



1302 Jordan Ave. P.O. Box 322 Montoursville PA 17754 1-570-368-2379

WWW.BOWSER-TRAINS.COM

# Bowser Executive Line Sound Equipped Alco C-430 Quick Start Guide

Please go to [www.LokSound.com](http://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!

Technical data LokSound Select Decoder	
<b>Operational modes:</b>	
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	
<b>Power:</b>	
Runs all DC and coreless motors	
Silent, safe 31,25 kHz pulse width frequency BEMF	
Motor output overload protected	
<b>Function outputs:</b>	
6 outputs	
250 mA load per output	
Outputs short-circuit protected	
<b>Sound:</b>	
Audio amplifier: 2W @40Ohms load	
Speaker impedance 4-8 Ohms	
Memory Capacity 32MBit	
8 Sound Channels, All playable at once!	
Over 20 different sounds!	
<b>Dimensions:</b>	
1.02 x 0.62 x 0.18 inch (25.5 x 15.5 x 4.5 mm)	

Default Function Assignments	
Function key	Effect
F0	Directional Headlights
F1	Bell
F2	Playable Airhorn
F3	Coupler Clank
F4	Dynamic Brake
F5	Numberboards
F6	Ditchlights (Directional)
F7	Switching Mode
F8	Prime Mover Sound On/Off (MUTE)
F9	Manual Notching Up
F10	Manual Notching Down
F11	Brake Set/Release
F12	Dimmer (Headlights)
F13	Compressor
F14	Sanding Valve
F15	Short Air Let Off
F16	Spitter Valve

Diesel Prime Movers	
Prime Mover name	CV 48 value
There is only one Alco C-430 251-16cyl Air Start 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
Airhorn Nathan K5LA	0
Airhorn Nathan K3L	1
Airhorn Nathan M5	2
Airhorn Nathan P3	3 3 Default
Airhorn Nathan P5A	4
Airhorn Nathan Single Chime	5
Airhorn Leslie A200	6
Airhorn Leslie S3L	7
Airhorn Leslie S5T	8
Airhorn Leslie M3	9
Airhorn Hancock Air Whistle	10
Airhorn Wabco E2	11
Airhorn Holden S3LR	12
Airhorn Nathan Holden M3H	13
Airhorn Dual Nathan Single Chimes	14
Airhorn Leslie 3 Chime	15

### 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](http://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 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. 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
Dynamic Brake Volume Control	299	0 - 128	128
Air Compressor Volume Control	307	0 - 128	90
Brake Set / Brake Release	347	0 - 128	40
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	90

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 and then cycling the power off and on will accomplish this. Be aware though that all user settings will be set back to factory defaults with this process.

Diesel Decoders Bell Types 2 to choose from!	
Bell Type	CV 48 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
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.

#### CV 48 Default Example:

Prime Mover = 0  
Airhorn = 3  
Bell = 64  
Brake Squeal = 0

Total = 67  
CV48 Value = 67

As a Reference, Due to the efficiency of the decoder design NO BOOSTER is needed for programming.

A full PDF Manual can be found at [www.LokSound.com](http://www.LokSound.com)  
Please refer to the LokSound Select Manual.