

# Simulate Tutorial



Simulate uses **SSO** (*Single Sign-On*) to securely authenticate users. If the Sign in page does not load check your popup blocker settings.



Sign up or sign in - Google Chrome

whelenabb2c.b2clogin.com/whelenabb2c.onmicrosoft.com/b2c\_1\_si...

# WHELEN®

## Sign in

Sign in with your email address

[Forgot your password?](#)

[Sign in](#)

Don't have an account? [Sign up now](#)

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.

Sign up or sign in - Google Chrome

whelenabb2c.b2clogin.com/whelenabb2c.onmicrosoft.com/b2c\_1\_si...

# WHELEN®

## Sign in

Sign in with your email address

  
  
[1 Forgot your password?](#)  
  
Don't have an account? [Sign up now](#) 2

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

The screenshot shows a mobile browser window with the URL `whelenlab2c.b2clogin.com/whelenlab2c.onmicrosoft.com/B2C_1_Si...`. The page features the WHELEN logo at the top, followed by the title "User Details". Below the title are several input fields: "Email Address", "New Password", "Confirm New Password", "First Name", and "Last Name". Each of these fields has a red asterisk to its right. A blue button labeled "Send verification code" is positioned below the "Email Address" field, with a red circle containing the number "1" overlaid on it. Below the password fields is a "Business User" section with two radio buttons labeled "Yes" and "No". At the bottom are two more input fields: "Job Title" and "Organization", both with red asterisks to their right. A "Cancel" link is visible in the top left corner of the form area.

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

whelenlab2c.b2clogin.com/whelenlab2c.onmicrosoft.com/B2C\_1\_Si...

< Cancel

# WHELEN®

## User Details

Verification code has been sent to your inbox. Please copy it to the input box below.

mdunham@whelen.com \*

Verification Code \*

**1**  
Verify code Send new code

New Password \*

Confirm New Password \*

First Name \*

Last Name \*

**Business User**

Yes

No

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

The screenshot shows a web browser window with the URL `whelenlab2c.b2clogin.com/whelenlab2c.onmicrosoft.com/B2C_...`. The page displays a user creation form with the following elements:

- Email field: `mdunham@whelen.com`
- Change e-mail button
- Two password fields (masked with dots)
- Name field: `Mark` (highlighted with a red circle containing the number 1)
- Surname field: `Dunham`
- Business User section:
  - Yes
  - No
- Job title field: `Cloud & Desktop Software Support Specialist`
- Organization field: `Whelen`
- Country/Region dropdown: `United States`
- Create button

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).



CREATE A NEW SIMULATION

CHOOSE A VEHICLE TYPE\*

Please Select ▼

1

UPLOAD COMMAND CONFIGURATION

REVISIT AN EXISTING SIMULATION

CoreJusticeHex10_LegacyPatternT...
CoreJusticeHex10_LegacyPatternT...
CCPWXCX2250-S...12-2023-1.38.1...

2

VIEW ALL SIMULATIONS

SIMULATIONS SHARED WITH YOU

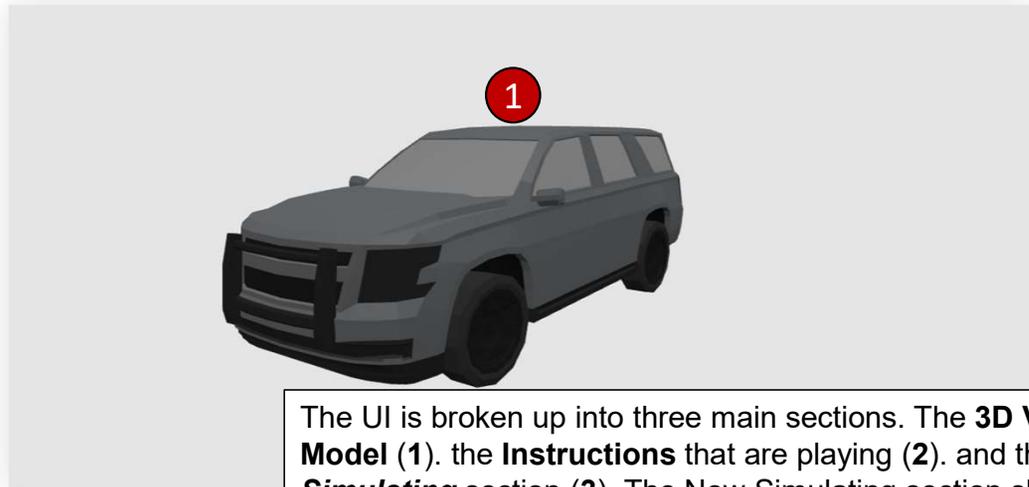
SIMULATION	SOURCE USER
Sim_ClassFile...	mdunham@w...

3

VIEW ALL SHARED SIMULATIONS

VEHICLE TYPE

Police SUV



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.

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

3

INPUTS

CONTROL HEAD



CONTROL HEAD



ACM Inputs

VEHICLE TYPE

Police SUV

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



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.

- 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

LIGHTBARS

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

OUTPUTS

1

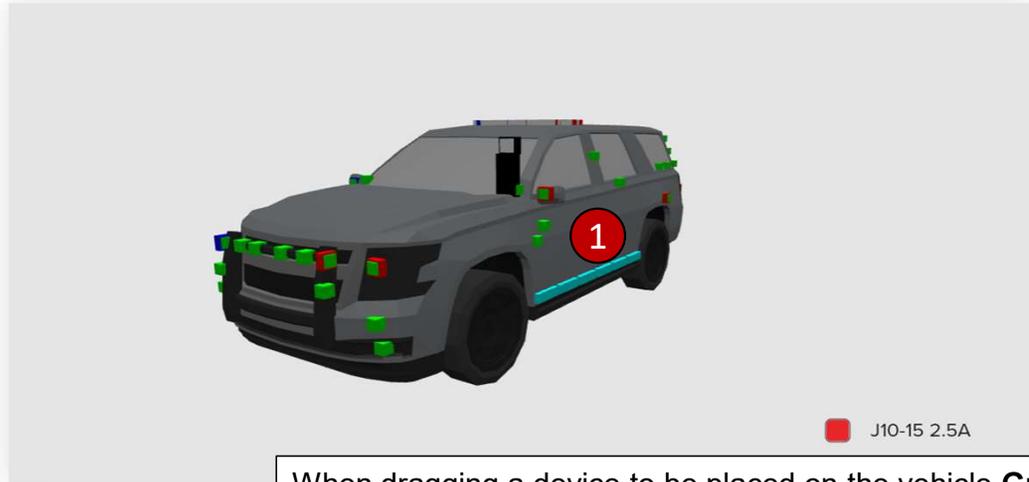
CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
No duo lights added		No trio lights added	
<input type="checkbox"/> Driver Headlight	:	<input checked="" type="checkbox"/> Pass Headlight	:
<input type="checkbox"/> Driver Push Bumper	:	<input checked="" type="checkbox"/> Pass Push Bumper	:
<input type="checkbox"/> Driver Mirror	:	<input checked="" type="checkbox"/> Pass Mirror	:
<input type="checkbox"/> Driver Rear Fender	:	<input checked="" type="checkbox"/> Pass Rear Fender	:
<input type="checkbox"/> Driver Tail Light	:	<input checked="" type="checkbox"/> Pass Tail Light	:
<input type="checkbox"/> Driver Rear Inboard	:	<input checked="" type="checkbox"/> Pass Rear Inboard	:
<input type="checkbox"/> Driver Rear Licens...	:	<input checked="" type="checkbox"/> Pass Rear License...	:
<input type="checkbox"/> J10-15 2.5A	:	<input checked="" type="checkbox"/> J10-16 2.5A	:
<input checked="" type="checkbox"/> Gunlock 10A	:	<input type="checkbox"/> J17-2 10A	:
<input checked="" type="checkbox"/> J17-1 10A	:	<input checked="" type="checkbox"/> J17-3 10A	:
<input checked="" type="checkbox"/> J17-5 15A	:	<input checked="" type="checkbox"/> J17-6 15A	:
<input checked="" type="checkbox"/> J11 1/2 Dr Cont	:		:

VEHICLE TYPE

Police SUV

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



J10-15 2.5A

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).

OPAQUE    LIGHTS LOCKED

PATTERN CURRENTLY PLAYING

Device    Output

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

LIGHTBARS

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

OUTPUTS

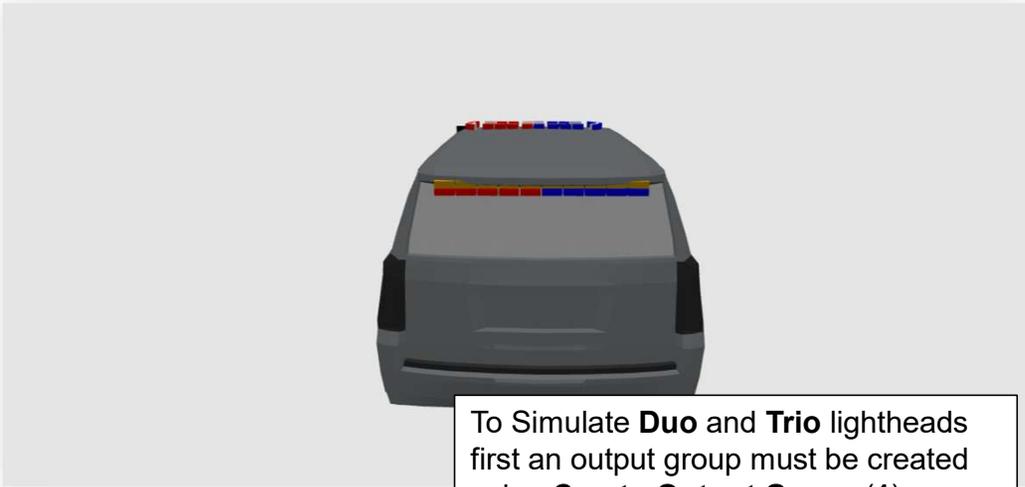
CREATE OUTPUT GROUP

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

VEHICLE TYPE

Police SUV

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



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

- 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

^ OUTPUTS

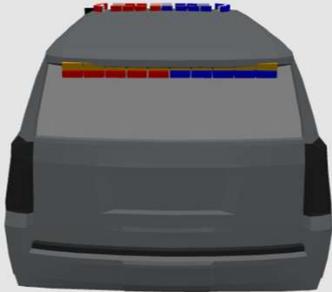
1  
CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
No duo lights added		No trio lights added	
<input checked="" type="checkbox"/> J5-1	⋮	<input checked="" type="checkbox"/> J5-2	⋮
<input type="checkbox"/> J5-3	⋮	<input checked="" type="checkbox"/> J5-4	⋮
<input checked="" type="checkbox"/> J5-5	⋮	<input type="checkbox"/> J5-6	⋮
<input checked="" type="checkbox"/> J5-7	⋮	<input checked="" type="checkbox"/> J5-8	⋮
<input type="checkbox"/> J6-1	⋮	<input checked="" type="checkbox"/> J6-2	⋮
<input checked="" type="checkbox"/> J6-3	⋮	<input type="checkbox"/> J6-4	⋮
<input checked="" type="checkbox"/> J6-5	⋮	<input checked="" type="checkbox"/> J6-6	⋮
<input type="checkbox"/> J6-7	⋮	<input checked="" type="checkbox"/> J6-8	⋮
<input checked="" type="checkbox"/> Driver Headlight	⋮	<input checked="" type="checkbox"/> Pass Headlight	⋮
<input checked="" type="checkbox"/> Driver Push Bumper	⋮	<input checked="" type="checkbox"/> Pass Push Bumper	⋮
<input checked="" type="checkbox"/> Driver Mirror	⋮	<input checked="" type="checkbox"/> Pass Mirror	⋮
<input checked="" type="checkbox"/> Driver Rear Fender	⋮	<input checked="" type="checkbox"/> Pass Rear Fender	⋮
<input checked="" type="checkbox"/> Driver Tail Light	⋮	<input checked="" type="checkbox"/> Pass Tail Light	⋮
<input checked="" type="checkbox"/> Driver Rear Inboard	⋮	<input checked="" type="checkbox"/> Pass Rear Inboard	⋮
<input checked="" type="checkbox"/> Driver Rear Licens...	⋮	<input checked="" type="checkbox"/> Pass Rear License ...	⋮
<input checked="" type="checkbox"/> J10-15 2.5A	⋮	<input checked="" type="checkbox"/> J10-16 2.5A	⋮

VEHICLE TYPE

Police SUV

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



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 lighthouse a **custom name** and select **Add** (3).

- 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

OUTPUTS

CREATE OUTPUT GROUP

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

Driver Hatch J5-1 J5-2 J5-3

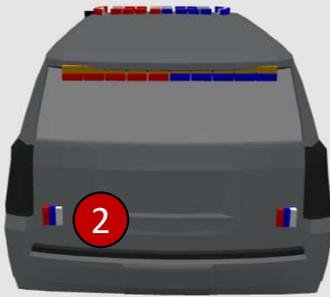
ADD

- |  |  |
|--|--|
| <input checked="" type="checkbox"/> J5-1               | <input checked="" type="checkbox"/> J5-2             |
| <input type="checkbox"/> J5-3                          | <input checked="" type="checkbox"/> J5-4             |
| <input checked="" type="checkbox"/> J5-5               | <input type="checkbox"/> J5-6                        |
| <input type="checkbox"/> J5-7                          | <input checked="" type="checkbox"/> J5-8             |
| <input type="checkbox"/> J6-1                          | <input type="checkbox"/> J6-2                        |
| <input checked="" type="checkbox"/> J6-3               | <input type="checkbox"/> J6-4                        |
| <input type="checkbox"/> J6-5                          | <input checked="" type="checkbox"/> J6-6             |
| <input type="checkbox"/> J6-7                          | <input checked="" type="checkbox"/> J6-8             |
| <input checked="" type="checkbox"/> Driver Headlight   | <input checked="" type="checkbox"/> Pass Headlight   |
| <input checked="" type="checkbox"/> Driver Push Bumper | <input checked="" type="checkbox"/> Pass Push Bumper |
| <input checked="" type="checkbox"/> Driver Mirror      | <input checked="" type="checkbox"/> Pass Mirror      |
| <input checked="" type="checkbox"/> Driver Rear Fender | <input checked="" type="checkbox"/> Pass Rear Fender |
| <input checked="" type="checkbox"/> Driver Tail Light  | <input checked="" type="checkbox"/> Pass Tail Light  |

VEHICLE TYPE

Police SUV

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



Lights will be added to the **Duo/Trio** categories according to how many outputs are selected when creating the output group (1). Once the lighthouse 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).

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

- Horn Ring OFF
- Backlight OFF
- Hands Free OFF
- T1 OFF

OUTPUTS

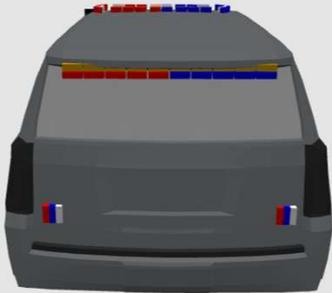
CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
<input checked="" type="checkbox"/> Driver Rear Fender	1	<input checked="" type="checkbox"/> Driver Hatch	:
		<input checked="" type="checkbox"/> Pass Hatch	:
<input type="checkbox"/> J6-1	:	<input checked="" type="checkbox"/> J6-2 Blink	:
<input checked="" type="checkbox"/> J6-3	:	<input type="checkbox"/> J6-4 Remove	:
<input checked="" type="checkbox"/> J6-5	3	<input checked="" type="checkbox"/> J6-6 Reset	:
<input type="checkbox"/> J6-7	:	<input checked="" type="checkbox"/> J6-8 Delete	:
<input checked="" type="checkbox"/> Driver Headlight	:	<input checked="" type="checkbox"/> Pass Headlight	:
<input checked="" type="checkbox"/> Driver Push Bumper	:	<input checked="" type="checkbox"/> Pass Push Bumper	:
<input checked="" type="checkbox"/> Driver Mirror	:	<input checked="" type="checkbox"/> Pass Mirror	:
<input checked="" type="checkbox"/> Driver Rear Fender	:	<input checked="" type="checkbox"/> Pass Rear Fender	:
<input checked="" type="checkbox"/> Driver Tail Light	:	<input checked="" type="checkbox"/> Pass Tail Light	:
<input checked="" type="checkbox"/> Driver Rear Inboard	:	<input checked="" type="checkbox"/> Pass Rear Inboard	:
<input checked="" type="checkbox"/> Driver Rear Licens...	:	<input checked="" type="checkbox"/> Pass Rear License ...	:
<input checked="" type="checkbox"/> J10-15 2.5A	:	<input checked="" type="checkbox"/> J10-16 2.5A	:
<input checked="" type="checkbox"/> Gunlock 10A	:	<input type="checkbox"/> J17-2 10A	:
<input checked="" type="checkbox"/> J17-1 10A	:	<input checked="" type="checkbox"/> J17-3 10A	:
<input checked="" type="checkbox"/> J17-5 15A	:	<input checked="" type="checkbox"/> J17-6 15A	:

VEHICLE TYPE

Police SUV

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



OPAQUE LIGHTS LOCKED

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 lighthouse 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
------	--------	------	-------	------

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

- Horn Ring OFF
- Backlight OFF
- Hands Free OFF
- T1 OFF

OUTPUTS

CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
<input checked="" type="checkbox"/> Driver Rear Fender	:	<input checked="" type="checkbox"/> Driver Hatch	:
<input type="checkbox"/> J6-1	:	<input checked="" type="checkbox"/> J6-2 Blink	:
<input checked="" type="checkbox"/> J6-3	:	<input type="checkbox"/> J6-4 Remove	:
<input checked="" type="checkbox"/> J6-5	:	<input checked="" type="checkbox"/> J6-6 Reset	:
<input type="checkbox"/> J6-7	:	<input checked="" type="checkbox"/> J6-8 Delete	:
<input checked="" type="checkbox"/> Driver Headlight	:	<input checked="" type="checkbox"/> Pass Headlight	:
<input checked="" type="checkbox"/> Driver Push Bumper	:	<input checked="" type="checkbox"/> Pass Push Bumper	:
<input checked="" type="checkbox"/> Driver Mirror	:	<input checked="" type="checkbox"/> Pass Mirror	:
<input checked="" type="checkbox"/> Driver Rear Fender	:	<input checked="" type="checkbox"/> Pass Rear Fender	:
<input checked="" type="checkbox"/> Driver Tail Light	:	<input checked="" type="checkbox"/> Pass Tail Light	:
<input checked="" type="checkbox"/> Driver Rear Inboard	:	<input checked="" type="checkbox"/> Pass Rear Inboard	:
<input checked="" type="checkbox"/> Driver Rear Licens...	:	<input checked="" type="checkbox"/> Pass Rear License ...	:
<input checked="" type="checkbox"/> J10-15 2.5A	:	<input checked="" type="checkbox"/> J10-16 2.5A	:
<input checked="" type="checkbox"/> Gunlock 10A	:	<input type="checkbox"/> J17-2 10A	:
<input checked="" type="checkbox"/> J17-1 10A	:	<input checked="" type="checkbox"/> J17-3 10A	:
<input checked="" type="checkbox"/> J17-5 15A	:	<input checked="" type="checkbox"/> J17-6 15A	:

VEHICLE TYPE

Police SUV



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	Lighthouse 1	Action Flash	None	None	0	0
Lightbar	Lighthouse 3	Action Flash	None	None	0	0
Lightbar	Lighthouse 5	Action Flash	None	None	0	0
Lightbar	Lighthouse 9	Action Flash	None	None	0	0
Lightbar	Lighthouse 11	Action Flash	None	None	0	0
Lightbar	Lighthouse 13	Action Flash	None	None	0	0
Lightbar	Lighthouse 15	Action Flash	None	None	0	0
Lightbar	Lighthouse 17	Action Flash	None	None	0	0

NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS

Manual ON HBuf Reset\* Off Activity Tone ON Slide Switch Slide 3

INPUTS

1



2

CONTROL HEAD



ACM Inputs

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
Lightbar	Lighthouse 4	On	None	None	0	0
Lightbar	Lighthouse 5	Action Flash	None	None	0	0
Lightbar	Lighthouse 7	On	None	None	0	0
Lightbar	Lighthouse 9	Action Flash	None	None	0	0
Lightbar	Lighthouse 11	Action Flash	None	None	0	0
Lightbar	Lighthouse 13	Action Flash	None	None	0	0
Lightbar	Lighthouse 15	Action Flash	None	None	0	0
Lightbar	Lighthouse 25	Action Flash	None	None	180	0

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

^ INPUTS

CONTROL HEAD

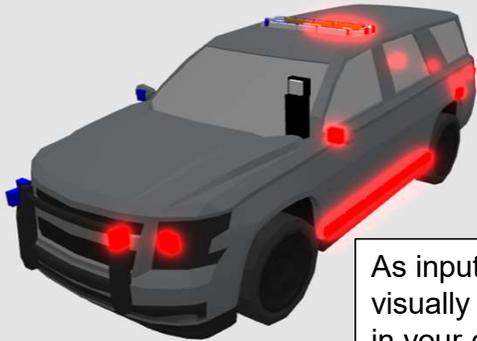
CONTROL HEAD

ACM Inputs ▼

VEHICLE TYPE

Police SUV

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



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).

- TRANSPARENT
- LIGHTS UNLOCKED

PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

Device	Output	Pattern	Power	Cruise	Phase	Delay
Lightbar	Lighthouse 1	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 3	Action Flash	None	None	0	0
Lightbar	Lighthouse 5	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 9	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 11	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 13	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 15	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 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 Manual ON HBuff Reset

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



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

- 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

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

TONES

EVENTS

VSG

LIGHTBARS



UNLOCKED

PATTERN CURRENTLY PLAYING

VIEW ALL INSTRUCTIONS

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



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).

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



NOW SIMULATING THE FOLLOWING INPUTS AND STATES

CLEAR ALL ACTIVE INPUTS

Pattern 1 Play Pattern 1 Slide Switch Slide 2 Manual ON HBuf 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%

VEHICLE TYPE

Police SUV



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	Lighthouse 1	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 3	Action Flash	None	None	0	0
Lightbar	Lighthouse 5	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 9	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 11	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 13	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 15	Single Flash 75 (Day)	None	None	0	0
Lightbar	Lighthouse 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



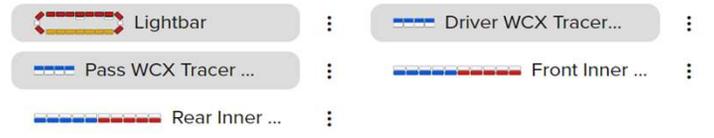
The output devices can be dragged and positioned on the vehicle. You can unlock the output devices using the **Lock/Unlock** selector (1). If at any time you move an output that you did not want to move, you can access the output menu and **Reset** the output to the snap point it was originally added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

NOW SIMULATING THE FOLLOWING INPUTS AND STATES

CLEAR ALL ACTIVE INPUTS

Horn Ring OFF Backlight OFF Hands Free OFF T1 OFF

LIGHTBARS



OUTPUTS

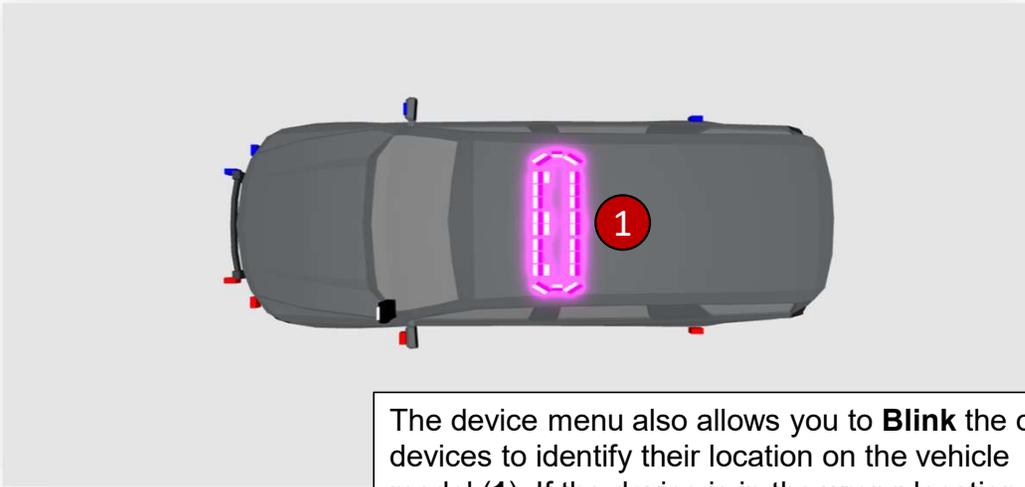
CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
No duo lights added		No trio lights added	
<input type="checkbox"/> Driver Headlight	:	<input checked="" type="checkbox"/> Pass Headlight	:
<input type="checkbox"/> Driver Push Bumper	:	<input type="checkbox"/> Bumper	:
<input type="checkbox"/> Driver Mirror	:	<input type="checkbox"/>	:
<input type="checkbox"/> Driver Rear Fender	:	<input type="checkbox"/> Fender	:
<input type="checkbox"/> Driver Tail Light	:	<input checked="" type="checkbox"/> Pass Tail Light	:
<input type="checkbox"/> Driver Rear Inboard	:	<input checked="" type="checkbox"/> Pass Rear Inboard	:
<input type="checkbox"/> Driver Rear Licens...	:	<input checked="" type="checkbox"/> Pass Rear License...	:
<input type="checkbox"/> J10-15 2.5A	:	<input checked="" type="checkbox"/> J10-16 2.5A	:
<input checked="" type="checkbox"/> Gunlock 10A	:	<input type="checkbox"/> J17-2 10A	:
<input checked="" type="checkbox"/> J17-1 10A	:	<input checked="" type="checkbox"/> J17-3 10A	:
<input checked="" type="checkbox"/> J17-5 15A	:	<input checked="" type="checkbox"/> J17-6 15A	:
<input checked="" type="checkbox"/> J11-1/2/3 Drv Cont	:		:

VEHICLE TYPE

Police SUV

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



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.

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

LIGHTBARS

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

Driver WCX Tracer...  
 Blink (1)  
 Remove  
 Reset

OUTPUTS

CREATE OUTPUT GROUP

Duo Lights		Trio Lights	
No duo lights added		No trio lights added	
Driver Headlight	Pass Headlight	Driver Headlight	Pass Headlight
Driver Push Bumper	Pass Push Bumper	Driver Push Bumper	Pass Push Bumper
Driver Mirror	Pass Mirror	Driver Mirror	Pass Mirror
Driver Rear Fender	Pass Rear Fender	Driver Rear Fender	Pass Rear Fender
Driver Tail Light	Pass Tail Light	Driver Tail Light	Pass Tail Light
Driver Rear Inboard	Pass Rear Inboard	Driver Rear Inboard	Pass Rear Inboard
Driver Rear Licens...	Pass Rear License...	Driver Rear Licens...	Pass Rear License...
J10-15 2.5A	J10-16 2.5A	J10-15 2.5A	J10-16 2.5A
Gunlock 10A	J17-2 10A	Gunlock 10A	J17-2 10A
J17-1 10A	J17-3 10A	J17-1 10A	J17-3 10A
J17-5 15A	J17-6 15A	J17-5 15A	J17-6 15A
J11-1/2/3 Drv Cont		J11-1/2/3 Drv Cont	



New

Open

Reupload

Save

Save As

Share Simulation

Delete

SIMULATION NAME : Sim\_ClassFile\_RevV-Sep-13-2023-1.31.38 PM EDT

CONTROL SYSTEM : Core

REUPLOAD **1**

AUDIO ON

Mark Dunham

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.

**1**



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

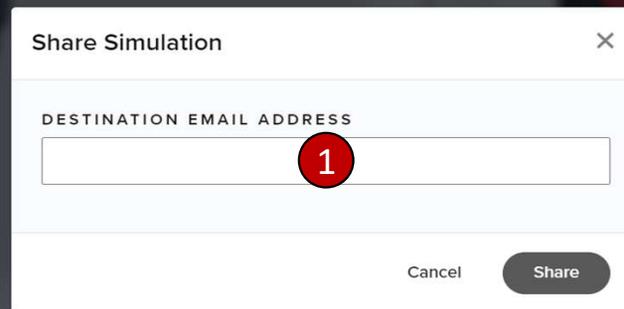


CONTROL HEAD



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.

A dialog box titled "Share Simulation" with a close button (X) in the top right corner. Below the title bar, the text "DESTINATION EMAIL ADDRESS" is displayed above a text input field. A red circle with the number "1" is overlaid on the input field. At the bottom of the dialog, there are two buttons: "Cancel" and "Share".

Share Simulation

DESTINATION EMAIL ADDRESS

Cancel

Share



New

Open

Reupload

Save

Save As

Share Simulation

Delete

1

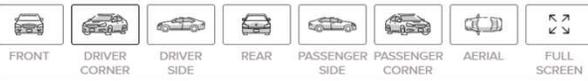
SIMULATION NAME : Sim\_ClassFile\_RevV-Sep-13-2023-1.31.38 PM EDT

CONTROL SYSTEM : Core

REUPLOAD

AUDIO ON

Mark Dunham



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.



^ 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



CONTROL HEAD



ACM Inputs