

# Forney

## 16Bit



### Prototype Informationen

The Forney is a supporting locomotive patented by Matthias N. Forney between 1861 and 1864. Forney locomotives have the following typical characteristics:

- Axle position 0-4-4 or 2-4-4, two driving axles and two supporting axles in the bogie.
- Originally no flanges on the rear driving axle.
- The operating stocks are stored on the supporting bogie.

Forney locomotives are known from the 2 foot railroads in the US state of Maine. However, they were also used with other gauges when tight curves and increased speed was required on less curvy sections.

Source: Wikipedia

### Sound Project Information

The sound project reproduces the powerful exhaust stroke as well as light coasting in flat terrain. With the function key F15 you can switch between the two modes.

The sound project is based on the Zimo Advanced Standard for 16 bit MS decoders.  
The decoder must have at least SW version 4.229.

The sound project is developed for the Zimo MS decoder, and works exclusively with this 16bit decoder type.

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

At servo 2 the synchronously swinging bell is programmed.  
The lighting turns on the turbine generator and slowly dims. The volume is controlled by CV984.

CVs 3, 4, 5, 154 and 158 are relevant for this sound project. Changes can cause sound malfunctions! The maximum speed is limited with 57 only.

The sound project works with the virtual steam hammer, by detecting the speed of the engine. With CV267 this divider is set.

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>

**ATTENTION: After installation of the decoder a measurement run is useful -> CV # 302 = 75 .**

Function	Installation	Function Output	Sound Effect
F0	Light on	FA 0v+0r	Dynamo
F1	Bell	Servo oscillates synchronously	Bell
F2	Whistle long-long-short-long		Before level crossing
F3	Whistle long		Whistle sounds as long as the function is active
F4	Whistle short		
F5	Light cab	FA 5	Dynamo
F6	Smoke generator on, load dependent. Can also be replaced by a Zimo smoke blower	FA 6 Heating, protection shutdown after 15 min Fan output for blower	
F7	Cylinder valve		Steam emitting
F8	Sound on/off		
F9	Curves squeak		Curves squeak
F10	Shovel coal	FA 8 flickers automatically	Shovels and door close
F11	Blower	Smoke fan on	Steam blowing
F12	Open clutch, locomotive back and forth		Uncoupling noise
F13	Coupling		Couplings hook loudly into each other
F14	Safety valve		Loud steam blowing
F15	Full power / coasting		Switch between the two sound modes
F16	Lower volume in tunnel (mute)		Volume down or up in 2.5 seconds
F17	Train driver		"All aboard!"
F18	Injector		Water is injected into the boiler
F19	Dual compound air pump, fast		Air pump
F20	Fill tender with water		Water splashes
F26	Switch off start whistle		No start whistle
F27	Vol -		Quieter
F28	Vol +		Louder

Random effect	Sound	
Z1	Dual compound air pump fast	Whenever the locomotive stops
Z2	Dual compound air pump slow	Hold air pressure
Z3	Shovel coal	FA8 flickers
Z4	Blower	Fan blows smoke out of the chimney
Z5	Injector	Water is injected into the boiler
Z6	Combustion chamber damper	Damper slams shut
Z7	Steam	
Z8	Safety valve	Loud blowing of safety valve

Input	Sound	
1		
2		
3		

## **Changed CV values used by the reset**

CV# 3 = 20 Acceleration rate	CV# 307 = 128 cornering squeal inputs
CV# 4 = 17 Deceleration rate	CV# 308 = 9 cornering squeal key
CV# 5 = 0 Top speed	CV# 312 = 7 Drainage button
CV# 9 = 55 Motor control frequency	CV# 313 = 116 Mute button
CV# 28 = 3 RailCom Configuration	CV# 314 = 25 Mute fade time
CV# 33 = 0 Function mapp. F0f	CV# 315 = 10 Random Z1 min interval
CV# 34 = 0 Function mapp. F0r	CV# 316 = 80 Random Z1 max interval
CV# 35 = 0 Function mapp. F1	CV# 317 = 8 Random generator Z1 playback time
CV# 36 = 0 Function mapp. F2	CV# 318 = 200 Random Z2 min interval
CV# 37 = 0 Function mapp. F3	CV# 319 = 200 Random Z2 max interval
CV# 38 = 0 Function mapp. F4	CV# 320 = 45 Random generator Z2 playback time
CV# 39 = 0 Function mapp. F5	CV# 321 = 160 Random Z3 min interval
CV# 41 = 0 Function mapp. F7	CV# 322 = 160 Random Z3 max interval
CV# 42 = 0 Function mapp. F8	CV# 324 = 110 Random Z4 min interval
CV# 43 = 0 Function mapp. F9	CV# 325 = 110 Random Z4 max interval
CV# 44 = 0 Function mapp. F10	CV# 326 = 9 Random generator Z4 playback time
CV# 45 = 0 Function mapp. F11	CV# 327 = 100 Random Z5 min interval
CV# 46 = 4 Function mapp. F12	CV# 328 = 100 Random Z5 max interval
CV# 57 = 160 Motor regulation: voltage reference	CV# 329 = 7 Random generator Z5 playback time
CV# 60 = 212 Dimming general	CV# 330 = 240 Random Z6 min interval
CV# 63 = 51 Effects cycle	CV# 331 = 240 Random Z6 max interval
CV# 112 = 1 ZIMO configuration bits (binary)	CV# 332 = 14 Random generator Z6 playback time
CV# 114 = 188 Dim Mask FO0-FO6	CV# 333 = 120 Random Z7 min interval
CV# 115 = 76 Uncoupler control	CV# 334 = 120 Random Z7 max interval
CV# 116 = 167 Automatic uncouple	CV# 336 = 255 Random Z8 min interval
CV# 121 = 1 Exponential acceleration	CV# 337 = 255 Random Z8 max interval
CV# 122 = 1 Exponential deceleration	CV# 341 = 5 Switching input 1 Playback time
CV# 125 = 89 Effects F0 front	CV# 342 = 5 Switching input 2 Playback time
CV# 126 = 90 Effects F0 rear	CV# 343 = 5 Switching input 3 Playback time
CV# 131 = 88 Effects F5	CV# 345 = 15 Sound-switch-key
CV# 132 = 72 Effects F6	CV# 346 = 2 Sound-switch-conditions
CV# 137 = 177 Smoke generator at standstill	CV# 351 = 204 Smoke fan pwm at constant speed
CV# 138 = 227 Smoke generator at cruising speed	CV# 353 = 25 Smoke heater max. operating time
CV# 139 = 255 Smoke generator at acceleration	CV# 355 = 77 Exhaust fan speed at standstill
CV# 152 = 63 Dim mask FO7-FO12, RiBi	CV# 376 = 181 Driving sound volume
CV# 153 = 20 Continue without signal	CV# 392 = 5 Reed4 play time [s]
CV# 154 = 50 ZIMO configuration bits 2 (binary)	CV# 394 = 32 ZIMO configuration 4 (binary)
CV# 158 = 8 Several sound bits + RailCom variants	CV# 395 = 120 maximal volume
CV# 159 = 48 Effects F7	CV# 396 = 27 Volume decrease key
CV# 163 = 255 Servo 1 right stop	CV# 397 = 28 Volume increase key
CV# 167 = 255 Servo 2 right stop	CV# 430 = 22 ZIMO Mapping 1 F-key
CV# 169 = 8 Servo 2 speed	CV# 455 = 1 ZIMO Mapping 5 M-key
CV# 181 = 12 Servo 1 - Function Assignment	CV# 508 = 0 ZIMO Mapping dimming value 1-key
CV# 182 = 201 Servo 2 - Function Assignment	CV# 509 = 0 ZIMO Mapping dimming value 2-key
CV# 190 = 6 Up-dimming time for FO	CV# 510 = 0 ZIMO Mapping dimming value 3-key
CV# 191 = 3 Down-dimming time for FO	CV# 511 = 0 ZIMO Mapping dimming value 4-key
CV# 201 = 44	CV# 512 = 0 ZIMO Mapping dimming value 5-key
CV# 202 = 44	CV# 516 = 70 F2 soundnumber
CV# 203 = 44	CV# 519 = 82 F3 soundnumber
CV# 204 = 44	CV# 521 = 8 F3 information on loop
CV# 267 = 103 Chuff sound rate	CV# 522 = 83 F4 soundnumber
CV# 269 = 10 Steam, accented lead-chuff	CV# 540 = 68 F10 soundnumber
CV# 272 = 120 Drainage time	CV# 541 = 23 F10 volume
CV# 273 = 7 Starting delay	CV# 542 = 8 F10 information on loop
CV# 274 = 150 min. drainage downtime [0.1s]	CV# 543 = 66 F11 soundnumber
CV# 275 = 181 Volume with no load slow travel	CV# 544 = 181 F11 volume
CV# 276 = 181 Volume with no load speed run	CV# 545 = 8 F11 information on loop
CV# 281 = 2 Threshold for full acceleration sound	CV# 546 = 88 F12 soundnumber
CV# 284 = 2 Threshold for noise reduction in delay	CV# 549 = 87 F13 soundnumber
CV# 286 = 46 Volume reduced driving noise during deceleration	CV# 552 = 81 F14 soundnumber
	CV# 554 = 8 F14 information on loop

CV# 561 = 69 F17 soundnumber  
CV# 562 = 181 F17 volume  
CV# 563 = 8 F17 information on loop  
CV# 564 = 74 F18 soundnumber  
CV# 565 = 91 F18 volume  
CV# 566 = 72 F18 information on loop  
CV# 567 = 75 F19 soundnumber  
CV# 569 = 8 F19 information on loop  
CV# 575 = 65 soundnumber change of direction  
CV# 576 = 128 volume change of direction  
CV# 577 = 77 soundnumber squeal  
CV# 581 = 79 soundnumber starting whistle  
CV# 583 = 80 Soundnumber drainage  
CV# 603 = 78 cornering squeal sound number  
CV# 604 = 128 cornering squeal volume  
CV# 673 = 86 F20 soundnumber  
CV# 675 = 72 F20 information on loop  
CV# 736 = 68 Soundnumber trigger 6  
CV# 737 = 4 Trigger 6 to FO  
CV# 744 = 75 Soundnumber Z1  
CV# 745 = 91 Volume Z1  
CV# 746 = 8 Information on loop Z1  
CV# 747 = 76 Soundnumber Z2  
CV# 748 = 64 Volume Z2  
CV# 749 = 8 Information on loop Z2  
CV# 750 = 68 Soundnumber Z3  
CV# 751 = 32 Volume Z3  
CV# 752 = 8 Information on loop Z3  
CV# 753 = 66 Soundnumber Z4  
CV# 754 = 181 Volume Z4  
CV# 755 = 8 Information on loop Z4  
CV# 756 = 74 Soundnumber Z5  
CV# 757 = 64 Volume Z5  
CV# 758 = 8 Information on loop Z5  
CV# 759 = 81 Soundnumber Z6  
CV# 761 = 8 Information on loop Z6  
CV# 762 = 67 Soundnumber Z7  
CV# 763 = 128 Volume Z7  
CV# 764 = 8 Information on loop Z7  
CV# 765 = 81 Soundnumber Z8  
CV# 767 = 64 Information on loop Z8  
CV# 984 = 181 Volume of the Generator