

# 2011 RTP Train Control Code Marking Sheet

486 Team: «team»

When «when» Members: «names»

Note (486: If time too short I'll test later on my own. Also this marking scheme is far from precise!)

Test	Test description	Observed day _____ time _____	crash	mark
1	Tram <ul style="list-style-type: none"> <li>has speed up/down control</li> <li>automatic reverse at south (s25), west (s33)</li> </ul>	Rev w/o halt (optional, either way) _____ _____ _____		
2	Train starting from anywhere you like, you <ul style="list-style-type: none"> <li>Drive round inner fig-8 and</li> <li>¾ way round change to no_pref</li> <li>Can reverse anywhere</li> </ul>	____ L/R control ____ No pref means 'as is' ____ completes full lap ____ reverse on plain track ____ with auto halt ____ straddling a boundary (eg s30) ____ over tn12 or 19 ____ within a crossover eg tn14-tn6 ____ front exactly over s35		
3a	Chasing (2 trains, one behind faster) <ul style="list-style-type: none"> <li>Fig-8, ...</li> <li>Reverse front to head on in East semicircle, so</li> <li>Reverse rear too, both no pref, go half lap</li> </ul>	____ Auto-resume of train behind ____ follower no pref so follows... ____ front moves back small distance (slack) ____ roles now reversed		
4	Main crossing: <ul style="list-style-type: none"> <li>make a train enter &amp; then go very slowly, make 2<sup>nd</sup> train arrive fast.</li> <li>Make 1<sup>st</sup> train stop, reverse, move out</li> </ul>	____ 2 <sup>nd</sup> train waits, preferably just_after ____ ____ 2 <sup>nd</sup> train automatically resumes, fast ____		
3b	Chasing continued: <ul style="list-style-type: none"> <li>..., oval, anywhere</li> </ul>	____ go-slow zones ... ____ no unnecessary go-slow ____ safe		
5	Tram crossing contention <ul style="list-style-type: none"> <li>one train vs tram</li> <li>two : a train enters, goes slow, tram arrives and waits, another train enters, both leave</li> </ul>	____ Tram stops ____ Auto-resume ____ Other stops ____ Auto-resume ____ tram resumes when both have gone		
6	Crossover contention (N or S) <ul style="list-style-type: none"> <li>both trains turn</li> <li>both trains straight</li> </ul>	____ One will acquire, other stops ____ Auto-resume ____ at appropriate speed ____ no interference.		
7	Advanced turnout preference management <ul style="list-style-type: none"> <li>make train with R pref head to tn12 (s35), auto stops (waiting, front magnet exactly over sensor) as other train is ahead halted</li> <li>Select L (left pref)</li> <li>Back it out and repeat with R pref, fast so auto stop is just_after</li> <li>Select L</li> <li>Train proceeds as far as a 3<sup>rd</sup> block</li> </ul>	____ can set this up, or ____ very slow just before sensor (for code that looks ahead)  ____ now irrelevant blocks released ____ Auto-resume after turnout move complete  ____ can set up just_after ____ Auto-resume after turnout move (if any) ____ new block acquisition seems ok or ____ look-ahead code works well ....		
8	Misc: <ul style="list-style-type: none"> <li>Commands are single keys as spec?</li> <li>Can set up train halted over a diverging turnout, then change turn preference.</li> <li>Go-slow zones used but not too big</li> </ul>	____ ____ Extras?..... ____ can set up ____ turnout doesn't move ____ ____ no unnecessary go-slow		
9	<ul style="list-style-type: none"> <li>Unman a train</li> <li>and reman</li> </ul>	____ Rule: _____ ____		
10	Screen display <ul style="list-style-type: none"> <li>interrupts shown,</li> <li>other info sufficient amount</li> </ul>	____ ____ updates ok& frequent enough ____ ____ overall integrity		

11	(486 only) <ul style="list-style-type: none"> <li>2 handhelds: L/R/N, faster/slower, fwd/rev or</li> <li>Sideswipe prevention at T15, T16</li> <li>Sound</li> </ul>	__ Implemented __ Change equiv kbd ..... __ implemented __ acq/rel at correct sensors __ horn __ bell __ >1 train __ h/h		/4 or
12	(sim only) <ul style="list-style-type: none"> <li>can drive back into a siding, user choice</li> <li>can follow S loop B21 and B24</li> <li>can change mind stopped exactly on sensors guarding immed-chained tnouts</li> <li>...stopped "just_after"</li> <li>auto turnout recovery after simulated failure</li> </ul>	__ __ and stops at end, come out again __ tn1/11 ok__ fast over s62__ tn7/6 go right__ back out__  tn7/6 go left__ back out __ tn 1/11 go left__ back out __ __ __		/4
13	Other features of note (possible bonus)			
	<b>Summary:</b>			
	total			/40

Name: «n1»	What done:
	Ability to explain:

Name: «n2»	What done:
	Ability to explain:

Name: «n3»	What done:
	Ability to explain: