New Features Using ESU Decoders

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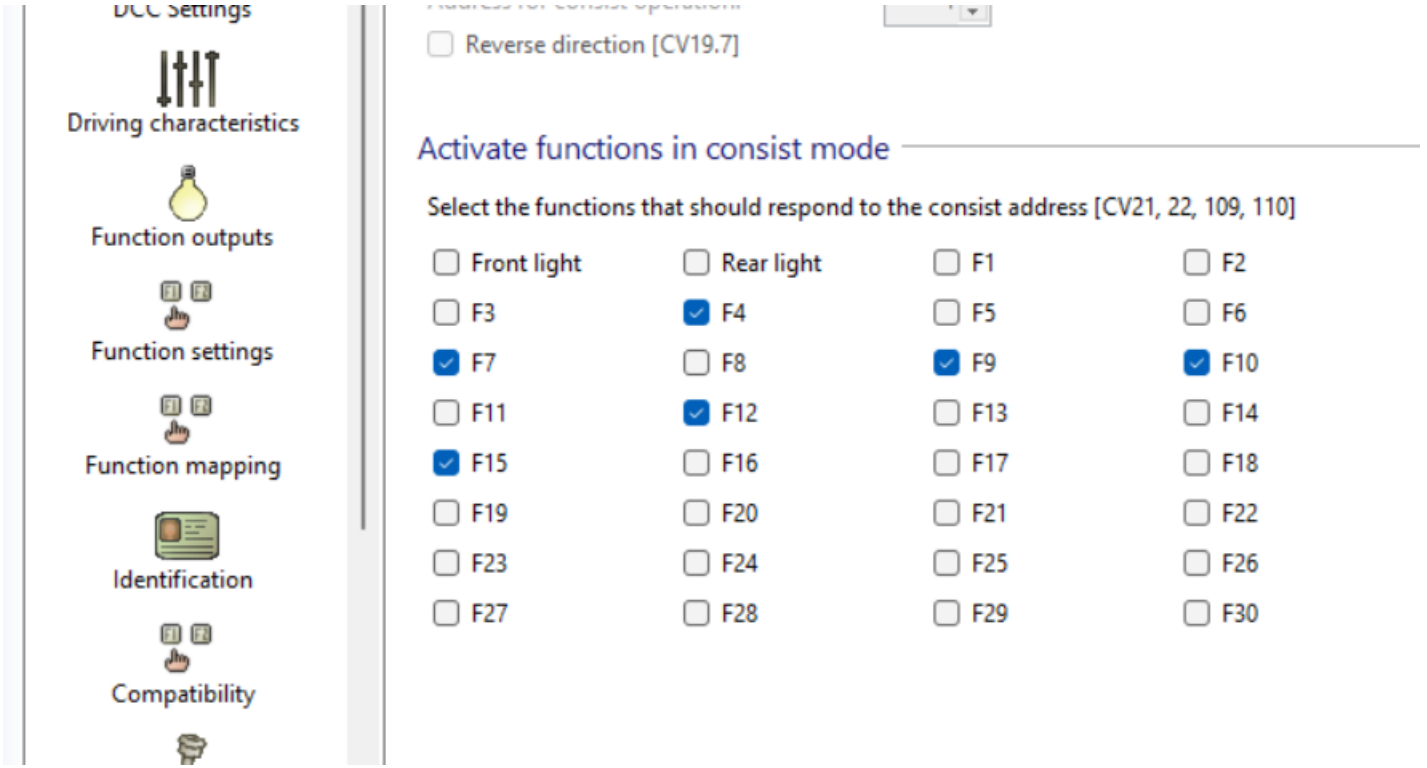
For additional information…

http://dccgeek.com/InternetFiles/ESU_Loksound_Deep_Dive.pdf

ESU Decoder LokProgrammer Updates and Deep Dive Part 3

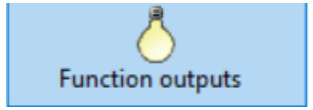
- ESU Loksound V5 decoders using firmware 5.9.159 have additional features not available in previous releases.
- Existing Loksound V5 decoders can be updated to 5.9.159 using the LokProgrammer and the 5.25 version of the software.
- We will explore these new features as well as cover additional advanced use of the LokProgrammer.

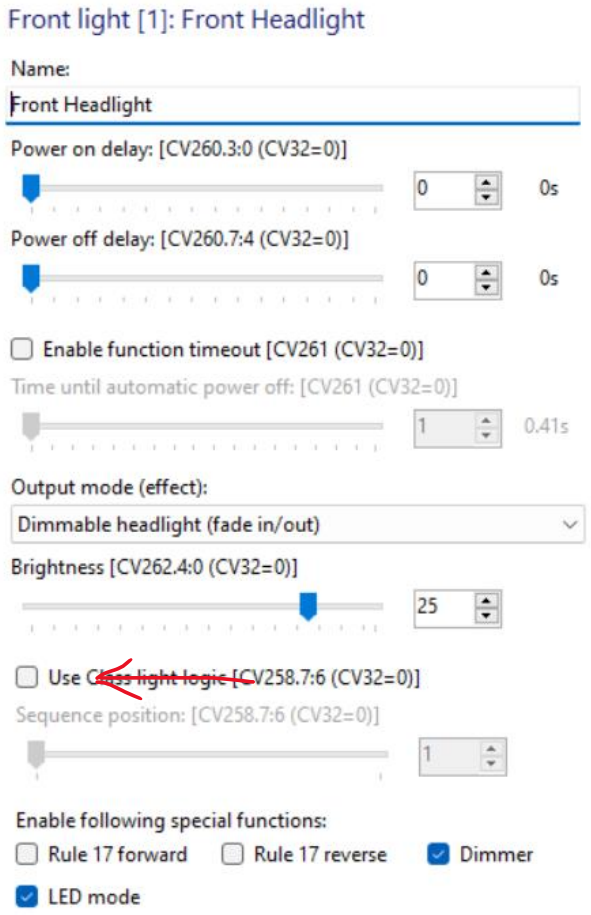
Functions available in a consist



Loksound decoders can now support up to F30 in consist (depending on your DCC system)

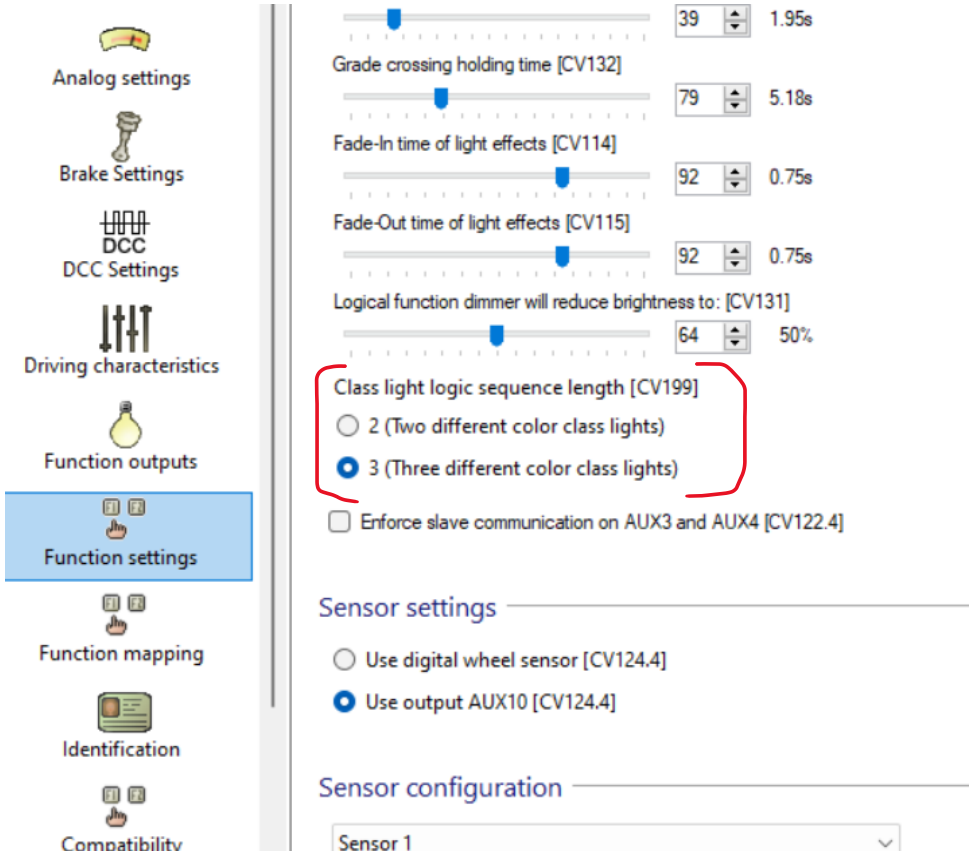
Class Light Logic – Function Outputs Section





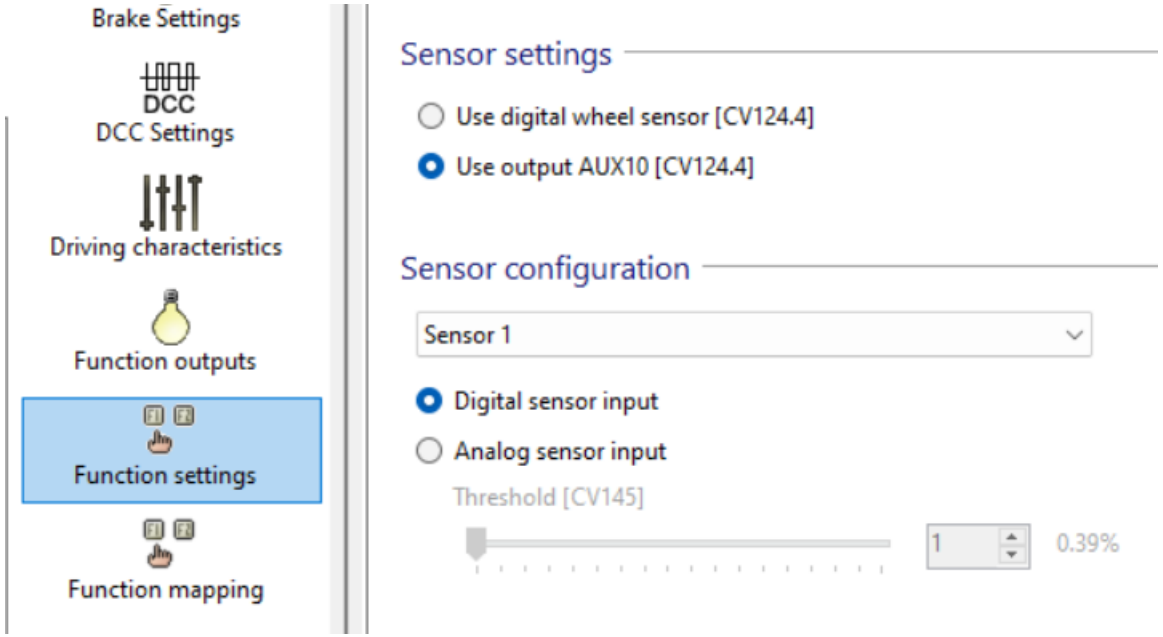
This alternate version allows you to setup class lights easily, without having to use the Logic module

Class Light Logic – Function Settings



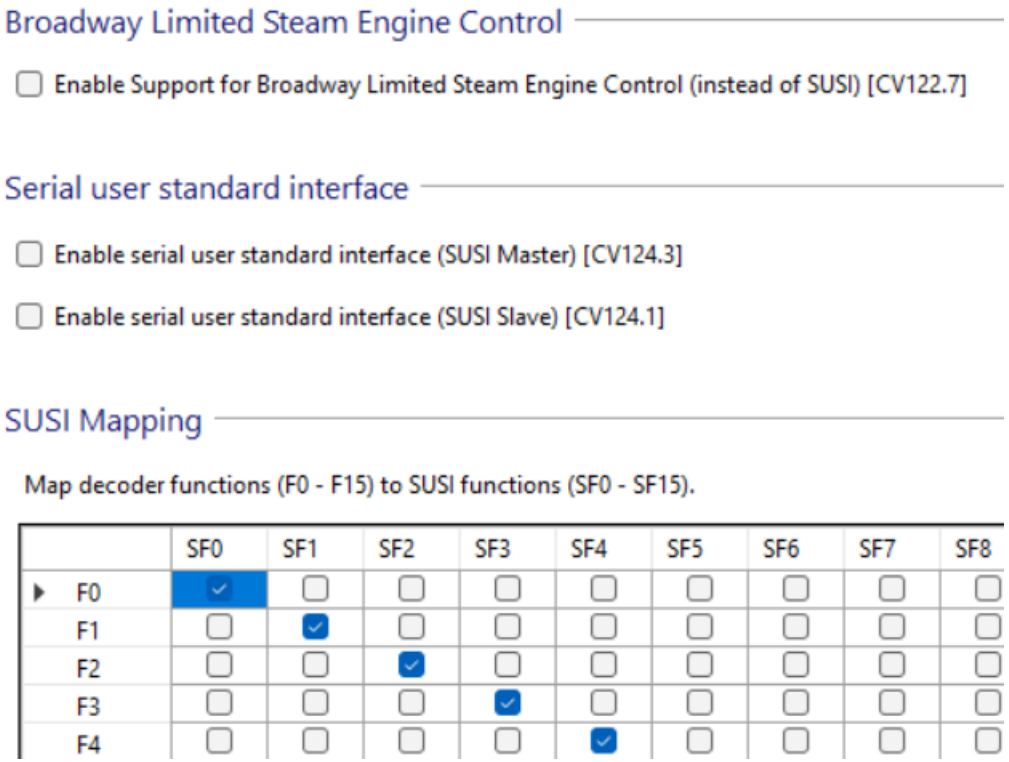
Choose 2 color or 3 color class light options

Additional Sensor Settings



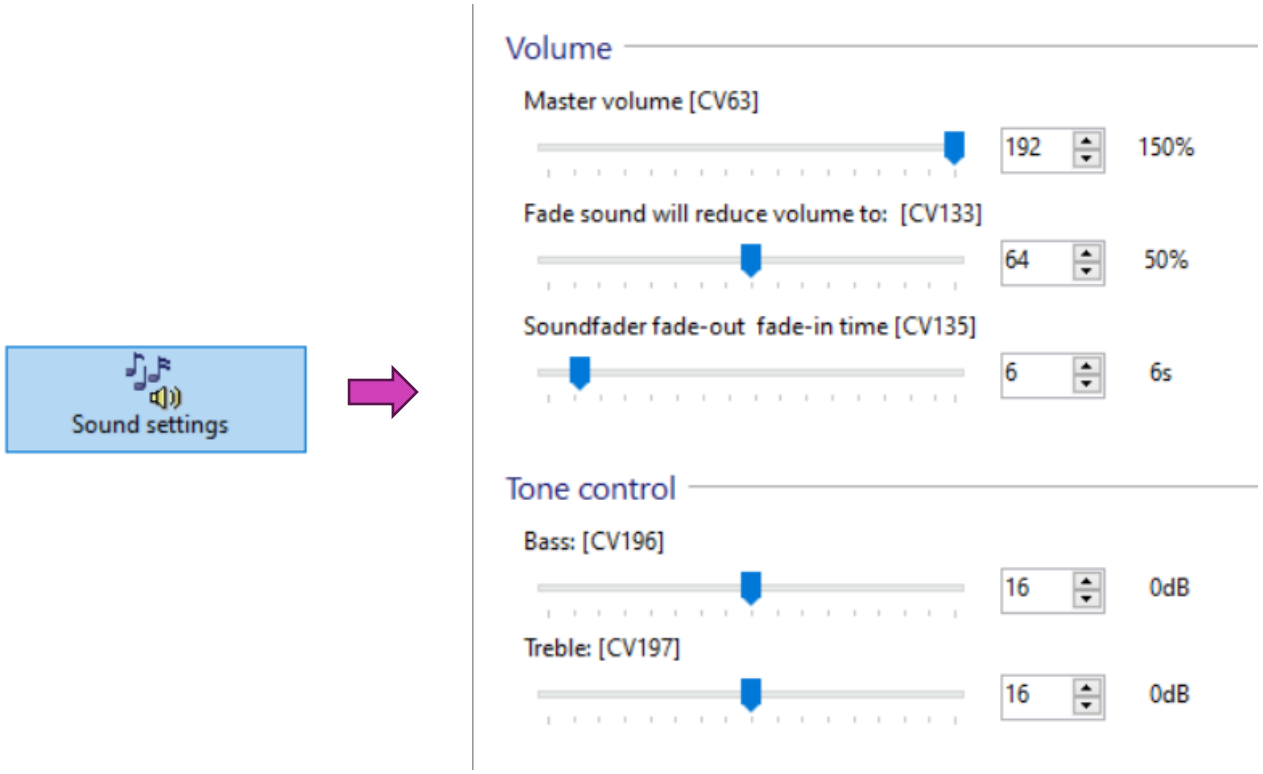
Choose between digital and analog sensors.
Use the sensor as a function in Function Mapping

Support for Broadway Limited Steam Engine Control (Smoke Generator)



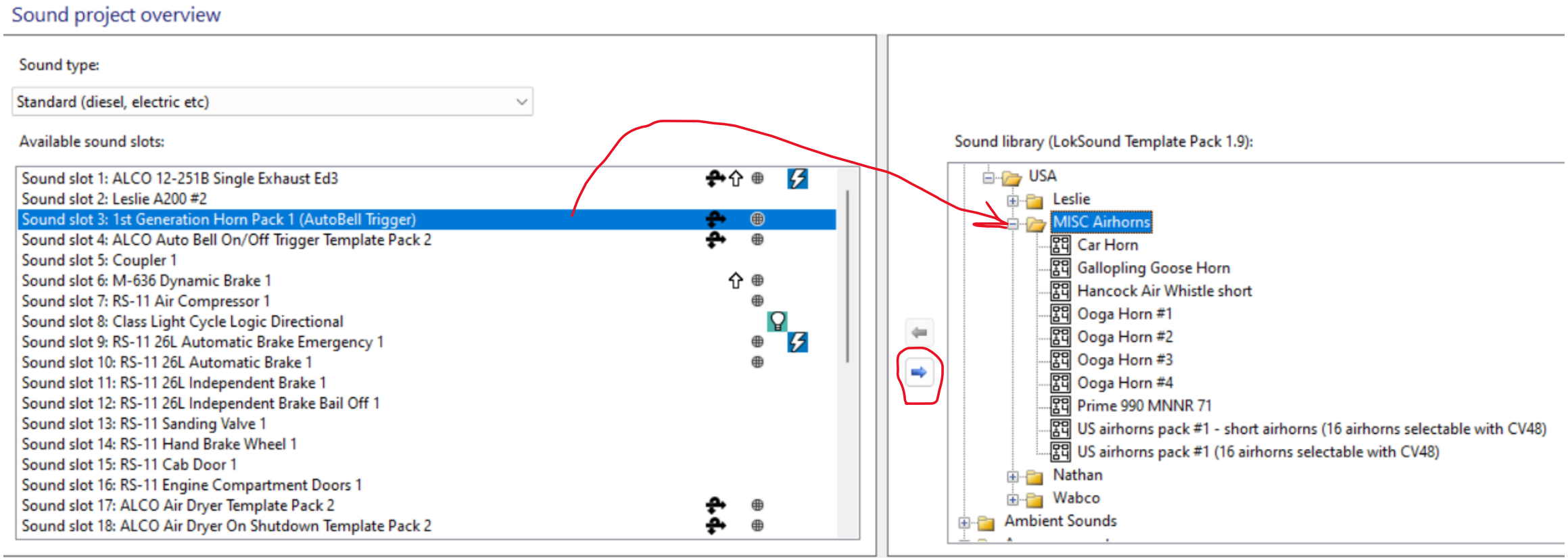
This new feature allows you to operate The BLI smoke generator unit with ESU decoders connected to the upcoming BLI motherboard replacement from ESU.

Bass and Treble Controls



ESU Loksound decoders now have tone controls for a better sound experience across different speaker types.

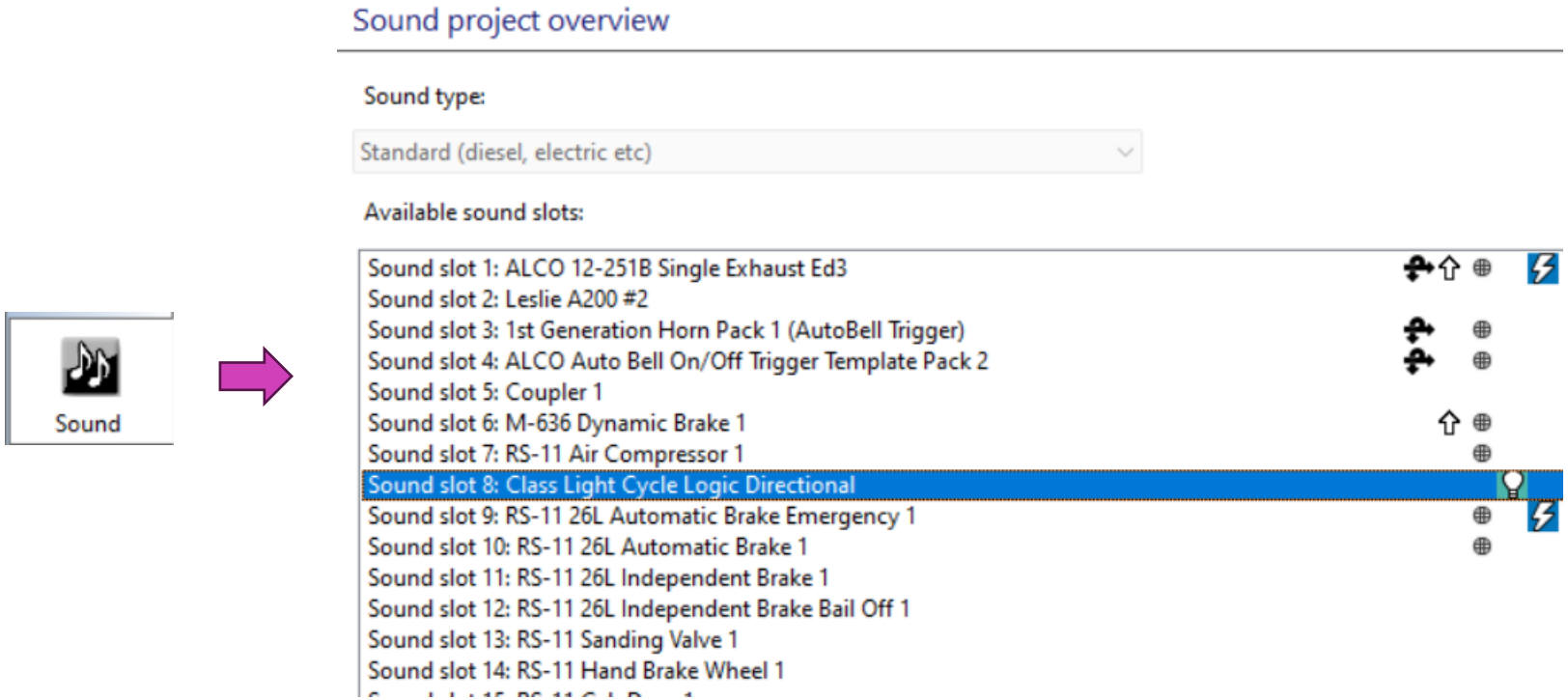
Adding sounds from ESU decoder files to your Sound Library



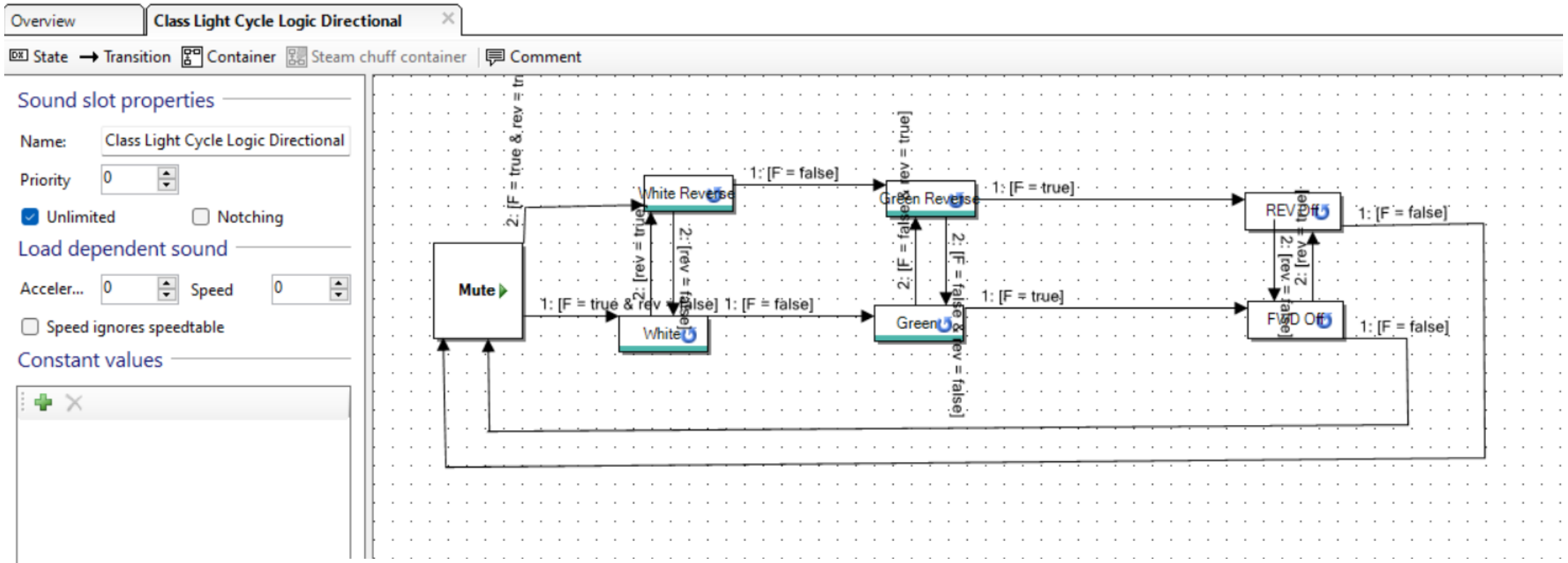
Copying horns, bells, etc. from existing Loksound file to your Sound Library is easy

Alternate Class Light Logic Method

This method uses the Sound logic module and stores the logic in a sound slot



Alternate Class Light Logic Method



Class Light logic can be used for class lights, ditch lights and other outputs that you can "cycle" using only one function for control.

Horn Option Example

How to setup bidirectional horns in Function Mapping

Conditions		Sounds
Forward, F2, not F6	→	1st Generation Horn Pack 1 (AutoBell Trigger)
Reverse, F2, not F6	→	Leslie A200 #2
F2, F6	→	Leslie A200 #2

Not pressing F6 a multi-chime horn is used in forward direction; the Leslie A200 #2 (copied in to a Sound Slot from the Sound Library) is used in reverse direction. Pressing F6 sets the horn to the Leslie A200 in either direction.

Additional Info / Useful Links

- http://dccgeek.com/InternetFiles/ESU_Info_Websites.pdf
- https://www.esu.eu/en/start OR https://www.loksound.com
- https://dccwiki.com
- https://www.nmra.org/index-nmra-standards-and-recommended-practices