Industrial Mogul

Photo Bachmanntrains

Prototype information

Modeled after a standard Baldwin steamer, these locomotives were used for a variety of applications throughout the first half of the 20th century.
The “Mogul” designation describes the wheel arrangement 2-6-0.

Sound project information

The sound operates both the thundering highball and the light coasting on flat areas. Use function key F15 to switch between the modes.

The sound project is based on the Zimo Advanced Standard.

The Decoder must have SW Version 33.14 or higher.

The older MX 690 decoder can operate this sound project, but the number of sounds at the same time is limited with these older decoders. Newer decoder versions are recommended.

Please carry out the calibration on a long flat track. Start with CV 302, using a value of 75 .

Please note that the smoke generator fan should be connected to the fan output on large scale decoders, to output 10 on the older MX 690 decoders and to output 4 on smaller decoders.

CVs 3, 4, 5 and 57 are important values for the sound project. Please change values very carefully! Changing these values can cause malfunctions.

Please read description of the outputs in the manual before wiring the decoder!

By default the function number is the same as function key. All the functions can easily be assigned to other keys, using the Zimo function key mapping.

Program the desired key number as your value in the CV 400+Fu number and the whole function is mapped to another key. Please take care, as it is possible to map multiple functions to the same key! Please read the instruction sheet http://sound-design.white-stone.ch/Information.html

Function	Installation	Function output	Sound effect
F0	Light on / Light engine sounds	FA 0 v + 0 r	Steam generator
F1	Bell		
F2	Whistle l-l-s-l		App Highway crossing
F3	Whistle long		Playable as long as you push
F4	Whistle when stopping		Whistle s-s-s
F5	Cab light	FA 5 dimmer activated	
F6	Smoke generator on heater load controlled	FA 6, according to the locomotive speed	
F7	Cylinder blow down		Blow down
F8	Sound on/off		
F9	Wheels screeching on curves		Sound of Wheels screeching on curves
F10	Shoveling coal	FA 8 flickers	Shoveling coal
F11	Blower	Smoke generator fan on fan output, FA 4 or FA10	Smooth steam blow
F12	Servo coupler opens and loco moves back and forth	FA7 and servo1 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	Filling water into tender		Water splashing
F19	Injector		Feeding water in the boiler
F20	Air pump fast		Steam powered air pump building up pressure
F21	Air pump slow		Maintaining air pressure

Random effects	Sound	Action
Z1	Air pump fast	Every time the locomotive comes to a standstill
Z2	Air pump slow	Maintaining air pressure
Z3	Shoveling coal	FA 8 output flickers
Z4	Blower	Fan blows smoke out of stack
Z5	Injector feed water into the boiler	
Z6	Safety valve	Loud popping valve
Z7	Steam noise	hissing
Z8	Grumble	

Input	Sound	Time
1	Whistle	5 sec
2	Bell	5 sec

Geänderte CVs

CV# 3 = 20
CV# 4 = 20
CV# 5 = 0
CV# 29 = ---
CV# 35 = 0
CV# 36 = 12
CV# 37 = 0
CV# 38 = 0
CV# 41 = 0
CV# 42 = 0
CV# 43 = 0
CV# 44 = 0
CV# 45 = 0
CV# 46 = 4
CV# 57 = 100
CV# 60 = 60
CV# 63 = 51
CV# 112 = 1
CV# 114 = 127
CV# 115 = 66
CV# 116 = 145
CV# 132 = 72
CV# 133 = 20
CV# 134 = 6
CV# 137 = 153
CV# 138 = 204
CV# 139 = 255
CV# 154 = 18
CV# 158 = 8
CV# 159 = 48
CV# 160 = 8
CV# 181 = 12
CV# 182 = 12
CV# 260 = 0
CV# 267 = 99
CV# 273 = 10
CV# 282 = 50
CV# 285 = 50
CV# 287 = 120
CV# 288 = 80
CV# 312 = 7
CV# 313 = 116
CV# 314 = 25
CV# 345 = 15
CV# 351 = 204
CV# 352 = 255
CV# 353 = 32
CV# 376 = 255