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Name	Command	Super Mode=0x08	Function								
Switch	a	0x08									
	aa0		All Lights Off	Used by DCS Loader during read up of sound file							
	aa1-aa255		Some lights on/other lights off	Seems to be bit mapped to the lights in the engine		Found by experimentation					
	aa842F		Used during LashUp startup right after "Dq" command								
	ab										
	ab0		HDLT Off	HDLT							
	ab1		HDLT On								
	ab2		Programmable Interior Switch Off	LIN				Aux Light 1 Off	Firebox Glow Off	Headlight Off	Depends on which bit is set in lxxx response
	ab3		Programmable Interior Switch On		see notes in file readme-V5.0.txt		LMK	Aux Light 1 On	Firebox Glow On	Headlight On	
	ab4		Programmable Mars Switch Off	LMA	LMA	Number Boards Off	LNB	Aux Light 2 Off	Firebox Glow Off		
	ab5		Programmable Mars Switch On			Number Boards On		Aux Light 2 On	Firebox Glow On		
	ab6		Programmable Ditch Switch Off/Auto	LFB	LDI			Aux Light 3 Off	Firebox Glow Off		
	ab7		Programmable Ditch Switch On					Aux Light 3 On	Firebox Glow On		
	ab8		Ditch Lights		LDI			Ditch Lights AUTO sends ab8-ab6-ab8			
	ab9		Ditch Lights					Ditch Lights Off sends ab6-ab8-abA			
	abA		Ditch Lights								
	abB		Ditch Lights On		LDI						
	abC		Beacon Light Off	LBE							
	abD		Beacon Light On								
	abE		Smoke Off/Labored Smoke Off	NOTE: I don't understand exactly how labored smoke works - must be done in the Remote							
	abF		Smoke On/Labored Smoke Auto								
	ab10		Smoke Max								
	ab11		Smoke Med								
	ab12		Smoke Min								
	ab13		Cab Chatter Auto								
	ab14		Cab Chatter Off								
	ab15		Clickity Clack On	FCC							
	ab16		Clickity Clack Off								
	ab17		Brakes Sounds Auto		in RTC, its a switch called "Brake Squeal"						
	ab18		Brakes Sounds Off								
	ab19		Proto Chuff Auto								
	ab1A		Proto Chuff Off								
	ab1B										
	ab1C		Marker Lights On	LMK	see notes in file readme-V5.0.txt						
	ab1D		Marker Lights Off								
	ab1E										
	ab1F										
	ab20		Play Whistle On	SPW							
	ab21		Play Whistle Off								
	ab22		Smoke Whistle On	FSW							
	ab23		Smoke Whistle Off								
	ab24		Swinging Bell On	FSB							
	ab25		Swinging Bell Off								
	none		Electric Eng Smoke	FES							
	ab26-ab29		Thumbwheel movement after SPW	Up sends ab27-28-29, Down sends ab28-27-26							
	ab30		Pantograph Auto		Pantograph Menu						
	ab32		Pantograph Front Down	FDN							
	ab33		Pantograph Front Up	FUP							
	ab35		Pantograph Manual								
	ab38		Pantograph Rear Down	RDN							
	ab3C		Pantograph Read Up	RUP							
Bell/Wistle	b	0x08									
	bFFFB		bell off	Note: FFFB = -4 (one's complement)	(bell on is "w4")						
	bFFFD		whistle off	Note: FFFD = -2 (one's complement)	(whistle on is "w2")						
	bFFFD		Trolley	Note: FFFD = -2 (one's complement)	(Trolley SAV is "w2")						
	bE7FF		Trolley	Note: E7FF = -1800 (one's complement)	(Trolley LST is "w1800")						
Coupler	c	0x08									
	c0		CPLR-F								
	c1		CPLR-R								
Direction	d	0x08		NOTE: DIR F/R F/F R/R are handled inside of the Remote							
	d0		Forward								
	d1		Reverse								
	e										
	f										
Chuff/Labor/Rev	g	0x08									
	gXX		set steam engine chuff rate to 1-16 per revolution								
	gXX		set diesel sound notch level to 1-8								
Coupler Slack	h	0x08									
	h1		SCS Coupler Slack Sound	Sent automatically on start from 0 Smph if requested							
Idle Sounds	i	0x08									
	iX		Play Idle Sound X (X can only be the digit 1 through the digit 9)								
	j		See PS3.0 note above								
	j212		saw on reset maintenance								
	k		See PS3.0 note above								
	k34										
	k76		saw on reset maintenance								
	k6D		saw on reset maintenance								
	k6F		saw on reset maintenance								
	k6E		saw on reset maintenance								
	k64		saw on PS3 startup								
Doppler Loop	l	0x08									
	l0		doppler loop off								
	l1		doppler loop on								
Mode	m	0x08									
	m2		Conventional Mode								
	m4		Command Mode	used during startup							
	m8		Legacy Mode								
Normal Sounds	n	0x08									
	n1		Startup	NOTE: these are sounds found in the P&LE #1561 SW1500.							
	n2		Shutdown								
	n8		Running								
	n12		Coupler								
	n13		Coupler Open								
	n14		Coupler								
	n20		Thump-thump sound								
	n21		Continous Air Pump Sound	I don't know how to turn this off besides doing a Shutdown							
	n24		Another continuous sound								
	n25		Coupler								
	n26		Another continuous sound	Many of these continuous sounds inhibit other sounds							
	n30		Steam Hiss								
	n30-n40		Various engine sounds								
	n41		Single Toot	Not available in all engines	Often same as n255 - SXS						
	n42		Single Toot								
	n42		SXS	Not available in all engines	Often same as n255 - SXS						
	n43		SFS								
	n44		SRS								
	n46		Clickity Clack Sound (Continuous)	I don't know how to turn this off besides doing a Shutdown							
	n52		Doppler Sound								
	n55		"Is she ready to go?"								
	n56		"Everything checks out ok. But you could use some fuel."								
	n57		"Fill 'er up then."								
	n58		"OK, you're good to go."								
	n59		"Thanks."								

	n60		"Check out the compressor. It sounds like she's a little rough"					
	n61		"Probably just needs a little oil, We'll take care of it."					
	n62		"See you tomorrow."					
	n63		"Check out the sanders while you are down there."					
	n64		"Sanders are full up."					
	n65		"OK, thanks."					
	n66		"Check the sight glass, would you?"					
	n67		"Ah, plenty of fuel for now."					
	n68-77		Seems to be Idle Sounds but possibly not in all engines SI1-SI9					
	n68		"OK, we'll top her off later."					
	n69		"Let's go."					
	n80-??		PFA					
	n80		"Here comes the conductor now..."					
	n81		"There sure is a lot of activity here at Beck's Run."					
	n82		"That's good but we still have to keep up with the traffic flow."					
	n83		"We'll be on our way shortly"					
	n84		"After we drop this cut of billets from J&L ..."					
	n85		"We should be back in time to haul ...."					
	n86		"Yea, that should be a big help...."					
	n87		"We will bring back the empty jennies..."					
	n88		"You are right about that..."					
	n89		"Well let's get going...."					
	n90		"CP3Y this is engine 1561, we are ready to depart, over."					
	n91		"this is dispatch CP3Y responding..."					
	n92		"CP3Y, this is engine 1561, we are departing..."					
	n92-n127		blank					
	n121		Coors Door Open (CDO)					
	n122		Coors Door Close (CDC)					
	n128		Train wreck voices					
	n129		Train wreck sounds					
	n132		"I bent my elbow"					
	n133		"Check please."					
	n134		Where am I?					
	n135		I dropped my watch					
	n152-156		Horn and Horn endings					
	n157		Bell					
	n158-160		Engine sounds					
	n161		"We need to move those piggybacks soon."					
	n162		"You can close 14."					
	n165		"We've got a flat spot on this one."					
	n166		"Better get that over to the bad order line."					
	n167		"We need to trim 14"					
	n169		"Well send the car knocker over."					
	n171		"Ah, we're ready to go."					
	n173		"Ready to call it a night"					
	n174		"See you guys in the AM."					
	n121		Coors Door Open (CDO)					
	n122		Coors Door Close (CDC)					
	n177-n186		Play Sound S01-S10		NOTE: these are sounds found in the P&LE #1561 SW1500.			
	n177		"Ready to call it a night"			Eng Sound	1	
	n178		"We need to trim 14"			Eng Sound	2	
	n179		"3 times 14"	hard to understand		Eng Sound	3	
	n180		Train Wreck			Eng Sound	4	
	n181		"...J&L Steel"	hard to understand		Eng Sound	5	
	n182		Steam escape			Eng Sound	6	
	n183		Doppler crossing gate bell			Eng Sound	7	
	n184		Coupler Close			Eng Sound	8	
	n185		Coupler Open			Eng Sound	9	
	n186		Coupler Slack			Eng Sound	10	
	n187-242		Various engine sounds					
	n242		Toot-Toot					
	n243		Alternate Horn	SAH				
	n244		This stop New Brighton		NOTE: these are sounds found in the P&LE #1501 GP-7			
	n245		This stop Beaver		NOTE: these are sounds found in the P&LE #1501 GP-7			
	n246		This stop Monaca		NOTE: these are sounds found in the P&LE #1501 GP-7			
	n247		This stop Aliquippa		NOTE: these are sounds found in the P&LE #1501 GP-7			
	n248		Frogs and Dogs Barking		NOTE: these are sounds found in the P&LE #1501 GP-7			
	n255		Crossing Sound		NOTE: these are sounds found in the P&LE #1501 GP-7			

Emergency stop	o	0x08					
	o0		Emergency Stop - sent to all TIU known to remote				
Ping	p	0x08	p4=Track Signal				
			Sound 1 and 2 set to zero (V1000 & V2000).		Responds with 15 characters		
			On completion, Sound 1 and 2 set to 70 (V170 & V270)		One data byte with number of packets to Engine out of 100 that were lost		
	p0		See 'S' command, something to do with Custom Sound				
	p1						
	p2		Sound from "Mic"				
Query	q	0x08	Sends request for data to TIU which returns that data.				
			The format and function of this command is unknown				
Rev up/down	r	0x08	Seems to only be used for steam engines, see gXX for Diesel Engines				
	r16		Labor Rev Up				
	r15		Normal				
	r17		Drift Rev Down				
	r14		Doppler				
Speed	s	0x08					
	sXXX		Set speed to XXX (0-120)				
Track	t	0x08	Conventional mode controlling track voltage		Get here by pressing the TRK key and select TIU Channel		
			Abitility to set start/max voltages in the remote				
			All commands return typical 11 codeword ACK				
	tvXYYY		Voltage X=TIU channel number VAR1=0-VAR2=1, YYY= voltage as YY.Y volts				
	tiX		FDL	Direction Lock	X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)	Horn will toot twice to confirm	Use when moving very slowly or in neutral
	tmX		FSC	Speed Control toggle		Horn will toot twice to confirm	Use when in neutral
	tvX000		TZV	Set voltage to Zero	X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	twX1		Whistle button pressed		X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	twX0		Whistle button released				
	tbX1		Bell button pressed		X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	tbX0		Bell button released				
	tfX		CPLR-F		X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	trX		CPLR-R				
	tsX		FFR	Feature Reset	X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	tpX		PFA on				
	tdX0		DIR Button pressed		X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
	tdX1		DIR button released				
	tzXpYY		PS1 Program		X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1)		
			YY= Feature				
			#	OPERATION	DEFAULT	CLANKS/CLINKS	
			6	Engine Volume	Full Volume	1 Clank/1 Clinks	
			10	Coupler ON/OFF	Coupler ON	2 Clanks/0 Clinks	
			18	Reset	Default Settings	3 Clanks/3 Clinks	
			20	Remote Bell Button	Bell Button Active	4 Clanks/0 Clinks	
			23	Cab Chatter ON/OFF	Cab Chatter ON	4 Clanks/3 Clinks	
			25	Horn In Neutral	Horn In Neutral OFF	5 Clanks/0 Clinks	
			27	RESERVED			
			28	FYS Enabled	FYS ON	5 Clanks/3 Clinks	
			40	Lockout Enabled	Lockout OFF	8 Clanks/0 Clinks	
			45	Squeaking Brakes	Brakes Always ON	9 Clanks/0 Clinks	
			First command will get ACK, repeat command with same sequence # until you get another ACK				
Utility	u	0x08					
	u0		PFA off	Coors Delivery Stop (CDS)			
	u1		PFA on				
	u3		STW (train wreck)	Coors Delivery Stop (CDS)	(also see n121 & n122)		
	u4		startup	used for Lash Up			
	u5		Shutdown	used for Lash Up			
	u6		Extended Startup		Sent as part of Recover Lost Engines sequence		
	u7		Extended Shutdown				
	u9		Trolley				
Volume	v	0x08	volume				
	v0xxx		master volume	xxx= 0 to 100			
	v1xxx		engine sounds				
	v2xxx		accent sounds				
	v3xxx		horn volume				
	v4xxx		Bell volume				
Whistle/Bell	w	0x08					
	w1, w3, w5		All sounds off, found experimentally		Reset by shutdown		
	w2		whistle on		bFFFD	whistle off	
	w4		bell on		bFFFB	bell off	
	w40		Coupler Close	SCC			
	w800		Boiler Release				
	w1000		Boiler Startup				
	w1800		Trolley				
	w2		Trolley				

AIU Count	x	0x08	returns number of AIU in one byte of data Engine # in command does not seem to matter
Select Engine	yXX		Followed by engine number, seems to select that engine for following commands. Seen only from DCS Loader when reading up a sound file.
	z		See PS3.0 note above
	z0		saw on reset maintenance
	z10		saw on reset maintenance
	z212		saw on reset maintenance
Accessory/Switch Route/Scene	A Aa	0x00	Engine Number in command is ignored One command needed for each TIU All Accessories on AaFFFFFFFFFFFF All Accessories off Aa00000000000000
	Ab		Route Activate eg: Ab00000000000000000000000009 2 switches, one straight, one diverge Ab0000000000000000000000000A 2 switches, both set to diverge 2 switches per character - 26 characters = 52 (50 used) switches 100 bits, two for each switch (SW) port on the TIU & 5 AIU // 00 = no change LO bits sets diverge, next higher bit sets straight // 01 = set diverge 5 of these strings can be built, each sent to its controlling TIU // 10 = set straight
	Ab		All Switches Straight Ab05555555555555555555555555 All Switches Diverge Ab0AAAAAAAAAAAAAAAAAAAAAAAAA
	AcXY AdXY AeXY AfXY		AIU X switch Y straight X = AIU 0-4 for AIU #1 to #5 AIU X switch Y curve Y = Accessory/Switch 0-9 for #1 to #10 AIU X Acc Y on Accessory Activate is both AeXY and AfXY AIU X Acc Y off
	Ag Ah		Scene on eg: Ag00000000000001 This example is turning port 1 of AIU 1 on and off Scene off Ah00000000000001 Scene Activate is both Ag and Ah 4 accessories per character - 14 characters = 56 (50 used) accessories 50 bits, one for each accessory (ACC) port on the TIU & 5 AIU // 0 = off a "1" bit means turn it on for "Ag" and turn it off for "Ah" // 1 = on 5 of these strings can be built, each sent to its controlling TIU
Change TIU	B BX	0x00	change addressed TIU to X (values '0' - '4' for new TIU number 1 to 5)
	C		
Acc/Dec Rate	D Dq DaXX DdXX	0x08	read acc/dec rate Returns two bytes of data, first is Acc rate, second is Dec rate. acc rate Value: 1 to 25 Smph/sec (factory setting - 4 Smph/sec) dec rate
Change Engine #	E EXXX	0x00	change addressed engine number to XXX (values DCS '2' - '100' for new Engine number 1 to 99) Used for adding a factory reset engine : Sync 01 'E' '2' Seq TIU/Remote CRC - change engine #1 (factory reset) to #2
Feature	F F0 F1 F2 F3	0x00	engine feature reset engine factory reset TIU Feature Reset (in Remote test, it was sent 10 times) A normal response after about 20 seconds TIU Factory Reset Sent once A normal response after about 20 seconds
Trolley	G G8001 G8004 GC004 GC001	0x08	
Handshake	H H2 H5 H6		CHAP command reset CHAP CHAP Challenge CHAP Authentication
Interrogate	I I0 I0	0x08	IXXX used after ADD ENGINE (I0) command I0:48,00,00,00,00,00,00,00,00,00,00,10,00 Used during read up of sound file Add engine IXXX seems to be an interogate engine command which responds with engine info & name XXX is engine number returned by I0 command, the DCS Engine Number Returns a 104 bit string (13 bytes "0D") with LO bit being engine DCS #1 (a factory reset engine (#0)) of the engine number to be added. 0D 00 00 00 00 00 00 00 00 00 00 01 10 << Engines 4 and 8 (DCS #5 & #9) 0D 00 00 00 00 00 00 00 00 00 00 00 00 13 bytes 99-96 95-88 87-80 79-72 71-64 63-56 55-48 47-40 39-32 31-24 23-16 15-8 7-1 << DCS # ^ Sometimes this byte has 0x40 bit turned on
	I133 I134 I138 I10 I139 IR		I133, I134, I138, I10, I139 all used after READ (x) command But I don't know what they do Recover lost engines Sometimes seen on Add MTH Engine
Join	J	0x08	Setup Engines for All Engine Operston All Engines modes send to engine DCS #101. Preceed by "x" command and follow with commands to Engine #100 DCS #101). J '40' '00' '00' '00' '00' '00' '00' '00' '00' '00' '00' '01' '10' << Engines 4 and 8 (DCS #5 & #9) Appears to be same 104 bit string for 99 engines See notes in the source code for problem when an AIU is attached to the TIU Startup is only "u4" not the other commands we see in other startups.
EEPROM Erase	K K0A0000 K0C0000 K004000 K006000		Used by DCS Loader during write of sound file Erases 0x20000 bytes Erases 0x2000 bytes
Unknown	L Lc Lf		I don't know what these do Used by DCS Loader during write of sound file
	M		
Name	N NsYYYY	0x08	Change Eng Name (YYYY up to 16 characters)
AC Input Freq	O Oc1 Oc0	0x00	50 HZ 60 HZ
DCS Setup	Oa1111 Oa0000 ObX0 ObX1 OdZ1 OdZ0	0x00	AON Positionally the four "1"s represent TIU channel 0-3 (Var1 = 0, Fixed1 = 1, Fixed2 = 2, Var2 = 3) AOFF Positionally the four "1"s represent TIU channel 0-3 (Var1 = 0, Fixed1 = 1, Fixed2 = 2, Var2 = 3) Var X into Fixed Mode X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1) Var X into Variable Mode X=TIU variable channel number 0-1 (Var1 = 0, Var2 = 1) Channel Z DCS signal ON Z=TIU channel 0-3 (Var1 = 0, Fixed1 = 1, Fixed2 = 2, Var2 = 3) Channel Z DCS signal OFF Z=TIU channel 0-3 (Var1 = 0, Fixed1 = 1, Fixed2 = 2, Var2 = 3)
	P		
Quality	Q		Q Used by DCS Loader during read up of sound file Response is a number from 0 to 100
Read Sound File	R		Rxxxxxxyyyyyyxxxxxxxx = 6 digits of Address yyyyyy = 6 digits of length Used by DCS Loader during read of EEPROM
Sounds	S SiF Sr01 Sn0A Si0 Sp0	0x08	Custom Sounds Uses p0, p1 and p2 commands Name Custom Sound 0 to "A" Note: name includes blanks "A " Play Custom Sound 0
TMCC	T	0x00	JMRI Function Buttons http://jmri.sourceforge.net/help/en/html/hardware/tmcc/index.shtml
	T02		Direction F19 Toggle Direction F20 Boost F21 Brake
	T05		Front Coupler F3 Front Coupler
	T06		Rear Coupler F4 Back Coupler
	T09		Headlight On F0 (Headlights On / Off)
	T0B		Volume + F6+1 Volume Up
	T0D		Startup F8+3 Start up Sounds
	T0E		Volume - F9 +4 Volume Down
	T0F		Shutdown F10+5 Shut Down Sounds F12+7 Tower Comm
	T12		Smoke Off
	T13		Smoke On
	T14		Bell toggle F1 Bell On / Off
	T15		Whistle on F2 Horn/Whistle 1
	T16		Whistle off F2 Horn/Whistle 1
	T1A		MOM low
	T1B		MOM medium
	T1C		MOM High

				F13 +8	Aux Off (Smoke OFF on Steam Usually
				F14 +9	Aux On (Smoke ON on steam Usually)
				F7+2	Crew Talk
	T27		Enter AX1 Mode	F5+0	Aux 1
	T50-T58		AX1 + keypad 0-9		
0	T50		Halts and resets to forward		
1	T51		Raises the Volume		
2	T52		Reserved		
3	**T53**		Raise the RPM level		
4	T54		Lowers the Volume		
5	T55		Activates shutdown sound		
6	**T56**		Lowers the RPM level	F11+6	Steam Release / RPM Decrease
7	T57		Reserved		
8	**T58**		Deactivates aux lighting and smoke unit/firebox glow		
9	**T59**		Activates aux lighting and smoke unit/firebox glow		

	T28		Enter AX2 Mode		
	T50-T58		AX2 + keypad 0-9		
0	T50				
1	T51				
2	T52		Reserved		
3	T53				
4	T54				
5	T55				
6	T56				
7	T57		Reserved		
8	T58				
9	T59				

				F15	Aux 1
				F16	Let off sound
				F17	Forward
				F18	Reverse
	T60-T7F		Speed Step 0-31		Note: when you hit T7F and try to go higher, TIU responds with engine name (maybe error)
	T4X		Used for 128 Speed Step Mode		
	T4X		Used for REL mode		
	T4A		Up 5 Speed Steps		
	T49		Up 4 Speed Steps		
	T48		Up 3 Speed Steps		
	T47		Up 2 Speed Steps		
	T46		Up 1 Speed Steps		
	T44		Down 1 Speed Steps		
	T43		Down 2 Speed Steps		
	T42		Down 3 Speed Steps		
	T41		Down 4 Speed Steps		
	T40		Down 4 Speed Steps		

Lash Up U 0x08

UXXXY X in binary for engine numbers HO bit (0x80) means run in reverse Y = 0xFF or 256.

Startup is only "u4" not the other commands we see in regular engine startups.

Engine may need to be Feature Reset when removed from Lash Up.

Note: DCS egnine #102 is always used to indicate a LashUp

Example: In the remote, Lash Up numbers start with next available engine number

00 66 55 0A 03 84 FF 98 03 C3 BC In RTC, I number the lashups from 101 to 120 (programmatic limit only)

'U'

Head Engine 9 (DCS 0x0A), mid Engine 2 (DCS 0x03), tail Engine 3 (DCS 0x04) in reverse 0x80 | 0x04 = 0x84

Startup looks like this:

00 66 75 34 2C 0A 03 84 FF 99 03 E9 CF

'u' '4'

0x2C must be some flag followed by engine numbers followed by 0xFF

Here are some other commands:

55556699 6A 99659666669595A555656955 9AAAAA56A56566AA699994D

00 66 6E 34 33 2C 0A 03 84 FF B5 03 7B CC

'n' '4' '3' ','

5555669966 6AA666569595A555656955 9AAAA9A655656965AA9A94D

00 66 77 32 2C 0A 03 84 FF 9A 03 87 FC

'w' '2' ','

5555669966955699569956995699559969595A555656955 9AAAA9A66565656A699AA4D

00 66 62 46 46 46 44 2C 0A 03 84 FF 9B 03 53 DD

'b' 'F' 'F' 'F' 'D' ','

5555669965AA656A69595A555656955 9AAAAA669565665595A5A94D

00 66 75 35 2C 0A 03 84 FF B6 03 24 F4

'u' '5' ','

V

Write Sound File W Wxxxxxxyyyyyy xxxxxx = 6 digits of Address yyyyyy = 6 digits of length

Used by DCS Loader during write of sound file

Unknown X Used by DCS Loader during read up of sound file

X0 I don't know what these do

X1

Y

Z

TIU Version ! 0x00

! Read TIU Version Number Responds with data :'0' '4' '2' '0' which means version 4.20

Responds with data :'0' '4' '3' 0x00 Bug in v4.30 last digit is binary instead of ASCII

Responds with data :'0' '5' '0' '0' version 5.00

Modes:

Super TIU mode Need to do more testing, one test shows Remote sending to TIU 8, another test to TIU 11

All Engines modes send to engine DCS #101.

In several command sets, I saw this sequence

z10	end of startup sequence	z10	Reset Maintenance command	z10	Reset Maintenance command
j212	Also seen with Maintenance Reset	j212		j212	
k64	Was a SW 1500 PS3 engine	k76	very old A&S SW1200 PS2 engine	k6F	
z0		z0		z0	

Seen with commands switching between Conventional and Legacy Modes

I don't know what the 'z', 'j', 'k' or 'z' command do.

Trolley Menu

MLM		u10
	LST	w1800
		bE7FF
	SAV	w2
		bFFFD
	SOB	w2
		bFFFD
	SLP	w2
		bFFFD
FAS	u9	
FOL	G8001	
	G8004	
	GC004	
FAR	u9	
	GC001	
	G8001	
MMM		

Doppler Menu

On r14

Off l0