RRCntl Tutorial

These are the steps necessary to create a working CTC panel in RRCntl.

You might want to print it out and check off each step as it is completed.

Download and install the latest version of RRCntl from the following URL
http://groups.yahoo.com/groups/loconet_hackers/files/locobuffer

When you have it downloaded, unzip it into any directory using Winzip.

After it is unzipped, run the setup program that was unzipped.

After it is unzipped, run the program by clicking on
Start, Program, RRCntl, RRCntl

The first time you use RRCntl you must configure your serial port. To do this do the following:
Click on CommPort
Click on Properities
Enter your port number
Enter your baud rate
Click OK
Note: This will create some registry entries so it must be done at least once.

If you have a layout connected to the loconet, turn it on at this time. If you don't, do not worry because
you can configure the CTC switches and blocks later.

To create a CTC do the following:
Click on CTC
Clock on Design
Enter a width (for now type in 10)
Enter a height (for now type in 10)
Click on OK
Note: The sum of width * height must be 100 or less

This will bring up a panel that has a 10 * 10 grid of boxes and a box that has a block id label above it.

Next, single click on the box in the Tools panel that has a straight line thru it.

Now, go over to the CTC panel and single click on a box a few rows down and a few rows over from the
left. The straight line should be horizontal. If it's not, click again and it will turn from vertical to
horizontal.

You can now create the rest of a test layout (or your layout) following the same key strokes as above.
Remember to turn a tool, just click one more time until the tool is in the correct orientation.

At some point in time, you should save the CTC you are building. To do this, do the following:
While the CTC is still open
Click on File on the main menu
Click on Save As
Navigate to the correct folder
Enter a file name (such as test.trk)
Click on Save

Now, go over to you layout and cause a block on your layout to indicate a block being detected. This assumes you have block detection on your layout and you are connected to an active layout. When you do this you will get a number in the block id field on the CTC design panel.

Now single right click on a tool in your CTC panel and a dialog box will pop up. In the block field enter the block number that came up in the block id box. Don't change the switch number (unless this tool is also a switch). Click on OK.

Now do this for the remaining tools on the CTC panel.

Now, go over to your layout and turn a turnout using your throttle. Remember the number you used to turn the turnout. Go over to your CTC panel and right click on one of the turnouts on your CTC panel and enter the switch number in the switch box. Click on OK.

Now do this for the remaining turnouts on the CTC panel.

Save the CTC panel.

Exit the CTC design panel.

Exit the Tools panel.

Now open up the CTC panel you just created. To do that do the following:

Click on File.

Click on Open.

Navigate to your CTC panel.

Click on it.

Click on OK.

Click on CTC on the main menu.

Click on Open.

A CTC panel should now be open.

Single click any of the turnouts in the CTC and you should see the turnout on your layout move.

Now run an engine around the layout, you should see the sections on the CTC change color as the train goes over that section of the track.

To run an engine around the track, either use your throttle or use RRCntl. To do this do the following:

Click on Engine

Change the number in the Engine box to one of your engine numbers.

Change the number in the Addr box to be a 2 or a 4 depending on if you entered a 2 or 4 digit address.

Click on Get Engine.

Click on the scroll bar to increase speed.

If any of this doesn't work for you, send me an E-mail and I will help you out
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