Simulate Tutorial

Simulate uses **SSO** (*Single Sign-On*) to securely authenticate users.
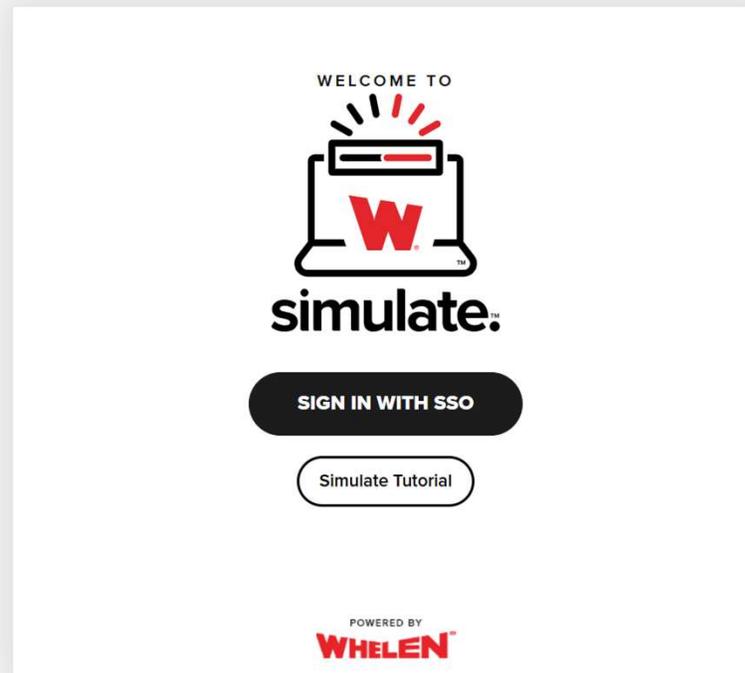
WELCOME TO

simulate.

SIGN IN WITH SSO

Simulate Tutorial

POWERED BY

WHELEN

If you have forgotten your password, then click **Forgot Password (1).** to go through the process of resetting your password**.** If you are a first-time user, you will want to click **Sign Up Now (2).** to begin entering your user details.

WHELEN®

User Details

mdunham@whelen.com *

Send verification code

1

New Password *

Confirm New Password *

Help us beat the bots

MHD 5WPD

🔊 ↻

Enter the characters you see

Given Name *

Surname *

Business User

◯ Yes

◯ No

‹ Cancel

When signing up enter a valid email address and click **Send Verification Code** (**1**). you will receive a code via email.

< Cancel

WHELEN®

User Details

Verification code has been sent to your inbox. Please copy it to the input box below.
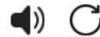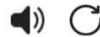
mdunham@whelen.com *

539613 *

(1) Verify code   Send new code

New Password *

Confirm New Password *

Help us beat the bots

Enter the characters you see

Given Name *

Surname *

Enter the verification code from the email and click **Verify code** (**1**). to complete the security validation.

WHELEN®

User Details

E-mail address verified. You can continue now.

mdunham@whelen.com *

Change e-mail

············ *

①

············ *

Help us beat the bots

NHD5WPP

NHD5WPP|

Mark *

Dunham *

Business User

○ Yes

Once a valid code has been entered you can set your password, name, and user details (**1**).

Help us beat the bots

NHD5WPP

Mark *

Dunham *

Business User

○ Yes

○ No

Job Title *

Organization *
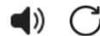
Country/Region
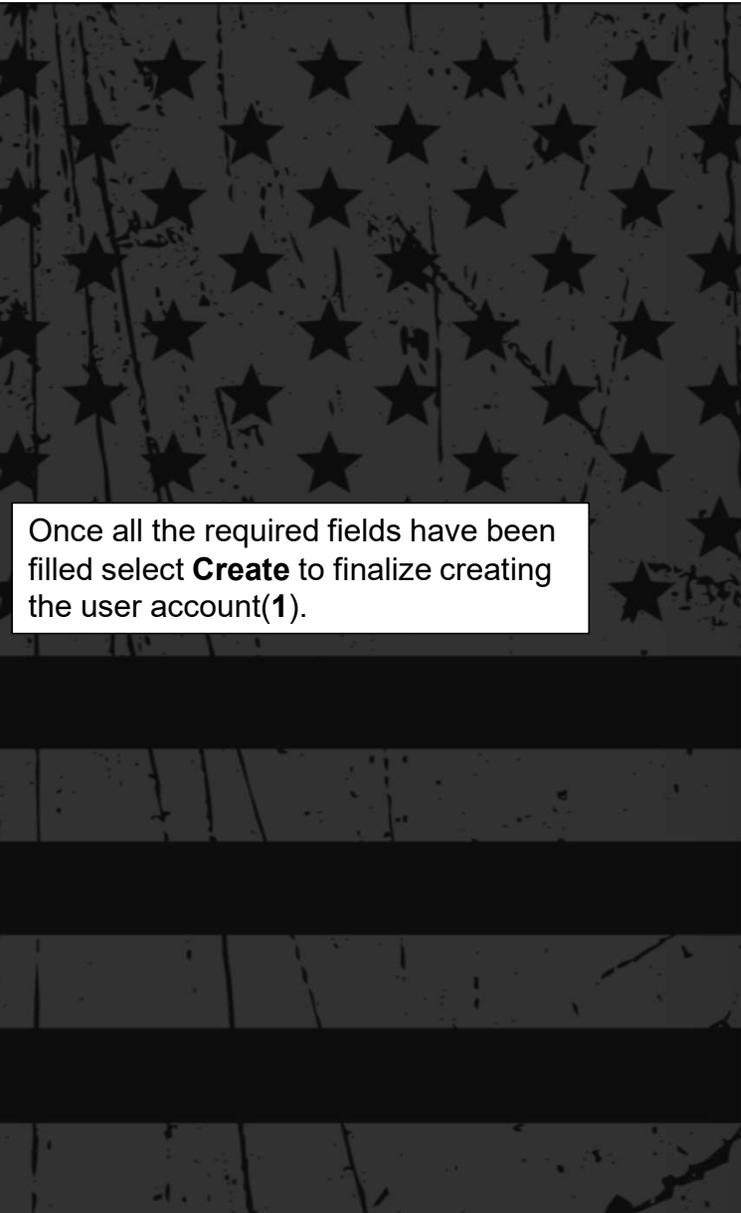
Country/Region ⌄

Once all the required fields have been filled select **Create** to finalize creating the user account(**1**).
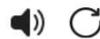
1

Create

On the Simulate home page, you start a new simulation by choosing the **VEHICLE TYPE** and uploading a valid **Command** configuration for a **WCX Control system** (**1**). You can also revisit an existing simulation (**2**). or open a simulation that was shared with you (**3**).

simulate.

CREATE A NEW SIMULATION

CHOOSE A VEHICLE TYPE*

Please Select ▼

1

UPLOAD COMMAND CONFIGURATION

REVISIT AN EXISTING SIMULATION

CoreJusticeHex10_LegacyPatternT...

CoreJusticeHex10_LegacyPatternT...

CCPWCX2250-S...12-2023-1.38.1...

2

VIEW ALL SIMULATIONS
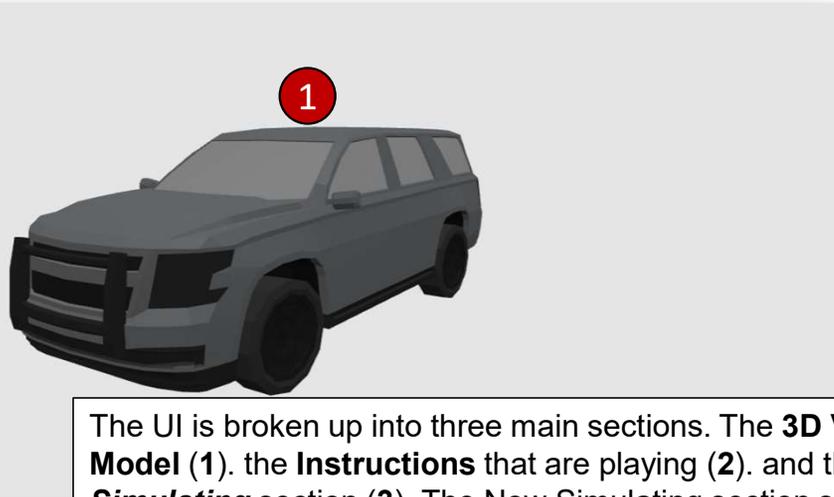
SIMULATIONS SHARED WITH YOU

SIMULATION	SOURCE USER
Sim_ClassFile...	mdunham@w...

3

VIEW ALL SHARED SIMULATIONS

VEHICLE TYPE

Police SUV ▼

FRONT   DRIVER CORNER   DRIVER SIDE   REAR   PASSENGER SIDE   PASSENGER CORNER   AERIAL   FULL SCREEN

1

OPAQUE   LIGHTS LOCKED

∧ **PATTERN CURRENTLY PLAYING**   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

2

∧ **AUDIO CURRENTLY PLAYING**

Name	Device	Tone	Power	Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   **CLEAR ALL ACTIVE INPUTS**

Horn Ring   OFF | ∨   Backlight   OFF | ∨   Hands Free   OFF | ∨   T1   OFF | ∨   T...

3

∧ **INPUTS**

CONTROL HEAD

| STBY | RAD | HF | T1 | T2 | T3 | MAN | AH |

WHELEN CORE™

| ARSW | ACTN | DVM | CRZE | LP |

| | | | ARGS | GL |

← → FLASH

• • • • • • • •

CONTROL HEAD

LGHT

MAN

HOME

ARGES™

ACM Inputs ∨

> The UI is broken up into three main sections. The **3D Vehicle Model** (**1**). the **Instructions** that are playing (**2**). and the *Now Simulating* section (**3**). The Now Simulating section shows the Inputs, Tones, Events, Virtual Inputs, Vehicle Inputs, Lightbars, Outputs, Arges and more. If the off state of an input has instructions, it will be shown in the **Now Simulating** bar.

w. simulate.

VEHICLE TYPE
Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

OPAQUE | LIGHTS LOCKED

∧ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

∧ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

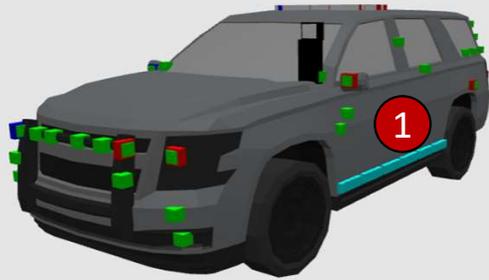Horn Ring OFF | ∨   Backlight OFF | ∨   Hands Free OFF | ∨   T1 OFF | ∨   T

∧ LIGHTBARS

Lightbar	⋮	Driver WCX Tracer...	⋮
Pass WCX Tracer ...	⋮	Front Inner ...	⋮
Rear Inner ...	⋮		

∧ OUTPUTS

(1)

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
No duo lights added	No trio lights added

Driver Headlight	⋮	Pass Headlight	⋮
Driver Push Bumper	⋮	Pass Push Bumper	⋮
Driver Mirror	⋮	Pass Mirror	⋮
Driver Rear Fender	⋮	Pass Rear Fender	⋮
Driver Tail Light	⋮	Pass Tail Light	⋮
Driver Rear Inboard	⋮	Pass Rear Inboard	⋮
Driver Rear Licens...	⋮	Pass Rear License...	⋮
J10-15 2.5A	⋮	J10-16 2.5A	⋮
Gunlock 10A	⋮	J17-2 10A	⋮
J17-1 10A	⋮	J17-3 10A	⋮
J17-5 15A	⋮	J17-6 15A	⋮
J11 1/2/3 Dry Cont	⋮		

You can add devices to the vehicle model by scrolling down and **dragging** Lightbars, Outputs or the Arges to the vehicle (**1**). If the device has already been placed on the vehicle model it will be highlighted grey and the cursor will change from a hand to a pointer.

SIMULATION NAME : Sim_ClassFile_RevZ-Oct-06-2023-10.45.38 AM EDT

CONTROL SYSTEM : Core REUPLOAD

AUDIO ON 🔊   👤 Mark Dunham ⌄

VEHICLE TYPE

Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

2

1

J10-15 2.5A

OPAQUE | LIGHTS LOCKED

⌄ **PATTERN CURRE**

Device | Output

⌄ **AUDIO CURRENTLY PLAYING**

Name | Device | Tone | Power | Mode

When dragging a device to be placed on the vehicle **Green** boxes will appear that will allow you to layout the vehicle quickly (**1**). Devices added to the vehicle model will **Blink** when placed to show the location it was added to. The vehicle model can be manipulated using the mouse or by picking one of the predefined views (**2**).

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

Horn Ring OFF | ⌄   Backlight OFF | ⌄   Hands Free OFF | ⌄   T1 OFF | ⌄   T

⌃ **LIGHTBARS**

Lightbar ⋮ | Driver WCX Tracer... ⋮
Pass WCX Tracer ... ⋮ | Front Inner ... ⋮
Rear Inner ... ⋮

⌃ **OUTPUTS**

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
No duo lights added	No trio lights added

Driver Headlight	⋮	Pass Headlight	⋮
Driver Push Bumper	⋮	Pass Push Bumper	⋮
Driver Mirror	⋮	Pass Mirror	⋮
Driver Rear Fender	⋮	Pass Rear Fender	⋮
Driver Tail Light	⋮	Pass Tail Light	⋮
Driver Rear Inboard	⋮	Pass Rear Inboard	⋮
Driver Rear Licens...	⋮	Pass Rear License...	⋮
Gunlock 10A	⋮	J10-16 2.5A	⋮
J17-1 10A	⋮	J17-2 10A	⋮
J17-5 15A	⋮	J17-3 10A	⋮
J11-1/2/3 Dry Cont...	⋮	J17-6 15A	⋮

simulate.

SIMULATION NAME : Sim_ClassFile_RevZA-Nov-01-2023-9.04.02 AM EDT_2mk_sDd   CONTROL SYSTEM : Core   REUPLOAD

AUDIO ON   Mark Dunham

VEHICLE TYPE
Police SUV

FRONT · DRIVER CORNER · DRIVER SIDE · REAR · PASSENGER SIDE · PASSENGER CORNER · AERIAL · FULL SCREEN

OPAQUE · LIGHTS LOCKED · OPAQUE OUTPUTS

Zoom Out   Zoom In

⌄ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

⌄ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

PAUSE SIMULATION

Slide Switch OFF   Horn Ring OFF   Backlight OFF   Hands Free OFF

J6-6
J6-8
Pass Headlight
Pass Push Bumper
Pass Mirror
Pass Rear Fender
Pass Tail Light
Pass Rear Inboard

If the color of the output is not set in the Command configuration, you can set the color by using the output **menu** (**1**) and selecting the desired **color** (**2**).

J17-3 10A   None
J17-6 15A   Amber   Blink
                 Blue   Remove
⌄ ARGES   Green   Reset Position
                 Red   2   Reset Color
                 White   Set Color   ▸

1

SIMULATION NAME : Sim_ClassFile_RevZA-Nov-01-2023-9.04.02 AM EDT_2mk_sDd   CONTROL SYSTEM : Core   REUPLOAD

AUDIO ON   Mark Dunham

VEHICLE TYPE

Police SUV

You can also set the color of the output once it is added to the vehicle model by right clicking and selecting the desired **color** (**1**).

Blink

Remove

Reset Position

Reset Color

Set Color

None

Amber

Blue

Green

Red   1

White

OPAQUE   LIGHTS LOCKED   OPAQUE OUTPUTS

Zoom Out   Zoom In

∧ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device   Output   Pattern   Power   Cruise   Phase   Delay

∧ AUDIO CURRENTLY PLAYING

Name   Device   Tone   Power   Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

PAUSE SIMULATION

Slide Switch   OFF   Horn Ring   OFF   Backlight   OFF   Hands Free   OFF

∧ INPUTS

CONTROL HEAD

STBY   RAD   HF   T1   T2   T3   MAN   AH

WHELEN CORE

ARSW   ACTN   DVM   CRZE   LP

ARGS   GL

FLASH

CONTROL HEAD

LGHT

MAN

HOME

ARGES

VEHICLE TYPE

Police SUV ▼

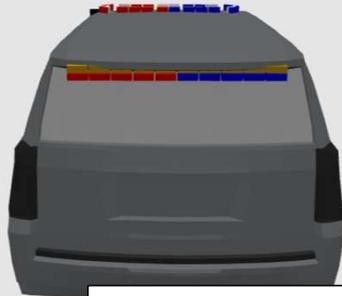|							
FRONT	DRIVER CORNER	DRIVER SIDE	REAR	PASSENGER SIDE	PASSENGER CORNER	AERIAL	FULL SCREEN

OPAQUE | LIGHTS LOCKED

To Simulate **Duo** and **Trio** lightheads first an output group must be created using **Create Output Group** (**1**).

∧ PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

∧ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES | CLEAR ALL ACTIVE INPUTS

Horn Ring | OFF | ⌄ | Backlight | OFF | ⌄ | Hands Free | OFF | ⌄ | T1 | OFF | ⌄ | T

∧ OUTPUTS

(**1**)

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
No duo lights added	No trio lights added

🟥 J5-1	⋮	🟦 J5-2	⋮
⬜ J5-3	⋮	🟥 J5-4	⋮
🟦 J5-5	⋮	⬜ J5-6	⋮
🟥 J5-7	⋮	🟦 J5-8	⋮
⬜ J6-1	⋮	🟥 J6-2	⋮
🟦 J6-3	⋮	⬜ J6-4	⋮
🟥 J6-5	⋮	🟦 J6-6	⋮
⬜ J6-7	⋮	🟦 J6-8	⋮
🟥 Driver Headlight	⋮	🟦 Pass Headlight	⋮
🟥 Driver Push Bumper	⋮	🟦 Pass Push Bumper	⋮
🟥 Driver Mirror	⋮	🟦 Pass Mirror	⋮
🟥 Driver Rear Fender	⋮	🟦 Pass Rear Fender	⋮
🟥 Driver Tail Light	⋮	🟦 Pass Tail Light	⋮
🟥 Driver Rear Inboard	⋮	🟦 Pass Rear Inboard	⋮
🟥 Driver Rear Licens...	⋮	🟦 Pass Rear License ...	⋮
🟥 J10-15 2.5A	⋮	🟦 J10-16 2.5A	⋮

VEHICLE TYPE

Police SUV ▼

| FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN |

OPAQUE   LIGHTS LOCKED

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

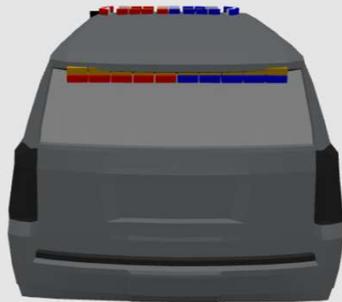Horn Ring   OFF | ⌄   Backlight   OFF | ⌄   Hands Free   OFF | ⌄   T1   OFF | ⌄   T

⌃ OUTPUTS

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
No duo lights added	No trio lights added

3 Driver Hatch   J5-1   J5-2   J5-3   🟥 🟦 ⬜

ADD

🟥 J5-1	☑	**1**	🟦 J5-2	☑
⬜ J5-3	☑		🟥 J5-4	☐
🟦 J5-5	☐		⬜ J5-6	☐
🟥 J5-7	☐		🟦 J5-8	☐
⬜ J6-1	☐		🟥 J6-2	☐
🟦 J6-3	☐		⬜ J6-4	☐
🟥 J6-5	☐		🟦 J6-6	☐
⬜ J6-7	☐		🟦 J6-8	☐
🟥 Driver Headlight	☐		🟦 Pass Headlight	☐
🟥 Driver Push Bumper	☐		🟦 Pass Push Bumper	☐
🟥 Driver Mirror	☐		🟦 Pass Mirror	☐
🟥 Driver Rear Fender	☐		🟦 Pass Rear Fender	☐
🟥 Driver Tail Light	☐		🟦 Pass Tail Light	☐

2

Once **Create Output Group** has been selected there will be a checkbox next to each output (**1**). Check the **checkbox** to add the output to the **Output Group** (**2**). Once the desired number of outputs has been added to the output group give the lighthead a **custom name** and select **Add** (**3**).

⌃ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

⌃ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

w simulate.

VEHICLE TYPE

Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

OPAQUE | LIGHTS LOCKED

2

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

Horn Ring OFF | ▾   Backlight OFF | ▾   Hands Free OFF | ▾   T1 OFF | ▾   T

∧ **OUTPUTS**

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
Driver Rear Fender	**1** Driver Hatch ⋮
	Pass Hatch ⋮

☐ J6-1 ⋮	■ J6-2	Blink	
■ J6-3 ⋮	☐ J6-4	Remove	
■ J6-5 ⋮ **3**	■ J6-6	Reset	
☐ J6-7 ⋮	■ J6-8	Delete	
■ Driver Headlight ⋮	■ Pass Headlight ⋮
■ Driver Push Bumper ⋮	■ Pass Push Bumper ⋮
■ Driver Mirror ⋮	■ Pass Mirror ⋮
■ Driver Rear Fender ⋮	■ Pass Rear Fender ⋮
■ Driver Tail Light ⋮	■ Pass Tail Light ⋮
■ Driver Rear Inboard ⋮	■ Pass Rear Inboard ⋮
■ Driver Rear Licens... ⋮	■ Pass Rear License ... ⋮
■ J10-15 2.5A ⋮	■ J10-16 2.5A ⋮
■ Gunlock 10A ⋮	☐ J17-2 10A ⋮
■ J17-1 10A ⋮	■ J17-3 10A ⋮
■ J17-5 15A ⋮	■ J17-6 15A ⋮

∧ **PATTERN CURRENTLY PLAYING**

Device | Output | Pattern

Lights will be added to the **Duo/Trio** categories according to how many outputs are selected when creating the output group (**1**). Once the lighthead has been created it can be **dragged** to any of the locations on the vehicle like any other output (**2**). Outputs added to a group will be removed from the **Outputs** list (**3**).

∧ **AUDIO CURRENTLY PLAYING**

Name | Device | Tone | Power | Mode

w **simulate.**

VEHICLE TYPE

Police SUV ▼

FRONT   DRIVER CORNER   DRIVER SIDE   REAR   PASSENGER SIDE   PASSENGER CORNER   AERIAL   FULL SCREEN

OPAQUE   LIGHTS LOCKED

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

Horn Ring OFF | ⌄   Backlight OFF | ⌄   Hands Free OFF | ⌄   T1 OFF | ⌄   T

⌃ OUTPUTS

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
▮ Driver Rear Fender ⋮	▯ Driver Hatch ⋮
	▯ Pass Hatch ⋮

	Blink
☐ J6-1 ⋮	▮ J6-2
	Remove
▮ J6-3 ⋮	☐ J6-4
	Reset
▮ J6-5 ⋮	▮ J6-6
	Delete
☐ J6-7 ⋮	▮ J6-8

▮ Driver Headlight ⋮	▮ Pass Headlight ⋮
▮ Driver Push Bumper ⋮	▮ Pass Push Bumper ⋮
▮ Driver Mirror ⋮	▮ Pass Mirror ⋮
▮ Driver Rear Fender ⋮	▮ Pass Rear Fender ⋮
▮ Driver Tail Light ⋮	▮ Pass Tail Light ⋮
▮ Driver Rear Inboard ⋮	▮ Pass Rear Inboard ⋮
▮ Driver Rear Licens... ⋮	▮ Pass Rear License ... ⋮
▮ J10-15 2.5A ⋮	▮ J10-16 2.5A ⋮
▮ Gunlock 10A ⋮	☐ J17-2 10A ⋮
▮ J17-1 10A ⋮	▮ J17-3 10A ⋮
▮ J17-5 15A ⋮	▮ J17-6 15A ⋮

If at anytime you wish to add the outputs back to the output list, you can use the **Duo/Trio** output menu **(1)** to delete the lighthead from the **Output Group** (**2**).

⌃ PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

⌃ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

SIMULATION NAME : Sim_ClassFile_RevV-Sep-13-2023-1.31.38 PM EDT

CONTROL SYSTEM : Core   **REUPLOAD**

AUDIO ON 🔊   👤 Mark Dunham ⌄

VEHICLE TYPE

Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

TRANSPARENT | LIGHTS UNLOCKED
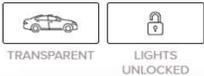
NOW SIMULATING THE FOLLOWING INPUTS AND STATES   **CLEAR ALL ACTIVE INPUTS**

Manual | ON ⌄ | HBuff Reset* | Off ⌄ | Activity Tone | ON ⌄ | Slide Switch | Slide 3

⌃ INPUTS **(1)**

CONTROL HEAD

STBY | RAD | HF | T1 | T2 | T3 | MAN | AH

(2)

WHELEN CORE™

ARSW | ACTN | DVM | CRZE | LP

ARGS | GL

← | → | FLASH

◄ ● ● ● ● ● ● ● ● ►

TROL HEAD

LGHT

MAN

HOME

ARGES™

ACM Inputs ⌄

Once the vehicle is laid out all aspects of the configuration can be simulated from control head inputs, ACM inputs, virtual inputs, vehicle inputs and much more (**1**). Any momentary input (**2**). will be **Press On/Press Off**. This is because laptops only have one input device (*Mouse/Touch pad*) to work with.

⌃ PATTERN CURRENTLY PLAYING   **VIEW ALL INSTRUCTIONS**

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 1	Action Flash	None	None	0	0
Lightbar	Lighthead 3	Action Flash	None	None	0	0
Lightbar	Lighthead 5	Action Flash	None	None	0	0
Lightbar	Lighthead 9	Action Flash	None	None	0	0
Lightbar	Lighthead 11	Action Flash	None	None	0	0
Lightbar	Lighthead 13	Action Flash	None	None	0	0
Lightbar	Lighthead 15	Action Flash	None	None	0	0
Lightbar	Lighthead 17	Action Flash	None	None	0	0

VEHICLE TYPE

Police SUV ▼

| FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN |

To be able to quickly switch between configuration settings, the simulation can be reset using Clear all active Inputs (**1**).

1   CLEAR ALL ACTIVE INPUTS

Right Alley   Right Alley 1 ⌄   Takedov

TRANSPARENT   LIGHTS UNLOCKED

⌃ **INPUTS**

CONTROL HEAD

| STBY | RAD | HF | T1 | T2 | T3 | MAN | AH |

WHELEN CORE™

ARSW   ACTN   DVM   CRZE   LP

🔦   👣   🔦   ARGS   GL

◄ ● ● ● ● ● ● ● ►   ←   →   FLASH

CONTROL HEAD

LGHT

MAN

HOME

ARGES™

⌃ **PATTERN CURRENTLY PLAYING**   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 4	On	None	None	0	0
Lightbar	Lighthead 5	Action Flash	None	None	0	0
Lightbar	Lighthead 7	On	None	None	0	0
Lightbar	Lighthead 9	Action Flash	None	None	0	0
Lightbar	Lighthead 11	Action Flash	None	None	0	0
Lightbar	Lighthead 13	Action Flash	None	None	0	0
Lightbar	Lighthead 15	Action Flash	None	None	0	0
Lightbar	Lighthead 25	Action Flash	None	None	180	0

ACM Inputs   ⌄

simulate.

SIMULATION NAME : Sim_ClassFile_RevV-Sep-13-2023-1.31.38 PM EDT   CONTROL SYSTEM : Core   REUPLOAD   AUDIO ON 🔊   👤 Mark Dunham ⌄

VEHICLE TYPE
Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

TRANSPARENT | LIGHTS UNLOCKED

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

Pattern 3   Play Pattern 3 | ⌄   LB Light Sensor   Day | ⌄   Manual   ON | ⌄   HBuff Reset

Virtual Inputs ⌃

HANDS FREE BUFFER*   HBUFF DOUBLE PRESS*   HBUFF RESET*

(1) T1 OVERRIDE*   T2 OVERRIDE*   T3 OVERRIDE*

TRACER CYCLE RED/BLUE   ADVANCED TA   PADDLE HOLD POSITION*

ARGES FRONT VIRTUAL   ARGES SWEEP VIRTUAL   GUNLOCK COUNTDOWN

GUNLOCK COUNTDOWN CYCLE   PATTERN 1   PATTERN 2

PATTERN 3

Lightbar Inputs ⌃

LB LIGHT SENSOR

As inputs are turned on you will be able to visually see everything that is currently active in your configuration. Active inputs will be filled red (**1**), and you will be able to see all automation from virtual inputs to events (**2**).

⌄ **TONES**

⌃ **EVENTS**

GOTO HBUFF 1*   CYCLE HANDSFREE BUFFER*   **CYCLE T1 OVERRIDE***

CYCLE T2 OVERRIDE*   CYCLE T3 OVERRIDE*   PLAY MANUAL COAST*

PLAY MANUAL STO   **(2)** TA SPLIT   ADVANCED TA OFF   ARGES ACTIVATION

FRONT DAY PARK   REAR DAY PARK   FRONT NIGHT PARK   REAR NIGHT PARK

ARGES STRAIGHT   ARGES STEER LEFT 10%   ARGES STEER LEFT 20%

ARGES STEER LEFT 30%   ARGES STEER RIGHT 10%   ARGES STEER RIGHT 20%

ARGES STEER RIGHT 30%

⌃ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 1	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 3	Action Flash	None	None	0	0
Lightbar	Lighthead 5	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 9	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 11	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 13	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 15	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 17	Single Flash 75 (Day)	None	None	0	0

VEHICLE TYPE
Police SUV

FRONT · DRIVER CORNER · DRIVER SIDE · REAR · PASSENGER SIDE · PASSENGER CORNER · AERIAL · FULL SCREEN

TRANSPARENT · LIGHTS UNLOCKED

PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

SIMULATION NAME : Sim_ClassFile_RevV-Sep-13-2023-1.31.38 PM EDT
CONTROL SYSTEM : Core   REUPLOAD
AUDIO ON   Mark Dunham

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

Hands Free OFF   T1 OFF   T2 OFF   T3 OFF   Manual OFF

HOME

ARGES

ACM Inputs

SHOWING INPUTS WITH INSTRUCTIONS   ②

HORN RING   PARK KILL   BACKLIGHT   PTT

Vehicle Inputs

①   SHOWING INPUTS WITH INSTRUCTIONS

TRANS - PARK   WHEEL DIRECTION

Virtual Inputs

Lightbar Inputs

When simulating ACM and Vehicle Inputs you can toggle between **Showing Inputs With Instructions** (**1**). and **Showing all Inputs** available (**2**).

∨ TONES

∨ EVENTS

∨ VSG

∨ LIGHTBARS

UNLOCKED

PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

(1)

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 1	Ping Pong	None	None	0	0
Lightbar	Lighthead 3	Ping Pong	None	None	0	0
Lightbar	Lighthead 5	Action Flash	None	None	0	0
Lightbar	Lighthead 9	Action Flash	None	None	0	0
Lightbar	Lighthead 11	Action Flash	None	None	0	0
Lightbar	Lighthead 13	Action Flash	None	None	0	0
Lightbar	Lighthead 15	Action Flash	None	None	0	0
Lightbar	Lighthead 17	Ping Pong	None	None	0	0
Lightbar	Lighthead 19	Ping Pong	None	None	0	0
Lightbar	Lighthead 21	Ping Pong	None	None	0	0
Lightbar	Lighthead 23	Ping Pong	None	None	0	0
Lightbar	Lighthead 25	Action Flash	None	None	180	0
Lightbar	Lighthead 27	Action Flash	None	None	180	0
Lightbar	Lighthead 29	Action Flash	None	None	180	0
Lightbar	Lighthead 31	Action Flash	None	None	180	0
Lightbar	Lighthead 33	Ping Pong	None	None	180	0
Lightbar	Lighthead 35	Ping Pong	None	None	180	0
Lightbar	Lighthead 37	Ping Pong	None	None	180	0
Lightbar	Lighthead 39	Ping Pong	None	None	180	0
Lightbar	Lighthead 41	Ping Pong	None	None	180	0
Lightbar	Lighthead 43	Ping Pong	None	None	180	0
Lightbar	Lighthead 45	Action Flash	None	None	180	0

AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode
External Siren	External Siren	Piercer	None	Unsync
Main Siren	Internal Siren	Yelp	None	Unsync
Howler	Howler	Composite Tritone	None	Unsync

(2)

NOW SIMULATING THE FOLLOWING INPUTS AND STATES | CLEAR ALL ACTIVE INPUTS

Pattern 1 | Play Pattern 1 | ⌄ | Slide Switch | Slide 2 | ⌄ | Manual | ON | ⌄ | HBuff Reset*

ACM Inputs ⌄

Vehicle Inputs ⌄

Virtual Inputs ⌃

HANDS FREE BUFFER* | HBUFF DOUBLE PRESS* | HBUFF RESET*

T1 OVERRIDE* | T2 OVERRIDE* | T3 OVERRIDE*

TRACER CYCLE RED/BLUE | ADVANCED TA | PADDLE HOLD POSITION*

ARGES FRONT VIRTUAL | ARGES SWEEP VIRTUAL | GUNLOCK COUNTDOWN

GUNLOCK COUNTDOWN CYCLE | PATTERN 1 | PATTERN 2

PATTERN 3

GOTO HBUFF 1* | CYCLE HANDSFREE BUFFER* | CYCLE T1 OVERRIDE*

CYCLE T2 OVERRIDE* | CYCLE T3 OVERRIDE* | PLAY MANUAL COAST*

PLAY MANUAL STOP* | TA SPLIT | ADVANCED TA OFF | ARGES ACTIVATION

FRONT DAY PARK | REAR DAY PARK | FRONT NIGHT PARK | REAR NIGHT PARK

ARGES STRAIGHT | ARGES STEER LEFT 10% | ARGES STEER LEFT 20%

ARGES STEER LEFT 30% | ARGES STEER RIGHT 10% | ARGES STEER RIGHT 20%

ARGES STEER RIGHT 30%

While inputs are being simulated you can view the pattern that is currently playing listed by Device, Output, Pattern, Power, Cruise, Phase and Delay (**1**). You can also view any of the Audio that is currently playing (**2**).

VEHICLE TYPE

Police SUV ▼

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

1

TRANSPARENT | LIGHTS UNLOCKED

To be able to view if all lighting devices are flashing and synchronizing as intended you can toggle the vehicle model between Opaque or Transparent using the visibility selector (**1**).

⌃ PATTERN CURRENTLY PLAYING   **VIEW ALL INSTRUCTIONS**

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 1	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 3	Action Flash	None	None	0	0
Lightbar	Lighthead 5	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 9	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 11	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 13	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 15	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthead 17	Single Flash 75 (Day)	None	None	0	0

NOW SIMULATING THE FOLLOWING INPUTS AND STATES **CLEAR ALL ACTIVE INPUTS**

Pattern 3 Play Pattern 3 | ⌄   LB Light Sensor Day | ⌄   Trans - Park ON | ⌄   Slide S...

Virtual Inputs ⌃

HANDS FREE BUFFER*	HBUFF DOUBLE PRESS*	HBUFF RESET*
T1 OVERRIDE*	T2 OVERRIDE*	T3 OVERRIDE*
TRACER CYCLE RED/BLUE	ADVANCED TA	PADDLE HOLD POSITION*
ARGES FRONT VIRTUAL	ARGES SWEEP VIRTUAL	GUNLOCK COUNTDOWN
GUNLOCK COUNTDOWN CYCLE	PATTERN 1	PATTERN 2
PATTERN 3		

Lightbar Inputs ⌃

LB LIGHT SENSOR

⌄ TONES

⌃ EVENTS

GOTO HBUFF 1*	CYCLE HANDSFREE BUFFER*	**CYCLE T1 OVERRIDE***
CYCLE T2 OVERRIDE*	CYCLE T3 OVERRIDE*	PLAY MANUAL COAST*
PLAY MANUAL STOP*	TA SPLIT	**ADVANCED TA OFF**	ARGES ACTIVATION
FRONT DAY PARK	**REAR DAY PARK**	FRONT NIGHT PARK	REAR NIGHT PARK
ARGES STRAIGHT	ARGES STEER LEFT 10%	ARGES STEER LEFT 20%
ARGES STEER LEFT 30%	ARGES STEER RIGHT 10%	ARGES STEER RIGHT 20%
ARGES STEER RIGHT 30%		

VEHICLE TYPE

Police SUV

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

OPAQUE | LIGHTS LOCKED

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

Horn Ring OFF | Backlight OFF | Hands Free OFF | T1 OFF | T

LIGHTBARS

- Lightbar
- Driver WCX Tracer...
- Pass WCX Tracer ...
- Front Inner ...
- Rear Inner ...

OUTPUTS

CREATE OUTPUT GROUP

Duo Lights	Trio Lights
No duo lights added	No trio lights added

- Driver Headlight — Pass Headlight
- Driver Push Bumper — Bumper
- Driver Mirror
- Driver Rear Fender — ender
- Driver Tail Light — Pass Tail Light
- Driver Rear Inboard — Pass Rear Inboard
- Driver Rear Licens... — Pass Rear License...
- J10-15 2.5A — J10-16 2.5A
- Gunlock 10A — J17-2 10A
- J17-1 10A — J17-3 10A
- J17-5 15A — J17-6 15A
- J11-1/2/3 Dry Cont

Blink
Remove
Reset

The output devices can be dragged and positioned on the vehicle. You can unlock the output devices using the **Lock/Unlock** selector (**1**). If at any time you move an output that you did not want to move, you can access the output menu and **Reset** the output to the snap point it was originally added to (**2**).

PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay

AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

VEHICLE TYPE

Police SUV ▼

FRONT   DRIVER CORNER   DRIVER SIDE   REAR   PASSENGER SIDE   PASSENGER CORNER   AERIAL   FULL SCREEN

OPAQUE   LIGHTS LOCKED   **1** TRANSPARENT OUTPUTS

You can toggle the output devices between Opaque or Transparent using the output visibility selector (**1**). This will make output devices appear closer to as they would on the actual vehicle.

∧ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthead 1	Action Flash	None	None	0	0
Lightbar	Lighthead 3	Action Flash	None	None	0	0
Lightbar	Lighthead 5	Action Flash	None	None	0	0
Lightbar	Lighthead 9	Action Flash	None	None	0	0
Lightbar	Lighthead 11	Action Flash	None	None	0	0
Lightbar	Lighthead 13	Action Flash	None	None	0	0
Lightbar	Lighthead 15	Action Flash	None	None	0	0

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

PAUSE SIMULATION

Slide Switch   Slide 3   ⌄   Tracer Cycle Red/Blue   Tracer Red   ⌄   Horn Ring   OFF   ⌄

∧ INPUTS

CONTROL HEAD

STBY   RAD   HF   T1   T2   T3   MAN   AH

WHELEN CORE™

ARSW   ACTN   DVM   CRZE   LP

ARGS   GL

←   →   FLASH

CONTROL HEAD

LGHT

MAN

HOME

ARGES™

SIMULATION NAME : Sim_ClassFile_RevZA-Nov-01-2023-9.04.02 AM EDT_2mk_sDd

CONTROL SYSTEM : Core

REUPLOAD

AUDIO ON

Mark Dunham

VEHICLE TYPE

Police SUV

FRONT | DRIVER CORNER | DRIVER SIDE | REAR | PASSENGER SIDE | PASSENGER CORNER | AERIAL | FULL SCREEN

Zoom Out | Zoom In

OPAQUE | LIGHTS LOCKED | OPAQUE OUTPUTS

PATTERN CURRENTL

| Device | Output | Pattern | Power | Cruise | Phase | Delay |

AUDIO CURRENTLY PLAYING

| Name | Device | Tone | Power | Mode |

You can **Zoom** in and out on the vehicle model to enhance viewing output devices (**1**).

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

PAUSE SIMULATION

Slide Switch OFF | Horn Ring OFF | Backlight OFF | Hands Free OFF

INPUTS

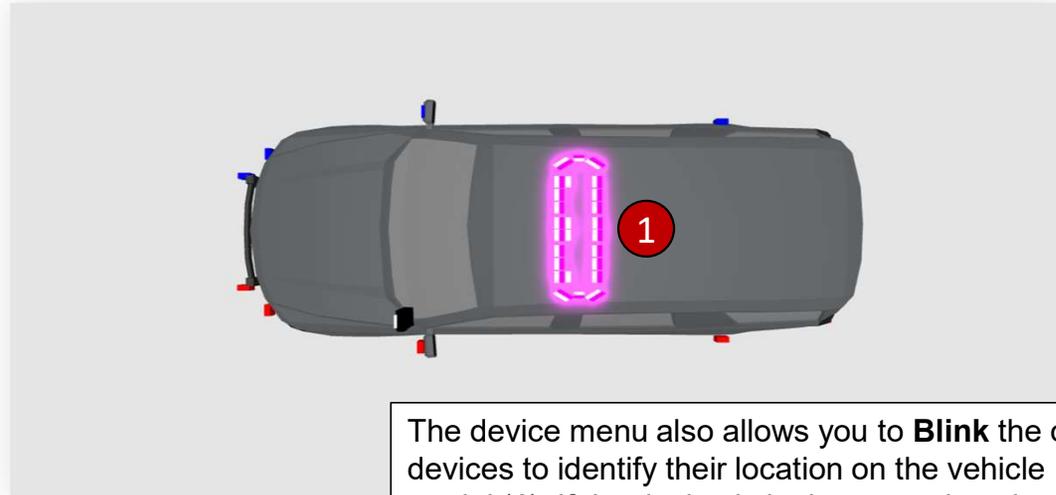CONTROL HEAD

STBY | RAD | HF | T1 | T2 | T3 | MAN | AH

WHELEN CORE

ARSW | ACTN | DVM | CRZE | LP

ARGS | GL

FLASH

CONTROL HEAD

LGHT

MAN

HOME

ARGES

VEHICLE TYPE

| Police SUV ▼ |

🚗 FRONT   🚗 DRIVER CORNER   🚗 DRIVER SIDE   🚗 REAR   🚗 PASSENGER SIDE   🚗 PASSENGER CORNER   🚗 AERIAL   ⤢ FULL SCREEN

🚗 OPAQUE   🔒 LIGHTS LOCKED

NOW SIMULATING THE FOLLOWING INPUTS AND STATES [CLEAR ALL ACTIVE INPUTS]

| Horn Ring | OFF | ⌄ | Backlight | OFF | ⌄ | Hands Free | OFF | ⌄ | T1 | OFF | ⌄ | T... |

⌃ LIGHTBARS

🔴 Lightbar	⋮	▬▬▬ Driver WCX Tracer...	⋮
▬▬▬ Pass WCX Tracer ...		Blink	①	ront Inner ...	⋮
▬▬▬ Rear Inner ...		Remove	
		Reset	

⌃ OUTPUTS

[CREATE OUTPUT GROUP]

Duo Lights	Trio Lights
No duo lights added	No trio lights added

🟥 Driver Headlight	⋮	🟦 Pass Headlight	⋮
🟥 Driver Push Bumper	⋮	🟦 Pass Push Bumper	⋮
🟥 Driver Mirror	⋮	🟦 Pass Mirror	⋮
🟥 Driver Rear Fender	⋮	🟦 Pass Rear Fender	⋮
🟥 Driver Tail Light	⋮	🟦 Pass Tail Light	⋮
🟥 Driver Rear Inboard	⋮	🟦 Pass Rear Inboard	⋮
🟥 Driver Rear Licens...	⋮	🟦 Pass Rear License...	⋮
🟥 J10-15 2.5A	⋮	🟦 J10-16 2.5A	⋮
🟦 Gunlock 10A	⋮	⬜ J17-2 10A	⋮
🟦 J17-1 10A	⋮	🟦 J17-3 10A	⋮
🟦 J17-5 15A	⋮	🟦 J17-6 15A	⋮
🟦 J11-1/2/3 Dry Cont	⋮	

The device menu also allows you to **Blink** the output devices to identify their location on the vehicle model (**1**). If the device is in the wrong location, it can also be removed using the device menu.

⌃ PATTERN CURRENTLY PLAYING   [VIEW ALL INSTRUCTIONS]

| Device | Output | Pattern | Power | Cruise | Phase | Delay |

⌃ AUDIO CURRENTLY PLAYING

| Name | Device | Tone | Power | Mode |

☰

New

Open

Reupload 1

Save

Save As

Share Simulation

Delete

If you wish to make a programming change to the configuration being simulated, you may do so in **Whelen Command** and then **REUPLOAD** the file (**1**). As long as the hardware in the configuration is not changed, the outputs and hardware will retain their position on the vehicle model. Changed hardware will have to be re-added to the vehicle model.

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

Hands Free OFF | ⌄   T1 OFF | ⌄   T2 OFF | ⌄   T3 OFF | ⌄   Manual OFF

TRANSPARENT   LIGHTS UNLOCKED

∧ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device   Output   Pattern   Power   Cruise   Phase   Delay

∧ AUDIO CURRENTLY PLAYING

Name   Device   Tone   Power   Mode

∧ INPUTS

CONTROL HEAD

STBY   RAD   HF   T1   T2   T3   MAN   AH

WHELEN CORE™

ARSW   ACTN   DVM   CRZE   LP

ARGS   GL

← → FLASH

CONTROL HEAD

LGHT

MAN

HOME

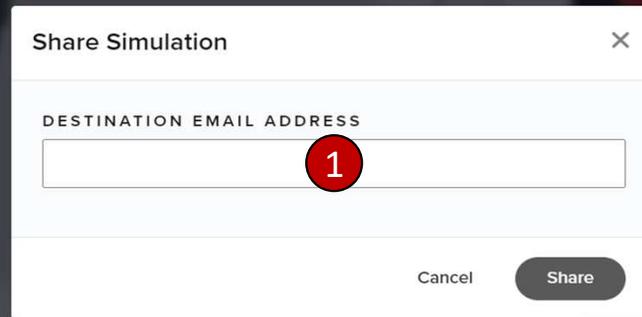ARGES™

ACM Inputs   ⌄

Once you have completed a simulation it can be shared with other Simulator users. Select **Share configuration** from the file menu and enter a valid destination email address and share (**1**). The recipient will receive an email notifying them that a simulator configuration has been shared with them.

Share Simulation

DESTINATION EMAIL ADDRESS

Cancel **Share**
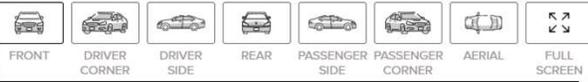
SIMULATION NAME : UpdateA21 1-Nov-14-2023-12.21.36 PM EST   CONTROL SYSTEM : Core   REUPLOAD   AUDIO ON 🔊   ⬤ 🌙   👤 Mark Dunham ⌄

New

Open

Open Shared   **1**

Reupload

Save

Simulate Tutorial

Save As

Share Simulation

Delete

You can open shared Simulations by using the **Open Shared** function from the file menu (**1**).

FRONT   DRIVER CORNER   DRIVER SIDE   REAR   PASSENGER SIDE   PASSENGER CORNER   AERIAL   FULL SCREEN

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   CLEAR ALL ACTIVE INPUTS

PAUSE SIMULATION

Manual OFF ⌄   Paddle Moving Paddle Moving ⌄   INPUT PARK KILL OFF ⌄   I

CONTROL HEAD

BLACK OUT   RAD   HF   1   2   3   MAN   HORN

WHELEN CORE™

LEFT ALLEY   FRONT CUT   RIGHT ALLEY   SW12   2 TONE

TA LEFT   REAR CUT   TA RIGHT   WIG WAG

◄ ● ● ● ● ● ● ● ● ►   HOWLER   WHITE CUT   TA FLASH

OPAQUE   LIGHTS LOCKED   OPAQUE OUTPUTS

Zoom Out   Zoom In

ACM Inputs   ⌄

Virtual Inputs   ⌄

Lightbar Inputs   ⌄

Remote Expansion   ⌄

∧ PATTERN CURRENTLY PLAYING   VIEW ALL INSTRUCTIONS

Device   Output   Pattern   Power   Cruise   Phase   Delay

∧ AUDIO CURRENTLY PLAYING

Name   Device   Tone   Power   Mode

∨ TONES

∨ EVENTS

∨ MISC

CONTROL SYSTEM : Core **REUPLOAD**

AUDIO ON 🔊   👤 Mark Dunham ⌄

File Menu

☰

New

Open

Reupload

Save

Save As

Share Simulation

Delete **1**

Simulations can be deleted by using the **Delete** function from the file menu (**1**). Deleted configurations will be removed from your list of existing simulations.

FRONT DRIVER CORNER DRIVER SIDE REAR PASSENGER SIDE PASSENGER CORNER AERIAL FULL SCREEN

TRANSPARENT   LIGHTS UNLOCKED

⌃ PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

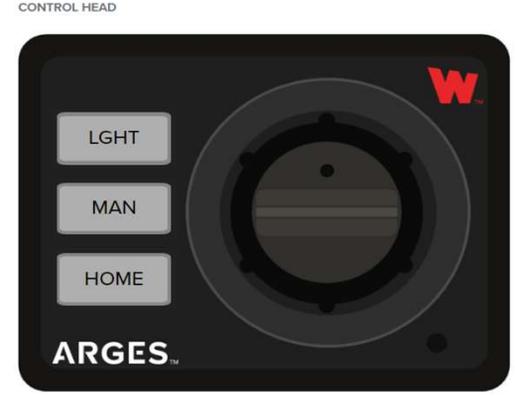| Device	Output	Pattern	Power	Cruise	Phase	Delay

⌃ AUDIO CURRENTLY PLAYING

Name	Device	Tone	Power	Mode

NOW SIMULATING THE FOLLOWING INPUTS AND STATES   **CLEAR ALL ACTIVE INPUTS**

Hands Free OFF ⌄   T1 OFF ⌄   T2 OFF ⌄   T3 OFF ⌄   Manual OFF

⌃ INPUTS

CONTROL HEAD

STBY RAD HF T1 T2 T3 MAN AH

WHELEN CORE

ARSW ACTN DVM CRZE LP

ARGS GL

← → FLASH

CONTROL HEAD

LGHT

MAN

HOME

ARGES

ACM Inputs ⌄