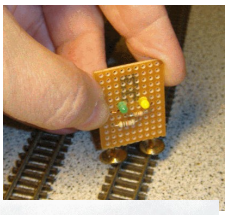
Pocket Money Project reviews

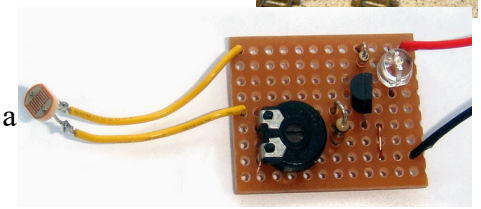
Full list of the reviews stored in the Archive section

Track Tester



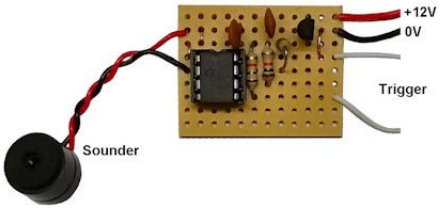
PMP1 - Full details in **July 2018** archive.
Quick check to confirm that power is on a particular section of track.
Tests for both DC and DCC.

Train detector



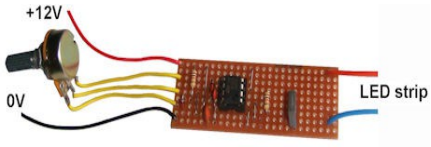
PMP2 - Full details in in the **August 2018** archive.
Detects changes in light levels to trigger activities or light up a LED on a control panel.

Steam emulator



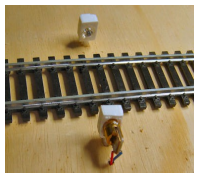
PMP 25 - Full details in in the **September 2018** archive.
Reproduces the sound of a steam loco's steam outlet, with a choice of usage (random intervals, switch operated, operated by a train detector).

LED dimmer



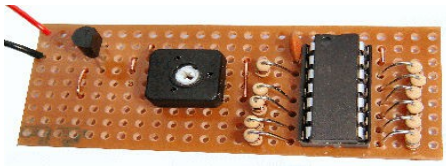
PMP 11 - Full details in in the **October 2018** archive.
Connect 12V at one end a 12V LED strip at the other end.
Controls the brightness by adjusting the variable resistor.

Laser detector



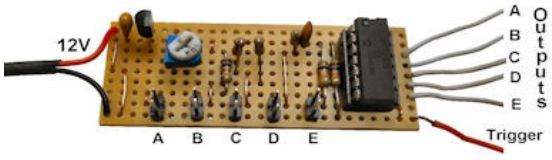
PMP 22 - Full details in in the **November 2018** archive.
Place a laser head and a detector across a piece of track.
When a train breaks the beam, the module's output changes.

Random lights



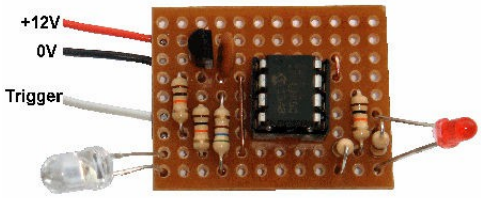
PMP 12 - Full details in in the **December 2018** archive.
This module makes ten LED lights that come on and off randomly, as would happen in buildings in real life.

Sequencer



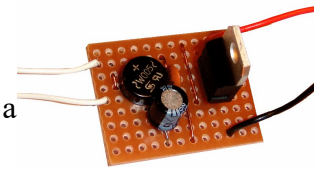
PMP 26 - Full details in in the **January 2019** archive.
It has one input and five outputs that can be set for delay between 1 sec and 10 secs.
Used to set up a sequence of lights, points, signal, animations, etc.

Multi-flasher



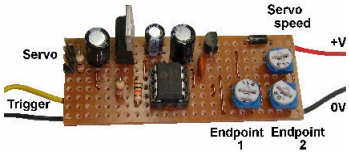
PMP 8 - Full details in in the **February 2019** archive.
Can simulate a welding machine, arcing from a tram or an electric loco's pantograph, or an aircraft warning light for tall buildings and structures.

12V supply



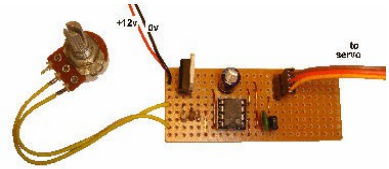
PMP 6 - Full details in in the **March 2019** archive.
Most other kits need a 12V DC supply.
Convert the 15V AC or 16V AC outputs from the rear of your controller to a steady regulated 12V DC supply.

EzyPoints



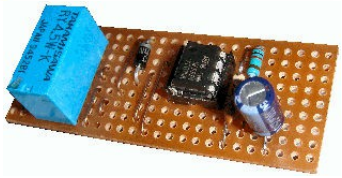
PMP 18 - Full details in in the **April 2019** archive.
Uses just a screwdriver to adjust the amount of travel and speed of a servo that is operating a point.

Servo tester/controller



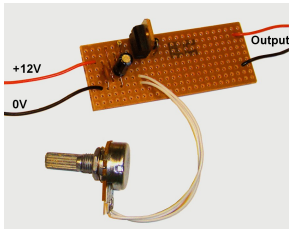
PMP 3 - Full details in in the **May 2019** archive.
Connect 12V DC at one and and a servo at the other end.
Turning the spindle of the variable resistor rotates the servo arm.

Shuttle



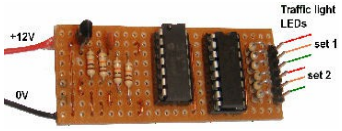
PMP 4 - Full details in in the **June 2019** archive.
Runs a loco runs to the end of a track, stops for a set time before reversing to the other end of the track.

Speed controller



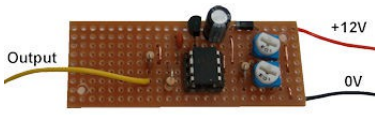
PMP 10 - Full details in in the **July 2019** archive.
Controls the speed of a 12V motor.

Traffic lights



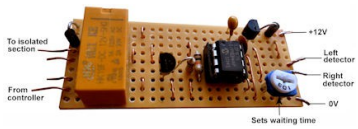
PMP 9 - Full details in in the **August 2019** archive.
Controls two sets of traffic light LEDs.
The speed is adjustable and it can provide both the UK light sequence and the continental sequence.

Timer



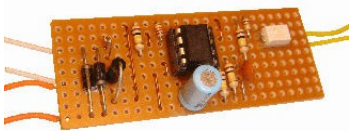
PMP 20 - Full details in in the **September 2019** archive.
Two trimmers are used to set the amount of time the output goes high and low, producing flashing and pulsing over seconds or minutes.

AutoStop



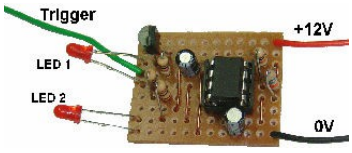
PMP 15 - Full details in in the **October 2019** archive.
This module stops a train at any chosen point, controlled by the output of a train detector. It is suitable for both DC and DCC.

DCC detector



PMP 7 - Full details in in the **November 2019** archive.
This module is a train detector for use on DCC layouts.

Twin flasher

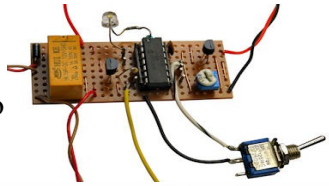


PMP 21 - Full details in in the **December 2019** archive.
The two LEDs can be set to run continuously or can be triggered by a switch, train detector, etc.

Random lights extensions

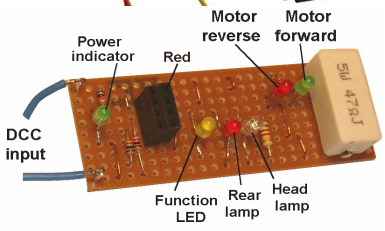
Full details in in the **January 2020** archive.
A new option allows the random lights kit to simulate street lights, security lights, shop lights, etc. going on at random when the switch is closed - and staying on. When the switch is open, the lights go off randomly - and stay off. A day/night scenario.
The other option works like the existing kit, but the lights go out randomly and stay off when the switch is closed. Handy in houses/hotels etc. simulating people going to bed.

Reverse loop



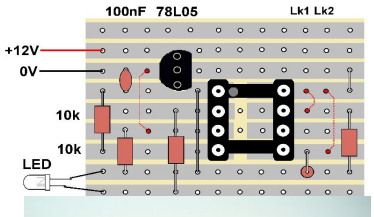
PMP 23 - Full details in in the **February 2020** archive.
Prevents shorts on reverse loops by detecting the location/direction of loco travel and automatically setting the points and switching the track voltage.

DCC test rig



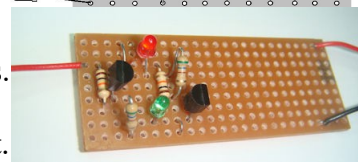
PMP 14 - Full details in in the **March 2020** archive.
For use with DCC decoders that have 8-pin plugs at the end of their connecting leads. Useful for testing a newly-purchased decoder prior to fitting to a loco, or for setting up a decoder's CVs.

Lighthouse



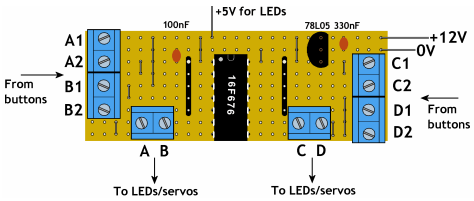
PMP 13 - Full details in in the **April 2020** archive.
Simulates a variety of UK lighthouses. Seven different flashing patterns are provided, covering a total of 32 UK lighthouses.

Logic probe



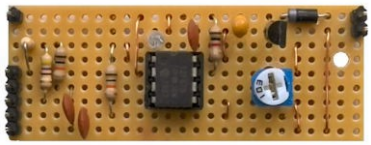
PMP 5 - Full details in in the **May 2020** archive.
Tests any point in the circuit. If +5v is on that point, a green LED lights. If there is 0v at that point, the red LED lights up. All other voltages, or points not connected to anything, either keep the LEDs unlit or dimly lit.

Studs for servos



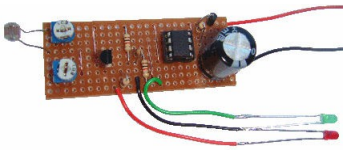
PMP 27 - Full details in in the **June 2020** archive.
This module allows users to switch from solenoid operation of points to servo operation, while keeping their prod-and-stud or push-button control panels.

Auto points changer



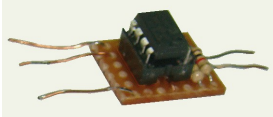
PMP 4a - Full details in in the **July 2020** archive.
An add-on to the shuttle kit by adding a point at one end, allowing two trains to traverse the main track.
This add-on provides automatic switching of the point.

Automatic signals



PMP 17 - Full details in in the **August 2020** archive.
Detects an approaching train and turns the lights to green for a period until the train passed. The delay in switching back to red is adjustable.

Coach lighting



PMP 19 - Full details in in the **September 2020** archive.
When train movement is detected, the coach's LED lights come on and stay on during the train's journey. If the train stops at a station or at a signal, a built-in delay keeps the lights on for a couple of minutes. However, if the coach is left parked, its lights will go out after those couple of minutes.