Right On Track

Christmas Greetings

Inside this issue

Send items for inclusion in this newsletter to the Editor via e-mail at admin@noarail.com

This newsletter is available as a download from our website (address above) saving the club postage and printing, most pictures are in colour. Notification is sent by email when it is available for download.

Below: Another picture from our exhibition, Kangaroo & Cockatoo Railway

Management Committee

President	John Cutler
Vice President	Frank Crossley
Secretary	Graham Bartlett
Treasurer	Judith Morley
Membership Manager	David Morley
Events Coordinator & Security Officer	Tony Mikolaj
Almoner	Ron Weeden
First Aid	Peter Lynch

Next Committee meeting
7:30pm Monday 5th January 2009

Swapmeet

Friday 13th February 2009
7:30 pm – 9:00 pm
NMRI Clubrooms

Numbers will be limited by available space. $10 per 900 mm x 750 mm table (supplied) or take advantage of the early bird discount, $5 if paid in advance. Bookings events@noarail.com Strictly one person entry per table.

Mount Compass

April 2009 (early)
Mount Compass Oval

This is only a possibility at the moment but we expect to be asked to do this event again.

Steam Up at Pichi Richi

25th – 26th April 2009
Quorn workshops

There is some serious talk of us doing a display at Quorn for the Pichi Richi. Apparently the whole town will be involved.
More details as they come to hand.

AMRE Exhibition

6th – 8th June 2009
Greyhound Park

An application has been sent

Swapmeet

Friday 24th July 2009
7:30 pm – 9:00 pm
NMRI Clubrooms

Numbers will be limited by available space. $10 per 900 mm x 750 mm table (supplied) or take advantage of the early bird discount, $5 if paid in advance. Bookings events@noarail.com Strictly one person entry per table.

Sunshine Exhibition

August 2009

This is only a maybe at this stage.

Mildura Exhibition

September 20th – 21st 2009

This is a little iffy as it clashes with the modelling convention, details as they become known, an attendance list will be on the noticeboard.

Loxton Show

October Long weekend 2009
4th - 5th Sunday + Monday
Loxton Show grounds

This is a possibility for a two day display, details as they become known.

Open Day and Swapmeet

Sunday 8th November 2009
10:00 am – 1:00 pm
NMRI Clubrooms

Numbers will be limited by available space. $20 per 1800 mm x 750 mm table (supplied) or take advantage of the early bird discount, $10 if paid in advance. Bookings events@noarail.com Public entry at 10:00 am $2

NMRI DCC - Quick Reference Guide - Consisting

This article is intended to be used as a support to users new to our Lenz DCC system. Initially this guide only focuses on the LH100, because at the time of writing the LH90 had not arrived.

Tony has already published a guide on running your first train, see Tony's previous article in 'Right on Track' vol 13 Iss 8, (August 2008, page 5). In this article I'll look at some basic types of consisting.

Consisting of locomotives

One of the nicest things about the operation of the Lenz is the ease with which consisting can be set up relative to just about all other systems on the market. The Lenz supports two types of consisting, double

heading and the multiple unit consist. Clearly the double head function is for consists of only two locomotives, multiple unit consists can have up to a bazillion[*] locomotives. * Actually it's limited to ONLY 256 locomotives.

Setting up a Double Head

In order to create a double header, you need to have your two locomotives on track and both must have been sent a command, anything, a direction change, start and stop or, if you're not running pommy outline, even just turn the headlight on or off.

A loco operating on the 00 address cannot be consisted, nor can locomotives that already belong to another double head or multiple unit set.

Drive your two locos to where you want them to couple and couple them together (back to back,

nose to nose or elephant configuration it does not matter). Do make sure that they are both set to run in the same direction (otherwise you'll be breaking draw gear) and set their speed to zero.

If you want to double head locos 1234 and 1235 select either address on the controller as outlined in Tony's article in the August issue of 'Right on Track'. If 1235 is selected then you will want to add 1234 to it in double head mode, the procedure for this is outlined below.

Press	The display will show	What it all means
	^ E1235	Locomotive 1235 is selected for control.
F then 2	D+1235	Locomotive 1235 is about to be added to a Double Header.
Alternatively you can press F then the + or – key until *DH* is displayed on the screen. Press *Enter* and D+1235 will then appear on screen.		
+	+L*_	This is where you enter the number of the second locomotive.
1234	+L1234	Locomotive 1234 is being added to our Double Head.
Enter	^ D1235	The Double Head has been created and is ready to drive per normal.

Operating Your Double Header

The double head can now be operated as per normal by selecting either locomotive address, regardless of which direction you are driving or which locomotive is leading. Any adjustments to functions (sound and lighting etc) will only be followed by the locomotive

who's number is displayed on screen. For this reason alone generally you will want to drive your double header by the leading locomotive so that you can dim your headlights at stations and when there is oncoming traffic.

Deleting a Double Header

Press	The display will show	What it all means
	^ D1235	Depending on which locomotive in the Double Head you have selected.
F then 2	D-1235	Locomotive 1235 can be removed from the Double Header.
Alternatively you can press F then the + or – key until *DH* is displayed on the screen. Press *Enter* and D-1235 will then appear on screen.		
-	D-1235	The display will flash.
Enter	^ E1235	The locos are now not Double Headed and are individually controllable.
OR Esc	^ D1235	If you want to keep the Double Head consist.

To disassemble a Double Head consist it would be advisable to of course have your locomotives stationary, but it is not a requirement meaning that you can de-consist your locomotives on the fly (brave shunters). It should be noted that simply physically separating the locomotives and removing them from the track will not take them out of consist. If this is done, the very next time you have them on the track

they will still behave like in a consist, fine if you always run them in that fashion, but if you have them at the business end of their own individual trains you will find that when you tell one train to go so will the other... You will also find that you cannot add them to another consist whilst the system still thinks they are a part of one, even if that was actually months ago and you have now forgotten all about it!

Setting up a Multiple Unit Consist

Multiple units are entered differently to double headers. First of all you need to have a two digit (01 to 99) address for your multiple unit, here I think the two digit *member number* you have for all your locomotive address will work well. If you want to run more than one multiple set then you will need to think of another number and make sure that no one else is currently operating a multiple unit with that number.

The basic rules for multiple uniting are the same as those for the double head function, each locomotive must have been sent a command from your hand control. Once coupled together the locomotives must all be set to run in the same direction, this you can change as you add them in. They must also have zero speed when you attempt to add them to the consist. Locomotives being added cannot already be a part of a double head or consist and cannot be being operated on the 00 address.

This time we are going to set up a multiple unit with four locomotives, 2345, 2356, 2367 and 2378. Unlike other, more complicated, DCC systems the order in which we enter your locomotives is not important. We are going to give the consist an address of 23.

Press	The display will show	What it all means
	^ E2367	Locomotive 2367 is selected for control.
F then 3	M+2367	Locomotive 2367 is to be added to a multiple unit.
Alternatively you can press F then the + or – key until *MU* is displayed on the screen. Press *Enter* and M+2367 will then appear on screen.		
+	MU*_	This is where you enter the two digit number of the multiple unit.
23	MU*23	The locomotive is to be added to multiple unit number 23.
Enter	^ E2367	The direction indicator will be blinking, change the direction to suit.
Enter	^ m2367	Locomotive 2367 has been added
Call up the address of the next locomotive you want to add 2356		
Repeat the steps above for this locomotive, again taking care to be sure that you set it's direction correctly. Adding the locomotive to multiple unit number 23.		
Follow these steps for locomotives 2345 and 2378. You can keep adding locomotives following this procedure right up to your bazillionth[*] locomotive (* or 256th locomotive)		

Operating Your Multiple Unit Consist

Your multiple unit can now be driven by the two digit multiple unit address (23 in our example). Just another reason for reserving two digit addresses and making sure all our locomotives have four digit addresses – no conflicts.

If using the two digit multiple unit address you will only have control over the speed and direction of the consist, lighting and other functions cannot be activated. More conveniently you can also drive the consist by ANY of the included locomotive's addresses, they will ALL react to changes in speed and direction at the same instant. The added bonus of this is that you can individually control a locomotive's functions if you have it's unique address selected. This means that by selecting your lead locomotive you can have control over the headlights, horn, bell, etc. Finally, you can add locomotives to your multiple unit at any time, making it easy to add banking locomotives before long inclines, removing them just as easily when the summit is reached.

Erasing a Locomotive from a Multiple Unit

The Lenz system allows you to simply remove locomotives from a multiple unit one at time. This is handy if you simply wish to drop a locomotive off for a shunting manoeuvre.

When you're done shunting you can simply re-couple the locomotive to the consist, add it back in via the process outlined above and drive your whole train off once again.

Press	The display will show	What it all means
	^ M0023	Call up the Multiple Unit address (note the capital M).
F then 3	M-2367	Locomotive 2367 is to be removed from a multiple unit (change to suit).
Alternatively you can press F then the + or – key until *MU* is displayed on the screen. Press *Enter* and M-2367 will then appear on screen (again the number can be changed to the loco to be removed).		
-	-- m2367	The display will blink.
Enter	^ E2367	Locomotive 2367 has been erased from your multiple unit.
OR Esc	^ M0023	If you want to keep the locomotive in the Multiple Unit consist.
Follow these steps for any other locomotives you no longer need in the consist. You can keep deleting locomotives following this procedure until they have all been removed.		

Erasing a Complete Multiple Unit

Just like the double head function, and for the exact same reasons, at the end of your operating session you will need to remove your locomotives from the multiple unit.

You can, if you wish, remove each loco from your multiple unit one at a time, when the last loco is removed the consist (and it's two digit address) is automatically deleted. This could get tiresome if you have more than a few locomotives in consist.

Luckily, there's a quicker method, that being simply deleting the entire consist all in one go. This process will automatically remove each loco you have consisted together and return them to a simple collection of individual locomotives.

Press	The display will show	What it all means
	^ M0023	Call up the multiple unit address (note the capital M).
F then 3	--MU*23	This is the multiple unit that's about to be erased.
Alternatively you can press F then the + or – key until *MU* is displayed on the screen. Press *Enter* and --MU*23 will then appear on screen.		
-	--MU*23	The display will flash.
Enter	The display will briefly display the number of each locomotive as it is deleted from the consist.	
	^ m0023	The locos are now not in Multiple Unit and are individually controllable.
OR Esc	^ M0023	If you want to keep the Multiple Unit consist.

Aaaarrrggghhh! – When it's not Quite Right - Error Messages Relating to Consisting

If something does go wrong during the set up of a consist the Lenz system will provide you with a selection of codes to hint at what you might be doing wrong and what might need to be rectified.

If you receive an error message whilst trying to set up a consist the first thing to check is that you have correctly entered each locomotive's address. Often you will find that a simple error has occurred when entering locomotive numbers.

The next step would be to make sure that the locomotive's addresses are unique and that someone else has called up the address to move a locomotive out of the way or something.

Go back through each locomotive and reissue them with a command to clarify that you have the correct addresses and that you indeed have control over each one.

If you have driven the locomotives to couple them up with each other, don't forget to make sure that each locomotive is brought to a complete stop (speed step 0), before trying to add them into a consist. Occasionally a locomotive left at speed step 1 or 2 can appear to be completely stopped, but in fact it is not.

Below is a table outlining the error codes and the possible action required to overcome them.

Display	What happened	How to fix it
ERR 24	The locomotive was not under the control of your handheld unit, or you have only just placed the locomotive on the track and have not issued it with an instruction yet.	Re-enter the locomotive's address and send it a command, anything from starting and stopping it to turning on a function (headlight etc) will do.
ERR 25	One locomotive within your consist is currently under the control of someone else's handheld.	Check that you entered the right address and that there are not two locomotives with the same address of the layout. Use your handheld unit to select the locomotive and issue it a command to bring it back under your control.
ERR 26	One locomotive you are trying to consist is already part of another consist.	Check that you entered the right address and that there are not two locomotives with the same address of the layout. Follow the procedure given above to remove the locomotive from a consist.
ERR 27	One of locomotives entered into you consist was not at speed step zero when you tried to add it.	Individually select each locomotive you want in the consist and make sure that each is set to speed 0.

My next article will probably be relating to some basic programming of locomotive functions.

Some pictures for you from the net.
Captions by me

Right: "But the plan does not show any
steps there"

Or
Damn these cutbacks, now the rails are
too short

Left: "Look, I'm further in front so I
have right of way"

Right: Setting up the new tilt train
for the next corner

This one of a house extension is copyrighted so I cannot show it, here is the link
http://www.artofthestate.co.uk/Travel_Photos/Australian_train_crash.htm

End Of The Line Hobbies

Your One Stop Hobby Shop

End Of The Line Hobbies is offering club members a 5% discount off all purchases. To be eligible you must be a current financial member and mention your club membership at the time of purchase. The club will receive the same amount as a voucher for use as we see fit. So you can help yourself and the club at the same time.

Delivery can be arranged anywhere in the world and orders may be placed in person at the shop, via e-mail, snail mail, phone or fax. There is a stock hold option and payments can be made by Visa Card, Master Card, EFTPOS and good old fashioned cash!

Wednesday – Sunday 10:00 am – 4:30 pm

End Of The Line Hobbies 74 Ocean Street Victor Harbor SA 5211(near the turntable)

Ph 8552 7900	Find us at	www.endofthelinehobbies.com.au
Fax 8552 7933	Email	shop@endofthelinehobbies.com.au

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Exhibitions

There is a list on the noticeboard for members to show their interest for all coming events, please tick the box(s) or add you name if it is not already there. Please fill it out ASAP

New to this list are:
Quorn (SA) April
AMRE (Adelaide) June
Sunshine (Vic) August (maybe)
Mildura (SA) September
Loxton (SA) October

Please remember that club shirts/windcheaters should be worn at all official events. Some shirts are in stock at $25 see any Committee member for these. If you want a windcheater buy one in the same grey as the shirts and the club will get the emblem done at cost. Be proud of your club and wear the uniform.

Website Update

All photos that were in the main photo gallery have now been moved to a "Club Photos" album in the Members' Gallery. The logic behind this is that it brings all the files together for easier access and it also makes it quicker to upload them as thumbnail pages are created automatically.
If you have bookmarked any of these files then you will have to update the bookmark for it to work. I have setup a custom 404 page just in case.
I have started uploading the *Irregular Feature* articles to my album (Tony) in the Member's Gallery, these articles appeared in our newsletter some time ago. If time permits I will start writing more of these.

Going through the site Admin files we have over 4500 photos and files in the gallery. We have served up over 4 Gigs of data for each of the last two months.
The Members' Gallery can be found at
http://noarail.com/members2/main.php

Editor Wanted

I would like to take a break from editing this newsletter and am therefore offering the job of Editor to anyone that would like to have a go. It is not a difficult job but does require some basic typing skills and ideally access to the internet. I will supply the base files and any fonts that are required.

New Members

Welcome aboard John Kelly, please introduce yourselves and help him fit in to our happy group.

Reynella Fair

We setup in one of our 3 x 6 metre shelters with the 3 x 3 one behind for the BBQs, this worked very well and was much more comfortable that the shed that we have used in the past. This was also the maiden voyage for our new BBQ which proved its worth.
The weather was pleasant and the crowd was quite a good size. The result of this was that we had a good day of sizzling and worked our way through about 58 kilos of sausages

Via Email

Some members of the Noarlunga Model Railroaders enquired about an Australian T-TRAK-HO two-track tabletop modular system at your recent MR Exhibition.
T-TRAK is the way to get people into railway modeling - no legs, no wires, just sit them on the table.

The newly released Australian T-TRAK-HO webpage can be accessed by selecting T-TRAK-HO in the Menu at the Australian T-TRAK website:

http://users.picknowl.com.au/~austnscale/austtrak.htm

Recycling

Cans and bottles are collected by the club for recycling; there is a blue container under the main layout for this purpose. Members are asked to please rinse cans before putting them in the bin as the sticky mess that otherwise results attracts ants and is hard to clean up.

Opening Times

The clubrooms are open
- Tuesdays from   7:30 pm – 9:00 pm
- Saturdays from   2:00 pm – 6:00 pm
- Thursdays from   2:00 pm – 5:00 pm

A key holder may offer to stay back late on a Saturday night and an evening meal may be decided on, but members are requested to clean up after.