



Caledonian Railway Class 812

SOUND FITTED Information

Important: Please read this sheet before running your locomotive.

Many thanks for purchasing one of our **Bachmann Branchline** SOUND FITTED Caledonian Railway Class 812 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: Next18
ESU Loksound Micro V5DCC
CV1 Address: 03
Speed Steps: 28/128
Speaker: 0.7/1 Watt / 8 Ohm 11 x 15mm

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 Loksound Micro V5DCC Next18 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 when power is applied.

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.

Do not use with Electronic Track Cleaners.

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 - Caledonian Railway Class 812

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 (Low Speed Only)	Latch	Continuous Play
4	Whistle (Playable)	Trigger	Playable Length
5	Off - Normal Load	Latch	-
	On - Heavy Load		
6*	On - Open Firebox Door	Latch	-
	Off - Close Firebox Door		
7	Injectors	Latch	Continuous Play
8	Fixed Length Whistle	Trigger	Fixed Length
9	Flange Squeal (Speed Regulated)	Latch	Continuous Play
10	Shovelling Coal (F6 Must Be On)	Latch	Continuous Play
11	On - Blower (Sound Only)	Latch	Continuous Play
	On, Stationary & F6 On - Blower (Sound & Lights)	Latch	Continuous Play
12	Handbrake (Loco won't move)	Latch	-
13	Water Tank Filling	Latch	Continuous Play
14	Coupling / Uncoupling Clank	Latch	Fixed Length
15*	Safety Valve	Latch	Continuous Play
16	Guard's Whistle & Driver's Response	Latch	Continuous Play
17	Coasting	Latch	-
18	On - Sound Fades Out	Latch	-
	Off - Sound Fades In		
19	Shunting Mode (Reduces Speed)	Latch	-
20	Inertia Off	Latch	-
21	Mute	Latch	-
	Volume - Cycles through 6 Levels	Trigger	-
22	Rail Join Clatter (Speed Variable)	Latch	Continuous Play
2*	Brake Squeal - There are 6 different brake squeals available by altering the CV165 between 0 & 5 (the default setting is CV165 = 2). Please note: Loco will not move if F2 is engaged whilst stationary.		
6*	Firebox Door - Lighting Features (When F6 is on) Stationary - Red light flickers Moving - Red light flickers and Yellow light pulses with exhaust.		
15*	Safety Valve , CV162 can be altered to use a different Safety Valve sound effect. Salter Type CV162 = 1 (default) Ross-pop CV162 = 0		



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