

# Denver & Rio Grande Western C-25

16Bit  
SOUND



## Prototype information

This locomotive a 2-8-0 or Consolidation type, entered service as number 103 of the Crystal River Railroad. The Crystal River Railroad was a narrow gauge railroad in the Elk Mountains of central Colorado. The locomotive was built in 1903 as C / N 21757 by the Baldwin Locomotive Works. The driving wheels were 83.8cm (33 inches) in diameter. The cylinders were 18x20" and the locomotive had a tractive effort of just under 25,000 pounds. It was a standard Baldwin design and other narrow gauge locomotives of this size and type were built for railroads in the Western Hemisphere.

The D&RG purchased this locomotive from the Crystal River in 1916, numbering it #432. In 1924, the locomotive was renumbered to #375. It was a Type 112, this number signifying the total weight of the locomotive. Eventually, the D & RGW changed the classification numbers of their locomotives to reflect their tractive effort and this resulted in the classification of the C-25. It is interesting to note that for a while, the cab of this locomotive was labeled "C-25-112".

The C-25 was affectionately called the "Baby Mudhen" because the tractive effort was similar to the K-27 locomotives, and these were called "Mudhens". The 375 entered service in 1916 and was the railroad's most powerful locomotive at the time. Unfortunately, on June 21, 1949, the first and only C-25 on the D & RGW was scrapped at Alamosa, Colorado.

Source: Wikipedia

## Sound project information

This locomotive has not existed for a long time, so the steam blasts were recorded on a similar steam locomotive. The whistle sound is a story in itself. Using photographs, the dimensions of each pipe chamber were determined. A church organ builder then calculated the pitch of each chamber. The resulting whistle tone was mixed from 6 individual pipes, each adjusted to the desired values. The result was a surprising whistle tone, different compared to the typical Rio Grande locomotive whistles.

The sound project reproduces the powerful exhaust steam blow as well as light coasting in flat terrain. The function key F15 can be used to switch between the two modes.

The sound project is based on the Zimo Advanced Standard.

The MS Decoder must have at least SW version 4.227.

The sound project is developed for all Zimo 16 bit MS decoders and is not suitable for the MX decoders.

FA 7 and Servo 1 switch electric couplers when uncoupling. The electric uncoupler 11220 from Kadee can simply be plugged into servo connector 1

CVs 3, 4, 5, 154 and 158 are relevant for this sound project. Changes can cause sound malfunctions! Adjust the maximum top speed only with CV57!

By default the function number is the same as the function key number. All functions can be assigned to other function keys with the Zimo input mapping. The function key number is entered as value into the CV400+Fu number, and the function key is already assigned. Attention, several functions can be assigned to the same function key this way! Please read the instructions on <http://sound-design.white-stone.ch/Information.html>

Function	Installation	Function output	Sound effect
F0	Light on	FA 0v+0r	Dynamo
F1	Bell	Servo 1	Bell
F2	Whistle l-l-s-l		Highway crossing signal
F3	Whistle long		Playable as long as you push
F4	Whistle s		
F5	Cab light	FA 5	Dynamo
F6	Smoke generator on heater load controlled Also replaceable with Zimo blowing smoker	FA 6 heater, on 15 min timer to prevent burnout Fan output for cam operated blower	
F7	Cylinder valve		Blow down
F8	Sound on / off		
F9	Wheels screeching on curves		Sound of Wheels screeching on curves
F10	Shoveling coal	FA 8 flickers automatically	Sound of shovel and firebox door closing
F11	Blower	Smoke fan is on	Steam blowing
F12	Servo coupler opens and loco moves back and forth	FA7 and servo 2 opens electric coupler	Uncoupling sound
F13	Coupling		Coupling sound
F14	Pop valve (safety valve)		Loud steam blast
F15	Full power / coasting		Switch between 2 sound modes
F16	Tunnel fader (muting)		Sound fades in or out in 2,5 sec
F17	Conductor		„All aboard! “
F18	Injector		Feeding water in the boiler
F19	Dual Westinghouse air pump, fast		2 air pump with different speeds
F20	Filling water into tender		Water splashing
F21	Marker Lights	FA9	Dynamo

Random effect	Sound	
Z1	Dual air pump, fast	Every time the locomotive comes to a standstill
Z2	Dual air pump, slow	Maintaining air pressure
Z3	Shoveling coal	FA8 flickering
Z4	Blower	Fan blows smoke out of stack
Z5	Injector	Steam injects water into the boiler
Z6	Firebox door	Doors slams
Z7	Steam noise	
Z8	Safety valve	Loud popping of valve

input	sound	
1		
2		
3		

## Changing CVs values used by the reset

CV# 3 = 22	Acceleration rate	CV# 314 = 25	Mute fade time
CV# 4 = 32	Deceleration rate	CV# 315 = 10	Random Z1 min interval
CV# 13 = 180	Analog functions F1-F8	CV# 316 = 90	Random Z1 max interval
CV# 14 = 67	Analog functions F0, F9-F12	CV# 317 = 15	Random generator Z1 playback time
CV# 28 = 3	RailCom Configuration	CV# 318 = 50	Random Z2 min interval
CV# 29 = ---		CV# 319 = 90	Random Z2 max interval
CV# 35 = 0	Function mapp. F1	CV# 320 = 30	Random generator Z2 playback time
CV# 36 = 0	Function mapp. F2	CV# 321 = 90	Random Z3 min interval
CV# 37 = 0	Function mapp. F3	CV# 322 = 100	Random Z3 max interval
CV# 38 = 0	Function mapp. F4	CV# 323 = 9	Random generator Z3 playback time
CV# 41 = 0	Function mapp. F7	CV# 324 = 100	Random Z4 min interval
CV# 42 = 0	Function mapp. F8	CV# 325 = 110	Random Z4 max interval
CV# 43 = 0	Function mapp. F9	CV# 326 = 12	Random generator Z4 playback time
CV# 44 = 0	Function mapp. F10	CV# 327 = 110	Random Z5 min interval
CV# 45 = 0	Function mapp. F11	CV# 328 = 110	Random Z5 max interval
CV# 46 = 4	Function mapp. F12	CV# 329 = 7	Random generator Z5 playback time
CV# 57 = 140	Motor regulation: voltage reference	CV# 330 = 230	Random Z6 min interval
CV# 60 = 221	Dimming general	CV# 331 = 255	Random Z6 max interval
CV# 65 = 6	Sub-Vers. Number	CV# 332 = 1	Random generator Z6 playback time
CV# 112 = 1	ZIMO configuration bits (binary)	CV# 333 = 210	Random Z7 min interval
CV# 114 = 188	Dim Mask FO0-FO6	CV# 334 = 210	Random Z7 max interval
CV# 115 = 55	Uncoupler control	CV# 335 = 8	Random generator Z7 playback time
CV# 116 = 155	Automatic uncouple	CV# 336 = 255	Random Z8 min interval
CV# 124 = 0	Shunting keys configuration (binary)	CV# 337 = 255	Random Z8 max interval
CV# 125 = 89	Effects F0 front	CV# 338 = 10	Random generator Z8 playback time
CV# 126 = 90	Effects F0 rear	CV# 341 = 5	Switching input 1 Playback time
CV# 131 = 88	Effects F5	CV# 342 = 5	Switching input 2 Playback time
CV# 132 = 72	Effects F6	CV# 343 = 5	Switching input 3 Playback time
CV# 137 = 153	Smoke generator at standstill	CV# 345 = 15	Sound-switch-key
CV# 138 = 204	Smoke generator at cruising speed	CV# 346 = 2	Sound-switch-conditions
CV# 139 = 255	Smoke generator at acceleration	CV# 351 = 28	Smoke fan pwm at constant speed
CV# 152 = 59	Dim mask FO7-FO12, RiBi	CV# 353 = 62	Smoke heater max. operating time
CV# 154 = 18	ZIMO configuration bits 2 (binary)	CV# 354 = 38	Steam chuff requery at offset
CV# 158 = 8	Several sound bits + RailCom variants	CV# 376 = 181	Driving sound volume
CV# 159 = 48	Effects F7	CV# 392 = 5	Reed4 play time [s]
CV# 160 = 8	Effects F8	CV# 394 = 32	ZIMO configuration 4 (binary)
CV# 181 = 201	Servo 1 - Function Assignment	CV# 395 = 120	maximal volume
CV# 182 = 12	Servo 2 - Function Assignment	CV# 396 = 27	Volume decrease key
CV# 190 = 3	Up-dimming time for FO	CV# 397 = 28	Volume increase key
CV# 191 = 2	Down-dimming time for FO	CV# 430 = 21	ZIMO Mapping 1 F-key
CV# 195 = 88	Effects F9	CV# 432 = 9	ZIMO Mapping 1 A1 forw.
CV# 250 = 224	Decoder-ID 1	CV# 434 = 9	ZIMO Mapping 1 A1 rev.
CV# 253 = 234	Decoder-ID 4	CV# 508 = 0	ZIMO Mapping dimming value 1-key
CV# 260 = 0	Loading code 1	CV# 509 = 0	ZIMO Mapping dimming value 2-key
CV# 265 = 1	Selection of the locomotive type	CV# 510 = 0	ZIMO Mapping dimming value 3-key
CV# 267 = 108	Chuff sound rate	CV# 511 = 0	ZIMO Mapping dimming value 4-key
CV# 272 = 90	Drainage time	CV# 512 = 0	ZIMO Mapping dimming value 5-key
CV# 281 = 2	Threshold for full acceleration sound	CV# 516 = 57	F2 soundnumber
CV# 284 = 2	Threshold for noise reduction in delay	CV# 519 = 58	F3 soundnumber
CV# 287 = 85	Threshold for brake squeal	CV# 521 = 8	F3 information on loop
CV# 307 = 128	cornering squeal inputs	CV# 522 = 59	F4 soundnumber
CV# 308 = 9	cornering squeal key	CV# 540 = 76	F10 soundnumber
CV# 311 = 0	General on/off button for functional noise	CV# 541 = 64	F10 volume
CV# 312 = 7	Drainage button	CV# 542 = 8	F10 information on loop
CV# 313 = 116	Mute button	CV# 543 = 71	F11 soundnumber
		CV# 544 = 91	F11 volume

CV# 545 = 72 F11 information on loop  
CV# 546 = 81 F12 soundnumber  
CV# 547 = 91 F12 volume  
CV# 549 = 80 F13 soundnumber  
CV# 552 = 79 F14 soundnumber  
CV# 554 = 8 F14 information on loop  
CV# 561 = 82 F17 soundnumber  
CV# 562 = 181 F17 volume  
CV# 564 = 70 F18 soundnumber  
CV# 565 = 64 F18 volume  
CV# 566 = 8 F18 information on loop  
CV# 567 = 68 F19 soundnumber  
CV# 568 = 91 F19 volume  
CV# 569 = 8 F19 information on loop  
CV# 575 = 85 soundnumber change of direction  
CV# 576 = 91 volume change of direction  
CV# 577 = 74 soundnumber squeal  
CV# 578 = 91 volume squeal  
CV# 583 = 73 Soundnumber drainage  
CV# 603 = 84 cornering squeal sound number  
CV# 604 = 181 cornering squeal volume  
CV# 673 = 83 F20 soundnumber  
CV# 674 = 181 F20 volume  
CV# 675 = 72 F20 information on loop  
CV# 734 = 76 Soundnumber trigger 5  
CV# 735 = 10 Trigger 5 to FO  
CV# 736 = 71 Soundnumber trigger 6  
CV# 737 = 255 Trigger 6 to FO  
CV# 744 = 68 Soundnumber Z1  
CV# 745 = 91 Volume Z1  
CV# 746 = 8 Information on loop Z1  
CV# 747 = 69 Soundnumber Z2  
CV# 748 = 64 Volume Z2  
CV# 749 = 8 Information on loop Z2  
CV# 750 = 76 Soundnumber Z3  
CV# 751 = 64 Volume Z3  
CV# 752 = 8 Information on loop Z3  
CV# 753 = 71 Soundnumber Z4  
CV# 754 = 91 Volume Z4  
CV# 755 = 8 Information on loop Z4  
CV# 756 = 70 Soundnumber Z5  
CV# 757 = 64 Volume Z5  
CV# 758 = 8 Information on loop Z5  
CV# 759 = 77 Soundnumber Z6  
CV# 760 = 91 Volume Z6  
CV# 761 = 8 Information on loop Z6  
CV# 762 = 73 Soundnumber Z7  
CV# 763 = 16 Volume Z7  
CV# 764 = 8 Information on loop Z7  
CV# 765 = 79 Soundnumber Z8  
CV# 767 = 8 Information on loop Z8  
parameter  
CV# 984 = 64 Volume Generator