Model Railroad System

2.2.2

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Chapter 1

Signal Abstract Types (Classes)

This folder contains a collection of Tcl code to implement signals, using various methods.

1.1 Source files

Using Azatrax's SR4's to control signals is illustrated in the file Azatrax_Signals.tcl. One or two SR4's can control one, two, or three headed signals, either common anode to common cathode.

Using an Ardunio with a MAX72XX LED Driver to control signals is illustrated in the file ArdunioMAX72XX_Signals.tcl. Upto eight LEDs per signal is possible, although the code assumes a maximum of six LEDs in a three over three two headed signal.

Using Dr. Bruce Chubb's SMINI or SUSIC/USIC to control signals is illustrated in the file Chubb_Signals.tcl. Output ports on these nodes can control one, two, or three headed signals.

Using CTI's Acela Network Bridge with CTI controler boards to control signals is illustrated in the file CTI_Signals.tcl.

1.2 Common methods and functionality

All of the signal type constructors have a common structure. The constructors take the form:

```
typename objectname [optional options]
```

Eg:

```
azatrax_signals::OneHead3Color cp27w -signalname CP27W -signalsn 040001234
```

There is one common option, `-signalname`. This is the name of the signal object on the track work schematic. When the signal aspect is changed, the track work symbol is changed to display the signal's new aspect.

There is one common method, `setaspect`, which is used to set the signal's aspect. For a one headed signal, this method takes a single word (eg a single element list) that is the signal aspect. This will be one of the colors red, yellow, green, or dark. For a two headed signal, this method takes a list of two elements, each of which is one of the colors red, yellow, green, or dark. A three headed signal will take a a list of three elements, each of which is one of the colors red, yellow, green, or dark. It should be noted that not all possible combinations are allowed, only those aspects that make sense. This usually means that only one head will display a color other than red, with the other heads displaying red. That is {red yellow} or {green red} or {red red yellow} are allowed, but not {green yellow} or {green red yellow}.

Chapter 2

Module Index

2.1 Modules

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3.1 Namespace List

Here is a list of all namespaces with brief descriptions:

Chapter 4

Class Index

4.1 Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

Chapter 5

Module Documentation

5.1 Using an Ardunio Uno and a MAX72XX to Operate Signals

Classes to operate signals using an Ardunio Uno and a MAX72XX.

Classes

- class arduniomax72xx_signals::OneTwoHead3Color

  One or two heads signals, 3 colors per head.

Typedefs

- typedef listtype arduniomax72xx_signals::onetwoaspectlist

Enumerations

- enum arduniomax72xx_signals::signalcolors { arduniomax72xx_signals::dark , arduniomax72xx_signals::red , arduniomax72xx_signals::yellow , arduniomax72xx_signals::green }

  Basic signal colors.

5.1.1 Detailed Description

Classes to operate signals using an Ardunio Uno and a MAX72XX.

The module contains code to operate various sorts of signals using the hardware and code in the ArdunioMAX72XX folder. See the documentation there for information on how things are wired, etc.

5.1.2 Typedef Documentation

5.1.2.1 onetwoaspectlist

```
typedef listtype arduniomax72xx_signals::onetwoaspectlist
```

Definition at line 45 of file ArdunioMAX72XX_Signals.tcl.

5.1.3 Enumeration Type Documentation

5.1.3.1 signalcolors

```
enum arduniomax72xx_signals::signalcolors
```

Basic signal colors.

The four values are dark, red, yellow, and green.

Enumerator

dark	Dark, all lamps off, implies red.
red	Red, generally stop or stop and proceed.
yellow	Yellow, generally approach.
green	Green, generally clear.

Definition at line 20 of file ArdunioMAX72XX_Signals.tcl.

5.2 Using SR4s to Operate Signals

Classes to operate signals using SR4s.

Classes

- class azatrax_signals::OneHead3Color

  Single head signals, 3 color.
- class azatrax_signals::TwoHead3over2

Two head signals, 3 over 2.

- class azatrax_signals::TwoHead2over2

  Two head signals, 2 over 2.

- class azatrax_signals::ThreeHead3over2over2

  Three head signals, 3 over 2 over 2.

Typedefs

- typedef listtype azatrax_signals::twoaspectlist

  Aspects for two headed signals.

- typedef listtype azatrax_signals::threeaspectlist

  Aspects for three headed signals.

Enumerations

- enum azatrax_signals::signalcolors { azatrax_signals::dark , azatrax_signals::red , azatrax_signals::yellow , azatrax_signals::green }

  Basic signal colors.

5.2.1 Detailed Description

Classes to operate signals using SR4s.

This file contains code to operate various sorts of signals using Azatrax SR4s.

Typical wiring for LED common anode signals:

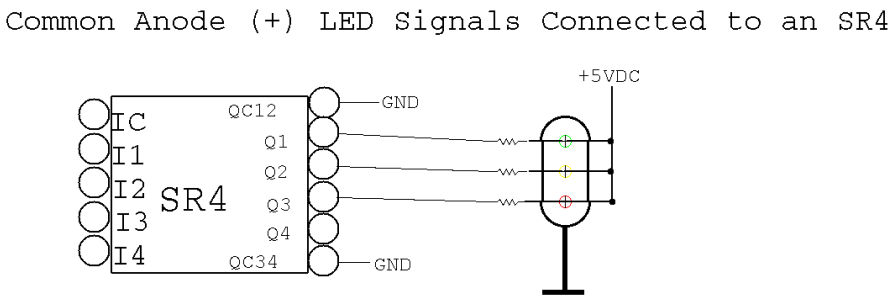

Figure 5.1 Connecting a three LED common anode signal to a SR4.

See the specific classes for how they expect the signals to be wired.

5.2.2 Typedef Documentation

5.2.2.1 threeaspectlist

```
typedef listtype azatrax_signals::threeaspectlist
```

Aspects for three headed signals.

This is a list of three aspect colors, the first element for the upper head and the second element for the middle head, and finally the third element for the bottom head.

Definition at line 219 of file Azatrax_Signals.tcl.

5.2.2.2 twoaspectlist

```
azatrax_signals::twoaspectlist
```

Aspects for two headed signals.

This is a list of two aspect colors, the first element for the upper head and the second element for the lower head.

Definition at line 97 of file Azatrax_Signals.tcl.

5.2.3 Enumeration Type Documentation

5.2.3.1 signalcolors

```
enum azatrax_signals::signalcolors
```

Basic signal colors.

The four values are dark, red, yellow, and green.

Enumerator

dark	Dark, all lamps off, implies red.
red	Red, generally stop or stop and proceed.
yellow	Yellow, generally approach.
green	Green, generally clear.

Definition at line 23 of file Azatrax_Signals.tcl.

Chapter 6

Namespace Documentation

6.1 arduniomax72xx_signals Namespace Reference

Classes

- class OneTwoHead3Color

  One or two heads signals, 3 colors per head.

Typedefs

- typedef listtype onetwoaspectlist

Enumerations

- enum signalcolors { dark , red , yellow , green }

  Basic signal colors.

6.2 azatrax_signals Namespace Reference

Classes

- class OneHead3Color

  Single head signals, 3 color.
- class TwoHead3over2

  Two head signals, 3 over 2.
- class TwoHead2over2

  Two head signals, 2 over 2.
- class ThreeHead3over2over2

  Three head signals, 3 over 2 over 2.

Typedefs

- typedef listtype twoaspectlist

  Aspects for two headed signals.
- typedef listtype threeaspectlist

  Aspects for three headed signals.

Enumerations

- enum signalcolors { dark , red , yellow , green }

  Basic signal colors.

Chapter 7

Class Documentation

7.1 azatrax_signals::OneHead3Color Class Reference

Single head signals, 3 color.

Public Member Functions

- OneHead3Color (name,...)

  Constructor: initialize the signal object.
- setaspect (aspect)

  Set signal aspect.

Static Public Member Functions

- static validate (object)

  Type validating code Raises an error if object is not either the empty string or a OneHead3Color type object.

Private Attributes

- signal

  Signal driver (SR4)

7.1.1 Detailed Description

Single head signals, 3 color.

Typically used for simple block signals. One SR4, with Q1 connected to the top lamp (green), Q2 connected to the middle lamp (yellow), and Q3 connected to the bottom lamp (red).

Typical usage:

```
azatrax_signals::OneHead3Color blocksignal1 -signalsn 0400001234 -signalname Signal1
```

Author

Robert Heller <heller@deepsoft.com>

Definition at line 57 of file Azatrax_Signals.tcl.

7.1.2 Constructor & Destructor Documentation

7.1.2.1 OneHead3Color()

```
azatrax_signals::OneHead3Color::OneHead3Color (
            name ,
             ...  )
```

Constructor: initialize the signal object.

Create a low level actuator object and install it as a component.

Parameters

name	Name of the signal object.
...	Options: • -signalsn Serial number of the SR4 that controls this signal. • -signalname Name of the signal on the track work schematic.

7.1.3 Member Function Documentation

7.1.3.1 setaspect()

```
azatrax_signals::OneHead3Color::setaspect (
            aspect  )
```

Set signal aspect.

Parameters

aspect	New aspect color.

7.1.3.2 validate()

```
static azatrax_signals::OneHead3Color::validate (
            object  )  [static]
```

Type validating code Raises an error if object is not either the empty string or a OneHead3Color type object.

Parameters

object	Some object.

7.1.4 Member Data Documentation

7.1.4.1 signal

```
azatrax_signals::OneHead3Color::signal  [private]
```

Signal driver (SR4)

Definition at line 64 of file Azatrax_Signals.tcl.

7.2 arduniomax72xx_signals::OneTwoHead3Color Class Reference

One or two heads signals, 3 colors per head.

Public Member Functions

- OneTwoHead3Color (name,...)
  Constructor: initialize the signal object.
- setaspect (aspect)
  Set signal aspect.

Static Public Member Functions

- static validate (object)
  Type validating code Raises an error if object is not either the empty string or a OneTwoHead3Color type object.

Private Attributes

- driver

  The SignalDriverMax72xx object.

Static Private Attributes

- static aspectmap

  Aspect map.

7.2.1 Detailed Description

One or two heads signals, 3 colors per head.

Typical usage:

```
# Load the low-level code
package require SignalDriverMax72xx_Host
# Connect to the Ardunio
SignalDriverMax72xx controlpoint1 -portname /dev/ttyACM0
# Allocate a signal
arduniomax72xx_signals::OneTwoHead3Color CP1w2 -driver controlpoint1 -signal 0
# Set aspect to Green over Red (clear)
CP1w2 setaspect {green red}
```

Author

Robert Heller <heller@deepsoft.com>

Definition at line 64 of file ArdunioMAX72XX_Signals.tcl.

7.2.2 Constructor & Destructor Documentation

7.2.2.1 OneTwoHead3Color()

```
arduniomax72xx_signals::OneTwoHead3Color::OneTwoHead3Color (
             name ,
              ...  )
```

Constructor: initialize the signal object.

Create a low level actuator object and install it as a component.

Parameters

name	Name of the signal object.
...	Options: • -driver SignalDriverMax72xx object. • -signal Signal number on the MAX7200 board. • -signalname Name of the signal on the track work schematic.

7.2.3 Member Function Documentation

7.2.3.1 setaspect()

```
arduniomax72xx_signals::OneTwoHead3Color::setaspect (
            aspect  )
```

Set signal aspect.

Parameters

aspect	New aspect color.

7.2.3.2 validate()

```
static arduniomax72xx_signals::OneTwoHead3Color::validate (
            object  )  [static]
```

Type validating code Raises an error if object is not either the empty string or a OneTwoHead3Color type object.

Parameters

object	Some object.

7.2.4 Member Data Documentation

7.2.4.1 aspectmap

```
arduniomax72xx_signals::OneTwoHead3Color::aspectmap  [static], [private]
```

Aspect map.

Definition at line 96 of file ArdunioMAX72XX_Signals.tcl.

7.2.4.2 driver

```
arduniomax72xx_signals::OneTwoHead3Color::driver  [private]
```

The SignalDriverMax72xx object.

Definition at line 72 of file ArdunioMAX72XX_Signals.tcl.

7.3 azatrax_signals::ThreeHead3over2over2 Class Reference

Three head signals, 3 over 2 over 2.

Public Member Functions

- ThreeHead3over2over2 (name,...)
  Constructor: initialize the signal object.
- setaspect (aspect)
  Set signal aspect.

Static Public Member Functions

- static validate (object)
  Type validating code Raises an error if object is not either the empty string or a TwoHead3over2over2 type object.

Private Attributes

- signalupper
  Signal driver (SR4)
- signallower
  Signal driver (SR4)

7.3.1 Detailed Description

Three head signals, 3 over 2 over 2.

Typically used for simple interlocking signals. Two SR4s, with one driving the top head: with Q1 connected to the top lamp (green), Q2 connected to the middle lamp (yellow), and Q3 connected to the bottom lamp (red). The second SR4 wired to the middle and lower heads, its Q1 connected to the top lamp (green or yellow) of the middle head, and Q2 to the bottom lamp (red) of the middle head. Then Q3 is connected to the top lamp (green or yellow) of the bottom head, and Q4 connected to the bottom lamp (red) of the bottom head.

Typical usage:

```
azatrax_signals::TwoHead3over2over2 interlocksignal1 \
-signalsnupper 0400001234 \
-signalsnlower 0400001235 \
-signalname Signal1
```

Author

Robert Heller <heller@deepsoft.com>

Definition at line 243 of file Azatrax_Signals.tcl.

7.3.2 Constructor & Destructor Documentation

7.3.2.1 ThreeHead3over2over2()

```
azatrax_signals::ThreeHead3over2over2::ThreeHead3over2over2 (
            name ,
             ... )
```

Constructor: initialize the signal object.

Create a low level actuator object and install it as a component.

Parameters

name	Name of the signal object.
...	Options: • -signalsnupper Serial number of the SR4 that controls the upper head of this signal. • -signalsnlower Serial number of the SR4 that controls the lower two heads of this signal. • -signalname Name of the signal on the track work schematic.

7.3.3 Member Function Documentation

7.3.3.1 setaspect()

```
azatrax_signals::ThreeHead3over2over2::setaspect (
            aspect )
```

Set signal aspect.

Parameters

aspect	New aspect color.

7.3.3.2 validate()

```
static azatrax_signals::ThreeHead3over2over2::validate (
            object  )  [static]
```

Type validating code Raises an error if object is not either the empty string or a TwoHead3over2over2 type object.

Parameters

object	Some object.

7.3.4 Member Data Documentation

7.3.4.1 signallower

```
azatrax_signals::ThreeHead3over2over2::signallower  [private]
```

Signal driver (SR4)

Definition at line 255 of file Azatrax_Signals.tcl.

7.3.4.2 signalupper

```
azatrax_signals::ThreeHead3over2over2::signalupper  [private]
```

Signal driver (SR4)

Definition at line 251 of file Azatrax_Signals.tcl.

7.4 azatrax_signals::TwoHead2over2 Class Reference

Two head signals, 2 over 2.

Public Member Functions

- TwoHead2over2 (name,...)

  Constructor: initialize the signal object.
- setaspect (aspect)

  Set signal aspect.

Static Public Member Functions

- static validate (object)

  Type validating code Raises an error if object is not either the empty string or a TwoHead2over2 type object.

Private Attributes

- signal

  Signal driver (SR4)

7.4.1 Detailed Description

Two head signals, 2 over 2.

Typically used for simple interlocking signals. One SR4, driving both heads: with Q1 connected to the top lamp (green) or the top head, Q2 connected to the bottom lamp (red) of the top head. Then Q3 connected to the top lamp (green or yellow) of othe lower head, and Q4 to the bottom lamp (red) of the lower head.

Typical usage:

```
azatrax_signals::TwoHead2over2 interlocksignal1 -signalsn 0400001234 \
-signalname Signal1
```

Author

Robert Heller <heller@deepsoft.com>

Definition at line 178 of file Azatrax_Signals.tcl.

7.4.2 Constructor & Destructor Documentation

7.4.2.1 TwoHead2over2()

```
azatrax_signals::TwoHead2over2::TwoHead2over2 (
             name ,
              ...  )
```

Constructor: initialize the signal object.

Create a low level actuator object and install it as a component.

Parameters

name	Name of the signal object.
...	Options: • -signals Serial number of the SR4 • -signalname Name of the signal on the track work schematic.

7.4.3 Member Function Documentation

7.4.3.1 setaspect()

```
azatrax_signals::TwoHead2over2::setaspect (
            aspect  )
```

Set signal aspect.

Parameters

aspect	New aspect color.

7.4.3.2 validate()

```
static azatrax_signals::TwoHead2over2::validate (
            object  )  [static]
```

Type validating code Raises an error if object is not either the empty string or a TwoHead2over2 type object.

Parameters

object	Some object.

7.4.4 Member Data Documentation

7.4.4.1 signal

```
azatrax_signals::TwoHead2over2::signal  [private]
```

Signal driver (SR4)

Definition at line 185 of file Azatrax_Signals.tcl.

7.5 azatrax_signals::TwoHead3over2 Class Reference

Two head signals, 3 over 2.

Public Member Functions

- TwoHead3over2 (name,...)

  Constructor: initialize the signal object.
- setaspect (aspect)

  Set signal aspect.

Static Public Member Functions

- static validate (object)

  Type validating code Raises an error if object is not either the empty string or a TwoHead3over2 type object.

Private Attributes

- signalupper

  Signal driver (SR4)
- signallower

  Signal driver (SR4)

7.5.1 Detailed Description

Two head signals, 3 over 2.

Typically used for simple interlocking signals. Two SR4s, with one driving the top head: with Q1 connected to the top lamp (green), Q2 connected to the middle lamp (yellow), and Q3 connected to the bottom lamp (red). The second SR4 wired to the lower head, its Q1 connected to the top lamp (green or yellow), and Q2 to the bottom lamp (red).

Typical usage:

```
azatrax_signals::TwoHead3over2 interlocksignal1 \
-signalsnupper 0400001234 \
-signalsnlower 0400001235 \
-signalname Signal1
```

Author

Robert Heller <heller@deepsoft.com>

Definition at line 118 of file Azatrax_Signals.tcl.

7.5.2 Constructor & Destructor Documentation

7.5.2.1 TwoHead3over2()

```
azatrax_signals::TwoHead3over2::TwoHead3over2 (
            name ,
             ...  )
```

Constructor: initialize the signal object.

Create a low level actuator object and install it as a component.

Parameters

name	Name of the signal object.
...	Options: • -signalsnupper Serial number of the SR4 that controls the upper head of this signal. • -signalsnlower Serial number of the SR4 that controls the lower head of this signal. • -signalname Name of the signal on the track work schematic.

7.5.3 Member Function Documentation

7.5.3.1 setaspect()

```
azatrax_signals::TwoHead3over2::setaspect (
            aspect  )
```

Set signal aspect.

Parameters

aspect	New aspect color.

7.5.3.2 validate()

```
static azatrax_signals::TwoHead3over2::validate (
            object  )  [static]
```

Type validating code Raises an error if object is not either the empty string or a TwoHead3over2 type object.

Parameters

object	Some object.

7.5.4 Member Data Documentation

7.5.4.1 signallower

`azatrax_signals::TwoHead3over2::signallower [private]`

Signal driver (SR4)

Definition at line 130 of file Azatrax_Signals.tcl.

7.5.4.2 signalupper

`azatrax_signals::TwoHead3over2::signalupper [private]`

Signal driver (SR4)

Definition at line 126 of file Azatrax_Signals.tcl.

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