

****MENUE -1 : Position correction****

Display will show actual position.

That actual position can now be fine tuned by turning the knob.

Value will be stored in memory after the program-switch or jumper is set OFF

All next positions will be checked and increased if necessary, to avoid that next positions are lower than the one you just changed.

For this, it is important to know that correction should be made from the lowest position upwards.

****MENUE -2 : Setting of maximum used positions****

Display will show max position , as stored in memory.

Turn the knob to get the right value.

Maximum positions possible are 48.

Values will be stored in memory after the program-switch or jumper is set OFF

****MENUE -3 : Setting for control type. ****

Displays shows the type as stored in Memory.

After changing, new value will. be stored in EEprom

Optional settings:

^Value^Description^

| 0 |Control is set for Turntable without 'shortest way option', Rail on bridge will have reversed power on top half of positions \\ NO 'shortest way option' means that running from highest to lowest position (or v.v.) will NOT pass 0 position.|

| 1 |Same as 0, but railpower to bridge will not be reversed. This is the three rail setting.|

| 2 |Control is set for Turntable with 'shortest way option', Rail on bridge will have reversed power on top half of positions \\ Shortest way option means that running from highest to lowest position (or v.v.) will pass 0 position.|

| 3 |Same as 2, but railpower to bridge will not be reversed. This is the three rail setting. NOT suitable for Fiddle-yard.|

| 4 |Version 3-7+, for two rail TT , no restriction on 'short way'. This is special for TT with contact rings (no cables).|

| 5 |Same as 4 but for three rail TT, so no change of polarity on bridge.|

| 6 |Fiddle yard. Railpower will not be reversed. End switch at the high position side is needed. \\ Connector ICSP1 is used for connecting this switch|

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****MENUE -4 : Motor speed minimum.****

Display shows a number which in program will be multiplied by 256 microseconds.

This is the interval time between two sequential steps of the motor.

The higher the number, the slower the motor.

Maximum setting is 99, minimum equals setting of maximum speed.

Turn the knob to get the right value.

Value will be stored in EEprom memory.

In menu 6 a setting is available to influence the ramp-up and ramp-down time.

****MENUE -5 : Motor speed maximum.****

Display shows a number which in program will be multiplied by 256 microseconds.

This is the interval time between two sequential steps of the motor.

The higher the number, the slower the motor.

Maximum setting equals setting of menu 4, minimum = 1.

Turn the knob to get the right value.

Value will be stored in EEprom memory.

In menu 6 a setting is available to influence the ramp-up and ramp-down time.

****Menue -6 : ramp-up/ ramp-down setting.****

This value is used to influence the speed increase / decrease between settings speed-minimum and speed-maximum.

Value can be anything between 1 (speed remains minimum speed) to 99.

Depending on the amount of steps to be taken between two positions, the value to be set here needs to be experienced in practice.

Value will be stored in EEprom memory.

****MENUE -7 : extra free space steps.****

Display shows the step as stored in memory.

Minimum amount of steps is 0 (= no correction).

Maximum amount of extra steps is 250.

Turn the knob to get the right value.

Value will be stored in EEprom memory.

****MENUE -8 : Switch position reverse railpower to bridge.****

This menu is available from version 4.5.

When the bridge of a turntable is changing position, it will be needed to reverse the power to the bridge, to match with the connected rails.

The exact position is uncertain.

So it has to be set, according the actual situation.

The number , as set in this menu, (between 1 and max position of menu 2) is the first pposition where rail power is reversed.

All next positions until maximum will have same reversed power.

****MENUE -9 : Bridge power turned ON or OFF while moving.****

With this menu there is a choice to have bridge power ON while moving (Set 1) or OFF (set 0).