

Bedienungsanleitung
Instruction Manual

1. Normal Use	8
2. Requirements for Use:	8
3. Creating Your Own Sound File	10
4. Setting/Changing Sound Parameters	13

1. Normal Use

Preparing and managing CVs and sound for transfer by the Central Station (60213/60214/60215).

2. Requirements for Use:

- PC with an Internet connection and 55 MB of free memory for the Tool
- Available memory of 1 GB
- Available USB memory stick
- Windows XP or newer and decompression software
- Sound library (Download from the Märklin factory website, Produkte, -> Tool & Downloads -> Soundbibliothek1)
- Märklin-SoundDecoder mSD 60945, 60946, 60947, 60948 or 60949

2.1 Preparations:

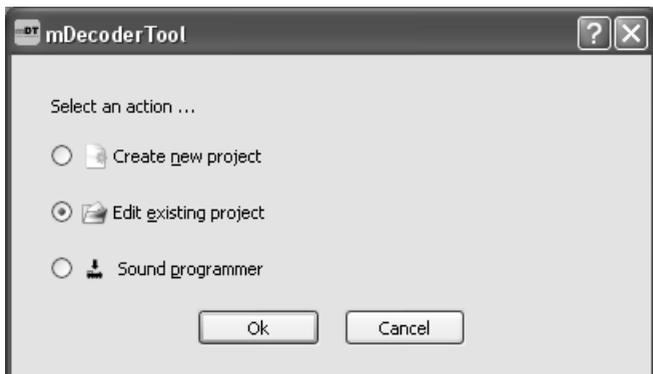
Download the decoder tool from the Märklin factory website (Produkte ->Tools & Downloads ->mDecoderTool1 or www.maerklin.de/de/produkte/tools_downloads/decoder-updates/decoder-tool.html1), store this tool on your personal computer. Now call up the stored setup file: mDecoderTool-v100-Setup.msi and begin the installation. Follow the installation instructions. You'll find the following folders on the C drive: C:\Programme\Maerklin\mDecoderTool*(program folder); in it are the program files and templates for the mLD and mSD decoders. The subfolders mDecoderTool and Sound Library are under C:\Documents and Settings\User Name\Own Files \Maerklin.*

There are two samples in the folder mDecoderTool and your own projects and the data for the current Märklin mSD sound decoders are stored here.

There are sample sound data in the folder Sound Library. There you will also store the complete sound

library offered on the website. (Märklin website, *Produkte*, -> *Tool & Downloads* -> *Soundbibliothek*)

Open the Tool after you have completed the installation. The following selections will appear.



Select the function “Edit existing project”. Confirm with “Ok”. Select the “mSD” sample folder provided with the program.

2.2. Conducting a Sample

We recommend that you conduct the sample “mSD” once that has been called up. Now generate the sound file with the button .



You can call up and do other decoder settings by means of the respective tabs. You can get information about the available CVs in the instructions for the decoder.

Store decoder settings with the  button.



Now set up a folder *CS2* on your USB memory stick. Create a folder “*Sound*” in it. If you already have a USB memory stick in the application with the *CS2*, the aforementioned folders are already present. Now copy from the folder “*mDecoderTool*” the sample “*mSD*” into the folder “*Sound*” on the USB memory stick.

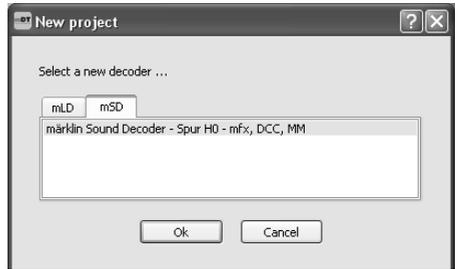
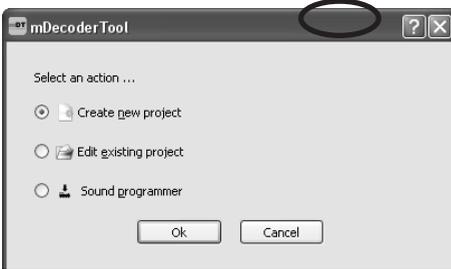
Now remove the USB memory stick from your computer and insert it into the Central Station. Place the locomotive intended for the sound on the programming track, go into the configuration mode , and press on **Upd** . Press the respective folder symbol in the line from “Decoder FDS” and/or “Sound Flash” in order to program the desired data (decoder and/or sound) on the locomotive decoder. When you open the folder symbol, you’ll find files with the ending “.html” contained on the USB memory stick. In our sample these are “mSD.html”. Select this file and program your locomotive decoder. Now start the programming with . Note that the programming can take some time depending on the size of the programming to be done. Do not turn the Central Station off during the programming process.

Only repair stations and dealers can make use of the tab “Sound Programmer”. It is used in conjunction with the sound programmer for faster transfer of sound files. The settings that were done under the tabs “Decoder” and “Sound” can be transferred into the decoder only by means of a USB memory stick and a

Central Station.

3. Creating Your Own Sound File

Open the mDecoderTool. Select "Set up New Project" and confirm with "Ok". Now select the decoder type "mSD". Confirm your selection with "Ok".

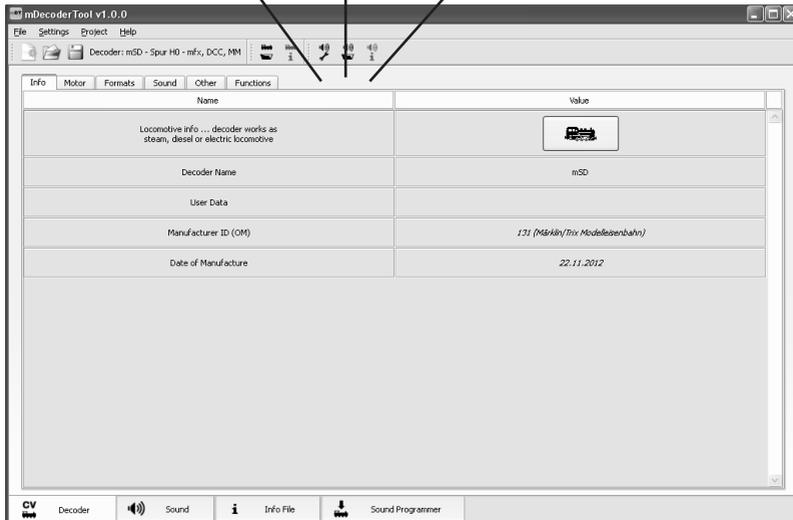


Now create your sound file. The assignment of the specific function button must be done with the tab Decoder/Function

Creating a sound file

Editing sound parameters

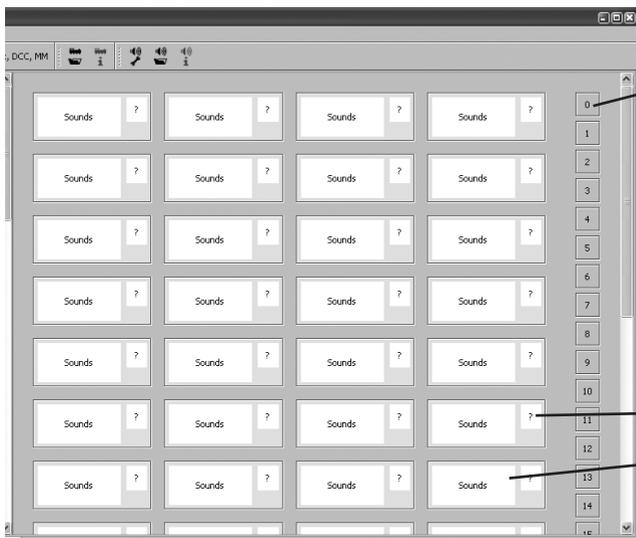
Showing sound info



Select the tab "Sound" for the sound compilation

The following must be kept in mind when compiling the sounds:
 16 sounds can be used. The sound numbers are to be used as follows:

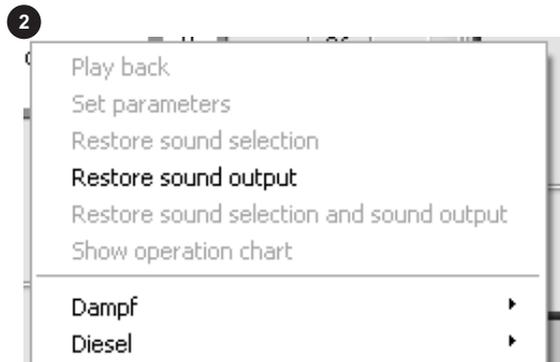
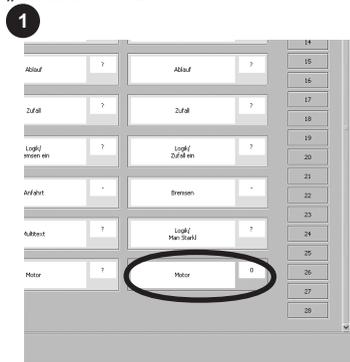
- 0 =** only for operating sounds (steam, diesel, electric locomotive)
- 1-16 =** can be used for sounds
- 17-27 =** cannot be used
- 28 =** only logic/brakes off



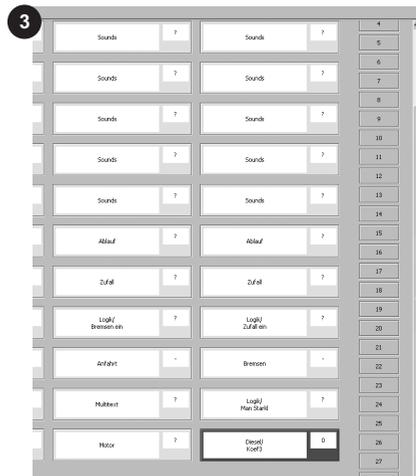
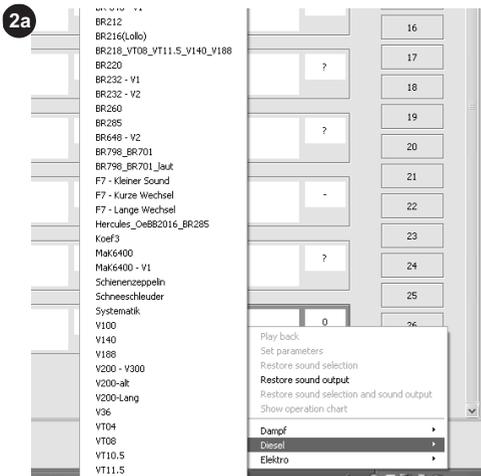
Sound number
 Gray = Free sound number.
 Red = Standard sound, is being used.
 Blue = Logical sound, is being used. A logical sound is a sound function assigned without its own sound choice.

Field for sound numbers
 Sound 1 - 16

Drag the sound number with the left mouse button to the field “?” and release. The sound field will now turn orange in color and the sound number will be displayed **1**. This means that the field has not yet been edited completely. You can complete the sound immediately by going with the cursor to the „Sounds“ field.



Open the pull-down menu **2** with the right mouse button and select the desired sound group. Another menu **2a** is opened. Select the locomotive sound there. The field will turn green **3**, and the sound is complete. Up to 16 more sounds can be added.



The following sound types are available. When you select the sound field, the sounds that are appropriate there will be displayed. Unless otherwise indicated, any sound number between 1 and 16 can be given.

- **Sounds:**¹ Individual sounds such as whistle, horn.
- **Ablauf:**¹ Sounds that are played when turned on and off or turned on and off with a certain frequency. The playback frequency is set with the parameters (see Point 8).
- **Zufall:**¹ Includes several different sounds that are selected randomly when playing, such as different station platform announcements.
- **Stand:**¹ This sound is only played when the locomotive or powered car is standing at least 256 seconds. The sound is stopped when the locomotive or powered car continues to move.
- **Logik/ Sound Mute:**¹ This field can only be occupied with a sound number from 1 to 16; any other selection is not possible. This sound number causes the active sounds to blend softly in and out.
- **Logik/ Bremsen ein:**¹ The brake sounds are also reproduced without operating sounds. A requirement for this is a brake sound that has been set => Bremsen.
- **Logik/ Zufall ein:**¹ Not used at present.
- **Schalten:**¹ Sound for switching sounds dependent on the operating sounds such as relays in an electric locomotive.
- **Fahren:**¹ Sounds of the locomotive or powered car running such as running over rail joints, played back depending on the speed of the unit.
- **Anfahrt:**¹ Sound played back before the locomotive or powered car begins to move such as releasing the brakes. They are not tracked, logical sound.
- **Bremsen:**¹ Selection of the brake sounds such as disks; a sound number cannot be assigned. This sound is not tracked, logical sound.
- **Multitext:**¹ Sound announcements following one another such as announcement for the next stop on a train route. This can require up to 3 sound numbers. A requirement is the correct configuration of the decoder (CV 60).
- **Logik/ Man Startkl.:**¹ Not available at this time
- **Logik/ Bremsen aus:**¹ This function is used to turn off the squealing brakes sound when the operating sounds are turned on. **Always use sound number 28.** This sound is not tracked, logical sound function.
- **Motor:**¹ This sound is always the typical operating sound for a locomotive. Always use sound number 0. Only one of the three fields is required. The first motor field (sound number 253) achieves 2-motor running with time-delayed starting of the motors. The second motor field (sound number 254) starts motor channel 2. Motor channel 1 is started with the third motor field (sound number 255). Motor field 3 is for all types of locomotives, steam, electric, and diesel locomotives. The two other motor fields are reserved for multiple motor electric and diesel locomotives.

¹ German text only

The sound must be stored when you are through with setting it up. You can rerecord the sound immediately or later. See Point 2.2 about transferring the sound file.

4. **Setting/Changing Sound Parameters**

Here you can change or adapt individual sound parameters in the column "Values". These settings are transferred along with the sounds by the sound programmer.

Zufalls-Geräusch¹

Variable: 255 255 255 (start time/end time/sound number) Example: 60/75/12 starts after 60 time units / ends in the 75th time unit (15 time units of playback time) / sound number 12 is played back).

Parameter Ablauf Sounds¹

Variable: Here the number of sounds to be played back after the power is turned on and/or off is determined, example: bell sound 12 times after power is shut off.

SUSI Einstellparameter¹

Variable: only the volume for all sounds (total volume).

Reset Werte Benutzer-Lautstärken¹

Variable: individual volumes for individual sounds:

SUSI-CVs¹

These values are only informational at this location; they can only be edited in the active sound field.

Allgemein¹

Not variable, only for information.

Part number & section: The value gives the part number of the sound as delivered from the factory. With your own compilations the value can be set as you desire.

The software for the mSD evaluates this information at the start of the decoder and checks whether a change has taken place. In the event of a change the sound part carries out a reset, reads in the new values, and configures them again. Changes without a new start for the decoder will be ignored until the next start of the mSD.

If you have set everything the way you want it, store the decoder settings with the button , and the sounds with . After clicking on the respective symbol, select a folder or create a new folder.

Important: A complete folder structure is stored when you are storing a project, not just a file. Therefore, a folder must be selected when carrying out the storage procedure.

When everything is stored, copy your object folder to the USB memory stick, and transfer the data by means of the Central Station to your decoder.

¹German text only

