

UPDATES TO ATLAS COMMANDER VERSION 3.0 and VERSION 3.2 INSTRUCTION MANUALS

The following is an update to the Atlas Commander Version 3.0 & 3.2 Instruction Manuals. Changes and rewordings were made after press time to make things clearer for the end user in future versions of the manual. In the interim, these changes are included as a separate document for download on the DCC support section of the Atlas web site.

A. Page 4 (in both Version 3.0 and Version 3.2 Atlas Commander Instruction Manuals) should read:

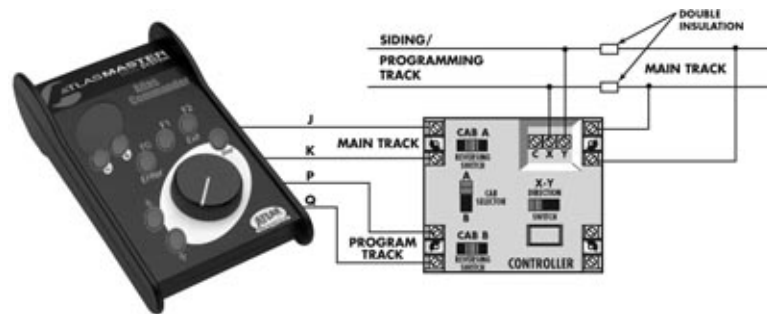
CAUTION: If you have a programming track that is connected (by insulated rail joiners in both rails) to your main track, **never** let a locomotive or an illuminated car straddle the two insulated rail joiners that separate the programming track from your main track (i.e., have one truck on the programming track and the other on the main track) when the programming track is connected to the P and Q leads on the Commander and the main track is connected to the J and K leads. Doing so could damage the circuitry in your Commander. If you wire the programming track with a switch that can connect it either to the P and Q terminals or to the J and K terminals of the Commander (as shown on page 5 of the Version 3.2 manual), make sure that this switch is thrown to the **main track position** before running a locomotive or lighted car across the double-insulated boundary between the programming track and the main track.

B. Page 5 (in Version 3.2 Atlas Commander Instruction Manual only) should be read:

4. Using an Atlas #220 Controller to select between using siding as either Main Track or Program Track.

- Connect the Commander to an Atlas Controller, as shown in Figure 2.
- Connect the X and Y terminals of the Commander to the siding (or the section of main track to be used for programming), as shown in Figure 2.
- Connect the two screws at the top of the right side of the Controller to your main track, as shown in Figure 2.
- Make sure to set both the Cab A and Cab B reversing switches on the Controller to their **center** positions.

Figure 2



To Use Siding/Programming Track as Part of Mainline:

- Set the Cab Selector switch on the Controller to its **A** position whenever you wish to use the siding/programming track as part of the Mainline.
- Set X-Y Direction Switch either to its left or to its right position so that a locomotive can enter the siding/programming track from the Mainline without shutting down the Commander. (If you wire both your main track and your programming track exactly as shown in Figure 2, this switch will be set to its left position.)

To Use Siding/Programming Track for Programming:

- Set the Cab Selector switch on the Controller to its **B** position whenever you wish to use the siding/programming track for programming. Be sure to return the Cab Selector switch to the A position when you are finished programming.

5. Plug the power cord of the Generator into a 120 VAC (standard voltage in USA and Canada) power outlet.

Please note that terminals C and D on the Commander may be used to add additional DCC Power Stations (also called Boosters). For explanations of Power Station/Booster usage, see page 27 of the manual and the DCC support section at <http://www.atlasrr.com/>