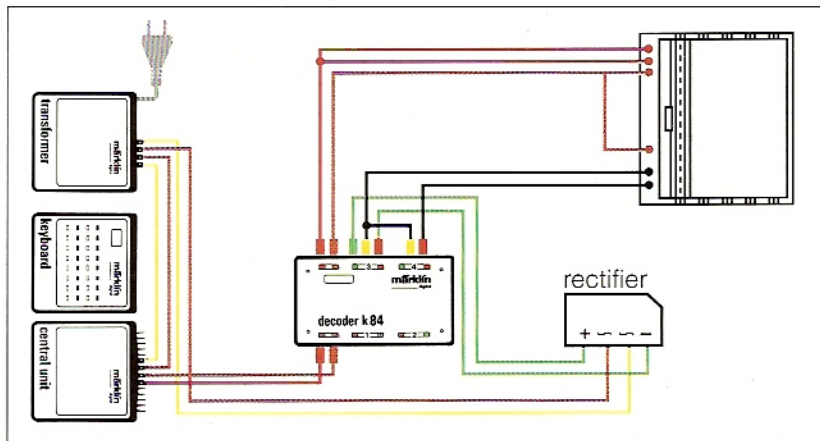## The 7294 Transfer table

The transfer table is powered by a DC motor. For this reason a rectifier is required (see illustration 84). The transfer table deck (or bridge) is centered by means of gaps in the power rails and by the motor's deceleration. Diodes prevent the deck from hitting against the edge of the table pit at the end in either direction.

The direction of travel for the deck is chosen by changing the polarity of the motor. With an additional wire to provide the motor with power at the gaps in the power rails, the deck can be set in motion or moved further down its rails.

The transfer table is operated with half-wave DC current so that no more than two switching outputs on the decoder are needed. The positive half wave causes the deck to travel "up", the negative half wave causes it to travel "down". Switching output 4 is used to switch between the two half waves. The second switching (3) output turns the deck on and off.

With digital operation the stall tracks on the transfer table can also be permanently supplied with power. Locomotives on these tracks can then have their auxiliary function turned on at any time.

Controlling the 7294 transfer table with the k 84 decoder

ill. 8684

7294 transfer table

The 7294 transfer table needs less space on a layout than a turntable. It goes well with the 7289 rectangular locomotive shed (has doors at both end for running a locomotive straight through). A catenary set (item no. 7295) is also available for the transfer table.

The transfer table comes with a special controller that can be used for the transfer table on a layout with either conventional or digital locomotive control.
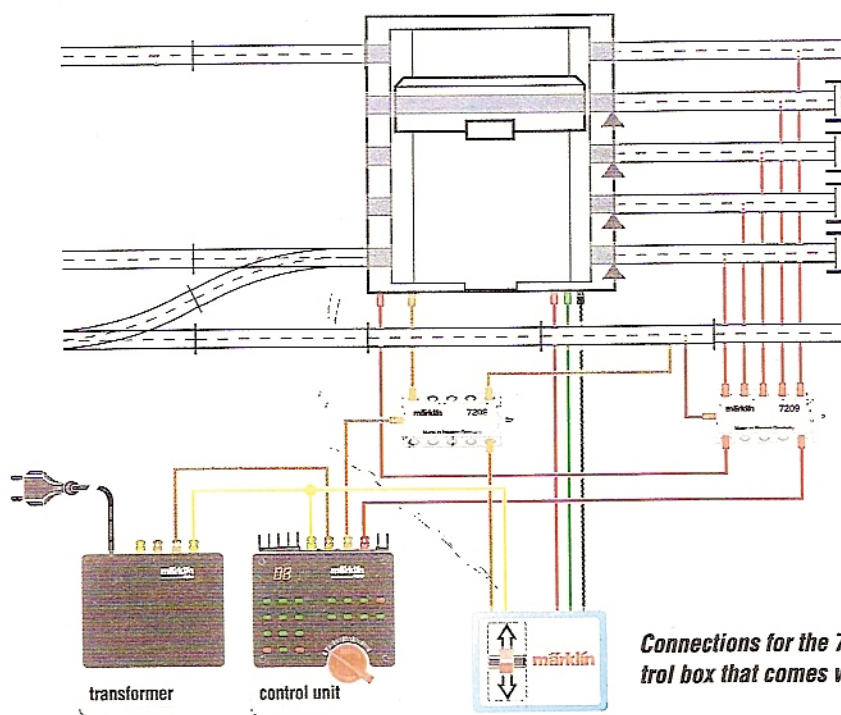
The slider switch on the controller is used to make the transfer table deck go forward or reverse.

The transfer table supplies the track aligned with the deck with power.
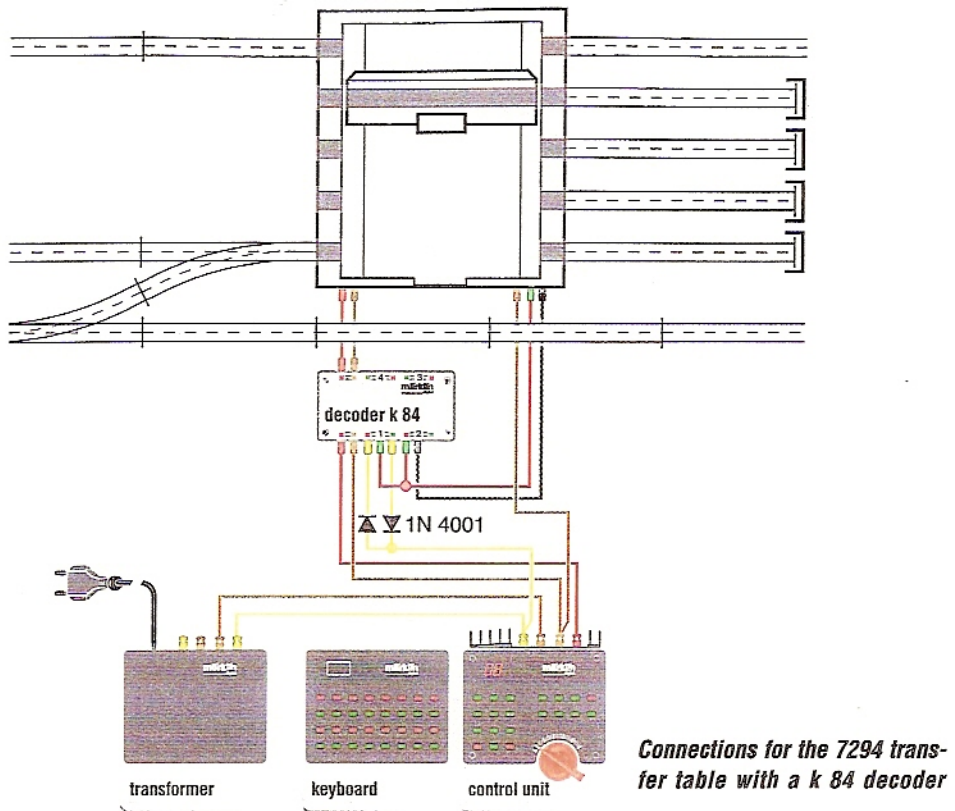
If you want all of the tracks to have continuous power with digital operation, you must supply power to them with feeder tracks or with feeder wires (with third rail clips such as 5004 and 7504). If the tracks are not connected to the same circuit as the transfer table, the transfer table tracks must be isolated as shown in the illustration.

Connecting the transfer table to the system with a k 84 decoder

If you want to control the transfer table from a KEYBOARD, from a MEMORY or through an INTERFACE, you can connect it to a k 84 decoder for this purpose. The illustration on the next page shows this circuit.

transformer   control unit

Connections for the 7294 transfer table with the control box that comes with it

8. Operating accessories digitally

decoder k 84

△ ▽ 1N 4001

| transformer | keyboard | control unit |

*Connections for the 7294 transfer table with a k 84 decoder*

The transfer table is run with a DC motor. The direction of this motor is changed by reversing the polarity of the current to the motor. This is the reason for the two diodes in this circuit. The diodes can be simply connected to a Märklin socket at the k 84 decoder.

A bridge rectifier could also be used in place of the diodes.

Operation at the KEYBOARD:

Which buttons on the KEYBOARD are responsible for the transfer table depends on the decoder outputs to which the transfer table is connected and the address set on the decoder.

Button 1 (or 5, 9, 13) red: operation forward.
Button 1 green: operation in reverse.
Button 2 (6, 10, 14) red: start transfer table.
After that button 2 green must be pressed: start impulse "off".

decoder k 84

2 diodes 1 N 4001
(item no. 60 089

socket

plug

"L"
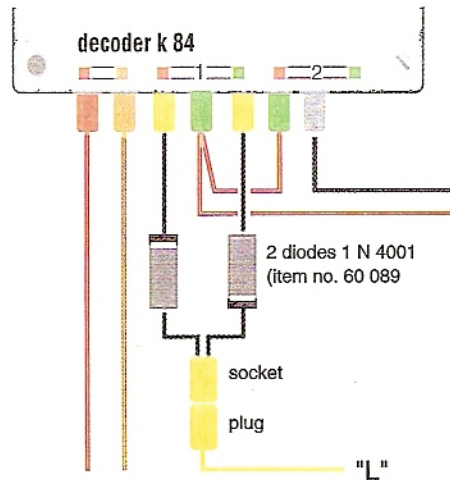
One possible way to connect diodes for the transfer table