http://www.revoelectronics.com/

Super Base Station Receiver
Item# 57005S PWC
Item# 57007S LINEAR
User’s Manual

General Features and Specifications:

1. Polarity Protection.
2. Over heat protection.
3. Over current protection.
4. Input power requirement: 12 to 26 volts DC.
5. Built in generic diesel or steam sound.
6. 6 auxiliary output control for 3rd party sound system or smoke generator.
8. Radio system: 2.4GHz DSSS.
9. Wirelessly firmware and sound upgradeable.
10. Size: 4.4” x 3” x 1.2”.

Caution: “Never connect the input power to the output terminal.”

57005S/57007S Receiver Components

A:2pin Speaker Plug
Connect to a speaker

B:Link Switch ‘SET’
Use to program the transmitter to the receiver

C:7pin Auxiliary Wire ‘AUX’
Use for the smoke board or other manufacture sound cards.

D:3pin Chuff Plug ‘TRG’
Use with a reed switch on steam loco synchronizing chuff sound.

Connections:

1. Apply DC power supply to the input terminal block.
2. Connect track or motor wires as shown photo-2.
“Never connect the input power to the output terminal.”(The internal circuit may be damaged.)
3. Connect speaker into the “SPEAKER” 2pin connector.
4. Optional use. Connect reed switch into the marked “TRG” 3pin connector.
5. Optional use. Connect Link Switch into the marked “SET” connector.
6. Optional use “AUX-OUT”
AUX-OUT Connector:
All outputs are as shown fig-1.

TX keypad vs output signal
TX: RX:
#1--------A
#2--------B
#3--------C
#4--------D
#5--------E
#6--------F

All outputs are active low signal so it can be applied to other sound system or smoke control board without modifications. Normally the F pin is used to control for the smoke control board (see table-1).

Use item # 57070 (smoke control board) to control the smoke generator or others. (White wire to F pin, Black wire to COM pin).

TRG Connector:
These pins are used to trigger sound from a magnet on an external wheel or track layout.

Pin 1: Diesel Horn or Steam whistle trigger.
Pin 'C': Common signal pin.
Pin 2: Bell or synchronizing chuff sound.

BASE STATION/SUPER RECEIVER CAPABILITIES

This is a base station to control the track or battery power. This receiver will control the one track your train is running on without modifying the locomotive in any way. However, the Receiver can also be used in a trailing car to allow multiple trains to run on the same track.

When used as a Super Receiver, you have enough power to control up to 4 locomotives depending on grades and the number of cars pulled. You will not have the individual control of several locos, but can operate multiple trains at the same time together. This Super Receiver will work on either track power or battery power. If track power is used, you will need leads from the truck up to the car to supply the track power to the receiver. Battery is, of course, on board the trailing car itself. This unit comes with sound, diesel SD or steam SS. The Base Station/Super Receiver should be kept inside a structure near the track or in a covered gondola or box car to protect it from the elements.

Install the Remote Link Switch
Attach the remote link switch connector to the three pin block terminal on the receiver marks SET. There is a Red 'push button' on the receiver as an alternative Link Switch to program the receiver also. When using a trailing car, locate a place to install the supplier Remote Link Switch where it will be accessible from the outside of the car.
Transmitter Setup:

For this operation, look up pages 12 – 14 on the revolution manual on how to set up the Transmitter and also how to link the Transmitter to the Receiver.

BASIC TRANSMITTER PROGRAMMING PROCEDURE: Download the manual for the “Train Engineer Quick Start Guide.”

You can download and view all the manuals for the Revolution System on our website at www.revoelectronics.com under Support/manual.

POWERING YOUR BASE STATION / SUPER RECEIVER

Caution: “Never connect the input power to the output terminal.”
BEFORE ANY INSTALLATION: MAKE SURE THERE IS NO POWER TO THE TRACK OR TO THE BASE STATION/SUPER RECEIVER.

When the power is hooked up correctly on the receiver, the Blue LED power light will flash for two seconds indicating the power is hooked up correctly. The Blue LED light will go away after two seconds. If the Blue LED light does not flash, reverse the wires on the block terminal on the receiver input. After the transmitter and receiver is programmed, when the receiver receives signal from the transmitter you will see the Blue LED light comes on solid.

**System failure message on the LED**
If the Blue LED slowly flashes continuously, it may be a cause of an overload, overheat, or the receiver power is below 12 volts.
After finding the cause, turn off the power and turn it on again.
Note: Super Base Receiver should have a minimum voltage of 12VDC.

TRACK POWER

The Super Base Receiver is designed to work on track power or battery power of at least 12 volts DC to a maximum of 26 volts DC. When running from track power with a controller, set your power to the highest setting. Connect DC power wires directly to the Base Station / Super Receiver on the two screw terminals marked INPUT and connect track wires on the two outer screw terminals marked OUTPUT.
Note: The center screw terminal on the output side is not used.

BATTERY POWER

The Base Super Receiver can also be powered from other maker’s battery. The maximum voltage must not exceed 26VDC volts.

OPERATING YOUR LOCOMOTIVE

1) Use [ <<T ] and [ T>> ] keys to select the cab number that you assigned to the locomotive that you want to operate the locomotive on. The locomotive name and road number will be displayed on the top line along with SU-, indicating that this is operating as a single unit locomotive.
2) Use the up and down arrow keys to increase and decrease the locomotive speed.
3) Use the Right Arrow key to go forward and the Left Arrow key to run backwards.

Optional Cooling Fan

A cooling fan is recommended for the Super Base Receiver. The cooling fan will help cool the receiver PC board also with overheat issue. Use a 24 volt cooling fan to cool the receiver from Overheat. Connect the wires from the fan to the Input power block terminals on the receiver to power up the fan. (Connect Red wire to [+ ] input terminal, Black wire to [– ] input terminal)
Note: The cooling fan for the Base Station is sold separately(Item# 57103).
### TX keypad vs Auxiliary functions

<table>
<thead>
<tr>
<th>TX keypad letter</th>
<th>Functions</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Sound toggle on/off (make sure set to latch mode on the TX) refer: Revolution Set Manual</td>
</tr>
<tr>
<td>2</td>
<td>Bell</td>
</tr>
<tr>
<td>3</td>
<td>Horn</td>
</tr>
<tr>
<td>4</td>
<td>N/A</td>
</tr>
<tr>
<td>5</td>
<td>N/A</td>
</tr>
<tr>
<td>6</td>
<td>Smoke board toggle on/off (make sure set to latch mode on the TX) refer: Revolution Set Manual</td>
</tr>
<tr>
<td>7</td>
<td>High Volume</td>
</tr>
<tr>
<td>8</td>
<td>Medium Volume</td>
</tr>
<tr>
<td>9</td>
<td>Low Volume</td>
</tr>
</tbody>
</table>

(table-1)

**Cautions:**

- Do not install in a place where it does direct sunlight.
- Never connect the input power to the output terminal.
- Do not get wet.
- Use a good quality DC power supply and the output voltage is correct.
- Install in a well-ventilated area.
- Install in a cool place.