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			×	
whelenlabb2c.b2clogin.com/whelenlabb2c.onmicros	soft.com	1/b2c_1	_si	
			-	
WHELEP				
Sign in				
Sign in with your email address				
Sign in with your cinan address				
Email Address				
Password				
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.

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	Sig	gn ir	ו		
Sign in with	your e	mail ad	dress		
Email Address					
Password					
Forgot your passy	vord?				
Si	gn in				
Don't have an acc	ount? <u>Si</u>	<u>gn up now</u>	2		

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

🔊 User details - Google Chrome 📃		
whelenlabb2c.b2clogin.com/whelenlabb2c.onmicrosoft.com/B2	C_1_Si	
< Cancel WHELEN		^
User Details		
Email Address	*	F
Send verification code		
New Password	*	
Confirm New Password	*	
First Name	*	
Last Name	*	
Business User		
Yes		1.000
No		
Job Title	*	
Organization	*	•

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

whelenlabb2c.b2clogin.com/whelenlabb2c.onmicrosoft.com/B2	C_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	*	
Verify code Send new code		l
New Password	*	
Confirm New Password	*	
First Name	*	r
Last Name	*	
Business User		
Yes		
No		•

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

	^	•
Change e-mail		
	*	
	*	
Mark	*	
Dunham	*	
Yes No		
Cloud & Desktop Software Support Specialist	*	
Whelen	*	
ountry/Region		
	~	

 $\stackrel{\text{\tiny 2}}{\sim}$ Mark Dunham $\, \smallsetminus \,$

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).



CHOOSE & VEHICLE TYPE*			
	CoreJusticeHex10_LegacyPatternT	SIMULATION	SOURCE USER
	CoreJusticeHex10_LegacyPatternT	Sim_ClassFile	mdunham@w.
1	CCPWCX2250-5 12-2023-1.38.1		3
UPLOAD COMMAND CONFIGURATION	VIEW ALL SIMULATIONS	VIEW ALL SHARE	

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E W simulate. SIMULATION NAME : SIM_Class	File_RevZ-Oct-06-2023-10.45.38 AM EDT CONTROL SYSTEM :	Core REUPLOAD	AUDIO ON 🦚 🙁 Mark Dunham 🗸
VEHICLE TYPE Police SUV FRONT DRIVER DRIVER REAR P	ASSENGER PASSENGER AERIAL FULL SIDE CORNER SCREEN	rn Ring OFF V Backlight OFF V Hands	CLEAR ALL ACTIVE INPUTS
		Lightbar : • ••••• Pass WCX Tracer : • •••••• Rear Inner : •••••••••••••••••••••••••••••••••	
	You can add davisas to the vehicle model by	Duo Lights No duo lights added	Trio Lights No trio lights added
	scrolling down and dragging Lightbars, Outputs or the Arges to the vehicle (1). If the device has already been placed on the	Driver Headlight : Driver Push Bumper :	Pass Headlight : Pass Push Bumper :
OPAQUE LIGHTS LOCKED	vehicle model it will be highlighted grey and the cursor will change from a hand to a pointer.	Driver Mirror : Driver Rear Fender : Driver Tail Light :	Pass Mirror : Pass Rear Fender : Pass Tail Light :
A PATTERN CURRENTLY PLAYING Device Output Pattern Power	VIEW ALL INSTRUCTIONS Cruise Phase Delay	Driver Rear Inboard : Driver Rear Licens	Pass Rear Inboard Pass Rear License
∧ AUDIO CURRENTLY PLAYING		J10-15 2.5A I Gunlock 10A I	J10-16 2.5A : J17-2 10A :
Name Device Tone	Power Mode	J17-1 10A : J17-5 15A :	J17-3 10A : J17-6 15A :
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		NOW OF				
e SUV		Horn Rit	ng OFF V Backlight OFF		Hands Free OFF V T1 OFF	• • •
FR	INT DRIVER DRIVER REAR PASSENGER PASSENGER AERIAL FULL CORNER SIDE SIDE CORNER SCREEN		LIGHTBARS			
			Lightbar	:	Driver WCX Tracer	:
			Pass WCX Tracer		Front Inner	:
			Rear Inner	:		
		~	OUTPUTS			
					CREATE OUTPU	JT GROUP
			Duo Lights		Trio Lights	
			No duo lights added		No trio lights added	
			Driver Headlight	:	Pass Headlight	:
	J10-15 2.5A		Driver Push Bumper	•	Pass Push Bumper	:
	When dragging a device to be placed on the vehicle Gree	en boxes	Driver Mirror) :	Pass Mirror	:
	will appear that will allow you to layout the vehicle quickly Devices added to the vehicle model will Blink when place	r (1).	Driver Rear Fender	:	Pass Rear Fender	•
LOCKED	show the location it was added to. The vehicle model car	be	Driver Tail Light	:	Pass Tail Light	:
PATTERN CURRE	manipulated using the mouse or by picking one of the pre-	edefined	Driver Rear Inboard	:	Pass Rear Inboard	:
Device Output	views (2).		Driver Rear Licens	:	Pass Rear License	:
			Gunlock 10A	i	J10-16 2.5A	:
			J17-1 10A	:	J17-2 10A	:
AUDIO CURRENT					I 17-3 10A	
AUDIO CURRENT	svice Tone Power Mode		📃 J17-5 15A	:	51/-5 IOA	:

CONTRO	OL SYSTEM : Core REUP	LOAD			Mark Du
ICLE TYPE	NOW SIMULATIN	IG THE FOLLOWING INPUTS	AND STATES	CLEAR ALL ACTIVE INPUTS	
ice SUV ▼ FRONT DRIVER DRIVER REAR PASSENGER PASSENGER AERIAL FULL SIDE CORNER SIDE CORNER SCREEN	Horn Ring Of	FF V Backlight OFF	Hands	s Free OFF V T1 OF	FIV
		PUTS		CREATE OUT	
		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	:
To Simulate Duo and Trio lightheads	•	J6-3	: (J6-4	:
using Create Output Group (1).		J6-5		J6-6	÷
		J6-7	: (J6-8	:
UGHTS LOCKED	-	Driver Headlight	1	Pass Headlight	:
PATTERN CURRENTLY PLAYING VIEW ALL INSTRUCTIONS	•	Driver Push Bumper	: (Pass Push Bumper	:
Device Output Pattern Power Cruise Phase Delay	•	Driver Mirror	: (Pass Mirror	:
	•	Driver Rear Fender	: (Pass Rear Fender	:
AUDIO CURRENTLY PLAYING		Driver Tail Light	: (Pass Tail Light	:
Name Device Tone Power Mode	•	Driver Rear Inboard	: (Pass Rear Inboard	:
	•	Driver Rear Licens	÷.)	Pass Rear License	:
	•	J10-15 2.5A	:	J10-16 2.5A	:

💘 simulate.	SIMULATION NAM	1E : Sim_ClassFile	_RevZA-Nov-01-2023	3-9.04.02 AM EE	CONTROL SYS	STEM : Core	EUPLOAD			AUDIO ON 📢	😤 Mark Dun
HICLE TYPE						NOW SIMULA	TING THE FOLLOW	ING INPUTS AND	STATES	CLEAR ALL ACTIVE INPUTS	
Police SUV	FRONT DRIVER DRIVE	R REAR PASSE		ERIAL FULL]	Horn Ring	OFF V Backl	ght OFF V	Hands Fre	e OFF V T1	OFF V
	CONNER SIDE	516	SL CORNER	Junean		^ OU	TPUTS			CREAT	
							Duo Lig	phts		Trio Lights	
							No duo ligh	ts added		No trio lights add	ed
						3	river Hatch	J5-1	J5-2	J5-3	
							J5-1	C	· 1	J5-2	
	-						J5-3			J5-4	
	Once Cre	ate Outpu	t Group ha	as been	selected there will be	п :	J5-5			J5-6	
	a checkbo	x next to e	each outpu	t (1). Ch	eck the checkbox to		J6-1			J6-2	
	add the of number of	itput to the foutputs h	e Output G as been ac	ded to t). Once the desired he output aroup aive					J6-4	
LOCKED	the lighthe	ad a cust	om name	and sele	ct Add (3).		J6-5			J6-6	
^ PATTERN CURR	ENTLY PLAYING	i			VIEW ALL INSTRUCTIONS		J6-7			J6-8	
Device Outpu	t Pattern	Power	Cruise	Phase	Delay		Driver Headli	ght		Pass Headlight	
							Driver Push E	Bumper 🗌	1	Pass Push Bumper	
	TLY PLAYING					1	Driver Mirror			Pass Mirror	
	Device	Tone	Power		Mode	1	Driver Rear F	ender		Pass Rear Fender	
Name											

SIMULATION NAME : SIMULATION NAME : Sim_ClassFile_RevZA-Nov-01-2023-9.04.02 AM EDT CONTROL SYSTEM :	Core REUPLOAD			Mark Dur
HICLE TYPE NC	W SIMULATING THE FOLLOWING INPUTS	AND STATES CLEA	R ALL ACTIVE INPUTS	
Olice SUV FRONT DRIVER DRIVER REAR PASSENGER PASSENGER AERIAL FULL FULL FULL FULL FULL FULL FULL FUL	Iorn Ring OFF V Backlight OFF	Hands Free	OFF ~ T1 C	FF ~
CONNER JOL JOL CONNER JORLY	∧ OUTPUTS			
	Duo Lights		Trio Lights	TPUT GROUP
	Driver Rear Fender	1 🛯 🖻	river Hatch	
		Pa	ass Hatch	
	J6-1	: 📕 J	6-2 Blink	
	J 6-3	i 🗌 i	6-2 Remove	
	J 6-5	3 : 🔳 J	6-€ Reset	
	J6-7	IL 📄 :	6-8 Delete	
Lights will be added to the Duo/Trio categories	Driver Headlight	: 📒 P	ass Headlight	:
according to how many outputs are selected when	Driver Push Bumper	: 📒 P	ass <mark>Push Bum</mark> per	:
has been created it can be dragged to any of the	Driver Mirror	: 📒 P	ass Mirror	:
locations on the vehicle like any other output (2).	Driver Rear Fender	: 📒 P	ass Rear Fender	:
∧ PATTERN CURRENTLY PLAYING Outputs added to a group will be removed from the	Driver Tail Light	: 📒 P	ass Tail Light	:
Device Output Pattern Outputs IISt (3).	Driver Rear Inboard	: 📒 P	ass Rear Inboard	:
	Driver Rear Licens	: 📒 P	ass <mark>R</mark> ear License	:
∧ AUDIO CURRENTLY PLAYING	J10-15 2.5A	: 📒 J	10-16 2.5A	:
Name Device Tone Power Mode	Gunlock 10A	: 🗌 J.	17-2 1 0A	:
	J17-1 10A	: 📒 J	17-3 10A	:
	I17_Б 1БА	: 🦲 r	17-6 15 1	•

HICLE TYPE			NOW SIMULATING THE FOLLOWING INPU	JTS AND STA	TES CLEAR ALL ACTIVE INPUTS	
olice SUV FRONT	RIVER DRIVER REAR PASSE	NGER PASSENGER AERIAL FULL CONPER SCREEN	Horn Ring OFF V Backlight O	FF. V	lands Free OFF V T1 OFF	
			∧ OUTPUTS			
			Duo Lights		CREATE OUTPU	IT GROUP
			Driver Rear Fender	:	Driver Hatch	:
					Pass Hatch	:
			J6-1	:	J6-2 Blink	
			J 6-3	:	JG-2 Remove	
			J 6-5	:	J6-€ Reset	
			J6-7	:	J6-E Delete 2	
		If at anytime you wish to add the	J6-7	:	J6-E Delete Pass Headlight	:
-		If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1	DU CAN	:	 J6-E Delete 2 Pass Headlight Pass Push Bumper 	:
		If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1 delete the lighthead from the Ou t	Du can) to tput	: : :	 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror 	:
DPAQUE LIGHTS LOCKED		If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1) delete the lighthead from the Out Group (2).	Du can) to tput J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender	1 1 1 1	 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender 	
	PLAYING	If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1 delete the lighthead from the Out Group (2).	J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender Driver Tail Light		 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender Pass Tail Light 	
PPAQUE LUGHTS LOCKED PATTERN CURRENTLY F Device Output	PLAYING Pattern Power	If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1) delete the lighthead from the Out Group (2) .	 J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender Driver Tail Light Driver Rear Inboard 		 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender Pass Tail Light Pass Rear Inboard 	
DPAQUE LIGHTS LIGHTS LOCKED	PLAYING Pattern Power	If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1) delete the lighthead from the Out Group (2) .	 J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender Driver Tail Light Driver Rear Inboard Driver Rear Licens 		 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender Pass Tail Light Pass Rear Inboard Pass Rear License 	
	PLAYING Pattern Power AYING	If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1 delete the lighthead from the Out Group (2) .	J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender Driver Tail Light Driver Rear Inboard Driver Rear Licens J10-15 2.5A		 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender Pass Rear Inboard Pass Rear License J10-16 2.5A 	
PPAQUE LIGHTS LIGHTS LOCKED PATTERN CURRENTLY F Device Output AUDIO CURRENTLY PLA Name Device	PLAYING Pattern Power AYING Tone	If at anytime you wish to add the outputs back to the output list, you use the Duo/Trio output menu (1) delete the lighthead from the Out Group (2).	J6-7 Driver Headlight Driver Push Bumper Driver Mirror Driver Rear Fender Driver Tail Light Driver Rear Inboard Driver Rear Licens J10-15 2.5A Gunlock 10A		 J6-E Delete 2 Pass Headlight Pass Push Bumper Pass Mirror Pass Rear Fender Pass Rear Fender Pass Rear Inboard Pass Rear License J10-16 2.5A J17-2 10A 	





• Sinual					A						
EHICLE TYPE					N	NOW SIMU	LATING THE FOLLOWIN	G INPUTS AND ST	ATES CLEAR	ALL ACTIVE INPUTS	
Police SUV	FRONT DRIVER DRIV CORNER SID	VER REAR PASSENGER PASSE SIDE COR	NGER AERIAL FULL NER SCREE	4		Pattern 3	Play Pattern 3 🛛 🗸	LB Light Sensor	Day 🗸	Manual ON	HBuff Re
							Virtual Inputs				^
							HANDS FREE BUFFER*	HBUFF DOUBLE	PRESS*	HBUFF RESET*	
							T1 OVERRIDE*	T2 OVERRIDE*	T3 OVERRIDE*		
						-	TRACER CYCLE RED/BLUE	ADVANCED	TA PAD	DLE HOLD POSITION	N*
							ARGES FRONT VIRTUAL	ARGES SWEEP	VIRTUAL	GUNLOCK COUN	TDOWN
1							GUNLOCK COUNTDOWN C	CYCLE PATTE	RN 1 PA	ATTERN 2	
		As inp visual in you filled r	outs are turne ly see every r configuration ed (1), and y	ed on yo hing tha on. Activ ou will t	u will be able to t is currently activ e inputs will be be able to see all	/e	Lightbar Inputs LB LIGHT SENSOR				^
		As inp visual in you filled r autom	outs are turned by see every r configuration ed (1), and y nation from v	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently activ e inputs will be be able to see all uts to events (2).	/e	Lightbar Inputs				^
ANSPARENT LIGHTS UNLOCKED		As inp visual in you filled r autom	outs are turned by see every r configuration ed (1), and y nation from v	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently activ e inputs will be be able to see all uts to events (2).		LIB LIGHT SENSOR				^
	JRRENTLY PLAYING	As inp visual in you filled r autom	outs are turne ly see every r configuration ed (1), and y nation from v	ed on yo hing tha on. Activ rou will t rtual inp	u will be able to t is currently activ e inputs will be e able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1'	CLE HANDSFREE BUFFE	R* CYCI	LE T1 OVERRIDE"	^
ANSPARENT LIGHTS UNLOCKED	URRENTLY PLAYING	As inpusion visual in you filled r autom	puts are turned by see everyf r configuration ed (1), and y hation from v	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently activ e inputs will be e able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR ONES /ENTS GOTO HBUFF 1* CY CYCLE T2 OVERRIDE*	CLE HANDSFREE BUFFE		LE TI OVERRIDE* MANUAL COAST*	^
ANSPARENT LIGHTS UNLOCKED	URRENTLY PLAYING Output Lighthead 1	G Pattern Single Flash 75 (Day)	Power Cruise None None	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently activ e inputs will be be able to see all uts to events (2).		Lightbar Inputs LIB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1' CY CYCLE T2 OVERRIDE' PLAY MANUAL STO	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE	R* CYCI	LE TI OVERRIDE" MANUAL COAST"	
ANSPARENT LIGHTS UNLOCKED AUSPARENT LIGHTS UNLOCKED A Device Lightbar Lightbar Lightbar	URRENTLY PLAYING Output Lighthead 1 Lighthead 3	G Pattern Single Flash 75 (Day) Action Flash	Power Cruise None None	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently activ e inputs will be be able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1' CY CYCLE T2 OVERRIDE' PLAY MANUAL STO 2	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE TA SPLIT	R* CYCI PLAY N ADVANCED TA OFF	LE T1 OVERRIDE* MANUAL COAST*	
AANSPARENT LIGHTS UNLOCKED AANSPARENT LIGHTS UNLOCKED CURDEN UNLOCKED LIGHTS UNLOCKED LIGHTS LIG	URRENTLY PLAYING Output Lighthead 1 Lighthead 3 Lighthead 5	G Pattern Single Flash 75 (Day) Action Flash Single Flash 75 (Day)	Power Cruise None None None None	ed on yo hing tha on. Activ ou will k rtual inp	u will be able to t is currently activ e inputs will be be able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1' CY CYCLE T2 OVERRIDE' PLAY MANUAL STO PRONT DAY PARK	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE TA SPLIT	R* CYCI PLAY N ADVANCED TA OFF FRONT NIGHT F	LE T1 OVERRIDE* MANUAL COAST* ARGES	ACTIVATION AR NIGHT PARK
ANSPARENT LIGHTS UNLOCKED ANSPARENT UNLOCKED Control of the second sec	URRENTLY PLAYING Ughthead 1 Lighthead 3 Lighthead 5 Lighthead 9	G Pattern Single Flash 75 (Day) Single Flash 75 (Day)	Power Cruise None None None None None None None None None None	ed on yo hing tha on. Activ rou will k rtual inp VIEW ALL INST Phase	u will be able to t is currently activ e inputs will be e able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1* CY CYCLE T2 OVERRIDE* PLAY MANUAL STO PRONT DAY PARK ARGES STRAIGHT	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE TA SPLIT REAR DAY PARK	R* CYCI PLAY N ADVANCED TA OFF FRONT NIGHT F ARGES S	LE T1 OVERRIDE* MANUAL COAST* ARGES J PARK REA STEER LEFT 20%	ACTIVATION AR NIGHT PARK
ANSPARENT LIGHTS UNLOCKED ANSPARENT LIGHTS UNLOCKED CUBHTS UNLOCKED LIGHTS LIGHTS UNLOCKED LIGHTS LIGHTS UNLOCKED LIGHTS LIGHTS LIGHTS LIGHTS UNLOCKED LIGHTS LI	URRENTLY PLAYING Ughthead 1 Lighthead 3 Lighthead 3 Lighthead 3 Lighthead 1 Lighthead 1	As inpusion visual in you filled r autom	Power Cruise None None None None None None None None None None None None	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently active e inputs will be be able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1' CY CYCLE T2 OVERRIDE* PLAY MANUAL STO PRONT DAY PARK ARGES STRAIGHT ARGES STERLIEFT 20%	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE TA SPLIT REAR DAY PARK	R* CYCI PLAY N ADVANCED TA OFF FRONT NIGHT F ARGES 1 ARGES 1	LE T1 OVERRIDE* MANUAL COAST* ARGES , PARK RE/ STEER LEFT 20% ARGES STEER RIGHT	ACTIVATION AR NIGHT PARK
ANSPARENT LIGHTS UNLOCKED	URRENTLY PLAYING Ughthead 1 Lighthead 3 Lighthead 3 Lighthead 5 Lighthead 1 Lighthead 1 Lighthead 1 Lighthead 1 Lighthead 1	As inpusion visual in you filled r autom	Power Cruise None None None None None None None None None None None None None None	ed on yo hing tha on. Activ rou will k rtual inp	u will be able to t is currently active e inputs will be be able to see all uts to events (2).		Lightbar Inputs LB LIGHT SENSOR DNES /ENTS GOTO HBUFF 1* CY CYCLE T2 OVERRIDE* PLAY MANUAL STO PRONT DAY PARK ARGES STREIGHT ARGES STEER LEFT 30%	CLE HANDSFREE BUFFE CYCLE T3 OVERRIDE TA SPLIT TA SPLIT REAR DAY PARK ARGES STEER LEFT 10% ARGES STEER RIG	R* CYCI PLAY N ADVANCED TA OFF FRONT NIGHT F ARGES 5 4T 10%	LE TI OVERRIDE" MANUAL COAST" ARGES PARK REA STEER LEFT 20% ARGES STEER RIGHT	ACTIVATION AR NIGHT PARK

💘 simul	ate. SIMU	JLATION NAME	: Sim_Class	file_RevV-Sep-13-2023-1.	31.38 PM EDT	co	ONTROL SYSTEM :	Core REUPLOAD				🐣 Mark Dunham
VEHICLE TYPE Police SUV	FRONT	DRIVER CORNER SIDE	REAR PA	SSENGER PASSENGER AE SIDE CORNER	RIAL FULL SCREEN]	NO Hi	ands Free OFF T1		AND STATES CL	T3 OFF	Manual OFF
				*				ARGES.				
			-	T				ACM Inputs				^
				1				HORN RING	PARK KILL	BACKLIGHT	HOWING INPUTS WITH INS	
			4	When sim	ulating	CM and Veh	icle Inputs vo	Vehicle Inputs				~
		E		can toggle Instructio available (betwee ns (1). 2).	n Showing I and Showing	nputs With all Inputs	TRANS - PARK	WHEEL DIREC		HOWING INPUTS WITH INS	TRUCTIONS
								Virtual Inputs				\sim
TRANSPARENT LIGHTS UNLOCKE	D							Lightbar Inputs				\sim
∧ PATTERN	CURRENTL	Y PLAYING				VIEW ALL INSTRUCTIONS						
Device	Output	Pattern	Power	Cruise	Phase	Delay		✓ TONES				
								✓ EVENTS				
AUDIO CL	JRRENTLY F	PLAYING						\vee VSG				
Name	Device		Tone	Power		Mode						
							- C	\vee LIGHTBARS				
					Co	pyright ©2023 Whelen Engir	eering. All rights reserved.					

UNLOUKE	υ.						NOW SIMILIATING THE FOLLOWING INDUITS AND STATES CLEADAIL ACTIVE INDUITS	
PATTERN	CURRENTLY PL	AYING	-		VI	EW ALL INSTRUC	Pattern 1 Play Pattern 1 Slide Switch Slide 2 Manual ON	HBuff R
Device	Output	Pattern	1 Power	Cruise	Phase	Delay		
Lightbar	Lighthead 1	Ping Pong	None	None	0	0	ACM Investo	
Lightbar	Lighthead 3	Ping Pong	None	None	0	0	ACM inputs	\sim
Lightbar	Lighthead 5	Action Flash	None	None	0	0	NOT I	
Lightbar	Lighthead 9	Action Flash	None	None	0	0	Vehicle Inputs	\sim
Lightbar	Lighthead 11	Action Flash	None	None	0	0		
Lightbar	Lighthead 13	Action Flash	None	None	0	0	Virtual Inputs	~
Lightbar	Lighthead 15	Action Flash	None	None	0	0		
Lightbar	Lighthead 17	Ping Pong	None	None	0	0	HANDS FREE BUFFER* HBUFF DOUBLE PRESS* HBUFF RESET*	
Lightbar	Lighthead 19	Ping Pong	None	None	0	0	T1 OVERRIDE" T2 OVERRIDE" T3 OVERRIDE"	
Lightbar	Lighthead 21	Ping Pong	None	None	0	0		
Lightbar	Lighthead 23	Ping Pong	None	None	0	0	TRACER CYCLE RED/BLUE ADVANCED TA PADDLE HOLD POSITION'	
Lightbar	Lighthead 25	Action Flash	None	None	180	0	ARGES FRONT VIRTUAL ARGES SWEEP VIRTUAL GUNLOCK COUNTDOWN	
Lightbar	Lighthead 27	Action Flash	None	None	180	0	GUNLOCK COUNTDOWN CYCLE PATTERN 1 PATTERN 2	
Lightbar	Lighthead 29	Action Flash	None	None	180	0		
Lightbar	Lighthead 31	Action Flash	None	None	180	0	PATTERN 3	
Lightbar	Lighthead 33	Ping Pong	None	None	180	0	are being simulated you	
Lightbar	Lighthead 35	Ping Pong	None	None	180	0	actions that is surrently	\sim
Lightbar	Lighthead 37	Ping Pong	None	None	180	0		
Lightbar	Lighthead 39	Ping Pong	None	None	180	0	by Device, Output,	
Lightbar	Lighthead 41	Ping Pong	None	None	180	0	er, Cruise, Phase and	
Lightbar	Lighthead 43	Ping Pong	None	None	180	0	I can also view any of the	
Lightbar	Lighthead 45	Action Flash	None	None	180	0	surrently playing (2)	
AUDIO CL	JRRENTLY PLAY	ING					GOTO HBUFF 1* CYCLE HANDSFREE BUFFER* CYCLE T1 OVERRIDE*	
Name	Device		Tope		Power	Mode	CYCLE T2 OVERRIDE' PLAY MANUAL COAST'	
External Siren	External Sire		Piercer		None	Unsvnc	PLAY MANUAL STOP* TA SPLIT ADVANCED TA OFF ARGES ACTIVATIO	N
Main Siren	Internal Sirer	2	Yelp		None	Unsync	FRONT DAY PARK REAR DAY PARK FRONT NIGHT PARK REAR NIGHT P	ARK
Howler	Howler	-	Composite Tritone		None	Unsync	ARGES STRAIGHT ARGES STEER LEFT 10% ARGES STEER LEFT 20%	
							ARGES STEER RIGHT 20%	

Ξ	💘 simulate.	SIMULATION NAM	E : Sim_ClassFile_RevV-Sep-	13-2023-1.31.38	B PM EDT		CONTR	OL SYSTEM	: Core	REUPLOAD AUDIO ON 4 AUDIO ON 4
	VEHICLE TYPE							N	IOW SIMU	ULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACTIVE INPUTS
	Police SUV	FRONT DRIVER CORNER SIDE	REAR PASSENGER PASSE SIDE CORT	NGER AERIAL NER	FULL SCREEN				Pattern 3	Play Pattern 3 V LB Light Sensor Day V Trans - Park ON V Slide State
										Virtual Inputs
										HANDS FREE BUFFER' HBUFF DOUBLE PRESS' HBUFF RESET'
										T1 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
	N									
										Lightbar Inputs
										LB LIGHT SENSOR
	-	To be able to	o view if all lighti	na devi	ces ar	e flas	hina			
	1	and synchro	nizing as intend	ed vou	can to	aale t	he			
		vehicle mod	el between Opa	aue or	Transp	parent	usina		V T	ONES
	TRANSPARENT LIGHTS	the visibility	selector (1).	1					V I	ONES
	UNLOCKED								∧ E	VENTS
	∧ PATTERN CURR	ENTLY PLAYING				VIEW ALL INS	TRUCTIONS		Г	GOTO HBUFF 1' CYCLE HANDSFREE BUFFER' CYCLE TI OVERRIDE*
	Device	Output	Pattern	Power	Cruise	Phase	Delay		Ē	CYCLE T2 OVERRIDE* PLAY MANUAL COAST*
	Lightbar	Lighthead 1	Single Flash 75 (Day)	None	None	0	0			
	Lightbar	Lighthead 3	Action Flash	None	None	0	0			PLAY MANUAL STOP
	Lightbar	Lighthead 5	Single Flash 75 (Day)	None	None	0	0			FRONT DAY PARK REAR DAY PARK FRONT NIGHT PARK REAR NIGHT PARK
	Lightbar	Lighthead 9	Single Flash 75 (Day)	None	None	0	0		Г	ARGES STRAIGHT ARGES STEER LEFT 10% ARGES STEER LEFT 20%
	Lightbar	Lighthead 11	Single Flash 75 (Day)	None	None	0	0			
	Lightbar	Lighthead 13	Single Flash 75 (Day)	None	None	0	0			ARGES STEER LEFT 30% ARGES STEER RIGHT 10% ARGES STEER RIGHT 20%
	Lightbar	Lighthead 15	Single Flash 75 (Day)	None	None	0	0			ARGES STEER RIGHT 30%
	Lighthar	Lighthead 17	Single Flach 75 (Dav)	None	None	0	0			

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						NOW	SIMULATING TH	E FOLLOWING INPUTS A	ND STATES	CLEAR ALL ACT		
ce SUV						Но	rn Ring OFF	Backlight OFF	Hands	s Free OFF	T1 OFF	
	FRONT	DRIVER DRIVER	REAR PASSE	NGER PASSENGER AEI	RIAL FULL	_						
		CORNER SIDE	31.	CORNER	JURCEIN		∧ LIGHTBA	RS				
							(Lightbar	:	Driver W	/CX Tracer	:
							Pa	ss WCX Tracer			Front Inner	:
								Rear Inner	:			
									•			
								S				
											CREATE OUTPL	T GROUP
		1-7						Duo Lights		Tri	o Lights	
							N	o duo lights added		No trio	lights added	
							Dri	ver Headlight		Pass Hea	adlight	:
	The	itout dovia	es can be	dragged a	nd positioned	d on the vehicle. You	Dri	ver Push Bumper	Blink		3umper	:
	I ne ou	ilpul devic		00					DIIIIK			
1	can un	lock the o	utput devi	ces using t	he Lock/Unl	ock selector (1). If at	Dri	ver Mirror	Remov	/e		:
	can un any tim	lock the o ne you mo	utput devi ve an out	ces using t put that you	he Lock/Unl u did not wan	ock selector (1). If at t to move, you can	Dri	ver Mirror ver Rear Fender	Remov	7e	ender	:
AQUE LIGHTS LOCKED	can un any tim access origina	lock the o ne you mo the outpu lly added	utput devi ive an out ut menu ai to (2).	ces using t put that you nd Reset th	he Lock/Unl u did not wan ne output to t	ock selector (1). If at t to move, you can ne snap point it was	Dri	ver Mirror ver Rear Fender ver Tail Light	Remov Reset	Pass Tail	ender Light	:
	can un any tim access origina	lock the o ne you mo the outpu lly added	utput devi ove an out ut menu a to (2).	ces using t put that you nd Reset th	he Lock/Unl u did not wan ne output to t	ock selector (1). If at t to move, you can ne snap point it was	Dri	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard	Remov Reset	/e 2 Pass Tail Pass Rea	ender Light ar Inboard	: : :
AQUE LIGHTS LOCKED PATTERN Device	can un any tim access origina	Iock the o ne you mo the outpu lly added Y PLAYING Pattern	utput devi ove an out ut menu at to (2).	ces using t put that you nd Reset th	he Lock/Unl u did not wan ne output to t VIEWALL	ock selector (1). If at t to move, you can ne snap point it was	Dri	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard ver Rear Licens	Remov Reset	Pass Rea	ender Light ar Inboard ar License	
AQUE PATTERN Device	CURRENTLY Output	Iock the o ne you mo the outpu lly added Y PLAYING Pattern	utput devi ove an out ut menu at to (2).	ces using t put that you nd Reset th	he Lock/Uni u did not wan ne output to t vewall	ock selector (1). If at t to move, you can ne snap point it was	Dri	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard ver Rear Licens	Remov Reset :	Pass Tail Pass Rea Pass Rea	ender Light ar Inboard ar License	
NAULE PATTERN Device	CURRENTLY Output	Iock the o ne you mo the outpu lly added Y PLAYING Pattern	utput devi ove an out ut menu at to (2).	ces using t put that you nd Reset th	he Lock/Unl u did not wan ne output to t VIEW ALL Phase	ock selector (1). If at t to move, you can ne snap point it was	Dri Dri Dri Dri Dri Jio	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard ver Rear Licens -15 2.5A	Remov Reset : :	Pass Real Pass Real J10-16 2.1	ender Light ar Inboard ar License 5A	
PATTERN Device	CURRENTLY F	PLAYING	utput devi ove an out ut menu at to (2).	ces using t put that you nd Reset th	he Lock/Unl u did not wan ne output to t VIEW ALL Phase	ock selector (1). If at t to move, you can ne snap point it was	Dri Dri Dri Dri Dri Dri Gu	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard ver Rear Licens -15 2.5A nlock 10A	Remov Reset	Pass Tail Pass Rea Pass Rea J10-16 2.3	ender Light ar Inboard ar License 5A	
AQUE LIGHTS LOCKED AQUE DEVICE AQUE AUDIO CU Name	CURRENTLY F	Iock the o ne you mo the outpu lly added Y PLAYING Pattern	utput devi ove an out ut menu at to (2).	ces using t put that you nd Reset th _{Cruise}	he Lock/Unl u did not wan he output to t VIEW ALL Phase C	ock selector (1). If at t to move, you can ne snap point it was	 Dri Dri Dri Dri Dri Dri J10 Gu J17 	ver Mirror ver Rear Fender ver Tail Light ver Rear Inboard ver Rear Licens -15 2.5A nlock 10A 1 10A	Remov Reset : : :	2 Pass Tail Pass Rea J10-16 2.1 J17-2 10A J17-3 10A	ender Light ar Inboard ar License 5A	

SIMULATION NAME : SIMULATION NAME : Sim_ClassFile_RevZ-Oct-06-2023-10.45.38 AM EDT CONTROL SYSTEM	M : Core REUPLOAD	No on 🐠 😤 Mark Dunhai
VEHICLE TYPE Police SUV FRONT FRONT DRIVER CORNER DRIVER SIDE CORNER REAR PASSENGER PASSENGER CORNER AERIAL FULL SCREEN	NOW SIMULATING THE FOLLOWING INPUTS AND STATES CLEAR ALL ACT Horn Ring OFF V Backlight OFF V Hands Free OFF	TVE INPUTS
	Lightbar Pass WCX Tracer Pass WCX Tracer Rear Inner COUTPUTS	VCX Tracer : ront Inner :
	Duo Lights Tree No duo lights added No tric	CREATE OUTPUT GROUP
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	Driver Headlight Pass He Driver Push Bumper Pass Pu Driver Mirror Pass Mi	adlight : sh Bumper : rror :
Can also be removed using the device menu.	 Driver Rear Fender Driver Tail Light Driver Rear Inboard Pass Re 	ar Fender : I Light : ar Inboard :
Device Output Pattern Power Cruise Phase Delay	Driver Rear Licens Image: Pass Reserve J10-15 2.5A Image: J10-16 2 Gunlock 10A Image: J17-2 10	ar License : .5A : A :
Name Device. Tone Power Mode	J17-1 10A : J17-3 10 J17-5 15A : J17-6 15	A :



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.

Ith other Simulator users nfiguration from the file a valid destination email re (1). The recipient will notifying them that a iration has been shared	5.					
	Share Simu	ulation	×	CORE.		
	DESTINATI	ON EMAIL ADDRESS				
			Cancel Share			

Construction of the local

