DCCconcepts ADiA series decoders have some very special features which make them totally unique.

- ADiA fits snugly in the recess in every Cobalt turnout motor (using the pre-fitted foam pad) or mount it separately with the screws we provide.

- ADiA is simple to wire without soldering via screw terminals & plug and play connections (see the wiring diagrams later in this manual).

- ADiA has plug and play connectors ready to accept inputs from DCCconcepts Magnetic or Infra-Red detectors. (see P6 for illustration)

- Each ADiA decoder can be used to drive two Cobalt iP Analog or Omega turnout motors.

- Each ADiA decoder can have three unique addresses, each of which can have its throw direction set to suit a specific route, so it can be used to create route control or set up easy interlocking or similar special circumstances.

- ADiA also has build in switch connections so it can be commanded by any means you choose including DCC control, sensor control and normal switch control, making it super versatile and suitable for use on your layout no matter which way you choose to control it.

- ADiA has a 12 month warranty when used and connected according to our instructions.

GENERAL USE INSTRUCTIONS. (read carefully)

If you prefer to mount ADiA separately, we have provided four screw holes. Use either M3 or M4 screws. Please take care and do not over-tighten.

Connections: Please use correctly sized wires. We recommend 1mm^2 wire which will be suitable for all connections on ADiA and Cobalt motors.

Infra-Red and Magnetic sensors are plug and play.

Please see the connection diagrams in this manual.

DCC Power Input: ADiA should connect directly to the DCC Track Power Bus. You can of course use a separate Accessory Bus, however current draw of both ADiA and Cobalt analog motors is very low making a separate bus largely unnecessary.

DCC voltage levels: ADiA accepts all standard DCC power bus voltages, but for best results use 12V~18V DCC as our recommended limits.

Using the Adress Setting Switches: There are 3 small switches which can be independently set.

The switch positions are "Set" and "Run".

We very strongly recommend careful use of either a plastic or wooden toothpick to move the switch between its set and run positions.

Please do NOT use a sharp screwdriver to move the switch or the switch tab may be cut.

Switch damage will not be covered by warranty.