



A Series of How-To Articles For DCS Operators

# TIPS & TECHNIQUES

## ARTICLE 1

### Acceleration/Deceleration

The following series of DCS tips & techniques has been created in the hopes that it will add to your enjoyment of the M.T.H. Digital Command System.

In these brief articles we'll try to point out and clarify DCS features that will make your Proto-Sound 2.0 (and TMCC) locomotives more fun, more realistic, and more interesting to operate. If you haven't yet tried DCS, we hope these articles will entice you to visit a DCS Demo Center, pickup up a handheld controller, and see what you're missing!

# DCS

*Simply The Best  
Way To Run A  
Railroad*



# ARTICLE 1

## Acceleration/Deceleration

Have you ever wanted to have your engines accelerate and decelerate in a way that reflects the type of load they're pulling? An engine pulling a heavy load takes longer to get rolling and longer to brake to a stop. On the other hand, a switcher kicking a few cars around a yard can start and stop relatively quickly.

In addition, various engines are designed to provide different rates of acceleration depending on their intended service, such as smaller-drivered drag freight engines and high-stepping passenger locos that are fast out of the gate. If you operate MTH Proto-Sound 2.0 (PS2) engines in DCS command mode, you already have the ability to control how fast your engine accelerates when speed is increased and how quickly it slows when speed is decreased.

### Accessing this feature is simple:

**1. Menu key:** press the Menu key while your locomotive is running or standing still



**2. Scroll and select Control:** scroll the thumbwheel to Control and press on the thumbwheel to select the Control menu



**3. Scroll and select ACC or DEC:** scroll to ACC or DEC and press the thumbwheel to adjust acceleration or deceleration



## Article 2: Acceleration/Deceleration

**4. Scroll and select a rate from 1 to 25:** a setting of 1 will speed up or slow down your engine at the slowest rate, while at 25 your locomotive will respond to the throttle quite quickly. The factory defaults are ACC = 4 and DEC = 2.

Setting ACC and DEC each to 1 or 2 will make a PS2 engine accelerate and decelerate as if it were lugging a heavy freight or passenger consist, while settings of 5 or 6 will make a PS2 engine behave as if it's pulling a light load, and higher settings will cause the engine to speed up and slow down much faster. You can even change these settings while the engine is rolling down the rails!



ACC/DEC settings for each engine are retained in the DCS handheld and will be remembered each time you power up in DCS mode. If you have different ACC/DEC settings for the same engine in two remotes, the last ACC or DEC setting that was changed is the one that the engine will use with both remotes.

The ACC and DEC settings do not, however, affect conventional operation, in which all PS2 engines operate at their factory conventional settings.

Acceleration/deceleration adjustment is just one of the many DCS features that can help your railroad duplicate the wonderful variety of prototype operations.