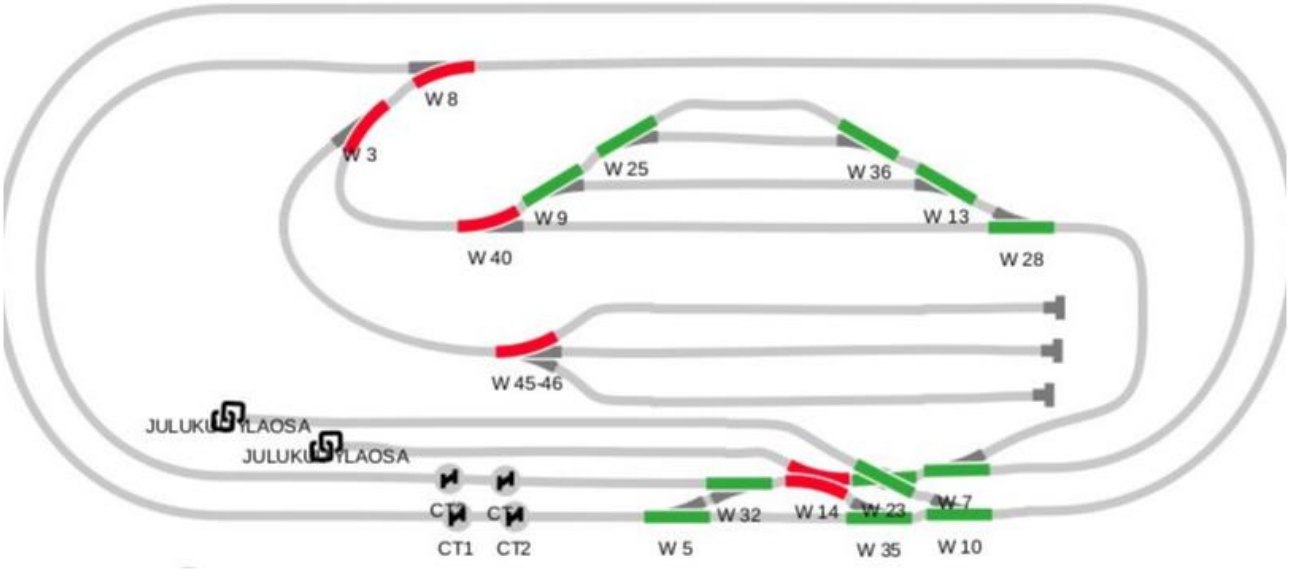
Small is beautiful!!

I made very simple shuttle event to learn myself how to use events nesting. There are many other ways to do this kind of series of nested events.

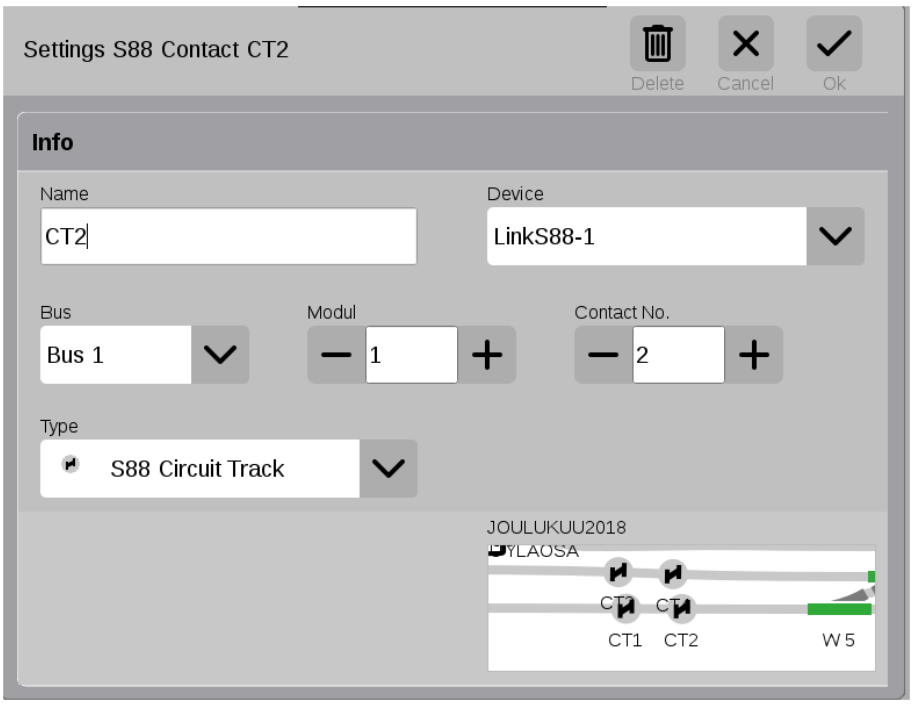
In the Picture 1 is my testing layout first floor and contact CT2 (circuit-track 2, from left to right). I use only the out most circle.

Picture 1



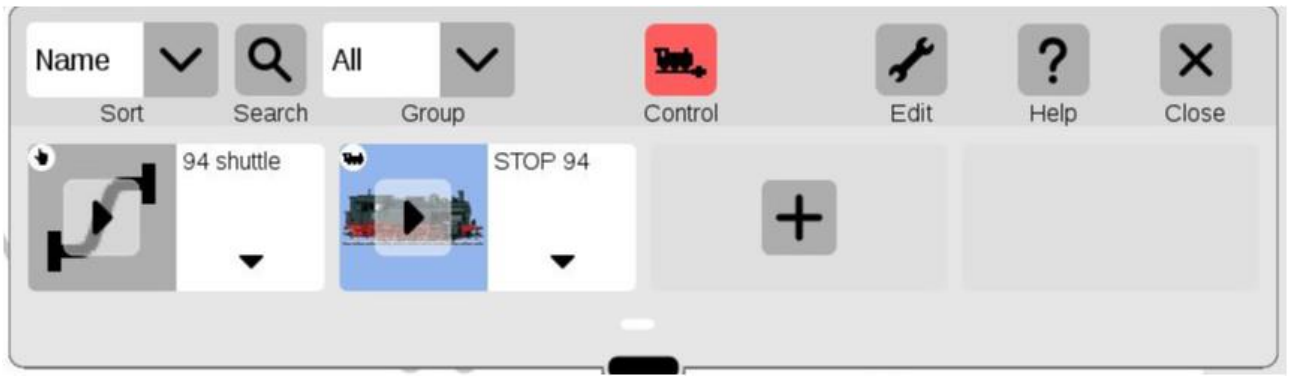
In Picture 2 is normal properties of contact CT2

Picture 2



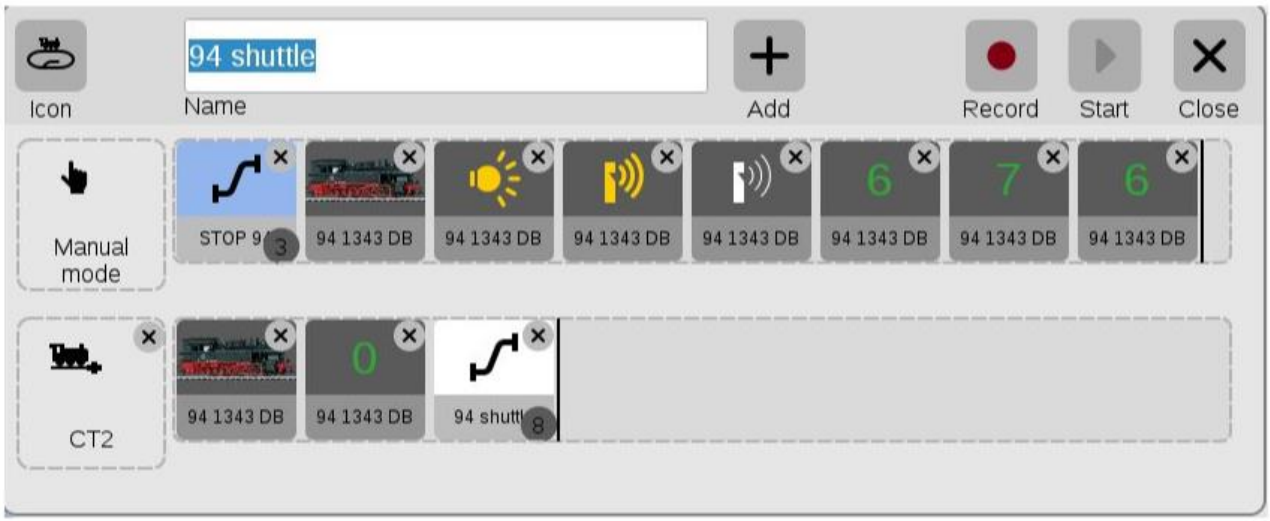
In the Picture 3 is two very simple events, the red control-button is in the mode which prevent automatic event control, I recommend to use this mode during event-edits.

Picture 3



In Picture 4 You can see how events are configured (I have used record feature, it is easiest way. . . I think) I have nested event: **Stop94** into event**: 94shuttle**
and **event94** into event: **Stop94**. One trick is that event **94Shuttle** must be configured so that when is at the end , Loco continues running.

Picture 4

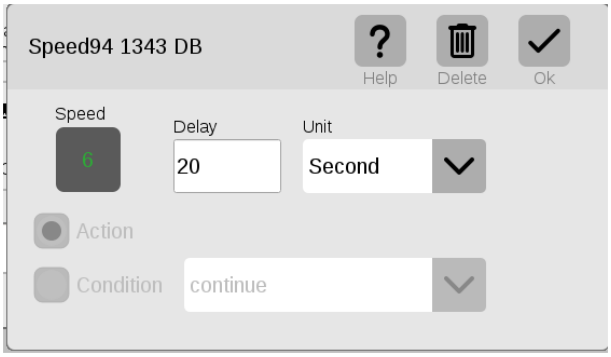


These two events make a forever loop where after starting, loco will run round the circle until events will stop running manually. In Picture 5 You can see properties of the latest element in event 94Shuttle (speed 6) delay in this event mean that before the whole event will end it takes 20 sec wait-time(loco will run also during this 20 sec). After the ending of the event 94Shuttle loco continues running towards CT2 and when that contact become occupied, CT2(stop94) will start and it stops the loco.

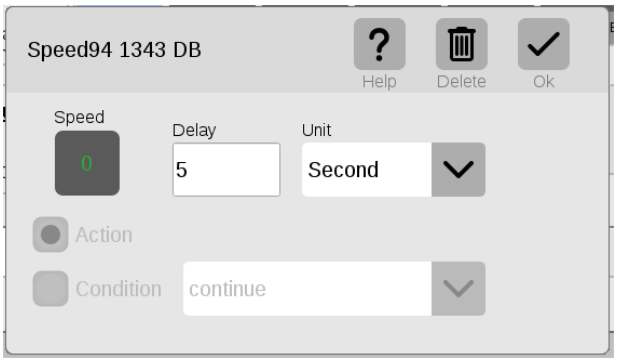
In Picture 6 you can see properties of CT2 element speed0 where delay is 5 sec. after that wait nested event 94 Shuttle will start . . . . and so on➔ this is ever lasting loop.

You can stop the loop by pressing Terminate events in Picture 7.

Picture 5



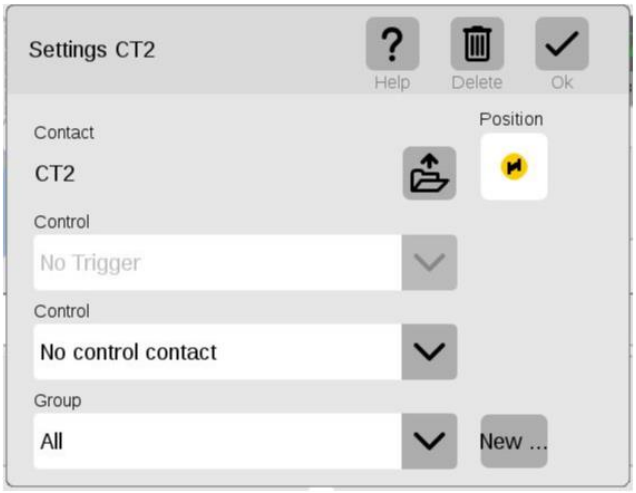
Picture 6



Picture 7

In picture 8 and 9 you can see properties of the firs element of event CT2 (which is the first element of Stop94)

Picture 8



Pictuure 9