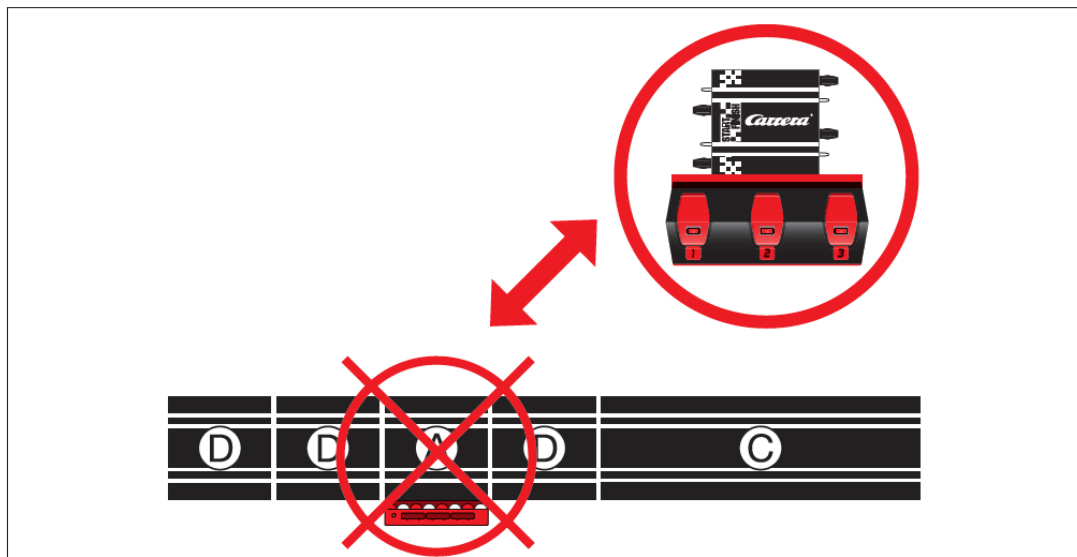
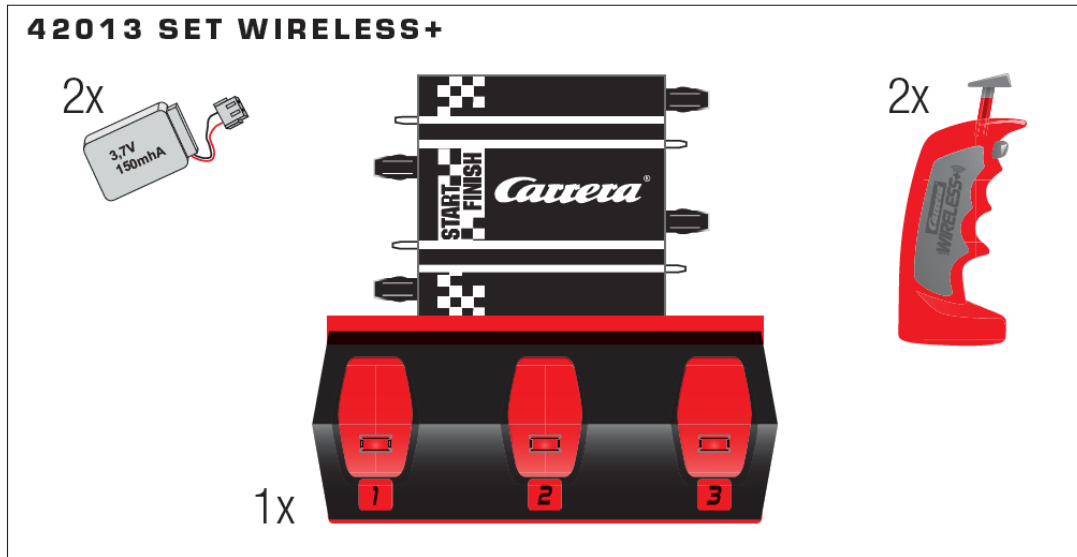


### 1.6 User Manual

<b>D</b>	Montage und Betriebsanleitung	4	<b>Carrera</b>	<b>Carrera</b>	<b>S</b>	Monterings- och bruksanvisning	12
<b>GB/USA</b>	Assembly and Operating Instructions	5	<b>DIGITAL 143</b>	<b>WIRELESS+))</b>	<b>FIN</b>	Asennus- ja käyttöohjeet	13
<b>F</b>	Instructions de montage et d'utilisation	6			<b>H</b>	Összeszerelés és üzemeltetési útmutató	14
<b>E</b>	Instrucciones de uso y montaje	7			<b>GR</b>	Οδηγίες συναρμολόγησης και λειτουργίας	15
<b>P</b>	Instruções de montagem e modo de utilização	8			<b>CZ</b>	Návod na montáž a pro provoz	16
<b>I</b>	Istruzioni di montaggio e d'uso	9			<b>SK</b>	Návod na montáž a pre prevádzku	17
<b>PL</b>	Montaż i instrukcja obsługi	10			<b>SL</b>	Navodila za montažo in uporabo	18
<b>NL</b>	Montage- en gebruiksaanwijzing	11			<b>HR</b>	Uputa za montažu i uporabu	19

**SET WIRELESS+**

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<b>D</b>	Technische und designbedingte Änderungen vorbehalten.	<b>E</b>	Se reserva el derecho de efectuar modificaciones técnicas y relacionadas con el diseño.	<b>PL</b>	Prawo do zmian technicznych i projektowych zastrzeżone.	<b>FIN</b>	Pikästellään oikeus tehdä teknisiä ja suunnittelua koskevia muutoksia.
<b>GB/USA</b>	Subject to technical and design-related changes.	<b>P</b>	Reservados os direitos de alterações técnicas e no design.	<b>NL</b>	Technische en designgeboden afwijkingen voorbehouden.	<b>H</b>	Műszaki és formatervezéssel kapcsolatos változtatások joga fenntartva.
<b>F</b>	Sous réserve de modifications techniques ou de design.	<b>I</b>	Con riserva di modifiche tecniche e di design.	<b>S</b>	Med reservation för tekniska och designrelaterade ändringar.	<b>GR</b>	Διευρωπεία το δικαίωμα τεχνικών και σχεδιαστικών αλλαγών.
<b>CZ</b>	Technické změny a změny podmiňené designem jsou vyhrazeny.	<b>SK</b>	Technické zmeny a zmeny podmienené dizajnom sú vyhradené.	<b>SL</b>	Barvekončni dizajn – pravica do sprememb pridržana.	<b>HR</b>	Pravo na tehničke izmjene i izmjene zbog dizajna ostaje pridržano.



1/07 - 2014

<p><b>Codierung/Decodierung der Fahrzeuge auf entsprechenden Handregler</b></p> <p><b>Coding/decoding of the cars to the according speed controller</b></p> <p><b>Codage / Décodage des voitures sur le régulateur manuel correspondant</b></p>	<p><b>Codificación/descodificación de los vehículos en el regulador manual correspondiente</b></p> <p><b>Codificação/decodificação dos veículos no respectivo regulador manual</b></p> <p><b>Codificazione/decodificazione delle auto sul relativo comando manuale</b></p>	<p><b>Kodowanie/Dekodowanie pojazdów poprzez regulator ręczny</b></p> <p><b>Codering/decodering van de voertuigen op overeenkomstige handregelaar</b></p> <p><b>Kodning/avkodning av fordon mot motsvarande handdosa</b></p>	<p><b>Ajoneuvojen koodaaminen käsiasäätimeen/koodauksen poistaminen</b></p> <p><b>A járművek kódolása/dekódolása a megfelelő kézi szabályzóra</b></p> <p><b>Η κωδικοποίηση/ αποκωδικοποίηση των οχημάτων πραγματοποιείται με τον αντίστοιχο ρυθμιστή χειρός</b></p>	<p><b>Kódování/odkódování vozidel na příslušných ručních ovladačích</b></p> <p><b>Kódoвање/dekódoвање vozideli na príslušný ručný regulátor</b></p> <p><b>Kodiranje/dekodiranje vozila na odgovarajućem ručnom regulatoru</b></p>
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**D**  
Dann ist Handregler zur Steuerung der Fahrzeuge genutzt werden können, müssen diese an die Anschlussschiene „gebunden“ werden. Schalten Sie dazu die Bahn ein. Die Kontroll-LED der Anschlussschiene leuchtet permanent.

**Fahrzeug codieren:**  
Fahrzeug auf die Bahn setzen Abb. 1, gewünschte Adresse auf der Anschlussschiene drücken Abb. 2 und 1x die Programmier-Taste am Handregler tätigen Abb. 3. Programmierung wird durch Ton bestätigt. Alle Einstellungen sind gespeichert, bis eine erneute Programmierung erfolgt. **Hinweis:** Es darf sich immer nur das zu codierende Fahrzeug auf der Bahn befinden.  
**ACHTUNG!** Keiner der Programmierungsschritte darf 1 Sekunde pro Klick überschreiten.

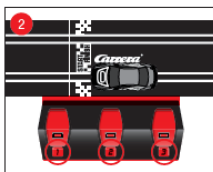
**GB USA**  
To enable the hand controllers to control the vehicles, they must be coded (bonded) at the connection track. Switch on power to the track. The control LED on the connection track will now light continuously.

**To code a vehicle:**  
Place the vehicle on the track Fig. 1, press the desired address on the connection track Fig. 2, then press the programming button on the hand controller once Fig. 3. Programming is confirmed by a tone. All settings are saved until new programming is carried out. **Note:** only the car to be coded is permitted to be on the track.  
**None of the programming steps may exceed 1 second per click.**

**F**  
Pour pouvoir utiliser les contrôleurs de vitesse pour commander les véhicules, ceux-ci doivent tous être „reliés“ au rail de raccord. Mettez le circuit en marche. La LED de contrôle du rail de raccord brille de manière permanente.

**Codifier le véhicule :**  
Placer le véhicule sur le circuit illu. 1, appuyer sur l'adresse souhaitée sur le rail de raccord illu. 2 et actionner 1x la touche de programmation du contrôleur de vitesse illu. 3. La programmation est confirmée par un signal sonore. Tous les paramètres restent enregistrés jusqu'à une nouvelle programmation. **Remarque :** seul le véhicule à coder doit se trouver sur le circuit.  
**Aucune des étapes de la programmation ne doit dépasser 1 seconde par clic.**

2



**E**  
Para poder usar los controles manuales para el mando de los vehículos, deben „unirse“ estos al carril de conexión. Encienda para ello la pista. El LED de control del carril de conexión se enciende de forma permanente.

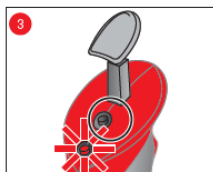
**Codificar el vehículo:**  
Colocar el vehículo sobre la pista Fig. 1, pulsar en el carril de conexión el destinatario deseado Fig. 2 y accionar 1 vez la tecla de programación en el control manual Fig. 3. La programación es confirmada por un sonido. Se almacenan todos los ajustes hasta que tiene lugar una nueva programación. **Indicación:** En todo momento debe encontrarse únicamente el vehículo a codificar sobre la pista. **Todos los pasos de programación no deben exceder 1 segundo por cada clic.**

**P**  
Para os reguladores manuais poderem ser utilizados para comandar os carros, há que interligá-los ao carril de ligação. Para isso, lique a pista. O LED de controlo do carril de ligação fica permanentemente aceso.

**Codificar o carro:**  
Colocar o carro na pista Fig. 1, pressionar o endereço desejado no carril de ligação Fig. 2 e ativar 1x o botão de programação no regulador manual Fig. 3. A programação é confirmada por um sinal sonoro. Todos os ajustes foram guardados até que seja efectuada uma nova programação. **Nota:** Só deve estar na pista unicamente o carro a codificar. **Todos os passos de programação não podem durar mais que 1 segundo por clique.**

**I**  
Per poter usare i regolatori manual per il comando delle vetture, essi devono essere „connessi“ con la rotaia di collegamento. A tal fine accendere la pista. Il LED di controllo della rotaia di collegamento si illumina permanentemente.

**Codificare la vettura:**  
Mettere la vettura sulla pista illu. 1, premere l'indirizzo desiderato sulla rotaia di collegamento illu. 2 e azionare 1 volta il tasto di programmazione sul regolatore manuale illu. 3. Conferma della programmazione con segnale sonoro. Tutte le impostazioni sono salvate in memoria fino a quando non si esegue una nuova programmazione. **Nota:** sulla pista deve sempre trovarsi solo la vettura da codificare.  
**Tutti i passaggi di programmazione non possono superare la durata di 1 secondo per clic.**



**PL**  
Aby móc używać regulatorów ręcznych do sterowania pojazdami, muszą one zostać „związane“ z szyną przyłączeniową. W tym celu należy włączyć tor. Dioda kontrolna LED szyny przyłączeniowej świeci nieprzerwanie.

**Kodowanie pojazdu:**  
Pojazd ustawili na torze illustr. 1, włączyc odpowiedni adres na szynie przyłączeniowej illustr. 2 i 1 x nacisnąć przycisk programowania znajdujący się przy regulatorze ręcznym illustr. 3. Programowanie zostanie zatwierdzone tonowo. Wszystkie ustawienia zostaną zapisane do chwili nowego programowania. **Wskazówka:** Na torze zawsze może znajdować się wyłącznie pojazd przewidziany do kodowania.  
**Zaden krok programowania nie powinien przekraczać 1 sekundy na kliknięcie.**

**NL**  
Om de handregelaars voor de besturing van de auto's te kunnen gebruiken, moeten deze aan de aansluitrail worden "gebonden". Schakel hiervoor de baan in. De controle-led van de aansluitrail brandt permanent.

**Auto coderen:**  
Zet de auto op de baan (afb. 1). Druk op het gewenste adres op de aansluitrail (afb. 2) en 1x op de programmeerknop van de handregelaar (afb. 3). Programmering wordt door gekuld bevestigd. Alle instellingen zijn opgeslagen totdat er een nieuwe programmering plaatsvindt. **Opmerking:** Er mag zich telkens alleen de te coderen auto op de baan bevinden. **Alle programmeringstapen mogen 1 seconde per klik niet overschrijden.**

**S**  
För att handregulatorerna skall kunna användas till att styra bilarna, måste de „bindas“ till kopplingskennan. Knäpp på banan. Kontroll-LED till kopplingskennan lyser hela tiden.

**Kodning av bilan:**  
Placera bilen på banan, bild 1, tryck på önskad adress på kopplingskennan, bild 2, och 1x på programmeringsknappen på handregulatorn, bild 3. En signal bekräftar programmeringen. Alla inställningar sparas tills nya programmering görs. **OBS:** endast det fordon som skall kodas får befinnas sig på banan.  
**Ingen av programmeringsstegen får vara längre än 1 sekund per klick.**

**FIN**  
Jotta käsiohjaimia voi käyttää autojen ohjaukseen, on ne „yhdistettävä“ liitäntäkiskoon. Kytke rata sitä varten päälle. Liitäntäkiskon LED-merkkivalo palaa keskeytyksettä.

**Auton koodaus:**  
Aseta auto radalle kuva 1, paina hakumaasti osoitetta liitäntäkiskossa kuva 2 ja paina 1x käsiohjaimen ohjelmointipainetta kuva 3. Ohjelmointi vahvistetaan äänimerkillä. Kaikki asetukset pysyvät tallennettuina, kunnes suoritetaan uusi ohjelmointi. **Ohje:** Radalla saa olla aina vain koodattava auto.  
**Yksikään ohjelmointivaihe ei saa ylittää 1 sekuntia / napsahdus.**

**H**  
Ahhoz, hogy a kézi szabályzók hasznáhatóak legyenek a járművek vezérléséhez, azokat „párosítani“ kell a csatlakozó sínnek. Ehhez kapcsolja be a pályát. A csatlakozó sín ellenőrző LED-je folyamatosan világít.

**A jármű kódolása:**  
A járművet a pályára helyezzük (1. ábra), a csatlakozó sínnek megnyitjuk a kívánt címet (2. ábra), majd a kézi szabályzó 1x működőtétljét a programozó gombot (3. ábra). A programozást egy hangjelzés erősíti meg. Valamennyi beállítás el van mentve addig, amíg újabb programozásra kerül sor. **Figyelem:** Mindig csak a kódoland járműnek szabad a pályán lennie.  
**A programozás lépése egyenként 1 másodpercet túlélnie.**

**GR**  
Για να μπορέσουν να χρησιμοποιηθούν τα χειριστήρια στον έλεγχο των οχημάτων θα πρέπει αυτά να συνδεθούν με τη ράγα σύνδεσης. Για τον σκοπό αυτό ενεργοποιήστε τον αυτοκινήτοδρομό. Η LED ελέγχου της ράγας σύνδεσης ανάβει διαρκώς.

**Εκτελέστε κωδικοποίηση του οχήματος.**  
Τοποθετήστε το όχημα στην πίστα εκκ. 1, πατήστε την επιθυμητή διεύθυνση στη ράγα σύνδεσης εκκ. 2 και ενεργοποιήστε 1x το πλήκτρο προγραμματισμού στο χειριστήριο εκκ. 3. Η επιβεβαίωση του προγραμματισμού πραγματοποιείται με ηχητικό σήμα. Όλες οι ρυθμίσεις αποθηκεύονται μέχρι να επαναπρογραμματιστούν. **Υπόδειξη:** Δεν επιτρέπεται να βρίσκεται άλλο όχημα στην πίστα εκτός από το κωδικοποιημένο. **Κανένα από τα βήματα προγραμματισμού δεν πρέπει να υπερβαίνει το 1 δευτερόλεπτο ανά πάτημα (κλικ).**

**CZ**  
Aby ruční ovladače mohly být použity k ovládání vozidel, musí být „napojeny“ na přípojnu kolejniční. Zapněte k tomu dráhu. Kontrolní LED dioda přípojny kolejničníce svítí nepřerušovaně.

**SK**  
Aby sa ručné regulátory mohli používať na riadenie vozidiel, musia byť tieto „viazané“ na pripájajúcu koľajníc. Zapnite pre to dráhu. Kontrolná LED pripájajúcej koľajnice stále svieti.

**POZOR!** Žiadny z programovacích krokov nesmie prekročiť 1 sekundu na jedno kliknutie.

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**Kódovanie vozidla:**  
Vozidlo položte na dráhu obr. 1, stlačte želanú adresu na pripájajúcej koľajníc obr. 2 a na ručnom regulátore 1x stlačte programovacie tlačidlo obr. 3. Programovanie sa potvrdí zvukovým signálom. Všetky nastavenia sú uložené, až kým sa nevykoná nové programovanie. **Upozornenie:** Na dráhe sa smie nachádzať vždy len vozidlo, ktoré sa má kódovať.  
**POZOR!** Žiadny z programovacích krokov nesmie prekročiť 1 sekundu na jedno kliknutie.

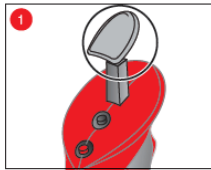
**SLO**  
Da je ručne regulatorje možno uporabljati za upravljanje vozil, jih je treba „povezati“ s priključno tirnico. V ta namen vklopite stazo. Kontrolna dioda LED priključne tirnice stalno svetli.

**Kodiranje vozilo:**  
Vozilo postavite na stazo slika 1, pritisnite željen nastov na priključni tirnici slika 2 in 1x pritisnite gumb za programiranje na ručnem regulatorju slika 3. Programiranje je potrjeno z zvoničnim signalom. Vse nastavitve so shranjene, dokler ne opravimo novega programiranja. **Opozorilo:** Na stezi se lahko vedno nahaja le tisto vozilo, ki ga želimo kodirati.  
**POZOR!** Noben korak programiranja ne sme biti presegati 1 sekunde na klik.

**HR**  
Kako bi se ručni regulatori mogli koristiti za upravljanje vozila, isti se moraju „vezati“ na priključnu šipku. U tu svrhu uključite stazu. Kontrolna LED priključne šipke stalno svijetli.

**Kodiranje vozila:**  
Vozilo postavite na stazu slika 1, na priključnoj šipki pritisnite željenu adresu slika 2 i 1x tipku za programiranje na ručnom regulatoru slika 3. Programiranje se potvrđuje zvukom. Sva podešavanja su pohranjena skroz dok se ne izvrši novo programiranje. **Naputak:** Na stazi se isključivo smije nalaziti vozilo koje treba kodirati.  
**POZOR!** Nijedan od koraka programiranja ne smije trajati duže od 1 sekunde po kliku.

Codierung/Programmierung Autonomous Car	Codificación / Programación Autonomous Car	Kodowanie/programowanie Autonomous Car	Kódolás/programozás Autonomous Car	Kódovanie/programovanie vozidla Autonomous Car
Encoding/programming of Autonomous Car	Codificação/Programação Autonomous Car	Codierung/Programmierung Autonomous Car	Αυτόνομο αυτοκίνητο (Autonomous Car)	Kodiranje/programiranje vozila Autonomous Car
Codage/programmation Autonomous Car	Codifica/programmazione Autonomous Car	Kodning/programming av Autonomous Car	Kódování/programování vozidla Autonomous Car	Kodiranje/programiranje Autonomous Car
		Autonomous Carin koodaus/ohjelmointi		



**D** Betätigen Sie den Handreglerstößel Abb. 1 und bringen Sie das Fahrzeug auf die gewünschte Geschwindigkeit. Drücken Sie bei Erreichen der Geschwindigkeit die gewünschte Adresse auf der Anschluss-Schiene Abb. 2.

Die Codierung des Autonomous Car ist damit abgeschlossen.

**Hinweis:** Es darf sich immer nur das zu codierende Fahrzeug auf der Bahn befinden. Die Programmierung des Autonomous Car bleibt so lange erhalten, bis das Fahrzeug neu codiert oder der ON/OFF-Schalter betätigt wird. Wenn die Bahn länger als 10 Sekunden nicht bespielt wird, bleibt das Autonomous Car aus Sicherheitsgründen stehen. Bei Betätigen eines Handreglers nimmt das Autonomous Car wieder Fahrt auf.

**GB USA**

Press the tappet on the hand controller Fig. 1, to bring the car up to the required speed. On it reaching the required speed, press the desired address on the connection track Fig. 2.

Coding of the autonomous car is now completed.

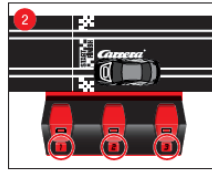
**Note:** only the car to be coded is permitted to be on the track. Programming of the autonomous car remains in place until either the car is recoded or the ON/OFF switch is actuated. If the track is idle for more than 10 seconds, for safety reasons the autonomous car will stop. The autonomous car will restart when one of the hand controllers is again used.

**F**

Actionnez le bouton poussoir du contrôleur de vitesse Ill. 1 et amenez le véhicule à la vitesse souhaitée. Après avoir atteint cette vitesse, appuyez sur l'adresse souhaitée sur le rail de raccord Ill. 2.

Le codage de l'Autonomous Car est terminé.

**Remarque :** seul le véhicule à coder doit se trouver sur le circuit. La programmation de l'Autonomous Car est conservée jusqu'à ce que le véhicule soit à nouveau codé ou jusqu'à ce que l'interrupteur ON/OFF soit actionné. Si le circuit n'est pas utilisé pendant plus de 10 secondes, l'Autonomous Car s'immobilise pour des raisons de sécurité. L'Autonomous Car redémarre lorsqu'un contrôleur de vitesse est actionné.



**E** Accione la varilla de empuje del control manual Fig. 1 y ponga el vehículo a la velocidad deseada. Al alcanzar la velocidad pulse el destinatario deseado sobre el carril de conexión Fig. 2.

Con esto la codificación del Autonomous Car (coche autónomo) ha finalizado.

**Indicación:** En todo momento debe encontrarse únicamente el vehículo a codificar sobre la pista. La programación del Autonomous Car (coche autónomo) se mantiene hasta que se codifique de nuevo el vehículo o se accione el interruptor de ON/OFF (encender/apagar).

Si no se usa una pista durante más de 10 segundos el Autonomous Car (coche autónomo) se detiene por motivos de seguridad. Accionando un control manual el Autonomous Car (coche autónomo) vuelve a ponerse en marcha.

**P**

Atue o manipulo do regulador manual Fig. 1 e acelere o carro até à velocidade desejada. Quando a velocidade for atingida, pressione o endereço pretendido no carril de ligação Fig. 2.

Agora a codificação do Autonomous Car está concluída.

**Nota:** Só deve estar na pista unicamente o carro a codificar. A programação do Autonomous Car permanecerá ativa até o carro ser recodificado ou o botão de ligar/desligar ON/OFF ser atuado. Se a pista não for utilizada mais de 10 segundos, o carro Autonomous Car pára por motivos de segurança. Atuando-se um dos reguladores manuais, o carro Autonomous Car volta a arrancar.

**I**

Azionare il pulsante del comando manuale Ill. 1 e portare la vettura alla velocità desiderata. Quando viene raggiunta, premere l'indirizzo desiderato sull'rotella di collegamento Ill. 2.

La codifica dell'Autonomous Car è così completata.

**Nota:** sulla pista deve sempre trovarsi solo la vettura da codificare. La programmazione dell'Autonomous Car viene mantenuta finché la vettura viene ricodificata o viene azionato l'interruttore ON/OFF. Se la pista non viene utilizzata per più di 10 secondi, l'Autonomous Car si ferma per motivi di sicurezza. Azionando un regolatore manuale, l'Autonomous Car riprende la corsa.

**PL**

Uruchoćmie Państwo swak regulatora ręcznego Ilustr. 1 i doprowadźcie Państwo do uzyskania przez pojazd prędkości zgodnej z Państwa życzeniem. Po uzyskaniu przez pojazd odpowiedniej prędkości nacisnijcie Państwo zgodny z Państwa życzeniem adres na szynie przyłączeniowej Ilustr. 2.

W ten sposób kodowanie Autonomous Car jest zakończone.

**Wskazówka:** Na torze zawsze może znajdować się wyłącznie pojazd przewidziany do kodowania. Zaprogramowanie Autonomous Car pozostaje aktualne do momentu nowego kodowania lub naciśnięcia przycisku ON/OFF.

Jeżeli tor nie jest używany dłużej niż 10 sekund, Autonomous Car ze względów bezpieczeństwa zatrzymuje się. Po uruchomieniu regulatora ręcznego Autonomous Car kontynuuje jazdę.

**NL**

Druk op de handregelknop (afb. 1) en breng de auto op de gewenste snelheid. Wanneer de snelheid bereikt is, druk u op het gewenste adres op de aansluitrail (afb. 2).

De codering van de autonomous car is hiermee voltooid.

**Opmerking:** Er mag zich telkens alleen de te coderen auto op de baan bevinden. De programmering van de autonomous car blijft behouden, tot de auto opnieuw gecodeerd of de ON/OFF-schakelaar bediend wordt.

Als de baan langer dan 10 seconden niet wordt bespeeld, blijft de autonomous car om veiligheidsredenen stilstaan. Wanneer een handregelaar wordt bediend, zet de autonomous car zijn rit voort.

**S**

Aktiviera handkontrollen bild 1 och lågg fordonet i önskad hastighet. När hastigheten är uppnådd: tryck på önskad adress på anslutningskenan bild 2.

Nu är kodningen av Autonomous Car avslutad.

**OBS:** endast det fordon som skall kodas får befinna sig på banan. Programmeringen av Autonomous Car bibehålls tills att fordonet omkodas eller att ON/OFF-knappen aktiveras.

Om banan inte har använts på mer än 10 sekunder, stannar Autonomous Car av säkerhetsskäl. När en handregulator aktiveras, börjar Autonomous Car köra igen.

**FIN**

Likuta käsäädinviivua kuva 1 ja kiihdytä auto haluttuun nopeuteen. Kun nopeus on saavutettu, paina haluttuun osoitteeseen liittätköössä kuva 2.

Nimettömän auton (Autonomous Car) koodaus on näin tehty.

**Ohje:** Radalla saa olla aina vain koodattava auto. Nimettömän auton ohjelmointi säilyy niin kauan, kunnes auto koodataan uudelleen tai kun painetaan ON/OFF-kytkintä.

Jos rataa ei käytetä yli 10 sekuntin, auto (Autonomous Car) pysähtyy turvallisuussyistä. Käsohjälmeeseen painettaessa auto lähtee jälleen liikkeelle.

**H**

Működtesse a kézi szabályozó kart 1. ábra és gyorsítsa a járművet a kívánt sebességre. A sebesség elérésekor nyomja meg a csatlakozó sínen a kívánt címet 2. ábra.

Ezzel lezárult az Autonomous Car kódolása.

**Figyelem:** Mindig csak a kódolandó járműnek szabad a pályán lennie. Az Autonomous Car programozása mindaddig megmarad, míg a járművet újra kódolják, vagy működtetik az ON/OFF kapcsolót.

Ha 10 másodpercnél hosszabb ideig nem játszának a pályán, az Autonomous Car biztonsági okokból megáll. Az Autonomous Car egy kézi szabályozó működtetése után újra elindul.

**GR**

Μετακινήστε ανάλογα το ωστήριο ρύθμισης με το χέρι εκκ. 1 και δώστε στο όχημα την επιθυμητή ταχύτητα. Πιπιήστε μόλις επιτευχθεί η ταχύτητα την επιθυμητή διεύθυνση επάνω στη ράγα σύνδεσης εκκ. 2.

Με αυτόν τον τρόπο ολοκληρώνεται η κωδικοποίηση του Autonomous Car.

**Υπόδειξη:** Δεν επιτρέπεται να βρελακεται άλλο όχημα στην πίστα εκτός από το κωδικοποιημένο. Ο προγραμματισμός του Autonomous Car διατηρείται έως ότου το όχημα κωδικοποιηθεί εκ νέου ή ενεργοποιηθεί ο διακόπτης ON/OFF.

Εάν η πίστα δεν λειτουργήσει πάνω από 10 δευτερόλεπτα, το Autonomous Car μείνει ανήμπορο για λόγους ασφαλείας. Με την ενεργοποίηση ενός χειριστηρίου γίνεται επανεκκίνηση του Autonomous Car.

**CZ**

Stiskněte páčku ručního ovladače obr. 1 a uveďte vozidlo do požadované rychlosti. Při dosažení rychlosti stiskněte požadovanou adresu na přípojně kolejniční obr. 2.

Kódování Autonomous Car tím je dokončeno.

**Upozornění:** Na dráze se může vždy nacházet pouze kódované vozidlo. Programování Autonomous Car zůstane zachováno, dokud nebude vozidlo nově kódováno nebo dokud nestisknete spínač ON/OFF.

Když na dráze déle než 10 sekund neprobíhá hra, zůstane Autonomous Car z bezpečnostních důvodů stát. Při stisknutí ručního ovladače se Autonomous Car znovu rozjede.

**SK**

Stlačte páčku ručného regulatora obr. 1 a uveďte vozidlo do želanej rýchlosti. Pri dosiahnutí rýchlosti stlačte želánú adresu na pripájacej kolejniční obr. 2.

Kódovanie Autonomous Car je týmto ukončené.

**Upozornenie:** Na dráhe sa smie nachádzať vždy len vozidlo, ktoré sa má kódovať. Programovanie Autonomous Car ostane zachované, až kým vozidlo nie je nanovo kódované alebo sa nestlačí prepínač ON/OFF.

Ak sa na dráhe viac ako 10 sekúnd nehrá, Autonomous Car sa z bezpečnostných dôvodov zastaví. Pri použití ručného regulatora sa Autonomous Car dá znova do pohybu.

**SLO**

Uporabite ročni regulator slika 1 in spravite vozilo na želano hitrost. Pri dosegu hitrosti pritisnite želan naslov na priključni tirnici slika 2.

Kodiranje vozila Autonomous Car je s tem zaključeno.

**Opozorilo:** Na stezi se lahko vedno nahaja le tisto vozilo, ki ga želimo kodirati. Programiranje vozila Autonomous Car ostane ohranjeno tako dolgo, dokler vozila ne kodiramo na novo ali pritisnemo stikala za VKLOP/IZKLOP. Če steze ne upravljamo več kot 10 sekund, se vozilo Autonomous Car iz varnostnih razlogov ustavi. Pri ponovni uporabi ročnega regulatorja vozilo Autonomous Car nadaljuje z vožnjo.

**HR**

Pritisnite ručicu ručnog regulatora slika 1 i ubrzajte vozilo na željenu brzinu. Kada dostignete brzinu pritisnite željenu adresu na priključnoj šipki Slika 2.

Kodiranje Autonomous Car je time završeno.

**Naputak:** Na stazi se isključivo smije nalaziti vozilo koje treba kodirati. Programiranje Autonomous Car je aktivno skroz dok se vozilo nanovo ne kodira ili pritisne sklopka ON/OFF. Ako se na stazi duže od 10 sekundi ne igra, Autonomous Car iz sigurnosnih razloga ostaje statiji. Prilikom aktiviranja ručnog regulatora Autonomous kreće sa vožnjom.





Please read this manual carefully and keep it for future reference. Please check the contents of the package to make sure that it is complete and that no damage has occurred during transportation.

**Safety Notices:**

**WARNING!** Not suitable for children under 36 months. Danger of suffocation due to small parts which may be swallowed. Warning: risk of pinching caused by function. Please save the packaging as it contains useful safety information. The transformer is not a toy. Avoid short circuits by keeping the opposite poles away from each other.

**WARNING!** This toy contains magnets or magnetic components. Magnets attracting each other or a metallic object inside the human body may cause serious or fatal injuries. Seek medical attention immediately if magnets are swallowed or inhaled.

**WARNING!** Only allow children at least 8 years old to use the battery charger. Sufficient instruction must be given to enable the child to use the battery charger in a safe way and explain that it is not a toy and must not be played with.

This appliance is not intended for use by persons (including children) with reduced physical, sensory or mental capabilities, or lack of experience and knowledge, unless they have been given supervision or instruction concerning use of the appliance by a person responsible for their safety. Children should be supervised to ensure that they do not play with the appliance. Instruct the child not to try and recharge non-rechargeable batteries because of the danger of explosion.

**Notice for parents:**

Transformers and power supply units are not suitable to be used as toys. The use of such products needs to be constantly supervised by the parents.

Check the transformer periodically for damage. Only the recommended transformer should be used. Never use more than one transformer. In case of damage do not attempt to continue to use the transformer. Do not open the transformer or the speed controls. Remove the plug from the electrical socket when not in use.

Check the track, the vehicles and the charger regularly for damage to wires, plugs and casings. Replace defective parts. The race-track is not designed for use outdoors or in wet rooms. Keep liquids away from it.

To avoid short circuits, do not place metal objects on the track. Do not set up the track in the vicinity of delicate objects since vehicles flying off the track at high speed may damage them. In case of a short circuit, the LED on the connecting track will begin to flash slowly. When this happens, power supply to the track is interrupted to prevent any damage being caused. Power may be restored and play resumed by pressing the ON/OFF-switch.

It is not recommended to set the track up on carpet floors.

Always remove the electrical plug before cleaning or servicing the track. Never use cleaning agents or water. For best results, store the track in the original packaging when not in use. Contact's ends need to be brushed. It is only the ends which should touch the track. Keep contact brushes clean of dust and dirt.

Check them regularly as contact brushes being badly adjusted or dirty affect road performance.

Don't lock or hold the cars while the engine is on. This may lead to overheating and engine breakdown.

Driving too fast may cause the cars veering off the track. This is not a malfunction of the cars but a reaction on driving at very high speed. For this reason it is extremely important to slow down before bends or in a loop (in case it is included in the set).

In case the track comes with a loop, the turbo-button at the speed regulator has to be released before the loop is left. This prevents the car from getting too fast after the loop (see page 2).

Do not operate race track at face- or eye-level – risk of injury due to cars being catapulted off the track. During operation, small car parts such as spoilers or mirrors, may come off or break. To avoid this it is possible to remove them before operation.

**Declaration of Conformity:**

The company Stadlbauer Marketing + Vertrieb GmbH, hereby confirms that the product „2,4 GHz WIRELESS+“ complies with the fundamental requirements of Guideline 1999/5/EC (R&TTE). The Declaration of Conformity can be called up from the following address: carrera-toys.com

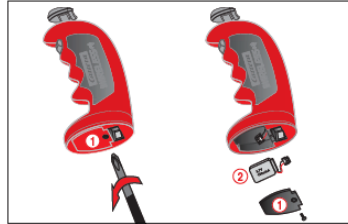
**Description:**

WIRELESS+ is the latest new cordless racetrack delight for Carrera DIGITAL143 and Carrera DIGITAL 143. The 2.4 GHz radio technology with frequency-hopping is free of interference and offers a range of up to 15 metres. Thanks to powerful lithium polymer rechargeable battery, continuous play for up to eight hours is possible and stand-by operation for over 80 days. The hand controller and the technology of DIGITAL 143 WIRELESS+ are not compatible with other Carrera WIRELESS+ systems.

**Before first use:**

Before first using the speed controller, the rechargeable battery supplied (2) must be inserted in the controller. Unscrew the battery compartment (1) on the underside of the speed controller. Connect the battery plug into the socket in the speed controller and put the battery in place in the compartment. Finally screw down the cover of the battery compartment again.

The batteries are precharged at the factory; they should however be topped up completely before they are first used.



**Care of the battery:**

To make sure the battery performs well for as long as possible, the following points should be observed regarding its care and storage.

- Before first using them, new batteries should always be charged fully.
- With a fully-charged battery, continuous play is possible for up to eight hours. When the battery power is falling off, range of the speed controller will diminish. As soon as you notice this, the battery should be fully recharged.
- If it is not to be used for an extended period, remove the battery and store the controller at room temperature (16-18 °C) in a dry place. To prevent a deep discharge of the battery, the stored battery should be charged every 2 to 3 months.
- After disconnecting the battery, you must bond the hand controller to the connector track once again.

**Warnings:**

**Guidelines and warnings about using the LiPo battery/ batteries:**

LiPo rechargeable batteries are much more sensitive than the traditional alkaline or NiMH rechargeables. For this reason all instructions and warnings must be scrupulously observed. Incorrect treatment of LiPo rechargeable batteries may cause a fire. In handling, charging and using the LiPo battery/batteries supplied, you take over all responsibility for the risks attached to lithium batteries.

- Non-rechargeable batteries must not be recharged! For recharging batteries, only the charging cradle supplied may be used. If this instruction is disregarded, there is a risk of fire which may endanger your health and/or cause damage to property. NEVER use any other charging unit!
- Rechargeable batteries may only be recharged under adult supervision. When charging, never leave the battery unattended. When you recharge the battery, you should always be in the vicinity to keep watch on the process so that you can react to any possible problem.
- If the battery swells or deforms during either discharge or charging process, stop the process immediately. Remove the battery as fast and as carefully as possible and place it on a safe and open area away from any flammable materials, and keep it under observation for at least 15 minutes. If you continue to charge or discharge a battery which has already started to swell or deform, there is danger of fire! Even at the slightest sign of swelling or deforming, the battery must be taken out of service.
- The battery supplied must be charged in a safe place away from flammable materials.
- Store the battery at room temperature (16 - 18 °C) in a dry place. Do not expose the battery to direct sunlight or any other sources of heat. Temperatures over 50 °C are generally to be avoided.
- Always recharge the battery after use to avoid the possibility of its becoming deep discharged. When it is not in use, recharge the battery from time to time, say every 2-3 months. Failure to observe the methods of handling described above may lead to defects.
- When changing batteries do not use any sharp or pointed objects or tools. Avoid damaging the protective foil around the battery at all costs.
- When replacing defective batteries, only the recommended battery types may be used. Damaged or unusable batteries are hazardous waste, and must be disposed of accordingly.
- Never throw batteries, rechargeable or otherwise, on the fire or expose them to high temperatures. This may cause a fire or an explosion.
- The electrolyte and electrolyte vapour in the LiPo batteries are hazardous to health. Always avoid direct contact with electrolyte. If electrolyte makes contact with skin, eyes or other parts of the body, it must immediately be washed out or off with plenty of fresh water and a doctor must be consulted!
- Rechargeable batteries are not toys and must not fall into the hands of children. Keep batteries inaccessible to children.
- The connector clips / battery connections must never be short-circuited!
- The toy is only to be operated with a transformer or power pack designed for use with toys!
- The transformer / the power pack is not a toy!

All Carrera spare parts are available in the webshop at: [carrera-toys.com/shop](http://carrera-toys.com/shop)

**Technical specifications:**

Output voltage: Toy transformer

- 14,8 V  $\approx$  2 x 14,8 VA (Carrera DIGITAL 143) no game
- lithium polymer rechargeable battery: 3,7  $\approx$  150mAh - 0,55 Wh
- Maximum charging time: 2 hours

**Electricity modes:**

- 1.) Operating mode = cars are operated via speed controllers
- 2.) Idle mode/Stand-by mode = speed controllers not activated, no game  
CURRENT CONSUMPTION < 0,5 watt/0,5W
- 3.) Stand-by mode = after approx. 20 minutes idle mode the connecting section switches to stand-by mode.  
The LED is not lit any more.  
CURRENT CONSUMPTION < 0,5 watt/0,5W  
By switching the connection track off and then on again the stand-by modus is terminated and the track is once again in 'sleep' mode.
- 4.) To switch off = power supply unit disconnected from mains supply



Misuse of transformer can cause electrical shock.

The toy is only to be connected to Class II equipment bearing the following symbol.



The toy must only be used with a transformer for toys.



LiPo

This device is marked by «selective sort through» symbol related to sort through domestic, electric and electronic, waste. This means the product must be treated by a specialized «sorting/collecting» system in accordance with European directive 2002/96/CE, to reduce the impact upon environment. For more precise information, please contact your local administration. Electrical product which are not going through special collecting, are potentially dangerous for environment and human health, because of dangerous substance.



Conforms to the safety requirements of ASTM F963.

Transformer  
14,8V  $\approx$  10,4 VA

**REQUIREMENT FOR FCC Part 15**

Warning: Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver,
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.