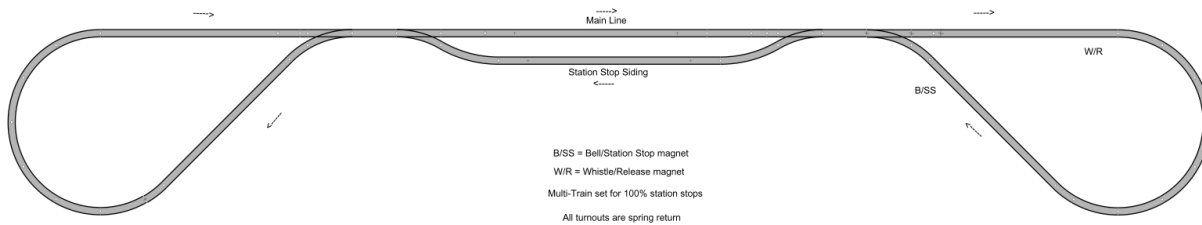


Using RailBoss 4 Multi-Trains with Reverse Loops

Multi-Train is a RailBoss 4 Plus feature allowing two or more trains to run on the same loop of track while making random station stops. While a single loop of track is the simplest track configuration for this type of operation, it is possible to use others, given some restrictions.

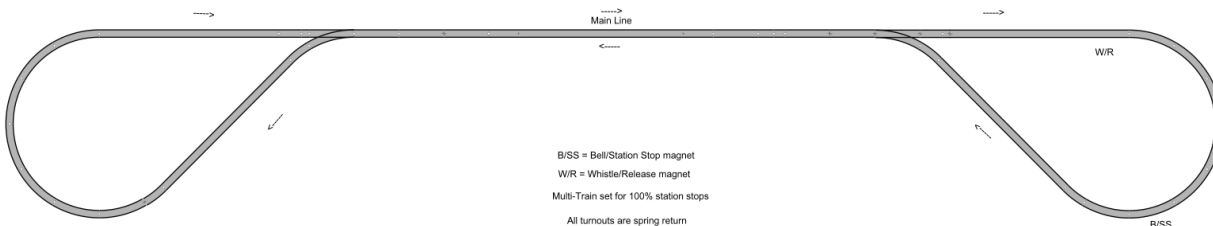
Double Reverse Loop with Passing Siding



In this scenario, all track turnouts must be spring loaded such that the trains will drive through the normal switch position in the facing point direction, but push through the spring loaded points in the trailing point direction. Trains will always stop in the station stop siding, going in the same direction (left as shown above). The first train waits in the siding while the second runs on the main line. Upon entering the right hand loop, the second train crosses the whistle magnet (W/R) and releases the first train from the station. The second train then crosses the bell magnet (B/SS) and makes a station stop in the siding. Now train 2 waits in the station for a release by train 1 crossing the whistle magnet. Multi-train must be set for 100% station stops to avoid collisions.

Siding and reverse loops must be long enough to hold the longest train.

Double Reverse Loop, no siding, with a large reverse loop



In this scenario, all track turnouts must be spring loaded such that the trains will drive through the normal switch position in the facing point direction, but push through the spring loaded points in the trailing point direction. Trains will always stop in the right hand reverse loop, going in the same direction. The first train waits near the exit of the loop, while the second runs on the main line. Upon entering the right hand loop, the second train crosses the whistle magnet (W/R) and releases the first train from the loop. The second train then crosses the bell magnet (B/SS) and makes a station stop in the loop. Now train 2 waits in the loop for a release by train 1 crossing the whistle magnet. Multi-train must be set for 100% station stops to avoid collisions.

The right side reverse loop must be at least three train lengths long in order to hold the stopped train, the entering train (inside the loop far enough to clear the turnout), and room for the entering train to slow down and stop without hitting the exiting train. The left side reverse loop needs to be long enough to hold the longest train.