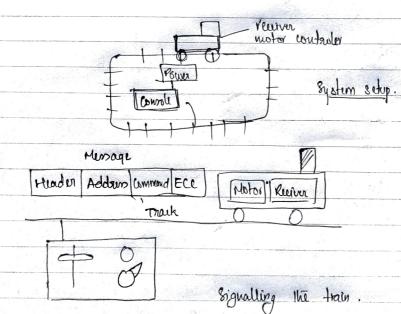
## Train controller system

- 1) Objects : Console, Train
- @ Commands set speed, set inentia, Estop.
- (3) Console: panel, formatter, transmitter.
- 1 Train: receiver, controller, motor interface.
- The conceptual specification allows us to understand the system little better. Writing of conceptual specification will help us to write a detailed specification. Defining the messages will help us understand the functionality of the component. The set of commands
- that we can use to implement the requirements placed on the system. The system console controls the train by sending minages on to the tracks. The transmissions are packetized; each packet includes an address of a message



- r The model train controller, which is shown in the figure:
- 10 The user sends musages to the train with the control box
- attached to the tracks.
- @ The control box may have familian controls such as throttle, emergency stop button of so on.
- 3) Since train receiver it electrical power from the tracks, the control box can send a rignal to the train over the track by modulating the power supply voltage.

(9) The control panels sends parket over the tracks to the receiver on the train. Each packet also includes an orror consection code (ECE) to good against transmission error. This is a one-way communication system the model train cannot send commands back to the user.

## Requirements

- o The console shall be able to control up to & frains into a single track.
- · The speed of each train shall be controllable by a throttle to atleast 63 diff. levels in each direction.
- . There shall be inertia controll that shall allow the user to adjust the responsiveness of the train to commanded changes in speed. Higher inertia means that the train responds more slowly to change in exerce the throttle, simulating the inerta of a large train. The inertia controll will provide at least 8 diff. levels.

  There shall be an emergency step button.

  An error detection scheme will be used to train not manages.