

Staging Panel Operations

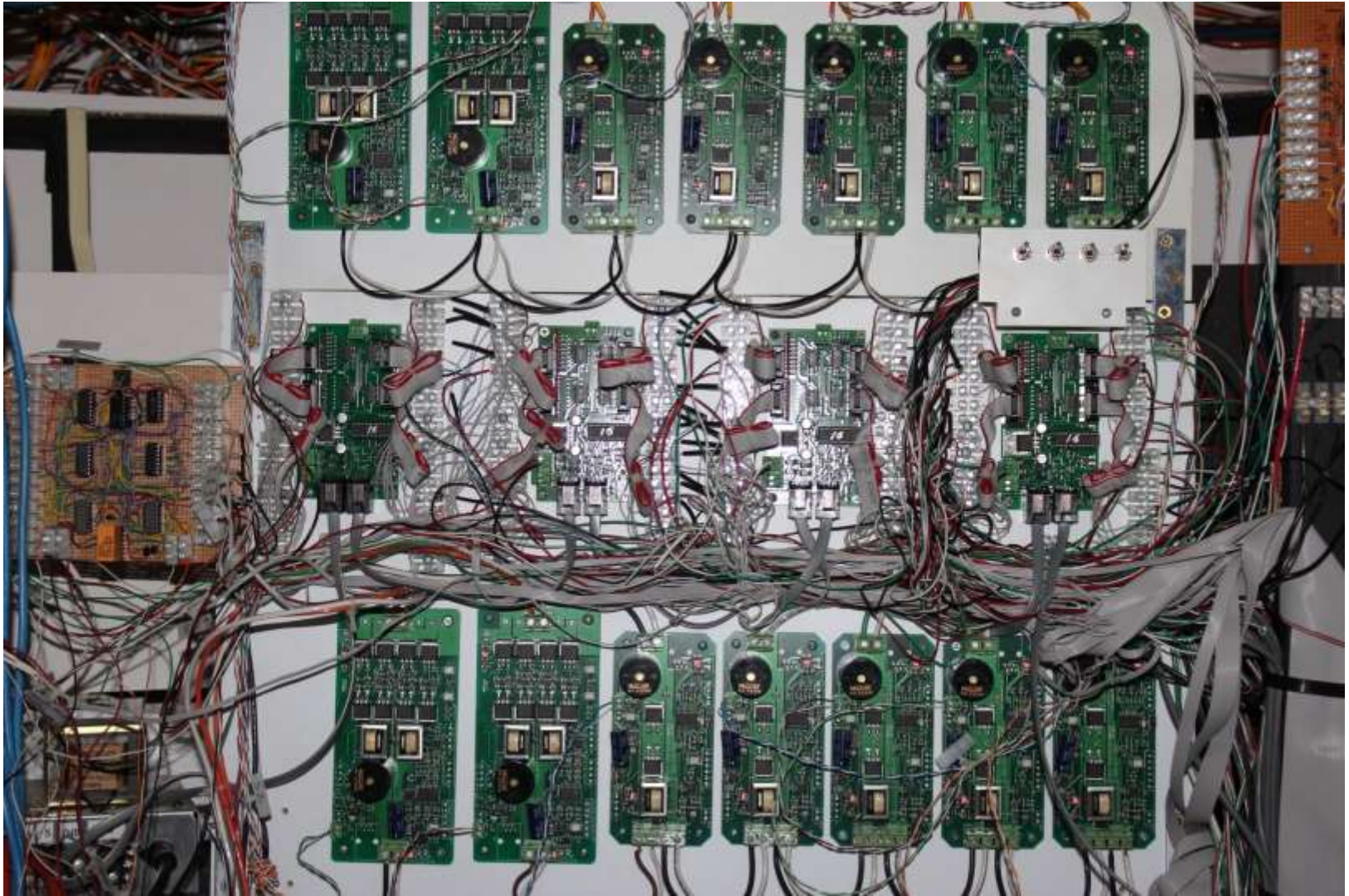
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1. Topics
2. How Staging Works - Routes
3. Functional Areas of the panel
4. Defined Routes
5. Do's and Don'ts

How Staging Works

- Staging was designed around the concept of routes using routing based controllers.
- Routes are predefined paths the train will take. You do not have individual control of turnouts.
- By selecting a route, turnouts are set in a predefined orientation.
- Green LED's are the routes on the panel.
- Push buttons select the route on the panel.
- R/G LED's near turnouts indicate stop or go.
- Yellow LED's in D Yard indicate occupancy.
- Red LED's on D Yard tracks indicate stop.
- Red LED's in C Yard indicate occupancy.
- Turnouts run slower with the controllers, allow more time.
- Turnout at base of lower Helix is a auto-throw turnout.

Routing Controllers



Functional Areas of the Panel

- Routes
 - Yard Ladders
 - Functional routes from list
- Occupancy
 - Arrival and Departure tracks – Yellow LED's
 - D Yard has Yellow and Red LED's.
 - Yellow indicates you are on a track.
 - Red indicates you should stop at once.
 - C Yard has Red LED's to indicate you are on a track.
- Stop and Go LED's
 - R/G LED's near turnouts tell you if you can go. If RED you might have the wrong route selected.
- Two toggle switches to turn track power on/off.

Staging Panel



Do's and Don't

– Do

- Press button to move turnout via route.
- Watch track numbers on panel to keep orientation clear. Most common problem.
- Stop fast when Red LED comes on in D Yard.
- Learn the meaning of each route.

– Don't

- Run very fast. Slow speed. Putting trains back on the track is not easy.
- Depart before checking if Helix is clear. Auto through turnout will not change if train is coming down Helix.