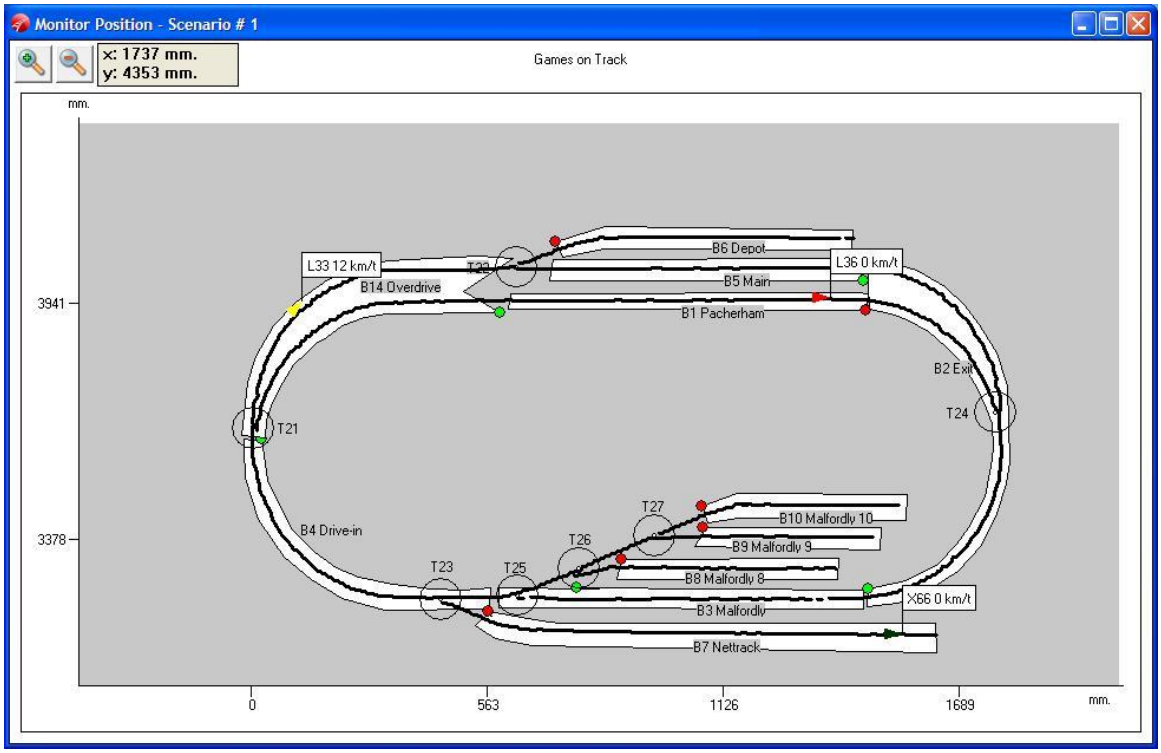
GamesOnTrack A/S, Uhresoevej 35, DK 7500 Holstebro, Denmark, www.gamesontrack.com
Tel: +45 3070 3777, email: nb@gamesontrack.com, CVR and VAT number: DK 3105 3013

Fiddle yard and automatic parking using GT-Position



Layout with virtual blocks, turnouts, signals and a track plan as the basis for the examples.

Park a loco backwards on B7, B8, B9, or B10, where a track is available. Use B4 as the entry block.

The enters B4 from any direction

Automation A51
NLW B4 occupied
Pause 2
V4 Red
FFR B7=R7,B8=R8, B9=R9,B10=R10
LB4 reverse 4
Pause 2
LB4 reverse 8
NLW $ occupied
V$ Red
Pause 5
Repeat

FFR looks at the 4 blocks and find the First Free block, and assigns the associated route (from the route table). Then the trains is backed slowly up to the target block ($), when occupied the target block signal is set to red, and the automation waits 5 seconds, ready to park the next train. If no blocks are available the loco will stay in B4 until one block becomes available.

Expand the parking function so that the train moves very slowly into the parking block and is reversed (light) and the sound is turned off

Automation A51
NLW B4 occupied
Pause 2
V4 Red
FFR B7=R7,B8=R8, B9=R9,B10=R10
LB4 reverse 4
Pause 2
LB4 reverse 8
NLW $ occupied
V$ Green
L$ reverse 2
Pause 5
L$ forward 0
L$ F1 off
Pause 5
Gentag