USING JMRI DECODER PRO TO PROGRAM YOUR ENGINES
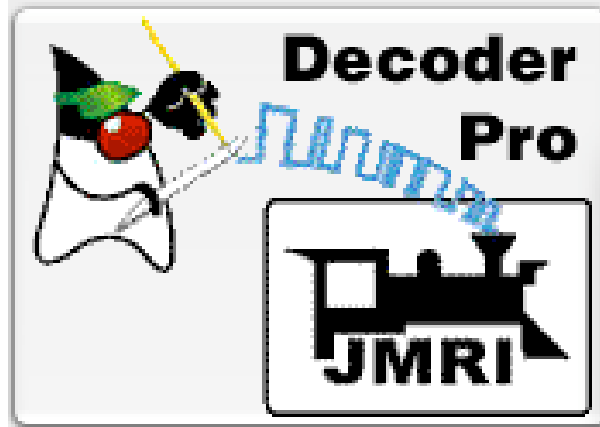
- Program a new engine
- Duplicate an existing engine

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Program a new engine.

From your computer home screen double click on the Decoder Pro Icon.
Now click the New Loco button.
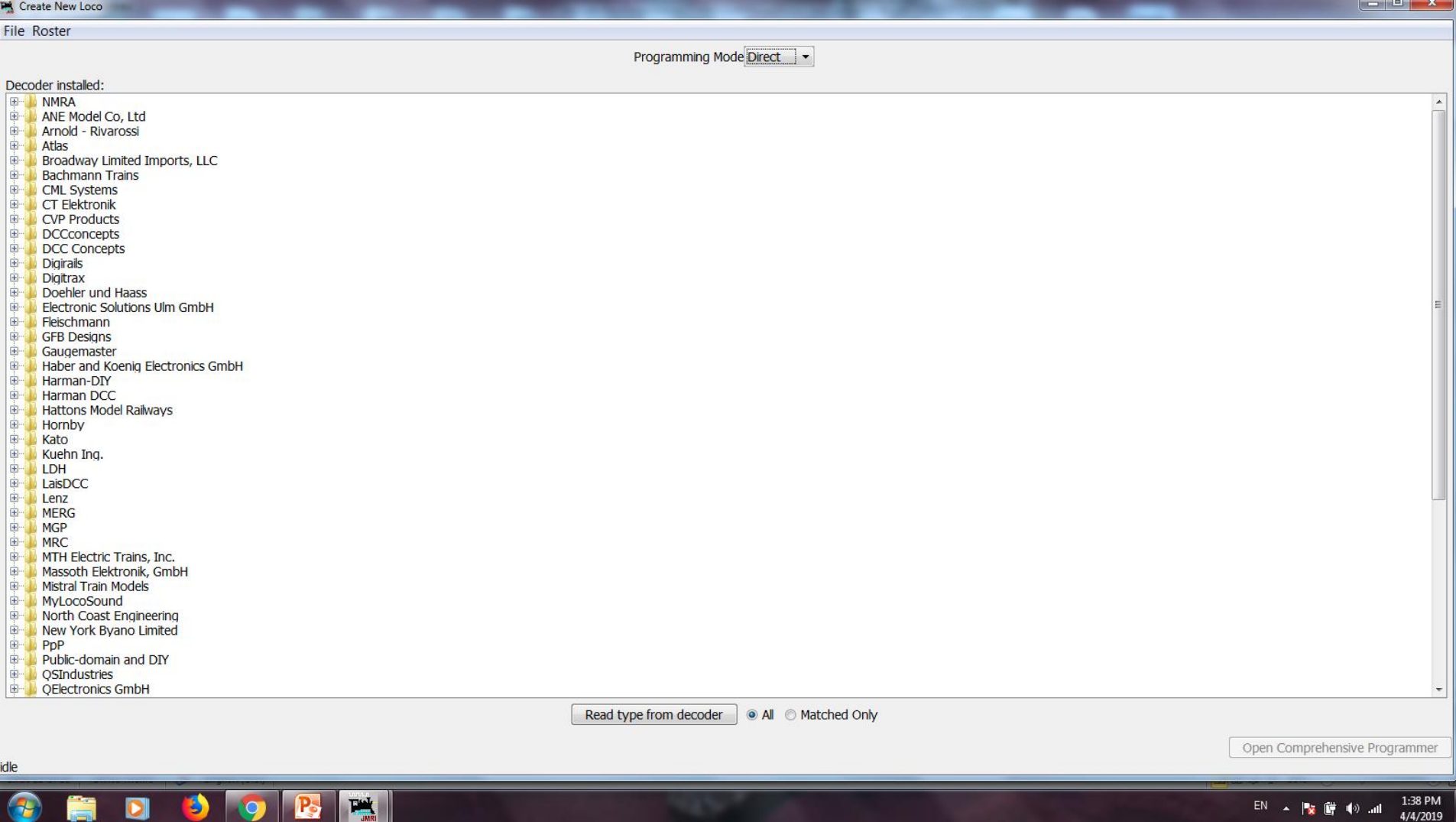
On this screen you'll select the engine/decoder manufacturer.
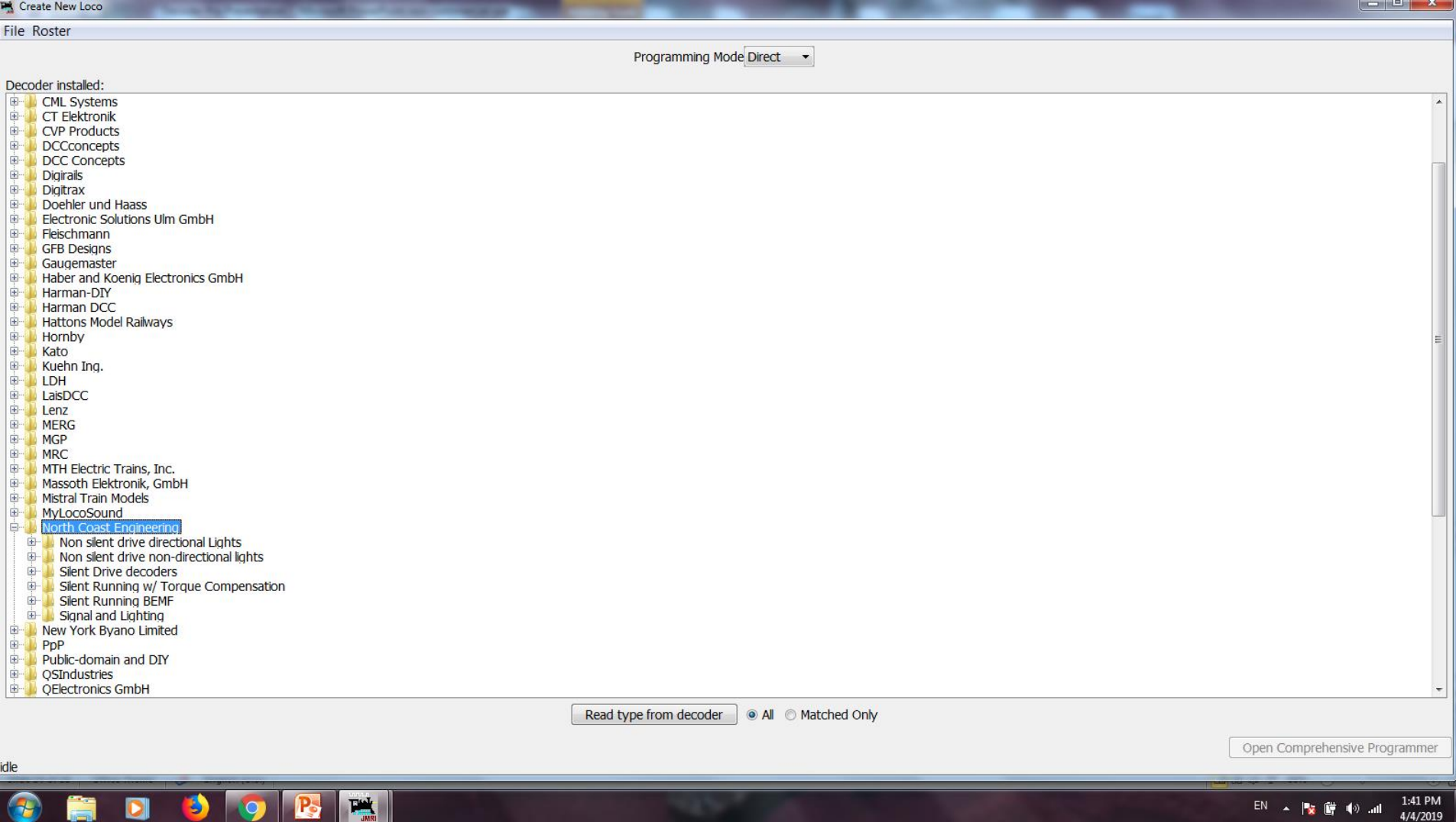
For this clinic we will select North Coast Engineering (NCE).

Alternatively you can place your engine on the track and select Read type from decoder.

This should narrow the list down with your decoder among those in the shortened list.

Double clicking on North Coast Engineering will bring up a list of "types" of decoders. Again for this clinic we'll use "Silent Running With Torque Compensation" which describes most of the new decoders.
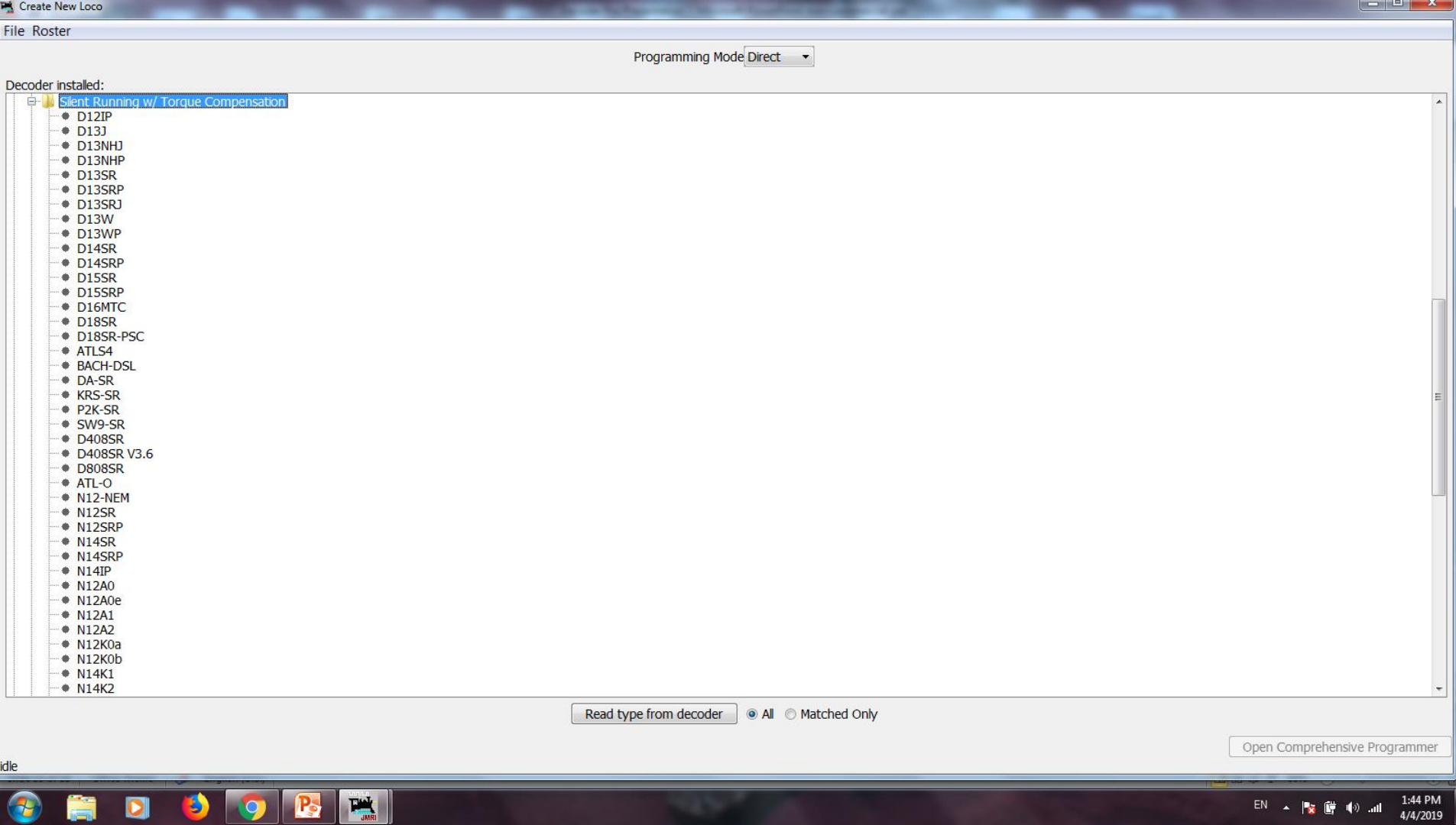
This in turn brings up a list of decoders. I want D13J and I find it in the list. I double click on this decoder.
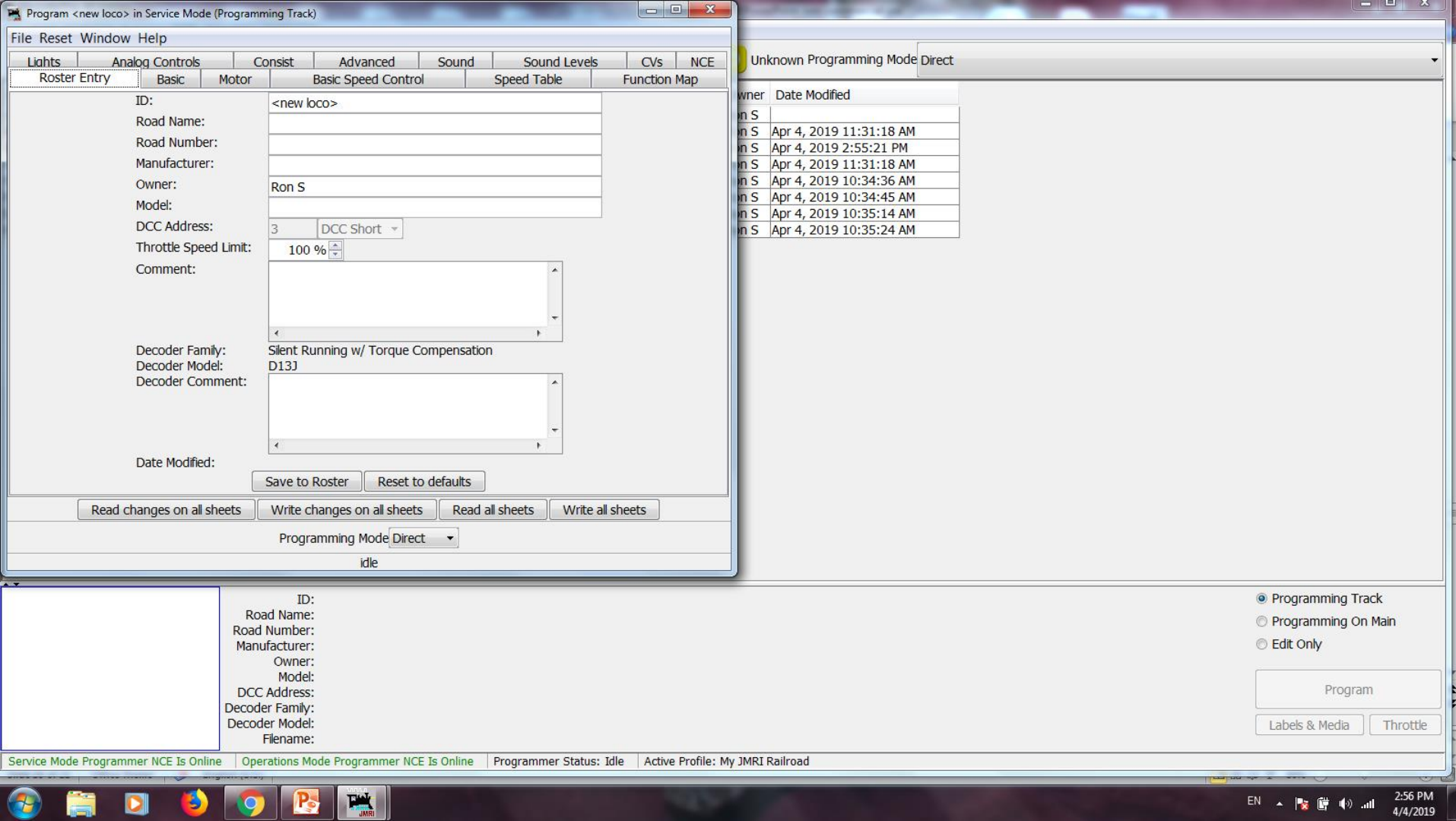
This sheet will pop open. You will now place your engine on the programming track.
At this point you will want to click on the tab Read All Sheets.
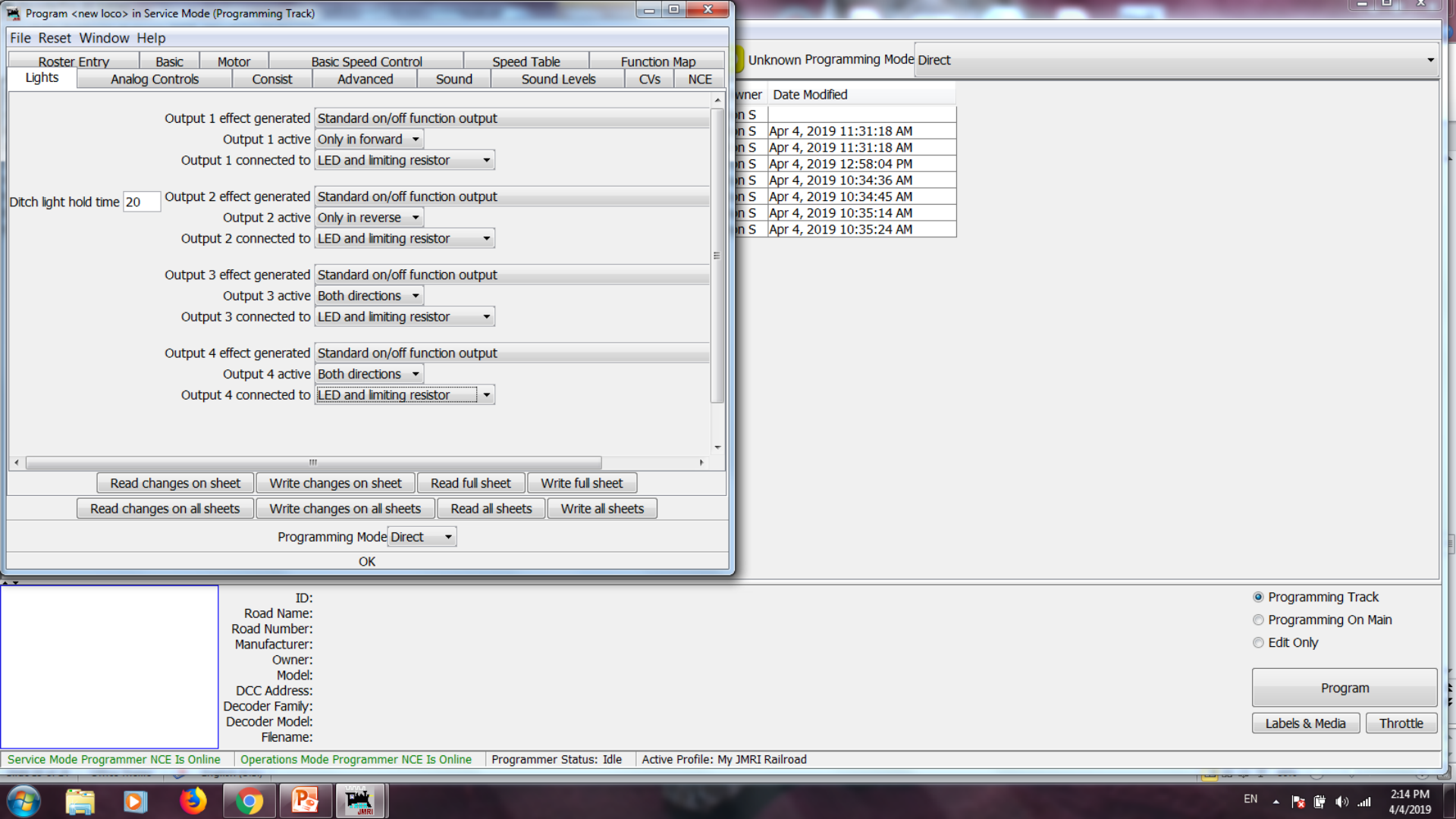This will dump all the basic settings existing in the decoder to the program.
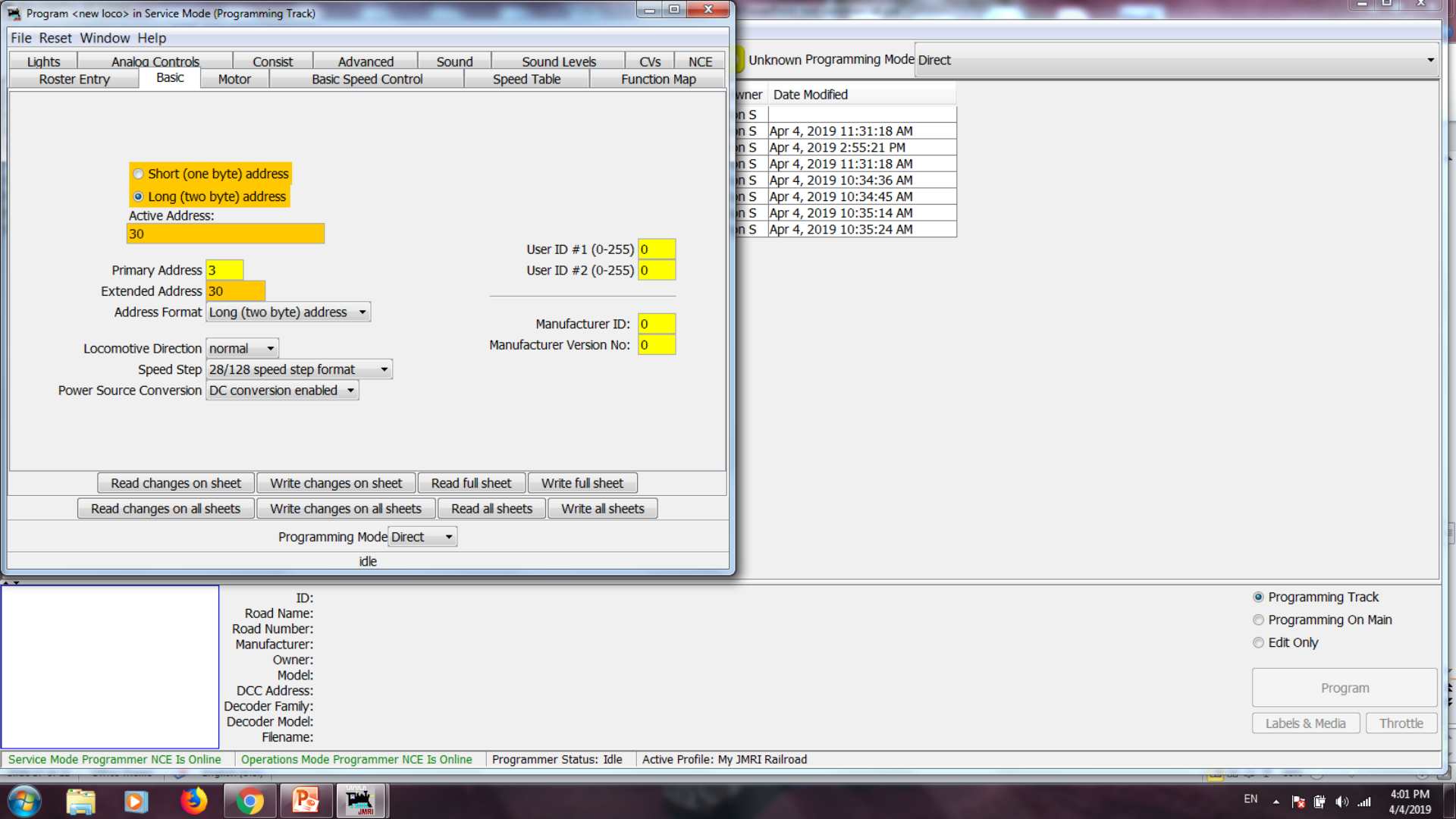
On the Basic Tab we will select Long (two byte) address and change the active address to 30, our engine number. Click Write Full Sheet. You will notice that our orange highlighted boxes turn to red then lose their color once the changes are programmed into the engine.
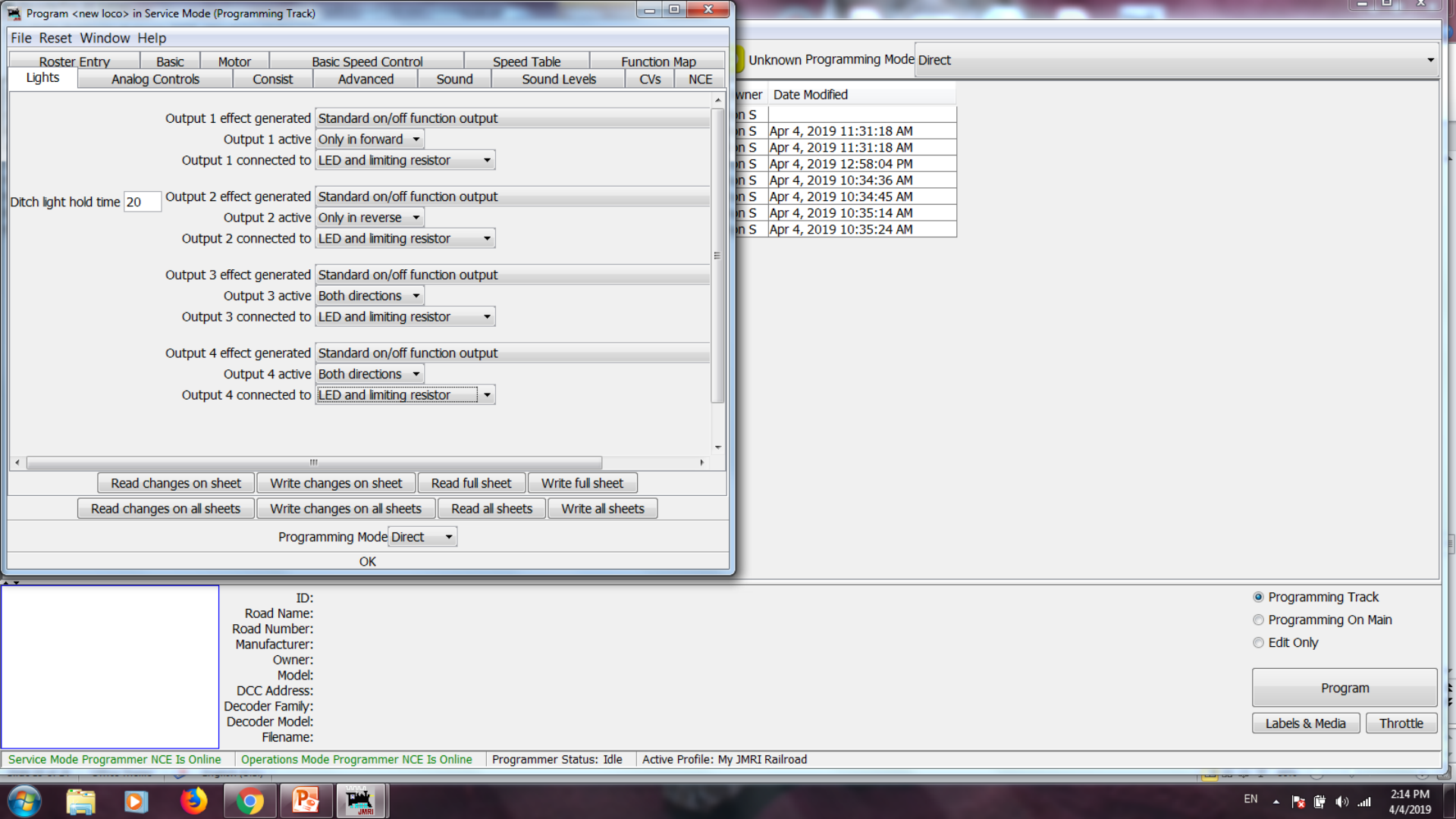
Now go through the rest of the tabs and select your preferences. For instance on the Lights Tab I changed from Incandescent Bulbs to LEDs.

Once you are satisfied with your changes select Write all sheets. Your engine is now programmed.

TIP: On the roster sheet you can simply double click on any of the column headings to sort on that column. This is an easy way to find if someone else is using that engine number on the layout.

Brain purge . . . .

. . . . Switch Gears

Duplicate an existing engine.

You have an engine with settings that are "just right" and you have a similar engine in which you want to install the same programming.

Click on the engine you want to duplicate. In this case B&O 6516.

On the menu select Edit then Duplicate Loco.
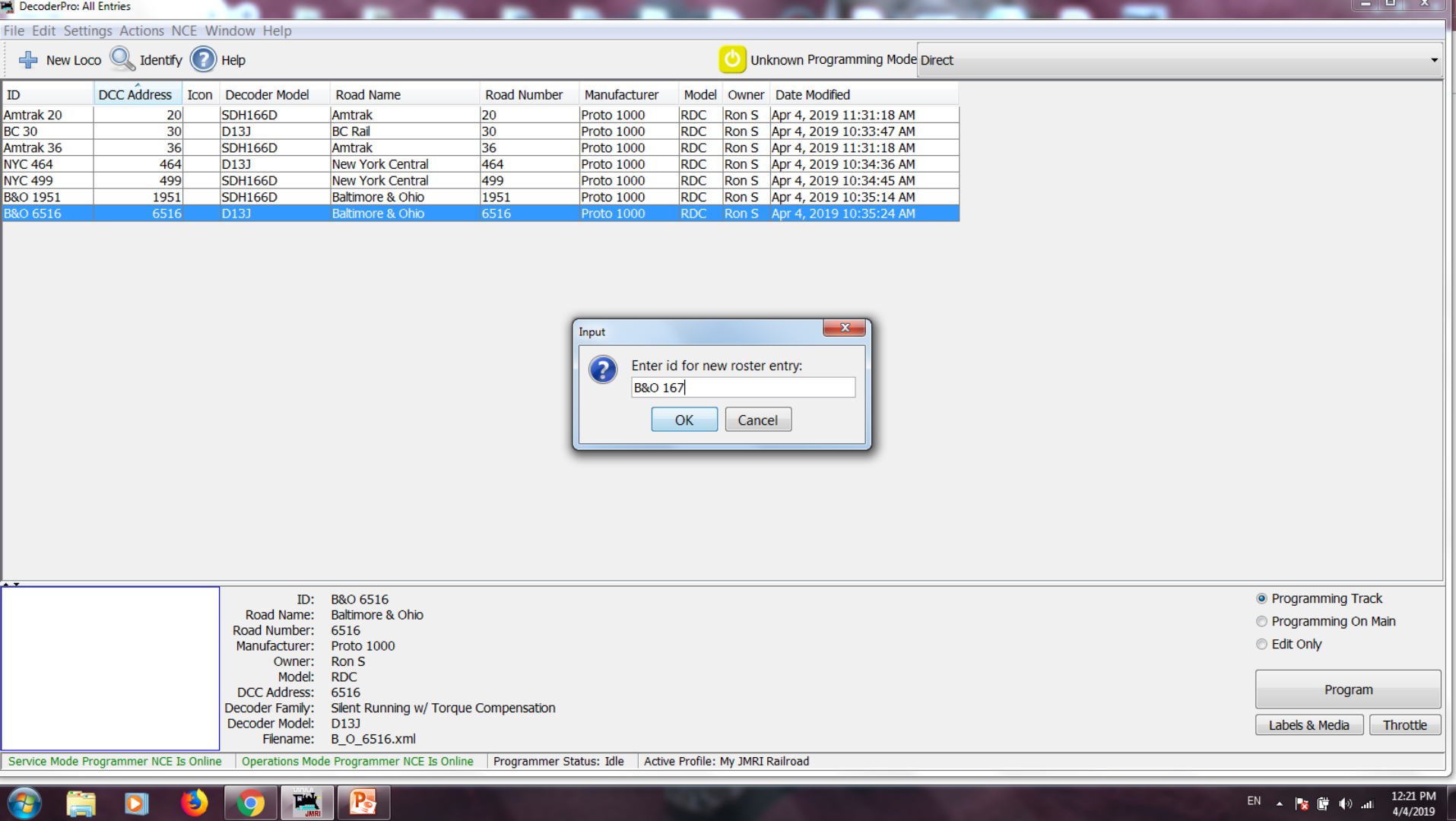
Enter your new ID, typically this is your road name and road number, e.g. B&O 167. Click OK.
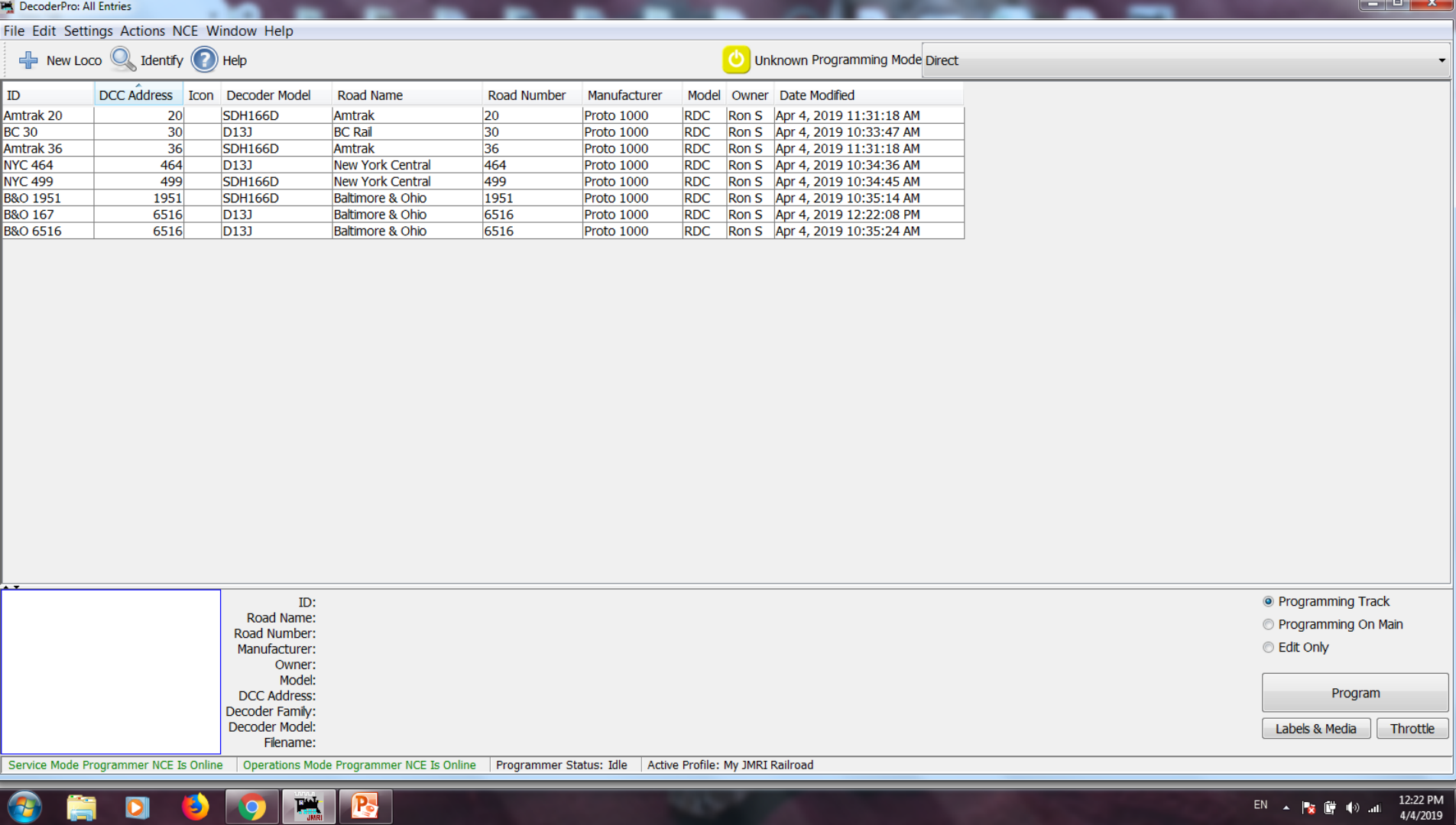
You now have B&O 167 as a roster item but you see that you still have the original engine number so we need to change that.
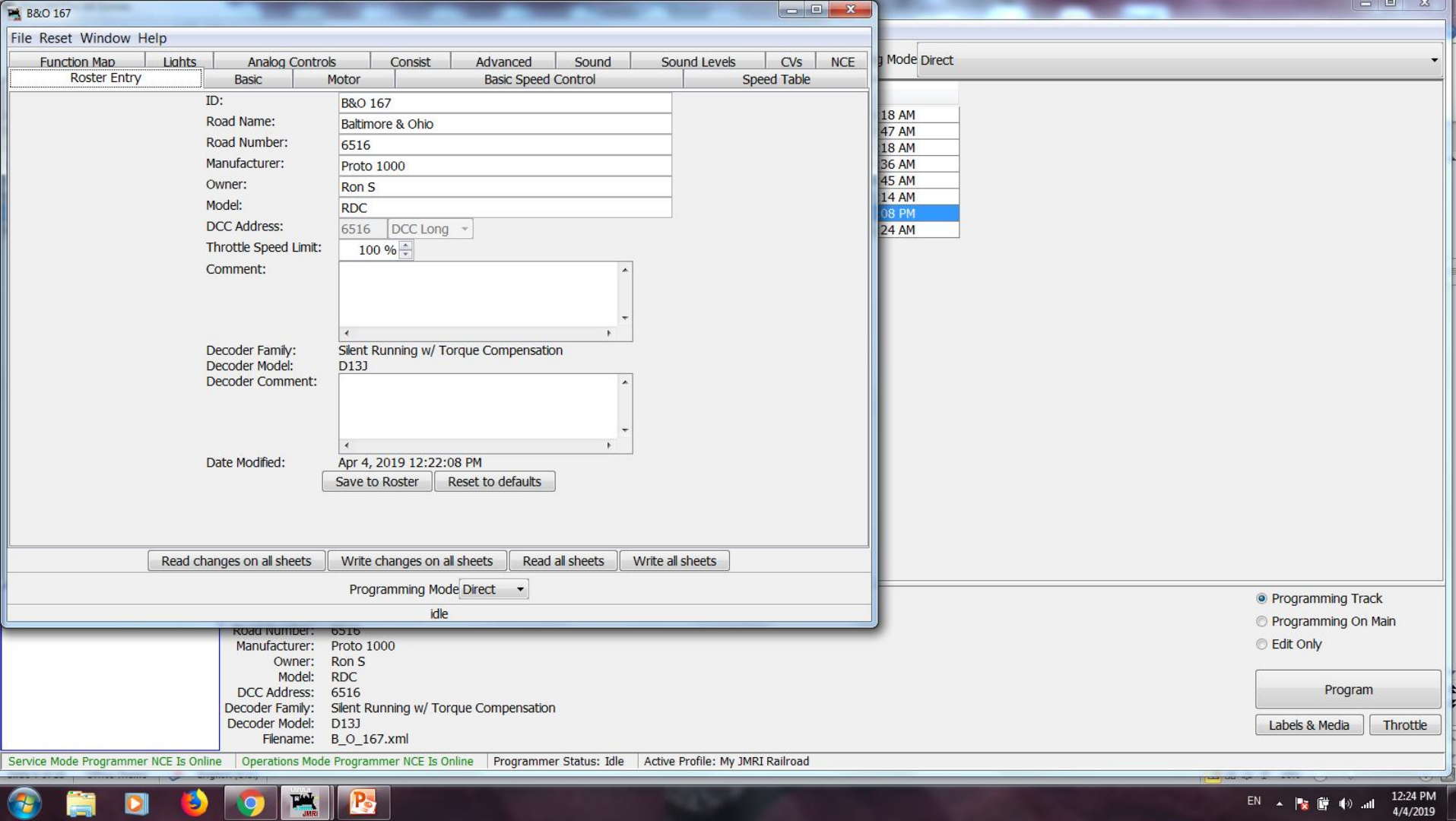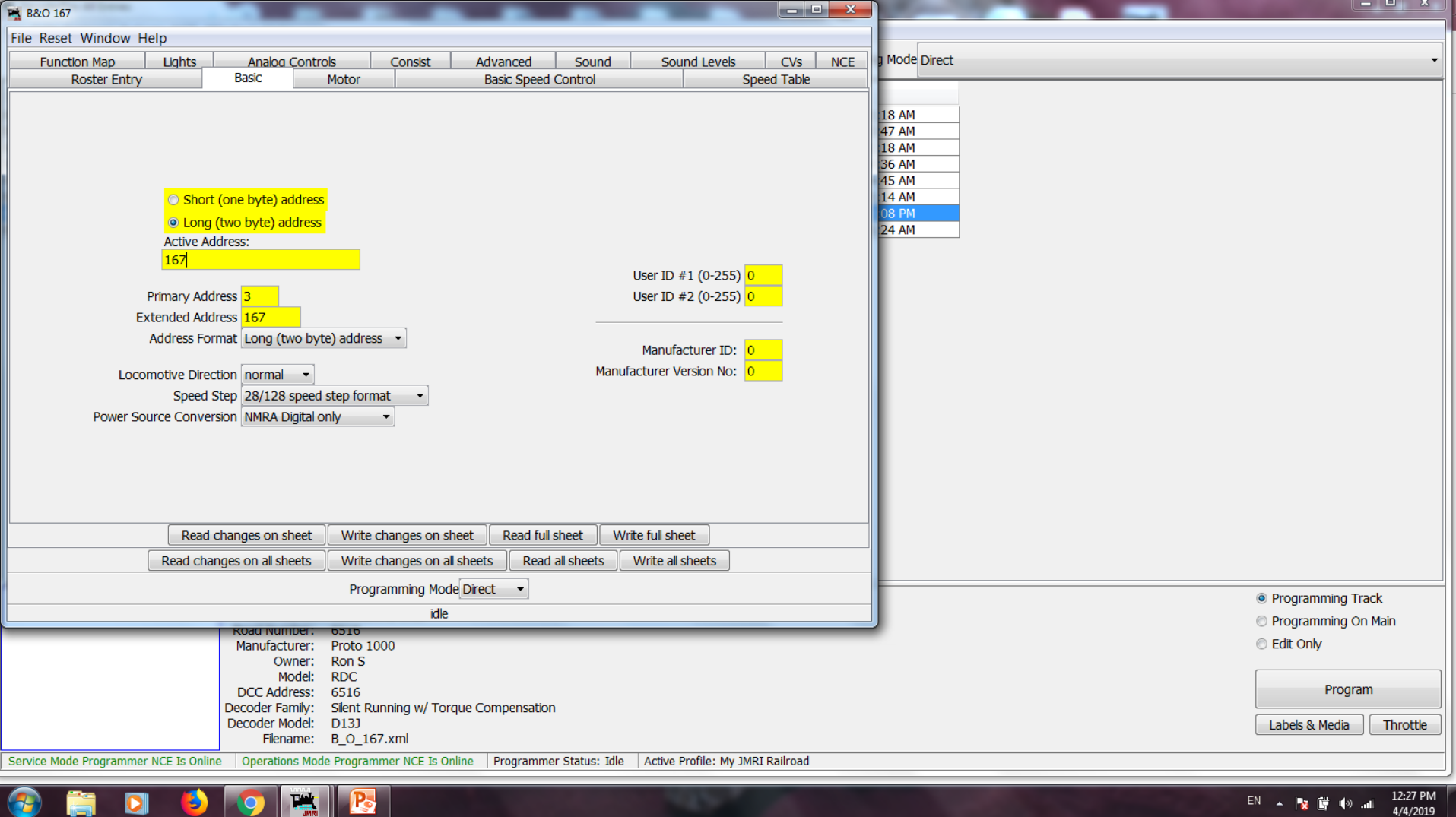
Double click on B&O 167 will bring up this screen. Click on the Basic tab will bring up the following screen.
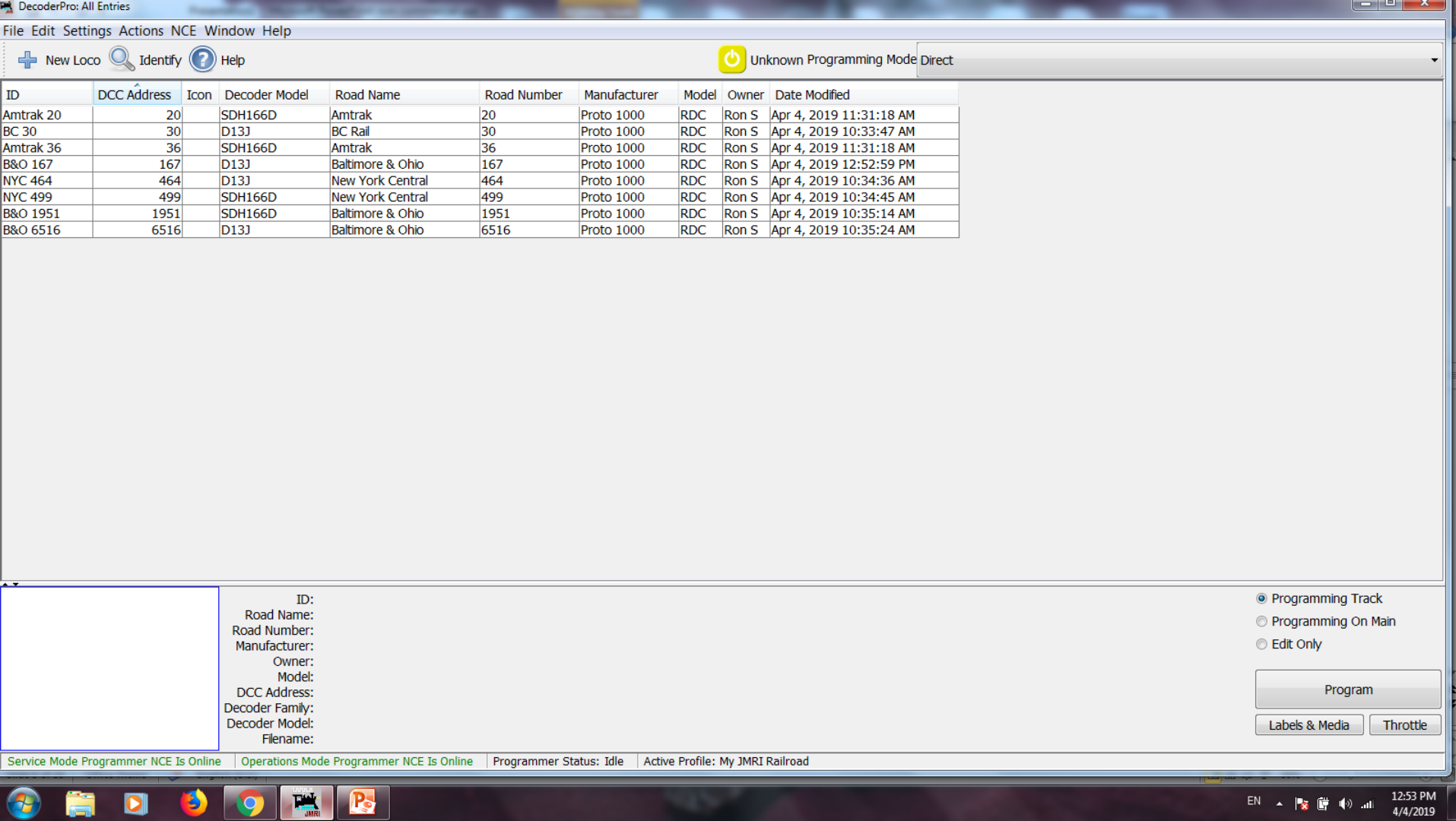
Click the radio button for Long Address. Now change your Active Address to 167.
This will also change your Extended Address to 167.
On the lower tabs click Write changes on sheet.

Go back to the Roster Entry tab and you will see that your DCC Address has changed.
Now edit your Road Number to 167.
Close this window with the red X and select save and close.

You now have B&O 167 in your roster.
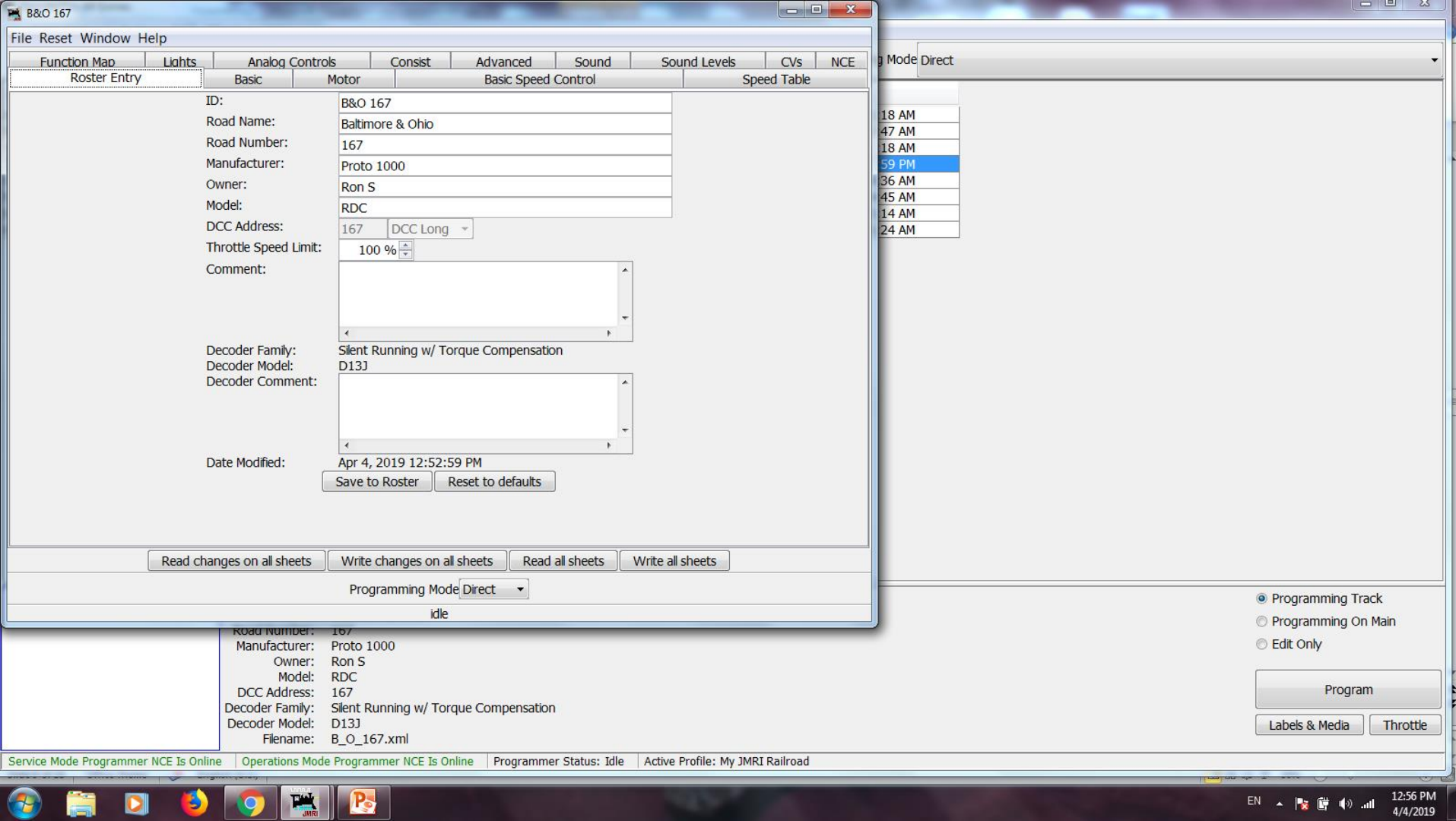
Place your new engine on the programming track, double click on the roster for B&O 167. This screen will appear.

Click on Write all sheets. When complete your new engine is now programmed.
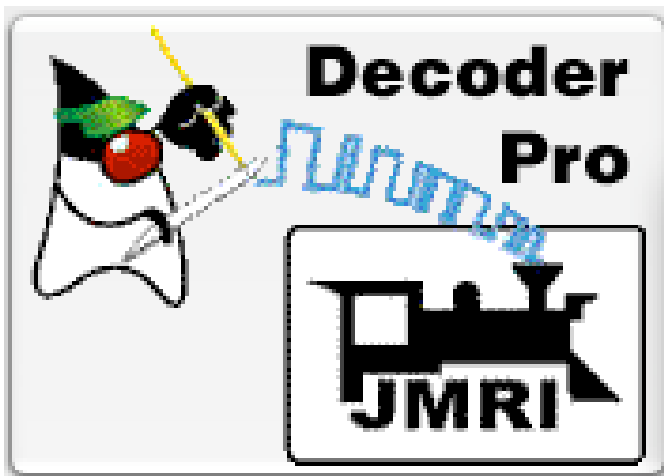
Benefits of having your engines in the roster:

- Easily change your engine's characteristics.

- You can duplicate any existing engine's programming to your new engine.

- If your decoder gets scrambled (sometimes happens with shorts) you can easily reprogram your engine by using Write all sheets to get back to where you were.

- You can see if that engine number is being used by another club member.

Resources:

JMRI Website http://jmri.org/

JMRI Users Group https://groups.io/g/jmriusers

Questions