

EasyRamp II

By

K² Engineering

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Introduction

EasyRamp started out as a way to adjust the 28 speed steps of the Decoder's speed table. As the development went on, I added a screen to set the basic decoder CV's (such as Address, Acceleration, Deceleration, and Config CV). Later, I added a screen to set any CV.

This release tries to cover all of the NMRA RP9.2.2 CV's, and all programming modes in NMRA RP9.2.3 (except "paged"). Screens were added to program the Locomotive parameters, Consist parameters, and Function Mapping. Loco parameters is similar to the previous release, but adds CV's Mid and High Voltage, Kick Start, Forward and Reverse Trim EMF Cutout, and Packet Timeout. Also added were Manufacturer ID and Decoder Version Number. The Consist parameters screen add CV's that are specific to the loco when addressed in a consist. The Function Mapping screen add the CV's that assign Function numbers to Function outputs. Note that not all of these new CV's are supported by all Decoders.

While all of these CV's were being added, it made sense to support the Manufacturer Specific CV's in SystemOne's Animation Decoders, the Digitrax FX Decoders, and the SoundTraxx Digital Sound Decoders.

The original programming mode was "direct" (or normal) which needs the programming track, and the layout shut down. Then a Lenz Decoder was released that used "register" programming mode. This mode also needs the programming track. This release adds "operations" programming mode (also known as ops mode or "programming on the main"). This mode does not require the programming track and the layout can continue to run. Why not use it all the time?, you ask. Because you can only program CV's, but not read them. The CV's should be read on the programming track, using normal programming mode, saved to disk, and read back in prior to selecting ops programming mode. If in ops programming mode, you can select "auto update" mode. This will send any changes to the loco as they are changed.

The user interface has been "modernized". The user has control over the size and color of the Ramp screen, and a dock-able toolbar has been added. The preferences have been expanded to include the colors, the width and height of the Ramp, and which CV's are supported.

Working with the Ramp has been made easier by adding a modal smooth mode, and a context menu (right mouse click on the ramp) which includes adjusting the ramp as a whole, "one shot" smoothing, and undo. The smooth mode allows you to sculpt the ramp by adjusting all of the speeds between the currently selected speed step, and the speed step grabbed by the mouse. The selection then changes to the new speed step, and you move up the ramp to the next speed step. The whole ramp adjusting can move the ramp up and down, or can adjust the slope keeping the overall shape intact.

What's New

For those of you that are not new to EasyRamp, here's a list of what has changed since the last release.

- New, more modern, user interface, with re-sizable Ramp window.
- Straight line smooth mode. Turn this on for fast ramp sculpting.
- Context menus for the Ramp Hotspots and the Max Bar.
- New windows for almost all of the NMRA defined CV's. Some of these may be turned off if not supported by the particular Decoder.
- Manufacturer specific windows; Animation setup, FX setup, and DSD Sound setup.
- More Preferences.
- More programming modes, Normal, Register, and *Operations* (Programming on the Main) Mode.
- Auto Update for Operations Mode programming. Values changed are sent immediately to the loco. Try this with a DSD Sound Decoder *while* it's running around the layout.
- Context sensitive help.
- The window size and positions are saved when the program is exited.

System Requirements

Requirements	Minimum	Recommended
Processor	80286	80386 or better
Operating System	MS DOS 3.1 / Windows 3.1	MS DOS 6.5 / Windows 3.1 (EasyRamp will run on Windows for Workgroups, Windows 95, and Windows NT)
Hard Disk Space	500K bytes	500K bytes or more for saved ramps
Floppy Disk	1 - 3.5" 1.44MB high density	
System Memory	2MB	4MB - 16MB for 95 & NT
Mouse	Any supported by Windows	

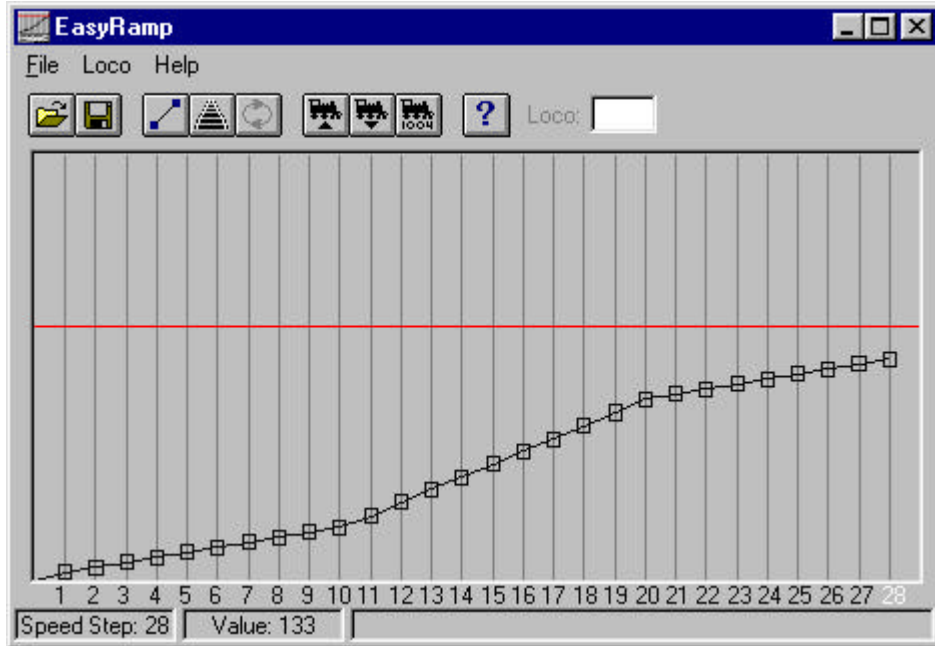
Installation

EasyRamp is supplied with a standard Windows setup program that copies the files off of the installation disk and places them in the correct places on your hard disk. Follow the instructions below. If you are updating from a previous version, see that section below.

1. Insert the EasyRamp disk 1 of 2 in the 3.5" disk drive.
2. From the File menu in the Windows Program Manager (or File Manager), choose Run.
3. Enter A:\Setup (substitute a different letter for A if you are installing from another drive), or press the **Browse** button and find the installation disk and the program called SETUP.EXE. Press **OK** on the Run dialog.
4. The Installation Wizard will appear after a few moments. Follow the instructions to install EasyRamp.
5. Installation is now complete.

Main Ramp Screen

This is the main screen for the program and where the Locomotive's Ramp is adjusted.



Ramp Window

This screen is displayed when the program is first run and is the place that most of the work on the Ramp will be performed. See *Working with the Ramp* for more information.

NOTE: For any Ramp changes to have any effect on the Loco, the Config Parameters - Alternate Speed Table setting must be made. See the section on Loco Parameters.

Ramp

The Ramp is a graphical representation of each of the 28 set-able speeds in the Decoder when it is in the 28 speed step mode. Each speed step is indicated by the number below. The speed for each step is the height of the Hotspot. A line is drawn between each Hotspot to make it easier to see how the Decode will behave.

Hotspot

The Hotspot is the square outline around the Ramp speed points. When the mouse pointer is moved over a hotspot, the pointer changes to an up/down shape. Left click a hotspot to move the ramp speed at that speed step. Right click the hotspot to popup a context menu. See *Working with the Ramp* for more information.

Max Bar

The Max Bar is the maximum that the speed steps may be set, and the frequency of motor updates. When you move the mouse over this line, it changes into an up-down arrow. Click with left mouse button to move the line up or down. If you click the line with the right mouse button, a menu will popup displaying options.

Toolbar

Press this button to open a previously saved file.

Press this button to save the settings of the Ramp and all of the other screens. This also saves some of the Preferences (like the View, the Program Mode, the Current Loco, and which CV's are enabled).

Press this button to switch into and out of straight line smoothing mode. See Working with the Ramp for more information.

Press this button to release the Command Station (leave Program Track mode and turn on the Main Track) and test the Loco. Press again to return to Programming Mode. This button will be disabled when in Ops Programming Mode.

Press this button to enable Auto Update Mode. Changes made to any setting will be immediately send to the Loco set in the Current Loco. Press again to disable Auto Update Mode. This button will be disabled when not in Ops Programming Mode.

Press this button read the Ramp values from the Loco. This button will be disabled when in Ops Programming Mode.

Press this button send the Ramp to the Loco.

Press this button to open the Loco Parameters screen.

Press this button to open the Help Contents.

Speed Step

This normally shows the current speed step. When adjusting the Max Bar it shows the PWM update value. When adjusting the Ramp using the Line Smooth Mode or using the Line Smooth from the right mouse menu, this shows the slope of the segment that you are adjusting.

Speed Value

This normally shows the speed value for the current speed step. When adjusting the Max Bar it shows the PWM update frequency.

Status

This shows any status messages that are displayed by the program.

Current Loco

When the Programming Mode is set to Ops Mode, the must be set to address a particular Loco on the main track.

Speed Step Numbers

The numbers below the Ramp Area represent the 28 steps, and can be clicked with the mouse to set the current Speed Step. When the mouse is moved over a number, the cursor shape changes into a cross, indicating that you can press the left mouse button to select it.

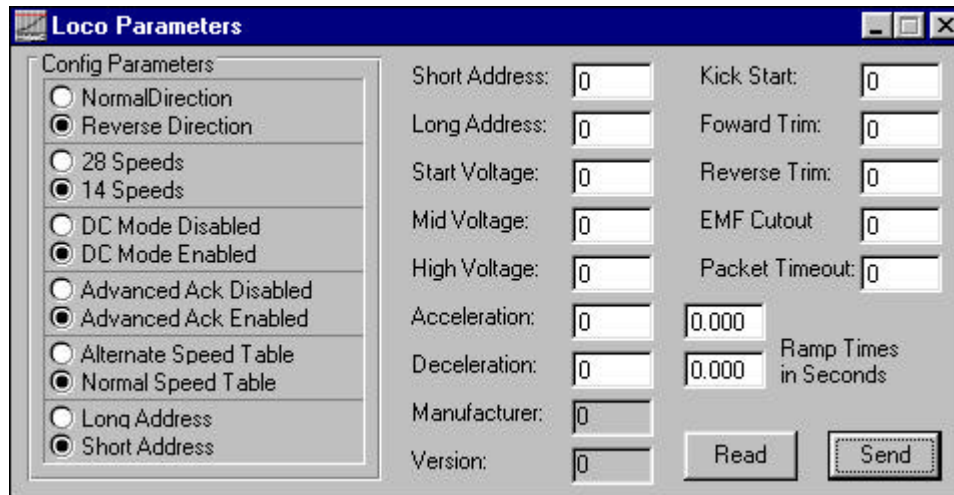
Working with the Ramp

You can change the Ramp in various ways.

- Grab the Hotspot and drag the Ramp points up or down.
- Use the left/right arrow keys to change the current Ramp point, then use the up/down arrow keys to adjust the value. This is a great way to smooth out some rough spots.
- Adjust the whole Ramp up or down. Right click a Hotspot, and choose Adjust Ramp Offset. You can also hold down the Shift key and grab any Hotspot.
- Adjust the whole Ramp proportionally. This will keep the Ramp's shape while adjusting the maximum speed. Right click a Hotspot, and choose Adjust Ramp Proportional. You can also hold down the Control key and grab any Hotspot.
- Use Straight Line Smooth Mode to sculpt the Ramp. Turn this on by selecting Line Smooth in the Loco menu, or by pressing the Line Smooth button on the toolbar. Work in one direction, grabbing the next Hotspot further along. You can click on the number below the Ramp to change the current line anchor. The anchor will move to the Hotspot you just adjusted when you release the mouse button. If you then grab the same point, the anchor will revert back to the previous point.
- Use the Straight Line Smooth from the context menu. Right click a Hotspot, and choose Line Smooth. This will allow you to adjust the line between the current highlight (the number with the different color), and the Hotspot. Once you release the mouse, the Straight Line Smooth is no longer in effect.
- You can Undo the last change by selecting Undo from the Loco menu, or by right clicking a Hotspot, and choosing Undo.

Loco Parameters

This is the screen where the Loco Parameters are changed.



Note: These settings are not supported by all Decoders

Config Parameters

Forward Direction / Reverse Direction

This bit determines the direction the Loco will move. Forward Direction is normal, Reverse Direction will move the loco in the opposite direction.

28 Speeds / 14 Speeds

This selects the current speed mode 14 or 28. For SystemOne Decoders, the 128 speed mode is always available.

Standard Power / Alternate Power

If this is set to Standard Power, the decoder (if so equipped) will not go into analog control mode.

Advanced Acknowledge

This enables or disables the Advanced Acknowledge. There is no NMRA RP for this feature.

Alternate Speed Table / Standard Speed Table

This selects the Internal (Standard) speed table or the programmable (Alternate) speed table. For any changes done with EasyRamp to affect the loco, this must be set to Alternate Speed Table.

Long Address / Short Address

This selects the addressing mode. Long for addresses from 0 to 9999, short for addresses from 1 to 127 (and for compatibility).

Short Address

The Primary Address. This is the 8 bit address, for addresses in the range from 1 to 127. Bit 5 of CV 29 (Long Address/Short Address) must be set to 0.

NOTE: Be carefull when changing this setting with AutoUpdate enabled. If the Address being used is changed, the address sent to the Loco will not match.

Long Address

The Extended Address. This is the 16 bit address, for addresses in the range from 0000 to 9999 (this is actually larger, but most Command Stations are limited to 4 digits). Bit 5 of CV 29 (Long Address/Short Address) must be set to 1.

NOTE: Be carefull when changing this setting with AutoUpdate enabled. If the Address being used is changed, the address sent to the Loco will not match.

Start Voltage

This is used to define the voltage drive level

This is the start speed value for the 14 or 28 speed step mode.

Mid Voltage

This is the mid speed value for the 14 or 28 speed step mode.

High Voltage

This is the high speed value for the 14 or 28 speed step mode.

Acceleration

This value represents the acceleration time when in the 14 or 28 speed step mode. If enabled, the time window on the right will display the acceleration time in seconds.

Deceleration

This value represents the deceleration time when in the 14 or 28 speed step mode. If enabled, the time window on the right will display the deceleration time in seconds.

Ramp Time

This shows the time, in seconds, that the loco will take to go from zero to full speed, if the throttle was increased to maximum rapidly.

Manufacturer

This shows the Manufacturer ID of the Decoder. The following is a list of the Manufacturers currently listed in the NMRA DCC standards and recommended practices documentation (the Green Book).

A-Train Electronics	137	89H
CVP Products	135	87H
Digitrax	129	81H
ICC	133	85H
Lenz Elektronik GmbH	99	63H
Model Rectifier Corp.	143	8FH
North Coast Engineering	11	0BH
PSI Dynatrol	14	0EH
RamFixx Technologies	15	0FH
Real Rail Effects	139	8BH
Thottle-Up	141	8DH
Trix Modelleisenbahn	131	83H
Wangrow Electronics	12	0CH
Zimo Elektronik	145	91H
ZTC	132	84H

Version

The version of the Decoder is displayed.

Kick Start

This specifies the extra voltage (kick) that is applied to the motor when transitioning between stop and the first speed step.

Forward Trim

This specifies a scale factor by which a voltage drive level should be multiplied, when the controller is driving the motor in the forward direction. It is expressed as $n/128$. If the is set to zero, no trim is applied.

Reverse Trim

This specifies a scale factor by which a voltage drive level should be multiplied, when the controller is driving the motor in the reverse direction. It is expressed as $n/128$. If the is set to zero, no trim is applied.

EMF Cutoff

This set a speed step above which an EMF equipped Decoder will turn off the back EMF. When 14 or 28 speed steps are used, the LSB's of the value will be truncated appropriately.

Packet Timeout

This contains the maximum time period that the Decoder will maintain its speed without a valid packet addressed to it.

Read Button

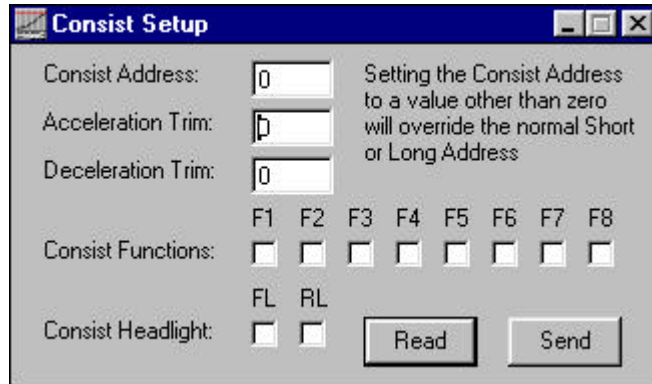
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Consist Setup

This is the screen where the Consist Values are changed.



NOTE: These CV's are not supported by all Decoders.

Consist Address

This contains a seven bit consist address. An address between 1 and 127 will set the loco in a consist in the forward direction. An address between 128 and 255 will set the loco in a consist in the reverse direction. A value of zero will take the loco out of the consist, and return it to control with the short or long address.

Acceleration Trim

This can contain additional acceleration information. The acceleration rate will be adjusted, up or down, by this value. A value between 1 and 127 will increase the acceleration time. A value between 128 and 255 will decrease the acceleration time. The total will not increase above 255, or decrease below 0.

Deceleration Trim

This can contain additional deceleration information. The deceleration rate will be adjusted, up or down, by this value. A value between 1 and 127 will increase the deceleration time. A value between 128 and 255 will decrease the deceleration time. The total will not increase above 255, or decrease below 0.

Consist Functions

This defines which functions, F1 - F8, that are enabled when the loco is in a consist.

Consist Headlight

This defines if the F0 is enabled when the loco is in a consist. On some Decoders F0 is direction sensitive. On these Decoders, the RL controls the F0 in the reverse direction

Read Button

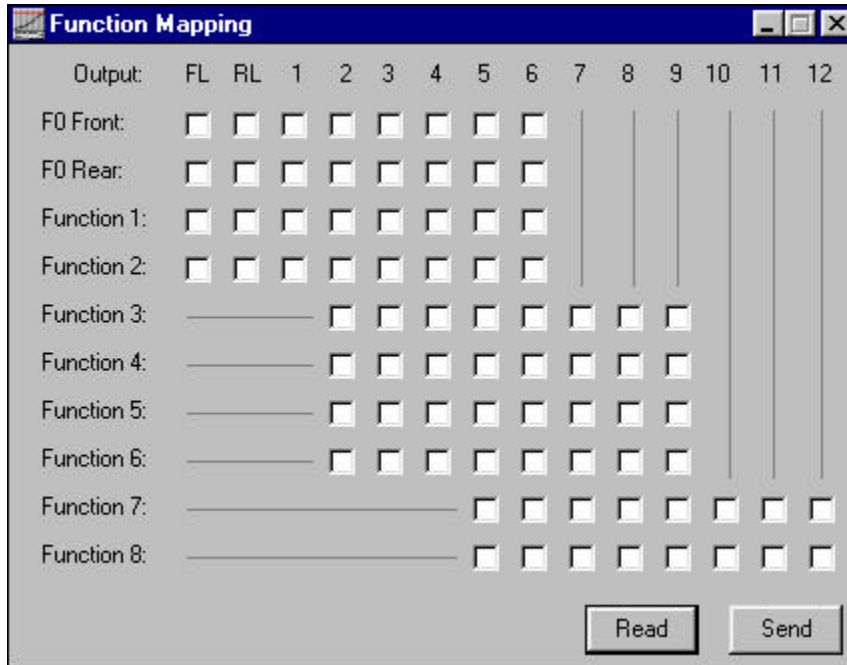
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Function Mapping

This is the screen where the Function Mapping is changed. The Function Mapping is where you can change the default connection between the Function numbers and the Function outputs.



NOTE: These CV's are not supported by all Decoders.

Output

This indicates which output is being controlled.

F0 Front

This selects which outputs are activated when F0 is activated. On some Decoders this is direction sensitive. On these Decoders, this controls the forward direction.

F0 Rear

This selects which outputs are activated when F0 is activated. On some Decoders this is direction sensitive. On these Decoders, this controls the reverse direction.

Function 1 through 8

This selects which outputs are activated when the respective Function is activated.

Read Button

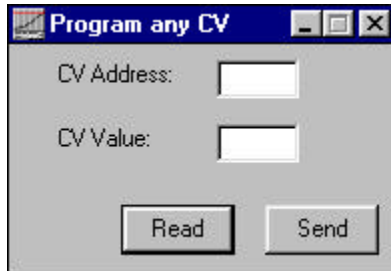
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Program any CV

This screen is used to program any CV in the Decoder. Refer to the documentation that came with your Decoder for the CV's and their description.



To read a CV, enter the CV number in the CV Address box and press Read.

To set a CV, enter the CV number in the CV Address box, the Value in the CV Value box and press Send.

Read Button

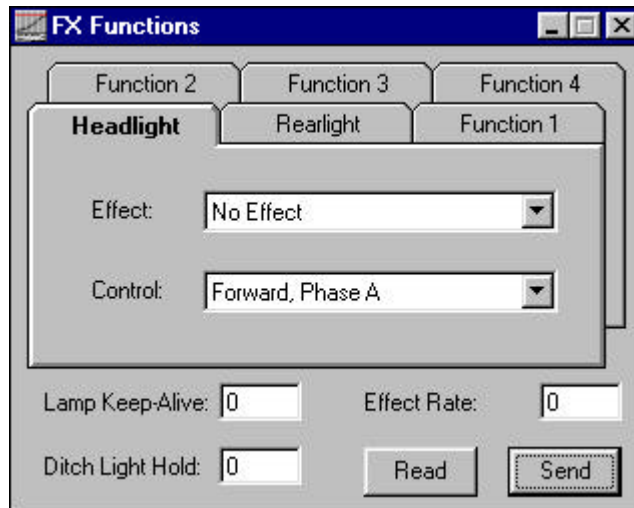
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

FX Setup

This is the screen where the FX outputs are setup for Digitrax FX Decoders.



Note: These settings are only supported on Digitrax FX Decoders.

FX Effect

This sets the effect for the respective output (FL, FR, F1 - F4). Each output can be set to the following effects:

- No Effect
- Mars Light
- Flickering Head Light
- Single Pulse Strobe
- Double Pulse Strobe
- Rotary Beacon Simulation
- Gyraight
- Rule 17 Dimmable Headlight
- FRED - End of Train Light
- Right Ditch Light
- Left Ditch Light

FX Control

This sets the effect behavior.

- Forward Effect, On with Function, Phase A
- Reverse Effect, On with Function, Phase B
- Non-directional, On with Function, Phase A
- Non-directional, On with Function, Phase B
- Forward Effect, On with F0, Phase A
- Reverse Effect, On with Function, Phase B

- Forward Effect, Special Logic for Ditch Lights and Rule 17
- Reverse Effect, Special Logic for Ditch Lights and Rule 17

FX Lamp Keep Alive

This controls the voltage applied to the output when the Effect is in a off state. 0 is no Keep Alive, 16 is maximum Keep Alive. This should be set to 0 when using LEDs.

FX Ditch Light Hold

This controls how long the Ditch Light Effect stays blinking after F2 is turned off. A value of 0 is no hold time, 64 is about 5 seconds, 255 is about 20 seconds.

FX Effect Rate

This sets the overall Effect rate. 0 is very fast, 15 is very slow, 4 is a good place to start.

FX Function Select

These Tabs (Headlight, Rearlight, F1 - F4) select which Function the Effect adjustments apply to.

Read Button

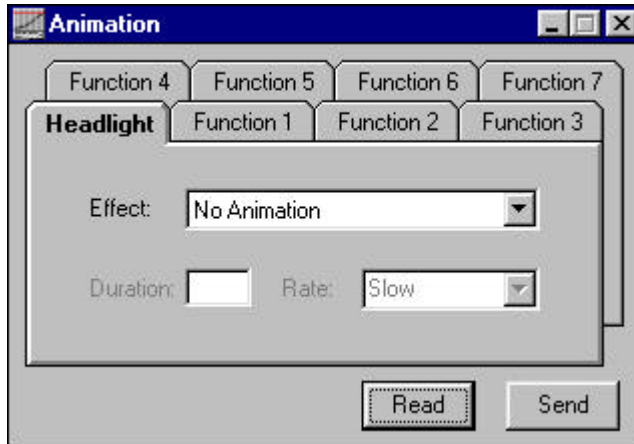
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Animation Setup

This is the screen where the Animation outputs are setup for SystemOne Animation Decoders.



NOTE: These CV's are not supported by all Decoders.

Read Button

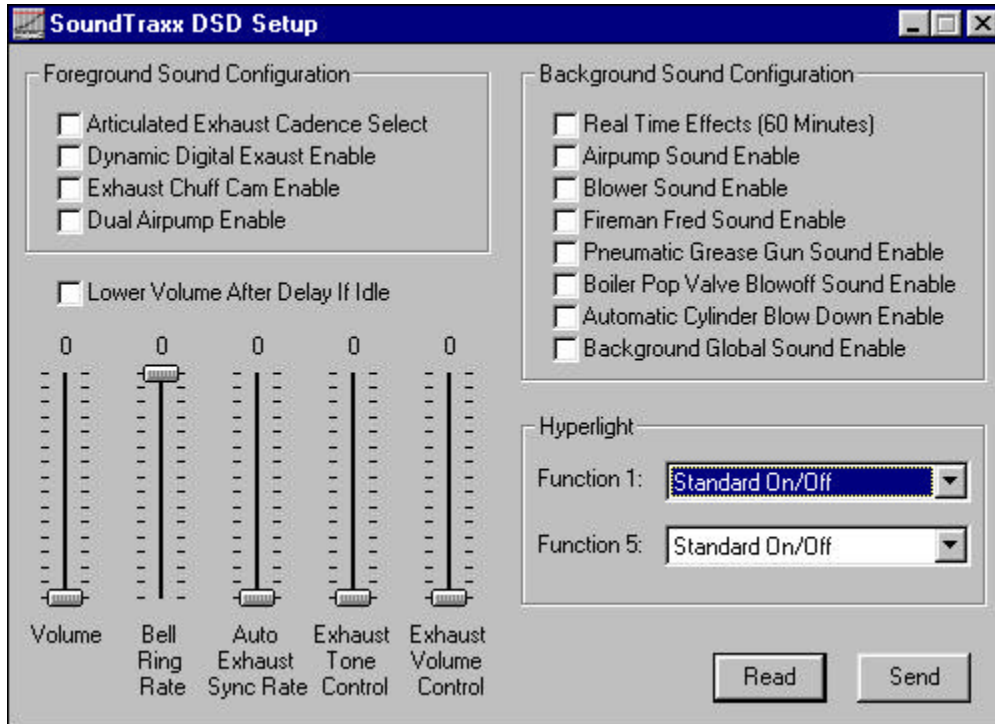
This will read the Decoder and display the values on the window that the button was pushed. **NOTE:** Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. **NOTE:** Not all windows are sent, only this window.

DSD Sound Setup

This is the screen where the SoundTraxx Digital Sound Decoder from TrottleUp is setup.



Note: These settings are only supported by SoundTraxx Steam DSD Decoders.

DSD Foreground Sound Config

These are used to configure the DSD's foreground sound effects. If Auto Update is on, this will change along with the Bell Ring Rate.

DSD Background Sound Config

These are used to selectively enable the DSD's various background sound effects.

DSD Idle Volume

If this is set, the sound will automatically drop in volume after a period of inactivity.

DSD Volume

This is used to set the overall sound volume.

Note: This setting is only supported on SoundTraxx Steam DSD Decoders.

DSD Bell Ring Rate

Controls the ringing rate of the bell sound. If Auto Update is on, this will change along with the Foreground Sound Config .

DSD Auto Exhaust Sync Rate

This controls the chuff synchronization rate as a proportion of the throttle for Auto Exhaust.

DSD Exhaust Tone Control

This sets the tone of the exhaust chuff.

DSD Exhaust Volume Control

This controls the overall volume of the exhaust chuff when the Dynamic Digital Exhaust processor is disabled.

DSD Hyperlight Setup

This is used to configure F1 and F5 lighting outputs to one of four lighting effects. Each output can be configured in one of four possible settings.

- Standard On/Off
- Mars Light Effect
- Firebox Flicker Effect
- Synchronized Firebox Flicker Effect - Turns on and off with sound effect of firebox door opening and closing.

Read Button

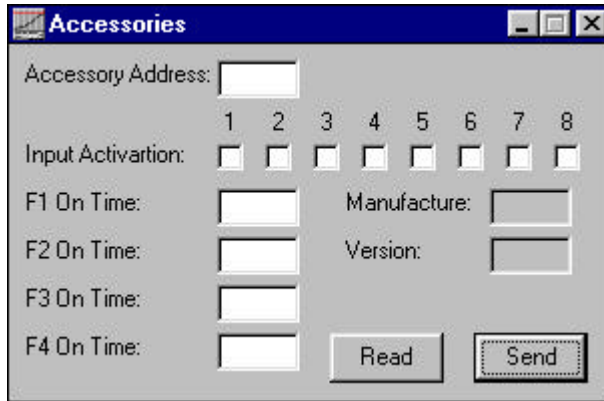
This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Accessory Setup

This is the screen where Accessory Decoders can be setup.



Accessory Address

This is the address that the accessory decoder is set to. Since most accessory Decoders have more than one function on them, this address is usually set to a multiple. Consult the documentation for the particular Decoder.

Accessory Input Activation

This sets the inputs that can activate the accessory outputs.

Accessory F1 On Time

This sets the on time for the F1 output. This can be set from 0.1 to 25.5 seconds in 1/128th second increments. If set to zero, the output will remain on. Consult the documentation for the particular Decoder.

Accessory F2 On Time

This sets the on time for the F2 output. This can be set from 0.1 to 25.5 seconds in 1/128th second increments. If set to zero, the output will remain on. Consult the documentation for the particular Decoder.

Accessory F3 On Time

This sets the on time for the F3 output. This can be set from 0.1 to 25.5 seconds. If set to zero, the output will remain on. Consult the documentation for the particular Decoder.

Accessory F4 On Time

This sets the on time for the F4 output. This can be set from 0.1 to 25.5 seconds. If set to zero, the output will remain on. Consult the documentation for the particular Decoder.

Accessory Manufacturer

This shows the Manufacturer ID of the Decoder. The following is a list of the Manufacturers currently listed in the NMRA DCC standards and recommended practices documentation (the Green Book).

A-Train Electronics	137	89H
CVP Products	135	87H
Digitrax	129	81H
ICC	133	85H
Lenz Elektronik GmbH	99	63H
Model Rectifier Corp.	143	8FH
North Coast Engineering	11	0BH
PSI Dynatrol	14	0EH
RamFixx Technologies	15	0FH
Real Rail Effects	139	8BH
Thottle-Up	141	8DH
Trix Modelleisenbahn	131	83H
Wangrow Electronics	12	0CH
Zimo Elektronik	145	91H
ZTC	132	84H

Accessory Version

The version of the Decoder is displayed.

Read Button

This will read the Decoder and display the values on the window that the button was pushed. NOTE: Not all windows are read, only this window.

Send Button

This will send all of the value on this window and program the Decoder. NOTE: Not all windows are sent, only this window.

Preferences

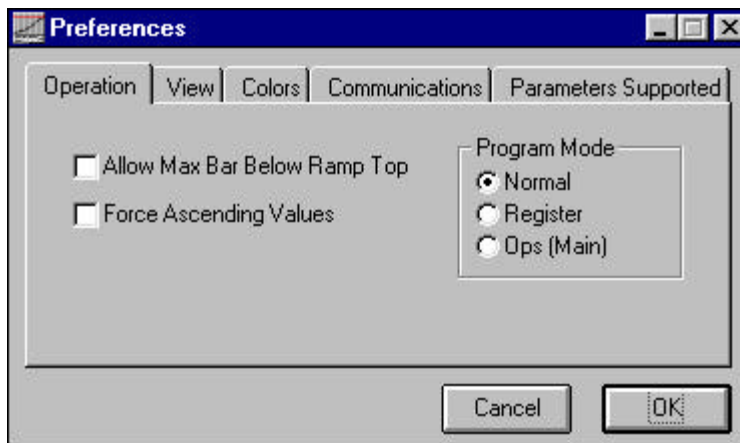
Cancel

This will close the Preferences Window but will not keep any of the changes made.

OK

This will close the Preferences Window and will save the changes made.

Operation



Allow Max Bar Below Ramp Top

When this is checked the Max Bar can be moved below the top of the Ramp. Some Decoders have adjustable PWM frequencies that can not be adjusted lower than the top of the Ramp. Consult the documentation that comes with your Decoder.

Force Ascending Values

When this is checked, the Ramp will always be increasing, or remain at the same value, as the speed step increases.

Operation - Program Mode

This sets the way EasyRamp communicates with the Decoder.

Normal Mode The Loco must be on the Programming Track. The layout is shut down while programming. Use the Test button or the Loco - Test menu item to turn the layout on, and try out any changes.

Register Mode This mode should be used for some older Lenz Decoders. Check the documentation. Otherwise it shuts down the layout like the Normal Mode.

Ops (Main) Mode The Loco is programmed while on the main track without shutting it down. The address of the Loco to be programmed is entered on the main Ramp screen. Changes made can be sent to the Loco by pressing the Send button, or by enabling Auto-Update mode.

View

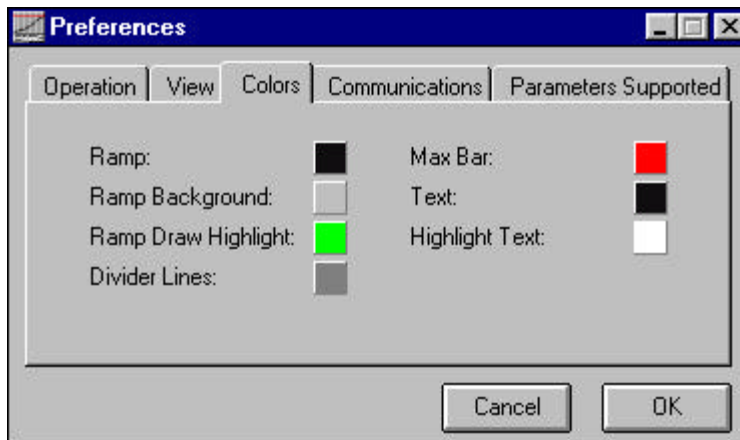
14/28 Speed Steps

This setting changes the total number of programmable speed steps. Some Decoders only have 14 programmable speed steps. Check the documentation that comes with the Decoder.

View - 64/256 Speeds

This setting changes the total number of programmable speeds in each speed step. Some Decoders only have 64 programmable speeds. Check the documentation that comes with the Decoder.

Colors



Ramp

This adjusts the color of the Ramp line.

Ramp Background

This adjusts the color of the panel behind the Ramp.

Ramp Draw Highlight

This adjusts the color of the Ramp when moving a Hotspot. Because of the way the drawing is done, the color chosen will not be the exact color that is drawn.

Divider Lines

This adjusts the color of the lines behind the Ramp.

Max Bar

This adjusts the color of the Max Bar.

Text

This adjusts the color of the numbers below the Ramp panel.

Highlight Text

This adjusts the color of the number below the Ramp panel at the current speed step. This color is also used to highlight the label of the CV that is being read in the parameter windows.

Communication

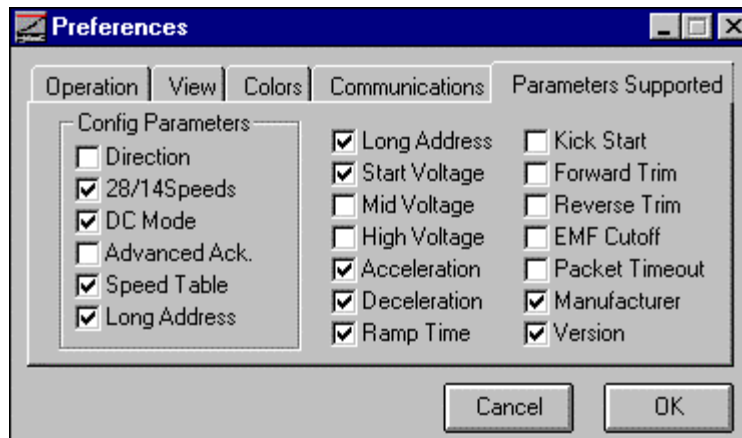
Comm Port

This sets the port used to communicate with the Command Station.

Baud Rate

This sets the baud rate used to communicate with the Command Station. This should always be set to 9600.

Parameters Supported



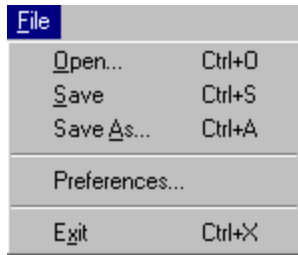
Config Parameters

These checkboxes control which items in CV-29 are active. If your Decoder supports a particular parameter, make sure that parameter has a check in the appropriate box. These settings are saved in the Ramp file.

CVs

These checkboxes control which CV's are active. If your Decoder supports a particular CV, make sure that parameter has a check in the appropriate box. These settings are saved in the Ramp file.

File Menu



Open

Open a previously saved file. All values are read in, even for those screens that are not open.

Save

Save the current settings. The following are saved:

- The Ramp
- The Loco Parameters
- The Consist Setup
- The Function Map
- The Manufacturer Specific Settings
- The Accessory Settings
- Some Preference Settings

Save As

This saves to a file with a different name. The following are saved:

- The Ramp
- The Loco Parameters
- The Consist Setup
- The Function Map
- The Manufacturer Specific Settings
- The Accessory Settings
- Some Preference Settings

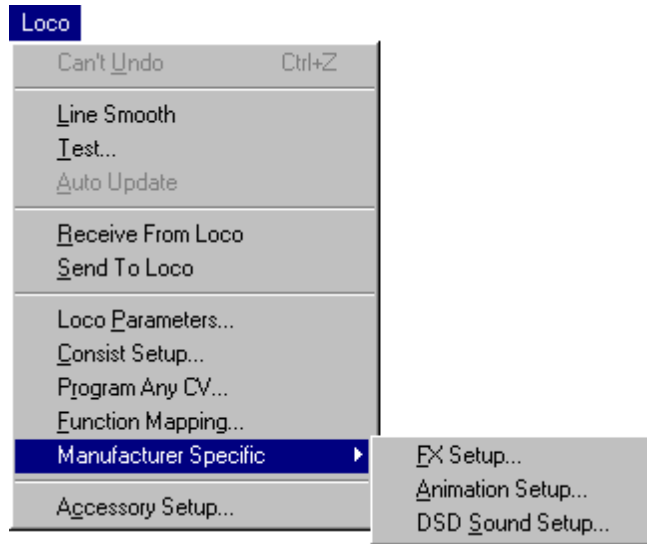
Preferences

This is where the operation features can be changed. There are settings for Operation, View, Colors, Communication, and Parameters Supported.

Exit

Choose this to exit the program. The window positions are saved.

Loco Menu



Undo

This will undo the previous action, if any.

Line Smooth

This activates and deactivates the Line Smooth Mode. See Working with the Ramp for more information.

Test

Select this to release the Command Station (leave Program Track mode and turn on the Main Track) and test the Loco. Select again to return to Programming Mode. This will be disabled when in Ops Programming Mode.

Auto Update

Select this to enable Auto Update Mode. Changes made to any setting will be immediately send to the Loco set in the Current Loco. Select again to disable Auto Update Mode. This will be disabled when not in Ops Programming Mode.

Receive From Loco

Select this read the Ramp values from the Loco. This button will be disabled when in Ops Programming Mode.

Send to Loco

Press this button send the Ramp to the Loco.

Loco Parameters

This will open the Loco Parameters window.

Consist Setup

This will open the Consist Setup window.

Program Any CV

This will open the Program Any CV window.

Manufacturer Specific - FX Setup

This will open the FX Setup window.

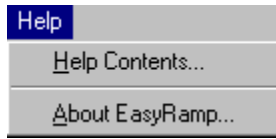
Manufacturer Specific - Animation Setup

This will open the Animation Setup window.

Manufacturer Specific - DSD Steam Sound Setup

This will open the DSD Steam Sound Setup window.

Help Menu



Help Contents

This will open the Help window and show the contents page. Other context help can be brought up any time by pressing F1.

About

This will show a dialog showing the version number and other information, including a thanks to my beta testers.