

Sounds from the Coast

Class 31 Diesel with Loksound 3.5 Decoder

Coastal DCC have teamed up with a number of individuals from the UK DCC Sound Group. The group members are dedicated individuals who spend hours perfecting their sounds and wish to share their hard work with the general public. The sound files have been matched and edited to provide you with the best of all driving conditions and will add another dimension to your layout.

The sound level is controlled by CV63. This is changed by altering the value from 0 to 64 with 64 being the loudest. Please note that if you are using 2 speakers the suggested maximum volume is 50 to avoid distortion and possible decoder overheating.

Also Please note that the decoders default address (unless changed by us) will be 03

Below is a list of function keys and their assignments applicable to this model.

F0	Lights on/off if fitted
F1	Sound on/off
F2	Horn 1
F3	Horn 2
F4	Brake Release
F5	Flange Squeal
F6	Drivers Door Slam
F7	Compressor
F8	Volume
F9	Inertia on/off
F11	Fan
F12	Spirax Valve

Driving Notes

Select the address for the loco (the default is 3) Press F1 the engine start sequence will begin, wait for it to settle into an even rhythm. Increase the throttle slowly, the brakes will release and the engine note increase and it will start to move. If you increase the throttle the engine note will increase and the loco speed will then increase to match the throttle position, if you open the throttle wide and return it to idle as the engine note increases it will “thrash” just like the real thing, perfect for small layouts.

When shutting down bring to a stand, and wait for the engine note to settle into an even rhythm, this can take up to 3 to 4 seconds and then press F1 the shutdown sequence will then start. If you press F1 too early the sound will just turn off. You will have to experiment to get it right! Note You can omit pressing the preparation sequence if you wish

We hope you enjoy your purchase, if you like it tell your friends if you don't tell us!