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H42

B.A. Bodil

ModelSpoorGroep Valkenswaard

Various scales from 1:25 to 1:400, various gauges

10' x 4' 6"

The basic concept is of a rail bus running through a mountain valley, built in perspective. This gives the impression of a much larger scene, almost a complete layout, in a very restricted space. Although it appears that there is just one rail bus running on the layout, there are in fact four, all built in different scales. The one at the front is a 1:25 scale, running on 0 (32 mm gauge) track.

The rail bus comes out of a tunnel behind the smithy, halts, lets a passenger in, starts its engine and disappears to the right behind the garage, again through a tunnel.

After some time, from the right hand side, the rail bus comes out of a tunnel again, runs over the viaduct (you can hear it running...) and disappears into another tunnel on the left-hand side. This is a 1:50 scale model and runs on H0 (16,5 mm gauge) track.

A while later the rail bus appears further along the valley. This is a 1:100 scale model and runs on H0m (12 mm gauge) track.

After that, the rail bus disappears behind a rock and reappears after some time far down the valley, high in the mountains (you can even hear its noise disappear). This one is a 1:400 scale model. This rail bus is made from a styrene sheet and strip with virtually no depth. It does not run on conventional track but is moved along by means of a cord. This rail bus disappears high in the mountains.

After some time, it comes back again and the whole sequence of 'train' movements is reversed, going from the rear to the front until the foreground rail bus disappears behind the smithy. Oh, and halts again on its way to the smithy, to let the passenger out. And one sees another gimmick: the driver has changed his place.....

Digital control

To make the train movements as natural as possible, all rail buses and the cord drive mechanism in the back are fitted with a decoder. Each of the two front rail buses is also fitted with a sound decoder.

A control system using the 'Koploper' control program was developed. The possibilities of this are endless. Train movements, sound, animation, everything is possible, provided a decoder and reporting decoder are fitted.

The landscape and details

On the left-hand side of the layout is a smithy. This is also built in perspective and is mainly made from card. In the smithy there is a smith at his work. As the smith



strikes the workpiece with his hammer, you actually hear the sound of a smith who is working a piece of glowing iron with a heavy hammer.

In front of the smithy is a small boy playing with a model train. The speed of this model train is controlled by his train set controller. Next to the boy is an open Märklin train set box from the right period. Behind the smithy is a halt with a waiting passenger inside the shelter.

The garage owner, Herr Bodil, has discovered an opening in the rocks into which he built his premises. He firmly pulls open the heavy garage door. The garage has full interior detail: on the workbench there is everything you would expect to find in a garage workshop – there is a bench vice, and on the toolboard are the necessary tools. In addition above the workbench real fluorescent tube lightning is installed. And there is also a poster to see.....

In front of the garage is a mechanic hard at work under the bonnet of a Citroën 'Traction Avant'. You also see a Solex powered bicycle parked.

In the mountains there are many activities: hikers, climbers and a shepherd with his herd.

THIRSTY? TIRED? HUNGRY?

You may not be just yet..... But when you are....

Put your feet up and relax,

have a tea, coffee, soft drink or a snack.

There is something for everyone in the **Snack Bar,**

take the stairs up from the foyer to the first floor.