# CONTROLLED LEVEL CROSSING TUTORIAL
USING ATLS ASSETS

Follow these instructions to make a Level Crossing's gates open and close by remote operation. This will mean gates can be set well in advance of an approaching train. There may be other ways of doing this… but this is one!

1) Place an ATLS 'Controller' and an ATLS 'Slave' near to the crossing you want to control. Assign and set a Channel Number to these assets and set them both to LCM, as shown in the Controller and Slave instructions in the ATLS V2 Tutorial.
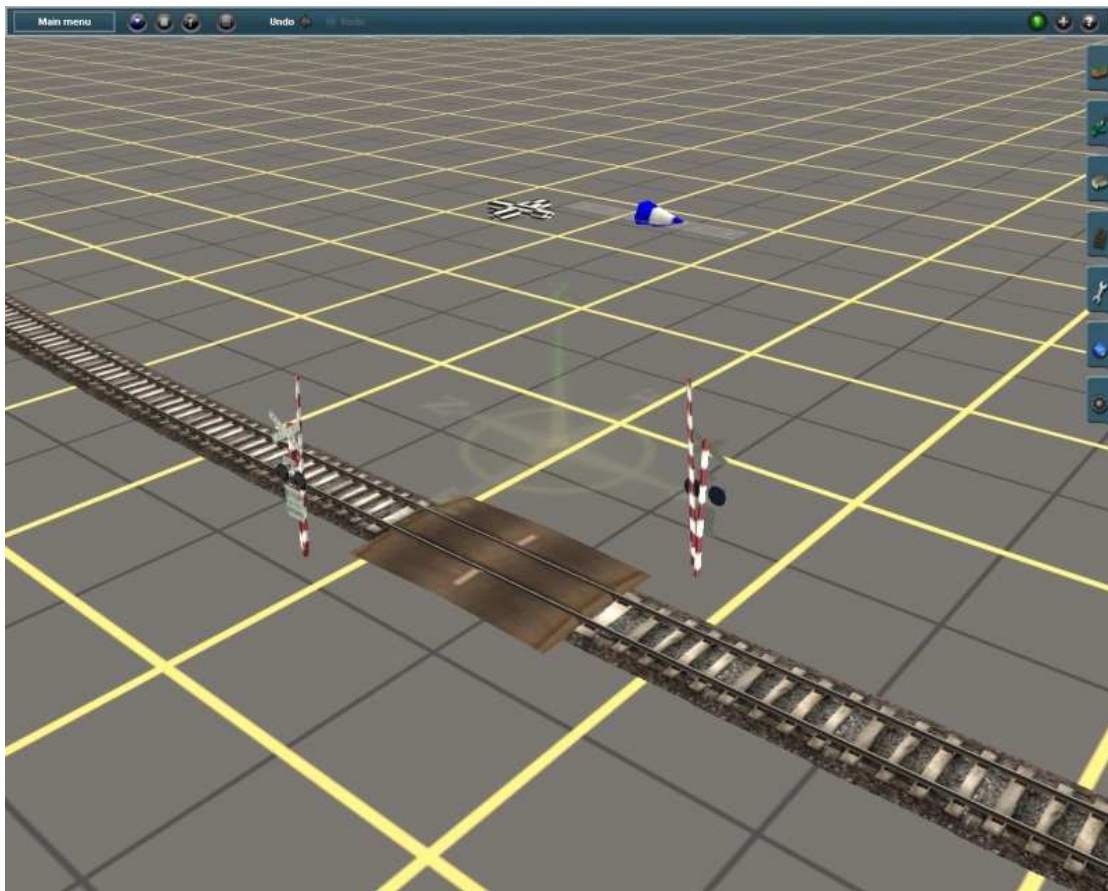
2) Using the Split Spline tool, disconnect the track from both sides of the crossing and using the Move Tool, move the track to one side.
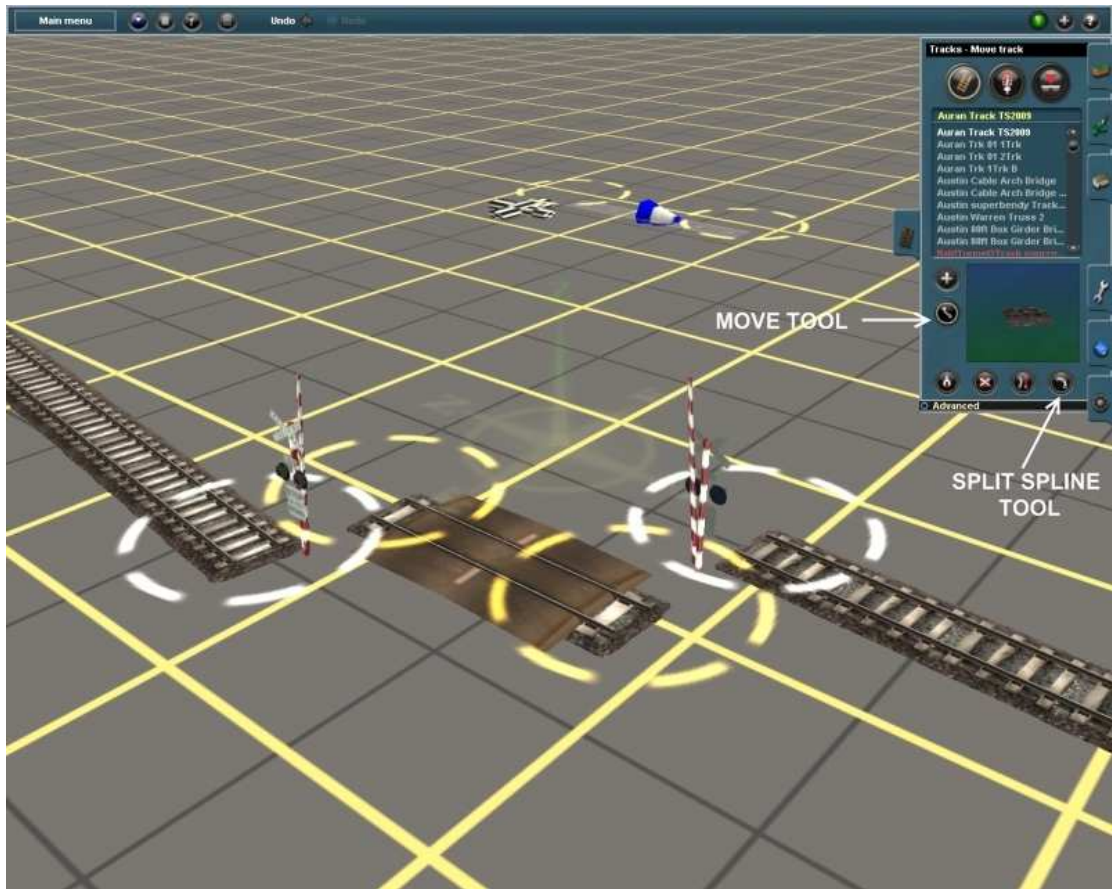
3) Using the same type of track that you want the finished crossing to adopt, connect a short length to the crossing. This is just a temporary piece, placed so that the crossing retains that track-type.

4) Now move the Slave closer and connect it to the <u>crossing</u> using a short piece of any invisible track.

5) Next, connect the two original track pieces you disconnected from the crossing together, using another piece of any invisible track.

6) Now, straighten the invisible section by using the Straighten Track tool.

7) Using the Move Tool, move the splines exactly over the level crossing splines. Do this carefully and accurately so that the visible track just touches the level crossing track. The better you do this, the better it will look when finished. The track will not connect here, (nor should it) as the level crossing already has track connected to it.
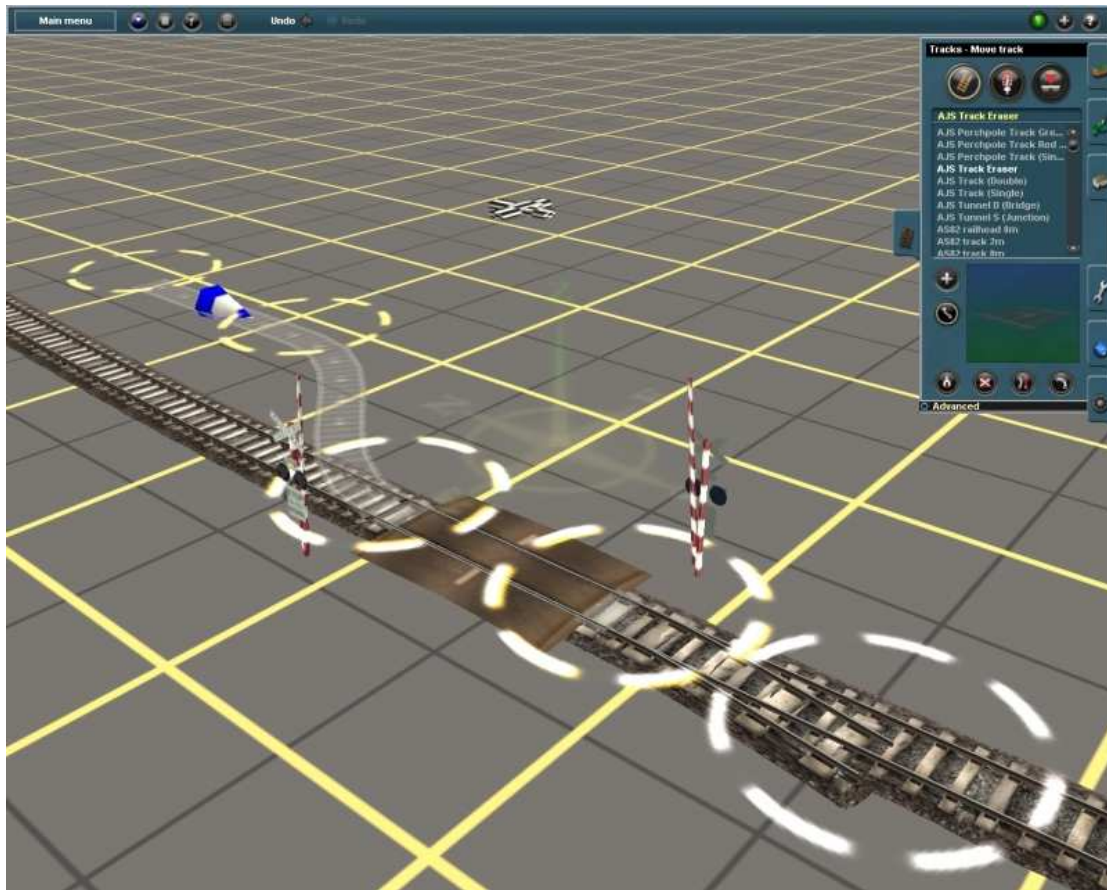
8) Now delete the temporary short piece of track.
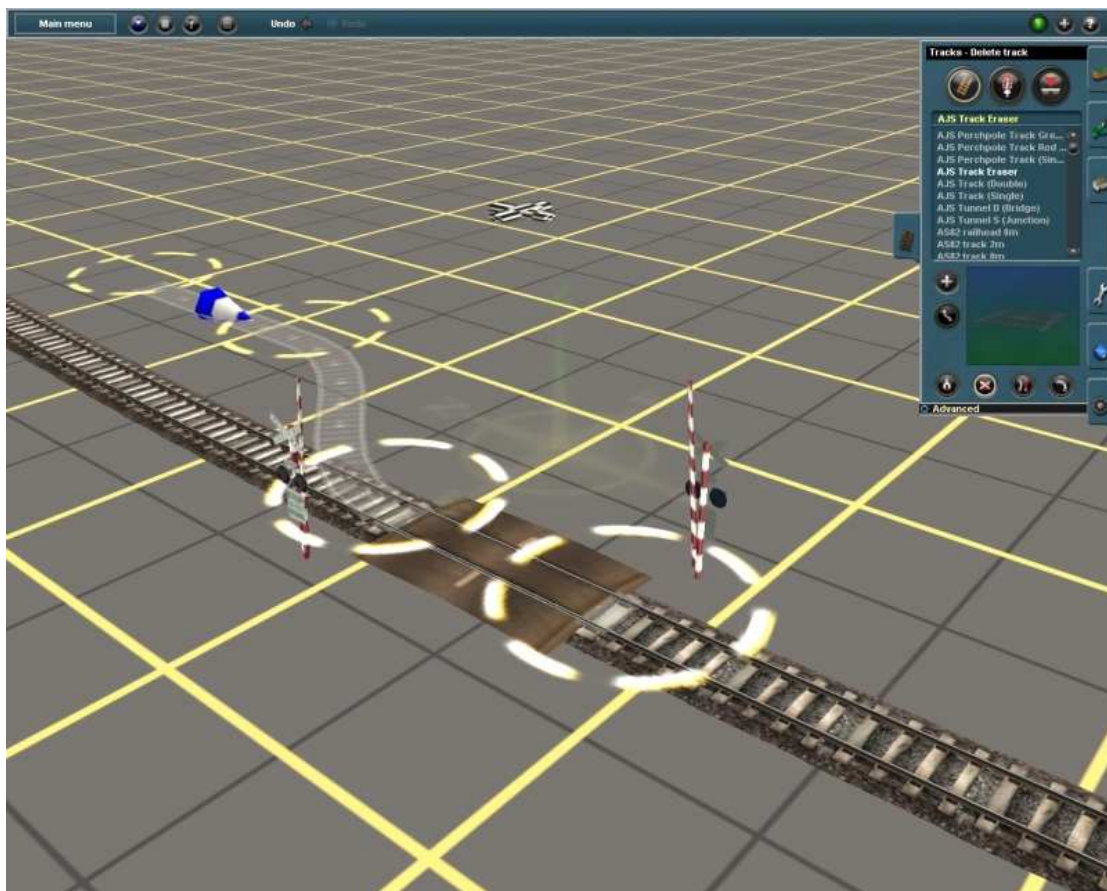
9) Place 2 (or 4), ATLS Triggers on the track. These can be as far away from the crossing as you like. These Triggers will fire and control the crossing when a train hits them, wherever they are on your map. See the instructions in the ATLS V2 Tutorial. Set them all to the Channel you have allocated and ensure they are all set to SPL.

This is what the crossing looks like in Driver
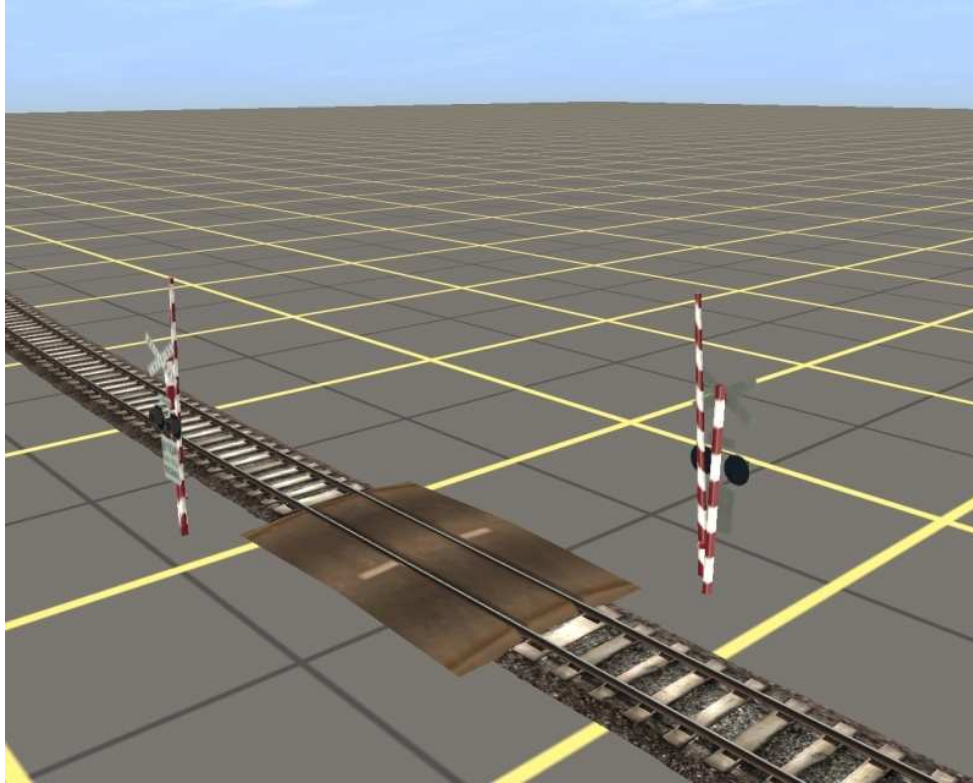
For multiple track crossings, follow all the steps for each track but you need ONLY PLACE ONE SLAVE on any <u>one</u> of the tracks as the crossing will activate no matter which track the train is on. <u>Ensure that the *used* train track does not actually connect to any of the crossing tracks</u>.