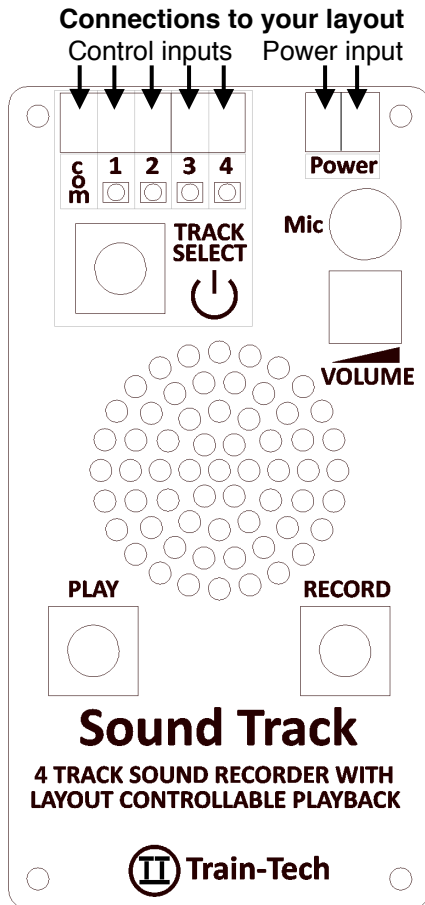# QUICK GUIDE   Using the SR1 Sound Track Recorder and Player

CAUTION - ALWAYS SWITCH OFF ALL POWER TO YOUR LAYOUT BEFORE CONNECTING OR DISCONNECTING ACCESSORIES!

To record away from the layout you will need to install a battery; Remove the 4 front panel screws, fit a 9V **Alkaline** PP3 type battery just below speaker, then refit screws taking care not to overtighten!

Connections to your layout

Control inputs   Power input

c o m   1   2   3   4   Power

TRACK SELECT

Mic

VOLUME

PLAY   RECORD

Sound Track

4 TRACK SOUND RECORDER WITH LAYOUT CONTROLLABLE PLAYBACK

Train-Tech

To Record a track

- Press Track Select button to choose track - an LED will light the track selected
- Point Mic towards sound - press Record to start recording (35 seconds max)
- Press Record again just after your sound ends to stop recording*
- The LED lights flash for a few seconds while it saves your track to memory.

Tracks can be a maximum of 35 seconds, then it automatically stops recording and saves it. Sounds can be recorded from real life trains, stations, towns and villages etc, or you will find many sounds online on YouTube etc which you can record by simply holding the microphone close to your computer speaker.

To Playback a track

- Press the Track Select button to choose the track you wish to play back
- Press Play - adjust loudness with the Volume Control if necessary

To Protect a valuable recording

To Protect and save a valuable track from accidentally being recorded over:
- Choose the Track you wish to protect using the Track Select button
- Press & hold Play button for 5 seconds - it will start to play then say "Locked"
To unlock a Protected track repeat above - it will then say "Unlocked".

Additional notes

- For details on how to control sounds from sensors, switches or DCC see over.
- Sound Track can play any two tracks simultaneously - the last two triggered
- On battery power the Sound Track shuts down after 3 minutes of non activity.
- Always remove battery if not intending to use on battery for more than a month

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Train Tech overview - *ask for free catalogue*

Signal kits - OO/HO low cost easy to make signals for DC

Sensor Signals - easy automatic block signalling - DCC or DC

Smart Lights - small effects built in - DC/DCC - just 2 wires:
Arc welding • Emergency vehicle • TV • Fire effect • Party disco

Automatic Coach Lights - motion - no pickups or wiring:
Older Warm White • Modern Cool White • Tail Light • Spark Arc

Automatic Tail Lights - motion - easy, no wires - lantern LED:
Flickering flame oil lamp • Modern Flashing • Constant light

Track Tester - quickly tests DC polarity or DCC - N-TT-HO-OO

SFX+ Sound capsules - no wires! - real trains - DC or DCC
Steam • Diesel • DMU • Passenger coach • Shunted stock

Buffer Light - clip in lights for buffer stops - N or OO - DC/DCC

LFX Lighting effects - DC/DCC - screw terminals - with LEDs:
Home & Shop lighting • Welding • Flashing Effects • Fire

Traffic Lights - fully assembled - just connect to DC or DCC

Level Crossings - assembled - N & OO versions - DC / DCC

DCC fitted signals - slide in the track - easy one touch setup:
2 aspect • 3 aspect • 4 aspect • Dual head • Feathers • Theatre

Smart Screen animated sign - for Trains, Stations etc

DCC Signal & Point Controllers

LEDs, connectors, battery holders, components

Test Equipment, Tools.

COMPREHENSIVE CATALOGUE FREE ON REQUEST
www.train-tech.com

Train-Tech
Model Technology Made Easy

SR1 Sound Track Recorder-Player

- Record favourite sounds - built in microphone
- Playback sounds from the built in loudspeaker
- Connect to layout - play sounds automatically:
- Trigger sounds using Signal and Track Sensors
- Play sounds using buttons, switches or reeds
- Control sounds with DCC Accessory commands
- Play 2 tracks together, eg background loop
- Each sound track can be up to 35 seconds long
- Easy to use with just 3 buttons
- Erase protect feature for any sound track
- Power from 9-16v smooth DC, DCC, 9V battery
- Designed and manufactured in Great Britain

Note that a battery is not included

www.Train-Tech.com

• Powering Sound Track

Sound Track can be powered in 3 different ways;
• 9 volt battery   • 9-16 volts smooth DC   • DCC Track power

• The 9 volt battery option is ideal when you take the Sound Track out to make your recordings and you can use it on battery power long term if you wish, but it will normally be more convenient to use it on DCC or smooth DC for long term use with your layout. To fit remove the four front panel screws, fit a 9 volt **Alkaline** battery and replace screws. Remove battery if not using the Sound Track on battery power for more than a month.

• To power by DCC connect 2 wires between the Controller DCC track output and 2 Power terminals on Sound Track.

• To power from smooth DC, connect 2 wires between the power unit output and the 2 Power terminals on Sound Track; + and - connect to either terminal. Note that 'smooth' dc means true dc which has been rectified and smoothed, not the half rectified unsmoothed outputs of some controllers. If in doubt use a good quality regulated smooth DC power unit such as Gaugemaster WM4 available from Train-Tech and other retailers.

• When run on battery it switches off after a few minutes of non use. On DC or DCC it remains on until the power is switched off.

• Sound Track uses low power so you only need to use light duty connecting cable - 7/0.2 7 strand cable or above is fine.

Power input here

Control inputs
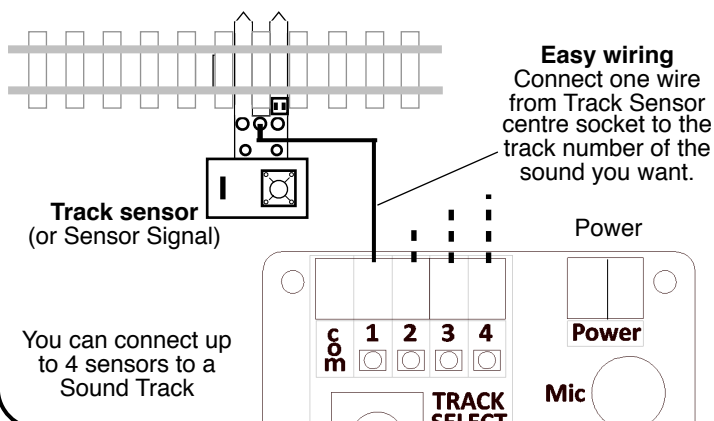
c o m 1 2 3 4   Power

Mic
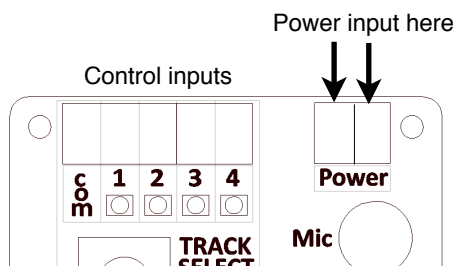
TRACK
SELECT

• Control by Track Sensors or Signals

Sound Track can be controlled by Train-Tech Track Sensors, where a particular sound track is played as the train passes a sensor. This could be a loco horn at a Whistle sign, the sound of your favourite train as it leaves a tunnel, or a station announcement as the train approaches or arrives at a station. Sensor Signals also have the same output and can be used in the same way.

Like all Layout Link products they are are extremely easy to connect, using just a single wire from the middle socket of the Track Sensor to the relevant input on the Sound Track as shown below. Details on how to connect power to the Track Sensor or Sensor Signal are supplied with the products.

You can connect a Track sensor to one or all of the Sound Track inputs, or a mixture of Track Sensors and other switches etc - see below.

Note: Sound Track and Track Sensors must be powered from the same power supply, whether DC or DCC.

Easy wiring
Connect one wire from Track Sensor centre socket to the track number of the sound you want.

Track sensor
(or Sensor Signal)

You can connect up to 4 sensors to a Sound Track

Power

c o m 1 2 3 4   Power

Mic

TRACK
SELECT

• Control by regular switches

You can trigger any of the four sound tracks by connecting a switch to connect between the terminal marked 'com' and the terminal number of the track you want to play. The 4 control inputs can be connected to switch contacts like push buttons, toggle switches or magnetic reed switches to trigger sounds. The example below shows 3 types of switches connected to track inputs 1, 2 and 3 - input 4 can be used in the same way.

Track 1 is wired to a toggle switch. When on, the sound sample will keep repeating itself indefinately and because Sound Track can play two sounds simultaneously this could be the constant background sound of a station, yard, city or countryside sounds.

Track 2 is wired to a pushbutton to play a quick burst of sound when pressed, like a whistle or horn, church bells…

Track 3 is a magnetic reed switch. A reed switch is a small glass tube containing 2 fine contacts very close together but not touching. When a magnet gets close the contacts touch and makes the circuit. Can be used for detecting trains etc...

Track 3

Track 2

Track 1

Power

c o m 1 2 3 4

Power

Mic
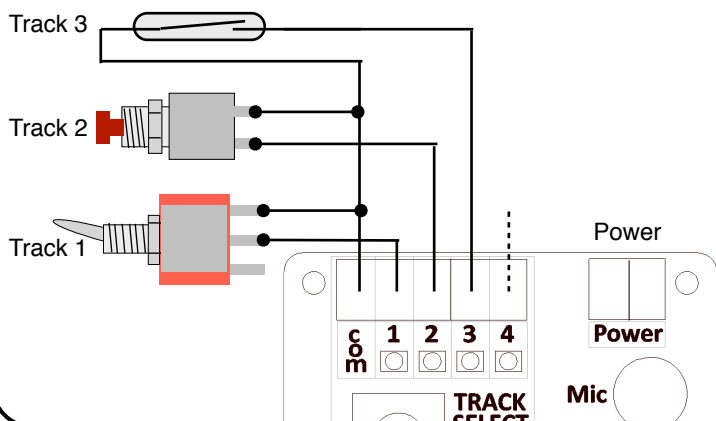
TRACK
SELECT

• Control by DCC accessory command

As well as playing tracks using physical switches and sensors, you can also play them using DCC Accessory commands from your DCC controller. Accessory commands are different to Loco commands, but most DCC controllers support them and they are usually used to control accessories like Points and Signals etc.

You can choose whether to play tracks using just your controller handset or you can assign tracks the same addresses as other accessories on your layout. For example you could set one track to the same address as a signal so that it plays a guards whistle or platform announcement automatically as it turns green!
Or record the sounds of real signal box levers or cables and set them so that they play when a point or signal changes! You can also use DCC control in conjunction with Sensors and Switches.

Setting up the Sound Track and DCC Controller
Sound Track has a 4 way accessory decoder built in and each one of the 4 tracks can be set to play on an address you choose.
• Connect the Power terminals to your Controller DCC output
• Set your controller to Accessory command mode *(this varies with each controller but will be explained in its instructions)*

To set all 4 tracks with 4 consecutive addresses
• Press and hold the Track Select button until all LEDs flash
• Select the first address on controller and send < or > (1 or 2)*
This has assigned the address you sent to track 1, then the next three consecutive addresses to tracks 2, 3 and 4.

To set any track with an individual address
• Press and hold the Track Select button until all LEDs flash
• Press Track Select again to select the Track you want to set
• Select the Track address on controller and send < or > (1 or 2)*
This sets the track to that address. Repeat as required.
* Whatever direction control your controller uses < / > or 1 / 2, Sound Track remembers which direction sets the sound track