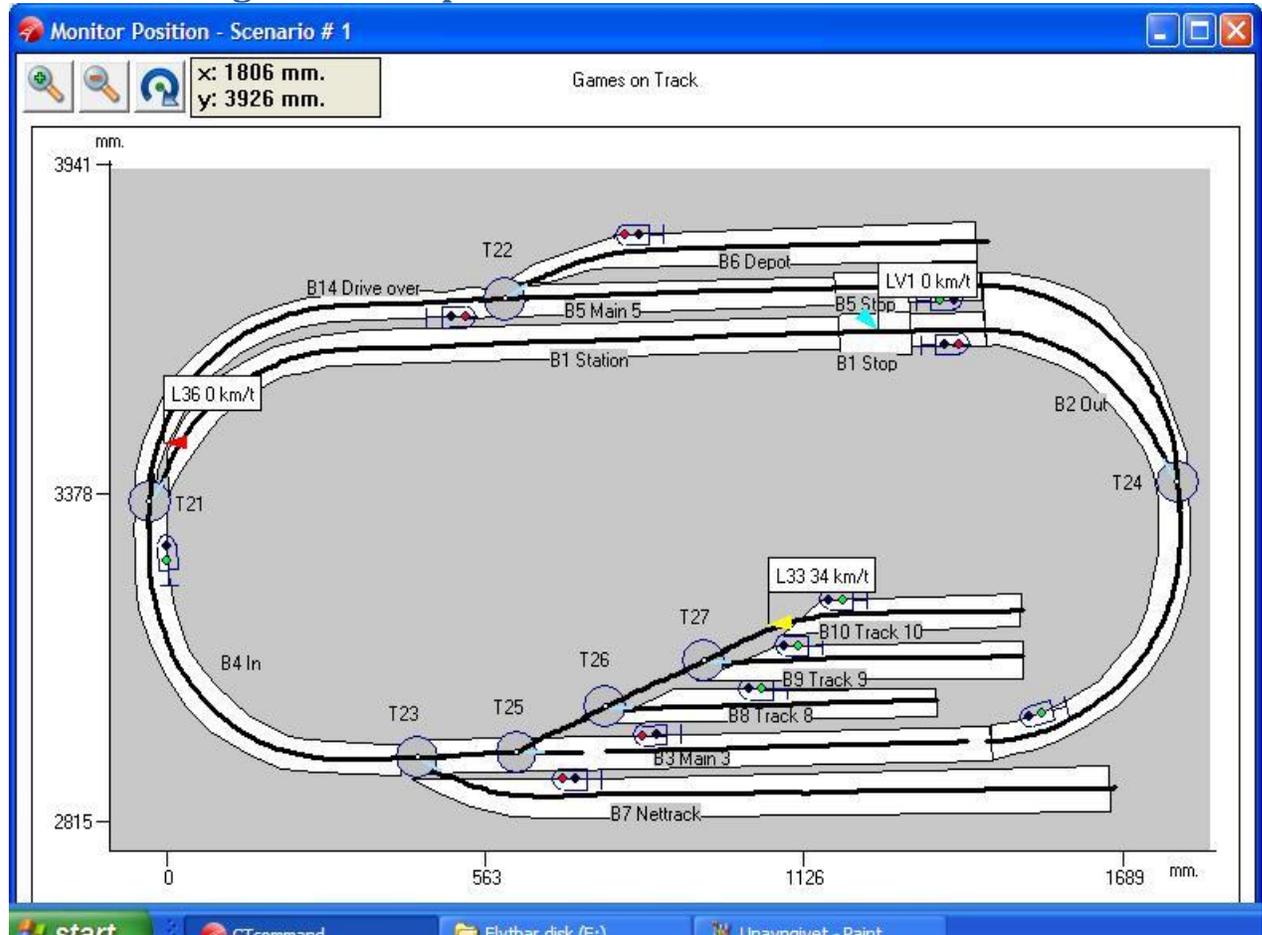## GT-Positions grafical components

Loco

The Loco is shown with a colored arrow and a flag. The flag shows Loco ID and the speed in km/h. The speed is calculated based on the gauge from the system window and based on the true XYZ movements on the rails. The color is set by the user in the loco table. A loco/train with lost radio communication (due to derailing, due to dirt, or lost power of a kind) will be marked with a flashing ring around the arrow in about 30 seconds before it is removed from the screen.

Virtual blocks

The virtual block is a geometrical shape, normally along and around a track. It is often about 2 cm broad to both sides of the track (in H0). However, it can be of any shape and of any length and wide.
Select a the new block symbol and click with your mouse for every new point on the border of the block. If a rectangle you just need to click the 4 corners. When you are

done double click and choose a non used block name from the shown block table. Click on the name in the window and move it to your favored position.

Normally there is only one block around a track, however you can easily have more blocks on top of each other, or blocks across two tracks (in a crossing or as sharp stop-blocks). The train will be registered in any block it occupies.

The first dot in a block will be used as the position for the block signal, and the second dot will form the direction. When you use FBF as the block control system you should place your blocks close to each other – like you would do if you were cutting the tracks.

The turnout (switch)

In V 3.2 the turnout symbol is just a mark-up symbol. In V 3.3 the symbol is active showing the actual position with the thick black route, and the light blue showing the unused direction. You can follow the route just following the black line.

You can change the position using your voice, using your mouse, using your command line, using automations and routes. When you select "Monitor Positions", the system will set the turnouts in the last saved positions.

The turnout is chosen and edited in the menu "Edit virtual blocks".

Currently the symbol is chosen manually from the device table using you mouse. Click on the symbol and click on the position. Drag the symbol with your left mouse button pointing in the center, turn the symbol in any direction clicking inside the green arrow, and shift between left or right turnout clicking between the green arrow and the circle. Use the CTRL button and click in order to choose between 4 sizes of the symbol.

Click on the name and drag it where you like.

Block signal

The block signal shows red and green. If you use the Block control system a block signal behind the occupied block will show red. When you use "Monitor Positions" any positioned train will stop when they run into a red block. The block signal symbol is placed at the first dot in the block and oriented downwards towards the second dot. It is a standard symbol. The signal can be virtual meaning no physical signal or it can be a normal physical signal with a digital address.

The signal can be set by the voice control, by the mouse, by the command line, or by any automation or any route. The signal can have a predetermined setting with start up (normally done by a startup automation sequence). If you do nothing, all signals will stay green when the system is turned on.