

NCE Mini Panel 10e: Single Reed, 2 Trains 10/12/2016

Inp	S	Command	Entry	Action
				Configuration Memory
		Default=3, keep		Mem addr 0 = 3 (Cab bus address)
		Default=5 keep		Mem addr 1 = 5 (Debounce timer)
		Default=0, keep		Mem addr 2 = 0 (Format display unknown commds)
		Default=0, chg. To 1		Mem addr 3 = 1 (Continuous memory 1 and above)
		Default=0, chg. To 3		Mem addr 4 = 3 (Disabled inputs 3 and above)
		Default=0, keep		Mem addr 5 = 0 (Interrupting wait commands)
		##===== ENGINE SETTINGS =====##		
				Cab: Momentum Multiplier = 1, deaccl = 1 x acc
				#1216 ROCO D&H SHARKNOSE
		M=9 (CV3 accel, CV4 decel)		
				#3364 KATO SF GEEP GP-35
		M=7 (CV3 accel, CV4 decel)	F5=strobe, F8=sound	
		##===== COMMAND LIBRARY =====##		
1		Delay 1/4 sec: 4	5, 1, 2, 4	Delay 1 second (¼ sec x 4)
2		Delay 4 sec: 2	5, 1, 1, 2	Delay 8 seconds (4 sec x 2)
3		Link to Input: 9	5, 3, 9	Go to Step 9 (magnet/reed switch test)
4		End (Terminate)	5,7,1	Terminate (stop executing commands)
5		nop	5,5,1	No Operation (do nothing, go to next step)
6		>Select Loco: 003	3, 1, 003	Select Loco #3: (need "*" to indicate long adr)
7		Speed Fwd: 10	3, 2, 2, 10 F	START loco
8		Skip if Inp: 16 Open	5, 6, 2, 16	Skip next command if reed sw. # 16 is open
9		Wait Inp: 16 Ground	5, 2, 1, 16	wait till reed sw. # 16 closed (resistance decr)
10		Macro 14	2, 14	Set both turnouts STRAIGHT (macro in Cmd. Stn.)
11		Macro 15	2, 15	Set both turnouts CURVED (macroin Cmmnd. Stn.)
		Accy: 7 Norm	1, 7 , 1	Set turnout # 7 STRAIGHT (1 = straight)
		Accy: 10 Rev	1, 10 , 2	Set turnout # 10 CURVED (2 = curved)
		Skip if Inp: 16 Grnd	5, 6, 1, 16	Skip next command if reed sw. # 16 is closed
INPUT COMMAND LOCATIONS - USED for the following "programs":				

Summary

Spd = 13

Spd = 22

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Inp	S	Command	Entry	Action	Summary
1	1	Link to Input: 23	5, 3, 23	Go to Input # 23 and START Sequence	
1	2				
1	3				
1	4				
-	-				
2	1				
2	2				
2	3				
2	4				
-	-				
3	1	NOTE: This space (the first 22 inputs) for commands in EMPTY because it is used for commands for the previous video (in my Mini-Panel). But if you're doing this, you can use all this space.			
3	2				
3	3				
3	4				
-	-				
4	1				
4	2				
4	3				
4	4				
-	-				
5	1				
5	2				
5	3				
5	4				
-	-				
6	1				
6	2				
6	3				
6	4				
-	-				
7	1				
7	2				
7	3				
7	4				
-	-				
8	1				
8	2				
8	3				
8	4				
-	-				
9	1				
9	2				
9	3				
9	4				

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Inp	S	Command	Entry	Action	Summary
-	-				
10	1				
10	2				
10	3				
10	4				
-	-				
11	1				
11	2				
11	3				
11	4				
-	-				
12	1				
12	2				
12	3				
12	4				
-	-				
13	1				
13	2				
13	3				
13	4				
-	-				
14	1				
14	2				
14	3				
14	4				
-	-				
15	1				
15	2				
15	3				
15	4				
-	-				
16	1				
16	2				
16	3				
16	4				
-	-				
17	1				
17	2				
17	3				
17	4				
-	-				
18	1				
18	2				
18	3				
18	4				
19	1				
19	2				
19	3				
19	4				
	-				
20	1				
20	2				
20	3				
20	4				
-	-				

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[illegible]

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Inp	S	Command	Entry	Action	Summary
-	-	2 Trains on 1 Main w/1 Reed Sw.---Start w/#3364 Running			
23	1	>Select Loco: 3364	3, 1, 3364	Select Loco # 3364 : Kato SF gray GP-35 diesel	(startup)
23	2	Speed Fwd: 22	3, 2, 2, 22 F	START loco Speed 22	(startup)
23	3	Wait Inp: 16 Ground	5, 2, 1, 16	Wait to reach reed sw. # 16	<==SENSOR
23	4	>Select Loco: 1216	3, 1, 1216	Select Loco # 1216 : D&H Sharknose Diesel	
-	-				
24	1	Speed Fwd: 13	3, 2, 2, 13 F	START loco Speed 13	Shark Lv Station
24	2	>Select Loco: 3364	3, 1, 3364	Select Loco # 3364 : Kato SF gray GP-35 diesel	
24	3	Delay 1/4 sec: 40	5, 1, 2, 40	Delay 10 sec. bring #3364 to station (96 max)	
24	4	Skip if Inp: 9 Open	5, 6, 2, 9	Skip next command if SPST switch. # 9 is open	<==SKIP
-	-				
25	1	Delay 1/4 sec: 52	5, 1, 2, 52	Delay 13 seconds more before stopping train	<==SKIP
25	2	Speed Fwd: 0	3, 2, 2, 0 F	STOP loco (Speed 0)	Geep at Station
===== (halfway point in sequence) =====					
25	3	Wait Inp: 16 Ground	5, 2, 1, 16	Wait to reach reed sw. # 16	<==SENSOR
25	4	>Select Loco: 3364	3, 1, 3364	Select Loco # 3364 : Kato SF gray GP-35 diesel	
-	-				
26	1	Speed Fwd: 22	3, 2, 2, 22 F	START loco Speed 22	Geep Lv Station
26	2	>Select Loco: 1216	3, 1, 1216	Select Loco # 1216 : D&H Sharknose Diesel	
26	3	Delay 1/4 sec: 36	5, 1, 2, 36	Delay 9 sec. bring #1216 to station (88 max)	
26	4	Skip if Inp: 9 Open	5, 6, 2, 9	Skip next command if SPST switch. # 9 is open	<==SKIP
-	-				
27	1	Delay 1/4 sec: 52	5, 1, 2, 52	Delay 13 seconds more before stopping train	<==SKIP
27	2	Speed Fwd: 0	3, 2, 2, 0 F	STOP loco (Speed 0)	Shark at Station
27	3	Link to Input: 23	5, 3, 23	Go back to Input # 23 and REPEAT Sequence	
27	4	nop	5,5,1		
-	-				
===== Test Reed Switch =====					
28	1	Wait Inp: 16 Ground	5, 2, 1, 16	Wait until reach reed sw. # 16 is closed	
28	2	Accy: 2000 Norm	1, 2000 , 1	Set non-existent turnout # 2000 STRAIGHT (to blink Mini-Panel's LED)	
28	3	Delay 1/4 sec: 2	5, 1, 2, 2	Delay 1/2 second before repeating	
28	4	Link to Input: 28	5, 3, 28	Go back to Input # 28 and REPEAT blinking LED	
-	-				
===== Run #3364 only =====					
29	1	>Select Loco: 3364	3, 1, 3364	Select Loco # 3364 : Kato SF gray GP-35 diesel	Geep
29	2	Speed Fwd: 22	3, 2, 2, 22 F	START loco Speed 22	
29	3	Delay 4 sec: 2 (15)	5, 1, 1, 2	Delay 8 seconds after train starts	Control # of loops
29	4	Wait Inp: 16 Ground	5, 2, 1, 16	Wait to reach reed sw. # 16 in yard	
-	-				
30	1	Delay 1/4 sec: 40	5, 1, 2, 40	Delay 10 seconds to get loco to station	
30	2	Speed Fwd: 0	3, 2, 2, 0 F	STOP loco (Speed 0)	
30	3	Delay 1/4 sec: 20	5, 1, 2, 20	Delay 5 seconds before start again (¼ sec x 20)	How long stays at station
30	4	Link to Input: 29	5, 3, 29	Go back to Input # 29 and REPEAT sequence	
-	-				
31	1	nop	5,5,1	(don't use, will be executed upon startup)	
31	2	nop	5,5,1	(don't use, will be executed upon startup)	
31	3	nop	5,5,1	(don't use, will be executed upon startup)	
31	4	nop	5,5,1	(don't use, will be executed upon startup)	