**How to address locomotives**

**Short number adresses**

If address < 63

Byte 1 = address

Byte 2 = normal speed og register command

**Long number adresses**

Byte 1 = 192;

Byte 2 = address & 255;

Byte1 = Byte1 +((address-Byte2)>>8);

Example

Address 1140

Byte 1 = 192;

Byte 2 = (1140&255) 116

Byte 1 = 192 + ((1140-116)>>8) ~ (1024 >>8 = 4) ~ 192 + 4 = 196

Byte 1 = 196

Byte 2 = 116

Byte 3 normal speed or register command