

## **G-Scale Graphics RailBoss 4**

### **Features common to both systems**

- 2.4GHZ spread spectrum radio systems with superior range and no motor interference
- One transmitter for your entire fleet or multiple transmitters with no interference
- MU (multiple unit) locomotive operations
- Constant brightness/direction controlled lights
- Four R/C sound triggers
- Programmable start speed, top speed, momentum
- 5 amps continuous power
- Polarity protection
- Overload protection

### **Differences between the two**

- Small and simple to use 6-button transmitter
- Operate unlimited transmitters in the same space without interference
- Screw terminals for simple wiring
- Direction change locked out while running
- Quick stop without gear damage
- Speed set by visual observation of the train
- Program settings stored in each loco's RailBoss Plus
- Each locomotive running at the same time requires its own low cost transmitter

### **Unique features of the RailBoss Plus**

- Automated station stops - statistically controlled
- Automated back 'n forth operation
- Run multiple trains on the same loop with automatic train separation
- Control dual Phoenix remote un-couplers from TX, with no Phoenix interface board required
- Statistically controlled track triggered whistle (Eliminates the repetition of track magnets)
- Low battery warning system for Lithium batteries (Gets train home before battery pack protection shuts you down)
- No external resistors required for LED lights
- Diagnostic LED to assist with setup and troubleshooting

## **Aristo-Craft Train Engineer - Revolution**

- Larger transmitter with LCD display
- Channels and group IDs required to avoid interference with other transmitters
- Adaptor boards and fixed length wires
- Change direction at any speed / Instant stop (Potential gear damage)
- Instant stop (Potential gear damage)
- Speed indication on LCD display
- Program settings stored in the transmitter (What if you change transmitters?)
- Control multiple locomotives at the same time with one transmitter