

# Section 5

## Operating the Track Display Board using the Atlas Commander

In this section, we will demonstrate how to operate the Track Display Board using the Atlas Commander. You will need two LEDs attached to Output #1 of the Track Display Board. (\*Please refer to the **Quick Start Guide** for installing the two LEDs before you proceed.)

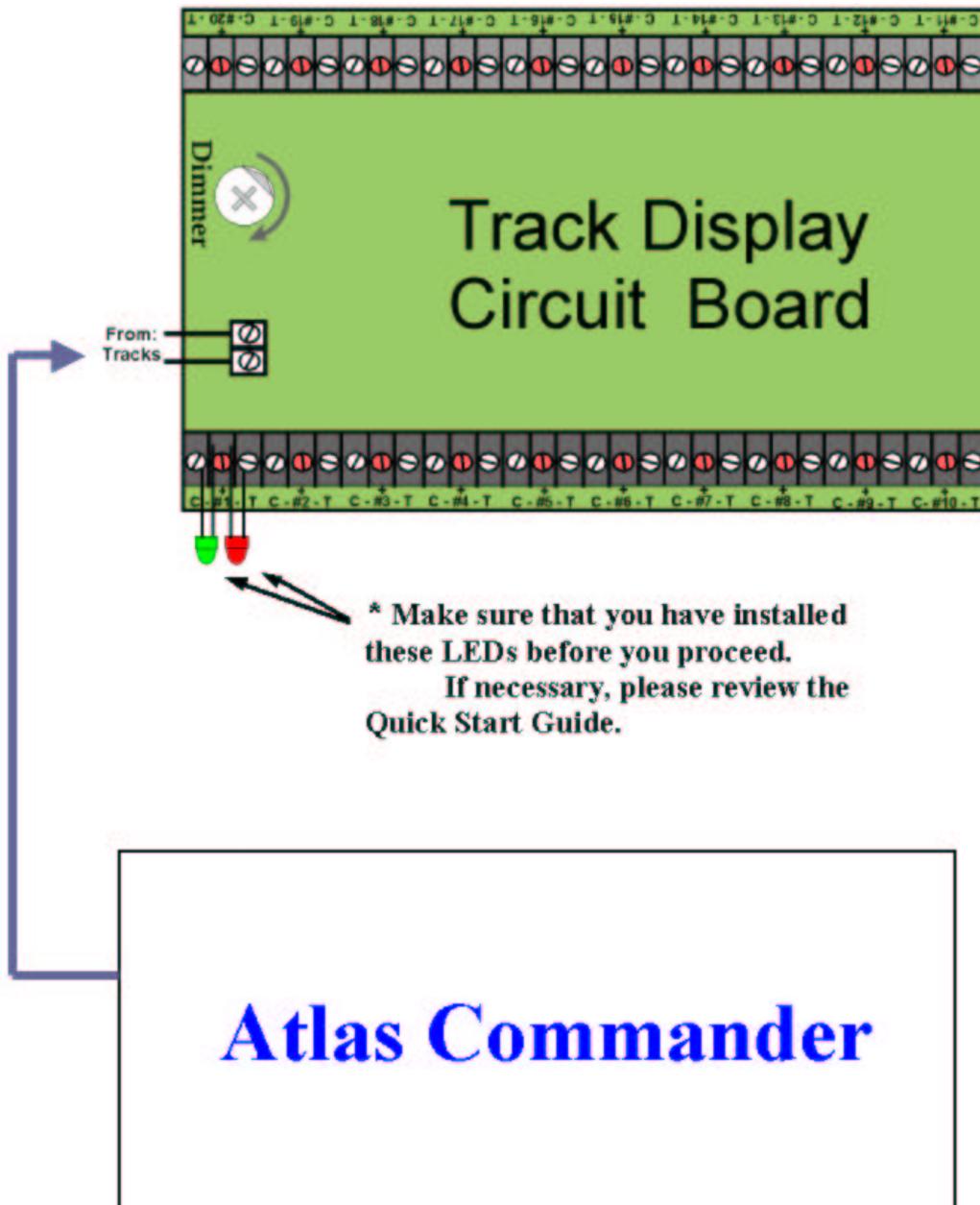


Figure 1 shows the back panel of the Atlas Commander.

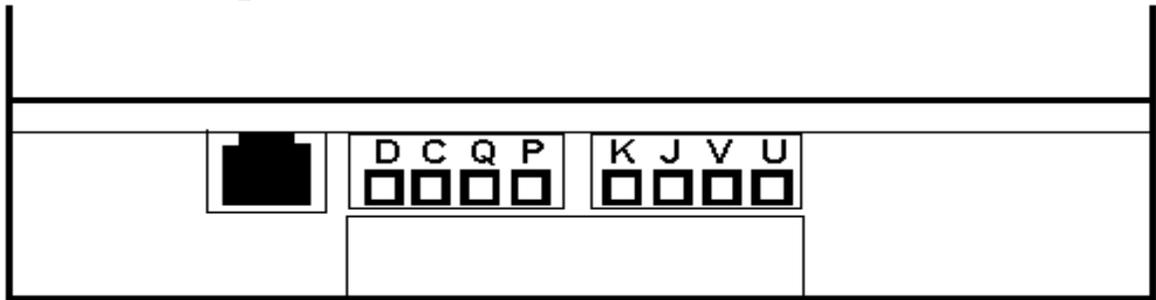


Figure 1

Attach two wires from the “J” and “K” connections of the Commander to the two terminals marked “From Tracks” of the Track Display Board as shown in Figure 2.

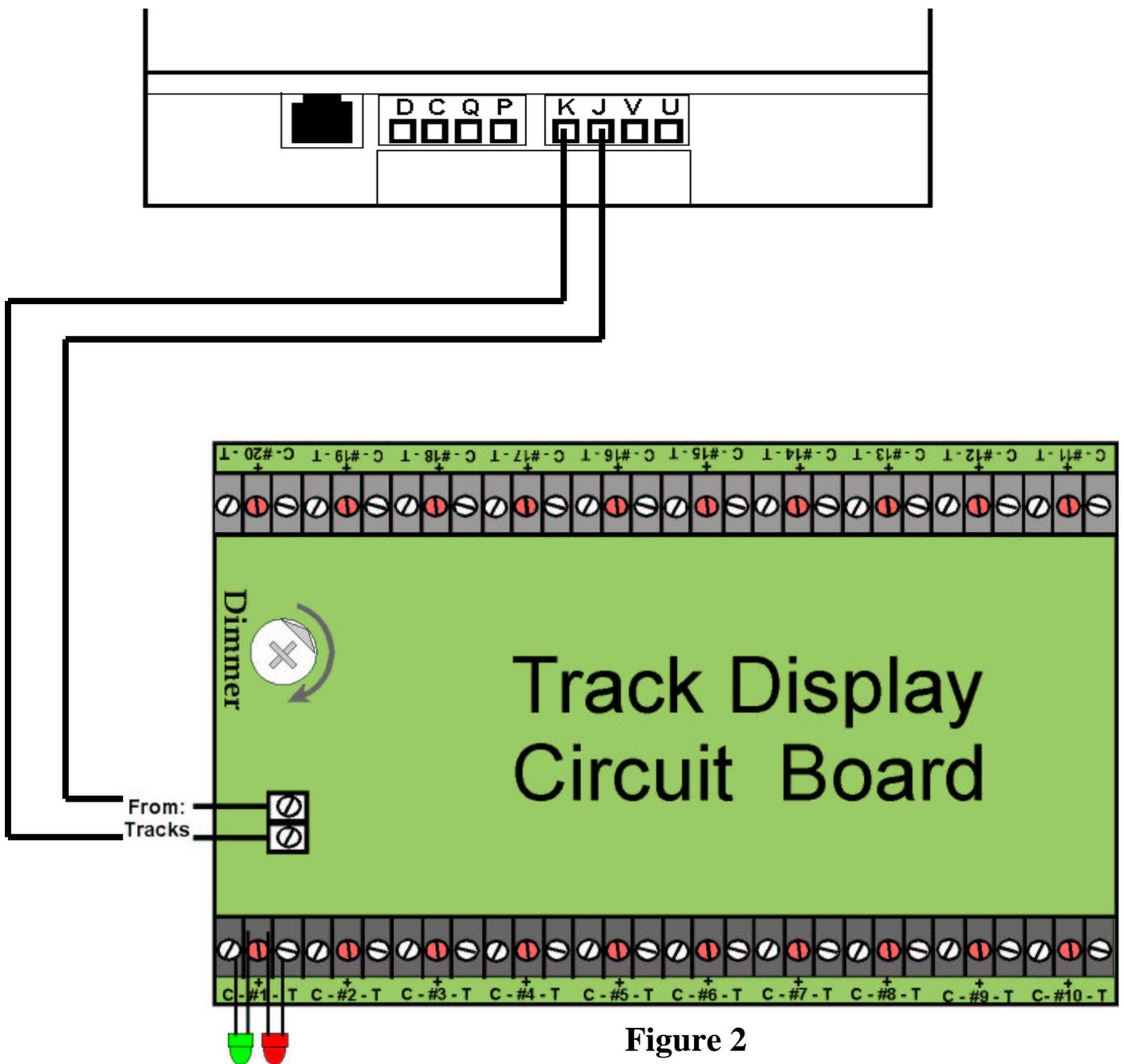


Figure 2

Double check your connections and then attach the Atlas Commander power supply to the “U” and “V” connections as shown in Figure 3.

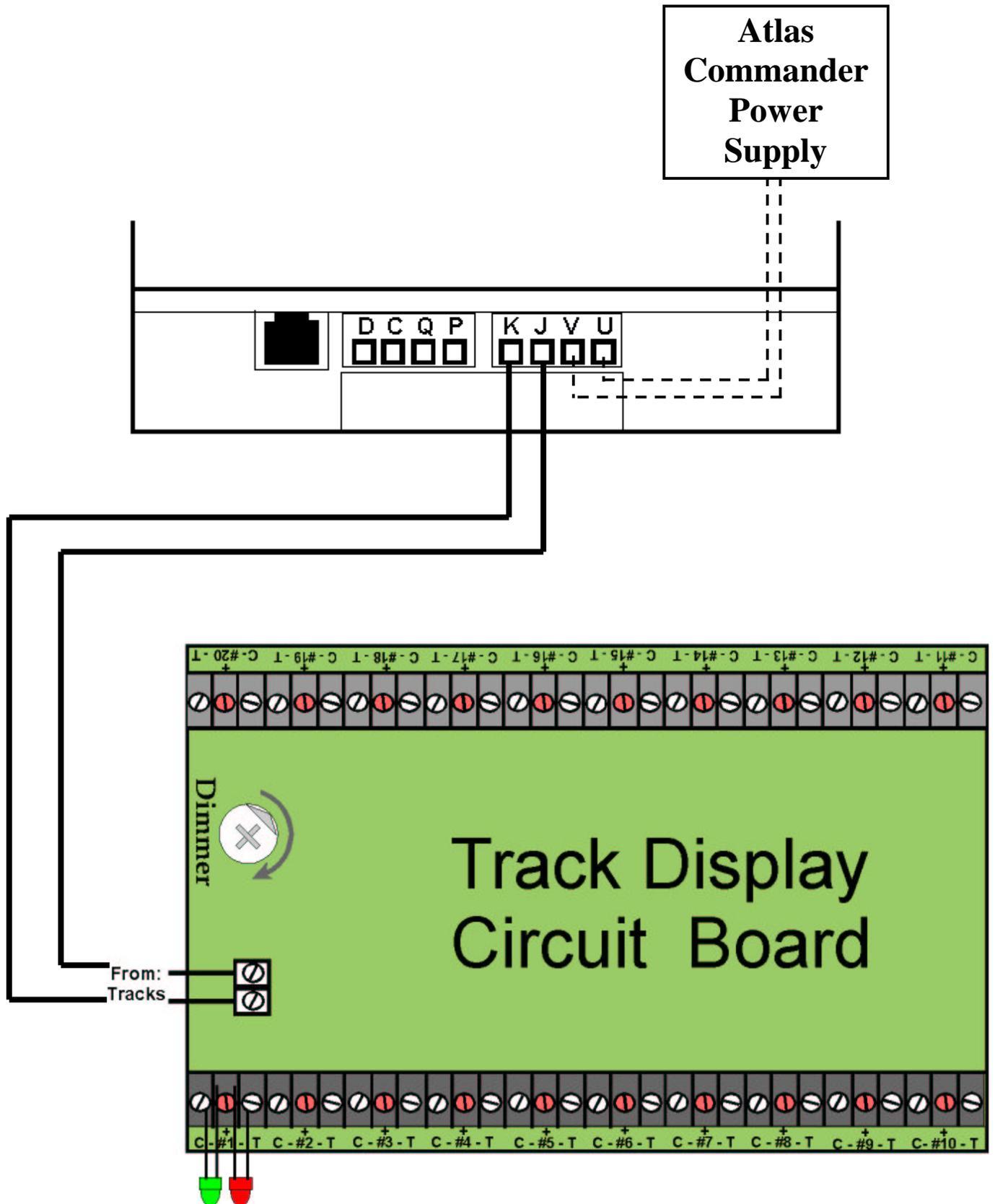


Figure 3

With power applied, the display should read something like this:



At this point, one of the LEDs attached to Output #1 of the Track Display Board should be on, but not both. If this is not the case, check the connection between the “J” and “K” connections of the Commander and the Track Display Board.

In the following discussion, when the Green LED is on, the switch machine on the mainline is in the “Closed” position. When the Red LED is on, the switch machine is in the “Thrown” position.

## Let’s “Throw” the Switch

If the Green LED is on right now, then the switch is in the “Closed” position. Follow these steps **ONLY** if the Green LED is on. (If the Red LED is on, then skip to **Let’s “Close” the Switch.**)

The following instructions will send a “Throw” switch #1 command to the Track Display Board:

If necessary, press the **Exit** button to display a screen similar to this:



Press both Forward  and Reverse  buttons at the same time to access the menu system.

The display shows the menu that was last accessed and used.

Press either the  $+$  or  $-$  buttons until you reach the menu for controlling turnouts and other accessories as shown here:



Now press the **Enter** button. The display should look something like this:



This represents Switch 01. If the number after the **S** is not **01**, press either the  $+$  or  $-$  buttons until **01** is displayed.

We will now send a “Throw” command. This will turn off the Green LED and turn on the Red LED.

Press the **F1** button now while keeping your eyes on the LEDs.

**If all went well, the Green LED is off and the Red LED is on.**

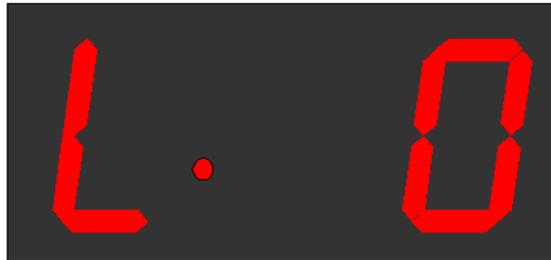
If you want to “Close” the switch at this point and light the Green LED, press the **F0** button now.

## Let's “Close” the Switch

If the Red LED is on right now, then the switch is in the “Thrown” position. Follow these steps ONLY if the Red LED is on. (If the Green LED is on, then go back to **Let's “Throw” the Switch.**)

The following instructions will send a “Close” switch #1 command to the Track Display Board:

If necessary, press the **Exit** button to display a screen similar to this:



Press both Forward  and Reverse  buttons at the same time to access the menu system.

The display shows the menu that was last accessed and used.

Press either the  $+$  or  $-$  buttons until you reach the menu for controlling turnouts and other accessories as shown here:



Now press the **Enter** button. The display should look something like this:



This represents Switch 01. If the number after the 5 is not 01, press either the  $+$  or  $-$  buttons until 01 is displayed.

We will now send a “Close” command. This will turn off the Red LED and turn on the Green LED.

Press the **F0** button now while keeping your eyes on the LEDs.

If all went well, the Red LED is off and the Green LED is on.

If you want to “Throw” the switch at this point and light the Red LED, press the **F1** button now.

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## Built-in Self Test

The Track Display Board incorporates a built-in self-test. The self-test is initiated by sending either a “Close” or “Throw” command to Switch #99. When the self-test is initiated, all the outputs on the Track Display Board go active, lighting all the LEDs for 5 seconds. Following this, all the outputs go inactive, turning off the LEDs for 3 seconds. This tests all the LEDs for functionality. It also serves as a test for short circuits that could keep an LED on all of the time.

To initiate the self-test, follow these instructions:

If necessary, press the **Exit** button to display a screen similar to this:



Press both Forward  and Reverse  buttons at the same time to access the menu system.

The display shows the menu that was last accessed and used.

Press either the  $+$  or  $-$  buttons until you reach the menu for controlling turnouts and other accessories as shown here:



Now press the **Enter** button. The display should look something like this:



Now press either the  $+$  or  $-$  buttons until Switch 99 is displayed like this:



Press either the **F0** or **F1** key while keeping your eyes on the LEDs.

If all went well, both LEDs should have turned on for 5 seconds, then off for 3 seconds, then back to the normal operating state waiting for a switch command.

Notes: \_\_\_\_\_

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