Operation – Loksound5 Locomansounds Stanier Black 5 4-6-0 – Alternate Version

To operate your locomotive, on a DCC layout your locomotive comes with the loco address set to the default short address #3. To run your locomotive, place on the track, select the correct address, set the speed and your loco will move. To turn on the sound, press F1. You will hear a slight hiss of steam. To turn the sound off, press F1 again and the locomotive will be silent, but still run.

The locomotive has some momentum set to ensure realistic operation and sounds. This momentum allows for the loco to have a slight delay as the brakes release before moving off. The sounds will respond to changes in the throttle, getting louder when you increase the throttle, and going quiet with the sounds of rod clank when decelerating.

There is detailed further information on this that can be found on the ESU website under downloads - http://www.esu.eu/en/downloads/instruction-manuals/digital-decoders/

There are random sounds that play when the locomotive is resting such as the injector and coal shovelling. These can be disabled if necessary, please consult the function list below.

NB – DCC sound is not tolerant of dirty track or wheels so make sure to keep your track and wheels clean to get the best of this decoder. If the sound becomes intermittent, you may need to cycle through F8 to get the sound to come back on again, but this is usually a sign of poor pickups, dirty track or dirty wheels.

Default function mapping

The LokSound decoder has been configured with many functions. The full list is shown in the list on the following page, but some of the common ones are

F0: Lights (directional, if fitted)

F1: Sound on/off

F2: Playable whistle

F3: Short whistle

F4: Vacuum Brake

F5: Drain cocks (2 choices are available through changing the value of CV161 to 0 or 1, default CV161=1 which plays drain cocks timed to exhaust chuffs)

F6: Fancy whistle.

F7: Stationary: doors (on), guards whistle (off) F7: Moving: flange squeal (speed dependent)

F8: Buffer clash

F9: Forced coasting (loco exhaust will shut off and coasting sounds will play).

Overall volume control is through CV 63. Default setting is CV63=128, Max Volume is CV63=192

Volumes can also be set individually (see table below) after setting CV 31 = 16 and CV32 = 1

Locoman Sounds Black 5 Alternate Version - Function quick reference guide

Function	Description	Volume Control CV
F0	Lights	-
F1	Sound on	Chuffs 259 & 267
F2	Whistle long	283
F3	Whistle short	275
F4	Active brake	291
F5	Draincocks	299
F6	Fancy Whistle	403
F7	Stationary: doors close and guard whistle / Move: flanges	Doors Guard W 315, Flange 355
F8	Buffer clash	323
F9	Forced coasting sound	Set through Chuffs
F10	Coal shovelling (smart firebox flicker on Aux 1)	331
F11	Injector	339
F12	Cab door (stationary)	347
F13	Coupler sound	499
F14	Whistle with echo	363
F15	Safety valve	371
F16	Water fill (stationary)	379
F17	Shunting mode with auto-coasting	-
F18	vacuum destroy	483
F19	Volume control	63
F20	Smoke unit on/off	-
F21	Momentum off	-
F22	No brake squeal	-
F23	Sound fader	-
F24	Forced heavy load chuffs	-
F25	Aux 5	-
F26	Not used	-
F27	Dimmer	
F28	Turn off steam leaks	-

Remember, you can reset the decoder at any stage by programming a value of 8 into CV 8. To do this, on a DCC system:

- first select the loco to be programmed (if it is straight out of the box, then the loco will have an address of 3, so select loco address 3)
- go to programming on the main (POM)
- Select Program CVs
- Select CV 8 for changing
- Enter a value of 8 into CV8

This will reset the decoder including any changes to loco addresses, volume settings and DC operation.

For further instructions on programming, see the detailed Loksound Select (steam/diesel) manual available at
http://www.esu.eu/en/downloads/instruction-manuals/digital-decoders/

There are two different styles of drain cocks, one that plays continuously, and one that plays timed to the exhaust chuffs. These are selectable through CV161 with a value of 0 or 1. By default, CV161 is set to 1 for the timed drain cocks.

Programming can be done either on using Ops mode (often listed as Programming on the Main or POM), or on the programming track (often listed as service mode). If you have a Lokprogrammer, these can be programmed using the Driver's Cab programming box, or can also be done under Sound Slot settings in the Decoder pages.

Don't forget, if you get stuck or muck something up, you can always reset the decoder to the default values, but this will obviously wipe out any programming you may have done yourself.