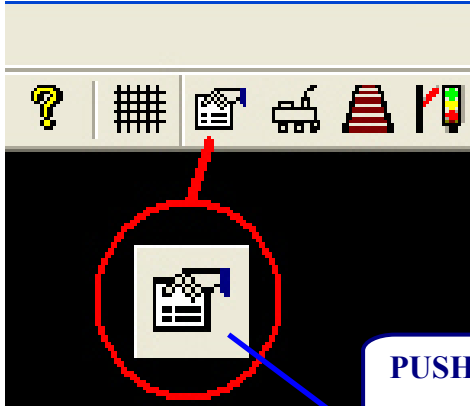


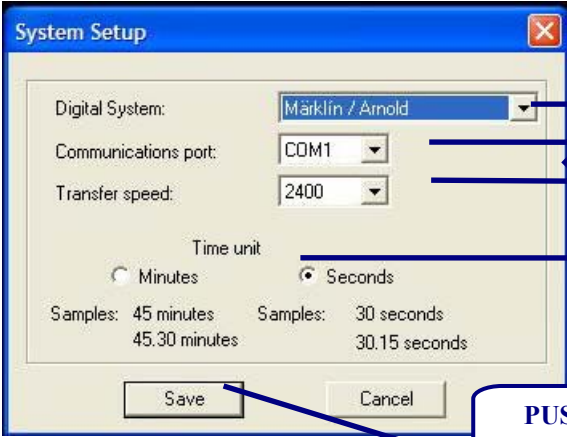
# HOW TO START STEP BY STEP

## STEP 1

**PIC 1**



**PIC 1-1**



**CHOOSE CORRECT OPTIONS**

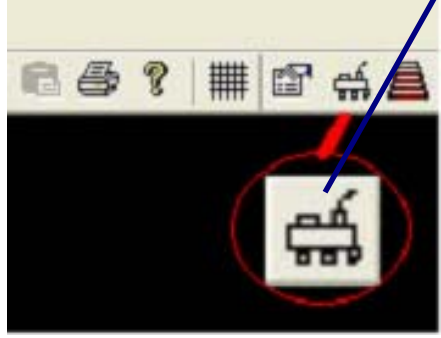
**PUSH**

**PUSH**

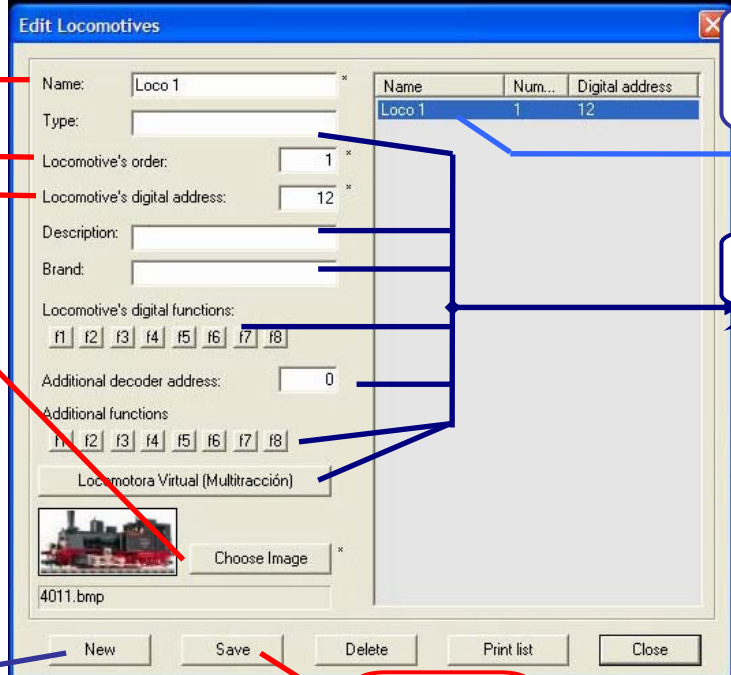
Detailed description: This block illustrates the first step of the setup process. On the left, 'PIC 1' shows the main software window with a toolbar. A red circle highlights a document icon, with a blue arrow pointing to a callout box labeled 'PUSH'. On the right, 'PIC 1-1' shows the 'System Setup' dialog box. Blue arrows point from callout boxes to various fields: 'Digital System' (set to 'Märklin / Arnold'), 'Communications port' (set to 'COM1'), 'Transfer speed' (set to '2400'), and 'Time unit' (radio buttons for 'Minutes' and 'Seconds', with 'Seconds' selected). A 'Save' button is also highlighted with a 'PUSH' callout.

## STEP 2

**PIC 2**



**PIC 2-1**



**FILL ALL FIELDS MARKED WITH AN ASTERISC (AT LEAST).**

**PUSH TO MODIFY THE LOCOMOTIVE**

**OPTIONAL**

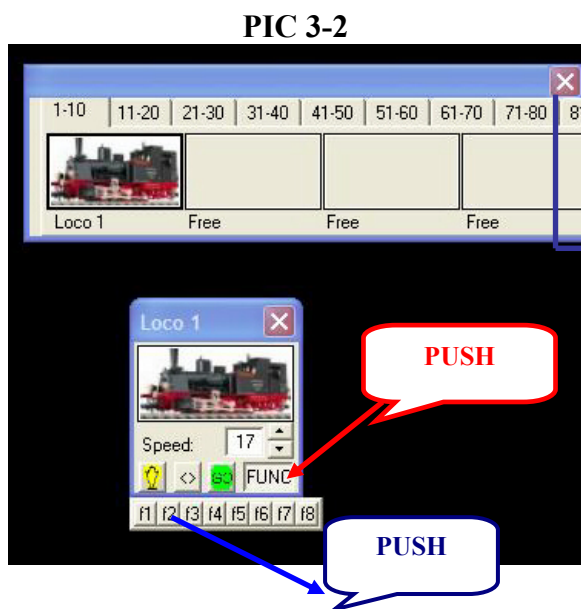
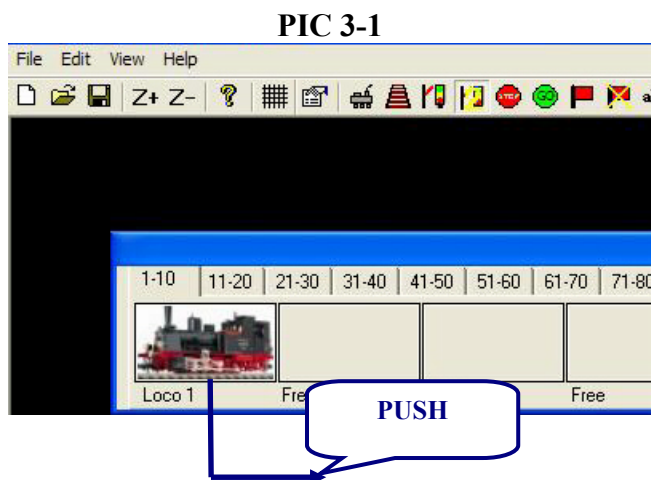
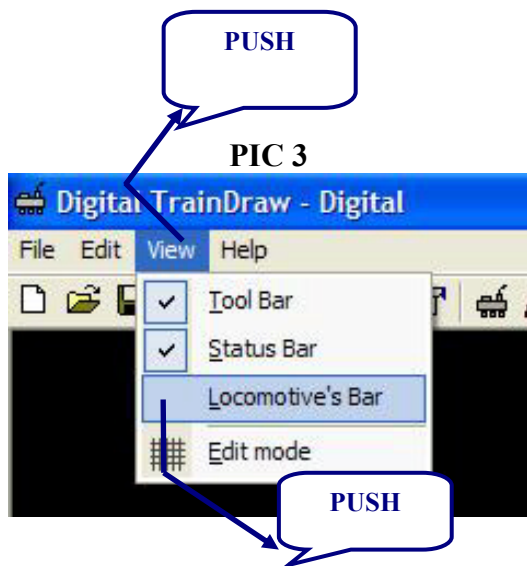
**PUSH TO ENTER A NEW LCOMOTIVE**

**PUSH**

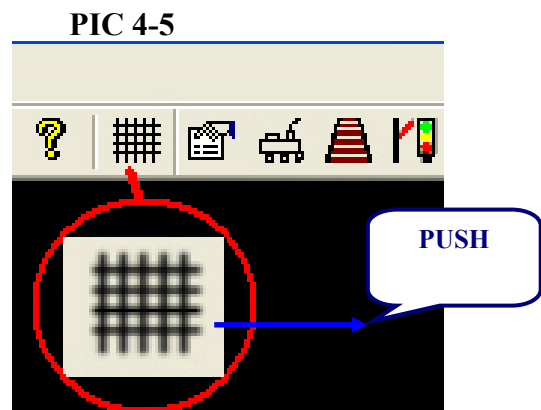
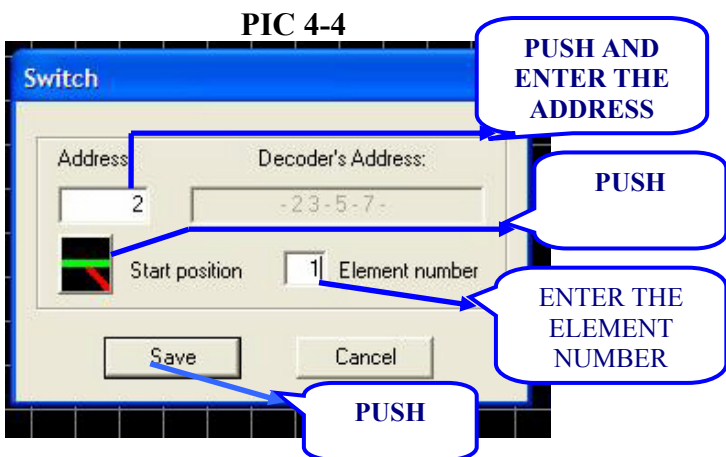
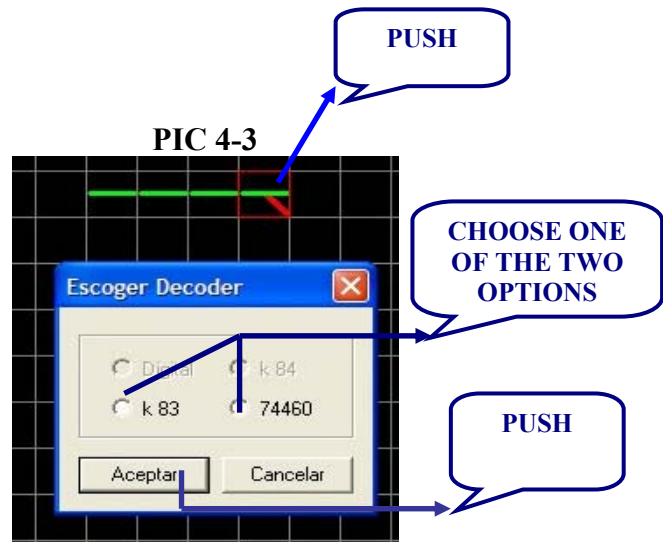
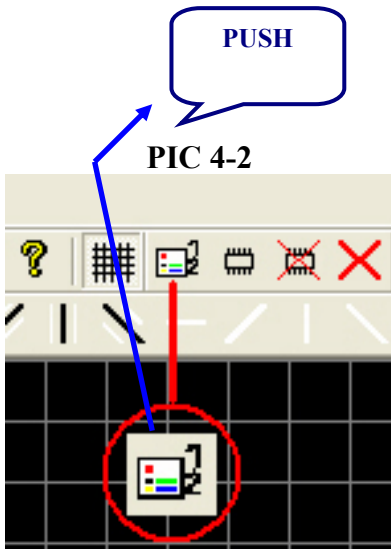
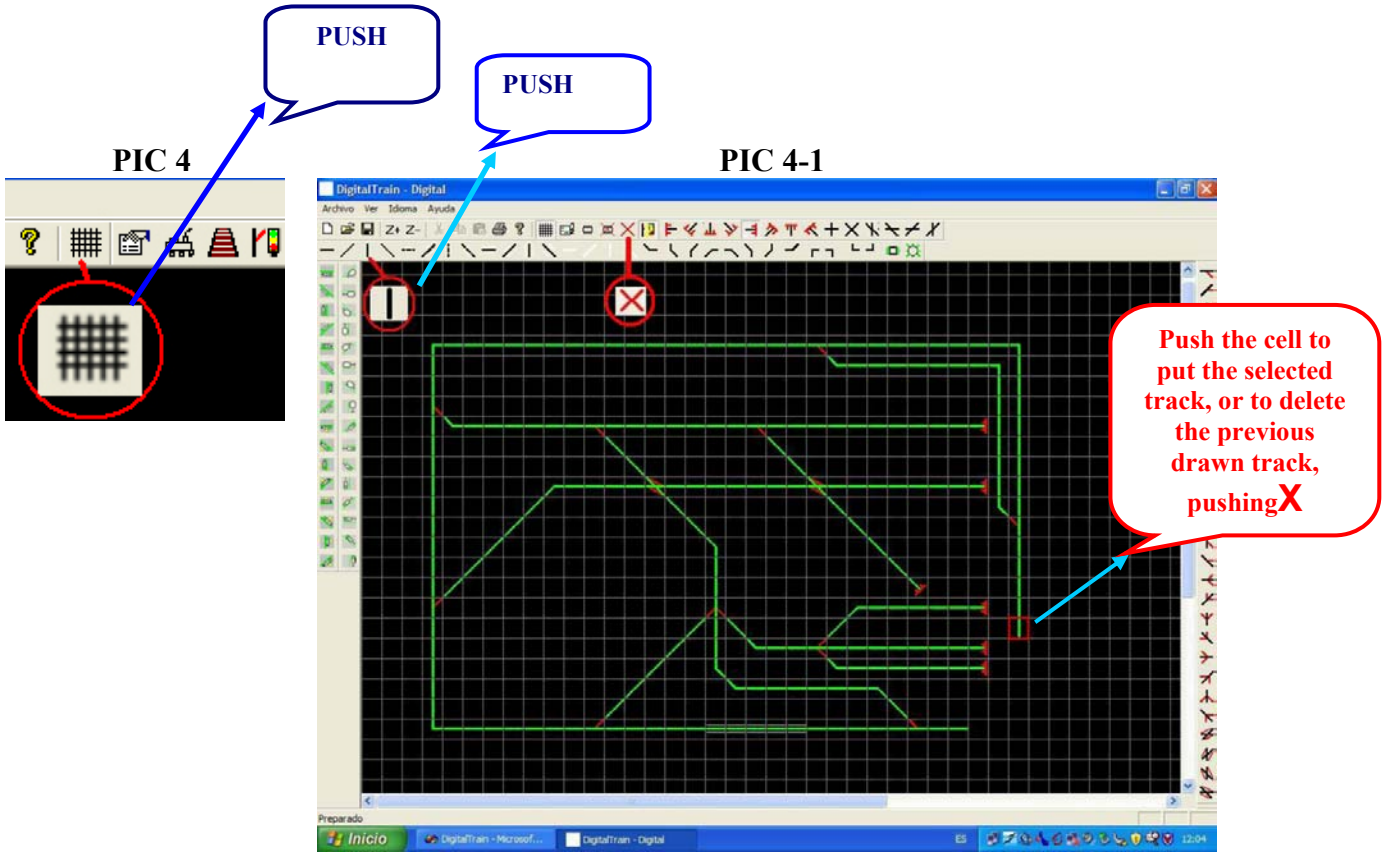
Detailed description: This block illustrates the second step of the setup process. On the left, 'PIC 2' shows the main software window with a red circle around a locomotive icon, with a blue arrow pointing to a 'PUSH' callout. On the right, 'PIC 2-1' shows the 'Edit Locomotives' dialog box. A red arrow points from a callout box labeled 'FILL ALL FIELDS MARKED WITH AN ASTERISC (AT LEAST)' to the 'Name' field. Other callouts include 'PUSH TO MODIFY THE LOCOMOTIVE' pointing to the 'Loco 1' entry in a table, 'OPTIONAL' pointing to the 'Description' and 'Brand' fields, and 'PUSH TO ENTER A NEW LCOMOTIVE' pointing to the 'New' button. The 'Save' button is also highlighted with a 'PUSH' callout. The table in the dialog box is as follows:

Name	Num...	Digital address
Loco 1	1	12

### STEP 3



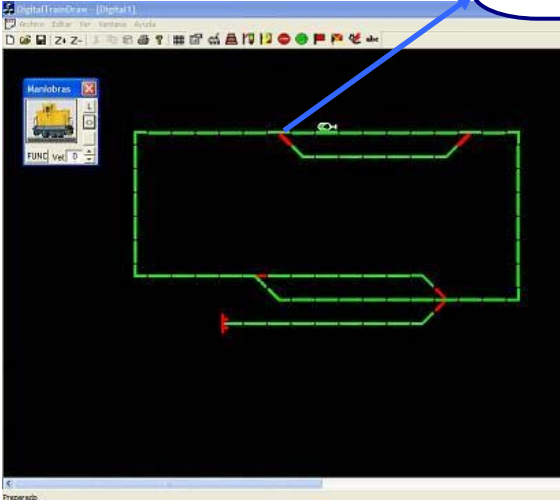
STEP 4



**STEP 5**

**PUSH** (Changes must appear on the screen as long as on the model railroad)

**PIC 5**

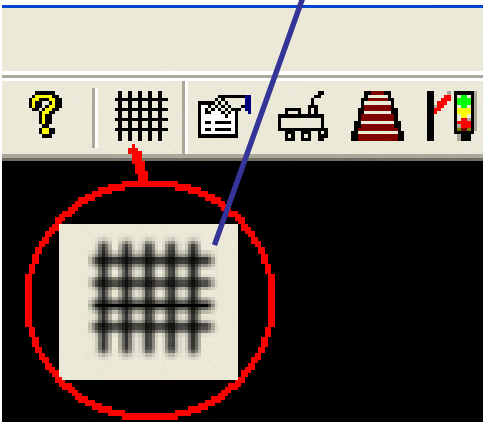


**STEP 6**

**ENTER THE POSITION OF FEEDBACK SENSORS IF PROGRAMMING IS DESIRED**

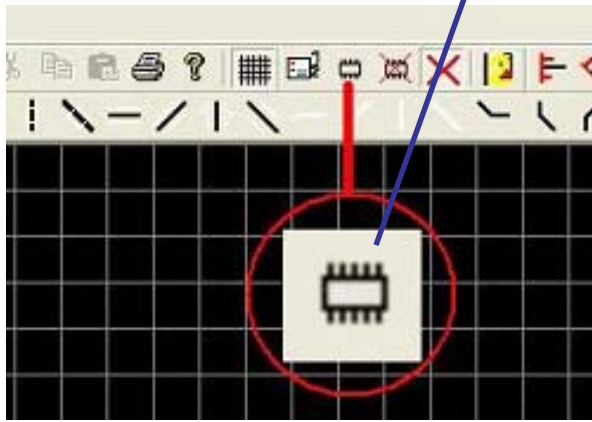
**PUSH**

**PIC 6**



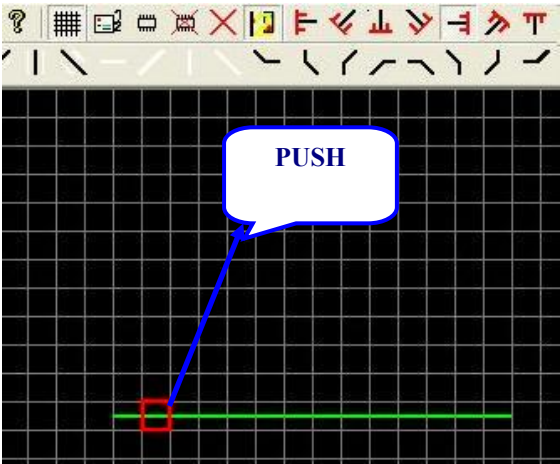
**PUSH**

**PIC 6-1**



**PIC 6-2**

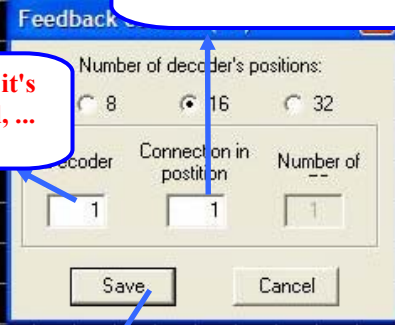
**PUSH**



**PIC 6-3**

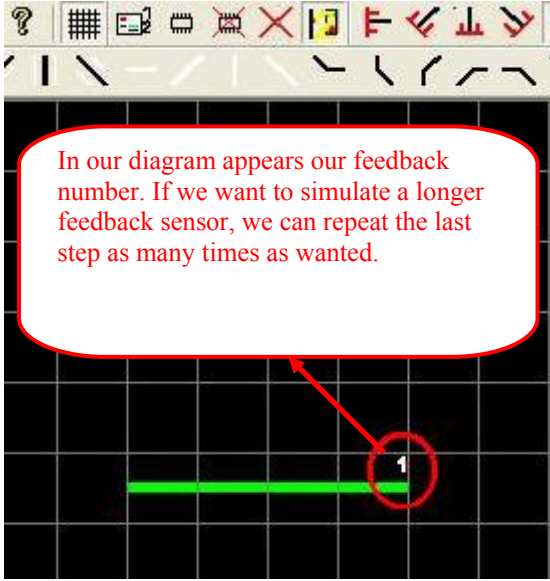
**Enter where in the S88 our feedback sensor is connected.**

**S88 Address (if it's the first, second, ... connected)**

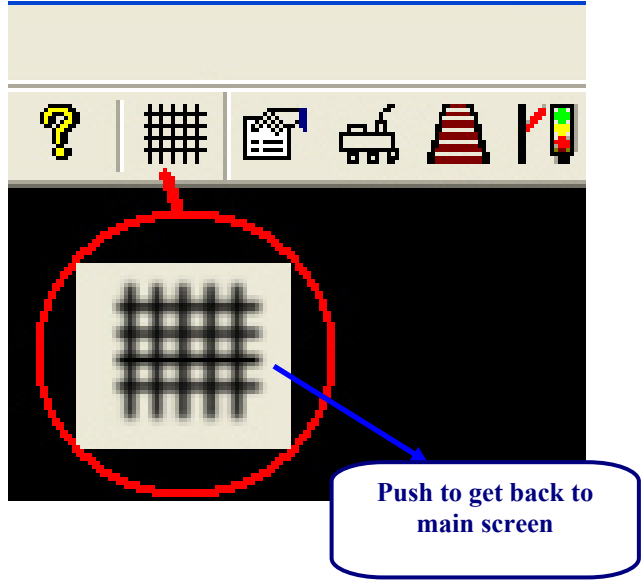


**PUSH**

PIC 6-4

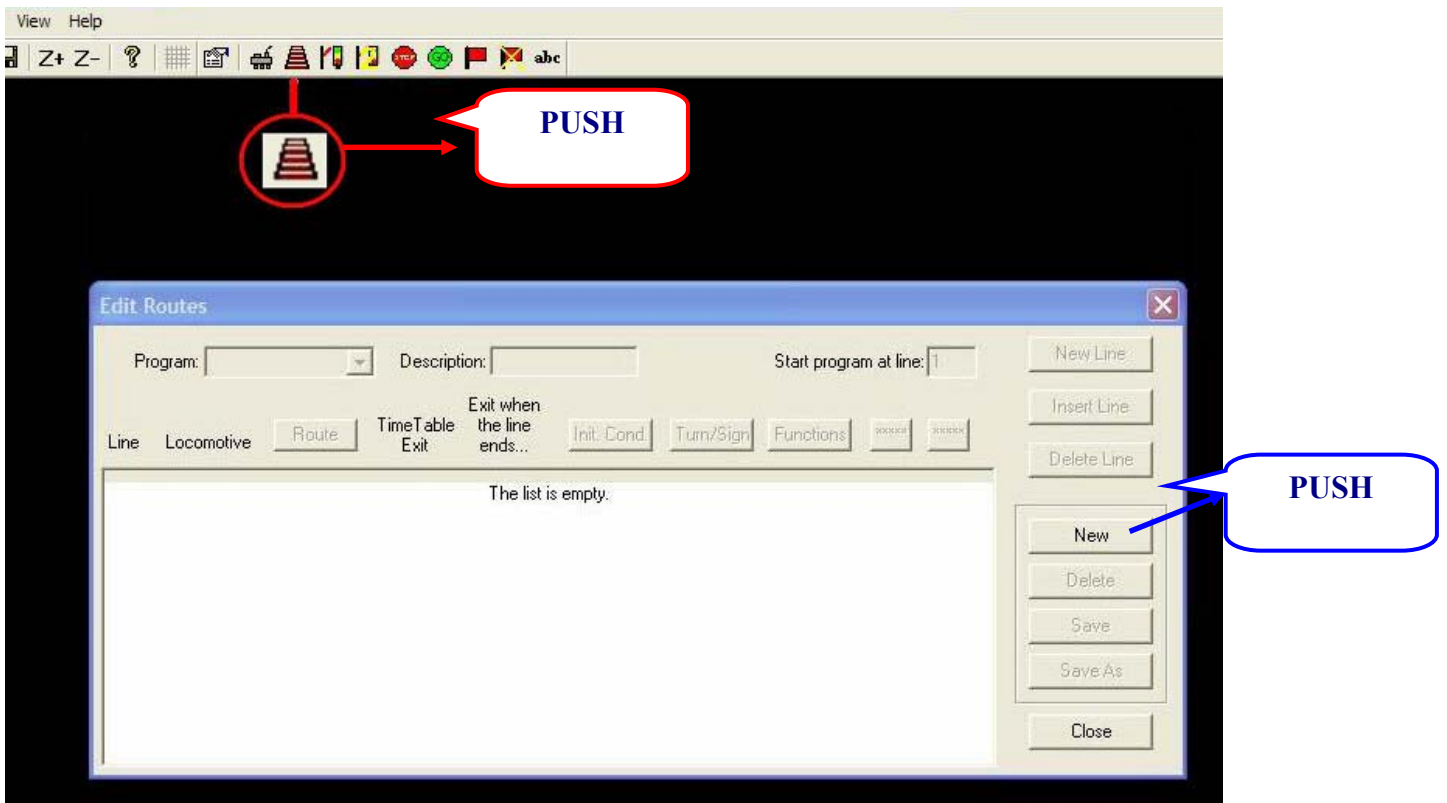


PIC 6-5

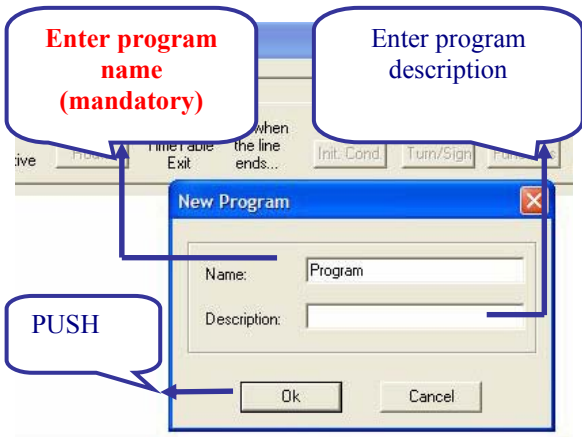


**STEP 7  
MODEL RAILROAD PROGRAMATION**

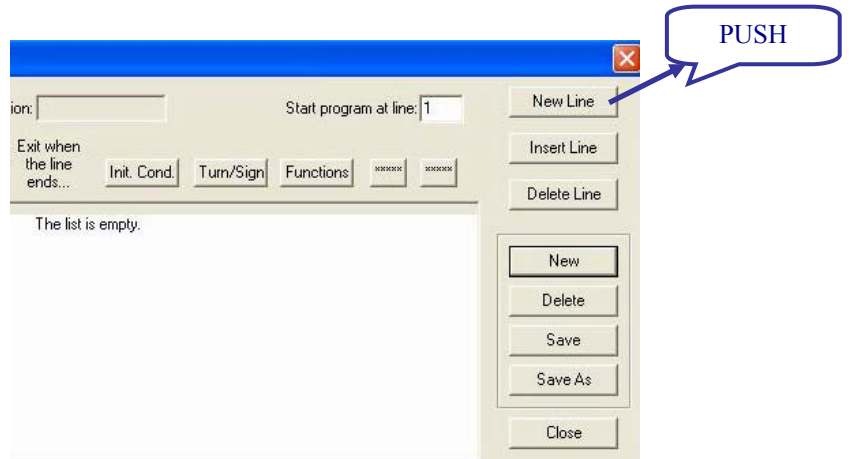
PIC 7



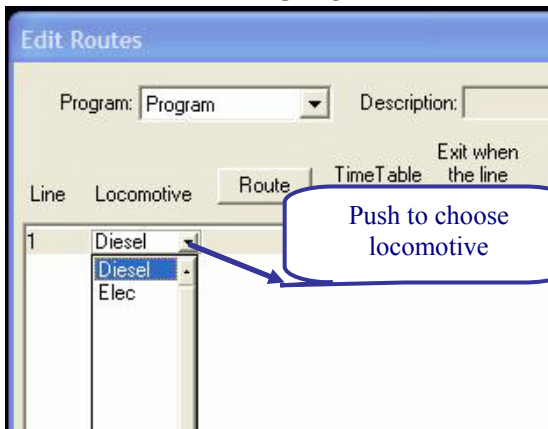
PIC 7-1



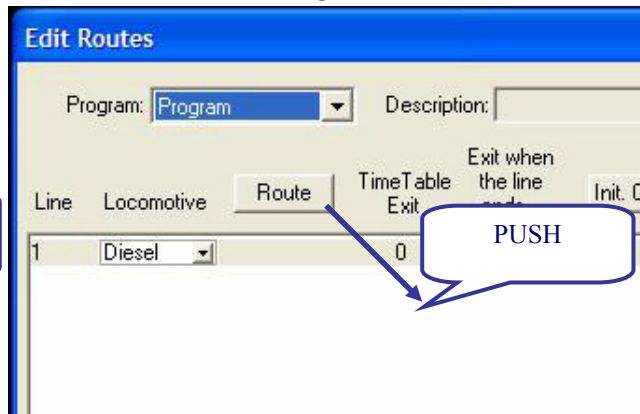
PIC 7-2



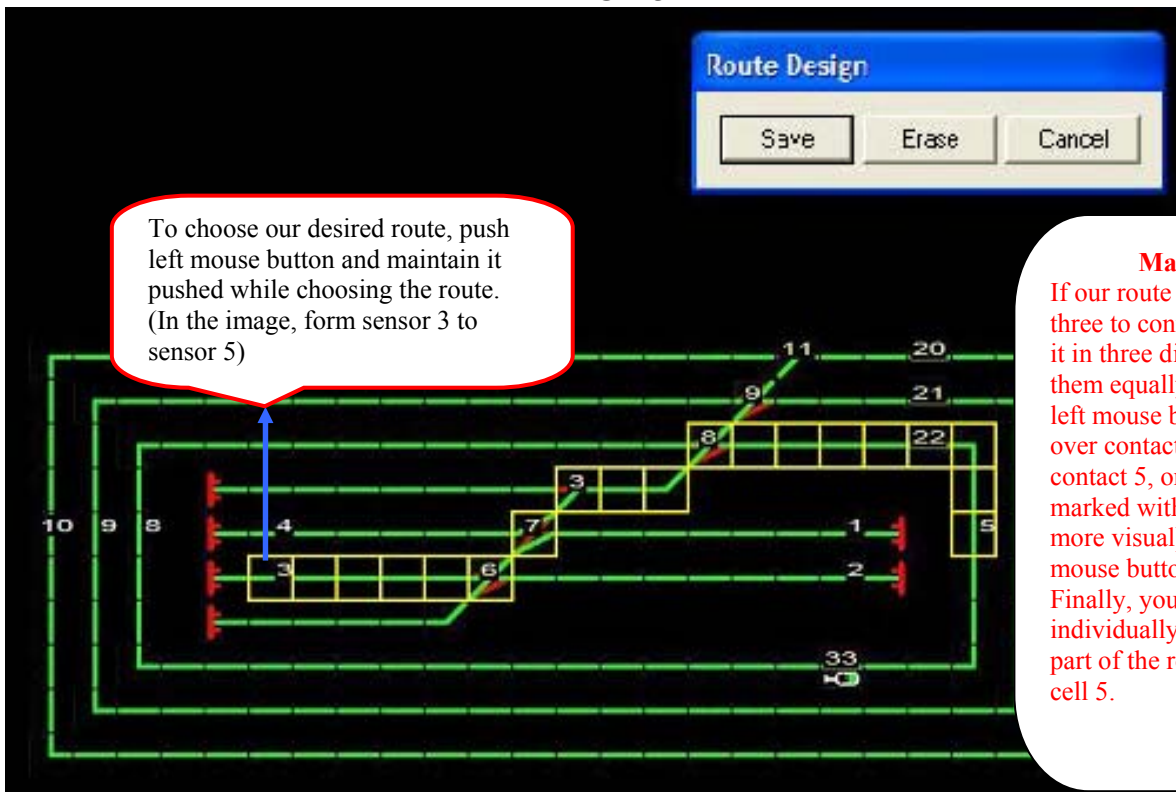
PIC 7-3



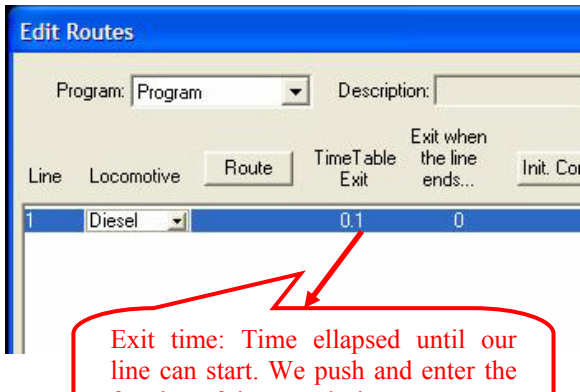
PIC 7-4



PIC 7-5

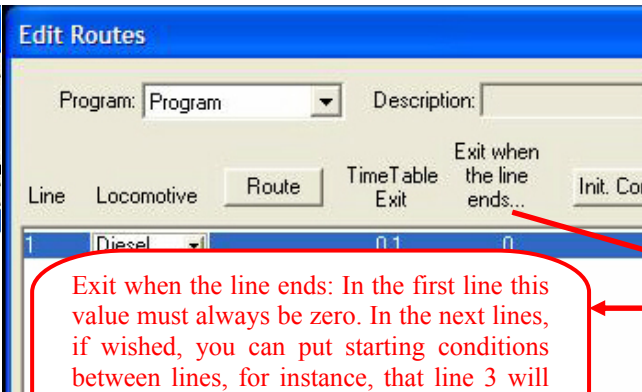


PIC 7-6



Exit time: Time elapsed until our line can start. We push and enter the fraction of time we desire.

PIC 7-7



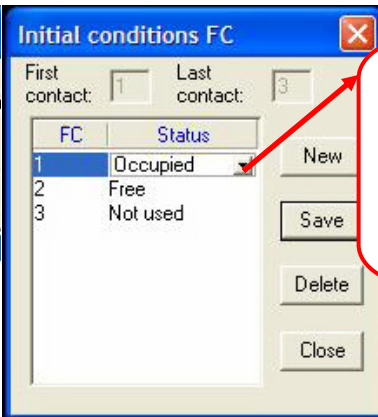
Exit when the line ends: In the first line this value must always be zero. In the next lines, if wished, you can put starting conditions between lines, for instance, that line 3 will not start until line 2 has completely ended.

PIC 7-8



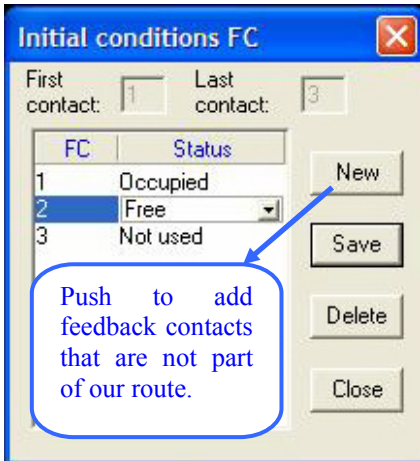
PUSH

PIC 7-9



PUSH. the locomotive will start the line when the feedback contacts entered are in the designed position (free, occupied, or not used).

PIC 7-10



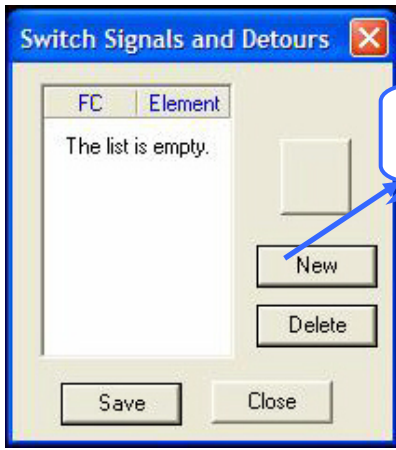
Push to add feedback contacts that are not part of our route.

PIC 7-11



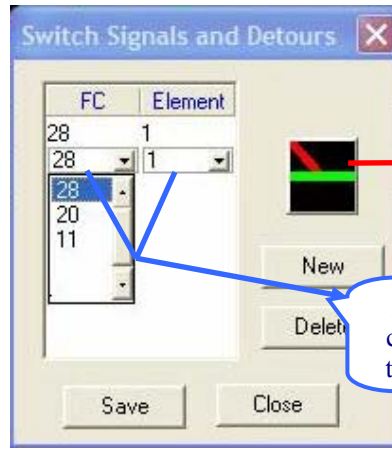
PUSH

PIC 7-12



PUSH

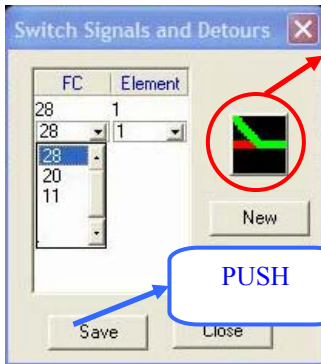
PIC 7-13



Push the image of the element to change the position of the turnout (see figure 7-14)

Push to choose the contact number and the element number

PIC 7-14



When we push we see that the element position has changed.

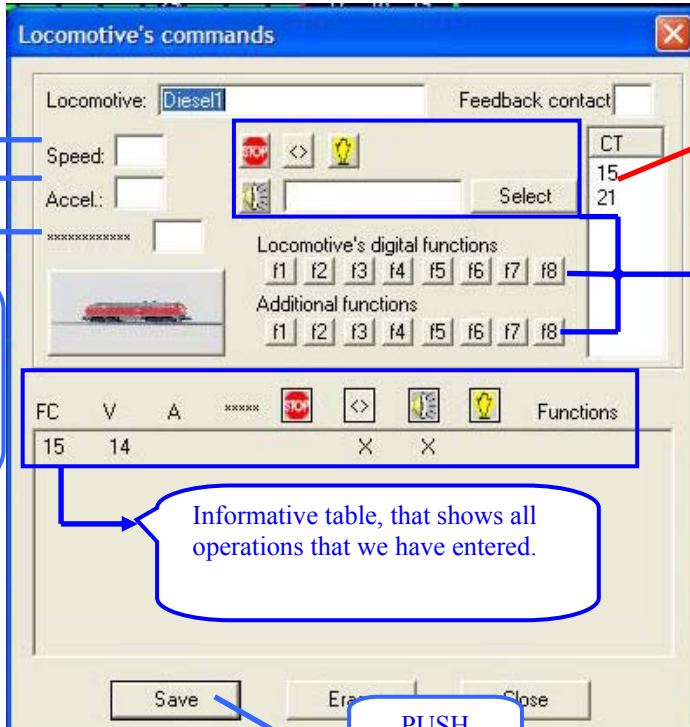
PUSH

PIC 7-15

Route	TimeTable Exit	Exit when the line ends...	Init. Cond.	Turn/Sign	Functions
X	0	0	X		X
X	0	0			X
X	2	2			X
X	2	2			X
X	10	4			X
X	10	4			X

PUSH

PIC 7-16



**BE CAREFUL! Before changing any function, or speed, you must choose in which contact these changes are going to happen!**

Push the functions you desire, also you can stop, reverse, use lights or play any sound. For the different digital locomotive functions, simply click on the button representing the function you want to activate.

Push to enter the velocity data, acceleration and desacceleration.

Informative table, that shows all operations that we have entered.

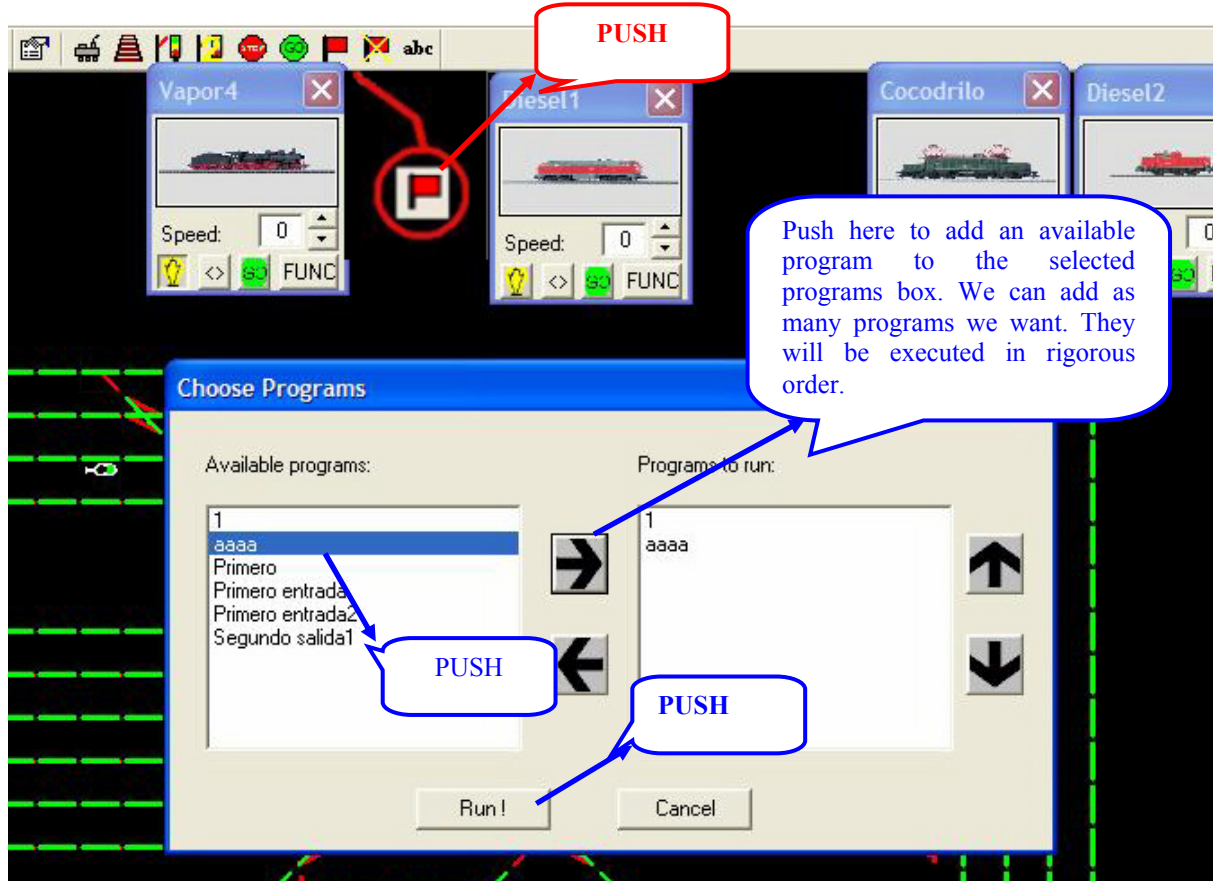
PUSH

### STEP 8

BEFORE STARTING OUR PROGRAM, WE RECOMMEND TO PUT ALL OUR SIGNALS AND TURNOUTS IN THEIR STARTING POSITIONS. THIS IS AUTOMATICALLY DONE WHEN WE PUSH THIS BUTTON 

### STEP 9

RUN THE PROGRAM PUSHING THE ICON 



**PUSH**

Push here to add an available program to the selected programs box. We can add as many programs we want. They will be executed in rigorous order.

**PUSH**

**PUSH**

**PUSH**

### STEP 10

TO STOP OUR PROGRAM EXECUTION WE MUST PUSH THIS BUTTON 

WE CAN CONTINUE THE EXECUTION PUSHING THIS ONE 

### STEP 11

TO DEFINITELY INTERRUPT THE PROGRAM THAT IS RUNNING THIS BUTTON MUST BE PUSHED

