## **Overview**

This document serves as a quick reference for default function assignments and sound selection CVs for Econami Diesel Digital Sound Decoders. This document applies to the following products:

- ECO-100 Diesel (P.N. 882001)
- ECO-200 Diesel (P.N. 882002)
- ECO-21P Diesel (P.N. 882003)
- ECO-217 Diesel (P.N. 882003)
   ECO-PNP Diesel (P.N. 882004)
- ECO-400 Diesel (P.N. 882005)

For information regarding installation, operation, and CV adjustments, refer to the following documentation available in the "Manuals" section of www.soundtraxx.com:

- Econami Installation Guide
- Econami Diesel Quick Start Guide
- Econami Diesel User's Guide
- Econami Diesel Technical Reference

## **Function Control**

Your Econami has been shipped with preprogrammed CVs so you can start right away without making any adjustments:

- You can activate various effects and features with function keys the first time you use Econami.
- The effects included in the adjacent table have been assigned to function keys F0-F28 by default.
- Pressing function keys will toggle functions F0-F28 "on" or "off."

**Note:** The function keys labeled "Not Assigned" can be mapped to any of Econami's effects with SoundTraxx's Flex-Map function mapping CVs (Indexed CVs 1.257-1.512).

Function Key  F0(f) Headlight  F0(r) Backup Light  F1 Bell  F2 Airhorn  F3 Short Airhorn	
F0(r) Backup Light F1 Bell F2 Airhorn	
F1 Bell F2 Airhorn	
F2 Airhorn	
F3 Short Airhorn	
F4 Dynamic Brake	
F5 RPM+	
F6 RPM-	
F7 Dimmer	
F8 Mute	
F9 Grade-Crossing Signal	
F10 Not Assigned	
F11 Brake Squeal/Release	
F12 Not Assigned	
F13 Coupler, Coupler Release	
F14 Switching Mode	
F15 Not Assigned	
F16 Not Assigned	
F17 Not Assigned	
F18 Not Assigned	
F19 Not Assigned	
F20 Not Assigned	
F21 Not Assigned	
F22 Not Assigned	
F23 "All Aboard!"/Coach Doors*	
F24 FX3 Function Output	
F25 FX4 Function Output	
F26 FX5 Function Output**	
F27 FX6 Function Output**	
F28 Not Assigned	

<sup>\*\*</sup>Available on select formats

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<sup>\*</sup> Not included in software releases prior to version 1.3

# **Airhorn Select**

#### **CV 120: Airhorn Select**

CV 120 is used to select the primary airhorn that will play when you turn on the airhorn function. Set CV 120 to a value from 0 to 15 to select a primary airhorn. CV 120 has been set to a value of 0 to select the Nathan K5LA airhorn as the default primary airhorn.

# **CV 121: Auxiliary Airhorn Select**

Disabled by default, CV 121 is used to select an alternate airhorn sound effect that will play in place of the primary airhorn selection. When enabled, turning on the short airhorn function (F3 by default), and then turning on the long airhorn function key (F2 by default) will issue the alternate airhorn sound effect. Turn off the long airhorn function key to stop the airhorn blast.

# Bell Select

#### CV 122: Bell Select

CV 122 is used to select the bell sound effect and adjust its ring rate. The selected bell will ring at the associated ring rate when you turn on the bell function (F1 by default). Turning off the bell function will stop the bell from ringing.

Enabling a grade-crossing bell will allow the selected bell to ring for the duration of the crossing hold timer countdown when Grade-Crossing Logic is activated.

Referring to the adjacent table, locate the value associated with your preferred bell sound effect and ring rate, and decide whether you want to enable the grade-crossing bell. Enter the associated value in CV 122.

CVs 120 and 121: Airhorn Select			
Airhorn	CV Value		
Nathan K5LA (default)	0		
Nathan K5LLA	1		
Nathan K5HL	2		
Nathan P5	3		
Nathan P3	4		
Nathan M5	5		
Nathan M3	6		
Wabco E2	7		
Wabco A2	8		
Holden M3H	9		
Holden K5H	10		
Leslie A200	11		
Leslie A125	12		
Leslie A125/A200 Combo	13		
Leslie S3L	14		
Leslie S2M	15		

CV 122: Bell Select				
Bell	Ring Rate	Xing Bell Disabled	Xing Bell Enabled	
EMD	Slow	0	128	
	Medium-Slow	1	129	
EMD	Medium-Fast	2	130	
	Fast	3	131	
	Slow	4	132	
GE	Medium-Slow	5	133	
GE	Medium-Fast	6	134	
	Fast	7	135	
ALCO	Slow	8	136	
	Medium-Slow	9	137	
	Medium-Fast	10	138	
	Fast	11	139	
Electronic	Medium-Fast	12	140	
	Slow	13	141	
Brass	Medium-Slow	14	142	
DIASS	Medium-Fast	15	143	
	Fast	16	144	
	Slow	17	145	
Heavy	Medium-Slow	18	146	
Brass	Medium-Fast	19	147	
	Fast	20	148	
Gong	Medium-Fast	21	149	

# **Prime Mover Select**

#### **CV 123: Prime Mover Select**

CV 123 is used to select a prototype-specific prime mover sound effect. Set CV 123 to a value from 0 to 4 to enable your preferred prime mover. You can increase and reduce engine RPM with the RPM+ (F5 by default) and RPM- (F6 by default) functions to simulate the engine operating at various intensities.

CV 123: Prime Mover Select			
Prime Mover	CV Value	Recommended for	
EMD 567 non-turbo (default)	0	BL1, F3, GP7, SD7, and more	
EMD 645 turbo	1	GP15T, GP40, SD45, FP45, and more	
EMD 710 turbo	2	GP59, SD60, SD80MAC, F59PH, and more	
GE FDL-16 modern	3	Amtrak Dash 8-40BWH, AC4400CW, P42, and more	
ALCO 244	4	FA, RS-3, PA, and more	

# **Air Compressor Select**

CV 124: Air Compressor Select CV 124 is used to select the air compressor sound effect that will be active throughout operation.

CV 124: Air Compressor Select		
Air Compressor	CV Value	
Engine-Driven (default)	0	
GE "Whooping"	1	

# **Coupler Select**

#### **CV 126: Coupler Select**

Setting CV 126 to a value from 0 to 2 will select the couple/uncouple sound effect. Values from 0 to 2 will allow the couple and uncouple sound effect to be issued when each respective function is turned on.

Setting CV 126 to a value from 128-130 will select the couple/uncouple sound effect and invert the uncouple function polarity. Values from 128-130 will allow the couple sound effect to be issued when the couple/uncouple function is turned on, and allow the uncouple sound effect to be issued when the couple/uncouple function is turned off.

CV 126: Coupler Select			
Coupler	CV Value		
Medium	0		
Heavy	1		
Link-and-pin	2		
Medium: inverted uncouple (default)	128		
Heavy: inverted uncouple	129		
Link-and-pin: inverted uncouple	130		

# **Volume Control**

#### CV 128: Master Volume

CV 128 is used to adjust the volume level of all enabled sound effects, i.e., all mixer channels. Values from 0 to 255 may be programmed into CV 128 to set the volume level from 0 to 100%.

#### CVs 129-150: Mixer Channel Volume

CVs 129-150 are used for setting the volume level of each sound effect, similar to a modern sound studio mixing board. Values from 0 to 255 may be programmed into mixer channel CVs to adjust volume levels. The adjacent table shows mixer channel CVs, each corresponding sound effect, and each default value.

For the best sound quality, run the mixer as "hot" as possible by optimizing the volume levels. First determine the sound effect that should be the loudest and set the corresponding CV to around 225. The airhorn, for instance, usually creates the loudest sound. Then, adjust the volume levels of the remaining of the sound effects relative to the airhorn. When you have all the sound effects to their respective volume levels, adjust the overall volume level with CV 128 as needed.

Adjusting volume levels calls for a certain level of prudence to avoid a phenomenon known as "clipping" or "limiting," which occurs when the sum of two or more signals exceeds the

CVs 129-150: Mixer Channel Volume				
Mixer Channel	CV	Sound Effect	Default CV Value	
1	129	Airhorn	225	
2	130	Bell	85	
3	131	Prime Mover	150	
4	132	Air Compressor	100	
5	133	Dynamic Brake	125	
6	134	Radiator Fans	75	
7	135	Reserved	0	
8	136	Reserved	0	
9	137	Coupler Clank	128	
10	138	Reserved	0	
11	139	Brake Squeal	100	
12	140	Brake Release	70	
13	141	Reserved	0	
14	142	Reserved	0	
15	143	Poppet Valve	60	
16	144	Reserved	0	
17	145	Reserved	0	
18	146	Reserved	0	
19	147	Reserved	0	
20	148	Emergency Stop	70	
21	149	Glad Hand Release	150	
22	150	"All Aboard!"/Coach Doors*	192	

capacity of the output channel. As the name implies, clipping is the sound signal being cut off as it attempts to peak, causing the clicking or popping sounds you may have heard through broken headphones.

To avoid clipping, consider the sounds that are most played at the same time and make sure their volume levels aren't set too high. For example, the airhorn should be as loud as possible without causing clipping. If you start to hear some distortion, lower the volume level accordingly.

<sup>\*</sup> Not included in software releases prior to version 1.3