YouChoos Sounds
Hitachi Class 800 IET
DCC Address: 3

Included in this package:

PART NUMBER	YouChoos Sounds - Hitachi 800 IET YC-800IET
DECODER	MS560 Kato slide-in sound decoder
SPEAKER	GM/Kato Factory speaker – Zimo MicroCube 12x8x8mm

Functions:

FKey	Category	Action
F0:	LIGHT	F0 fwd / F0 rev directional lights (not in motor coach)
F1:	SOUND	Running Sounds
F2:	SOUND	Horn – short
F3:	SOUND	Horn – medium
F4:	SOUND	Horn – long
F5:	SOUND	Guard's Whistle
F6:	LIGHT	FA1 lighting if fitted
F7:	QUICKSEL	Quick-Select (Hybrid/Diesel Switch)
F8:	NOTCH UP	Notch Up
F9:	SPEEDLOCK	SpeedLock
F10:	SOUND	Cornering squeal (only in motion)
F11:	SOUND	Pass by (only plays at speed)
F12:	SOUND	Door beeps / "Please lock door" announcement
F13:	SOUND	Brake Release
F14:	SOUND	Pantograph
F15:	SOUND	Coupling Up
F16:	SOUND	Compressor
F17:	SOUND	Announcement 1
F18:	SOUND	Announcement 2
F19:	SOUND	Announcement 3
F20:	SOUND	Station Atmosphere
F21:	SOUND	Welcome Announcement
F22:	SOUND	Horn – 2-tone
F23:	SOUND	Horn – looping
F24:	SOUND	Horn – low
F25:	SOUND	Sander
F26:	MUTE	Mute
F27:	VOLUME	Volume Decrease
F28:	VOLUME	Volume Increase

All functions are ON/OFF.

Feature Notes:

Quick Select – Switches engine type between diesel and electric modes.

SpeedLock – while the SpeedLock key is switched on, the throttle will control the engine sounds only, and leaves the physical speed of the motor unchanged.

NotchUp – for diesel/electric projects, the NotchUp key will raise the base engine level to notch 1 when standing idle. Switch off to return to idle. Has no effect while in motion. Allows you to manually rev the engine up.

Mute – Fades all sounds out to silent until unmuted, where sounds will be faded back to their previous level.

Volume Up/Down – Overall volume level will be decreased / increased gradually while VOLUP / VOLDOWN is switched on, eventually reaching silent or the maximum defined in the project (usually around 90%). Affects CV#266 master volume level. If you lose sound, check that you haven't simply reduced the volume to silent! Default is recommended around 65%.

Dynamic / Exponential Inertia – Linear throttle-to-speed response is not particularly realistic, so speed change is exponential as speed increases, simulating slow starts from standstill. Similarly, harder throttle requests will result in faster acceleration. This is all built-in to the project working automatically on your throttle requests.

Looping Sounds – Some sounds are looping and will continue repeating until that function is switched off.

Active Braking – By default, braking in this project is achieved purely using the throttle to slow down. If you prefer to use a braking key, then set CV#4=100 (long deceleration without brake key), CV#349=10 (quick deceleration with braking key) and CV#309 set to the fkey of your choice for braking. You may need to remove an existing feature from the chosen fkey – for example, with brakes on fkey2 (CV#309=2) you need to unassign the horn from fkey2 (CV#516=0). To slow down with a brake key configured, choose the desired speed on the throttle, then use the Brake key to control the slow-down to that speed.