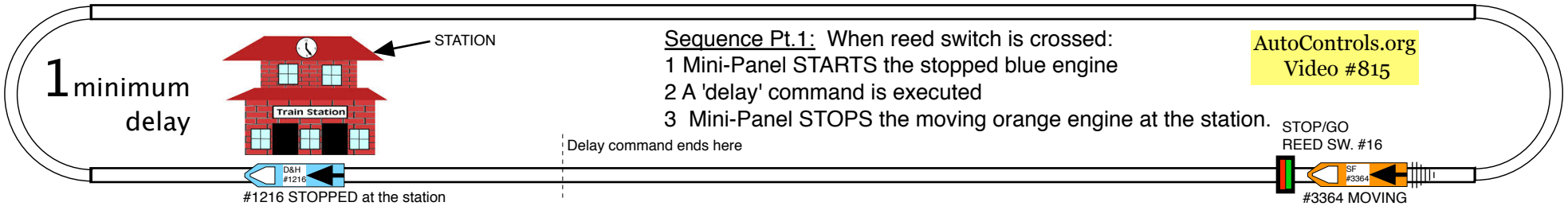
Sequence Diagrams For 2 Trains w/1 Reed Sw. - Plan 10 (Pg.1/2 brief)



Sequence Pt.1: When reed switch is crossed:
1 Mini-Panel STARTS the stopped blue engine
2 A 'delay' command is executed
3 Mini-Panel STOPS the moving orange engine at the station.

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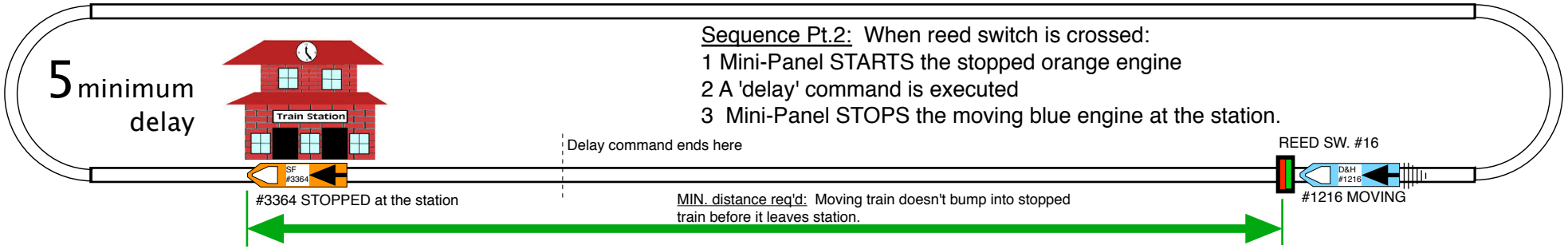
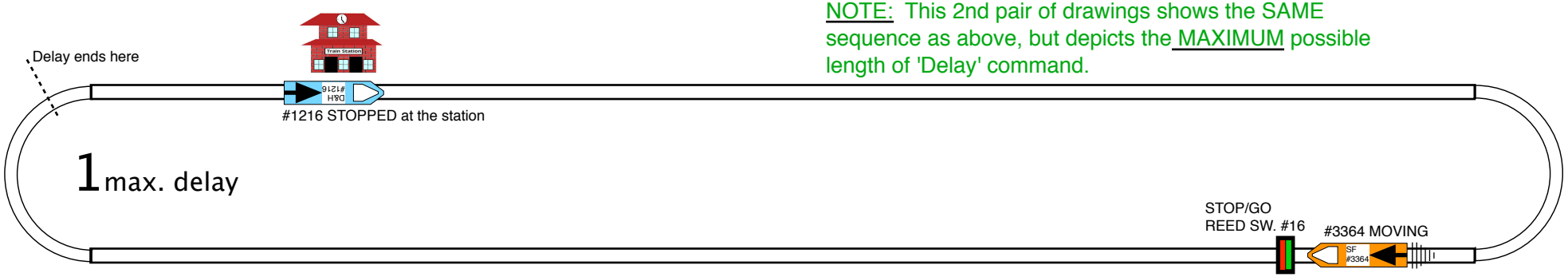
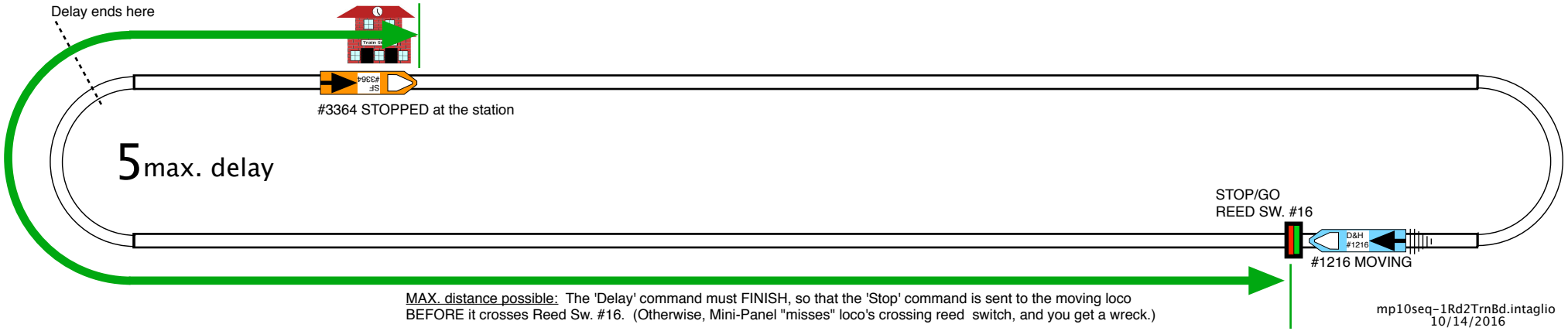


Sequence Pt.2: When reed switch is crossed:
1 Mini-Panel STARTS the stopped orange engine
2 A 'delay' command is executed
3 Mini-Panel STOPS the moving blue engine at the station.

NOTE: This 2nd pair of drawings shows the SAME sequence as above, but depicts the MAXIMUM possible length of 'Delay' command.





MAX. distance possible: The 'Delay' command must FINISH, so that the 'Stop' command is sent to the moving loco BEFORE it crosses Reed Sw. #16. (Otherwise, Mini-Panel "misses" loco's crossing reed switch, and you get a wreck.)

mp10seq-1Rd2TrnBd.intaglio
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Sequence Diagrams For 2 Trains w/1 Reed Sw. - Plan 10

(Pg.2/2 detailed)

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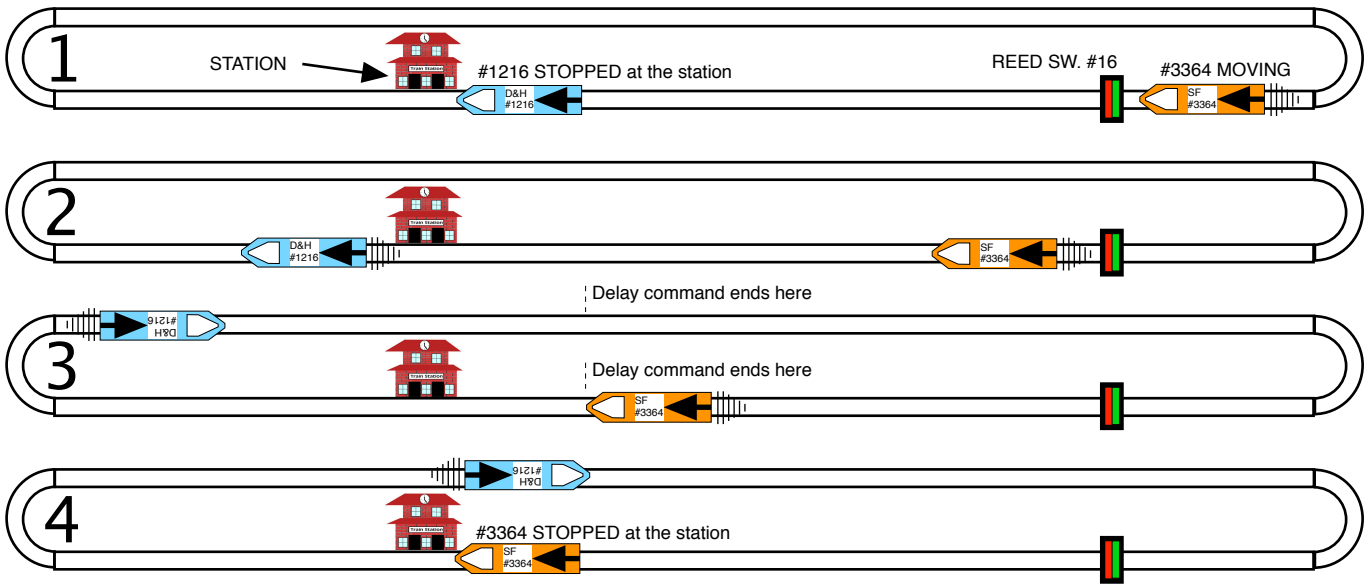
INITIAL CONDITIONS:
- LOCO #3364 IS "UPSTREAM" OF REED SWITCH #16 AND MOVING,
- LOCO #1216 IS STOPPED AT STATION



SELECT LOCO: 3364 <--(STARTUP)
SPD FWD: 22 <--(STARTUP)

<-- WAIT INPUT #16 GND

<--SELECT LOCO: 1216
SPD FWD: 13
DELAY 1/4 SEC: 40
SKIP IF INPUT: 9 OPEN
DELAY 1/4 SEC: 52

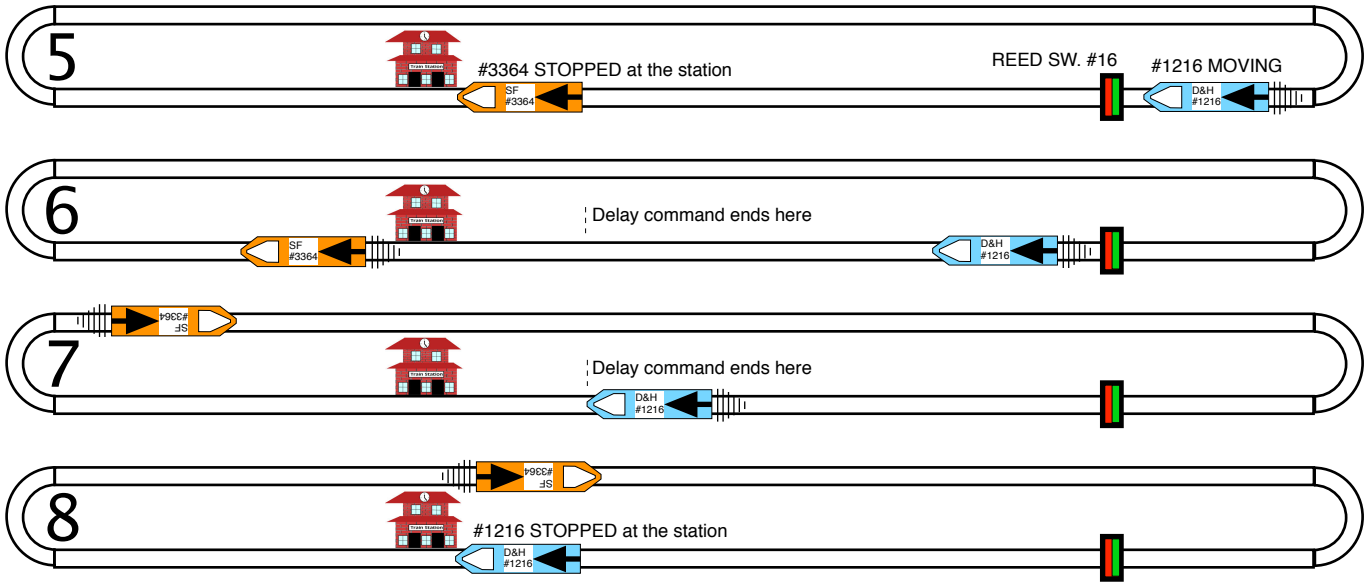
START LOCO OUT OF STATION)

<~ ~ ~ 'DELAY' CONTROLS DISTANCE #3364 TRAVELS PAST REED SWITCH

CONTROLLED BY SPST SWITCH TO INP. 9

<--SELECT LOCO: 3364
SPD FWD: 0

<~ #3364 NOW STOPPED AT STATION



<-- WAIT INPUT #16 GND

<--SELECT LOCO: 3364
SPD FWD: 22
DELAY 1/4 SEC: 40
SKIP IF INPUT: 9 OPEN
DELAY 1/4 SEC: 52

START LOCO OUT OF STATION)

<~ ~ ~ 'DELAY' CONTROLS DISTANCE #3364 TRAVELS PAST REED SWITCH

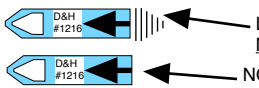
CONTROLLED BY SPST SWITCH TO INP. 9

<--SELECT LOCO: 1216
SPD FWD: 0

<~ #1216 NOW STOPPED AT STATION

LINK TO INPUT: 23

- Each train STOPS at the station, and WAITS until the other train reaches Reed Switch #16.
- Then, the stopped train STARTS, and the incoming train travels on to the station, then STOPS at the station and waits.
- The process REPEATS, when the 2nd train reachs Reed Switch #16.



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Sequence Diagrams For 3 Train Operation (for discussion)

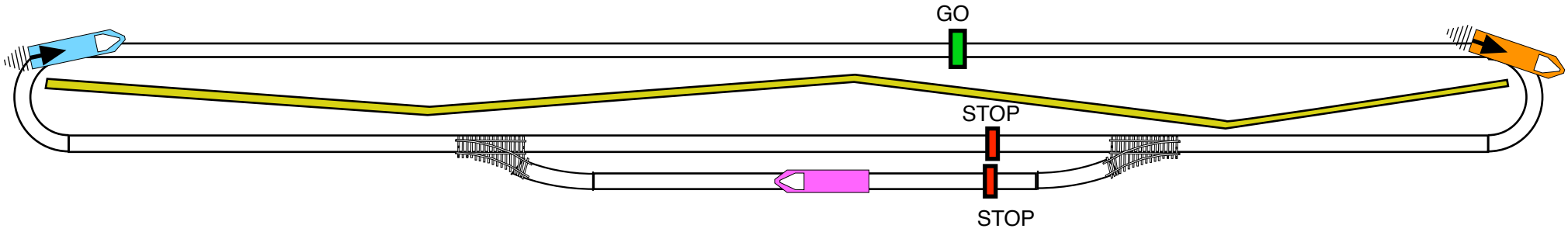

Fig 1 – Video #814, Part 1 – 3 Trains (3 reed switches)

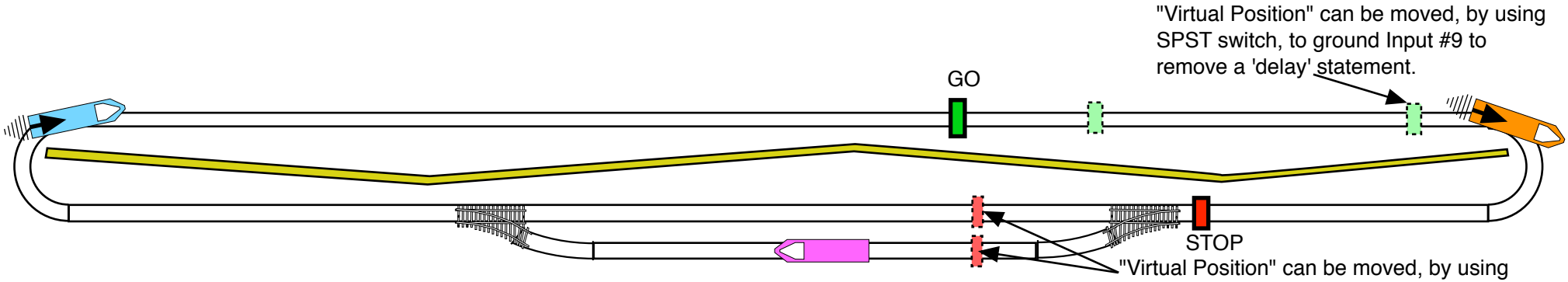

Fig 2 – Video #814, Part 3 – 3 Trains (2 reed switches)

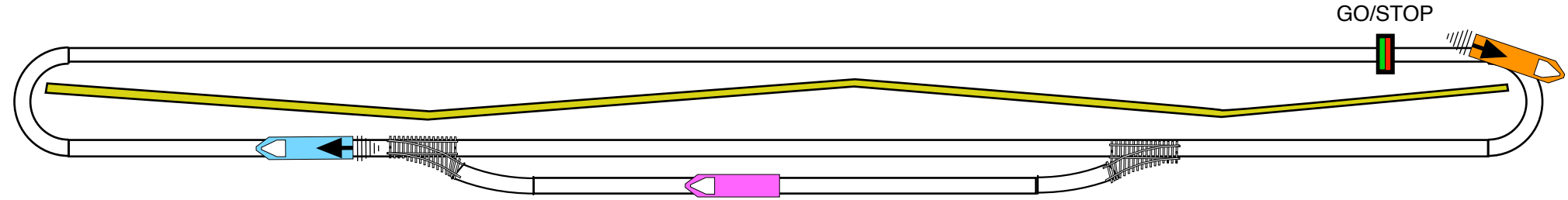

Fig 3 – Video #815 – 3 Trains (1 reed switch)

(This version has never been hooked up, just discussed as part of Video #815.
It would be BETTER to use the Fig 2 version, with TWO reed switches.)

Notes:

- Fig. 1 was demonstrated in Video #814, Part 1
- Fig. 2 was demonstrated in Video #814, Part 3
- Fig. 3 was never hooked up, just discussed as part of Video #815.

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