SwinLED Spreadsheet

## Column A - Group

The points, signals and switches are organised in groups simply for convenience. This has no programming significance

## Column B – Description

This is the signalman’s description of a particular point or signal

## Column C – Input Switch line

If there is a switch (lever) associated with this track section (starting signal) or point, this column will contain the Arduino input line number connected to the switch. The software will see an input on this line as high when the switch is open (normal position, Back, ON), and low when the lever is pulled OFF.

## Column D – Track or Point?

Whether there is a C direction (Point) or not (Track) – may be redundant

## Columns E…G – Where this bit of track connects to

Pxxx = Point, eg P37E = the more easterly of the point pair operated by switch 37.

Lxxx = Track/Line/LED, as marked with a blue blob and red number

X = Leads nowhere (or off display layout). Track will always have C = X.