



OPERATORS GUIDE

ESU Factory Decoder Equipped Locomotives - Default DCC Address for All Locomotives: 3

Decoder Reset: CV8 = 8

Thank you for your purchase of an InterMountain Railway Company locomotive. This guide will direct you through basic operational and decoder functions, shell removal instructions, and maintenance tasks. Should you have any questions that are not answered in this guide please feel free to contact InterMountain service and support at the contact information listed above. All HO scale locomotives are factory equipped with an ESU decoder. Sound locomotives have a LokSound Select decoder and non-sound locomotives have a LokPilot decoder.

Sound On / Sound Off (F8 Function Key):

Sound Equipped Locomotive Only-

Upon placing your locomotive on the track, you will not hear any sound. **You must press the F8 function key in order to get the locomotive's prime mover started.** The LokSound Select allows the F8 function key to create a more realistic operating experience and is not simply a "mute" button. This is done so that both the start-up and shut down sequences can be heard without any CV changes. This also reduces the power-up drain on your DCC system's power booster. The F8 function key operation can be changed to allow track power to start the prime mover by setting CV32 to 2 FIRST, and then CV403 to 32. A prototype locomotive's horn and bell can still be operated with the prime mover shut-down as long as enough air is available. The LokSound Select decoder operates in just this way!

Locomotive Start-Up Delay:

Sound Equipped Locomotive Only-

Prototype locomotives do not move until the locomotive has been fully started, air pressure built and the prime mover has settled into idle. Just like the prototype, when you first place your new locomotive on the track and press F8 to start it up, the locomotive start-up sounds are heard. The locomotive will not be able to move during the start-up sequence. Once the sounds settle to idle and the throttle is increased, the locomotive begins to move only after the prime mover has reached notch one. Although this behavior is very prototypical, it may not be preferred. This start-up delay can be removed by simply changing CV 124 to a value of 0. This will cause the locomotive to start moving immediately when the throttle is increased during the locomotive start-up sounds.

Operational and Decoder Functions:

Sound Equipped Locomotive Only-

With your Digital Command Control (DCC) System you have the option of multiple horns, prime movers, bells, and brake squeals. All are changeable with CV48. No booster is needed! Each individual sound has a separate volume control, and up to 8 different sounds can be played at one time! Not only that, but as new sounds become available and firmware gets updated, you can at any time, hook up to the ESU 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 railroad! You also have the option to use one of MANY lighting effects on any one of the 6 function outputs!

Extended Addressing:

Most DCC Systems give you the option to enter a 4 Digit Extended (long) Address. Please refer to your DCC System's manual for guidance as to how to do this. If your DCC System does not have this feature a full list of values and instructions are available on-line at www.loksound.com.

Default Function Key Assignments & Effects Table (*LokPilot & LokSound, ALL others LokSound Only):

Function Key	F-Units	U18B	SD40-2(W)	ES44AC/DC
F0*	Directional Headlights	Directional Headlights	Directional Headlights	Directional Headlights
F1	Bell	Bell	Bell	Bell
F2	Playable Air Horn	Playable Air Horn	Playable Air Horn	Playable Air Horn
F3	Coupler Clank	Coupler Clank	Coupler Clank	Coupler Clank
F4	Dynamic Brake	Dynamic Brake	Dynamic Brake	Dynamic Brake
F5*	Number Board Light	N/A	Number Board Light	Number Board Light
F6*	Nose MARS Light**	Nose MARS Light**	Ditch Lights / Rotary Beacon**	Ditch Lights
F7*	Dimmer	Dimmer	Dimmer	Dimmer
F8	Prime Mover On/Off	Prime Mover On/Off	Prime Mover On/Off	Prime Mover On/Off
F9	Manual Notching Up	Manual Notching Up	Manual Notching Up	Manual Notching Up
F10	Manual Notching Down	Manual Notching Down	Manual Notching Down	Manual Notching Down
F11	Compressor	Compressor	Compressor	Compressor
F12	Slow Spitter Valve	Slow Spitter Valve	Slow Spitter Valve	Air Dryer
F13	Switching Mode	Switching Mode	Switching Mode	Switching Mode
F14	Sanding Valve	Sanding Valve	Sanding Valve	Sanding Valve
F15	Short Air Let Off	Short Air Let Off	Short Air Let Off	Short Air Let Off
F16	Radiator Fan	Radiator Fan	Radiator Fan	Radiator Fan
F17	Brake Set / Brake Release	Brake Set / Brake Release	Brake Set / Brake Release	Brake Set / Brake Release
F18	Fast Spitter Valve	Fast Spitter Valve	Fast Spitter Valve	Slow Spitter Valve
F19	Auto-Spitters on Shutdown off	Auto-Spitters on Shutdown off	Auto-Spitters on Shutdown off	N/A
F20	N/A	N/A	Handbrake Wheel Style	N/A
F21	N/A	N/A	Handbrake Ratchet Style	N/A

**if applicable

Diesel Sound Volume CV Defaults Table:

Function	CV #	Range	F-Units	U18B	SD40-2(W)	ES44AC/DC
Master Volume Control	63	0-192	128	128	128	96
***** SET CV32 to 1 BEFORE CHANGING CV 257 THROUGH CV 511 *****						
Prime Mover Volume Control	259	0-128	100	100	100	96
Horn Volume Control	275	0-128	110	89	89	103
Bell Volume Control	283	0-128	96	70	70	45
Coupler Sound Volume Control	291	0-128	128	128	128	128
Dynamic Brake Volume Control	299	0-128	86	65	65	70
Air Compressor Volume Control	307	0-128	90	90	90	100
Radiator Fan Volume Control	315	0-128	90	90	90	128
Automatic E-Bell w/Horn (F2)	323	0-128	N/A	N/A	N/A	0
Air Dryer	331	0-128	N/A	N/A	N/A	128
E-Bell Volume	339	0-128	N/A	N/A	70	N/A
Brake Set / Brake Release	347	0-128	40	40	40	128
Sanding Valve Volume Control	355	0-128	128	128	128	128
Short Air Let Off Volume Control	363	0-128	128	128	128	128
Fast Spitter Valve	371	0-128	80	80	80	128
Slow Spitter Valve	387	0-128	80	80	80	128
Automatic Spitters On Shutdown	395	0-128	80	80	80	128
Wheel Handbrake Volume	403	0-128	N/A	N/A	100	N/A
Ratchet Handbrake Volume	411	0-128	N/A	N/A	100	N/A
Random Sounds	451	0-128	90	90	90	100

Decoder Reset: CV8 = 8

ESU LokSound Select & ESU LokPilot Technical Data:

Operational Modes:

NMRA/DCC with 14,28, 128 Speed Steps
 2-digit(short) or 4-digit(long) addressing
 Analog DC (Dual mode, de-selectable)
 Automatic recognition of operational mode and DCC speed selection
 Supports ALL NMRA programming modes
 Switching speed and acceleration & deceleration key selectable

Power:

Runs all DC and Core-less motors
 1.1 A continuous load
 Silent, safe 40/20 kHz pulse width frequency BEMF
 Motor output protection; Fifth generation back EMF (de-selectable)

Function Outputs:

Free function allocation (function mapping)
 6 Outputs Rated @ 250mA load per Output
 500mA total load of all function outputs short-circuit-proof

Dimensions:

LokSound Select: 1.02 x 0.62 x 0.18 inches (25.5 x 15.5 x 4.5 mm)
 LokPilot: 0.84 x 0.62 x 0.22 inches (21.3 x 15.5 x 5.5 mm)

Sound (ESU LokSound Select Only):

Audio amplifier: 2W @ 4 Ohms - Useable speakers 4, 8, 16 Ohms
 Memory Capacity 32MBit
 8 Sound Channels, All playable at once!
 Over 20 different sounds

CV48 Sound Selection Table:

This factory equipped LokSound Select sound decoder was programmed specifically to be correct for the prototype of the model it is installed within. You may desire to have different sounds. All sounds can be changed with CV48 and your DCC System. The value for CV48 is calculated by adding the values for the prime mover, the horn, the bell, and the brake squeal selection desired using the charts below. As an example, the EMD SD40-2 default value would include: Prime Mover = 0, Horn = 6, Bell = 0, Brake Squeal = 0.
Total = 0 + 6 + 0 + 0 = 6 (*Default*)

	F-Units	U18B	SD40-2(W)	ES44AC/DC
DEFAULT	14	71	6	21
Prime Movers	F-Units	U18B	SD40-2(W)	ES44AC/DC
0	EMD 567 16 Cyl. Non-Turbo w/Manual Transition - (<i>Default</i>)	GE FDL 8 Cyl. "U18B" - (<i>Default</i>)	EMD 645E 16cyl - (<i>Default</i>)	GE GEVO-12 - No Smart Start
16	EMD 567 16 Cyl. Non-Turbo w/Normal Transition	N/A	N/A	GE GEVO-12 - 1 Minute Smart Start - (<i>Default</i>)
32	N/A	N/A	N/A	GE GEVO-12 - 2 Minute Smart Start
Horns	F-Units	U18B	SD40-2(W)	ES44AC/DC
0	Nathan K5LA	Nathan K5LA	Nathan K5LA	Nathan K5LA
1	Nathan K3L	Nathan K3L	Nathan K3L	Nathan K3LA
2	Nathan M5	Nathan M5	Nathan M5	Nathan M5
3	Nathan P3	Nathan P3	Nathan P3	Leslie S5T
4	Nathan P5A	Nathan P5A	Nathan P5A	Leslie S3L
5	Nathan Single Chime	Nathan Single Chime	Nathan Single Chime	Nathan K5HL - (<i>Default</i>)
6	Leslie A200	Leslie A200	Leslie RS3L - (<i>Default</i>)	Nathan M3H
7	Leslie S3L	Leslie S3L - (<i>Default</i>)	Leslie S3L	N/A
8	Leslie S5T	Leslie S5T	Leslie S5T	N/A
9	Nathan M3	Nathan M3	Nathan M3	N/A
10	Hancock Air Whistle	Hancock Air Whistle	Leslie RS3K	N/A
11	Wabco E2	Wabco E2	Wabco E2	N/A
12	Leslie Supertyfon	Leslie Supertyfon	Leslie Supertyfon	N/A
13	Nathan/Holden M3H	Nathan/Holden M3H	Nathan/Holden M3H	N/A
14	Dual Single Chimes - (<i>Default</i>)	Dual Single Chimes	Dual Single Chimes	N/A
15	Nathan 3-Chime	Nathan 3-Chime	Nathan 3-Chime	N/A
Bells	F-Units	U18B	SD40-2(W)*	ES44AC/DC
0	Slow Bell - (<i>Default</i>)	Slow Bell	Slow Air Bell - (<i>Default</i>)	E-Bell - (<i>Default</i>)
64	Fast Bell	Fast Bell - (<i>Default</i>)	CNW Style Gong Bell	Air Bell
*This locomotive has the option to use the E-bell. If you want to use the E-Bell with F1, change the following CV's, in order: CV31 = 16, CV32 = 2, CV302 = 0, CV303 = 4				
Brake Squeals	F-Units	U18B	SD40-2(W)	ES44AC/DC
0	Brake Squeal Ver. #1 - (<i>Default</i>)	Brake Squeal Ver. #1 - (<i>Default</i>)	Brake Squeal Ver. #1 - (<i>Default</i>)	Brake Squeal Ver. #1 - (<i>Default</i>)
128	Brake Squeal Ver. #2	Brake Squeal Ver. #2	Brake Squeal Ver. #2	Brake Squeal Ver. #2

Locomotive Minimum Recommended Turn Radius:

F-Units	U18B	SD40-2(W)	ES44AC/DC
18 inches	18 inches	22 inches	22 inches

Decoder Reset: CV8 = 8

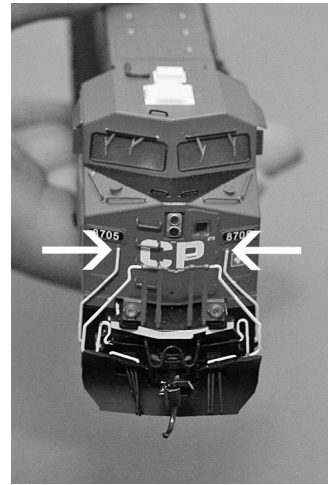
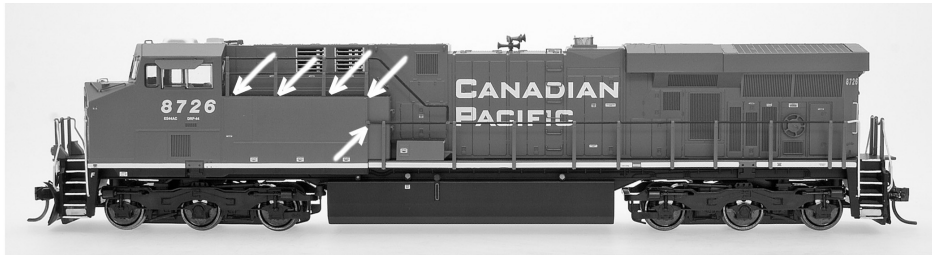
Direct Current (DC) Only Operation:

Your ESU decoder equipped locomotive operates on standard DC, but does not operate like an old style DC locomotive. For those folks that operate exclusively on standard DC, we have a DC plug available that will replace the decoder in your locomotive. This is available by contacting InterMountain at the email address or the telephone number listed above. Ask for the 21-Pin DC Circuit Board Plug.

SHELL REMOVAL INSTRUCTIONS

ES44AC/DC units:

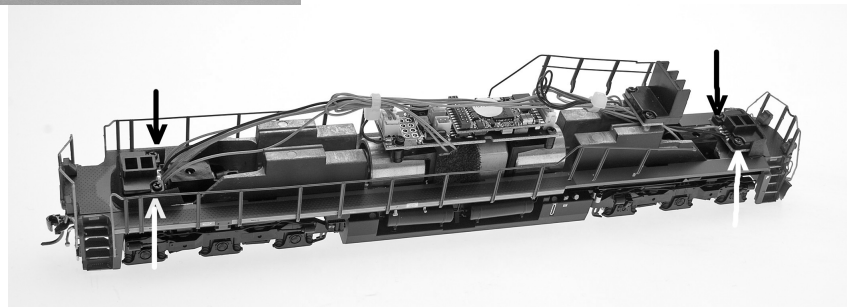
1. Loosen the handrails from their attached positions as indicated by the arrows in the images. ***Do this for BOTH sides of the locomotive.*** Also remove the handrails from the nose of the locomotive as indicated.



2. Remove the shell by firmly gripping the fuel tank area and the center area of the body. Gently squeeze and rock the shell side-to-side to release the holding tabs and lift straight up. Watch that the handrails do not get caught while lifting the shell off. If sound equipped, be careful not to pull the shell off too fast as the speaker wires could get pulled.



3. Once you have the body off you will have full access to the circuit board, speaker (sound units only), trucks, and light circuits. If you need to remove the skirt deck, remove the four (4) screws holding in the light boards (as indicated by the arrows). The light boards will then release the skirt to be lifted off the frame.



To reinstall the body shell, reverse the previous instructions. Watch the handrails!

MAINTENANCE TASKS

Your InterMountain locomotive is designed to provide hours of enjoyment with little or no maintenance. On occasion the drive gear mechanisms should be lubricated. Utilize a plastic compatible lubricant such as Labelle® 107 Oil. To lubricate your locomotive place a few drops on the gears of the drive mechanism. Only a small amount is required.

Service & Part Needs: Although rare, you may require service or parts for your locomotive. Please contact InterMountain Railway Company service department by either email (intermountain@intermountain-railway.com), or telephone (800-472-2530), whenever you have a question, need a repair, or require a part.

Resetting the decoder solves 95% of the decoder related issues we handle.

Decoder Reset: CV 8 = 8