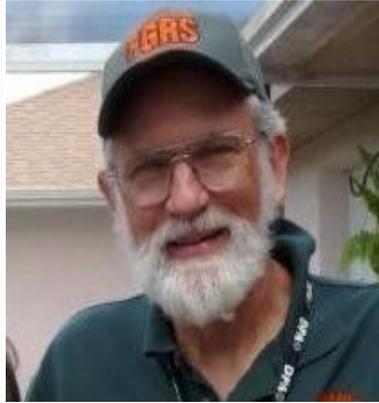




MARCH 2020

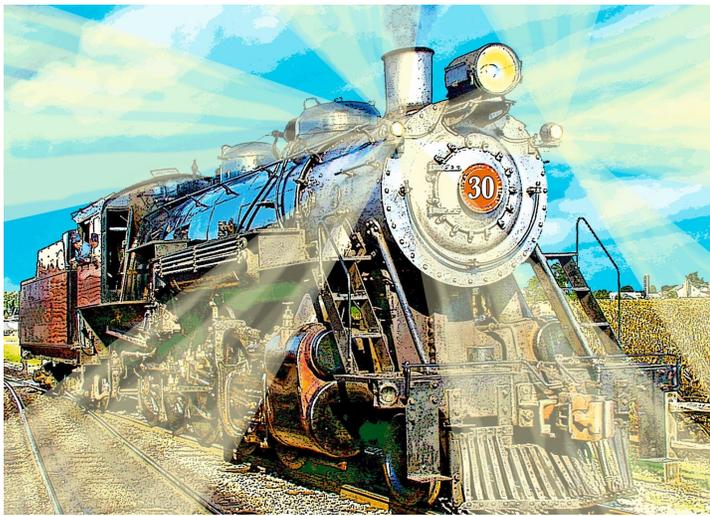


PRESIDENT'S NOTES FROM PAUL WAGNER

About a dozen members and guests came out for the train running at Bob and Irene's Southern RR on January 7, we started early, and everyone had a great time! Bob ran his amazing MTH Challenger; Tom Hite showed off his newly installed "Railpro" control and sound system in a pair of GPs. The trolleys, Eggliners, and ore trains were running everywhere!

Bob controls trains and switches from his overhead "tower" while Charlie looks on.

This month will be the first time meet for Jim Jerele, and his great 1,000 square ft. indoor layout in Ft Myers on March 28. (See the "FGRS FunRuns" listings for details.) He packs a lot into the space, and has built some amazing scenery, an innovative control system, and an unusual train storage system. The layout has 30 switches! Due the complexity and density of this layout, Jim will not be inviting guests to bring any additional trains in at this time.



But before that, there will be an “Extra Train to Cape Coral” (Look at those “Extra” Classification Lights shine!

.....A Fun Run Meet at the home of Bill and Dianne Severns, in Cape Coral. on March 7.

(See the details on the “FGRS Fun Runs” page)

Bill has just added new ballast to his track on this fine layout, and it is running great. The terrain is reminiscent of the plains of Colorado and there are some finescale structures. Also, there will be a brief clinic on constructing loco carrying cases.

And it will be a big month for train shows. If you can't make it to Cape Coral for Bill's meet on the 7th, you might like to get down to the Melbourne Train show on that date. Phil and other members will be setting up our railroad there, and promoting FGRS on the east coast. There are many new members and several garden railroads a-building over there.

The big Southwest Florida Show is the Real Rail Model Train Show in Palmetto (Bradenton) March 20 – 22. We will need lots of help with this one, as we will have two layouts, and sales tables. We are going to blow out track, structures, and trains at unbelievably low prices to FGRS members. If you're building a layout, or just adding to yours, this is the opportunity to get what you need at bargain prices. Fred will be away at the big National East Coast Show in Maryland, so yours truly (Paul Wagner) will be heading it up. Please contact me at FGRS.President@gmail.com, or phone me at 941-445-0409.

Enjoy the coming month of railroading!

Good Health and Railroading to All!

Paul Wagner

FGRS 2019 BOARD MEMBERS



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NGRC 2020 Nashville News

Just 4 Short Months Away



The Nashville Garden Railway Society is honored to host the 36th National Garden Railway Convention in our beloved Nashville, TN. The event is scheduled to cover the days from May 31st, 2020 to June 6th, 2020. There are tons of exciting things in store for the convention so check out the information here and make your plans... see you in Nashville.

NGRC2020.com

In 123 days the 36th National Garden Railway Convention begins! Time is moving by quickly. In Tennessee we are waiting for our rainy winter to end and the arrival of spring so we can get back outside and start putting the final touches on our layouts in preparation for the convention.

In this newsletter we are providing updates on:

- 1) registrations,
- 2) special convention activities,
- 3) pre- and post-convention tours,
- 4) the convention hopper car and
- 5) we reveal pictures of the first USA Trains SD70 AC locomotive that has been custom painted in the CSX "Spirit of Nashville" livery.

You can [click on this link](#) to download updates on what is happening in Nashville at NGRC 2020.

FGRS Fun Runs

THIS JUST IN WAS NOT ON SCHEDULE LAST MONTH

There will be a Fun Run Meet at the home of Bill and Dianne Severns, in Cape Coral, on March 7.

We will have lunch out at "Bert's Bar and Grill at 11:00 AM and then go to his house and run trains at 1:00 PM. (Those who would like to skip the lunch can meet us at his house at 1:00.)

Address of Bert's is:

Bert's Bar & Grill 4271 Pine Island Rd, Matlacha, FL 33993

<http://www.bertsbar.com/>

The address of Bill and Dianne's home is 11704 Royal Tee Circ. Cape Coral, 33991.

It is a gated community, but the north gate is open during the day time. If your GPS guides you to a gate that is closed, drive around the perimeter to the one that is open.

Bill has just added new ballast to his track on this fine layout, and it is running great. It has a mainline loop with large radius curves, and some interesting switching opportunities. The terrain is reminiscent of the plains of Colorado and there are some finescale structures. Also, Bill has constructed the finest, most convenient, loco carrying cases I have ever seen. He will give us a look and a brief run down on how to build them.



2020

March 28th — Fun Run at Jim Jerele's Storage facility

The J&G SHORTLINE RAILROAD is located at:

Jim's Garage (a storage facility)

7225 Sanibel Blvd

Fort Myers, FL 33908

Unit No: 33

Hours are 11:00 to 3:00 Bring a lunch, chairs, drinks are provided.

If you are on I-75, Exit at the Alico Rd and travel West to US-41.

Turn Left (South), travel about 2.5 miles south to Sanibel Blvd (Traffic Light)

At the corner are a Walgreens and a CVS. Turn right (West) and follow that road passing behind the Public's Grocery Store and you will see the MY GARAGE storage. Unit #33 is down the 3rd Aisle, second from end. park along the grass on the back property line.

My GPS does not track this address properly, so follow the written description above.

The J&G SL RR is a free lance designed railroad. It doesn't have a specific geographical location. It is purely made up of ideas that I wanted to incorporate into MY railroad. It is located indoors, in a 1000 sq. ft. climate-controlled space, storage facility. It is a tri-level railroad consisting of approximately 400 ft. of main line and approximately 100 ft. of sidings, 29 turnouts and 2 diamond crossings. 20 of the turnouts are controlled by LED Touch Toggles from the Berrett Hill Shop. The other 9 are hand throws in the yard area. The main table and upper level are all custom bent from 10 ft. long stainless-steel rail. The lower level is custom bent from 4 ft. aluminum flex track.

I operate with AirWire and Phoenix Sound systems with on board batteries. I have track power available, used mainly to light up the passenger cars and ca-boose marker lights.

I primarily operate D&RG equipment in 1/24, 1/29 or I bring out the 1/20 K-27. I

also run a NYC Hudson (USAT) with a consist of 20th Century Heavyweights (Aristo).

The railroad is in year three and is still a work in progress. Last major component to be built is the turntable.

This is the first FGRS meet for this layout which Jim has been building for four years, and it is still a work in progress. Don't miss this one.

These are just a teaser of Jim's layout. You must attend to see it for yourself. Jim has put in countless hours on this project.



April 18th – Fun Run and Meet at Paul and Patty Wagner’s home in North Port.
Starts at 11:00 AM

Address is:

1781 S Cranberry Blvd, North Port, 34286.

Phone 941-426-4847, or mobile: 941445-0409

email: wagstation@aol.com

Bring chairs and a picnic lunch, and a train to run. This layout was designed for 1:29 scale rolling stock. The clearances will not allow most 1:20.3 to run. Control is by Airwire with battery power only.

This layout is patterned after the South Fork Division of the Southern Railway in the Lake Cumberland area of Kentucky. The layout depicts the Southern Railway as it would have appeared near the end of the steam era (circa 1945).

The layout covers 23' x 72' of hilly terrain with a pond and cascading waterfalls. The landscaping was constructed using 17 tons of rock and 70 yards of various types of fill. Embankments and roadbed grades were constructed using buried bricks, and various concrete mixes, including hypertufa, with the ballast and stone embankments being bonded in place with concrete bonding agent.

Sunday May 10th — Meet at Charley Beall.

DATE CHANGED FROM THE 3RD

7839 Sloewood Dr.

Mount Dora Fl .

Noon till 4PM. Drinks and paperware provided,

A railroad inside of a driveway is easy to view. The photo scene is a bridge crossing a koi pond observed as you enter the property. There are four main lines and sidings with about 1200 feet of track. Since I am from Maryland I run B&O, C&O and Western Maryland consists. After the mergers, Chessie System and CSX. Track one is Aristo Craft stainless steel, tracks 2&3 are a French manufactured stainless steel track which comes in 10 foot sections. This track has been outside for 20 years and is good as new. Track 4 is LGB. The 10 switches are Aristo Craft stainless steel. I use Split Jaws to connect track. Much of the track is laid on cement board which prevents weeds. My power source is Bridge Werks. There are two 20 foot bridges. several tunnels, one under a waterfall. I have few buildings. Most of the railroad was built in 2007. I have 20 locomotives and 111 cars. The railroad lights up for evening running. I do a lot of entertaining and my guests enjoy viewing it in the evening.

If anyone else is interested in hosting a fun run at their house please send me an e-mail with all the details, date, time, address, length of main line, minimum diameter curves, what you will supply, and anything else you feel is pertinent to the event.

If you have requested to host an event with someone else you need to contact me to get onto the official schedule. Please do not contact any other board member. Things can get forgotten or lost in transition.

CLUB LAYOUT WILL BE AT THE FOLLOWING SHOWS

The Real Rail Model Train Show in Palmetto will be March the 20 – 22nd with set-up on the 20th, time TBA. March 21st show times are 9a-4p and March 22nd will be 10a-3p with take down after the show. Again, you can bring your trains to run. Please contact me for badges for the show.

The Venice Historical Fair will be on May 2nd with set-up on May 1st (time TBA). We will be looking for volunteers for this event. Please contact me if you are interest in helping with this event.

The Tampa Train day will be May 8th and 9th with set-up on the 8th at 11am. This event was held at the Old Tampa Train Station near Ybor City and was a great success last year with much interest for young and old.

For those of you who enjoy building scenery and want to bring them to club events, we have a few different methods that will enable you to do this. The first is buy a blank table from the Club and decorate on it or create a scene on a board that you can place on sawhorses behind the layout. Please contact me for further details and look for more information on this in future newsletters.

Each of these events will have both the large scale layout as well as the kids layout. We will be looking for volunteers for each of the events for setup, take down and running trains.

It is necessary for everyone to know who is coming and the times you are avail-

able for each event. The club would like to schedule two hours of running time per member at all events.

This is your club and we encourage you to enjoy the benefits of your membership at any or all of these events. Please contact Fred Weber with your availability.

Cell phone : 410-310-6001

Email : FRGS.eventchair@gmail.com

TRAIN SHOWS

2020 Toy Train & Toy Shows Schedule.

March 7th, 2020
Melbourne Train Show,
same details as the earlier one

March 21, 22
The Real Rail Model Train Show at
The Bradenton Area Convention Center
1 Haben Blvd
Palmetto, FL

March 28,2020 Pinellas Park
Lopez Hall
7177 58th Street N
Pinellas Park, FL 33770

April 18,2020 Crystal River
US Army National Guard Armory
8551 Venable Street
Crystal River, FL 34429

May 2nd, 2020
Venice Historical display in the Venice Train Station,
details to follow .

May 23, 2020 Brooksville
US Army National Guard Armory
8551 Venable Street
Crystal River, FL 34429

August 29, 2020 Pinellas Park
Lopez Hall
7177 58th Street N
Pinellas Park, FL 33781

September 12,2020 Brooksville
Hernando County Fairgrounds
6436 Broad Street
Brooksville, FL 34601

November 28, 2020 Pinellas Park
Lopez Hall
7177 58th Street N
Pinellas Park, FL 33781

December 12, 2020 Dover
Hillsborough County Fairgrounds
215 Sydney Washer Road
Dover, FL 33527

Vendors- Running Train layout- Indoors- Food- Free Parking
All Shows 9-2
\$5.00 Adults Children under 12 free
www.regalrailways.com

For a Complete list of Train Shows go to http://www.railserve.com/events/train_shows.html

Save the above web address as it has a complete updated list of Train Shows Nationwide, along with a lot of other good information about the Hobby. You will be very surprised at how many train shows there are just in Florida year round and will find them listed here.

BOB'S MEET



Here's Bruce and the host of the meet Bob. Absolutely fantastic day for running trains. We thank Bob for having us over to view and run trains. The only problem that day was not train related. The security gate was not responding to the entry code. Security fixed the problem quickly and the rest of the day went without any problems.



Looking down from Bob's control center.





A fun time had by all who attended. Bob's layout was running perfectly.

Scottish Festival

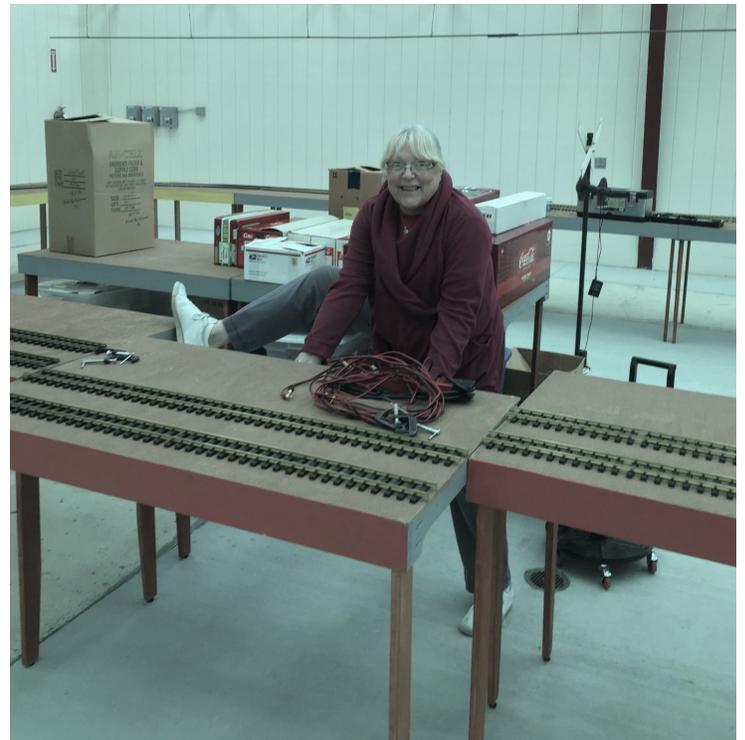
FGRS trains wows the crowds at the Northeast Florida Scottish Games and Festival in Jacksonville

On February 29, Fred and Millie Weber, John Luther, and big kid Phil set up two layouts at this extravaganza. Many thanks to Jim Overby for bringing FGRS into this. We invest a lot of time and effort in it, but the festival is a rare experience for our people, and it gives us a chance to promote garden railroading in the Jacksonville area.



The Spectacle of the Scottish Performers

They made Millie set up the layout all by herself!





Jim Overby inspects one of the layouts



The Kids crowded in to run our trains

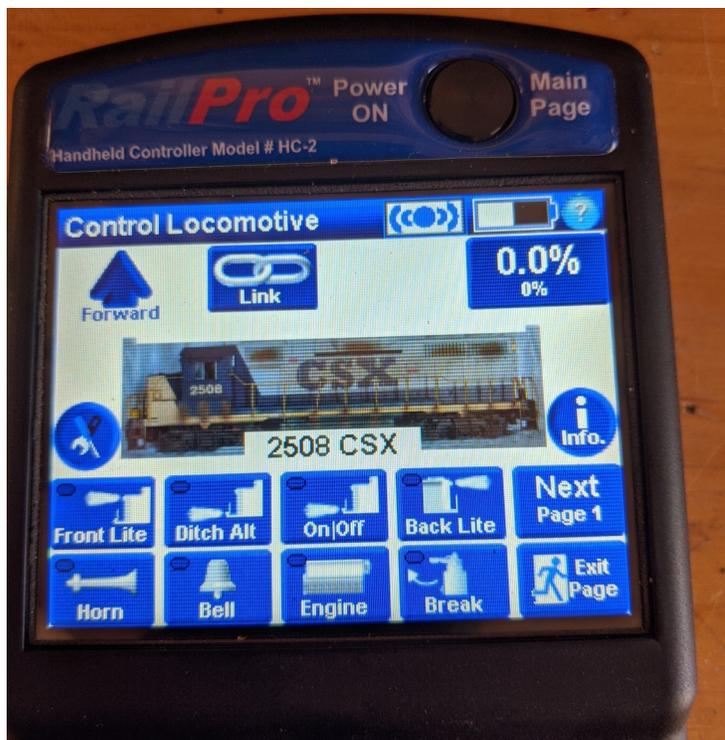


Everyone was impressed by the big FGRS modular layout – IMG 1825(2)

RailPro

Submitted by Tom Hite:

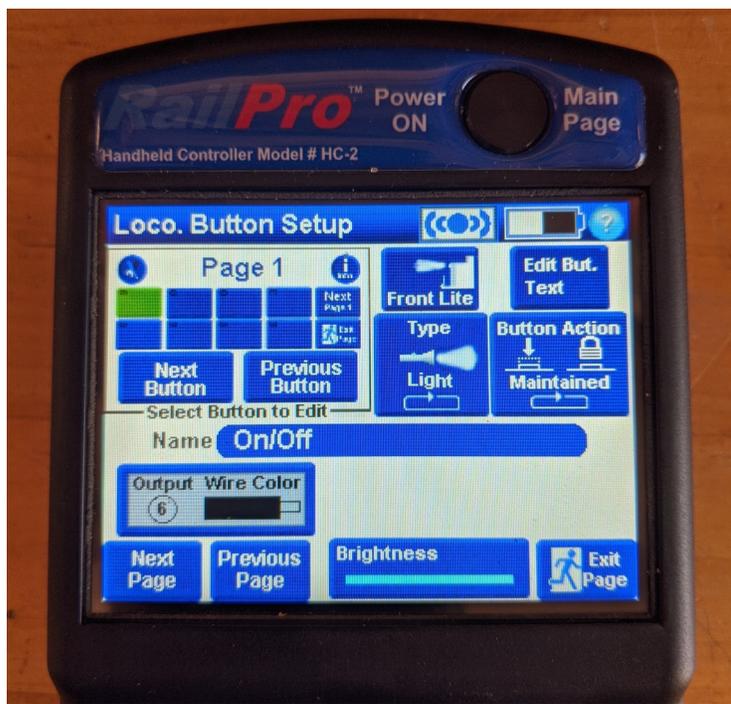
After working with RP for about a month now I can see a big difference between RP and Airwire (AW). The big difference is the ease of programming your Locomotive. With AW I would always look in the manual at what CV's needed to change and what values I needed to put in them. RP is object oriented programming. With AW while you are programming you have to make sure all other AW boards are off or you will be programming others as well. With RP that is not the case. To start you just power up the RP module and select find from your Hand Controller (HC). The Module is then loaded into the HC and now you start to program it. The following two pictures show the completion of the RP module I converted in our last issue.



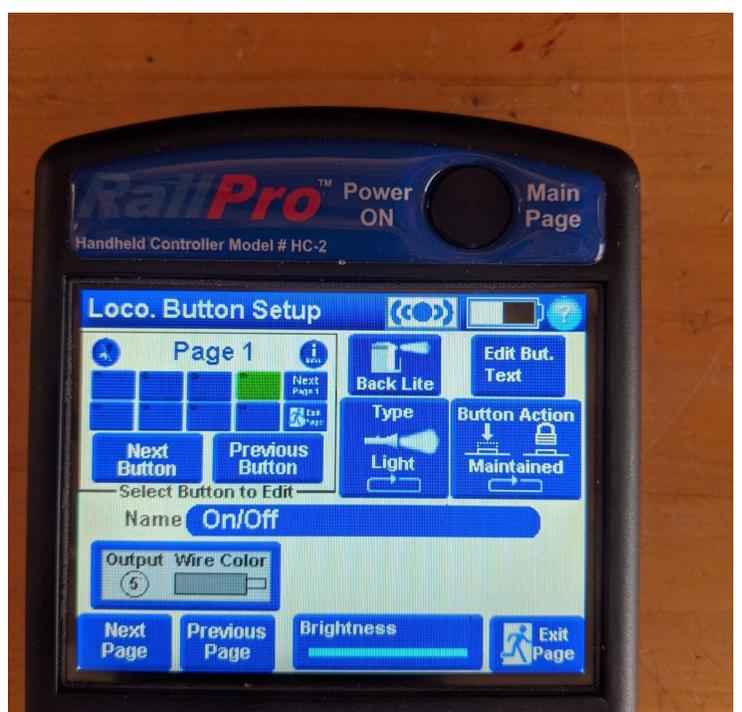
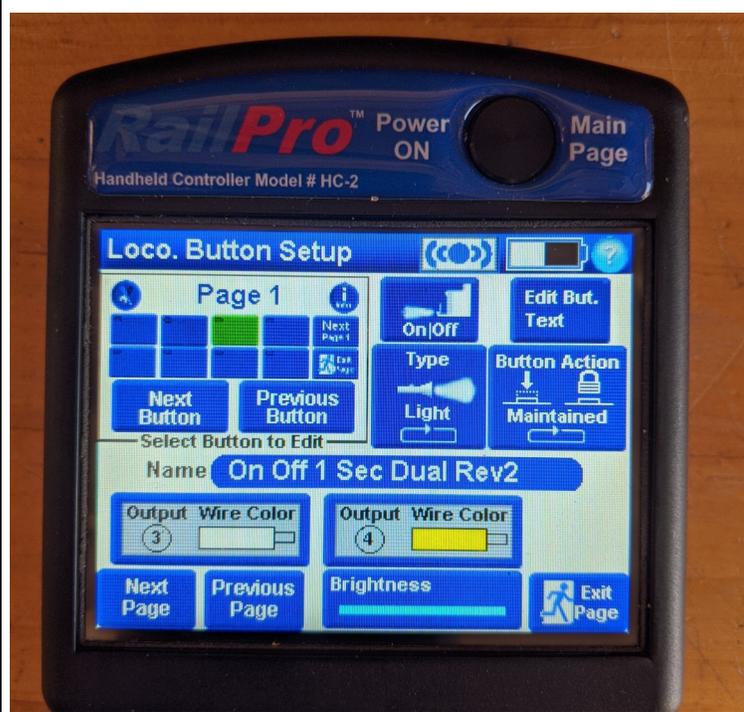
This is page 1 with 8 buttons to press

Page 2 with 8 more buttons

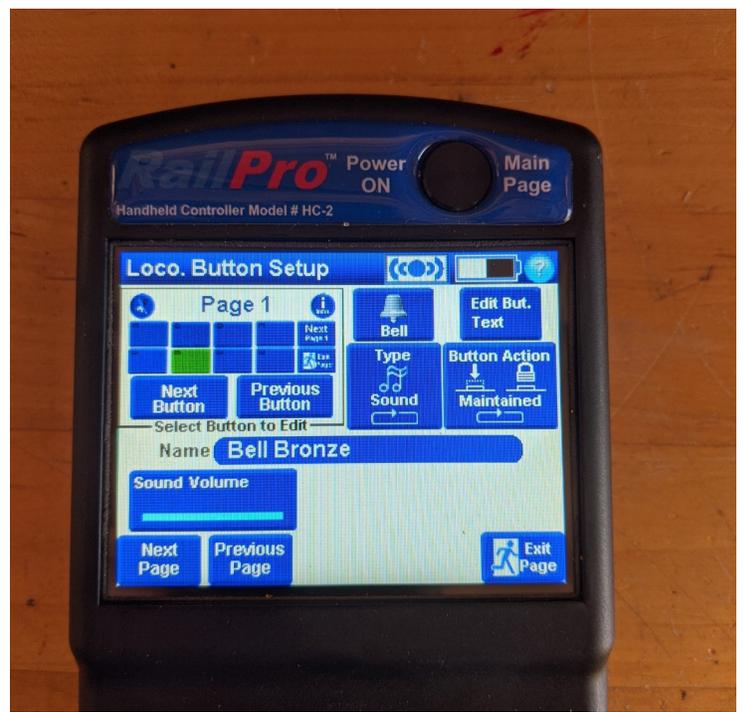
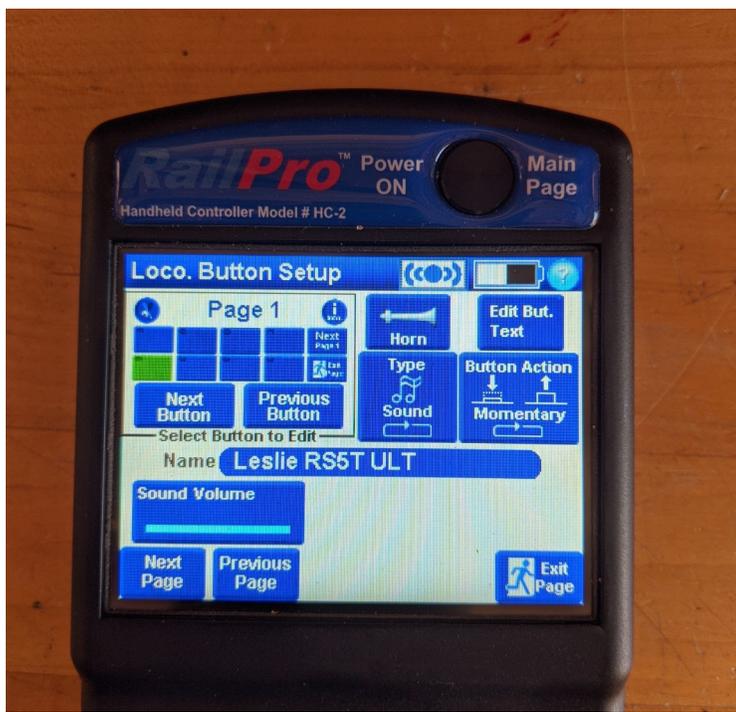
A button can control lights, sounds, relays etc.



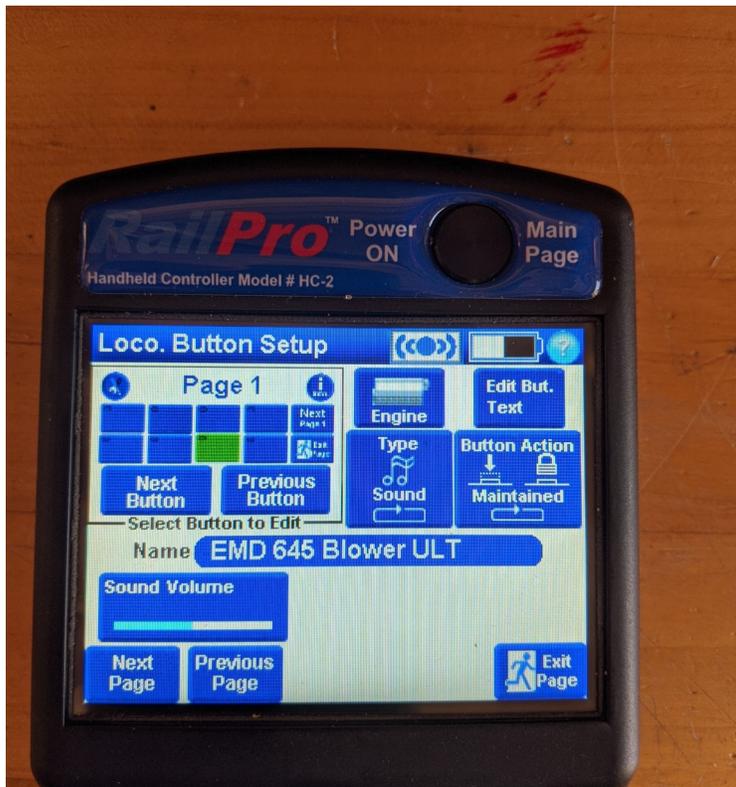
In the button setup menu is where you assign which button does what. The first picture is for button 1. I wanted it to be the front light. You choose what button picture you want. I chose the front head light button. If you wanted a different button picture all you would do is press the button and you will be presented all the possible buttons to choose from at that point you press one and it will appear in that spot. The next button over is the text button by pressing that you will get a screen to allow you to type whatever name you want the button called. Moving along now to type of button here you tell it what the button will control. Then the next one is how the button will function when pressed. Your options are maintained or momentary. You just pick one. Now the name section is the actual program that gets loaded into the module and runs when the button is pushed. In the first one its just on and off. When you push the button a green light appears in the upper left corner of the button to let you know the button is on. Now you see what looks like a wire with a number. By pressing the ICON you scroll through all the output wires. I connected the black wire from the wiring harness to the front head light. Now push next button now screen two is the ditch lights. Notice the picture I used is a light at the bottom of the loco. Also since I selected the name "Ditch Finish On" I am presented with two wires that need to be chosen because there are two lights to be controlled. When this button is pressed it will turn on the ditch lights and alternate them until I press the button again which leaves them in the on position. The next page we will complete the ditch light programming.



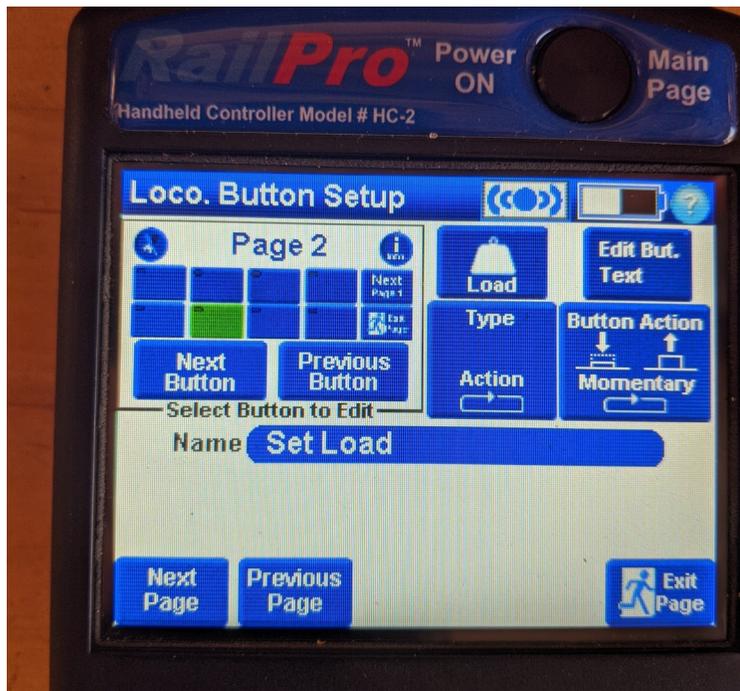
The first picture is now setting the third button that turns the ditch lights on and off. You can see I assigned the button the same color wires as the previous button. So between the two buttons I can now turn the ditch lights on alternating or just turn them on without alternating them. Now think about this there are a whole bunch of lighting effects offered by RP and AW. I could have easily given my front head light two buttons one just on and off but the other that turns it into a Mars light. Now in AW you can have your light a Mars light but you would have to reprogram the CV to change it to mars and then back again. Plus you would need to remember what CV to program and what value to place in it. The next picture is just the rear light done same way as the front just a different ICON and wire. The next three pictures are going to address the sound files for the horn, bell and prime mover. The sound is also included in the module. So on the next page we will take a look at how it works.



Okay now we are at button 5 getting to the good stuff. Now you notice since the button is for sound I do not have a wire to choose. I set my button ICONt the same way make it a sound button then for the name I selected the horn I wanted which is self explanatory. Next I set the bell but notice the bell is maintained.



Now comes the prime mover. Notice anything different? Look at the volume it is at half. I chose to have the prime mover play at 1/2 volume . Full volume is too loud. It's ok to play the horn and bell loud because in real life they are heard over the noise of the prime mover. Next I am going to skip ahead to the load function. To most of us is also referred to as momentum.



The load function is different, it's not a light or a sound. It's called an action. Setting this up is just the same way as the others you press the button and choose from a menu of actions. When the button is set up and you press it you will be given a scale to choose 0 to 100%. This sets the load for the train. Example I have a 100 cars I probably would set the load at 100%.

As you turn the speed knob the prime mover starts to come to life but the train

is not moving yet. The prime mover will be roaring as the train slowly starts to move. It will level off at the desired speed you selected. Then the reverse will happen when you want to stop. It gives a very prototypical sound to what you actually seeing. This sound system that is installed in these modules will put 13 watts of power into a 4 ohm speaker. That is why I play the prime mover at 50% power. I do have a very good speaker but above 75% I get some resonating from the speaker so I keep it at 50% not to blow it up. As far as the horn and bell go 100% is ok because they are higher in the HZ range than a diesel engine which is lower and really vibrates a woofer. Okay now you had an over view of what RP is all about. I really did not get into the deep programming which you can choose to do or not. Being a software programmer for 35 years I find it fun to dabble behind the scenes. RP allows you to write your own programs and load them into your module to do virtually anything you want. You load RP assistant onto your computerlike you would for Phoenix sound. From there you download files to your Hand controller (HC). From there its just a matter of pulling up the Locomotive you want and download a new program into it . Save the file like you would any document on your PC and your done. The HC sends the code over radio waves to the module no wires need be attached to the locomotive. AW does the same thing when loading CV's. Phoenix needs a cable attached to the Locomotive to download sound files. Okay lets talk about differences between AW/Phoenix and RP.

Let me say this I am a very heavy AW user. I change all the CV's to really customize the Locomotive to my liking. So when I did RP I did the same thing so I could compare apples to apples. Lets start with the remote since that will be the most used piece of equipment.



Here is a side by side comparison when each is turned on. AW shows the last locomotive that was used. RP shows and holds the flash screen. AW has a flash screen and it does just that it flashes and moves to the next screen.



After touching the flash screen you are presented a menu in which to choose what you want to control. Now with AW



If I wanted 7666 it was set and ready to go with RP I must always select the locomotive from the screen on the left. If I didn't want 7666 I would have to push #2508# in RP I just touch the 2508 locomotive ICON. Now the next page we can really tell the difference.



Here each controller is ready to control the selected locomotive but are they really the RP one is ready to go the AW may or may not be let me explain. When you select the locomotive from the menu in RP if you are presented the control page which means the locomotive is on and within range of the controller. Can you tell that from the AW controller ? I know you always turn on the locomotive before hand I got that. Just highlighting some functionality that AW does not have. Lets move on. They each have a control knob AW control knob is far better than the RP its metal and

knurled. Now if your like me I memorized all the AW numbers and what functions they perform for the most part some differ by locomotive. If I gave you my AW controller and lets go would you be able to start prototypical ? Hum what button starts the prime mover where's my lights, horn etc. Now look at the RP can you start that one? Remember if there is no green light in the upper left corner of the button it's on. You can see how easy this is let me press the engine button, head light button, ditch lights now lets start the bell followed by the horn and give it some throttle and we are off. Anyone can do it with minimal instructions. Now another thing that is not transparent is in AW you have three speed steps. Its displayed at the bottom. Along with what frequency you are on. You cannot have two controllers on the same frequency. They must be different . When there are two or more users you all must get together and decide on who is going to use what frequency and it must be down loaded into the CV of all your locomotives that you want to run. RP is a little simpler than that. If two or more users are present it doesn't matter. I have all my locomotives stored in my HC the person next to me has his stored as well. Simple I touch my locomotive and start running and so does the other person. That is huge in an environment that has multiple users. It's not a big deal to change your frequency I looked at it as an announce. The big thing is you hope no one is programming their AW board while you are running a train because some AW programming are broadcast over all 16 frequency's. RP does a proprietary link to the module when you

first set it up. There is only one way someone else can acquire your locomotive and that is to hit the find button on their HC and it will call up any locomotive that is on. A ha got you same old situation as AW. I would say not so fast grasshopper. Here's the beauty when you first find a locomotive and are setting it up you can put in a password. Now no one can call up your locomotive unless they have the PW. You may want to give a PW to someone to run your engine. It gets better. When your locomotive gets called up by another user they are presented with all the buttons the way you programmed them...Ring a bell.

In AW you only can have 12 function buttons. RP now has 16 they are thinking about adding another 8. Now lets think of accessories. I control 25 switch groups on my layout using pneumatic air solenoids. AW has a linker and actuator to control stuff like this. It works absolutely fine. You have a linker which can control as many actuators as you have. There is a limit but I forgot how many rest assured its more than anyone can control. Here is a side by side view of the



difference in the controllers. The AW has the accessory screen presented to you on the left with the RP on the right. AW you have to know your accessory number. Punch in the number followed by the # key. Then you press 3 for on or 1 for off. Did the switch activate ??

Back to that later. When you are presented the accessory screen in RP you will be given a list like the locomotives. Press which switch group you want to control and you are presented with the control screen.



Here is the RP screen to control a switch group. There are 4 switches in this group (max you can have just like AW only 4 per actuator). You can have your own pictures just like the locomotive page. The buttons describe what it is (remember this is all user defined). Now remember what I said on the previous page did the AW switch activate? You don't know for sure. The way AW works is it scans all 16

frequency's so when I press the button to activate I have to some times do it multiple times until the it catches the signal and powers up the solenoid to pressure the switch. Same thing to release the air. Now you can set the linkers to scan only 1 frequency to help things out a little it does help but some times I still have to press multiple times.

Notice the RP the green light in upper left corner is green as long as your were in range it happens. If you were not in



range you would not have any buttons to push. The RP version is all in one module called AM-1 Accessory module. I won't show it here but you actually write a program to control the AM-1. The AM-1 can be programed to do anything you can imagine. Also the AM-1 can be used with switches to enhance the functionality. AW also has this feature but not as robust. The AM-1S which is the same as the AM-1 except it has a sound amplifier. You can program it to lift a draw bridge and playing a sound of the draw bridge motor and control the speed of the motor as well .

I given you the overview of controlling trains lets talk about sound and how RP compares to Phoenix.

The sound quality of RP is equal to Phoenix if not better. I was told this by my fellow G gauge friend up north. I wasn't going to believe it until I heard it for my self. Well I heard it for myself and it is equal to Phoenix if not better.

That being said RP doesn't have as many sound files as Phoenix. They are adding sound files all the time and soon enough it will have he same size library as Phoenix. I won't go by the website for the sound bytes Phoenix has it beat there. That's one thing they need to improve upon. One big thing Steam is not there yet. They have more diesel then steam sounds. My opinion on seam is I am going to wait for the steam to roll up to Phoenix standards. Diesel is there so no problem.

A few foot notes before I end this marathon.

You can custom make your own sounds. Example say you had a vacation or outing that involved riding a train. You an take the audio part of that video download it to your computer and load it to a LM-1S (portable accessory module designed for in a moving car) module put it in a passenger car with speaker continually play that sound byte of your kids grand kids what ever and give your train a personal touch.

This system can only grow as far as your imagination can take you.

Some comparisons.

AW just came out with the G4. It now can control Phoenix couplers nice option saves you the cost of the control board. RP does not have this.

AW has Front Head light, Rear Head light and Ditch Light plus 4 optional lighting features, and smoke. RP has 6 wires to control anything you want. You pick what to control. AW wins this.

RP module can have new software down loaded. The board can be upgraded by software. AW is a static board cannot be upgraded. RP wins this.

RP consisting is very easy and simple and there is no limit to the number of locomotives you can lash up. To lash up 4 locomotives it takes about 20 seconds. AW has a limit of 4 and it took me about 2 minutes to get it correct. RP wins this one hands down.

When you first set up a loco RP has a load feature that you set by holding the locomotive by the coupler and push test. It will run the locomotive at full power for about 5 seconds. It then knows the amp load when the wheels are spinning. It uses that in consisting. Each locomotive communicates with each other and the HC. It keeps all the locomotives pulling their fair share (no chucking). It doesn't matter what brand locomotive you have they all pull the same. AW does not have this feature. RP on this one.

Lets look at cost. The prices listed are from 1 on-line retailer.

AW G4 \$145 RP LM-3S-G \$179

AW Linker \$129 need at least one. RP AM-1 \$79

AW Actuator \$106 need at least one. RP \$0 the AM-1 does both functions.

So to control the first 4 switches it cost \$235 plus \$106 for each group of 4 you need. RP is still \$79 for each group of 4.

AW T5000 \$145. RP HC-2-sun \$312

Phoenix P8 \$167. RP \$0 included in LM-3S-G.

Complete set AW and Phoenix \$312. RP \$179.

Initial start up AW for one locomotive \$457. RP \$508.

AW additional locomotives \$312. RP \$179. Difference of \$133. Take out the \$51 difference on start up the second locomotive saved you \$82 then its \$133 after that. RP wins on cost after second locomotive.

Last thing I want to touch on is frequency and range. AW operates on 915MHz while RP uses 2.4 GHz. Lets see what difference that makes. My first test was to have the locomotive sitting idle (sound on but not running) and just see how far away I can be to operate the horn. I got just about 80' line of sight for both AW and RP. Okay good enough on that. So lets put some juice to it. For testing I was using USA Trains GP-38-2 no cars just the engine. The following test was at wide open throttle. At about 40' I lost the locomotive with AW. RP lost control for about 3 seconds then I got it back only because it went around the curve and got closer pat at the so 80' is the limit. I decreased the speed to 1/2 throttle AW gained about 10' in response RP stayed the same at 80'. The reason AW loses control is noisy motors interferes with the AW signal because its frequency is MHz range. That is not an issue in the GHz range. One other thing RP offers a repeater. I tested that as well. Putting the repeater at 60' from the

HC I got about 150' range line of sight. If you have a large outdoor lay out pop one of these in the middle and you will never lose control. The other test I did was to see how well it goes through walls in a house environment. They both behaved the same . I could never be more than 40' away from the locomotive. Neither AW or RP did well going through concrete. Our houses here in FL with cinder block and rebar it's not going to happen.

I hope this was informative enough to draw your own conclusions. Their web link is below I urge you to go check it out they have videos and write ups about the product.

RP have only been in the LS environment for about 2 Years however RP has been around for years in the HO world. The only thing they did was make a high amp motor driver to run LS trains all the software is the same.

Go to their web site and check it out www.ringengineering.com

If you have any questions please don't hesitate to ask.

I will be at Jim's meet in march with RailPro in hand if you want to see it in action.

Happy training.

Tom

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TRAINS FOR SALE

I am trying to liquidate my track inventory.

Factory new Aristocraft G Gauge Brass & Stainless Track, Switch's, and Crossovers for sale, Contact Bruce Benardo for prices @ 941-474-2792, or bcb1226@comcast.net.

Click the link to see this auction.



G SCALE GARDEN RAILROAD AUCTION

ENTIRE LAYOUT INCLUDING BUILDINGS, TRACK, CARS, TOOLS, BOOKS, AND BUILDING MATERIALS

[MORE INFORMATION](#)

The advertisement features a red background with a green border. On the left, the text 'G SCALE GARDEN RAILROAD AUCTION' is written in large, bold, green letters with a white outline. Below this, in smaller white text, it says 'ENTIRE LAYOUT INCLUDING BUILDINGS, TRACK, CARS, TOOLS, BOOKS, AND BUILDING MATERIALS'. On the right side, there is a collage of three photographs showing various model trains and components. At the bottom right, there is a yellow button with the text 'MORE INFORMATION' in green.

<http://Ineuburg.com/train/>



FGRS Membership Application

The Florida Garden Railway Society (FGRS) invites you to join a group of people who share a common interest in large scale trains, both indoors, outdoors, or modules. We are a group of individuals, Couples, and families who enjoy socializing with others and participating in train related activities. Dues

\$30/YR for single or family memberships. Annual dues include subscriptions to FGRS Newsletter. All renewals are due in January. If interested in joining FGRS or to renew your membership, please Complete this application and send a

check payable to Florida Garden Railway Society (FGRS),

Attn: Jay Archer, Florida Garden Railway Society, P.O. BOX 2695, Dunedin, FL 34697-2695

Name: _____

Street: _____

City: _____

State: _____ Zip: _____ Phone#: _____

E-Mail: _____

Would you like your information shared with the club members only? Yes _____ No _____

Name badges are \$12 each. If mailed add \$1.00. They have two lines: One for your name and the other line can have the town where you live or the name of your railroad.

First Badge

Second Badge

Name: _____

Town or RR name: _____

Please take note

When submitting pictures and articles to the NL I need the articles written in Word and the pictures as .JPG attachments.

Imbedded pictures in an e-mail sometimes gets stripped off by my virus software.

A few sentences to be put in the NL is okay.

Copying word documents into the NL works great. Problems exist when I have to copy and paste. Imbedded pictures do not work well and sometimes come out weird and I have to do a lot of editing.