

# LokSound 5

## Instruction Manual

13. Edition, October 2021

From Decoder Firmware 5.0.60.

LokSound 5  
LokSound 5 micro  
LokSound 5 micro DCC Direct  
LokSound 5 micro DCC Kato  
LokSound 5 micro DCC Kato USA  
LokSound 5 Nano  
LokSound 5 L  
LokSound 5 XL



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# Important Notes

## 1. Declaration of Conformity

We, ESU electronic solutions ulm GmbH & CO KG, Edisonalle 29, D-89231 Neu-Ulm, declare in sole responsibility that the product

**Product description:** LokSound 5, LokSound 5 micro, LokSound 5 L, LokSound 5 XL

**Part number:** 584xx, 588xx, 583xx, 585xx

complies with all relevant regulations of the Directive for Electromagnet Compatibility (2004/108/EG). The following harmonised standards have been applied:

EN 55014-1:2006 + A1:2009: Electromagnetic Compatibility - requirements for household appliances, electric tools, and similar apparatus - Part 1: Emission - Product

EN 55014-2:1997 + A1:2001 + A2:2008 : Electromagnetic Compatibility - Requirements for household appliances, electric tools, and similar apparatus - Part 2: Immunity - Product family standard.

## 2. WEEE-Declaration

Disposal of obsolete electrical and electronic equipment (as practised in the European Union and other European countries with dedicated collection systems).

This mark on the product, the packaging or the relevant documentation indicates that this product must not be treated like household waste. Instead this product should be disposed of at a suitable collection point for recycling of electrical and electronic appliances. Thus you contribute to avoid negative impact on the environment and people's health that could be caused by inappropriate disposal. Recycling of materials contributes to preserve our natural resources. For more information regarding recycling of this product, please contact your local administration, your waste collection service or the dealer / shop where you purchased this product.



## 3. Important Notes – Please read this chapter first

We congratulate you to your purchase of an ESU LokSound Decoder. This manual will guide you step by step through the features of your LokSound Decoder.

Please read this manual carefully. Although the LokPilot has been design as a robust device an incorrect connection may lead to faults or even to the destruction of the device. Avoid any “costly” experiments.

- The LokSound is exclusively intended for use with model train layouts only. It may only be operated with the components listed here. Any other use is not permitted.
- Any wiring has to be carried out while power is disconnected. Please make sure that no voltage reaches the locomotive while converting it, above all not accidentally.
- Avoid mechanical force or pressure on the Decoder.
- Do not remove the heat shrink sleeve on the Decoder.
- Make sure that neither the LokSound Decoder nor any blank wire ends may come into contact with the engine chassis (risk of short circuit). Cover any blank ends of unused wires.
- Never solder on the circuit board, extend cables if necessary.



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Not suitable for children under 14 years of age. Inappropriate use may result in injury due to sharp points and edges.

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Duplications and reproductions of this documentation are strictly forbidden and need to be allowed by ESU in writing.

# How this manual helps you

- Never wrap the Decoder in insulation tape, since this may cause overheating.
- Adhere to the wiring principles as outlined in this manual for wiring any external components. Other circuitry may cause damage to the LokSound.
- Make sure that no wires are squeezed or cut by the model's transmission parts when reassembling the engine.
- Any power supply must be protected by a fuse or circuit breaker to avoid any potential hazards such as burning cables in case of a short circuit. Only use transformers specifically designed for model trains that bear the VDE/EN marks.
- Never operate the LokSound unattended. The LokSound is not a (children's) toy.
- Do not expose to wet and humid conditions.
- Handle the speaker with extreme care: Do not touch the membrane or apply pressure! Solder the speaker connections quickly and only at the intended contacts!

## 4. How this manual helps you

This manual is divided into several chapters that show you step-by-step how to install a LokSound Decoder.

Chapter 5 provides an overview over the characteristics of each type of LokSound Decoder.

Chapter 6 describes installation of the Decoder in detail. Please make yourself familiar with the type of motor and the type of interface installed in your locomotive prior to working through chapters 6.2. to 6.12.

You can operate LokSound Decoders with most commercially available control systems for model trains. Chapter 7 provides an overview which digital and analogue systems can drive LokSound Decoders and which special issues to consider.



You will find the factory default settings for the function buttons in chapter 7.1.

You may adjust the default settings of your LokSound Decoder as desired. Chapters 8 to 17 explain which parameters are adjustable and how to do it.



We recommend, that you at least read chapters 8 and 9 regarding address settings as well as chapter 11 concerning motor control in order to be able to adapt your LokSound Decoder optimally to your model locomotive.

A list of all technical data in chapter 5.1.5 and a list of all supported CVs will assist you in case of questions.



If not stated otherwise all information refers to all types of the LokSound family. Should one particular Decoder not support a specific function, then this is clearly mentioned.

# Introduction - The LokSound family

## 5. Introduction - The LokSound family

### 5.1. The members of the LokSound Family

Our fifth generation of LokSound Decoders have been developed from scratch and combines a sound module with a multi protocol Decoder in an intelligent manner. What sounds like a simple idea is in reality just about the limit: With LokSound your locomotives do not only move like their prototypes, but they also sound exactly like them!

All LokSound 5 Decoders are designed around a powerful 32 Bit processor and they are "better" than their predecessors in many aspects: LokSound 5 Decoders reproduce 10 sound channels simultaneously. Each sound channel with a resolution of 16 Bit and 31250 Hz sampling frequency achieves HiFi quality. Thus, we achieve a far better authentic reproduction of the prototype sounds as we have known in the past. LokSound 5 Decoders achieve a discernible much better sound experience. A huge 128 Mbit sound storage memory offers enough capacity.

LokSound 5 Decoders feature a further improved load control with up to 50 kHz PWM frequency and noise optimized motor control assure that, in future, coreless motors or 1 gauge motors will accelerate with excellent low speed characteristics.

For the purpose of controlling lighting and other functions LokSound 5 Decoders have numerous outputs and also can control RC servos respectively SUSI modules, if required.

Furthermore every LokSound 5 Decoder is a true multi protocol Decoder supporting all four popular data formats: Besides DCC with RailComPlus they all support the M4 format and automatically register themselves on Morn Märklin® central units. Support for Motorola® and Selectrix® facilitate the operation with older central units as well. On top of it, all LokSound 5 Decoders (even those for N scale!) are suitable for operation on analogue DC or AC layouts. The active operating mode is detected automatically. For our North American and Australian customers, ESU LLC is offering the LokSound 5 DCC family that features DCC with RailComPlus only. This fits perfect the needs of these markets.

Subject to the type of command station there are up to 32 func-

tions, which can, thanks to the uniquely flexible ESU function mapping, be assigned to any type of function and function button. Three new adjustable brake controllers as well as a two-step heavy load simulation enhance the enjoyment of running your trains together with new random functions that even allow controlling special lighting effects randomly.

The firmware of LokSound 5 Decoders can be updated. Thus the internal software of the Decoder may be replaced by a newer version. All you need is the ESU LokProgrammer and a Windows PC. In order to suit the different scales and the related current draw of the model locomotives, all LokSound 5 Decoders come in various options that we now would like to introduce to you.

#### 5.1.1. LokSound 5

The LokSound 5 Decoder is intended for use in H0 and 0 gauge locomotives. With its standardized dimensions of 30 mm x 15.5 mm it should fit into just about any model. It is available for all popular interface types. Subject to the type of interface there are up to 12 function outputs. Soldering pads facilitate the connection of an external PowerPack.

Due to its extensive lighting and sound functions as well as the 1.5 A motor current, it is the perfect all-rounder for your locomotives. Ex works the LokSound 5 Decoder is supplied with an 11 mm x 15 mm sugar cube speaker including an adaptable sound enclosure.

#### 5.1.2. LokSound 5 micro

The LokSound 5 micro is a small but powerful package: Despite its extremely compact dimensions of 21 mm x 10 mm it supports DCC with RailComPlus®, M4®, Motorola® and Selectrix®. Furthermore it is suitable for operation on analogue DC and AC(!) layouts.

With up to 8 functions you can now equip also smaller vehicles with prototypical lighting functions. Optionally you may also connect an external PowerPack. The motor current of 0.75 A is suitable for almost all applications with little space for a Decoder. The LokSound 5 micro is supplied with a Next18 interface as per the relevant standards. Suitable adapter harnesses (supplied with the Decoder) will facilitate the connection to models with other



# Introduction - The LokSound family

interface types.

Ex works the LokSound 5 micro Decoder is supplied with an 11 mm x 15 mm sugar cube speaker including an adaptable sound enclosure.

## 5.1.3. LokSound 5 XL

The LokSound 5 XL is intended and optimised for large scale models in G gauge and gauge 1. Its dimensions of 55 mm x 41 mm have virtually been established as the standard for gauge 1 models.

The LokSound 5 XL leaves nothing to be desired: 5A motor current, up to 15 function outputs as well as the provision for connecting 4 additional RC servos. The discerning model train enthusiast may now adapt his or her vehicles to their prototypes right down to the last detail. While the dual sound amplifier assures impressive sound effects in the garden, any problems related to dirty track are a thing of the past due to the integral PowerPack.

LokSound 5 XL Decoders are supplied in two versions: either with screw terminals for individual wiring or with multi-pin connectors compatible to almost all gauge 1 models by Märklin®, Kiss® or KM-1®.

## 5.1.4. LokSound 5 L

The LokSound 5 L is the „in-between“ solution between the LokSound 5 and the LokSound 5 XL. With its dimensions of only 51 mm x 25.5 mm it is not only ideal for 0 scale vehicles, but also for others where a LokSound 5 XL does not fit or is not necessary. Besides a motor current of 3A and now up to 14 function outputs the LokSound 5 L also provides the option to control two RC servos. You may connect two speakers to its dual sound amplifier. Due to the integral PowerPack, problems related to dirty track are a thing of the past. This Decoder is only supplied with multi-pin connectors and a matching adapter board.

## 5.1.5. LokSound 5 DCC Direct

Available only in North America, the LokSound 5 DCC Direct can be installed in many locomotives of the brands Athearn, Atlas, Bowser or Intermountain to replace the factory built-in analog

boards due to its special shape and design. Based on the LokSound 5 micro 6 outputs are available.

## 5.1.6. LokSound 5 micro DCC Direct

The LokSound 5 micro DCC Direct was specially developed for installation in N-gauge vehicles of the Atlas and Intermountain brands: It can be inserted directly in place of the analog circuit board installed there as standard. But the decoder can also be used for similar models from other manufacturers at your own discretion. The LokSound 5 micro DCC Direct with its dimensions of 66.0mm x 8.2mm is a pure DCC decoder and is delivered without loudspeakers.

## 5.1.7. LokSound 5 micro DCC Kato

The LokSound 5 micro DCC Direct Kato Japan was specially developed for installation in N-scale vehicles of the Kato brand: In many European and Japanese locomotives from this manufacturer, this decoder can be inserted directly below the motor instead of the standard analog circuit board.

## 5.1.8. LokSound 5 micro DCC Kato USA

The LokSound 5 micro DCC Direct Kato USA was specially developed for installation in N-scale vehicles of the Kato USA brand: In most of this manufacturer's diesel locomotives based on the American model, this decoder is installed instead of the standard analog circuit board.

## 5.1.9. LokSound 5 Nano

With the LokSound 5 Nano DCC, ESU has succeeded in developing a significantly smaller LokSound decoder: With only 19.6 mm x 8.5 mm x 3.2 mm it is the smallest LokSound decoder, we've ever built. So it should really be used in all vehicles of nominal sizes N and TT.

## 5.1.10. LokSound 5 Fx

The LokSound 5 FX is a LokSound 5 decoder without a motor part for installation in power cars or control cars. Otherwise, the noise part corresponds to LokSound 5.

# LokSound 5 decoder overview

	LokSound 5					LokSound 5 DCC		LokSound 5 FX		LokSound 5 n		
DCC operation	Ok					Ok		Ok		Ok		
Motorola® operation	Ok					-		Ok		Ok		
M4 operation (mfx® compatible)	Ok					-		Ok		Ok		
Selectrix® opeation	Ok					-		Ok		Ok		
DC analogue operation	Ok					Ok		Ok		Ok		
AC analogue operation	Ok					-		Ok		Ok		
DCC programming	Ok					-		Ok		Ok		
Programming using 6021	Ok					-		Ok		Ok		
M4 configuration on main and automatic detect	Ok					-		Ok		Ok		
RailCom® and RailComPlus®	Ok					Ok		Ok		Ok		
ABC-, Selectrix®, Märklin®, HLU brake sections	Ok					Ok		Ok		Ok		
LokSound 5 Soundengine												
Audio outputs	1 audio output, Class D, 1.5W Sinus (3W music). 4 Ohm - 32 Ohm									12 c		
Continuous motor current	1,5A							-				
Integrated PowerPack Keep alive	-							-				
Optional PowerPack	Ok							Ok				
Item Number	58410	58416	58419	58449	58412	58420	58429	58210	58219	58810	58816	58819
Connection	8pin	6pin	21MTC	21MTC MKL	PluX22	8pin	21MTC	8pin	21MTC	8pin	6pin	Nex
	Wire harness	Wire harness	Direct	Direct	Direct	Wire harness	Direct	Wire harness	Direct	Wire harness	Wire harness	Dir
Function Outputs	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel or Wheel sensor	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel or Wheel sensor	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel or Wheel sensor	10x Power 1x Logiclevel or Power-Pack 1x Logiclevel or Wheel sensor	6x Power 1x Logiclevel or Power-Pack 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI	6x Power 1x Logiclevel or Power-Pack 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI	6x Power 1x Logic-level or PowerPack	1x Logic-level oder PowerPack	1x Log or Pow 2x Log instead
Current function outputs	each 250mA											
Inputs	1x Wheel sensor	1x Wheel sensor	1x Wheel sensor	1x Wheel sensor	1x Wheel sensor	1x Wheel sensor	1x Wheel sensor		1x Wheel sensor			each 180mA
Servo outputs			2x statt SUSI	2x statt SUSI	2x statt SUSI		2x statt SUSI					2x statt
Dimensions in millimeters	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5	30,5x15,5x5,5		25,5x10,6x4,5	25,5x10,6x4,5	21,0x10,6x4,5

micro	LokSound 5 micro DCC							LokSound 5 Nano DCC	LokSound 5 L		LokSound 5 XL	
								Ok	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								Ok	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								-	Ok	Ok	Ok	Ok
								Ok	Ok	Ok	Ok	Ok
								Ok	Ok	Ok	Ok	Ok

Channels, 16 Bit HiFi, 128 MBit Memory

1 audio output, Class D, 1.5W Sinus (3W music). 4 - 32 Ohm								2 audio output Class D, each 1.5W Sinus 3,0A		2 audio output, Class D, each 3.0W Sinus (6W music) 5,0A	
0,75A								0,75A		3,0A	
-								-		Yes, 2x 1F/2.7V	
Ok								Ok		Yes, 2x 5F/2.7V	
5818	58814	58820	58828	58821	58721	58731	58741	58923	58315	58513	58515
Next18	PluX16	8pin	Next18	Replacement	Replacement	Replacement	Replacement	Wires	Pin header	Screw terminals	Pin header
Direct	Adapter	Wire harness	Direct	Board	Board	Board	Board		Converter board		Converter board (Option)
Power level PowerPack level SUSI	6x Power 1x Logiclevel or PowerPack 2x Logiclevel instead SUSI	6x Power 1x Logic- level or PowerPack instead SUSI	6x Power 1x Logiclevel or PowerPack 2x Logiclevel instead SUSI	6x Power Built-In Resistors for LEDs (can be bypassed)	10x Power with LEDs	3x Power	5x Power 2 with LED 1x Logic- Level	6x Power 1x Logiclevel	11x Power 1x Logiclevel instead Wheel sensor 2x Logiclevel instead SUSI 2x Logiclevel instead Servo3 / Servo4 1x Smokeunit Heater 1x Smokeunit Motorcontrol	12x Power 1x Logiclevel 2x Logiclevel instead SUSI 4x Logiclevel instead Servo1-4	12x Power 1x Logiclevel 2x Logiclevel instead SUSI 4x Logiclevel instead Servo1-4
mA								each 180mA	each 500mA	each 500mA	
									1x Wheel sensor 2x Sensor input 1x Motor off 1x Smokeunit Temp.-Sensor 2x fix, 2x instead SUSI	1x Wheel sensor 2x Sensorinput	1x Wheel sensor 2x Sensorinput
2x statt SUSI	2x statt SUSI		2x statt SUSI							4x fix, 2x instead SUSI	
6x4,0	21,0x10,6x4,0	25,5x10,6x4,5	21,0x10,6x4,0	69,0x16,8x5,5	66,0x8.2	27,6x14.1	60,0x10.1	19,6x8.5	51,8x25,4x14,0	51,0x40,0x14,0	51,0x40,0x14,0

## 5.2. General properties of all Decoders

### 5.2.1. Operating Modes

All LokSound 5 decoders (Except the “DCC” versions) are true multi-protocol decoders with automatic detection of the operating mode „on-the-fly.“ The decoder analyses the track signal and filters out the part that is reserved for it. Changing from digital to analogue and back represents no problem whatsoever. This is important in case your e.g. fiddle yard still works in analogue mode. Furthermore, all LokSound decoders support the relevant brake modes such as ROCO®, Lenz® or Märklin® and stop as intended.

Especially the ABC brake sections are suitable for a simple stop in front of the signal. LokSound decoders achieve the maximum compatibility with the operating system in order to enable you to simulate even some unusual operational requirements.

The LokSound 5 supports and automatically detects the DCC protocol with 14, 28, or 128 speed steps. Of course, operation with the long 4-digit addresses is possible as well.

Contrary to the original Märklin®-decoders, LokSound 5 decoders support up to 255 addresses and 28 speed steps in Motorola® mode. With the appropriate command station such as the ESU ECoS, you can expand the system limits of the Motorola® system considerably.

Furthermore, all LokSound 5 decoders support RailComPlus®. A RailComPlus®-compatible command station immediately recognises a LokSound 5 decoder fully automatically. The decoder will transfer all of its important data to the command station. Finally, you will never have to look for a loco address once again or carry out any function mapping!

All LokSound 5 decoders also support operation with M4 and register automatically with Märklin® mfx® central units.

### 5.2.2. Motor control

The most important function of digital decoders is motor control. All LokSound 5 decoders are designed for universal use and therefore can control all commonly available DC motors, regardless if they are by ROCO®, Fleischmann®, Brawa®, Mehano®, Bemo®, LGB®, Hübner®, Märklin® or others. Coreless motors (such as Faulhaber® or Maxon®) also work fine with LokSound.

You may continue to use any universal motors provided you replace the stator coils with a permanent magnet. You will find more info on this topic in chapter 6.8.5.2.

6th-generation load compensation works with and adjustable PWM frequency between 20 to 50 kHz and assures extremely silent operation, particularly with coreless motors. Due to 12-bit technology, your locomotives will crawl at a snail's pace if so desired. Load compensation is easily adjustable to various motor and gear combinations (compare with chapter 11).

The minimum and maximum speed of the LokSound 4 is adjustable by setting two points which can be optionally adjusted by a speed table with 28 entries. Due to unique load compensation by ESU, there are no visible jerks between speed steps – even in 14-speed-step-mode.

### 5.2.3. Sound functions

Twenty years after the marked introduction of the first LokSound Decoder back in 1999, the LokSound 5 Decoder shows our high competence in designing sound decoders. The core of every LokSound 5 decoder is a powerful 32-Bit ARM microcontroller that reproduce 10 sound channels simultaneously in Realtime. Each sound channel with a resolution of 16 Bit and 31250 kHz sampling frequency achieves hi-fi quality. The reproduced sounds are almost indistinguishable from the original; All audible frequencies are reproduced. The 128 Mbit flash memory chip has enough capacity to hold all needed sounds of the real prototype without any problem.

ESU records the original sounds directly from the locos using the latest recording equipment. After recording, the sounds are digitally remastered for the best audio possible by ESU sound en-

# General properties of all Decoders

gineers before they are finally played on a decoder. LokSound 5 decoders have a „Class D“ audio amplifier with a power output of 3 Watts (resp. 13 Watts for the LokSound 5 XL ) that provides, in combination with high performance loudspeakers, a full sound on your layout.

All sounds can be individually volume controlled to meet your personal taste. Up to 32 additional sounds can be triggered via function buttons. With random sounds as well as wheel-synchron brake squealing your model railroad hobby grows more realistic than ever before.

## 5.2.3.1. Functions for Steam locomotives

LokSound 5 decoders can simulate 2-, 3- or 4 cylinder steam engines. Both simple and compound locomotives can be simulated as well as Mallet-type locomotives with independent steam cylinders. Three sound channels that are individually mixed will result in a very realistic steam locomotive experience on your model layout. Open cylinder cranks during take off, rattling of the driving rods when the throttle is closed or harder exhaust cuffs on heavy load are no problem for the LokSound 5 decoder. The unlimited (!) number of steam chuffs in our sound engine will be skillfully used by our sound designers.

Steam whistles can be controlled by the function button so that you can control the length of the whistle blow. Very often, different whistle tones and endings will be used based on the operations mode.

## 5.2.3.2. Functions for Diesel locomotives

Diesel traction has been an important type of drive in the past and is still today. Therefore, using LokSound 5 decoders, diesel locomotives are all correctly reproduced: Using three sound channels for Diesel engine, traction motor and turbo charger, diesel electric engines sound very prototypically. The number of notches is unlimited and also varies with the load. Dieselhydraulic locos first rev up, before they start moving. Engine r.p.m.-sound is in ratio to speed. LokSound decoders allow your loco, prototype like, to move only when engine r.p.m is high enough.

## 5.2.3.3. Functions for Electric locomotives

Of course, electric locomotives are also an ear catcher: besides the howl of the blowers, the compressors or the oil coolers you can clearly hear the electric traction motors, the pop of the main control switch or the clatter of the sequential circuits.

## 5.2.3.4. LokProgrammer

All sounds of the LokSound decoders can be exchanged, transferred and deleted with the help the ESU LokProgrammer. ESU already offers hundreds of pre-created sound projects free for download. This enables specialists to create their own sounds or even change available ESU projects.

## 5.2.3.4.1. Compatibility

All sound projects that have been made for use with LokSound V4.0 decoders can be converted by the LokProgrammer software so that you can use them on the LokSound 5. LokSound 5 is 100% backward compatible.

## 5.2.4. Analogue Mode

Quite a few LokSound decoders replace analogue directional relays. Therefore, you can not only set the starting speed and the maximum speed as well as pre-select which functions should be active in analogue mode: even load compensation works in analogue mode!

## 5.2.5. Functions

Standard features for LokSound 5 decoders include the following features: acceleration and brake times can be separately adjusted and switched. The brightness of all function outputs can be separately set and allocated to the desired function buttons (function mapping).

# General properties of all Decoders

There is a wide range of options: dimmer, flickering firebox, gyro-light and mars-light, flash and double flash, blinker and alternate blinker as well as switch functions with timers (e.g.: for Telex) and a special coupler function for remote controlled couplers by Krois® and ROCO® including the automatic pushing and pulling. Each LokSound 5 decoder can control at least 2, LokSound 5 XL decoders up to 6 RC servos directly.

The unique and once more improved ESU function mapping enables you to allocate every function to the function buttons F0 to F31; even multiple allocations are possible. You will find more info on this in chapter 12.

## 5.2.6. Programming

Where intended, LokSound decoders support all programming modes including POM (Programming-On-the-Main). You can use any NMRA-DCC compatible command station for this purpose. Even with the Märklin® central units 6020®, 6021®, Mobile Station® and Central Station® all settings are adjusted electronically. Most LokSound 5 decoders support a simple-to-use programming procedure.

Owners of the ESU ECoS enjoy an even more comfortable method of programming: you can read all possible settings in plain text on the large display and easily adjust them – even during operation!

LokSound 5 decoders will be automatically detected and read by all Märklin® mfx® central units and can be graphically programmed with them (with the exception that the function mapping can not be changed under mfx®).

## 5.2.7. Operational Reliability

LokSound 5 decoders feature high capacity buffer capacitors and an advanced energy management to ensure reliable operation without sound “blackout” even on critical track sections. For locomotives with less perfect power pickup, you may consider connecting an additional, external Powerpack Keep-alive module. For LokSound 5 L and LokSound 5 XL, the PowerPack module is installed ex factory already.

## 5.2.8. Protection

All function outputs as well as the motor output have protection against overload and short circuit. We want you to enjoy your LokSound decoders for a long time.

## 5.2.9. Future built-in

All LokSound 5 decoders are suitable for firmware updates due to the flash memory. You may add new software functions at a later stage.

# Installing the Decoder

## 6. Installing the Decoder

### 6.1. Requirements for Installation

The locomotive must be in perfect operating condition prior to the conversion: Only a locomotive with faultless mechanical properties and smooth running characteristics in analogue mode is worth converting to digital. Check and replace all wear and tear parts such as motor brushes, wheel contacts, light bulbs etc., if necessary.



Please take note of the remarks in chapter 3 in order to prevent possible damage of the decoder during installation!

### 6.2. Installing the Decoder

The components on the decoder must under no circumstances touch any metal parts of the locomotive since this could lead to short circuits and damage or even destruction of the decoder. Therefore, all LokSound decoders (with the exception of the ones with the 21MTC, PluX or Next18 interface) come with a protective shrink sleeve.



Never wrap the decoder in insulating tape. If there is no ventilation around the decoder, it may lead to a heat build-up and ultimately to the destruction of the decoder. Rather apply the insulating tape to the metal parts of the locomotive.

Mount the decoder at a suitable location. In most model locomotives, there is a dedicated space for the decoder. To hold the decoder in place use double sided adhesive tape or some (just a little) hot glue.



### 6.3. Locomotives with 8-pin NEM652-Interface

Some LokSound 5 decoders are supplied with an 8-pin interface as per NEM 652 (refer to Fig 1). Installation in locomotives with this interface is particularly easy:

- Remove the locomotive body. Please observe the instructions in the manual of your locomotive!
- Remove the dummy plug from the socket and keep it in a suitable place for later use.
- Insert the plug of the decoder in such a way that pin 1 of the plug (this is the side with the red / orange wires) sits next to the corner of the socket that is usually marked with \*, +, • or 1. Please make sure that the pins are straight when inserting the plug.

Do not rely on the assumption that the wires of the harness have to face in a certain direction: the only reliable reference is the marking of pin 1.

### 6.4. Locomotives with 6-pin NEM651-Interface

Some LokSound 5 decoders have a 6-pin NEM 651 plug (as per Fig. 2). Installation in locomotives with this interface is particularly easy:

- Remove the locomotive body.
- Remove the dummy plug from the socket and keep it in a suitable place for later use
- Insert the plug of the decoder in such a way that pin 1 of the plug (this is the side with the red / orange wires) sits next to the corner of the socket that is usually marked with \*, +, • or 1. Please make sure that the pins are straight when inserting the plug.

#### 6.4.1. LokSound 5 micro Flex-PCB

The LokSound 5 micro's wire harness is made from a flexible PCB material. It is connected into the decoder's Next18 interface. By using this advanced technology, we have been able to reduce the total size of the LokSound 5 micro. In addition, no wire soldering needs to be carried out at the decoder.

# Installing the Decoder

The Flex-PCB can be folded in order to adjust the desired length. Fold the Flex-PCB by hand and make sure that the bending area is not bended more often than needed to avoid damage to the copper traces.

If you want to do a free wiring of your decoder, you can cut-off the Flex-PCB using a sharp scissors directly at the white connector area and add wires at your own discretion. Figure 2 shows the pin connections.

## 6.5. Locomotives with 21MTC Interface

Some LokSound decoders are available with a variant of the 21MTC interface as per Fig. 3. Installation in locomotives with this interface is particularly easy since the plug-socket connector facilitates the mechanical fixing as well.



Please make sure that the impedance of the installed loudspeakers is really 4 or 8 Ohms! Some locomotives have installed 100 Ohms loudspeakers which have originally been created for LokSound V3.5 decoders.

- Remove the locomotive body. Please observe the instructions in the manual of your locomotive!
- Remove the dummy plug from the socket and keep it in a suitable place for later use
- Search for the missing pin in the plug on the circuit board of the locomotive. The missing pin serves as the marker. Memorise its location.
- You can insert the decoder in two ways: either the pins are put through the decoder; the socket of the decoder remains visible after installation (mounting on top) or the decoder is inserted in such a way that the pins go straight into the socket. Once the decoder sits in the socket, the socket is hidden from view. This method is common for Brawa® locomotives.
- Which of the two mounting positions is the correct one depends solely on the locomotive. The position of the marker-pin is the crucial indicator.

- Plug the decoder into the socket in such a way that the locomotive interface corresponds with the decoder.
- Do not apply too much pressure when inserting the plug. The decoder must go in without force.
- Check if the decoder sits correctly.

### 6.5.1. Märklin® locomotives with 21MTC Interface

Many new Märklin® locomotives, but also some brith locomotives with 21MTC interface do unfortunately not follow the 21-pin interface standards. These locomotives require the function outputs AUX2 and AUX4 to be powered outputs. In these cases, you need to use the LokSound 5 Decoder "MKL" Edition. On these decoders only, AUX3 and AUX4 are carried out as powered outputs. The installation as such is done as shown in section 6.5.

### 6.5.2. Connecting C-Sine motors („Softdrive-Sinus")

The LokSound decoder cannot drive the newer Märklin® models with C-Sine motors (also called „SoftDrive-Sinus") directly. To facilitate this, a circuit board supplied ex works with the locomotive is required. This circuit board will be controlled by a LokSound decoder. Märklin® uses the 21MTC interface installed on this circuit board and thus utilises the normal motor commands from the decoder or a SUSU interface for the exchange of information. The LokSound 5 with the 21MTC interface is suitable for controlling the C-Sine control electronics provided some parameters are set accordingly. Chapter 11.4. explains the necessary steps.

## 6.6. Locomotives with Next18 Interface

Some LokSound micro decoders are shipped with an 18-pin Next18 interface. More information about how to install the decoder is given in chapter 6.5.



## 6.7. Locomotives with PluX Interface

Some LokSound decoders are supplied with a PluX16 or PluX22 plug (refer figure 4). One position on the multi-pin plug of the decoder has no pin (index pin). This position should be marked in the locomotive. Please observe the correct seating of the decoder on the PluX socket!



LokSound 5 decoder follow the PluX interface as described in the VHDM RCN-122 standard. Therefore, the index pin has no function. Unfortunately, some locomotives require the index pin to be an output pin, because austria's ZIMO did not follow the standard. These locomotive do not follow the PluX22 standard.

Some ROCO locomotives expect logic level outputs instead of the SUSI Pins 3 and Pin 4. Although this requirement also breaks the standard, LokSound 5 decoders can be set to provide a logic level output instead of the SUSI-outputs.

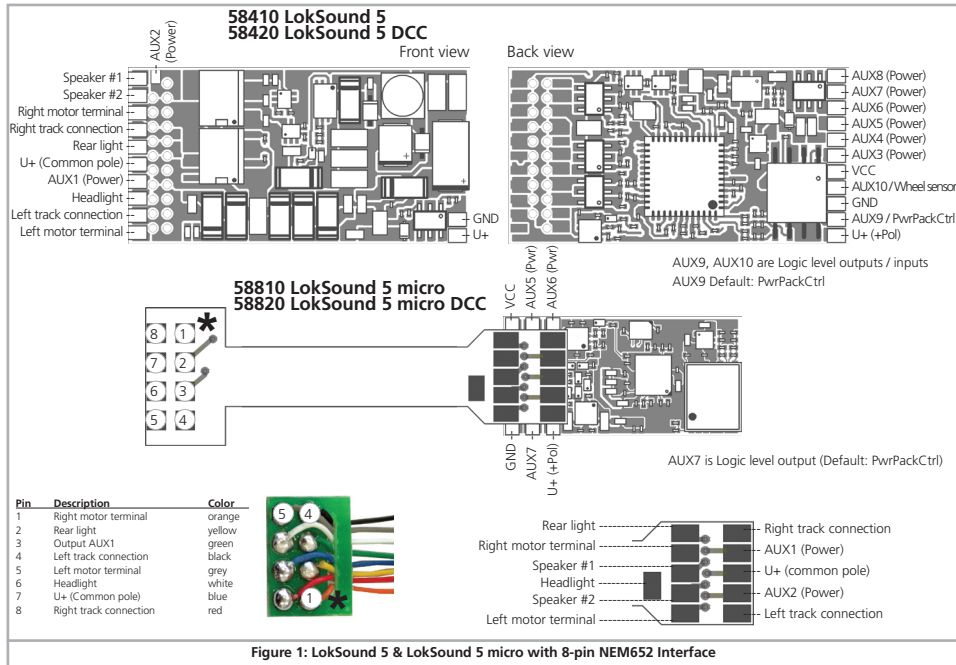
## 6.8. Locomotives without Interface

All LokSound decoders have an interface (plug). There is no „wi-res-only“ version. Please remove the plug at the end of the harness should this become necessary.

Please do not extend any wires at the decoder end. If necessary use an extension harness .

Figure 9 and figure 16 show the general wiring diagram for LokSound 5 and LokSound 5 micro decoders.

# Installing the Decoder



# Installing the Decoder

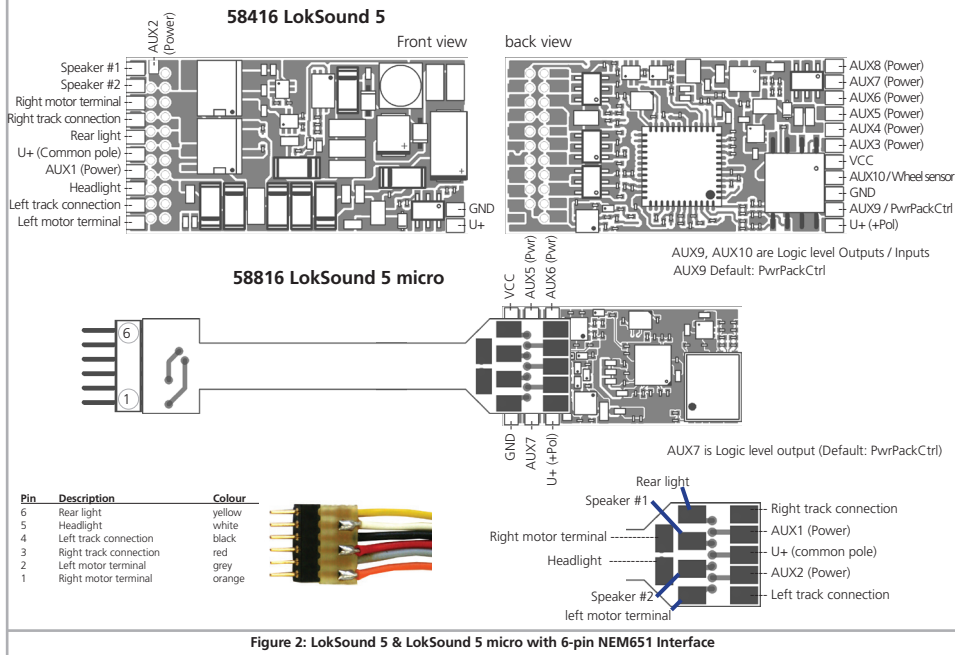
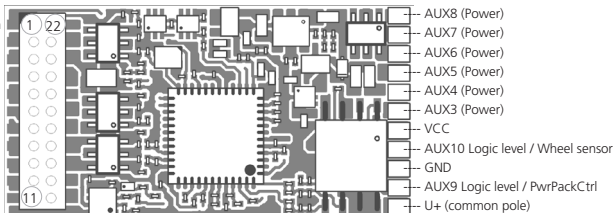


Figure 2: LokSound 5 & LokSound 5 micro with 6-pin NEM51 Interface

# Installing the Decoder

**58419 LokSound 5 21MTC**  
**58429 LokSound 5 DCC 21MTC**  
**58449 LokSound 5 21MTC „MKL“**

AUX10 / wheel sensor	1	22	Right track connection
AUX7 (Logic level)	2	21	Left track connection
AUX6 (Logic level)	3	20	GND
AUX4 (see below)	4	19	Right motor terminal
AUX12 / SUSI Clk / Servo6	5	18	Left motor terminal
AUX11 / SUSI Dta / Servo5	6	17	AUX5 (Logic level)
Rear light	7	16	U+ (common pole)
Headlight	8	15	AUX1
Speaker #1	9	14	AUX2
Speaker #2	10	13	AUX3 (see below)
Index pin	11	12	VCC



For Decoder 58449 AUX3, AUX4 @ 21MTC interface are powered outputs.  
For Decoder 58419, 58429 AUX3, AUX4 @ 21MTC interface are Logic level outputs.

AUX9, AUX10 are Logic level outputs / inputs.  
AUX11, AUX12 are Logic level outputs.  
AUX9 Default: PwrPackCtrl

## How to connect the decoder

Locomotive pcb  
(Side view)



Insertion of the decoder with  
**connector to the top**  
(e.g. Liliput®, ESU, HAG®,  
Märklin®)

Locomotive pcb  
(side view)



Insertion of the decoder with  
**connector to the bottom**  
(e.g. Brawa®)



Figure 3: LokSound 5 with 21MTC interface

# Installing the Decoder

## 58818 LokSound 5 micro Next18 58828 LokSound 5 micro DCC Next18

Right track connection	1	18 Right track connection
Right motor terminal	2	17 Rear light
AUX1 (Power)	3	16 Speaker #1
AUX3 / Susi Clk / Servo6	4	15 U+ (common pole)
GND	5	14 GND
U+ (common pole)	6	13 AUX4 / Susi Dta / Servo5
Speaker #2	7	12 AUX2 (Power)
Head light	8	11 Left motor terminal
Left track connection	9	10 Left track connection

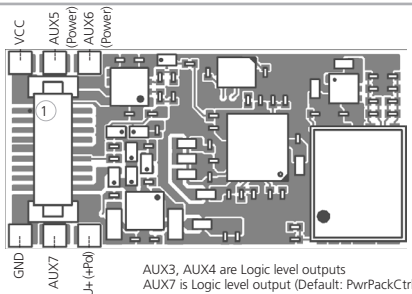


Figure 4: LokSound 5 micro Next18

## 58814 LokSound 5 micro PluX16

Speaker #2	17	18 AUX2 (Power)
Speaker #1	15	16 AUX1 (Power)
Rear light	13	14 Left track connection
Index pin	11	12 Right track connection
U+ (common)	9	10 Left motor terminal
Headlight	7	8 Right motor terminal
GND	5	6 -
AUX3 / Susi Clk / Servo6	3	4 AUX4 / Susi Dta / Servo5

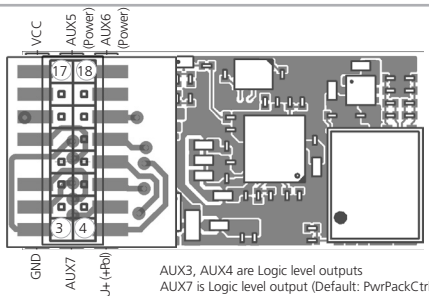
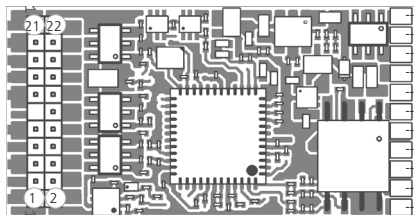


Figure 5: LokSound 5 micro PluX16

# Installing the Decoder

## 58412 LokSound 5 PluX22

AUX6 (Power)	21	22	AUX7 (Power)
AUX4 (Power)	19	20	AUX5 (Power)
Speaker #2	17	18	AUX2 (Power)
Speaker #1	15	16	AUX1 (Power)
Rear light	13	14	Left track connection
Index pin	11	12	Right track connection
U+ (common pole)	9	10	Left motor terminal
Headlight	7	8	Right motor terminal
GND	5	6	Cap Control
AUX12 / Susi Clk / Servo6	3	4	AUX11 / Susi Dta / Servo5
AUX10 / Wheel sensor	1	2	AUX3



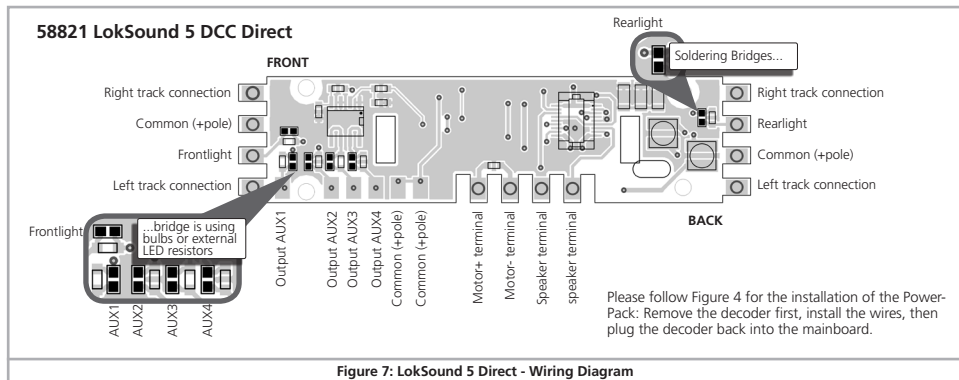
AUX8 (Power)
AUX7 (Power)
AUX6 (Power)
AUX5 (Power)
AUX4 (Power)
AUX3 (Power)
VCC
AUX10 Logic level / Wheel sensor
GND
AUX9 Logic level / PwrPackCtrl
U+ (common pole)



AUX9, AUX10 are Logic level outputs / inputs  
AUX11, AUX12 are Logic level outputs  
AUX9 Default: PwrPackCtrl

Figure 6: LokSound 5 with PluX22 interface

# Installing the Decoder



## LokSound 5 DCC Direct

The LokSound 5 DCC Direct is unique as it was designed to fit in multiple brands of locomotives. Please use the same mounting method as the Manufacturer's light board. This will insure a seamless installation.

On the LokSound 5 DCC Direct Board we have already added a resistor with 2.2k for each function output. This will result in a current between 8mA and 10mA suitable for most locomotives. Thus you can directly connect your LEDs without thinking of resistor values.

However, should you use bulbs consider the following:

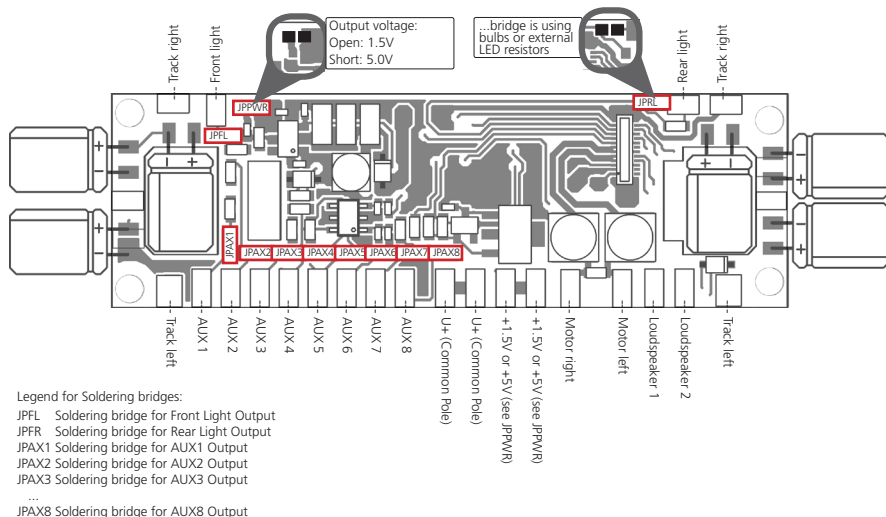
First locate the appropriate soldering bridge on the LokSound 5 DCC Direct Board (see diagram above) for the output desired. Use a small amount of solder to connect the two soldering pads. This will bypass the installed 2.2k resistor.

If the bulbs to be used are less than 16V types, please add a resistor between the LokSound 5 DCC Direct and the bulbs.

- Athearn: 2 - 1.5 Volt Bulbs 360-510Ohms (Front or rear lights)
- Athearn: 1 - 1.5 Volt Bulb 680-1K Ohm (Acc. Lights)
- Atlas: Resistors may already be attached to Factory LED's, you may be also bypass the LokSound 5 DCC Direct installed 2.2k resistors

# Installing the Decoder

## 58921 LokSound 5 DCC Direct „PowerPack“



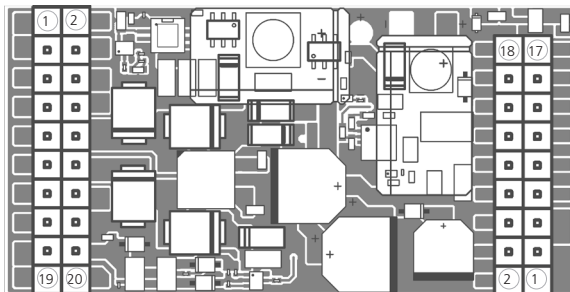
If bridged, resistors on the board are bypassed. This should be done if Bulbs are used

Figure 8: LokSound 5 DCC Direct „Power Pack“ - Wiring Diagram



# Installing the Decoder

58315 LokSound 5 L  
58325 LokSound 5 L DCC



AUX1 (Power)	1	2	Headlight
AUX2 (Power)	3	4	Rearlight
AUX3 (Power)	5	6	Right motor terminal
AUX4 (Power)	7	8	Left motor terminal
AUX5 (Power)	9	10	Right track connection
AUX6 (Power)	11	12	Left track connection
AUX7 (Power)	13	14	U+ (common pole)
AUX8 (Power)	15	16	Smoke Fan-
AUX9 (Power)	17	18	Smoke Fan+
Smoke Htr (Heater)	19	20	Smoke TempSensor

Motor Enable	18	17	AUX10 / Wheel sensor
Sensor2	16	15	Sensor1
AUX11 / Susi Dta / Servo5	14	13	AUX12 / Susi Clk / Servo6
Servo4	12	11	Servo3
Speaker 2 #2	10	9	Speaker 2 #1
Speaker 1 #2	8	7	Speaker 1 #1
AUX13 (Logic level)	6	5	+5V (for Servos)
VCC	4	3	GND
Poti+	2	1	Poti-

AUX10 is a logic level output / input  
AUX11, AUX12, AUX13 are logic level outputs

Figure 9: LokSound 5 L Pinheaders - Pin assignment

# Installing the Decoder

## 58515 LokSound 5 XL „Pinheader“ 68513 LokSound 5 XL „Screwterminal“

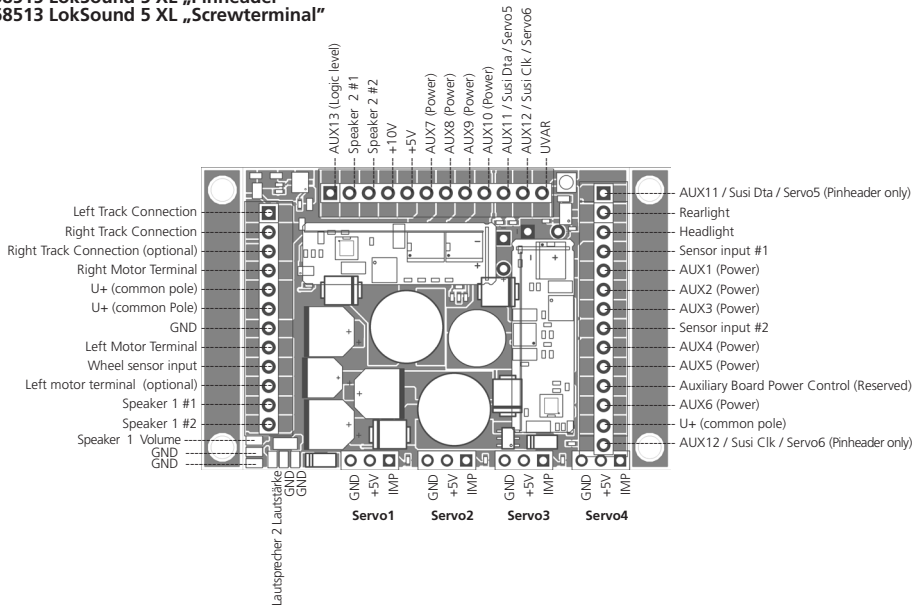


Figure 10: LokSound 5 XL pinheader - Pin assignment

## 58721 LokSound 5 micro DCC Direct

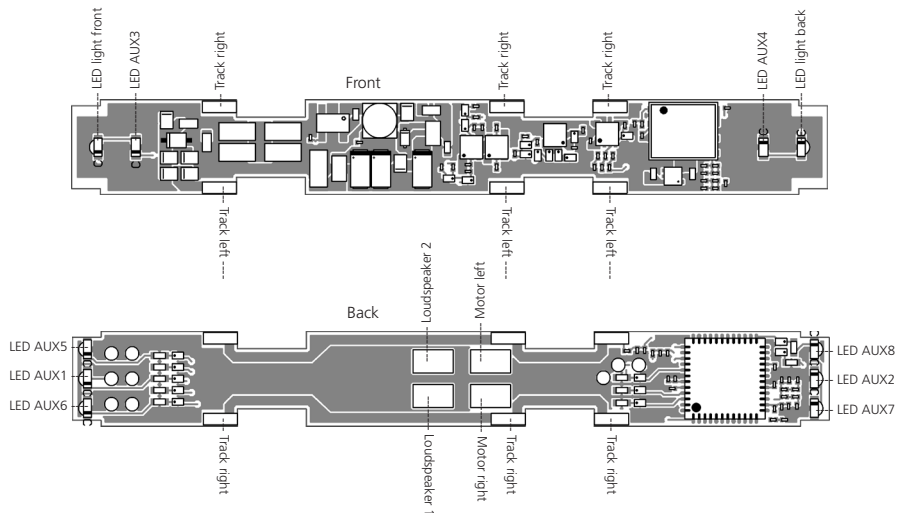


Figure 11: LokSound 5 micro DCC Direct

# Installing the Decoder

## 58731 LokSound 5 micro DCC KATO

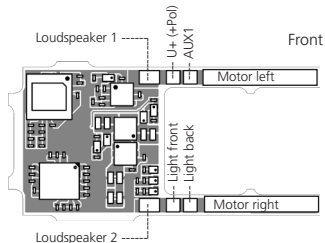


Figure 12: LokSound 5 micro DCC Kato

## 58741 LokSound 5 micro DCC Kato USA

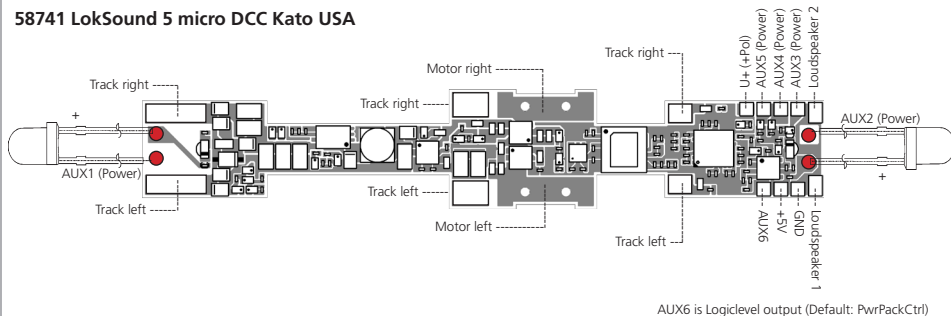


Figure 13: LokSound 5 micro DCC Kato USA

# Installing the Decoder

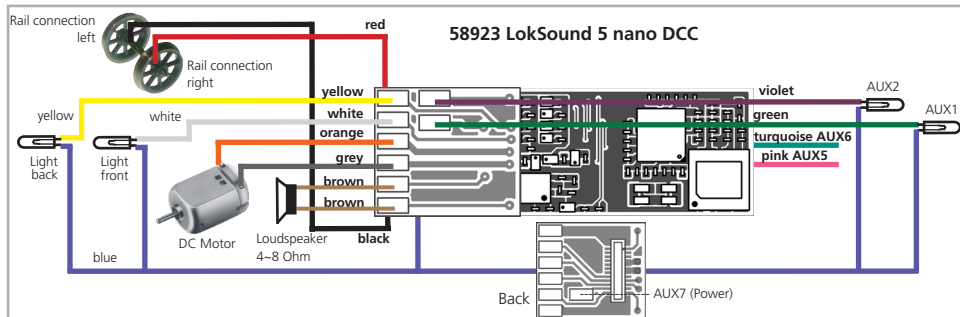
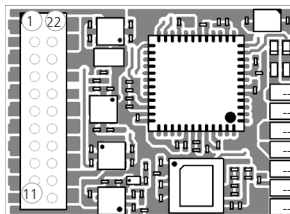


Figure 14: LokSound 5 nano DCC

## 58219 LokSound 5 Fx 21MTC 58229 LokSound 5 Fx DCC 21MTC

AUX10 / Wheel sensor	1	22	Rail connection right
AUX7 (Logiclevel)	2	21	Rail connection left
AUX6 (Logiclevel)	3	20	GND
AUX4 (Logiclevel / PWR)	4	19	-
AUX12 / SUSI Clk / Servo5	5	18	-
AUX11 / SUSI Dta / Servo5	6	17	AUX5 (Logiclevel)
Light back	7	16	U+ (+Pol)
Light front	8	15	AUX1
Loudspeaker #1	9	14	AUX2
Loudspeaker #2	10	13	AUX3 (Logiclevel/PWR)
Indexpin	11	12	VCC



AUX9, AUX10 are Logiclevel inputs/outputs  
AUX11, AUX12 are Logiclevel outputs

AUX3, AUX4 at 21MTC  
are switchable Power / Logiclevel:  
CV124Bit7=0: Logic Level  
CV124Bit7=1: Power Output

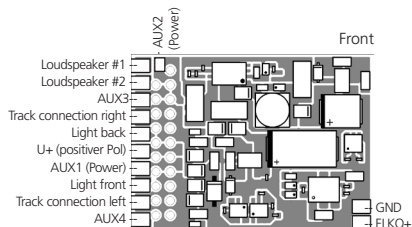
AUX4 (Power)  
AUX3 (Power)  
VCC  
AUX10 Logiclevel / Wheel sensor  
GND  
AUX9 Logiclevel / PwrPackCtrl  
U+ (+Pol)

**21**  
MTC

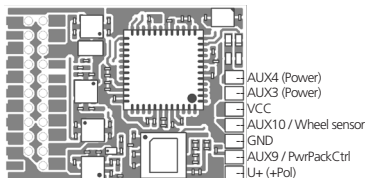
Figure 15: LokSound 5 Fx with 21MTC interface

# Installing the Decoder

## 58210 LokSound 5 Fx 58220 LokSound 5 Fx



Back



AUX9, AUX10 are Logiclevel outputs/inputs  
AUX9 Default: PwrPackCtrl

Pin	Occupancy	Color
1	AUX3	orange
2	Light back	yellow
3	Output AUX1	green
4	Track connection left	black
5	AUX4	grey
6	Light front	white
7	U+ (Common Return conductor)	blue
8	Track connection right	red



Figure 16: LokSound 5 Fx with 8-pin NEM652 interface

# Wiring Diagram for LokSound

## 6.8.1. Wiring diagram for LokSound / LokSound micro

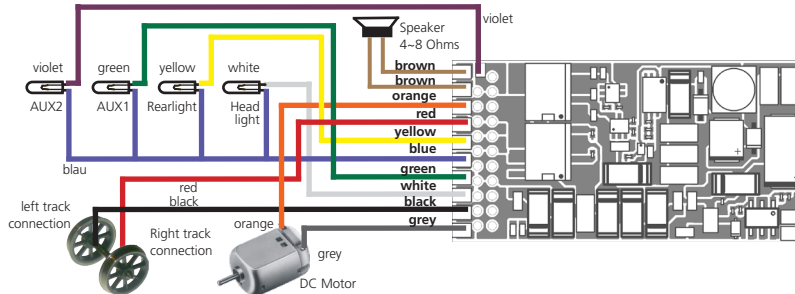


Figure 17: Wiring diagram for LokSound 5 (Wiring example)

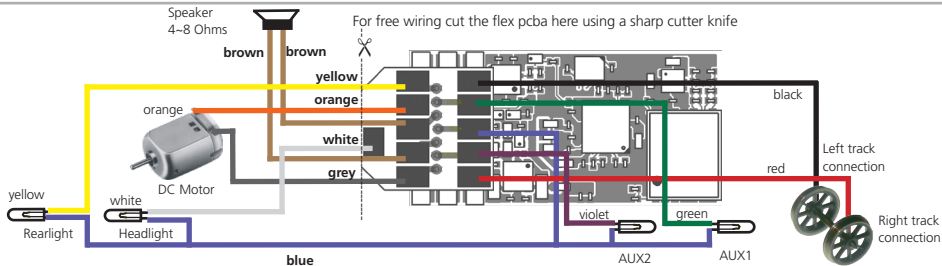


Figure 18: Wiring diagram for LokSound 5 micro (Wiring example, free wiring)

# Wiring diagram for LokSound 5 L

## 6.8.2. Wiring diagram for LokSound 5 L Decoders

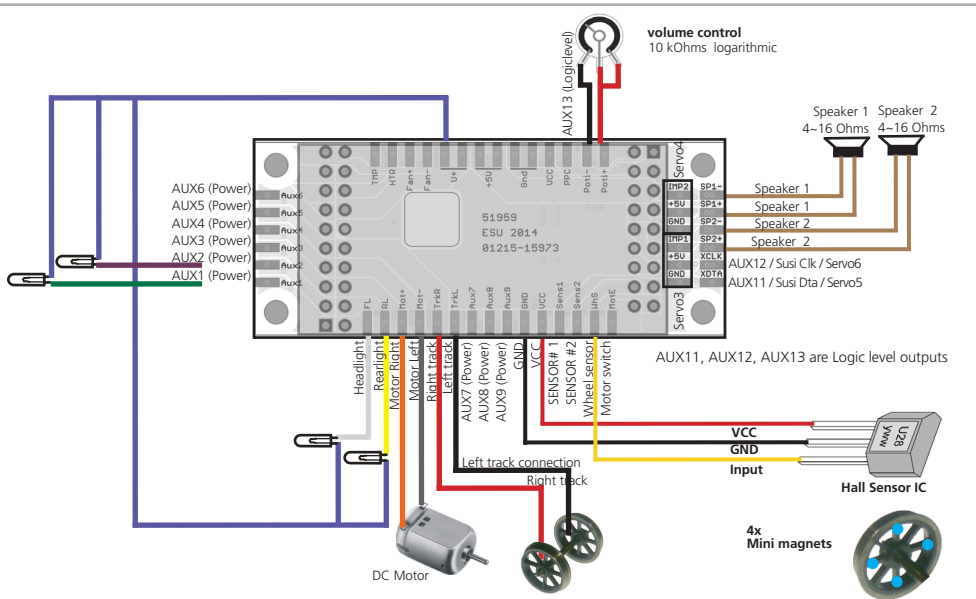


Figure 19: Wiring diagram for LokSound 5 L (Wiring example), Decoder installed in adapter board 51959



# Wiring diagram for LokSound 5 XL

## 6.8.3. Wiring diagram LokSound 5 XL Decoder

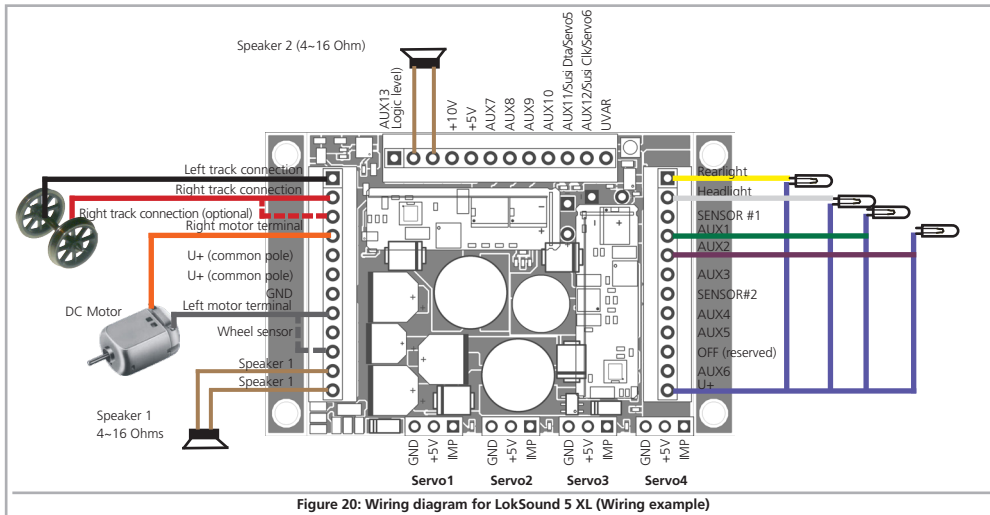


Figure 20: Wiring diagram for LokSound 5 XL (Wiring example)

### 6.8.3.1. Wiring to LGB gear boxes

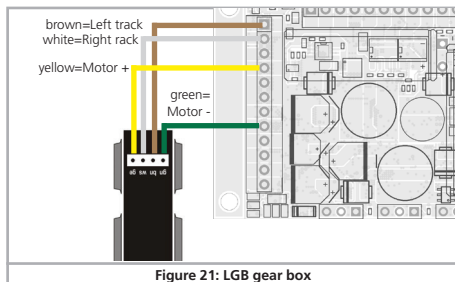
The decoder can be wired directly to suitable LGB® locomotives with the LGB® interface cable. Motor, light and auxiliary functions can be controlled. The cable with the part number 55026 is available from LGB®. Remove the dummy plug from the interface cable and screw the ends into the terminals of the decoder after having

removed the insulation at the ends of the wires. Set the DIP switch at the interface according to the instructions from LGB.



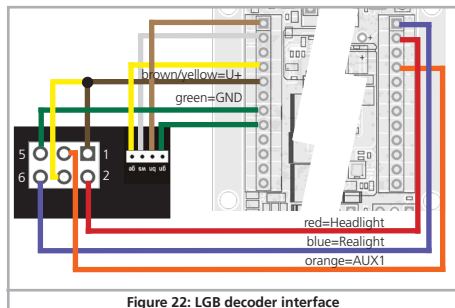
Non-compliance may lead to the destruction of the decoder!

# Installing the decoder



## 6.8.3.2. Wiring to an LGB interface

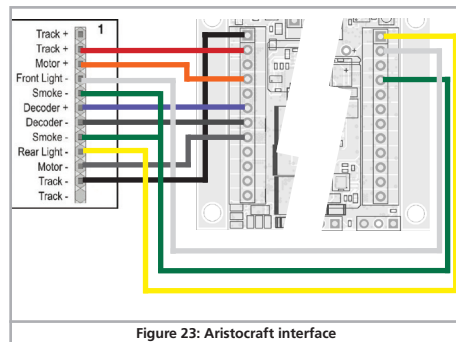
More modern LGB® locomotives have a digital interface and thus are ready for installing digital components.



## 6.8.3.3. wiring to the Aristocraft® interface

Many Aristocraft locomotives have a digital interface which represents a manufacturer's standard only. They are ready for the installation of digital components.

The wiring is shown in figure 21:



## 6.8.3.4. Decoders with pinheaders

LokSound 5 XL decoders are supplied with Pinheader plug connectors. They are intended for Kiss and KM-1 models and are also suitable for some Märklin® 1 gauge locomotives. The LokSound 5 XL decoder can directly replace the factory installed decoders. Controlling the installed smoke generators is also possible.

## 6.8.3.5 SUSI-Pins

Please note that some KM-1 or Kiss locomotives, but also some Märklin® models expect a 12-pin pinheader connector on both sides of the decoder usually. The LokSound 5 XL provides 14 pins on connector #2 however. This is because newer Märklin® locomotives expect the SUSI signals to be found on these two additional pins, whereas KISS or KM-1 locomotives do either not use SUSI at all or expect the signals to be found on connector #3. As the LokSound 5 XL Decoder has SUSI pins on both locations, you can easily remove the unused pins using a side cutter if these pins are in their way when plugging in the decoder. Usually, these pins will not disturb the operations.

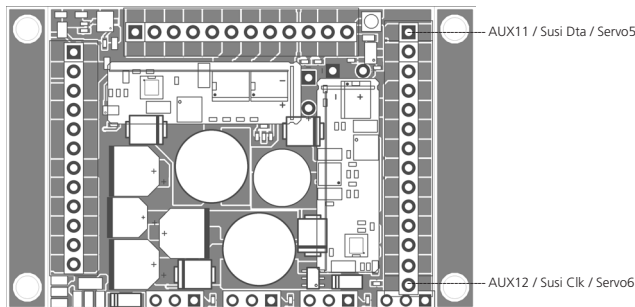


Figure 24: LokSound 5 XL Decoder with pin header connectors - SUSI Pins for Märklin locomotives

# Installing the decoder

## 6.8.4. Colour Coding by Märklin®

Märklin® uses a different colour coding system compared to the DCC colours. Please refer to figure 23 for more information.

Description	Märklin® colour	ESU colour (NMRA DCC standard)
AC: Power pick up show (Center rail)	red	red
DC: Right track connection		
AC: Outside rails	brown	black
DC: Left track connection		
Left motor terminal	blue	grey
Right motor terminal	green	orange
Common (rectified track voltage) (+Pole) for function outputs	orange	blue
Function output Rearlight	yellow	yellow
Function output Headlight	grey	white
Function output AUX1	brown/red	green
Function output AUX2	brown/green	violet
Function output AUX3	brown/yellow	-
Function output AUX4	brown/white	-

Figure 25: colour coding by Märklin® in contrast to DCC colours

## 6.8.5. Motor- and Track connections

Firstly, please cut all wires installed in the locomotive. Take special care to remove any connections to the chassis (ground): the motor leads must be positively potential-free, in other words they may not have any contact to the chassis or body or the wheels and wheel contacts.

It is particularly easy to overlook such connections in Fleischmann® locomotives.

Make notes of which motor lead connects the motor with the right and the left wheel contact. This avoids mistakes and assures that your locomotive runs in the right direction.



Please check all connections with an Ohmmeter. Search for short circuits, particularly between the motor leads and the wheel contacts.

- Connect the red wire to the right rail pickup or the centre pick up in AC models.
- Connect the black wire to the left rail pickup or the chassis in AC models.
- Connect the orange wire with the motor terminal, which originally lead to the right wheel pick up (centre pick up in AC models).
- The grey wire goes to the terminal, which originally connected to the left rail (chassis for AC models).

### 6.8.5.1. Connecting DC and Coreless Motors

You may use all DC motors commonly used for model trains provided they do not exceed the current limit of the decoder.

In some cases with the 5-pole High Performance Drive by Märklin®, you may find three anti-interference capacitors.

The two capacitors connected directly to the motor leads and the motor housing **MUST** be removed (also refer to Fig. 22 on page 33).

### 6.8.5.2. Connecting Universal Motors with HAMO-Conversions

Do not wire universal motors installed in many older Märklin® locomotives (also known as AC motors) directly to LokSound decoders. You must modify the motor by first installing permanent magnets – so called HAMO magnets.

You may purchase these magnets from your ESU dealer.

We supply three types of magnets. Please refer to chapter 19.2. for more information regarding motor conversions with permanent magnets.

# Installing the Speaker

## 6.9. Connecting the Speaker

For a good sound of your locomotive the installation of the loudspeaker is essential. The best LokSound decoder is of no use if an inappropriate speaker is to be used or the installation of the speaker does not fit. Therefore carefully select the location and sound chamber for the speaker.

Generally two principles apply:

- 1.) Choose the speaker as big as possible. The bigger the speaker, the better the bass will be.
- 2.) It is imperative that you use a sound box for each loudspeaker: A use of the loudspeaker without a mounted sound box can damage it and never deliver a good sound image.



Please handle speakers with extreme care: don't apply pressure or touch the membrane! The speaker's magnets are very powerful! Keep all metal items away and secure the speaker firmly when soldering. The soldering iron may pull the speaker due the magnetic field and destroy it.

Make sure that you use a small soldering iron (max. 20W) and only heat the marked contact spots of the speaker. Polarity is not important.

### 6.9.1. LokSound 5 und LokSound 5 micro

For LokSound 5 decoders you can use loudspeakers (also combinations) with a total impedance of 4 – 16 Ohms and a power rating of at least 1.5W (even better: 2W). We recommend to speakers with 4 Ohms or 8 Ohms impedance offered by ESU as they are tuned to LokSound decoders.

Ex works the LokSound 5 and LokSound 5 micro decoder is supplied with an 11 mm x 15 mm sugar cube speaker including an adaptable sound enclosure set. The speaker itself is already pre-assembled to a base plate and typically already connected to the decoder using two darkbrown wires.

The minimum height of the speaker baffle is 6mm (Frame plus cover) and can be raised to 8mm, 9mm, 10mm, 11mm or 13mm by adding up to three intermediate frames. The decoders come with two 2mm high and one 3mm high intermediate frame.

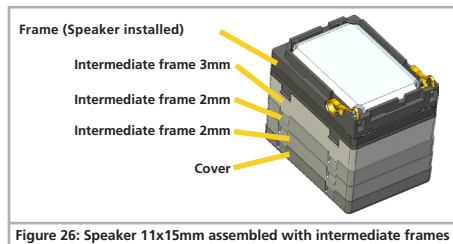


Figure 26: Speaker 11x15mm assembled with intermediate frames

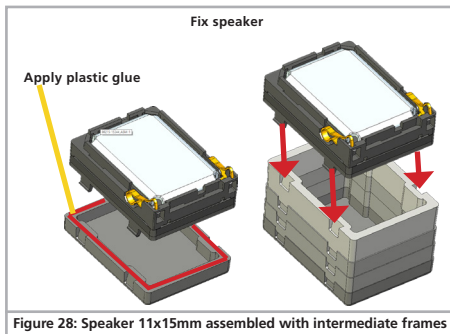
### 6.9.1.1. Assembly of the speaker baffle

Separate the intermedia frames and the cover from the sprue. Next, preassemble the base frame, intermediate frames and the cover (use a tape to temporarily hold everything in place) and check the installation: Does the sound baffle fit into your locomotive? If too large, remove some intermediate frames.

If everything is allright, you can put the sound baffle together by using plastic glue. Start from the bottom with the cover and add all intermediate frames one after the other. We recommend a plastic glue like Uhu® Plast Special. Do not use too much glue! Just make sure the baffle will be airtight.

The last step is to glue the speaker into the baffle frame so that it is airtight. Apply a little (!) glue to the areas around the base frame shown in red. Assemble the speaker next by just pting it into the base frame. Make sure the small "hooks" will fall in place.

# Installing the Speaker

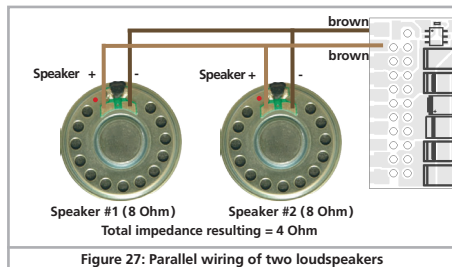


In general, the bigger the speaker baffle, the better the sound will be (bass frequency reproduction). However it might happen that the sound reproduction will be distorted: Quite often, some sounds are amplified in the decoder too much, which will overload the sugercube speakers. In this case, please reduce the total volume of the sound (For Loksound decoders, please reduce CV 63) or reduce the height of the speaker baffle.

## 6.9.1.2. Connecting several speakers

When wiring several speakers, the speaker polarity is important. If a speaker is wired "backwards" compared to another speaker, each speaker's membrane will move in phase opposition. This will lead to a sound wave cancellation resulting in a very poor and extremely low sound volume!

As some speakers do not provide any polarity mark, you need to test the phase position before the final installation of the speaker!



## 6.9.2. LokSound 5 XL

The LokSound 5 XL has two speaker outputs working with about 10V each. They are independent of each other and are suitable for speakers of differing size and impedance. In order to ensure optimal operation of this dual end stage, please observe the following hints:

- If you install 4 Ohm speakers you should only wire one output. The maximum output power is 12W.
- If you wish to use both speaker outputs each speaker should have an impedance of 8 Ohms or higher. The maximum output in this configuration is 2x 6 Watts.
- In case of an overload the end stage switches off automatically as soon as the sound becomes distorted.
- Both speaker outputs deliver identical sound data.

### 6.9.2.1. External volume control

You may connect a separate volume controller (potentiometer) to each speaker output. Please use a potentiometer with an impedance of 100 kOhm and a minimum power rating of 0.1W (e.g.: Piher PT 10 LV). In order to avoid any disturbing noises please keep the wires between decoder and volume controller as short as possible.

# Installing the Decoder

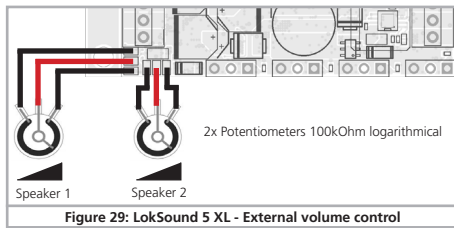


Figure 29: LokSound 5 XL - External volume control

## 6.9.3. LokSound 5 L

The LokSound 5 L has two speaker outputs. They are independent of each other and are suitable for speakers of differing size and impedance. We recommend to use speakers with 4 Ohms or 8 Ohms impedance.

Both speaker outputs deliver identical sound data.

### 6.9.3.1. External volume control

You may connect a separate volume controller. Please use a potentiometer with an impedance of 10 kOhm and a minimum power rating of 0.1W (e.g.: Piher PT 10 LV). In order to avoid any disturbing noises please keep the wires between decoder and volume controller as short as possible.

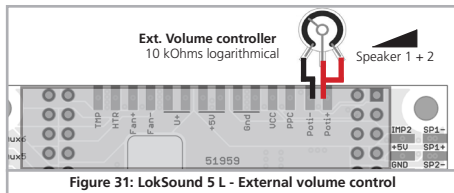


Figure 31: LokSound 5 L - External volume control

## 6.10. Connecting Additional Functions

You can wire any kind of load such as light bulbs, LEDs (light emitting diodes), smoke generators or similar devices to the function outputs provided the maximum current draw is less than that of the decoder output.



The permitted maximum current draw per function output is listed in the technical data in section 5.1.5.



Please make sure that the load does not exceed the permitted maximum current and there are no short circuits. The outputs of the LokSound have protection but if an external voltage is applied, the outputs may suffer damage or destruction.

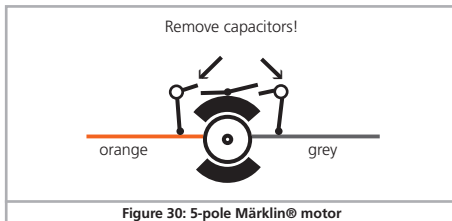


Figure 30: 5-pole Märklin® motor

### 6.10.1. Overload Protection of Function Outputs (Blinking)

The function outputs of LokSound decoders have electronic protection against overload and short circuit. The decoder keeps checking the sum of all function output currents. If the current is too high, the decoder will switch off the outputs. After about 1 second, the decoder tries to switch them on again. Should the current still be too high – perhaps due to a short circuit – the same procedure starts again.

# Installing the Decoder

When using light bulbs (incandescent lamps) please note the following: they draw a very high „inrush current“ when they are switched on, that becomes lower after a few moments. Therefore, it can happen with 12V bulbs that the headlights „flash“ briefly during switch-on and then extinguish due to the overload protection of the decoder. The lights will be shortly switch on and off again in a one-second cycle. This results from a much too high inrush current of the bulbs; the decoder is not able to distinguish between the bulbs' high inrush current and an overload. Therefore it is important to install the correct bulbs.

## 6.10.1.1. Suitable Light Bulbs

Only install bulbs rated 16V or higher and with a nominal current draw, that does not exceed 50 mA.

Many older models by ROCO® and Fleischmann® have 12V bulbs installed. They draw a high current, become very hot, and may cause damage to the locomotive. Replace them with 16V bulbs.

## 6.10.1.2. Micro incandescent lamps wired to LokSound 5 XL

The LokSound 5 XL decoder is suitable for direct connection of micro incandescent lamps. The decoder has an integral voltage regulator for this purpose. The default setting is 1.8V designed for long life of 3V lamps. Do not connect the return wire of the lamp to U+ but rather to the terminal marked „UVAR“.

You may change the voltage setting by exchanging a resistor. An SMD resistor is required. Type 0805, power rating 0.125W:

Voltage	R124
1.5V	33 kOhms
2.5V	remove (unsolder)
3.0V	48 kOhms, remove (unsolder) R125



The maximum load of the UVAR output is 500mA.

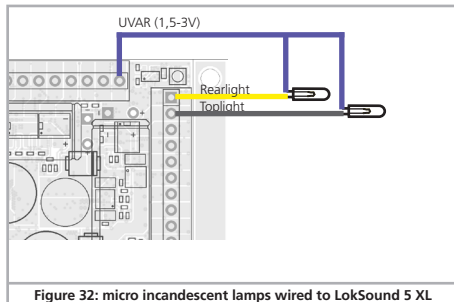


Figure 32: micro incandescent lamps wired to LokSound 5 XL

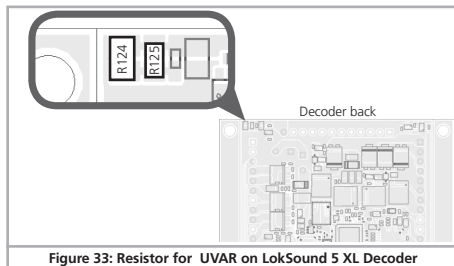


Figure 33: Resistor for UVAR on LokSound 5 XL Decoder



## 6.10.2. Using LEDs

If you like to use LEDs, then a resistor must be wired in series with the LEDs. It should have a rating between 470 Ohms and 2.2 kOhms. Running the LEDs without this resistor will lead to their immediate destruction! Unlike lightbulbs, LEDs are polarity-sensitive. The minus (cathode) end of the LED is connected to the function output, the plus (anode) end is connected to the blue (function common) wire.



Please do not forget to switch the respective function output to LED mode. This will ensure a prototypical presentation of all light effects. Please refer to chapter 12.5. for more details.

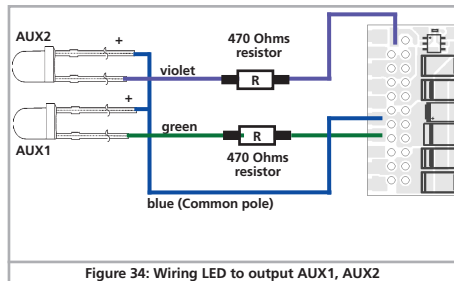


Figure 34: Wiring LED to output AUX1, AUX2

## 6.10.3. Types of function outputs

An important component of every LokSound decoder are the function outputs. There, all consumers such as lamps, smoke generators or servos are connected. Depending on the version, LokSound 5 decoders offer different numbers of function outputs. We distinguish two types:

- a.) Powered function outputs: FET transistors are installed directly in the decoder so that consumers can be connected directly to these function outputs.
- b.) Logic level outputs: These outputs provide the control signal for the output only. For use, External power transistors are required. This usually happens on the locomotive printed circuit board; ESU also offers suitable adapter boards.

### 6.10.3.1. Decoder's function outputs

ESU names the function outputs as „Front Light“, „Rear Light“, as well as AUX1, AUX2, AUX3 ... The table on the next page shows which decoder has which outputs.



Not every output is available on every connector. For some connections, you can either choose between input or output or select the type of output (logic level output, SUSI or servo), depending on the external wiring (locomotive printed circuit board or adapter board).

## 6.10.4. Usage of powered outputs

This procedure depends on the wiring of the lights and auxiliary functions in the locomotive:

- a) The lamps / function outputs are insulated from the common pole (ground) (i.e.: the locomotive chassis); therefore they are potential free. The functions of the locomotive must be potential-free, in other words there may not be any other connection to the function besides the wires from the decoder. The voltage at these outputs is about 1.5V lower than the track voltage. The blue wire is the „common pole“; the function output itself is the „minus-pole“.

# Installing the Decoder

	LokSound 5 6- or 8- Pin	LokSound 5 21MTC	LokSound 5 21MTC „MKL“	LokSound 5 PluX22
Headlight	Power	Power	Power	Power
Rearlight	Power	Power	Power	Power
AUX1	Power	Power	Power	Power
AUX2	Power	Power	Power	Power
AUX3	Pad: Power	Pad: Power 21MTC: Logic level	Pad: Power <b>21MTC: Power</b>	Pad: Power PluX22: Power
AUX4	Pad: Power	Pad: Power 21MTC: Logic level	Pad: Power <b>21MTC: Power</b>	Pad: Power PluX22: Power
AUX5	Pad: Power	Pad: Power 21MTC: Logic level	Pad: Power 21MTC: Logic level	Pad: Power PluX22: Power
AUX6	Pad: Power	Pad: Power 21MTC: Logic level	Pad: Power 21MTC: Logic level	Pad: Power PluX22: Power
AUX7	Pad: Power	Pad: Power 21MTC: Logic level	Pad: Power 21MTC: Logic level	Pad: Power PluX22: Power
AUX8	Pad: Power	Pad: Power 21MTC:	Pad: Power 21MTC:	Pad: Power PluX22:
AUX9	Pad: Logic level (Pwr-PackCtrl)	Pad: Logic level (PwrPackCtrl)	Pad: Logic level (PwrPackCtrl)	Pad: Logic level (PwrPackCtrl)
AUX10		21MTC: Logic level/Wheelsensor	21MTC: Logic level/Wheel sensor	PluX22: Logic level/Wheel sensor
AUX11		21MTC: Logic level/Susi Dta/Servo5	21MTC: Logic level/Susi Dta/Servo5	PluX22: Logic level/Susi Dta/Servo5
AUX12		21MTC: Logic level/Susi Clk/Servo6	21MTC: Logic level/Susi Clk/Servo6	PluX22: Logic level/Susi Clk/Servo6
AUX13				
AUX14				
AUX15				
AUX16				
AUX17				
AUX18				
Smokeunit Heater				
Smokeunit Fan motor				
Input Wheel sensor		21MTC: instead of AUX10	21MTC: Instead of AUX10	PluX22: Instead of AUX10
Input Sensor #1				
Input Sensor #2				
Input MotorOff				
Input SmokeUnit Temperature				

	<b>LokSound 5 micro</b>	<b>LokSound 5 micro</b>	<b>LokSound 5 I</b>	<b>LokSound 5 XL</b>
	6- or 8- Pin	Next18 / PluX16	Pinheader	Pinheader / Screwterminal
Power		Power	Power	Power
Power		Power	Power	Power
Power		Power	Power	Power
Power		Power	Power	Power
			Power	Power
		Next18: Logic level/Susi Dta/Servo6		
			Power	Power
		Next18: Logic level/Susi Clk/Servo5		
Pad: Power		Pad: Power	Power	Power
Pad: Power		Pad: Power	Power	Power
Pad: Logic level (PwrPackCtrl)		Pad: Logic level (PwrPackCtrl)	Power	Power
			Power	Power
			Power	Power
			Logic level / Wheel sensor	Power
			Logic level / Susi Dta/ Servo5	Logic level / Susi Dta/ Servo5
			Logic level / Susi Clk / Servo6	Logic level / Susi Clk / Servo6
			Logic level (PwrPackCtrl)	Logic level (PwrPackCtrl)
				Logic level / Servo1
				Logic level / Servo2
			Logic level / Servo3	Logic level / Servo3
			Logic level / Servo4	Logic level / Servo4
			Ok	
			Ok	
			Ok	Ok
			Ok	Ok
			Ok	Ok
			Ok	
			Ok	

# Installing the Decoder

**!** If LEDs are installed (also refer to Fig. 26), then a resistor must be wired in series with the LEDs. It should have a rating of between 470 Ohms and 2.2 kOhms. Running the LEDs without this resistor will lead to their destruction!

b) The lamps / function outputs are wired (together) against the chassis of the locomotive (as in many locomotives by Märklin® as well as in most older locomotives by Fleischmann® and ROCO®).

The wiring is simpler but the available voltage is about half. This type of connection is not suitable for multi-protocol operation: Both M4 and Motorola® packets are asymmetrical. Therefore, the function outputs do not have continuous power. This leads to a rhythmic flicker of the headlights (pulsing) that becomes particularly obvious with LEDs.

**!** Furthermore, the headlights will only work in one direction in analogue DC mode. Whether it will be the forward lights or the backup lights depends on which way you have placed your locomotive on the track.

- Solder the backup lights to the yellow wire, the headlights to the white one.

If your locomotive is wired according to option b), then it is ready for use. Otherwise, you must connect the remaining wires of all bulbs and functions together to the blue wire. This pole may not have any connection to the chassis! It is possible to use both options in the same locomotive.



## 6.10.5. Usage of Logic level outputs

For logic level outputs, it is not possible to connect any external loads directly. External power transistors are required. Usually, these power transistors are already installed to the locomotive printed circuit board (if needed).

For “do it yourself” model railroaders, ESU offers the adapter boards 51957 and 51968 that matches perfectly our decoders.

## 6.10.6. Servo outputs

LokSound 5 decoders are capable to drive up to 6 servos. All commercially available RC servos with a positive pulse are suitable. We recommend so called Digital Servos because these do not move during power up. Prior to controlling the servos you must set the function outputs to “Servo”. Each servo output can also be used as logic level output alternatively. Please refer to chapter 12.5. for more information.



Please note that LokSound 5 and LokSound 5 micro can create the needed control signal for the servo control, but can not provide the needed power supply for the servos (typically 5V). You need to generate the servo power supply by yourself on the adapter board. LokSound 5 L and LokSound 5 XL decoder however have the servo power supply on board already.

### 6.10.6.1 Servo outputs for LokSound 5 L

LokSound 5 L decoder offer 4 servo outputs. The servos need to be connected correctly to the adapter board.

Servo3 and Servo4 can be soldered to the adapter board directly as shown in figure 33. For Servo5 and Servo6 please refer to figure 17.

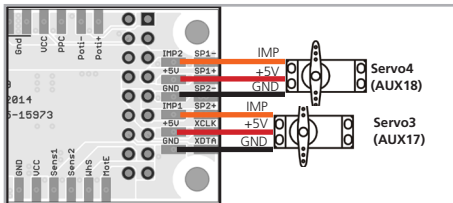
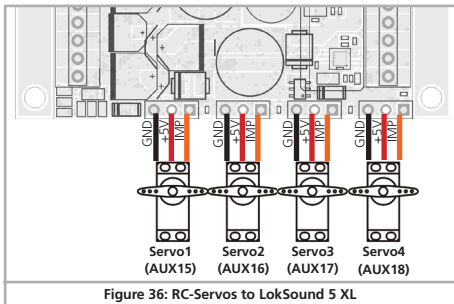


Figure 35: RC-Servos to LokSound 5 L

## 6.10.6.2 S Servo outputs for LokSound 5 XL L

For the servo outputs Servo1 to Servo4 you can find suitable 3-pin connectors on the LokSound 5 XL already. Please observe the correct polarity when connecting the servos.



## 6.10.7. SUSI/Servo/Logic Level outputs

The SUSI interface lines on each LokSound 5 decoder can alternatively be configured as servo outputs or logic level outputs. In this way, the number of available outputs can be increased.



Please keep in mind that currently SUSI pins on 21MTC, Next18 or PluX interfaces are not allowed to be used elsewhere according to the standard. You therefore always have to check how these pins are connected to the locomotive printed circuit board (or adapter board).

## 6.10.8. Suitable Smoke Generators

Unfortunately, it is not an easy task to find the right smoke generator for each locomotive. The amount of smoke generated depends on the following factors:

- Track voltage  
The track voltage varies depending on the command station. Therefore, it is possible that a locomotive generates smoke when driven by one digital system but does not generate any smoke with another system. Even 1V variation makes a big difference.
- Type and tolerance of the Seuthe smoke generator and the smoke distillate  
Seuthe smoke generators have considerable production tolerances. Therefore, it is possible that one unit works perfectly well while another does not. Type of distillate and filling level have an influence as well.
- Setting the decoder output  
For correct smoking action you should set the AUX output to „Dimmer“ as well as full „Brightness.“ More info in chapter 12.
- Connecting the smoke generator  
Most smoke generators are wired against the chassis (ground). Therefore the smoke generator only receives current in every second half cycle. How much power gets to the smoke generator depends on your command station and the digital protocol. Generally, Seuthe type 11 is recommended, but it does not get enough power and therefore does not smoke satisfactorily.

There are two options on how to solve this problem:

Solution 1: Using the Seuthe No. 10. This type is intended for analogue operation and draws a relatively high current. Subject to its tolerance levels, it may trigger the overload protection of the decoder. In this case, you must wire a relay (ESU No. 51963) into the circuit or you slightly reduce the „Brightness“ of the output.

# Installing the Decoder

Solution 2: Using the Seuthe No. 11. Do not wire it against the chassis (ground) but rather use the blue wire for the second pole („U+“). This prevents the asymmetric track signal from interfering with the smoke generator. It represents the best solution but is sometimes a bit difficult in terms of wiring.

## 6.10.8.1 Smoke units to LokSound 5 L

The LokSound 5 L can be directly connected to a synchronized smoke unit, as used in our locomotives of the ESU Engineering Edition. The mechanism has a 6-pin connection to the control electronics:

- 2x fan motor
- 2x heating
- 2x temperature sensor

The decoder evaluates the measurement data of the temperature sensor and controls the heating based on the desired settings of the decoder. A burn through because of empty tank therefore can not occur.

Please only use smoke generators that ESU offers as spare parts or equivalent parts with a temperature sensor (currently only available from ESU).

## 6.11. Connecting a wheel sensor

If you want to synchronise the stem exhaust chuff using a sensor, you have a little work to do. LokSound 5 decoders (unfortunately not the LokSound 5 micro) support several types of sensors: Hall sensors, reed switches and mechanical wipers. The most accurate result you will get when using a hall sensor IC in combination with (up to) four magnets.

If you want to use an external sensor, you need to configure the LokSound in such a way that it will use the sensor input.

The LokSound is setup ex works to use the computed exhaust chuff.

If the fan motors turning is reverse, simply exchange then „Fan+“ and „Fan-“ connections at the fan motor!

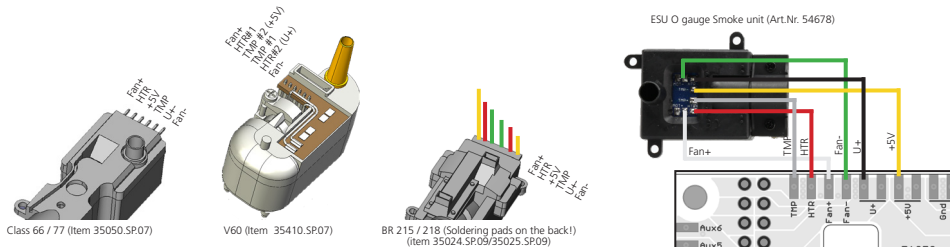


Figure 37: Synchronized Smoke Unit mechanics to LokSound 5 L

# Installing the Decoder

Set CV 57 to 0 in order to tell the LokSound to use the external sensor. Using CV 58, you can define how many sensor pulses the decoder has to receive before it generates a steam chuff. Set CV 58 = 1 to get a triggered chuff on each pulse the decoder receives from the sensor. Based on the type of sensor IC you use, this may result in double the amount of steam chuffs you want to have. In this case, set CV 58 = 2. For values of 2 and more, every trigger pulse the decoder counts will result in one steam chuff. This is useful for geared locomotives.



Make sure the wheel sensor input is enabled and not setup to be AUX9. For this, Cv 124 Bit 4 needs to be set for LokSound H0 decoders!

## 6.11.1. HALL Sensor IC

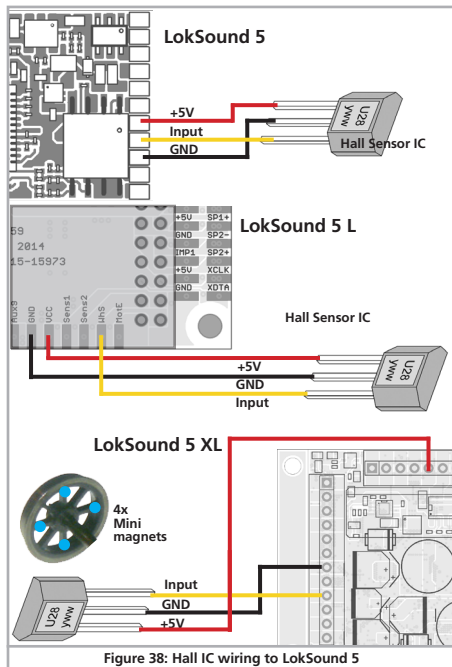
A Hall sensor is an electronic circuit that responds to an alternating magnetic field similar to a reed switch. Hall sensors are easier to adjust since the distance between sensor and magnet is not critical. A commonly used hall sensor, that can be purchased via mail order is the US2881 by Melexis. There are also many compatible devices on the market. The terminals have to be wired to the LokSound as shown in figure 36.

Place four miniature magnets on the inner side of the driving wheel in such a way that the magnet will trigger the HALL IC each time it will pass the sensor IC. For 3-cylinder locomotives, you may even need 6 or 8 magnets, depending on the cylinder configuration.

## 6.11.2. Reed switch sensor

If you have trouble obtaining a hall sensor IC, you may also use a subminiature reed switch. They are connected to the decoder with two pins only.

However, their sensitivity is not as good as hall IC sensors and stronger magnets may be needed in order to trigger these reed switches correctly. Furthermore the position of the reed switches needs to be considered.



# Installing the Decoder

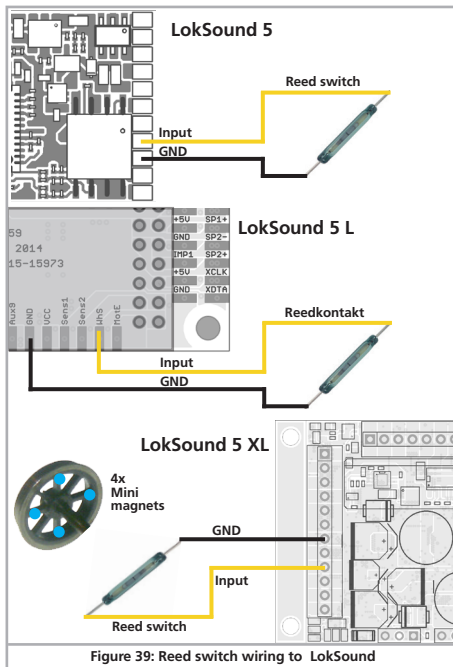


Figure 39: Reed switch wiring to LokSound

## 6.11.3. Additional sensor inputs

For triggering sound effects the LokSound5 (X)L has two additional sensor inputs SENSOR#1 and SENSOR#2 (refer to Fig. 7/11 or fig. 8/12). The inputs are suitable for reed contacts or HALL sensors. The wiring is done as shown above.

## 6.12. Connecting Capacitors

On many older layouts, current pick up of locomotives is not very reliable. Therefore, power interruptions may cause a stop or jerky movement when the locomotive travels over turnouts at low speeds. This can be overcome with buffer capacitors (100 mF / 25V or higher show the desired results). If desired you may connect them to the LokSound 5 or LokSound 5 micro.



Soldering wires onto a decoder requires quality soldering equipment and experience. Our warranty does not cover damage caused by inappropriate soldering. Consider carefully if you really need that capacitor.

### 6.12.1. LokSound, LokSound micro decoders

You can connect two larger capacitors as per the circuit in the upper half of figure 39.

The capacitor is charged via a resistor (100 Ohms) thus preventing the digital system from interpreting the charging current as short circuit at the time of switch-on. The diode makes sure that the energy of the capacitor is fully available when required.



However, you may not run this locomotive on AC layouts anymore. Risk of destruction!



Disconnect / remove the capacitor prior to programming with the ESU LokProgrammer!



# Installing the Decoder

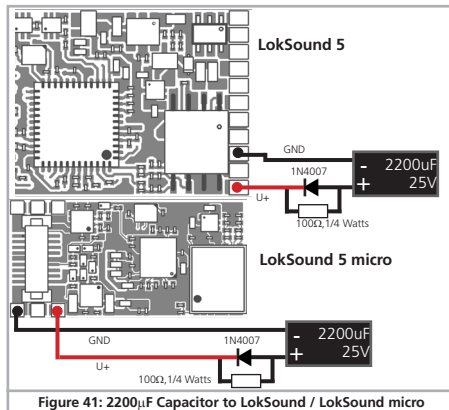


Figure 41: 2200µF Capacitor to LokSound / LokSound micro

## 6.12.2. PowerPack

You can solder a powerful energy buffer to all LokSound 5 or LokSound 5 micro decoders. Figure 38 shows you how to do it. This „PowerPack“ allows your locomotive to keep running for 2 seconds without power.

ESU supplies under the article number 54671 or 54672 suitable PowerPack modules. Please do ONLY use these.

- The PowerPack only operates in digital mode. It automatically turns off on analogue layouts.
- It may take up to two minutes to fully charge the capacitor („GoldCap“). Therefore, the time bridged with the energy buffer depends on the current draw of your locomotive and the charge-up time.

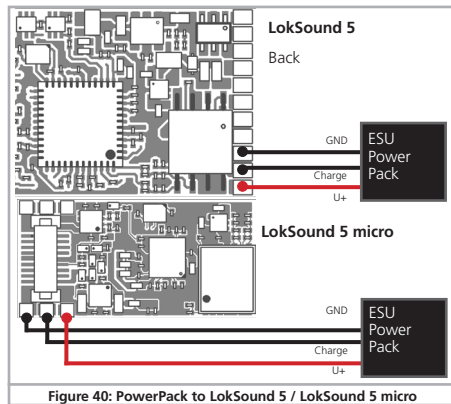


Figure 40: PowerPack to LokSound 5 / LokSound 5 micro

- Further information about how to use the PowerPack module is to be found in the „PowerPack module“ manual.

The LokSound 5 L and LokSound 5 XL have an integral PowerPack matching the higher current needed by models of the larger gauges. Additional buffering with capacitors or further PowerPacks is neither intended nor necessary.

**i** The time to be bridged with the PowerPack can be set in CV 113. Output AUX9 or AUX7 needs to be set to „PowerPackControl“. Find more details in chapter 10.10.

## 7. Initial Operation

### 7.1. Factory Default values

The address is set to 03 with 14 speed steps.

F1 switches the sound on/off

F2 switches the whistle/signal horn

The remaining function keys are used differently depending on the prototype. On our website you will find an appropriate function key assignment for every sound.

- Does the locomotive move in both directions?
- Does the indicated direction of travel correspond with the actual one? If not, are the motor leads swapped or is the 8-pin plug inserted the wrong way round?
- Switch on the lights: do they work properly? If you have installed a LokSound with an 8-pin plug, check if the plug sits in the socket correctly.

### 7.2. Digital Operating Modes

In the following chapters, we describe the operation of the LokSound with different digital systems.

All LokSound 5 decoders basically support the digital protocols mentioned in section 5.2.1. Exceptions are the LokSound 5 DCC, LokSound 5 micro DCC and LokSound 5 L DCC decoder, which are intended for the North American market. These support the DCC system only.



#### 7.2.1. DCC operation mode

Remove any capacitors that are wired into the track feeders (e.g. ROCO® feeder track). This could impair the functionality of the decoder.

The LokSound works with any DCC system. Unfortunately, the DCC protocol also brings some difficulties into the game. One of them occurs so often that we deal with it right away.

##### 7.2.1.1. DCC Speed Steps („flashing lights“)

„Lights do not work“ with DCC systems: DCC locomotives run with 14, 28, or 128 speed steps. The decoder offers all of the three options and needs to „know“ with which option the the command station operates the decoder. The command station must be able to operate with this mode and must be set accordingly. If this is not the case, the following problems may occur:

- You cannot switch the lights with F0 at all.
- The lights keep switching on and off dependent on the speed step. On and Off again, and On again, and Off again etc.

In this case, make sure that the speed step settings of decoder and command station are the same.

##### 7.2.1.2. Auto-detection of DCC Speed Steps

LokSound decoders implement auto-detection to avoid the above problem. We have tested this with the following systems:

- ESU ECoS®
- Bachmann E-Z-Command® Dynamis®
- ROCO® Lokmaus2 and Lokmaus3
- Uhlenbrock® Intellibox
- Lenz® Digital plus V2.3
- ZIMO® MX1
- Märklin® Central Station



When operating with Lenz® digital plus V3.0 the auto-detect feature does not work at 14 speed steps. Select 28 / 128 speed steps instead.

The LokSound tries to establish the speed step setting every time it receives power (i.e.: after switching on the power on your layout or the track sector where your locomotive is located) and the lights are switched on. This process requires that you switch on the lights and turn the throttle until the lights light up continuously.

Should you change the speed step setting during operation then you must interrupt the power to the decoder for a short moment in order to activate the auto-detection.

This auto-detect feature can be turned off with bit 4 in CV 49 (also refer to the CV table in chapter 21). Then you have to set the correct speed step with bit 1 in CV 29.

## 7.2.2. Motorola® mode

The LokSound works with all Märklin® devices and compatible systems that are in the market until now. The functions F1 to F4 can only be activated with the so-called „new Motorola® format.“ In order to activate this you must set the DIP-switch 2 on your 6021 to the upper position („On“).

LokSound decoders support two special features in Motorola® mode:

### 7.2.2.1. 28 Speed Steps

While the original Motorola® system used by the following central units, namely Märklin® central unit 6021, Delta® and Mobile Station®, only supports 14 speed steps, the LokSound decoder can also handle the 28-speed step mode. In conjunction with suitable command stations (e.g.: ESU ECoS, in „Motorola® 28“ mode) this leads to smoother control of your locomotives. No changes are required on the decoder.

### 7.2.2.2. Extended Motorola® Address Range

While the original Motorola® format only knows the addresses from 01 to 80, the LokSound offers the following range of addresses:

LokSound 5

01 - 255

Chapter 9 explains how to set the address. There it is described how with the aid of the second, third and fourth address (consecutive addresses) more than four functions can be controlled.

### 7.2.3. Selectrix® mode

You may operate the LokSound with any Selectrix® compatible command station with access to the functions „lights“ and F1.

For programming any parameters, you must use the DCC programming mode. It is not possible to program it with a „pure“ Selectrix® system. Any changes programmed in DCC are also valid for operation with Selectrix® command stations.

As soon as a decoder receives commands in Motorola®, M4 or DCC format (whenever it receives a signal packet with information addressed to it), the Selectrix® receiver switches off automatically. This allows trouble-free mixed operation with Selectrix® / DCC / Motorola®/M4. The Selectrix® receiver turns on again as soon as the decoder detects a power interruption.

### 7.2.4. M4 mode

LokSound decoder are recognised and embedded into the system automatically by the Märklin® systems devices Central Station®, Central Station® 2/3 and Mobile Station® immediately after placing the locomotive onto the track. This process runs automatically and does not require any specific decoder settings.

As soon as the decoder receives a valid mfx® data packet (whenever the decoder recognizes that it is run by an mfx® capable central unit) it will ignore Motorola®, Selectrix® as well as DCC data packets.

Only after interrupting power to the decoder briefly or if it does not receive any mfx® data packets for about 4 seconds will it ac-

# Initial Operation

cept other data packets again. The decoder prioritises its response to incoming data packages:

- Top priority is assigned to DCC with RailComPlus®. Therefore the decoder will always register with RailComPlus and DCC to an ESU ECoS command station, even when M4 is active.
- If RailComPlus® is not available the second priority is M4. The decoder will register with M4 to Märklin Central Station® command stations.
- "Standard" DCC is at the same level as Motorola®.
- Selectrix® has the lowest priority.



Data protocols not required can be turned off. How this is done you find out in chapter 9.5.

## 7.3. Analogue Mode

All LokSound decoders are set ex factory to operate in analogue mode as well.



Please take note of the remarks in chapter 10.3. if the decoder should move repeatedly from analogue into digital sectors and back.

### 7.3.1. Analogue DC operation

LokSound decoders work on conventional DC layouts. From the factory, load compensation is active. This provides smooth control of your locomotives even at low speeds (in DC mode as well). Since load compensation requires about 3 – 4 Volts as „base voltage“ you must turn the throttle further than normal (=locomotives without decoder) before the locomotive starts moving.

### 7.3.2. Analogue AC Operation

Where intended, LokSound decoders support operation with AC transformers. Therefore, the LokSound decoder can simply replace the old directional relay. Load compensation is active (similar to DC mode) and provides smooth control and slow-speed-performance you have never seen before. The LokSound recognised the pulse for changing direction as usual. Just wait until the locomotive has stopped prior to changing direction.



Never issue the „Change of Direction“ command to a moving locomotive! This could lead to damaged gears!



We cannot recommend the use of the old (blue) Märklin® transformers that where originally designed for 220 Volt. Depending on their age and their tolerance range, the pulse for changing direction could be too high in case of increased mains voltage and therefore destroy the LokSound decoder.

Do yourself and your locomotives a favour and purchase a suitable Märklin® transformer No. 6647 – your locomotives and decoders will thank you with longer product life!

## 8. Decoder Settings (Programming)

Chapter 8 covers setting various parameters of the LokSound decoder. Should you not be familiar with the handling of CVs please take the time to read these occasionally quite complex instructions.

After an introduction into the world of parameters in chapter 8.1, we explain in the following section 8.2 how to change various parameters in DCC mode and with Märklin® central units.

The chapters 9 to 17 explain which parameters have what kind of influence on the behaviour of the LokSound decoder.

### 8.1. Adjustable Properties of Decoders

The hardware determines some features such as the number of function outputs as well as the maximum permitted current of the motor output and therefore they are not programmable. Nevertheless, there are plenty of possibilities to influence the behaviour of the LokSound decoder by adjusting software-governed properties.

There is at least one memory space within the decoder reserved for each adjustable parameter where numbers or letters can be stored.

You could visualise the storage spaces as index cards in a large file box. In order to enable you to find the right card again, they all have numbers and / or names outlining the properties of this particular card such as „locomotive address“ or „maximum speed.“

Then imagine that you can write information onto these cards. Adjusting the settings means nothing else but erasing one entry and replacing it with another. Moreover, you could do that at any time. However, you cannot write onto every card: some bits of information like the manufacturer's code are firmly encoded.

Thus, you can determine the content of the storage spaces in the decoder even during operation and of course, the decoder will follow the instructions. Via the procedure known as „Programming,“ you can enter the desired data into the storage spaces.

#### 8.1.1. M4 Configuration Range

The NMRA CV concept as described above has some disadvantages: On the one hand dealing with „collection CVs“ such as CV 29 with its binary format is complicated while on the other hand you can only enter one value (!). How could one possibly store locomotive names with this method?

Furthermore, it is not possible for the command station to find out, which CVs a decoder supports. The NMRA has simply „forgotten“ to define a mechanism for providing feedback from the decoder to the command station regarding the supported CVs.

With the introduction of the mfx® system the user does not have to deal with CVs, values and the binary system. The command station should rather request the decoder to provide this kind of information and then enable the user to enter any values in an easy way on the graphic interface.

For instance, you do not have to enter the value 15 in CV 3 on an mfx® capable command station but rather set the acceleration time to 10 seconds. Thanks to M4 you do not have to remember that CV 3 contains the value for the acceleration time and that the value 15 is equivalent to about 10 seconds. This kind of complex technology is hidden in the mfx® command station.

Therefore the mfx® system does not cater for a direct method of influencing the memory spaces, the so-called mfx® configuration area of the decoder. Generally, M4 only permits access via the command station.

This method has only one drawback. How can the owners of other command stations that are not mfx® capable access the configuration area? This is facilitated by means of a register concept that is somewhat similar to the NMRA DCC CVs. Unfortunately this does not provide access to all characteristics of the M4 decoder. Furthermore mfx® was not developed further as intended originally and basically remains at the status of 2004.

Since ESU “educated” the Central Station® 60212 with the “Re-

loaded" Update and taught it to support DCC and when Märklin® followed with the current Central Station 2, the situation has been somewhat eased: All current mfx® command stations also support DCC and can program DCC decoders. Since all LokSound 5 decoders support DCC you now have the choice on how you wish to program your decoder:

- The Central Station® 60212 Reloaded and the Central Station 2 offer a graphic programming option for M4 decoders. However, it only recognises the "old" ESU LokSound V3.5 decoders and their possibilities as well as the similar and hardly changed Märklin decoders. LokSound 5 decoders can be programmed via this menu without any problems. Unfortunately some options are not available because the command station "does not know them".



In particular, the change of function key assignments (function mapping) is not possible. Here, the DCC programming must be used. The respective menus in the Central Station® are locked.

- You may access all options via DCC programming. If you own an ESU ECoS we recommend this kind of programming. This command station also provides a suitable profile for this decoder.

## 8.1.2. M4, the mfx® compatible protocol by ESU

Since the mfx® data protocol was introduced, it has been protected by Märklin® as a trade mark. This is why ESU decided in January 2009 to use the name "M4" for all their decoders. M4 is technically 100% compatible with mfx®.

All ESU decoders and command stations which are M4 compatible can be easily combined with the corresponding Märklin®-mfx® products. We would like to apologise for this inevitable change of names due to reasons of trademark.



## 8.1.3. Configuration Variables (CVs)

LokSound decoders follow the CV concept developed in the US. CV stands for „Configuration Variable“ and indicates that the storage cells described above are not only variable but they also determine the behaviour of the decoder.

### 8.1.3.1. Standardisation in the NMRA

The NMRA (National Model Railroad Association) has defined which CVs determine certain parameters of a decoder. The DCC standard allocates fixed numbers for certain CVs (adherence is obligatory). This greatly simplifies things for the user since decoders of most manufacturers comply with this standard and therefore dealing with CVs requires the same process with the same CV-numbers regardless of the manufacturer.

The DCC concept permits to enter numbers ranging from 0 to 255 into CVs. Each CV carries only one number.



While the position number is predetermined, the range of values may vary. Not all CVs must accept values ranging from 0 to 255.

The permitted values for LokSound decoders are listed in the table in chapter 21 showing all available CVs.

### 8.1.3.2. Bits and Bytes

Most CVs contain numbers: CV 1 for instance contains the locomotive address. This can be any number between 1 and 127. While most CVs expect numbers to be entered, some others are rather like a „collection point“ of various „switches“, that administer different functions in one CV (mainly „on“ or „off“): CVs 29 and 49 are good examples: you must calculate the value for these CVs yourself. The value depends on which settings you want to program:

Have a look at the explanations for CV 29 in the table in chapter 20.1.: firstly, decide which options should be active. The column „Value“ has two numbers for each option. If the option is switched off, the value is 0. Otherwise, it is a number between 1 and 128. Add all the values for the respective options to arrive at the correct value for this CV.

**Example:** Let us assume you want to run trains with the ECoS in DCC mode with 128 speed steps. Analogue detection should be active (because you also want to drive your locomotive in analogue mode). All other options are not active.

Therefore you must write the value 6 in CV 29 ( $0 + 2 + 4 + 0 = 6$ ).

## 8.2. Programming with popular Digital Systems

As already explained it is not possible to program every type of LokSound with every command station in the market. This chapter explains which options are available.

### 8.2.1. Programming with DCC Systems

LokSound decoders support all NMRA programming modes as there are the programming track modes (Direct Mode, Register Mode, Paged Mode) and the mode for the main („POM“, „Programming on the Main“).

Programming on the Main enables you to program your decoders comfortably without having to remove the locomotive from the layout. In this case, the command station talks directly to the decoder by using its locomotive address, for instance: „Locomotive number 50, write the value 7 into CV 3!“. Thus knowing the locomotive address is a precondition. Unfortunately, you cannot read CV values.



However, with RailCom® you can read CV values on the main. More on this topic in chapter 17.

Assuming you have a suitable DCC system you can read CV values on the programming track. You can also reprogram the locomotive address without knowing the old address since the command station simply transmits the command „Write value 7 in CV 3!“. Each decoder receiving this command will execute it.



ESU counts the bits from 0 to 7 as laid out in the standards while others (e.g.: Lenz®) count the bits from 1 to 8.



Please make sure that you always use the latest ECoS firmware version. Whenever we expand the range of the LokSound family, only an update will add the required decoder profile.

### 8.2.3. Programming with Märklin® 6021

The Märklin® central unit 6021 works differently: Since it does not comply with the NMRA DCC standards, LokSound decoders start a special, obligatory programming procedure. Reading of values is not permitted.

There are two modes:

In the short mode, parameters with a number below 80 can be set provided the desired value is also lower than 80.

In the long mode, all parameters with values from 0 to 255 are adjustable. Since the display of the 6020/6021 is limited to two-digit numbers, values must be split and entered in two separate steps.

#### 8.2.3.1. Changing to the Programming Mode

Enter the programming mode with the 6020/6021:

The throttle must be set to „0“. No other locomotives may be on the layout. Watch out for flashing signals of the locomotive!

- Press the „Stop“ and „Go“ buttons of the 6021 simultaneously until a reset has been triggered (alternately pull the mains plug of the transformer). Press the „Stop“ button in order to switch off the track voltage. Enter the current decoder address. If you do not know the current address, simply enter „80“.



Please bear in mind that the 6020/6021 only permits you to enter values from 1 to 80. The value 0 is missing. Always enter „80“ instead of „0“.

## 8.2.3.2. Short Mode

The decoder is in the short mode (the headlights flash periodically in brief intervals).

- Now enter the number of the CV that you want to adjust e.g.: „01“. Always enter this number with two digits.
- For confirmation activate the change-of-direction routine (now the lights flash twice very quickly).
- Now enter the new value for the desired CV, e.g.: 15 (two digits).
- For confirmation activate the change-of-direction routine (now the lights light up for about one second).
- Then you can enter other CVs as desired.
- Selecting „80“ allows you to exit the programming mode. Alternately you can switch off the track voltage and then on again (press the „Stop“ button on the 6021, then the „Go“ button).

## 8.2.3.3. Long Mode

You access the long mode by entering the value 07 in CV 07 while in the short mode. The decoder confirms the change to the long mode by slowly flashing lights.

- Enter the hundred-digit and the ten-digit (decade) of the CV that you want to change. Example: If you want to adjust CV 124, you enter „12“.
- For confirmation activate the change-of-direction routine (now the lights flash periodically: long – short – long – short - etc.)
- Now enter the unit of the CV („04“ in this example).



- For confirmation activate the change-of-direction routine. Now the decoder expects the entry of the CV value. The lights flash periodically: long – short – short).
- Now enter the hundred-digit and the ten-digit (decade) of the new CV value (as a two-digit number). Example: You want to write the value 135. Therefore, you enter „13“.
- For confirmation activate the change-of-direction routine. Now the lights flash periodically: long – short – short – short).
- Now enter the unit of the new CV value as a two-digit number („05“ in this example).
- For confirmation activate the change-of-direction routine (now the lights light up for about one second).
- Now you can adjust more CVs in long mode.
- Exit the long mode by switching off the track voltage and then on again (press the „Stop“ button on the 6021, then the „Go“ button).

## 8.2.4. Programming with the Märklin® Mobile Station®

With the Mobile Station®, you can also adjust some of the CVs. Use the Register Programming Menu to facilitate this.



As with the 6021, you can only enter values between 1 and 80. The possible CV values are also limited to that range from 1 to 80.

You will find the programming menu in the locomotive menu of the Mobile Station®. It is only available for certain locomotives. Of course, this works only for a programmable locomotive.

Proceed as follows:

- Enter a new locomotive in the database. How you do this is explained in the manual for the Mobile Station®.
- Select locomotive 36330. The locomotive Ex 3/3 is shown as active on the display.
- By pressing the „MENU / ESC“ button you can now change any of the settings such as name, address, etc. in the heading „CHANGE LOCOMOTIVE“. The last function shown is „Register Programming“ (REG). Select this for writing CVs.



- Then select the CV (called „REG“ on the Mobile Station®) and then the desired value and confirm by pressing the change-of-direction button.
- The Mobile Station® will program the new value into the decoder.



Please remove all locomotives which should not be programmed!

## 8.2.5. Programmierung with Märklin® Mobile Station 2

For programming with the Mobile Station® 2, please follow the instructions in their manual for programming DCC decoders.



- Open the function “Edit locomotive”.
- Now enter all CVs you wish to configure in the list. Only then the command station will read out the values and save any changes. Alternatively, you can program LokSound 5 decoders, which have registered automatically, directly via the decoder menu. However, not all possibilities of the decoder may be offered. This compromise is required to serve all mfx® command stations on the market. In addition, these command stations assume that the decoders they are seeing are Märklin® decoders. When in doubt, use DCC programming.

## 8.2.6. Programming with the Märklin® Central Station

With the Central Station® 1 until software version 2.04, you can program the CVs 1 to 80 via the Motorola® programming menu. Unfortunately, you can only enter values between 1 and 80. Find more information regarding this programming mode in chapter 8 of the manual of the Central Station®.

Owners of a Central Station “Reloaded” or a Central Station 2 can program LokSound decoders in DCC mode without any problems. With the CS1 “Reloaded” please proceed as described in the manual in chapter 18 (“Decoder programming”).

When using a Central Station 2, DCC programming is somewhat trickier.

- Establish a new locomotive manually. This must be done even if the decoder registers itself via mfx®. The locomotive address is not important in this context.
- Call up the new “Dummy” locomotive with a throttle.
- Open the menu “Edit locomotive” and select type “DCC”.

## 8.2.7. Programming with the ESU LokProgrammer

The LokProgrammer 53451 offers the easiest and most comfortable way of setting the CVs of LokSound decoders: simply by a few mouse clicks on an MS-Windows® computer. The computer saves you to look for the various CV numbers and values. More information is contained in the manual for the LokProgrammer.

You can access all properties of ESU decoders with the LokProgrammer. Since this works independently from the data format it also works for mfx® decoders.

Please use the software version from 5.0.0. onwards for the LokSound 5 decoder. The software is available for download on our website!



## 8.2.8. Programming with the ROCO® Multimaus

Due to a severe firmware error the current LokSound 5 decoder cannot be programmed with the Multimaus - firmware 1.00. In this case you must return your Multimaus to your dealer or directly to the ROCO® service for an update to version 1.02 or a newer.

Unfortunately, due to another firmware bug that was fixed only in Version 1.04, the ROCO® Multimaus® is not able to program any CVs via number 255. To make, however, a proper programming procedure possible, we implemented an assistance tool. This helps to write the number of the CVs desired temporarily into two assisting CVs (so-called address registers), since the usual CVs cannot be reached. Afterwards the value of the CV desired will be programmed into another assisting CV (so-called value register). When the value register is written, the content will be copied to the actual desired position and the assisting CV will be set back.

Consequently, 3 CVs have to be programmed to write one CV. These 3 CVs mean the following:

CV	Name	Description	Range
96	Address offset	Saves the CV number that should be actually programmed in hundreds.	0 – 9
97	Address	Saves the CV number that should be actually programmed in units and tens.	0-99
99	Value	Saves the value of the CV that should be actually programmed	0-255

**Example:** You wish to program CV 317 with value 120.

Proceed as follows:

- Programm the value of the CV number in hundreds in CV 96. In this example: CV 96 = 3.
- Programm the value of the CV number in units and tens in CV 97. In our example: CV 97 = 17.

- Programm the desired value in CV 99. In our example: CV 99 = 120.

As soon as you have programmed CV 99, the value of CV 99 will be transferred into CV 317. Is the programming finished, CVs 96, 97 and 99 will be set back automatically.

## 8.2.9. Programming with the ROCO® LokMaus II

The ROCO® LokMaus II is generally one of the most successful DCC command stations. However, as an affordable system designed for beginners it only allows the writing of two-digit CV numbers as well as CV values.

Similarly as with the MultiMaus® the problem can be solved via an assistance procedure. This helps to program the number of the CVs desired temporarily into two assisting CVs (so-called address registers) instead of programming the actual CV. Afterwards the value desired will be separated into two parts and programmed into two further assisting CVs (so-called value registers). When the last value register is written, the content will be copied to the respective desired position and all assisting CVs will be set back.

Consequently, 4 CVs have to be programmed to write one CV.

These 4 CVs mean the following:

CV	Name	Description	value
96	Adress offset	Saves the CV number that should be actually programmed in hundreds.	0 – 9
97	Address	Saves the CV number that should be actually programmed in units and tens.	0-99
98	Value offset	Saves the value of the CV that should be actually programmed in hundreds.	0-9
99	Value	Saves the value of the CV that should be actually programmed in units and tens.	0-99

Example: You wish to program CV 317 with value 120.

Proceed as follows:

- Program the value of the CV number in hundreds in CV 96. In this example: CV 96 = 3
- Program the value of the CV number in units and tens in CV 97. In our example: CV 97 = 17
- Program the CV value in hundreds in CV 98. In our example: CV 98 = 1
- Program the CV value in units and tens in CV 99. In our example: CV 99 = 20

As soon as you have programmed CV 99, the value of CV 99 will be transferred into CV 317. Is the programming finished, CVs 96, 97, 98 and 99 will be set back automatically.

## 9. Address settings

Each LokSound decoder requires a definite address to be addressable for the central unit. Depending on the type of decoder and the digital system, there are several possibilities how to allocate addresses.

### 9.1. Short Addresses in DCC Mode

Normally you would control LokSound decoders with the short address that is stored in CV 1. In DCC mode, the permitted values range from 1 to 127. In order to enable the decoder to „listen“ to the short address you must delete bit 5 in CV 29.



Some digital systems (e.g. ROCO® Lokmaus II, Lenz® digital plus, Lenz® compact) only support the values 1 – 99 as short address.

### 9.2. Long Addresses in DCC Mode

You can operate LokSound decoders also with long addresses (4-digit addresses). The supported values range from 128 – 10239. The long address is stored in the CVs 17 and 18. You must activate the long address by setting bit 5 in CV 29.



Bit 5 in CV 29 switches between short and long address. The decoder can only respond to one address at a time.

If you want to use your LokSound with the long address it is practical to program this address directly with your digital system: most modern digital systems (e.g. ESU ECoS, Bachmann E-Z Command® Dynamis®, ESU Cab Control) have a menu for programming long addresses. The command station not only programs CV 29 correctly but also assures the correct storage of the values for the long address in CV 17 and 18.

If you want to enter the long address manually in CV 17 and 18 please refer to chapter 23.1.

## 9.3. Motorola® Address

You can also operate many LokSound decoders with the Motorola® format. The address for this operating mode is stored in CV 1. This address is identical to the short address in DCC mode as described in chapter 9.1. The LokSound decoder responds both to commands in DCC and in Motorola® mode at the same time. The permitted values are listed in chapter 7.2.2.2.



Märklin® digital devices (6020, 6021, Delta®) can only work with addresses from 1 to 80. Should you have entered a higher value in CV 1 you will not be able to drive this locomotive with these central units.

### 9.3.1. Consecutive addresses for more functions

The extended Motorola®-Format covered only the lighting function (F0) and the auxiliary function F1 to F4. Of course, this is far too few for the many functions of the LokSound 5.

Therefore one can assign up to three additional addresses (4 addresses in total). The so called consecutive addresses follow immediately after the actual address stored in CV 1 and serve to trigger functions. Motor control is solely accomplished via the base address in CV 1.

**Example:** You select the address 50 in CV 1 for a class 50 locomotive. You want to set 3 consecutive addresses. They are 51, 52 and 53. They will then switch the consecutive functions whenever you call up these addresses on your 6021:

Name	Example Address	Functions
Base address	50	F0, F1 – F4
Consecutive address 1	51 (50+1)	F5 – F8
Consecutive address 2	52 (50+2)	F9 – F12
Consecutive address 3	53 (50+3)	F13 – F16



Please make sure that no other vehicle is programmed to any of the consecutive addresses (in this example 51 to 53). Otherwise you will inadvertently run several vehicles at the same time!

The consecutive addresses are activated with bits 3 and 7 in CV 49. For reasons of compatibility they are not next to each other.

The relationship is as follows:

Bit 7	Bit 3	Meaning	Value to be added to CV 49
0	0	no consecutive address	0
0	1	Consecutive address 1 active	8
1	0	Consecutive address 2 active	128
1	1	Consecutive address 3 active	136

First read out the value in CV 49 (default value: CV 49 = 19) and the value shown in column 4. If, for instance, you wish to activate 3 consecutive addresses then you must write the value  $136 + 1 = 137$  into CV 49.



Consecutive addresses are only active in Motorola® mode.

## 9.4. Addresses in M4 mode

Even in an mfx® compatible system addresses are needed for controlling locomotives. However, they are assigned automatically by the command station when the locomotive reports to it for the first time. The addresses can neither be programmed manually by the user nor can they be read out.

## 9.5. Turning off data protocols not needed

If you know for certain on which layouts your locomotives will be “travelling” you can turn off the data protocols not needed. This is useful if multi protocol command stations lead to problems. CV 47 is responsible.

CV 47 Bit	Protocol	Value
0	DCC Protocol on	1
	DCC Protocol off	0
1	M4-Protocol on	2
	M4-Protocol off	0
2	Motorola®-Protocol on	4
	Motorola®-Protocol off	0
3	Selectrix®-Protocol on	8
	Selectrix®-Protocol off	0

Ex works all protocols are active (CV 47 = 15). In order to establish the value of CV 47, simply add all values in column 3 and write them into CV 47.



For safety reasons the protocol used for writing into CV 47 cannot be turned off. If you use, for instance, an ESU ECOS and write CV 47 in DCC format then the DCC protocol will remain on. If you use a 6021 then, of course, the Motorola® protocol cannot be turned off.



Programming with the ESU LokProgrammer cannot be turned off either.



LokSound 5 DCC, LokSound 5 micro DCC and LokSound 5 L DCC do support the DCC system only regardless of the value stored in CV 47.

## 10. Adapting the Driving Characteristics

### 10.1. Acceleration and Deceleration

Acceleration and brake time can be set independently from each other. Therefore, you could for instance program a short acceleration and a much longer brake time.

The time for accelerating is adjusted in CV 3 while deceleration is set in CV 4. Permitted values are 0 (no delay) to 63.

The times set in these CVs work speed dependant. Therefore, the acceleration distance and the brake distance are longer at high speeds. In other words, the faster the locomotive moves, the longer is the distance until it stops.



For information on how to set a brake distance independently of the speed refer to chapter 10.5.

#### 10.1.1. Switching Acceleration / Deceleration

LokSound decoders can deactivate acceleration and deceleration by the push of a button. This is particularly handy for shunting since your locomotive responds directly to the throttle.

#### 10.1.2. Shunting Mode

The shunting mode reduces the speed (ex factory: to about 50%) for each speed step. Thus, you have smoother control of your locomotive in the lower speed ranges, which is important for shunting, particularly in the 14-speed-step mode. In CV 101 you can set the trim value or shunting mode.

## 10.2. VMin, Vmax, Speed Curve

LokSound 5 decoders know internally 256 speed steps. They can be adapted to the characteristic of the locomotive and allocated to the actually available speed steps (14, 28, or 128).

The minimum speed can be set using CV 2. The maximum speed can be limited using CV 5.

Between speed step 1 and the maximum speed, LokSound 5 decoders will superimpose the speed using a speed curve. The speed curve has 28 values (CV 67 to 94).



The CVs 67 and 94 are permanently set to the values of 1 respectively 255 in this decoder. The intermediate values can be distributed at will. The speed curve can not be switched off.

CV 2 and CV 5 define a scale factor around which the points of the speed curve are scaled. Have a look at the speed curve in Fig. 26. The last entry (CV 94) is 255. This represents full speed. If you wish to reduce the maximum speed you only have to reduce the value of CV 5. The decoder computes (squeezes) the speed curve in such a way that the shape of the speed curve remains despite the lower maximum speed.

The same is true for the first entry. The speed curve will be raised and scaled subject to the value in CV 2.

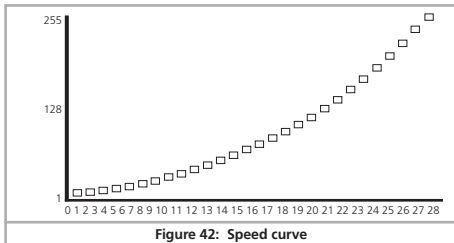


Figure 42: Speed curve

### 10.2.1. 3-point speed table

LokSound 5 DCC, LokSound 5 micro DCC and LokSound 5 L DCC support the NMRA 3-point speed table via CV 2, 5 and 6 also: Enter the start voltage in CV 2 and the maximum speed in CV 5. CV 6 corresponds with the speed at a medium speed step. Thus, you can define a “kink” in the speed curve. This mode is active if bit 4 = 0 in CV 29.

The values of the start, mid and maximum speed are dependent on each other. Selecting a mid speed that is lower than the start speed or higher than the maximum speed could lead to some erratic driving performance. Therefore always adhere to the principle: start voltage < mid speed < maximum speed.

### 10.3. Changing between Operating Modes

You may change from a digital to an analogue sector of your layout „on-the-fly“ at any time. The locomotive behaves as follows:

#### 10.3.1. Changing from Digital to Analogue DC

When the decoder enters the analogue DC sector, it monitors the polarity of the track voltage. If the polarity (and the resulting direction of travel as per NEM) matches the direction of travel in digital mode the locomotive will continue without stopping at the speed that corresponds to the analogue voltage.

If the polarity does not match then the behaviour depends on the settings in CV 27:

If the DC brake mode is active in CV 27 then the locomotive will slow down to a stop with the programmed deceleration, if not, then the locomotive will change the direction and back out of the analogue sector. Chapter 10.4. provides detailed info about brake sectors and the appropriate settings.

#### 10.3.2. Changing from Digital to Analogue AC

If a locomotive travels into an analogue AC sector, it will continue onwards in the same direction at a speed corresponding to the analogue track voltage.

## 10.3.3. Changing from Analogue to Digital (directional bit)

When entering the digital sector the locomotive compares the current direction of movement with the digital signals arriving via the track: If the actual direction matches the one as per the digital signal, the locomotive continues onwards at a speed corresponding with the digital signals.

Does the direction not match the commands from the digital system, then the behaviour depends on the settings in the „directional bit“ (also refer to chapter 15.1. for more details):

If the directional bit has been set, then the decoder ignores the directional commands from the central unit, the locomotive continues in the same direction; only the speed will be adjusted according to the commands from the central unit. Therefore, the actual direction of movement does not match the direction as intended by the central unit for the time being; however, this changes once a change-of-direction-command is activated at the central unit.

If the directional bit has not been set, then the locomotive slows down and stops according to the programmed deceleration, changes its direction and returns to the conventional sector. What happens next is described in chapter 10.4.1 resp. 10.4.2.

## 10.3.4. Changing from Digital to Digital

Travelling between sectors with different digital protocols, namely Motorola® and DCC is possible at any time. The LokSound decoder interprets each valid data package from the command station.

Travelling from Selectrix® to DCC or Motorola® is only possible after a short power interruption (also refer to chapter 7.2.3).

As mentioned in chapter 7.2.4 a change over from Motorola® or DCC to mfx® is possible at any time as soon as the decoder contains a valid mfx® packet. When changing from mfx® to Motorola® respectively to DCC (for instance, when a locomotive moves from a DCC controlled sector on the layout to one that is controlled by a 6021) the decoder accepts the Motorola® packets after about 4 seconds. During the first 4 seconds the locomotive will continue with the current speed and direction.

## 10.3.5. Changing modes with Analogue Mode turned off

Perhaps you have disabled analogue mode on your decoder (Bit 2 in CV 29 is deleted or CV 50 = 0). When the locomotive moves from the digital sector into the analogue one, the locomotive will continue with the set speed and direction. However, you cannot issue any commands to that locomotive until it is back in a digital sector.

Under certain circumstances, the decoder interprets the analogue DC voltage as brake sector and slows down to a stop; please refer to chapter 10.4.

## 10.4. Brake Sectors

Brake sectors have the purpose to slow down the locomotive independently from the commands issued by the command station. Frequently, this function serves for stopping a train in front of a red signal. If a LokSound detects a brake command, it will slow down with the programmed deceleration and then stop. After this enforced stop, the locomotive will accelerate again as per the programmed values in CV 3.

Depending on the type of digital system, there are several options on how to influence the decoder so that it stops the train.

### 10.4.1. DC Brake Mode

In order to activate the DC brake mode you must set bit 3 in CV 27. The LokSound decoder will start brake once it moves from a digital sector into a DC sector provided the brake mode is active and the polarity of the track voltage does NOT match the current direction of travel. The locomotive will stop taking into account the programmed deceleration.

### 10.4.2. Märklin® Brake Mode

In principle, the Märklin® modules 72441 / 72442 apply a DC voltage to the track instead of the digital signals. Provided bit 3 and bit 4 in CV 27 is set, then LokSound decoders detect this voltage and will stop the train (CV 27 = Value 24).



The signal generated by these modules looks the same as DC from conventional DC-transformers. The LokSound could possibly misinterpret this and switch to the analogue mode instead of brake.



If you wish to control the LokSound decoder with DCC signals and keep your Märklin® brake sectors then you should switch off the DC analogue mode by deleting bit 1 in CV 50. The LokSound will stop as desired.

### 10.4.3. Selectrix® Diode Brake Sector

LokSound decoders also detect the Selectrix®-diode brake sector and stop as desired.

### 10.4.4. Lenz® ABC Brake Mode

LokSound 5 decoders supports the ABC braking technique. In order to use this function a group of anti-parallel diodes will be soldered to one half of the track. The resulting fall of voltage generates an asymmetrical DCC signal. LokSound decoders are able to detect the potential difference between the left and right half of the signal. If desired, the decoder will be stopped.

To be able to use the ABC technique you also need, beside the adequate LokSound decoder, an appropriate brake module. The ABC technique can only be operated with boosters offering an exact symmetrical output. All command stations and boosters by ESU and Lenz® guarantee a symmetrical output. We don't recommend to use other boosters for the ABC technique.

- If you wish to stop the LokSound decoder when the track signal is stronger on the right side than on the left side (and the diodes are also installed on the left side), set bit 0 in CV 27.
- If you wish to stop the LokSound decoder when the track signal is stronger on the left side than on the right side (and the diodes are also installed on the right side), set bit 1 in CV 27.
- If you want to stop the decoder no matter in which half of the track the diodes are set, please set bit 1 and bit 0 in CV 27 (CV 27 = 3).

#### 10.4.4.1 ABC "slow approach" section

The decoders also detect "slow approach" sectors implemented with the Lenz BM2 module. The desired speed in the slow approach sector can be adjusted with CV 123. The value 255 corresponds with full speed while the value 0 would stop the locomotive.

#### 10.4.4.2. ABC detection threshold

In some operational situations it may happen that the LokSound decoder does not detect the ABC braking section. This may be



# Adapting the Driving Characteristics

caused by the wiring or the boosters respectively the braking diodes.

You can influence the detection sensitivity with the aid of CV 134. Change the default value (12) step by step and test until you achieve the desired result.

## 10.4.4.3. ABC shuttle train control

In combination with the ABC technology, LokSound 5 decoders allow a simple, command station independent shuttle train operation. For this purpose, an ABC brake module must ensure that the train is stopped at each end of the shuttle. The module must be installed in such a way that the locomotive is to brake in one direction on the left and on the other on the right (see section 10.4.4). With the help of the CV 149, the shuttle train can be activated if a residence time (Waiting time) > 0 seconds is set. Ask e.g. CV 149 = 20, the decoder will first decelerate when detecting an ABC braking distance, wait 20 seconds and then change the direction of travel. Since the braking section is only active for one side of the track, the locomotive will then start moving again. At the other end of the commute, the whole „game“ will start over when the brake section is detected. CV 149 equals 0 terminates the ABC shuttle train operation.

## 10.4.5. ZIMO HLU Brake Mode

By setting CV 27 bit 2, LokSound 5 decoders can also respond to ZIMO's HLU commands. The maximum speed in the desired ranges can be specified exactly with the help of the CVs 150 to 154.

## 10.4.6. Brake Mode Exit Delay

Sometimes a bad rail contact can cause the brake signal from the decoder to no longer be detected correctly. In this case, the decoder would undesirably speed up again. CV 102 can be used to specify a delay value. Only when the decoder no longer detects a braking section for the time set there, the braking mode will be left.

## 10.5. Constant Brake Distance

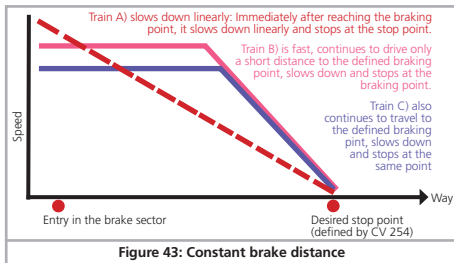
An attractive function hides behind CV 254 (ESU brake mode): Here you can set a constant distance for braking the train, from the beginning of the brake sector to the stopping point. Thus, it is possible to stop the train right in front of a red signal regardless of the speed. The LokSound simply calculates the required brake effect.

The higher the value in CV 254, the longer is the brake distance. Simply make some trials on a test track in order to find the values best suited to your locomotive.

If CV 254 is set to 0, then the normal time mode according to chapter 10.1. will automatically turn on.

The constant brake distance is only active in brake sectors. When you turn the throttle back to 0, the locomotive will slow down as per the value in CV 4.

Via CV253 you can chose how the LokSound should decelerate.



# Adapting the Driving Characteristics

## 10.5.1. Linear Braking Distance

CV253 = 0: The loco starts immediately to stop linearly after receiving the braking command. The brake effort is determined by the decoder so that, independent from the starting speed, the loco will stop after reaching the way defined in CV254. The dashed line in Figure 33 shows the relation.

## 10.5.2. Constant Linear Braking Distance

CV253 > 0: Is the value in CV253 higher than 0, the locomotive continues to drive ahead for some time when entering the braking section to finally brake within the braking time indicated in CV253. The effort of the braking effect is now constant as set in CV253. The decoder changes the brake timing accordingly so that the locomotive stops at the correct position in the end. Figure 33 shows this quite clearly.

## 10.5.3. Push-pull trains

In order to assure that push-pull trains also stop at the correct point ahead of a red signal it is possible to set the braking distance for the reverse direction separately. This can be done with CV 255. If the value of CV 255 is greater than 0 then the value of CV 254 determines forward movement and CV 255 reverse movement. Typically the value for the reverse movement (driving trailer leads the train) is set for a shorter distance.

## 10.5.4. Braking at speed step 0

In order to apply the constant braking distance mode the decoder must generally detect a braking section. This may be disadvantageous, particularly when operation is computer controlled because the software transmits the "braking command" directly by setting speed step 0 even if there is no physical brake section. In order to assure that the LokSound V 4.0 responds to the brake command with constant braking distance can be achieved by setting bit 7 in CV 27. This results in the decoder braking whenever speed step 0 is set.

## 10.6. Brake functions

LokSound 5 decoders offer three brake functions to influence the braking time if desired. For each of the three braking functions you can individually set a percentage value, which is subtracted from the actual braking time (CV 4), as soon as the brake function is active. The brake functions work cumulatively, so that the braking time becomes shorter, the more braking functions are active. The brake functions can be mapped to any function key individually or together.

The shares to be deducted from CV 4 must be given in CVs 179, 180 and 181. The value 0 means 0%, the value 255 means 100%.

Example: The value 60 in CV 4 results in a regular braking time of 15 seconds. CV 179 is set to 90 for the brake function 1, CV 180 is set to 200 for brake function 2. If brake function 1 is active, this results in a real braking time of  $60 \cdot (255 - 90) / 255 = 39$ . If brake function 2 is active, the result is  $60 \cdot (255 - 200) / 255 = 13$ . If the brake functions 1 and 2 are active results in  $60 \cdot (255 - 90 - 200) / 255 = 0$  (negative braking values are not allowed!)

Normally, a brake function only affects the braking times, but does not initiate braking. For each brake function, there is now a CV (CV 182, CV 183 and CV 184) for defining the maximum speed with active braking function. This maximum speed can not be exceeded.

Example 1: You want the locomotive to decelerate to 0 when the brake function 1 is activated. Therefore write CV 182 = 0.

Example 2: You want the locomotive to decelerate while the braking function 2 is active, but not to exceed a minimum speed step of 8 (speed limit). Therefore write CV 183 = 8. In this case the locomotive will never drive faster than speed step 8, no matter how high the controller is turned up. However, if you turn it down manually, the locomotive will naturally slow down even more.

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## 10.7. Load simulation

With LokSound 5 decoders, other load conditions can be simulated at the press of a button next to the „normal“ load. The two logical functions „Optional Load“ and „Primary Load“ are used for this, both of which can be switched separately with any function key. The load condition for „Optional Load“ can be defined with CV 103, the load condition for „Primary Load“ can be defined with CV 104. The value 128 does not change, values <128 mean light load (e.g., empty), values > 128 are used for heavier load conditions.

The value of the CV affects both the CV 3 (acceleration times) and the braking value (CV 4).

The actual value of the acceleration and braking values can be calculated as follows:

Acceleration time =  $CV\ 3 * (load\ value / 128)$ .

Braking time =  $CV\ 4 * (load\ value / 128)$ .

Example 1: You want to simulate a very heavy train and set CV 104 for „Primary Load“ to 220. CV 3 and CV 4 are set to 60. If the „Primary Load“ is active, the

acceleration and braking time =  $60 * (220/128) = 103$

Example 2: You want to simulate an empty run and therefore set CV 103 for „Optional Load“ to the value 32. For CV 3 and CV 4, set 60 again. If „Optional Load“ is active, the  
acceleration and deceleration time =  $60 * (32/128) = 15$ .



Only one of the two load functions can be active at a time. If both buttons are pressed, the „heavy load“ has a higher priority and wins.

The load functions work cumulatively with the brake functions. This results in very realistic driving scenarios. Furthermore, the load functions affect the sound flow. If modeled by the sound designer, the noise will behave differently on a heavy train than on an empty run.

## 10.8. Settings for Analogue Operation

You can adjust the acceleration and maximum speed of the LokSound separately for analogue DC and AC mode. Thus, you can adapt the speed of your locomotive also to analogue operations. You will have to determine suitable values by trial and error since they depend on the type of transformer (throttle) and the drive system of your locomotive.

Please note that load compensation is always active ex works, even in analogue mode. This gives you smooth control even at very low speeds.

### 10.8.1. DC Analogue Operation

In DC analogue mode you can adjust the starting speed with the CVs 125 and the maximum speed with CV126.

The motor is switched off again as soon as the throttle voltage goes below a certain value. Normally this value is equal to the switch on voltage (CV 125) but can be lowered by an „Offset“. This offset is stored in CV 130.

Functions such as lights and sound can be turned on in advance even when another (usually lower) voltage independent of the motor. To achieve this, the offset is written into CV 129.

The behaviour can be described as follows:

Motor On	CV 125
Motor Off	CV 125 – CV 130
Functions On	CV 125 – CV 129
Functions Off	CV 125 – CV 129 – CV 130

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## 10.8.2. AC Analogue Operation

In AC analogue mode you can adjust the starting speed with CV 127 and the maximum speed with CV 128.

The motor is switched off again as soon as the throttle voltage goes below a certain value.

Normally this value is equal to the switch on voltage (CV 127) but can be lowered by an "Offset". This offset is stored in CV 130.

Functions such as lights and sound can be turned on in advance even when another (usually lower) voltage independent of the motor. To achieve this, the offset is written into CV 129.

The behaviour can be described as follows:

Motor On	CV 127
Motor Off	CV 127 – CV 130
Functions On	CV 127 – CV 129
Functions Off	CV 127 – CV 129 – CV 130

## 10.9. Motor brake

If so desired the LokSound decoder can short circuit the motor when the locomotive is stationary. This "fixing brake" can prevent the inadvertent rolling away of the locomotive on a downhill gradient respectively reduce the curl.

The motor brake can be turned on by setting bit 6 in CV 124.



The motor brake is only active as long as track voltage is available.

## 10.10. Configure the PowerPack

When you connect an external capacitor or PowerPack, you are able to make the decoder switch off after a certain time. CV113 is responsible for that, since you are able to determine at what time the decoder is to switch off (as a multiple of 0.0328 seconds). You should set a time between 0.3 and 1.0 seconds to prevent your locos from driving too far during an emergency.



For the PowerPack to work, the function output responsible for the charge (typically AUX9 for LokSound, AUX7 for LokSound micro) must be configured to the „PowerPackControl“ function.

Set CV 31 = 16, CV 32 = 0 first.

Then set CV339 = 31 for LokSound (AUX9)

Then set CV323 = 31 for LokSound micro (AUX7).

## 11. Motor Control

6th generation load compensation enables LokSound decoders to execute precise motor control. Even with the default settings, most locomotives run perfectly.

### 11.1. Adjusting Load Compensation

Should you find after programming and doing the initial test that the locomotive does not run smoothly particularly at low speed or that the locomotive jerks a little after having stopped or if you are simply unsatisfied with the driving performance, then you should adjust the load compensation of your LokSound decoder.

Due to the large number of different types of motors and drive systems there is no single setting that suits all. Load compensation can be influenced with 10 CVs.



Firstly, check if the irregular performance is due to any mechanical faults. Bent driving rods are one common cause. When you turn off load compensation (set CV 49 Bit 0 to 0) and the problem persists then it is likely there is a mechanical fault.

#### 11.1.1. Parameter for frequently used Motors

We have listed the correct settings for the most common motors in table fig. 36 on the next page. If a motor is missing, it means either that the default settings produce good results or that we have not yet sufficient experience about these motors.

Set the suitable values and test-drive your locomotive.

#### 11.1.2. Adjustments for other Motors / „Fine Tuning“

Unfortunately, the motors available in the market have considerable variations due to tolerances. This is even true for the same type. Therefore, LokSound decoders enable you to adapt load compensation to the motor with CVs 51 to 56 and CVs 116 to 119. If the recommended values above do not lead to acceptable results, you can further optimise them.

Especially for the slow driving sector (speed step 1) the LokSound 5 can change the gain control using CV 51 and CV 52. This helps to avoid any jerking while driving extremely slowly.

However, before doing this you must make sure that there are no capacitors wired between the motor terminals and the chassis.

The commutator of the motor must be clean and the drive system should run freely. The wheel contacts and other contact plates of the locomotive must also be clean and make reliable contact.

##### 11.1.2.1. Parameter „K“

Parameter „K“, stored in CV 54, influences how strongly load control will affect the driving performance. The higher the value, the more load control will respond to any changes and try to adjust the revs of the motor.

Parameter „K“ needs adjustment if the locomotive runs unevenly (jerks).

Reduce the value of CV 54 by 5 and test-run the locomotive to see if there are any improvements. Repeat these steps until the locomotive runs smoothly at speed step 1.

##### 11.1.2.2. Parameter „I“

Parameter „I“, stored in CV 55, provides important information to the decoder on how much inertia the motor has. Motors with large flywheels naturally have more inertia than smaller ones or coreless motors.

Adjust parameter „I“ if the locomotive jerks somewhat just before it stops or „jumps“ at lower speeds (lower third of the speed step range) or simply does not run smoothly.

- Increase the value by 5 starting with the default value for motors with large flywheels.
- Reduce the value by 5 starting with the default value for motors with very small or no flywheels.

Test again and repeat this procedure until you arrive at the desired result.

## 11.1.2.3. Reference Voltage

In CV 53, you set the EMF reference voltage generated by the motor at maximum revs. This parameter may have to be adapted subject to the track voltage and the efficiency of the motor.

If the locomotive reaches maximum speed when the throttle is set to about three-quarter and the top third of the throttle has no influence on the speed, then you should reduce the value of CV 53. Reduce the value by 5 – 8 and test the locomotive again. Repeat this process until the locomotive just reaches its maximum speed when the throttle is fully open.

Motor type	Remark	CV 2	CV 9	CV 51	CV 52	CV 53	CV 54	CV 55	CV 56	CV116	CV117	CV118	CV119
Standard values (Default factory values)	for ROCO, Liliput, Brawa	3	40	10	10	130	50	100	255	50	150	15	20
Fleischmann® round motor		3	20	20	20	110	50	200	255	50	150	20	25
Märklin® SFCM small	mit Magnet 51961	4	20	15	30	80	20	200	255	50	150	20	25
Märklin® SFCM large	mit Magnet 51960	4	20	20	20	80	25	100	255	50	150	20	25
Märklin® DCM	mit Magnet 51962	3	20	20	20	110	25	200	255	100	150	20	25
Märklin® 5*-high performance motor		3	20	20	20	110	25	200	255	100	150	20	25
Märklin® with Maxon motor	Entstörkondensatoren entfernen!	3	50	10	0	120	115	50	255	50	150	20	20
HAG® motor		3	20	20	15	100	40	150	255	50	150	20	25
Trix® with Maxon® motor	Entstörkondensatoren entfernen!	3	50	10	0	120	115	50	255	50	150	20	20
Faulhaber® motor		3	50	0	0	100	25	50	255	100	150	20	25
PIKO® 5-pole motor (new motor)		3	25	15	20	110	30	40	220	50	100	10	25
PIKO® 3-pole motor (Hobby motor)		4	25	15	20	120	25	50	220	50	80	10	25
Märklin® SoftDrive Sine with control board (PWM)	Turn off BEMF by setting CV 49 Bit 0 = 0	3	40	10	10	130	50	100	255	50	150	15	20
Bühler® motor, generic		3	40	30	10	120	50	10	255	50	80	15	20
Bühler® motor, Kiss locomotives		3	40	32	0	140	30	100	240	80	120	15	20

Figure 44: chart with load regulation values for commonly used motors

On the other hand, if the locomotive moves too slowly at full throttle then you should increase the value of CV 53 step by step until the maximum speed is reached.

#### 11.1.2.4. Parameter "K slow"

The CV 52 separately controls the gain control for the slow driving sector in speed step 1. If you are not satisfied with the driving behaviour when the locomotive drives slowly or starts, while everything is fine with the medium and high speed steps, you should increase the value of CV 52 by ca. 5 - 10 than the value set in CV 54.

#### 11.1.2.5. Parameter „K slow Cutoff“

CV 51 determines to which internal speed step the gain value defined in CV 52 is used. From the speed step mentioned here, the decoder calculates a characteristic and increases the gain up to the value set in CV 54.

#### 11.1.2.6. Load control influence at slow speed

In CV 56 you can define the strength of the load control for low speed steps. If your locomotive does not run smoothly in the lower speed steps, reduce the value in CV 56.

#### 11.1.3. EMF measurement principle

For the first time, it is possible to change the EMF measurement if necessary, in order to achieve a better driving behavior in problematic locomotives. In order for the LokSound 5 to be able to control the motor, the motor is switched off at regular intervals and the EMF voltage (generator voltage of the motor) is measured. The more often this measurement takes place, the more accurate the control can be. The frequency of measurement is called „measurement period“.

In addition to the frequency of measurement, also the length of each individual measurement cycle (BEMF sampling period) is important. The longer it is measured, the sooner it is possible for disturbances to occur: Commutator brush fire for example adversely

affect the quality of the measurement. The length of the measurement in each measurement period is called the „Measurement Gap“. Fig. 37 illustrates the relationship.

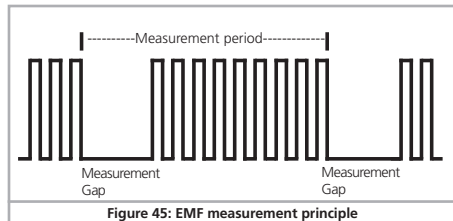


Figure 45: EMF measurement principle

#### 11.1.3.1. Measurement period

In CV 116, the length of the measuring period at speed 1 can be set in steps of 0.1 milliseconds. The value range of 50 to 200 thus allows measurement periods of 5 to 20 milliseconds.

In CV 117, the length of the measuring period at the highest gear can be set in steps of 0.1 milliseconds. The value range of 50 to 200 thus allows measurement periods of 5 to 20 milliseconds.

Normally the measuring period increases with increasing speed (so fewer measurements are made) so that the maximum motor power can be achieved at high speed.



For Coreless motors or other fast-moving engines with small or no flywheel, the measurement period can be reduced to achieve smoother running.

## 11.1.3.2. Measurement Gap

With the help of CV 118, the length of the Measurement Gap at speed 1 can be set in steps of 0.1 milliseconds. The value range of 10 to 40 allows Measurement Gaps of 1 to 4 milliseconds.

In CV 119, the length of the Measurement Gap at the highest gear can be set in steps of 0.1 milliseconds. The value range of 10 to 40 allows blanking intervals of 1 to 4 milliseconds.



Normally, the Measurement Gap becomes slightly larger at high speed in order to obtain more accurate measurement results. Especially with old motors, a larger Measurement Gap can lead to more accurate readings, as interference can be smoothed out.

## 11.1.4. Automatic calibration of the motor

LokSound 5 decoders offer a feature for automatic calibration of the motor. In most cases this procedure leads to excellent load compensation characteristics. However, due to the infinite number of possible combinations of motors and gear boxes a good result cannot be guaranteed in all cases. But it is certainly worth a try.

Proceed as follows:

- Set the vehicle onto a piece of straight and preferably level track. This track must be at least as long as to allow the locomotive to run at full speed for about two seconds. This movement takes place automatically during calibration. Provide buffer stops or something similar to prevent the locomotive from running off the track!
- Call up the locomotive on your throttle and make sure that F1 is switched off and the throttle is set to speed step 0. Set the direction of travel as desired.
- Write the value 0 into CV 54 (either on the programming track or with POM).
- Now press the "F1" button. The locomotive will start running at full speed automatically. During about 1.5 seconds you will not be able to control this locomotive!
- The locomotive will automatically stop and the identified load compensation parameters will be saved in the CVs 51, 52, 53, 54 and 55.

If you wish you can now further optimise the load control parameters starting from the calibrated settings.

## 11.2. Turning off Load Compensation

You can also switch off load compensation by setting CV 49, Bit 0 to the value of 0.



With load control turned off, the starting voltage in CV 2 should be increased until the locomotive starts moving at speed step 1 or 2.

## 11.3. Adapting Load Control Frequency

In the LokSound decoders load control works with 40 kHz normally. Sometimes it can be useful to reduce this frequency by half:

- For motors with little power due to high inductivity.
- If suppressors (such as capacitors, chokes, etc.) disturb load control but cannot be removed (e.g. some older Gützold® locos).

The PWM frequency can be set in CV 9 as a multiple of 1000 Hz. The range of 10 to 50 allows frequencies from 10 kHz to 50 kHz.

## 11.4. Settings for the C-Sine Motors

LokSound decoders with the 21MTC interface can drive Softdrive C-Sine motors indirectly via the circuit board installed in the locomotive. The LokSound can generate all necessary signals provided you readjust certain settings:

Load compensation must be turned off as described in chapter 11.2.

The control electronics of the motor also need a switched logic voltage provided by the LokSound on output AUX4. AUX4 must therefore be active while the locomotive is stopped and while it is moving (in both directions!).

Write the values below into the respective CVs.



Make sure that CV 31 contains the value 16 and CV 32 the value 2.



CV	Value
CV 257	48
CV 273	48
CV 289	48
CV 305	48

Use the LokProgrammer alternatively in order to activate AUX4 for the stationary locomotive and for the moving locomotive in both directions as shown in figure 44.

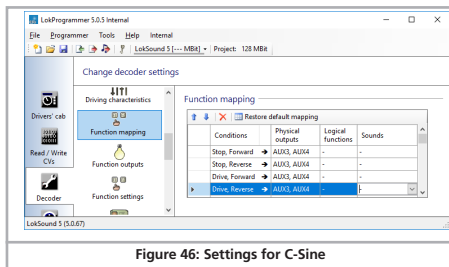


Figure 46: Settings for C-Sine

Furthermore for certain models the serial interface (SUSI) must be activated since the control electronics receive their commands via this interface. Turn on SUSI by setting bit 3 in CV 124. Based on the default value for CV 124 (20) you should now write 28 into CV 124.

Unfortunately there is another hurdle to be taken: The C-Sinus circuit board draws too much energy from the LokSound decoder. If you have activated RailCom or Märklin brake sections there may be some erroneous behaviour. To rectify this connect a 470  $\mu$ F capacitor between U+ and the common of the decoder as shown in chapter 6.12.

## 12. Function outputs

### 12.1. Available function outputs

LokSound decoders have up to 22 physical function outputs. „Headlights“ and „Rearlights“ are used for lighting, the remaining ones are freely available. Other functions include „Shunting Mode“, „Acceleration / Deceleration On/Off“ as well as virtual functions like „Sound On/Off“ or „Brake function 1“.

The function buttons („F buttons“) of your command station or throttle activate the function outputs.

Generally, F0 is the lighting button, while we count the remaining buttons from F1 upwards.

### 12.2. Allocation of Function Buttons (Function Mapping)

You can allocate the functions freely to any function button. ESU uses the so-called and once more extended „Mapping“ for the LokSound 5 decoder. It has the advantage that you can link each output to any button. Furthermore, the allocation can vary between forward and reverse as well. It is also possible to switch several functions simultaneously. Unfortunately this kind of flexibility requires a large amount of CVs. The NMRA has not reserved enough CVs for such cases. The solution of this problem is called „Index CV access“.

#### 12.2.1. Index CV access

The CVs ranging from 257 – 511 are „indexed“. This means that the meaning of any of these CVs can change depending on the value of the so-called „Index register“.

If you change the value of the index register, the meaning and the value of the CV itself will be also changed. This method allows to use every CV between 257–511 several times and solves the problem regarding CV shortage.

CV 31 and CV 32, which are also so-called „index register“, determines the meaning of CV 257–511 as well. If you change both the CVs 31 and 32, you simultaneously change the meaning and the values of CV 257–511.



The meaning of all other CVs (1–256) is not influenced by the value of the index register.

So should you ever change any of the CVs located in the range from 257, please make sure first that the index registers CV31 and CV32 have the indicated values.



At this state, CV 31 must always have value 16. CV 32 may have the values 0, 1, 2, 3 or 4.

#### 12.2.2. Function Mapping Chart

The LokSound 5 decoder offers powerful and flexible function mapping options:

- Each function button can switch as many outputs as desired
- Each output can be activated by several function buttons
- Function buttons can be linked (e.g.: F3 AND F5 pressed simultaneously)
- Function buttons can be inverted (e.g.: NOT when F8 is on)
- Besides the buttons F0 to F31 you can also incorporate the direction of travel or the speed (locomotive is moving / has stopped)
- You may connect as many as 5 external sensors

While many model train enthusiasts need precisely these functions for optimal running of all their locomotives setting up function mapping represents so to speak the „free style“ version of decoder programming. Take your time to understand the concept behind it before you start changing any settings.

All desired actions to be carried out by the decoder are saved in an internal table. Let's first have a look at the principal structure as it is shown in the chart on the next page. Two main groups can be seen:

- The input block (conditions block) shows which condition is required to achieve a certain output. Conditions are for instance „F3 On“ or „Locomotive is stationary with direction set to forward, and F8 is switched on“.

## Function Outputs

- In the output block it is shown what action must be carried out when the condition(s) is/are met. This could be, for instance, switching a function output or a sound effect.

The table always has 72 entries, the so called "mapping rows". The decoder works continuously through this table from top to bottom (row 1 to 72) and checks for each mapping row if the conditions set in the input block are met. ONLY THEN the decoder looks at the desired activities in the output block and carries them out. After that it jumps to the next row and once it has reached the bottom row it starts from the top again. This occurs several 100 times per second.

The conditions of each block are stored in CVs. There are 10 CVs per mapping row reserved for the input block and 10 CVs for the output block. The respective CVs responsible for each mapping row are listed in the table. These CVs are numbered from "A" to "T" and are called control CVs.



Since all CVs are within the index area the appropriate value for CV 32 is also listed. Prior to changing any CVs you should ascertain that the index CVs are set to the values shown in the table.

Please note that the values shown for CV 32 can be different for the input block and the corresponding output block.

# Function Outputs - Function Mapping Master Table

Conditions block (Input block)												Physical Outputs				Logic functions			Sound functions			
Mapping row	CV 32	CV A	CV B	CV C	CV D	CV E	CV F	CV G	CV H	CV I	CV J	CV 32	CV K	CV L	CV M	CV N	CV O	CV P	CV Q	CV R	CV S	CV T
1	3	257	258	259	260	261	262	363	264	265	266	8	257	258	259	260	261	262	263	264	265	266
2	3	273	274	275	276	277	278	279	280	281	282	8	273	274	275	276	277	278	279	280	281	282
3	3	289	290	291	292	293	294	295	296	297	298	8	289	290	291	292	293	294	295	296	297	298
4	3	305	306	307	308	309	310	311	312	313	314	8	305	306	307	308	309	310	311	312	313	314
5	3	321	322	323	324	325	326	327	328	329	330	8	321	322	323	324	325	326	327	328	329	330
6	3	337	338	339	340	341	342	343	344	345	346	8	337	338	339	340	341	342	343	344	345	346
7	3	353	354	355	356	357	358	359	360	361	362	8	353	354	355	356	357	358	359	360	361	362
8	3	369	370	371	372	373	374	375	376	377	378	8	369	370	371	372	373	374	375	376	377	378
9	3	385	386	387	388	389	390	391	392	393	394	8	385	386	387	388	389	390	391	392	393	394
10	3	401	402	403	404	405	406	407	408	409	410	8	401	402	403	404	405	406	407	408	409	410
11	3	417	418	419	420	421	422	423	424	425	426	8	417	418	419	420	421	422	423	424	425	426
12	3	433	434	435	436	437	438	439	440	441	442	8	433	434	435	436	437	438	439	440	441	442
13	3	449	450	451	452	453	454	455	456	457	458	8	449	450	451	452	453	454	455	456	457	458
14	3	465	466	467	468	469	470	471	472	473	474	8	465	466	467	468	469	470	471	472	473	474
15	3	481	482	483	484	485	486	487	488	489	490	8	481	482	483	484	485	486	487	488	489	490
16	3	497	498	499	500	501	502	503	504	505	506	8	497	498	499	500	501	502	503	504	505	506
17	4	257	258	259	260	261	262	363	264	265	266	9	257	258	259	260	261	262	363	264	265	266
18	4	273	274	275	276	277	278	279	280	281	282	9	273	274	275	276	277	278	279	280	281	282
19	4	289	290	291	292	293	294	295	296	297	298	9	289	290	291	292	293	294	295	296	297	298
20	4	305	306	307	308	309	310	311	312	313	314	9	305	306	307	308	309	310	311	312	313	314
21	4	321	322	323	324	325	326	327	328	329	330	9	321	322	323	324	325	326	327	328	329	330
22	4	337	338	339	340	341	342	343	344	345	346	9	337	338	339	340	341	342	343	344	345	346
23	4	353	354	355	356	357	358	359	360	361	362	9	353	354	355	356	357	358	359	360	361	362
24	4	369	370	371	372	373	374	375	376	377	378	9	369	370	371	372	373	374	375	376	377	378
25	4	385	386	387	388	389	390	391	392	393	394	9	385	386	387	388	389	390	391	392	393	394
26	4	401	402	403	404	405	406	407	408	409	410	9	401	402	403	404	405	406	407	408	409	410
27	4	417	418	419	420	421	422	423	424	425	426	9	417	418	419	420	421	422	423	424	425	426
28	4	433	434	435	436	437	438	439	440	441	442	9	433	434	435	436	437	438	439	440	441	442
29	4	449	450	451	452	453	454	455	456	457	458	9	449	450	451	452	453	454	455	456	457	458
30	4	465	466	467	468	469	470	471	472	473	474	9	465	466	467	468	469	470	471	472	473	474
31	4	481	482	483	484	485	486	487	488	489	490	9	481	482	483	484	485	486	487	488	489	490
32	4	497	498	499	500	501	502	503	504	505	506	9	497	498	499	500	501	502	503	504	505	506
33	5	257	258	259	260	261	262	363	264	265	266	10	257	258	259	260	261	262	363	264	265	266
34	5	273	274	275	276	277	278	279	280	281	282	10	273	274	275	276	277	278	279	280	281	282
35	5	289	290	291	292	293	294	295	296	297	298	10	289	290	291	292	293	294	295	296	297	298
36	5	305	306	307	308	309	310	311	312	313	314	10	305	306	307	308	309	310	311	312	313	314

Conditions block (input block)												Physical outputs			Logic functions			Sound functions				
Mapping row	CV 32	CV A	CV B	CV C	CV D	CV E	CV F	CV G	CV H	CV I	CV J	CV 32	CV K	CV L	CV M	CV N	CV O	CV P	CV Q	CV R	CV S	CV T
37	5	321	322	323	324	325	326	327	328	329	330	10	321	322	323	324	325	326	327	328	329	330
38	5	337	338	339	340	341	342	343	344	345	346	10	337	338	339	340	341	342	343	344	345	346
39	5	353	354	355	356	357	358	359	360	361	362	10	353	354	355	356	357	358	359	360	361	362
40	5	369	370	371	372	373	374	375	376	377	378	10	369	370	371	372	373	374	375	376	377	378
41	5	385	386	387	388	389	390	391	392	393	394	10	385	386	387	388	389	390	391	392	393	394
42	5	401	402	403	404	405	406	407	408	409	410	10	401	402	403	404	405	406	407	408	409	410
43	5	417	418	419	420	421	422	423	424	425	426	10	417	418	419	420	421	422	423	424	425	426
44	5	433	434	435	436	437	438	439	440	441	442	10	433	434	435	436	437	438	439	440	441	442
45	5	449	450	451	452	453	454	455	456	457	458	10	449	450	451	452	453	454	455	456	457	458
46	5	465	466	467	468	469	470	471	472	473	474	10	465	466	467	468	469	470	471	472	473	474
47	5	481	482	483	484	485	486	487	488	489	490	10	481	482	483	484	485	486	487	488	489	490
48	5	497	498	499	500	501	502	503	504	505	506	10	497	498	499	500	501	502	503	504	505	506
49	6	257	258	259	260	261	262	363	264	265	266	11	257	258	259	260	261	262	363	264	265	266
50	6	273	274	275	276	277	278	279	280	281	282	11	273	274	275	276	277	278	279	280	281	282
51	6	289	290	291	292	293	294	295	296	297	298	11	289	290	291	292	293	294	295	296	297	298
52	6	305	306	307	308	309	310	311	312	313	314	11	305	306	307	308	309	310	311	312	313	314
53	6	321	322	323	324	325	326	327	328	329	330	11	321	322	323	324	325	326	327	328	329	330
54	6	337	338	339	340	341	342	343	344	345	346	11	337	338	339	340	341	342	343	344	345	346
55	6	353	354	355	356	357	358	359	360	361	362	11	353	354	355	356	357	358	359	360	361	362
56	6	369	370	371	372	373	374	375	376	377	378	11	369	370	371	372	373	374	375	376	377	378
57	6	385	386	387	388	389	390	391	392	393	394	11	385	386	387	388	389	390	391	392	393	394
58	6	401	402	403	404	405	406	407	408	409	410	11	401	402	403	404	405	406	407	408	409	410
59	6	417	418	419	420	421	422	423	424	425	426	11	417	418	419	420	421	422	423	424	425	426
60	6	433	434	435	436	437	438	439	440	441	442	11	433	434	435	436	437	438	439	440	441	442
61	6	449	450	451	452	453	454	455	456	457	458	11	449	450	451	452	453	454	455	456	457	458
62	6	465	466	467	468	469	470	471	472	473	474	11	465	466	467	468	469	470	471	472	473	474
63	6	481	482	483	484	485	486	487	488	489	490	11	481	482	483	484	485	486	487	488	489	490
64	6	497	498	499	500	501	502	503	504	505	506	11	497	498	499	500	501	502	503	504	505	506
65	7	257	258	259	260	261	262	363	264	265	266	12	257	258	259	260	261	262	363	264	265	266
66	7	273	274	275	276	277	278	279	280	281	282	12	273	274	275	276	277	278	279	280	281	282
67	7	289	290	291	292	293	294	295	296	297	298	12	289	290	291	292	293	294	295	296	297	298
68	7	305	306	307	308	309	310	311	312	313	314	12	305	306	307	308	309	310	311	312	313	314
69	7	321	322	323	324	325	326	327	328	329	330	12	321	322	323	324	325	326	327	328	329	330
70	7	337	338	339	340	341	342	343	344	345	346	12	337	338	339	340	341	342	343	344	345	346
71	7	353	354	355	356	357	358	359	360	361	362	12	353	354	355	356	357	358	359	360	361	362
72	7	369	370	371	372	373	374	375	376	377	378	12	369	370	371	372	373	374	375	376	377	378

# Function Outputs

## 12.2.2.1. Conditions block

Each condition block of each mapping row consists of 10 control CVs. Each CV defines four conditions.

Name	Description	Value
Control CV A	Locomotive drives	1
	Locomotive is stopped	2
	Direction is forward	4
	Direction is reverse	8
	Key F0 is On	16
	Key F0 is Off	32
	Key F1 is On	64
	Key F1 is Off	128
Control CV B	Key F2 is On	1
	Key F2 is Off	2
	Key F3 is On	4
	Key F3 is Off	8
	Key F4 is On	16
	Key F4 is Off	32
	Key F5 is On	64
	Key F5 is Off	128
Control CV C	Key F6 is On	1
	Key F6 is Off	2
	Key F7 is On	4
	Key F7 is Off	8
	Key F8 is On	16
	Key F8 is Off	32
	Key F9 is On	64
	Key F9 is Off	128
Control CV D	Key F10 is On	1
	Key F10 is Off	2
	Key F11 is On	4
	Key F11 is Off	8
	Key F12 is On	16
	Key F12 is Off	32
	Key F13 is On	64
	Key F13 is Off	128

Control CV E	Key F14 is On	1
	Key F14 is Off	2
	Key F15 is On	4
	Key F15 is Off	8
	Key F16 is On	16
	Key F16 is Off	32
	Key F17 is On	64
	Key F17 is Off	128
Control CV F	Key F18 is On	1
	Key F18 is Off	2
	Key F19 is On	4
	Key F19 is Off	8
	Key F20 is On	16
	Key F20 is Off	32
	Key F21 is On	64
	Key F21 is Off	128
Control CV G	Key F22 is On	1
	Key F22 is Off	2
	Key F23 is On	4
	Key F23 is Off	8
	Key F24 is On	16
	Key F24 is Off	32
	Key F25 is On	64
	Key F25 is Off	128
Control CV H	Key F26 is On	1
	Key F26 is Off	2
	Key F27 is On	4
	Key F27 is Off	8
	Key F28 is On	16
	Key F28 is Off	32
	Key F29 is On	64
	Key F29 is Off	128

# Function Outputs

Control CV I	Key F30 is On	1
	Key F30 is Off	2
	Key F31 is On	4
	Key F31 is Off	8
	Wheel Sensor input is On	16
	Wheel Sensor input is Off	32
	Reserved	64
	Reserved	128
Control CV J	Sensor 1 is On	1
	Sensor 1 is Off	2
	Sensor 2 is On	4
	Sensor 2 is Off	8
	Sensor 3 is On	16
	Sensor 3 is Off	32
	Sensor 4 is On	64
	Sensor 4 is Off	128

The value to be written into each control CV is easily established: simply add the values of the desired conditions.

Example: You want F0 to be switched on while the locomotive is stationary and set to direction forward and while F4 is switched off. Therefore you write the value  $4 + 16 = 20$  into the control CV A and the value 32 into the control CV B. All other CVs remain on 0. Thus these conditions are ignored. The previous table shows into which CVs you have to write the values. The input block for the first mapping row lies between CV 257 (control CV A) and CV 265 (control CV I).

LokSound 5 decoders support up to 5 sensor inputs. Based on the decoder type, not all sensor inputs may be available or need to be enabled in the software first. Please refer to table 5.1.6. for details.



Nevertheless you can use them in mapping because these sensors could be on add-on circuit boards (e.g.: as is the case in the locomotives of the ESU Engineering Edition).

# Function Outputs

## 12.2.2.2. Physical function outputs

Physical function outputs are outputs that are actually built into the decoder where you can connect “real” loads by means of wires. The actual outputs of each decoder are shown in the table on page 36.



Nevertheless you can map all outputs since additional outputs could be installed on separate circuit boards (e.g.: ESU I/O expansion circuit board). They are fully integrated into the function mapping.

The block for the physical outputs of each mapping row covers three CVs. The meaning of those CVs is as follows:

Name	Description	Value
Control CV K	Output Headlight On [Conf. 1]	1
	Output Rearlight On [Conf. 1]	2
	Output AUX1 On [Conf. 1.]	4
	Output AUX2 On [Conf. 1.]	8
	Output AUX3 On	16
	Output AUX4 On	32
	Output AUX5 On	64
Control CV L	Output AUX6 On	128
	Output AUX7 On	1
	Output AUX8 On	2
	Output AUX9 On	4
	Output AUX10 On	8
	Output AUX11 On	16
	Output AUX12 On	32
Control CV M	Output AUX13 On	64
	Output AUX14 On	128
	Output AUX15 On	1
	Output AUX16 On	2
	Output AUX17 On	4
	Output AUX18 On	8
	Output Headlight On [Conf. 2]	16
	Output Rearlight On [Conf. 2]	32
	Output AUX1 On [Conf. 2.]	64
	Output AUX2 On [Conf. 2.]	128

You must add the value for the control CV for each output you want to switch. Into which CV exactly you must write a value you can find in the overview table on page 70. For mapping row 1 they are, for instance, CVs 257 (control CV K), CV 258 (control CV L) and CV 259 (Control CV M).



Note that these CV numbers have already been used for the conditional block (Control CV A, B, C), but are on a different page (value for CV 32 is different). Always pay attention to the correct value of CV 32 before writing!



The lighting outputs Headlight and Rearlight as well as the outputs AUX1 and AUX2 are duplicated. These outputs can be configured twice (configuration [1] and configuration [2]). Thus you can determine by pressing the appropriate function button which of the two possible configurations should be active. This enables you, for example, to set up upper beam and lower beam headlights (bright and dim). Please refer to chapter 12.5.1. for more information.

## 12.2.2.3. Logic Functions

Under the heading Logic functions we have compiled all functions that either directly or indirectly “dynamically” influence the behaviour of the decoder. Often these functions are only effective in conjunction with other settings.



Do not confuse logic functions with logic outputs. Logic outputs are physical function outputs, while logic functions are only software-controlled additional functions.

The following functions are envisaged:

- Drive Hold: This function keeps the speed constant. Throttle changes do only influence the sound, not the real locomotive speed.
- Uncoupling cycle: The locomotive will automatically push the train and then pull back as explained in section 12.5.7.



# Function Outputs

- Shunting mode: the locomotive moves at the speed defined in CV 101.
- Switching off acceleration and braking deceleration delay.
- Brake functions 1 – 3: The braking time is set as explained in section 10.6.
- Optional load: The acceleration- and brake settings will be adjusted as explained in section 10.7.
- Primary load: The acceleration- and brake settings will be adjusted as explained in section 10.7.
- Smoke generator: Synchronized smoke generators (ESU, KM-1®, Kiss®) are switched on.
- Sound fader: the sound is faded out once this feature is active. This is useful for tunnel simulation.
- Disabling braking sound: no brake sound is played, if active.
- Volume control: every time you press the button (and release it again) the sound volume is reduced a bit. When pressed again full volume is restored. This is useful for setting the desired volume during operation without having to program at the same time.
- Shift mode 1 - 6: Sets the global status "Shift 1 to Shift 6" mode. This may be employed by some sound projects in order to play certain sounds.

In addition there are three functions which influence the functionality of physical function outputs. They work together with various lighting effects of the physical outputs. You find more info in chapter 12.5.

- Fire box: if set, an LED simulating the fire box varies the brightness.
- Dimmer: if set, all outputs are dimmed to about 60% darker provided the outputs have been set to "Dimming down".
- Grade crossing: sets the grade crossing function for the appropriately configured outputs for American models.

As is the case with the physical outputs the logic functions are also represented by three CVs in the mapping row. The arrangement within the CVs is as follows:

Name	Description	Value
Control CV N	Optional Load On	1
	Shunting Mode On	2
	Brake Function 1 On	4
	Brake Function 2 On	8
	Brake Function 3 On	16
	Primary Load On	32
	Uncoupling cycle	64
	Drivehold	128
Control CV O	Fire box	1
	Dimmer	2
	Grade Crossing	4
	Disable Acceleration&Braking times	8
	Smoke Units (ESU,KM-1,Kiss)	16
	Soundfader	32
	Disable Braking sound	64
	Volume control	128
Control CV P	Shift Mode 1	1
	Shift Mode 2	2
	Shift Mode 3	4
	Shift Mode 4	8
	Shift Mode 5	16
	Shift Mode 6	32
	Reserved	64
	Reserved	128

You must add the value for the control CV for each output you wish to switch. Into which CVs exactly you must write these values you can find in the overview table on page 70. For mapping row 1 they are, for instance, CVs 260 (control CV N), CV 261 (Control CV O) and CV 262 (control CV P).

## 12.2.2.4. Sound functions

Of course you can trigger sound functions within any mapping row. For this purpose all sounds are assigned to "Sound slots". You can determine which sound slots (even several simultaneously) should be triggered by which function button.

The running sound (prime mover engine sound) is always stored in sound slot 1. In some locomotives and almost all steam locomotives the sound slots 2 and 32 are also responsible for running sounds. In these cases they are jointly switched with one function button.

There are four CVs dedicated for sound functions in each mapping row:

Name	Description	Value
Control CV Q	Soundslot 1 (Prime mover engine)	1
	Soundslot 2	2
	Soundslot 3 (mostly horn or whistle)	4
	Soundslot 4	8
	Soundslot 5	16
	Soundslot 6	32
	Soundslot 7	64
	Soundslot 8	128
Control CV R	Soundslot 9	1
	Soundslot 10	2
	Soundslot 11	4
	Soundslot 12	8
	Soundslot 13	16
	Soundslot 14	32
	Soundslot 15	64
	Soundslot 16	128
Control CV S	Soundslot 17	1
	Soundslot 18	2
	Soundslot 19	4
	Soundslot 20	8
	Soundslot 21	16
	Soundslot 22	32
	Soundslot 23	64
	Soundslot 24	128

Name	Description	Value
Control CV T	Soundslot 25	1
	Soundslot 26	2
	Soundslot 27	4
	Soundslot 28	8
	Soundslot 29	16
	Soundslot 30	32
	Soundslot 31	64
	Soundslot 32	128

You must add the value for the control CV for each output you wish to switch on. Into which CVs exactly you must write these values you can find in the overview table on page 70. For mapping row 1 they are, for instance, CVs 263 (control CV Q) to CV 266 (control CV T).



Theoretically you can activate all 32 sound slots by pressing one function button. However, the LokSound 5 will only play 10 of them simultaneously.

## 12.3. Default mapping LokSound 5

By default „out of the box“, all LokSound 5 should have an identical function mapping.

Of course, which sound is assigned to which sound slot may vary depending on the decoder project. You will find a list with all available project files on our home page at

<http://projects.esu.eu>

You may also view and print a list with all functions and the sound slots employed.

## 12.3.1. Example

**Example:** Switching AUX4 with F9. Assuming you have a LokSound 5 H0 decoder and you want to switch AUX4 with the button F9 subject to direction of travel. AUX4 is wired to a light bulb.

A glance at the table “Default mapping LokSound 5 decoder” on page 78 shows that nothing has to be changed in the input block. F9 has already been entered in mapping row 15.

As per the table in chapter 12.2.2., we must set the first CV of the block to 32 in order to activate AUX4. From the overview table on page 70 we determine that this must be CV 481 (Index 8). Therefore we first must set CV 32 to value 8 and then CV 481 to the value of 32.

For this example to work the AUX4 output must also be switched on. This is explained in chapter 12.5.

Furthermore, you can see that using F9 normally also Soundslot 9 is switched on. If you do not want to continue playing this sound with F9, then do the following: Soundslot 9 will be controlled with Control CV R Bit 0. You must therefore set the Control CV R of the corresponding mapping line to 0. For mapping line 15 this is the CV 488 (index: 8). Therefore CV 32 has to be set to the value 8, then CV 488 to the value 0.

## 12.4. Allocation of Function Keys with the LokProgrammer

Although programming the function outputs with the aid of an ESU ECoS respectively with any other DCC compliant command station is possible this procedure can be handled far easier with the ESU LokProgrammer and a PC. Its graphic interface simplifies the assignment of functions considerably. We recommend using the software version 5.0.0. in order to be able to utilise all potential options.

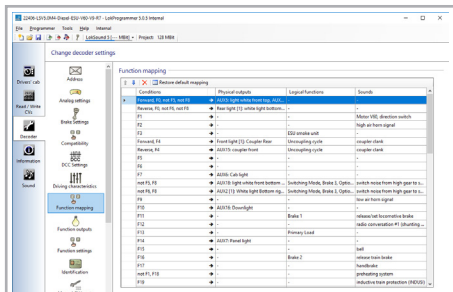


Figure 47: Screenshot LokProgrammer, Function mapping

# Function Outputs

Default mapping LokSound 5 Decoder

Line	Conditions block	Description	Physical outputs	Logic functions	Sound functions
1	FS, fwd	Stop, Forward			
2	FS, rev	Stop, Reverse			
3	FF, fwd	Run, forward			
4	FF, rev	Run, reverse			
5	F0, fwd	Light key, forward	Headlight		
6	F0, rev	Light key, reverse	Rearlight		
7	F1	Key F1			Soundslot 1, Soundslot 2 (prime mover)
8	F2	Key F2			Soundslot 3
9	F3	Key F3			Soundslot 4
10	F4	Key F4			Soundslot 5
11	F5	Key F5		Optional Load	
12	F6	Key F6		Shunting Mode, Brake function 3, Primary Load	
13	F7	Key F7			Soundslot 15
14	F8	Key F8	AUX1[1]		
15	F9	Key F9			Soundslot 9
16	F10	Key F10			Soundslot 10
17	F11	Key F11			Soundslot 8
18	F12	Key F12		Brake function 1	Soundslot 22
19	F13, Not F5	Key F13, F5 Off		Shift Mode 2	
20	F14	Key F14			Soundslot 7
21	F15	Key F15		Smoke unit (ESU, KM-1, Kiss)	
22	F16	Key F16			Soundslot 12
23	F17	Key F17			Soundslots 17
24	F18	Key F18			Soundslot 14
25	F19	Key F19			Soundslot 16
26	F20	Key F20			Soundslot 18
27	F21	Key F21			Soundslot 19
28	F22	Key F22			Soundslot 20
29	F23	Key F23			Soundslot 21
30	F24	Key F24			Soundslot 6
31	Not F25	Key F25 Off			Soundslot 13
32	F26	Key F26	AUX2[1]		
33	F27	Key F27		Soundfader	
34	F28	Key F28		Disable Braking sound	
35	F29	Key F29		Brake function 2	
36	F30	Key F30			Soundslot 11
37	F31	Key F31	AUX3		

# Function Outputs

## 12.5. Function output configuration

Each function output can / must be unlocked prior to using it. Furthermore, each output can be set to a certain effect and can be combined with the global functions "Grade crossing", "Dimmer" and "Fire box".

Effects are divided into lighting effects and special effects.

The behavior of each function output is specified with 7 controlling CVs per each function output, as shown in this table:



Please set index register CV 31 to 16 and CV 32 to 0 before changing any of the above-mentioned CVs



Please note that there are two complete sets of output configurations for the Headlight, Rearlight, AUX1 and AUX2. This enables you to program some special effects in conjunction with the function mapping.

Output	Mode Select CV	Switching-On/-Off Delay	Automatic Switch Off	Brightness CV	Special Function CV1	Special Function CV 2	Special Function CV 3
Headlight (Configuration 1)	259	260	261	262	263	264	258
Rearlight (Configuration 1)	267	268	269	270	271	273	266
AUX1 (Configuration 1)	275	276	277	278	279	280	274
AUX2 (Configuration 1)	283	284	285	286	287	288	282
AUX3	291	292	293	294	295	296	290
AUX4	299	300	301	302	303	304	298
AUX5	307	308	309	310	311	312	306
AUX6	315	316	317	318	319	320	314
AUX7	323	324	325	326	327	328	322
AUX8	331	332	333	334	335	336	330
AUX9	339	340	341	342	343	344	338
AUX10	347	348	349	350	351	352	346
AUX11	355	356	357	358	359	360	354
AUX12	363	364	365	366	367	368	362
AUX13	371	372	373	374	375	376	370
AUX14	379	380	381	382	383	384	378
AUX15	387	388	389	390	391	392	386
AUX16	395	396	397	398	399	400	394
AUX17	403	404	405	406	407	408	402
AUX18	411	412	413	414	415	416	410
Headlight (Configuration 2)	419	420	421	422	423	424	418
Rearlight (Configuration 2)	427	428	429	430	431	432	426
AUX1 (Configuration 2)	435	436	437	438	439	440	434
AUX2 (Configuration 2)	443	444	445	446	447	448	442

# Function Outputs

The seven CVs have the following meaning:

- Mode Select: Defines which effect you want to have for the output.
- Switch-on and switch-off delay: Defines the time by which switch-on and switch-off is delayed.
- Automatic switch off: Time after which the output is automatically turned off. This is useful for automatic couplers that should be turned off after a certain time regardless of the function key state.
- Brightness: Defines the brightness of each individual function output in 32 steps (0 to 31).
- Special functions CV1 to CV3: Defines some further modes for each special effect. Described below.

## 12.5.1. Available lighting effects

The following lighting effects are available:

- Dimmable light: A normal continuous output. The brightness will be reduced to about 50% if the dimmer function is on.
- Dimmable headlight with "fade in/out": Here the output is switched on slowly and imitates the slow glowing of oil lamps or very old light bulbs. The brightness will be reduced to about 50% if the dimmer function is on.
- Firebox: Simulates a normal fire box lighting effect.
- Intelligent firebox: Simulates an "intelligent" fire box lighting effect, whose intensity changes if the Logic function "Firebox" is active.
- Single Strobe: This is a single strobe light (short flashing) output. The frequency can be adjusted.
- Double Strobe: This will result in two short flashes. The frequency can be adjusted.
- Rotary Beacon: This effect should simulate a revolving reflector and bulb assignment of a very popular warning beacon atop many diesels of the 60's and 70's.
- Prime Stratolight: This is the more modern version of the Rotary beacon.

- Ditch Light Type 1: The ditch light type 1 will revert to a steady On state when it is not flashing.
- Ditch Light Type 2: The ditch light type 2 will revert to Off state when it is not flashing.
- Oscillator: A warning signal required in the USA.
- Flashing light: This is the "classical" flashing light. The frequency can be adjusted.
- Mars Light: This effect simulates the sweeping pattern of this well-known warning beacon in the USA.
- Gyra Light: The Gyra Light is similar to the Mars Light, but is slower in motion.
- FRED: „Flashing End of Train Device“: simulates the flashing red light indicating the end of a train in America.
- Fluorescent lamp: simulates the typical starting characteristics of a fluorescent lamp.
- Energy saving lamp: simulates the typical starting of modern energy saving lamps.

The following special functions are available:

- Fan control: here a small electric motor is slowly run up to high revs and then back down again. This is often used for fan motors that continue to run for a while.
- Seuthe® smoke generator: the intensity is reduced whenever the locomotive is stationary.
- Exhaust chuff trigger: the output generates a control pulse for clocked smoke generators by KM-1 (after market) or Massoth®.
- Servo: an RC servo can be connected to this output. Not available for all outputs.
- Conventional coupler function: You can use this function to control Krois® couplers, also in connection with automatic pushing/removing.
- ROCO® coupler function: You can use this function to control ROCO® couplers, also in connection with automatic pushing/removing.

# Function Outputs

- **Panto:** this function is needed for ESU locomotives with functional pantographs.
- **PowerPack Control:** Controls the charging and discharging of the external PowerPack. Must be selected when a PowerPack is connected. Also note section 6.12.2.
- **ServoPower Control:** Can control the external power supply for Servo5 and Servo6: Active only when the servos are in motion.

## 12.5.2. How to configure the outputs

In order to set each output, you should proceed as follows:

1. From the table on page 82, select the value for the Mode Select CV.
2. Compute the value for the Special Function CV 1 by adding the values you can find in that table to the corresponding special function.
3. Define the value for the desired brightness.
4. Write the values into the CV corresponding to the appropriate function output.

Repeat these steps for all function outputs you want to configure.

**Example:** Double Strobe with LEDs on AUX4 for LokSound 5 Decoders.

We want to set up AUX4 to create a Double strobe output. We want to use an LED.

1. Using the table on page 82, we find that the Mode Selection CV must be set to 6.
2. We find out that for LED compensation mode, we should set the Special function CV to 128.
3. We want to have a brightness level of 25.
4. Using the table on page 79, we find that the Mode Select CV for AUX4 is 299. We set CV 299 = 4. We also find that the brightness CV is 302 and set it to 25. Finally, the Special function CV for AUX4 is 303 and needs to be set to 128.



Please set index register CV 31 to 16 and CV 32 to 0 before changing any of the above-mentioned CVs

## 12.5.2.1. Special Functions 1 and 2

Depending on the desired lighting effect, it may be necessary to configure the „Special function CV 1“ in more detail. The following options are available:

- **Phase Select:** Alters the timing of the effect so that it is 180 degree out of phase with other effects. This allows you to create alternate blinking.
- **Grade Crossing:** Causes the lighting effect to become active only when the global flag “Grade crossing enable” is set AND the corresponding function key is ON. Grade crossing logic can be used with any of the light effects. Grade Crossing can be used with most of the lighting effects.
- **Rule 17 Forward:** Applicable only if the output is set to either “Dimmable headlight” or “Dimmable headlight with fade in / out”. Causes the effect to be dimmed to around 60% of the set brightness, if the locomotive is stopped. When the engine is running forward, the output will be increased to a 100%.
- **Rule 17 Reverse:** Like Rule 17 Forward, but the brightness will be increased to a 100% when the locomotive drives backwards.
- **Dimmer:** Causes the output to be dimmed to around 60% of the defined brightness, if the global flag “Dimmer” is set. With this function you are able to realise a full beam very easily by setting the the global function “Dimmer” with a function key (compare chapter 12.5.1).
- **LED mode:** The light outputs are pre-set to be used with incandescent bulbs. If you wire LEDs on the output, you should set this option in order to let the decoder know about it. The light effects will be accordingly adjusted, so that the result will look more realistic again.

# Function Outputs

Lighting effect	Mode Select	Switching-on/-off delay	Automatic Switch-Off	Brightness		
					Value	
Dimmable light	1	0 – 255	0 – 255	Brightness	0 – 31	
Dimmable light („Fade in/out“)	2	0 – 255	0 – 255	Brightness	0 – 31	
Firebox	3	0 – 255	0 – 255	Brightness	0 – 31	
Intelligent firebox	4	0 – 255	0 – 255	Brightness	0 – 31	
Single Strobe	5	0 – 255	0 – 255	Brightness	0 – 31	
Double Strobe	6	0 – 255	0 – 255	Brightness	0 – 31	
Rotary Beacon	7	0 – 255	0 – 255	Brightness	0 – 31	
Strato Light	8	0 – 255	0 – 255	Brightness	0 – 31	
Ditch Light Type 1	9	0 – 255	0 – 255	Brightness	0 – 31	
Ditch Light Type 2	10	0 – 255	0 – 255	Brightness	0 – 31	
Oscillator	11	0 – 255	0 – 255	Brightness	0 – 31	
Flashing light	12	0 – 255	0 – 255	Brightness	0 – 31	
Mars Light	13	0 – 255	0 – 255	Brightness	0 – 31	
Gyra Light	14	0 – 255	0 – 255	Brightness	0 – 31	
FRED	15	0 – 255	0 – 255	Brightness	0 – 31	
Fluorescent lamp	16	0 – 255	0 – 255	Brightness	0 – 31	
Energy saving lamp	17	0 – 255	0 – 255	Brightness	0 – 31	
Single Strobe Random	18	0 – 255	0 – 255	Brightness	0 – 31	
ESU coupler 1 (for compatibility)	21					
ESU coupler 2 (for compatibility)	21					
Smoke unit (Sound controlled)	22			fan control heater control	31 30	
Fan control	23	0 – 255	0 – 255	fan speed	0 – 31	
Seuthe® Smoke unit	24	0 – 255	0 – 255	Intensity	0 – 31	
Steam-Trigger (Outgang)	25	0 – 255	0 – 255	Strength of steam chuff	0 – 31	
Smoke unit with external control PCBA	26	0 – 255	0 – 255	For KM-1 BR41/44 Lok All other KM-1 Locomotives All Kiss locomotives All ESU smoke units	0 1 2 3	
Servo1, Servo2 Servo3, Servo4 Servo5, Servo6	27	0 – 255	0 – 255	Run time „A“	0 – 63	Run time „B“ in Special function CV3
Conventional coupler function	28	0 – 255	0 – 255			
ROCO® coupler function (**)	29	0 – 255	0 – 255			
Panto control	30	0 – 255	0 – 255	End position Panto	0 – 15	
PowerPack Control	31	0 – 255	0 – 255			



# Function Outputs

Special function CV1						Special Function CV 2	Remarks
Change Phase	Grade XING	Rule 17 Fw	Rule 17 Rev	Dimmer	LED Mode		
		4	8	16	128		Available for all outputs
		4	8	16	128		Available for all outputs
					128		Available for all outputs
					128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
1	2				128		Available for all outputs
						Startup time (0 – 255)	Available for all outputs
						Startup time (0 – 255)	Available for all outputs
							Available for all outputs
							Only AUX7, AUX15
							Only AUX8, AUX16
							Available for all outputs
Acceleration time (0 – 31 )						Braking time (0 – 31)	Available for all outputs
Heater power at speed step 1 (0 – 31)						Heater power at Vmax (0 – 31)	Available for all outputs
Power (strength) of the blower (0-31)						Timeout (0-31)	Available for all outputs
							Only AUX1
End position „A“ (0 – 63)						End position „B“ (0 – 63)	Servo1 Only AUX15, Servo2 Only AUX16 Servo3 Only AUX17, Servo4 Only AUX18 Servo5 Only AUX11, Servo6 Only AUX12
coupler strength (power) (0 - 31)							Available for all outputs
							Only AUX1[1],AUX1[2],AUX2[1],AUX2[2]
							AUX9, AUX10 for Engineering Edition
							Available for all outputs.

## 12.5.3. Grade Crossing holding time

You can define the hold time for the global grade crossing function as you like. By doing so, the "Grade Crossing" will remain active, also after switching off the function key. This will create a very interesting game effect. The desired value will be stored in CV 132. The value of CV 132 multiplied with 0.065 seconds defines the time. The default value 80 results in 5.2 seconds.

## 12.5.4. Flash rate

You can also set the flash rate for all lighting effects globally. All effects will flash or strobe at the same rate. The desired value should be stored in CV 112. The value of CV 112 multiplied with 0.065536 seconds (65,536ms) defines the flash rate. The default value 20 results in 1.00 seconds

## 12.5.5. Automatic Switch-off

Each output usually switches off when the corresponding key is deactivated. However, sometimes the output has to be "forced" to switch off after a certain period of time to avoid damages.

Digital couplers by ROCO® e.g. cannot handle permanent control. Via the automatic switch-off function you are able to determine for every output when it should be switched off automatically - no matter if the function key is still activated.

Just write the time, after which the output should be switched off, into the corresponding CV according to the above table. The unit is 0.4 seconds. The default value „0" deactivates this function.

## 12.5.6. Switch-on and switch-off delay

You can set switch-on and switch-off delays for each output separately.

- The switch-on delay causes the function to switch on only after the predetermined time has lapsed.
- The switch-off delay causes the function to be turned off only after the predetermined time has elapsed.

Both time periods can be individually set in steps from 0 – 15 and are then written into their common control CV:

Description	Range	Time in seconds	Bits within the Control CV
Switch-on delay	0-15	0-6.144 seconds	0-3
Switch-off delay	0-15	0-6.144 seconds	4-7

The value to be written into the control CV is established as follows:

Switch-off delay \* 16 + switch-on delay

Example: The switch-on delay for AUX3 should be = 13; switch-off delay equals 8, thus  $8 * 16 + 13 = 141$  must be written into the Control CV 292.

## 12.5.7. Digital Couplers

LokSound 5 decoders can directly control digital couplers. Subject to the type of coupler, you must adjust certain settings.

### 12.5.7.1. Coupler Mode

Krois® and ROCO® couplers need a special high frequency PWM signal to avoid burning the copper windings of the coil. This special function „Coupler“ provides this type of signal. In this mode, the output turns on at 100% for 250 ms and then reduces the output power by switching to the PWM-signal. The ratio between Off and On time can be set by adjusting the „Brightness Value“ from 0 (completely off) to 31 (connected through = 100% output).

This coupler mode should also be used for modern Telex®-couplers.

### 12.5.7.2. Automatic Coupler Function (Removing/Pushing)

LokSound 5 decoders are able to do the automatic decoupling. When you push the function button the loco drives backwards against the train and then removes from it again. This procedure can be influenced via three CVs.

In CV 246 the speed that moves the loco will be stored (or defined) (0-255). If this value is 0, the automatic coupler function is not active.

In CV 247 the time of removing is to be entered.

In CV 248 the time of pushing is to be entered.

The time of removing should be higher than the time of pushing to make sure that the loco stops in a safe distance away from the train.

The function output of the option „coupler“ needs to be configured correctly to make the automatic decoupling work.

## 12.5.8. Servo settings

For the servos to work properly, they must be configured after the correct connection. Note chapter 6.10.3. or chapter 6.10.6. to find out how the servos are connected.

As can be seen in the table on page 82, the desired „runtime A“ is entered as a multiple of 0.25 seconds in the „Brightness CV“. The „Runtime B“ is entered as multiples of 0.25 seconds in the „special function CV 3“.

The end position „A“ is entered in the „special function CV 1“ and the end position „B“ in the „special function CV 2“.



The servos „Servo5“ and „Servo6“ can be used on all decoders as an alternative to the SUSI control pins. If you want to use these outputs, you must ensure that SUSI is off (set CV 124, bit 3 to zero).

## 12.6. Input configuration for wheel sensor LokSound 5 H0

LokSound 5 decoders support up to 5 sensor inputs that can be used to turn on functions. The table page 36 shows the available sensor inputs per each decoder type.

An important exception is the LokSound 5 H0 decoder. The wheel sensor input is shared with AUX9. If the wheel sensor is to be used, CV 124, bit 4 must be set. For safety reasons you should also switch off the AUX9 by writing CV 339 = 0 (set CV 31 = 16, CV 32 = 0 before).

# Function Outputs

## 12.7. Analogue Settings

With the CVs 13 and 14, you can predetermine which function buttons should be switched in analogue mode. Thus, you „simulate“ pressing an F button. The ex works default settings switch on the directional headlights (F0 is on!) as well as F1 (ex works allocated to AUX1).

### Analogue Function Control 1

CV #	F1	F2	F3	F4	F5	F6	F7	F8
13	1	2	4	8	16	32	64	128

### Analogue Function Control 2

CV #	F0	F9	F10	F11	F12	F13	F14	F15
14	1	2	4	8	16	32	64	128

## 12.8. LGB®-Pulse Sequence Mode

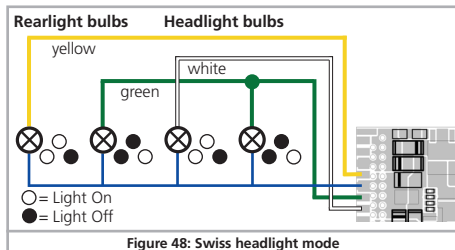
It is possible to switch to pulse sequence mode for operations with the LGB® command station and the Roco® Lokmaus I. To do so, set bit 5 in CV 49. From now on decoder counts the number of times the F1 button is pressed in order to activate the desired function. Thus, it is possible to reach all function buttons by repeated pushing of the F1 button.

## 12.9. Swiss Headlight Mode

MFunction mapping enables you to set many different configurations. The Swiss headlight mode is a good example. We need a third lighting circuit that switches the left lower headlight of the „A“- headlight configuration whenever the lights are turned on. This third circuit must work independently from the direction of travel.

Figure 46 shows one option of how to wire this arrangement with AUX1 (green wire) being used for the third circuit. All you have to do now is to program the decoder in such a way that it always switches on that third circuit when the lighting function is active.

In order to do so enter value 5 in CV 321 and value 6 in CV 337. (Don't forget to firstly set the index register CV 31 to value 16 and CV 32 to value 8!). That's it!



# Adjusting the Sound Effects

## 13. Adjusting the Sound Effects

The LokSound 5 allows you to adjust the sound in a way that suit your preferences for your locomotives. You are able to change the volume of each sound individually, influence the frequency of random sounds or even use an external wheel sensor. Allow yourself some time to adjust your model perfectly!

### 13.1. Adjust the sound volume

The LokSound allows the individual volume control of each sound. Every sound has its own CV.

#### 13.1.1. Adjusting the master volume

Function	Soundslot	CV	Range	Factory Default
Master Volume		63	0 – 192	180

The master volume control controls all sound effects. A value of „0“ would mute the decoder completely. The resulting sound volume for each individual sound effect therefore is a mixture of the master volume control settings and the individual volume control sliders.

#### 13.1.2. Single sounds tables

All single sounds are subdivided in so-called sound slots. Each sound slot controls a certain sound and its volume can be individually adjusted. The following charts show how the CVs are allocated to each sound slot.



Please note that all the single sound projects are likely to have a different sound allocation. Thus you will find notes about the corresponding functions keys and sound slots to all sound projects available in the download area of our website. This information will help you to find the appropriate CV volume very easily.

#### 13.1.2.1. Steam sound table

Function	Sound-slot	CV	CV 32	Range	Default Value
Sound on/off	1	259	1	0 – 128	99
Sound on/off	2	267	1	0 – 128	99
Whistle (spielbar)	3	275	1	0 – 128	128
Bell	4	283	1	0 – 128	128
Coal shovelling / Oil Burner (AUX2 Firebox)	5	291	1	0 – 128	128
Air pump	6	299	1	0 – 128	128
Station Announcement#1	7	307	1	0 – 128	128
Coupler sound	8	315	1	0 – 128	128
Cylinder blowout	9	323	1	0 – 128	128
Conductor whistle	10	331	1	0 – 128	128
Sanding valve	11	339	1	0 – 128	128
Safety valve	12	347	1	0 – 128	128
Brake Set / Brake release (automatically)	13	355	1	0 – 128	128
Drain valve	14	363	1	0 – 128	128
Curve squeal sound	15	371	1	0 – 128	128
Short whistle	16	379	1	0 – 128	128
Rail joints	17	387	1	0 – 128	128
Rail joints	18	395	1	0 – 128	128
	19	403	1	0 – 128	128
	20	411	1	0 – 128	128
	21	419	1	0 – 128	128
	22	427	1	0 – 128	128
	23	435	1	0 – 128	128
Boiler noise	24	443	1	0 – 128	128

# Adjusting the Sound Effects

## 13.1.2.2. Diesel sound table

Function	Sound-slot	CV	CV 32	Range	Default Value
Sound on/off	1	259	1	0 – 128	99
Sound on/off	2	267	1	0 – 128	99
Horn #1 (playable)	3	275	1	0 – 128	128
Horn #2 or bell	4	283	1	0 – 128	128
Fan motor (AUX2)	5	291	1	0 – 128	128
Compressor	6	299	1	0 – 128	128
Station announcement #1	7	307	1	0 – 128	128
Coupler sound	8	315	1	0 – 128	128
Air outlet valve (line free)	9	323	1	0 – 128	128
Conductor whistle	10	331	1	0 – 128	128
Sanding valve	11	339	1	0 – 128	128
Close / Open doors	12	347	1	0 – 128	128
Brake Set / Brake Release (automatically)	13	355	1	0 – 128	128
Station announcement #2	14	363	1	0 – 128	128
curve squeal	15	371	1	0 – 128	128
Short whistle	16	379	1	0 – 128	128
Rail joints	17	387	1	0 – 128	128
Rail joints	18	395	1	0 – 128	128
	19	403	1	0 – 128	128
	20	411	1	0 – 128	128
	21	419	1	0 – 128	128
	22	427	1	0 – 128	128
	23	435	1	0 – 128	128
	24	443	1	0 – 128	128

## 13.1.2.3. Electric sound table

Function	Sound-slot	CV	CV 32	Range	Default value
Sound on/off	1	259	1	0 – 128	99
Sound on/off	2	267	1	0 – 128	99
Horn #1 (playable)	3	275	1	0 – 128	128
Horn #2 or bell	4	283	1	0 – 128	128
Fan motor (AUX2)	5	291	1	0 – 128	128
Compressor	6	299	1	0 – 128	128
Station announcement #	7	307	1	0 – 128	128
Coupler sound	8	315	1	0 – 128	128
Air outlet valve (line free)	9	323	1	0 – 128	128
Conductor whistle	10	331	1	0 – 128	128
Sanding valve	11	339	1	0 – 128	128
Close / Open doors	12	347	1	0 – 128	128
Brake Set / Brake Release (automatically)	13	355	1	0 – 128	128
Station announcement #2	14	363	1	0 – 128	128
curve squeal	15	371	1	0 – 128	128
Short whistle	16	379	1	0 – 128	128
Rail joints	17	387	1	0 – 128	128
Rail joints	18	395	1	0 – 128	128
	19	403	1	0 – 128	128
	20	411	1	0 – 128	128
	21	419	1	0 – 128	128
	22	427	1	0 – 128	128
	23	435	1	0 – 128	128
	24	443	1	0 – 128	128

# Adjusting the Sound Effects

## 13.1.2.4. Special sound table

Function	Sound-slot	CV	CV 32	Range	Default value
Brake sound	-	259	2	0 – 128	128
Camshaft contactors (for electric locomotives)	-	267	2	0 – 128	128



Before you change any of the volume control CVs, please make sure that the CV 32 is set to 1! As explained earlier, CV 32 is used as an index selection register to distinguish between the real function of CV 257 – 512.

When you adjust the volume levels, please keep in mind that you should not exceed the maximum mixer levels to avoid a condition called “clipping” which occurs when the sum of two or more signals exceeds the capacity of the output channel.

Clipping can be identified by clicking or popping sounds. To avoid this situation, consider which sounds are likely to be played at the same time and take care that their corresponding volume levels are not set too high.

## 13.2. Prime mover startup delay

Usually, when the sound is idling and you turn up the throttle, the locomotives begins to move only after the Diesel engine has reached notch 1. A steam loco will even release its brakes first and fill the cylinders. Although this behavior is very prototypically, one might not like it because it causes some delay.

You can disable this startup delay by simply deleting bit 3 of CV 124. This will cause the LokSound decoder to immediately start moving when the throttle is turned up. However, the start up sound will not be synchron with the motion anymore.

## 13.3. Synchronising the steam chuff

To synchronise the steam chuff with the wheel revolutions, you may use an external cam as described in chapter 6.11. However, most users prefer not to do such massive changes on their valuable locomotives and prefer to use the automatic exhaust mode of the LokSound 5 decoder. Because of the excellent Back-EMF function, the synchronisation will be satisfying most users.

To enable this function (and disable any external cam at the same time), CV 57 and CV 58 are used. All you need is a stop-watch and a little time. It pays to spend some time in order to achieve an optimal result. Please make sure that the load control is perfectly adjusted to your loco and set the maximum / minimum speed according to your wishes. After doing so, you should start to synchronise the steam chuff.

In CV 57, the distance between two steam chuffs at the lowest possible speed (at speed step 1) is defined. The unit of CV 57 is a multiple of 32 ms (Milliseconds). In CV 58, you need to give the LokSound V.40 some information about the gearing of your engine.

Please proceed as follows:

1. Put the engine onto the track and drive it with speed step 1 and switch the sound on.
2. Using the stop-watch, measure the time in seconds it takes the driver to complete one turn at this speed.
3. Divide the time by 4 (assuming you are using a 2 cylinder or 4-cylinder locomotive)
4. Enter a rounded value without decimal point in CV 57. We recommend to use POM to be able to observe the result immediately.
5. Observe the locomotive thoroughly and check if there are now produced too many steam chuffs per revolution. If needed, adjust the value of CV 57 gradually by increasing or decreasing the value one by one.

# Adjusting the Sound Effects

6. If you are satisfied, increase the speed of your locomotive to speed step 4 (of 28).
7. Try to observe, if still four steam chuffs per revolution can be heard. If you find that there are too many steam chuffs, increase the value of CV 58 (defaults to 43). If they are too slow, decrease the value of CV 58. This procedure will adjust the gear factor of the LokSound decoder.

## 13.3.1. Minimum distance of steam chuffs

Quite small driving wheel diameters are likely to make the steam chuffs sound very good at small and medium speeds; however during high speed it sounds strangely distorted and ticked off. This has often to do with an excessive terminal speed that isn't prototypical at all. The minimum distance, which two steam chuffs need to have, can be set with the help of CV 249 to reach a satisfactory sound. A unit of 1 ms allows a quite exact adjustment.

If you are still not satisfied with the sound during high speed, you should increase CV 249 gradually while the sound is switched on, until the sound gets more natural since the steam chuffs are set further apart.

## 13.4. Adjusting the braking sound threshold

The LokSound decoder is able to play a wheel-synchronous brake sound. To play a brake sound, Damit das Bremsgeräusch abgespielt wird, there are several conditions necessary:

- The braking time in CV 4 is set sufficiently high (at least value 20 or higher).
- The loco drives with high speed at the time of the braking command.
- The loco receives the driving command "Speed step 0".

The LokSound decoder will now start to play the braking sound at the time determined in CV 64. The higher the value in CV 64 is, the sooner the braking sound will be played. The default value 100 is approximately equivalent to speed step 48 of 128.

The braking sound should and when the loco stops. You are able to do some "finetuning" with CV 65, if the loco stops too early.

## 13.5. Sound fader

The sound fader function enables you to reduce the sound volume by pressing a button. This is useful when entering a tunnel. The required sound volume in the "fader active" mode can be adjusted with CV 133 in relation to the overall volume.

Value 0 – 127: The volume is lower than normal

Value 128: The volume is equal to the overall volume (Fader without function)

Value 129 – 255: Volume is higher than normal

## 13.6. Volume Control

With the help of the logic function „volume control“, the volume can be changed one step at the push of a button. Each time you press the configured button, the volume is reduced by one of four levels until the minimum volume is reached. Thereafter, the volume is increased each time the button is pressed until the maximum volume is reached.



# Random Functions

## 14. Random functions

LokSound 5 can trigger up to 8 functions randomly. Unlike the older LokSound decoders, not only sounds but also logical functions or physical outputs can be enabled. Each random function is triggered like a (randomly controlled) button on the controller. For this to work, a function key must be defined in Function Mapping for each randomly triggered function. This is usually always the case anyway. For each random function, the following parameters can be set separately:

- Which function key (F0 to F31) should be triggered.
- Whether the random function should be triggered when stationary, driving or both.
- Whether the random function should only be triggered when the driving sound (main prime mover sound) is switched on.
- The minimum and maximum on-time of the random function. The actual on-time calculates the decoder randomly between these two values.
- The minimum and maximum pause time for this random function. In practice, this value defines the time „gap“ before the random function in question is triggered again.

The following table shows which values must be written into which CVs to correctly configure the random functions.

The switch-on times and the pause times can be specified from 0-255 seconds (unit: 1 second).

The value for the configuration CV is as follows: Add the value 32, 64 and 128 to the desired function key as numerical value (light key counts as „0“), depending on when the random function should be triggered.

Example: The random function 3 should trigger F13, and only if the driving noise is active and the locomotive is stationary. Therefore write the value in CV 272 ( $13 + 32 + 64 = 109$ ).



Please set index registers CV 31 to 16 and CV 32 to 13 before you change values

Note the following:

- Each random function is independent of the other random functions. Thus, at a time, several random functions can be active at the same time.
- If the minimum and maximum pause times are set to the same value, then the tripping will be at a steady rate.
- If the minimum and maximum on-time are set equal, the random function will always be triggered the same amount of time.

Random Function	CV 32	Range					On-Time Min.	On-Time Max.	Pause Time Min.	Pause Time Max.
		Configuration	Function Key	Stopped	Driving	Prime Mover On only				
Random Function 1	13	CV 257	0-31	+64	+128	+32	CV 258	CV 259	CV 260	CV 261
Random Function 2	13	CV 265	0-31	+64	+128	+32	CV 266	CV 267	CV 268	CV 269
Random Function 3	13	CV 273	0-31	+64	+128	+32	CV 274	CV 275	CV 276	CV 277
Random Function 4	13	CV 281	0-31	+64	+128	+32	CV 282	CV 283	CV 284	CV 285
Random Function 5	13	CV 289	0-31	+64	+128	+32	CV 290	CV 291	CV 292	CV 293
Random Function 6	13	CV 297	0-31	+64	+128	+32	CV 298	CV 299	CV 300	CV 301
Random Function 7	13	CV 305	0-31	+64	+128	+32	CV 306	CV 307	CV 308	CV 309
Random Function 8	13	CV 313	0-31	+64	+128	+32	CV 314	CV 315	CV 316	CV 317

## 15. Decoder Reset

You can reset the decoder to the default settings at any time

### 15.1. With DCC-Systems or 6020/6021

Enter the value 08 in CV 08

### 15.2. With Märklin® systems (not for DCC only Decoders)

Mfx® decoders can be reset to factory default values with the Central Station® or the Mobile Station® via the reset command in the locomotive menu.

### 15.3. With the ESU LokProgrammer

In the menu „Programmer“, select option „Reset decoder“ and follow the instructions on the screen.

## 16. Special Functions

You may not yet be aware of some other highly specialised functions offered by LokSound decoders.

### 16.1. Directional Bit

The directional bit determines the driving behaviour when transitioning from an analogue into a digital sector (also refer to chapter 10.3.). If you want to set this directional bit, then bit 0 in CV 124 must be set.17.

## RailCom®

RailCom® was developed by Lenz® Elektronik, Giessen, Germany, and is a technology for transmitting information from the decoder back to the command station. Until now DCC systems could only transmit data from the command station to the decoder but could never be sure if the decoder actually received the commands.

The locomotive can send the following information to the command station:

Locomotive address: The decoder transmits its address on request by „Broadcast“. Detectors in a certain track sector can detect this command. Thus, the command station can find out the location of that particular locomotive.

CV information: The decoder can provide feedback about all CV values to the command station per RailCom®. In future, a programming track will not be necessary any more.

Meta data: The decoder can transmit status information such as motor load, current draw of the motor, temperature etc. to the command station.

In order for RailCom® to work all decoders and the command station must be equipped accordingly. LokSound decoders are RailCom®-ready in terms of their hardware. However, it may be necessary to carry out a firmware update in order to activate it.

Prior to use RailCom® must be unlocked by setting bit 3 in CV 29. CV 28 offers further options. Ex works, RailCom® is active in ESU LokSound 5 decoders.

### 17.1. RailCom® Plus

Decoders equipped with RailComPlus® will be automatically recognised by a RailComPlus®-compatible command station. You will never ever have to change the locomotive address of a new locomotive by hand! Just put the locomotive on the tracks and it will be recognised automatically. Also the name of the locomotive, the functional key symbols as well as the kind of the functions (long-term function and moment function) will be

transferred. And all that happens within less seconds, you don't have to wait anymore.

#### 17.1.1. Prerequisites for RailCom® Plus

RailComPlus® implies an accordingly equipped digital command station. The ESU ECoS command station supports RailComPlus®-capable decoders from software 3.4. You don't need to change anything about the decoder settings. It will be automatically recognised.

Of course you can change the locomotive name, all functional key and locomotive symbols and after that write it back on your decoder. This happens automatically in the background.

If you do not wish to have the automatic recognition, you can switch it off by deleting CV 28, bit 7.

## 18. Firmware Update

You can update LokSound decoders with new operating software (so-called firmware) at any time. This is useful for fixing bugs and implementing new functions.

You can carry out the update yourself for free without having to remove the decoder from the locomotive. All you need is the ESU LokProgrammer. The software of the LokProgrammer will keep your LokSound decoder up-to-date. A separate download is therefore not necessary.

Updates which are carried out by our service department will not be treated as a case of warranty. This service will be charged.

## 19. Accessories

You will get detailed information regarding accessories at your dealer or on our homepage.

### 19.1. Switching the Centre pick-up

The circuit board 51966 for switching the centre pick-up only for the decoder with the 21MTC interface is intended for vehicles with two pick-ups. Thus, you can activate the forward pick-up in the direction of movement. This is ideal for block control!

### 19.2. HAMO Magnets

One cannot drive the universal motors in many Märklin® models directly with a LokSound decoder. Firstly, you must replace the stator coil with a permanent magnet. ESU supplies the following magnets:

51960	Permanent magnet as 220560, for rotor 217450, D=24.5mm, for motor plate 216730, 211990, 228500
51961	Permanent magnet as 220450, for rotor 200680, D=18.0mm, for motor plate 204900
51962	Permanent magnet as 235690, for rotor 231440, D=19.1mm, for motor plate 231350
51965	Permanent magnet for Märklin® 3015, ET800, ST800, Gauge 1, all-current motors.

### 19.3. Wire Harnesses with 8-pole or 6-pole Socket

If the locomotive you want to convert does not have an interface and you do not want to remove the plug from the decoder then you can use the harness 51950 or 51951: First install the suitable harness and then plug in the decoder.

### 19.4. Mounting Adapter boards

If you wish to convert a locomotive with a LokSound decoder with the 21MTC interface, the adapter plate 51967 comes in handy: it has a socket for plugging in the LokSound but also has solder points for connecting the original wiring of the locomotive. This is ideal for converting Märklin® locomotives.

With article no. 51968 or 51957 we offer an adapter board which amplifies the outputs AUX3 to AUX10 through a transistor and are therefore accessible. Ideal for complex conversions!

Under the number 51958 an adapter board for PluX22 is available.

## 20. Support and Assistance

Your model train dealer or hobby shop is your competent partner for all questions regarding your LokSound decoder. In fact he is your competent partner for all questions around model trains.

There are many ways to get in touch with us. For enquiries please use either email, fax (please provide your fax-no. or email address) or go to **[www.esu.eu/en/forum](http://www.esu.eu/en/forum)** and we will reply within a few days.

Please call our hotline only in case of complex enquiries that can't be dealt with by email or fax. The hotline is often very busy and you may encounter delays. Rather send an email or fax and also check our website for more information. You will find many hints under "Support / FAQ" and even feedback from other users that may help you with your particular question.

Of course we will always assist you; please contact us at:

### **USA & Canada (English support), please contact:**

Phone: +1 570-980-1982  
Tuesday & Thursday 8:00am - 4:00pm (EST)  
Email: [support@loksound.com](mailto:support@loksound.com)  
Mail: ESU LLC  
23 Howard Street  
Montoursville Pennsylvania 17754  
USA

### **Germany and all other countries, please contact:**

Email: [www.esu.eu/en/forum](http://www.esu.eu/en/forum)  
Mail: ESU GmbH & Co. KG  
- Technical support -  
Edisonallee 29  
D-89231 Neu-Ulm  
**[www.esu.eu](http://www.esu.eu)**

# List of all supported CVs

## 21. LokSound CV table



On the following pages, we have listed all CVs of LokSound decoders in a chart.

Please only change CVs if you are certain about their purpose and the impact of your action. Wrong CV settings can lead to impaired performance or may cause your LokSound not to respond at all.

CV	Name	Description	Range	Value
1	Loco address	Address of engine (For Multiprotocol decoders: Range 1-255 for Motorola)	1 - 127	3
2	Start voltage	Sets the minimum speed of the engine	1 - 255	3
3	Acceleration	This value multiplied by 0.25 is the time from stop to maximum speed. For LokSound 5 DCC: The unit is 0.896 seconds	0 - 255	28
4	Deceleration	This value multiplied by 0.25 is the time from maximum speed to stop For LokSound 5 DCC: The unit is 0.896 seconds	0 - 255	21
5	Maximum speed	Maximum speed of the engine	0 - 255	255
6	Medium speed	Medium speed of the engine. Use only if 3-point speed table is enabled. For LokSound 5 DCC only.		
7	Version number	Internal software version of decoder	-	-
8	Manufacturer's ID	Manufacturers's ID ESU - Writing value 8 in this CV triggers a reset to factory default values	151	-
9	Motor PWM Frequenz	Motor PWM frequency as a multiple of 1000 Hz.	10 - 50	40
13	Analog Modus F1-F8	Status of functions F1 to F8 in analogue mode (see chapter 12.7)	0-255	1
14	Analog Modus FL, F9-F15	Status of function F0, F9 to F12 in analogue mode (see chapter 12.7)	0-63	1
15 16	Decoder Lock	Decoder-Lock Function according to NMRA. For details please see: <a href="http://www.nmra.org/standards/DCC/WGpublic/0305051/0305051.html">http://www.nmra.org/standards/DCC/WGpublic/0305051/0305051.html</a>	0 - 255	0
17 18	Long address of the loco	Long address of engine (see chapter 9.2)	128 - 9999	192
19	Consist Address	Additional address for consist operation. Value 0 or 128 means: consist address is disabled 1 - 127 consist address active, normal direction 129 - 255 consist address active reverse direction	0-255	0
21	Consist Mode F1-F8	Status of functions F1 to F8 in Consist mode Meaning of the bits as in CV 13	0-255	0
22	Consist Mode FL, F9-F12	Status of functions FL, F9 to F12 in Consist mode Meaning of the bits as in CV 14	0-63	0

## List of all supported CVs

CV	Name	Description	Range	Value		
23	Adjust Acceleration	Factor for adjusting Acceleration CV 3. Values from 0 to 127 are added to CV 3. If the values are to be subtracted, additionally set bit 7 (value 128). The unit is 0.896 seconds.	0 - 127	0		
24	Adjust Deceleration	Factor for adjusting the deceleration CV 4. Values from 0 to 127 are added to CV 3. If the values are to be subtracted, additionally set bit 7 (value 128). The unit is 0.896 seconds.	0 - 127	0		
27	Brake mode	Allowed (enabled) Brake modes		28		
		Bit			Function	Value
		0			ABC braking, voltage higher on the right hand side	1
		1			ABC braking, voltage higher on the left hand side	2
		2			ZIMO® HLU brakes active	4
		3			Brake on DC, if polarity against driving direction	8
		4			Brake on DC, if polarity like driving direction	16
		5			Selectrix brake diode, brakes if polarity is against driving direction	32
		6			Selectrix brake diode, rakes if polarity is like driving direction	64
		7			Loco brakes with constant brake distance if Speed=0	128
28	RailCom® Configuration	Settings for RailCom®		131		
		Bit			Function	Wert
		0			Channel 1 Address broadcast enabled	1
		1			Data transmission allowed on Channel	2
		7			RailCom® Plus automatic loco recognition active	128

# List of all supported CVs

CV	Name	Description	Range	Value
29	Configuration register	This register contains important information, some of which are only relevant for DCC operation.		12
		Bit	Function	
		0	Normal direction of travel Reversed direction of travel	
		1	14 speed steps DCC 28 or 128 speed steps DCC	
		2	Disable analog operation Enable analog operation	
		3	Disable RailCom® Enable RailCom®	
		4	Speed curve through CV 2, 5, 6 (LokSound 5 DCC ONLY). Speed curve through CV 67 - 94 (Multiprotocol)	
		5	Short addresses (CV 1) in DCC mode Long addresses (CV 17 + 18) in DCC mode	
31	Index Register H	Selection page for CV257-512. For LokSound 5 usually set to 16		16
32	Index Register L	Selection page for CV257-512		0 - 16
47	Protocol selection	Which protocols are active. Please see chapter 9.5.		0 - 255
		Bit	Function	
		0	DCC protocol active	
		1	M4 protocol active (Not for LokSound 5 DCC)	
		2	Motorola® protocol active (Not for LokSound 5 DCC)	
		3	Selectrix® protocol active (Not for LokSound 5 DCC)	



# List of all supported CVs

CV	Name	Description	Range	Value
49	Extended Configuration #1	0 Disable Load control (Back-EMF) Enable Load control (Back-EMF)	0 1	0 - 255 19
		1 Reserved	2	
		2 Reserved	4	
		3 Märklin® Consecutive addresses, „low“-Bit	0, 8	
		4 Automatic DCC speed step detection Disable DCC speed step detection Enable DCC speed step detection	0 16	
		5 LGB® function button mode Disable LGB® function button mode Enable LGB® function button mode	0 32	
		6 Reserved	64	
		7 Märklin® Consecutive addresses, „High“-Bit Please consider chapter 9.3.1. for explanation of Bit 3, 7	0, 128	
50	Analogue mode	Selection of allowed analogue modes		0 - 3 3
		Bit	Function	
		0	AC Analogue Mode Disable AC Analog Mode Enable AC Analog Mode	
		1	DC Analogue mode Disable DC Analogue mode Enable DC Analogue Mode	
		2	QSI Quantum Engineer DC Support Disable QSI Quantum Engineer Support Enable QSI Quantum Engineer Support	
51	«K Slow» Cutoff	Internal Speedstep, until «K Slow» is active		0 - 255 10
52	BEMF Param. «K Slow»	«K» -Portion of the PI-Controller valid for lower speed steps		0 - 255 10
53	Control Reference voltage	Defines the Back EMF voltage, which the motor should generate at maximum speed. The higher the efficiency of the motor, the higher this value may be set. If the engine does not reach maximum speed, reduce this parameter		0 - 255 130

# List of all supported CVs

CV	Name	Description	Range	Value
54	Load control Parameter «K»	«K»—component of the internal PI-controller. Defines the effect of load control. The higher the value, the stronger the effect of Back EMF control.	0 - 255	50
55	Load control Parameter «I»	«I»—component of the internal PI-controller. Defines the momentum (inertia) of the motor. The higher the momentum of the motor (large flywheel or bigger motor), the lower this value has to be set.	0 - 255	100
56	BEMF Influence at VMin	0-100%. Defines the "Strength" of the BEMF at minimum speed step	1 - 255	255
57	Steam chuff synchronisation #1	Defines the steam chuff synchronisation. See chapter 13.3.	1 - 255	30
58	Steam chuff synchronisation #2	Defines the steam chuff synchronisation. See chapter 13.3.	1 - 255	20
63	Sound volume «Master»	Master volume for all sounds.	0 - 192	128
64	Brake sound threshold «Brake On»	If the actual loco speed step is smaller than or equals the value indicated here, the brake sound is triggered. Compare chapter 13.4.	0 - 255	60
65	Brake sound threshold «Brake Off»	If the actual loco speed step is smaller than the one indicated here (up to 255), the brake sound will be switched off again. Compare chapter 13.4.	0 - 255	7
66	Forward Trimm	Divided by 128 is the factor used to multiply the motor voltage when driving forward. The value 0 deactivates the trim.	0 - 255	128
67-94	Speed table	Defines motor voltage for speed steps. The values „in between" will be interpolated.	0 - 255	-
95	Reverse Trimm	Divided by 128 is the factor used to multiply the motor voltage when driving backwards. Value 0 deactivates the trim.	0 - 255	128
101	Shunting Mode Trimm	Divided by 128, this gives the factor by which the motor voltage is multiplied when the shunting gear is active. See section 10.1.2.	0 - 128	64
102	Brake Mode Exit Delay	Time as a multiple of 16 milliseconds that must pass before a detected braking distance is left again. See section 10.4.6.	0 - 255	12
103	Load adjustment „Optional Load"	Divided by 128, this gives the factor that changes CV3, CV4 and the sound when „Optional Load" is active. See section 10.7.	0 - 255	0
104	Load adjustment „Primary Load"	Divided by 128, this gives the factor that changes CV3, CV4 and the sound when „Primry Load" is active. See section 10.7.	0 - 255	255
105	User CV #1	Free CV. Here you are able to save what ever you want.	0 - 255	0
106	User CV #2	Free CV. Here you are able to save what ever you want.	0 - 255	0
111	Gearbox backlash	Time as a multiple of 16 mS, for which the motor runs at minimum speed after reversing the direction to prevent gear box jerking.	0 - 255	0

## List of all supported CVs

CV	Name	Description	Range	Value	
112	Frequency for Flashing light effects	Flashing frequency for Strobe lighting effects. Multiple of 0.065536 seconds. See section 12.5.4.	0 - 255	20	
113	Power Fail Bypass	The time that the decoder bridges via the PowerPack after an interruption of voltage. Unit: A multiple of 0.032768 sec. See section 6.12.2.	0 - 255	32	
116	Slow speed BEMF Sampling period	Frequency of BEMF measurement in 0.1 milliseconds at speed step 1	50 - 200	50	
117	Full speed BEMF Sampling period	Frequency of BEMF measurement in 0.1 milliseconds at speed step 255	50 - 200	150	
118	Slow speed BEMF Measurement gap length VMin	Length of the BEMF measuring gap in 0.1 milliseconds at speed step 1	10 - 20	150	
119	Full speed BEMF Measurement gap length Vmax	Length of the BEMF measuring gap in 0.1 milliseconds at speed step 255	10 - 20	15	
123	ABC Mode „Slow drive“	Speed which is valid in the slow driving section during ABC braking.	0 - 255	100	
124	Extended Configuration #2	Additional important settings for decoders		-	21
		Bit	Description	Value	
		0	Bi-directional bit: Keep driving direction when changing direction. Do not keep driving direction.	1 0	
		1	Disable decoder lock with CV 15 / 16 Enable decoder lock with CV 15 / 16	0 2	
		2	Disable prime mover startup delay Enable prime mover startup delay	0 4	
		3	Disable SUSI protocol Enable SUSI protocol	0 8	
		4	Enable Output AUX9 (LokSound 5 H0 only) Enable Wheel Sensor input (LokSound 5 H0 only)	0 16	
		5	Motor Overload Protection Motor is not switched off when blocked. Motor is switched off for a few seconds when blocked to avoid burnout	0 32	
		6	Disable Automatic parking Brake Enable Automatic parking Brake (EMK Braking)	0 64	
		7	Reserved	128	

# List of all supported CVs

CV	Name	Description	Range	Value
125	Start voltage Analog DC	See section 10.8.	0 - 255	90
126	Maximum speed Analog DC	See section 10.8.	0 - 255	130
127	Start voltage Analog AC	See section 10.8.	0 - 255	90
128	Maximum speed Analog AC	See section 10.8.	0 - 255	130
129	Analog Functions „Hysteresis“	Offset voltage for functions in analogue mode. Chapter 10.8.	0 - 255	15
130	Analog Motor „Hysteresis“	Offset voltage for motor functions in analogue mode. Chapter 10.8.	0 - 255	5
132	Grade Crossing Hold Time	Grade Crossing holding time. See chapter 12.5.3.	0 - 255	80
133	Sound Fader	Volume when sound fader is active. See chapter 13.5.	0 - 255	128
134	ABC-Mode „Sensibility“	Threshold, from which asymmetry on ABC shall be recognised.	4 - 32	10
138	Smoke Unit Trim Fan	Divided by 128, this gives the factor by which the fan speed of synchronized smoke units can be adjusted.	0 - 255	128
139	Smoke Unit Trim Temperature	Divided by 128, this gives the factor by which the temperature of synchronized smoke units can be adjusted.	0 - 255	128
140	Smoke TimeOut	Time until automatic shutdown of the smoke unit.	0 - 255	255
141	Smoke Chuff Min	Minimum duration of a steam chuff of an external smoke unit in 0.041 seconds resolution.	0 - 255	10
142	Smoke Chuff max	Maximum duration of a steam chuff of an external smoke unit in 0.041 seconds resolution.	0 - 255	125
143	Smoke Chuff Length	Divided by 128, this gives the factor by which the duration of the steam chuffs can be adjusted relative to the trigger pulses.	0 - 255	100
144	Smoke Pre Heat Temperature	Preheating temperature in degrees Celsius for secondary smoke generators (cylinder smoke unit)	0 - 255	150
149	ABC Shuttle Train Holdtime	Time in seconds, which has to be passed for ABC shuttle train operation, before the direction of travel is changed. See section 10.4.4.3.	0 - 255	255
150	HLU Speedlimit 1	HLU Speed limit 1. Internal speedstep.	0 - 255	42
151	HLU Speedlimit 2 (U)	HLU Speed limit 2 (U). Internal speedstep.	0 - 255	85
152	HLU Speedlimit 3	HLU Speed limit 3. Internal speedstep.	0 - 255	127
153	HLU Speedlimit 4 (L)	HLU Speed limit 4 (L). Internal speedstep.	0 - 255	170
154	HLU Speedlimit 5	HLU Speed limit 5. Internal speedstep.	0 - 255	212
155 - 170	Sound CV 1 - Sound CV 16	16 CVs for selecting sounds that can be assigned within sound projects. Please note the documentation for the sound project.	0 - 255	0

# List of all supported CVs

CV	Name	Description	Range	Value
179	Brake Function 1 Deceleration	Value of which 33% of CV 4 will be deducted if the Brake Function 1 is active. See section 10.6.	0 - 255	80
180	Brake Function 2 Deceleration	Value of which 33% of CV 4 will be deducted if the Brake Function 2 is active. See section 10.6.	0 - 255	40
181	Brake Function 3 Deceleration	Value of which 33% of CV 4 will be deducted if the Brake Function 3 is active. See section 10.6.	0 - 255	40
182	Brake Function 1 max. Speed	Highest speed step that can be reached when Brake function 1 is active.	0 - 126	0
183	Brake Function 2 max. Speed	Highest speed step that can be reached when Brake function 1 is active.	0 - 126	126
184	Brake Function 3 max. Speed	Highest speed step that can be reached when Brake function 1 is active.	0 - 126	126
246	Automatic decoupling Driving speed	Speed of the loco while decoupling; the higher the value, the faster the loco. Value 0 switches the automatic coupler off. Automatic decoupling is only active if the function output is adjusted to „pulse“ or „coupler“.	0 - 255	0
247	Decoupling - Removing time	This value multiplied with 0.016 defines the time the loco needs for moving away from the train (automatic decoupling).	0 - 255	0
248	Decoupling - Pushing time	This value multiplied with 0.016 defines the time the loco needs for pushing against the train (automatic decoupling).	0 - 255	0
249	Minimum steam chuff distance	Minimum distance of two steam chuffs, independant from sensor data. Compag chapter 13.3.	0 - 255	0
250	Secondary steam chuff trigger	Defines the distance between two consecutive steam chuffs for the secondary steam chuff generator. The value indicates the promilles the steam chuff distances of the secondary steam chuff generator ought to be shorter then those of the primary steam chuff generator. It is needed for steam locos with two independent boogies, such as „Big Boy“ or „Mallet“.	0 - 255	0
253	Constant brake mode	Determines the constant brake mode. Only active, if CV254 > 0 Function CV 253 = 0: Decoder stops linearly CV 253 > 0: Decoder stops constantly linear	0 - 255	0
254	Constant braking distance forward	A value > 0 determines the way of brake distance it adheres to, independent from speed.	0 - 255	0
255	Constant braking distance backward	Constant braking distances during reverse driving. Only active, if value > 0, otherwise the value of CV 254 is used. Useful for reversible trains.	0 - 255	0





## 22. Changelog

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### 13. EDITION OCTOBER 2021

- Section 6.9. Loudspeaker installation explanation improved.

### 12. EDITION SEPTEMBER 2021

- Table of contents corrected

### 11. EDITION MAY 2021

- Typo corrected

### 10. EDITION APRIL 2021

- LokSound 5 Fx, LokSound 5 Nano, LokSound 5 micro Direct, LokSound 5 micro Kato, LokSound 5 micro Kato USA added.

### 9. EDITION FEBRUARY 2021

- Correction of the CV values for the Swiss light change

### 8. EDITION JUNE 2019

- Added LokSound 5 DCC Direct

### 7. EDITION JUNE 2019

- Figure 30 page 41: Hall sensor connection LokSound 5 XL corrected. Recommend type is Melexis now.

### 6. EDITION JUNE 2019

- Figure 1 on page 18: Pin numbers for 8-pin plug have been wrong numbered.
- Figure 17 on page 30: Orange and grey colors have been corrected.
- Table on page 82: The Startup-Tim for Neon-lights and energy-saving lamp needs to be defined in Special Function CV 2.

### 5. EDITION FEBRUAR 2019

- Initial version for english document





## 23. Appendix

### 23.1. Programming Long Addresses

As described in chapter 9.2. the long address is split into two CVs. The byte with the higher value of the address is in CV 17. This byte determines the range in which the extended address will be located. For instance, if you enter the value 192 in CV 17 then the extended address may be between 0 and 255. If 193 is written into CV 17 then the extended address will be between 256 and 511. You can continue this up to addresses with values of 9984 and 10239. The possible values are shown in figure 35.

#### 22.3.1. Write address

To program a long address you first of all need to calculate the values for CV 17 and CV 18 and then program it. Please note that it is not possible to program addresses via the programming mode "POM".

To program the long address proceed as follows:

- First you determine the desired address, for instance 4007.
- Then you look for the appropriate address range in Fig. 35. The value to be entered into CV 17 can be found in the column on the right. In our example, it is 207.

The value for CV 18 is established as follows:

	desired address	4007
minus	first address in the address range -	3840
	=====	=====
equals	value for CV 18	167

- 167 is therefore the value to be entered in CV 18. Thus you decoder is now programmed to address 4007.

### 23.1.2. Read out address

If you wish to read out a loco address please read the values of CV 17 and CV 18 one after another and proceed then in reverse order: Let's assume you have read:

CV 17 = 196; CV 18 = 147. Look up the corresponding address range in Fig. 23. The first possible address within this range is 1024. Then you have to add the value from CV 18 and you arrive at the locomotive address:

$$\begin{array}{r}
 1024 \\
 + \quad 147 \\
 \hline
 = 1171
 \end{array}$$

Address range			Address range			Address range		
from	to	CV17	from	to	CV17	from	to	CV17
0	255	192	3584	3839	206	7168	7423	220
256	511	193	3840	4095	207	7424	7679	221
512	767	194	4096	4351	208	7680	7935	222
768	1023	195	4352	4607	209	7936	8191	223
1024	1279	196	4608	4863	210	8192	8447	224
1280	1535	197	4864	5119	211	8448	8703	225
1536	1791	198	5120	5375	212	8704	8959	226
1792	2047	199	5376	5631	213	8960	9215	227
2048	2303	200	5632	5887	214	9216	9471	228
2304	2559	201	5888	6143	215	9472	9727	229
2560	2815	202	6144	6399	216	9728	9983	230
2816	3071	203	6400	6655	217	9984	10239	231
3072	3327	204	6656	6911	218			
3328	3583	205	6912	7167	219			

Figure 49: Tabelle der Erweiterten Lokadressen

## 24. Warranty Certificate

### **24 months warranty form date of purchase**

Dear customer,

Congratulations on purchasing this ESU product. This quality product was manufactured applying the most advanced production methods and processes and was subjected to stringent quality checks and tests.

Therefore ESU electronic solutions ulm GmbH & Co. KG grants you a warranty for the purchase of ESU products that far exceeds the national warranty as governed by legislation in your country and beyond the warranty from your authorised ESU dealer. ESU grants an extended

### **manufacturer's warranty of 24 months from date of purchase.**

#### Warranty conditions:

- This warranty is valid for all ESU products that have been purchased from an authorised dealer.
- No claims will be accepted without proof of purchase. The filled in warranty certificate together with your ESU dealer's receipt serves as proof of purchase. We recommend keeping the warranty certificate together with the receipt.
- In case of claim please fill in the enclosed fault description as detailed and precise as possible and return it with your faulty product.

#### Extend of warranty / exclusions:

This warranty covers free of charge repair or replacement of the faulty part, provided the failure is demonstrably due to faulty design, manufacturing, material or transport. Please use the appropriate postage stamps when shipping the decoder to ESU. Any further claims are excluded.

#### The warranty expires:

1. In case of wear and tear due to normal use
2. In case of conversions of ESU - products with parts not approved by the manufacturer.
3. In case of modifications of parts, particularly missing shrink sleeves, or wires directly extended on the decoder.
4. In case of inappropriate use (different to the intended use as specified by the manufacturer).
5. If the instructions as laid down in the user manual by ESU electronic solutions ulm GmbH & Co. KG were not adhere to.

Due to liability reasons any inspections or repairs can only be carried out on products that are not installed in a locomotive or carriage. Any locomotive sent to ESU for inspection will be returned without even touching it. There is no extension of the warranty period due to any repairs or replacements carried out by ESU.

You may submit your warranty claims either at your retailer or by shipping the product in question with the warranty certificate, the receipt of purchase and fault description directly to ESU electronic solutions ulm GmbH & Co. KG:

ESU GmbH & Co. KG  
- Garantieabteilung -  
Edisonallee 29  
D-89231 Neu-Ulm  
GERMANY

# Trouble shooting sheet

## 1. Personal data











(Please write in block letters)

Name: .....  
Street: .....  
ZIP/City: ..... | | | | |  
Country: .....  
Email: .....  
Phone: .....  
Date: .....  
Signature: .....

## 2. Product details and system environment (use extra page if needed)

Art.No.:	Purchase Date:	Address:
<b>Operation Mode:</b> <input type="checkbox"/> AC Analogue	<input type="checkbox"/> AC Digital	<input type="checkbox"/> DC Analog
<b>Digital system:</b> <input type="checkbox"/> ESU ECoS	<input type="checkbox"/> Märklin® 6012	<input type="checkbox"/> Roco® Digital
<input type="checkbox"/> Intellibox®	<input type="checkbox"/> Lenz® Digital	<input type="checkbox"/> DC Digital (DCC)
		<input type="checkbox"/> LGB® Digital <input type="checkbox"/> LGB® MZS
		<input type="checkbox"/> Others:

## 3. Error description

<input type="checkbox"/> Headlight output front 	<input type="checkbox"/> No Sound 	<input type="checkbox"/> Cable 
<input type="checkbox"/> Headlight output rear 	<input type="checkbox"/> Wrong Sound 	<input type="checkbox"/> Change direction probl 
<input type="checkbox"/> Motor output 	<input type="checkbox"/> Short circuit 	<input type="checkbox"/> Without any function (DOA)
<input type="checkbox"/> Programming 	<input type="checkbox"/> AUX output 	<input type="checkbox"/> Other problems: .....

## 4. Receipt - Proof of purchase (Please enclose this document!)

Please enclose your receipt / invoice. Otherwise no warranty possible!

## 5. Additional information:

.....  
.....  
.....  
.....  
.....  
.....

## 6. Your retailer:

.....  
.....  
.....  
.....  
.....  
.....

Retailer's stamp or address