

Create a Detailed CTC Machine Model with JMRI/PanelPro

Dick Bronson - *RR - CirKits*, *Inc*.

Other Clinics in this series:

Introduction to Layout Control with JMRI/PanelPro

8:30 PM, Sunday, July 13th

Add Signals to your Layout with JMRI/PanelPro

10:00 PM, Sunday, July 13th

Introduction to Layout Control with JMRI/PanelPro

Repeated 4:00 PM, Friday, July 18th



- Logix
 - The CTC panel that we have just covered is controlled by JMRI Logix rather than a cabinet full of relays like the prototype.



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 - Commands are sent back and forth between the plant and the CTC system via a pulse width encoding system.



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 - The CTC panel that we have just covered is controlled by JMRI Logix rather than a cabinet full of relays like the prototype.
 - Remember that the CTC panel and its equipment are acting as a over ride controlling interface for the basic ABS system that is located in the trackside signal control boxes.
 - Commands are sent back and forth between the plant and the CTC system via a pulse width encoding system.
 - The prototype used one line to send and receive all information for each of the plants under its control.



- Logix
 - The coded commands actually were sent quite slowly and one at a time. We will simulate the delays and relay sounds, but not the fact that each command had to be queued before it was sent. This may cause overlapping relay sounds in our simulation that were not heard in the original panels.



Logix

 I have tried to divide the Logix entries in a way that not only makes them possible to understand, but also to allow some potential for automatic generation of the CTC logic similar to SSL.

LUGIX	Table				
File Help					
System 🗵	User Name	Enabled			Γ
IX-SENS-IN:	Sensor inputs	•	Delete	Edit	
IX:P10:INIT:	Plant 10 Initialization		Delete	Edit	
IX:P10:ITD:	10 Intermediate Traffic Dir	•	Delete	Edit	
IX:P10:MTD:	10 Main Traffic Direction R	•	Delete	Edit	
IX:P10:PTD:	10 Passing Traffic Directio	~	Delete	Edit	
IX:P10:SH:	Plant 10 Signal Heads	v	Delete	Edit	
IX:P10:SI:	Plant 10 Signal Indicators	v	Delete	Edit	
IX:P10:SL:	Plant 10 Signal Lever	v	Delete	Edit	
IX:P10:SND:	Plant 10 Sounds	V	Delete	Edit	
IX:P12:INIT:	Plant 12 Initialization	V	Delete	Edit	
IX:P12:ITD:	12 Intermediate Traffic Dir	V	Delete	Edit	
IX:P12:MTD:	12 Main Traffic Direction L	V	Delete	Edit	
IX:P12:PTD:	12 Passing Traffic Direction L	V	Delete	Edit	
IX:P12:SH:	Plant 12 Signal Heads	V	Delete	Edit	
IX:P12:SI:	Plant 12 Signal Indicators	V	Delete	Edit	
IX:P12:SL:	Plant 12 Signal Lever	V	Delete	Edit	
IX:P12:SND:	Plant 12 Sounds	V	Delete	Edit	
IX:P2:INIT:	Plant 2 Initialization	V	Delete	Edit	
IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
IX:P6:SH:	Plant 6 Signal Heads	V	Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	V	Delete	Edit	
IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	
IX:P6:SND:	Plant 6 Sounds	~	Delete	Edit	-
•	1			Þ	
Add					



- Logix
 - I have tried to divide the Logix entries in a way that not only makes them possible to understand, but also to allow some potential for automatic generation of the CTC logic similar to SSL.
 - Logix relating to the signals are called 'Plant' and are prefixed with "IX:P---".

	LUGIN I	aDie				1
	File Help					
	System 🔬	User Name	Enabled			
	IX-SENS-IN:	Sensor inputs	2	Delete	Edit	Ŀ
	IX:P10:INIT:	Plant 10 Initialization		Delete	Edit	
	IX:P10:ITD:	10 Intermediate Traffic Dir		Delete	Edit	
	IX:P10:MTD:	10 Main Traffic Direction R	V	Delete	Edit	
	IX:P10:PTD:	10 Passing Traffic Directio	V	Delete	Edit	
	IX:P10:SH:	Plant 10 Signal Heads	7	Delete	Edit	
	IX:P10:SI:	Plant 10 Signal Indicators	2	Delete	Edit	1
	IX:P10:SL:	Plant 10 Signal Lever	V	Delete	Edit	1
	IX:P10:SND:	Plant 10 Sounds	V	Delete	Edit	1
	IX:P12:INIT:	Plant 12 Initialization	V	Delete	Edit	1
	IX:P12:ITD:	12 Intermediate Traffic Dir	V	Delete	Edit	1
	IX:P12:MTD:	12 Main Traffic Direction L	V	Delete	Edit	1
	IX:P12:PTD:	12 Passing Traffic Direction L	V	Delete	Edit	1
-	IX:P12:SH:	Plant 12 Signal Heads	V	Delete	Edit	1
	IX:P12:SI:	Plant 12 Signal Indicators		Delete	Edit	1
	IX:P12:SL:	Plant 12 Signal Lever	V	Delete	Edit	1
	IX:P12:SND:	Plant 12 Sounds	V	Delete	Edit	┝
	IX:P2:INIT:	Plant 2 Initialization	V	Delete	Edit	1
	IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	1
2	IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
נ	IX:P6:ITD:	6 Intermediate Traffic Dire	2	Delete	Edit	1
1	IX:P6:MTD:	6 Main Traffic Direction R	2	Delete	Edit	1
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
	IX:P6:SH:	Plant 6 Signal Heads	2	Delete	Edit	
	IX:P6:SI:	Plant 6 Signal Indicators	V	Delete	Edit	
	IX:P6:SL:	Plant 6 Signal Lever	2	Delete	Edit	1
	IX:P6:SND:	Plant 6 Sounds	V	Delete	Edit	-
	•	•			Þ	
	Add					



Logix

- I have tried to divide the Logix entries in a way that not only makes them possible to understand, but also to allow some potential for automatic generation of the CTC logic similar to SSL.
- Logix relating to the signals are called 'Plant' and are prefixed with "IX:P---".
- Logix that control the switches are "IX:S---".

	📑 Logix 1	Table			- 🗆	,
	File Help					
	System 🔬	User Name	Enabled			Γ
	IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	4
	IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	•	Delete	Edit	
	IX:P6:SH:	Plant 6 Signal Heads	V	Delete	Edit	
	IX:P6:SI:	Plant 6 Signal Indicators	V	Delete	Edit	
	IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	
	IX:P6:SND:	Plant 6 Sounds	V	Delete	Edit	
	IX:P8:INIT:	Plant 8 Initialization	V	Delete	Edit	
	IX:P8:ITD:	8 Intermediate Traffic Dire	V	Delete	Edit	
	IX:P8:MTD:	8 Main Traffic Direction L	V	Delete	Edit	
	IX:P8:PTD:	8 Passing Traffic Direction L	V	Delete	Edit	
	IX:P8:SH:	Plant 8 Signal Heads	V	Delete	Edit	
	IX:P8:SI:	Plant 8 Signal Indicators	V	Delete	Edit	
	IX:P8:SL:	Plant 8 Signal Lever	V	Delete	Edit	
	IX:P8:SND:	Plant 8 Sounds	V	Delete	Edit	
	IX:511:05:	Switch 11 OS	V	Delete	Edit	
5	IX:511:5C:	Switch 11 Control	V	Delete	Edit	
	IX:55:05:	Switch 5 OS	V	Delete	Edit	
	IX:S5:SC:	Switch 5 Control	V	Delete	Edit	
	IX:57:05:	Switch 7 OS	7	Delete	Edit	
	IX:57:5C:	Switch 7 Control	V	Delete	Edit	
	IX:59:05:	Switch 9 OS	V	Delete	Edit	
	IX:59:5C:	Switch 9 Control	V	Delete	Edit	
	IX:TRA:IN:	Off panel traffic	V	Delete	Edit	ŀ,
	•				Þ	Γ
	bbA					



Logix

 The 'IX:P' is followed by each signals panel position number. (not the mile marker or actual signal name.) e.g. 12.

Logix I	abre				
File Help					
System 🔬	User Name	Enabled			
IX-SENS-IN:	Sensor inputs		Delete	Edit	
IX:P10:INIT:	Plant 10 Initialization	•	Delete	Edit	
IX:P10:ITD:	10 Intermediate Traffic Dir	~	Delete	Edit	
IX:P10:MTD:	10 Main Traffic Direction R	V	Delete	Edit	
IX:P10:PTD: 10 Passing Traffic Directio		V	Delete	Edit	
IX:P10:SH: Plant 10 Signal Heads		V	Delete	Edit	
IX:P10:SI: Plant 10 Signal Indicators		V	Delete	Edit	
IX:P10:SL: Plant 10 Signal Lever		V	Delete	Edit	
IX:P10:SND: Plant 10 Sounds			Delete	Edit	
IX:P12:INIT: Plant 12 Initialization			Delete	Edit	
IX:P12:ITD: 12 Intermediate Traffic Dir			Delete	Edit	
IX:P12:MTD: 12 Main Traffic Direction L			Delete	Edit	
IX:P12:PTD:	12 Passing Traffic Direction L		Delete	Edit	
IX:P12:SH:	Plant 12 Signal Heads		Delete	Edit	
IX:P12:SI:	Plant 12 Signal Indicators		Delete	Edit	
IX:P12:SL:	Plant 12 Signal Lever		Delete	Edit	
IX:P12:SND:	Plant 12 Sounds		Delete	Edit	
IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	
IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization		Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R		Delete	Edit	
IX:P6:SH:	Plant 6 Signal Heads		Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators		Delete	Edit	
DX:P6:SL:	Plant 6 Signal Lever		Delete	Edit	
IX:P6:SND:	Plant 6 Sounds		Delete	Edit	-
4				Þ	



Logix

- The 'IX:P' is followed by each signals panel position number. (not the mile marker or actual signal name.) e.g. 12.
- In like manner the switches are identified by their panel location. e.g. 5.

						J
Fil	e Help					
Sy	/stem 🔬	User Name	Enabled			
IX:	P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
IX:	P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
DX:	P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
DX:	P6:ITD:	6 Intermediate Traffic Dire	•	Delete	Edit	
DX:	P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	1
DX:	P6:PTD:	6 Passing Traffic Direction R	•	Delete	Edit	
DX:	P6:SH:	Plant 6 Signal Heads	•	Delete	Edit	
DX:	P6:SI:	Plant 6 Signal Indicators	•	Delete	Edit	
DX:	P6:SL:	Plant 6 Signal Lever	•	Delete	Edit	1
DX:	P6:SND:	Plant 6 Sounds	•	Delete	Edit	
DX:	P8:INIT:	Plant 8 Initialization	•	Delete	Edit	
DX:	P8:ITD:	8 Intermediate Traffic Dire	•	Delete	Edit	
DX:	P8:MTD:	8 Main Traffic Direction L	•	Delete	Edit	
DX:	P8:PTD:	8 Passing Traffic Direction L	•	Delete	Edit	
DX:	P8:SH:	Plant 8 Signal Heads	•	Delete	Edit	
DX:	P8:SI:	Plant 8 Signal Indicators	•	Delete	Edit	
DX:	P8:SL:	Plant 8 Signal Lever	•	Delete	Edit	
DX:	P8:SND:	Plant 8 Sounds	•	Delete	Edit	
DX:	S11:0S:	Switch 11 OS	•	Delete	Edit	
DX:	S11:SC:	Switch 11 Control	•	Delete	Edit	
DX:	S5:0S:	Switch 5 OS	•	Delete	Edit	
DX:	S5:SC:	Switch 5 Control	•	Delete	Edit	
IX:	\$7:0S:	Switch 7 OS		Delete	Edit	1
IX:	\$7:\$C:	Switch 7 Control		Delete	Edit	1
IX:	59:OS:	Switch 9 OS	v	Delete	Edit	
IX:	59:SC:	Switch 9 Control		Delete	Edit	1
DX:	TRA:IN:	Off panel traffic		Delete	Edit	÷
4					۱.	1

Add ...

Logiv Table



Initial State

 As soon as we load the panel we need to initialize the plant. Initially all of our IS and IT entries will come up as unknown and remain that way until we activate them. It would be very annoying to the CTC operator to require him to click on every entry point, so we will devise a Logix to do that work for him.

CTC Logi

 Note: some hardware does not remember its last state and also must be initialized after power on in a similar way.





The Logic To

Conditionals

 First we initialize each plant.

					<u> </u>
File Help					
System 🔬	User Name	Enabled			
IX-SENS-IN:	Sensor inputs		Delete	Edit	Ŀ
IX:P10:INIT:	Plant 10 Initialization		Delete	Edit	
IX:P10:ITD:	10 Intermediate Traffic Dir		Delete	Edit	
IX:P10:MTD:	10 Main Traffic Direction R		Delete	Edit	
IX:P10:PTD:	10 Passing Traffic Directio		Delete	Edit	
IX:P10:SH:	Plant 10 Signal Heads		Delete	Edit	
IX:P10:SI:	Plant 10 Signal Indicators		Delete	Edit	
IX:P10:SL:	Plant 10 Signal Lever		Delete	Edit	
IX:P10:SND:	Plant 10 Sounds		Delete	Edit	
IX:P12:INIT:	Plant 12 Initialization	•	Delete	Edit	
IX:P12:ITD:	12 Intermediate Traffic Dir	V	Delete	Edit	
IX:P12:MTD:	12 Main Traffic Direction L	V	Delete	Edit	
IX:P12:PTD:	12 Passing Traffic Direction L	V	Delete	Edit	
IX:P12:SH:	Plant 12 Signal Heads	V	Delete	Edit	
IX:P12:SI:	Plant 12 Signal Indicators	V	Delete	Edit	
IX:P12:SL:	Plant 12 Signal Lever	V	Delete	Edit	
IX:P12:SND:	Plant 12 Sounds	V	Delete	Edit	┝
IX:P2:INIT:	Plant 2 Initialization	V	Delete	Edit	
IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire	•	Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R	•	Delete	Edit]
IX:P6:SH:	Plant 6 Signal Heads	•	Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	•	Delete	Edit]
IX:P6:SL:	Plant 6 Signal Lever	7	Delete	Edit	
IX:P6:SND:	Plant 6 Sounds	v	Delete	Edit	-
•				Þ	



CTC Logiz

- Conditionals
 - First we initialize each plant.
 - Each plant has its own initialization because a large panel would have too many actions to fit in one operation.

X									
		📑 Log	ix T	able				_ 🗆	×
		File He	lp						
		System.		User Name		Enabled			
		IX-SENS-1	IN:	Sensor inputs			Delete	Edit	
		IX:P10:IN	NIT:	Plant 10 Initialization		•	Delete	Edit	
		IX:P10:IT	D:	10 Intermediate Trafi	ic Dir	~	Delete	Edit	
		IX:P10:M	TD:	10 Main Traffic Direct	ion R	~	Delete	Edit	
		IX:P10:P1	TD:	: 10 Passing Traffic Directio		~	Delete	Edit	
		IX:P10:SH	H:	Plant 10 Signal Heads			Delete	Edit	
i	📕 Edit Logix							- 0	×
F	Help								_
				Logix System Na	ame IX:F	P10:INIT:			
			Logi	v Licer Name Plant 1	0 Toitialia	ation			
			LUGI	x Oser Name (Planci	o micializ	adon			
			C	Conditionals (in Order	of Calcu	llation, max 50)			
[System Na	me		User Name		State			
	IX:P10:INIT:C1		Init C	Check	False		Ed	Edit	
ľ									
			Ne	w Conditional	Reorder	Calculate			



Conditionals

Init Check

 \mathbf{IF} (Expression)

 NOT IS:IP (Internal Sensor Initialize Panel) active

THEN (Action)

 1. Trigger Route IR:P10:INIT to do the work.

Note: one of the things one route will do is set the internal sensor IS:IP active to prevent it from happening again.

P.	Edit Conditio	onal						- 🗆 ×
Hel	p							
			Conditional Syste	em Name IX:P1(0:INIT:C1			
		Cor	nditional User Name	nit Check		-		
-Lo	gical Expression –			· ·				
			State Vari	iables (max 20))			
Г		Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	NOT	Sensor Active	IS:IP	N/A	N/A			Delete
	I							
			Add State Variable	Charlest	ata Variablea			
			Add State Valiable		ace variables			
Ac	tions							
		Action 1 - Trigger Acti	on 💿 On Change T	o True 🔿 On	Change To Fals	e 🔿 On Cha	ange	
		Action	1 - Type Trigger Rou	ute	Jalize Plan	t 10		
		Action 2 - Trigger Act	ion 💿 On Change To	o True 🔿 On	Change To False	e 🔿 On Cha	ange	
			Action 2 - Type		-			
			Action 2 - Type Jivor					
		Upda	ate Conditional	Cancel	Delete Conditior	nal		



• The route initializes the turnout that is part of this plant.

ndu/Eu	t Route			_
Help				
		Route System Name: IR:P10:INIT		
	Bo	ute User Name: Initialize Plant 10		
	S	how C All C Included Turnouts and Sens	ors	
	System Name	User Name	Include	Set State
Please select	LT9	Switch 9	~	Set Closed
Turnouts to				
be included				
in this relate	· .			
	1			
	System Name 🔬	User Name	Include	Set State
Please select	IS:P10:CB	Plant 10 Code Button	V	Set Inactive
Sensors to	IS:P10:SLI	Plant 10 Signal Left Indicator		Set Inactive
be included	IS:P10:SLL	Plant 10 Signal Left Lever		Set Inactive
in this Route.	IS:P10:SLR	Plant 10 Stack L Register		Set Inactive
	15:P10:SNI	Plant 10 Signals Normal Indicator	M	Set Active
	Play sound file:	Set Rur	n script:	Set
	-			
Ente	r Sensor that Activ	ates when Route Turnouts are correctly aligned (optional):	
		Enter Sensors that trigger this Route (optional)		
				-
		chivo w I Op Achivo w I		On Active
Sensors:	On A		,	
Sensors:	On A	Enter a Turnout that triggers this Route (optiona	ı ıl)	
Sensors:	On A	Enter a Turnout that triggers this Route (optiona	l)	
Sensors:	On A	Enter a Turnout that triggers this Route (optiona mout: On Thrown	l)	
Sensors:	On A Tur additional delay bet	Enter a Turnout that triggers this Route (optiona mout: Condition: On Thrown ween Turnout Commands (optional), added delay	i) 	(milliseconds)
Sensors:	On A Tur additional delay bet	Enter a Turnout that triggers this Route (optiona mout: Condition: On Thrown ween Turnout Commands (optional), added delay	i) 	(milliseconds)
Sensors:	On A Tur additional delay bet Enter	Enter a Turnout that triggers this Route (optiona mout: Condition: On Thrown ween Turnout Commands (optional), added delay	il) r: 0 ptional)	(milliseconds)
Sensors:	On A Tur additional delay bet Enter Tu	Enter a Turnout that triggers this Route (optional mout: Condition: On Thrown ween Turnout Commands (optional), added delay a Turnout that controls the lock for this Route (o	l) v: 0 ptional)	(milliseconds)
Sensors:	On A Tur additional delay bet Enter Tu	Enter a Turnout that triggers this Route (optiona mout: Condition: On Thrown ween Turnout Commands (optional), added delay r a Turnout that controls the lock for this Route (o rnout: Condition: On Thrown	il)	(milliseconds)
Sensors:	On A Tur additional delay bet Enter Tu To chang	Enter a Turnout that triggers this Route (optional mout: Condition: On Thrown tween Turnout Commands (optional), added delay r a Turnout that controls the lock for this Route (or rnout: Condition: On Thrown e this Route, make changes above, then click 'Upd	l) T: D ptional) date Route'.	(milliseconds)



Routes

- The route initializes the turnout that is part of this plant.
- And then sets all the various indicators so the panel looks OK when it starts up.

ĺ	📕 Add/Edit	Route					-	
	Help							
			Route St	ystem Name: IR:P1	0:INIT			
ł		Rou	ute User Name:	Initialize Plant 10				
		-		-				
		21	now (CAII (e	Included Turno	uts and Sens	ors		
		System Name 🔬		User Name		Include	Set State	
	Please select	LT9	Switch 9				Set Closed	
	be included							
	in this Route.							
	[System Name 🔬		User Name		Include	Set State	
	Please select	IS:P10:CB	Plant 10 Code Bu	tton			Set Inactive	-
	Sensors to be included	IS:P10:SLI	Plant 10 Signal Le	eft Indicator			Set Inactive	
	in this Route.		Plant 10 Signal Le Plant 10 Stack LE	ert Lever			Set Inactive	
		IS:P10:SLK	Plant 10 Stack E P	lormal Indicator			Set Active	
	I I					1.		
		Play sound file:	Set		Rur	n script:	Set	
1	Enter	Sensor that Activ	ates when Route	Turpouts are corre	ctly aligned (optional).		
	Encor	Sensor enderreen		, rambacs are corre	cay angrica (opcionaly. [
			Enter Sensors	that trigger this Rou	ite (optional)			
	Sensors:	On Ad	tive 💌	On Act	tive 💌		On Active	-
			Enter a Turnout	that triggers this Ro	oute (optiona	D		
		-				-		
		Tur	nout: j	Condition:	Jon Thrown	<u> </u>		
	Enter a	dditional delay bet	ween Turnout Co	ommands (optional),	added delay	: 0	(milliseconds)	
		Enter	a Turnout that c	ontrols the lock for l	this Route (o	ptional)		
		Tu	rnout:	Condition:	On Thrown	*		
		To change	this Route, mak	e changes above, t	hen click 'Upd	late Route'.		
		To lea	ve Edit mode, wi	thout changing this	Route, click '(Cancel',		
			Delete Route	Update Route	Cance	el		



Sensor Input

 Sensor inputs trigger a code relay sequence and then light the corresponding lamp.
 Remember this demo allows you to simulate the sensor inputs by flipping the toggle switches.





Sensor Input

- Sensor inputs trigger a code relay sequence and then light the corresponding lamp.
 Remember this demo allows you to simulate the sensor inputs by flipping the toggle switches.
- We are simulating two intermediate
 blocks. The CTC indication shows them all as one lamp.





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Logix

 The sensor inputs are all under IX:SENS. We will look at them first.

LUSIA	ubic .				
File Help					
System 🔬	User Name	Enabled			
IX-SENS-IN:	Sensor inputs		Delete	Edit	≜
1X:P10:INIT:	Plant 10 Initialization		Delete	Edit	
IX:P10:ITD:	10 Intermediate Traffic Dir		Delete	Edit	
IX:P10:MTD:	10 Main Traffic Direction R		Delete	Edit	
IX:P10:PTD:	10 Passing Traffic Directio		Delete	Edit	
IX:P10:SH:	Plant 10 Signal Heads	•	Delete	Edit	
IX:P10:SI:	Plant 10 Signal Indicators	V	Delete	Edit	
IX:P10:SL:	Plant 10 Signal Lever	V	Delete	Edit	
IX:P10:SND:	Plant 10 Sounds	7	Delete	Edit	
IX:P12:INIT:	Plant 12 Initialization	V	Delete	Edit	1
IX:P12:ITD:	12 Intermediate Traffic Dir	V	Delete	Edit	1
IX:P12:MTD:	12 Main Traffic Direction L	V	Delete	Edit	1
IX:P12:PTD:	12 Passing Traffic Direction L	V	Delete	Edit	1
IX:P12:SH:	Plant 12 Signal Heads	V	Delete	Edit	1
IX:P12:SI:	Plant 12 Signal Indicators	V	Delete	Edit	1
IX:P12:SL:	Plant 12 Signal Lever	V	Delete	Edit	1
IX:P12:SND:	Plant 12 Sounds	V	Delete	Edit	┝
IX:P2:INIT:	Plant 2 Initialization	V	Delete	Edit	1
IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	1
IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	1
IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	1
IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	1
IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	1
IX:P6:SH:	Plant 6 Signal Heads	V	Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	V	Delete	Edit	1
IX:P6:SL:	Plant 6 Signal Lever		Delete	Edit	1
IX:P6:SND:	Plant 6 Sounds		Delete	Edit	-
•	+			•	



📕 Logix Table

Logix

- The sensor inputs are all under IX:SENS. We will look at them first.
- Click 'Edit' to open the list of conditionals.

File Help					
System 🔬	User Name	Enabled			
IX-SENS-IN:	Sensor inputs		Delete	Edit	<u> </u>
IX:P10:INIT:	Plant 10 Initialization		Delet	Edit	
IX:P10:ITD:	10 Intermediate Traffic Dir		Delete	Edit	
IX:P10:MTD: 10 Main Traffic Direction R			Delete	Edit	
IX:P10:PTD:	10 Passing Traffic Directio		Delete	Edit	
IX:P10:SH:	Plant 10 Signal Heads	V	Delete	Edit	1
IX:P10:SI:	Plant 10 Signal Indicators	V	Delete	Edit	1
IX:P10:SL:	Plant 10 Signal Lever	V	Delete	Edit	1
IX:P10.5ND:	Plant 10 Sounds	V	Delete	Edit	1
IX:P12:INIT:	Plant 12 Initialization		Delete	Edit	1
IX:P12:ITD:	12 Intermediate Traffic Dir		Delete	Edit	1
IX:P12:MTD:	12 Main Traffic Direction L		Delete	Edit	1
IX:P12:PTD:	12 Passing Traffic Direction L		Delete	Edit	1
IX:P12:SH:	Plant 12 Signal Heads		Delete	Edit	1
IX:P12:SI:	Plant 12 Signal Indicators		Delete	Edit	1
IX:P12:SL:	Plant 12 Signal Lever		Delete	Edit	1
IX:P12:SND:	Plant 12 Sounds		Delete	Edit	ŀ
IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	1
IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	1
IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	1
IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	1
IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	1
IX:P6:PTD:	6 Passing Traffic Direction R	7	Delete	Edit	1
IX:P6:SH:	Plant 6 Signal Heads	V	Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	~	Delete	Edit	
IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	
IX:P6:SND:	Plant 6 Sounds	V	Delete	Edit	1.
4				•	ŀ

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- Conditionals
 - Each sensor has its own entry.

	Logix Table									
	File Help									
	System ∧	User Name	Enabled							
	IX-SENS-IN:	Sensor inputs	V	Delete	Edit	-				
	IX:P10:INIT:	Plant 10 Initialization		Delete	Edit					
	IX:P10:ITD:	10 Intermediate Traffic Dir	V	Delete	Edit					
	IX:P10:MTD:	10 Main Traffic Direction R	V	Delete	Edit					
	IX:P10:PTD:	10 Passing Traffic Directio	V	Delete	Edit					
	IX:P10:SH:	Plant 10 Signal Heads	V	Delete	Edit					
ogix					- 0	×				

Edit l

CTC Logix

Logix System Name IX-SENS-IN:

Logix User Name Sensor inputs

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State		
IX-SENS-IN:C1	LS1-on	False	Edit	Ŀ
IX-SENS-IN:C3	LS2-on	False	Edit	1
IX-SENS-IN:C4	LS2-off	True	Edit	1
IX-SENS-IN:C5	LS3-on	False	Edit	1
IX-SENS-IN:C6	LS3-off	True	Edit	
IX-SENS-IN:C7	LS4-on	False	Edit	1
IX-SENS-IN:C8	LS4-off	True	Edit	1
IX-SENS-IN:C9	LS5-on	False	Edit	1
IX-SENS-IN:C10	LS5-off	True	Edit	1
IX-SENS-IN:C11	LS6-on	False	Edit	1
IX-SENS-IN:C12	LS6-off	True	Edit	Ŀ
	New Conditional	Reorder Calculate		



- Conditionals
 - Each sensor has its own entry.
 - Click 'Edit' for each Conditional's list of variables and actions Start with LS2-on.

	🗮 I	.ogix T	able			- 0
	File	Help				
	Syste	em ≿	User Name	Enabled		
	IX-SE	NS-IN:	Sensor inputs	V	Delete	Edit
	DX:P10	D:INIT:	Plant 10 Initialization		Delete	Edit
	IX:P10	0:ITD:	10 Intermediate Traffic Dir	🔽	Delete	Edit
	IX:P10	D:MTD:	10 Main Traffic Direction R		Delete	Edit
	IX:P10	D:PTD:	10 Passing Traffic Directio.	. 🔽	Delete	Edit
	DX:P10	0:SH:	Plant 10 Signal Heads	V	Delete	Edit
📆 Ed	lit Logix					_ [
Help						
Logix System Name IX-SENS-IN:						
		Log	ix User Name Sensor input	5	-	
		Log	ix User Name Sensor input Conditionals (in Order of Ca	s Iculation, max 50)		
5	ystem Name	Log (ix User Name Sensor input Conditionals (in Order of Ca User Name	culation, max 50)		
Sy IX-SENS-	ystem Name -IN:C1	Log (LS1-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False	s lculation, max 50) State	Edit	:
Sy DX-SENS- DX-SENS-	ystem Name -IN:C1 -IN:C3	Log (LS1-or LS2-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False	s lculation, max 50) State	Edit	:
Sy DX-SENS- DX-SENS- DX-SENS-	ystem Name IN:C1 IN:C3 IN:C4	Log (LS1-or LS2-of	ix User Name Sensor input Conditionals (in Order of Ca User Name False h False f True	culation, max 50) State	Edit	:
S) DX-SENS- DX-SENS- DX-SENS- DX-SENS-	ystem Name -IN:C1 -IN:C3 -IN:C4 -IN:C5	Log (LS1-or LS2-or LS2-of LS3-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False h False f True h False	s lculation, max 50) State	Edit Edit Edit Edit	: : : :
Sy DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	vstem Name -IN:C1 -IN:C3 -IN:C4 -IN:C5 -IN:C6	Log (LS1-or LS2-of LS3-of LS3-of	ix User Name Sensor input Conditionals (in Order of Ca User Name False f False f True f False f True	s lculation, max 50) State	Edit Edit Edit Edit	: : : :
Sy DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	ystem Name IN:C1 IN:C3 IN:C4 IN:C5 IN:C5 IN:C6 IN:C7	Log (LS1-or LS2-of LS3-or LS3-or LS3-of LS3-of	ix User Name Sensor input Conditionals (in Order of Ca User Name False n False if True n False if True n False	s lculation, max 50) State	Edit Edit Edit Edit Edit Edit	: : : : :
Sy DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	ystem Name -IN:C1 -IN:C3 -IN:C4 -IN:C5 -IN:C5 -IN:C6 -IN:C7 -IN:C8	Log (LS1-or LS2-or LS3-or LS3-or LS3-or LS4-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False f False f False f True f False f True f False	s lculation, max 50) State	Edit Edit Edit Edit Edit Edit	
Sy DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	vstem Name -IN:C1 -IN:C3 -IN:C4 -IN:C5 -IN:C5 -IN:C6 -IN:C7 -IN:C8 -IN:C9	Log (LS1-or LS2-of LS3-of LS3-of LS4-or LS4-of LS4-of LS5-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False f False f True f True f False if True f False	s lculation, max 50) State	Edit Edit Edit Edit Edit Edit Edit	
Sy DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	ystem Name IN:C1 IN:C3 IN:C4 IN:C5 IN:C5 IN:C6 IN:C7 IN:C6 IN:C7 IN:C8 IN:C9 IN:C10	Log (LS1-or LS2-of LS3-of LS3-of LS3-of LS4-of LS4-of LS5-of	ix User Name Sensor input Conditionals (in Order of Ca User Name False f False f True f False f True f False f True f False f True	s lculation, max 50) State	Edit Edit Edit Edit Edit Edit Edit Edit	
5) DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS- DX-SENS-	ystem Name -IN:C1 -IN:C3 -IN:C4 -IN:C5 -IN:C6 -IN:C7 -IN:C8 -IN:C8 -IN:C9 -IN:C10 -IN:C11	Log (LS1-or LS2-or LS3-or LS3-or LS4-or LS4-or LS5-or LS5-or LS5-or LS5-or	ix User Name Sensor input Conditionals (in Order of Ca User Name False f False f True f False if True f False if True f False if True f False	s lculation, max 50) State	Edit Edit Edit Edit Edit Edit Edit Edit	

Done

New Conditional

Delete Logix

Calculate

Delete Logi

Reorder



Conditionals

LS2-on

IF (Expression)

 LS2 (The sensor or panel toggle image) is active

THEN (Action)

- 1. Play the sound of relays
- 2. Delay for 5 sec. And then turn on the lamp.

Note: This conditional is simple, with a 1:1 relationship between the expression and its resulting actions.

📕 Edit Conditio	onal						- 🗆 ×	
Help								
	Conditional System Name IX-SENS-IN:C3							
	Conditional User Name LS2-on							
-Logical Expression-	Logical Expression							
		State Vari	iables (max 20)				
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal		
	Sensor Active	LS2	N/A	N/A			Delete	
,								
		Add State Variable	Check Sta	ta Variablas				
		Add State Variable		ice variables				
Actions								
	Action 1 - Trigger Acti	on 💿 On Change To	o True 🔿 On	Change To Fals	e 🔿 On Cha	ange		
	Action 1 - Type Play	Sound File	▼ Set	Jurces/sounds	/Code-receive	e.wav		
				1,				
		C o charact		ch	C ou chu			
	Action 2 - Trigger Acti	on (• On Change Io	o True (O On	Change To False	e (O On Cha	ange		
A	ction 2 - Type Delayed Set Se	ensor 🗾 IS:	S5:OSI Ac	tive 💌 5				
	Upda	ate Conditional	Cancel	Delete Conditior	nal			



- Conditionals
 - Each sensor has its own entry.
 - Click 'Edit' for each Conditional's list of variables and actions. Start with LS2-on.
 - 'LS2-off' is just the reverse of 'LS2-on'.

	📲 Logix Table 🔤								
	File Help								
	System 🛆	User Name	Enabled						
	IX-SENS-IN:	Sensor inputs	•	Delete	Edit	-			
	IX:P10:INIT:	Plant 10 Initialization	V	Delete	Edit				
	IX:P10:ITD:	10 Intermediate Traffic Dir	•	Delete	Edit				
	IX:P10:MTD:	10 Main Traffic Direction R	V	Delete	Edit				
	IX:P10:PTD:	10 Passing Traffic Directio	V	Delete	Edit				
	IX:P10:SH:	Plant 10 Signal Heads	V	Delete	Edit				
it Logix					- 🗆	×			

Help

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Logix System Name IX-SENS-IN:

Logix User Name Sensor inputs

Conditionals (in Order of Calculation, max 50)

				-				
System Name	User Name	State						
IX-SENS-IN:C1	LS1-on	False	Edit	≜				
IX-SENS-IN:C3	LS2-on	False	Edit					
IX-SENS-IN:C4	LS2-off	True	Edit					
DX-SENS-IN:C5	LS3-on	False	Edit					
IX-SENS-IN:C6	LS3-off	True	Edit					
IX-SENS-IN:C7	LS4-on	False	Edit					
IX-SENS-IN:C8	LS4-off	True	Edit					
IX-SENS-IN:C9	LS5-on	False	Edit					
IX-SENS-IN:C10	LS5-off	True	Edit					
DX-SENS-IN:C11	LS6-on	False	Edit					
IX-SENS-IN:C12	LS6-off	True	Edit	Ŀ				
New Conditional Reorder Calculate								



- Conditionals
 - Each sensor has its own entry.
 - Click 'Edit' for each Conditional's list of variables and actions. Start with 'LS2-on'.
 - 'LS2-off' is just the reverse of 'LS2-on'.
 - Next look at LS1-on.

CTC Logi	7								
		📑 Logix 🛾	Table				- 🗆	×	
		File Help							
		System A	User Name		Enabled				
		IX-SENS-IN:	Sensor inputs		•	Delete	Edit	1	
		IX:P10:INIT:	Plant 10 Initializatio	n		Delete	Edit		
		IX:P10:ITD:	10 Intermediate Tra	affic Dir…		Delete	Edit		
		IX:P10:MTD:	10 Main Traffic Dire	ction R		Delete	Edit		
		IX:P10:PTD:	10 Passing Traffic D	irectio		Delete	Edit		
haaita		IX:P10:SH:	Plant 10 Signal Head	ds		Delete	Edit		
nas its	🔀 Edit Logix						- 🗆	×	
	Help								
	Logix System Name IX-SENS-IN:								
or oach									
UI Eacli			,						
s list of			Conditionals (in Ord	er of Celci	lation may 50)				
daationa					addon, max 50)			_	
a actions.	System Nam	ie I Ct a	User Name	Calaa.	State	Edit			
S2-on'	DA SENS-INICI	151-0		Faise				F	
102 UII .	DA SENS-IN:C3	LS2-0	n 	Faise		Edit			
uct the	DA CENIS INVOE	LS2-0		Talaa		Edit			
ust the	DA SENS-IN:CS	L53-0	55	Taise		Edit			
S2-on'	IX-SENS-IN:C6	1.53-0	. -	Talaa		Edit		╉─	
	IX-SENS-IN-C7	L54-0		Taise		Edit		-	
IS1_on	DA CENIC INICO	L54-0	. -	Talaa		Edit		-	
LJ1-011.	DA CENIC INFORM	L55-0		Taise		Edit		-	
	DA SENS INCOM	L55-0		True		Edic		-	
	DA SENS-IN:CTT	L56-0	n 	Faise		Edit		-	
	IX-SENS-IN:C12	L26-0		Irue		Edit		Ľ	
		N	ew Conditional	Reorder	Calculate				
	L		Done	Delete	Logix				



Conditionals

LS1-on

We are now watching the state of the first two blocks which form an intermediate block. If neither sensor is active, and then either one becomes active, we will play the relay sound, delay for 5 seconds while the sound plays, and then turn on the lamp.

Long sections of single track are often formed of several blocks, each with their own signals. The CTC machine only shows the operator that one or more of these blocks is occupied.

📑 E	dit Condit	tional						- 🗆 🗙	
Help									
	Conditional System Name IX-SENS-IN:C1								
	Conditional User Name LS1-on								
Logica	al Expression	1							
			State Var	iables (max 20)				
		Variable Type	Name	Data 1	Data 2	State	Triggers Cal		
		Sensor Active	LS1	N/A	N/A			Delete	
AND	NOT	Sensor Active	LS4	N/A	N/A			Delete	
			Add State Variable	Check Sta	ate Variables				
Action									
ACCION	15	Action 1 - Trigger Action	on 💿 On Change Te	o True 🔿 On	Change To Fals	e 🔿 On Ch	ange		
		Action 1 - Type Play	Sound File	▼ Set	Jurces/sounds	s/Code-receive	e.wav		
	Action 1 - Type Play Sound File Set purces/sounds/Code-receive.wav Action 2 - Trigger Action On Change To True On Change To False On Change Action 2 - Type Delayed Set Sensor IS:SS:ITI Active IS								
		Upda	ate Conditional	Cancel	Delete Conditior	nal			



Conditionals

LS1-on

${f IF}$ (Expression)

- LS1 (The sensor or panel toggle image) is active
- LS4 is NOT already active

THEN (Action)

- 1. Play the sound of relays
- 2. Delay for 5 sec. And then turn on the lamp

	Edit Conditional									
	Help									
				Conditional Syste	m Name IX-SEM	S-IN:C1				
			Con	ditional User Name	51-on					
or	-Logical Ex	(pression —		5. I. V.						
e				State vari	ables (max 20)				-
/e			Variable Type	Name	Data 1	Data 2	State	Triggers Cal		
			Sensor Active	LS1	N/A	N/A			Delete	
	AND	NOT	Sensor Active	LS4	N/A	N/A			Delete	
ınd				Add State Variable	Check Sta	ite Variables				
np.	Actions	Act	Action 1 - Trigger Action Action 1 - Type Play 9 Action 2 - Trigger Acti tion 2 - Type Delayed Set Se	on On Change To Sound File on On Change To ensor	o True C On Set True C On S5:ITI Ad	Change To False Jources/sounds Change To False tive 💌 5	e C On Cha s/Code-receive e C On Cha	ange e.wav		
			Upda	ate Conditional	Cancel	Delete Conditior	nal			



Logix

 Next we will look at the switch control levers.

📑 Logix T	Table			- 🗆	×
File Help					
System 🔬	User Name	Enabled			Γ
IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	
IX:P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
IX:P6:SH:	Plant 6 Signal Heads		Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	V	Delete	Edit	
IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	
IX:P6:SND:	Plant 6 Sounds	2	Delete	Edit	
IX:P8:INIT:	Plant 8 Initialization	2	Delete	Edit	
IX:P8:ITD:	8 Intermediate Traffic Dire	2	Delete	Edit	
IX:P8:MTD:	8 Main Traffic Direction L	2	Delete	Edit	
IX:P8:PTD:	8 Passing Traffic Direction L	V	Delete	Edit	
IX:P8:SH:	Plant 8 Signal Heads	V	Delete	Edit	
IX:P8:SI:	Plant 8 Signal Indicators	2	Delete	Edit	
IX:P8:SL:	Plant 8 Signal Lever	2	Delete	Edit	
IX:P8:SND:	Plant 8 Sounds	2	Delete	Edit	
IX:S11:OS:	Switch 11 OS	2	Delete	Edit	
IX:511:5C:	Switch 11 Control	2	Delete	Edit	
IX:55.05:	Switch 5 OS	2	Delete	Edit	
IX:55:5C:	Switch 5 Control	V	Delete	Edit	
IX:57:05:	Switch 7 OS	V	Delete	Edit	
IX:S7:SC:	Switch 7 Control	V	Delete	Edit	
IX:59:05:	Switch 9 OS	V	Delete	Edit	
IX:59:5C:	Switch 9 Control	V	Delete	Edit	
IX:TRA:IN:	Off panel traffic		Delete	Edit	-
•				Þ	
Add					



Logix

 Next we will look at the switch control levers.

CTC Logix

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Help

- There are a series of conditionals.
 - Send Reverse

	📑 Logix 1	Table			- 🗆	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization		Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R		Delete	Edit	
lit Logix					- 🗆	×

Logix System Name IX:S5:SC:

Logix User Name Switch 5 Control

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:55:5C:C1	Switch 5 Send Reverse	False	Edit
IX:55:5C:C2	Switch 5 Send Normal	False	Edit
IX:55:5C:C3	Switch 5 Thrown Feedback	False	Edit
IX:S5:SC:C4	Switch 5 Closed Feedback	True	Edit
IX:S5:SC:C5	Switch 5 RN	False	Edit
IX:S5:SC:C6	Switch 5 NR	False	Edit
IX:S5:SC:C7	Switch 5 consistent	True	Edit

New Conditional	Reorder	Calculate
Done	Delete Logi	ix



Send Reverse

\mathbf{IF} (Expression)

- IS:P6:CB (The code button) is pressed
- IS:S5:CL (Control Lever) is inactive
- IS:S5:OSI (OS Ind.) is inactive
- IS:P6:SNI (Signals Normal)
- IS:S5:RI Not already Reverse

THEN (Action)

- 1. Play sound.
- 2. Send command.

Conditionals

Edit Conditio	nal						- 🗆 י
Help							
		Conditional Sy	stem Name IX:S	5:SC:C1			
	Cor	nditional User Name	Switch 5 Send R	everse	-		
Logical Expression							
		State Va	ariables (max 20	0)			
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	Sensor Active	IS:P6:CB	N/A	N/A	False		Delete
AND	Sensor Inactive	IS:S5:CL	N/A	N/A	False		Delete
AND	Sensor Inactive	IS:S5:OSI	N/A	N/A	True		Delete
AND	Sensor Active	IS:P6:SNI	N/A	N/A	True		Delete
AND NOT	Sensor Active	IS:S5:RI	N/A	N/A	True		Delete
' /				2			
		All state	variables are O	к.			
	_	Add State Variable	Check St	ate Variables			
Actions							
	Action 1 - Trigger Acti	on 💿 On Change	To True 🔿 Or	n Change To Fals	e 🔿 On Cha	ange	
		- 1-1			1.15		
	Action 1 - Type Play	Sound File	Set	esources/sou	nds/Code-send	i.wav	
	Action 2 - Trigger Act	ion 📧 On Change	To True 🔿 On	Change To Fals	e 🔿 On Cha	ange	
	tion 2 - Type Delayed Set S	ensor		ctive V 5			
A	The second second		A				
	Upda	ate Conditional	Cancel	Delete Conditio	nal		



Logix

- Next we will look at the switch control levers.
- There are a series of conditionals.
 - Send Reverse
 - Send Normal

	📓 Logix T	able			- 🗆	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	N	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	2	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	2	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	2	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
🛾 Edit Logix					- 0	×

📕 Edit Logix

Help

CTC Logix

Logix System Name IX:S5:SC:

Logix User Name Switch 5 Control

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:55:5C:C1	Switch 5 Send Reverse	False	Edit
IX:55:5C:C2	Switch 5 Send Normal	False	Edit
IX:55:5C:C3	Switch 5 Thrown Feedback	False	Edit
IX:55:5C:C4	Switch 5 Closed Feedback	True	Edit
IX:S5:SC:C5	Switch 5 RN	False	Edit
IX:S5:SC:C6	Switch 5 NR	False	Edit
IX:55:5C:C7	Switch 5 consistent	True	Edit

New Conditional

Done

Reorder

Delete Logix

Calculate



Send Normal

IF (Expression)

- IS:P6:CB (The code button) is pressed
- IS:S5:CL (Control Lever) is active
- IS:S5:OSI (OS Ind.) is inactive
- IS:P6:SNI (Signals Normal)
- IS:S5:NI Not already Normal

THEN (Action)

- 1. Play sound.
- 2. Send command.

Conditionals

📑 Edit Con	ditional						- 🗆
Help							
		Conditional Sys	tem Name IX:55	5:SC:C2			
	c	onditional User Name	witch 5 Send No	ormal			
Logical Expres	sion						
		State Var	iables (max 20)			
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	Sensor Active	IS:P6:CB	N/A	N/A	False		Delete
AND	Sensor Active	IS:S5:CL	N/A	N/A	False		Delete
AND	Sensor Inactive	IS:S5:OSI	N/A	N/A	True		Delete
AND	Sensor Active	IS:P6:SNI	N/A	N/A	True		Delete
AND NOT	Sensor Active	IS:S5:NI	N/A	N/A	True		Delete
		Add State Variable	Check Sta	ate Variables			
Actions							
	Action 1 - Trigger A	ction 📀 On Change T	o True 🔿 On	Change To Fals	e 🔿 On Cha	ange	
	Action 1 Turne Dia	u Cound File	- 5-1		ndalCada ann		
	Action 1 - Type Pla				nus/code-send	1.wav	
	Action 2 - Trigger A	ction 💿 On Change T	o True 🔿 On	Change To Fals	e 🔿 On Cha	ange	
	Action 2 - Type Delayed Set	Sensor 💽 🔽 IS	:55:5N Ac	tive 💌 5			
	11-	data Conditional	Cancel	Dalata Coodition			
				Delete Condition	iai		



Logix

- Next we will look at the switch control levers.
- There are a series of conditionals.
 - Send Reverse
 - Send Normal
 - Feedback

						_
	📕 Logix T	Table			- 🗆	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
dit Logix					_ 0	×

Help

PŔ

CTC Logix

Logix System Name IX:S5:SC:

Logix User Name Switch 5 Control

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:55:5C:C1	Switch 5 Send Reverse	False	Edit
IX:55:5C:C2	Switch 5 Send Normal	False	Edit
IX:55:5C:C3	Switch 5 Thrown Feedback	False	Edit
IX:55:5C:C4	Switch 5 Closed Feedback	True	Edit
IX:55:5C:C5	Switch 5 RN	False	Edit
IX:55:5C:C6	Switch 5 NR	False	Edit
IX:55:5C:C7	Switch 5 consistent	True	Edit

New Conditional Reorder

Done

Calculate

Delete Logix



Rev Feedback

IF (Expression)

LT5 (The turnout has moved)

THEN (Action)

- 1. Delay and then send command to set the indication.
- 2. Play sound.

Note: the two actions are performed immediately. The sound does not wait for the delay to complete. The result is, you hear the sound, then the lamp changes.

	📑 Edit Condition	al						- 🗆 ×
l	Help							
			Conditional Syst	em Name IX:S5	:SC:C3			
		Con	ditional User Name	witch 5 Thrown	Feedback			
	Logical Expression							
			State Vari	ables (max 20)			
		Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
		Turnout Thrown	LT5	N/A	N/A	False		Delete
	'							
			Add State Variable	Check Sta	te Variables			
	Actions							
		Action 1 - Trigger Actio	on 🗧 On Change To	True C On	Change To Fals	e 🔿 On Cha	ange	
	Actio	on 1 - Type Delayed Set Se	ensor IS:	S5:RI Act	tive 🔻 5			
		Action 2 - Trigger Act	on 💿 On Change To	True 🔿 On (Change To False	e 🔿 On Cha	inge	
		Action 2 Turne Play	Found Fil		www.coc/cound	Codo roceiva		
		Action 2 - Type [Play :		<u> </u>] purces/sounds	specialerreceive		
		Upda	ate Conditional	Cancel I	Delete Condition	nal		

Conditionals



Logix

- Next we will look at the switch control levers.
- There are a series of conditionals.
 - Send Reverse
 - Send Normal
 - Feedback
 - In motion

CTC	loaix		
		P	Logix Table
		File	Help

	· · · · ·					
	System A	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization		Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
	DX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
	DX:P6:PTD:	6 Passing Traffic Direction R		Delete	Edit	
ogix					- 0	×

- 🗆 🗙

腾 Edit Logix

Help

Logix System Name IX:S5:SC:

Logix User Name Switch 5 Control

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
DX:55:5C:C1	Switch 5 Send Reverse	False	Edit
IX:55:5C:C2	Switch 5 Send Normal	False	Edit
IX:55:5C:C3	Switch 5 Thrown Feedback	False	Edit
IX:55:5C:C4	Switch 5 Closed Feedback	True	Edit
IX:55:5C:C5	Switch 5 RN	False	Edit
IX:55:5C:C6	Switch 5 NR	False	Edit
IX:55:5C:C7	Switch 5 consistent	True	Edit

New Conditional

Reorder Calculate

Done Del

Delete Logix



Conditionals



- ${f IF}$ (Expression)
- IS:S5:CL (The lever is Reversed)
- The indicator is NOT yet reverse

THEN (Action)

1. No action

Note:

This conditional does not do anything, but its condition may be checked by other conditionals to see if the turniut is aligned OK.

leip								
			Conditional Sys	tem Name IX:55	5:SC:C5			
		Co	onditional User Name	witch 5 RN		_		
Logical E	xpression-							
			State Var	iables (max 20)			
		Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
		Sensor Inactive	IS:S5:CL	N/A	N/A	False	•	Delete
AND	NOT	Sensor Active	IS:S5:RI	N/A	N/A	False		Delete
			Add State Variable	Check Sta	ate Variables			
Actions -			Add State Variable	Check Sta	ate Variables			
Actions-		Action 1 - Trigger Ac	Add State Variable	Check Sta	ate Variables Change To Fals	e C On Cha	ange	
Actions-		Action 1 - Trigger Ac	Add State Variable	Check Sta	ate Variables Change To Fals	e C On Cha	ange	
Actions-		Action 1 - Trigger Ac	Add State Variable	Check Sta	ate Variables Change To Fals	e 🔿 On Cha	ange	
Actions-		Action 1 - Trigger Ac	Add State Variable	Check Sta	ate Variables Change To Fals	e C On Cha	ange	
Actions-		Action 1 - Trigger Action 2 - Trigger Action 2	Add State Variable tion (On Change To Action 1 - Type Nor stion (On Shange To	Check Sta	ate Variables Change To Fals	e C On Cha	ange	
Actions-		Action 1 - Trigger Action 2 - Trigger Action 2	Add State Variable tion (On Change To Action 1 - Type Nor tion (On Change To Action 2 - Type Nor	Check Sta o True C On ne o True C On	ate Variables Change To Fals Change To Fals	e C On Cha	ange	



Logix

- Next we will look at the switch control levers.
- There are a series of conditionals.
 - Send Reverse
 - Send Normal
 - Feedback
 - In motion
 - Aligned

	📕 Logix 1	Table			- 0	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	•	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	•	Delete	Edit	
t Logix					- 0	×

📑 Edit Log

CTC Logix

Help

Logix System Name IX:S5:SC:

Logix User Name Switch 5 Control

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:S5:SC:C1	Switch 5 Send Reverse	False	Edit
IX:55:5C:C2	Switch 5 Send Normal	False	Edit
IX:55:5C:C3	Switch 5 Thrown Feedback	False	Edit
IX:S5:SC:C4	Switch 5 Closed Feedback	True	Edit
IX:S5:SC:C5	Switch 5 RN	False	Edit
DX:S5:SC:C6	Switch 5 NR	False	Edit
IX:55:5C:C7	Switch 5 consistent	True	Edit

New Conditional

Reorder Calculate

Done

Delete Logix



In corraspondance

IF (Expression)

- False Switch 5 NR
- False Switch 5 RN

THEN (Action)

1. No action

Note:

This conditional checks the previous two and by elimination assumes that the turnout is now aligned OK. This conditional may be checked by others that need to know that Sw5 is OK.



Conditionals



Logix

 Now we will look at some details of the OS sections.

Logix	able			- []
File Help				
System 🔬	User Name	Enabled		
X:P2:INIT:	Plant 2 Initialization		Delete	Edit
X:P4:INIT:	Plant 4 Initialization		Delete	Edit
X:P6:INIT:	Plant 6 Initialization		Delete	Edit
X:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit
X:P6:MTD:	6 Main Traffic Direction R		Delete	Edit
X:P6:PTD:	6 Passing Traffic Direction R		Delete	Edit
X:P6:SH:	Plant 6 Signal Heads		Delete	Edit
X:P6:SI:	Plant 6 Signal Indicators		Delete	Edit
X:P6:SL:	Plant 6 Signal Lever		Delete	Edit
X:P6:SND:	Plant 6 Sounds		Delete	Edit
X:P8:INIT:	Plant 8 Initialization		Delete	Edit
X:P8:ITD:	8 Intermediate Traffic Dire		Delete	Edit
X:P8:MTD:	8 Main Traffic Direction L		Delete	Edit
X:P8:PTD:	8 Passing Traffic Direction L		Delete	Edit
X:P8:SH:	Plant 8 Signal Heads		Delete	Edit
X:P8:SI:	Plant 8 Signal Indicators		Delete	Edit
X:P8:SL:	Plant 8 Signal Lever		Delete	Edit
X:P8:SND:	Plant 8 Sounds		Delete	Edit
X:511:05:	Switch 11 OS		Delete	Edit
X:511.5C:	Switch 11 Control		Delete	Edit
X:55:05:	Switch 5 OS		Delete	Edit
X:S5:SC:	Switch 5 Control		Delete	Edit
X:57:05:	Switch 7 OS		Delete	Edit
X:S7:SC:	Switch 7 Control		Delete	Edit
X:59:05:	Switch 9 OS		Delete	Edit
X:59:5C:	Switch 9 Control		Delete	Edit
X:TRA:IN:	Off panel traffic	▼	Delete	Edit



Logix

 Now we will look at some details of the OS sections.

CTC Log

 There are two sets of OS conditions.

	7							
		gix 1	Table				_ 🗆	×
	File H	lelp						
	System	A	User Name		Enabled			
	IX:P2:II	NIT:	Plant 2 Initialization			Delete	Edit	
	IX:P4:II	NIT:	Plant 4 Initialization		V	Delete	Edit	
	IX:P6:II	NIT:	Plant 6 Initialization		~	Delete	Edit	
	IX:P6:I	D:	6 Intermediate Traffic	Dire	~	Delete	Edit	
	IX:P6:M	TD:	6 Main Traffic Direction	n R	V	Delete	Edit	
	IX:P6:P	TD:	6 Passing Traffic Direc	tion R		Delete	Edit	
	🚆 Edit Logix						- 🗆	×
1	Help							_
			Logix System N	ame IX	:55:0S:			
		Loc	ix User Name Switch 5	5 05				
			· · · ·					
			Conditionale (in Orden)	- Color	lation			
			Conditionals (in Order)	or Calcu	lation, max 50)			_
	System Name		User Name		State			-
	IX:55:05:C1	OS 5	5 Main	False		Ed		4
	IX:55:05:C2	OS 5	5 Passing	False		Ed	it	
[
			Conditional I -) a a v d a -	Caladata	1		
		N		Reorder	Calculate			
			Dope	Delete	Logix			





There are two OS conditionals, Main and Passing.

 At first glance 'OS occupied' seems like a simple concept. Things get more complex in real life. If you are on the single track (intermediate track) then the OS is always considered part of the single track block for occupancy. I.e. the single track is not clear until the adjacent OS is also clear.

However, if you are on the main or passing sidings, then things are more complex. The OS is only considered to be a part of the block when the turnout is aligned to include the OS. I.e. If a train is on the OS it only 'occupies' the block/s that the OS turnout aligns with. It does not occupy the other siding.

This is because a 'block' includes all the track between a signal and the next opposing signal, but the OS itself is interspaced between the two sets of signals.



OS Main

IF (Expression)

- LT5 (The turnout s Closed)
- LS2 (The sensor is active

THEN (Action)

- 1. Set IS:S5:OSM active if change to true
- 2. Set ISS5:OSM to inactive if change to false.

Conditionals





Logix

- Now we will look at some details of the OS sections.
- Next we go to the signal levers.

📑 Logix	Table			- 🗆	×
File Help					
System x	User Name	Enabled			
IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	
IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization		Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R		Delete	Edit	
IX:P6:SH:	Plant 6 Signal Heads		Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	•	Delete	Edit	
IX:P6:SL:	Plant 6 Signal Lever	•	Delete	Edit	
DAIP6:SND:	Plant 6 Sounds	•	Delete	Edit	
IX:P8:INIT:	Plant 8 Initialization	V	Delete	Edit	
IX:P8:ITD:	8 Intermediate Traffic Dire	•	Delete	Edit	
IX:P8:MTD:	8 Main Traffic Direction L	•	Delete	Edit	
IX:P8:PTD:	8 Passing Traffic Direction L	V	Delete	Edit	
IX:P8:SH:	Plant 8 Signal Heads	•	Delete	Edit	
IX:P8:SI:	Plant 8 Signal Indicators	•	Delete	Edit	
IX:P8:SL:	Plant 8 Signal Lever	•	Delete	Edit	
IX:P8:SND:	Plant 8 Sounds	7	Delete	Edit	
IX:511:05:	Switch 11 OS	7	Delete	Edit	
IX:S11:SC:	Switch 11 Control	7	Delete	Edit	
IX:55:05:	Switch 5 OS	7	Delete	Edit	
IX:S5:SC:	Switch 5 Control	7	Delete	Edit	
IX:57:05:	Switch 7 OS	7	Delete	Edit	
IX:S7:SC:	Switch 7 Control	7	Delete	Edit	
IX:59:05:	Switch 9 OS	7	Delete	Edit	
IX:S9:SC:	Switch 9 Control	v	Delete	Edit	
IX:TRA:IN:	Off panel traffic	V	Delete	Edit	Ŧ
•				Þ	
Add .					



Logix

 Now we will look at some details of the OS sections.

CTC Logix

1

Help

- Next we go to the signal levers.
 - There are two physical positions, (but three logical positions) plus the central 'Signals Normal' (stop)

	📑 Logix T	Table			- 🗆	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization		Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R		Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	v	Delete	Edit	
dit Logix					- 🗆	×

Logix System Name IX:P6:SL:

Logix User Name Plant 6 Signal Lever

New Conditional

Done

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:P6:SL:C1	Set 6 Clear L	False	Edit
IX:P6:SL:C2	Set 6 Clear Main R	False	Edit
IX:P6:SL:C3	Set 6 Clear Pass R	False	Edit

Reorder

Delete Logix

Calculate



Set Clear Left

IF (Expression)

- IS:P6:CB Code Button
- IS:P6:SLL Signal Lever Left
- NOT IS:S5:ITR
 Indicate Traffic R
- NOT IS:S5:SLI Signal Left Ind.
- NOT IS:S5:SRI Signal / Right Ind.

THEN (Action)

- 1. Trig IR:P6:SO All Indicators 'Off'
- 2. Set IS:P6:SLR Stack
 Left Regiser

	📑 Edit	Conditi	onal							
ľ	Help									
					Conditional Syst	tem Name_IX:P6	5:SL:C1			
				Con	ditional User Name	et 6 Clear L		-		
Г	Logical E	xpression-			,					
	-				State Vari	iables (max 20)			
				Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
			Sensor	Active	IS:P6:CB	N/A	N/A	False		0
	AND		Sensor	Active	IS:P6:SLL	N/A	N/A	False		0
	AND	NOT	Sensor	Active	IS:S5:ITR	N/A	N/A	True		0
	AND	NOT	Sensor	Active	IS:P6:SLI	N/A	N/A	True		۵
	AND	NOT	Sensor	Active	IS:P6:SRI	N/A	N/A	True		0
					Add State Variable	Check Sta	ate Variables			
	Actions									
				Action 1 - Triager Acti	an 🙆 On Change Tr	True C On	Change To Fals	a C On Cha	2000	
			· · · · ·	Action 1 - Migger Acti					inge	
				Action	1 - Type Trigger Rou	ute	IR:P6:SC)		
I										
			1	Action 2 - Trigger Acti	ion 💿 On Change To	True 🔿 On	Change To Fals	e 🔿 On Cha	inge	
			Artista 2 1	Turne Deleved Set S						
l		4	Action 2 - I	Type Delayed Set Se	ensor IS:	POISLK AC	uve 📕 15			
				Upda	ate Conditional	Cancel	Delete Condition	nal		

Conditionals





Stacking Trains (Follow-on traffic)

 CTC allows the operator to send multiple trains into the same single track as long as they are following one another. He really has no way to tell how far any train has progressed becaue the underlying ABS is controlling the train spacing. Once a train enters the OS, the signals normal light comes on. (and the OS bell rings, if it is not cut off)

Once the OS has cleared, the operator may allow another train to follow the first, by realigning the switch, if necessary, and then pressing the code button once again. The signals normal will go off as before, but all traffic indicators will remain off until the original train has proceeded far enough to let the ABS clear (Usually to approach) the head block single track signal, which allows the next train to proceed. At that point a directional 'clear' indicator will light again, letting the operator know the next train may follow the first. When the following train enters the OS the OS bell will sound again, etc.



Logix

- Now we will look at some details of the OS sections.
- Next we go to the signal levers.
- Then Signal Indicators

📑 Logix 1	able			- 🗆	Ŀ
File Help					
System 🔬	User Name	Enabled			Γ
IX:P2:INIT:	Plant 2 Initialization		Delete	Edit	Ŀ
IX:P4:INIT:	Plant 4 Initialization		Delete	Edit	
IX:P6:INIT:	Plant 6 Initialization	•	Delete	Edit	
IX:P6:ITD:	6 Intermediate Traffic Dire		Delete	Edit	
IX:P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	
IX:P6:PTD:	6 Passing Traffic Direction R	•	Delete	Edit	
IX:P6:SH:	Plant 6 Signal Heads	•	Delete	Edit	
IX:P6:SI:	Plant 6 Signal Indicators	7	Delete	Edit	
IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	
IX:P6:5ND:	Plant 6 Sounds	V	Delete	Edit	
DZ P8:INIT:	Plant 8 Initialization	7	Delete	Edit	
IX:P8:ITD:	8 Intermediate Traffic Dire	V	Delete	Edit	1
IX:P8:MTD:	8 Main Traffic Direction L	V	Delete	Edit	1
IX:P8:PTD:	8 Passing Traffic Direction L	V	Delete	Edit	1
IX:P8:SH:	Plant 8 Signal Heads	V	Delete	Edit	1
IX:P8:SI:	Plant 8 Signal Indicators	V	Delete	Edit	1
IX:P8:SL:	Plant 8 Signal Lever	V	Delete	Edit	1
IX:P8:SND:	Plant 8 Sounds	V	Delete	Edit	1
IX:S11:OS:	Switch 11 OS	V	Delete	Edit	1
IX:511:5C:	Switch 11 Control		Delete	Edit	1
IX:55:05:	Switch 5 OS		Delete	Edit	1
IX:S5:SC:	Switch 5 Control		Delete	Edit	1
IX:57:05:	Switch 7 OS	V	Delete	Edit	1
IX:S7:SC:	Switch 7 Control	V	Delete	Edit	1
IX:59:05:	Switch 9 OS		Delete	Edit	1
IX:59:5C:	Switch 9 Control		Delete	Edit	1
IX:TRA:IN:	Off panel traffic	V	Delete	Edit	ŀ



Logix

 Now we will look at some details of the OS sections.

CTC Logix

- Next we go to the signal levers.
- Then Signal Indicators
 - Several ways to set 'Signals Normal'

	📕 Logix T	able			- 🗆	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
ogix					- 🗆	×

Help

Logix System Name IX:P6:SI:

Logix User Name Plant 6 Signal Indicators

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:P6:SI:C1	6 OS Sets Signals Normal from L	False	Edit
IX:P6:SI:C2	6 OS Sets Signals Normal from R	False	Edit
IX:P6:SI:C3	6 Lever N sets Signals Normal	False	Edit
IX:P6:SI:C4	Unstack 6L	False	Edit
IX:P6:SI:C5	Unstack 6R	False	Edit
IX:P6:SI:C6	6 Set Signals Normal from lever L	False	Edit
IX:P6:SI:C7	6 Set Signals Normal from lever R	False	Edit
IX:P6:SI:C8	6 Set Signals Normal Lap Conflict Main	False	Edit
IX:P6:SI:C9	6 Set Signals Normal Lap Conflict Pass	False	Edit
IX:P6:SI:C10	6 Set Signals Normal Lap Conflict Int	False	Edit
	·		
·			
			1
	New ConditionalR	Calculate]
	Done	Delete Logix	



Conditionals

Set Signals Normal

IF (Expression)

- IS:S5:OSI OS Indicator
- IS:P6:SLI Signal Left Indicator

THEN (Action)

1. Set IS:P6:SNI
 Signals Normal
 Indicator

	i di ci o i i di						_
Help							
		Conditional Sys	tem Name_IX:P	6:SI:C1			
	Co	onditional User Name	o OS Sets Signal	s Normal from L	_		
Logical Expres	sion						
		State Var	riables (max 20))			
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	Sensor Active	IS:S5:OSI	N/A	N/A	False		Delet
AND	Sensor Active	IS:P6:SLI	N/A	N/A	False		Delet
		Add State Variable	Check St.	ate Variables			
Actions		Add State Variable	Check St	ate Variables]		
Actions	Action 1 - Trigger Ac	Add State Variable	Check St.	ate Variables OChange To Fals	j se (° On Ch	ange	
Actions	Action 1 - Trigger Action 1 - Ty	Add State Variable tion (On Change T pe Set Sensor	O True O On	ate Variables Change To Fals IS:P6:SNI	se O On Ch	ange	
Actions	Action 1 - Trigger Ac Action 1 - Ty	Add State Variable tion (On Change T pe Set Sensor	Check St.	ate Variables Change To Fals IS:P6:SNI	se O On Ch Active 💌	ange	
Actions	Action 1 - Trigger Ac Action 1 - Ty Action 2 - Trigger Ac	Add State Variable tion ⓒ On Change T pe Set Sensor	Check St.	ate Variables Change To Fals IS:P6:SNI	ie O On Ch Active 💌	ange	
Actions	Action 1 - Trigger Ac Action 1 - Ty Action 2 - Trigger Ac	Add State Variable tion © On Change T pe Set Sensor tion © On Change T Action 2 - Type No	O True O On	ate Variables Change To Fals IS:P6:SNI	se O On Ch Active 💌	ange	
Actions	Action 1 - Trigger Ac Action 1 - Ty Action 2 - Trigger Ac	Add State Variable tion	O True O On	ate Variables Change To Fals IS:P6:SNI	ie O On Ch Active 💌	ange	



Set Signals Normal

IF (Expression)

- IS:P6:CB Code Button
- IS:P6:SNL Signal
 Normal Lever
- NOT IS:P6:SNI
 Signal Normal
 Indicator

THEN (Action)

- 1. Trig IR:P6:SO
 Signals Off
- Delay set IS:P6:SNI
 Signals Normal Ind.

		Conditional S	ystem Name IX:	P6:SI:C3			
	(Conditional User Name	6 Lever N sets	Signals Normal			
xpression-							
		State V	/ariables (max 2	20)			
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	Sensor Active	IS:P6:CB	N/A	N/A	False	V	Delete
	Sensor Active	IS:P6:SNL	N/A	N/A	False		Delete
NOT	Sensor Active	IS:P6:SNI	N/A	N/A	True		Delete
		Add State Variable	e Check S	itate Variables			
					G a d		
	Action 1 - Trigger A	ction 💿 On Change	To True CO	n Change To Fal	se 🔿 On Ch	ange	
	Action 1 - Trigger A	on 1 - Type Trigger	To True CO	n Change To Fal	se (° On Ch	ange	
	Action 1 - Trigger (Acti	on 1 - Type Trigger F	e To True 🔿 O	n Change To Fal	se C On Ch	ange	
	Action 1 - Trigger 4 Action 2 - Trigger 4	on 1 - Type Trigger F	To True C O	IR:P6:S0	se C On Chi	ange	
	Action 1 - Trigger A Acti Action 2 - Trigger A	on 1 - Type Trigger F Action ⓒ On Change	e To True CO	n Change To Fal	se O On Cha D se O On Cha	ange ange	
	NOT	xpression Variable Type Sensor Active Sensor Active NOT Sensor Active	State V Variable Type Name Sensor Active IS:P6:CB Sensor Active IS:P6:SNL NOT Sensor Active IS:P6:SNI	State Variables (max 2 Variable Type Name Data 1 Sensor Active IS:P6:CB N/A Sensor Active IS:P6:SNL N/A NOT Sensor Active IS:P6:SNI N/A	State Variables (max 20) Variable Type Name Data 1 Data 2 Sensor Active IS:P6:CB N/A N/A Sensor Active IS:P6:SNL N/A N/A NOT Sensor Active IS:P6:SNI N/A N/A	State Variables (max 20) Variable Type Name Data 1 Data 2 State Sensor Active IS:P6:CB N/A N/A False Sensor Active IS:P6:SNL N/A N/A False NOT Sensor Active IS:P6:SNI N/A N/A True	State Variables (max 20) Variable Type Name Data 1 Data 2 State Triggers Cal Sensor Active IS:P6:CB N/A N/A False Image: Colored col

Conditionals





Setting Signals Normal with the lever.

This is one operation that will get you negative comments. It means you changed your mind about an action, and are about to drop a stop signal in the face of a moving train. The prototype will impose a long delay at this point to allow the train to proceed to the next signal (in case he already passed the signal you just dropped to red) and also time enough for him to stop when he sees the next red. (possibly running past it)

- Only after the delay has timed out will the 'Signals Normal' indicator light again and allow for any changes in turnout position or traffic direction, and then only if the any trains are safely stopped short of the OS.
- Prototype delays can be from 2-10 minutes. We used 10 seconds here. Modelers would not put up with a prototypical delay without spending the time forming a lynch mob for the dispatcher.



Logix

 Now we will look at some details of the OS sections.

CTC Logix

- Next we go to the signal levers.
- Then Signal Indicators
 - Several ways to set 'Signals Normal'
 - Unstack traffic

	📑 Logix 1	Table			- 0	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	7	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	7	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	•	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
ogix					_ 0	×

📑 Edit Logi

Help

Logix System Name IX:P6:SI:

Logix User Name Plant 6 Signal Indicators

Conditionals (in Order of Calculation, max 50)

	System Name	User Name	State	
	IX:P6:SI:C1	6 OS Sets Signals Normal from L	False	Edit
	IX:P6:SI:C2	6 OS Sets Signals Normal from R	False	Edit
	IX:P6:SI:C3	6 Lever N sets Signals Normal	False	Edit
	IX:P6:SI:C4	Unstack 6L	False	Edit
	X:P6:SI:C5	Unstack 6R	False	Edit
	IX:P6:SI:C6	6 Set Signals Normal from lever L	False	Edit
	IX:P6:SI:C7	6 Set Signals Normal from lever R	False	Edit
	IX:P6:SI:C8	6 Set Signals Normal Lap Conflict Main	False	Edit
	IX:P6:SI:C9	6 Set Signals Normal Lap Conflict Pass	False	Edit
	IX:P6:SI:C10	6 Set Signals Normal Lap Conflict Int	False	Edit
Г	r			
				1
		New Conditional R	eorder Calculate	
		Done	Delete Logix	



Unstack 6 Left

IF (Expression)

- IS:P6:SLR Stack Left Register
- IS:S5:OSI OS
 Indicator
- IX:S5:SC:C7 Switch
 Control (Consistent)
- NOT LS1 (block)

THEN (Action)

- 1. Set IS:P6:SLI
 Signals Left
 Indicator
- 2. Delay set inactive IS:P6:SLR Stack Left Register

Conditionals

	📑 Edi	t Conditio	nal						- 🗆 ×
	Help								
				Conditional Sys	tem Name_IX:P6	5:SI:C4			
ck			C	onditional User Name	Instack 6L				
	-Logical E	Expression							
				State Var	iables (max 20)			
			Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
			Sensor Active	IS:P6:SLR	N/A	N/A	False		Delete
	AND		Sensor Inactive	IS:S5:OSI	N/A	N/A	False		Delete
witch	AND		Conditional True	IX:55:5C:C7	N/A	N/A	True		Delete
otopt)	AND	NOT	Sensor Active	LS1	N/A	N/A	True		Delete
stent)									
k)	T								
				Add State Variable	Check Sta	te Variables	1		
I	Actions								
			Action 1 - Trigger Ac	tion 💿 On Change T	o True 🔿 On	Change To Fals	e 🔿 On Cha	ange	
			Action 1 - Ty	rpa Sat Sansar	I	S:P6:SLI	Active 👻		
							_		
active				No. C. O. Charact		ch	C ou chu		
			Action 2 - Trigger A	ction (• On Change I)	o irue (O On	Change To Fais	e () On Cha	ange	
ΓK.		Ac	tion 2 - Type Delayed Set	Sensor IS:	P6:SLR Ina	active 💌 🛛			
			Up	date Conditional	Cancel	Delete Conditio	nal		



Logix

 Now we will look at some details of the OS sections.

CTC Logix

- Next we go to the signal levers.
- Then Signal Indicators
 - Several ways to set 'Signals Normal'
 - Unstack traffic
 - Conflict resolution due to simultanious conflicting moves

	🚆 Logix 1	Table			- 0	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	V	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	V	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Dire	V	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	2	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
ogiy						×

📑 Edit Logi

Help

Logix System Name IX:P6:SI:

Logix User Name Plant 6 Signal Indicators

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:P6:SI:C1	6 OS Sets Signals Normal from L	False	Edit
IX:P6:SI:C2	6 OS Sets Signals Normal from R	False	Edit
IX:P6:SI:C3	6 Lever N sets Signals Normal	False	Edit
IX:P6:SI:C4	Unstack 6L	False	Edit
IX:P6:SI:C5	Unstack 6R	False	Edit
IX:P6:SI:C6	6 Set Signals Normal from lever L	False	Edit
IX:P6:SI:C7	6 Set Signals Normal from lever R	False	Edit
IX:P6:SI:C8	6 Set Signals Normal Lap Conflict Main	False	Edit
IX:P6:SI:C9	6 Set Signals Normal Lap Conflict Pass	False	Edit
Disro:SI:C10	6 Set Signals Normal Lap Conflict Int	False	Edit
<i>r</i>			
			1
	New Conditional R	Calculate	
	Done	Delete Logix	





Conflicting moves (overlaped traffic direction)

It is possible to setup conflicting moves on a CTC machine, especially with boundry traffic where both operators may simultaniously choose to send opposing traffic on the single track that joins two districts. The code traffic delays involved leave a gap between the sending of a signal and the registering of that information in the next CTC machine.

- This conflict resolution Logix immediately detects these conflicts once they appear, and restors all the signals to stop, and then imposes a timout delay for any traffic that has responded to the brief signal flash.
- A single operator should not setup traffic that conflicts with himself. Phone or radio communications with adjoining districts should prevent these conflicts in the first place. In either case the machine detects the errors and locks the signals back to stop long enough to resolve them.



Logix

- Now we will look at some details of the OS sections.
- Next we go to the signal levers.
- Then Signal Indicators
- Finally Signal Heads

📑 Log	ix Table			- 🗆	>
File He	lp				
System	. 🔬 User Name	Enabled			
IX:P2:INI	T: Plant 2 Initialization	V	Delete	Edit	
IX:P4:INI	T: Plant 4 Initialization	V	Delete	Edit	1
IX:P6:INI	T: Plant 6 Initialization	V	Delete	Edit	1
IX:P6:ITD	6 Intermediate Traffic Direction		Delete	Edit	1
IX:P6:MT	D: 6 Main Traffic Direction R	V	Delete	Edit	1
IX:P6:PT): 6 Passing Traffic Direction R	V	Delete	Edit	1
IX:P6:SH	Plant 6 Signal Heads	V	Delete	Edit	1
IX:P6:SI:	ant 6 Signal Indicators	V	Delete	Edit	1
IX:P6:SL:	Plant 6 Signal Lever	V	Delete	Edit	1
IX:P6:5A): Plant 6 Sounds	V	Delete	Edit	1
IX:P8:INI	T: Plant 8 Initialization	V	Delete	Edit	1
X:P8:ITD	8 Intermediate Traffic Directi	V	Delete	Edit	1
IX:P8:MT	D: 8 Main Traffic Direction L	V	Delete	Edit	1
IX:P8:PT): 8 Passing Traffic Direction L	V	Delete	Edit	1
IX:P8:SH	Plant 8 Signal Heads	V	Delete	Edit	1
IX:P8:SI:	Plant 8 Signal Indicators	V	Delete	Edit	1
IX:P8:SL:	Plant 8 Signal Lever	V	Delete	Edit	1
IX:P8:SNI): Plant 8 Sounds	V	Delete	Edit	1
IX:511:0	5: Switch 11 OS	V	Delete	Edit	1
IX:511:50	2: Switch 11 Control	V	Delete	Edit	1
IX:55:05	: Switch 5 OS	V	Delete	Edit	1
IX:S5:SC	Switch 5 Control	V	Delete	Edit	1
IX:57:05	: Switch 7 OS	V	Delete	Edit	
IX:S7:SC	Switch 7 Control		Delete	Edit	1
IX:59:05	: Switch 9 OS		Delete	Edit	1
IX:59:5C	Switch 9 Control	V	Delete	Edit	1
IX:TRA:IN	V: Off panel traffic		Delete	Edit	ŀ,
•			·	•	
Ac	Id				



Logix

 Now we will look at some details of the OS sections.

CTC Logix

- Next we go to the signal levers.
- Then Signal Indicators
- Finally Signal Heads
 - Each signal is set by the ABS logic (SSL) in the Plant. The CTC over-rides the normal ABS with 'Hold.'

	🚆 Logix 1	Table			- 0	×
	File Help					
	System 🔬	User Name	Enabled			
	IX:P2:INIT:	Plant 2 Initialization	•	Delete	Edit	
	IX:P4:INIT:	Plant 4 Initialization	•	Delete	Edit	
	IX:P6:INIT:	Plant 6 Initialization	V	Delete	Edit	
	IX:P6:ITD:	6 Intermediate Traffic Direction	V	Delete	Edit	
	IX:P6:MTD:	6 Main Traffic Direction R	V	Delete	Edit	
	IX:P6:PTD:	6 Passing Traffic Direction R	V	Delete	Edit	
t Lo	gix				- 0	×

🌉 Edit Logix

Help

Logix System Name IX:P6:SH:

Logix User Name Plant 6 Signal Heads

Conditionals (in Order of Calculation, max 50)

System Name	User Name	State	
IX:P6:SH:C1	LH1 Hold	False	Edit
IX:P6:SH:C2	LH2 Hold	False	Edit
DX:P6:SH:C3	LH3 Hold	False	Edit
DX:P6:5H:C4	LH4 Hold	False	Edit
PK:P6:SH:C5	IH1 Hold	False	Edit
IX:P6:SH:C6	IH2 Hold	False	Edit
IX:P6:SH:C7	Plant 6 Main Occupied R	False	Edit
IX:P6:SH:C8	Plant 6 Pass Occupied R	False	Edit
		·	

Reorder

Delete Logix

New Conditional

Done

Calculate



LH1 Hold

\mathbf{IF} (Expression)

- IS:P6:SRI Signal Right Indicator
- LT5 Turnout 5 position

THEN (Action)

- 1. Clear LH1 Signal Head 1 hold on change to true
- 2. Set LH1 Signal Head 1 to hold on change to false

Help							
		Conditional Sy	vstem Name IX:P6	5:SH:C1			
	с	Conditional User Name	LH1 Hold		_		
-Logical Expression	on						
		State V	ariables (max 20)			
	Variable Type	Name	Data 1	Data 2	State	Triggers Cal	
	Sensor Active	IS:P6:SRI	N/A	N/A	False		Delete
AND	Turnout Thrown	LT5	N/A	N/A	False		Delete
		Add State Variable	Check Sta	ate Variables			
Actions		Add State Variable	Check Sta	ate Variables			
Actions	Action 1 - Trigger A	Add State Variable	Check Sta	ate Variables Change To Fals	e C On Cha	ange	
Actions	Action 1 - Trigger A Actic	Add State Variable	Check Sta To True C On	ate Variables Change To Fals	e C On Cha	ange	
Actions	Action 1 - Trigger A Actio	Add State Variable	Check Sta To True C On	ate Variables Change To Fals	e C On Cha	ange	
Actions	Action 1 - Trigger A Actio Action 2 - Trigger 4	Add State Variable	Check Sta To True C On	ate Variables Change To Fals LH1 Change To Fals	e C On Cha	ange	

Conditionals



- What we have covered so far:
 - CTC Panel operation detail (CTC-clinic-1)
 - CTC Panel Logix (CTC-clinic-2)
- Where we are going next:
 - CTC Prototype Panel (CTC-clinic-3)