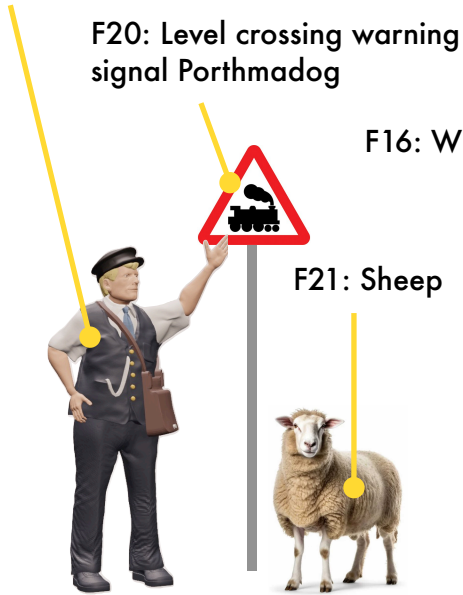


Baguley-Drewry 70hp

F9: Guard's whistles
F19: "This train will depart in two minutes"

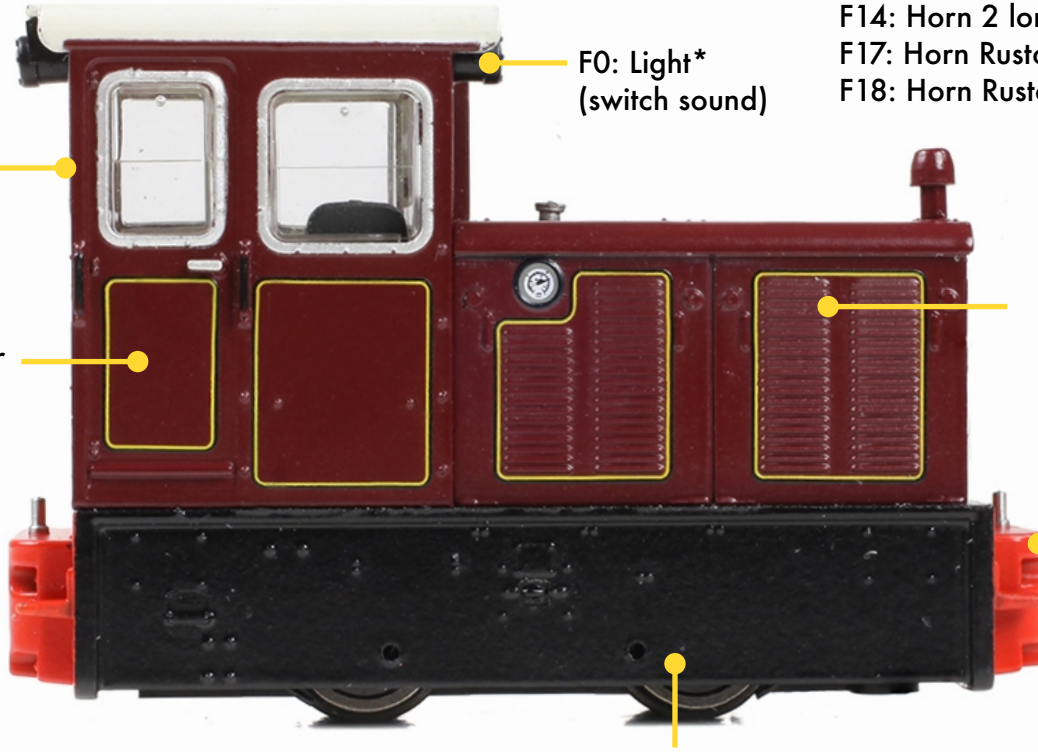


F20: Level crossing warning signal Porthmadog

F16: Window wipers

F21: Sheep

F12: Cab door open/close



F0: Light* (switch sound)

F1: Engine sound
F5: Engine rev
F11: False start

F6: Coupling on/off

009 Model by Bachmann

F7: Shunting speed
F12: Brake release

F3: Horn short
F4: Horn long (playable)
F13: Horn 2 short
F14: Horn 2 long
F17: Horn Ruston No1 WHR
F18: Horn Ruston No1 WHR long

F10: Carriage doors closing
F15: Rain
F26: Mute
F27: Volume down
F28: Volume up

* No LED is installed in the Bachmann model, but the F0 key is functional in case an LED will be installed.

FUNCTION LIST

F0: Light on/off
 F1: SOUND ON/OFF
 F2: Brake key (CV309)
 F3: Horn short
 F4: Horn long
 F5: Engine rev
 F6: Coupling
 F7: Shunting speed
 F8: Cab door open/close
 F9: Guard's whistles
 F10: Carriage doors closing
 F11: False start
 F12: Brake release
 F13: Horn 2 short
 F14: Horn 2 long
 F15: Rain
 F16: Window wipers
 F17: Horn Ruston No1 WHR short
 F18: Horn Ruston No1 WHR long
 F19: "This train will depart in two minutes"
 F20: Level crossing warning signal Porthmadog
 F21: Sheep
 F22: -
 F23: -
 F24: -
 F25: -
 F26: Mute
 F27: Vol- (CV396)
 F28: Vol+ (CV397)

SOUND SLOTS

7 Brake release
 8 False start
 9 Engine rev
 12 Brake squeal
 16 Reverser
 17 Window wipers
 18 Railway crossing
 20 Cab door open/close
 22 Light switch on/off
 23 Coupling
 24 Guard's whistle long
 25 Horn 1 short
 26 Horn 1 long
 27 Door slam
 28 Rain
 29 False start
 32 Horn 2 short
 35 Horn 2 long
 41 Sheep 1
 42 Sheep 2
 43 Sheep 3
 44 Sheep 4
 45 Sheep 5
 46 Sheep 6
 47 "This train will depart in two minutes"
 50 Horn Ruston short
 51 Horn Ruston long

Introduction

About its creation

This sound has been developed from original sound from the prototype, as well some extra sounds from elsewhere. It has been tuned for the Bachmann 009 model, but can be used for any other diesel that you feel is suitable.

Installation

The sound file has to be installed on a Zimo sound decoder. You can not install it on any other brand. To upload the file, you need a Zimo programmer (MXULFA) or a black Z21. With the latter, you use the Z21 Maintenance software (Windows only or through Parallels on a Mac) and use the tab "Decoder update) to upload the file to the decoder. The time it takes depends on the size of the sound file. It can range from 15 minutes to even an hour.

The functions explained

F2 Brake key

If you are new to the brake key, this could be a life altering experience for you. It was introduced by, as far as I have been able to discover, Soundtraxx in the early 2000's. Normally CV4 is set to decide how long of a roll out you have when turning the speed controller to zero. But with a brake button, CV 4 is set to imitate the train rolling out, when the brakes are not on. Now if you turn the speed controller closer to the zero position, then the train will only come to a faster halt when you press the F2 button, which is a dedicated brake key.

Note that you can run the train again with the brake key on. This way the braking time is limited and in the train will behave as if you were used to when running trains without a brake key. This is especially handy when you hand the speed controller to someone who is not familiar with the brake key and you don't want them to run into another precious model train.

CV settings brake key set in this project:

CV 4: 20 Rolling out delay (0-255)

CV 309: 2 Assign F key (1-28)

CV 349: 6 Brake time (0-255)

Coasting

Once you reach the chosen speed, the engine can also set to coasting. This means that the engine will go in stationair mode and the loco is just cruising without the engine blasting loudly. To achieve this, turn the knob slightly to go slower. The decoder is responding to the amount of speedsteps you make within a half a second time frame. You can change the speedsteps that are required to trigger coasting in CV 398. The default is set to 5 (steps).

Notes from the designer

The **horn** at F4 can be short or long, depending on how long you activate the F key.

A **Departure whistle** is available. To turn on: CV 581 > 30 (sound slot number) for short horn. To turn off, CV 581 > 0

The **Brake key** is on by default. To turn off: change CV 4 (default 20) to a lower number, like 10. If you want the roll out to be more, increase the value of CV 4.

F0 is functional for front and rear **Light**. Because the Bachmann model doesn't come with LEDs installed, you will only hear the sound of a switch. The PCB of the model is prepared for the connection of LED's (with resistor, as the output is the full track power) with dedicated solder pads. F=front light minus, F+=front light plus, R=rear light minus, R+=rear light plus.

The **Sheep** at F21 are nice to have on as a cosy background sound, taking you to other places (unless you live near a field of sheep, then you are just at home). The sound is a script, and if you want to change the function key, this is done by setting the F key number in CV 980. The volume can be adjusted with CV 981.

Horn 2 (F13 and F14) are also from the Baguley-Drewry diesel, but from standard gauge loco 'Georgie'. I thought it would be nice to have an alternative horn.

Feel free to play around with the settings. If you want to go back to the original settings for this model, just enter value 8 in CV 8.

For more info on the many possibilities of the MS sound decoder, download the manual from zimo.at website.

Any feedback or correction to the sound file or this document are welcomed at info@tramfabriek.co.uk .

Sound file design by Sven van der Hart with additional sounds kindly supplied by John Gay.

This sound file can not be sold in digital format. It is permitted to charge a small installation fee if you install this for a third party on a decoder, under the condition that these instructions are supplied with it, in physical form.

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