**RailwayStudio**

User’s guide

Elements

Each piece of the layout is an **Element**. It can be a single track, a turnout, etc. Some of them also can have one or more added functionalities like *Accessory*, *Feedback*, etc.

# Accessory elements

**Accessory elements** are all elements that could have different status, like turnouts (straight, turned), signals (red, green), etc.

Accessory elements also should be connected to accessory decoder outputs to be able to digitally control these elements through the DCC command control. Each of these connections always has 2 outputs, and these outputs can be active alternatively, never at same time. The following tables show how it works:

|  |  |  |  |
| --- | --- | --- | --- |
|  | **Address 1** | | **Status** |
|  | **P2** | **P1** |
|  | 0 | 1 | 1 |
|  | 1 | 0 | 2 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
|  | **Address 2** | | **Address 1** | | **Status** |
|  | **P2** | **P1** | **P2** | **P1** |
| Hp 0 (Light) | - | 0 | 0 | 1 | 1 |
| Hp 1 (Light) | - | 0 | 1 | 0 | 2 |
| Hp 2 (Light) | - | 1 | 1 | 0 | 3 |

Each status is defined by the element, so you must study in each case how to wire the accessories according its functionality.