

LocoMotive Cab - v17 - for digital trains - App Operating instructions



This App is available on the Google Play Store: Search for "LocoMotive Cab"
 Or type in this link:
https://play.google.com/store/apps/details?id=appinventor.ai_bill_falkland.LocoMotive_Cab

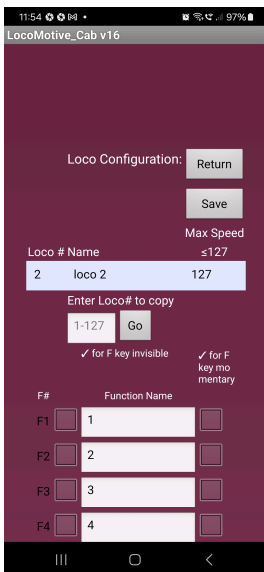
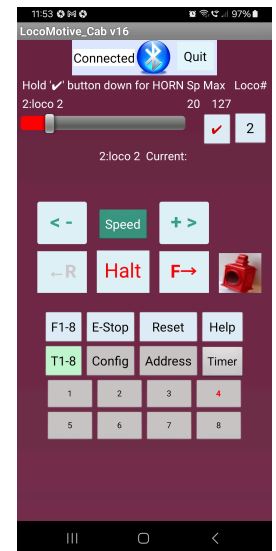
Go to Bluetooth settings on your phone/tablet and pair using ID of the DCCxxxx Bluetooth module on hardware circuit. The password is 1234

Once paired, press 'Get Bluetooth' at top of screen and select the DCCxx module from the list.



The screen should now look like this.
 The 'Get Bluetooth' Label changes to 'Connected'
 Select 'Get' under 'Loco#' heading then pick the loco number from the list displayed.
 If you select '2' you now have control over loco with address number 2 on our layout.
 The '✓' indicator will turn red '✓' to indicate this loco is currently under control
 When the '✓' button is long pressed, the horn function (F2) will be momentarily be activated.

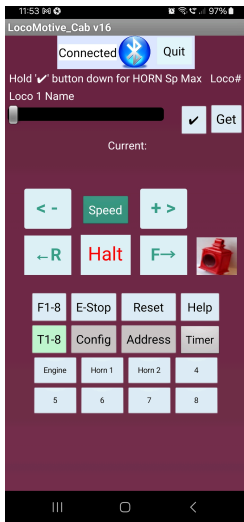
To give this loco a name and to configure its functions press the 'Config' button.



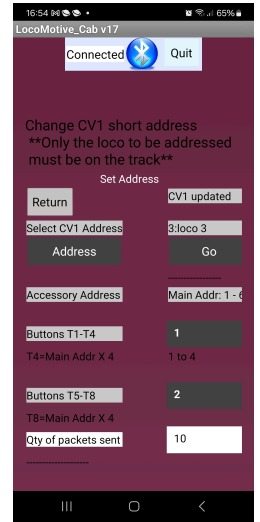
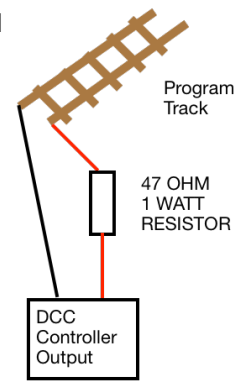
You are now on this layout.
 With '3' displayed under 'Loco#' enter the required name of your loco and set a maximum speed if desired.

If there are no functions on this loco to control, select 'All' which ticks all of the 1 to 8 function boxes.
 If you have say F1 for starting an engine sound, this function can be unticked and given its name.

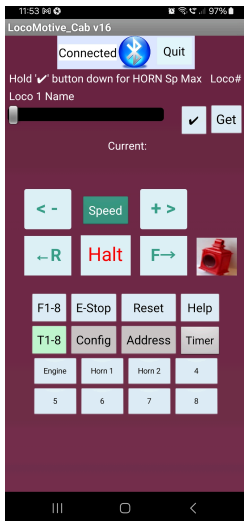
To make a function operate 'momentary' simply tick the required box on the right hand side, for example, F2 or F3 (horn sounds)



On the main layout again, if you want to set the CV1 address of a loco press **'Address'**
 You are now on this layout —>
 With the loco on the track on its own - or use a separate track to ensure no others are affected.
 Also, connect a 47 home resistor in series with one of the rails on the programme track.
 Select **'Address'** number you require (1 to 127) and press **'Go'** two times. If address is written ok, a message **'CV1 updated'** appears under **'Set Address'** label. The loco will move slightly to indicate good connection and successful programming.



For accessory switching, the default main addresses are given as 1 and 2 which will operate decoder addresses 1 through 8
 The number of packets sent to DCC system may be changed by entering 1 to 10 in **'Qty of packets sent'**.



Back to the main layout,

To reverse loco direction use **'F'** and **'R'** arrow keys.
'Halt' to stop.

The **'<-'** Speed **'>'** buttons allow fine control of the current selected loco speed..
 The directional lights on the loco are switched on/off by pressing the lamp symbol shown.

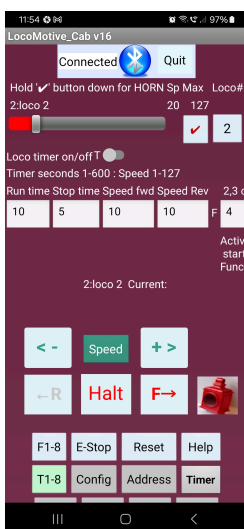
'E-Stop' is for emergency stopping of all locos.

Press **'Reset'** to start up again.

If there is a short circuit or over load (>2.5 amps) the system will shut down and a message displayed. Clear the fault and press **'Reset'**

To access the accessory switches press **'T1-T8'**

Press **'F1-F8'** to remove display of T1 to T8



To access the Timer to allow a loco to traverse the track back and forth, long press **'Timer'**

The selected loco from the **'Get'** button will be activated when the **'Loco timer on/off'** switch is turned on.

The Run Time, Stop Time (in seconds) Speed forward and Speed in Reverse (in speed steps) can be adjusted as required.

In the **'F'** box, enter 2,3, or 4 to activate F2, F3 or F4 on start of each timer sequence.