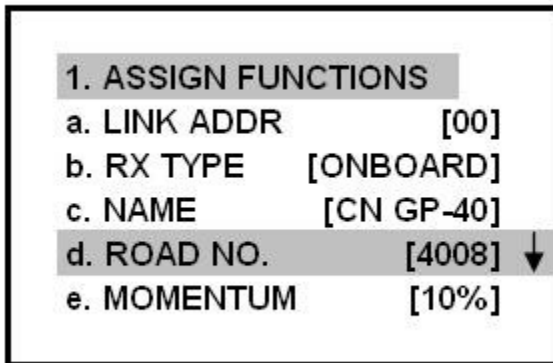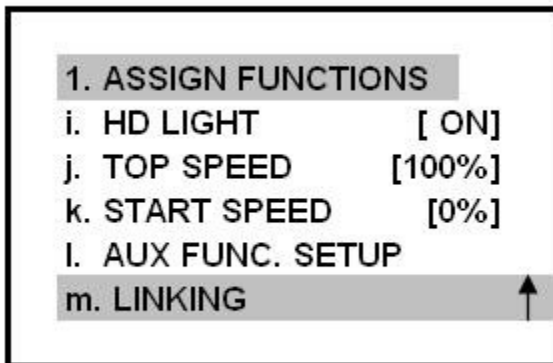# CREST REVOLUTION QUICK START GUIDE

There are only two menus in the linking and cab number process. You start by selecting a linking number (00 to 49), then type in the locomotive name and road number. (00) is recommended for the first locomotive, (01) for the second, etc.
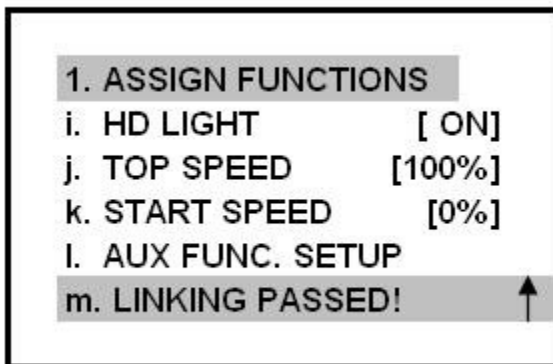
```
1. ASSIGN FUNCTIONS
a. LINK ADDR          [00]
b. RX TYPE      [ONBOARD]
c. NAME          [CN GP-40]
d. ROAD NO.        [4008] ↓
e. MOMENTUM       [10%]
```

To perform the linking process you scroll down the menu to the linking selection.

```
1. ASSIGN FUNCTIONS
i.  HD LIGHT          [ ON]
j.  TOP SPEED       [100%]
k. START SPEED       [0%]
l. AUX FUNC. SETUP
m. LINKING              ↑
```

You should plug in the code set link cord into the 3 prong socket. Alternatively, you can press the black button directly at the corner of the receiver as shown.
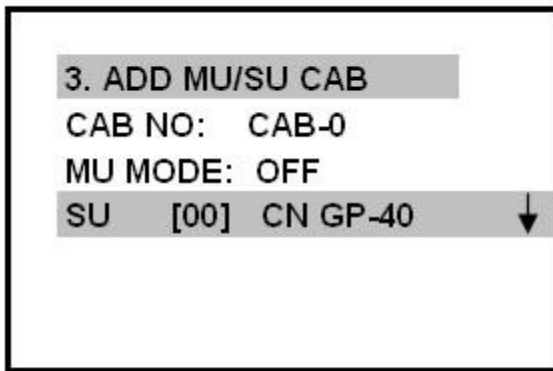
When you push on the cord or the black push button the red LED on the receiver (and locomotive headlights if connected) will flash brightly indicating the linking process has started. You need to press the Stop/Enter key and a few seconds later the transmitter should indicate linking passed.

A second menu lets you select a cab number (-0 to 49). (-0) is recommended for the first locomotive, (-1) for the second, etc. You can then change the cab # to any open number you wish.

A default (49) will show and just hit the Stop/Enter button to bring you down to the (00) designation.

```
3. ADD MU/SU CAB
CAB NO:    CAB-0
MU MODE:  OFF
SU    [00]  CN GP-40          ↓
```

When you have done that, the locomotive's name and road number will appear beside the cab number.

Push the menu button twice and the operating screen will be displayed with the locomotive name and road number on the first line, the cab number on the second.

Ordinarily you do not have to remember the cab number, because you can select a locomotive on the operating screen by its name and road number. Cab numbers are only used when you use the MU menu to group locomotives in a consist, but even there the locomotive name is displayed. Locomotives do not have to be re-linked when added or removed from a consist.

Because the menus are written in English rather than techie-code, it is easy to program a locomotive and change the locomotive's running characteristics without referring to the manual. The running characteristics can be changed any time the selected locomotive is stopped. The locomotive does not have to be re-linked.

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