

Operation – Loksound5 Locoman Sounds J27

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: LNER Short Bell whistle – playable – this whistle has several random starts and finishes but will play as long as the F2 key is pressed.

F3: LNER Short Bell whistle – short – One of several random clips of a short whistle blast

F4: Vacuum Brake in normal running

F5: Drain cocks

F6: Fancy whistle – One of several random clips played with more fancy sounds

F7: Stationary: doors (on), guards whistle (off) F7: Moving: flange squeal (speed dependent), F7: Moving points transition in shunt mode (F17)

F8: Buffer clash

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

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