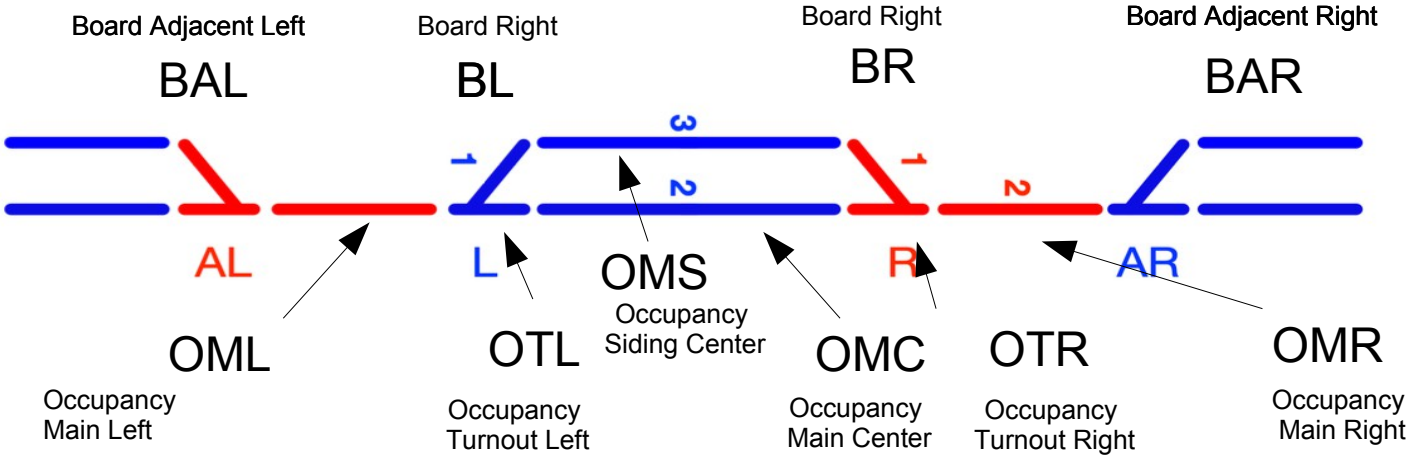


Consumes	Consumes BAL.00.00 (mainline) BAL.00.01 (mainline)	Consumes BL.00.04 (center main) BL.00.05 (center main) BL.00.06 (center siding) BL.00.07 (center siding)	Consumes BR.00.00 (mainline) BR.00.01 (mainline)
Produces	Produces BL.00.02 (turnout) BL.00.03 (turnout) BL.00.04 (center main) BL.00.05 (center main) BL.00.06 (center siding) BL.00.07 (center siding)	Produces BR.00.00 (turnout) BR.00.01 (turnout) BR.00.08 (mainline) BR.00.09 (mainline)	Produces



Key:

- Assigned based on Left or Right assignment
- Needs to be learned
- Self assigned

Left Hand Assigned

Consumes BAL.00.00 (mainline occupied) BAL.00.01 (mainline unoccupied) BAL.01.00 (turnout command normal) BAL.01.01 (turnout command diverging) BAL.01.06 (button normal closed) BAL.01.07 (button normal open) BAL.01.08 (button diverging closed) BAL.01.09 (button diverging open) BAL.02.00 (A_red) BAL.02.01 (A_yellow) BAL.02.02 (A_green) BAL.02.03 (A_dark) BAL.02.04 (B_red) BAL.02.05 (B_yellow) BAL.02.06 (B_green) BAL.02.07 (B_dark) BAL.02.08 (C_red) BAL.02.09 (C_yellow) BAL.02.0A (C_green) BAL.02.0B (C_dark) BAL.02.0C (D_red) BAL.02.0D (D_yellow) BAL.02.0E (D_green) BAL.02.0F (D_dark) Produces BL.00.02 (turnout occupied) BL.00.03 (turnout unoccupied) BL.00.04 (center main occupied) BL.00.05 (center main unoccupied) BL.00.06 (center siding occupied) BL.00.07 (center siding unoccupied) SELF.01.00 (turnout command normal) SELF.01.01 (turnout command diverging) SELF.01.02 (turnout feedback normal active) SELF.01.03 (turnout feedback normal inactive) SELF.01.04 (turnout feedback diverging active) SELF.01.05 (turnout feedback diverging inactive) SELF.01.06 (button normal closed) SELF.01.07 (button normal open) SELF.01.08 (button diverging closed) SELF.01.09 (button diverging open) SELF.02.00 (A_red) SELF.02.01 (A_yellow) SELF.02.02 (A_green) SELF.02.03 (A_dark) SELF.02.04 (B_red) SELF.02.05 (B_yellow) SELF.02.06 (B_green) SELF.02.07 (B_dark) SELF.02.08 (C_red) SELF.02.09 (C_yellow) SELF.02.0A (C_green) SELF.02.0B (C_dark) SELF.02.0C (D_red) SELF.02.0D (D_yellow) SELF.02.0E (D_green) SELF.02.0F (D_dark) SELF.03.00 (A_stop) SELF.03.01 (A_non_stop) SELF.03.01 (B_stop) SELF.03.01 (B_non_stop) SELF.03.01 (C_stop) SELF.03.01 (C_non_stop) SELF.03.01 (D_stop) SELF.03.01 (D_non_stop) SELF.05.00 (held) SELF.05.01 (cleared_left) SELF.05.02 (cleared_right) SELF.05.03 (cleared_both)

Right Hand Assigned

Consumes BL.00.04 (center main occupied) BL.00.05 (center main unoccupied) BL.00.06 (center siding occupied) BL.00.07 (center siding unoccupied) BL.01.01 (turnout command diverging) BL.01.06 (button normal closed) BL.01.07 (button normal open) BL.01.08 (button diverging closed) BL.01.09 (button diverging open) BL.02.00 (A_red) BL.02.01 (A_yellow) BL.02.02 (A_green) BL.02.03 (A_dark) BL.02.04 (B_red) BL.02.05 (B_yellow) BL.02.06 (B_green) BL.02.07 (B_dark) BL.02.08 (C_red) BL.02.09 (C_yellow) BL.02.0A (C_green) BL.02.0B (C_dark) BL.02.0C (D_red) BL.02.0D (D_yellow) BL.02.0E (D_green) BL.02.0F (D_dark) Produces BR.00.00 (turnout occupied) BR.00.01 (turnout unoccupied) BR.00.08 (mainline occupied) BR.00.09 (mainline unoccupied) SELF.01.00 (turnout command normal) SELF.01.01 (turnout command diverging) SELF.01.02 (turnout feedback normal active) SELF.01.03 (turnout feedback normal inactive) SELF.01.04 (turnout feedback diverging active) SELF.01.05 (turnout feedback diverging inactive) SELF.01.06 (button normal closed) SELF.01.07 (button normal open) SELF.01.08 (button diverging closed) SELF.01.09 (button diverging open) SELF.02.00 (A_red) SELF.02.01 (A_yellow) SELF.02.02 (A_green) SELF.02.03 (A_dark) SELF.02.04 (B_red) SELF.02.05 (B_yellow) SELF.02.06 (B_green) SELF.02.07 (B_dark) SELF.02.08 (C_red) SELF.02.09 (C_yellow) SELF.02.0A (C_green) SELF.02.0B (C_dark) SELF.02.0C (D_red) SELF.02.0D (D_yellow) SELF.02.0E (D_green) SELF.02.0F (D_dark) SELF.03.00 (A_stop) SELF.03.01 (A_non_stop) SELF.03.01 (B_stop) SELF.03.01 (B_non_stop) SELF.03.01 (C_stop) SELF.03.01 (C_non_stop) SELF.03.01 (D_stop) SELF.03.01 (D_non_stop) SELF.05.00 (held) SELF.05.01 (cleared_left) SELF.05.02 (cleared_right) SELF.05.03 (cleared_both)
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Key:

Assigned based on Left or Right assignment

Needs to be learned

Self assigned