GT-Position interface to WinDigipet

From GT-Command V 3.4 and from WDP April 2012 GT-Position can deliver feed back information to WDP. WDP perceives GT-Position as a traditional feed-back system telling which blocks are occupied and free and with what trains.

1) Using GT-Position as feed-back system you can save wires, track-cutting and a lot of time. You get full flexibility to add, delete, and change your block system without any physical changes.
2) GT-Position can operate together with other feed-back systems in WDP.
3) If you already have WDP you just add GT-position as any 3'rd party feed-back system, so you can build you new stuff using GT-Position and still keep the old stuff.

GT-Position delivers the following data to WDP:

a) What blocks are occupied, and what blocks change from occupied to free and vice versa.
b) What trains (digital addresses) drives in and out of the blocks.

GT-Position deliver the digital address independant of what automation system the user is running, and independant of what routes.

GT-Position does not deliver:

a) Geometrical Position data and XYZ information
b) Signal positions in virtual blocks
c) Real-time speed, train-lengths, etc.
d) Any information about the GPS-system, sender ID and receiver ID
e) Information about more trains in the same block. WDP always register the last arriving train. If more trains in a block then WDP will not know if all trains have left the block.
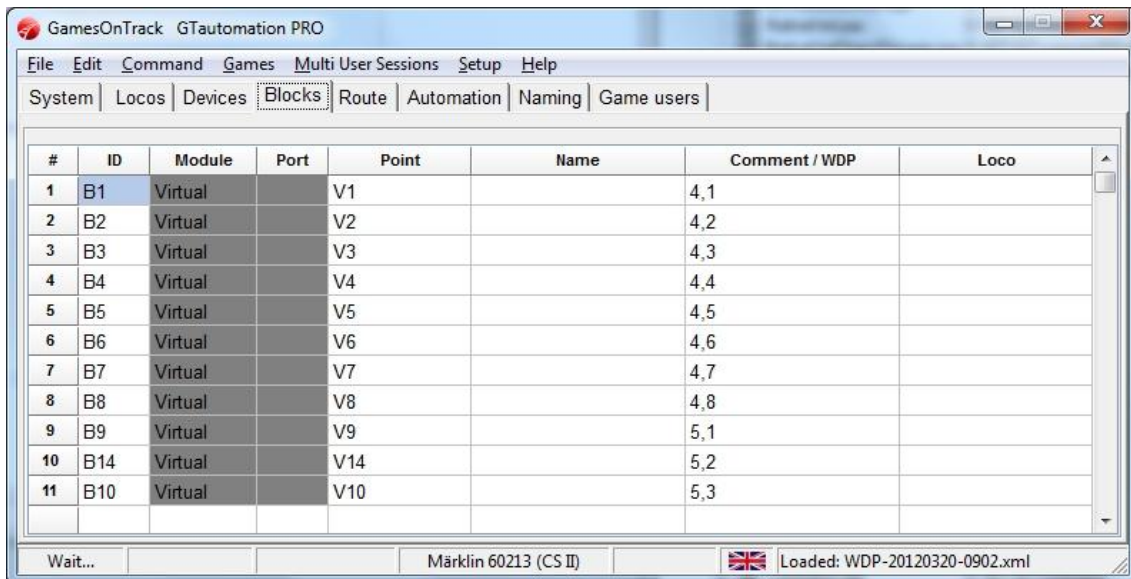
Setup

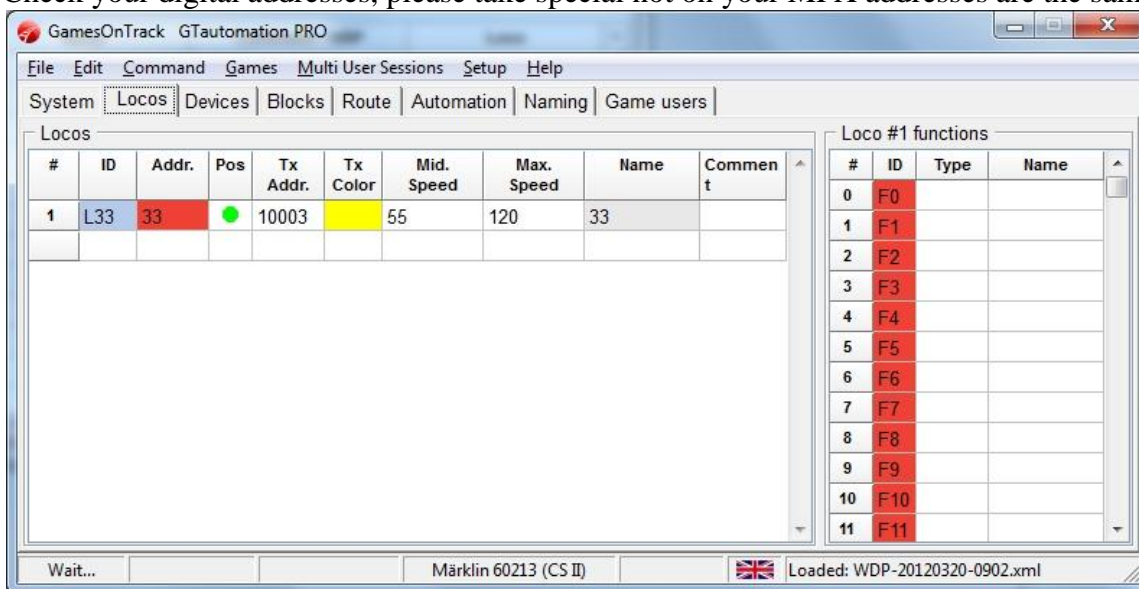You prepare the interface in GT-Command this way:

- Please control that the loco address in the GT-Command Loco-table corresponds to the right train in WDP.
- Insert a standard block notation in the comment field in the GT-Command Block table. You can use any combination of Modules from 1-128 and ports from 1-8, as long as you have not used the same modules in WDP for other information. Please start using a certain Module, say 4 and then fill in 8 ports per module until every virtual block also has a virtual module notation. The syntax is m,p, see the example below.
- GT-position writes all information about trains which drives in and out of the virtual blocks in a special event register on an IP-port on the PC. WDP reads every event as normal block occupation and normal block free.
- You need to set up GamesOntrack in WDP as your input system for feed back modules. See the example below.
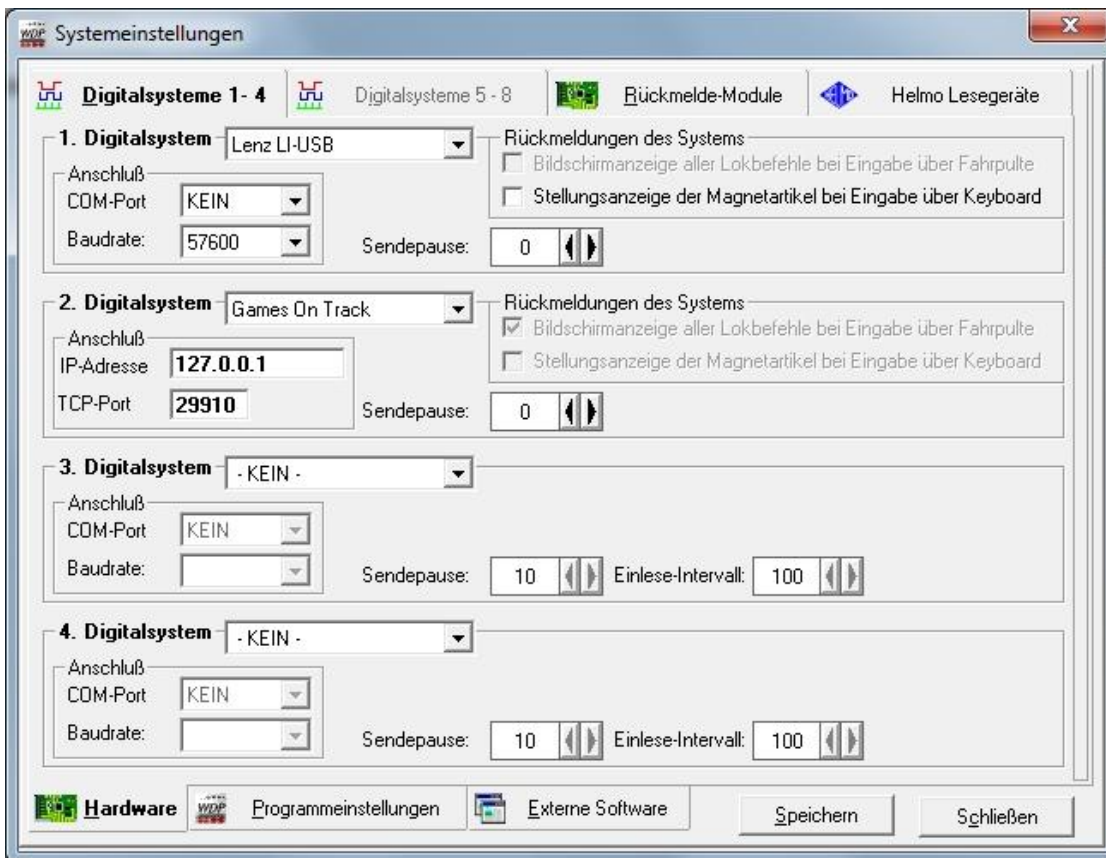
How to setup in GOT and WDP

Insert what virtual modules and ports you want to use for every virtual block. Format is m,p in the comment field.
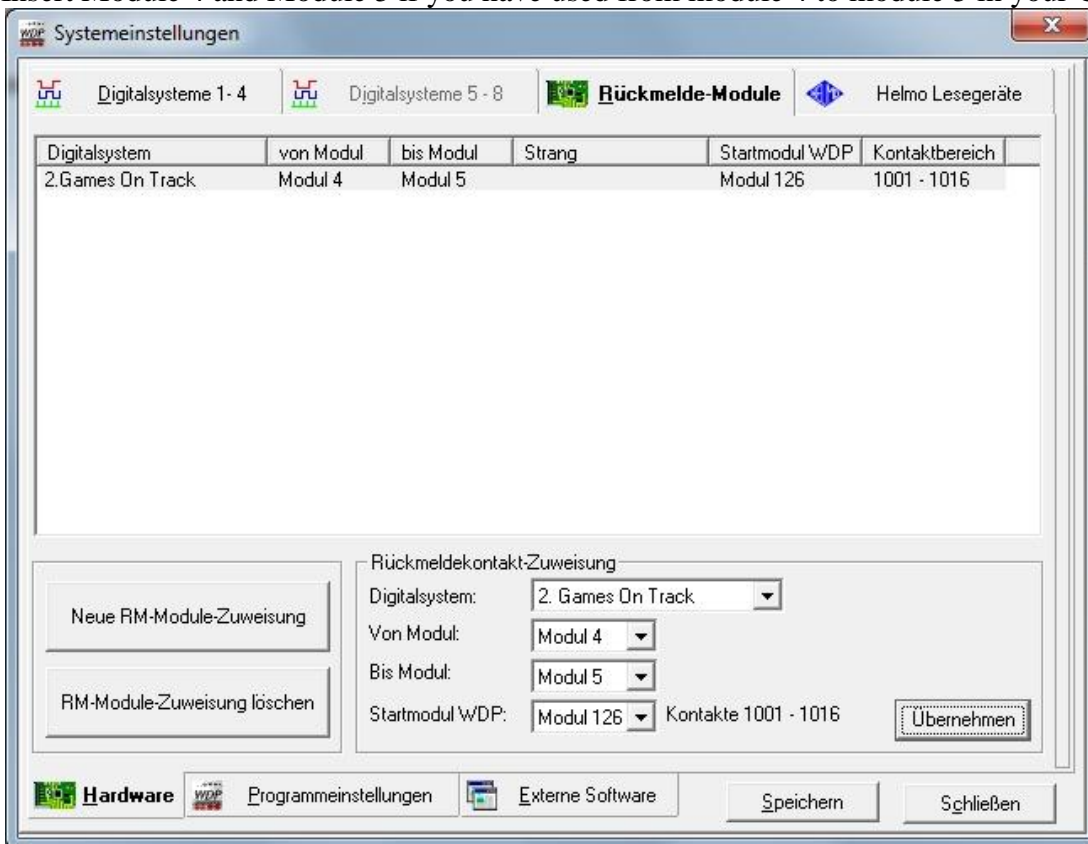

Check your digital addresses, please take special not on your MFX addresses are the same in WDP.
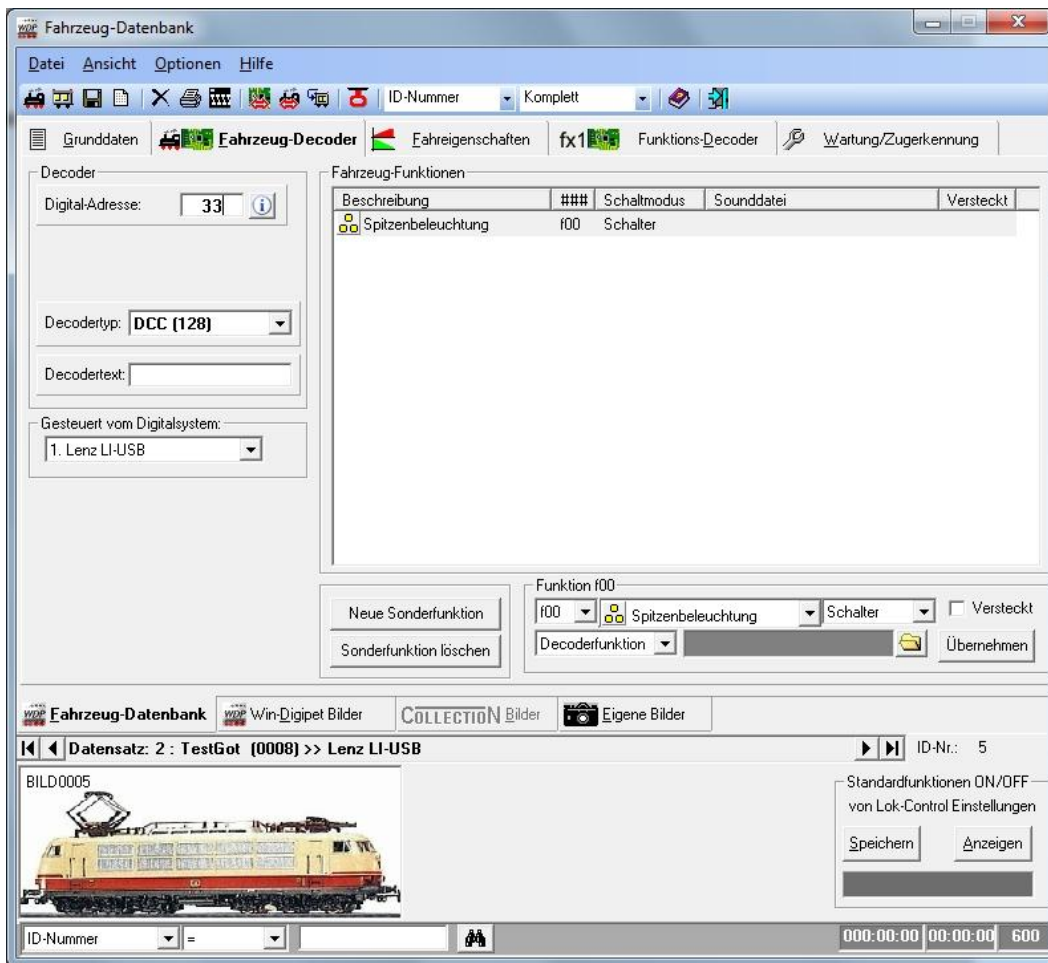

Choose GamesOnTrack in Digitalsystem, insert the below IP-address and TCP-port

Insert Module 4 and Module 5 if you have used from module 4 to module 5 in your GOT Block-table.

Check that the digital address in WDP corresponds to the right train.

Choose GamesOnTrack as your "Zugerkennung" (Trainrecognition system).

Fahrzeug-Datenbank

Datei   Ansicht   Optionen   Hilfe

ID-Nummer   Komplett

| Grunddaten | Fahrzeug-Decoder | Fahreigenschaften | fx1 Funktions-Decoder | Wartung/Zugerkennung |

Betriebsstunden

Aktuelle Betriebsstunden: 000:00:00

Wartungsintervall (Min):   600

Gesamtstunden ändern: 00:00:0   OK

Wartung

Reset Gesamtstunden

Wartungs Logbuch

Zugerkennung

2. Games On Track

| Fahrzeug-Datenbank | Win-Digipet Bilder | COLLECTION Bilder | Eigene Bilder |

◄│ ◄ Datensatz: 2 : TestGot (0008) >> Lenz LI-USB   ► │►│   ID-Nr.:   5

BILD0005

Standardfunktionen ON/OFF
von Lok-Control Einstellungen

Speichern   Anzeigen

ID-Nummer   =   🔍   000:00:00 | 00:00:00 | 600