

No 13 – Lighthouse



This kit is designed to simulate a variety of UK lighthouses. Seven different flashing patterns are provided, covering a total of 32 UK lighthouses.

As a bonus, it can alternatively configured to simulate the aircraft warning lights that are fitted on tall structures (buildings, TV masts, power pylons, bridges, etc.)

Three links are used to select which mode of operation is displayed.

The available patterns are:

Link1	Link2	Link3	Pattern	Lighthouses
N	N	N	4 flashes every 5 secs	Flamborough, Lynmouth Foreland, Pendeen, Strumble Head
N	N	Y	2 flashes every 30 secs	Alderney, Casquets, Nab Tower
N	Y	N	2 flashes every 20 secs	Beachy Head, St Bees, Holy Isle
N	Y	Y	1 flash every 20 secs	Longstone, Mull of Galloway, Peninnis, Royal Sovereign
Y	N	N	1 flash every 15 secs	Lowestoft, Lundy North, Sark, Turnberry, Wolf Rock
Y	N	Y	1 flash every 10 secs	Anvil Point, Crammag Head, Dungeness, Point Lynas, Southwold
Y	Y	N	1 flash every 5 secs	Cromer, Little Ross, Lundy South, Monkstone, Orfordness, South Bishop, St, Catherines, Trwyn Du
Y	Y	Y	1 flash every sec	Aircraft warning lights

The lighthouse simulations should use a white LED, while a red LED is commonly used for aircraft warning lights.

The white LED slowly increases in brightness before slowly fading away. This simulates the rotation of the lighthouse beam.

The LED can be mounted in a model lighthouse on your layout.

One member has a backdrop that is a coastal scene. The LED is mounted in the flat picture of the lighthouse on that backdrop.

The kit operates from a 12V DC supply.

The kit is available at all West of Scotland activities (for £1.40) or can be purchased from the national MERG website as PMP 13.