RP Reference Guide - RailPro HC Control Buttons

Last Updated 2017-10-20

Button Number	Button Image	Button represents	Typical Button Type	Button must be used for this effect	Button Rules	First HC software version	Notes
1		Airhorn	Sound	Yes (see notes)	Button must be used for horn for Auto Ditch Light on Horn effect to work.		Button rule only applies to the button controlling the horn when Auto Ditch Lights on Horn effect is used. This button does not need to be used for controlling horns when the Auto Ditch Lights on Horn function is not used.
2		Bell	Sound	No			
3		Generic sound	Sound	No			
4		Diesel – Front Headlight	Light	No			
5		Diesel – Rear Headlight	Light	No			
6		Mars Light	Light	No			
7		Single Strobe (Flashlight)	Light	No			
8		Double Strobe Strobe	Light	No			
9		Attack	Light	No			Exponentially raising light effect
10		Diesel – Front Ditch Lights	Light	Yes (see notes)	Button must be used for the ditch light effect for Auto Ditch Lights on Horn effect to work.		Button rule only applies to the button controlling the ditch effect. On/Off control of individual ditch lights does not need to use this button
11		Diesel – Prime Mover	Sound	Yes	Button must be used for diesel prime mover sound files		
12		Diesel – Prime Mover – Notch up	Sound	Yes	Only works when the Locomotive module is set to manual notching		
13		Diesel – Prime Mover – Notch down	Sound	Yes	Only works when the Locomotive module is set to manual notching		
14		Diesel – Front Headlight – Dim	Light				
15		Firebox Flicker	Light				
16		Steam Whistle	Sound				
17		Steam Locomotive	Sound	Yes	Button must be used for steam locomotive sound files.		
18		Steam Front Headlight	Light				
19		Steam – Front Headlight – Dim	Light				
20		Steam – Rear Headlight	Light				
21		Steam – Rear Headlight – Dim	Light				
22		Water Tower	Sound / Action				Use for water tower effects like water fill, or raise/lower etc.
23		Shovel	Sound				
24		Pop off / Safety Valve	Sound				
25		Person	Sound				
26		Hand Brake – Set	Sound				
27		Hand Brake – Release	Sound				
28		Coupler Clunk	Sound				
29		Coupler Stretch	Sound				

30		Diesel – Dynamic Brake	Sound	Yes	Button must be used for Dynamic Brake effect.	Allows prime mover to spool down to idle when dynamic brake sound is played. Picture updated in HC software 2.02
31		Sander	Sound			
32		Prime Mover – Statup Alarm	Sound			
33		Ahooga Horn	Sound			
34		Interior Lights	Light			
35		Interior Lights – Dim	Light			
36		Clockwise	Action			Used for motor control
37		Counter-Clockwise	Action			Used for motor control
38		Rabbit	Sound			
39		Tortise	Sound			
40		Cow	Sound			
41		Chicken	Sound			
42		Rooster	Sound			
43		Horse	Sound			
44		Pig	Sound			
45		Sheep	Sound			
46		Duck	Sound			
47		Goat	Sound			
48		Dog	Sound			
49		Cat	Sound			
50		Bird	Sound			
51		Right	Action			Used for motor control
52		Left	Action			Used for motor control
53		Up	Action			Used for motor control
54		Down	Action			Used for motor control
55		Fan	Sound			
56		Up-Right	Action			Used for motor control
57		Up-Left	Action			Used for motor control
58		Down-Left	Action			Used for motor control
59		Down-Right	Action			Used for motor control
60		CB Microphone	Sound			

61		Brake	Sound / Action	Yes	This button must be used for the Brake function. Set to Momentary, Action type "Brake".	2.02	Allows the prime mover file to play brake sounds the HC to show braking power being applied
62		Brake / Flange squeal	Sound				
63		Traction motor	Sound				
64		Light globe	Light				
65		Numberboard Lights	Light			2.02	
66		Load Button	Action	Yes	This button must be used for the Set Load function. Set to Momentary, Action type "Load".	2.02	
67		Gyra Light	Light			2.02	
68		Beacon	Light			2.02	
69		Loco Step lights	Light			2.02	
70		Diesel – Rear Headlight – Dim	Light			2.02	
71		Steam – Smoke	Action			2.02	Use for Smoke Gen
72		Diesel – Exhaust	Action			2.02	Use for Smoke Gen
73		Diesel – Rear Ditch Lights	Light			2.02	