ANLAGENBAU

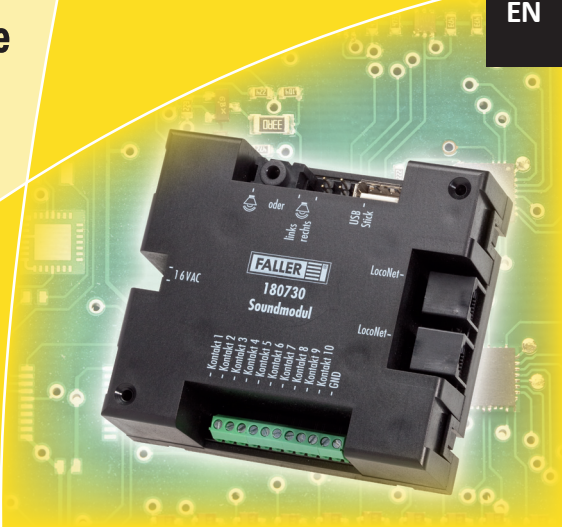
FALLER

180730
Soundmodul

180730
Sound module

DE

EN



Bedienungsanleitung
Instruction Manual

Contents

1. Welcome to FALLER's world

Congratulations – You have found the right thing!

EN

By buying the FALLER Sound module you have acquired the most powerful and versatile sound module that FALLER has ever made available to modellers.

The Sound module features great possibilities of conjuring up feelings on your model installation or in a diorama. From the barking of a dog through elaborate glockenspiels up to a horn signal, everything is possible.

Using the SoundDirector software available from the USB memory stick you will be able to assign - easily and quickly - sound files in mp3 format to any event occurring on your model installation.

Moreover, the Sound module offers you the possibility of linking with a digital control unit via LocoNet in order to synchronize with it.

Gebr. FALLER GmbH wishes you a lot of creative ideas and plenty of fun with your new acquisition!

2. Safety and responsibility

Proper use

The Sound module is exclusively designed to play sound files on a model installation. You will be able to adjust the functions of the Sound module to your specific requirements.

The guarantee offered will not apply to any damage or defect resulting from the non-observance of the directions given in the present instruction manual.

For your safety

- Carefully read through the instruction manual before use.
- Pay attention to the safety recommendations and warnings given in the instruction manual or provided on the product.
- If necessary, inform children of the contents of the instruction manual and of the potential hazards related to the use of the product.
- Use the product only when it is in perfect condition.
- Always retain the instruction manual available near to the product itself.
- Hand over the product to any third person only together with the present instruction manual.

Explosion hazard

Using the product in explosive environments may trigger explosions and cause severe injuries and property damage.

- Do not use the product in explosive environments!

Fire hazard

Operating the product while connections are wrong or shunted may trigger a fire or generate smoke.

- Do not use the product without supervision!
- Immediately disconnect the product from the mains supply if smoke is generated!

EN

Corrosion hazard

Using the product in moist rooms or any contact of the product with water may cause property damage.

- Use only in dry rooms!
- Avoid any contact with water!

Risk of physical injury and property damage

Improper use of the product may cause physical injury and property damage.

- Do not open the enclosure of the Sound module!
- If the product does not operate, or no longer operates, correctly: Consult FALLER's customer service department!

Environmentally friendly disposal

- Comply with the local regulations applying to waste disposal.

3. General view of product

Articles supplied

- Sound module, Art. no. 180730
- Two loudspeakers
- USB memory stick (including installed software)
- Instruction manual

EN

Operating elements

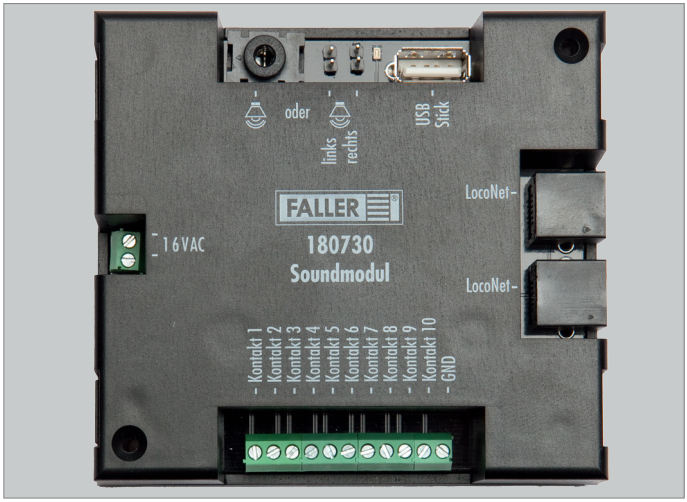


Fig. 1: Sound module, Art. no. 180730

Port	Description
16 VAC	Port for the supply voltage (16 V alternating voltage)
	Left and right loudspeaker ports
	Port for an active loudspeaker system
USB Stick	Port for the USB memory stick
LocoNet	Port for a LocoNet connection, see also chapter 7. Interesting facts »Loco-Net«, page 68
Kontakt 1-10	Ports for push buttons
GND (Masse)	Ground

LED	Description
[LED]	Indicator LED (flashes when connection is correct)

Tab. 1: Operating elements

4. Connecting the Sound module

The Sound module operates on 16 V alternating voltage.

TIP

The required alternating voltage can be made available using FALLER 50 VA, 50 to 60 Hz transformer, Art. no. 180641, for instance.

EN

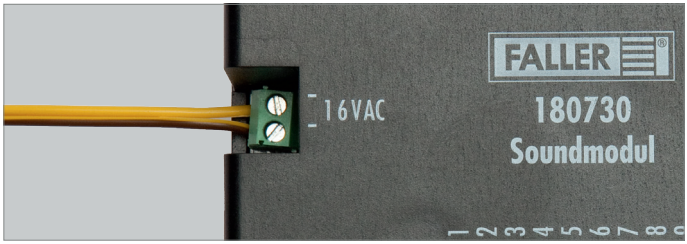


Fig. 2: Connecting the Sound module

- Connect the Sound module to 16 V alternating voltage, see Fig. 2. The Sound module is thus connected to its supply voltage.

Connecting loudspeakers

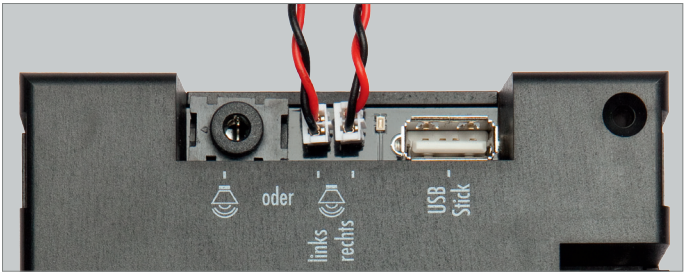


Fig. 3: Connecting loudspeakers

ADVICE: You are free to operate the Sound module with the loudspeakers supplied or with active loudspeakers.

EN

Connecting the loudspeakers supplied

- Connect the loudspeakers, see Fig. 3.
  The loudspeakers are now connected.

Connecting external loudspeakers

- Plug the jack in, see Fig. 3.
  The loudspeakers are now connected.

Connecting contacts

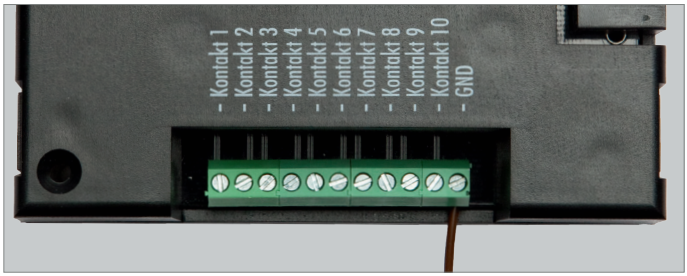


Fig. 4: Connecting contacts

- Connect the cable of the contact to the desired position, see Fig. 4.
- Connect the cable of the contact to GND.
  The contact is now connected, see Fig. 4.

EN

Connecting LocoNet

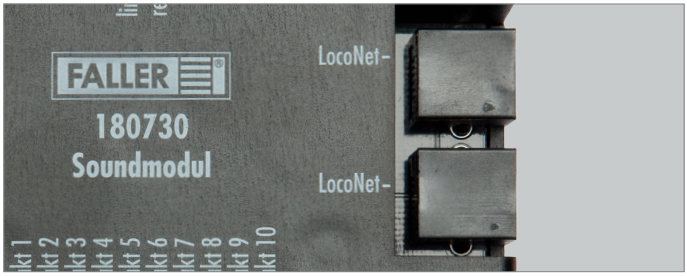


Fig. 5: Connecting LocoNet

- Insert the LocoNet connector into the socket until it snaps on, see Fig. 5.
  LocoNet is now connected.

Putting into operation

Various sound files have been stored in the Sound module before dispatch. These files have been assigned to various events so as to allow you to put the Sound module into operation immediately.

ADVICE: The Sound module cannot be operated until the USB memory stick has been plugged in.

- Plug the USB memory stick in.
  The indicator LED flashes.
  The Sound module will start playing the sound files stored.

5. SoundDirector

Events

Events will give you the possibility of controlling actions on your model installation.

You can select from seven different events and set each one differently.

EN

Element	Event	Description
	Contacts / Inputs	Sound files will be played on pressing a push button
	Coil items	Sound files will be played on actuating a coil item
	Background sounds	Sound files will be played continuously in a preset order
	Random play	Sound files will be played at random
	Time-dependent sounds	Sound files will be played according to a preset rhythm (true to the model installation time)

	Lissy Vehicle-dependent sounds	Sound files will be played on receiving a message from a receiver and transmitter, see also chapter 7. Interesting facts »Lissy«, page 67
	Checkback-signal dependent sounds	Sound files will be played on receiving a signal from a given section of rail track occupied by a train, for instance

ADVICE:

- Play priorities can be assigned only once within a group of events.
- Play positions cannot be assigned twice.
- Always indicate an address even if you do not use any digital control unit.

Requirement: The required component parts, such as for instance coil items or Lissy receiver, must be present in the installation.

EN

Installing the SoundDirector

ADVICE: Please take into account the requirements to be fulfilled by your operating system, see also chapter 8. Technical data, page 69

- Insert the USB memory stick into a USB port.
  A window will open.
- Open the file directory.
- Open the file directory 'Software'.
- Start the file 'Setup.exe'.
  Your computer will be made ready for the installation.
- Follow the instructions given by the setup assistant.
  The software will be installed on your computer.

Starting the SoundDirector

Requirement: To start the SoundDirector the USB memory stick must be plugged in.

TIP

To be able to use all the functions of the SoundDirector an internet connection is required.

EN

Fig. 6: Start picture

Element	Description
	Routes to www.faller.de
	Starts the SoundDirector
	Exits the SoundDirector

Tab. 2: Elements in Start picture

- Now, start the SoundDirector.
  The start picture will appear, see Fig. 6.
- Press 'Start'.
  The synopsis picture will appear, see Fig. 7.

User interface

Fig. 7: Synopsis picture

Element	Description
Event picture	Each event is represented with the corresponding settings, see Fig. 8
	Displays the start picture, see Fig. 6
	Displays the Settings picture, see Fig. 9

Tab. 3: Elements in the Synopsis picture

EN

EN

Fig. 8: Example - Event picture

Element	Description
	List of the sound files associated with an event
	Adds a sound. List of all sound files on the USB memory stick
	Deletes a sound Off

	Possible settings for the event
	Displays the synopsis picture, see Fig. 7
	Routes to the instruction manual of the Sound module
	Interrupts the setting procedure
	Stores the settings

Tab. 4: Elements in the Event picture

Assigning sound files to an event

After assigning an event, the SoundDirector stores – on the USB memory stick – a file containing some information that is essential to him.

ADVICE:

- File names may not be modified, moved or deleted.
- The most recent sound file added is always the latest item in a list.
- Sound files that have not been given any setting will be deleted when exiting the SoundDirector.
- Always press 'Beenden' [Exit] to close the SoundDirector.

EN

Coil items
Example of use: Warning light at a level crossing

- Press the event picture 'Magnetartikel' [Coil items].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select the status 'grün' [green] for the coil item.
  The sound file will be played when actuating the green button.
- Select the play priority you want to assign to the event '1'.
- Select 'ohne Unterbrechungserlaubnis' [without authorization to interrupt].
  The sound will not be interrupted by other events.
- Press 'Sichern' [Store].
  The settings are stored.

EN

Setting	Explanation
Status 'rot' [red], 'grün' [green], 'beliebig' [arbitrary]	Assignment for which the sound shall be played
Address 'von:' [from:], 'bis:' [to:]	Assignment within the digital control unit
Play priority for the event	Setting of priority whenever several sound files are set to the same address
Authorization to interrupt 'ohne' [without], 'mit' [with]	Allows or forbids the interruption of the sound by another event

Tab. 5: Settings for Coil items

Checkback-signal dependent sounds
Example of use: Announcement on a train pulling in

- Press the event picture 'Rückmelderabhängige Geräusche' [Checkback-signal dependent sounds].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select status 'belegt' [occupied].
  The sound file will be played whenever the section of the rail track is occupied (busy).
- Select the play priority you want to assign to event '1'.
- Select 'ohne Unterbrechungserlaubnis' [without authorization to interrupt].
  The sound will not be interrupted by other events.
- Press 'Sichern' [Store].
  The settings are stored.

Setting	Explanation
Status 'belegt' [occupied], 'frei' [free], 'beliebig' [arbitrary]	Status of the checkback contact, for which the sound shall have to be played
Address 'von:' [from:], 'bis:' [to:]	Address stored in the digital control unit for the checkback contact
The play priority you want to assign to the event	Setting of priority whenever several sound files are set to the same address
Authorization to interrupt 'ohne', 'mit'	Allows or forbids the interruption of the sound by another event

Tab. 6: Settings for Checkback-signal dependent sounds

LISSY Vehicle-dependent sounds
Example of use: Accelerating train

- Press the event picture 'Lissy Fahrzeugabhängige Geräusche' [Lissy Vehicle-dependent sounds].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select the option Direction of drive 'S1 -> S2'.
  The sound file will be played whenever the train drives from sensor 1 to sensor 2.
- Select the play priority you want to assign to event '1'.
- Select 'ohne Unterbrechnungserlaubnis' [without authorization to interrupt].
  The sound will not be interrupted by other events.
- Press 'Sichern' [Store].
  The settings are stored.

Setting	Explanation
Option Direction of drive 'unabhängig' [unrestrained], 'S1 -> S2', 'S2 -> S1'	The direction of drive depends on the order of the receivers
Address 'von:' [from:], 'bis:' [to:]	Address stored in the digital control unit for the Lissy receiver
The play priority you want to assign to the event	Setting of priority whenever several sound files are set to the same address
Authorization to interrupt 'ohne' [without], 'mit' [with]	Allows or forbids the interruption of the sound by another event

Tab. 7: Settings for Lissy Vehicle-dependent sounds

Contacts / Inputs
Example of use: Vehicle horn

- Press the event field 'Kontakte / Eingänge' [Contacts / Inputs].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select 'Schließen' [close].
  The sound file will be played whenever the contact is actuated.
- Select a contact (For instance: from: 10 to: 10)
- Select the play priority you want to assign to event '1'.
- Select 'ohne Unterbrechungserlaubnis' [without authorization to interrupt].
  The sound will not be interrupted by other events.
- Press 'Sichern' [Store].
  The settings are stored.

Setting	Explanation
Status 'öffnen' [open], 'schließen' [close], 'ändern' [change]	For which status of the push button a sound file will be played
Contact 1 to 10	The place where a push button is connected to the Sound module
The play priority you want to assign	Setting of priority whenever several sound files are set to the same address
Authorization to interrupt 'ohne Erlaubnis' [without authorization], 'mit Erlaubnis' [with authorization]	Allows or forbids the interruption of the sound by another event

Tab. 8: Settings for Contacts / Inputs

Random play
Example of use: Barking of a dog

- Press the event field 'Zufällige Wiedergabe' [Random play].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select 'mit Unterbrechungserlaubnis' [with authorization to interrupt].
  The sound will be interrupted by others events (a train pulling in, for instance).
- Press 'Sichern' [Store].
  The settings are stored.

Setting	Explanation
Authorization to interrupt 'ohne' [without authorization], 'mit' [with authorization]	Allows or forbids the interruption of the sound by another event

Tab. 9: Settings for Random play

Time-dependent sounds
Example of use: Glockenspiel

- Press the event picture 'Zeitabhängige Geräusche' [Time-dependent sounds].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select '00:15'.
  The sound will be played every 15 minutes (to model installation time).
- Select 'ohne Unterbrechungserlaubnis' [without authorization to interrupt].
  The sound will not be interrupted by other events.
- Press 'Sichern' [Store].
  The settings are stored.

Setting	Explanation
Time option	Repetition time to model installation time
Authorization to interrupt 'ohne' [without authorization], 'mit' [with authorization]	Allows or forbids the interruption of the sound by another event

Tab. 10: Settings Time-controlled play

Background sounds
Example of use: Bird twittering

ADVICE: Sound files of that group of events are always interrupted by other events.

- Press the event picture 'Hintergrundgeräusche' [Background sounds].
- Press 'Sound hinzufügen' [Add a sound].
- Select a sound file from the list.
  That sound file appears under 'Soundfile'.
- Select priority '5'.
  The sound will be played as fifth file in the list of 'Endlose Wiedergabe' [Continuous play].
- Press 'Sichern' [Store].
  The settings are stored.

EN

Setting	Explanation
Range 1 to 127	Order of playing the sound in the play list.

Tab. 11: Settings for Continuous play

Delete a sound file

- Select a sound file.
- Press 'Sound löschen' [Delete a sound] or click on the right mouse key and 'Zeile löschen' [Delete line].
  The sound file will be deleted.

Settings on the SoundDirector

Fig. 9: Settings

To set the volume

- Push the regulator to the required value, see Fig. 9.
- Press 'Sichern' [Store] to have the setting adopted.

TIP

If you use active loudspeakers the regulator of the Sound module should not be pushed to the maximum position to avoid overdriving the loudspeakers.

To select the start time [Startzeit]
Startzeit [Start time] will allow you to set the moment at which your model installation time should begin.

ADVICE: Start time will begin with the USB memory stick being plugged in or when the Sound module is switched on.

- Enter the start time you want to use, see Fig. 9.
- Press 'Sichern' [Store] to have the settings adopted.

Model installation time for 15 minutes
Model installation time allows you to adjust how many seconds of your real time should correspond to 15 minutes of model installation time.

- Enter the model installation time you consider appropriate.
- Press 'Sichern' [Store] to have the settings adopted.

Expansion factor Random time
The expansion factor of the random time will allow you to delay the playing of random plays.

- Enter the factor you consider appropriate.
- Press 'Sichern' [Store] to have the settings adopted.

Uhrensync LocoNet
Clock synchronization to LocoNet will allow you to take over the time settings of a digital control unit that is connected via LocoNet.

- Press 'Ein' [On] to have the time settings of the digital control unit adopted.
- Press 'Aus' [Off] to have the time settings of the Sound module adopted.
- Press 'Sichern' [Store] to have the settings adopted.

Endlosschleife [Continuous loop] On/Off
Here you are able to select with which sound in the event field 'Endlose Wiedergabe' [Continuous play] the loop should begin.

Default settings

Fig. 10: Werkseinstellungen Kontakte / Eingänge

Kontakt [Contact]	Soundfile
1	Kirchenglocken [Church bells]
2	Kirchenglocke_1 [Church bell 1]
3	Glocke_5 [Bell 5]
4	Lkw Hupe [Lorry horn]
5	Diesellok 218 V 160 [Diesel locomotive 218 V 160]
6	Dampflok BR 50 [Steam locomotive BR 50]
7	Hobelmaschine_1 [Planing machine 1]
8	Bernhardiner [St. Bernard]

Kontakt [Contact]	Soundfile
9	Mehrmaliges Hupen [Repeated horn signal]
10	Ansage Zugdurchfahrt [Announcement Passage of a train]

Tab. 12: Default settings Contacts / Inputs

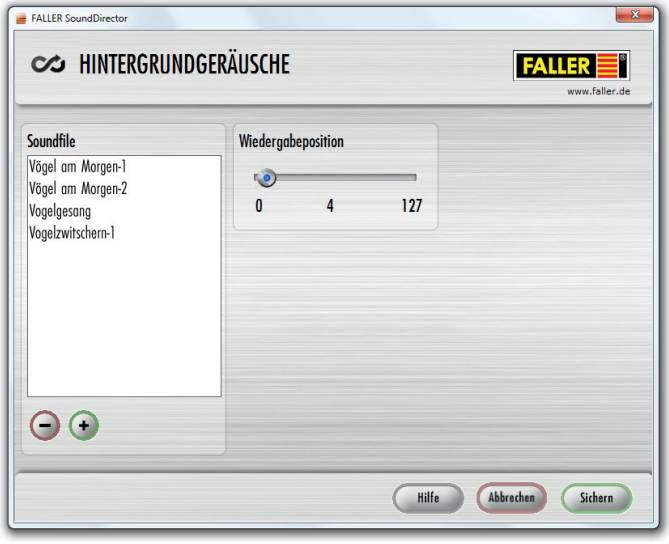


Fig. 11: Default settings Background Sounds

Order of playing	Soundfile
1	Vögel am Morgen-1 [Birds in the morning 1]
2	Vögel am Morgen-2 [Birds in the morning 2]

Order of playing	Soundfile
3	Vogelgesang [Birdsong]
4	Vogelzwitschern-1 [Bird twittering 1]

Tab. 13: Default settings Background Sounds

Fig. 12: Default settings Random Play

Soundfile
bellender Hund [Dog barking]
Eierlegendes Huhn [Egg-laying hen]
Tauben [Doves]
Unimog_starten [Unimog starting]

Tab. 14: Default settings Random Play

6. How to deal with problems

Error messages

Error	Source	Remedy
Software does not start	Software deleted	▶ Start the file Setup.exe under C:/Programme/ SoundDirector by means of a double click ▶ Download the software from the FALLER Website
A sound file cannot be read	Wrong file format	▶ Check whether the file format is mp3
Sound module does not operate	Sound module damaged	▶ Consult FALLER's customer service department

Tab. 15: How to deal with problems

TIP

Direct line to FALLER's customer service department:

Phone + 49 (0) 77 23 / 651-106
E-Mail kundendienst@faller.de

7. Interesting facts

LISSY

Lissy will allow you to control your model installation automatically when using a digital system.

Lissy consists of an infrared transmitter installed on the train and of infrared receivers that can be built into the track.

The railway engine address and the type of train signalled by the infrared transmitter are identified by the receiver and transmitted via LocoNet. Moreover, various automatic control functions can be triggered without having to use a computer.

- Lissy identifies the train and indicates which train has arrived at platform 1 of the station.
- Lissy ensures the management of your shadow station, finds there on its own a particular track for each train and, if necessary, will cause the trains automatically leave the shadow station again.
- Lissy actually is a block system for digital installations and automatically controls the block posts on your installation without having to use a computer.
- Lissy slowly applies the brakes in every digital railway engine whenever it encounters a red light, by using the internal time lag braking device.
- Lissy measures the speed of passing railway engines, true to scale.
- Lissy switches on the sound of engines in conformity with the particular situation, for instance the whistle before entering a tunnel or the horn at a level-crossing when passing the whistle board.
- Lissy fades out the sound of railway engines fitted with Intellisound whenever they drive through invisible areas (shadow station, tunnels).

- Lissy switches on or off the lights of a particular engine after a given period of time, after the driver has shed his railway engine, for instance.
- Lissy controls the speed of railway engines, when pulling in at a station or on speed restriction sections for instance.
- Lissy operates without any interruption whatsoever on the track, and can thus easily be built into any model railway installation subsequently.
- Lissy realistically controls the driving behaviour of your railway engines.

Visit also www.uhlenbrock.de/INTERN/PRODUKTE/lissy/ for more information on LISSY - the individual locomotive control system

LocoNet

The LocoNet bus represents the safe and low-priced device allowing to wire together a digital control unit, control and operating devices, checkback contacts, switching modules and other elements.

All devices that are connected via the LocoNet will get their operating voltage from the LocoNet.

The required current is made available to the LocoNet by the digital control unit. If the current consumption of all connected devices exceeds the intensity supplied by the digital control unit, it will be necessary to connect another LocoNet current supply.

TIP

Do you want to find out more about the subject? Quench your thirst for knowledge on our website – **www.faller.de**. You will find there some interesting background information and a lot of creative suggestions for all areas of model making.

8. Technical data

Power supply

Designation	Value
Supply voltage	16 V
Load	1.5 watts on 8 ohms
Loudspeaker impedance	At least 8 ohms
USB memory stick	USB 2.0
Operating system	Microsoft® Windows 98 SE and above
USB port	USB 1.0 or higher

Tab. 16: Power supply

Symbols

Symbol	Meaning
	Product subject to the 2002/96/ EC European Directive
	CE conformity label
	1:22.5 / G / 22.5 mm track gauge
	1:87 / H0 / 16.5 mm track gauge
	1:120 / TT / 12 mm track gauge
	1:160 / N / 9 mm track gauge
	1:220 / Z / 6.5 mm track gauge

Tab. 17: Symbols

Signs

Sign	Value
▶	Prompting
■	Advice

Tab. 18: Signs

9. Notice

Gebr. FALLER GmbH
Kreuzstraße 9
78148 Gütenbach

Telefon +49 (0) 77 23 / 651-0
Telefax +49 (0) 77 23 / 651-123

www.faller.de
info@faller.de