

Running Locos

The Prodigy Advance DCC System will operate most NMRA compatible DCC decoders and accessory decoders.

Each Cab has a memory stack that holds up to 25 locos. Only mobile decoder addresses, 2 digit (1-127) or 4 digit (1-9999), can be stored in the stack. Accessory decoders that use a special accessory decoder address will not show in the stack.

If you inadvertently add a 26th loco address into the stack, the system will accept this new address and automatically delete the last loco address that was displayed and running from your Cab. This last loco will keep running until either you re-select it or someone else acquires it.

Example

*Your stack already contains 25 locos. You are currently running loco #3. You press **LOCO** and add loco #26 to your stack, your LCD screen now shows loco #26 in use. Loco #3 has been automatically deleted from your stack because it was the last loco in use.*

To Run a Loco on Your Layout

1. Press **LOCO**.
2. Enter an address using function buttons **0** to **9**.
3. Press **ENTER**.

At this point the loco address will be displayed on the LCD along with the direction the loco will move. The speed will be displayed at zero until you turn the **THROTTLE**.

Note

*Speed can be increased or decreased incrementally with the **THROTTLE** or by pressing **+1** or **-1**. Direction can be controlled by pressing **DIRECTION**. Functions can be controlled with the function buttons **0** to **9** (for **F0** to **F9**), and if your decoder has 12 functions, pressing **SHIFT** and a number button will access functions 10, 11, and 12 (**SHIFT-0** for **F10**, **SHIFT-1** for **F11**, and **SHIFT-2** for **F12**).*

4. Keep adding locos to the stack by following the above steps until you reach the desired number of locos or the 25 loco Cab maximum limit.
6. Once you have your locos in the stack, you can scroll through the stack by pressing **RECALL**. Each press of **RECALL** will display a loco address in the stack, its speed, its direction, and any functions currently in use for that address. When you come upon an address you wish to control, stop scrolling and just resume control of that particular loco.

Note

*If your loco address is blinking or starts blinking, this means another Cab is controlling this address. Press **RECALL** to scroll around to this address again to regain control of this address or delete the loco from your stack if you are finished with it.*

Note

If you do not know a loco's address, it is advised to place the loco on the Program Track to read its address on the Program Track or give it a new address prior to running it on the Main Track. If the decoder does not support the read back function, you will receive an "Err" (Error message). If you receive an error message, just program a new address into the decoder.

To Synchronize the Speed Step to the Throttle

If the **THROTTLE** knob and the loco speed seem mismatched to the currently loco displayed, press **SPD STEP** to synchronize the **THROTTLE** knob to the pre-programmed speed step in the decoder.

1. Press **SPD STEP** to display current throttle encoder speed step.
2. Keep pressing **SPD STEP** until desired speed step is shown.
3. Press **ENTER** to lock in the speed step and resume to normal screen display.

Note

Pressing the SPD STEP button does not change the decoder programming itself.

The decoder will remain at the programmed speed step. This synchronizes the amount of THROTTLE knob movement from zero to full speed to match the decoder's pre-programmed speed step.

To Delete a Loco Address from Your Stack

1. Scroll through the stack by pressing **RECALL** to display the loco address you wish to delete
2. Press and hold **DELETE** for approximately 2-3 seconds. This feature lets you remove the loco from your stack once you are done running it, or if you pass the loco to another operator's Cab.
3. Continue the above steps to delete as many locos as needed.

Note

If you delete a loco address while it is running, it will not stop automatically. It will continue until someone acquires it and either stops it or continues running it.
