



D11 Steam Locomotive

Sound Fitted Information

Important: Please read this sheet before running your locomotive.

Many thanks for purchasing one of our **Bachmann Branchline** D11 Sound Fitted Steam Locomotives. Please take the time to read through this sheet carefully before running your locomotive to ensure you get the most out of your model.

Decoder Info.

Decoder & Speaker Spec.

Decoder: ESU 21MTC Loksound V5 DCC
CV1 Address: 03
Speed Steps: 28/128
Speaker: 4 Ohms 28mm Dia. Round

For Best Results...

Please make sure your DCC system is set to run on 128 speed steps to obtain the very best results from this decoder.

Keeping the track, wheels and pick-ups clean are essential to ensure good electrical contact and will also contribute to the decoder working to it's best ability.

Loco Decoder Address.

This model is set with a default decoder address of 3.

Running on DC.

Your model is equipped with a ESU 21MTC Loksound V5 DCC Sound decoder but will operate on DC powered track producing movement & normal load running sounds, acceleration steam chuff sounds and any other automatic and randomised sounds.

Please note: If this model is to be controlled with an analogue (DC) output controller Bachmann Europe PLC recommend the use of a controller with a smoothed output. If you intend to use a feedback type controller, or one with PWM (pulse width modulation) please consult the controller manufacturer before using it with this model.

Please note: This model should be removed from the track if you are changing the address of another model with an E-Z Command Control Centre.

Function List - D11

No.	Function/Sound	F Button <i>Suggested Setting</i>	Sound Type
1	Sound (On / Off)	Latch	-
2	Brake (Non-Latching)	Trigger	Brake Sounds
3	Cylinder Drain Cocks	Latch	Continuous Play
4	Whistle (Playable)	Trigger	Playable Length
5	Off - Normal Load	Latch	-
	On - Heavy Load		
6	Shovelling Coal	Latch	Continuous Play
7	Injectors	Latch	Continuous Play
8	Blower	Latch	Continuous Play
9	Flange Squeal	Latch	Continuous Play
10	Safety Valve	Latch	Continuous Play
11	Handbrake (Loco won't move)	Latch	-
12	Water Tank Filling	Latch	Continuous Play
13	Coupling / Uncoupling Clank	Latch	Fixed Length
14	'Toot-toot'	Trigger	Fixed Length
15	On - Guard's Whistle	Latch	Continuous Play
	Off - Driver's Responce		
16	Coasting	Latch	-
17	Rail Join Clatter	Latch	Speed Variable
18	Shunting Mode	Latch	-
19	Inertia Off	Latch	-
20	Mute	Latch	-
	Volume - Cycles through 6 Levels	Trigger	-

Notes

F1 - Sound (On / Off)

If switched off when moving sounds fade away, coming back in again if turned back on.

F9 - Flange Squeal

Does not play below speed step 3, or above speed step 11, of 128.



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