What to bring for the DCC course

If you have a DCC command station and/or handsets: feel free to bring them along so we can look at how different DCC systems operate, and compare the various types available

If you would like to have a go at fitting decoders to locos:

Whilst "DCC ready" locos may just be plug in and go, if you want to fit decoders into older locos, you will need to hard-wire them, and we will cover how to do this on the course:

- Any locomotives you want to fit with decoders
- Suitable decoder if you already have one (we will have some for sale at the course)
- Soldering Iron (40w Temperature controlled is ideal).
- Soldering iron stand with a sponge. Vital to safely hold your iron when switched on.
- 60/40 tin/lead Multicore Solder which includes Flux (suitable for electronics, not for brass loco kit construction) such as Rapid 85-0592. Note that the latest lead free solder, such as that available from Maplin, is much more difficult to use and is not recommended for this use.
- Thin heatshrink tubing
- Very fine wire (30 – 32 AWG)
- Soldersucker and/or Soldermop desoldering braid (eg: Rapid Electronics 85-0625)
- Long nosed Pliers
- Side Cutters
- Tweezers
- Small electrical screwdrivers
- Jewellers screwdrivers
- A work surface (sheet of MDF or chipboard around 600mm x 450mm)
- Anglepoise or similar light.
- Optivisors or magnifiers are also very useful
- Multimeter, either a Digital (DMM) or Analogue (AMM)

You can bring a laptop computer if you would like to have a go yourself at setting up the DCC locomotive settings using the "Decoder Pro" program.

If you want to use your own DCC system, you will require a computer interface for your system. However, a MERG DCC system with wifi computer interface will be available for you to use on the course, so don't worry if you don't yet have one of your own.