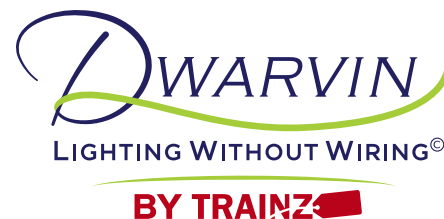# Mounting your Dwarvin Turnout Signals for Stall Machines

1. Attach the velcro piece provided to both the Turnout Controller and any of the 3 non-functioning surfaces of your switch machine.

2. Connect the wires from the Turnout Controller to the power supply wires on your switch machine using the suitcase connectors (or spade connectors if requested).

3. Check for light from the Turnout Controller that switches when you throw the switch. If no light appears, ensure you are connected to the correct wires and that the connections are complete.

4. Drill 3 holes (5/32 drill) at the 3 approaches to the switch. Mount the 3 signals into the layout, ensuring you insert the fibers through the holes first.

5. Selecting the correct fiber insertion:
   - Refer to the chart below for fiber insertion steps.
   - The ends of the fibers corresponding to the red light on the signal are marked red.
   - When the switch is set so that the locomotive goes straight through, the signals going into and out of that line should be Green for go, but the one coming in from the branch should be red for stop.
   - when the switch is thrown and it is in what we will call the "switched" mode, all the lights should be reversed.

6. Set the switch to "straight," then insert the fibers into the part of the block that is lit (the "straight" section of the block). The signals will light up as designated in the chart below. Now Insert the remaining 3 fibers into the "switched" section of the block that is lit.

Fiber Insertion Chart
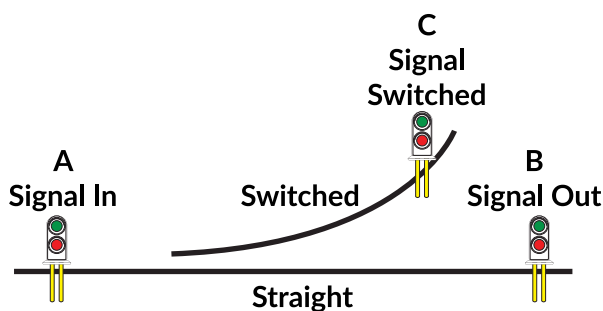
	A Signal In	B Signal Out	B Signal Switched
Straight	Green	Green	Red
Switched	Red	Red	Green

	Straight			Switched		
	A	B	C	A	B	C
	Green	Green	Red	Red	Red	Green
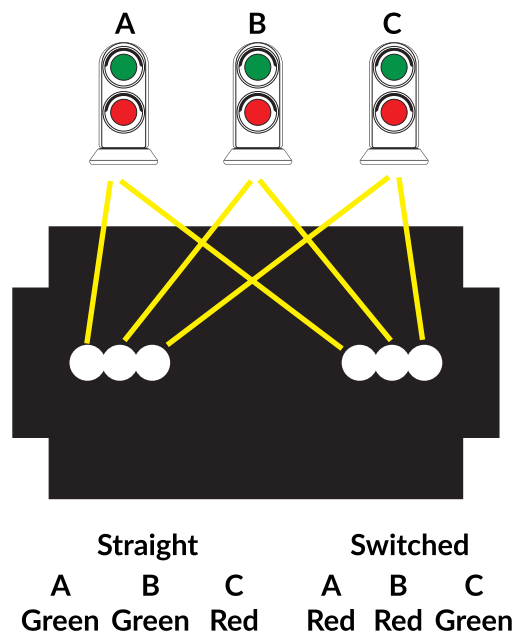
For helpful tips and instructional videos, visit our website: www.Dwarvin.com

Appreciation: If you enjoy our product, please like us on **Facebook:** DwarvinEnt/

Concerns or questions? Please contact us at:
- **Email:** customerservice@trainz.com
- **Phone:** 866-285-5840

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