SE&CR N Class Locomotive
SOUND FITTED Information

Important: Please read this sheet before running your locomotive.

Many thanks for purchasing one of our **Graham Farish** SE&CR N Class 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: Zimo MX659N18
CV1 Address: 03
Speed Steps: 28/128
Speaker: 0.25/0.5 Watt / 8 Ohm 8 x 12mm

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 **Zimo MX659N18** 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 - SE&CR N Class

No.	Function/Sound	F Button *Suggested Setting*	Sound Type
1	Sound (On / Off)	Latch	-
2	Brake (Non-Latching)	Trigger	Brake Sounds
3	Cylinder Drain Cocks	Latch	Continuous Play
4	Single Whistle (Speed Related)	Trigger	Fixed Length
5	Reverser	Latch	Continuous Play
6	Shovelling Coal	Latch	Continuous Play
7	Injectors	Latch	Continuous Play
8	Blower	Latch	Continuous Play
9	Flange Squeal (Speed Related)	Latch	Continuous Play
10	Safety Valve	Latch	Continuous Play
11	Handbrake	Trigger	Fixed Length
12	Water Tank Filling	Latch	Continuous Play
13	Coupling Clank	Trigger	Fixed Length
14	Light Engine Mode	Latch	Continuous Play
15	Fade All Sounds	Latch	-
16	Guard's Whistle	Latch	Fixed Length
17	Auto Wagon Buffering	Latch	-
18	Unfitted Freight Mode	Latch	-
19*	Pinned Brakes (F18 On)	Latch	-
20	'Toot-toot'	Latch	Fixed Length
21	Short 'Toot-toot'	Trigger	Fixed Length
22	Medium Duration Swell Whistle	Trigger	Fixed Length
23	Long Duration 'Played' Whistle	Trigger	Fixed Length
24	'Clear from the Guard'	Trigger	Fixed Length
25	On - 'Going under, George'	Latch	-
	Off - 'Clear to go under'	-	-
26*	Guard to Driver Instructions	Trigger	Fixed Length
27	Volume Down	Trigger	-
28	Volume Up	Trigger	-
19*	To use Pinned Brakes, halt the train whilst F18 is On, engage F19, Pinned Brakes simulation will begin once the train starts moving again. To cancel the train must be halted again and F19 disengaged. F19 will not work whilst moving.		
26*	The instructions given can vary to suit your train by changing the value of CV691. **CV691 = 67 -** Unfitted Freight **CV691 = 68 -** Fully Fitted Freight **CV691 = 69 -** Passenger Train		