HANDSET BATTERY - AA/R6/UM-3 x 2

Always store your system in warm dry conditions, power supplies and base units are for indoor use only and never let any part of your system get wet. There are no serviceable parts inside and if any part becomes damaged seek professional advice or replace the item before use.

WARNING: This product contains small magnets

THANK YOU FOR CHOOSING GAUGEMASTER INFINITY

Gaugemaster INFINITY is a DCC system designed and manufactured in house here at Gaugemaster so is designed primarily with the British modeller in mind

INFINITY follows the tried and tested BASE STATION/HANDSET combination and we were certain to ensure the BASE STATION was stylish as well as functional. We really wanted to move away from using a phone or tablet via an app. Although this was easily achievable (and much cheaper), we felt that it was a compromise and that an ergonomic HANDSET specifically designed for running a model railway was a much better option.

There are a wealth of new features within and it's ease of use will ensure you are up and running trains in no time at all. Be assured by our 50+ years manufacturing model railway controllers and our legendary after sales service.

INFINITY Digital follows all conventional DCC protocols and is fully NMRA compatible. It's been tested with a huge variety of products and we are sure you will love it.

Don't forget to register your product as there will be free firmware updates in the future.

It's Model Railway Control [and beyond]

YOUR GAUGEMASTER INFINITY DIGITAL SYSTEM

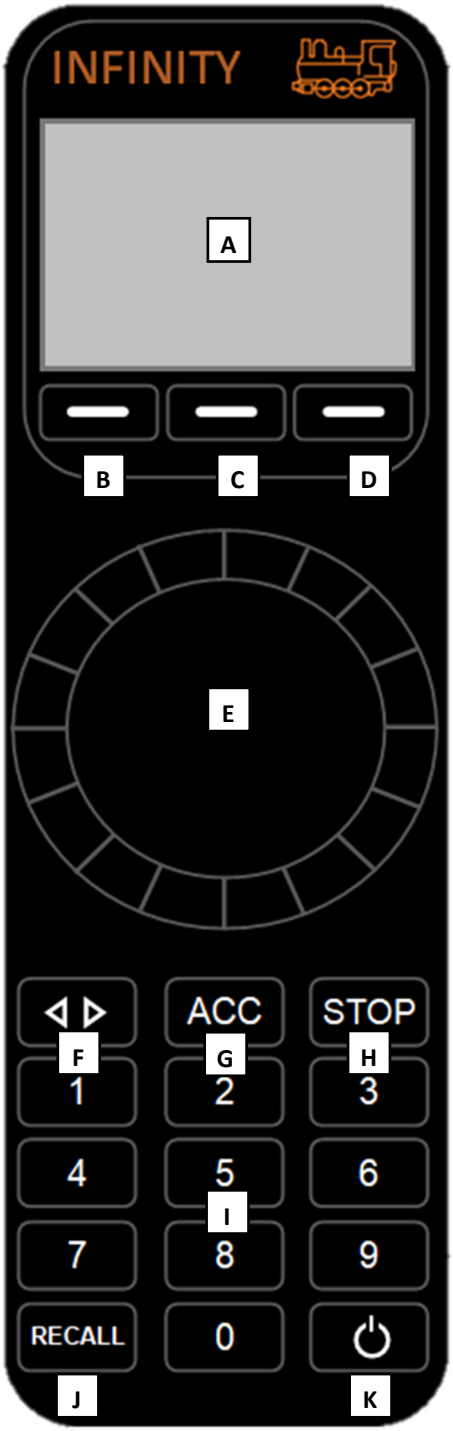
Your INFINITY Digital System includes the following based on which system you have obtained

INFINITY DIGITAL SOVEREIGN
1 x Base Unit
1 x Handset
1 x Power Supply
1 x UK Power Cord Set
3 x Green Track Connection Plugs
2 x AA Batteries

INFINITY DIGITAL CONSORT
1 x Base Unit
1 x Power Supply
1 x UK Power Cord Set
3 x Green Track Connection Plugs
1 x Expansion Cable

NOTE
INFINITY Base Units do not feature an ON/OFF button as when they aren't in use, they draw very little current. If you prefer, you can switch the Base Unit off using the switch on your wall socket and by doing so, your INFINITY Handset will shut down around 5 seconds later. When you are ready to use your system again, simply turn on the switch on your wall socket, press the POWER button on the Handset and your INFINITY system will be ready to use again

YOUR GAUGEMASTER INFINITY HANDSET - FRONT VIEW



A - LCD DISPLAY
See page 7.

B/C/D - SELECTION BUTTONS
The use of these buttons varies, depending on what you want to change or operate. The function of each button is displayed on the screen directly above them. On the DRIVE screen, these will access the MENU, FUNCTIONS and LIGHT function

E - DIAL
This has multiple functions - it changes the speed of the Loco/Consist you have selected. Rotate right to increase the speed or left to slow down. When the Loco is stationary, in YARD mode, this dial can be used to switch direction. It is also used to move selection arrows in the menus

F - DIRECTION (< >)
In DRIVE mode, this will change the direction of your locomotive and during text entry, this key can be used to switch the direction of the cursor.

G - ACCESSORY (ACC)
This takes you to the Accessories menu so you can operate all your Accessories. A second press will take you to the Accessory Sequence menu. So this single button allows you to toggle between two menus

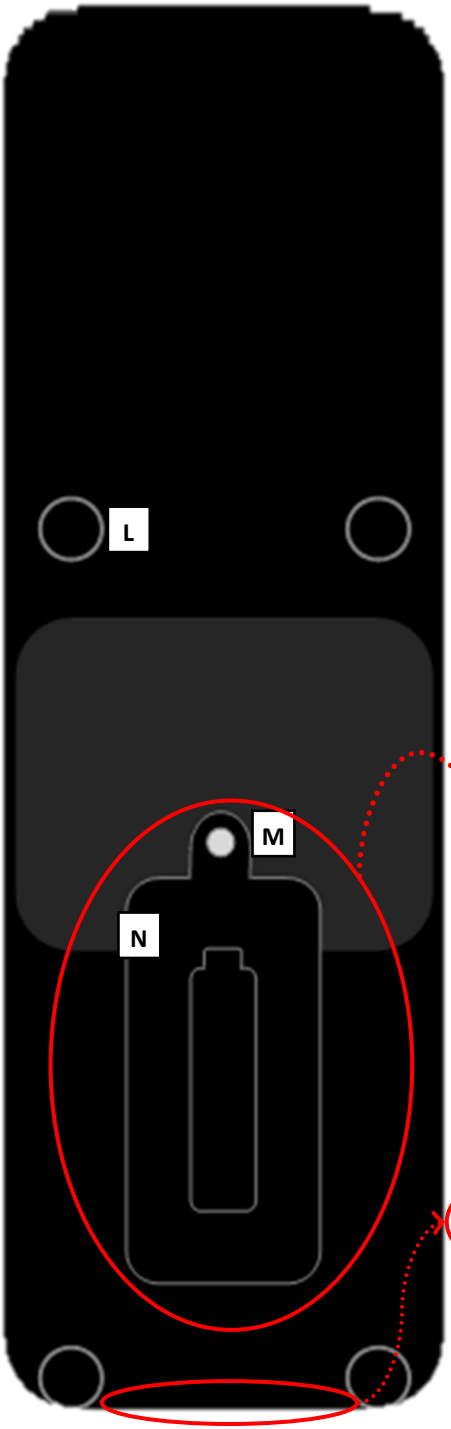
H - STOP (STOP)
Use this button to stop the loco currently being operated. Continue to hold it and you will remove the power to all tracks

I - NUMERIC KEYPAD (0-9)
Use these for entering function numbers and accessing menus quicker

J - RECALL
Each press of this button toggles you through each loco and consist in your STACK before returning to the beginning again

K - POWER BUTTON
Used to turn the Handset on and also used to exit any screen by pressing once where it returns you to the loco you are controlling. Hold it down for 3 seconds to power the handset down completely

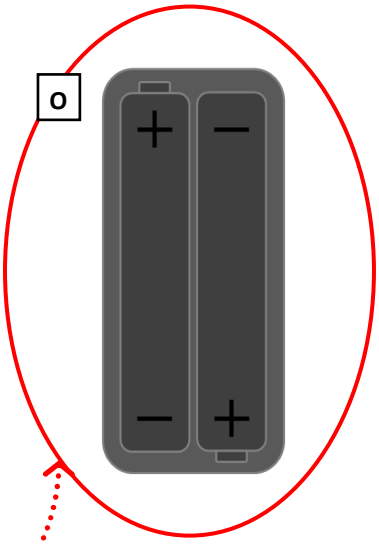
YOUR GAUGEMASTER INFINITY HANDSET - REAR VIEW



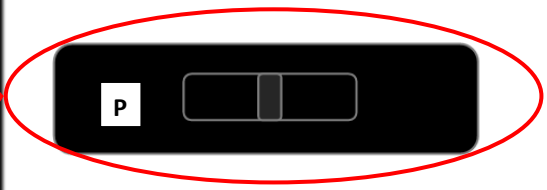
L - HANDSET FEET
Rubber feet to prevent scuffing & sliding when placing the handset down on flat surfaces

M - SCREW TO HOLD BATTERY COVER
Screw to secure the battery cover in place

N - BATTERY COVER
Battery cover indicating 2 x AA / R6 / UM - 3 required
Orientation as below



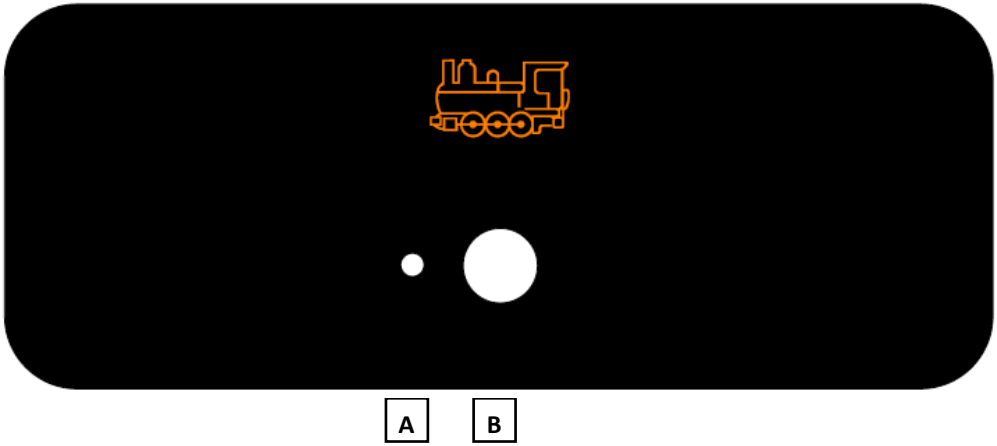
O - BATTERY COMPARTMENT
Correct battery placement



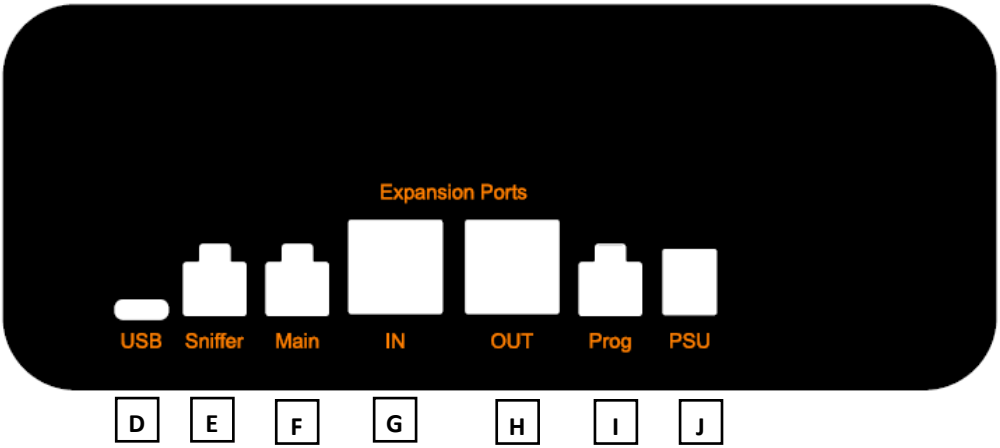
P - WRIST STRAP ATTACHMENT POINT

YOUR GAUGEMASTER INFINITY SOLO BASE UNIT

FRONT



REAR



A - Track 1 Status LED
RED = Stop has been pressed / overload
GREEN = Connected to a handset and working
GREEN (FLASHING) = Powered up but not connected to a handset
BLUE (FLASHING) = Pair Mode so a Handset can be Paired Up

B - Centre Button, used as an EMERGENCY STOP (Press once) or for PAIRING (Held Down)

D - USB Port for firmware updates ONLY (Type USB-C)

E - DCC Sniffer Input Port*

F - Main Track Power Output* (15v 3.2A max)

G - Expansion Port IN for use with INFINITY expansion units (available separately)

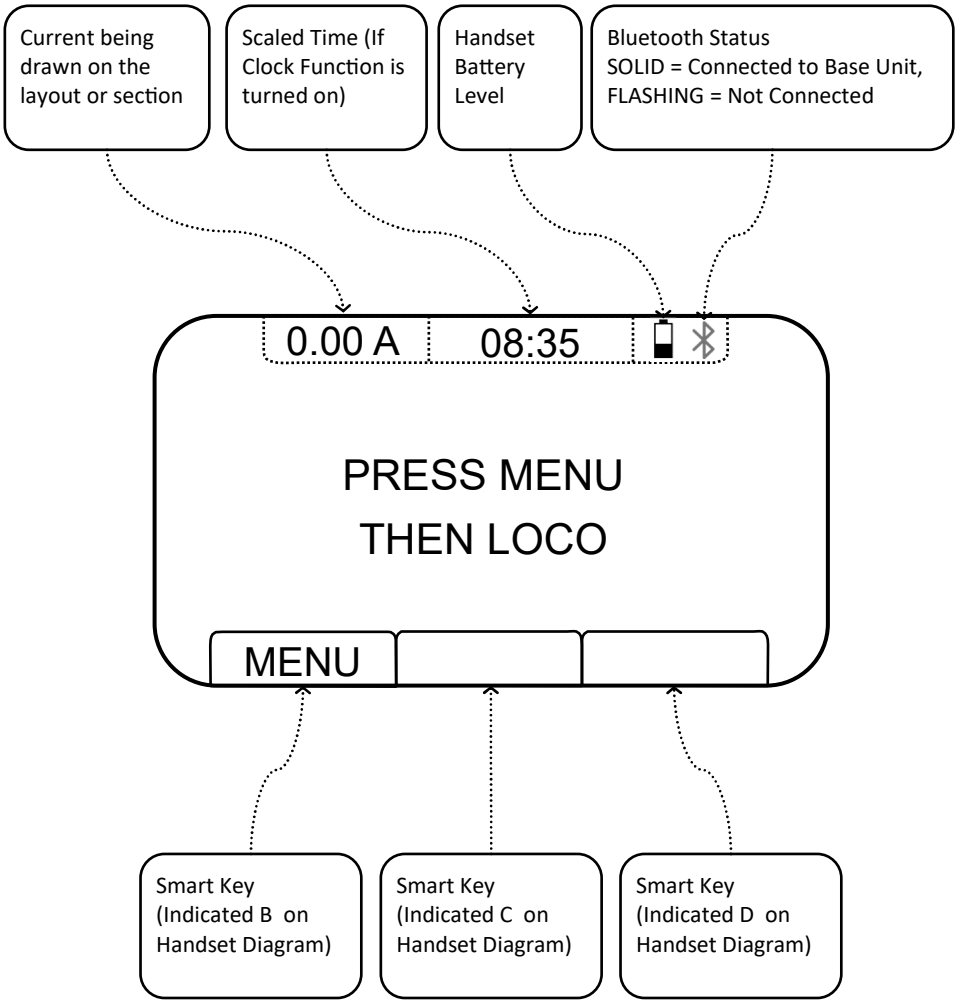
H - Expansion Port OUT for use with INFINITY expansion units (available separately)

I - Programming Track Output*

J - INFINITY Power Supply Unit Input (15.0v 4A)

* = Green Plug provided for easy connections

YOUR GAUGEMASTER INFINITY HANDSET LCD SCREEN



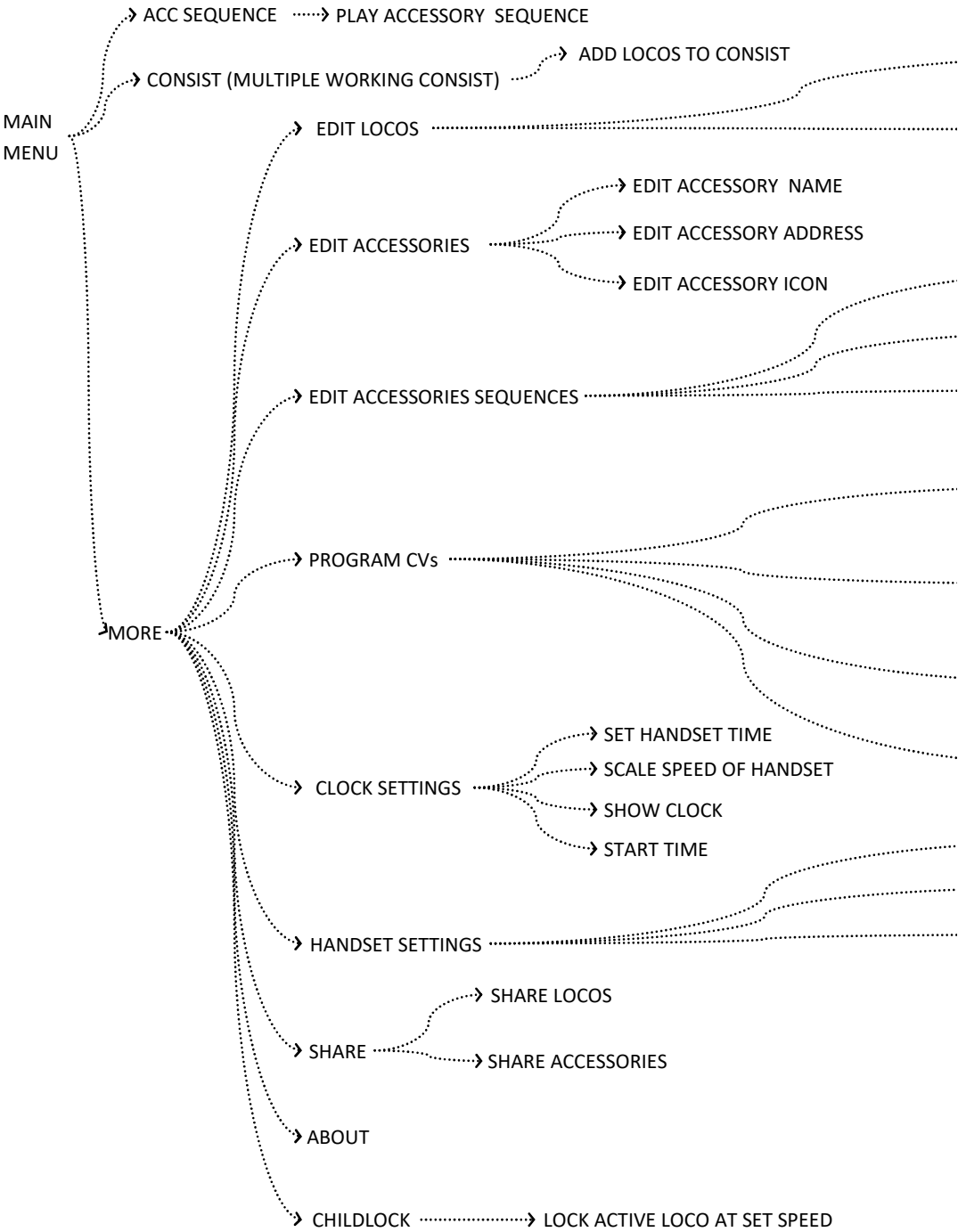
YOUR GAUGEMASTER INFINITY POWER SUPPLY

EACH POWER SUPPLY INPUT - 100-240v ~ 50/60Hz

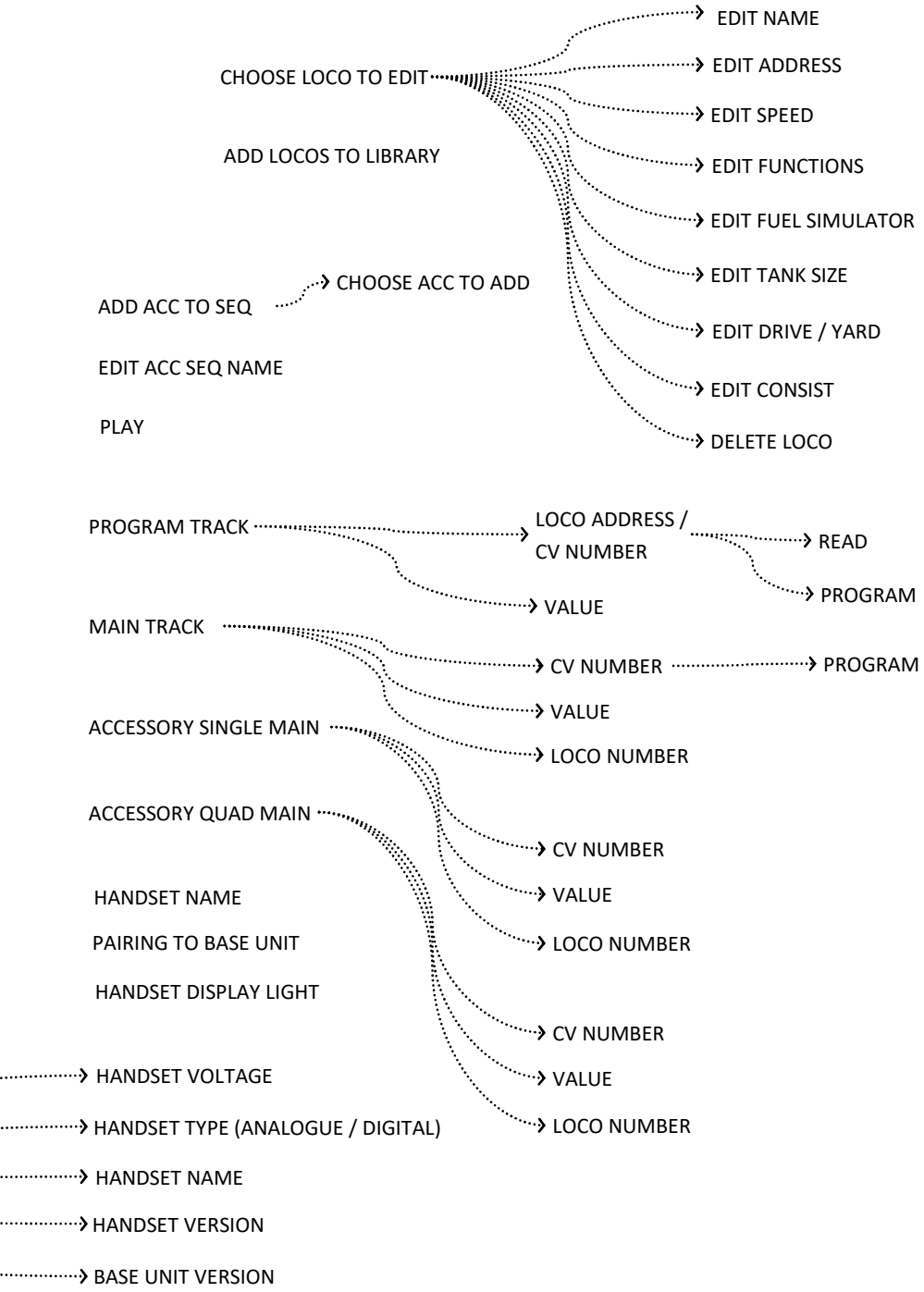
Output: 15.0v 4A

There are no user serviceable parts. Do not attempt to repair. Not for outdoor use. Do not attempt to use if the cord is damaged. Adult use only.

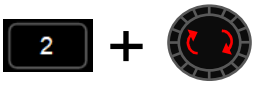
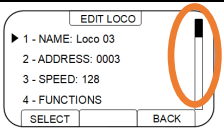
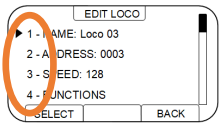
SYSTEM MAP


MAIN MENU
ACC SEQUENCE
PLAY ACCESSORY SEQUENCE
CONSIST (MULTIPLE WORKING CONSIST)
ADD LOCOS TO CONSIST
MORE
EDIT LOCOS
EDIT ACCESSORIES
EDIT ACCESSORY NAME
EDIT ACCESSORY ADDRESS
EDIT ACCESSORY ICON
EDIT ACCESSORIES SEQUENCES
PROGRAM CVs
CLOCK SETTINGS
SET HANDSET TIME
SCALE SPEED OF HANDSET
SHOW CLOCK
START TIME
HANDSET SETTINGS
SHARE
SHARE LOCOS
SHARE ACCESSORIES
ABOUT
CHILDLOCK
LOCK ACTIVE LOCO AT SET SPEED

SYSTEM MAP


CHOOSE LOCO TO EDIT
EDIT NAME
EDIT ADDRESS
EDIT SPEED
EDIT FUNCTIONS
EDIT FUEL SIMULATOR
EDIT TANK SIZE
EDIT DRIVE / YARD
EDIT CONSIST
DELETE LOCO
ADD LOCOS TO LIBRARY
ADD ACC TO SEQ
CHOOSE ACC TO ADD
EDIT ACC SEQ NAME
PLAY
PROGRAM TRACK
LOCO ADDRESS / CV NUMBER
READ
PROGRAM
VALUE
MAIN TRACK
CV NUMBER
PROGRAM
VALUE
LOCO NUMBER
ACCESSORY SINGLE MAIN
CV NUMBER
VALUE
LOCO NUMBER
ACCESSORY QUAD MAIN
CV NUMBER
VALUE
LOCO NUMBER
HANDSET NAME
PAIRING TO BASE UNIT
HANDSET DISPLAY LIGHT
HANDSET VOLTAGE
HANDSET TYPE (ANALOGUE / DIGITAL)
HANDSET NAME
HANDSET VERSION
BASE UNIT VERSION

TIPS AND TRICKS FOR USING YOUR NEW HANDSET

Short Cut / Tip	Action
	Powers on the handset. Hold for 3 seconds to power off the handset Will return you to the home screen from any menu
	Will toggle through all Locos & Consists in your STACK. Will return you to the home screen from any menu
	When scaling speed in your clock settings, hold '2' down and rotate the DIAL at the same time. Clockwise will increase the speed, anti-clockwise will decrease it. (Saves pressing '2' 63 times to get back to a scale speed of 1!)
	Pressing 'STOP' once will bring the current loco you are controlling to a stop. Pressing and holding 'STOP' for 3 seconds will turn the track power off.
	Press 'ACC' once to quickly access and play Accessories Press 'ACC' twice to quickly access and play Accessory Sequences
	In DRIVE mode, press '< >' to change the direction of your locomotive In EDIT LOCOs or EDIT ACCESSORIES menus, press '< >' to set the direction.
	Whenever you see a scroll bar on the right of your screen, it means there are more menu options, or a list of items to scroll through.
	There are two ways to make selections in the handset: 1. Rotate the DIAL clockwise or Anticlockwise and then press SELECT 2. Press the assigned menu number on your keypad

BEFORE YOU GET STARTED

ENVIRONMENT

This INFINITY system is a complex piece of electrical kit. Always use it in warm, dry conditions - the BASE STATION, HANDSET and POWER SUPPLIES are for indoor use only and should never be allowed to get wet. There are no user-serviceable parts inside so if any part becomes damaged, please replace appropriately or contact us for further advice. Ensure the ventilation grills are kept clear to enable heat to escape - **do not cover.** Failure to do any of the above may invalidate any warranty.

LOCATION, LOCATION, LOCATION

The BASE UNIT should be situated in a clear line of sight for best connection to the HANDSET. You'll need at least one Mains Powered socket for the power supply unit.

EASE OF CONNECTION

We've included our ubiquitous Green Plugs to make connection really easy. You'll need a small flat-head screwdriver to tighten the terminals. These are designed to accept bare wires so no special connectors are required.

WIRE

Always remember to use a suitable grade of wire for all outputs and try to avoid unnecessarily long runs of wire as these can impede the flow of power. Make all connections to the best of your ability and check all insulating joints are working correctly.

PROGRAMMING TRACK

This is a dedicated output for programming a decoder and can be used directly with wires or with a piece of track to code a decoder fitted inside a model. It is low power, cannot be used to operate a decoder and must always be kept separate from all other outputs (failure to do so will result in damage to the unit.)

MAIN TRACK OUTPUT

You layout track feed wires or bus can be connected to this terminal. To make this easy, remove the green plug, always ensure all strands of wire are in the correct part of the plug. Tighten the screws to secure the wires and make sure the plug is fully inserted into the correct socket on the base unit (Labelled MAIN). Always ensure any track connectors or feeder tracks are DCC compatible on all aspects of your layout.

OVERLOAD

In the event the main track is overloaded, the light on the base unit will flash RED and the amperage reading on the main screen will flash at its maximum output. Find the source of the problem and rectify immediately, once this is done the system will continue where it left off.

GENERAL LAYOUT MAINTENANCE

Although we think you will love the INFINITY system, it's important to remember that you'll enjoy it even more if your track is kept clean, your wiring sound and your locomotives serviced. A great control system will not necessarily make a bad locomotive better.

HANDSET

The HANDSET requires 2 x AA Batteries to operate (provided). The system uses low power Bluetooth and they will last for AGES. You'll need a small crosshead screwdriver to open the battery compartment when you need to change them. If you are planning on not using the system for a prolonged period of time, we'd recommend taking the batteries out before you store the unit. We'd also remind you that if you ever plan on shipping the HANDSET anywhere, that carriers (including Royal Mail) have very specific rules about the transportation of batteries and could potentially confiscate and destroy any package containing batteries if their transit was prohibited. While we are taking about the HANDSET, it also features rubber feet to prevent it sliding across smooth surfaces and a recess for a lanyard or wrist strap

FUTURE-PROOFING

You'll notice a USB port on the back of the BASE UNIT. This will enable you to update the firmware, when available, from the Gaugemaster website. Be sure to register your INFINITY system online so we can notify you about all news and updates for your INFINITY system

SUPPORT

The Gaugemaster website is a great resource to learn about the INFINITY system and our physical shop is open 7 days a week should you ever need face to face support in a beautiful part of the world. Alternatively, you can email or phone us. Someone is here 7 days a week.

RANGE

If the handset goes out of range or loses connection with the base unit for more than 60 seconds, the power will be removed from the track and all locos will be set to zero to avoid problems from unsupervised operation. Once back in range, you can restart your locos as normal.

QUICK START

Bad news, there isn't a Quick Start section. We know those of you who are particularly keen wouldn't have got this far anyway and those that are more meticulous will read through everything in depth anyway.

We'd rather you took your time once and learned how to enjoy what will be the most valuable piece of your Model Railway layout.

ORDER OF BATTLE

We're going to walk you through the system in such a way that you get to run a train quickly and get to experience conventional GAUGEMASTER Digital control, in the same way you would from our much loved (and ongoing) Prodigy systems.

Many of you might ask why we didn't simply ask you to download an app so you could simply install it on your smartphone and away you go. We were of the mind that we spend too much time on our phones as it is, that Model Railways is for relaxation and that cannot be entirely achieved with a phone in your hand. And that's before you get into the realms of what happens if it rings mid-manoeuvre. So we suggest you have your phone handy but only to stick some music or a film on and message your friends while you enjoy your model railway.

So the flow is basic train operation followed by the extra features of train operation. Then we look at personalising the HANDSET to your own requirements before tackling Accessory Operation as their own section. We then go on to talk about expanding the system and complimentary products before finally talking about your warranty and guarantees. It's written by a modeller rather than by one of the designers or a marketeer, so it prioritises features that they thought were important. So apologies if it hops around a bit but it is at least from a place of good intention.

We are always looking to improve our products and instructions so if you have any feedback, we would love to hear from you. Please get in touch and help us to get from good to great.

INFINITY DIGITAL SUITE OF PRODUCTS

GMI-D01	**INFINITY DIGITAL SOVEREIGN MODEL RAILWAY CONTROL PACKAGE**
GMI-D11	**INFINITY DIGITAL CONSORT EXPANSION/BOOSTER UNIT**
GMI-D21	**INFINITY DIGITAL REMOTE MODEL RAILWAY CONTROLLER**
GMI-D31	**INFINITY DIGITAL SWITCH ACCESSORY DECODER**
GMI-D41	**INFINITY DIGITAL POWER SUPPLY**

KEY SYSTEM FEATURES

- Up to 5 Base Units
- Up to 10 Handsets
- 100 x Accessories stored in the Handset library. Further accessory addresses can be added, just without names or icons
- 20 x Accessory Sequences with each storing up to 10 x Accessory Events

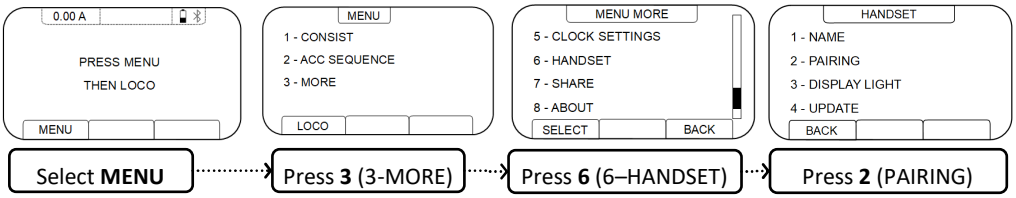
RUNNING YOUR FIRST LOCOMOTIVE

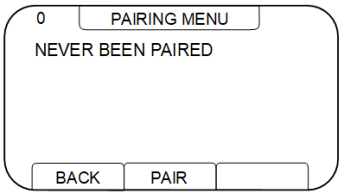
Having introduced you to all the contents, it's time to get some Locos running. Having done this, we can then introduce all the features beyond this in turn.

PAIRING

This only needs to be done once when initially setting up your system OR if you want to use your Handset with an alternative Infinity System (such as on a friend's layout or at a club).

To pair your Handset to the supplied Base Unit, plug the POWER SUPPLY into your wall socket using the mains power cable and then, using the DC Power plug, connect to the BASE UNIT PSU socket. Turn your HANDSET on, using the POWER button (bottom right). To put your BASE UNIT into Pair mode, press and hold the large button in the centre of the BASE UNIT for around 10 seconds until it starts FLASHING BLUE. As soon as it does this, do the following:





If this is the first time you are pairing your handset, or if you've recently installed a system update, then on entering the PAIRING MENU, you will be presented with this screen.

Don't worry though, select PAIR and Base Unit will now look for your Handset and Pair to it. Once this is done, the flashing blue light will turn solid green and you are ready to go.

You will only need to do this again should you use your Handset on another INFINITY system other than this one, or as mentioned above, install a software update.

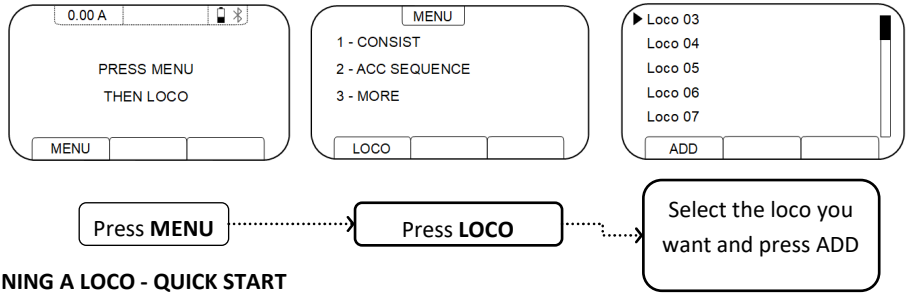
WIRING

Take one of the supplied Green Plugs and push each of the two wires connected to your track into the terminals on this plug. Tighten with a flat head screwdriver and plug this Green Plug into the Main Track Power Output socket on the back of the base unit. With the INFINITY system already paired and waiting for action, if there is a locomotive on your track then you are ready to drive your first locomotive.

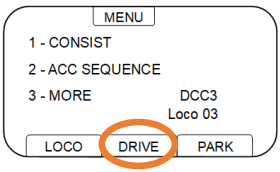
INFINITY is an intuitive system but it's best at the outset to walk you through what's going to happen.

ADDING A LOCO TO YOUR STACK

The first thing you are going to want to do, obviously, is add a locomotive to your STACK. The Gaugemaster Infinity Digital Controller can store up to 100 locomotives, all of which can be controlled individually, or as part of a CONSIST, but these will all stored in a LIBRARY, and must be imported into your STACK to be able to run.



RUNNING A LOCO - QUICK START

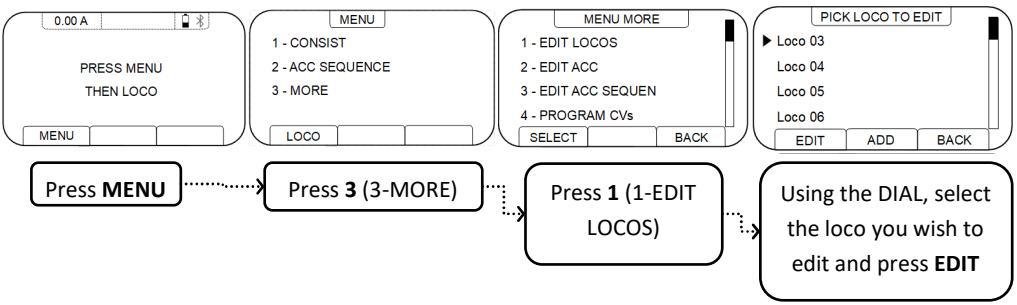


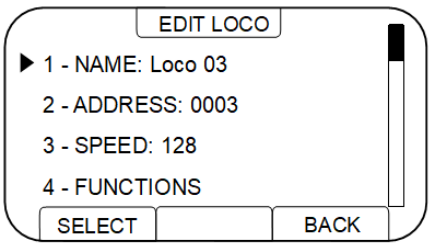
Want to run that Loco you've just added? Press RECALL from any screen to be taken straight to the DRIVE screen. Simply turn the DIAL and watch it go! Prefer YARD instead of DRIVE? Press MENU, then DRIVE / YARD key on the middle smart key. Pressing STOP on the keypad will bring your loco to an immediate halt. If you press MENU from the DRIVE screen, the screen on the left will be displayed - this will show you which Loco you were operating at the time and therefore, which loco's features you will be changing.

Extensive instructions have been provided on each of the fully customisable features of your locos on the following pages, but this should be enough to get you moving for now….

RE-ADDRESSING A LOCO

Now that you have added you first loco, you may need to change the address of it, to ensure it's unique when you put it on your layout. If you've recently bought several new locos you wish to try, they could all have the default manufacturer's address of 3, which could cause problems for you later down the line. The below instructions cover the most simple way to do this - using a programming track, which is usually a short piece of track connected to the PROG output socket - see page 6.



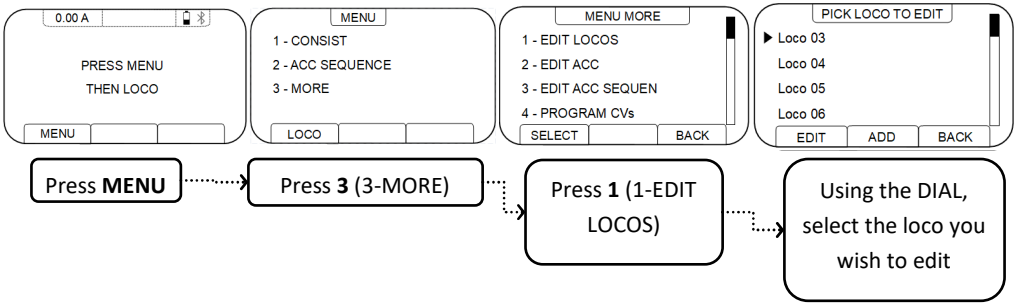


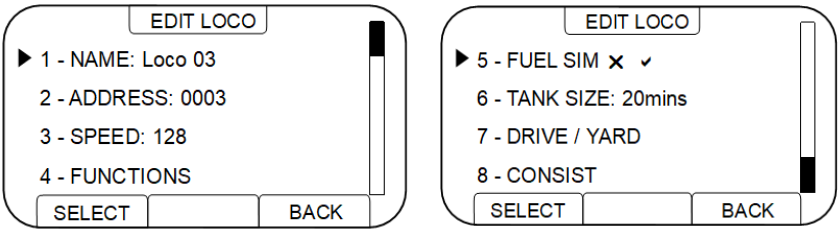
Ensuring that the loco is the **only** one on your programming track, from the main EDIT LOCO menu left, press '2' or use the DIAL and press SELECT to enter this screen. If Option 2 has been replaced with 'LOCO IN USE ….' it means that you are currently running the loco and you will be unable to change its address. Simply return to the main screen, park the loco (or the consist it is part of, remembering to park the consist first, then the loco) and

this option will then become available again. Use the keypad to enter the new address for the loco and press PROG. In the event the address is already in use, a warning will appear, however, this will not prevent the address being assigned to the current loco (Multiple locos with identical addresses will operate together when on your layout). Any changes you make will only take effect once the loco is parked i.e. not in your stack.

EDITING A LOCO

Follow the below screens to access the main editing menu for locos:

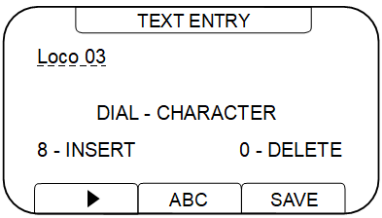




Upon selecting your chosen loco, you will be presented with the screens above. As you can see, you have the ability to change the name assigned to the loco, the address, the speed steps it travels at, the functions, whether you would like the fuel simulator on or off, the tank size, the method of control and the consist options. The moment you change anything - the middle smart key will give you the option to SAVE… so don't forget to save your changes!

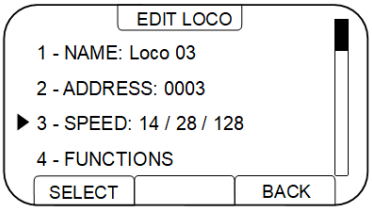
To keep things as simple as possible, we will go through each of these in turn below.

CHANGING THE NAME OF YOUR LOCO



From the main EDIT LOCO menu, press '1' or use the DIAL and press SELECT to enter this screen. Key '0' several times to remove the default entry ('Loco 3' in this case) and key in the name you wish to display using the DIAL. Turning the dial clockwise will move the cursor through numbers 0-9 followed by the letters of the alphabet. Press '**ABC'** to toggle between upper and lower case when entering the name. Press the Arrow key to move along one character or press '< >' on your keypad to change the direction of the arrow and move back one character and 8 to insert a space between two characters i.e. if you misspell something. Press Save to save your changes.

EDITING THE SPEED OF YOUR LOCO

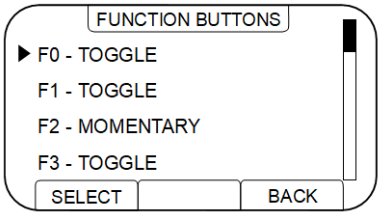


To edit the speed steps of your loco, from the main EDIT LOCO screen, press '3' to toggle between 14,28 and 128. Setting the speed steps at 14 will make your loco react much more sensitively to each turn of the DIAL, whereas setting them to 128 will mean that it may take several turns of the DIAL to achieve the same effect.

EDITING THE FUNCTIONS OF YOUR LOCO

Some Locos come with functions (0-68). For those with sound features, you often find the first few functions are to do with common sounds such as the whistle, horn or running sound of the loco itself. For those without sound, these may be coded to provided additional lighting features. Not all locos use all 68 functions, but as some use all of them, your INFINITY handset comes with the ability to edit all 68. Depending on what action the decoder in your specific loco has assigned each of the function numbers to, will depend on which function you wish to edit as well as what you would like it to do.

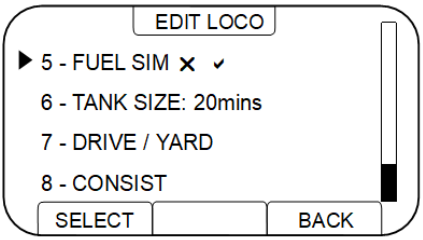
Using the DIAL, scroll to the function number you require (this can be established from the instructions which come with your loco) and press SELECT to switch between TOGGLE and MOMENTARY.



For those of you new to DCC; TOGGLE is used when you would like the action to turn ON or OFF at the press of a key whereas MOMENTARY is used when you would like the action to only occur when you press the key i.e. assuming the running sound of a loco was stored as function 1 above, leaving F1 at TOGGLE would sound the horn continuously and if pressed again, not at all i.e. on or off, but switching this function to MOMENTARY would sound it only as long as you are physically pressing the key down.

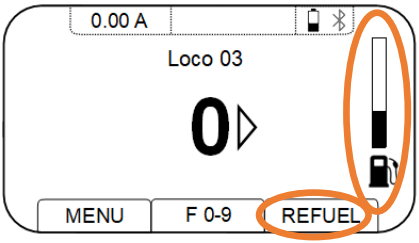
Once you are finished editing your functions, simply press BACK to return to the main EDIT LOCO screen.

DISPLAYING THE FUEL SIMULATOR

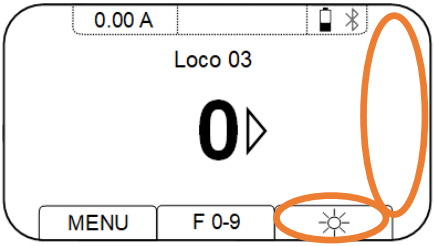


We've added some 'play' value with a FUEL LEVEL feature. FUEL LEVEL replicates your loco having a full tank of fuel at the beginning of an operating session and this level reducing in proportion to how far it travels before running out and stopping. **Yes, your train will actually grind to a halt until you refuel** by simply holding down the **REFUEL** key (which appears when this function is enabled) until the level returns to a workable level. Simply press '5' from the main EDIT LOCO screen to toggle between on (tick) or off (cross)

Yes, we know that this isn't a thing if you operate electrics, so consider this a caffeine level for the driver!



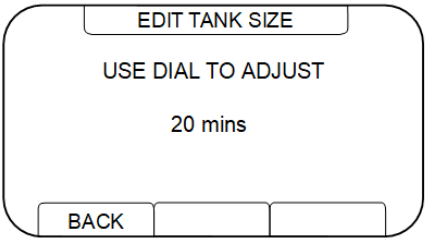
With FUEL SIMULATOR



Without FUEL SIMULATOR

EDITING THE FUEL TANK SIZE

Along with the fuel simulator, we have added a TANK SIZE feature. This represents how long the fuel in your tank will last. We have attempted to make this as realistic as possible, so just like the fuel tank in your car, a full tank of fuel will last a lot longer the slower you drive and dissipate quicker the faster you drive!

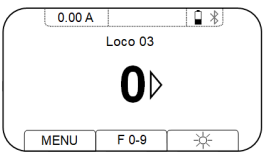


From the main EDIT LOCO screen, press 6 to enter the screen opposite. Using the DIAL, rotate clockwise to increase the fuel tank size and anti-clockwise to decrease it. The fuel tank size is displayed in minutes i.e. how long do you want the fuel to last before the loco stops running?

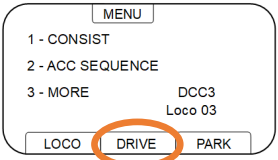
Press BACK to return to the main EDIT LOCO menu once you have set the size.

STYLE OF CONTROL - DRIVE vs YARD

Now that you have added your first loco, the next thing to decide is; how do you want to control it? There are two options open to you: **DRIVE** or **YARD.** Each Loco in your library will come preset to **DRIVE**, but we know there are some of you out there that prefer **YARD**, so have provided explanations for both. To toggle between DRIVE and YARD, from the home screen, select MENU, then the key under the second option, to toggle between the two options. Whichever word is displayed, is the current method of control for the loco selected.



Select **MENU**



Select **DRIVE / YARD**

DRIVE

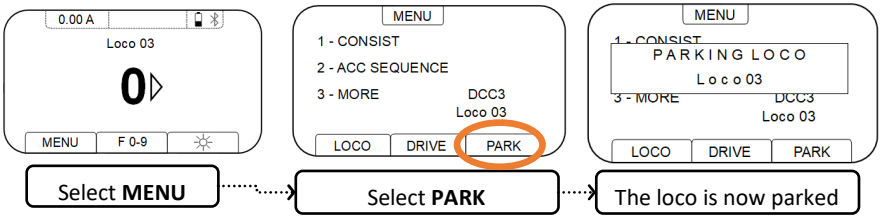
Under this method of control, you select the direction you want your locomotive to travel in using the '< >' key. Rotate the Dial clockwise to accelerate and anticlockwise to decelerate. Switch direction by using the '< >' button, preferably by slowing to a stop first and then starting up again.

YARD

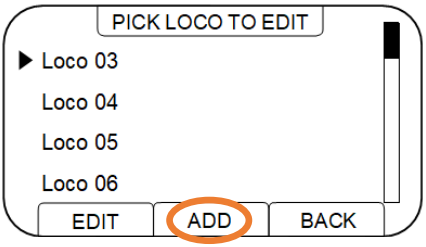
Under this method of control, you select the direction you want your locomotive to travel in using only the DIAL. Rotate the Dial clockwise to accelerate and anticlockwise to decelerate. Once the speed shown on the display reaches 0, simply stop rotating the dial for 1 second, then continue in the same clockwise, or anticlockwise direction and the locomotive will now begin travelling in the opposite direction.

REMOVING A LOCO FROM YOUR STACK

Whilst we know that you may have an almost infinite collection of locomotives, we also understand that you may not wish to control all of these during the same afternoon. We have therefore enabled you to PARK a specific loco. Parking a loco doesn't remove all its details from your handset, but it does remove the option to control it in the current sitting, i.e. it removes it from your STACK. If you park a loco accidentally, you can simply add it back into your stack by following the instructions on **page 14 ADDING A LOCO TO YOUR STACK.**



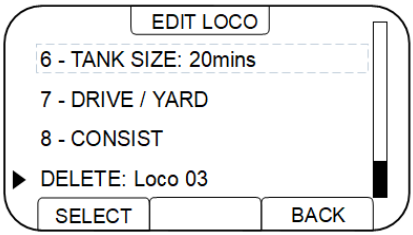
ADDING A LOCO TO YOUR LIBRARY



Your INFINITY digital handset comes with 7 pre-loaded locos in the library. These are all set to default settings and are named 003 to 010. These can be edited and changed to suit your needs and will be the original library that your STACK of locos is drawn from. To add more locos to the handset, from the main EDIT LOCO menu, select ADD, as per the screenshot.

This will then take you the same EDIT LOCO screen that you are now familiar with and you will be able to change all the same features as above.

DELETING A LOCO FROM YOUR LIBRARY

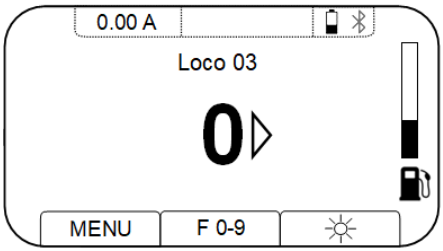


To delete a loco from your LIBRARY entirely, **all locos and consists in your stack must be parked**. i.e. your STACK must be empty. (A quick way to do this is to press and hold RECALL from the DRIVE screen to bring up the locos or consists in your STACK and park each from there). Then simply access the EDIT LOCO menu as per the screenshots on page 16 EDITING A LOCO, find the loco you wish to delete, select it and then scroll right to the bottom of the options - you will notice a new option has appeared:

DELETE: Loco Name. This will remove the loco from your LIBRARY completely.

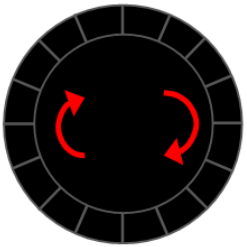
RUNNING YOUR LOCOS - A DETAILED GUIDE

Now that we have been through all the information on how to get your locos looking and driving exactly how you want them, its time to get to the fun bit...actually driving them! The easiest way to access the DRIVE screen, is to press RECALL from any menu screen. This will jump immediately to the drive screen of the first loco in your STACK.



Locos in your LIBRARY are stored alphabetically first, then numerically. i.e. Locos Mallard and Flying Scotsman would be stored with Flying Scotsman first, then Mallard and if you had Mallard 1 and Mallard 2, they would be stored 1 first, then 2. However, Locos in your STACK are stored in the order in which you added them to the STACK.

You can see from our sceenshot above, having pressed RECALL, we are now running Loco 3. Depending on whether we have chosen to operate this particular loco in either DRIVE or YARD mode, will change how we make the loco change direction (please refer to the section on 'Method of Control' on the previous pages) but making the loco move remains the same…



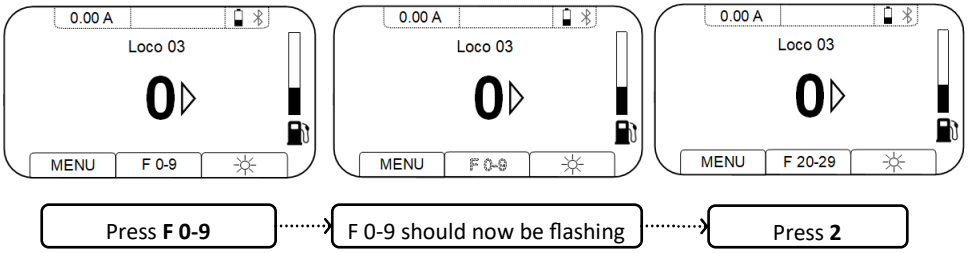
Turn the DIAL clockwise to move the loco in one direction. Depending on the speed step setting for that particular loco will depend on how many rotations of the of the DIAL are required and how sensitive the loco is to each small turn of the DIAL. If the loco is already running at speed, rotating the DIAL in the opposite direction to the current direction of travel will cause it to slow down and eventually, come to a stop.

Alternatively, pressing STOP will cause the loco to decelerate and come to a halt.

FUNCTIONS

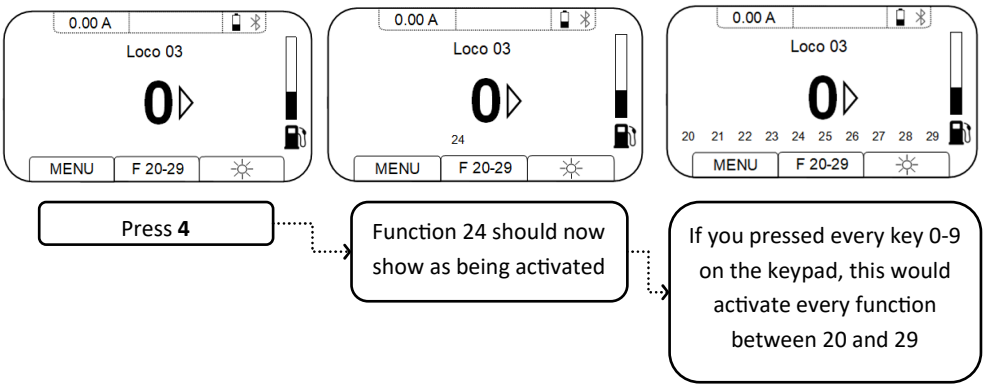
At any point during the operation of your loco, you can access the FUNCTIONS menu quickly and easily by pressing the designated smart key, as depicted on the opposite page. As a worked example, lets assume we wish to access function 24.

Firstly, lets change the functions to be the right 'tens'. The default setting is functions 0-9, but we want a number in the 20-29 bracket, so lets change the option to show that first:

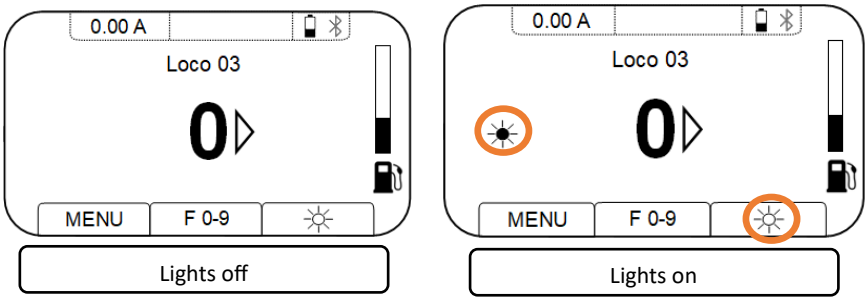


You will see that the Functions menu has now defaulted to show the available functions from 20-29. (The same steps above can be followed for all the functions from 0-68 by keying 0 to 6)

The next step is actually choose function 24:

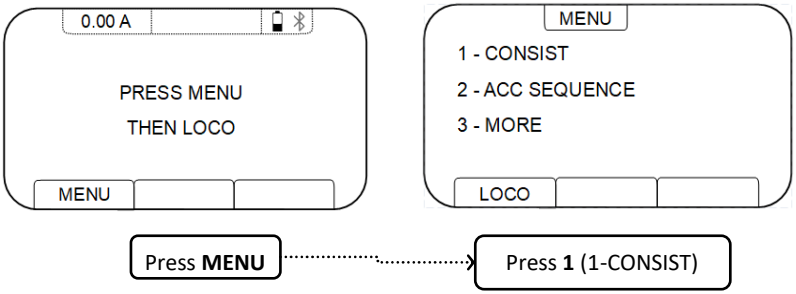


Given that the most common function for a loco to have is lights, your INFINITY controller comes with a nifty shortcut, straight to that function directly from the DRIVE screen. Pushing the associated smart key will either enable or disable the function, as indicated in the screenshots below:

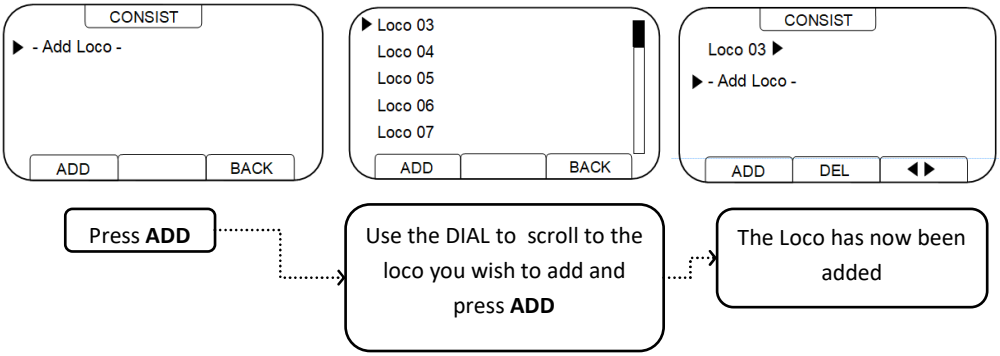


MULTIPLE WORKING CONSIST

To access the CONSIST menu, following the steps below:

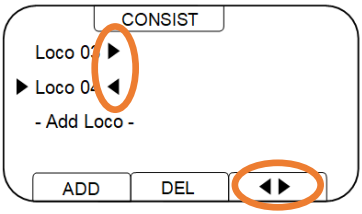


ADD LOCOS TO A CONSIST



Follow the same steps above to add further locos to your consist - you can have up to 4 locos in one CONSIST. To save your CONSIST, use the DIAL to return to the first loco in your CONSIST, and then press BACK (BACK will not appear until you are at this position). Alternatively, pressing RECALL or the POWER button, will return you to the main DRIVE screen.

CHANGING DIRECTION OF LOCOS IN A CONSIST ON CREATION

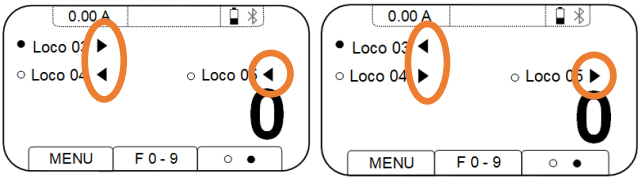


Once you have added all the locos you want into your CONSIST, you may wish to have any number of them run in opposite directions to each other. To do this, use the DIAL to move to the loco who's direction you wish to change, and press **'< >' .** To change it back, simply press the same button again. In this screen, you will only be able to change the direction of every loco apart from the very first one, the Lead Loco—this Loco's direction is set (for now), so work on the basis of whether you wish to have every loco you add afterwards run in the same direction as it, or opposite to it.

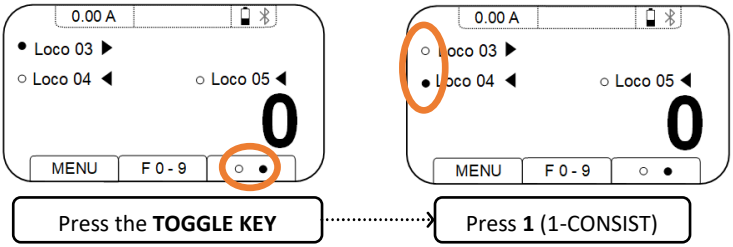
Once set up, exit your consist by using the DIAL to move the selection arrow to the Lead Loco and pressing BACK.

CHANGING DIRECTION OF LOCOS IN A CONSIST IN USE

Now that you have created your CONSIST, and would now like to use it, from your main screen, press the RECALL key. (Remember that this key will toggle through all your active locos & consists in your stack). Keep pressing the RECALL key until you reach the CONSIST you are looking for and then press the **'< >'** on your keypad. You will notice that all the arrows swap to the opposite direction. Simply press it again to return them to the original directions they were on creation.

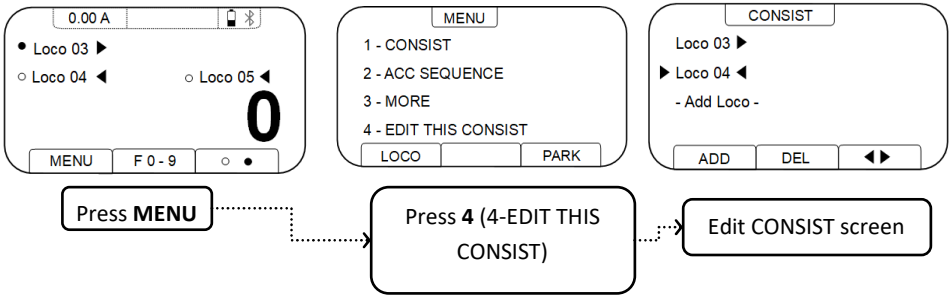


You can also edit any function of any loco in the consist by toggling through the locos. Remember that only the active function for the bracket will be displayed i.e. in the below screenshots, only functions 0-9 will be displayed



EDITING THE DIRECTION OF LOCOS IN A CONSIST AFTER CREATION

If, after you have created your CONSIST, you find that you wish to change the direction of one particular loco, you will need to edit the CONSIST. From the main screen, simply press RECALL on your keypad until your desired CONSIST is active on your screen, then press MENU. A new option will now appear—**4 - EDIT THIS CONSIST**. Simply follow the instructions on the previous page for changing the direction of your loco.



DELETING A LOCO FROM A CONSIST

To delete a loco from a CONSIST, follow the instructions as above for editing a CONSIST, except rather that changing the direction of the locos in the final screen, simply use the DIAL to move the arrow to the loco you wish to remove and press **DEL.**

ACCESSORY OPERATION

Accessories are a significant part of realistic Model Railway Control, so for ease of use we've given them their own section of this user manual.

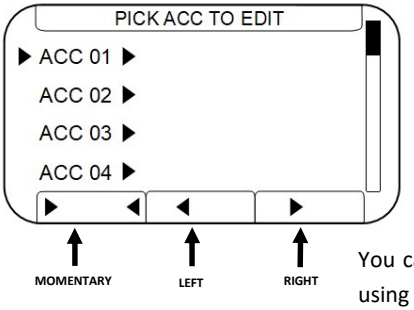
To connect your desired accessory to your layout, please refer to the instructions provided with the accessory itself.

DIGITAL ACCESSORY OPERATION

Operating digital accessories couldn't be easier with your INFINITY system.

Pressing the ACC button on the top row of the keypad takes you to the Accessories screen as below

You'll now see a list of 24 Accessories and how they can be set. The names and icons can be changed to match the type of accessory you are using. Use the Speed Dial to select an accessory from 01 to 24 and then use the smart keys to operate the accessory as explained in the pictogram.



You can select addresses higher than 24 by entering them in, rather than by scrolling and selecting and these can be controlled in the same way as the stored ones, but these accessories cannot be renamed.

PROTIP - Press **'< >'** on the keypad if you need to toggle between Left and Right quickly when operating an accessory!

You can also change the display name and icon of each accessory using your INFINITY system. This will make it clearer to you which accessory is which, without needing to remember the number of each accessory. So ACC 01 might be renamed SHED LINE A and have the 'point open/closed' icons deployed, while ACC02 might be renamed STATION and have the 'Sound/Mute' icons used.

Full details on how to edit your accessories are explained in the next section, as well as a full list of icons that you can use.

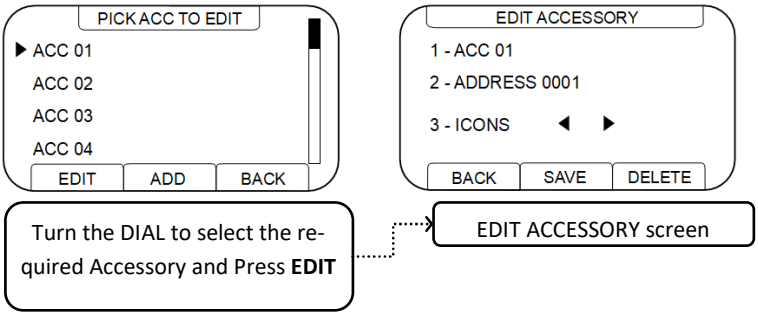
EDITING AN ACCESSORY

Some DCC accessory decoders will often need to be programmed to a different address and for many modules (such as those by Train-Tech, Gaugemaster and the Infinity range), this is done while in position utilising a learn button so as discussed earlier, please refer to their specific instructions on how to program them.

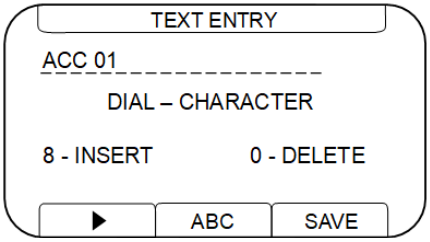
However, INFINITY also allows you to program accessory decoders directly as well as some locomotive decoders too.

From the home screen follow the process as below:

Select the accessory you wish to edit by using the DIAL to scroll up or down to it, then press EDIT to enter the EDIT ACCESSORY menu:

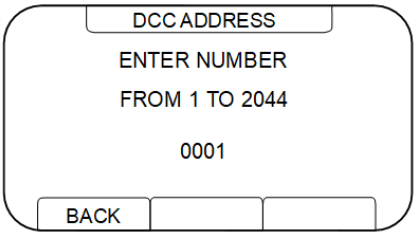


EDIT ACCESSORY NAME



From the main EDIT ACCESSORY menu screen, press '1' to enter the TEXT ENTRY screen, where you are able to change the name of the accessory. To do so, start by keying '0' several times to remove 'ACC 01' and key in the name you wish to display using the DIAL. Turning the dial clockwise will move the cursor through numbers 0-9 followed by the letters of the alphabet. Press '**ABC'** to toggle between upper and lower case when entering your name and press the Arrow key to move along one character. If you wish to change the direction of the Arrow key i.e. move back one space instead of forward, press the '< >' key on your keypad to switch the arrows direction. Pressing '8' on the keypad will insert a space ready for a character. Remember to press Save to save your changes.

EDIT ACCESSORY ADDRESS



From the main EDIT ACCESSORY menu screen, press '2' to enter the DCC ADDRESS entry screen. Enter an address for your accessory from 1 to 2044 and press BACK to return to the main EDIT ACCESSORY menu screen once finished.

EDITING ACCESSORY ICON

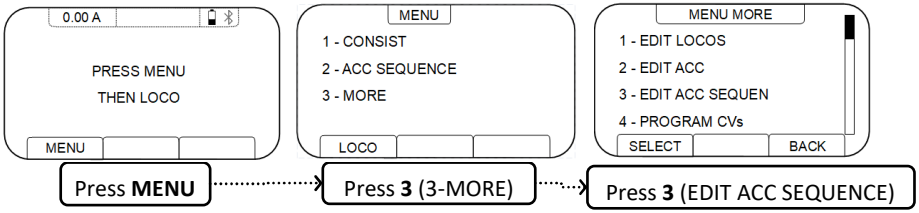
Press '3' to toggle between the available icons as viewed below:

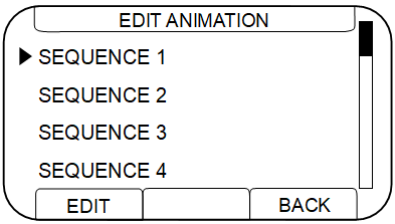
◀ ▶	Left / Right
✕ ✔	No / Yes
⌐ ⌐	Point Closed/Open
○ ●	Off / On (Circles)
OFF ON	OFF / ON (Words)
⁄ —	Signal Up / Down
R G	Red / Green Aspect
Y Y	Single Yellow / Double Yellow Aspect
○ ☀	Light Off / Light On
🔊 🔇	Sound On / Sound Off
STOP AUTO	STOP / AUTO
⬬ ⬬	Switch (On) / Switch (Off)

ACCESSORY SEQUENCES

Your INFINITY system also offers a feature called "Accessory Sequences". Accessory Sequences are an easy way to control multiple accessory decoders one after the other in a cascade effect. This is particularly useful when route-setting or you want to trigger a sequence of accessory events.

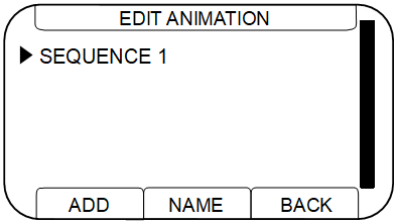
You can edit or add a sequence up by following these steps





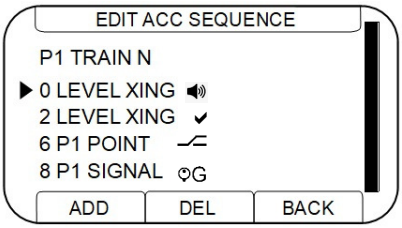
From this screen, select one of the 20 Sequences and press the EDIT key. From here you can press NAME using the centre smart key to edit the name of your sequence in the way you will now be accustomed to.

After you have done this, return to this screen again by pressing BACK.



Then, use ADD to add an accessory from your list to go into your sequence. You can add up to 10 accessory movements in a sequence in the direction (on/off, left/right, up/down etc) you require as well as the timing (in seconds) between each accessory operation. There are three elements to each accessory which, in order of display, are 'Time Delay', 'Accessory' and 'Action'.

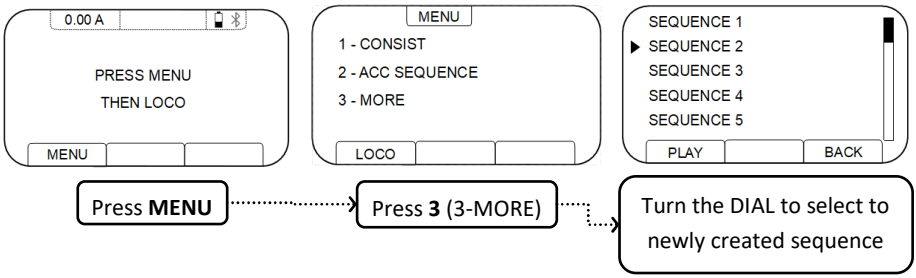
If you want to insert an accessory into the middle of your sequence, simply scroll to position above where you want to insert it using the Dial , press ADD as above then press BACK when finished. To delete one element of a sequence, scroll to it using the DIAL and press '**DEL**'.



Here's a worked examples that you might set up. Remember, each Accessory must already be set up within your INFINITY system before you add it to an Accessory Sequence.
Sequence 1 is renamed "P1 Train N" (Platform 1 Train North)
0 sec = Level Crossing Sounds
2 sec = Level Crossing Barriers lower
6 sec = Point Changes so road ahead clear
8 sec = Platform 1 Signal changes to Green

So this sequence kicks off with the level crossing sounding, 2 seconds later the barriers lower, 6 seconds later the point is changed, then 2 seconds after that the signal turns green. This is a (relatively) realistic operating sequence that can be operated by the touch of a button.

If you wish to change the time delay between each accessory operation, simply scroll to the accessory you want using the DIAL and key in the number.



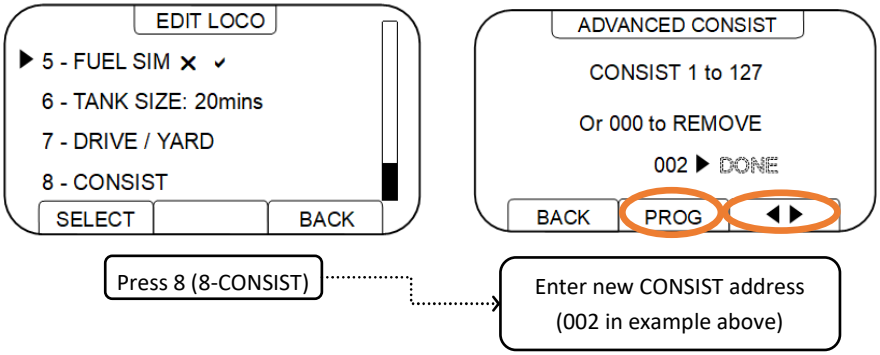
If you go back into your sequence list by pressing 'ACC' then 'ACC' (again), you will notice the recently edited sequence will now operate all the accessories you selected in the order you chose when you scroll to it and press **PLAY** using the Smart Key.

ADVANCED CONSIST

Advanced CONSISTING is not for the faint-hearted! You can achieve CONSISTING through our newly developed method contained over-leaf, but we understand that there will be some of you out there who are more au fait with ADVANCED CONSISTING so have included it here for completeness.

For those of you who have not come across ADVANCED CONSISTING, it is effectively a more permanent method of grouping locos together. It involves changing the value in CV19 (which is ordinarily set to 0 to indicate 'off') to a new value of your choice via CV Programming and a programming track. This is done across multiple locos and will then cause those locos to ignore their 'original' address permanently, which there is a value other than 000 stored in CV19. This method also sets the direction of the locos and these cannot be changed once created (unlike the new INFINITY method overleaf).

From the main EDIT LOCO menu, press 8 to access the ADVANCED CONSIST menu. Using the keypad, key in the new ADVANCED CONSIST address (in this example, 002), set the direction you wish the locos to travel in and press **PROG.** A message will then flash up with DONE once complete. The loco is now set permanently to address 002.

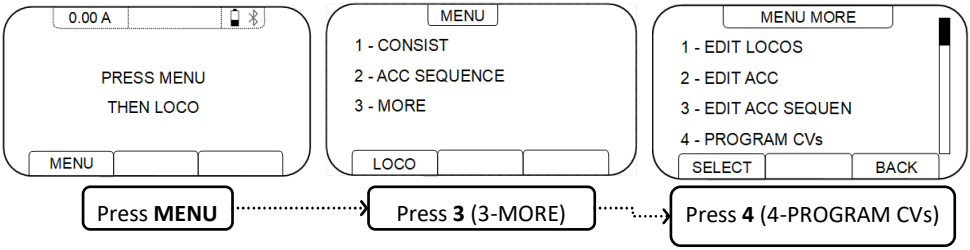


IMPORTANT NOTE: You must have a loco in your LIBRARY with a loco address the same as the new consist address you are assigning here, in this example, 002, otherwise new consist will not have a lead loco to follow!

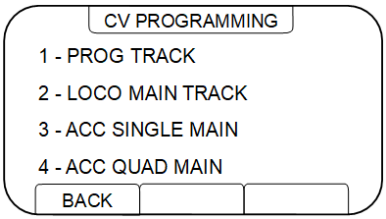
ADVANCED CONSIST addresses can be anything from 001 to 127.

To **cancel** the ADVANCED CONSISTING at any time, simply return to this screen and enter 000.

CV PROGRAMMING

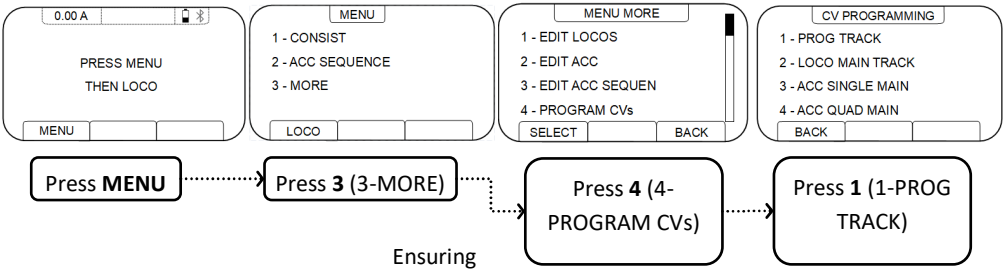


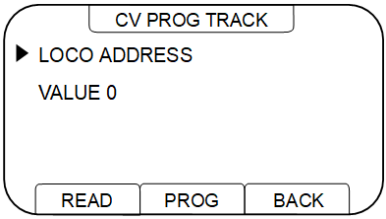
Within the CV Programming menu, there are 4 available options, as listed in the below screenshot.



Option '1' and '2' will both afford you the ability to change elements of your loco or accessory decoder, albeit option '1' (using a programming track to do so) is considered much more simple and user friendly.

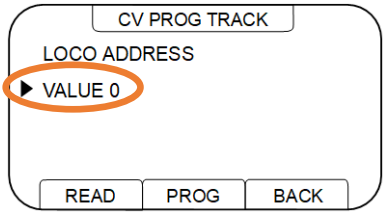
Many users will want to change the address of their newly purchased loco from the default address location of '3' to a number that is more familiar to them—perhaps you'd like to run that brand new Class 47 that you've just bought and you'd prefer to change the address of it from '3' to '47' - using this example, we will talk you through how to do this below, using both the programming track, and the main track options.



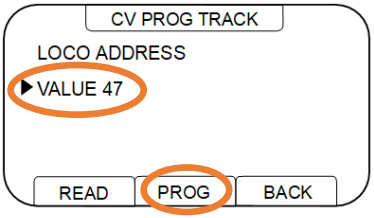


Ensuring that you have ONLY the loco that you wish to program placed on your programming track, select option '1 – PROG TRACK'. The handset will now present you with two variables: LOCO ADDRESS and VALUE. (LOCO ADDRESS, for those of your more familiar with CV programming, is actually the user-friendly term for CV1 and encompasses both short and long addresses.)

Leaving the LOCO ADDRESS as it is, use the DIAL to select **'VALUE'** and enter **'47'**. (This tells the handset that you wish the current value of the LOCO ADDRESS to be changed to '47'). Then select **PROG** to send the information to the loco decoder**.**

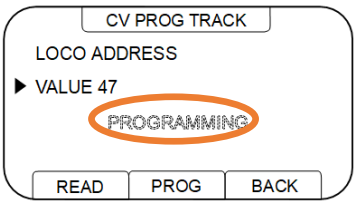


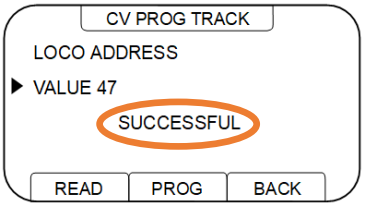
Use the DIAL to select VALUE



Key '47' then press PROG

A validation message will appear if the decoder supports read back of either SUCCESSFUL or UNVALIDATED. Not all decoders support this feature but it will in fact, usually successfully program.

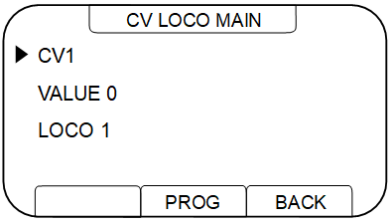




If you are unsure of the current address location of your locomotive, follow the same steps as above to return to this screen, and rather than entering values to program into the decoder, select the '**LOCO ADDRESS'** as was, and key in the CV number of the information you want to find out. For instance, if you didn't already know the address of the loco currently attached to your programming track, select READ.

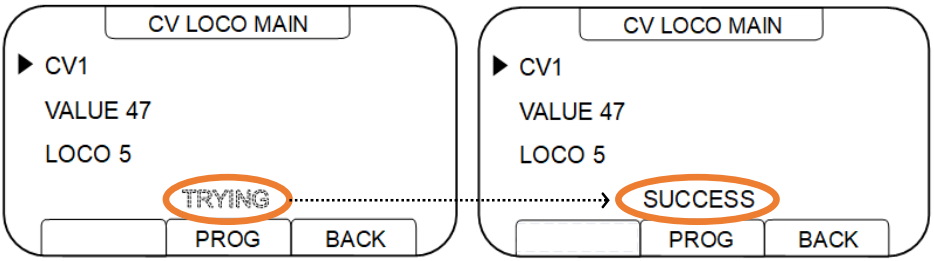
Pro tip - When keying in your numbers for the VALUE variable, make sure to enter them in relatively quickly—leaving 1 second or more between numbers will cause the handset to assumed a new value is being entered. So, if you make a mistake while typing the number in, simply wait for 1 second (or more) and then key in the number you want again.

USING THE MAIN TRACK TO PROGRAM CVs



Selecting option **'2 – MAIN TRACK'** will now present you with three variables: CV1, VALUE 0 and LOCO 1. CV1 is the same as the LOCO ADDRESS option from '1 - PROG TRACK', as is VALUE 0 and both of these can be altered in the same way as described in the previous section. The catch with programming on the main track, and not on a programming track, is that telling the handset to change the value in a specific CV could cause more than one loco or accessory to change. i.e. you have two brand new locos on your main track and both have the CV1 value of '3'. Without telling the handset which particular locomotive you wish to change the CV1 value from '3' to '47' (as in our previous example), both would be changed.

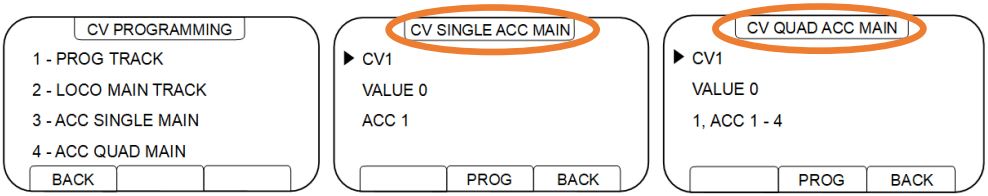
This is the reason for the third variable; LOCO 1. Alter this variable in the same way as the others and then select **PROG.**



You will briefly be presented with a flashing 'TRYING' message, followed by **'SUCCESS'.**

ACCESSORY SINGLE MAIN & QUAD MAIN

A select few accessory decoders can have their CVs programmed on the main track - these are used as single or quad decoders and their addressing is different to standard DCC units.



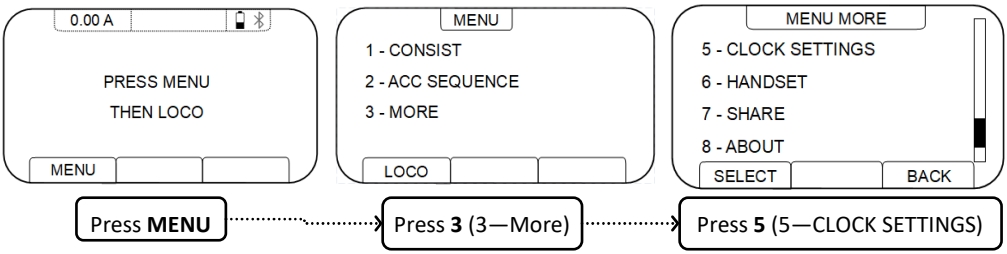
Programming a single or quad accessory on the main track is exactly the same as programming a loco on the main track, except you need to enter the accessory number rather than the loco number.

GENERAL SETTINGS

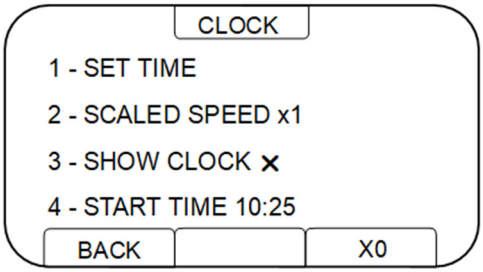
CLOCK SETTINGS

Your INFINITY system also features a clock. This is a useful feature for those of you who need to check on the time when operating your model railway or for a multitude of much more exciting reasons such as operating your model railway to an actual timetable. For those of you who enjoy doing this or like the idea of it, there are a number of extra features we think you will find useful. For example, you can scale the speed of the clock, so you can get through a period of prototypical operation more quickly and/or have a scheduled start time so you could perhaps begin with the first train of the day which in our case here at Ford is the 0504 arrival from Bognor Regis to Littlehampton.

In order to access the clock, follow the sequence below:



This will take you to the following screen



In order to set the time displayed on the handset, Press "**1**" and using the numeric keypad, type in the time and press **ENTER**. The time will now be set.

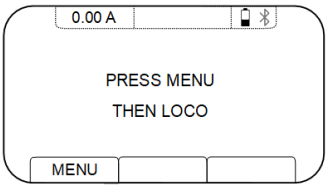
In order to change the Scaled Speed, press "**2**" and you will see the Scaled Speed increase from x0 to x1. Further button pushes will increase to a maximum of x63. Additionally, holding "2" and rotating the DIAL clockwise or anti-clockwise will scale the time accordingly. Note: when the Scaled Speed is set to 0, the time on the handset will be PAUSED and the time at the top of the display will flash. Pressing "X0" will swap your scaled speed to PAUSED and vice versa.

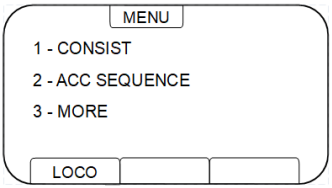
In order to change whether the Clock is displayed on the handset at all, Press "**3**". If a tick appears, the clock will show and if a cross appears, then it will not display.

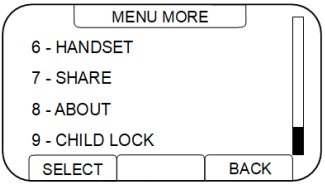
In order to set a Start Time for your clock, please press "**4**" and enter the time using the numeric keypad then press **ENTER**.

Press BACK once finished.

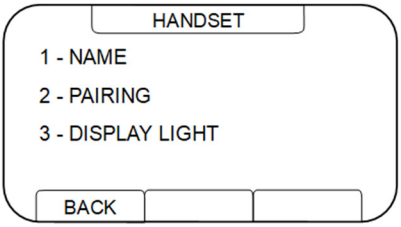
HANDSET SETTINGS





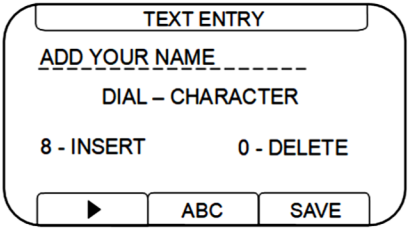


Press **MENU** → Press **3** (3-MORE) → Press **6** (6-HANDSET)



Following the above steps will present you with the screen to the left.

CHANGING THE NAME OF YOUR HANDSET



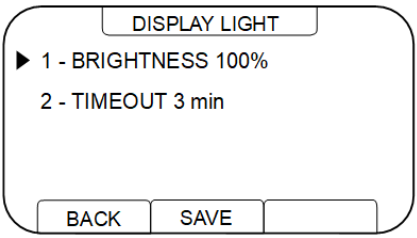
To change the name of your handset, select 1 - NAME from the above menu and the screen opposite will appear.

Key '0' several times to remove 'ADD YOUR NAME' and key in the name you wish to display using the DIAL. Turning the dial clockwise will move the cursor through numbers 0-9 followed by the letters of the alphabet. Press '**ABC'** to toggle between upper and lower case when entering your name and press the Arrow key to move along one character. If you wish to change the direction of the Arrow key i.e. move back one space instead of forward, press the '< >' key on your keypad to switch the arrows direction. Press Save to save your changes. When viewing the details of your handset in the ABOUT screen, you will now see your handset name appear in place of ADD YOUR NAME.

PAIRING

Please refer to page 14 for detailed instructions on how to pair your handset to the base unit.

DISPLAY LIGHT



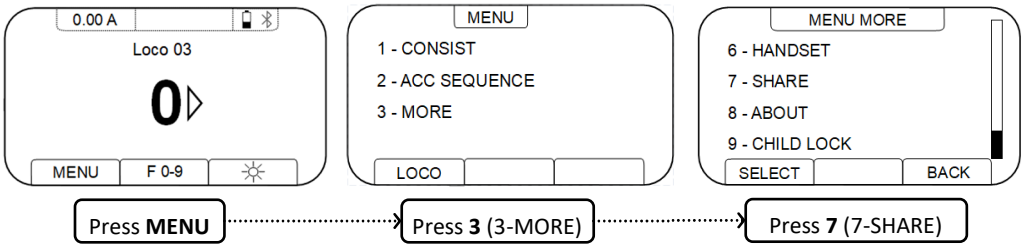
The Handset brightness can be changed from 0% to 100%, simply rotate the DIAL clockwise to increase the brightness, or anticlockwise to decrease it and press **SAVE**.

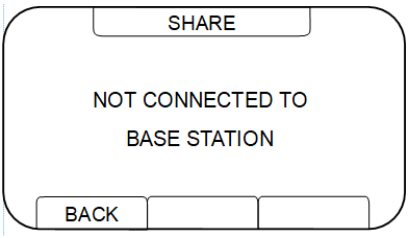
The Handset timeout (when it turns the back light off) has a default setting of 3mins. This can be changed to any figure between 0 and 60mins if desired. As above, rotate the DIAL to change the Handset Timeout, remembering to press **SAVE** afterwards.

SNIFFER PORT

The sniffer port is a clever way to keep or use another DCC system with the infinity: connect the main track output from your other system into a green plug and insert it into the sniffer port. **(DO NOT PLUG THIS INTO ANY OTHER PORTS ON THE INFINITY AS YOU WILL DAMAGE ONE OR BOTH UNITS).** When you operate your other unit, its digital signal will be passed to the layout via the Infinity & the loco will now show up as a 'guest loco' and be displayed under its DCC address.

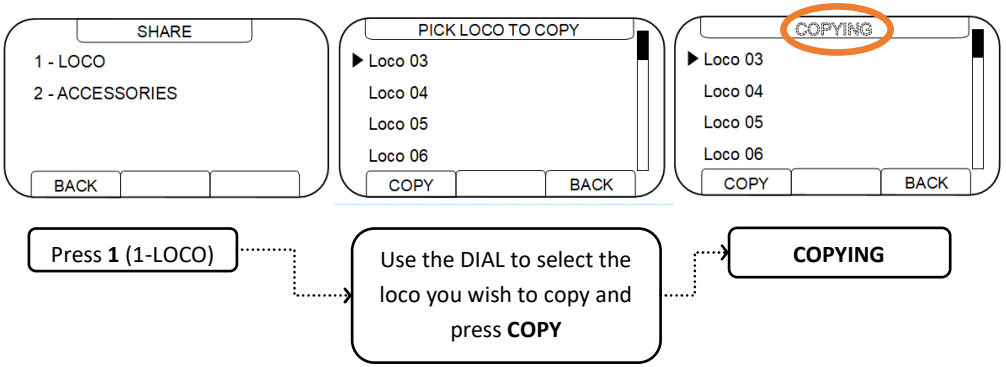
SHARE





The infinity handset comes with a nifty feature to share locos and accessories that you have added to your handset, to another. This is particularly useful when you are seeking co-operative control, such a at a club or exhibition. Its worth noting that this feature is only available when your handset is already connected to a base unit and the second handset must be connected to the **same** base unit. (If it has not been successfully paired with a base unit, attempting to share locos or accessories will result in the screen opposite.)

TO SHARE LOCOS TO ANOTHER HANDSET



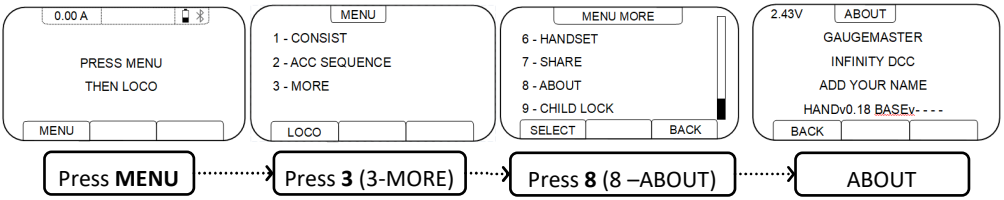
This loco has now been copied to the base unit. When another handset is connected to the base unit, access the EDIT LOCO screen on the second handset to paste all the features of the shared loco. Et Voila! A shared loco.

TO SHARE ACCESSORIES TO ANOTHER HANDSET

The same is true for accessories as for Locos above, so from the main SHARE menu on your handset, press 2 (Accessories) to produce a list of accessories for you to copy. Use the DIAL to select the accessory you wish to copy and then press COPY. Access the EDIT ACCESSORY screen on the second handset to paste all the features of the shared accessory.

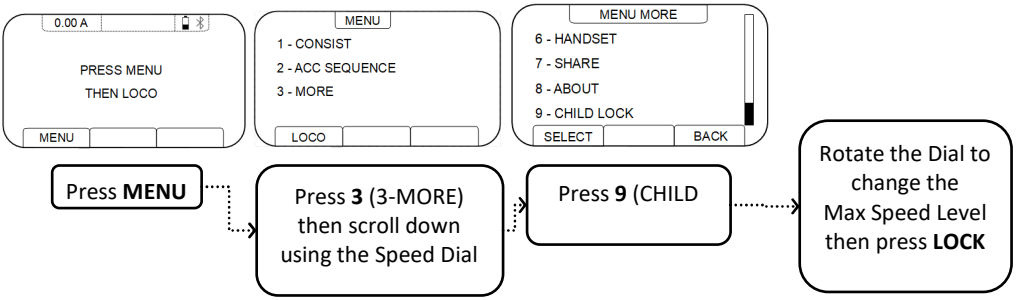
ABOUT

This tells you the name of your HANDSET and the version number your INFINITY system is using. We'll probably ask for this if you ever need technical support.



CHILD LOCK

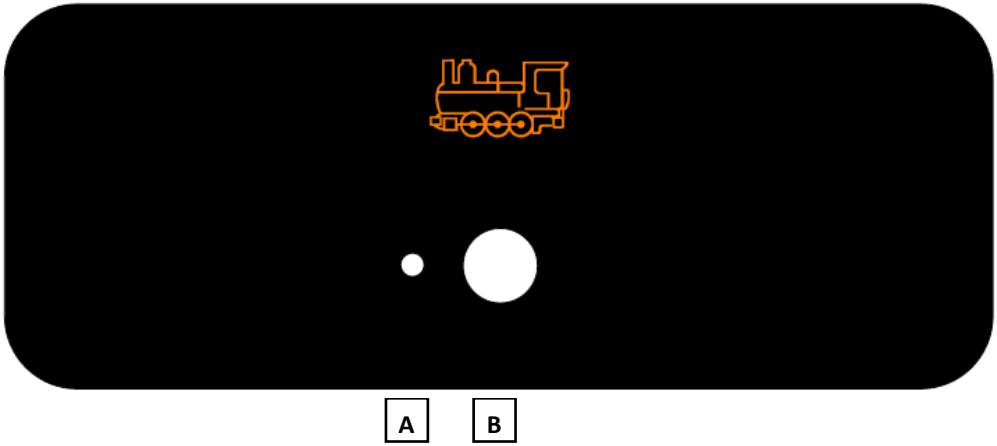
Use this facility to restrict the use of your HANDSET to lock your loco, which will protect your INFINITY system from any unplanned changes. You also set a maximum speed that you can drive your trains at to avoid any accidents. This option is only available when you have added locos to your STACK. To deploy the child lock and to set your maximum speed, please follow the steps outlined below



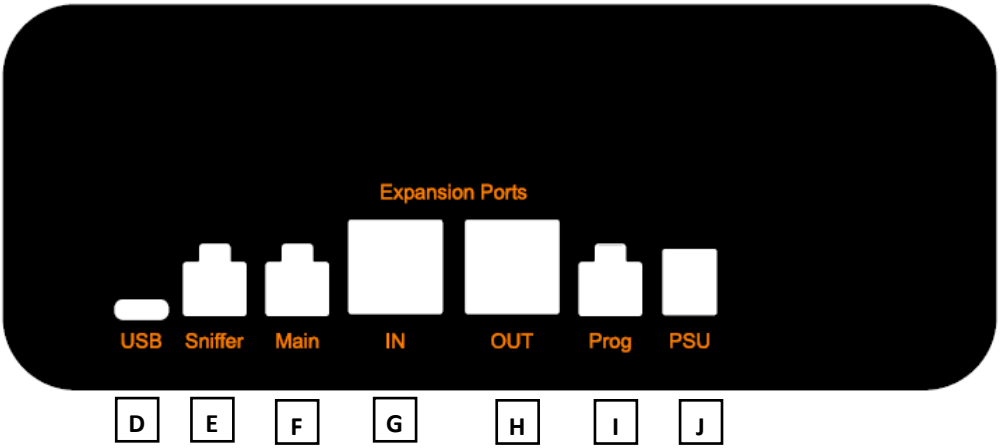
Once Child Lock has been deployed, you'll see a dialogue box appear each time any key is pressed. This is a reminder that in order to remove the Child Lock, you'll need to press the KEY and the POWER buttons together

GAUGEMASTER INFINITY CONSORT EXPANSION BASE UNIT

FRONT



REAR



A - Track 1 Status LED

RED = Stop has been pressed / overload

GREEN = Connected to a handset and working

GREEN (FLASHING) = Powered up but not connected to a handset

BLUE (FLASHING) = Pair Mode so a Handset can be Paired Up

B - Centre Button, used as an EMERGENCY STOP (Press once) or for PAIRING (Held Down)

D - USB Port for firmware updates ONLY (Type USB-C)

E - DCC Sniffer Input Port*

F - Main Track Power Output* (15v 3.2A max)

G - Expansion Port IN for use with INFINITY expansion units (available separately)

H - Expansion Port OUT for use with INFINITY expansion units (available separately)

I - Programming Track Output*

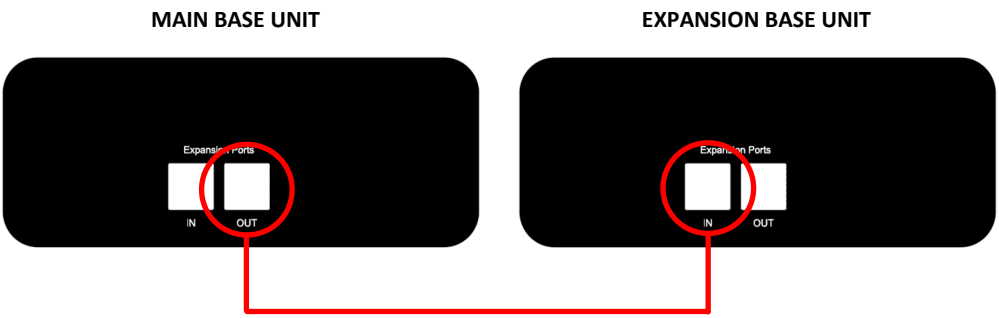
J - INFINITY Power Supply Unit Input (15.0v 4A)

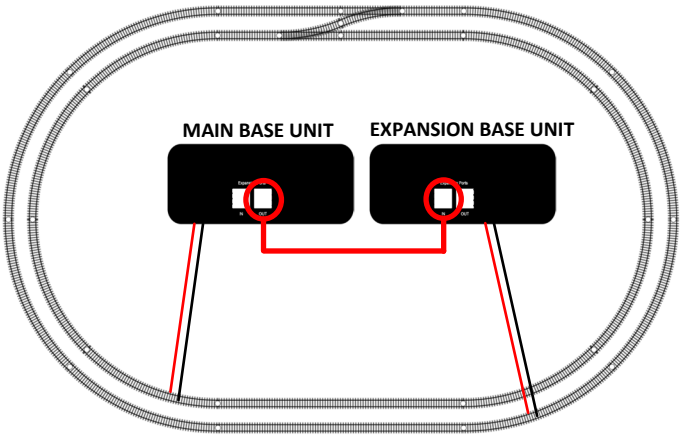
* = Green Plug provided for easy connections

CONNECTING YOUR CONSORT EXPANSION UNIT

Your INFINITY system is easy to add to, with it's initial single or double track configuration. This ensures your control system can grow with your layout and you don't need to worry as your model railway becomes larger. INFINITY's Consort Expansion Units are a simple way to extend the operational remit.

Connecting your Consort Expansion unit couldn't be easier! Simply plug the power supply into your new Expansion unit (remembering to turn the power on at the wall.) and then on your main Base Unit, connect one end of the Expansion Cable into the OUT port and the other end into the IN port of your newly purchased Infinity Consort Expansion base unit. All the lights on the base units will now show a steady green and pressing the centre button on either of the base units will stop all activity on all the base units (represented by a constant red light and your handset displaying a message accordingly)





Your expansion unit now becomes an additional output to the track.

IMPORTANT! When connecting your new expansion base unit, you MUST isolate the relevant track sections from each other AND ensure that the polarity from one section to the next remains the same.

Please note: The sniffer port and programming track will only operate from the main base unit and the Amp reading on the handset is fixed to the main unit.

Warning: Do not attempt to common return between base units

STANDARD WARRANTY

This warranty applies to the following units:

GMI-D01 Infinity Digital SOVEREIGN Model Railway Control Package

GMI-D11 Infinity Digital CONSORT Expansion / Booster Unit

The Gaugemaster Infinity warranty (hereinafter referred to as "The Warranty") on this product is valid for a period of 12 months from the date of purchase of brand-new stock from an official Gaugemaster supplier. This warranty is offered by Gaugemaster Controls Ltd. (hereinafter referred to as "Gaugemaster").

How to claim under The Warranty.

Warranty claims are made directly with Gaugemaster, and this does not affect your statutory rights as a consumer. Please contact us on +44 (0) 1903 884321 if you are unsure on how to claim against the warranty. Items for inspection should be sent to the following address, with a note containing your address, contact details and a description of the problem you have been experiencing:

Infinity Service
Gaugemaster Controls Ltd,
Gaugemaster House,
Ford Road, Arundel,
West Sussex, BN18 0BN
United Kingdom.

Items arriving to the consumer with missing parts, shipping damage, or damaged packaging are not covered and, understandably, can only be claimed against the supplier of the unit.

Terms and Conditions of The Warranty.

Thies terms and conditions may be updated without notice. An up-to-date version of the Gaugemaster Infinity warranty can be found at www.gaugemasteretail.com/infinity_warranty.

1. Proof of purchase is required when submitting a warranty claim. This includes a receipt issued from the point of sale or an invoice from online outlets. If a proof of purchase is not included with a warranty claim, the claim may not be upheld, and the unit maybe returned to the owner with return costs accrued invoiced to the owner. Purchases made from individual sellers are not covered by this warranty.

2. The warranty is limited to claims arising from manufacturing / assembly, design, or material defects.

3. Gaugemaster will look to repair any unit as soon as reasonably possible subject to parts availability. Gaugemaster will cover the hours to facilitate the repair if the product is within the warranty period and the unit has not been tampered with or dropped

4. Warranty claims will be void in the following cases:

   a. The unit has been opened or tampered with, has been dropped, or exposed to excess tempera ture or moisture.

   b. When parts are found to be worn through reasonable use of the unit.

   c. If the installation or replacement of any electronic elements is carried out by unauthorised persons. Gaugemaster benefits from the rebuttable presumption that the cause of the defects or

damages is the foreign parts or modifications.

d. If the unit has been used for purposes outside those outlined by the manufacturer.

e. If the instructions mentioned in the manufacturer's user manual are not correctly followed.

5. Items will be inspected prior to repairs being undertaken. If there are issues found to be outside of the warranty, customers will be advised and possible charges highlighted prior to the repair or replacement being undertaken, with the option to have the item returned at the customers expense without the work commencing.

6. The warranty period does not extend when repairs are made or replacement parts are issued unless it is deemed necessary by Gaugemaster to issue a completely new product in full, in which case a new warranty period is initiated.

7. Costs of postage.

a. The cost of postage of any warranty repair sent to Gaugemaster or any of our approved dealers is the responsibility of the consumer and will not be refunded by Gaugemaster.

b. Gaugemaster will cover postage costs of returning the item to the customer to a mainland UK address for all warranty repairs. Any postage costs for returns outside of this territory may be charged at cost.

c. Any return found to be outside of the warranty will be returned with the postage charged at cost.

d. Any import duties incurred by Gaugemaster when the unit is returned to us will not be covered by Gaugemaster and maybe applied or added to the cost of repair at our discretion.

e. Any export duties incurred by Gaugemaster when the unit is returned to the consumer will not be covered by Gaugemaster and maybe invoiced following the repair.

f. Gaugemaster recommend items are returned to us using methods that include appropriate insur ance and any item lost in transit to us is not the responsibility of Gaugemaster and will not be re placed.

g. Gaugemaster will post repairs back using the most suitable, cost-effective method for the location.

8. Gaugemaster are not responsible for any data loss within the units including but not limited to user settings arising from the updating or repairing of the system.

9. A repair service is available for any units found to be defective outside of the warranty, and these may be returned to Gaugemaster once approval has been sought. Any items in this case must first be approved by a member of the Gaugemaster team and will be chargeable.

EXTENDED WARRANTY

A REMINDER BECAUSE THIS IS IMPORTANT!

If you register your INFINITY system online and subscribe to our mailing lists, this becomes a TWO YEAR EX-TENDED WARRANTY FREE OF CHARGE (subject to the conditions of the standard warranty)

Please register **WITHIN 30 DAYS of purchase** at

www.gaugemaster.com/infinitysignup

ADDITIONAL HANDSETS

Having an extra HANDSET could give you even more flexibility when controlling your model railway. For example, you can run your model railway with a friend with one of you operating Loco 1 and the other Loco 2. Or maybe one of you as driver (Locos) and the other as Signalman (Accessories)? Simply pair your additional HANDSET to a BASE UNIT or to the Digital Consort. Additional Handsets are available from your local model shop or in case of difficulty, direct from ourselves.

TROUBLESHOOTING

If something goes wrong, please refer to this user manual to establish what it might be and then follow the guidance contained within. There is also a regularly updated FAQs page on our website which can be found at **www.gaugemaster.com/InfinityFAQ**

Your dealer will also be a font of knowledge and we are working hard to build their knowledge as the system establishes itself so they will also be able to help. And to be fair, none of us need much of an excuse to visit our local model railway shop, do we?

Of course, full technical support also exists here at Gaugemaster and we will always do our very best to help you.

BY EMAIL - infinitysupport@gaugemaster.co.uk
BY PHONE (English Language) - +44 (0) 1903 884 321
IN PERSON - Gaugemaster, Gaugemaster House, Ford Road, Arundel, West Sussex, BN18 0BN

Please note our "In Person" opening hours are currently between 0900 and 1730 on Mondays to Saturdays and between 1030 and 1530 on Sundays and Bank Holidays. In busier periods, we may take longer than we wish to help you, so potentially there will be a wait.

Although every reasonable step has been taken to ensure this product works perfectly, out of the box and indefinitely, occasionally and as a last resort, we may ask you to return your unit for inspection and rectification. You'll be asked about the problem and also to advise us which version of INFINITY software you are running. To obtain this information, please refer to **page 35 - ABOUT.**

NOTES

NOTES

Gaugemaster Infinity

Designed, Engineered and Manufactured in the UK

This product is not a toy and contains small parts which may harm or choke a child. Not recommended for children under 14 years old unless supervised by an adult.

CONTACT

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