



Q2Upgrade User Manual

Version 1.6.0
10-Sept-2011

New in Q2Upgrade User Manual Version 1.6.0

Saving and Loading Chuff Rate Files

Selecting a Chuff Rate from a Library

Configure Light Ports (Q1).

- Added Port to Pin Mappings for

 - Q1 MP-15 Board

- Changed Port to Pin Mappings for Small Steam Board

 - Port 3 maps to pin 5

 - Port 4 maps to pin 4

New in Q2Upgrade User Manual Version 1.5.0

Preview Page

- "Heavy Load" slider

- "Play User Sound" and "Start User Sound" buttons

Upgrade Locomotive Page

- "Warn me about all firmware incompatibilities" check box

Cut & Paste Sounds Page

- "+2db" and "-2db" buttons in all "Replace..." dialogs

- Choice of compression scheme in all "Replace..." dialogs

- "Preview" button in all "Replace..." dialogs

- "Custom Sound" changed to "User Recorded Sound Effect" with Start, Loop, and End records

- "Replace Chuff" dialog updated for chuffs with progressive cutoff and rod clank

Configure Light Ports (Quantum Revolution)

- Added Port to Pin Mappings for

 - Quantum Revolution-A

 - Quantum Revolution-U

New: Configure Light Ports (Q1).

- Port to Pin Mappings for

 - Q1 Small Diesel Board

 - Q1 Diesel 0031 Board

 - Q1 Small Steam Board

Troubleshooting

- New section for "Flash Checksum Calculation Failed"

Table of Contents

1	Introduction	5
2	Installing Q2Upgrade	6
3	Quantum Programmer Options	11
4	Basic Operation	13
4.1	Instructions for Aristocraft G-Scale Locomotives.....	13
4.2	Starting Q2Upgrade	14
4.3	Help Page.....	15
4.3	Locomotive Information	16
4.4	Load Q2 File.....	18
4.5	Check Compatibility.....	19
4.6	Preview Sounds.....	22
4.7	Upgrade Locomotive	24
4.8	Log	25
5	Advanced Operation	26
5.1	Cut & Paste Diesel Sounds	26
5.1.1	Horn/Whistle	27
5.1.2	Alternate Horn/Whistle	28
5.1.3	Bell	29
5.1.4	Diesel Motor	30
5.1.5	Dynamic Brake Fans	32
5.1.6	Pump	33
5.1.7	Cooling Fans/Vents	34
5.1.8	User Recorded Sound Effect	35
5.2	Cut & Paste Steam Sounds.....	38
5.2.1	Horn/Whistle	39
5.2.2	Alternate Horn/Whistle	40
5.2.3	Bell	41
5.2.4	Chuff	42
5.2.5	Steam Generator	44
5.2.6	Pump	45
5.2.7	User Recorded Sound Effect	46
5.3	Firmware Configuration	47
5.3.1	Configure Squealing Brakes	47
5.3.2	BEMF Synchronized Chuff Rate	48
5.3.2.1	Calibrating BEMF Synchronized Chuff Rate	48
5.3.2.2	Saving and Loading Chuff Rate Files.....	50
5.3.2.3	Selecting a Chuff Rate Calibration from a Library	51
5.3.3	Configure Light Ports	53
5.3.4	Configure Light Ports (Quantum Revolution)	55
5.3.5	Configure Light Ports (Q1)	57
5.3.6	Configure Light Ports (FX)	60
5.3.7	Change CV Default Values	61
5.4	Changing a Soundset Number	62
5.5	Saving a Modified Q2 File	63
6	Troubleshooting	64
6.1	Cannot establish a connection to the Quantum Programmer	64
6.2	Unable to read Mfg ID	64
6.3	Test Initialization Step 1 Failed.....	65
6.4	Flash Update Initialization Failed.....	65
6.5	Flash Checksum Calculation Failed	65
6.6	Checksum Error	66
6.7	Locomotive Hoots 3 Times.....	66

6.8 Reset LTM to Factory Default Values failed 66

1 Introduction

The Q2Upgrade application is used together with a Quantum Programmer to upgrade the firmware in your Quantum equipped locomotive.

In order for the upgrade to proceed, your locomotive must already contain Quantum 2 firmware, also referred to as "Q2" firmware. If your locomotive does not contain Q2 firmware, you must purchase a Q2 upgrade chip from QSI Solutions. See <http://qsisolutions.com/> for further information.

Q2Upgrade works only with ". Q2" files, which can be downloaded from the QSI Solutions web site. Each Q2 file contains a binary image of the flash memory for a specific Quantum equipped locomotive, along with additional information describing the type of locomotive for which this binary image was constructed.

In general, you should upgrade your locomotive with a Q2 file constructed for your particular locomotive. Q2Upgrade allows you some leeway when it comes to upgrading with a binary image constructed for a different model, but it will first warn you about potential problems that might result.

Recent versions of Q2Upgrade support the SiLabs Virtual Comm Port Driver as well as the standard SiLabs USB Driver. The SiLabs Virtual Comm Port Driver for the Quantum Programmer is provided for use with applications that do not support USB drivers. If you want to run such applications with the Quantum Programmer you must use the Virtual Comm Port Driver. In that case, you can either switch back to the USB Driver when you want to run Q2Upgrade or you can configure Q2Upgrade to use the Virtual Comm Port Driver.

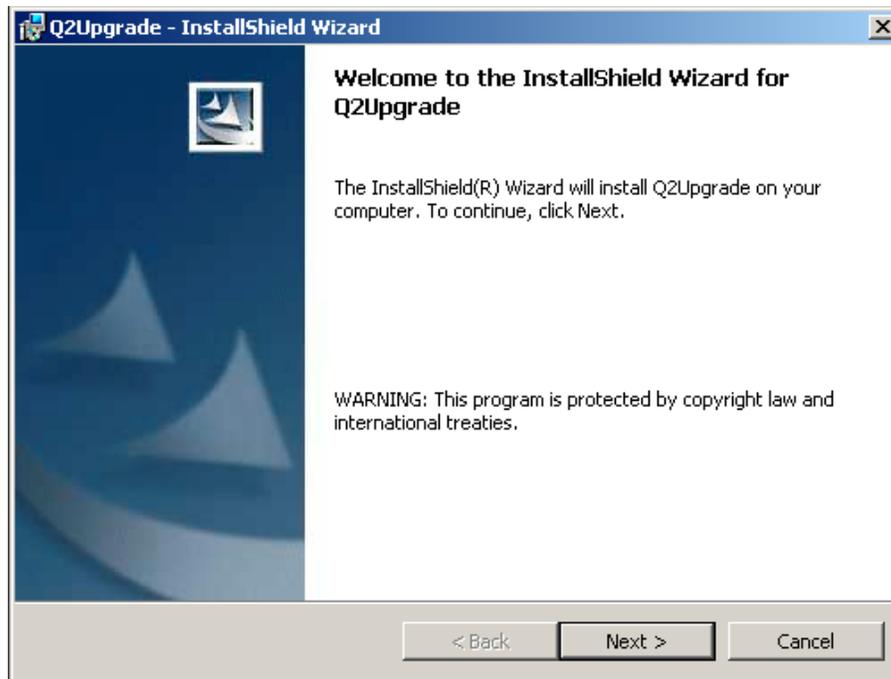
To configure Q2Upgrade to use the Virtual Comm Port Driver, see the section on "Quantum Programmer Options".

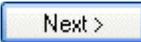
2 Installing Q2Upgrade

Get the install file for latest version of Q2Upgrade from the QSI Solutions website at:
<http://www.qsisolutions.com/products/q-programmer.html>

Double click on the install file.

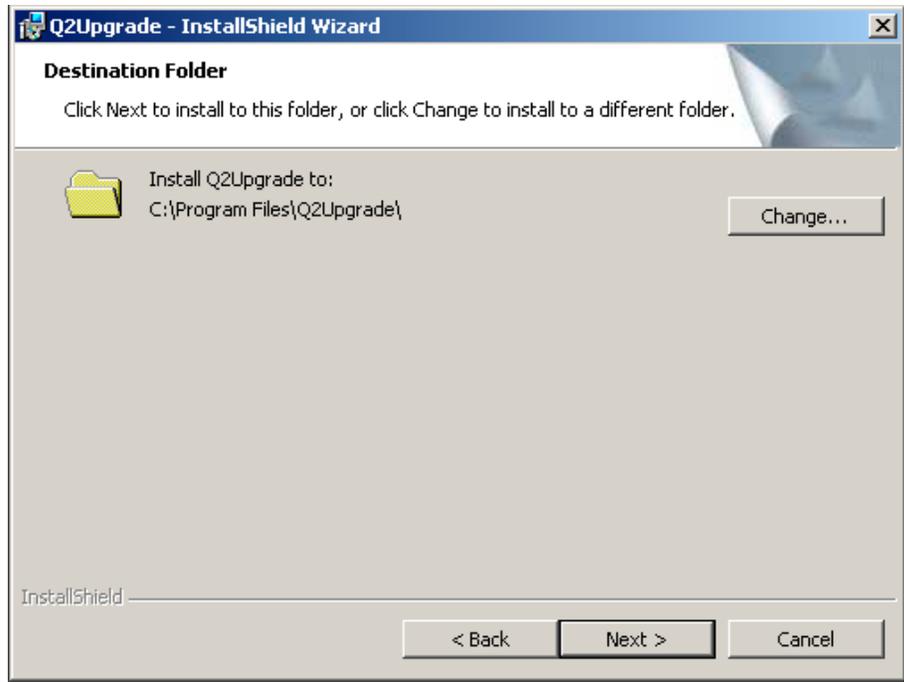
The install screen will appear.



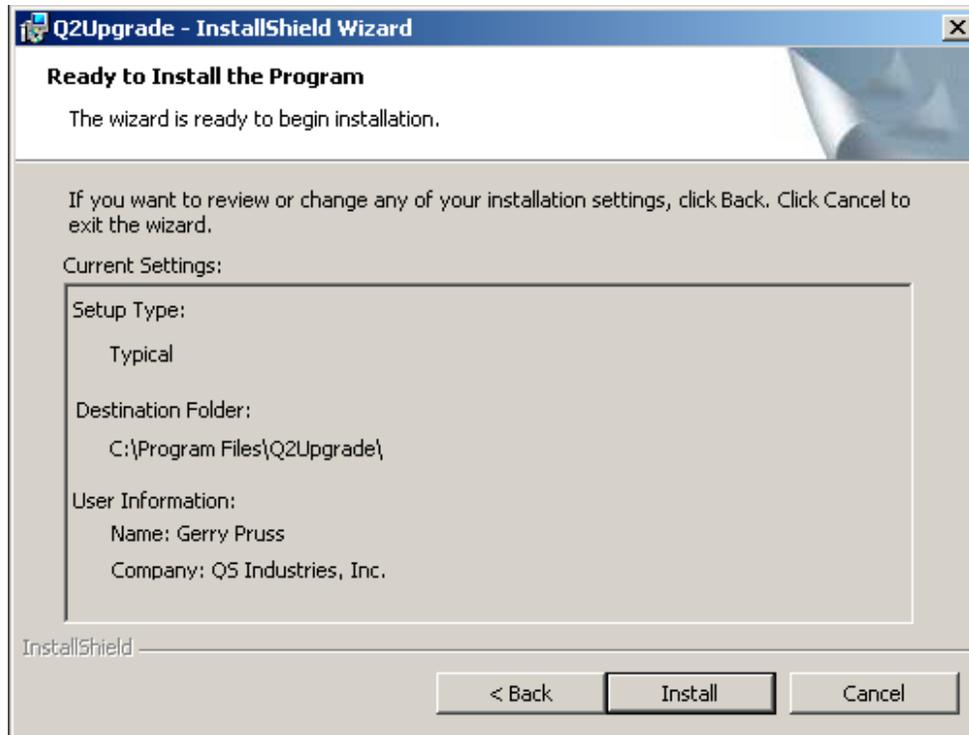
Click 



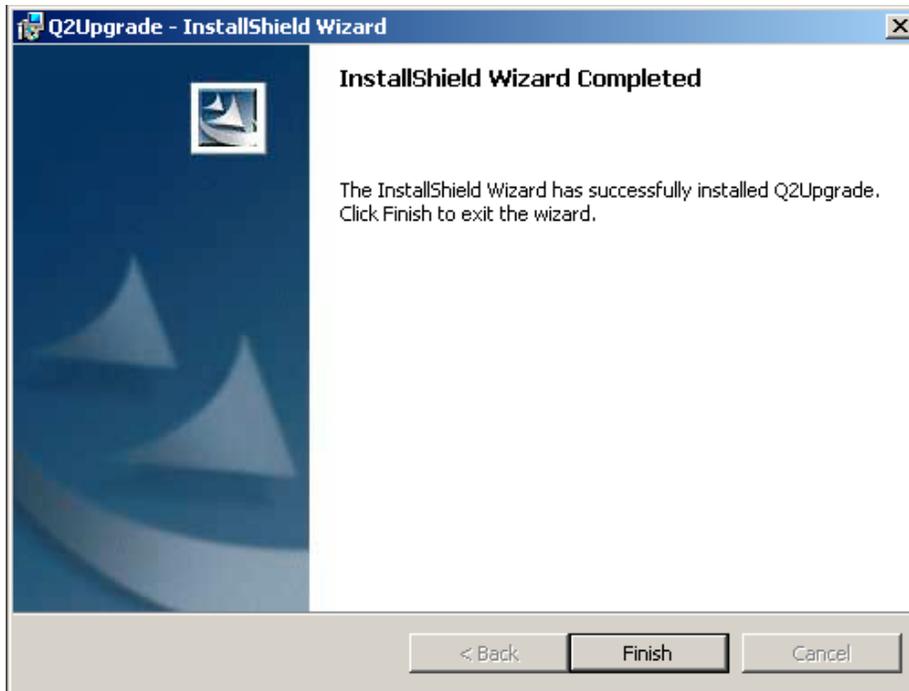
Click I accept the terms in the license agreement and then click

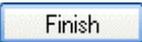


Click 



Click 



Click 

Q2Upgrade is now installed.

3 Quantum Programmer Options

To display the Quantum Programmer Options dialog:

- 1) Click on the QSI icon at the upper left of the Q2Upgrade window. The system menu will be displayed.
- 2) Click on "Quantum Programmer..." to display the Quantum Programmer dialog.
- 3) Click on "Options..." to display the Quantum Programmer Options dialog.



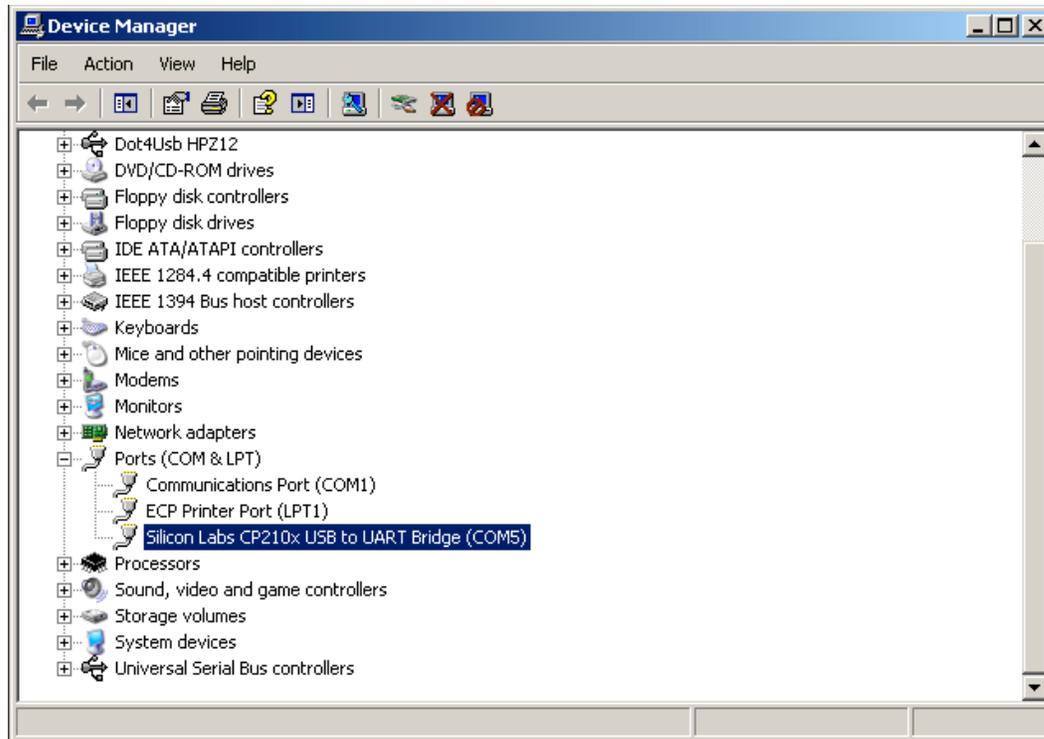
Select the driver that you have installed for use with the Quantum Programmer.

If you select "SiLabs Virtual Comm Port Driver", then specify the Comm Port that this driver uses.

You can find out which Comm Port the driver uses by running the Device Manager and looking under "Ports (COM & LPT)" for "Silicon Labs CP210x USB to UART Bridge".

To run the Device Manager:

- 1) Right mouse button click on the "My Computer" icon on your desktop.
- 2) Click on "Properties" to display the System Properties dialog.
- 3) Click on the "Hardware" tab.
- 4) Click on "Device Manager".



4 Basic Operation

4.1 Instructions for Aristocraft G-Scale Locomotives

When using Q2Upgrade with an Aristocraft G-Scale Locomotive:

- ❑ Turn the Lights switch to the Off position.
- ❑ Turn the Smoke switch to the Off position.
- ❑ Disconnect the AirWire receiver.

4.2 Starting Q2Upgrade

You can start Q2Upgrade by double clicking on the Q2Upgrade shortcut on the desktop. In this case Q2Upgrade initially displays the "Help" page. You must proceed to the "Load Q2 File" in order to open a Q2 file.

You can also start Q2Upgrade by dragging the name of a Q2 file onto the Q2Upgrade desktop shortcut. In this case, the Q2 file is opened and Q2Upgrade initially displays the "Load Q2 File" page. (Note: the desktop shortcut created by the InstallShield Wizard may not allow you to do this. You may have to create your own desktop shortcut by clicking the right mouse button on the Q2Upgrade.exe file name and selecting "Create Shortcut".)

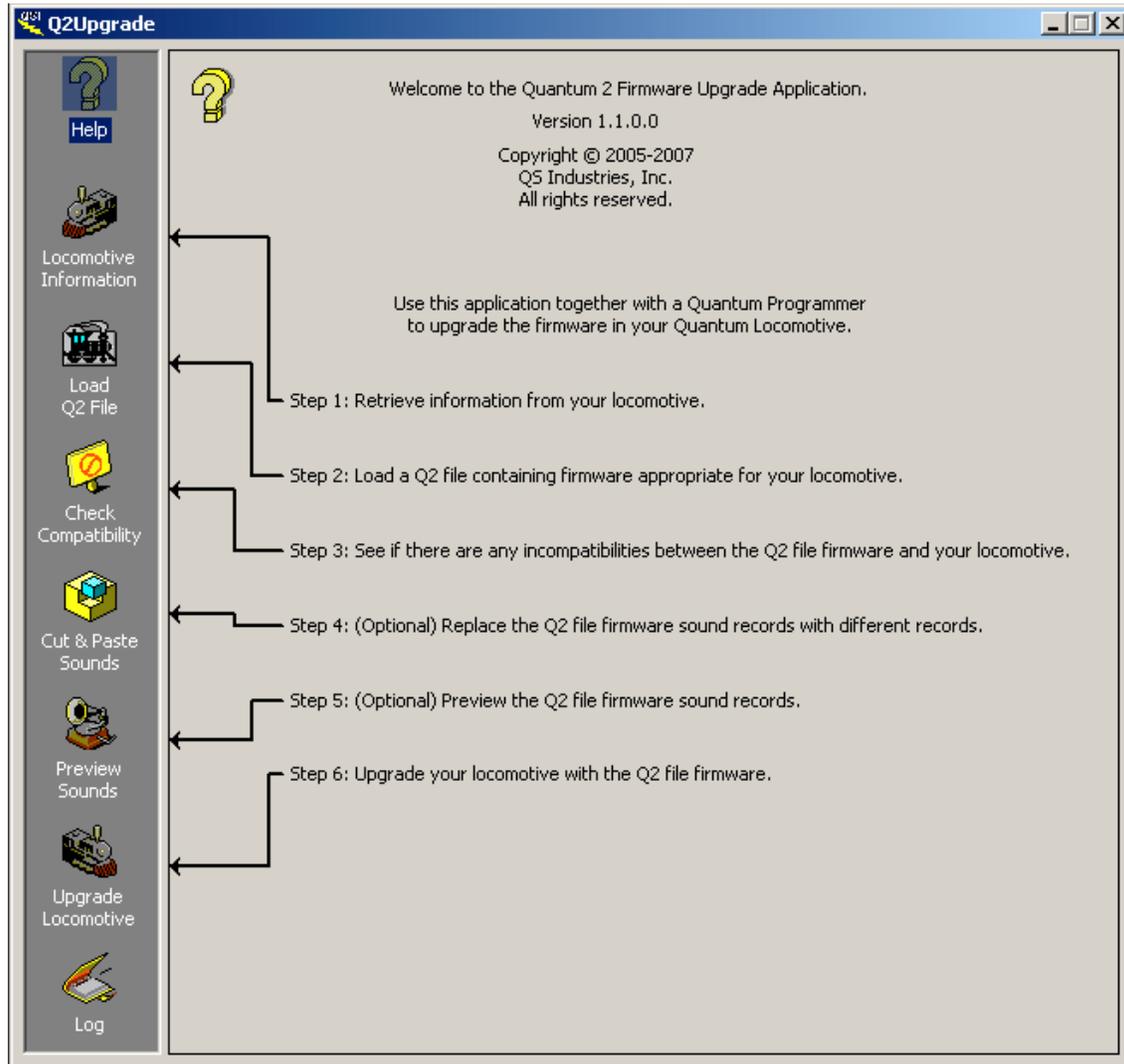
You can also start Q2Upgrade by double clicking on a Q2 file name. The Q2 file is opened and Q2Upgrade initially displays the "Load Q2 File" page. This will not work, however, if Q2Upgrade is already running, since when you double click on the Q2 file name, the system attempts to start a second instance of Q2Upgrade.

Because Q2Upgrade acquires the connection to the Quantum Programmer, only one instance of Q2Upgrade can run at a time.

4.3 Help Page

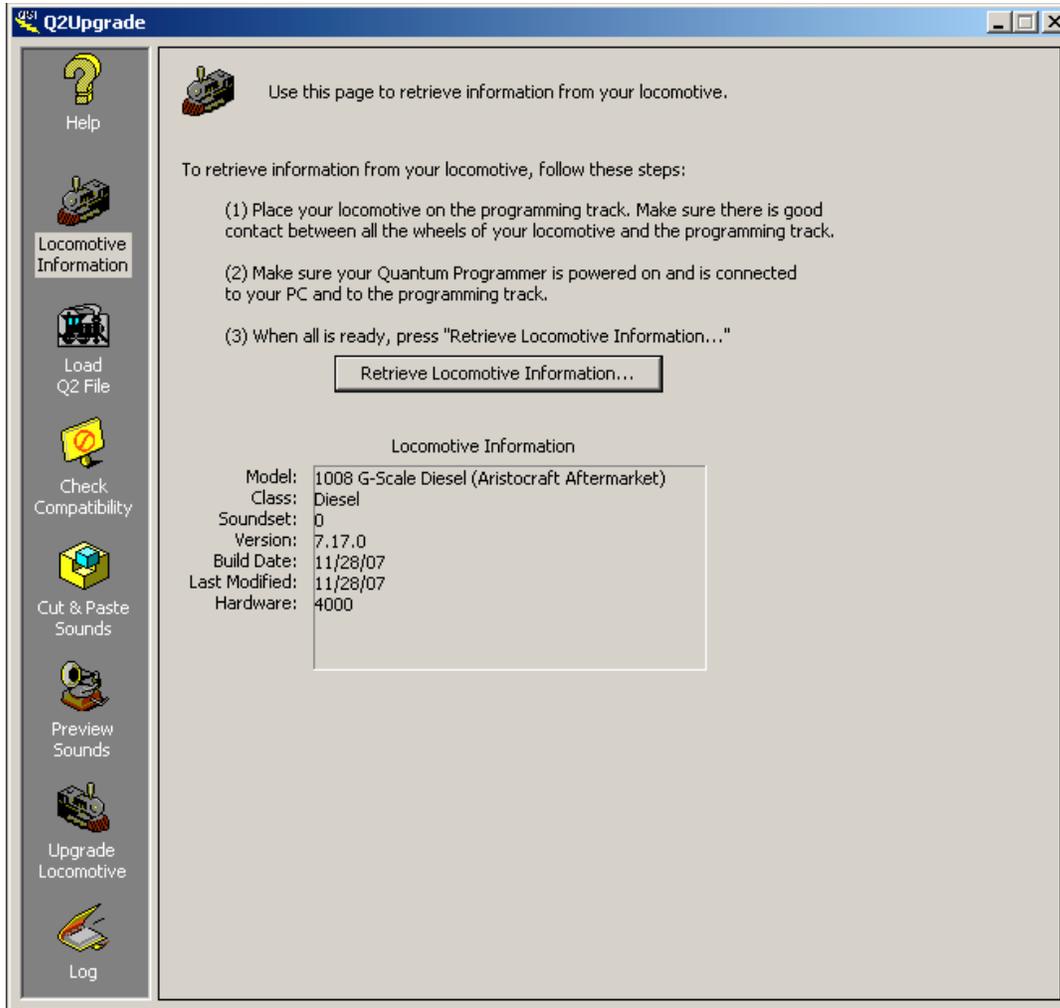
This page shows how to use Q2Upgrade. Whenever you are uncertain what to do next, return to this page by clicking on the "Help" icon in the vertical control bar to the left.

The first step is to retrieve information from your locomotive so that you can determine what firmware to download. To proceed, click on the "Locomotive Information" icon in the vertical control bar to the left.



4.3 Locomotive Information

If you follow the instructions on this page, the Locomotive Information box will be filled in. This information will help you to select an appropriate upgrade file for your locomotive.



To the right of "Model:" the model number, descriptive name and manufacturer are shown. In this example, the model number is "1008", which is an Aftermarket Aristocraft G-Scale Diesel.

To the right of "Class:" will be shown either "Diesel", "Electric", "Steam", "Articulated Steam", or "Gas Turbine".

To the right of "Soundset:" will be shown a number, "0", "1", etc. A soundset number of "0" indicates the locomotive's firmware contains the original sound records as specified by the manufacturer. A soundset number of "1", "2", etc., indicates the firmware contains different sound records, a different horn for example.

To the right of "Version:" is the major version number, minor version number and build number of the locomotive's firmware. In this example, the major version is 7, the minor version is 17, and the build number is 0.

To the right of "Build Date" is the month, day, and year the firmware was built.

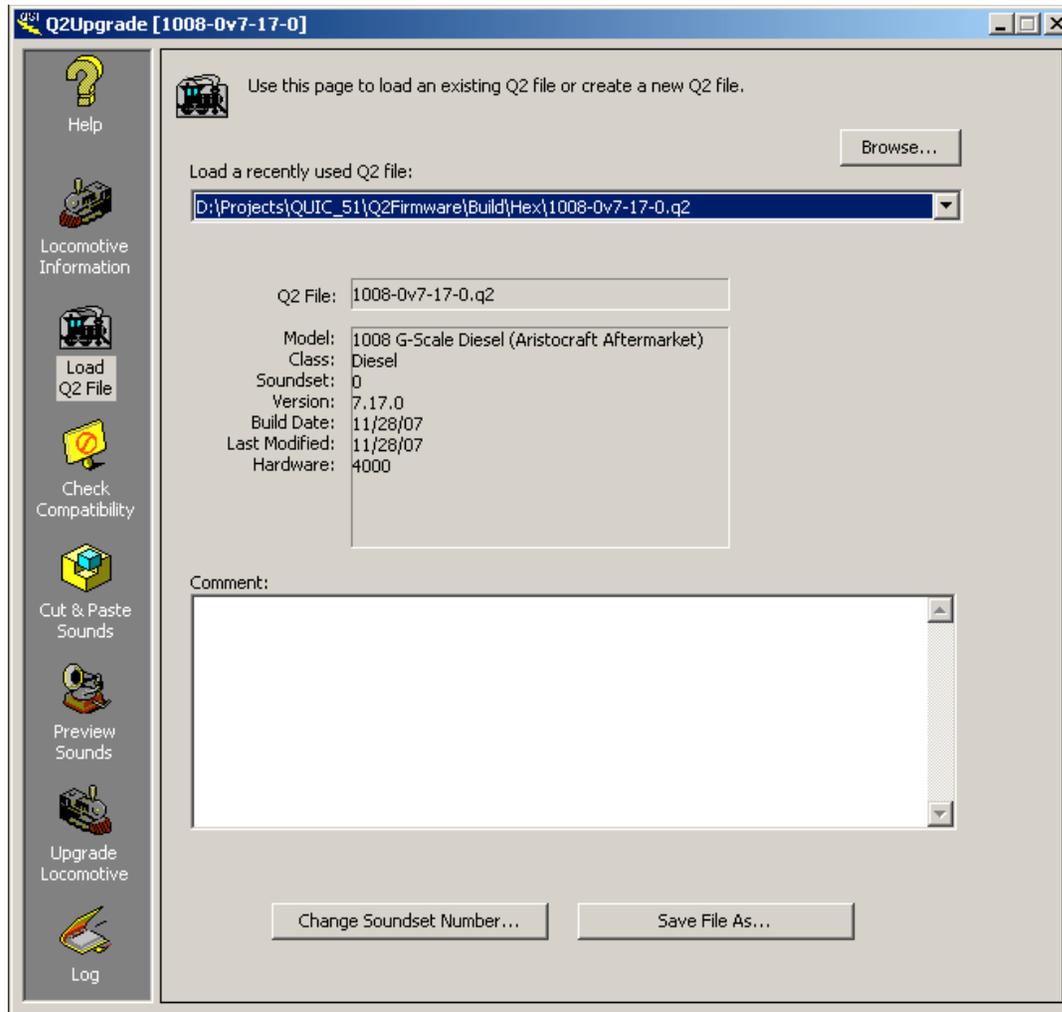
To the right of "Last Modified" is the month, day, and year the firmware was modified by Q2Upgrade. If the firmware was never modified by Q2Upgrade, the "Build Date" and "Last Modified" entries will be identical.

To the right of "Hardware:" you will see the Hardware Profile Number.

The relevance of this information will become clearer as you proceed to the next step by clicking on the "Load Q2 File" icon in the vertical control bar to the left.

4.4 Load Q2 File

You can click on the “Browse...” button to navigate your computer’s directory to find a file or you can select a file from the recently used list. You can also load a file by dragging a file name from a directory listing onto the Q2Upgrade window.



Once a file is loaded, information about the firmware it contains is displayed. The model, class, soundset number, version numbers, and supported hardware are shown.

The content of the comment field is stored with q2 file when you save the file to disk. However, the comment is not downloaded to the locomotive as part of the upgrade process.

To see whether this firmware is suitable for your locomotive, proceed to the next step by clicking on the “Check Compatibility” icon in the vertical control bar to the left.

4.5 Check Compatibility

The information gathered from steps 1 and 2 is compared on this page. Incompatibilities between your locomotive and the loaded Q2 file are marked with brackets "< >".

There are 4 levels of incompatibility:

"< >" indicates a minor incompatibility. The Q2 file firmware will run on your locomotive, but the sounds may not be appropriate for this model. Because different models often have different motor characteristics, the BEMF vs. scale MPH calibration may not be correct. Your locomotive may not run smoothly without programming many CV's related to motor control.

"<< >>" indicates a significant incompatibility. The Q2 file firmware is for a different class of locomotive, and thus the sounds will not be appropriate even if the firmware will run on your locomotive.

"<<< >>>" indicates a serious incompatibility. The Q2 file firmware may run on your locomotive, but the type and number of lights supported by your locomotive may not be the same as that supported by the Q2 file firmware.

"<<<< >>>>" indicates total incompatibility. The Q2 file firmware will not run on your locomotive because of a hardware mismatch.

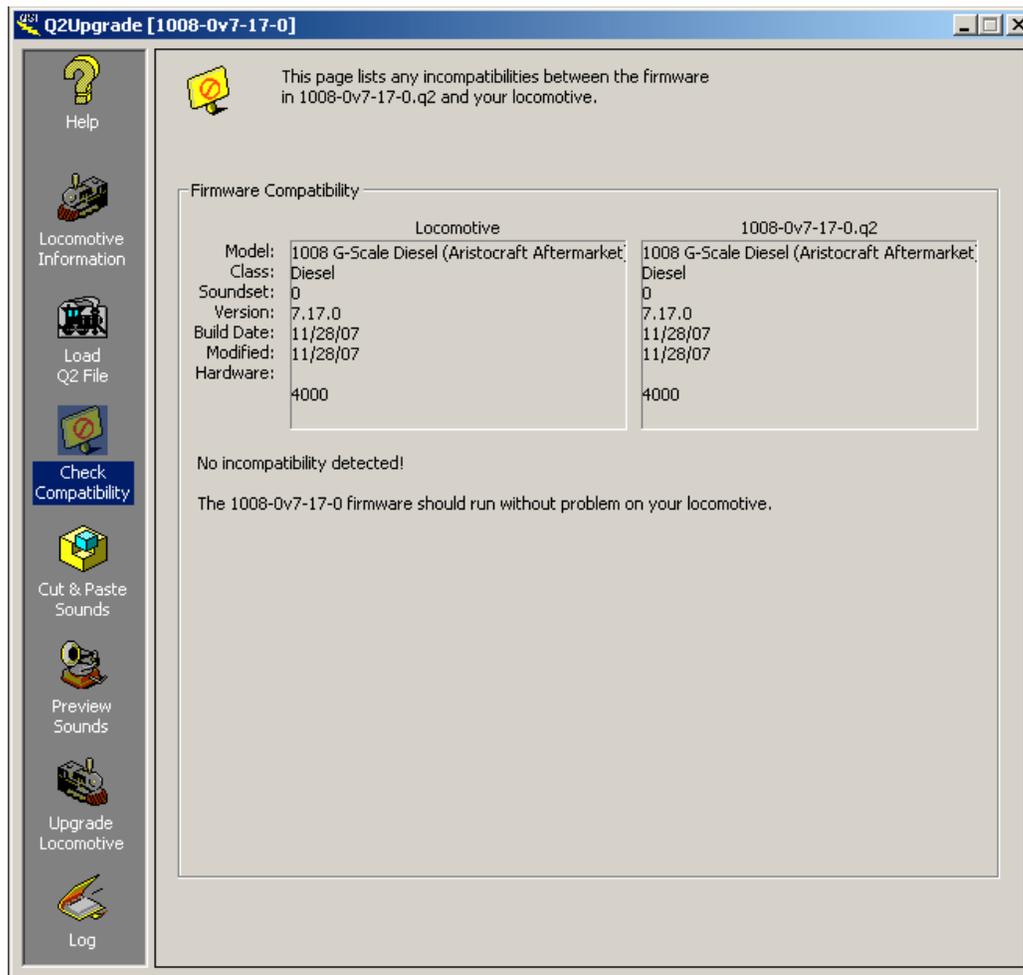
This example shows both minor and significant incompatibilities:



In this example, the 1008-0v7-0-51.q2 firmware is ill suited for this locomotive. The Q2 file firmware is for a different model and a different class of locomotive. It has the same Hardware Profile, however, and should run on the locomotive's hardware.

In general, if you choose a Q2 file for the same model number as your locomotive, there will be no incompatibilities.

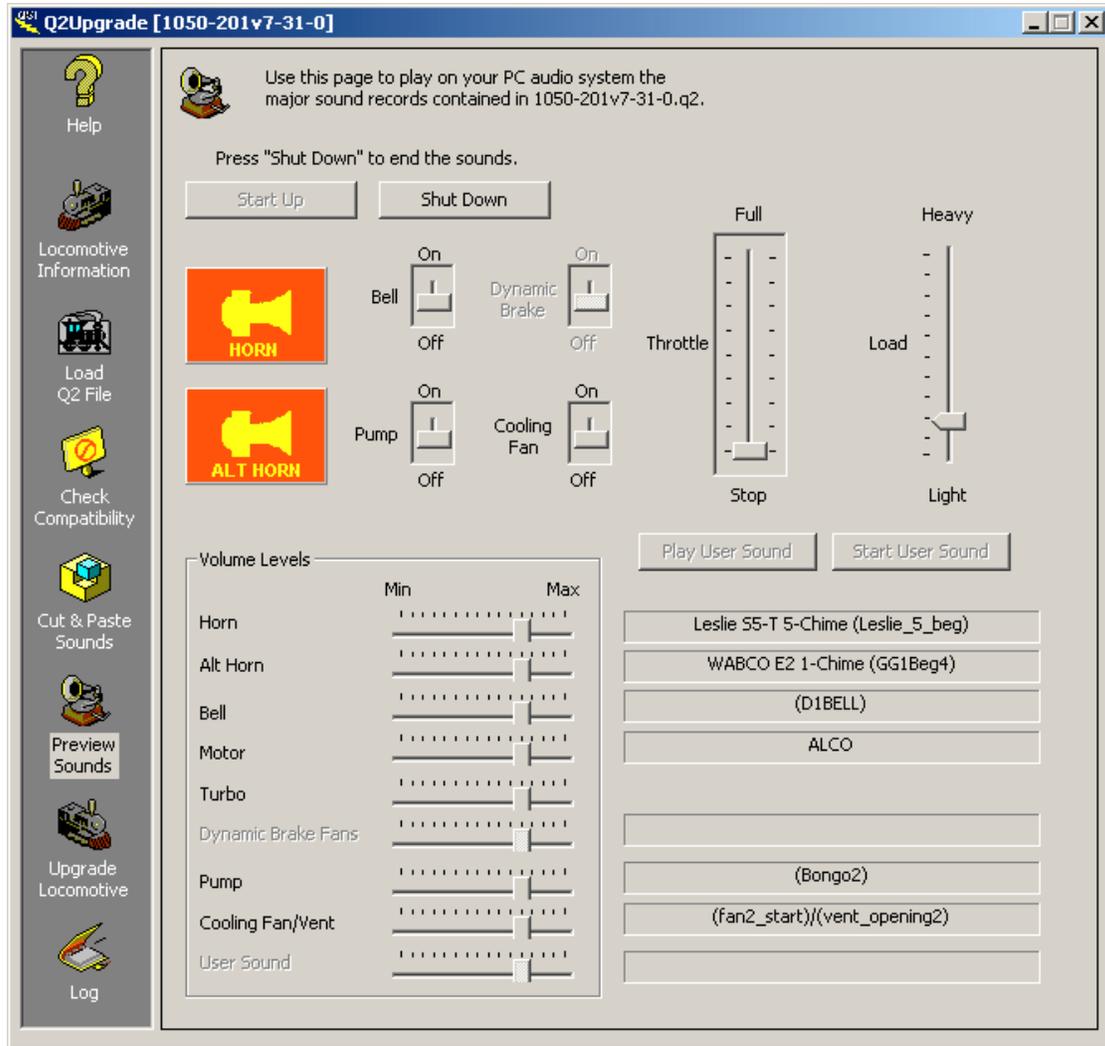
This example shows no incompatibilities:



After determining that the Q2 file firmware is compatible with your locomotive, you may want to preview the sound records it contains. To do this click on the "Preview Sounds" icon in the vertical control bar to the left.

4.6 Preview Sounds

You can listen to the major sound records in the Q2 file you loaded before downloading to your locomotive. First, click on the "Start Up" button to obtain a screen similar to the following.



After pressing "Start Up", you should be able to hear locomotive idling sounds on your PC audio system.

Press the "HORN" button to play the horn. The horn will play until you release the HORN button. If you tap the HORN button, a hoot record will play. Some horns have a special ending which you can play by tapping the HORN button immediately after releasing the HORN button.

These diagrams, where '_' indicates HORN button up and 'H' indicates HORN button down (pressed), might make this easier to understand.

- ___H___ (hoot)
- ___HHHHHHHHHHHHHHHH___ (horn blast)
- ___HHHHHHHHHHHHHHHH_H___ (horn blast with special ending)

Certain locomotives have a second Horn/whistle, which we call the Alternate Horn/Whistle. If the q2 file contains a Alternate Horn/Whistle, you can play the Alternate Horn/Whistle using the "ALT HORN" button.

Move the "Bell" switch to "On" to play the bell.

Move the "Pump" switch to "On" to play the pump.

Move the "Dynamic Brakes" switch to "On" to play the dynamic brake fans.

Move the "Cooling Fan" switch to "On" to play the cooling fans and vents.

To rev the motor, increase the Throttle.

Older versions of Q2Upgrade disabled the throttle when previewing Diesel Motor Sounds. The following note applies to these older versions.

NOTE: Older versions of Q2Upgrade are not capable of playing diesel motor records using the new notching behaviors that you will hear when the same motor records are played in the locomotive. For that reason, the throttle may be disabled when previewing diesel firmware.

New versions of Q2Upgrade are capable of playing diesel motor records in the same way that they are played in the decoder. To hear the full Sound of Power effects, increase the Load slider bar to "Heavy".

The Load slider bar is currently enabled only for previewing Diesel Motor Sounds. "Heavy" corresponds to a value of CV3 = 255 plus a value of CV23 = 127. "Light" corresponds to a value of CV3 = 0 plus a value of CV23 = 0.

If you have specified a user recorded sound effect (see the Advanced Operation section), you can preview the sound records by pressing the "Play User Sound" button or the "Start User Sound" button. Pressing the Play User Sound button plays the records once. Pressing the Start User Sound button plays the start record once followed by the loop record over and over. The button text changes to "End User Sound". When you press this button again, the loop record stops and the end record plays once.

You can use the slide bars at the lower left to adjust the relative volume levels of the various sounds.

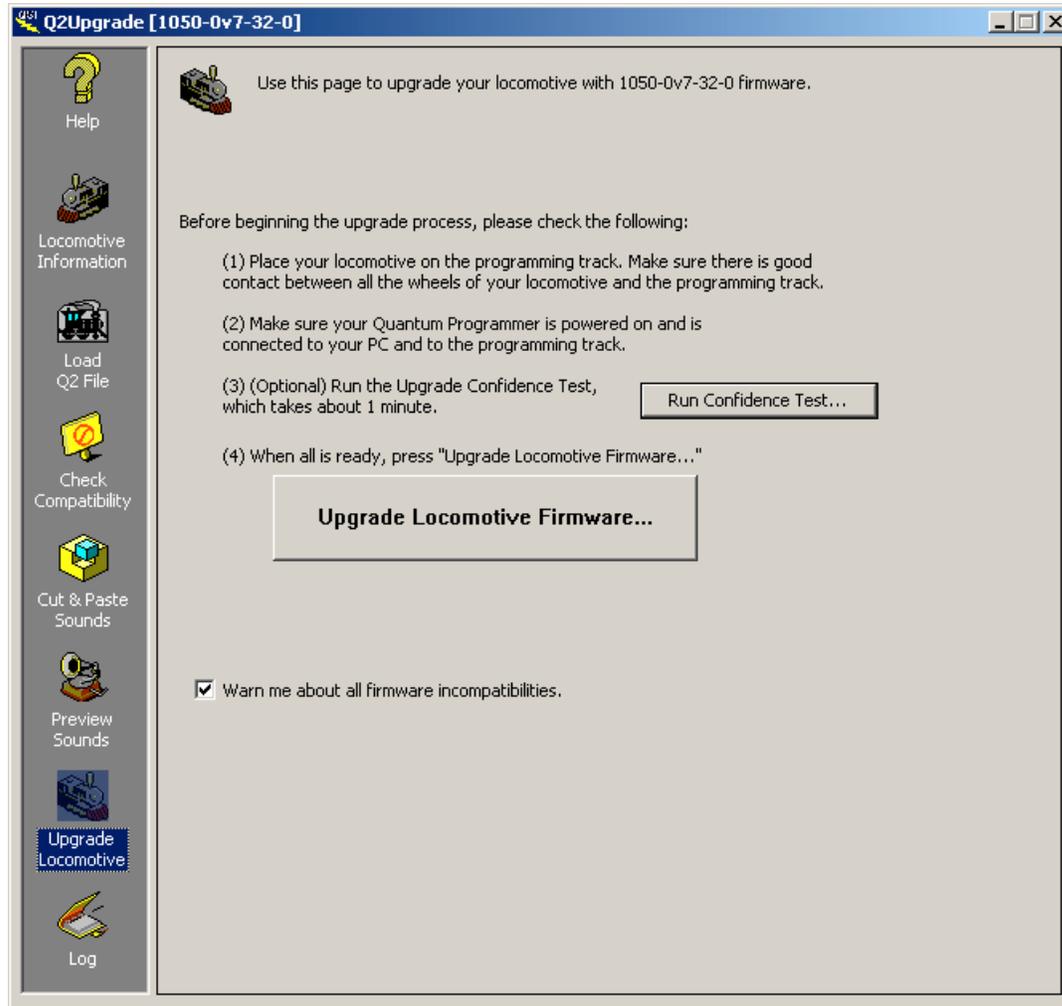
The name of the horn, alt horn, bell, etc, are displayed to the right of the volume levels.

To stop the sounds, click on the "Shut Down" button. The sounds automatically shut down if you move to a different page.

When you are certain these are the sounds you want in your locomotive, click on the "Upgrade Locomotive" icon in the vertical control bar at the left.

4.7 Upgrade Locomotive

Follow the instructions on this page to upgrade your locomotive with the loaded Q2 file firmware.



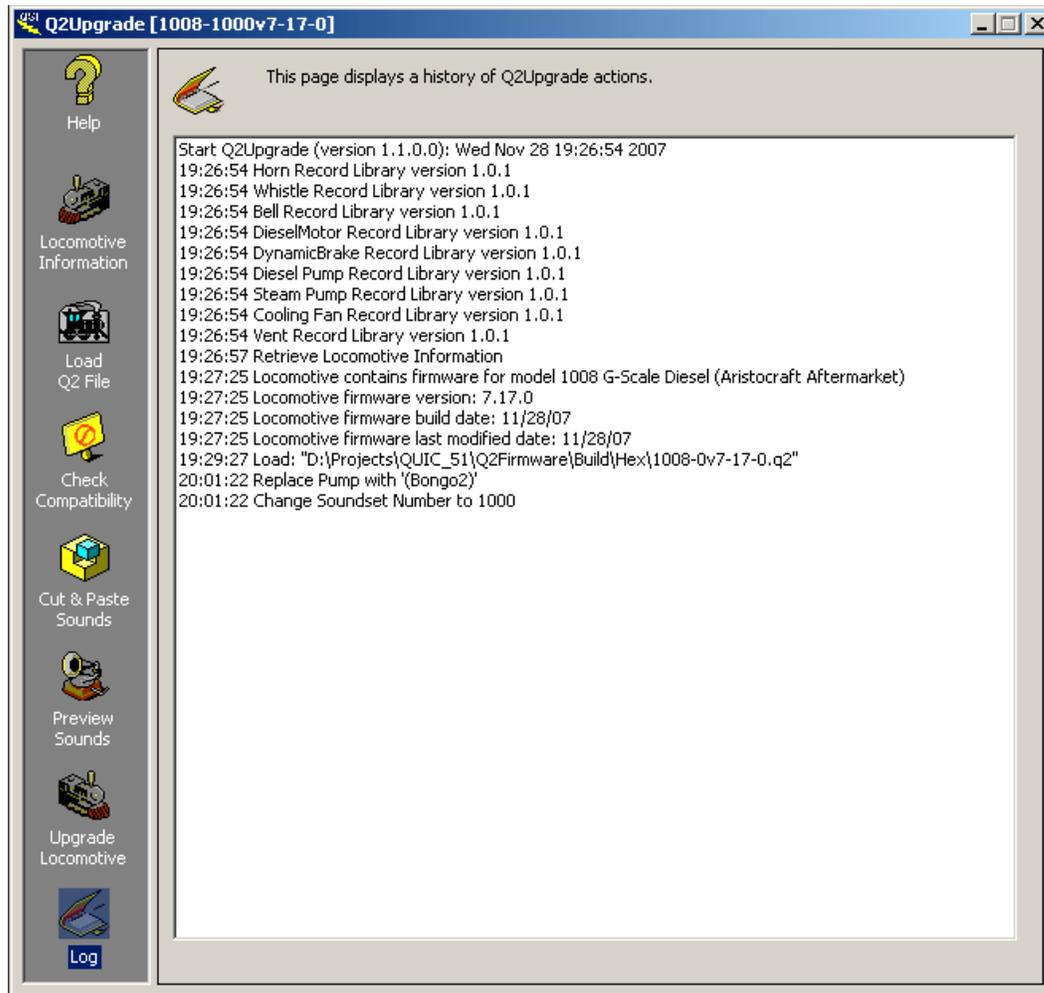
The Upgrade Confidence Test is optional. Run this test if you are not certain of the electrical connections between your PC and the Quantum Programmer or between the Quantum Programmer and your locomotive. The Confidence Test goes through the motions of upgrading your locomotive, testing the communication links, but without doing anything destructive like erasing your locomotive's flash memory.

Click on "Upgrade Locomotive Firmware..." to actually upgrade your locomotive with the Q2 file firmware. The process takes slightly more than 5 minutes. Your locomotive's flash memory is erased and then reprogrammed with the Q2 file firmware. During this time it is critical that none of the electrical connections between your PC and your locomotive are broken. Do not remove your locomotive from the programming track until Q2Upgrade says it is safe to do so. If the reprogramming process is interrupted for any reason, your locomotive's flash memory could become corrupted, requiring removal of the chip for reprogramming by a certified dealer.

If you uncheck the "Warn me about all firmware incompatibilities" check box, Q2Upgrade will only warn you about the most serious incompatibilities.

4.8 Log

This page displays a history of Q2Upgrade actions for the current session.

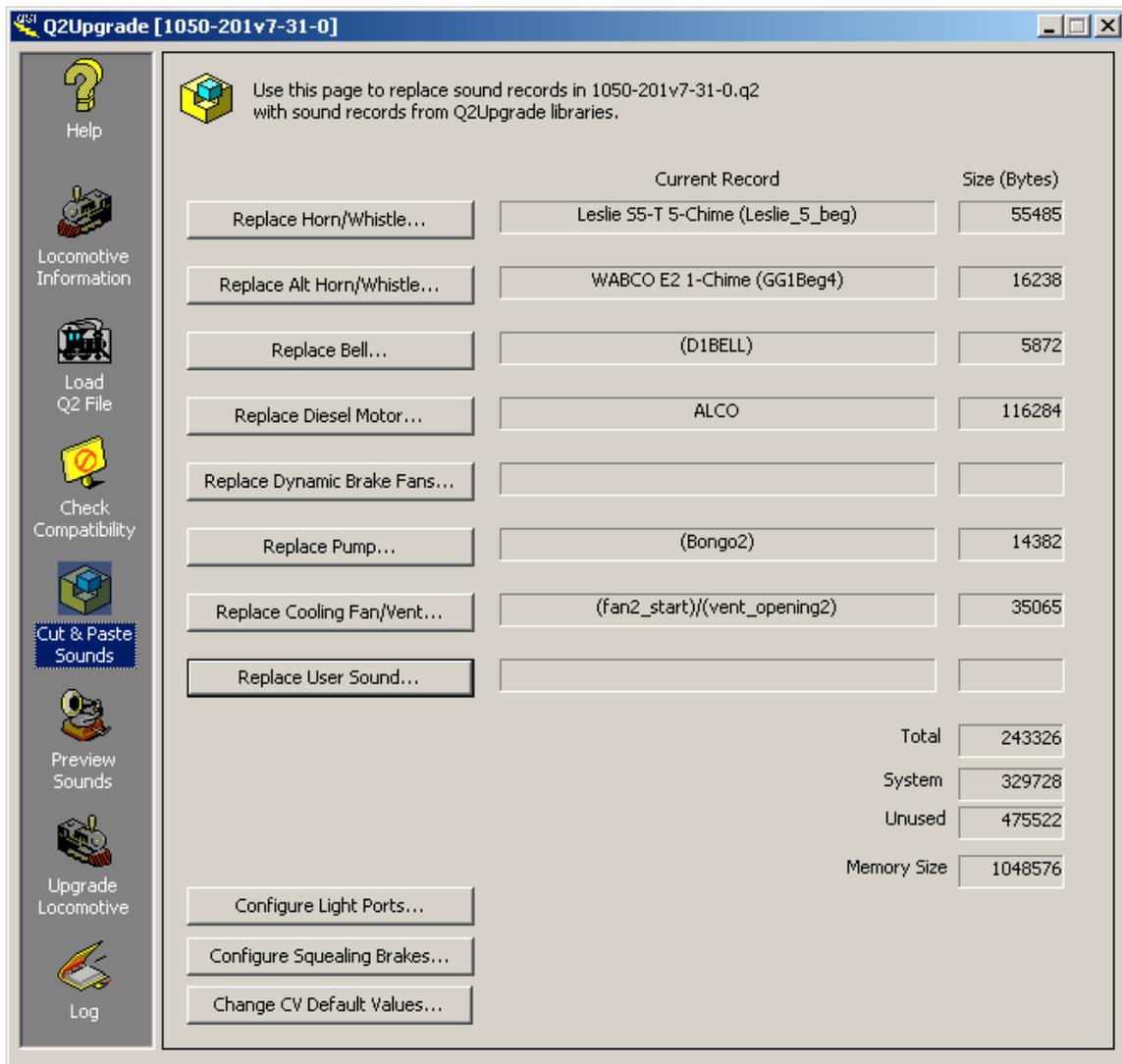


An accumulated history of Q2Upgrade actions is found in the file "Q2UpgradeHistoryLog.txt" located in the same directory as Q2Upgrade.exe.

5 Advanced Operation

5.1 Cut & Paste Diesel Sounds

You can replace certain diesel sound records in the q2 file with sound records you select from Q2Upgrade libraries.

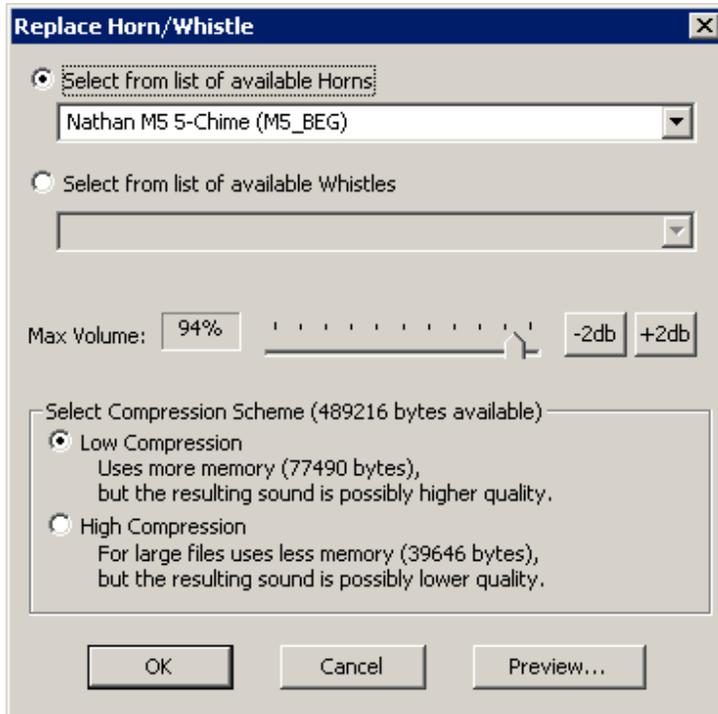


The descriptive names and record names of the current records are displayed. The size in bytes of the current records are also displayed.

The total size of these records is displayed as well as the size of the system firmware and the number of unused bytes.

5.1.1 Horn/Whistle

Click on the "Replace Horn/Whistle..." button to display this dialog box:



The descriptive name and record name of the current horn/whistle are shown in one of the list boxes. If you want to replace this horn/whistle, select the replacement from the list of available horns or list of available whistles.

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

OSI attenuates most horn/whistle records to approximately 60% when incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Horn/Whistle volume level 11. For some locomotives, this might be too loud or too soft. In that case, decrease or increase the max volume.

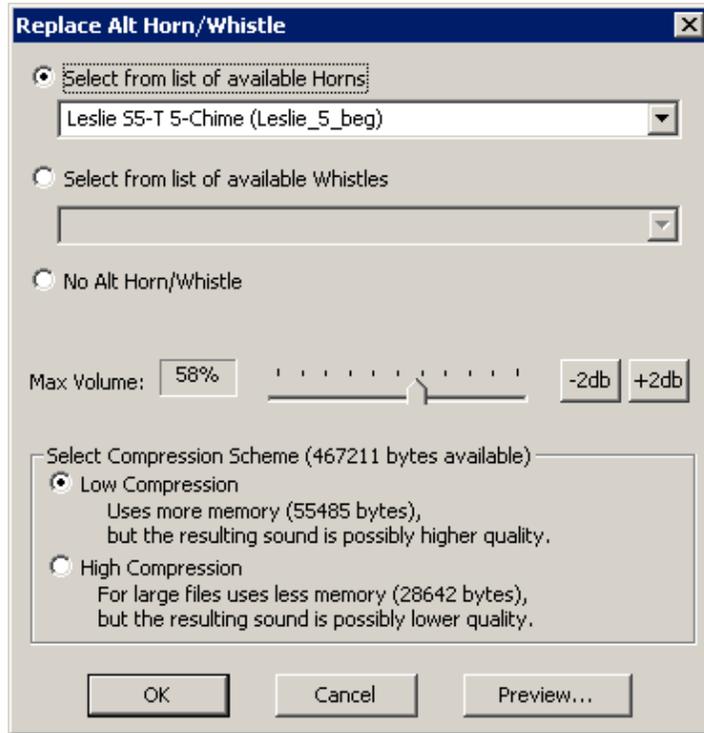
To preview the selected horn/whistle, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you.

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the horn with this horn. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.2 Alternate Horn/Whistle

Certain locomotives have a second Horn/whistle, which is called the Alternate Horn/Whistle. If the q2 file contains a Alternate Horn/Whistle, you can use the "Replace Alt Horn/Whistle..." button to select a replacement from a list of available horns or a list of available whistles.



If you do not want your locomotive to have an Alternate Horn/Whistle, select "No Alt Horn/Whistle".

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

OSI attenuates most horn/whistle records to approximately 60% when incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Horn/Whistle volume level 11. For some locomotives, this might be too loud or too soft. In that case, decrease or increase the maximum volume.

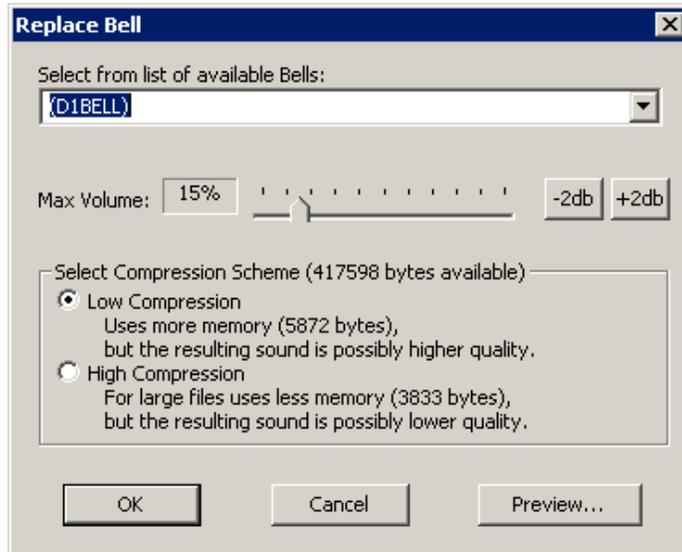
To preview the selected horn/whistle, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you.

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the alternate horn with this horn. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.3 Bell

Click on the "Replace Bell..." button to display this dialog box:



The record name of the current bell is shown in the list box. If you want to replace this bell, select the replacement from the list of available bells.

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

QSI attenuates most bell records to approximately 15% when they are incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Bell volume level 11. For some locomotives, this might be too loud or too soft. In that case, decrease or increase the maximum volume.

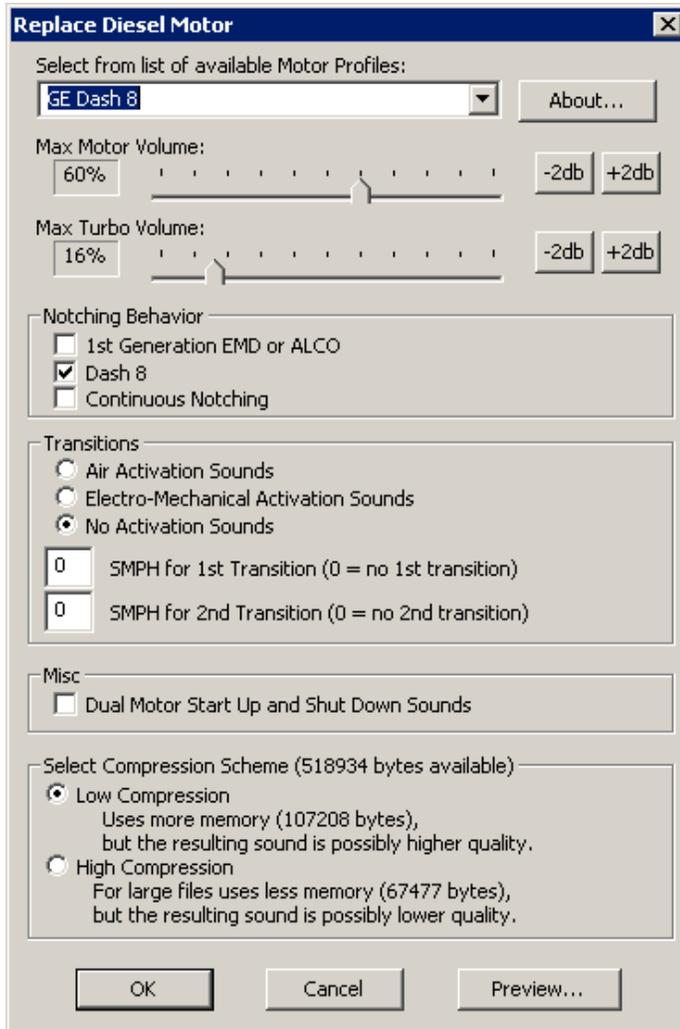
To preview the selected bell, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the bell with this bell. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.4 Diesel Motor

To replace the diesel motor sounds or make a configuration change to the motor sounds, click on "Replace Diesel Motor..." to display this dialog box:



Select the motor profile from this list of Motor Profiles. A motor profile consists of a set of motor records, a set of turbo or generator records, and a set of parameters which control how these records are played. When you select a motor profile, the parameter fields are filled in according to the default parameters for this profile. You can modify these parameters to achieve a custom motor profile.

In this example, the GE Dash 8 profile has "Dash 8" notching behavior, and no transitions.

1st Generation EMD or ALCO notching behavior is characterized by a pronounced drop in engine RPM and volume at the start of a transition.

Dash 8 notching behavior is characterized by no change in RPM between notch 3 and notch 6.

Continuous notching behavior is characterized by the lack of steps in the motor RPM when notching up.

If the motor profile has one or more transitions, the SMPH for each transition is specified. If the SMPH for the 1st transition is "0", then this motor profile does not have any transitions. The SMPH for the 2nd transition must be "0" or be greater than the SMPH for the 1st transition.

Certain motor profiles, such as the one used for the E7, have dual motor start up and shut down sounds. You can specify dual motor start up and shut down sounds for any motor profile.

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

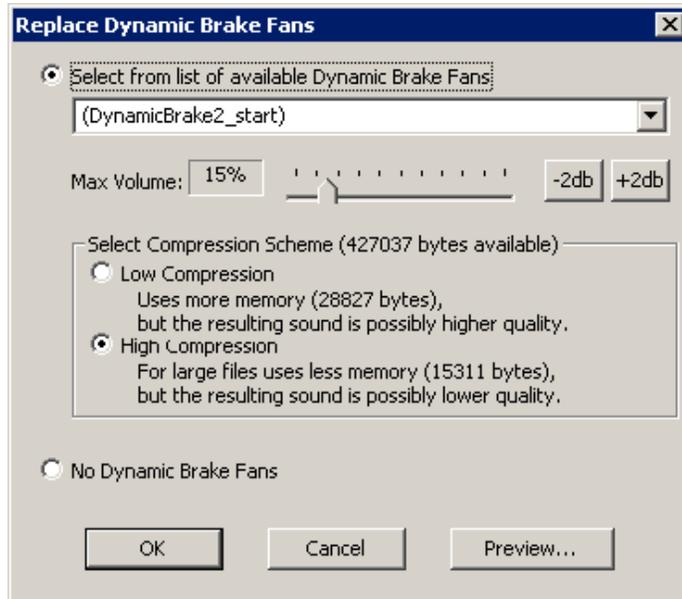
To preview the selected motor, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you.

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the motor with this motor. You can increase the available memory by selecting high compression on some of the other sounds, or in some cases by choosing not to include that sound.

5.1.5 Dynamic Brake Fans

Click on "Replace Dynamic Brake Fans..." to display this dialog:



The record name of the dynamic brake fan is shown in the list box. If you want to replace this fan, select the replacement from the list of available fans.

If you do not want your locomotive to have dynamic brake fans, click on "No Dynamic Brake Fans".

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

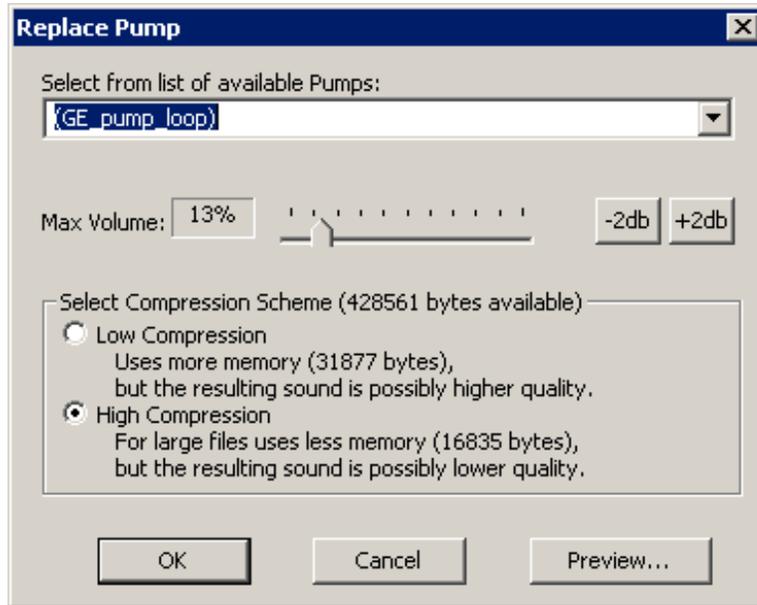
To preview the selected dynamic brake fans, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the dynamic brake fans with this record. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.6 Pump

Click on "Replace Pump..." to display the dialog:



The name of the current pump is shown in the list box. If you want to replace this pump, select the replacement from the list of available pumps.

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

QSI attenuates most pump records to approximately 15% when they are incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Pump volume level 11. For some locomotives, this might be too loud or too soft. In that case, move the slider control to decrease or increase the maximum volume.

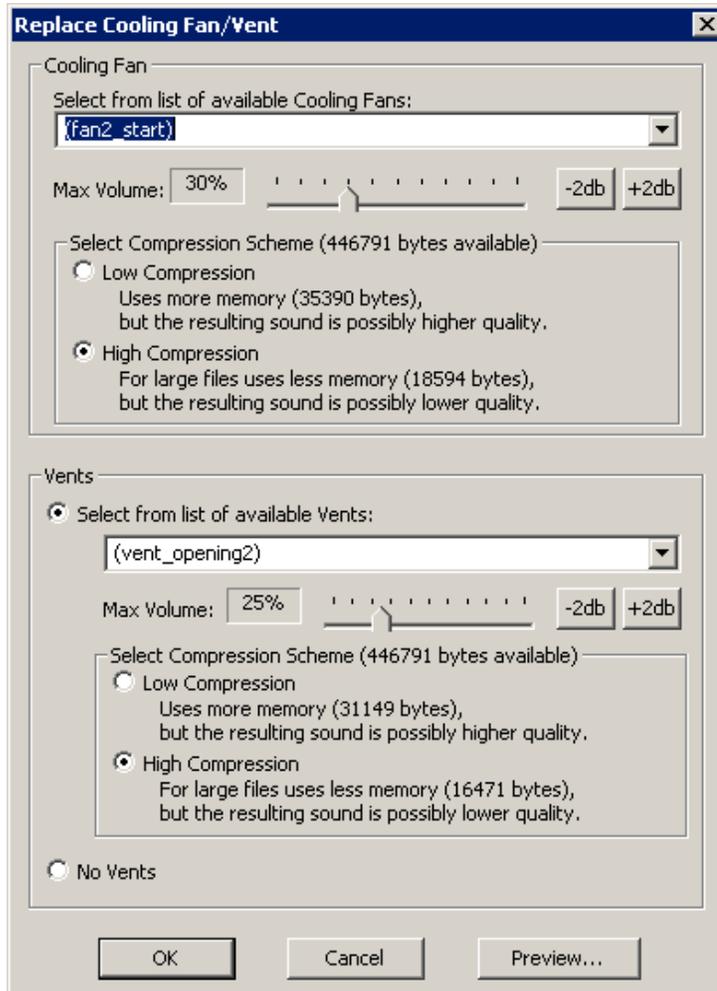
To preview the selected pump, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the pump with this pump. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.7 Cooling Fans/Vents

Click on "Replace Cooling Fan/Vents..." to display this dialog:



Select the cooling fan from the list of available cooling fans and the vent records from the list of available vent records. A vent opening record is played before the cooling fans sound begins, and a vent closing record after the cooling fans sound ends.

If you do not want your locomotive to have vent opening and closing sounds, select "No Vents".

To attenuate the maximum volume of the selected fan/vent, move the Volume slider control. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

To preview the selected cooling fan/vents, click on the "Preview..." button.

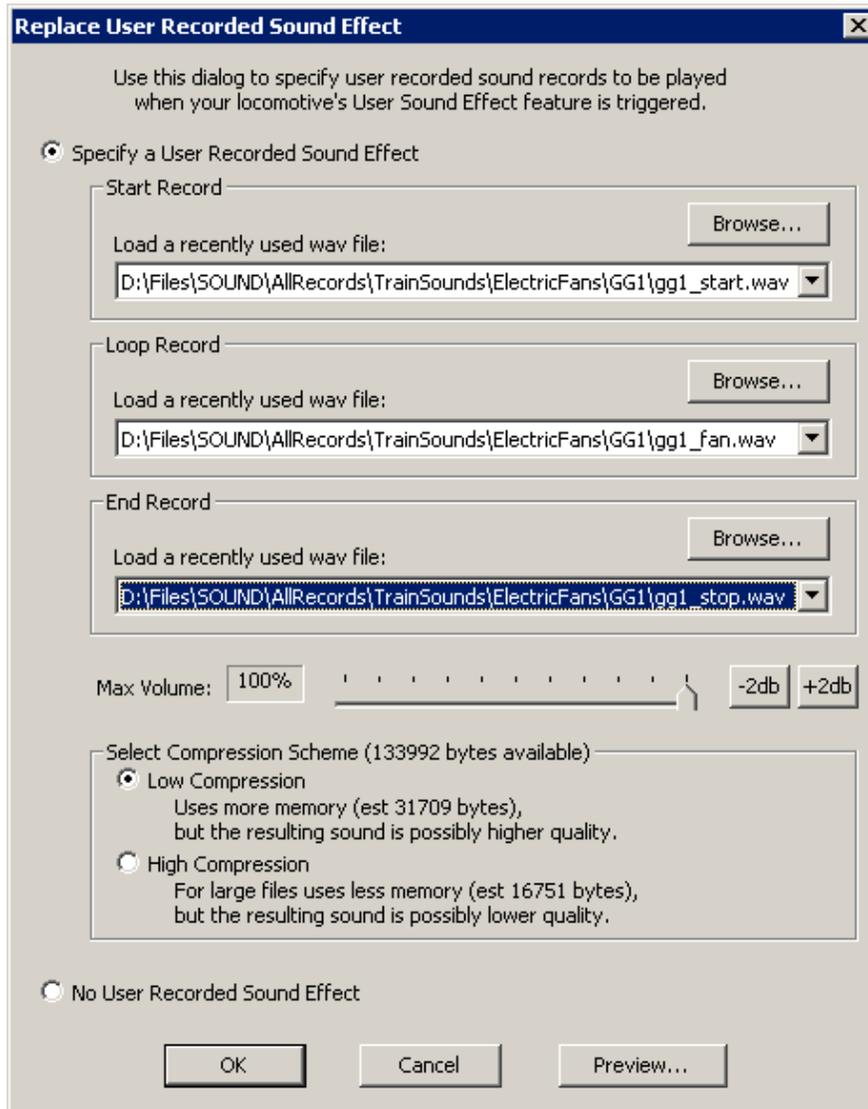
Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace

fans/vents with these selections. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.1.8 User Recorded Sound Effect

Click on "Replace User Sound..." to display this dialog:



Use this dialog to load sound records of your making into the firmware. These sound records will be played when your decoder's Custom Sound feature is triggered. In DCC you can trigger your custom sound by pressing a function key. Assign the User Sound Effect feature (feature ID 25) or the User Looped Sound Effect feature (feature ID 26) to a function key using CV53.

When the User Sound Effect feature (feature ID 25) is triggered, the start record, if specified, is played once. Then the loop record, if specified, is played once. Finally, the end record, if specified, is played once.

When the User Looped Sound Effect (feature ID 26) is turned on, the start record, if specified, is played once. Then the loop record, if specified, is played over and over as long as feature 26 is on. When the feature is turned off, the loop record stops playing and the end record, if specified, is played once.

Select "Specify a Custom Sound" and load wav files containing the sound records you wish to use. You may specify a start record, a loop record, and an end record. All three records are not required. For example, you may specify only a loop record.

Newer versions of Q2Upgrade allow you to load a wav file by dragging a file name from a directory listing onto a "recently used wav file" combo box window.

Specify the maximum volume at which these records will be played.

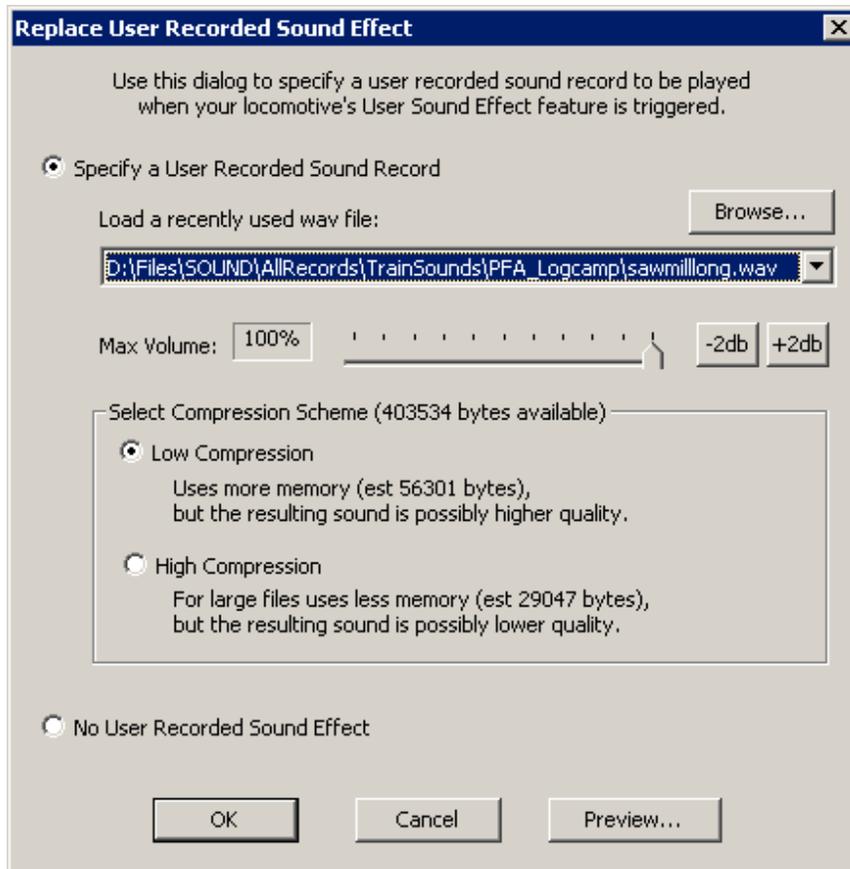
To preview the records, click on the "Preview..." button.

Select a compression scheme. For large files, select "High Compression", as this uses approximately 50% less memory. High Compression theoretically may result in a slightly lower quality sound. In practice, for most sound records it is difficult to hear a difference between high compression and low compression records.

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the User Recorded Sound Effect records with these records. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

If you do not want your locomotive to have a custom sound record, select "No Custom Sound". This option conserves memory for other purposes. From the factory, the firmware comes with no Custom Sound included.

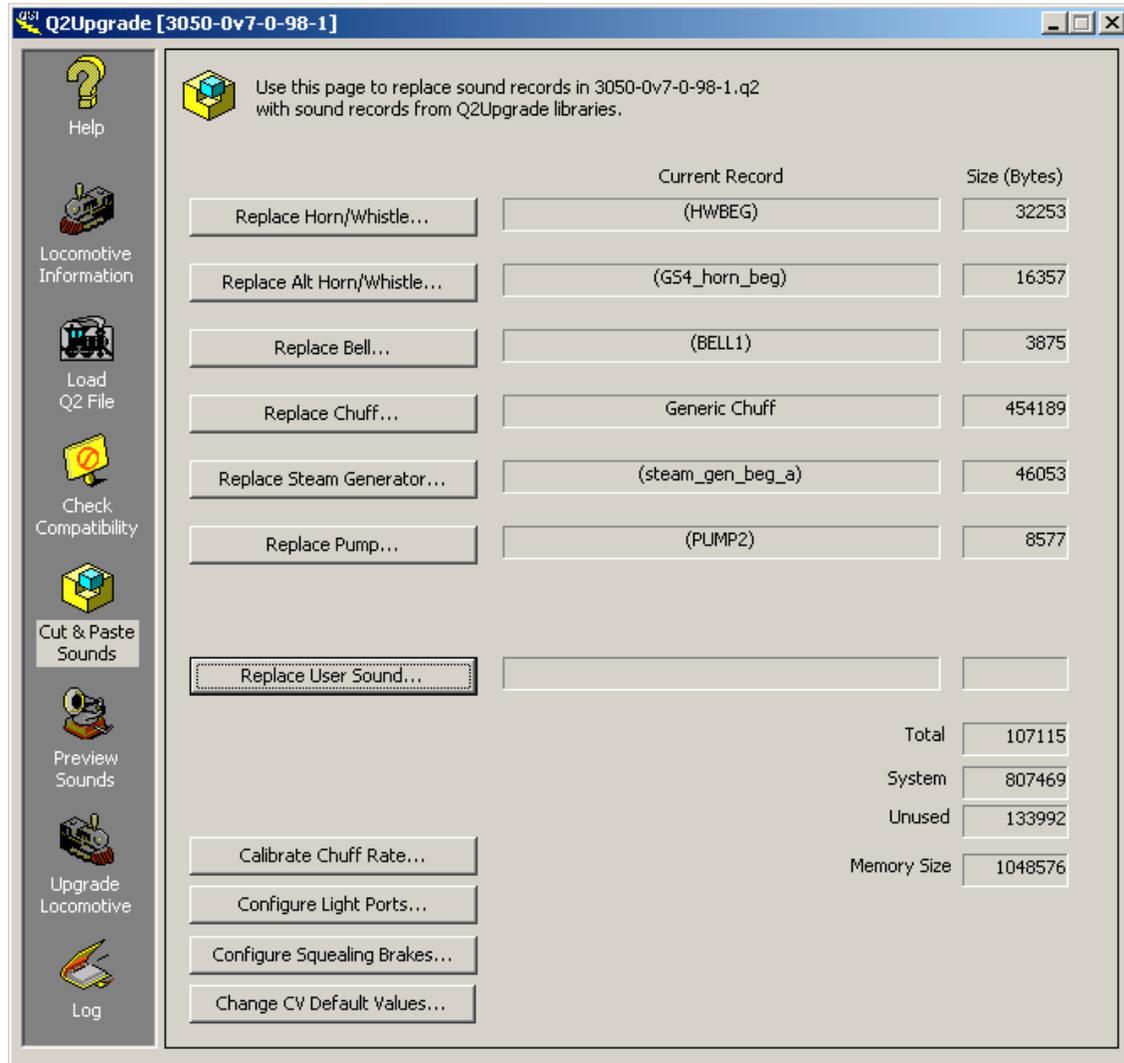
Older Q2 files support only a single wav file. When using one of these files the dialog will look like this:



Everything that is said concerning the three wav file dialog applies to the single wav file dialog, except that start and end records are not supported. The single wav file here is treated the same as the loop record in the three wav file dialog.

5.2 Cut & Paste Steam Sounds

You can replace certain steam sound records in the q2 file with sound records you select from Q2Upgrade libraries.



The descriptive names and record names of the current records are displayed. The sizes in bytes of the current records are also displayed.

The total size of these records is displayed as well as the size of the system firmware and the number of bytes available.

5.2.1 Horn/Whistle

See the Cut & Paste Diesel Sounds section on "Horn/Whistle". Horn and Whistle sounds work the same in Diesel and Steam firmware.

5.2.2 Alternate Horn/Whistle

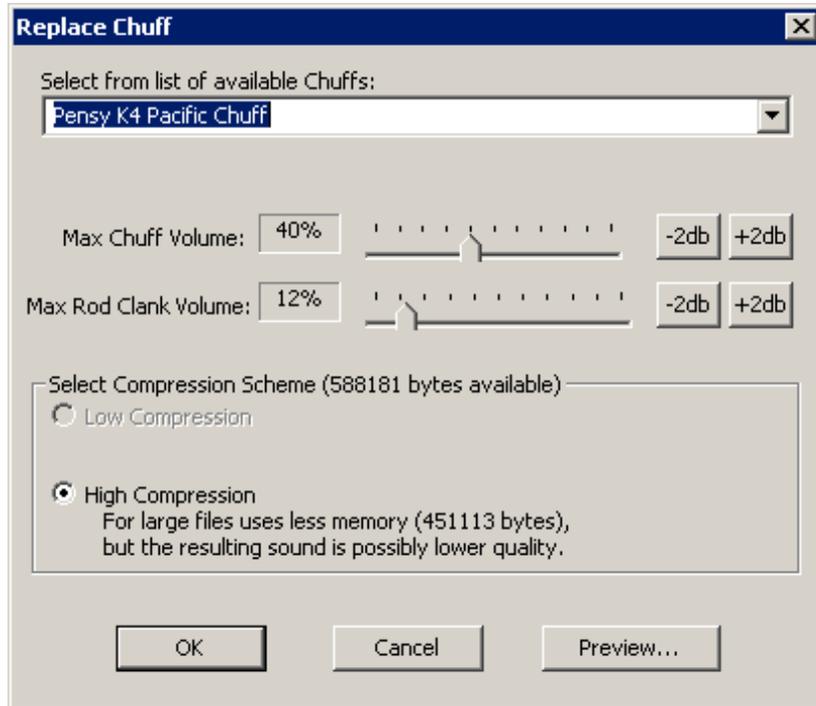
See the Cut & Paste Diesel Sounds section on "Alternate Horn/Whistle". Alternate Horn and Whistle sounds work the same in Diesel and Steam firmware.

5.2.3 Bell

See the Cut & Paste Diesel Sounds section on "Bell". Bell sounds work the same in Diesel and Steam firmware.

5.2.4 Chuff

To replace the chuff records for a steam locomotive, click on "Replace Chuff...". This is the dialog displayed if the firmware supports the Quantum Sound-Of-Power™ Chuff with Progressive Cutoff:



The descriptive name of the current chuff records is shown in the list box. If you want to replace this chuff, select the replacement from this list of available chuffs.

To specify the maximum volume of the selected records, move the Volume slider controls. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

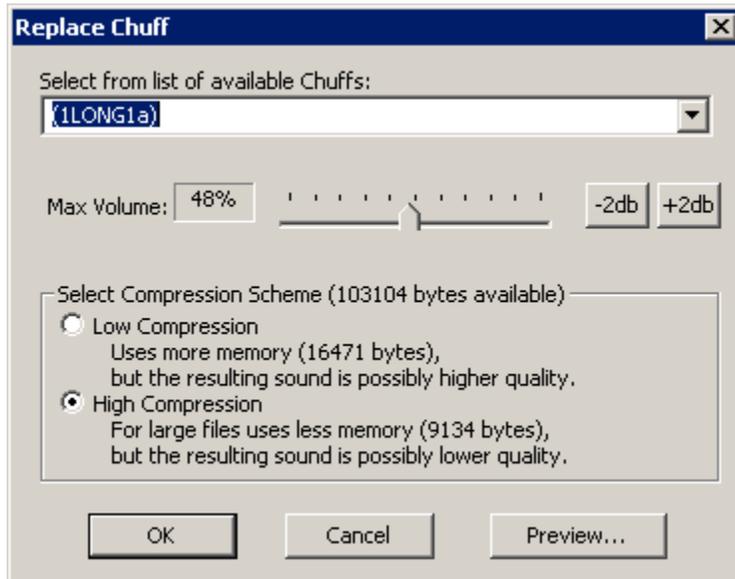
QSI attenuates most chuff records to approximately 40% when they are incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Chuff volume level 11. For some locomotives, this might be too loud or too soft. In that case, move the slider control to decrease or increase the maximum volume.

To preview the selected chuff sounds, click on the "Preview..." button.

Due to the size of these chuff and rod clank records, low compression is not an option.

If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the chuff with this chuff. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

If the Q2 file does not support the Quantum Sound-Of-Power™ Chuff with Progressive Cutoff, the dialog box will look like this:



The name of the current set of chuff records is shown in the list box. If you want to replace this chuff, select the replacement from this list of available chuffs.

To specify the maximum volume of the selected records, move the Volume slider controls. Press the "-2db" button to decrease the volume by 2db, or the "+2db" button to increase the volume by 2db.

QSI attenuates most chuff records to approximately 40% when they are incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Chuff volume level 11. For some locomotives, this might be too loud or too soft. In that case, move the slider control to decrease or increase the maximum volume.

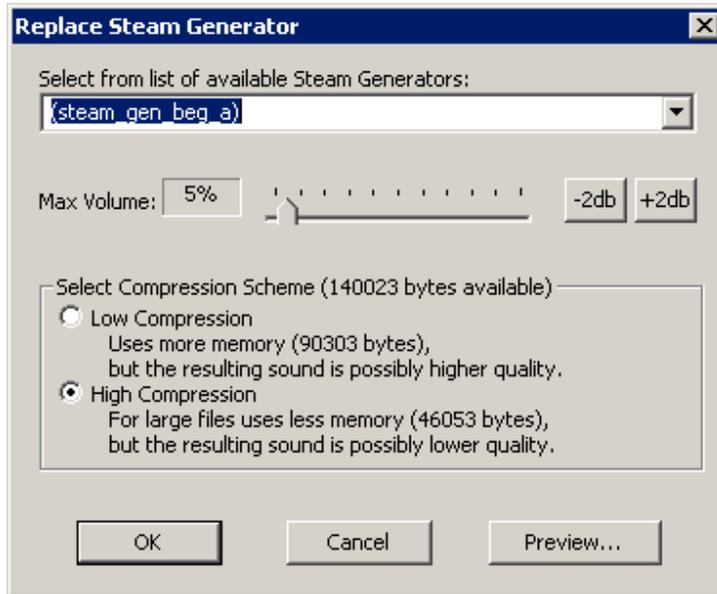
To preview the selected chuff sounds, click on the "Preview..." button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the chuff with this chuff. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.2.5 Steam Generator

To replace the steam generator of a steam locomotive, click on “Replace Steam Generator...” to display this dialog:



The name of the current steam generator is shown in the list box. If you want to replace this steam generator, select the replacement from the list of available steam generators

To attenuate the maximum volume of the selected record, move the Volume slider control. Press the “-2db” button to decrease the volume by 2db, or the “+2db” button to increase the volume by 2db.

QSI attenuates most steam generator records to approximately 5% when they are incorporated into the firmware for a particular model. This gives a reasonable volume, to our ears, for the default Steam Generator volume level 11. For some locomotives, this might be too loud or too soft. In that case, move the slider control to decrease or increase the maximum volume

To preview the selected steam generator sounds, click on the “Preview...” button.

Select either Low Compression or High Compression. Low compression uses more memory but the result may sound better to you. High compression uses less memory but the result may not sound as good to you

If the low compression size is greater than the memory available, use high compression. If the high compression size is greater than the memory available, you must increase the amount of available memory before you can replace the steam generator with this steam generator. You can increase the available memory by selecting high compression on some of the other sounds, or where possible by choosing not to include other sounds.

5.2.6 Pump

See the Cut & Paste Diesel Sounds section on "Pump". Pump sounds work the same in Diesel and Steam firmware.

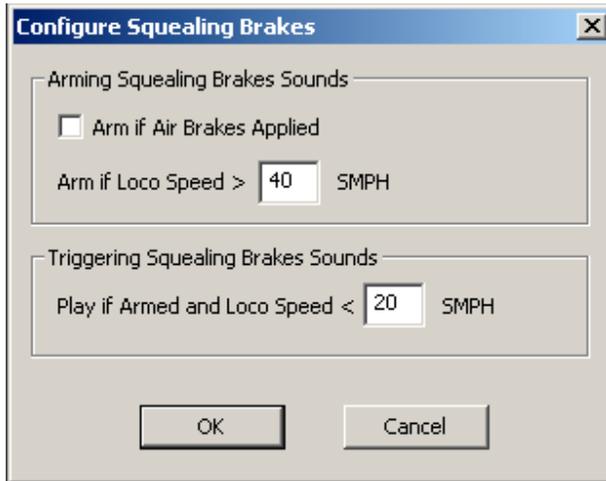
5.2.7 User Recorded Sound Effect

See the Cut & Paste Diesel Sounds section on "User Recorded Sound Effect". User Recorded Sound Effects work the same in Diesel and Steam firmware.

5.3 Firmware Configuration

5.3.1 Configure Squealing Brakes

Click on “Configure Squealing Brakes...” to display this dialog:



By default squealing brake sounds play automatically if the locomotive's speed exceeds 40 SMPH and then slows to less than 20 SMPH. The squealing brake sounds are not armed if the air brakes are applied.

You can modify these thresholds to customize your locomotive's behavior. For example, more appropriate settings for a switcher such as a SW7 might be:

Arm if Air Brakes Applied
Arm if Loco Speed > 20 SMPH
Play If Armed and Loco Speed < 10 SMPH

5.3.2 BEMF Synchronized Chuff Rate

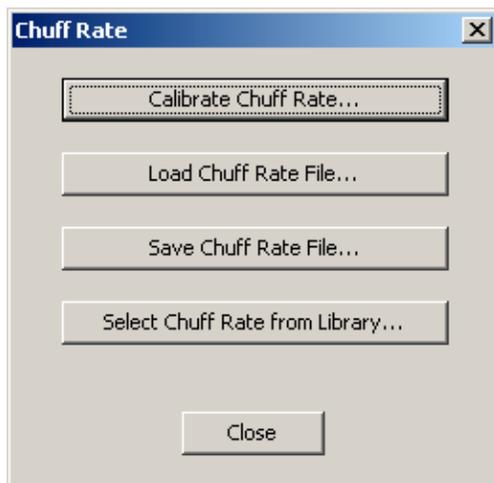
5.3.2.1 Calibrating BEMF Synchronized Chuff Rate

QSI calibrates the BEMF synchronized chuff rate for locomotives available to us at our office. This chuff rate may not conform to your particular locomotive. Sometimes the chuff rate is correct for one speed but slow or fast for another speed.

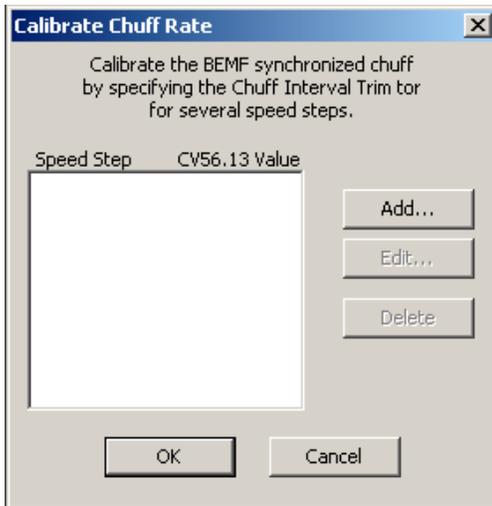
We have developed the following procedure to allow you to calibrate your locomotive's chuff rate.

The procedure requires a Quantum Programmer and Q2Upgrade.exe. QuantumCVManager.exe makes the procedure easy to perform but is not required.

- (1) Using any DCC controller, set CV56.0 bit 3 to "1" to turn on the BEMF synchronized chuff calibration mode. In this mode the locomotive maintains a constant speed at each speed step and, in place of normal chuffing sounds, produces a single short air release sound once per wheel revolution. Cylinder Cocks sounds are turned off to make it easier to hear the air release sound.
- (2) Set CV56.12 Chuff Interval Scale Factor to "32", which represents "1.0". If CV56.12 is not "32", the resulting calibration will be bogus.
- (3) Select 128 speed step mode on your DCC controller.
- (4) Move the throttle to speed step 5. Adjust CV56.13 Chuff Interval Trim to obtain exactly one air release per wheel revolution. Write the speed step and CV56.13 value in a table on a piece of paper.
- (5) Repeat step 3 for speed steps 3, 10, 15, 20, 25, and 30. For each speed step, write the speed step and CV56.13 value in a table on a piece of paper.
- (6) If desired, repeat step 3 for additional speed steps. Enter the speed steps and CV56.13 values in the table.
- (7) Run Q2Upgrade and load the q2 file you last used to upgrade your locomotive.
- (8) Click on "Chuff Rate..." in the "Cut&Paste Sounds" page to display this dialog:



- (9) Click on "Calibrate Chuff Rate..." to display this dialog:



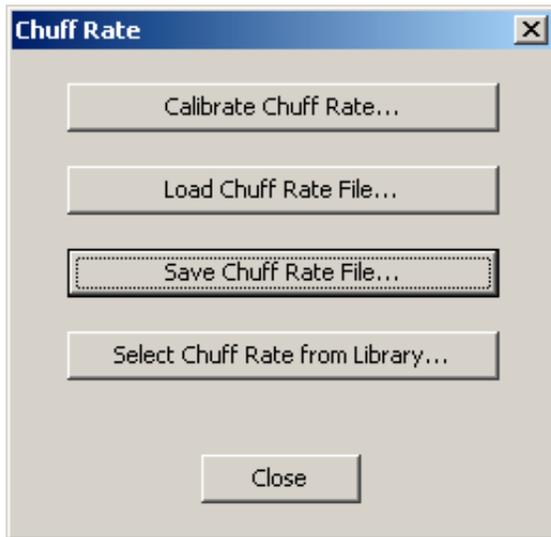
- (10) Click on "Add..." and enter the first speed step and CV56.13 value from your table.
- (11) Repeat step 8 for all the speed step/CV56.13 values in your table. Q2Upgrade sorts the entries in the list box by increasing order of speed steps. Duplicate entries per speed step are not allowed. If you need to make a correction, select the entry in the list box you wish to correct and click on "Edit..." or "Delete".
- (12) When all the speed step and CV56.13 values have been entered, click on "OK". Q2Upgrade now applies the data you entered to modify the chuff interval table in the Q2 file you loaded.
- (13) Save the Q2 file using the "Save File As..." button in the "Load File" page. You might first want to change the soundset number in order to distinguish the saved Q2 file from the original Q2 file. Add a comment to help you remember how this Q2 file differs from the original.
- (14) Place your locomotive on the programming track connected to the Quantum Programmer and upgrade your locomotive with the contents of the modified Q2 file.
- (15) After the upgrade, restore CV56.12 to your desired value if it is other than "32". There is no need to restore CV56.0 bit 3 to "0" or CV56.13 to "128" since upgrading your locomotive resets these CV's to their factory defaults.

See the DCC Reference Manual for further information about CV56.0, CV56.12 and CV56.13.

5.3.2.2 Saving and Loading Chuff Rate Files

You can save Chuff Rate calibration data from the current q2 file to a qci file and later load it into a q2 file for a different locomotive.

In the Chuff Rate dialog



Click on "Save Chuff Rate File..." to save the current chuff rate calibration to a qci file. A dialog box will be displayed where you can assign a name to the file.

Click on "Load Chuff Rate File..." to load a chuff rate calibration file. A dialog box will be displayed where you can navigate your PC file system to find the desired file.

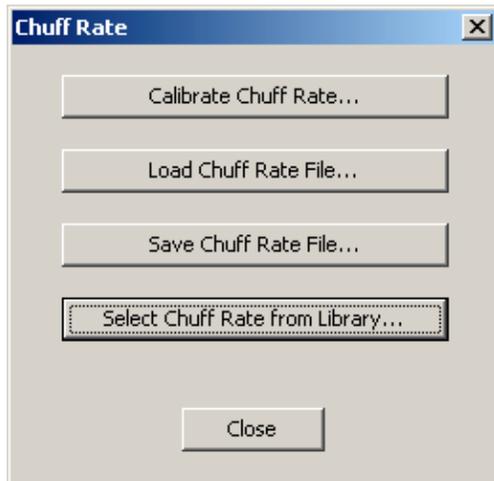
5.3.2.3 Selecting a Chuff Rate Calibration from a Library

You can select a chuff rate calibration from a library consisting of calibrations performed at QSI for Q1 decoders,

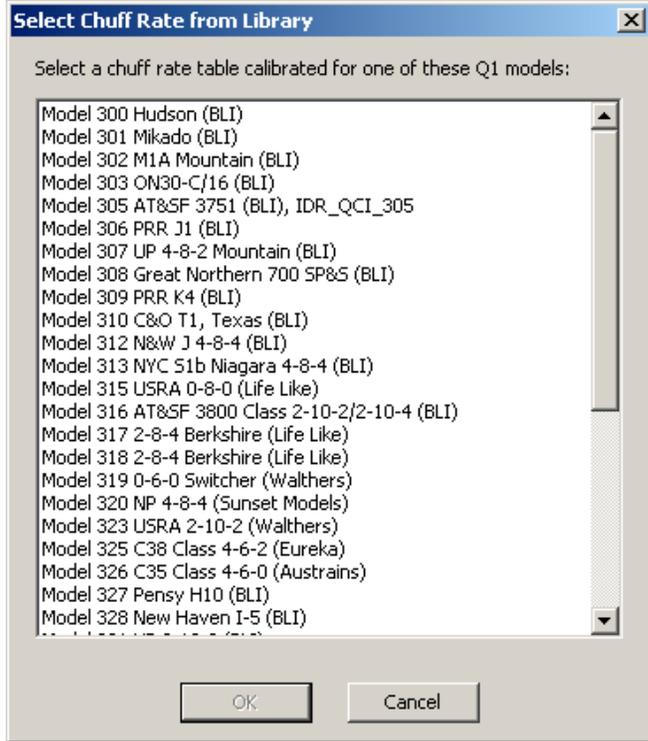
This library is most useful for Q2 firmware that runs on Q1 hardware: i.e. 3048, 3049, 4048, and 4049 firmware.

For example, suppose you are upgrading a BLI Hudson with 3048 q2 firmware. You would determine that the Q1 decoder on your BLI Hudson is running model 300 firmware. You would then select the Model 300 Hudson chuff calibration from the library. You might need to do further calibration as described above, but this would give you a good starting point.

In the Chuff Rate dialog



Click on "Select Chuff Rate from Library..." to display this dialog:



Select the chuff rate calibration from one of the Q1 models shown.

5.3.3 Configure Light Ports

Click on "Configure Light Ports..." to display this dialog:

Configure Light Ports

Specify the light port 1...15 for up to 15 lights.
The same port cannot be assigned to two lights.
A value of 0 means the light is not connected to a port.

These lights must have port 1...6 or 0.

Front Headlight	1	Rear Headlight	3
Front Mars Light	2	Rear Mars Light	
Front Left Ditch Light		Rear Left Ditch Light	
Front Right Ditch Light		Rear Right Ditch Light	
Front OHBL		Rear OHBL	
Firebox	6		

These lights must have port 7...15 or 0.

Front Number Boards	8	Rear Number Boards	
Front Marker Lights	9	Rear Marker Lights	10
Front Step Lights		Rear Step Lights	
Front Cab Light		Rear Cab Light	7

Ports 13 and 14 are reserved.

OK Cancel

In this example for a steam locomotive with a AVR Mega48 lighting co-processor:

- The Front Headlight is assigned to port 1.
- The Rear Headlight is assigned to port 3.
- The Front Mars Light is assigned to port 2.
- The Firebox is assigned to port 6.
- The Front Number Boards is assigned to port 8.
- The Front Marker Lights is assigned to port 9.
- The Rear Marker Lights is assigned to port 10.
- The Rear Cab Light is assigned to port 7.

The firmware for this example does not support the lights that are grayed out.

You may reassign any of the supported lights to a different port, subject to the limitations spelled out in the dialog:

- Some lights are restricted to ports 1...6.
- Some lights are restricted to ports 7...15.
- You cannot assign a light to port 13 or 14.
- You cannot assign two lights to the same port.

For example, your locomotive may have the Front and Rear Headlights wired backwards. You can re-wire these lights or you can assign the Front Headlight to port 3 and the Rear Headlight to port 1.

Some firmware may support more lights than there are ports available, which is not the situation in this example. In that case, some of the lights will be assigned to port "0", a non-existent port, effectively disabling that light.

5.3.4 Configure Light Ports (Quantum Revolution)

Click on "Configure Light Ports..." to display this dialog:

Specify the light port 1...6 for up to 6 lights.
The same port cannot be assigned to two lights.
A value of 0 means the light is not connected to a port.

These lights must have port 1 or port 2 only.

Front Headlight Rear Headlight

These lights must have port 3,4,5,6 or 0.

Front Mars Light Rear Mars Light
Front Left Ditch Light Rear Left Ditch Light
Front Right Ditch Light Rear Right Ditch Light
Front OHBL Rear OHBL
Front Number Boards Rear Number Boards
Front Marker Lights Rear Marker Lights
Front Cab Light Rear Cab Light
Firebox
Firebox2

OK Cancel

In this example for a diesel locomotive:

- The Front Headlight is assigned to port 1.
- The Rear Headlight is assigned to port 2.
- The Front Ditch Lights are assigned to port 3 and port 4.
- The Front Number Boards are assigned to port 5.
- The Front Cab Light is assigned to port 6.

The Quantum Revolution firmware supports more lights than the number of ports available. Lights that are assigned to port 0 are supported by the firmware, but are inactive.

If a light is grayed out, then it is not supported by the firmware. In this example, the firmware does not support the Firebox.

You may reassign any of the supported lights to a different port, subject to the limitations spelled out in the dialog:

- The Front Headlight and Rear Headlight are restricted to ports 1 and 2.¹
- The remaining lights are restricted to ports 3...6.

¹ In Quantum Revolution firmware prior to 10-Jul-09, the Front Headlight could not be assigned to port 2 and the Rear Headlight could not be assigned to port 1.

You cannot assign two lights to the same port.

The port numbers used in Q2Upgrade are logical port numbers. On the Quantum Revolution Board these may have different labels. The following tables map the port numbers to the pins as labeled on the board. See the Quantum Revolution-A User Operations Manual and Quantum Revolution-U Operations Manual for the location of these pins on the board.

Quantum Revolution-A Port to Pin Mapping

Port Number	Pin
1	F0-F
2	F0-R
3	F3
4	F4
5	F5
6	F6

Quantum Revolution-U Port to Pin Mapping

Port Number	Pin
1	Front Headlight
2	Rear Headlight
3	F3
4	F4
5	F5
6	F6

5.3.5 Configure Light Ports (Q1)

Click on "Configure Light Ports..." to display this dialog:

Specify the light port 1...5 for up to 5 lights.
The same port cannot be assigned to two lights.
A value of 0 means the light is not connected to a port.

The Front Mars Light must have port 1 (PWM) or 0.

Front Mars Light

These lights must have port 1 (PWM), port 2...5 (binary), or 0.

Front Headlight Port 1 required for dimmable headlight.

Front OHBL Port 1 required for blinking, revolving, and prime beacon effects.

These lights must have port 2...5 (binary) or 0.

Front Left Ditch Light

Front Right Ditch Light

Front Number Boards Rear Number Boards

Front Marker Lights Rear Marker Lights

Front Cab Light Rear Cab Light

OK Cancel

In this example for a steam locomotive:

- The Front Headlight is assigned to port 1.
- The Rear Headlight is assigned to port 2.
- The Front Number Boards are assigned to port 3.
- The Rear Marker Lights are assigned to port 4.

The Q1 firmware supports more lights than the number of ports available on Q1 hardware. Lights that are assigned to port 0 are supported by the firmware, but are inactive.

If a light is grayed out, then it is not supported by the firmware. In this example, the firmware does not support Ditch Lights, OHBL lights or Rear Number Board lights.

You may reassign any of the supported lights to a different port, subject to the limitations spelled out in the dialog:
The Mars Light is restricted to port 1.

The Front Headlight can be any port, but it is dimmable only if assigned to port 1.
 The Front OHBL can be any port, but the blinking light, revolving light, and prime beacon lighting effects are possible only if assigned to port 1.
 The remaining lights are restricted to ports 2...5.
 You cannot assign two lights to the same port.

The port numbers used in Q2Upgrade are logical port numbers. On the Q1 Board these may have different labels. The following tables map the port numbers to the pins as labeled on the board. See the document Quantum 1 Lighting for the location of these pins on the board.

Note: port 5 is not available on some Q1 boards.

Q1 Small Diesel Board Port to Pin Mapping

Port Number	Pin
1	Pin 1
2	R1
3	Pin 2
4	Pin 3
5	Pin 4

Q1 Diesel 0031 Board Port to Pin Mapping

Port Number	Pin
1	Pin 2
2	R2
3	Pin 3
4	Pin 4
5	NA

Q1 MP-15 Board Port to Pin Mapping

Port Number	Pin
1	Pin 2
2	R1
3	NA
4	NA
5	Pin 6

Q1 BLI GG1 Board Port to Pin Mapping

Port Number ²	Pin
1	Front LED
2	Rear LED
3	Cab Light
4	NA
5	NA

Q1 Small Steam Board Port to Pin Mapping

Port Number	Pin
1	Pin 3
2	R1
3	Pin 5
4	Pin 4

² Q2Upgrade uses these port numbers in the Configure Light Ports dialog.

5	NA
---	----

5.3.6 Configure Light Ports (FX)

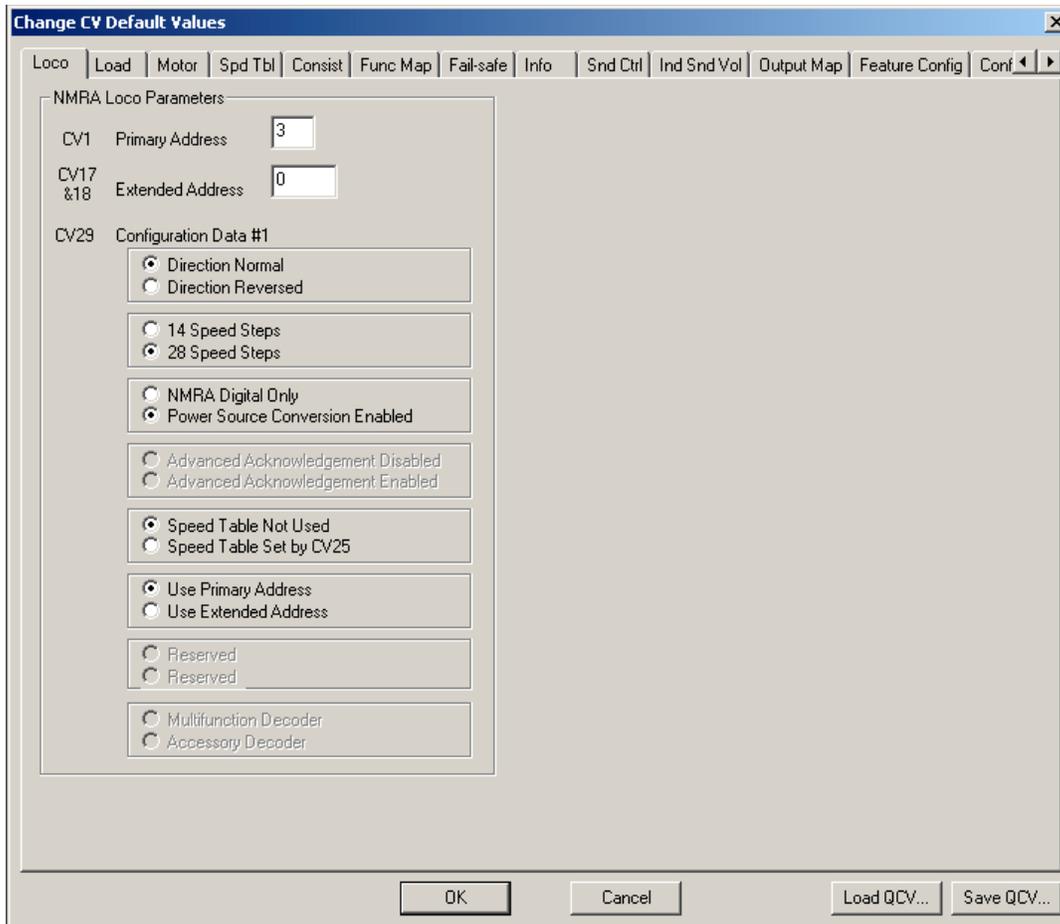
The "Configure Light Ports..." button is not available with FX firmware. Instead use CV115.PI.SI Feature to Port Mapping. You can program these CV's in either DCC Service Mode or DCC Ops Mode.

You can also specify the default values for these CV's in Q2Upgrade before upgrading your FX decoder with new firmware. Click on "Change CV Default Values..." In the Change CV Default Values dialog click on the "Ports" tab.

See the DCC Reference Manual for further information regarding CV115.

5.3.7 Change CV Default Values

Click on “Change CV Default Values...” to display this dialog:



Use this dialog to specify the default values for the CV's supported. The locomotive's CV's will be set to these values when you command the locomotive to “Reset to Factory Defaults”.

The tab format is almost identical to that found in QuantumCVManager.

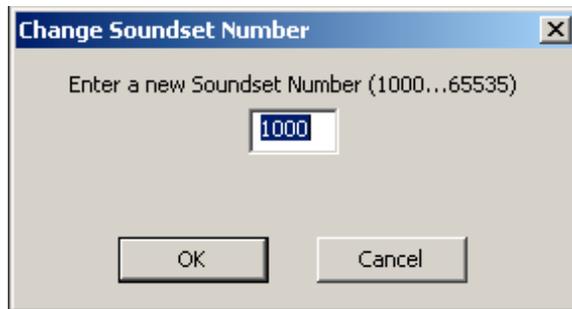
You can import a .qcv file from QuantumCVManager into this dialog by clicking on the “Load QCV...” button. You can also write the CV settings in this dialog to a .qcv file by clicking on the “Save QCV...” button.

This dialog replaces the “Configure Motor”, “Configure PID Parameters” and “Configure Grade Crossing” dialogs that were found in early versions of Q2Upgrade.

5.4 Changing a Soundset Number

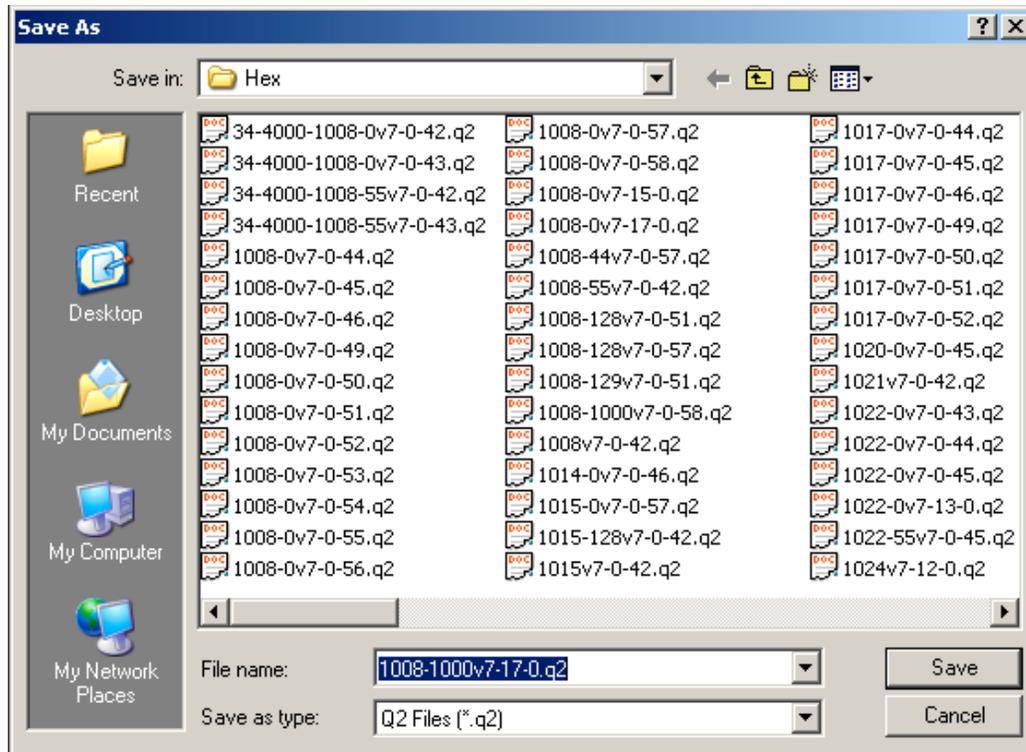
If you replace any of the q2 file records, or make any configuration changes, Q2Upgrade automatically changes the Soundset Number to a number in the range 1000...65535. This distinguishes factory created firmware from firmware that has been modified by Q2Upgrade.

You can further change the Soundset Number by clicking on the "Change Soundset Number..." button in the "Load File" page to display this dialog:



5.5 Saving a Modified Q2 File

To save the modified Q2 file to disk, click on the "Save File As..." button in the "Load File" to display this dialog:



A recommended name, showing model number, soundset number, major version, minor version, and build number, is automatically generated by Q2Upgrade. You may modify the name if you so desire.

6 Troubleshooting

6.1 Cannot establish a connection to the Quantum Programmer

When I press "Retrieve Locomotive Information...", this message box is displayed:



Make sure the USB cable is connected to your PC and to the Quantum Programmer. Make sure that another program which connects to the Quantum Programmer, such as QuantumCVManager, is not running.

6.2 Unable to read Mfg ID

When I press "Retrieve Locomotive Information...", this message box is displayed:



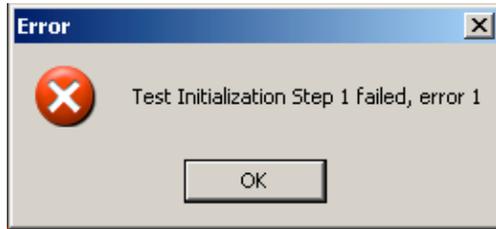
Press "Retrieve Locomotive Information..." a second time. Possibly the first "Retrieve" operation failed because the locomotive was executing an automatic reset to factory defaults, which can happen when you first install a new chip or upgrade the chip to new firmware.

If you get this error after repeated attempts, make sure your locomotive is making good contact with the programming track. Possibly your programming track needs to be cleaned. Possibly your locomotive's wheels need to be cleaned. Make sure the Quantum Programmer is connected to the programming track.

If your locomotive begins to play sound records when you press "Retrieve Locomotive Information...", your locomotive's firmware is probably an early version (version 1...6) which is not detecting DCC Service Mode properly. You must physically replace your locomotive's flash memory chip with one already programmed with version 7 firmware.

6.3 Test Initialization Step 1 Failed

When I press “Run Confidence Test...”, this message box is displayed:



The most common cause of this error is an improper Quantum Programmer power supply. The 300 ma power supply, which works well with most HO locomotives, does not work reliably with any O-Scale or G-Scale locomotive. QSI specifies an 800 ma power supply be used with all large-scale locomotives.

6.4 Flash Update Initialization Failed

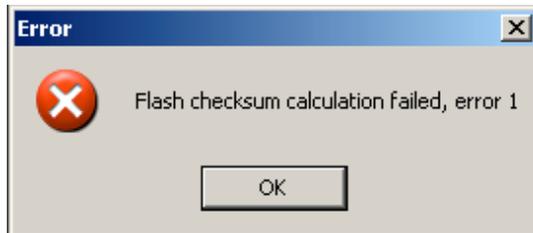
When I press “Upgrade Locomotive Firmware...”, this message box is displayed:



The most common cause of this error is an improper Quantum Programmer power supply. The 300 ma power supply, which works well with most HO locomotives, does not work reliably with any O-Scale or G-Scale locomotive. QSI specifies an 800 ma power supply be used with all large-scale locomotives.

6.5 Flash Checksum Calculation Failed

At the end of the flash chip reprogramming, this message box is displayed:



This could be due to a bug in firmware released prior to 18-Jul-09, corresponding to q2 files with version numbers earlier than 7.30.0. Check the version number and build date of the q2 file you are trying to download. If it is earlier than version 7.30.0 or 18-Jul-09, then obtain a new q2 file from the QSI Solutions site.

6.6 Checksum Error

At the end of the flash chip reprogramming, I get a message like this:



This indicates that the flash chip reprogramming may not have been successful because the flash memory contents apparently do not match the binary image in the Q2 file. This is a rare event. Repeating the upgrade process again should fix the problem. First press "Run Confidence Test..." If that operation is successful, perform the "Upgrade Locomotive Firmware..." operation again.

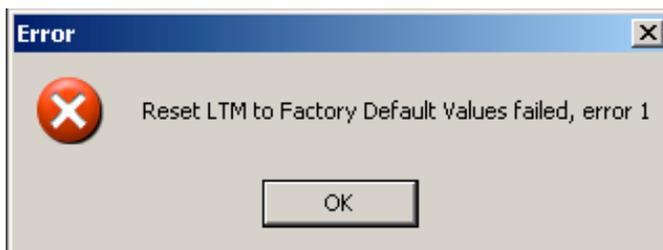
6.7 Locomotive Hoots 3 Times

After upgrading my locomotive's flash memory, my locomotive hoots 3 times when I power up in Operations Mode. Does this indicate something is wrong?

The 3 hoots after upgrading are normal. At the end of the upgrade procedure, Q2Upgrade commands the locomotive to reset its LTM to factory default values. The reset operation takes place in Service Mode with sounds turned off. When you first power up in Operations Mode and sounds are turned on, your locomotive hoots 3 times to signal that the reset to factory default values was carried out successfully.

6.8 Reset LTM to Factory Default Values failed

At the end of the flash chip reprogramming, I get this message box:



At the end of the upgrade procedure, Q2Upgrade commands the locomotive to reset its LTM to factory default values. This command may fail with some locomotives due to a long power up cycle. If this error occurs, it is not a big problem. Merely perform a manual reset to factory defaults using the reset jumper or reed switch as described in your locomotive's operating manual.

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