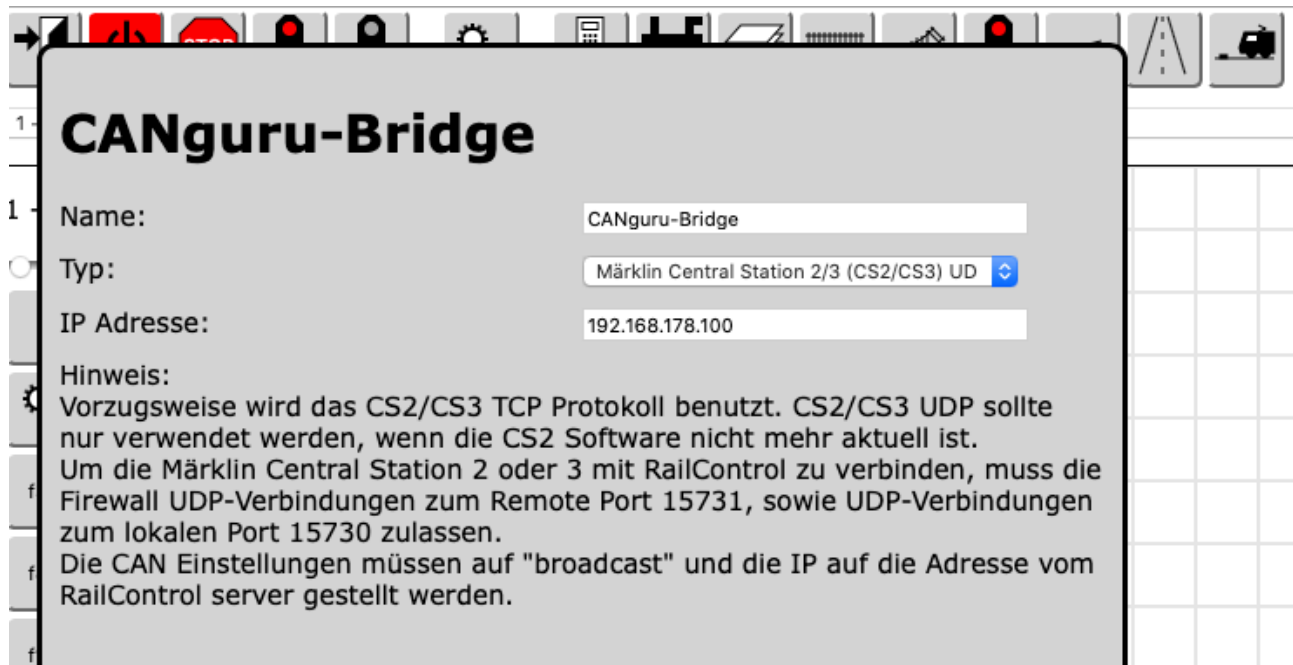


Probleme beim Einbinden der wesentlichen Komponenten in RailControl

Vorgehensweise bei der Steuerung:

Auswahl der Steuerung

IP-Adresse



The screenshot shows the 'CANguru-Bridge' configuration window. It has a title bar with various icons. The window contains the following fields and text:

CANguru-Bridge

Name:

Typ:

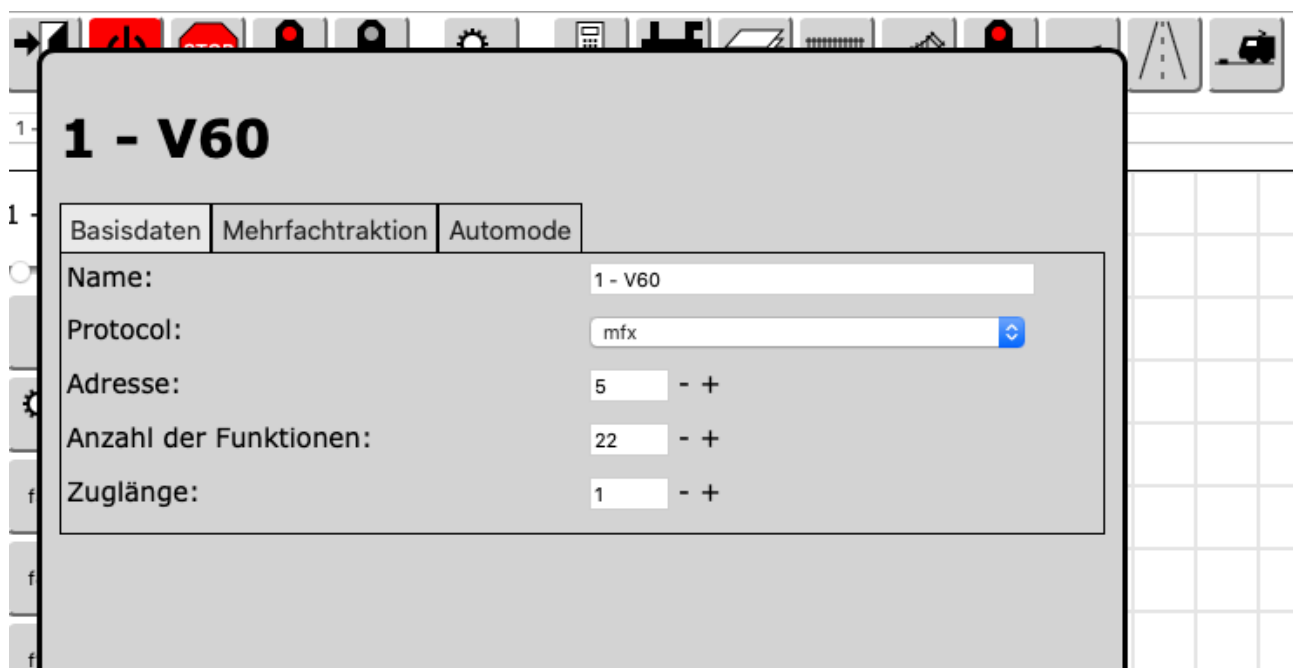
IP Adresse:

Hinweis:
Vorzugsweise wird das CS2/CS3 TCP Protokoll benutzt. CS2/CS3 UDP sollte nur verwendet werden, wenn die CS2 Software nicht mehr aktuell ist.
Um die Märklin Central Station 2 oder 3 mit RailControl zu verbinden, muss die Firewall UDP-Verbindungen zum Remote Port 15731, sowie UDP-Verbindungen zum lokalen Port 15730 zulassen.
Die CAN Einstellungen müssen auf "broadcast" und die IP auf die Adresse vom RailControl server gestellt werden.

Vorgehensweise bei den Lokomotiven:

Auswahl des Protokolls

Auswahl der Adresse



The screenshot shows the locomotive configuration window for '1 - V60'. It has a title bar with various icons. The window contains the following fields and text:

1 - V60

☐ Basisdaten ☐ Mehrfachtraktion ☐ Automode

Name:

Protocol:

Adresse: - +

Anzahl der Funktionen: - +

Zuglänge: - +

Vorgehensweise bei den Weichen:

Auswahl des Protokolls

Auswahl der Adresse

The screenshot shows a software window titled 'A.rechts' with a toolbar at the top and a grid background. The window has two tabs: 'Basisdaten' (selected) and 'Position'. The 'Basisdaten' tab contains the following fields:

Name:	A.rechts
Typ:	rechts
Protocol:	MM
Adresse:	2 - +
Schaltzeit (ms):	1000
Invertiert:	<input type="checkbox"/>

Vorgehensweise bei den GleisBesetztMeldern GBM

Auswahl des Protokolls?!?

Auswahl der Adresse?!?

The screenshot shows a software window titled 'Neu' with a toolbar at the top and a grid background. The window has two tabs: 'Basisdaten' (selected) and 'Position'. The 'Basisdaten' tab contains the following fields:

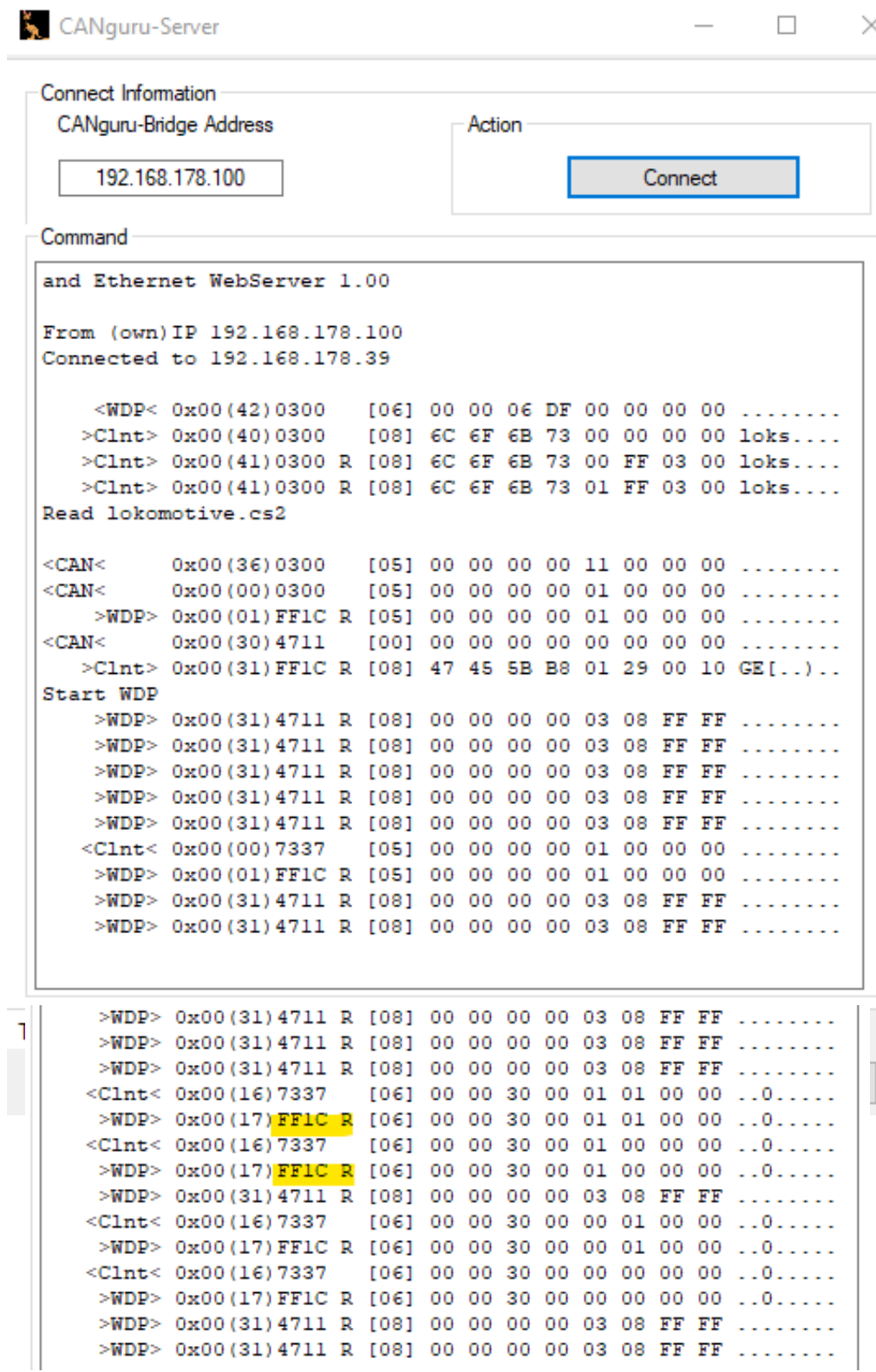
Name:	Neu
Anschluss:	0 - +
Invertiert:	<input type="checkbox"/>

Welcher Anschluß ist hier gemeint?

Da ich mir unter 'Anschluss' nur wenig vorstellen konnte, habe ich diverse Ziffern zwischen 0 und 33 eingegeben - mit keinem Erfolg - das Test-GBM-Signal lag bei mir auf 'Anschluß 2' .

Allerdings konnte ich mir über den CANguru Webserver das CANbus-Protokoll anschauen, der GBM hatte funktioniert

Hier das Beispiel zum Schalten einer **Weiche** - ziemlich direkt nach dem Einschalten des CANguru-Servers:



The screenshot shows the CANguru-Server web interface. At the top, there's a 'Connect Information' section with a 'CANguru-Bridge Address' field containing '192.168.178.100' and a 'Connect' button. Below this is a 'Command' section displaying a log of CAN bus messages. The log starts with 'and Ethernet WebServer 1.00' and 'From (own) IP 192.168.178.100'. It shows a connection to '192.168.178.39' and then a series of CAN messages. The messages include WDP (Wireless Data Protocol) and Clnt (Client) frames. The WDP frames are sent to 0x00(42)0300 and 0x00(01)FF1C. The Clnt frames are sent to 0x00(40)0300 and 0x00(41)0300. The log also shows a 'Read lokomotive.cs2' operation and a 'Start WDP' command. The messages are displayed in a table format with columns for the frame type, address, length, and data. The data is shown in hexadecimal and ASCII. The log continues with more WDP and Clnt frames, including a 'Read lokomotive.cs2' operation and a 'Start WDP' command.

```
and Ethernet WebServer 1.00
From (own) IP 192.168.178.100
Connected to 192.168.178.39

<WDP< 0x00(42)0300 [06] 00 00 06 DF 00 00 00 00 .....
>Clnt> 0x00(40)0300 [08] 6C 6F 6B 73 00 00 00 00 loks....
>Clnt> 0x00(41)0300 R [08] 6C 6F 6B 73 00 FF 03 00 loks....
>Clnt> 0x00(41)0300 R [08] 6C 6F 6B 73 01 FF 03 00 loks....
Read lokomotive.cs2

<CAN< 0x00(36)0300 [05] 00 00 00 00 11 00 00 00 .....
<CAN< 0x00(00)0300 [05] 00 00 00 00 01 00 00 00 .....
>WDP> 0x00(01)FF1C R [05] 00 00 00 00 01 00 00 00 .....
<CAN< 0x00(30)4711 [00] 00 00 00 00 00 00 00 00 .....
>Clnt> 0x00(31)FF1C R [08] 47 45 5B B8 01 29 00 10 GE[...]..
Start WDP
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
<Clnt< 0x00(00)7337 [05] 00 00 00 00 01 00 00 00 .....
>WDP> 0x00(01)FF1C R [05] 00 00 00 00 01 00 00 00 .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....

>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
<Clnt< 0x00(16)7337 [06] 00 00 30 00 01 01 00 00 ..0.....
>WDP> 0x00(17)FF1C R [06] 00 00 30 00 01 01 00 00 ..0.....
<Clnt< 0x00(16)7337 [06] 00 00 30 00 01 00 00 00 ..0.....
>WDP> 0x00(17)FF1C R [06] 00 00 30 00 01 00 00 00 ..0.....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
<Clnt< 0x00(16)7337 [06] 00 00 30 00 00 01 00 00 ..0.....
>WDP> 0x00(17)FF1C R [06] 00 00 30 00 00 01 00 00 ..0.....
<Clnt< 0x00(16)7337 [06] 00 00 30 00 00 00 00 00 ..0.....
>WDP> 0x00(17)FF1C R [06] 00 00 30 00 00 00 00 00 ..0.....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
>WDP> 0x00(31)4711 R [08] 00 00 00 00 03 08 FF FF .....
```