



Information, Instructions, and Tips for using the smoke unit in your Broadway Limited Imports N scale Steam Engines:

The smoke unit in your new BLI steam locomotive is OFF by default. It will not come ON, or make smoke, until you press F7 on your DCC controller, or the AUX button on your DC Master control box.

Once you press F7, the smoke unit will produce smoke for a predetermined amount of time. Then it will stop producing smoke until you press F7 again.

The user can determine the amount of time the smoke unit produces smoke. To do this, use CV218. Each value of CV218 is a 2 second count. For example - if you set CV218=5, then the smoke unit will produce smoke for 10 seconds. If you set CV218=20, the smoke unit will produce smoke for 40 seconds, etc...). You can adjust CV218 using your DCC controller or using the DC Master Control Box. The range of CV218 is 0-255 (or zero seconds to 510 seconds).

CV218 is set to 30 by default. So once you press F7, the model will produce smoke for about 60 seconds, then you will need to press F7 again to begin another 60 second cycle.

Note that when you initially press F7, the model may take 5-15 seconds to heat up and begin producing smoke. Once it heats up, it will produce a sizeable puff of smoke, so we recommend not hovering above the model and staring down the smokestack.

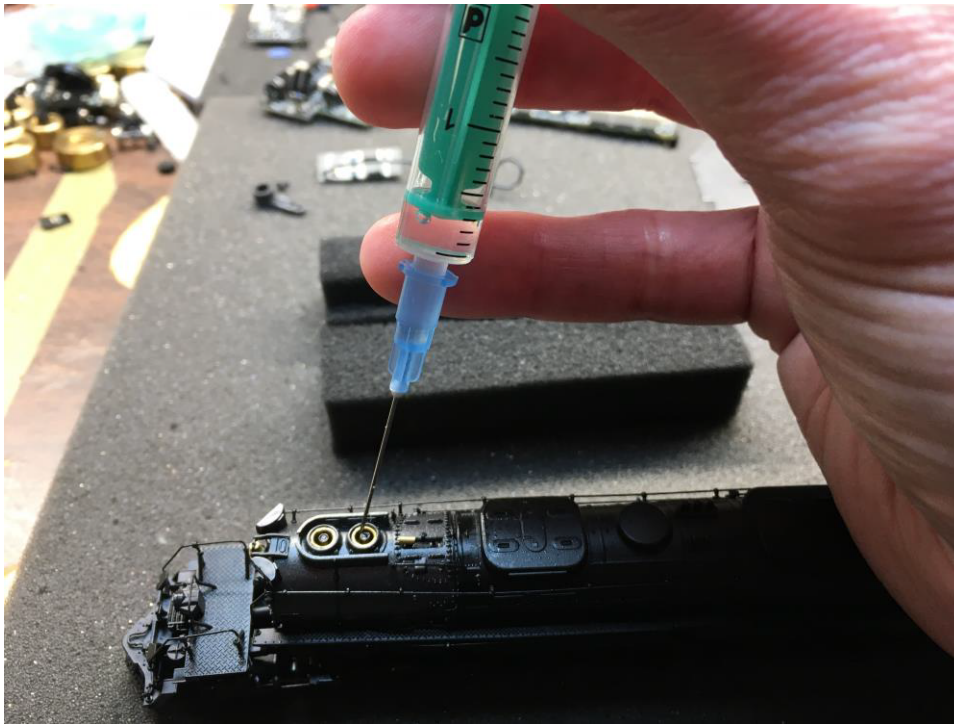
Note that your model may have some fluid in the unit when you first receive it, but it will not be much, and you will need to add fluid soon. Note also that the smoke fluid can leak out if you turn the model upside down or on its side. Please keep this in mind.

Adding smoke fluid:

1. Do not use traditional BLI-brand smoke fluid, or any other high-viscosity smoke fluid. To achieve good results with our N scale smoke units, you must use a thin smoke fluid like the Marklin-brand MRK-02421.
2. When you add smoke fluid, do not add more than .3 mL at a time. The models come with a small plastic pipette in the case with the model. If you find this difficult to use, or if you prefer to see your measurement lines, we recommend purchasing a small syringe like those available at www.broadway-limited.com.
3. When you add smoke fluid, drop the fluid in near the small stem in the center of the smokestack. See photos on subsequent pages for reference. A syringe will make this easier.
4. Note that .3mL of smoke fluid will smoke for about six minutes. When your model stops producing smoke, it is safe to immediately add more fluid.

***** Note - - these photos are taken using the N scale UP Big Boy. The smoke units on our other N scale steam engines function the same way.**

Note how to insert the tip of your syringe (or pipette) beside the stem in the center of the smokestack.



After adding smoke fluid, we recommend dabbing the top of the stack with a cloth to remove excess fluid. It is also good to blow down the stack to eliminate any air bubbles.

