

Welcome To QSI Solutions!

Quantum Revolution

*“Realism is what you
want to make it”*

Key Attributes

- ◆ Passionate Devotion to Prototypical sound and operation
- ◆ All Scales
- ◆ Multiple Formats
- ◆ Steam – Diesel – Electric – Gas Turbine
- ◆ Programmable/Down Loadable Sounds
- ◆ Rated for 2 amps HO/O Rated for 3 amps O/G

Sound Performance - Steam

- Realistic chuff sound
- Regulated Throttle
 - Smooth Momentum
 - Automatic Sound Transition
 - Intensity
- Throttle or Cut-off mode
- Progressive Chuff
- Timbre – “Cut-off Inertia”

Sound Performance - Steam

- Sound of Power- exhaust load/grades/curves
- Doppler Effect
- Accurate Synchronization (no need for cam)
- Disconnect / Shutdown
- Articulated sound – simple and compound
- Prototypical Braking
- Semi Automatic Speed Matching – helpers/consisting
- Dual Whistle – Function Switchable. Single Button Control of: Hoot, Blast, Fancy Ending & Doppler
- Bell

Sound Performance – Steam Prototypical Sounds

- Cylinder Cock Release – ejects condensed water
 - Start up, or after being stationary (timed)
- Slow start – Eliminates broken couplers
- Drifting – Saves fuel and water
- Rod Clank
- Customizable Grade Crossing - Auto Bell
- Braking – initial 5 lb air release then stop

Sound Performance – Steam Ancillary Sounds

- Dynamo
- Air Pump 1
- Air Pump 2 (if applicable)
- Steam Blower Hiss
- Boiler Pop-off
- Blow Down
- Injector
- Air Brakes
- Squealing Brakes
- Coupler: Crash, slack adjust, release
- User Loadable Sound Effect (with Quantum Programmer)

Sound Performance - Diesel

- Exhaust and Motor Sounds
- Regulated Throttle
- Sound of Power
- Load Responsive Exhaust Sounds
- Heavy Load
- Disconnect/Stand By/Shutdown
- Dual Horn – Function Switchable. Single Button Control of: Hoot, Blast, Fancy Ending & Doppler
- Customizable Grade Crossing – with prototypical bell/lighting effects

Sound Performance – Diesel Ancillary Sounds

- Turbo
- Air pump
- Vents and cooling fans
- Long air let-off
- Short air let-off
- Dynamic Brakes (exhaust volume to notch 1)
- Coupler: Crash, slack adjust, release
- Air Brakes
- Squealing Brakes
- User Loadable Sound Effect (with Quantum Programmer)

LOCOMOTIVE CONTROL

- Regulated Throttle
- PID (very slow/slow/mid/hi speed)
- Important Speed Controls
 - Back EMF
 - CV 2 Start Voltage
 - CV 3 Acceleration
 - CV 4 Deceleration
 - CV5 Hi Speed Max
 - CV 6 Mid Speed Max
 - Forward/Reverse Trim
 - Speed Curves
 - Scale MPH/Odometer (EMD Transition)

LOCOMOTIVE CONTROL

- Multiple Speakers
 - – 2 watt output
 - 4/8/16 Ohm speakers
- Braking
- Lighting
 - 6 lighting outputs
 - Individual intensity controls for all lighting states (bright, dim, mid, etc)
 - Ramp up/down timing controls
 - U Format has 12v common and 5v common supports all scale lighting options when used with resistors
 - A Format has 5v common with onboard resistors for direct connection of LED's/1.5v bulbs

LOCOMOTIVE CONTROL

- Diesel Lighting Functions

- Automatic or User Control Of all Lights in Four states
 - FWD, NFF, REV, NFR
 - Can be set to: Bright/Dim/Off or Special Effect Where Applicable
- Head/Rear lights
- Ditch lights – work together
- MARS
- Overhead Beacon (Blinking, Rotary, Strobe, Prime Beacon)
- Cab
- Marker
- Number Boards
- Any of the above available as both front and rear

LOCOMOTIVE CONTROL

- Consisting

- Easy to set up
- Speed Matching
 - CV2,5,6/Speed Curves
 - Multiple Locos w/QSI (Revolution or OEM) will adjust to each other
- In-consist function controls for lead, rear and middle locos

LOCOMOTIVE CONTROL

◉ Steam Lighting Functions

- Head/Rear Light
- Mars Light
- Marker
- Number Boards
- Cab
- Dual Firebox (with exhaust flare synchronized to chuff sound)

LOCOMOTIVE CONTROL

- Status Reports
- Scale MPH – adjustable
- Odometer
- Wheel Diameter (steam)
- Synchronization (steam)
- Speed Steps per Notch (diesel)
- Room Temperature