Adding Missing Commands To Lever Maps

As of V3.3.0.8 because some trains have non-functioning wipers when using Standard Mode, I have added code that will write a text file to the main program folder called CurrentWipers.txt. To generate this file, you first need to start a scenario or quick drive to load up the loco. The file contents will look like this:

Standard Loco with just On/Off switch:

VirtualWipers, KEY_V, NOSHIFT, ToggleControl, Min = 0, Max = 1

WipersInt, KEY_V, CONTROL, ToggleControl, Min = 0, Max = 1

Or this Class 801 with intermittent wipers:

Wipers, KEY_V, NOSHIFT, ToggleControl, Min = 0, Max = 1

WiperSpeed, KEY_V, NOSHIFT, IncreaseControlStart, Min = 0, Max = 1

WiperSpeed, KEY_V, SHIFT, DecreaseControlStart, Min = 0, Max = 1

This will aid you in adding the missing commands to the relevant lever map

The 1st column is the ControlName of the wiper

The 2nd column is the main keyboard key used to operate the wipers using the keyboard.

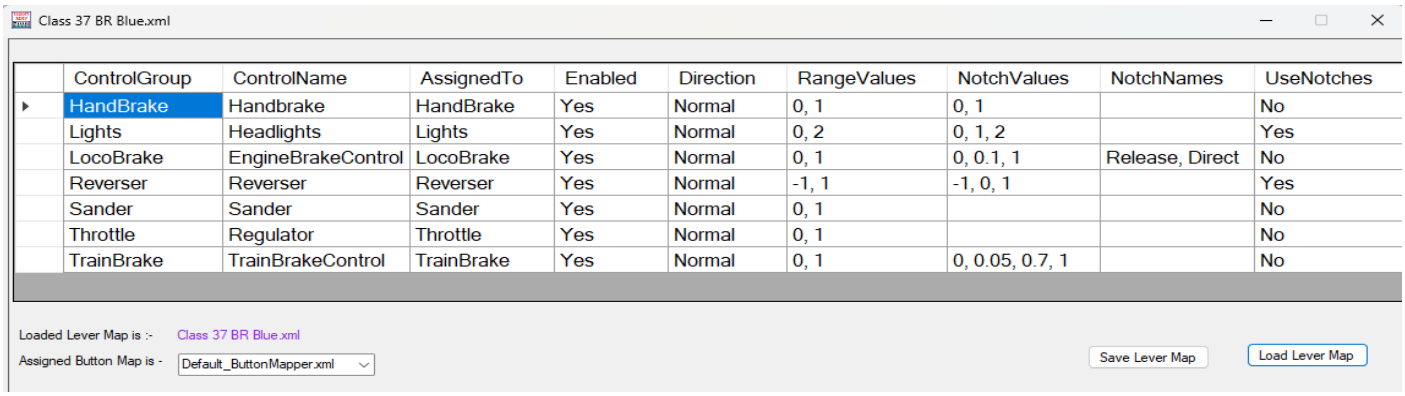
The 3rd column indicates if the Shift or Control keys are also used. NOSHIFT = neither are used, SHIFT = the shift key is pressed as well as the main key, CONTROL = the Control (Ctrl) key is also pressed with the main key and finally SHIFT_CONTROL = both the shift and control keys are pressed along with the main key.

The 4th column indicates if the control in the cab is a switch (On/Off Toggle) or a rotary knob which could mean it has notches too. ToggleControl means a switch, anything else usually means a rotary control.

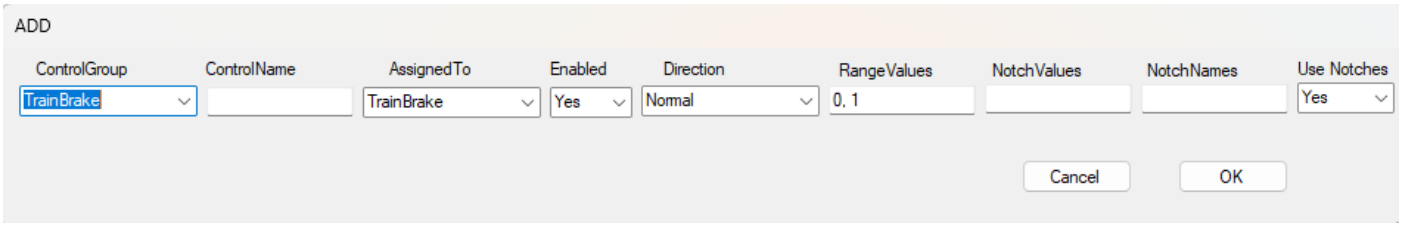
The 5th and 6th columns tell you the Minimum and Maximum value for this control, most are 0, 1 but some could be -1, 1.

In order to add the wipers (or any other command), once you have loaded up a scenario, if you haven't done so yet, click the Start Callback button and then click on the TS Classic window. This will update the CurrentWipers.txt with info for the current loco.

Click the Stop Callback button and load the lever map for editing by selecting Keymaps\Lever Map\Edit Lever Map. This will bring up a window similar to this:



Right click on any row (using the TrainBrake row as an example) and selecting “Add Control”, will bring up this window:



Using the VirtualWipers above as an example, we need to change the following:
1. Set the ControlGroup to Wiper.
2. Set ControlName to VirtualWipers by typing it into the textbox, watch your spelling and capitalisation.
3. Set AssignedTo to Wipers.
4. Make sure Enabled is set to Yes.
5. Leave Direction to Normal for now, you can change it later if required.
6. Enter the Range values using the Min and Max values in this case 0, 1 note the comma and space between the numbers.
7. With a ToggleControl (On/Off) there are only 2 positions so we can leave the NotchValues blank.
8. Leave the NotchNames blank, as they are usually only used in levers like the Reverser/Throttle and Brakes.
9. You can leave the Use Notches as Yes as my program will ignore that if there are no NotchValues.

When done, click OK and then click the “Save Lever Map” button and say “Yes” when asked if you wish to save the lever map.
You will also be asked if you wish to copy the changes to any other lever maps, as there are usually separate lever maps for all variants of the loaded train, you would normally answer yes. This will bring up the folder containing the lever map you just edited, if all the files have names very similar, then left click in the window and press Control and A together to select all of the files and click the Open button. Some of the older loco’s from the likes of KUJU have all the lever maps for their trains in the same folder, so you would need to manually select the files you wish to update by holding down the Control key and clicking the files with the mouse.

Looking at the WiperSpeed above for the 801, as it is a rotary knob, it has a RangeValue of 0, 1 but also has NotchValues of 0, 0.2, 0.4, 0.6, 0.8, 1 If you are using a lever for the wipers then you will get the full range of speeds for the wipers with these settings.
If you are using the Raildriver wiper switch which has only 3 positions, the you can set the NotchValues to 0, 0.2, 1 which will give you Off/Slow/Full Speed.
Another example is the class 395 which has 4 positions and a range value of 0, 4. If using the Raildriver, setting the notches to 0, 1, 4 or 0, 2, 4 will work fine.