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Nürnberg – Info GT-Command

Command your trains with voice control

With our product GT-Command we introduce voice control. GT-Command is true commanding using your voice, or using command writing on your PC. With this product we combine PC-control and voice control with your existing digital controller. Using voice control you are free to call on any train or any device on your layout no matter time no matter what is on the display and you can keep your eyes on the layout in stead of on displays and buttons. With GT-Command you command directly using your headset. GT-Command has a simple and yet unique command language which is easy to understand and which is easy to speak and write.

Voice control does not out rule traditional control. It is built on top of your traditional control and offers a lot of new possibilities and challenges. Walk around your layout, speak your commands, use your hands for what needs a little help to get running and keep your eyes on the layout in stead of a control board, a computer or a screen. Voice control allows you to handle more than two trains simultaneously.

Users can choose their own train names they only need to be present in the speech wordbook. You do not need to train the system, it is already trained. Recording your own voice, sound and accent is not necessary and the program is available in Danish, English and German. Say the name of the train, say “forward”, say “seven”, then the train drives 7 steps or km/t forward. “Sally Forward fifteen” og “Fifty two sixteen forward fifteen” moves Sally or 5216 forward. Or you want to stop all trains. Say “Stop All”, or decide to call it “Game over”. Your devices like a turnout have a number. We call all turnouts with a T in front. Thus, #27 is shifted saying “Tango twenty seven” or if you want to force a position: “Tango twenty seven straight”.

Headset and PCs do not do the job alone. Our vision is to develop games and assignments for all ages. Competitions allowing both small and large layouts and parts of layouts to be applied. At the same time we introduce our very simple command control to automation, so that the controller, voice and automation can be mixed.

The fact that we have a simple command language that everybody can learn and the fact that we can combine commands in an order gives us an automation option which is very easy to use. Our test pilots say that this is maybe the most powerful part of the program.

Monitor

Monitor is the basis of GT-Command, which in an easy and simple way provides you with a detailed description of your layout and what is going on there. Through sharp time control can you monitor and focus on all details, and simultaneously get an overview.

Monitor makes it easy to get trains, points, blocks etc. registered in a simple table based system. You connect your digital controller to the PC with Monitor installed and then you just start driving and activating your accessories using your controller. Monitor collects all data and stores it in the various tables. Your only job is to name them afterwards and give sufficient explanations. We call it automatic data collection.

Monitor is easy to set up and you are running within the hour. A user test showed that more than 50 turnouts could be collected and named in 10 minutes. Monitor is your technical support system to ensure details and correct functioning. All movements and changes are recorded each second.

Monitor is included in GT-Command. As soon as you have built something you can start using GT-Monitor. You do not need to wait for everything to fall in place.

Automation for intensive operation and games

On top of GT-command is Automation, which is an advanced way to get many trains, sound, lights and all kinds of accessories in motion at the same time.

Automation is yet another utilisation of the unique command language of GT-Command. Automation allows you to script a sequence of many commands. In the sequence you can put conditions, pauses, repetitions, etc. We call it a command sequence and you can build as many as you like for single or combined operation.

Automation can be applied to drive trains back to starting positions, or for shuttles and controlled crossing where you need to wait for another track occupation. Many users apply it for their base traffic, and then drive the extra trains applying the voice control or manual control. Automation can drive games and optimise transport. Another very important feature is the activation of the many lights and train sounds. Automation is an ideal tool to ensure that lights are on and sounds are applied appropriately. This tool is also ideal if you have digitalised cranes, turntables, etc. and need these to be integrated and operated according to the various positions of your trains.

Automation can be applied together with Monitor and GT-Command allowing voice control of trains under automation. Automation controls digitalised trains, routes, points, de-couplers, turntables, etc. Automation has multiple timers and any S88 or track occupation can be applied for making conditions. Automation can operate up to eight concurrent automations. Automation can be extended to GT-Command PRO with an upgrade from the dealers or on the Web to unlimited number of automations.

Visit our stand A 227 in Hall 4A and learn more about what we can offer you.