



# Class 3F Tank (Jinty) Locomotive

## DCC Sound Information

**Important: Please read this sheet before running your locomotive.**

Many thanks for purchasing one of our **Bachmann Branchline** Class 3F Tank DCC Sound fitted 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 type: LokSound Select  
CV1 Address: 03  
Speed Steps: 28/128  
Speaker: 4 Ohms

For full details of the decoder please refer to information sheets on **LokSound Select** available from **www.bachmann.co.uk**

#### 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 LokSound Select sound decoder but will operate on DC powered track producing exhaust & motion, automatic and randomised sounds only.

**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.

### Operation Notes

**Important: leaving approximately 1 second between function button presses will ensure a more reliable operation.**

The following text has been provided to give you an example of how the decoder and sound file can be used to give you a realistic railway operating experience.

On your controller, select the appropriate address for the loco (default 03).

Press **F1** to activate your models automated sound effects and you will hear the back ground noise of the boiler hiss. This is a lot quicker than raising steam the traditional way!

If you want to recreate the ambience of firing your locomotive shovel some coal into the firebox (**F5**) and once you have your boiler up to pressure press **F8** to open the Cylinder Drain Cocks to prevent water build up in the Cylinders and turn on the Blower by pressing **F4** to increase the draft through the firebox.

Once your Boiler is warmed up it's time to leave the Shed to pick up your train for the day. Press **F14** for Shunting Mode to allow better control at slower speeds and leave your Cylinder Drain Cocks on until you've got going, press **F8** to turn off. Now navigate your way out of the Depot to your first train of the day.

Gently approach your rolling stock, being careful not to ram them!, and come to a stop a scale 6ft away (24mm), then 'call on' until close enough to couple. Press **F13** to couple up and you're ready to go on your way.

Slowly guide your train out of the yard and onto the branch line for your first journey, you

may well hear some Flange Squeal (F9) as you pass through the points.

Press **F14** to come out of Shunting Mode and slowly build your speed now you're out and about.

As you approach the incline get shovelling the coal (**F5**), press **F17** and your engine will be working flat out pulling your train to the top. Once you've reached the summit, turn off **F17** and then press **F18** to Coast down the other side.

After using all your steam getting up the hill remember to keep an eye on your water level and top up by turning on your Injectors (**F7**), then shovel some coal (**F5**) and turn on the Blower (**F4**) to keep the fire hot.

Near to your destination there's a level crossing, take it easy and don't forget to sound your Whistle (**F2** or **F3**) to warn of your approach, giving anyone crossing a chance to get out of the way.

Slow down, using your brake (**F6**) if necessary, and activate Shunting mode (**F14**) to gently roll your wagons into their destination yard.

If your fireman has been shovelling too much coal on approach your boiler pressure could well be too high, and now that you've stopped there's only one way for that extra pressure to go, out the **F16** Safety Valves! Next time keep your pressure low on approach, then turn on the Injectors (**F7**) to top up the boiler and cool it down a little to avoid lifting the Safety Valves. If your going to be there for more than a few minutes turn on your Cylinder Drain Cocks (**F8**) to avoid the build up of condensation in the Cylinders.

Now you've uncoupled your rolling stock (**F13**) you can set off for your next duty as a Light Engine (**F10**).

## Function Instructions

**Important; leaving approximately 1 second between function button presses will ensure a more reliable operation.**

### Trigger or latch?

The characteristics of this Locomotives functions will depend on whether your DCC controller has the corresponding Function (F) button set to **Trigger** or **Latch**.

In the instructions that follow we have suggested the best setting for each F button in *italic* next to each title.

Please consult your DCC controller instruction for how to change this.

### F1. Sound On/Off (Latch)

**Please note: Without activating F1 your model will not make any of the automated sound effects.**

**F1 On** - Will activate the automated sound functions and you will hear the background hiss of the boiler steam.

**F1 Off** - Will turn off all automated functions.

### F2. Whistle (Trigger)

**F2, short Press** - A single blow of the Whistle.

**F2, longer Press** - When held on will give a continuous whistle sound until F2 is released.

### F3. Whistle Toots (Trigger)

**F3 On** - Will play a typical whistle 'toot-toot'.

### F4. Blower (Latch)

**F4 On** - activates the Blower sound effects.

The Blower is used when steam is being raised or to counter the dip in pressure when using the injectors. The blower promotes more draft through the firebox by blowing steam up the chimney. This creates a vacuum in the smokebox, thus drawing more air in through the firebox.

### F5. Shovelling Coal (Latch)

**F5 On** - Will activate the sounds of coal being shovelled into the firebox by the fireman.

### F6. Loco Brake (Trigger)

**F6, short press** - will reduce the speed by a small amount.

**F6, longer press** - will reduce the speed by a greater amount relative to how long you hold the button down for. The longer the Brake Key is held 'on', the greater the brake force applied.

**Unless the speed setting has been reduced to zero the locomotive will return to it's original speed once the brakes have been released.**

### F7. Injectors (Latch)

**F7 On** - Will activate the injectors, this will play until they are turned off again.

The injectors are used by the Fireman to add water to the boiler to maintain its water level. It does this by mixing cold water from the tanks and pressurised steam from the boiler, this gives the water the pressure required to overcome the boiler pressure.

In addition to keeping the boiler pressure up, firemen often came into stations with the water pressure low so that they could use the Injectors to reduce the boiler temperature by just enough to prevent the Safety Valves from lifting at the station.

### F8. Cylinder Drain Cocks (Latch)

**F8 On** - Will open the Cylinder Drain Cocks, this will play until they are turned off again.

The Cylinder Drain Cocks are used by the driver when raising steam, to prevent the build up of condensation and when stationary for more than a few minutes to prevent run away. If a driver suspects the engine is starting to prime (carry water over from the boiler to the cylinders) they will turn them on to prevent Cylinder Damage.

### F9. Flange Squeal (Latch)

**F9 On** recreates the sound caused by friction between the flanges on the wheels and the track on sharper curves.

**Please note; this function is speed dependent and will not action whilst the loco is stationary.**

### F10. Light Engine Mode (Latch)

**F10 On** will alter the sound characteristics of your locomotive to those of a lighter engine.

The engine will sound alot less laboured when increasing power. This will not effect the performance of the locomotive.

### F11. Guards Whistle (Trigger)

**F11** will play the typical sound of a Guard's whistle at the station, signaling the imminent departure of a Train.

**Please note; this sound will only function whilst the loco is stationary.**

### F12. Volume Control (Trigger/Latch)

**F12 On (Latch)** - Will mute all sounds.

**F12 (Trigger)** - Will cycle through six volume levels in accending order.

### F13. Coupling Clank (Trigger)

**F13** will play the sounds replicating the Coupling of the locomotive to another piece of rolling stock.

### F14. Shunting Mode (Latch)

**F14** will activate Shunting Mode which will reduce the top speed of your locomotive giving you more control at slower speeds.

### F15. Acceleration (Latch)

**F15 On** will remove all prototypical inertia from the locomotives operation, allowing you to accelerate and brake in a very prompt manor!

### F16. Safety Valve (Latch)

**F16 On** activates the sounds made when the Safety Valves lift.

The Safety Valves lift on a steam engine when the pressure in the boiler is too high. This was usually caused by either the fire being too hot when not required or when the engine came was coasting or at rest with a high level of water and a roaring fire. Without the cylinders using steam, the pressure in the boiler would rise and lift the safety valves.

### **F17. Heavy Engine (Latch)**

**F17 On** - The engine sounds are adjusted to that of a locomotive hauling a heavy load. Constant heavy chuffs will play and the locomotive won't accelerate whilst this function is in use. This is particularly useful when a locomotive has reached its set speed but ascending an incline.

### **F18. Coasting (Latch)**

**F18 On** - The locomotive stops chuffing once in Coasting mode and will not increase its speed unless F18 is turned off. This is characteristic of an engine descending a gradient and travelling with the momentum of its own weight rather than using steam and valuable coal.

## **Function List - Class 3F Tank (Jinty)**

<b>No.</b>	<b>Function/Sound</b>	<b>F Button</b> <i>Suggested Setting</i>	<b>Sound Type</b>
<b>1</b>	Sound - On / Off	Latch	-
<b>2</b>	Whistle (Playable)	Trigger	Continuous Play
<b>3</b>	Whistle Toots	Trigger	Single Play
<b>4</b>	Blower	Latch	Continuous Play
<b>5</b>	Shovelling Coal	Latch	Continuous Play
<b>6</b>	Brake	Trigger	-
<b>7</b>	Injectors	Latch	Continuous Play
<b>8</b>	Drain Cocks	Latch	Continuous Play
<b>9</b>	Flange Squeal	Latch	Continuous Play
<b>10</b>	Light Engine	Latch	-
<b>11</b>	Guard's Whistle	Trigger	Single Play
<b>12</b>	Volume Control	Trigger / Latch	-
<b>13</b>	Coupling Clanks	Trigger	Single Play
<b>14</b>	Shunt Mode	Latch	-
<b>15</b>	Acceleration	Latch	-
<b>16</b>	Safety Valve	Latch	Continuous Play
<b>17</b>	Heavy Engine	Latch	-
<b>18</b>	Coasting	Latch	Continuous Play

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