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## **Quick Guide to iTrain Interface**

iTrain is a PC-based control system for model trains. iTrain V2.1 has a build in interface for positioning data from GOT. In general iTrain uses the GOT virtual Blocks as feedbacks. One block in iTrain V2.1 can have more feedbacks which can be used to increase the precision.

The user edits the virtual blocks in a normal GOT-way. A virtual block in GOT can have any shape and cover across any tracks, turnouts and more. You can build as many virtual blocks as you want. The alignment of virtual Blocks to iTrain feedbacks is made in one of three different methods in GOT.

- 1) The Comment field in the virtual block in GOT translates to a specific feedback name in iTrain. You insert the feedback name in the GOT virtual block comment field – in this version at least 3 characters. As the example virtual Block F2 translates to iTrain feed back with the name “Bridge”. GOT transmits F2,Bridge,0/1,dddd; line shift.
- 2) If the GOT virtual Block comment field is empty the virtual block in GOT is accepted using the Virtual ID as the Feedback name in iTrain. As an example virtual block ID F777 translates to feedback name F777 in iTrain.GOT transmits: F777, -1,-1, 0/1, dddd; line shift. If you use GOT for iTrain only it is advisable to use virtual Block ID starting with F (or another letter in stead of the standard B) in order not to confuse the iTrain block concept. GOT will allow you to do so.
- 3) The virtual Block in GOT translates to a certain iTrain feedback address. You insert the iTrain feedback address in the GOT comment field with a # in front. It must be at least 3 digits, so Virtual Block ID B1 is described #01. GOT transmits: B01,#01,0/1,dddd; line shift. This Method is probably what you will use if you have build the GT-Position-system before using iTrain.

See the table below where all examples are mixed together. Again we recommend you to use only one of the methods.

GOT can have overlapping virtual blocks which also can be used in iTrain..

iTrain reads all the virtual block occupation and virtual block release events on an internal Port on the PC. As the example: F3,-1,-1, 1/0 (for entry or release), dddd ;\ (digital address of the Loco and the line shift). If there is no comment then GOT writes -1,-1 on the comment position on the port. Then the actual train entering or leaving the virtual block is transmitted to the corresponding iTrain feedback name.

The user must keep the window ”Monitor Position” open (or minimized) and select recording in order to transmit data.

GOT virtual Block Table examples

GamesOnTrack GTautomation PRO

File Edit Command Games Multi User Sessions Setup Help

System | Locos | Devices | Blocks | Route | Automation | Naming | Game users

#	ID	Module	Port	Point	Name	Comment	Loco
1	B1	Virtual		V1	B1 Station	#01	
2	F2	Virtual		V2	F2 Bridge	Bridge	
3	F3	Virtual		V3	F3 Stockton		
4	F4	Virtual		V4	F4 Entry track		
5	F5	Virtual		V5	F5 Main		
6	F6	Virtual		V6	F6 Depot		
7	F777	Virtual		V7	F7 Net track		
8	B8	Virtual		V8	B8 Stop 1	#08	
9	B9	Virtual		V9	B9 Stop 2	#09	
10	B14	Virtual		V14	B14 Excursion	#114	
11	B10	Virtual		V10	B10 Stop 3	Stop10	

Connected | Märklin 60213 (CS II) | Saved: Hobbymesse Valby-System UK iTrain.xml

Some corresponding iTrain descriptions:

Name: Nn Description: station Type: <input checked="" type="radio"/> Other <input type="checkbox"/> Inverted Address: 1 Interface: 1 : Games on Track	Name: Bridge Description: #2 Type: <input checked="" type="radio"/> Other <input type="checkbox"/> Inverted Address: 2 Interface: 1 : Games on Track	Name: F777 Description: Type: <input checked="" type="radio"/> Other <input type="checkbox"/> Inverted Address: 7 Interface: 1 : Games on Track
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