4. DCS Remote Commander Additional Considerations

There are a few additional items to note when using the DCS Remote Commander Handheld that can increase it's abilities.

PS2 Engine Reset to Factory Defaults

All PS2 engines come from the factory with a DCS ID# that is correct for use with the DCS Remote Commander. If for any reason a PS2 engine's DCS ID# changes to any other value, that engine will no longer be able to be operated by the DCS Remote Commander. In order for the PS2 engine to once again operate with the DCS Remote Commander, the engine must be reset to its factory default values. For an explanation of exactly how DCS ID#'s are assigned, refer to Appendix E: The Truth About DCS Engine ID Numbers, later in this book.

A PS2 or PS3 engine cannot be reset to its factory default values using the DCS Remote Commander. While a transformer reset will return almost all of the engine's values to their factory settings, it will not reset the engine's DCS ID#. It is necessary to use a either a DCS Remote and TIU, or a DCS Commander, to reset all of a PS2 or PS3 engine's settings to their factory defaults, including the engine's DCS ID#.

When using a DCS Remote and TIU to accomplish resetting the engine to its factory defaults, refer to the factory reset instructions in Part II - DCS Is An Operating System for Your Trains!, 5. DCS Menus, Advanced Menu, Reset Engine, earlier in this book.

When using a DCS Commander to accomplish resetting the engine to its factory defaults, refer to the reset factory instructions in Part X - HO Addendum, 1. DCS Commander Setup and Operation, Accessing and Editing Engines, Resetting Engines, earlier in this book.

ALL Engines and Lashup Operation Simulation

Although the DCS Remote Commander lacks the ability to explicitly issue an ALL ENGINES command to instruct DCS to operate multiple PS2 engines as a group, where all engines obey the same commands, that capability is actually implicitly built-in to the DCS Remote Commander.

Since the DCS Remote Commander is only able to control PS2 engines whose DCS ID# is as it was when set by the factory, all PS2 engines that have this factory-set DCS ID# that are powered up on tracks connected to the DCS Remote Commander, will all obey any commands that are issued. The DCS Remote Commander, in effect, operates in ALL ENGINES mode, all the time, for those PS2 engines that it controls.

Consequently, through this feature of the DCS Remote Commander's operation, the DCS Remote Commander also has the ability to simulate operation of multiple PS2 engines as multi-unit lashups, simply by coupling several PS2 engines together on the tracks and applying power. However, this simulated lashup capability is subject to a few caveats:

- When multiple PS2 engines are operated in this fashion all of the engines will have their lights turned on or off together
- When the bell, whistle/horn or accent sound key is pressed, all of the engines will play the associated sound
- When a front or rear coupler is activated, all of the engines that have operating couplers will open that coupler
- When the PFA key is pressed, all of the engines will begin to play their associated passenger or freight yard announcements. This can result in quite an undesirable cacophony of sounds.

Regardless, the engines will all respond to the throttle in the same way and should accelerate and decelerate smoothly together.