

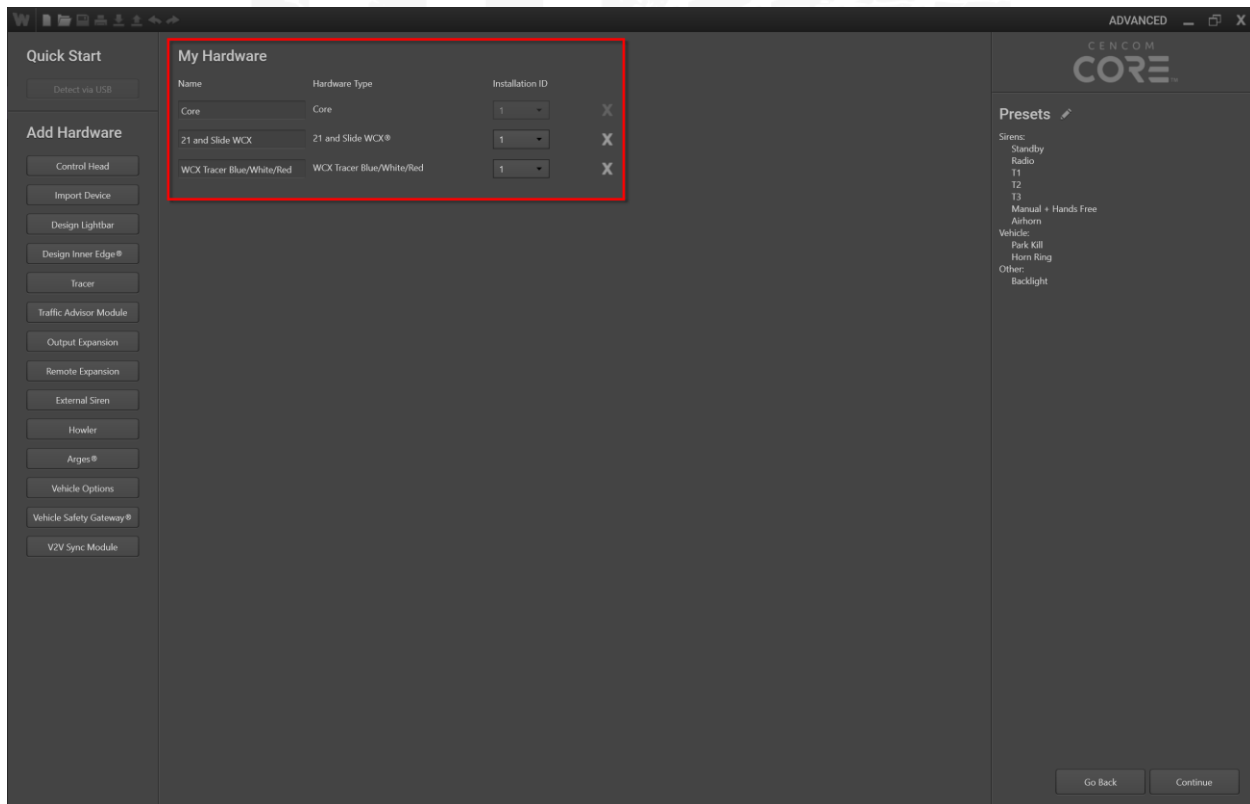
When cycling three colors on a **Trio WeCanX Tracer** it can be accomplished two ways. Both ways will use an Input on the control head to activate cycling virtual Inputs. In all three cycling Virtual Inputs will be used.

This guide will cover both examples.

Note: When configuring multiple WeCanX Tracers on a vehicle make sure that you set the Installation ID for each Tracer.

Add all Required Hardware (Actual Hardware May Differ)

- Core
- 21 and Slide WCX
- WCX Tracer Blue/White/Red



Example #1

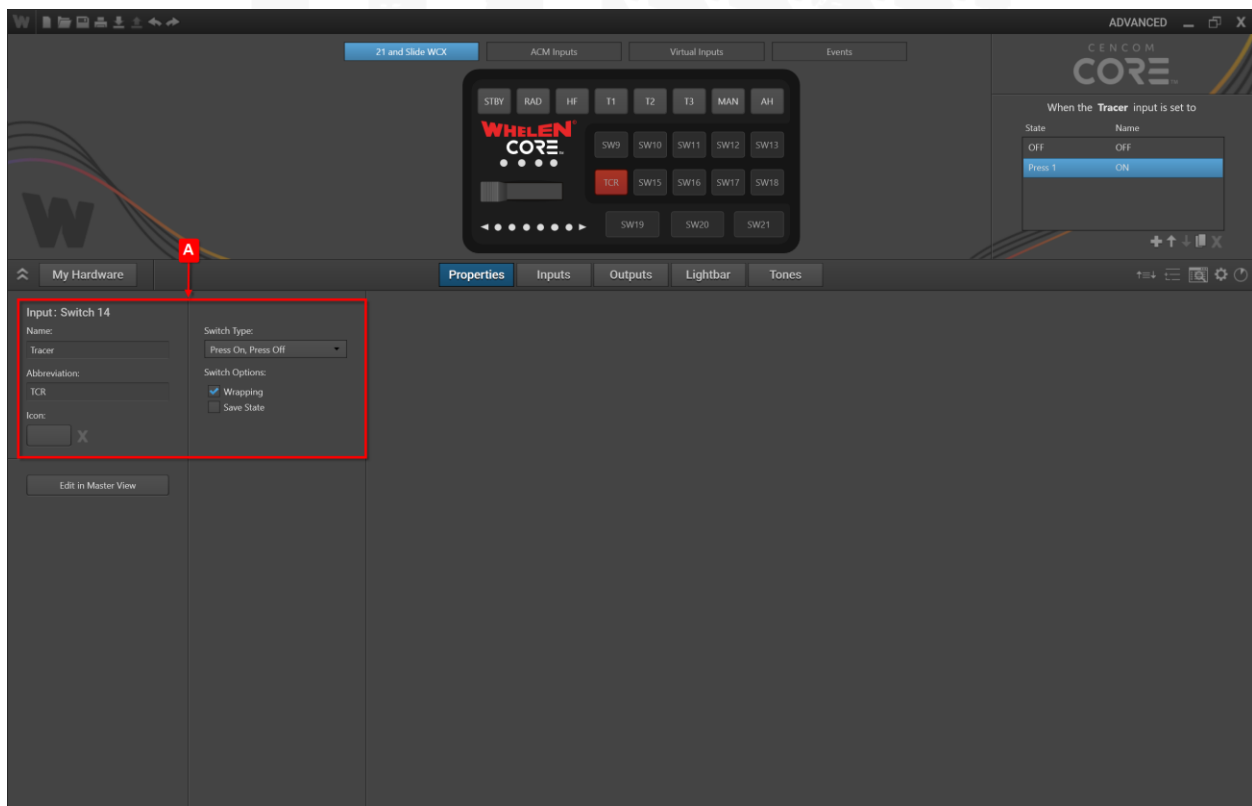
In this example the Input on the control head will activate the flash pattern on the **WeCanX Tracer Segments**, and will also activate the **Cycling** Virtual Input's that will cycle the three colors in the **WeCanX Tracer**. In all three **Cycling** virtual Inputs will be used.

Note: In this example the flash pattern for all three colors will be the same.

Choose an Input to Configure for WeCanX Tracer Activation

Properties Page

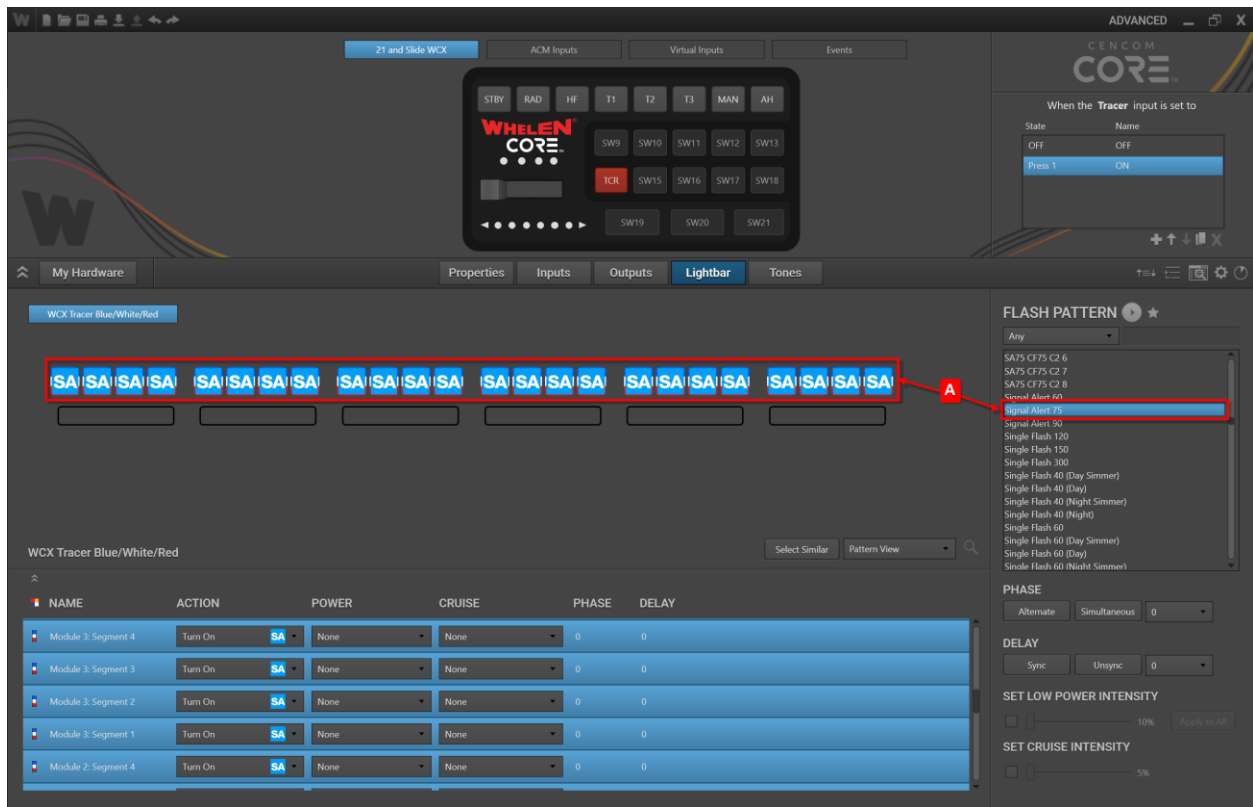
- Name: **Tracer**
- Abbreviation: **TCR**
- Switch Type: **Press ON/Press OFF**



Lightbar Page

Configure the WeCanX Tracer to play a Flash Pattern

- With the Tracer Input selected on the control head, select the Tracer **Segments** and Set the desired flash Pattern



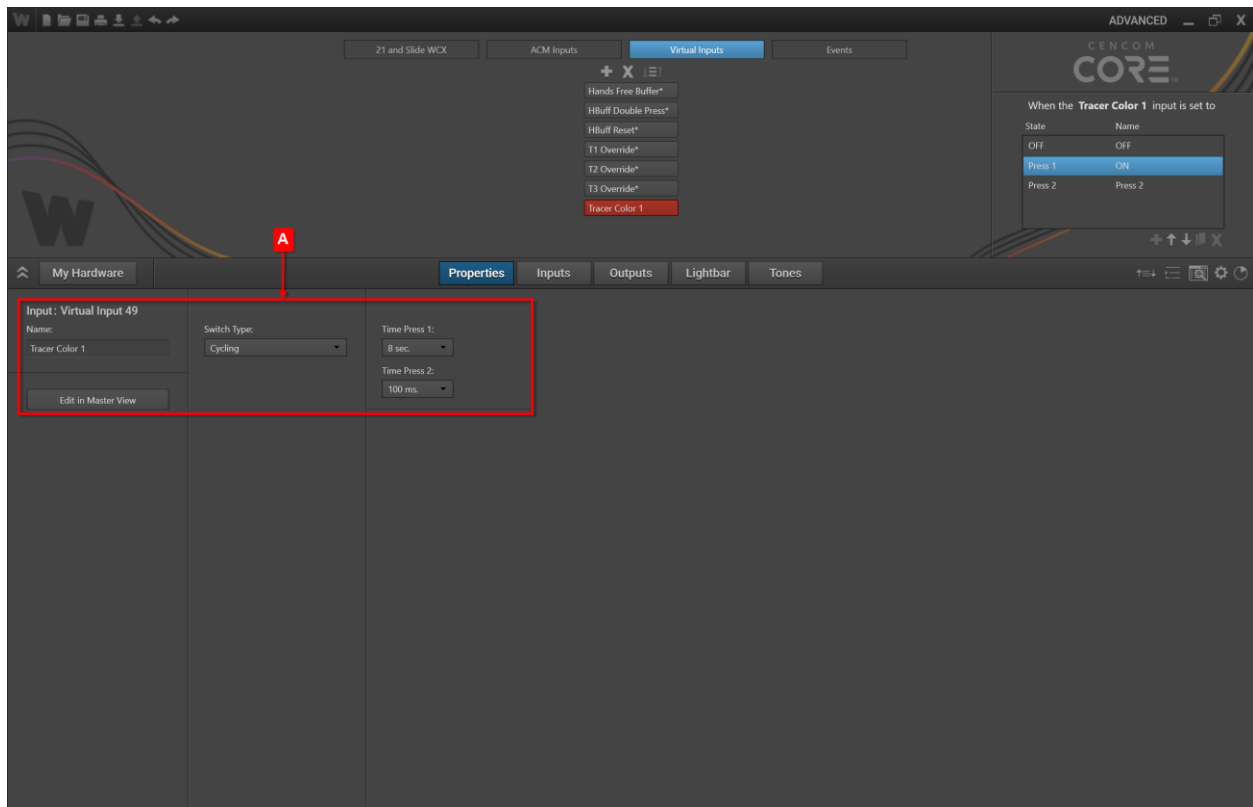
- With the flash Pattern set configure the desired **Phase** for the **Segments**. In this example **(A.)** every other **Segment** is selected and the **(B.) Phase** is set to 180



Properties Page

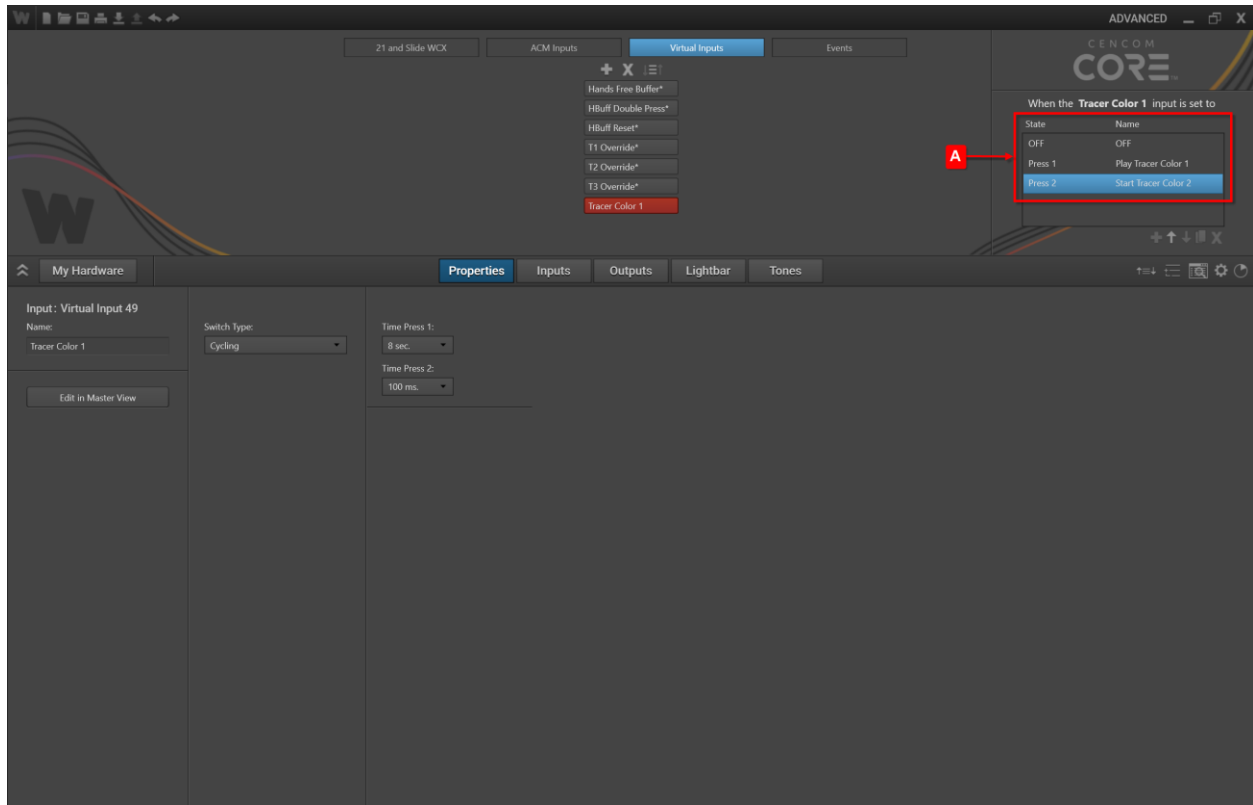
Virtual Input #1

- **Name:** Tracer Color 1
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



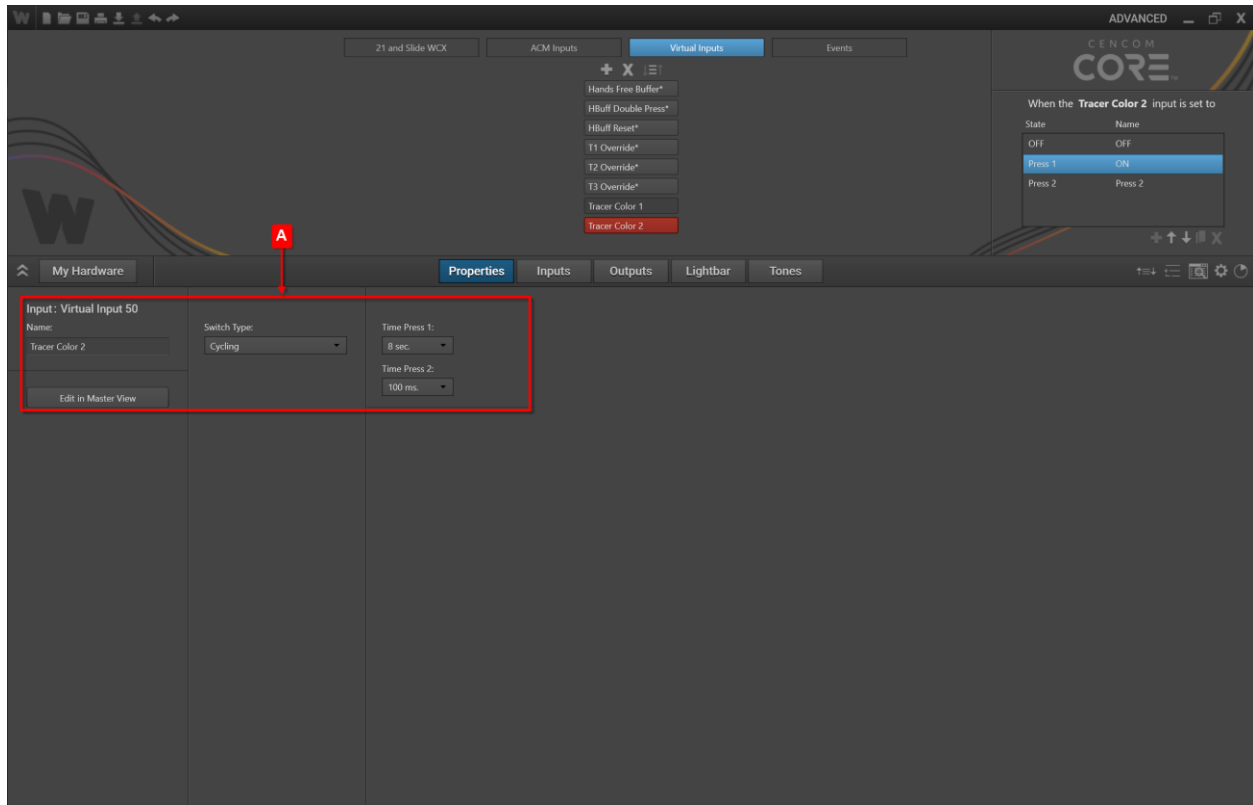
Name the **States** of the Virtual Input

- **Press 1:** Play Tracer Color 1
- **Press 2:** Start Tracer Color 2



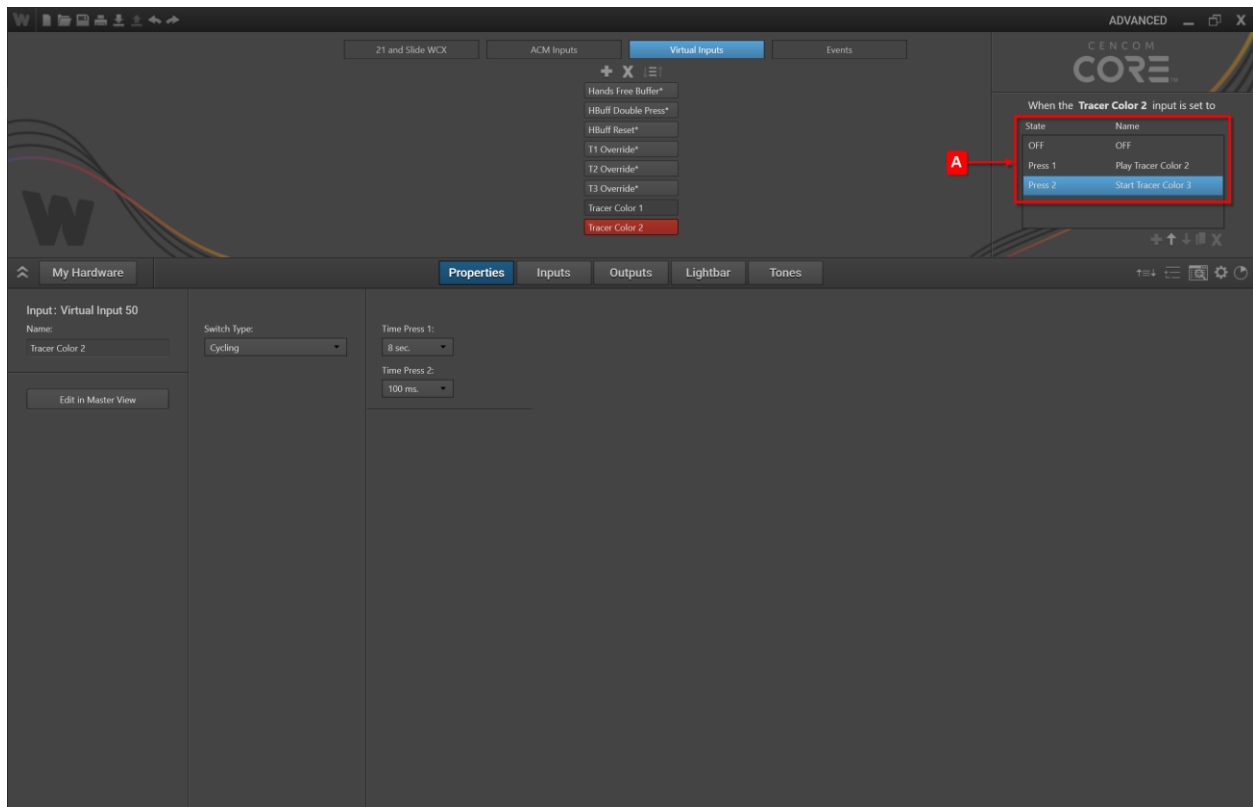
Virtual Input #2

- **Name:** Tracer Color 2
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



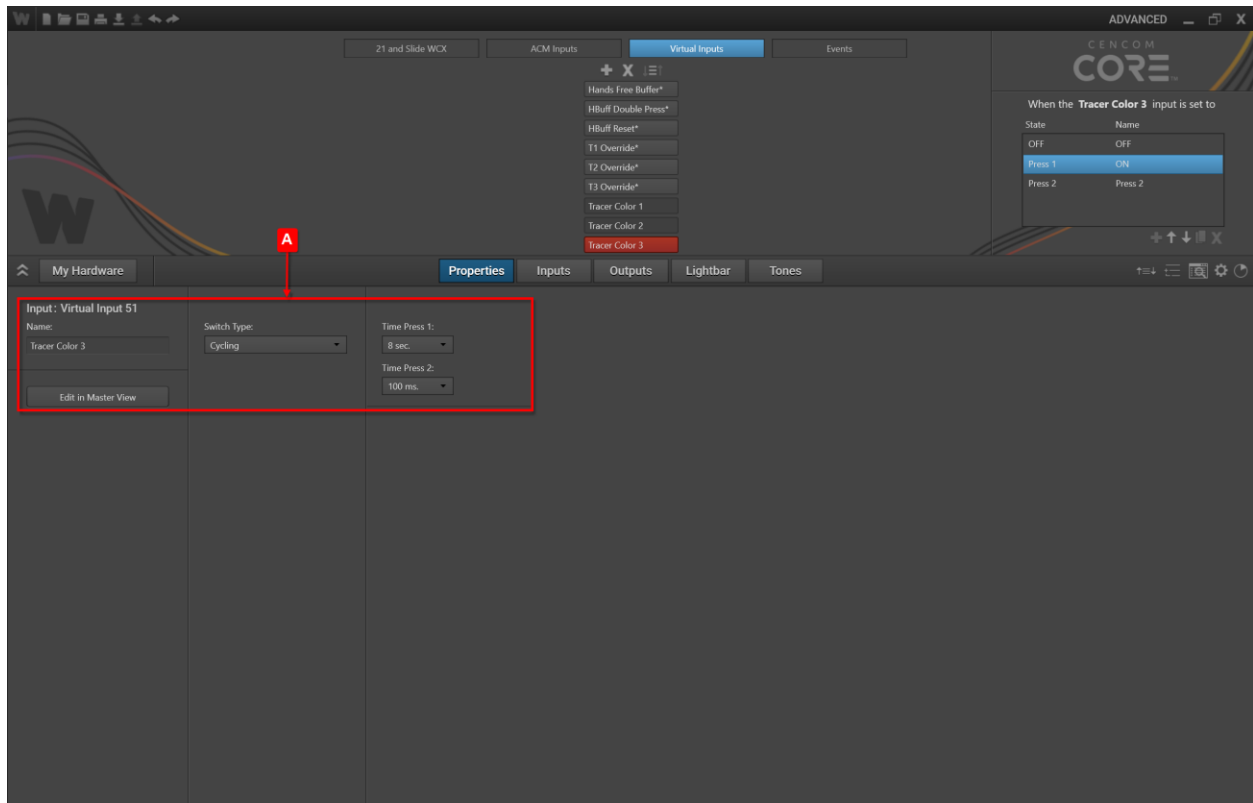
Name the **States** of the Virtual Input

- **Press 1:** Play Tracer Color 2
- **Press 2:** Start Tracer Color 3



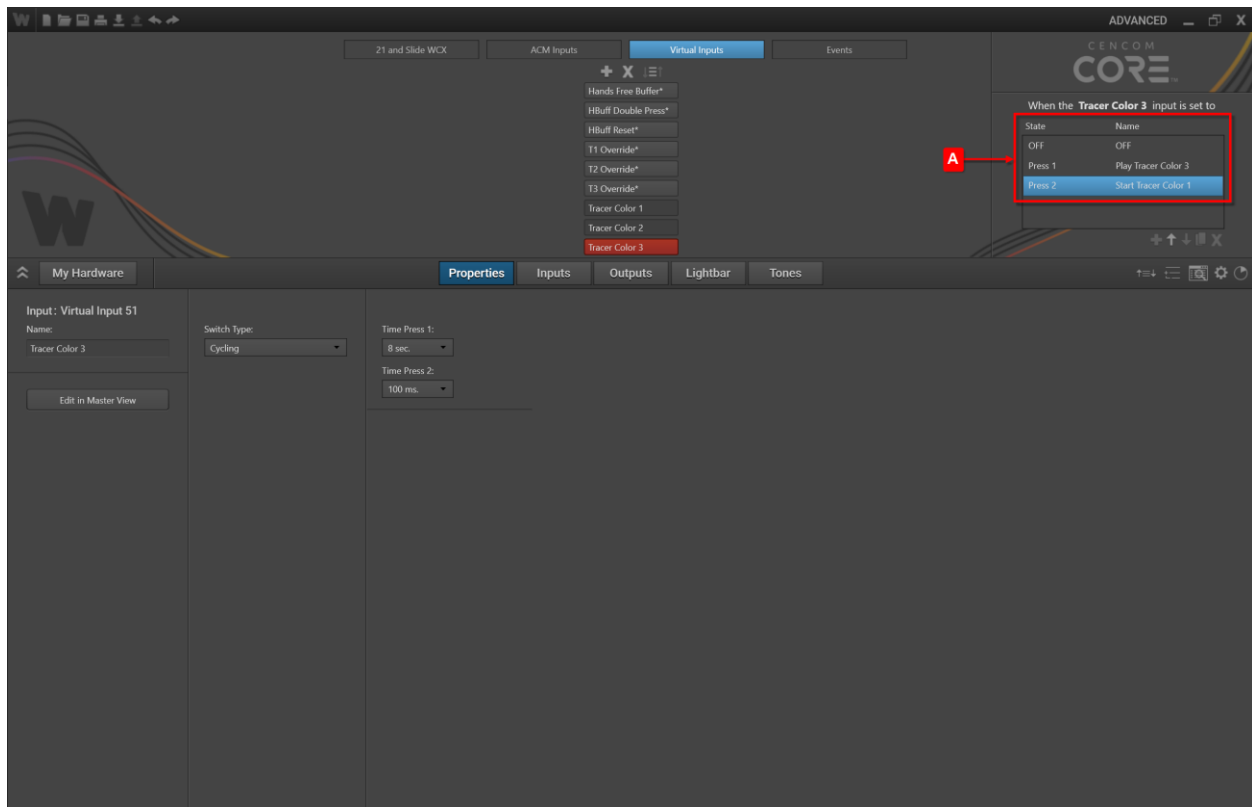
Virtual Input #3

- **Name:** Tracer Color 3
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



Name the **States** of the Virtual Input

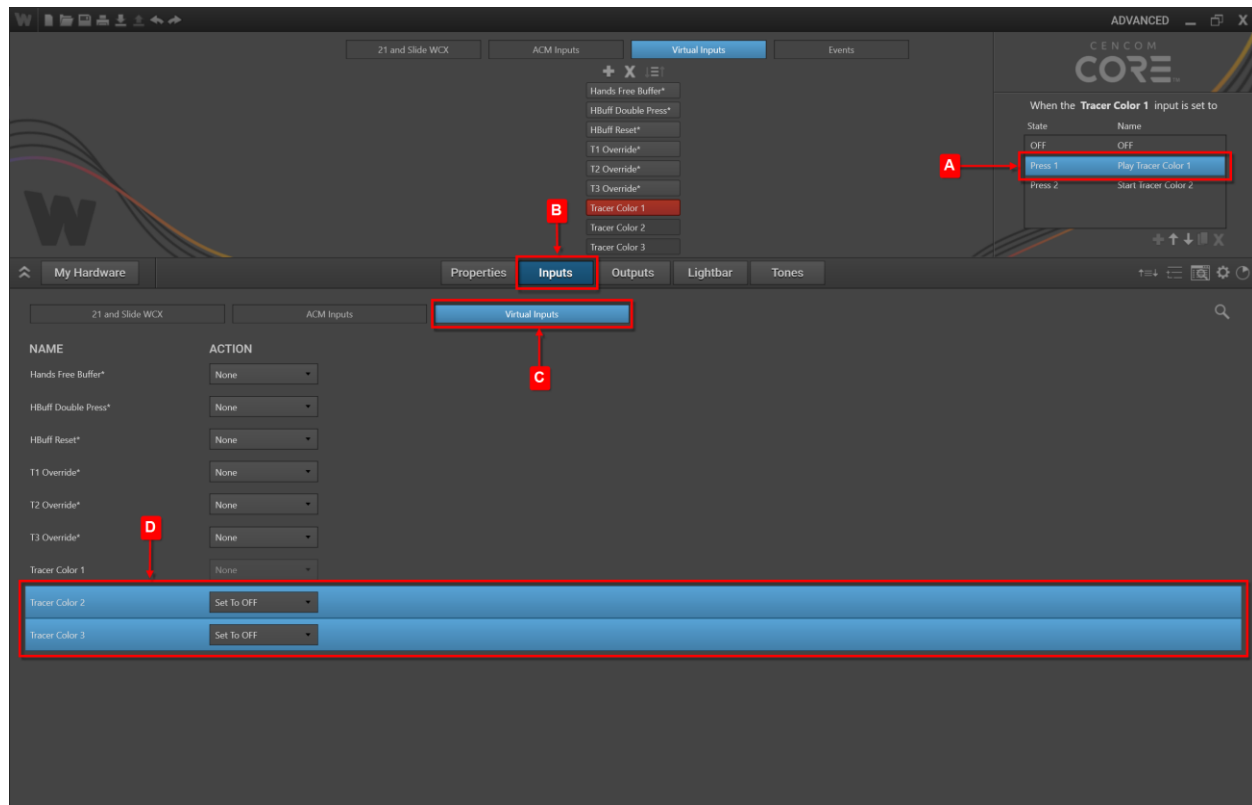
- **Press 1:** Play Tracer Color 3
- **Press 2:** Start Tracer Color 1



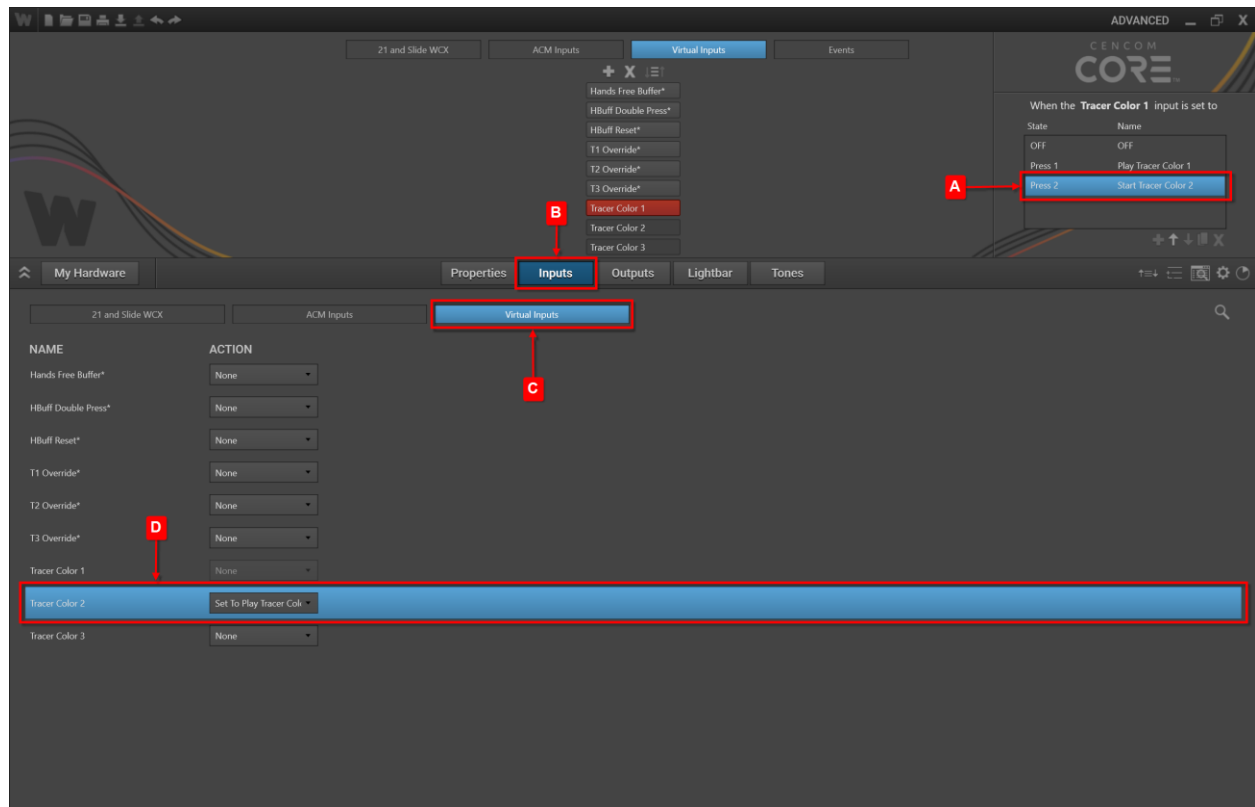
Inputs Page

Configure the Virtual Input States to setup the cycling

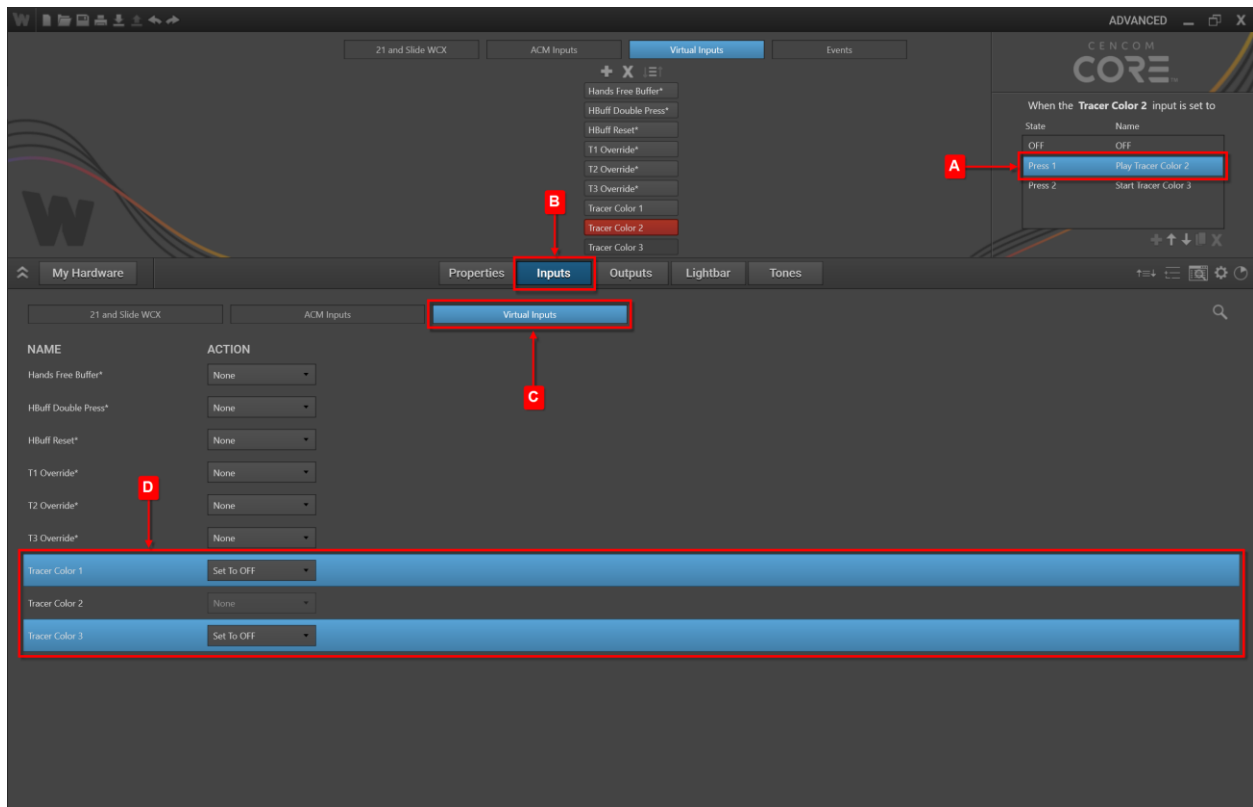
- Select Virtual Input **Tracer Color 1** and select the State **(A.) Play Tracer Color 1**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 2** and **Tracer Color 3** to **Set To OFF**



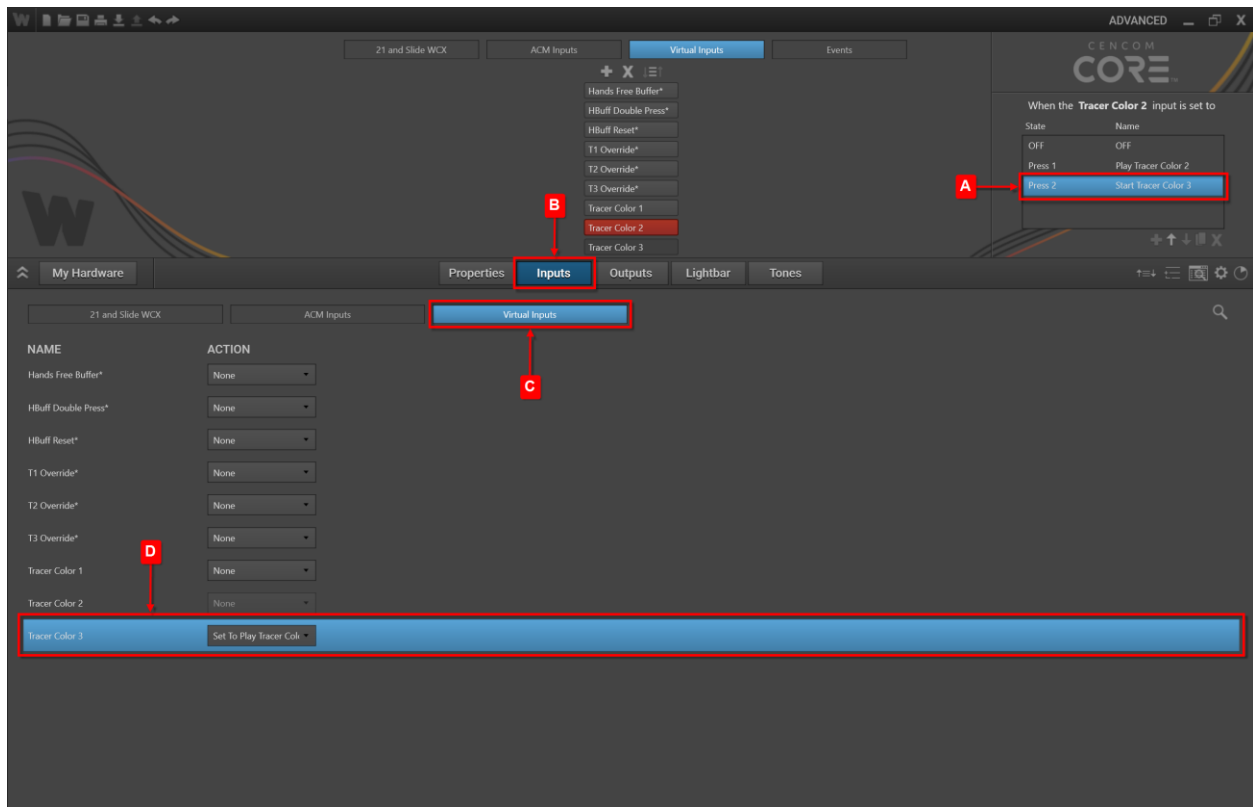
- With the Virtual Input **Tracer Color 1** still selected select the state **(A.) Start Tracer Color 2**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 2** to **Set To Play Tracer Color 2**



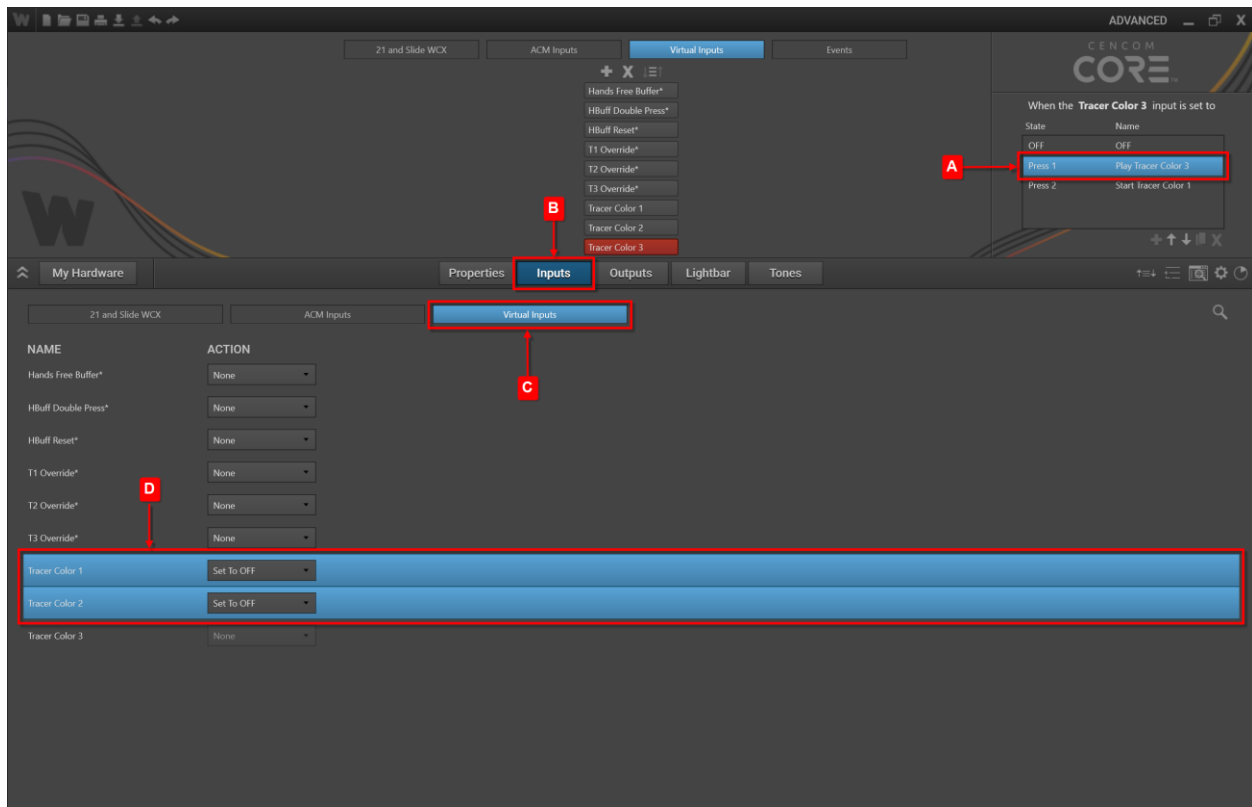
- Select Virtual Input **Tracer Color 2** and select the State **(A.) Play Tracer Color 2**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 1** and **Tracer Color 3** to **Set To OFF**



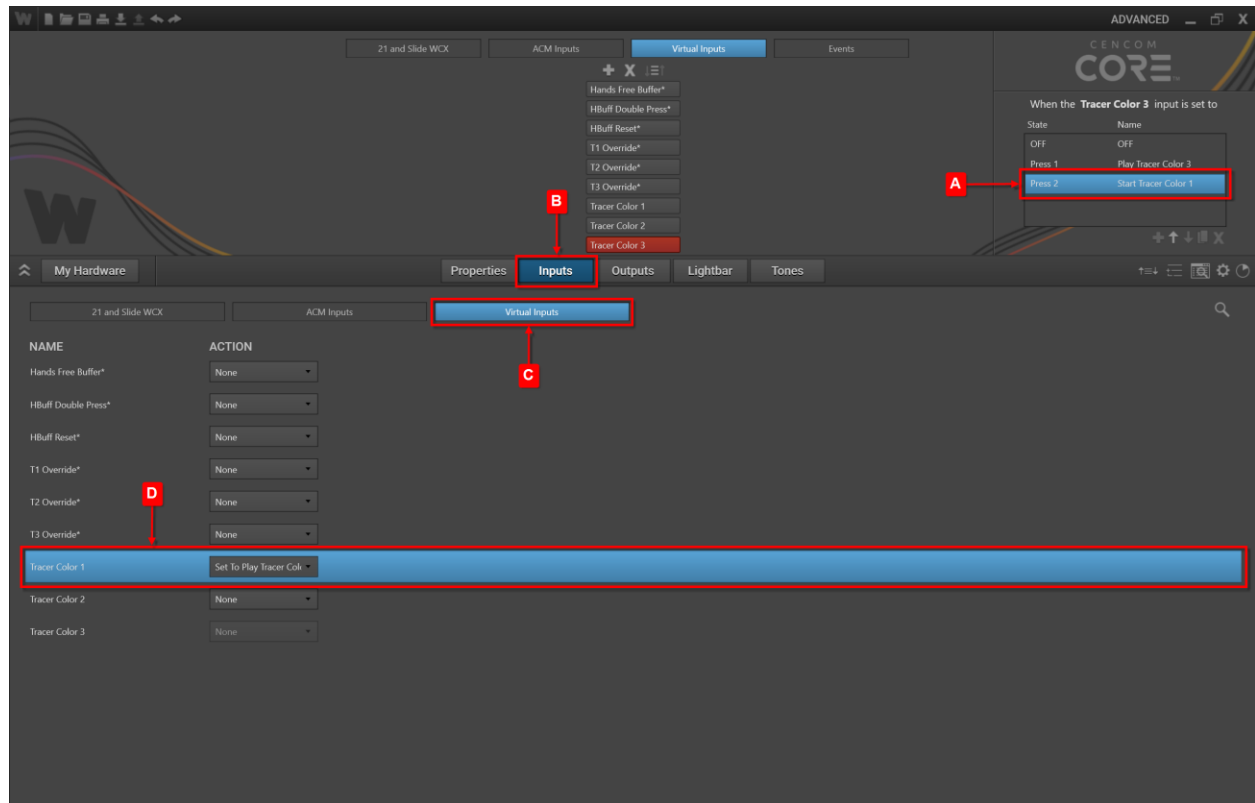
- With the Virtual Input **Tracer Color 2** still selected select the state (A.) **Start Tracer Color 3**. On the (B.) **Inputs** page filter by (C.) **Virtual Inputs** and (D.) set the **Action** for **Tracer Color 3** to **Set To Play Tracer Color 3**



- Select Virtual Input **Tracer Color 3** and select the State **(A.) Play Tracer Color 3**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 1** and **Tracer Color 2** to **Set To OFF**



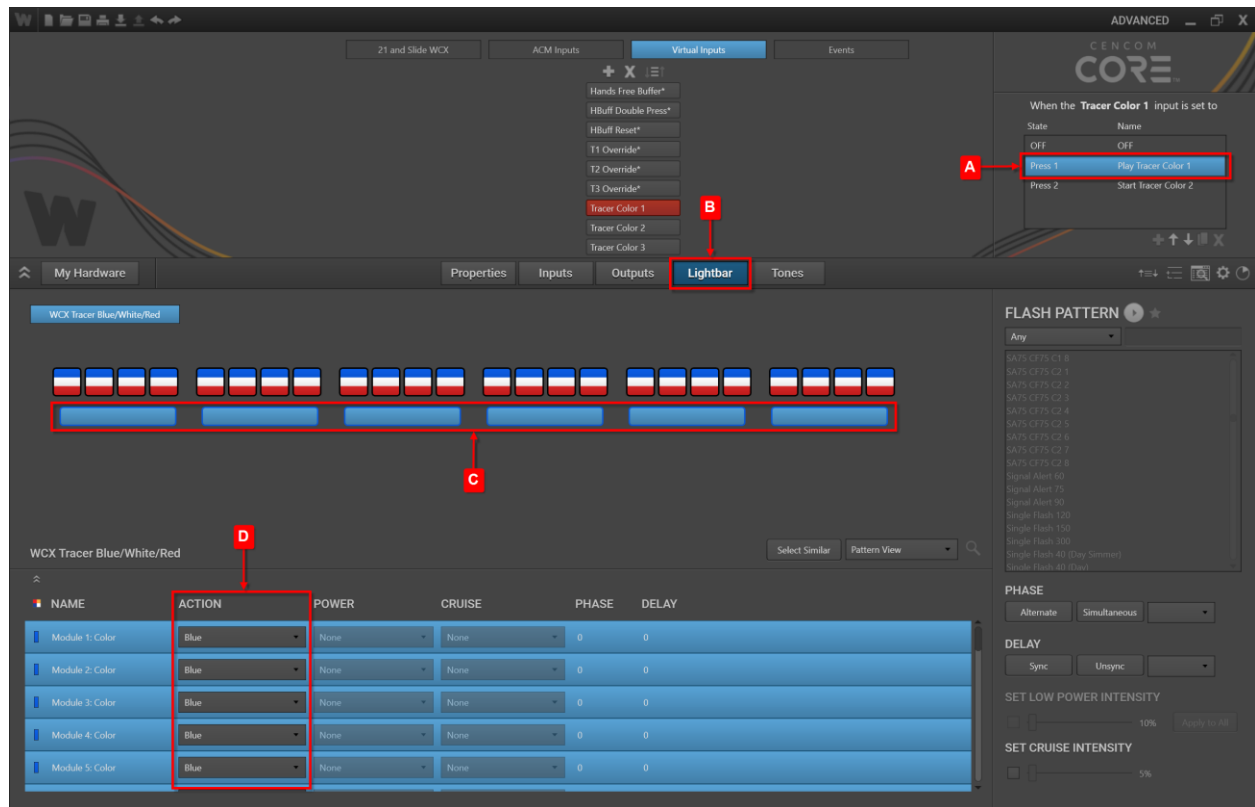
- With the Virtual Input **Tracer Color 3** still selected select the state (A.) **Start Tracer Color 1**. On the (B.) **Inputs** page filter by (C.) **Virtual Inputs** and (D.) set the **Action** for **Tracer Color 1** to **Set To Play Tracer Color 1**



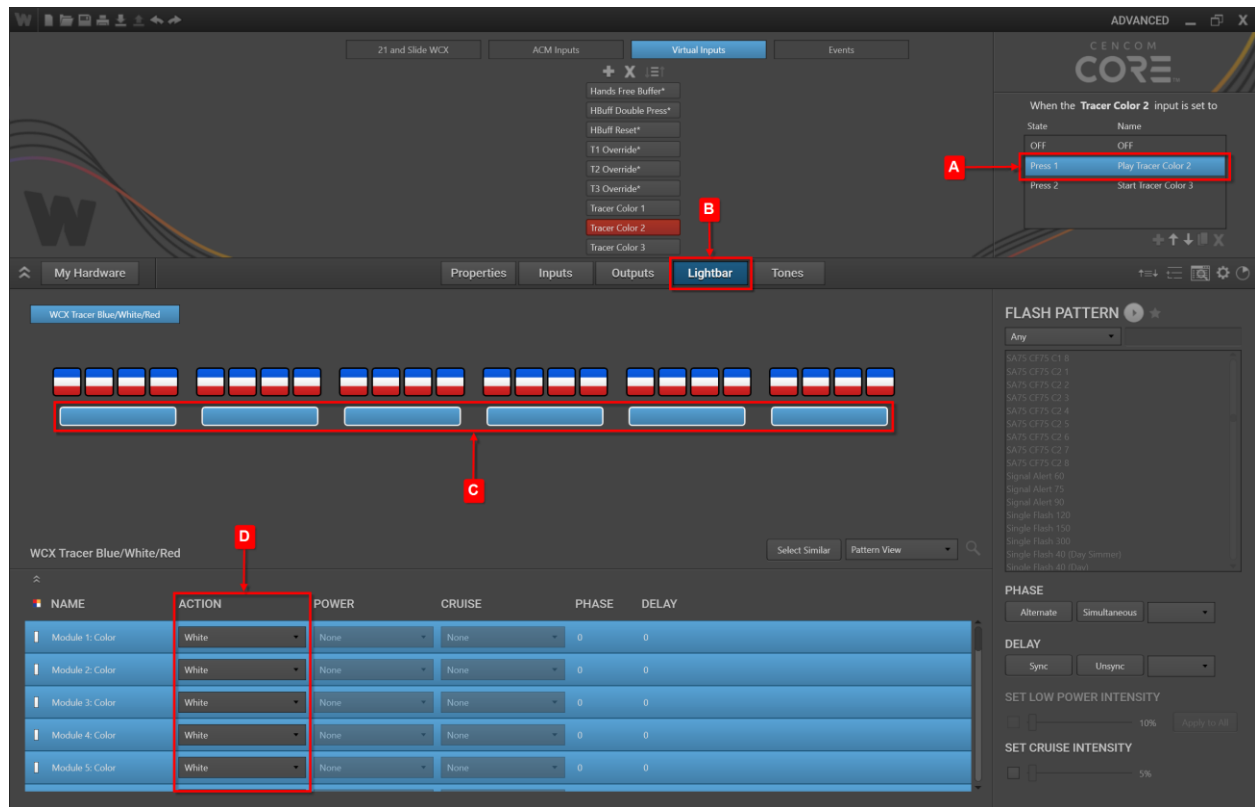
Lightbar Page

Configure the WeCanX Tracer Color

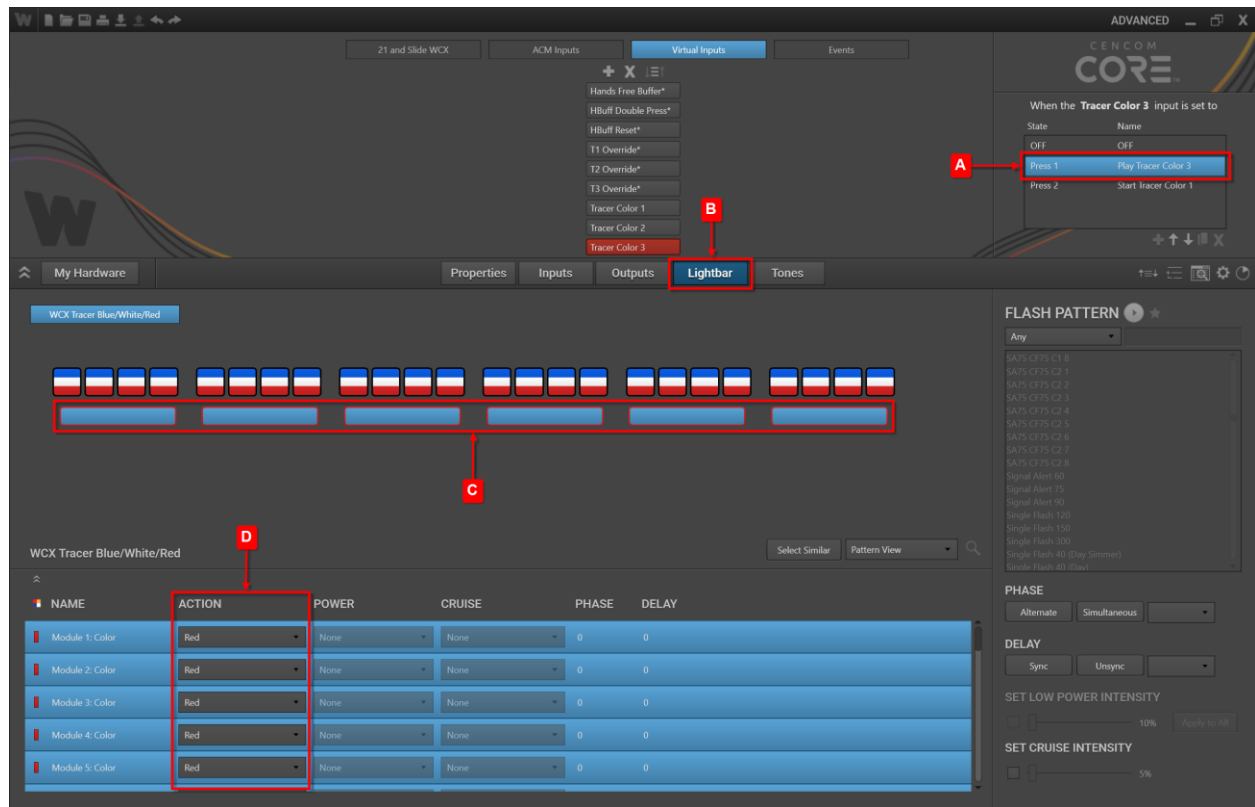
- Select Virtual Input **Tracer Color 1** select the state **(A.) Play Tracer Color 1** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action** to **Blue**



- Select Virtual Input **Tracer Color 2** select the state **(A.) Play Tracer Color 2** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action** to **White**



- Select Virtual Input **Tracer Color 3** select the state **(A.) Play Tracer Color 3** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action** to **Red**

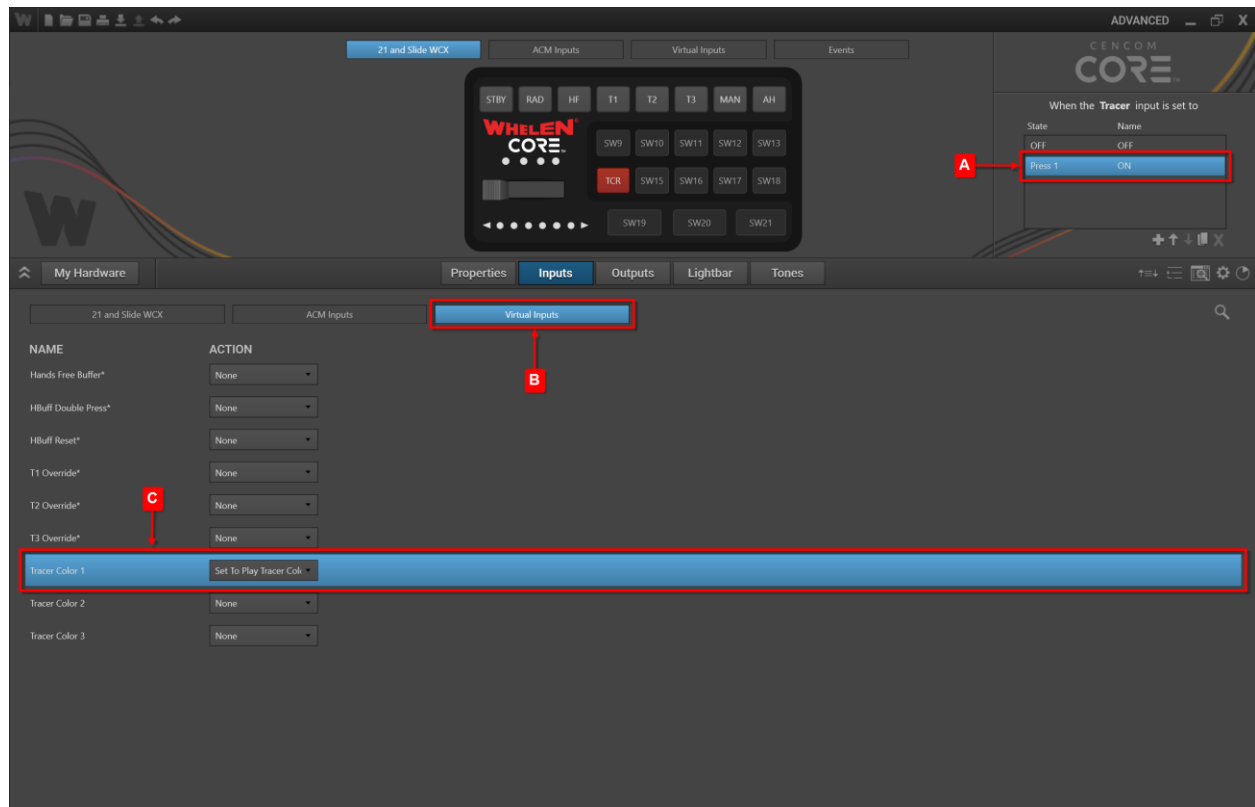


Select the **Tracer** Input on the Control Head

Inputs Page

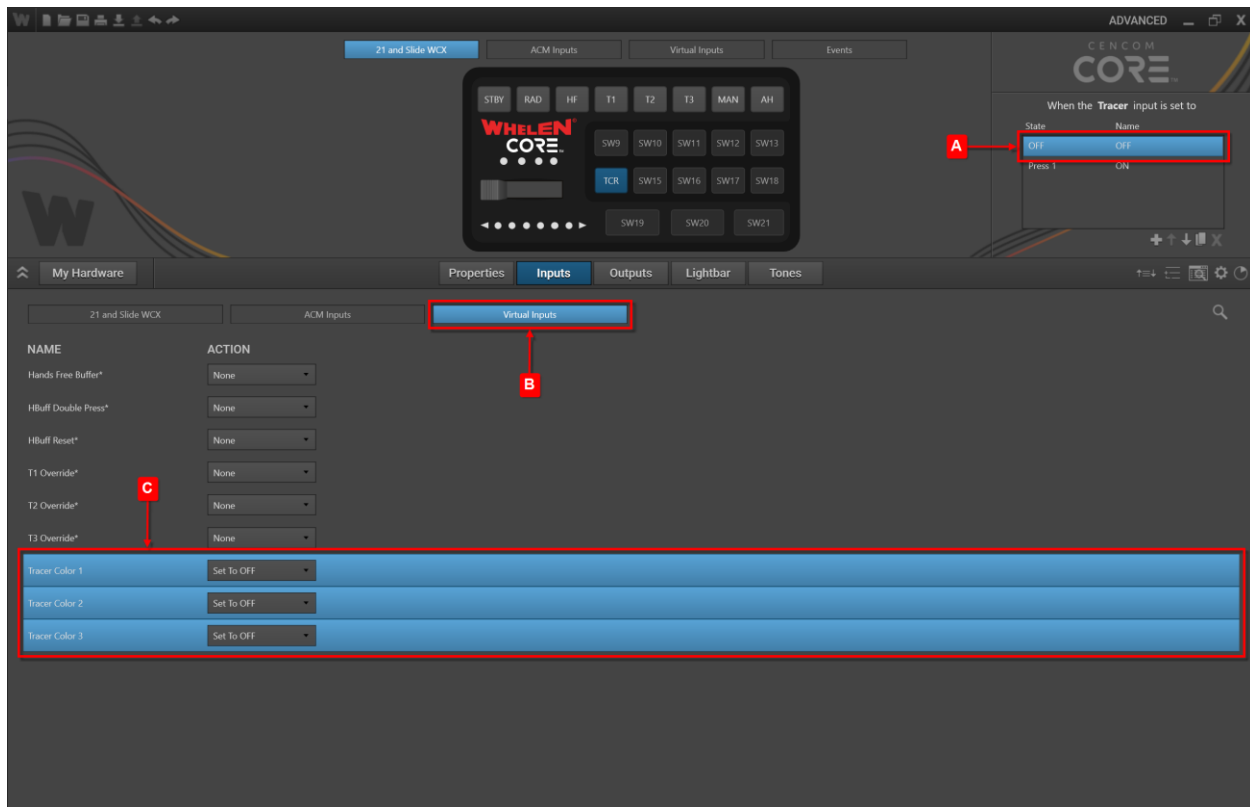
Activate the **Tracer Color 1** Virtual Input

- (A.) Press 1: On the **Inputs Page** filter by (B.) **Virtual Inputs**
 - (C.) Set the **Action** for **Tracer Color 1** to **Set To Play Tracer Color 1**



Deactivate the Tracer Color Virtual Inputs

- **(A.) OFF State:** On the **Inputs Page** filter by **(B.) Virtual Inputs**
 - **(C.)** Set the **Action** for **Tracer Color 1, Tracer Color 2** and **Tracer Color 3** to **Set To OFF**



Note: Depending on what is active the priority of the Virtual Inputs may need to be adjusted.

Synopsis:

When the **Tracer Button** is **Activated**, the Tracer will start flashing and the **Tracer Color 1 Virtual** will start **Tracer Color 1** for 8 seconds then **Tracer Color 2** will Play for 8 seconds then Tracer Color 3 will play for 8 seconds. The three **Cycling Virtual Inputs** will keep cycling until the **Tracer Button** is turned **OFF**.

Example #2

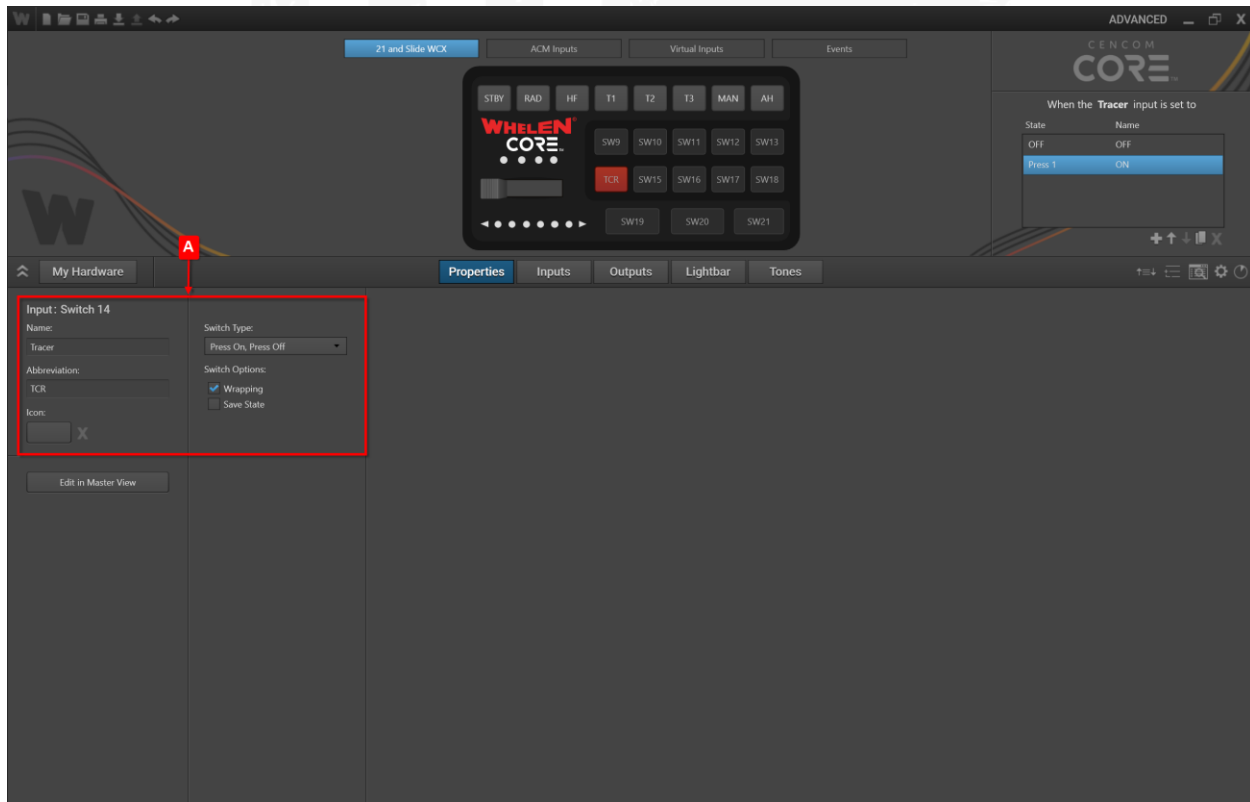
In this example the Input on the control head will activate the **Cycling** Virtual Input's that will cycle the three colors in the **WeCanX** Tracer. In all three **Cycling** virtual Inputs will be used.

Note: *In this example the flash pattern for all three colors will be different.*

Choose an Input to Configure for WeCanX Tracer Activation

Properties Page

- Name: **Tracer**
- Abbreviation: **TCR**
- Switch Type: **Press ON/Press OFF**



Add Three New Virtual Inputs

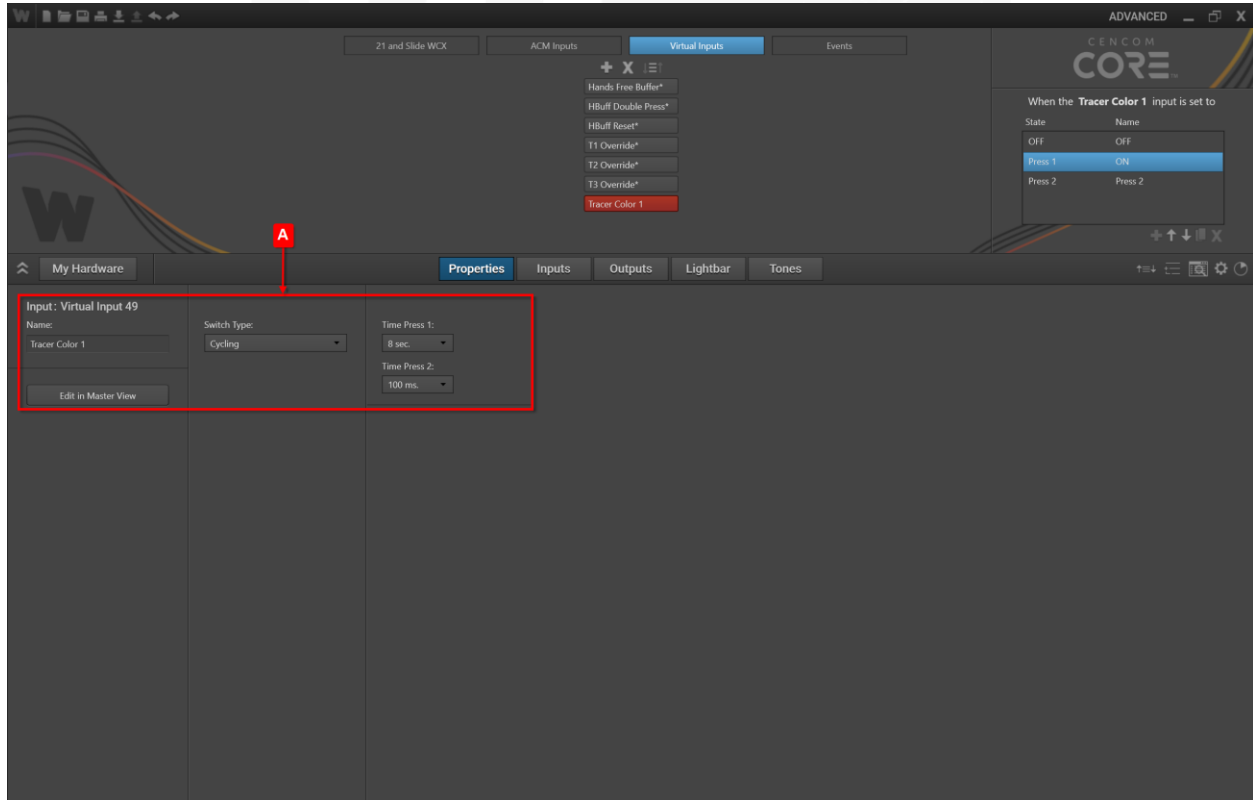
The Virtual Inputs will handle cycling the three Colors of the Tracer. The times can be adjusted to any available selection 8 seconds was selected for this example.

Properties Page

Configure Virtual Input Names, Switch Type and Times

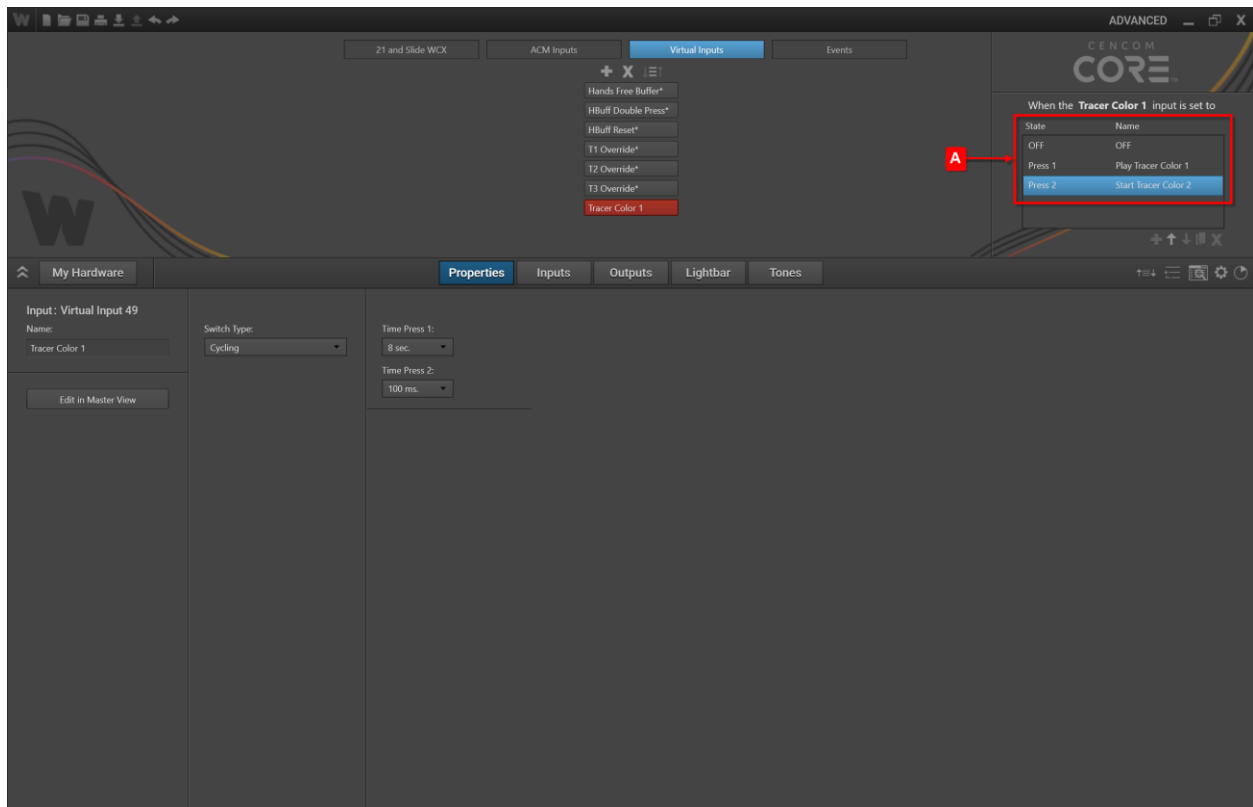
Virtual Input #1

- **Name:** Tracer Color 1
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



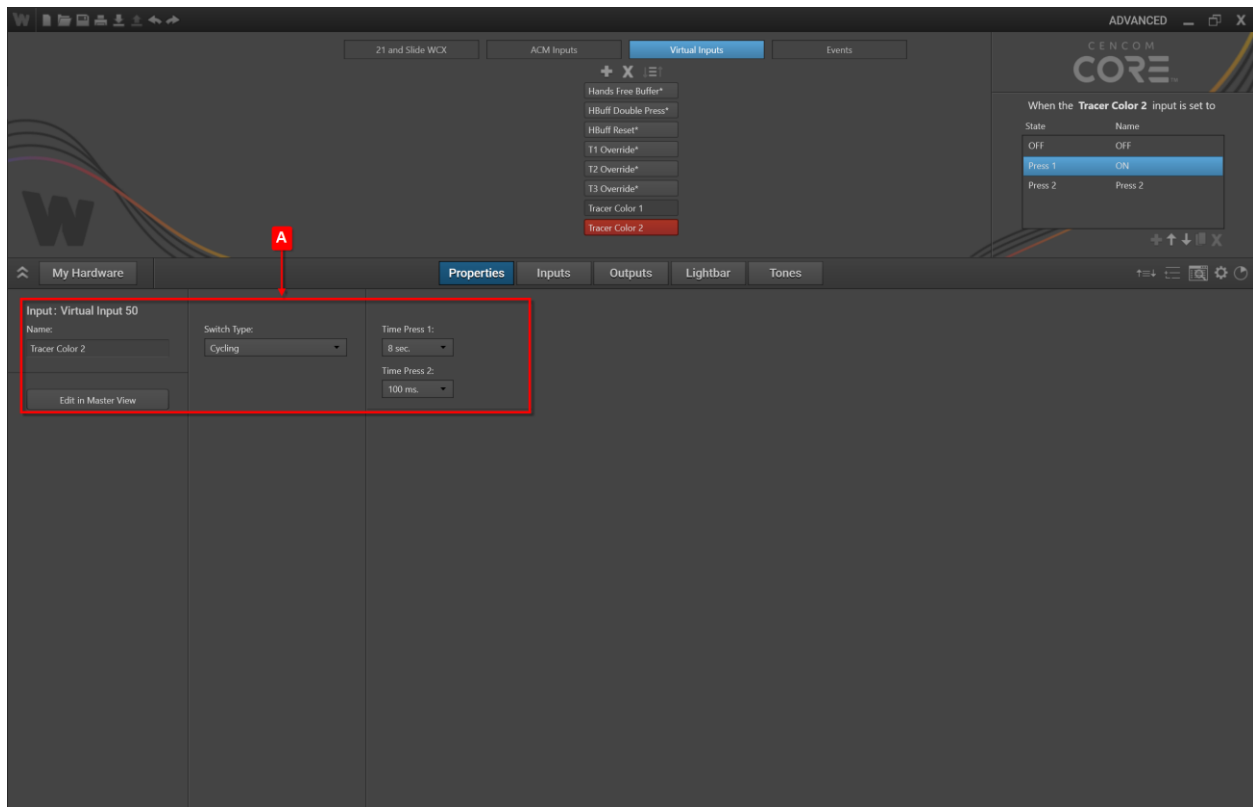
Name the **States** of the Virtual Input

- **Press 1:** Play Tracer Color 1
- **Press 2:** Start Tracer Color 2



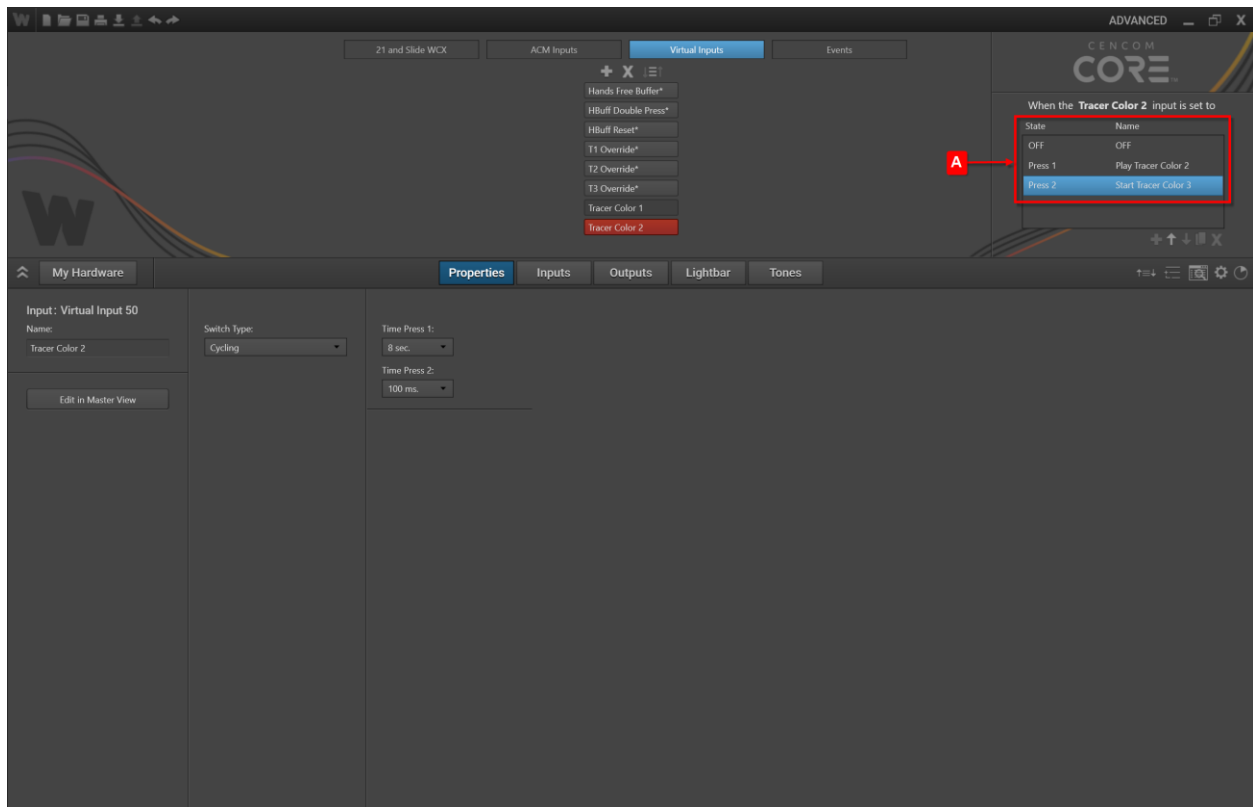
Virtual Input #2

- **Name:** Tracer Color 2
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



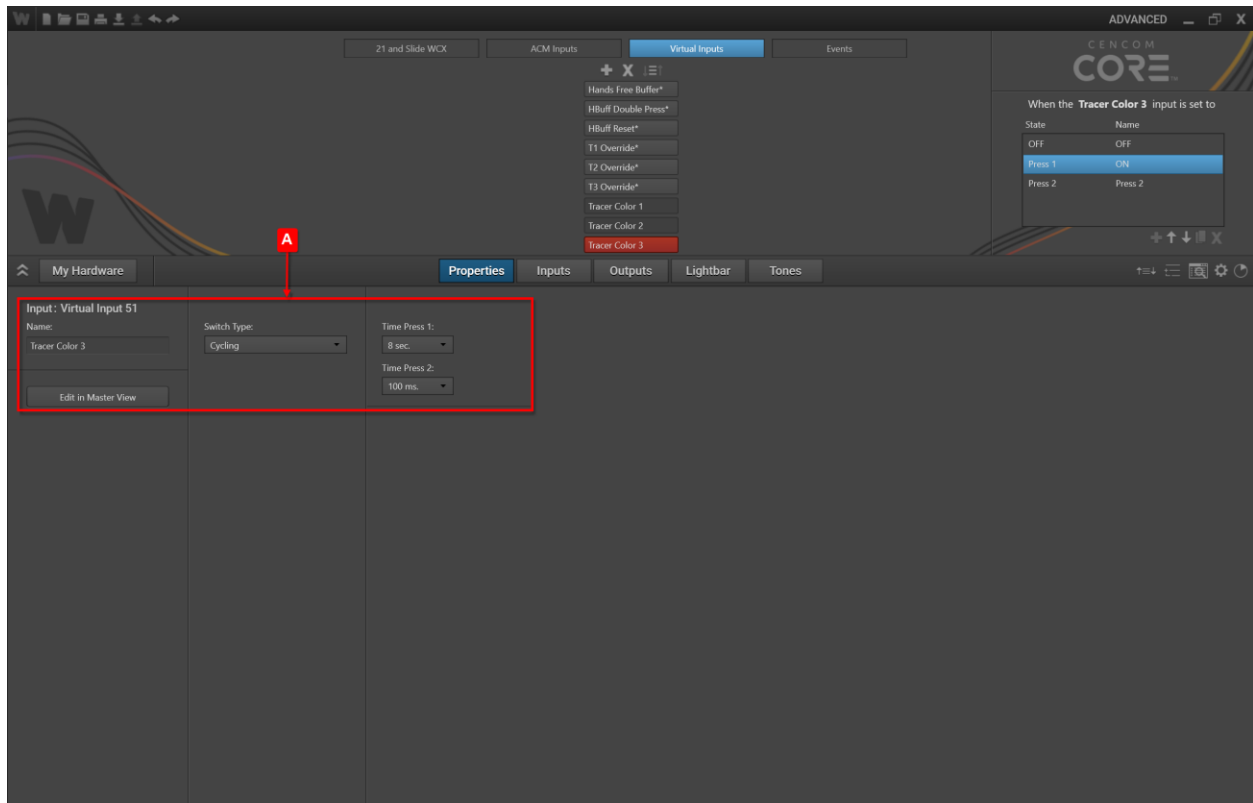
Name the **States** of the Virtual Input

- **Press 1:** Play Tracer Color 2
- **Press 2:** Start Tracer Color 3



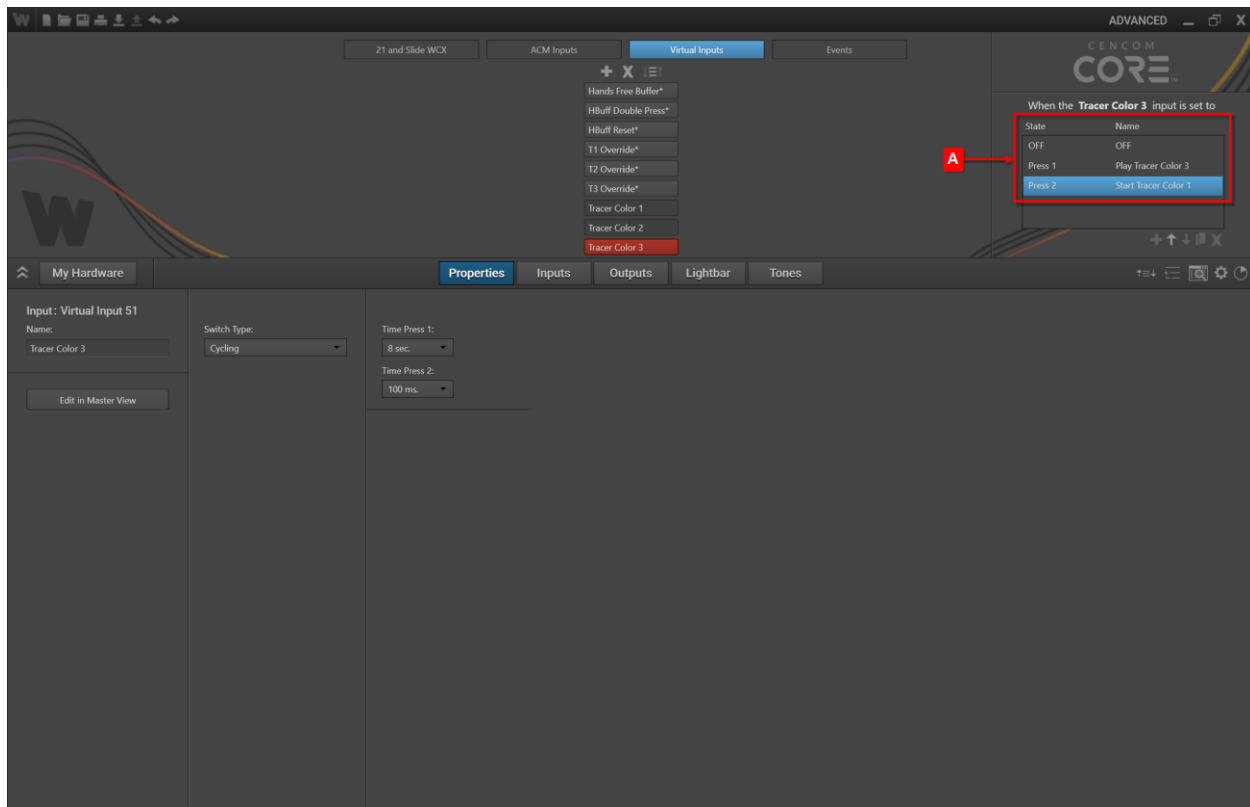
Virtual Input #3

- **Name:** Tracer Color 3
- **Switch Type:** Cycling
- **Time Press 1:** 8 Seconds
- **Time Press 2:** 100 ms.



Name the **States** of the Virtual Input

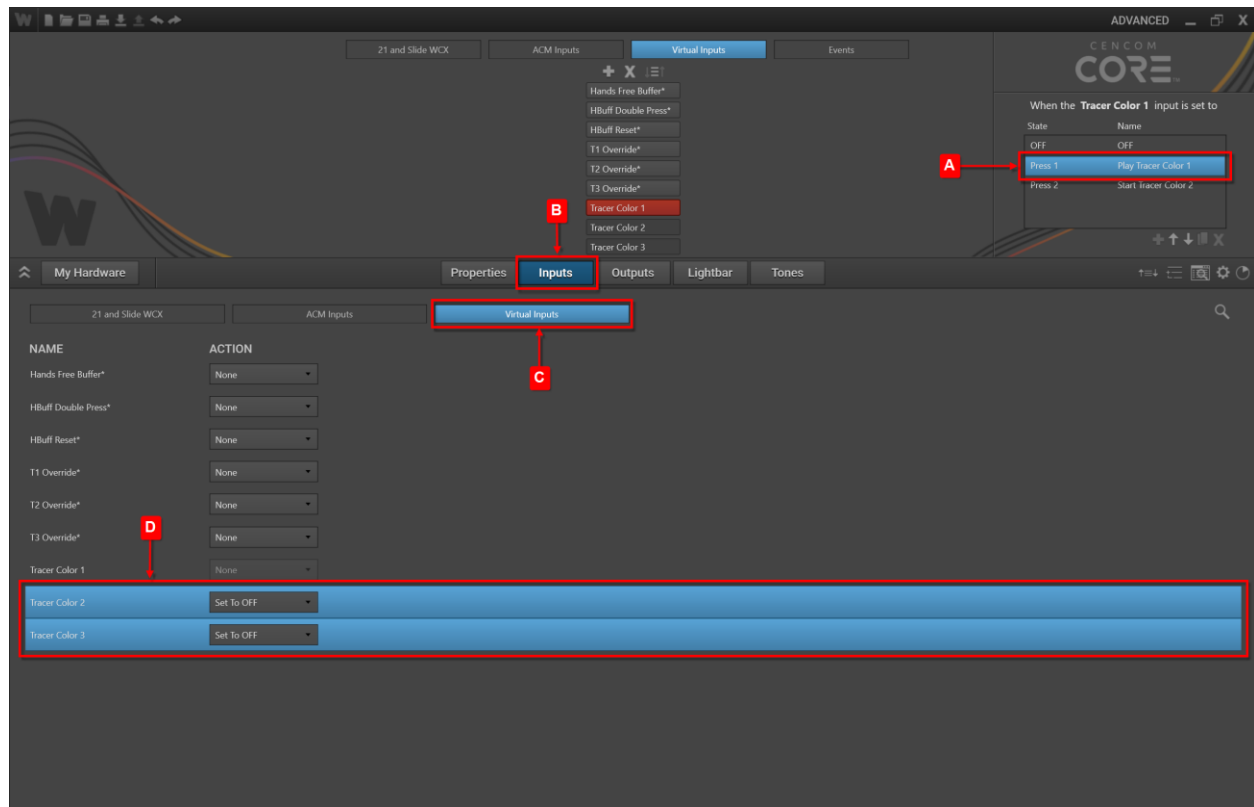
- **Press 1:** Play Tracer Color 3
- **Press 2:** Start Tracer Color 1



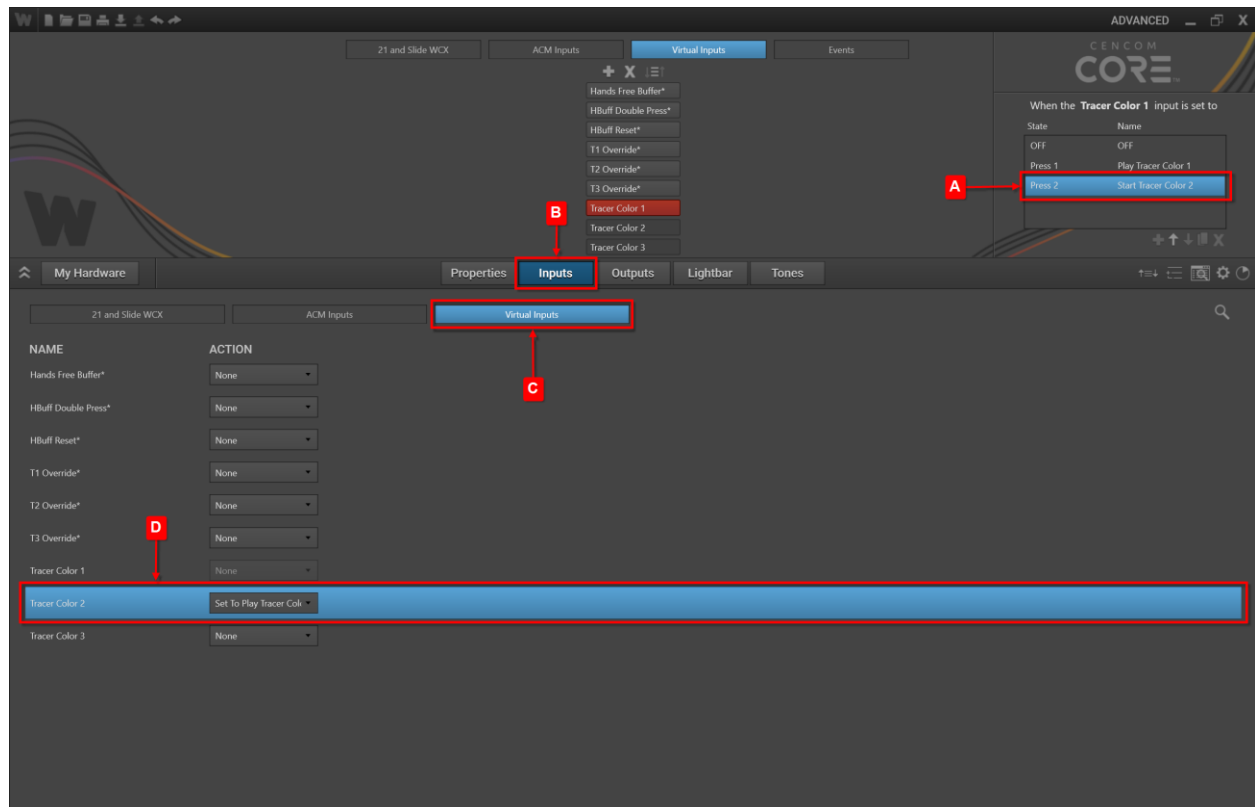
Inputs Page

Configure the Virtual Input States to setup the cycling

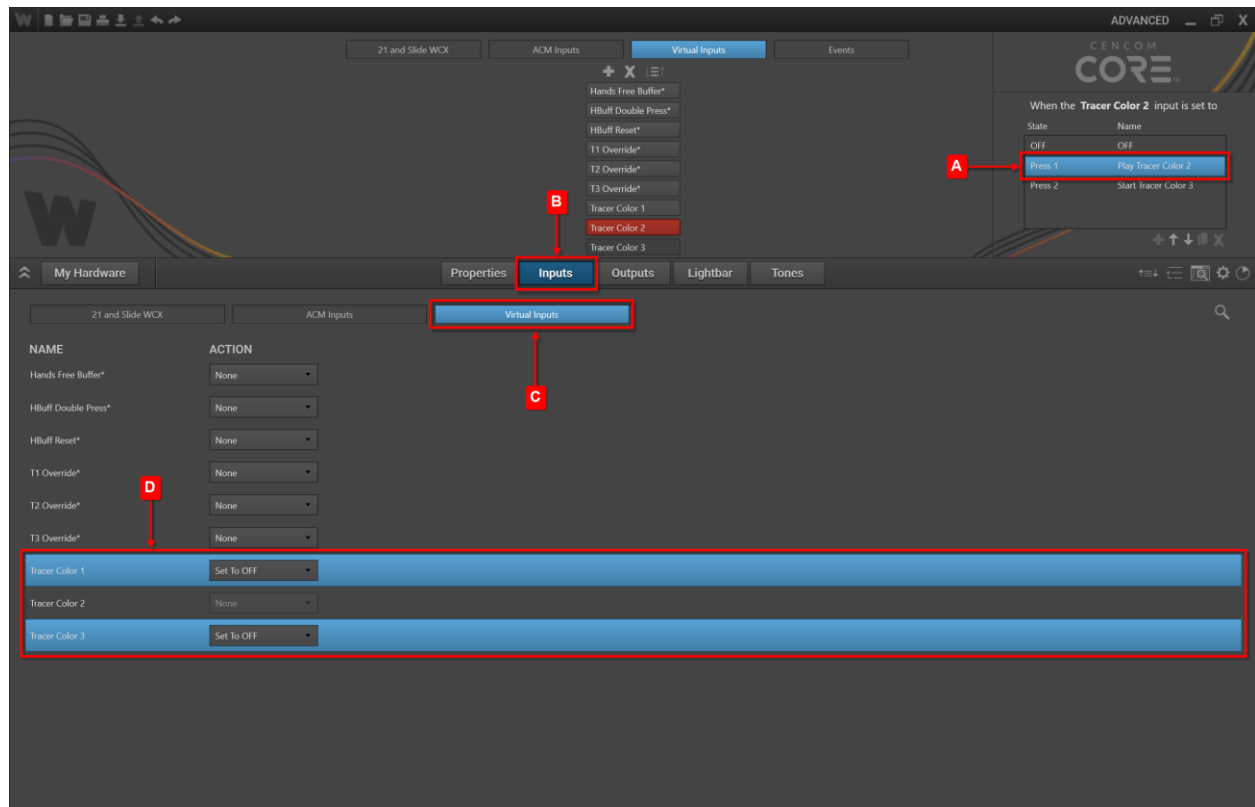
- Select Virtual Input **Tracer Color 1** and select the State **(A.) Play Tracer Color 1**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 2** and **Tracer Color 3** to **Set To OFF**



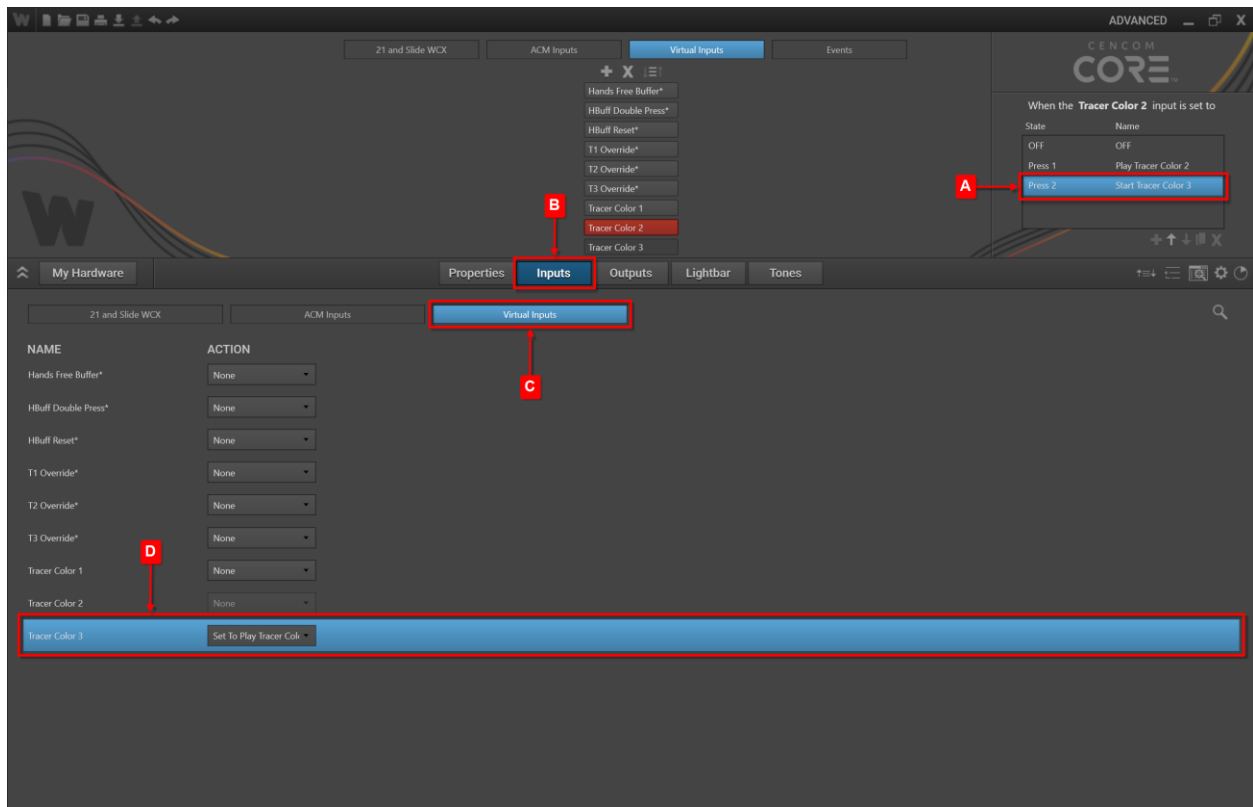
- With the Virtual Input **Tracer Color 1** still selected select the state **(A.) Start Tracer Color 2**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 2** to **Set To Play Tracer Color 2**



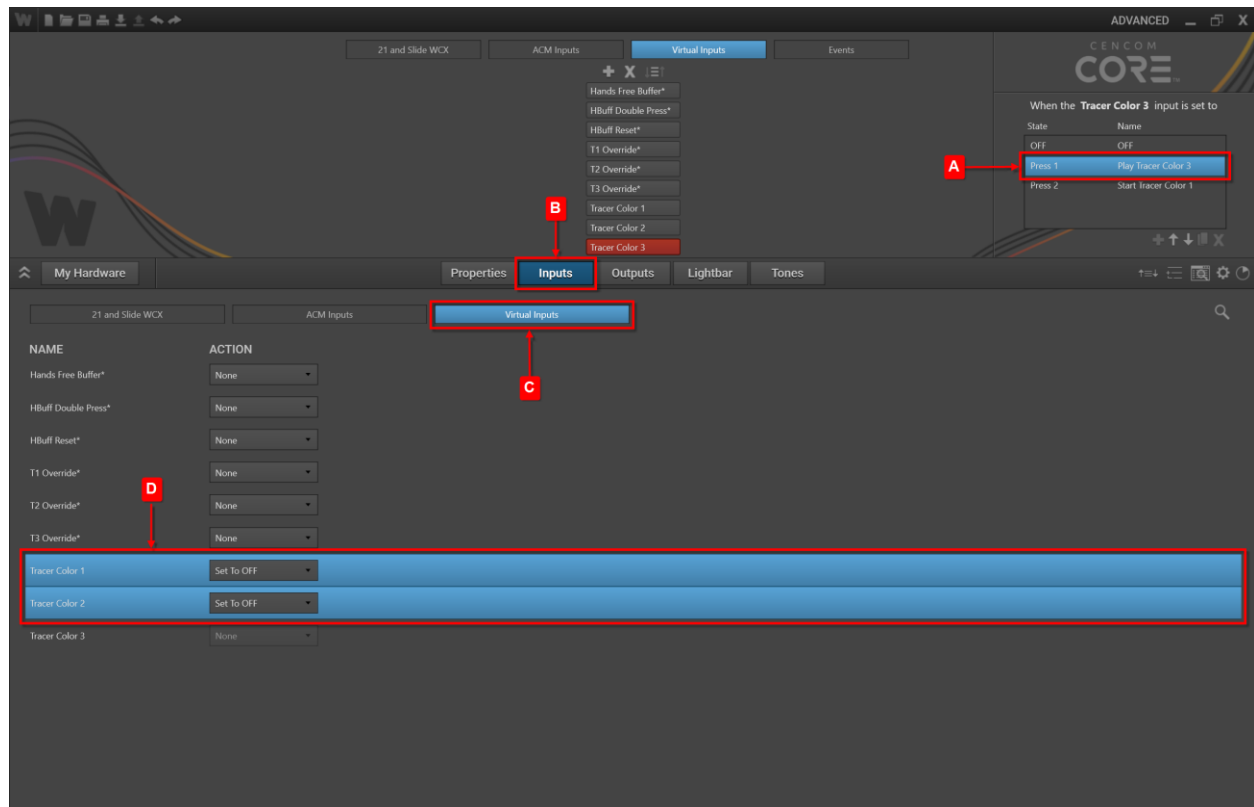
- Select Virtual Input **Tracer Color 2** and select the State **(A.) Play Tracer Color 2**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 1** and **Tracer Color 3** to **Set To OFF**



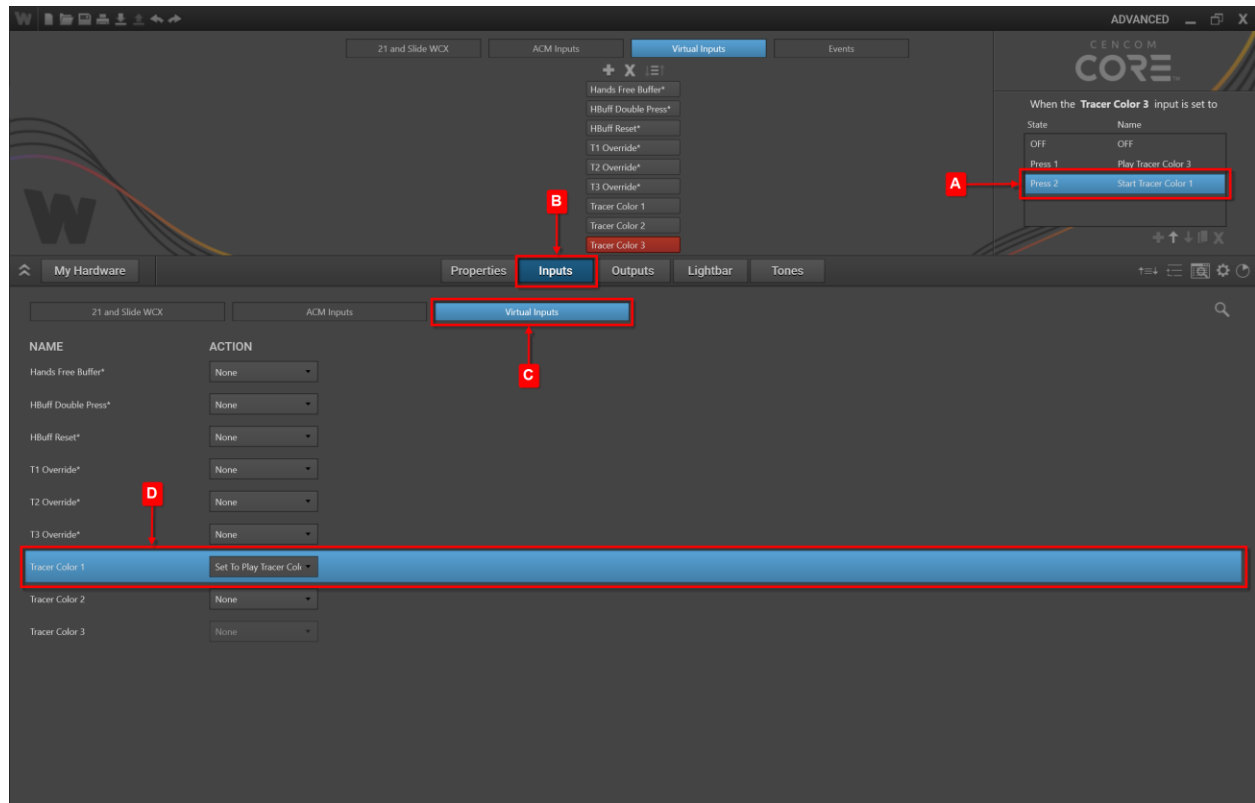
- With the Virtual Input **Tracer Color 2** still selected select the state **(A.) Start Tracer Color 3**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 3** to **Set To Play Tracer Color 3**



- Select Virtual Input **Tracer Color 3** and select the State **(A.) Play Tracer Color 3**. On the **(B.) Inputs** page filter by **(C.) Virtual Inputs** and **(D.)** set the **Action** for **Tracer Color 1** and **Tracer Color 2** to **Set To OFF**



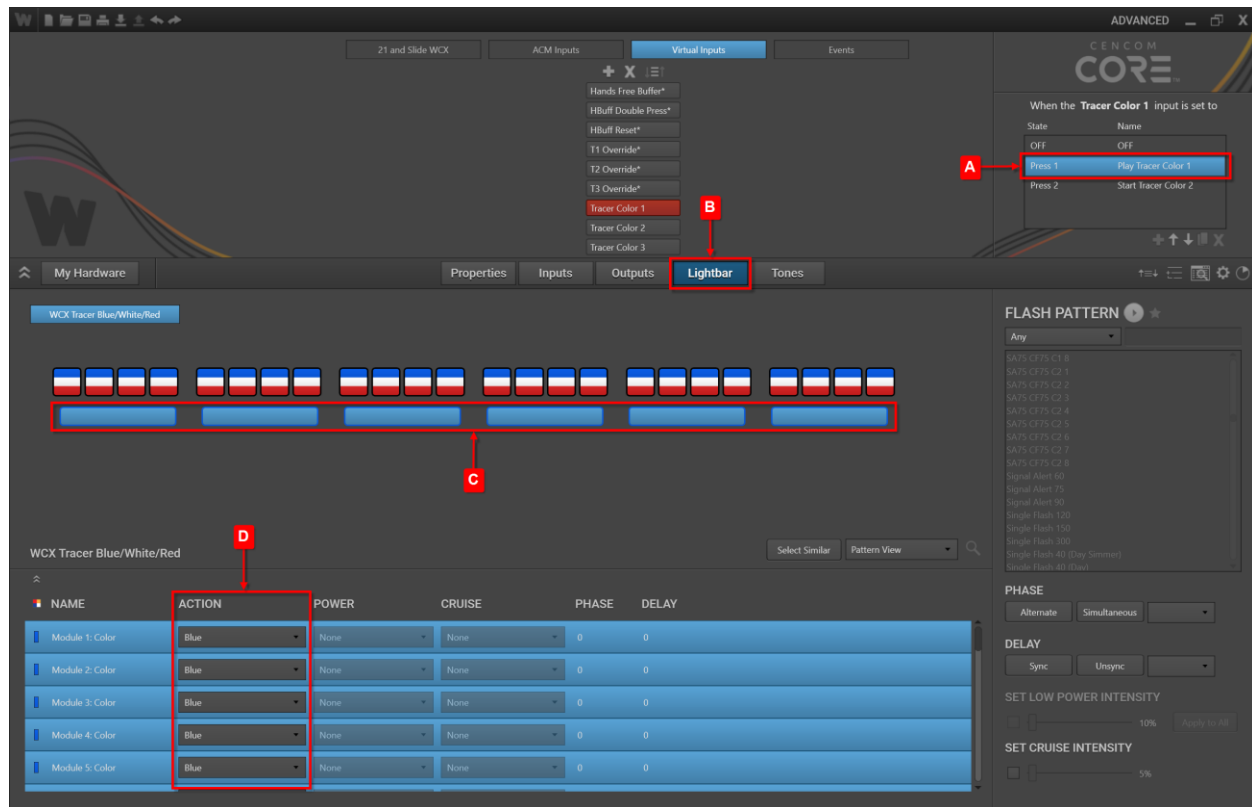
- With the Virtual Input **Tracer Color 3** still selected select the state (A.) **Start Tracer Color 1**. On the (B.) **Inputs** page filter by (C.) **Virtual Inputs** and (D.) set the **Action** for **Tracer Color 1** to **Set To Play Tracer Color 1**



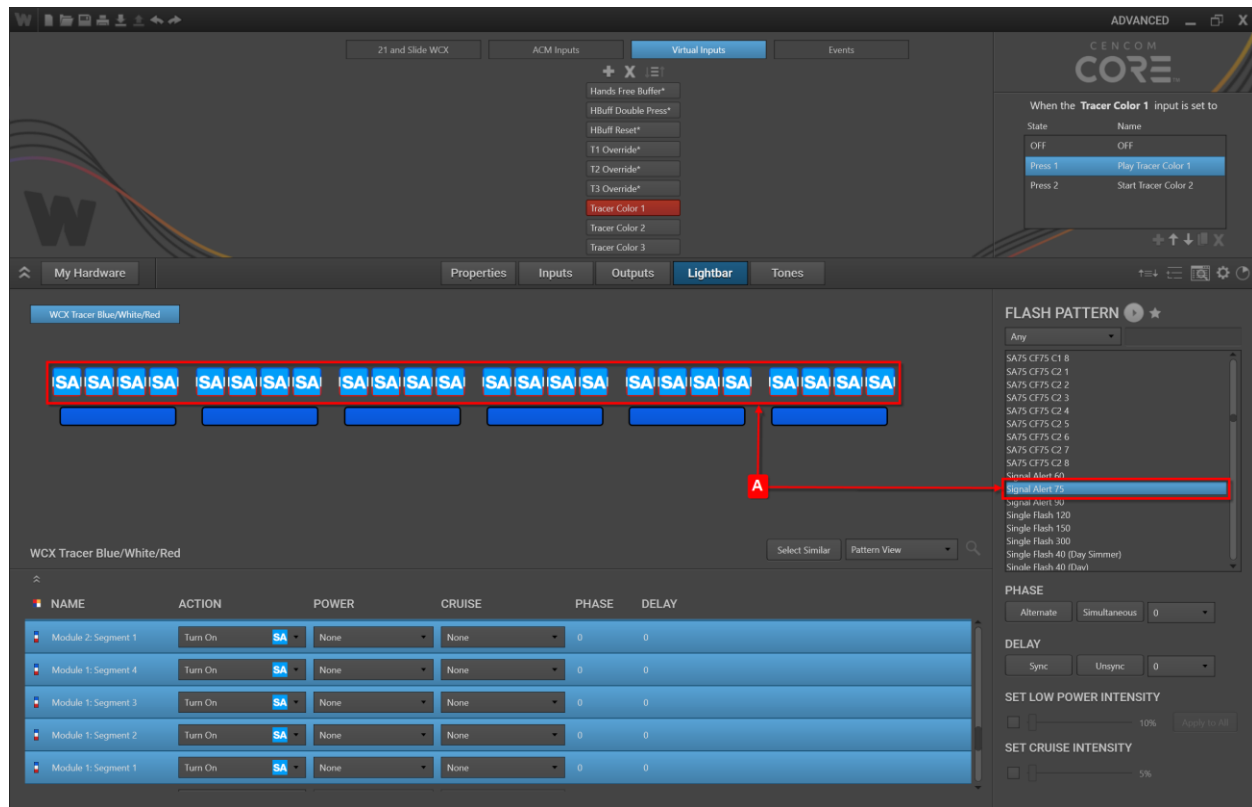
Lightbar Page

Configure the WeCanX Tracer Color and Flash Pattern

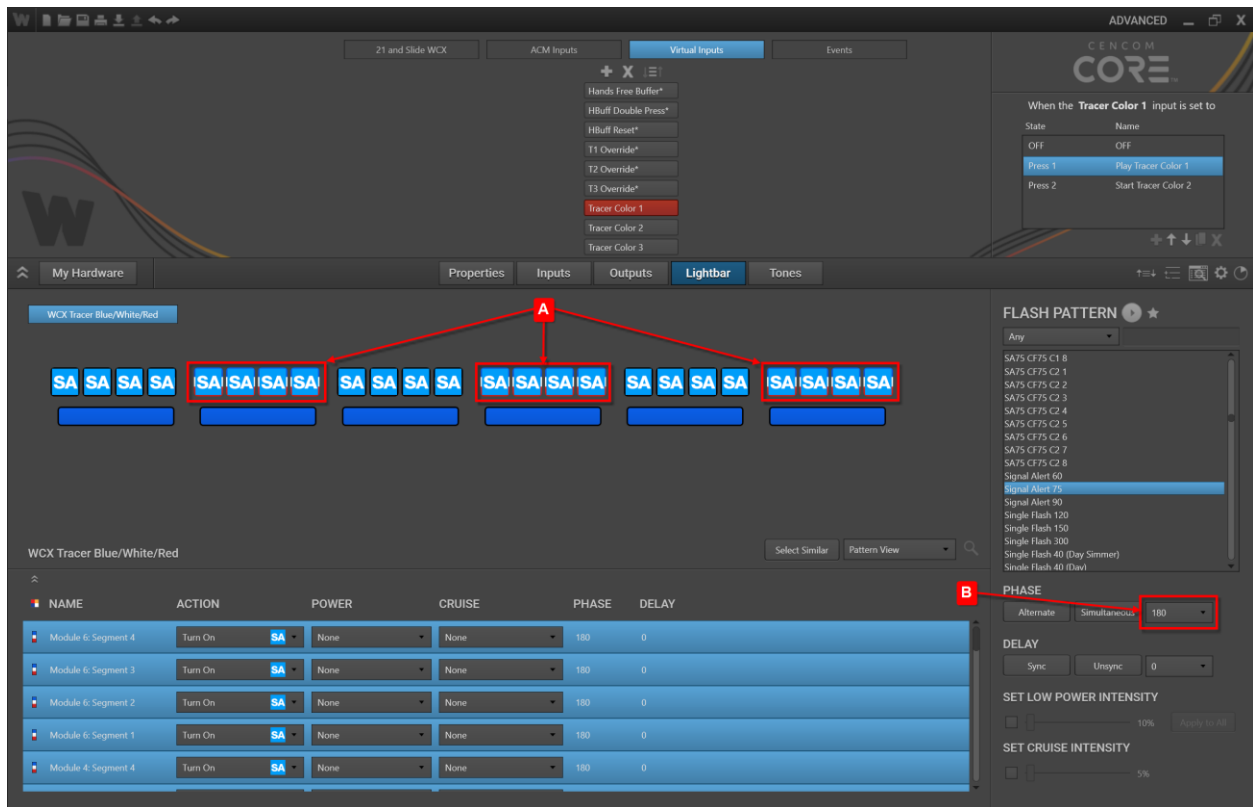
- Select Virtual Input **Tracer Color 1** select the state **(A.) Play Tracer Color 1** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action** to **Blue**



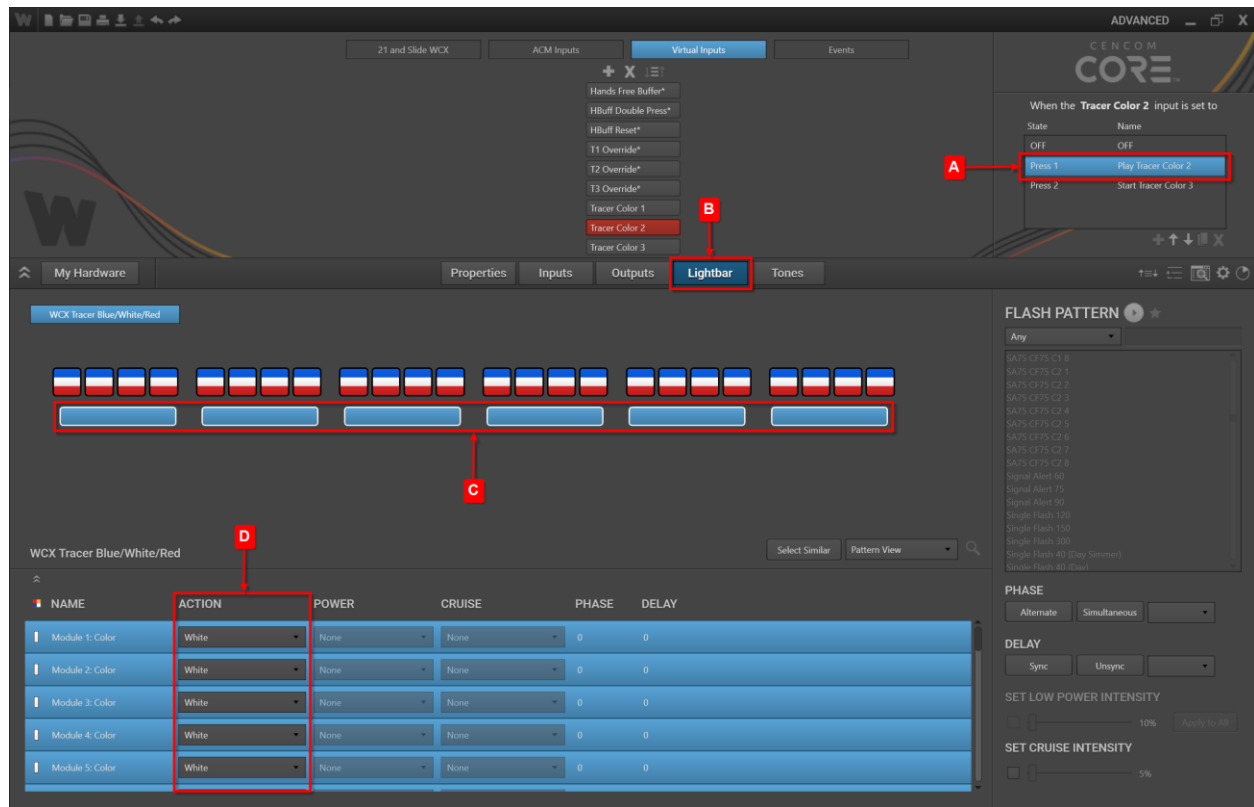
- With **Tracer Color 1** Still selected, **(A.)** select the Tracer **Segments** and Set the desired flash Pattern. In this example **Signal Alert 75** was applied to the **Segments**



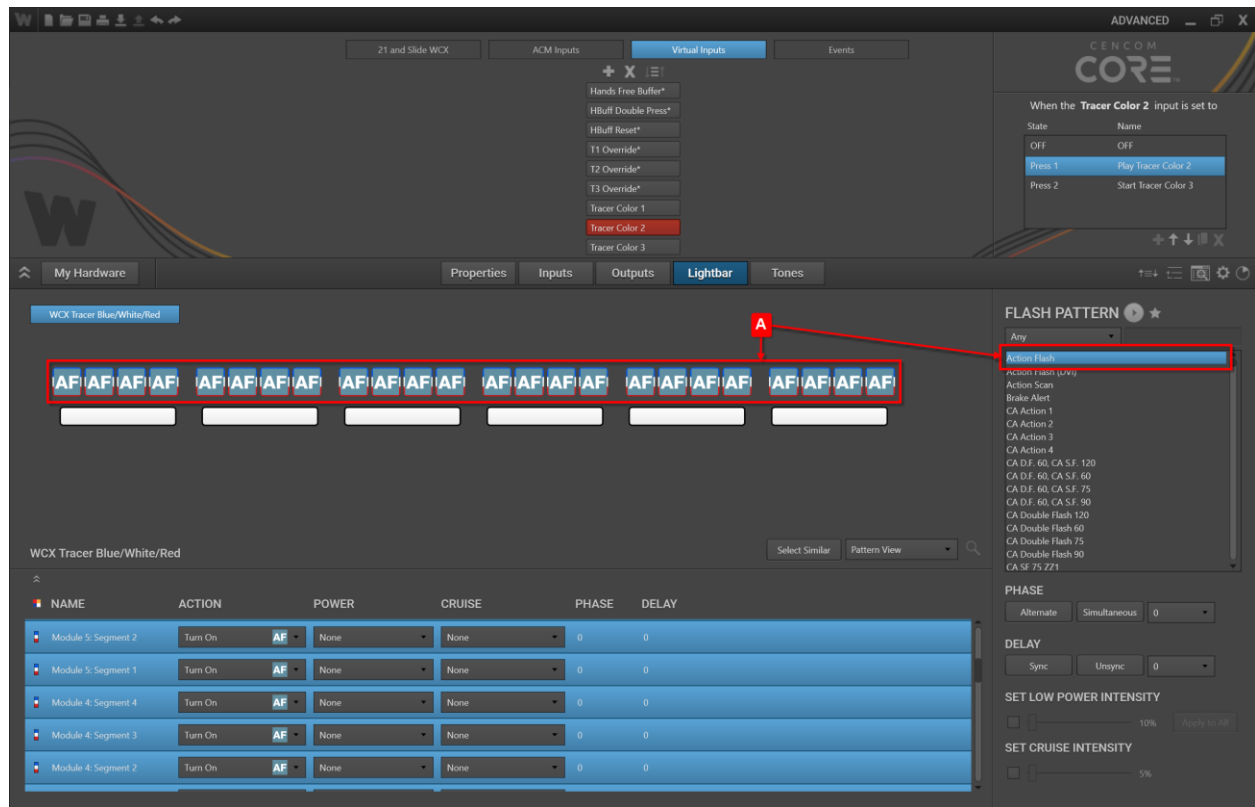
- With the flash Pattern set configure the desired **Phase** for the **Segments**. In this example **(A.)** every other set of Four **Segments** are selected and the **(B.) Phase** is set to **180**



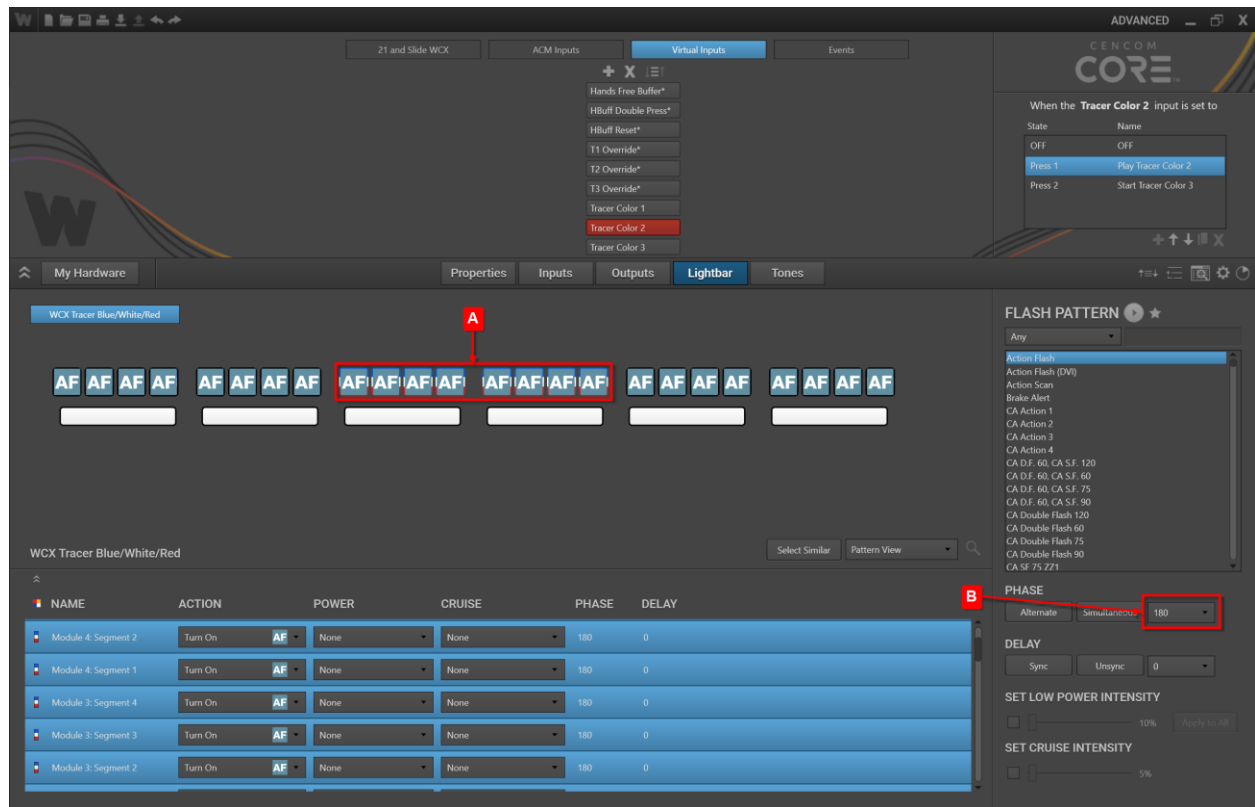
- Select Virtual Input **Tracer Color 2** select the state **(A.) Play Tracer Color 2** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action to White**



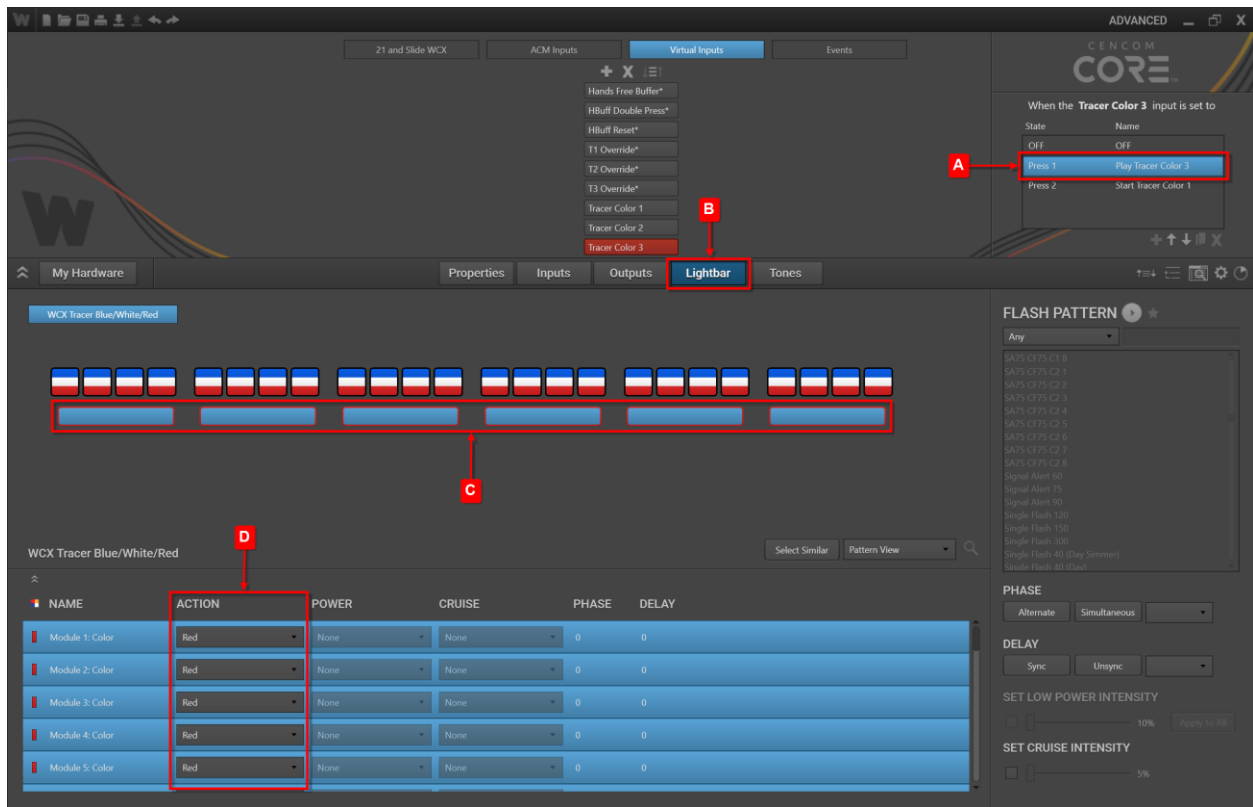
- With **Tracer Color 2** Still selected, **(A.)** select the Tracer **Segments** and Set the desired flash Pattern. In this example **Action Flash** was applied to the **Segments**



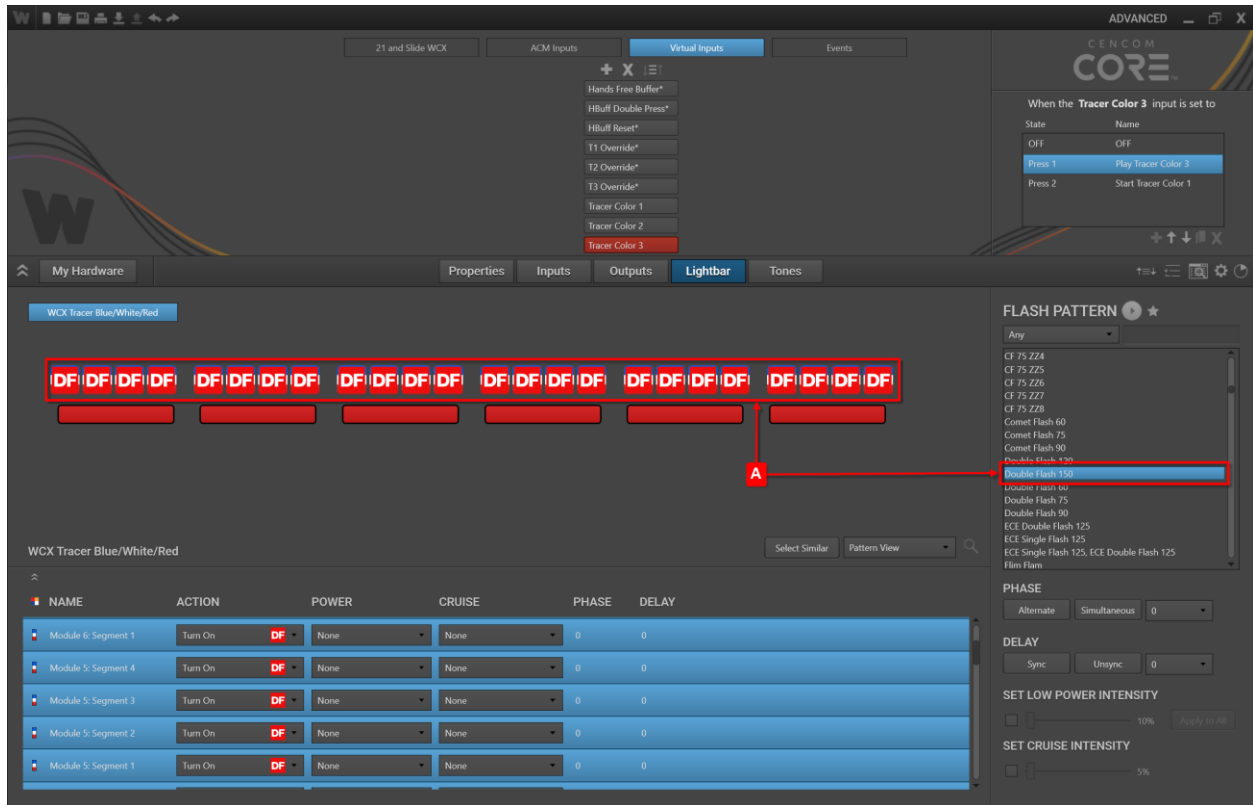
- With the flash Pattern set configure the desired **Phase** for the **Segments**. In this example (A.) the Center eight **Segments** are selected and the (B.) **Phase** is set to **180**



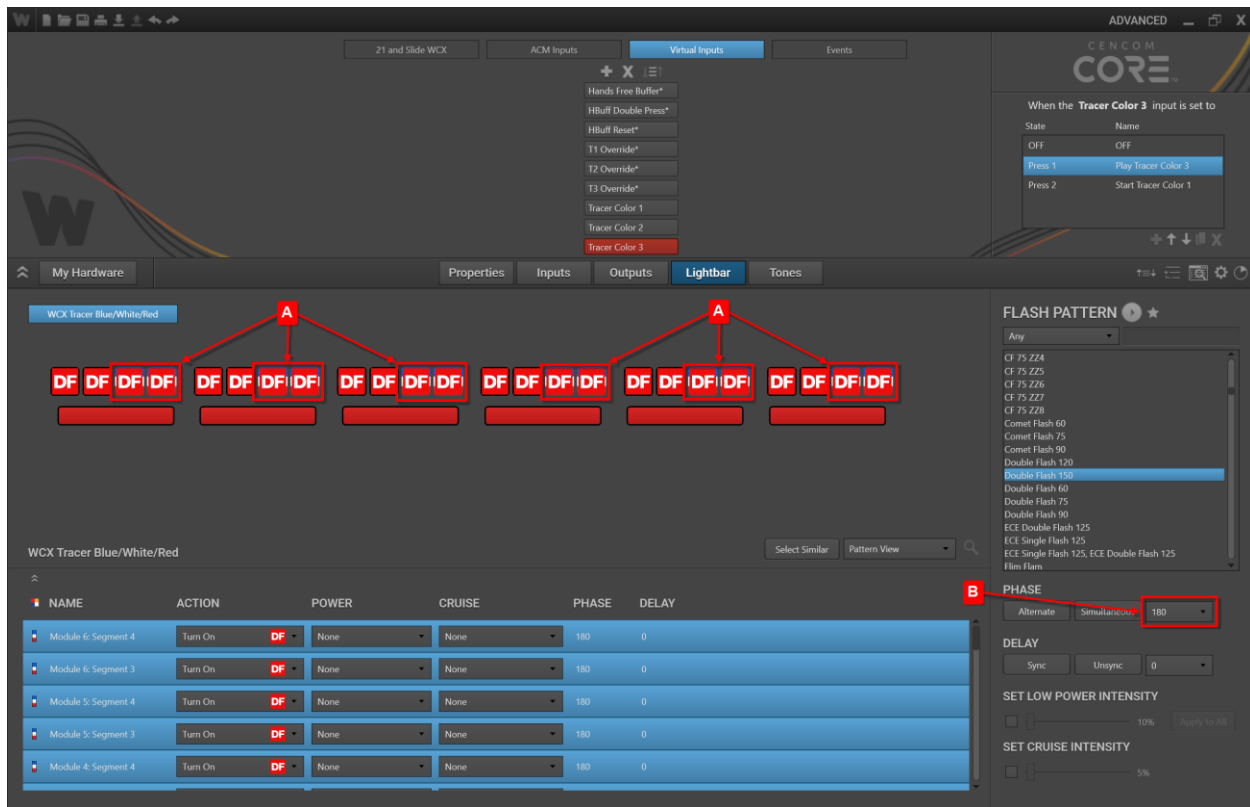
- Select Virtual Input **Tracer Color 3** select the state **(A.) Play Tracer Color 3** and on the **(B.) Lightbar Page** select the **(C.) Tracer Modules** and Set the **(D.) Action** to **Red**



- With **Tracer Color 3** Still selected, **(A.)** select the Tracer **Segments** and Set the desired flash Pattern. In this example **Double Flash 150** was applied to the **Segments**



- With the flash Pattern set configure the desired **Phase** for the **Segments**. In this example **(A.)** every other set of two **Segments** are selected and the **(B.) Phase** is set to **180**

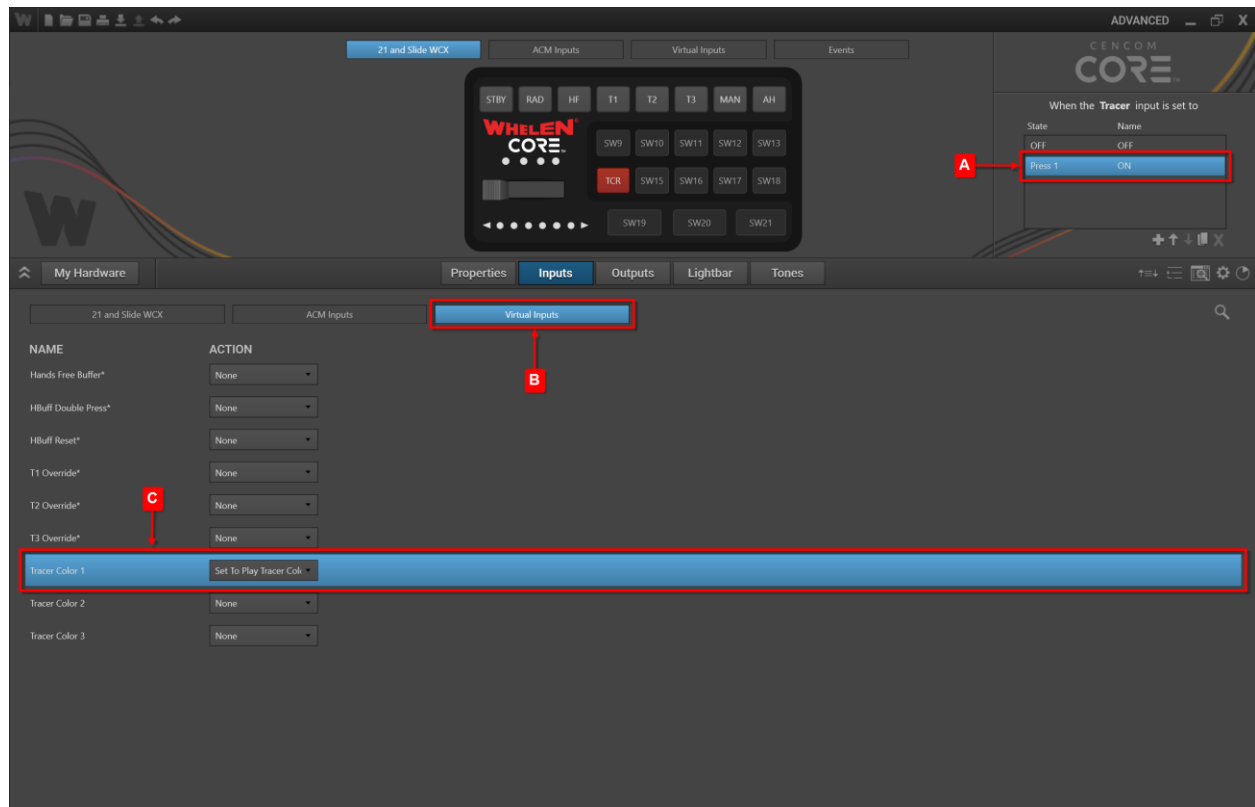


Select the **Tracer** Input on the Control Head

Inputs Page

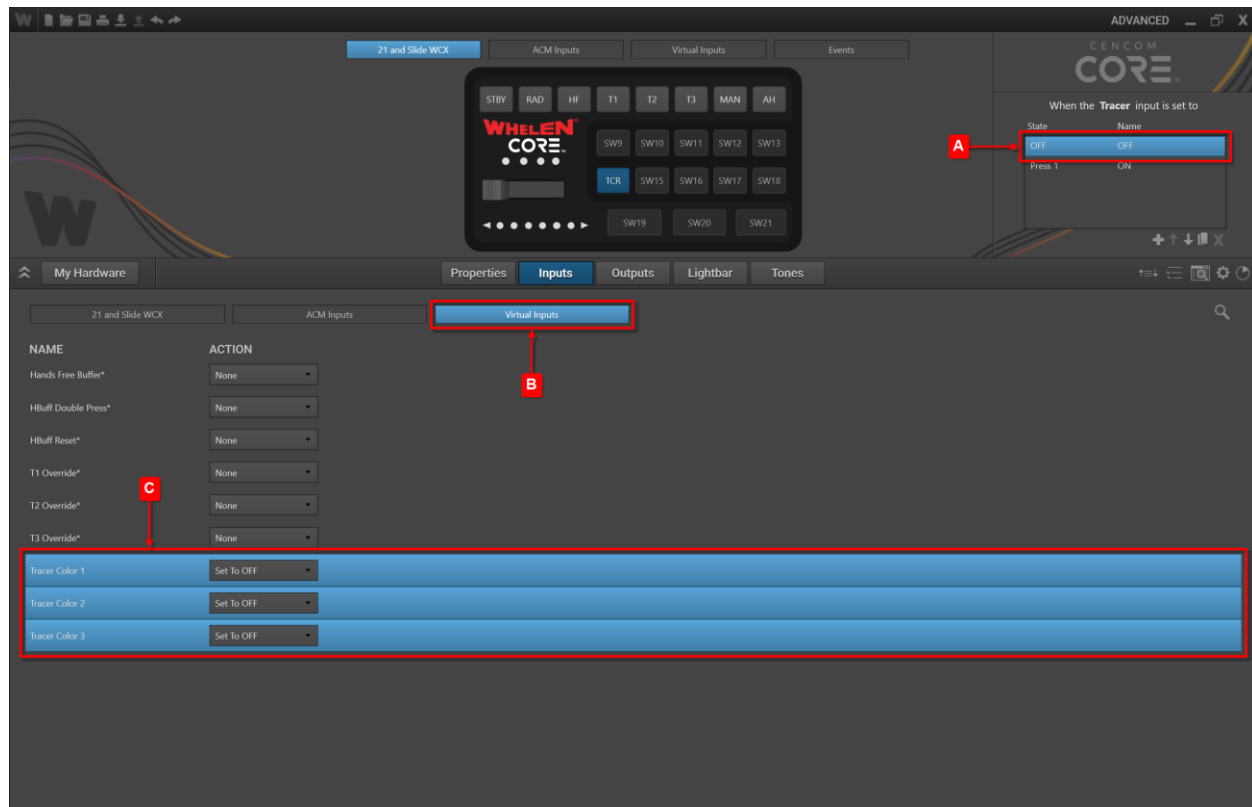
Activate the **Tracer Color 1** Virtual Input

- (A.) Press 1: On the **Inputs Page** filter by (B.) **Virtual Inputs**
 - (C.) Set the **Action** for **Tracer Color 1** to **Set To Play Tracer Color 1**



Deactivate the Tracer Color Virtual Inputs

- **(A.) OFF State:** On the **Inputs Page** filter by **(B.) Virtual Inputs**
 - **(C.) Set the Action for Tracer Color 1, Tracer Color 2 and Tracer Color 3 to Set To OFF**



Note: Depending on what is active the priority of the Virtual Inputs may need to be adjusted.

Synopsis:

When the **Tracer Button** is **Activated**, the Tracer will start flashing and the **Tracer Color 1 Virtual** will start **Tracer Color 1** for 8 seconds then **Tracer Color 2** will Play for 8 seconds then Tracer Color 3 will play for 8 seconds. The three **Cycling Virtual Inputs** will keep cycling until the **Tracer Button** is turned **OFF**.