

# Dapol 08 Shunter with LSv4

by Steve Weeks. All Pictures kindly supplied by Digitrains.

**The following is for your information only and no responsibility taken by either Digitrains or SWD. If you do not feel able to carry out any of the tasks below DON'T.**

## Decoder

Whilst Dapol have produced a fantastic model there appears to be an issue with the PCB layout as the 21 pin interface seems to be the wrong way around, leaving components to obstruct any 21 pin sound decoder.



However you have three options as follows:

- 1) Replace the Dapol PCB with ESU Part No. 51968. This will give you two extra Aux outputs 3 & 4, making a total of six when used with a LSv4.
- 2) Replace the Dapol PCB with ESU Part No. 51967. This does not have the two extra Aux outputs, However if you are happy to have both sets of shunting lights on at the same time these are not required.
- 3) Fit the 21 pin decoder, this will sit at a slight angle due to resting on the pcb components but is OK if care taken.



## Lighting

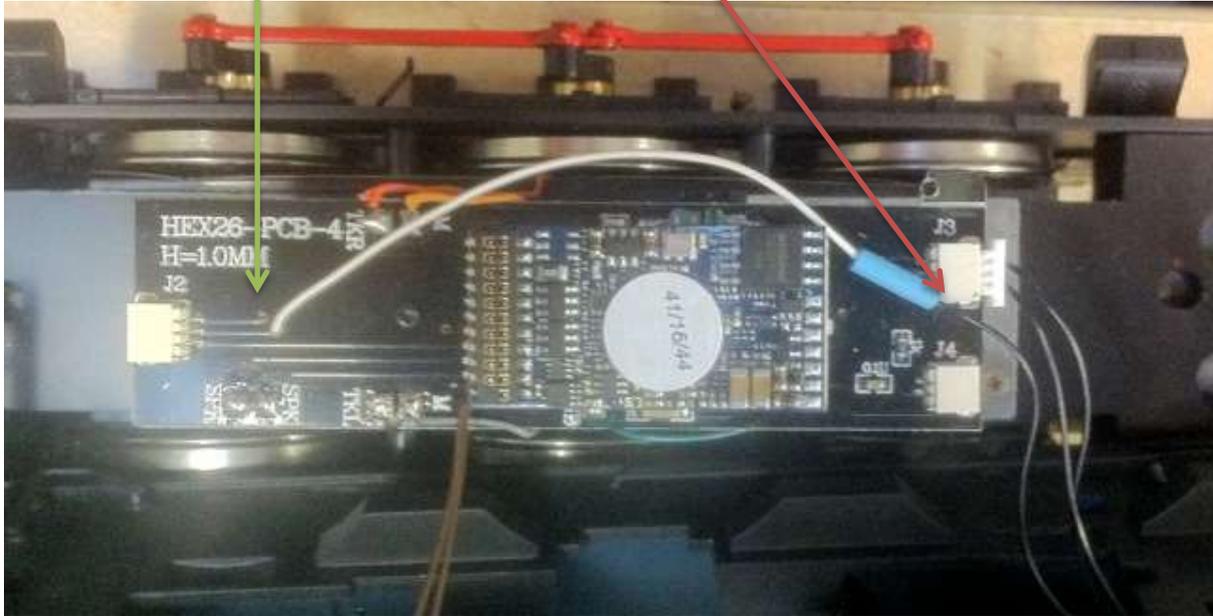
The model has various lighting options that work with the LokSound decoder as default apart from the rear shunting lights. However here are your options if using the above:

- 1) If using 51968  
Aux 1 for the cab light.  
Aux 2 for the Front Shunting Lights.  
Aux 3 for the Rear Shunting Lights.
- 2) If using 51967  
Aux 1 for the cab light.  
Aux 2 for the Front & Rear Shunting Lights.

3) If using Dapol PCB. Aux 1 for the cab light. (J4)

Aux 2 for the Front & Rear Shunting Lights. (J2 & J3)

Simply take out the centre wire from the J3 plug and extend it to join the centre wire of the J2 plug or the small pcb hole where the white wire in my photo goes. By adding the link wire, Aux 2 now operates both Front & Rear shunting lights. Please make sure that the link wire must be long enough to avoid fouling the 21 pin socket for the chip? Use heat shrink on all terminations.



**The SWD Lsv4 21 pin Class 08 (55471) has Directional lighting on F0, Cab Light Aux 1 on F7 and Shunting lights Aux 2 on F8 as default. However these can of course be remapped to suite your requirements.**