

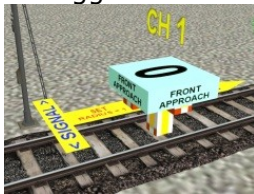
ASB TURNOUT Quick Start – RHM

There are 30 Assets in an ASB Kit, but you only need interact with 11 of them to get a basic Turnout up and running:

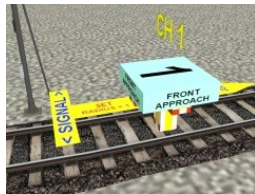
One Controller:



Seven Triggers:



Front Approach '0'



Front Approach '1'



Rear Approach left



Rear Approach right



Front Clear left



Front Clear right



Rear Clear

Three Driver Commands:



Front Left Turn

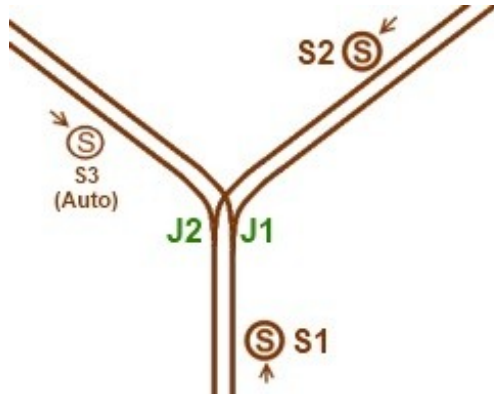


Front Right Turn



Rear Approach

The Steps



1

Always look at your Turnout from the bottom, like a 'Y'. It doesn't matter if one arm goes straight ahead.

Lay the signals and points (junctions) like this. You must open the '?' and 'Name' each one.

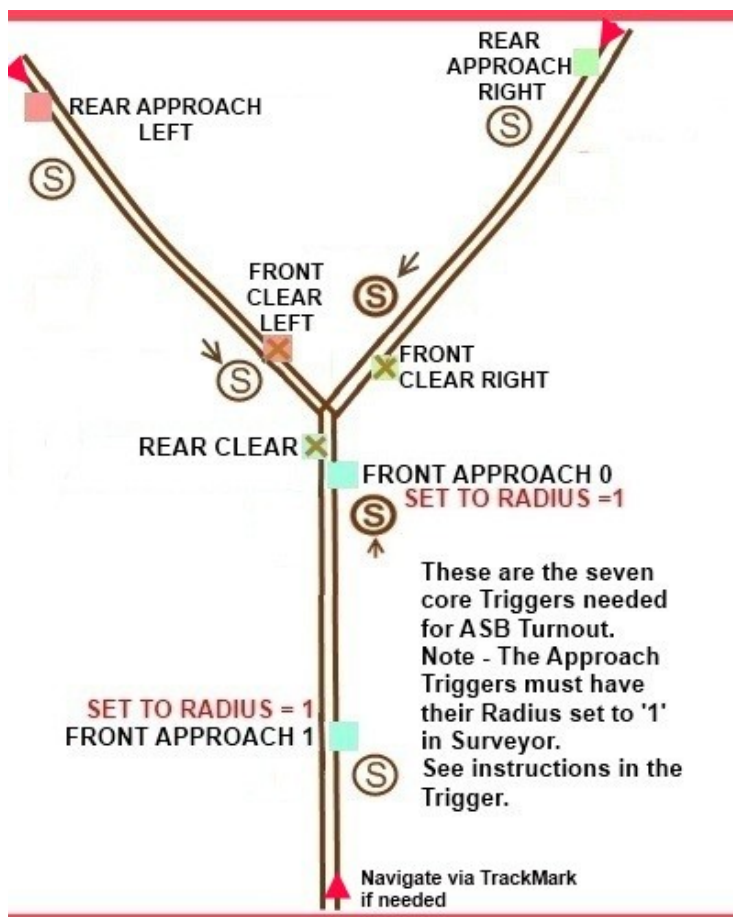
Most signals work. Any problems see 'Signal Choice' in Full Tutorial.

2

Place an RHM Controller near the Turnout, open it, (?) and set the Channel for this Turnout by pressing the + box.

Assign the signals and points you just named, one at a time by clicking on the white chart.

If you can't see any signals, make sure the Asset Filter box isn't ticked!



3

In Surveyor, place the 7 Triggers noted above in the places shown on this chart.

If you place them just after closing the Controller, they will jump to the correct Channel.

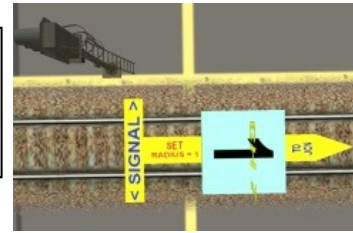
If you change them later you will need to set the Channel manually, (Using '?').

Only the Front Approach Triggers need further attention. See '4'.

The 3 TM's (Trackmarks) are optional ways to navigate your train to the Turnout

Note

Both Front Approach Triggers should be positioned carefully, just after the signal. The arrow should point towards the Turnout.



4

Both Front Approach Triggers MUST have their 'Radius' set to '1' in Surveyor. By default this is 20.

Go into Tracks – Trackmarks and drop down the 'Advanced' tab.

Change the default of 20.00 to 1.

Press the 'Set Trigger Radius' button, (on the right of the input box) and then click on the Trigger in Surveyor.

Confirm with 'Get Trigger Radius' (on the left) if desired.

5

Pre-set the Driver Commands in Surveyor for all the trains you want to pass through the Turnout. Here are some possible options. Refer to the white plan above and your route!

For trains approaching the front of the Turnout...



TM3 Go left next?

or



TM3 Go Right next?

For trains approaching the rear of the Turnout...



TM1 Rear App next?

or



TM2 Rear App next?

The 'next?' Trackmark may be a station or an industry, depending what's on your map.

6

Save you work and run the Session. When trains approach the Junction, the Controller will decide which train will go first, holding up any train if necessary to stop Ghost Train-Through-Train events!

You can watch the Controller at work with the illuminated indicators:

Off: No train expected. Green: Path clear. Yellow/Red: Train expected but path denied.

See the Videos:

Set Up Demo: http://www.youtube.com/watch?v=WLz83qZif_o

Controller at work: <http://www.youtube.com/watch?v=1U82bQhIMsc>

In the Cab: <http://www.youtube.com/watch?v=ZBHZXBdTKzI>

(Videos show LHM version)

Now see what else you can do by reading the Full Tutorial!