

Facciamo un pò di “Esercizio”?

Iniziamo con cose semplici:

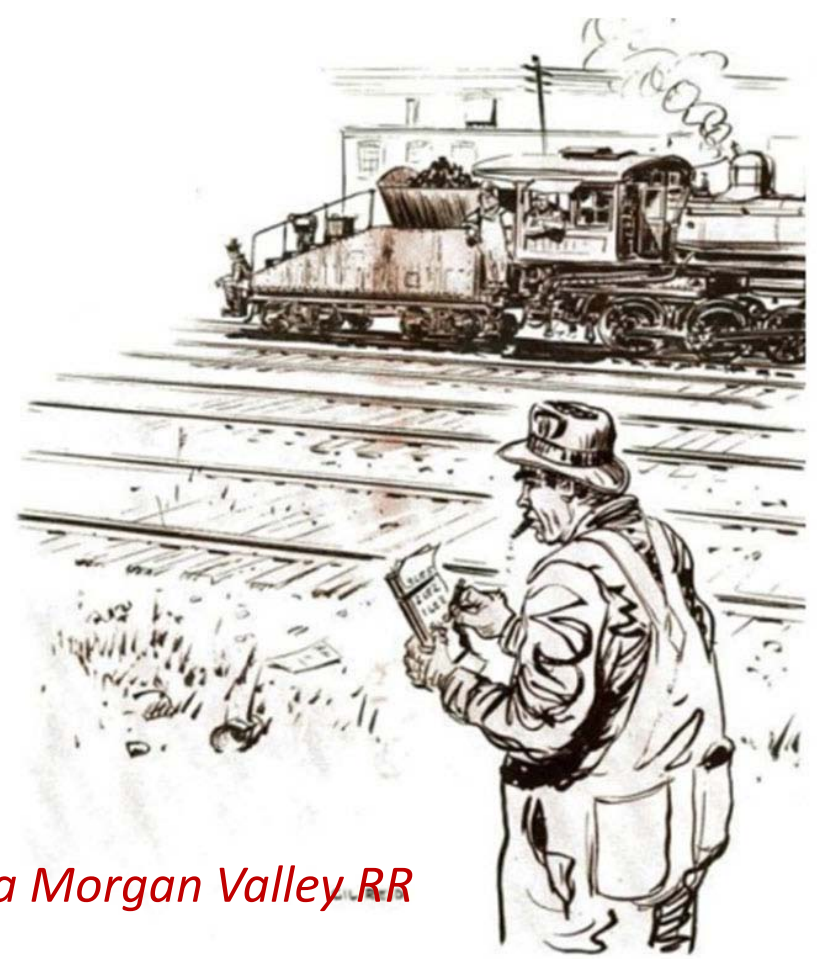
Usiamo la scala N

con un esempio pratico:
Morgan Valley in 120 x 180

+

Software JMRI e il suo modulo “Esercizio”





Obiettivo di oggi: Creare una Switchlist per la Morgan Valley RR

**INIZIAMO CON ...
UN “FINE” IN TESTA...**

Train Manifest - 1 - November 14, 2012 3:02 PM

Morgan Valley RR

Manifest for train (NB Local)
Valid 11/14/2012 15:02

Scheduled work at Amhurst Yard, departure time 00:00
[] Pick up LN 5009 SW1500 from Yard #1
[] Pick up LN 82203 Hopper 36' Black E from Yard #1
[] Pick up SOU 90031 Hop Cov 40' Tuscan E from Yard #1
Train departs Amhurst Yard Northbound with 2 cars, 133 feet, 172 tons

Scheduled work at Comm Lumber, estimated arrival time 00:04
[] Set out LN 82203 Hopper 36' Black E to Comm Lumber
Train departs Comm Lumber Northbound with 1 cars, 93 feet, 149 tons

No work at 4L Jct.

Scheduled work at Passing Siding, estimated arrival time 00:15
[] Pick up SAL 25125 Boxcar 40' Silver E from Passing Siding
[] Pick up NC&SL 22291 Boxcar 40' Tuscan L from Passing Siding
[] Set out SOU 90031 Hop Cov 40' Tuscan E to Passing Siding
Train departs Passing Siding Northbound with 2 cars, 137 feet, 224 tons

No work at Twenty Five Jct

Scheduled work at Evergreen, estimated arrival time 00:32
[] Pick up ATSF 297155 Flatcar 40' Red E from Daggett
[] Set out SAL 25125 Boxcar 40' Silver E to Evergreen
Train departs Evergreen Northbound with 2 cars, 137 feet, 224 tons

Scheduled work at Indy, estimated arrival time 00:42
[] Set out NC&SL 22291 Boxcar 40' Tuscan L to Getty Oil
Train departs Indy Northbound with 1 cars, 93 feet, 149 tons

Scheduled work at Passing Siding, estimated arrival time 00:49
[] Pick up TCX 270 Tank 42' Silver L from Passing Siding
Train departs Passing Siding Northbound with 2 cars, 139 feet, 226 tons

Scheduled work at Amhurst Yard, estimated arrival time 00:56
[] Set out ATSF 297155 Flatcar 40' Red E to Yard #1
[] Set out TCX 270 Tank 42' Silver L to Yard #1
[] Set out LN 5009 SW1500 to Yard #1

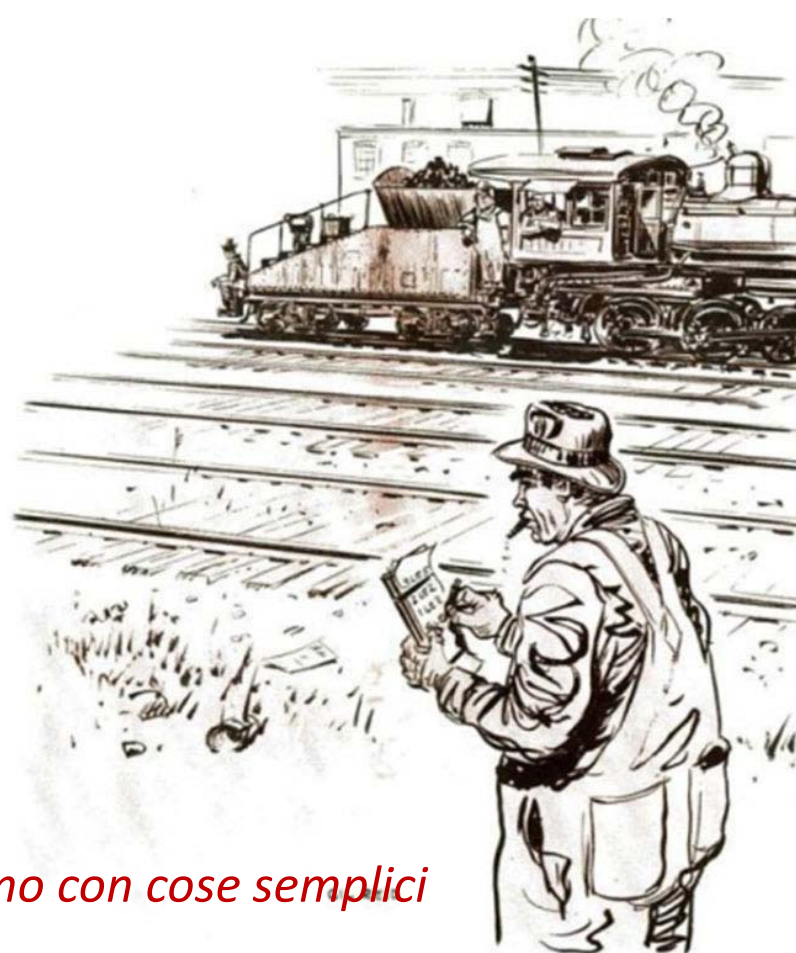


Componiamo il Treno
In Partenza

Manovriamo
alle Fermate intermedie

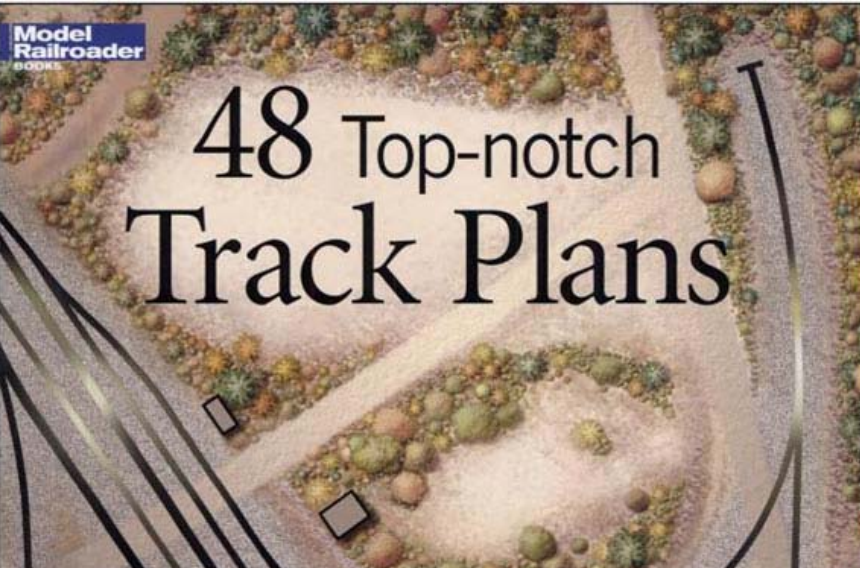
Consegnamo il treno
a Destinazione





Introduzione a Morgan Valley RR – Iniziamo con cose semplici

IL PLASTICO



48 Top-notch Track Plans

The Morgan Valley

This 4 x 6-foot track plan could become your fi

BY RICK HENDERSON

WHO SAYS you can't have a layout that's interesting to operate in 4 x 6 feet? The HO scale Morgan Valley RR offers a variety of operating possibilities not normally found in such a limited space. It's an ideal layout for beginners, yet can hold the interest of more experienced modelers as well. The design allows for easy expansion, though even as it is the MV can keep you busy for a long time. It may not be large, but as you'll see it can offer as much to do as a much bigger model railroad.

TRACKS AND TRAINS

The plan in fig. 1 is designed for Atlas Tool Co. sectional track, and you'll find a list of everything you'll need right there. The turnouts ("switches") are Custom-Line Mark IIs. These are more dependable in operation than the Atlas Snap Switch because they're more gently curved.

The two wye turnouts and some 15°-radius curves leave more space for industries in the center of the layout, so the three sidings reaching into this area can serve several good-size buildings. The Morgan Valley is meant to be a branch line using small engines and 40-foot cars, so the 15°-radius industrial tracks won't be a problem.

One engine and about 12 cars would be enough for this layout. Since the emphasis will be on switching, the engine and cars need working couplers at both ends. I recommend Kadee Magne-Matic couplers. Their small extra cost will buy a large amount of operating satisfaction. The five Kadee delayed-action uncoupling magnets shown on the track plan will service all the industries. In other locations you can uncouple with a handheld tool, such as the Rix Products no. 14 magnetic uncoupler.

If you'll be running a single engine, all the wiring you need do is replace any pair of regular rail joiners with a pair of Atlas terminal joiners and connect them to your power pack. Be sure not to use any plastic rail joiners on the layout. If you'd like to be able to run two locomotives, use the optional wiring scheme shown in fig. 2, along with plastic insulating joiners and terminal joiners as shown in fig. 1.

This second wiring scheme uses the plastic joiners to divide the railroad into five insulated sections or "blocks." Each block is fed power through its own single terminal joiner, with the "C" or "common" terminal joiner completing the circuit for all five. Switches on the Atlas Connectors let you turn each block on or off independently of the others, so you can park one engine while you run the other.

Another electrical option add a handheld walkaround your power pack. A Mod Corp. no. 55 Cab Control nected to your power pack w foot cable. That would let you follow the action and th out starts manually. Many peop operate this way because th it's more like the way a sw works on a real railroad.

SWITCHING AND RU

Look carefully at the tra you'll see how operating t hold your interest. You'll engine can't simply back in ing to drop off or pick up

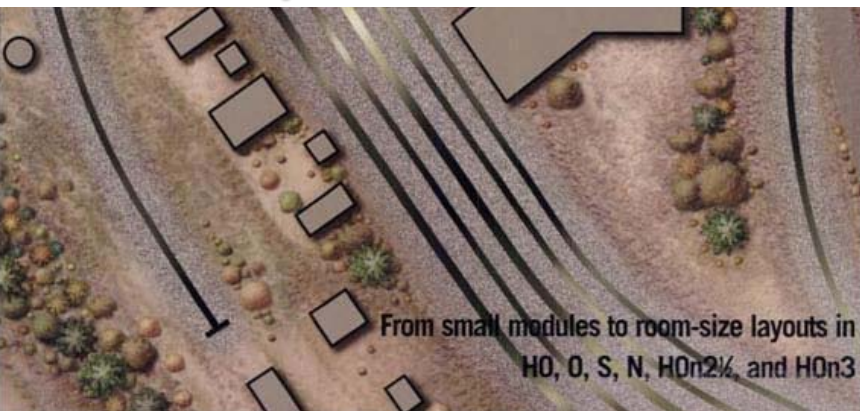
ni
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W

Getty Oil, you'll have to n extra moves. You must fir car at Hegert's, spot the tan and then return the car. Again, just like real railroa

Now, with just a little ima will make the MV operate five times its actual size. I just one industrial siding at Starting at the passing si ple the engine from your trn up a car at the Amburst b Next, deliver a boxcar to ware. Return to the passing up your train, and make a around the mainline loop. the passing siding again, im it's really the "next" sid down the line, and make a the Forman Foundry.

Pick up your train and m lap. Arriving at the next to the same passing siding), train and Daggett Electrical up your train and continue town, one or more laps awa off a car at Community Lu

As you're making the next lap or two consider how you will complete switch- ing at your last stop. You may make several laps before you're ready, because you have a tank car to deliver to Getty Oil and need to pick up a flatcar from



From small modules to room-size layouts in HO, O, S, N, HO2 1/2, and HO3

evenly spread coat of yellow carpenter's glue. Clamp or weight the Homasote to keep it flat while the glue dries.

You can go ahead and lay the track right on top of the Homasote. Fit all the sections in place and install any insulating


 Two additional Atlas no. 542 terminal rail joiners, separate pairs into four single terminal joiners

Fig. 2 OPTIONAL BLOCK WIRING

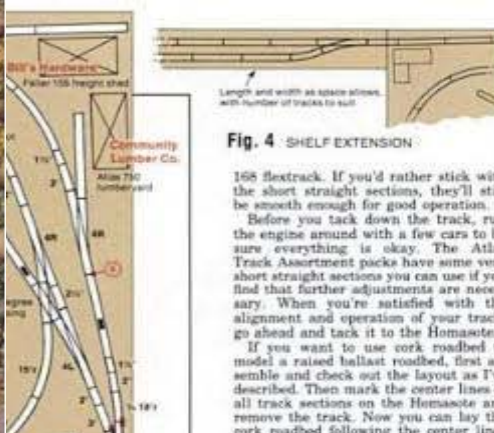


Fig. 4 SHELF EXTENSION

166 flextrack. If you'd rather stick with the short straight sections, they'll still be enough for good operation.

Before you tack down the track, run the engine around with a few cars to be sure everything is okay. The Atlas Track Assortment packs have some very short straight sections you can use if you find that further adjustments are necessary. When you're satisfied with the alignment and operation of your track, go ahead and tack it to the Homasote.

If you want to use cork roadbed to model a raised ballast roadbed, first assemble and check out the layout as I've described. Then mark the center lines of all track sections on the Homasote and remove the track. Now you can lay the cork roadbed following the center lines and fit it in place with six 1/8 x 1/2" flat-nails. Finally, tack the track in place on the cork.

Once the track is secure, drill holes through the roadbed and tabletop for all wires. Locate the power pack and remote controls near the passing siding, the most convenient operating location, and run the wires to them underneath the table. If you won't be using around control you may want to wire the turnouts with Atlas remote-controlled switch machines, but that's absolutely necessary.

BUILDINGS AND EXPANSION

The buildings listed in fig. 1 are popular, easy-to-build structure kits that will fit. However, they're shown only as suggestions, and you should feel free to use any other buildings that you like. If you're ready for more challenging construction, you'll find many craft structure kits, using wood and other materials, that will be perfectly at home on the Morgan Valley RR. Scenic elements such as roads and vegetation give the trains and buildings a realistic setting I'll leave to your imagination.

The siding that serves Bill's Hardware and the Amburst loading dock is perfect for expanding the layout when you're ready. One simple way to do that is to add the shelf and storage yard shown in fig. 4. This yard can be used to add operating variety by serving as a staging yard for two or more trains.

You'd put trains on these tracks ready to arrive on the main railroad as if from a distant terminal. After running laps and switching as described before, run the engine around the whole train at the passing siding and work your way back to the staging yard. If you can make the shelf wider to build more staging tracks, you'll be able to have that many more different trains ready to operate.

I know you'll enjoy building and operating your own Morgan Valley RR. ☺

2" and 3" sections between
 o. 4 left-hand turnouts on the
 of the plan. You could make a
 transition between these turn-
 ing a short length of Atlas no.

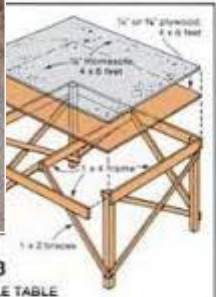
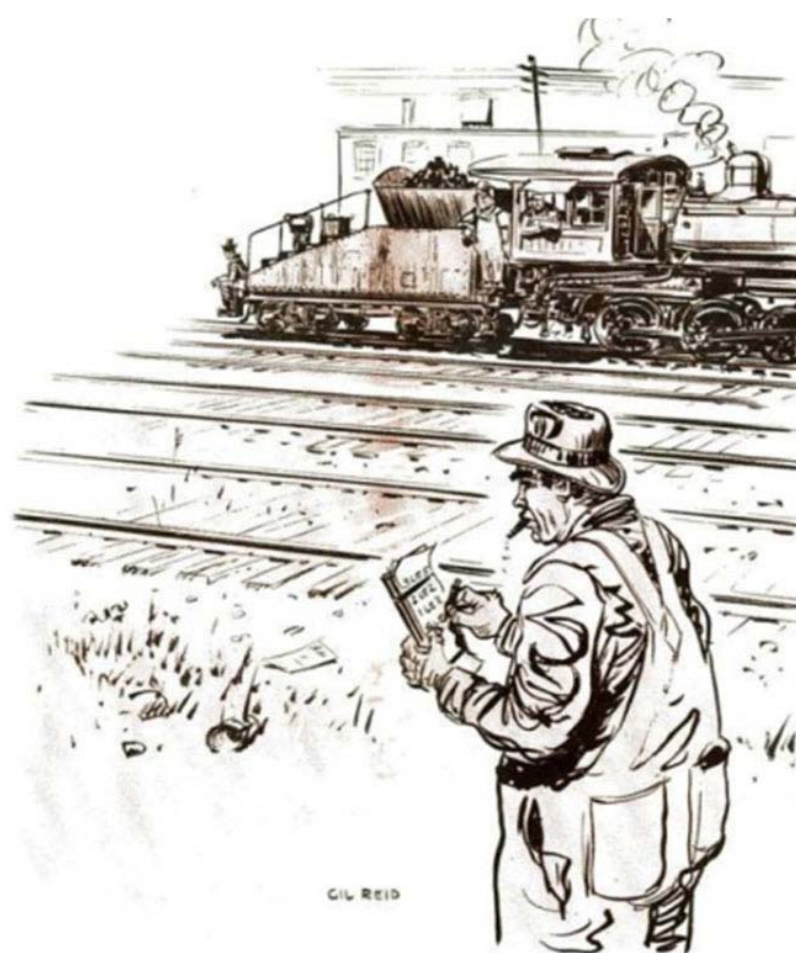


Fig. 3 SIMPLE TABLE

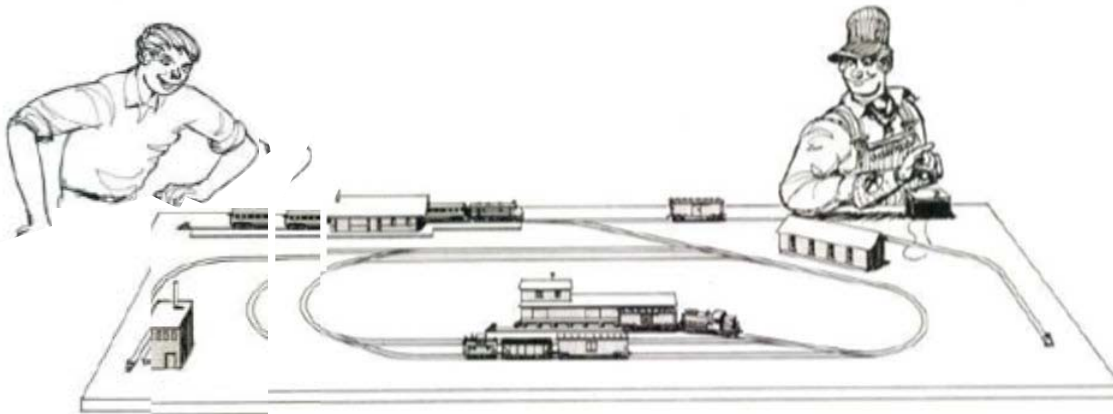
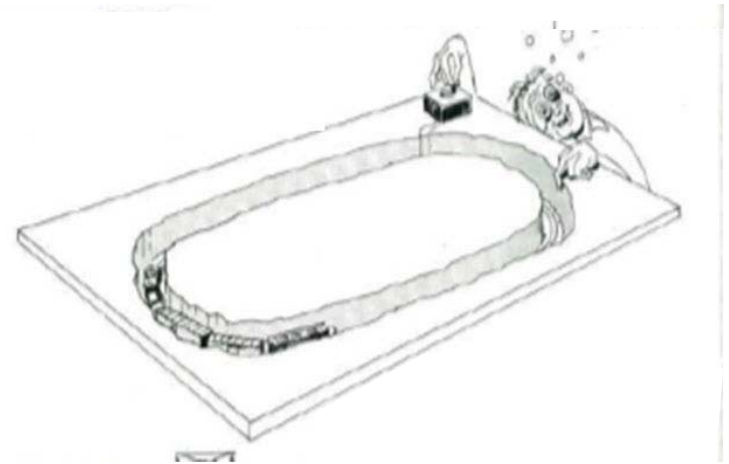


Iniziamo con cose semplici

COSA VUOL DIRE “ESERCIZIO”?

Cosa Vuol dire “Esercizio”?

- Semplicemente un modo in più di:
 - Divertirsi con il plastico
 - Gira e gira ... diventa noioso
 - Persino un plastico “finito” può essere noioso!
 - Diamo un motivo al “treno che viaggia”
 - Invitiamo gli amici per aiutarci



Cosa Vuol dire “Esercizio”?

- Elementi desiderabili:
 - Creare azioni non sempre prevedibili
 - Movimento “Automatico” dei carri
 - Rappresentazione dei compiti della “mia” ferrovia
 - Non troppo complicato (per iniziare)
 - Divertirsi e magari imparare qualcosa di nuovo
 - Imparare sì, ma passo a passo (non ho voglia di tornare a scuola)



Cosa Vuol dire “Esercizio”?

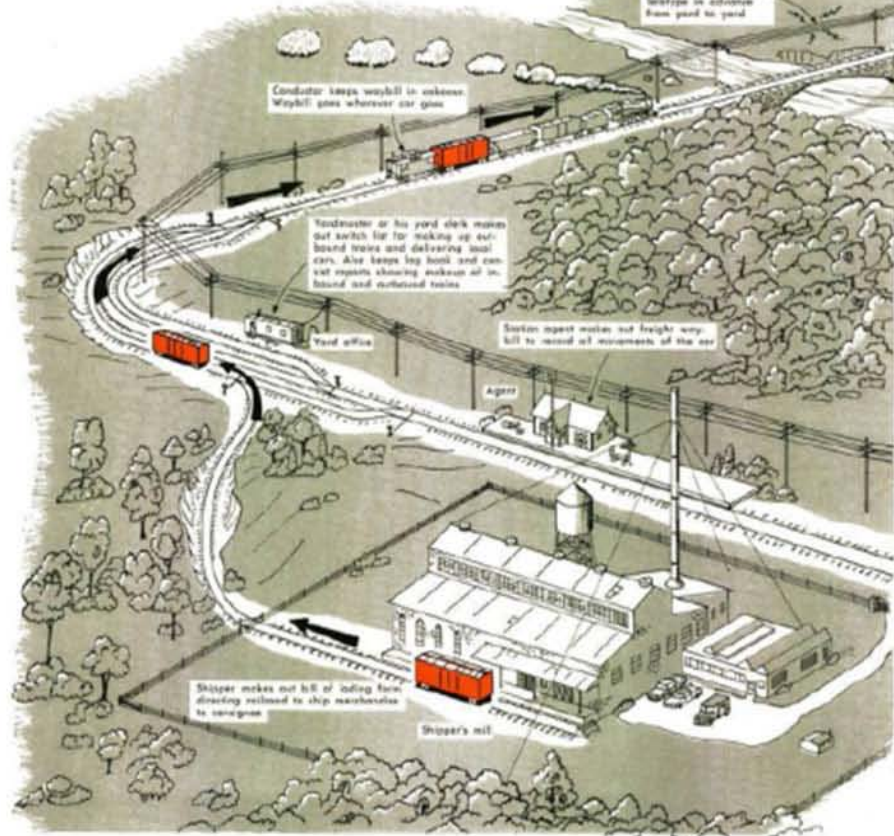
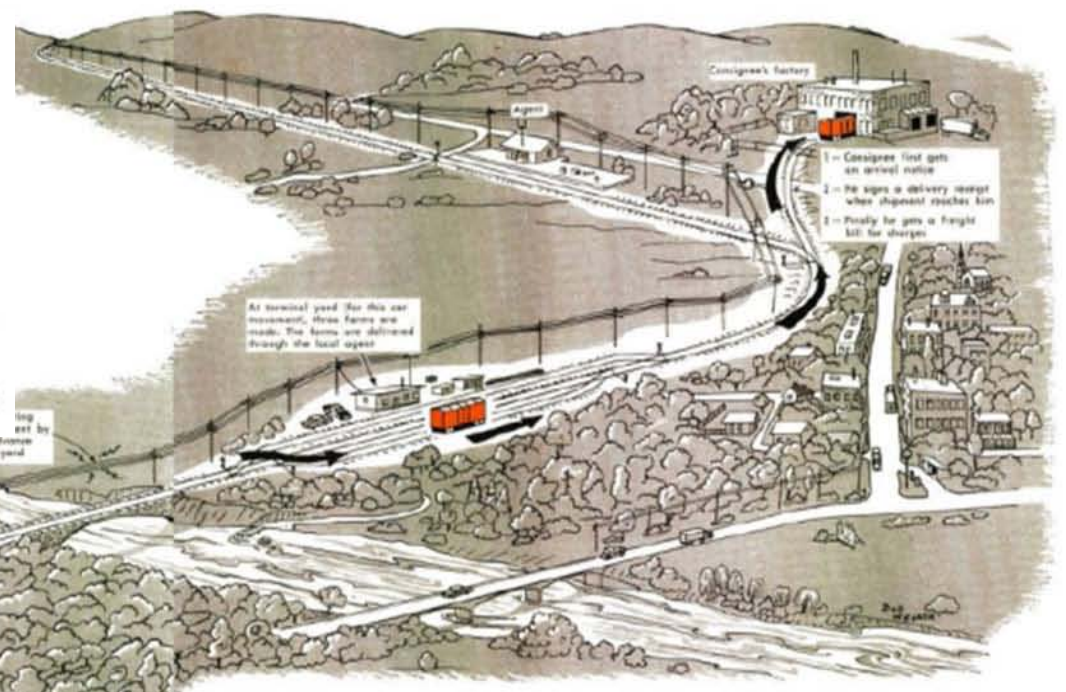
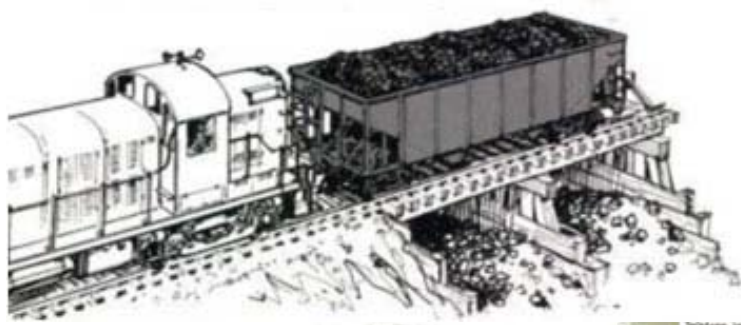
- Due componenti di base dell’Esercizio
 - Muovere i carri per “eseguire dei compiti”
 - Muovere i treni per “muovere i carri”
- Muovere i carri =
 - Non semplicemente “far manovre” in una località
 - Il risultato finale dell’attività delle ferrovie
- Muovere i treni ...
 - Un treno è “semplice” da muovere
 - Muovere più treni diventa più complicato
- Per ora, teniamo separati questi due concetti
- Pensiamo a “manovrare i carri” al posto di “controllare i treni”
- Per oggi ci concentreremo su “manovrare i carri”
un’idea divertente.... vedrete!



Il compito fondamentale delle ferrovie è trasportare merci e persone

COME E PERCHÈ LA FERROVIA MUOVE I SUOI CARRI?

L'ultimo movimento consiste nella consegna del carro all'industria di destinazione





Una domanda, con tante risposte...

COME FARE ESERCIZIO?

Come fare Esercizio?

- Ci sono molti modi, dai più semplici ai più sofisticati
- Per iniziare scegliamo il più semplice
- Consideriamo un approccio passo-passo

1. Fai andare piano i tuoi treni
2. Dai un nome alle località
3. Controlla il funzionamento
4. Immagina il “lavoro da fare”
5. Inizia con “manovre di sostituzione”

Semplice

Prova le Switchlist di JMRI

6. Operazioni con Orario
7. Ordini Treni e Dispatcher
8. Sistema con Ordini di carico

Più Complesso

Cosa mi serve veramente ?

Cosa è importante?

- Un grande plastico?
- Orario ferroviario?
- Orologio Accelerato?
- Ordini di carico?
- Un Dispatcher?



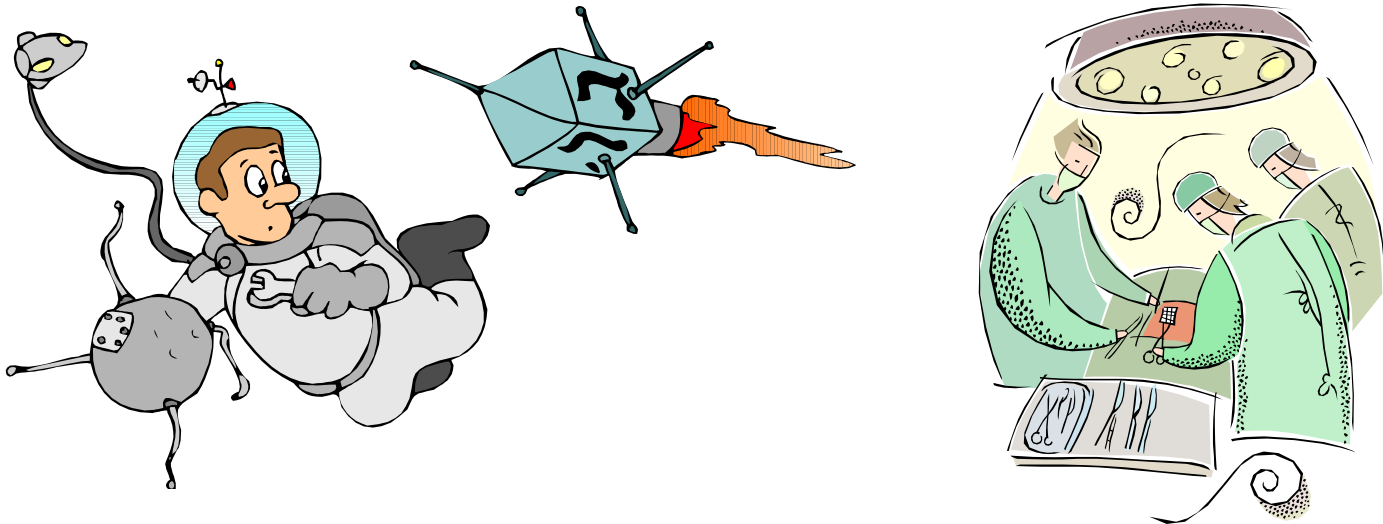
Cosa è importante "veramente"?

- Le dimensioni non contano
- Forse più tardi
- Non è ancora ora
- Troppa carta da gestire
- Molto dopo, forse



Cosa mi serve veramente?

- Come tutto in questo hobby – la scelta è vostra !
- Si tratta della tua ferrovia
- La mia esperienza mi insegna che è meglio avanzare passo-passo:
 - **Iniziate ad operare, in seguito deciderete cosa vi interessa di più**
- Quando e se deciderete che vi serve/vi piace più complessità, fatelo!





Fai fare al tuo Computer il lavoro

COSA È JMRI?

Cosa è JMRI?

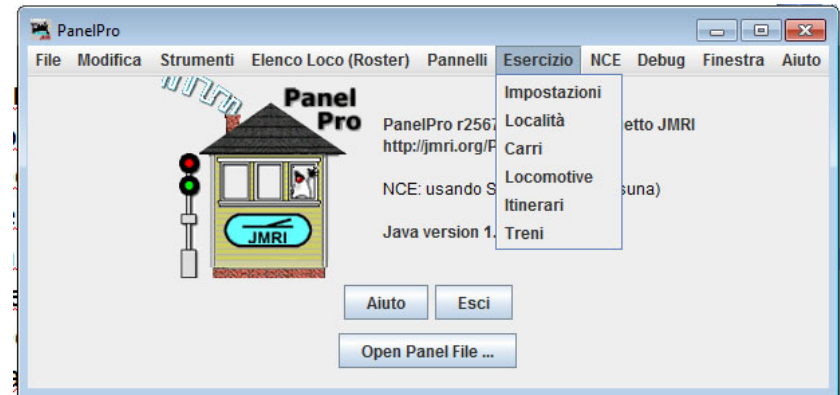
- JMRI (Java Model RR Interface)
- Software adatto sia per PC che per Mac
- È “gratis”, è sviluppato da hobbysti per gli hobbyisti ed è anche in Italiano!
- JMRI è composto da vari “moduli”, ognuno dedicato ad uno scopo specifico, quali: Programmare i decoder, Disegnare pannelli di comando, Comandare scambi/semafori, Guidare i vostri treni dal PC, e ... FARE ESERCIZIO.
- Oggi ci occupiamo del modulo “ESERCIZIO”
 - Creiamo automaticamente delle “switchlists” per muovere i carri

Non scoraggiatevi, andiamo passo dopo passo...

- Creiamo un foglio di ordini per il “macchinista” (voi!)
- Dove ci siano elencati i carri da prelevare e da consegnare
- Teniamo traccia delle posizioni dei carri
 - Prima delle manovre e ..
 - Dopo
- Definiamo (sulla vostra ferrovia)
 - Località
 - Carri/Locomotive
 - Treni e loro percorsi
 - E altro ancora ...

Elementi principali del modulo “Esercizio”

- Costruiamo un database della vostra ferrovia
 - Vostre Preferenze per JMRI
 - Località
 - Percorsi
 - Carri
 - Treni
 - Locomotive
 - E altro, se volete
- Questi dati li dovrete metter voi ...
- Poi lasciate fare al computer il “lavoro”



Preferenze JMRI

Impostazioni Operazioni

Strumenti Esercizio Finestra Aiuto

Nome Compagnia: Treno viaggio: Nord/Sud Est/Ovest

Scala: Z N TT HOn3 OO HO Sn3 S On3 O G

Lunghezza Max.Treno: Loco Max. per Treno: Potenza per Tonn.: Tempo Manovra (minuti): Tempo Viaggio (minuti):

Tipo Carri: Descrittivo Codici AAR Unità di lunghezza: Piedi Metri Anno Rappresentato (opzionale):

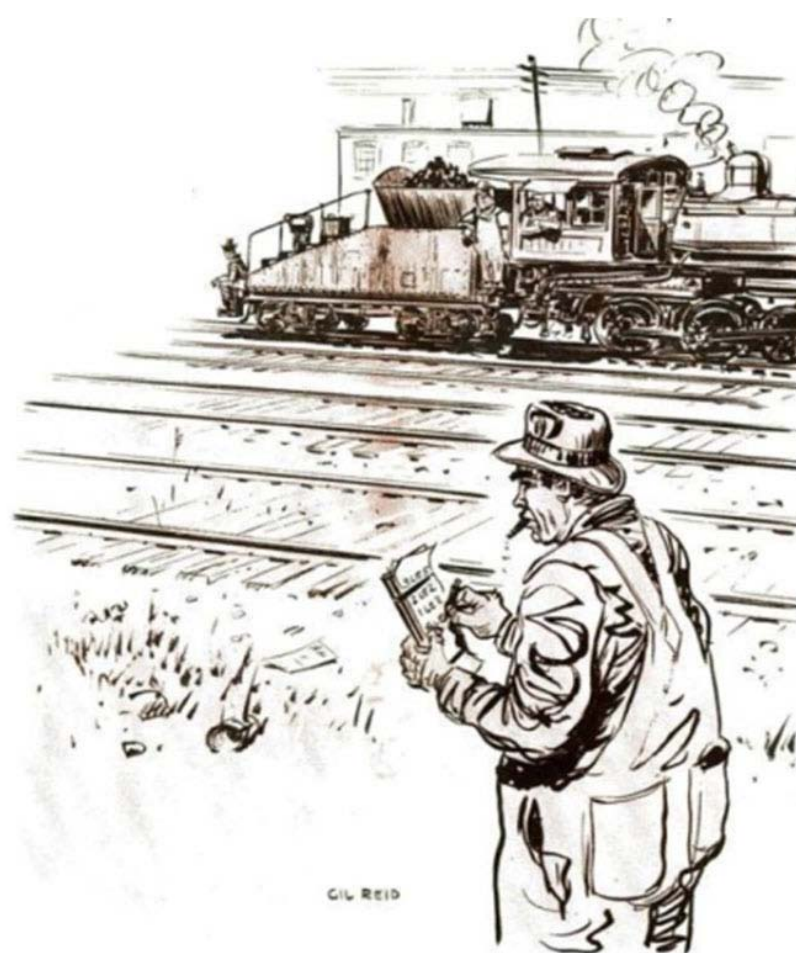
Opzioni: Aggiungi menù operazioni al menù principale Chiudi Finestra dopo Salvataggio Auto-Salva Auto-Backup

Opzioni Pannello: Opzioni Icone: Visualizza Numero Loco Abilita/Imposta X&Y Icona Treno

Colori Icone:

Colore Icona Treno verso Est	<input type="text" value="Bianco"/>
Colore Icona Treno verso Ovest	<input type="text" value="Bianco"/>
Colore Icona Loco Manovra	<input type="text" value="Bianco"/>
Colore Icona Treno Terminato	<input type="text" value="Bianco"/>

Ripristina Backup Salva

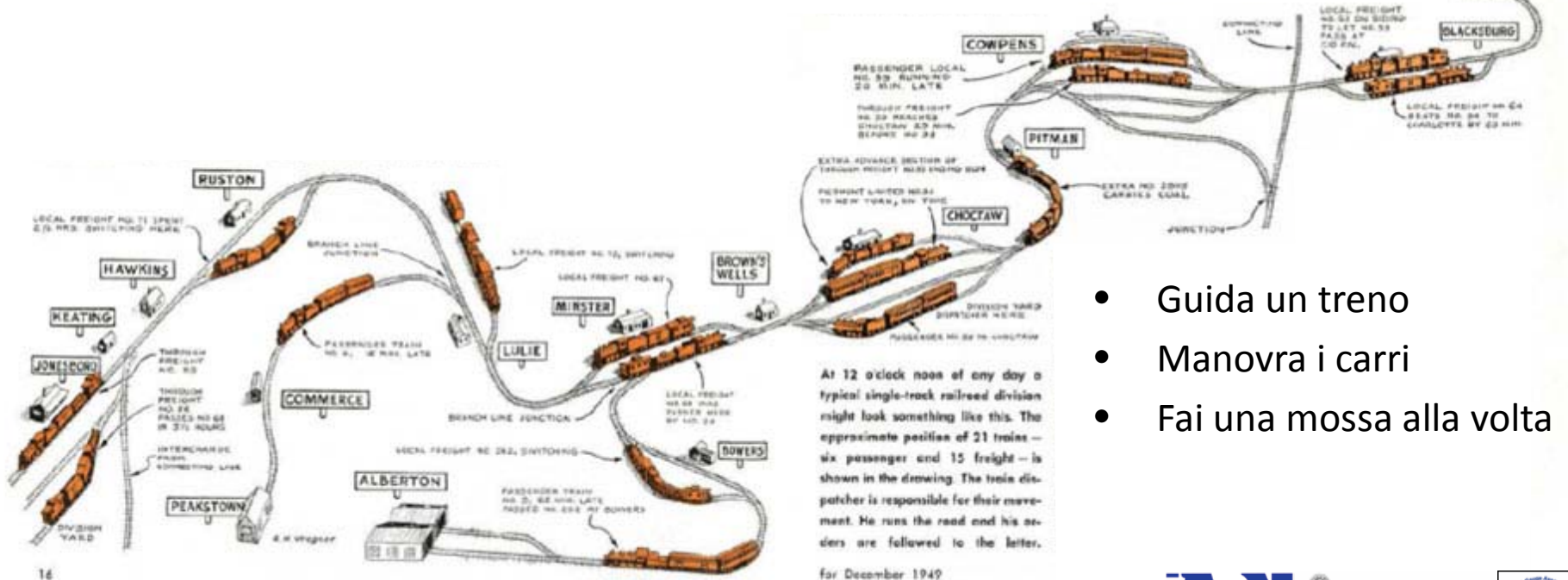


Regole di basi da ricordare sempre?

LE COSE A CUI PENSARE

Le cose a cui pensare

- Gestire una ferrovia può essere anche complesso
- E anche il suo esercizio reale
- MA ... non necessariamente per i nostri modelli!
- Bisogna “DIVERTIRSI”!

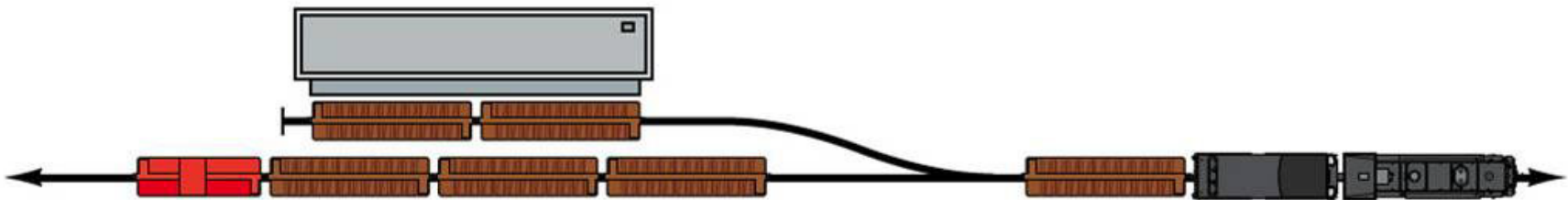


- Guida un treno
- Manovra i carri
- Fai una mossa alla volta

Direzione del treno per manovrare

- Le manovre di base si possono ridurre a due tipi
 - Mosse con scambio in retromarcia

BINARIO “MORTO” CON SCAMBIO IN RETROMARCIA



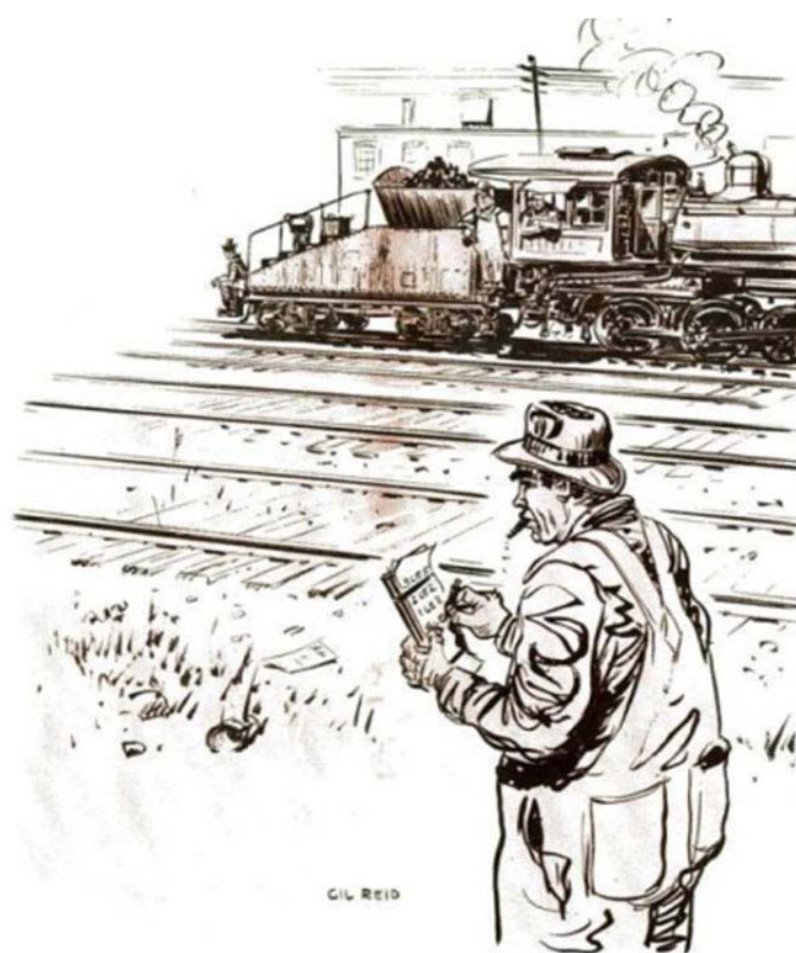
Direzione del treno per manovrare

- Le manovre di base si possono ridurre a due tipi
 - Mosse con scambio in retromarcia
 - Mosse con scambio in marcia avanti
 - Mosse di “Runaround” (Loco)

BINARIO “MORTO” CON SCAMBIO IN AVANTI

DOPO AVER AGGANCIATO IL RETRO DEL TRENO, LA LOCO MANOVRA



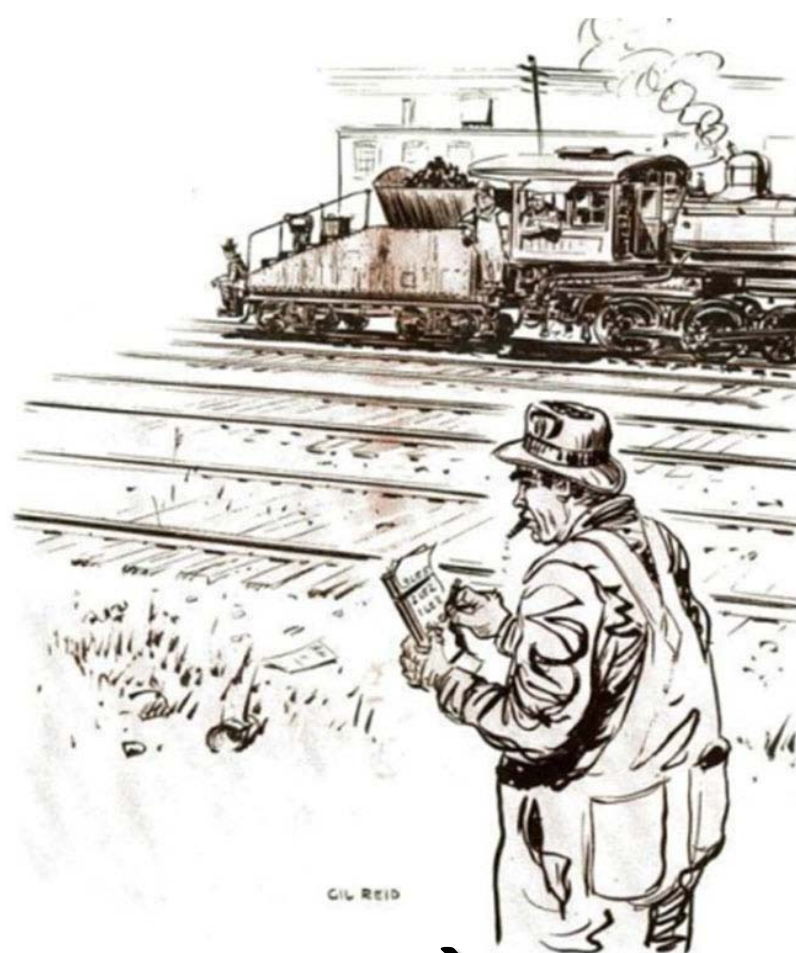


Non tutte le località sono le stesse

TIPI DI LOCALITÀ E BINARI

Fondamenti di “Geografia”

- 4 tipi di binari in JMRI
 - Binari “morti” o raccordi
 - Binari di Scalo
 - Binari di Interscambio
 - Binari di Staging (ricovero)
 - Industrie, carico (pieno-vuoto)
 - Parcheggio carri (solo)
 - Parcheggio per smistamento
 - Parcheggio treni (solo)
- Altre località “virtuali”?
 - Aiutano a stabilire il percorso del treno
 - Alcune località possono anche “non avere” lavoro programmato

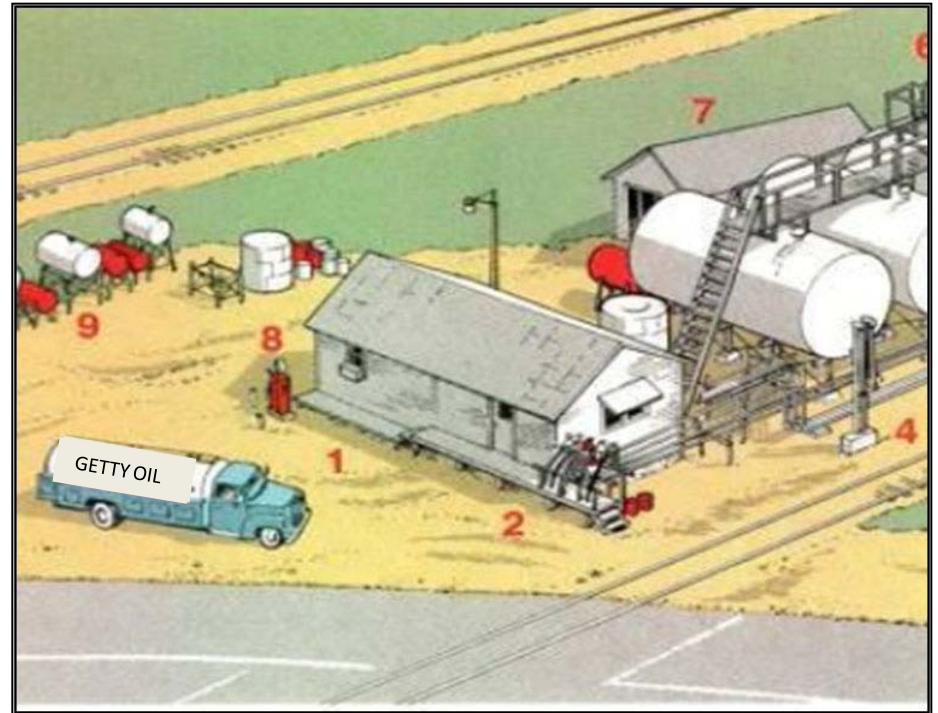


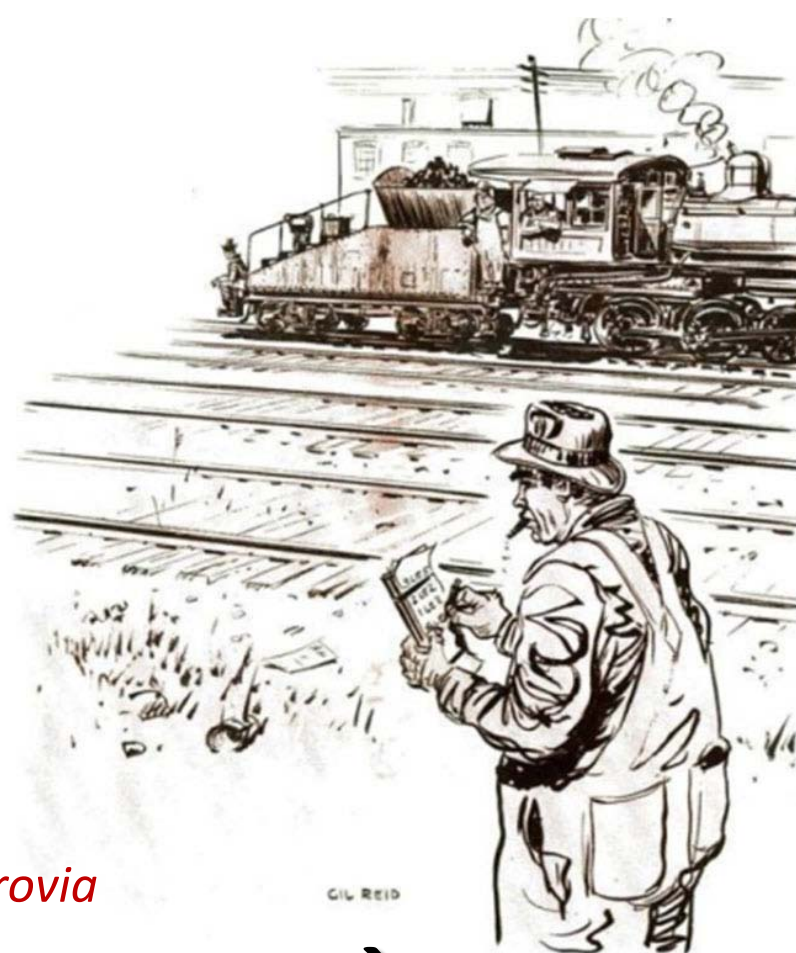
Ricorda di “Dare un nome a ogni Posto”

PROGRAMMIAMO LE LOCALITÀ

Che lavoro farà?

- Per esempio: la “**Getty Oil**”
- Vende prodotti petroliferi
- Carri necessari?
 - Cisterne: Carburante/Olio
 - Chiusi: Bidoni/casse (materiali al dettaglio)
 - Pianali: Macchinari/Riparazioni





Questo sarà il “Compito” per la vostra ferrovia

RIPETERE PER OGNI LOCALITÀ

Località

Locations							
Tools Operations Window Help							
Id	Name	Length	Used	Rolling Stock	Pick ups	Set outs	
10	4L Jct.	0	0	0	0	0	Edit
1	Amhurst Yard	145	133	3	0	0	Edit
4	Comm Lumber	50	0	0	0	0	Edit
8	Evergreen	116	44	1	0	0	Edit
6	Forman Foundry	181	0	0	0	0	Edit
9	Indy	166	0	0	0	0	Edit
5	Passing Siding	246	134	3	0	0	Edit
7	Twenty Five Jct	0	0	0	0	0	Edit
3	Wm's Hardware	108	40	1	0	0	Edit

Sort By Name Id

Località

Edit Location

Tools Window Help

Name

This location is serviced by trains traveling

North
 South
 East
 West

Select the rolling stock serviced by this location

<input checked="" type="checkbox"/> Boxcar	<input type="checkbox"/> Caboose	<input checked="" type="checkbox"/> Flatcar	<input checked="" type="checkbox"/> Gondola	<input checked="" type="checkbox"/> Hop Cov	<input checked="" type="checkbox"/> Hopper
<input type="checkbox"/> Reefer	<input type="checkbox"/> Stock	<input checked="" type="checkbox"/> Tank	<input type="checkbox"/> Diesel	<input type="checkbox"/> Electric	<input type="checkbox"/> Engine
<input type="checkbox"/> Gas Turbine	<input type="checkbox"/> Steam	<input type="checkbox"/> Steam-heavy	<input type="checkbox"/> Steam-light	<input type="checkbox"/> Steam-mixed	<input type="checkbox"/> Steam-pass
<input type="checkbox"/> Switcher					

Operations at this location

Spurs
 Yards
 Classification/Interchange
 Staging only

Id	Spur Name	Length	Used	Reserved	Cars	Locos	Pick ups	Set outs	
9s3	Getty Oil	50	0	44	0	0	0	1	<input type="button" value="Edit"/>
9s2	Hegert Whsl	58	0	0	0	0	0	0	<input type="button" value="Edit"/>
9s1	Iron Works	58	0	40	0	0	0	1	<input type="button" value="Edit"/>

Comment

Delete Location

Add Location

Save Location

Name Length This spur is serviced by trains traveling North South

Select the rolling stock serviced by this spur

Boxcar Flatcar Gondola Hop Cov Hopper Tank

Select the roads serviced by this track

Accept all Accept only Exclude

Select loads serviced by this track

Accept all Accept only Exclude

Select trains or routes for car set outs

Any Trains Routes Exclude Trains Exclude Routes

NB Local

Select trains or routes for car pick ups

Any Trains Routes Exclude Trains Exclude Routes

NB Local

Optional Schedule

Comment

Delete Spur Track

Add Spur Track

Save Spur Track



Binari

Altre cose fondamentali

- I Carri (beh... “ovviamente”)
 - Fate un database dei carri che vi occorrono per servire i vostri clienti
 - JMRI li userà per
 - Assegnare i carri ai treni
 - “Caricare o Scaricare” il carro presso le industrie
 - “Ricorderà” la posizione dei carri da usare per il prossimo treno

Railroad	Type	Road No.	Length (scale ft w/o couplers)	Color
L&N	SW 1500 (Loco da manovra)	5009	42'foot	Yellow Gray
SAL	Box car	25125	40'foot	Silver
NCStL	Box car	22291	40'foot	Brown/yellow stripe
Texaco	Tank (cisterna)	TCX 270	40'foot	Silver Black
ATSF	Flat (pianale)	ATSF 297155	40'foot	Red
SOU	Hop Cov (Hopper coperto)	90031	40'foot	Gray
L&N	Hop (Hopper aperto)	82242	40'foot	Black
L&N	Hop (Hopper aperto)	82203	40'foot	Black
L&N	Caboose	911	40'foot	Red

Carri e loro posizione

Cars											
Tools Operations Window Help											
Number	Road	Type	Len	Color	Kern..	Location	Destination	Train	Moves	Set	Edit
270	TCX	Tank	42	Silver		Passing Siding (Passing Siding)			8	Set	Edit
22291	NC&SL	Boxcar	40	Tuscan		Passing Siding (Passing Siding)			33	Set	Edit
25125	SAL	Boxcar	40	Silver		Passing Siding (Passing Siding)			34	Set	Edit
82203	LN	Hopper	36	Black		Amhurst Yard (Yard #1)			9	Set	Edit
82242	LN	Hopper	36	Black		Wm's Hardware (Wm's Hardware)			12	Set	Edit
90031	SOU	Hop Cov	40	Tuscan		Amhurst Yard (Yard #1)			8	Set	Edit
297155	ATSF	Flatcar	40	Red		Evergreen (Daggett)			13	Set	Edit

Sort by

Number
 Road
 Type
 Color
 Load
 Kernel
 Location
 Destination
 FD
 RWE
 Train
 Moves
 Built
 Owner

7 cars **Add** **Save** **Find**

Edit Car [Close] [Maximize] [Minimize]

Window Help

Road
 TCX [v] [Edit]

Road Number
 270 [Clear]

Type
 Tank [v] [Edit] Hazardous
 Passenger Caboose FRED Utility

Length
 42 [v] [Edit]

Weight
 Ounces 3.9 [Calculate] Auto
 Tons 77

Location and Track
 Passing Siding [v] Passing Siding [v] Auto

Optional
 Color
 Silver [v] [Edit]

Load
 L [v] [Edit]

Kernel
 [v] [Edit]

Built
 []

Owner
 [v] [Edit]

Comment
 []

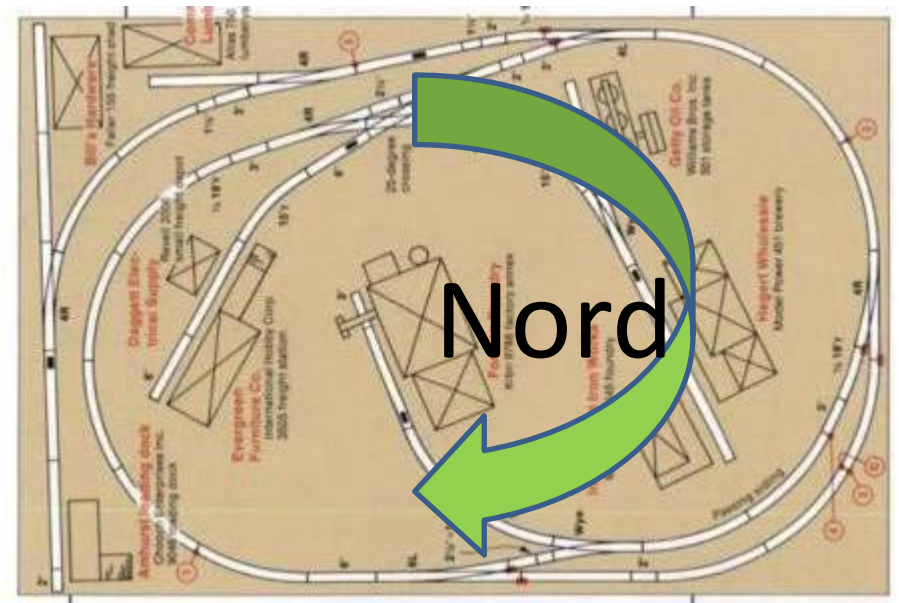
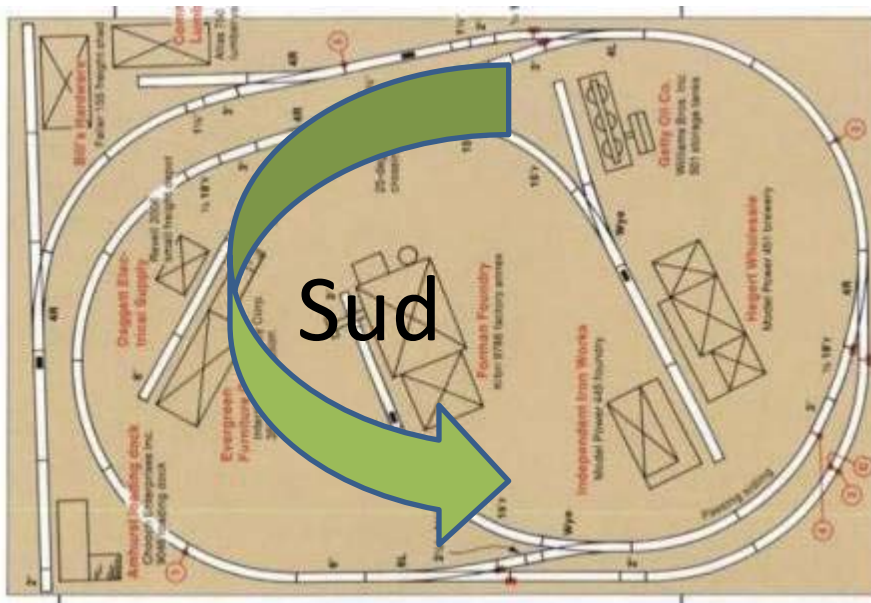
[Delete] [Add] [Save]

Un Carro

Altre cose fondamentali

• I Percorsi

- Dove deve andare questo treno per eseguire il suo compito?
- Il percorso è una sequenza di “località”
 - Pensate alla direzione del treno
 - Pensate alle manovre che serve fare



Percorsi

Edit Route

Tools Window Help

Name Comment

Id	Location	Train Direction	Moves	Pick ups?	Set outs?	Wait	Max Length	Grade	X	Y	Comment	Up	Down	Delete
1r1	Amhurst Yard	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r4	Comm Lumber	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r2	4L Jct.	North ▼	5	no ▼	no ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r3	Passing Siding	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r5	Twenty Five Jct	North ▼	5	no ▼	no ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r6	Evergreen	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r8	Indy	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r7	Passing Siding	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...
1r9	Amhurst Yard	North ▼	5	yes ▼	yes ▼	0	1000	0.0	0	0	Add	Up	Down	Dele...

Location
 Add location at start
 Add location at end

Display Wait Departure Time

L'ultima "cosa" fondamentale?

- **I TRENI**

- Create i Treni che faranno il lavoro che avete identificato
- Stabilite il percorso che deve fare il vostro treno
 - I posti dove deve andare
 - La Direzione del treno può semplificare le manovre?

I Treni

Trains

Tools **Operations** **Window** **Help**

Time	Build	Function	Name ▲	Description	Route	Departs	Terminates	Curre...	Status	Action	Edit
00:00	<input type="checkbox"/>	Build	NB Local		Morgan Local NB	Amhurst Yard	Amhurst Yard		Terminated ...	Term...	Edit
00:00	<input type="checkbox"/>	Build	SB Local		Morgan Local SB	Amhurst Yard	Amhurst Yard		Terminated ...	Term...	Edit

Show (click on column head...)

Time Id

Options

Show All
 Messages
 Build Reports
 Preview

Action

Move
 Conductor
 Terminate
 Reset

Edit Train [Min] [Max] [Close]

Tools Window Help

Name: Description:

Departure Time (hh:mm): Route:

This train services the following locations

- Amhurst Yard
- Comm Lumber
- 4L Jct.
- Passing Siding
- Twenty Five Jct
- Evergreen
- Indy
- Passing Siding
- Amhurst Yard

Select car types serviced by this train

- Boxcar
- Caboose
- Flatcar
- Gondola
- Hop Cov
- Hopper
- Reefer
- Stock
- Tank

Select locomotive types serviced by this train

- Diesel
- Electric
- Engine
- Gas Turbine
- Steam
- Steam-heavy
- Steam-light
- Steam-mixed
- Steam-pass
- Switcher

Optional train requirements

Locomotives: Model: Road:

None FRED Caboose

Comment:






Un Treno

C'è altro?

- **Locomotive**
 - Sono “Opzionali” (almeno per ora)
potete anche non crederlo!
 - Iniziamo con cose semplici

Locomotive

Locomotives

Tools Operations Window Help

Number	Road	Model	Type	Len	Consist	Location	Destination	Train	Moves	Set	Edit
5009	LN	SW1500	Diesel	45		Amhurst Yard (Yard #1)			55	Set	Edit

Sort by

 Number
 Road
 Model
 Consist
 Location
 Destination
 Train
 Moves
 Built
 Owner

1 locomotives

1:160 Edit Locomotive

Window Help

Road

LN Edit

Road Number

5009 Clear

Model

SW1500 Edit

Type

Diesel Edit

Length

45 Edit

Location and Track

Amhurst Yard Yard #1

Optional

Weight Tons

124

Horsepower

1500

Consist

Edit

Built

1960

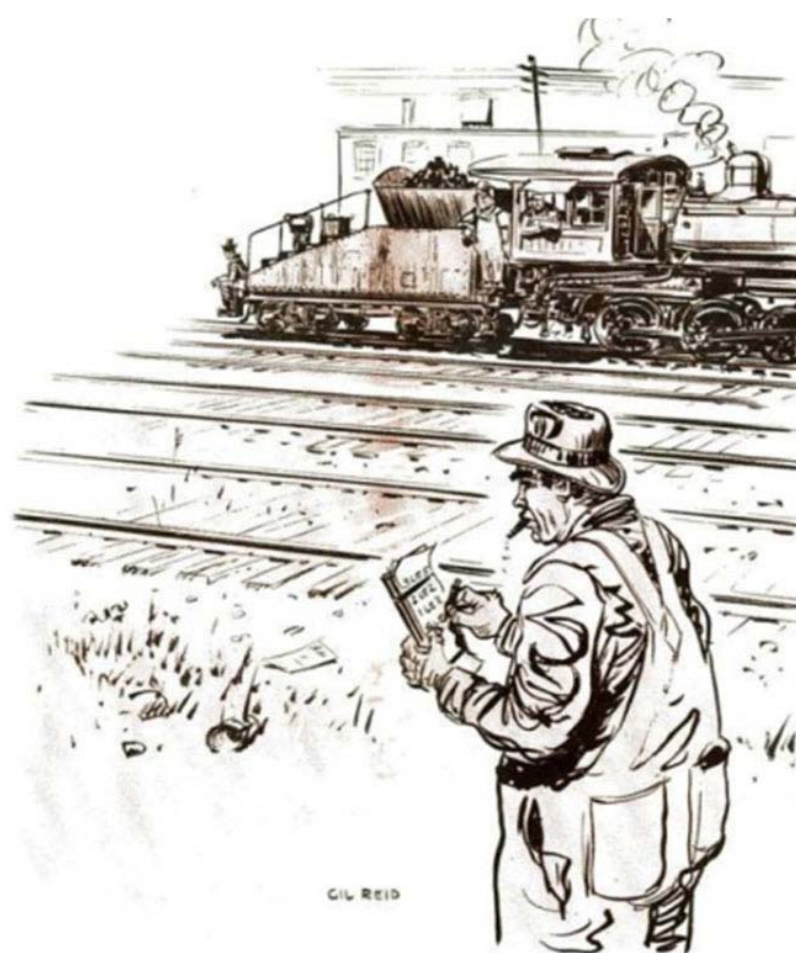
Owner

Edit

Comment

Delete Add Save

Una Locomotiva



Manovriamo il nostro “merci”!

LA “SWITCHLIST”

Passi fondamentali

- Creazione dei treni
 - Il programma “compone” i treni per voi
 - Stabilisce i carri da prelevare/consegnare ai clienti lungo il percorso
 - Ma ... Come “fà”?
 - Usa i carri poco utilizzati
 - Serve le località meno frequentate
 - Senza altre regole programmate va a caso!
 - Mai le stesse mosse (a meno che ...)
 - Ci sono situazioni dove “a caso” non va bene
 - Potete programmare numerosi parametri per ottenere quello che volete (frequenza, quantità dei carri)
 - Potete “ordinare” i carri che servono ad un’industria ed eventualmente chiedere che provengano da un’altra industria specifica



Manovriamo il nostro “merci”!

RIASSUNTO

Ed ora "Al lavoro", amici!

Print Preview: Train Manifest

Previous Page Next Page Page 1 of 2 Close

Train Manifest - 1 - November 14, 2012 3:02 PM

Morgan Valley RR

Manifest for train (NB Local)
Valid 11/14/2012 15:02

Scheduled work at Amhurst Yard, departure time 00:00
[] Pick up LN 5009 SW1500 from Yard #1
[] Pick up LN 82203 Hopper 36' Black E from Yard #1
[] Pick up SOU 90031 Hop Cov 40' Tuscan E from Yard #1
Train departs Amhurst Yard Northbound with 2 cars, 133 feet, 172 tons

Scheduled work at Comm Lumber, estimated arrival time 00:04
[] Set out LN 82203 Hopper 36' Black E to Comm Lumber
Train departs Comm Lumber Northbound with 1 cars, 93 feet, 149 tons

No work at 4L Jct.

Scheduled work at Passing Siding, estimated arrival time 00:15
[] Pick up SAL 25125 Boxcar 40' Silver E from Passing Siding
[] Pick up NC&SL 22291 Boxcar 40' Tuscan L from Passing Siding
[] Set out SOU 90031 Hop Cov 40' Tuscan E to Passing Siding
Train departs Passing Siding Northbound with 2 cars, 137 feet, 224 tons

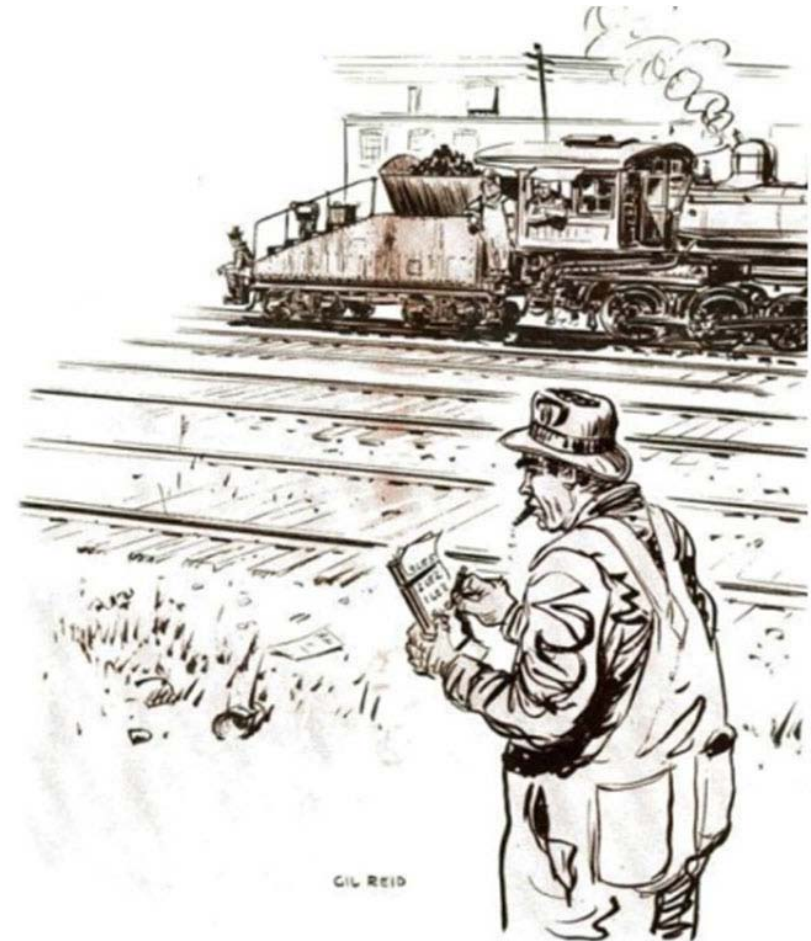
No work at Twenty Five Jct

Scheduled work at Evergreen, estimated arrival time 00:32
[] Pick up ATSF 297155 Flatcar 40' Red E from Daggett
[] Set out SAL 25125 Boxcar 40' Silver E to Evergreen
Train departs Evergreen Northbound with 2 cars, 137 feet, 224 tons

Scheduled work at Indy, estimated arrival time 00:42
[] Set out NC&SL 22291 Boxcar 40' Tuscan L to Getty Oil
Train departs Indy Northbound with 1 cars, 93 feet, 149 tons

Scheduled work at Passing Siding, estimated arrival time 00:49
[] Pick up TCX 270 Tank 42' Silver L from Passing Siding
Train departs Passing Siding Northbound with 2 cars, 139 feet, 226 tons

Scheduled work at Amhurst Yard, estimated arrival time 00:56
[] Set out ATSF 297155 Flatcar 40' Red E to Yard #1
[] Set out TCX 270 Tank 42' Silver L to Yard #1
[] Set out LN 5009 SW1500 to Yard #1



Tutto qui?

- JMRI “**Esercizio**”
può offrire molto altro ancora, se solo lo volete!
 - Carichi speciali (specificate che carico viene trasportato)
 - Sequenze di carri (blocchi)
 - Sequenze di carichi
 - Manovre Direzionali
 - Selezione dei Treni
 - Manovre locali
 - Calcolo delle loco necessarie in salita, pesatura del treno
 - Capacità delle locomotive
 - Staging (stazioni nascoste di deposito)

Grazie a

- **Designing Model Railroad Operations** (Realistic Operation by Phases) di Richard Schumacher, <http://www.gatewaymra.org/designops.htm>
- **JMRI Software:** cercate su Google . *“jmri operations”*
<http://jmri.sourceforge.net/help/en/package/jmri/jmrit/operations/Operations.shtml>
- **48 Top Notch Track Plans**, di Bob Hayden, Kalmbach Publishing, c. 1993

***E a tutti quelli che permettono a visitatori e “novizi”
di operare sui loro plastici !***



Grazie per l'attenzione

DOMANDE?