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## Quick Guide: GT-Command Mobile

In Version 3.4 you can connect your GT-Command with your Android/iOS Mobile phone. GT-Command Mobile allow you to control you complete layout, all trains and all units on the layout, and you can also have a visual overview (drawing) og your layout on your mobile device. You can mix connections from both Android as well as iOS devices.

### GT-Command Mobile Installation

- You get GT-Command Mobile from Android Market / Google Play for Android phones, or via App Store to iPhone / iPad
- Search for "GamesOnTrack" on Google Play / App Store
- Pick and install GT-Command Mobile
- GT-Command Mobile is free to get. However in order to operate together with GT-Command your license must be upgraded with one or more extra users.

### GT-Command Mobile connection

GT-Command Mobile connects and communicates with GT-Command on your PC.

Start GT-Command on your PC and load your system file. Then start "Multiuser sessions" as described in the manual section 3.8. When the multiuser session is started GT-Command Mobile can connect.

Now your PC is looking for new PC's or new Mobile units to connect with. It is assumed that your PC and your mobile connect to each other using the same router, which actually needs to be a wireless router. When your Mobile unit is connected to the network please start GT-Command Mobile on your phone. After a few second you see the picture to the right. Please key in the IP-Address as you see in the multi user window on the PC. Then press "Connect" and GT-Command Mobile will connect to your PC and start reading and parsing the system file.



If the system file cannot be parsed, or your license is not accepted, or the IP-address is not right the app will show a message about that. If GT-Command is closed down or your Mobile moves outside the scope of the router then the connection will be terminated and you will see a message on your Mobile and GT-Command Mobile will close.

If you change the system file on the PC, add more trains, change blocks, signals, turnouts etc. then you will need to restart GT-Command Mobile in order to get the newest data. This also counts if you decide to operate from another system file on your PC.

When the state or speed of a train changes, when signals are changed, when turnouts are changed then you will see these changes on-line on your Mobile. If you as an example also use Voice recognition then your mobile reflects all spoken commands. So your mobile is a complete, updated overview of your layout – just with a limited screen.

### Use GT-Command Mobile

When the connection is created and the system file is transmitted to the Mobile you will see the picture to the right.

In the top under "gamesontrack" text you can choose which units to show: locos, turnouts, signals routes and automations (1).

#### Locos

When locos are selected you will see a list of all trains and a bar showing the speed of each train and the direction. Red arrow pointing to the right means forward, and pointing to the left means backward. Use your finger to push the bar changing the speed, or press + or – for speed up and down. Press the direction arrow to stop the train and change direction. Scroll the list to find more trains.

Press the wheel to the left of the trains name to open a window for loco functions, each loco function shows the name (as set on the PC) and if it is on or off. Press the button to turn on or off. Press close to return to the train menu. - - or press outside the window.

#### Turnout

Select turnouts in the top menu and your list of turnouts will show up as shown to the right. All turnouts in this table have correct left or right symbols. This comes from GT-Position symbols on the layout drawing and reflects how you selected



and placed the symbols. If you do not operate with GT-Position or you have not drawn all turnouts on the layout all other turnouts will be shown in the signal list.

If you have more turnouts you can scroll the list. The symbols show the correct position of your turnouts, straight or left/right, you just alter the position by your finger pressing the symbol for the position you want.

### Signals

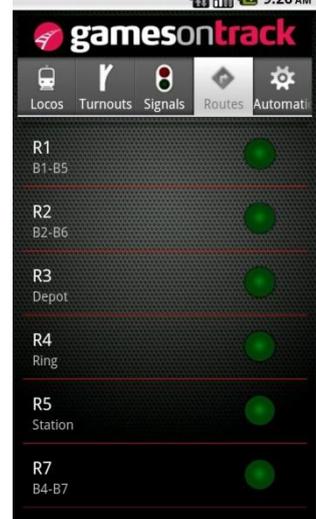
If you select the Signals in the top menu you will get a list of all your signals, both virtual and real. The list can contain turnouts as well if your turnouts are not positioned using GT-Position.

Every entry in the list shows the Signal ID and show a picture of the signal color. If you press the toggle button the signal shifts position. If you have more signals you can just scroll the list.



### Routes

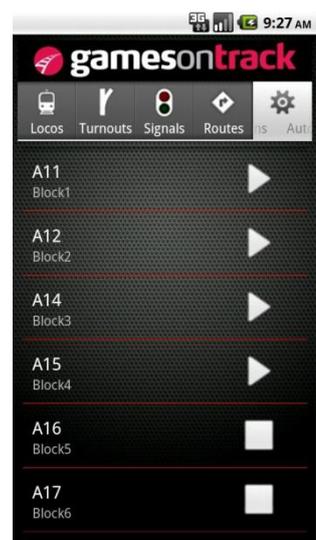
If you select routes in the top menu you will get a list of all routes you have created on your PC. There is an ID and a name per route. Please use a good name for your route in order to pick the right one. A route will be activated when you press the green button. You can scroll if you have more routes than can be shown.



### Automations

If you select automations in the top menu you will see the list of all automations. If you have more you can scroll the list.

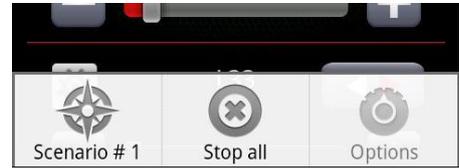
Every entry contains the ID and the name of the automation. The symbol to the right shows whether the automation is running or stopped (not running). The symbol works as any other play/stop symbol. When you hit the play symbol the automation starts operating, when you hit the stop symbol the automation stops. It actually means that an Automation is running if the



square symbol is so you can press the stop symbol, and the automation is ready to start if it has the play symbol.

### Menu

If you press the Menu button on your Android phone you will see the symbols to the right in the bottom of the screen.



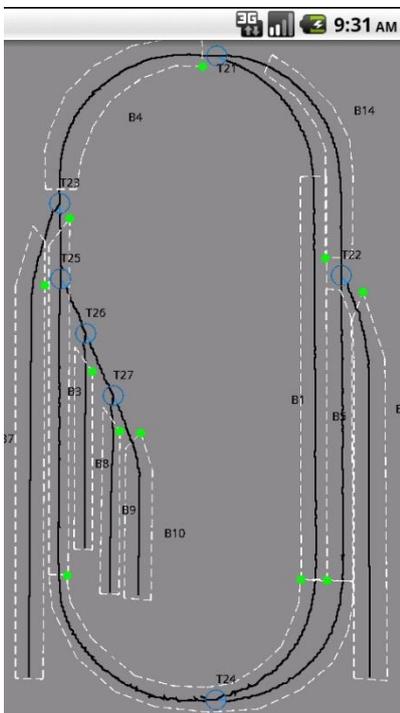
This menu will contain a button per scenario if you have GT-Position. It also contains the stop-all button as the F12 on the PC. Using this button all trains stop and all automations stop as well. If you press the Scenario button the layout will be shown.

### Layout and graphical operation

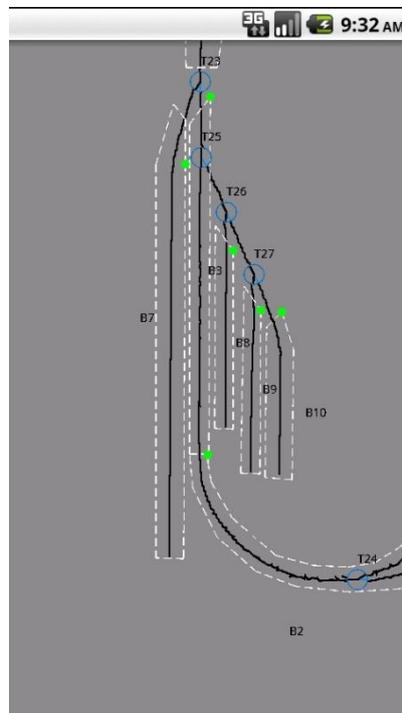
When you open a scenario you will see the layout. See some pictures below.

The layout shows the track, the virtual blocks, the signals, the turnouts in a graphical mode. You can pull the layout around on the screen using your finger. You can zoom in if you double click on the picture. (outside areas with signals and turnouts).

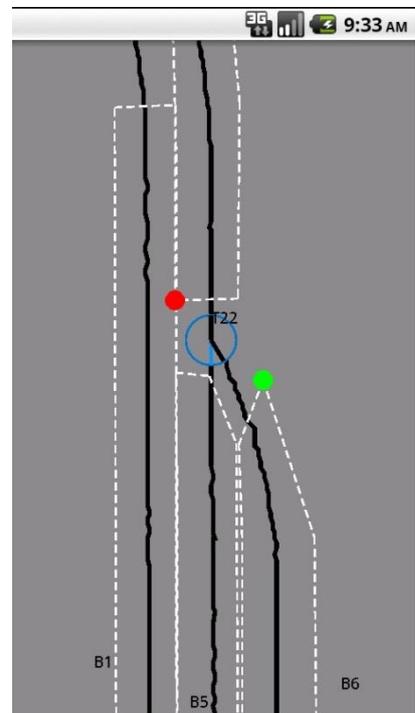
Signals and turnouts are active. You can click on the graphics and the symbol will change its position. If another user change a signal or turnout it will also change here in real time. The graphical layout makes it easy to have an overview of a certain area, and operate it as well.



Without zoom



Without zoom -- moved



With zoom in on an area