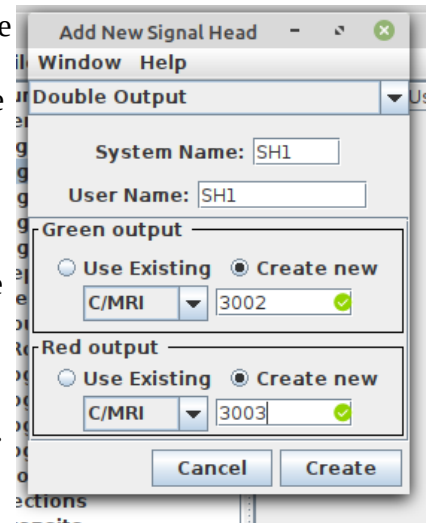


Create the signal heads

In Jmri we are now ready to setup the signal heads, you will need to create 3 separate signal head . It is important to note that we are creating new not using existing ones. See the picture for how to fill in the boxes. Make sure you first choose the Double Output in the top drop down box. The give the first signal head a system name SH1 and I would give the same user name as well it makes it easier later on when positioning the signal heads. Next you need to click on Create New button and choose C/MRI and put the address as 3002 in the Green Output Box. Do the same for the Red Output box but address is 3003. click on create button at the bottom this will save the first signal head. Now do the same for the other 2 signal heads, change the system Name and user name each time so SH2 ect ect remember also to click create new button and add address 3004 and 3005. Once you have created all 3 signal heads its time to close the add new signal head box down you can do this by clicking the x in the top right hand corner.



Time to save the panels and configuration files

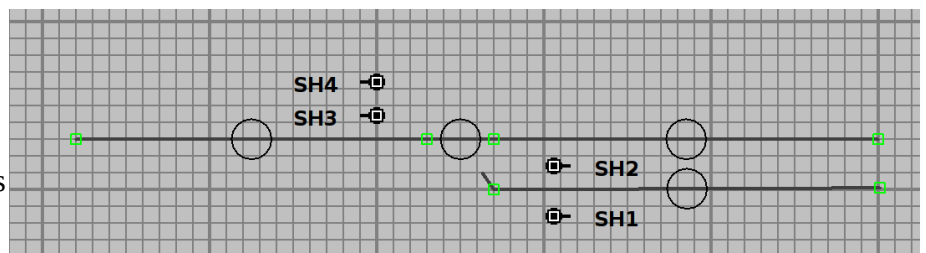
Always save you panels and configuration files as often as you can not to loose your hard work. To do this click on file and choose save panels and config as you can see we

System...	User Name ^	Appearance	Comment		Lit	Held	
LH1	SH1	Dark		Delete	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Edit
LH2	SH2	Dark		Delete	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Edit
LH3	SH3	Dark		Delete	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Edit
LH4	SH4	Dark		Delete	<input checked="" type="checkbox"/>	<input type="checkbox"/>	Edit

have now created the 3 heads. At this moment they have nothing controlling them so they will show dark next we need to go into the panel editor and create the turnout and some track there are plenty of good youtube channels to show how to use this . SH4 is not used now for this setup

Panel editor in edit mode

once you have placed the 3 signal heads as shown in the next Fig you will need to right click on each signal head and edit signal Logic. Please ignore SH4 this was Error and will not effect you



Setup signal logic

The next stage will set the signals to work with the turnout. If you have block detection that can also be added but I will not cover that as its just a simple node. Do this for all 4 heads remember to change to diverging legs for SH2 and SH4. If you did have block detection you can get it to protect Sensors also. And remember to click on Apply for each head once complete click cancel to close the box. You now should see your signal head the correct colour for the state of the turnout.

The screenshot shows a software window titled "Simple Signal Logic for SH1". It has a menu bar with "File", "Window", and "Help". The main area contains several configuration options:

- For Signal Head:** A dropdown menu set to "SH1".
- Radio buttons:** "On Single Block", "Main Leg of Turnout" (selected), "Diverging Leg of Turnout", and "On Facing-Point Turnout".
- Protects Sensor/s:** Three empty dropdown menus.
- Red when Turnout:** A dropdown menu set to "Node 3 turnout 1" and a text field "state is: Thrown (+)".
- Protects Signal:** Two empty dropdown menus.
- Checkboxes:** "Limited Speed", "Restricting Speed", "With Flashing Yellow", and "Is Distant Signal".
- Approach Lighting Sensor:** A dropdown menu.
- Comment:** An empty text field.
- Footer:** A line of text "Check or change the SSL configuration on this pane and click [Apply]" and three buttons: "Delete", "Cancel", and "Apply".

