

LNCP # _____

LNCP Signal Mast Worksheet

Masts A

Aspect #	Mode	Comment	Lamp A	Phase/Flash	Lamp B	Phase/Flash	Lamp C	Phase/Flash	Lamp D	Phase/Flash	Effect
Address	M/A #	Description	2 nd event Number		Polarity		Command		Message		
1	LN DCC										
2	LN DCC										
3	LN DCC										
4	LN DCC										
5	LN DCC										
6	LN DCC										
7	LN DCC										
8	LN DCC										

Masts B

Aspect #	Mode	Comment	Lamp A	Phase/Flash	Lamp B	Phase/Flash	Lamp C	Phase/Flash	Lamp D	Phase/Flash	Effect
Address	M/A #	Description	2 nd event Number		Polarity		Command		Message		
9	LN DCC										
10	LN DCC										
11	LN DCC										
12	LN DCC										
13	LN DCC										
14	LN DCC										
15	LN DCC										
16	LN DCC										

Notes:

1. Common wiring. H1-H2 = Common #1, H3-H4 = Common #2, H5-H6 = Common #3, H7-H8 = Common #4.
2. Phase/Flash = Steady, A Slow, A Medium, A fast, None, B Slow, B Medium, B fast. Phase A and Phase B - flash alternately. For example as used in a crossing gate flasher. Slow = ½ Hz, Medium = 1 Hz, Fast = 2 Hz.
3. Effects = None, Fade, Tumble Down, H2 Flicker. Fade - cross fades smoothly between previous and current aspects. Tumble Down - fades through Lamp B before Lamp A. H2 Flicker - flashes Lamp B before Lamp A.
4. Aspects = 0-Stop, 1-Take Siding, 2-Stop-Orders, 3-Stop-Proceed, 4-Restricting, 5-Permissive, 6-Slow-Approach, 7-Slow, 8-Slow-Medium, 9-Slow-Limited, 10-Slow-Clear, 11-Medium-Approach, 12-Medium-Slow, 13-Medium, 14-Medium-Limited, 15-Medium-Clear, 16-Limited-Approach, 17-Limited-Slow, 18-Limited-Medium, 19-Limited, 20-Limited-Clear, 21-Approach, 22-Advance-Approach, 23-Approach-Slow, 24-Advance-Approach-Slow, 25-Approach-Medium, 26-Advance-Approach-Medium, 27-Approach-Limited, 28-Advance-Approach-Limited, 29-Clear, 30-Cab Speed, 31-Dark
5. Aspects are grouped by DCC Mast Address or LocoNet Mast number. Aspects automatically cancel others in the same group.

Masts C

Aspect #	Mode	Comment	Lamp A	Phase/Flash	Lamp B	Phase/Flash	Lamp C	Phase/Flash	Lamp D	Phase/Flash	Effect
Address	M/A #	Description	2 nd event Number		Polarity		Command		Message		
17	LN DCC										
18	LN DCC										
19	LN DCC										
20	LN DCC										
21	LN DCC										
22	LN DCC										
23	LN DCC										
24	LN DCC										

Masts D

Aspect #	Mode	Comment	Lamp A	Phase/Flash	Lamp B	Phase/Flash	Lamp C	Phase/Flash	Lamp D	Phase/Flash	Effect
Address	M/A #	Description	2 nd event Number		Polarity		Command		Message		
25	LN DCC										
26	LN DCC										
27	LN DCC										
28	LN DCC										
29	LN DCC										
30	LN DCC										
31	LN DCC										
32	LN DCC										

Notes:

1. Common wiring. H1-H2 = Common #1, H3-H4 = Common #2, H5-H6 = Common #3, H7-H8 = Common #4.
2. Phase/Flash = Steady, A Slow, A Medium, A fast, None, B Slow, B Medium, B fast. Phase A and Phase B - flash alternately. For example as used in a crossing gate flasher. Slow = ½ Hz, Medium = 1 Hz, Fast = 2 Hz.
3. Effects = None, Fade, Tumble Down, H2 Flicker. Fade - cross fades smoothly between previous and current aspects. Tumble Down - fades through Lamp B before Lamp A. H2 Flicker - flashes Lamp B before Lamp A.
4. Aspects = **0**-Stop, **1**-Take Siding, **2**-Stop-Orders, **3**-Stop-Proceed, **4**-Restricting, **5**-Permissive, **6**-Slow-Approach, **7**-Slow, **8**-Slow-Medium, **9**-Slow-Limited, **10**-Slow-Clear, **11**-Medium-Approach, **12**-Medium-Slow, **13**-Medium, **14**-Medium-Limited, **15**-Medium-Clear, **16**-Limited-Approach, **17**-Limited-Slow, **18**-Limited-Medium, **19**-Limited, **20**-Limited-Clear, **21**-Approach, **22**-Advance-Approach, **23**-Approach-Slow, **24**-Advance-Approach-Slow, **25**-Approach-Medium, **26**-Advance-Approach-Medium, **27**-Approach-Limited, **28**-Advance-Approach-Limited, **29**-Clear, **30**-Cab Speed, **31**-Dark
5. Aspects are grouped by DCC Mast Address or LocoNet Mast number. Aspects automatically cancel others in the same group.