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## WWW.BOWSER-TRAINS.COM

**Default Function Assignments** 

F2

F4

F6

F7

F8

F9

F10

F11

F12

F13

F14

F15

F16

# Bowser Executive Line Sound Equipped 6 Axle Century **Ouick Start Guide**

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

Directional Headlights

Ditchlights (Directional-if equipped)

Prime Mover Sound On/O ff (MUTE)

Playable Airhorn

Coupler Clank

Dynamic Brake Rotary Beacon (if equipped)

Switching Mode

Brake Set/Release

Compressor

Sanding Valve

Short Air Let Off

Spitter Valve

Manual Notching Up

Dimmer (Headlights)

Manual Notching Down

You have just purchased a Top of the Line Locomotive with one of the most State of Art Digital Sound Decoders on the Market. Wi Command Station you have the option of 16 separate horns, 2 bells, and 2 brakesqueals. All changeable by one CV. No booster is separate volume control, and up to 8 sounds can be played at one time! Not only that, but as new sounds become available and fi hook up to our famous LokProgrammer and update your decoder! Along with outstanding sound, ALL LokSound decoders give you the b  $Motor \ control. \ You'll \ see the \ difference \ instantly \ as \ the \ engine \ smoothly \ accelerates \ across \ your \ pike! \ Don't \ forget \ you \ also \ h$ effects on any one of your 6(!) function outputs!

th nothing more than your Digital needed! Each individual sound has a rmware gets updated, you can at anytime, enefit of the Industry Leading ESU ave the option to use one of our MANY lighting

## Technical data LokSound Select Decoder NMRA/DCC with 14, 28, 128 speed steps 2-digit (short) or 4-digit (long) add resses Analog DC (Dual mode, de-selectable)

Automatic recognition of operational mode Supports ALL NMRA programming modes

Runs all DC and co reless motors

Silent, safe 31,25 kHz pulse width f requency BEMF

Motor output overload p rotected

Function outputs:

6 outputs

250 mA load per output Outputs short-circuit protected

Sound:

Audio amplifier: 2W @4Ohms load Speaker impendance 4-8 Ohms

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

Over 20 di fferent sounds!

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

#### Extended Addressing

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 reasons. First so that you can hear both the start and shut down sequences without any C.v. 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 Cont	rol table				
Function (Diesel)	CV	Range	Default		
Master volume cont rol	63	0 - 192	192		
Diesel Volume Cont rol	259	0 - 128	128		
Horn Volume Cont rol	275	0 - 128	128		
Bell Volume Cont rol	283	0 - 128	99		
Coupler Sound Volume Control	291	0 - 128	128		
Turbo Volume Cont rol	323	0 - 128	10		
Air Comp ressor Volume Cont rol	307	0 - 128	90		
Brake Set / Brake Release	347	0 - 128	40		
Sanding valve Volume Cont rol	355	0 - 128	128		
Short Air Let O ff Volume Cont rol	363	0 - 128	128		
Spitter Valve Volume Cont rol	371	0 - 128	128		
Random sounds	451	0 - 128	90		
BE SURE CV 32 IS SET TO 1 BEFORE CHANGING CVs 257-511					

### Decode r-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.

Diesel Prime Movers				
Prime Mover name	CV 48 value			
There is only one Alco 251 16cyl Prime Mover sound on this decoder. Please use a Value of 0 for this part of the CV48 calculation.				
Diesel Decoders Airhorns	16 to choose from!			
Airhorn name	CV 48 value			

Diesel Decoders Airhorns 16 to ch	16 to choose from!		
Airhorn name CV 48 value	CV 48 value		
Airhorn Nathan K5LA	0		
Airhorn Nathan K3L	1		
Airhorn Nathan M5	2		
Airhorn Nathan P3 3	3	Default	
Airhorn Nathan Old Cast P5	4		
Airhorn Leslie S2M	5		
Airhorn Leslie RS3L	6		
Airhorn Leslie S3L	7		
Airhorn Leslie S5T	8		
Airhorn Leslie M3	9		
Airhorn Leslie RS3K	10		
Airhorn Nathan K5H	11		
Airhorn Leslie S3	12		
Airhorn Nathan Holden M3H	13		
Airhorn Nathan New Cast P5	14		
Airhorn Leslie Supertyfon	15		

Dell Type	CV 10 Value				
Slow Bell			0		
Fast Bell		64	64	Default	
Diesel Decoders Brake Squeals		2 to choose from!			
Brake Squeal Version CV 48 value					
Brake Squeal Version #1		0	0	Default	

#### **Sound Choices**

Brake Squeal Version #2

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 = 3Brake Squeal = 0

Total = 67

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.