

# External Locomotive Display (ELD) Beta ChangeLog

<https://railcoder.com/ELD>

Please direct any suggestions or bug reports to [Support@railcoder.com](mailto:Support@railcoder.com)

## 0.10-beta

- Improved EOT sounds.
- EOT will beep when rear pressure has decreased by 3 lbs or increased by 2 lbs.
- Fixed Alerter countdown from not properly resetting.
- Sounds should now play simultaneously. This should help to prevent sound related crashes when 2 sounds would try to play at the same time.
- **Auto Engine Start Stop (AESS)** has been implemented. When all AESS conditions have been met, a 5 minute countdown will start for when the locomotive will shut down. After the countdown has finished, the lead locomotive will shut down. Once any of the AESS conditions has been unsatisfied, AESS will start the lead locomotive. If the locomotive is not moving, the Auto Start/Stop soft key is visible that will indicate the status of each AESS condition.

## 0.9-beta

Let's call this update the EOT Overhaul.

- EOT: When pressing the Comm Test button, "Running" will display under the Comm Test section.
- EOT: If Comm Test value is "Failed" it will be yellow.
- EOT: When the Comm Test button is pressed, the button will disappear until the communication test is done running.
- EOT: When cutting away from your train, the EOT will remain linked up so you don't have to re-arm the EOT.
- EOT: On 0000-0 screen, under EOT box, EM should properly be Disabled/Enabled depending on if the Emergency Two Way is Armed. Also under that section, Marker should properly be Off/On depending on if the marker is flashing.

- EOT: When the EOT detects it is in emergency, the Rear box will flash red for 10 seconds. After which, Rear will remain solid red anytime the rear pressure is below 45 PSI.
- EOT: Will have a delay before sending the newest Brake Pipe Pressure and Marker Light data. Just like real life!
- EOT: Added EOT beeps for various conditions. EOT Moving. EOT Pressure raised by 5lbs. EOT Pressure decreased by 3lbs. EOT Armed. EOT Disarmed.
- Values will have a slight delay before updating on ELD. This gives it that more authentic feel.
- Most Soft Key buttons will disable for a couple seconds to give feedback that the button was successfully pressed.
- Fixed accelerometer from showing -0 (negative zero).

### **0.8-beta**

- Fuel value has been added. You'll see this on the bottom right of the Main Operators Screen (0000-0). If connection has been lost with Run 8 or no locomotive is selected, the bar will go blank and you'll see "?????" in place of the actual value. The value may not be 100% accurate due to how the data is being converted, but they aren't 100% accurate IRL either.
- Reverser Position has been added.
- Second row of Indicators has been added. Some previous Indicators have been moved to be placed in a more realistic location. Second row will show Air Brake Message (not implemented), Sand, Horn and Bell. Penalty has been added in the first row.
- Dynamic brakes sorta added. When going into dynamics, the amps and throttle will become yellow and you should see your amps in dynamics. The dynamic throttle data isn't being sent, so it will only show Setup for now.

### **0.7-beta**

- Some gauge values have been correctly updated to show \*\*\* upon initial startup. These same gauges should also display \*\*\* if connection to Run 8 has been lost or if

communication to your selected locomotive has been lost for more than 3 seconds. A message will also display in the Operators Messages window.

- **Switches** (1000-0) screen has been added. DB Cutout, Locked Axle and Self Load are disabled within the Switches screen. **Motor Cutouts** button takes you to the **Motor and Speed Sensor Cutouts** (1010-0) screen which you can use to Cut-Out/Cut-In Traction Motors. Note: SSCO 1-6 buttons have no function right now.

- Electronic Air Brake Setup (2000-1) screen has been improved to simulate changing Air Brake settings. **Cut Out/Cut In** button changes the Automatic Brake while the **Lead / Trail** button changes the Independent Brake. **Lead / Trail** button will also change the Automatic Brake as it realistically does.

Note: Changing the Air Brake Setup does not currently change anything within Run 8. It's all visual goodies for now.

## 0.6-beta

- Adjusted ER, BP and Analog Speedo from being cut off when adjusting brightness through Screen Controls.
- Reduced screen changing delay from 1-5 seconds to 0.5-2 seconds.
- Reworked End Of Train Screen. Arming / Disarming EOT should work mo-betta. Also EOT information on **Main Operator Screen** (0000-0) is more accurate to what it should be. To simulate real life, you get an 80% chance of establishing communication with the EOT. After comms have been established, you also get an 80% chance it will arm.
- Distance Counter Screens (1200-0 and 1200-1) should be fully implemented. When counting down from a preset, the Distance Counter Sound will emit.

## 0.5-beta

- Automatic Updates support has been added. On every open, ELD will search for a new update and offer the update if applicable. You may also right-click on ELD and click "Check For Updates" to manually check for an update.
- Measured Mile Screen (1100-0) added.
- Screen Controls (3000-0) added.
- Slow Speed (1300-0 and 1320-0) added. I believe Run 8 might be buggy when sending the Slow Speed Increase and Decrease commands. I will try to work on this at a later time to see if it can be improved. For best experience for now, set Run 8 Slow Speed to 5.0 so it matches in ELD. Then slowly increment/decrement. Slow speed can only be toggled on at speeds below 10 mph per documentation.

## Early Beta Changes Not Documented