



Quick Start Guide AS-16, AS-616, DRS

Equiped with LOK Sound Select Sound and DCC decoder

Please go to www.LokSound.com for a complete user manual

You have just purchased a Top of the Line Locomotive with one of the most State of Art Digital Sound Decoders on the Market. With nothing more than your Digital Command Station you have the option of 16 separate horns, 2 bells, and 2 brakesqueals. All changeable by one CV. No booster is needed! Each individual sound has a separate volume control, and up to 8 sounds can be played at one time! Not only that, but as new sounds become available and firmware gets updated, you can at anytime, hook up to our famous LokProgrammer and update your decoder! Along with outstanding sound, ALL LokSound decoders give you the benefit of the Industry Leading ESU Motor control. You'll see the difference instantly as the engine smoothly accelerates across your pike! Don't forget you also have the option to use one of our MANY lighting effects on any one of your 6(!) function outputs!

Default Function Assignments

Technical data LokSound Select Decoder Operational modes: NMRA/DCC with 14, 28, 128 speed steps 2-digit (short) or 4-digit (long) addresses Analog DC (Dual mode, de-selectable) Automatic recognition of operational mode Supports ALL NMRA programming modes

Power:

Runs all DC and coreless motors

Silent, safe 31,25 kHz pulse width frequency BEMF

Motor output overload protected

Function outputs:

6 outputs

250 mA load per output

Outputs short-circuit protected

Sound:

Audio amplifier: 2W @40hms load

Speaker impendance 4-8 Ohms

Memory Capacity 32MBit 8 Sound Channels, All playable at once!

Over 20 different sounds!

Dimensions:

1.02 x 0.62 x 0.18 inch (25.5 x 15.5 x 4.5 mm)

	er anienon / ibbiginion ib
Functio	on key Effect
F0	Directional Headlights
F1	Bell
F2	Playable Airhorn
F3	Coupler
F4	Dynamic Brake
F5	Aux1 Rotary Beacon
F6	Not in use
F7	Switching Mode
F8	Sound (On/Off)
F9	Drive Hold
F10	Independent Brake
F11	Radiator (Fan) Sound
F12	Dimmer (Headlights)
F13	AUX4 (Rear Ditchlights)
F14	
F15	
F16	- I
F17	Brake Set / Brake Release
F18	
F19	Short Air Let Off
F20	Compressor
F21	Slow Spitter Valve

Extended Addressing

F22 to 28 not used

Most Command Stations will give you the option to enter a 4 Digit Extended Address. Please refer to your Command Station's Manual for guidance as to how to do this. If your command Station does not have this feature a full list of values and instructions are available on line at www.loksound.com

Start Delay

While pulling a train a Prototype Locomotive will not move until the Prime mover has worked up enough power to provide the proper amount of electricity to the traction motors. For this reason when the LokSound Select sound is idling and you turn up the throttle, the locomotives begins to move only after the Diesel engine has reached notch1. Although this behavior is very prototypical, one might not like it because it causes some delay. You can disable this startup delay by simply Changing CV124 to a value of 0. This will cause the LokSound Select decoder to immediately start moving when the throttle is turned up. However, the start up sound will not be prototypically synced with the motion anymore.

Sound on/Sound Off (F8 Operation)

You will notice quickly that the F8 button will work differently than what you may be used to. This is done for two reasons. First so that you can hear both the start and Shut down sequences without any CV changes. Also so that upon power up the drain on your command station is not as great. Sound decoders draw quite a bit of power upon start up. Having the sound off initially when the layout is powered up is a much more efficient way on doing things. This can save your command station from an early demise! You may be used to other manufacturers who do this backwards. If you prefer you can easily reverse this feature in LokSound decoders. Simply Change CV32 to 2, then CV403 to 32. Please note also that F8 only controls the prime mover sounds. On a real engine, as long as there is air, the bell and the horn will work when the prime mover is off!

Diesel sound Volume Control table					
Function (Diesel)	CV	Range	Default		
Master volume control	63	0 - 192	192		
Diesel Volume Control	259	0 - 128	128		
Horn Volume Control	275	0 - 128	128		
Bell Volume Control	283	0 - 128	99		
Coupler Sound Volume Control	291	0 - 128	128		
Turbo Volume Control	419	0 - 128	128		
Air Compressor Volume Control	307	0 - 128	77		
Brake Set / Brake Release	347	0 - 128	128		
Sanding valve Volume Control	355	0 - 128	128		
Short Air Let Off Volume Control	363	0 - 128	128		
Spitter Valve Volume Control	371	0 - 128	128		
Random sounds	451	0 - 128	128		
BE SURE CV 32 IS SET TO 1 BEFORE CHANGING CVs 257-511					

Decoder-Reset Write value 08 into CV 08.

From time to time you may have the need to reset the decoder in your new Locomotive. Setting CV08 to a value of 08 will accomplish this. Be aware though that all user settings will be set back to factory defaults with this process. Your address will now become 03.

also have the option to use one or our mourt lighting								
Diesel Prime Movers								
Prime Mover name	C۱	/ 48 va	lue					
Baldwin 608A		0						
Diesel Decoders Airhorns	16 to	choos	e from!					
Airhorn name	C'	V 48 v	alue					
Leslie A200		0						
Nathan K3L		1						
Nathan M5		2						
Nathan P3		3						
Nathan Old Cast P	5	4						
Nathan K3H		5 Def	ault					
Leslie RS3L		6 7						
Leslie RS5T Leslie A125		,						
Nathan M3		8						
Leslie RS3K		10						
Nathan K5H		11						
Hancock Air Whist	ما-	12						
Nathan M3H	.ie	13						
Leslie S3E		14						
Leslie S5TRF		15						
Diesel Decoders Bell Types	2 to	choose	e from!					
Bell Type		′ 48 va						
Slow Bell	0	0	Default					
Fast Bell		64						
Diesel Decoders Brake Squeals	2 to	choos	e from!					
Brake Squeal Version	C۱	/ 48 va	lue					
Brake Squeal Version #1	0	0	Default					
Brake Squeal Version #2		128						

Sound Choices

This Factory equipped LokSound Digital Sound Decoder was built specifically to be correct for the Prototype of the model. You may find however that you would like different Sounds. All sounds can be changed with CV48 and your Command Station. CV 48 is calculated by adding the Prime mover, the horn, the Bell, and the brake squeal selection you would like in your model. By adding your choices from the charts above you will arrive at the value to put in CV 48.

Default Example: Prime Mover = 0 Airhorn = 5 Bell = 0 Brake Squeal = 0

Total = 5 CV48 Value = 5

A full PDF Manual can be found at www.LokSound.com Please refer to the LokSound Select Manual.

As a Reference NO BOOSTER is needed for programming.