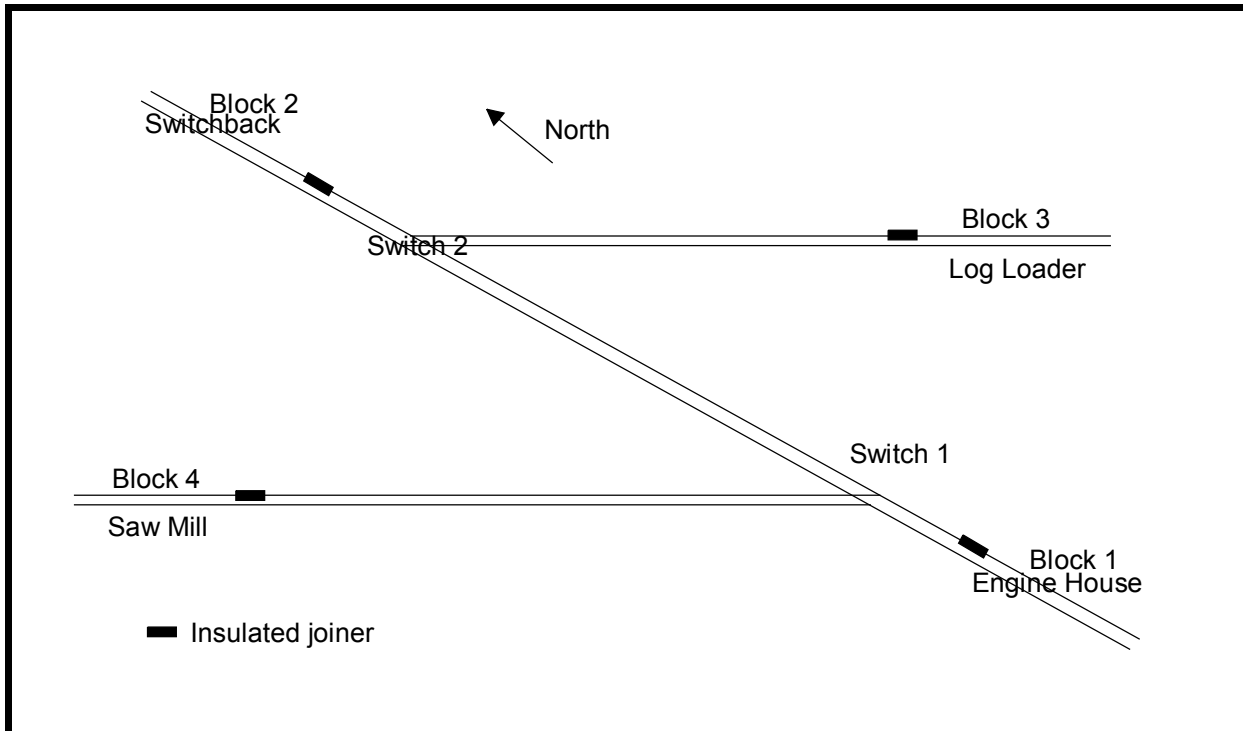


Circuitron display layout

Our test layout:



Turnouts aligned for "straight" are in Normal position

Loco forward is heading North

System wiring

Block 1 = input 11

Block 2 = input 12

Block 3 = input 13

Block 4 = input 14

Start button = input 15 (optional)

System configuration

Power up command = 31

Set memory location 3 = 15 (continuous memory starts with input 15)

Set memory location 4 = 10 (grounding of inputs starting at input 10 will not cause command string for that input to be executed)

Command Programming for each input

Input 31 (this command string is executed at each power up of the mini panel)

Step 1 Select loco 3 we will always use loco 3

Step 2 Prog CV 4

Step 3 Data 35

Step 4 Link to 30

Input 30

Step 1 Prog CV 3

Step 2 Data 25

Step 3 Link to input 15

Circuitron display layout

Input 15 (start button):

Step 1 Select Loco 3	Select which loco we want to run
Step 2 Accy: 1=Norm	align for main
Step 3 Accy: 2=Norm	align for main
Step 4 Wait input 11 ground	start if loco in block 1

Input 16

Step 1 Speed Fwd:10	start loco moving north (all speed commands in 28 speed mode)
Step 2 Wait input 12 ground	wait until we get to block 2
Step 3 Speed Fwd: 0	coast to stop
Step 4 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop

Input 17

Step 1 Speed Rev: 0	not *really* needed here but we want headlight to change direction
Step 2 Accy: 2=Rev	throw switch for log siding
Step 3 Speed Rev: 10	accelerate toward
Step 4 Wait input 13 ground	wait for loco to get to block 3

Input 18

Step 1 Speed Rev: 0	coast to stop
Step 2 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop (and clears switch)
Step 3 Delay 4 Sec: 3	allow 12 more seconds to load logs
Step 4 Speed Fwd: 10	head back toward mainline

Input 19

Step 1 Wait input 12 ground	wait until we get to block 2
Step 2 Speed Fwd: 0	coast to stop
Step 3 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop (and clears switch)
Step 4 Accy 2=Norm	throw switch for mainline

Input 20

Step 1 Speed Rev: 10	accelerate toward block 1
Step 2 Wait input 11 ground	wait until we get to block 1
Step 3 Speed Rev: 0	coast to stop
Step 4 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop (and clears switch)

Input 21

Step 1 Accy 1=Rev	Throw switch for sawmill siding
Step 2 Speed Fwd: 10	head back toward mainline
Step 3 Wait input 14 ground	wait until we get to block 4
Step 4 Speed Fwd: 0	coast to stop

Input 22

Step 1 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop (and clears switch)
Step 2 Delay 4 Sec: 3	allow 12 more seconds to unload logs
Step 3 Speed Rev: 10	head back toward mainline
Step 4 Wait input 11 ground	wait until we get to block 1

Input 23

Step 1 Speed Rev: 0	coast to stop
Step 2 Delay 4 sec: 2	kill time (8 seconds) while loco comes to a stop (and clears switch)
Step 3 Accy 1=Norm	throw switch for mainline
Step 4 Terminate	end of program