ESU

FULL THROTTLE
The Power of Railroading... In YOUR Hands
STEAM LOKSOUND

FULL THROTTLE
The Power of Railroading... In YOUR Hands
DIESEL LOKSOUND

Product Highlights

2017



Editorial

New Business - "Best of Both Worlds"

Over the last few years it has been our Honor that ESU LLC has become the DCC and sound provider for many of the North American Model and Australian Train Manufacturers. A list of these manufacturers would include the following companies:



- **Atlas Model Railroad Co.**
- **Athearn**
- **Ausicion**
- **Bowser Mfg**
- **Fox Valley Models**
- **Hornby America**
- **InterMountain Railway Co.**
- **Kato USA & Kato Japan**
- **On Track Models**
- **PBL**
- **Rapido Trains**
- **River Raisin Models**
- **ScaleTrains.com**
- **SDS Models**
- **Southern Rail Models**
- **True Line Trains**
- **Walthers**
- **Wuiske Models**

Many people have asked why this is the case all of a sudden when other great DCC companies seemed to have a foothold on the market. Honestly we cannot answer for all of the reasons that our OEM Partners have graciously chosen us. What we have promised is the following:

- Wonderfully Accurate, Professionally Edited, Fresh NEWLY RECORDED Sounds
- Competitive Pricing
- Industry Leading Motor Control
- State of the Art Function Ability and Programming
- Top Notch Customer Support in the USA
- And a Knowledge of, and Experience of, working with Model Train Manufacturers from around the world.

Full Throttle! Putting the Power of Railroading in YOUR hands!

FULL THROTTLE The Power of Railroading... In YOUR Hands STEAM LOKSOUND

FULL THROTTLE The Power of Railroading... In YOUR Hands DIESEL LOKSOUND

- It is often challenging to make a scale model preform like it has the mass of a 260,000lb locomotive pulling 5,000 tons or more! Some of this can be done with BEMF - when the loco "feels" a load, it will automatically rev up to work harder to pull this actual load. But this is often a flawed method in modeling. Today, model train car wheels are so free rolling that they often do not simulate sufficient drag to replicate a typical prototype situation. Also, often we do not sufficiently weigh our cars to represent a scaled-down version of the prototype. One of the biggest problems with BEMF controlled load is due to the fact that in our modeling and operations we often "simulate" loads inside a closed car. The payload inside a prototype car can weigh as much as 100-tons more than the car itself. This is especially important at operating sessions. Empties in and Loads out or vice versa. There is no way for a decoder to know the proposed weight of the cars it is pulling. Our "car cards", showing whether a car is loaded or empty, are seen only by the operator, not by our decoders!

We are excited to see the face of Model Railroading change before our eyes as technology catches up with the Awe-Inspiring detail of today's models. It is fitting with this awesome detail, that our ESU LLC Corporate Slogan is "Sound...Super-Detailed!" Our OEM Partners go to great lengths to visually Super-Detail the outside of every model they produce. We promise to work just as hard to Super-Detail the sound! You truly can have the "Best of Both Worlds"!

New Sounds!

As we work to prepare the sounds for upcoming OEM locomotive releases we will also upload these new sounds to our website for immediate download to our programmable decoders. As the decoders we provide to manufacturers are Fully Functional Decoders and not just OEM versions, the sounds and abilities of both the OEM version and the Retail Version of the new sounds are the same.

We've gone to great lengths to make these sounds as accurate as possible. Along with the brand new prime mover recordings, we've added new Dynamic Brake Sounds, New Air Compressors, New LOUD Horns, Bells, Autostart Sequences, AirStart, Blended Dynamic Brakes, HEP units, and on and on! We work very hard to make the sounds and function of the decoder as close to the specific prototype as possible.



For Diesels:

This series of new features includes "Drive Hold","Run 8", "Coast", improved "Dynamic Brakes" and a new "Independent Brake" feature.

For Steam:

We have a new Heavy Load Feature which allows for steady speed and complete control of the Steam Cut Off Valve. This means at any time you can choose to be drifting with Rod Clank or have INTENSE Chuff



Full Throttle - New Features

To compensate for what the decoder cannot know, we have created Full Throttle decoder features! This series of new features includes "Drive Hold", "Run 8", "Coast", improved "Dynamic Brakes" and a new "Independent Brake" feature.

Drive Hold - The Key to Full Throttle Diesel

This feature allows the modeller to easily simulate a loaded or empty train by adding a single "Drive Hold" function button. When the button is pressed, the motor will remain at a constant speed, while the sound can be controlled independently from the motion with the throttle knob! This exciting, new feature gives the operator the ability to have his or her train crawl in notch 8 or coast at 50mph. Then, by releasing the Drive Hold function button you simply go back to throttle-controlled speed and motion. No more switching between manual notching and programming on the main to go back and forth. All of this can be done on the fly with hardly even thinking about it.

Run 8:

There are times when hauling a heavy train over rolling hills that you may wish to remain in notch 8 at any speed desired. You could have the train slow, as it climbs a steep grade and then speed up upon levelling out. The Run 8 feature will allow for exactly that. Simply press the button and the prime mover will increase RPMs from wherever you are, all the way up to Notch 8 and hold. Once the function button is pressed, the sound is disengaged from the speed. Using the throttle knob you can now speed up or slow down with the sound remaining constant, at full throttle.

Coast:

The opposite of "Run 8". Often when coming to a stop, the throttle of a real locomotive is put into Idle and the engineer coasts to a stop. Another situation that occurs is that once a train is up to speed when operating over rolling terrain, the engineer can coast to maintain a certain speed. By pressing the coast function button, the sound drops from wherever you are to idle and remains there. Once this function button is pressed, the sound is disengaged from the speed. Using the throttle knob, you can now speed up or slow down the train with the sound remaining constant, at idle.

Independent Brake

Along with Dynamic Brakes, a locomotive has an Independent Brake as well. This allows for the locomotive to stop more quickly than its regular momentum would normally carry it. LokSound Decoders now also have a working Independent Brake. This one is pretty self-explanatory – just press the brake and come to a stop! While this will work with whatever deceleration settings are in the loco, it tends to work more realistically if the loco has a large amount of deceleration. With these settings the loco will drift or coast much further when the brake is not applied. Then, by applying the brake, the loco will stop in a much shorter distance. As a note, you can now do standing brake tests by keeping the brake on and advancing the throttle knob so the sound of Notch 4 can be heard. In EMDs this is the point at which the Shaft-Driven compressor reaches its second stage, and pumps air faster through the train.

Dynamic Brake

The ESU Dynamic Brake works like the prototype. Once applied, the sound will drop to idle. Then (once the electricity dissipates from the traction motors) the prime mover will rise depending on the prototype. Most EMDs rise to about notch 4. Other brands will vary. Once the prime mover comes up, the dynamic brake fans will be heard. During this time, a deceleration will be quicker since you "have your dynamic brakes on." Once you release the button the fan will shut off as the prime mover drops again to idle. After a short delay the prime mover will once again come up to match the speed of your throttle - (other Full Throttle features may affect where your prime mover sound returns after the dynamic brake is turned off.) Please note, if you come to a stop when your dynamic brake is applied, the fan sound will cease and the prime mover will go down to Idle. You will need to turn it off before you begin to move or the cycle will start again. Prototype locomotive dynamics will not work while stopped.

The ESU Dynamic Brake has not really changed much with the new added features. But the new files will now work better when consisted together and using the Dynamic Brake. Also since not all locos have dynamics, you will now be able to set up your non-dynamic locos to work correctly with consisted locos using dynamic brakes. The ESU Dynamic Brake Logic Feature does increase the deceleration rate so please take this into account. If your loco does not have dynamic brakes you should still apply the "Dynamic Brake" LOGIC when consisting so that the engine slows with other dynamic brake-equipped locos in consist. If your loco is not equipped with dynamic brakes please choose Sound Slot 21 (Coast) for the sound on the dynamic brake function button. This will have your loco drop the prime mover sound to idle while the dynamic brake-equipped locos in the consist go through the dynamic brake cycles. You should not use the "Shift" logic with non-Dynamic brake locos. Doing so will result in the prime mover rising up to Notch 4. This is not correct for Non Dynamic Brake Locos in a consist. It needs to stay at idle.

New Recordings

2016 was a GREAT year for locomotive recordings!

With thousands of miles travelled we recorded over 40 locomotives all over the US, Canada and Australia! These ranged from many diesels, including some very rare one of kind locos, to turn of the century electrics to Steam of all sizes! In just one trip alone we made 25 new recordings! We've been very fortunate to work with some great organizations and wonderful people, many who have become good friends! A good number of these people are volunteers and work with the same passion we do to preserve these giant machines! While of course this is a business, (and it is most definately fun!) it is certainly our goal to preserve the sounds of these history makers for future generations to be able to experience. In our modelling we are all creating time machines of a sort. It's a great honor to be able to be a part of that history preservation! We can't wait to get started recording in 2017!













Expanding our borders - Australian sound files!

As ESU is an international company we are once again expanding our range of sound files with the help of Jay Thompson from Notch 8 Precision Models in New South Wales Australia. As we are now working with numerous Australian Model Manufacturers we are excited to be able to add True Australian recordings to our loco list!







Coming Spring 2017!

(Australian Fall! 😉)

Full Throttle Steam



ESU LLC is pleased to announce many brand new recorded Full Throttle Steam Files starting to be released in February 2017! After recording nearly 15 steam locomotives in 2016 alone those efforts are finally making it to the mainstream of DCC and Sound!

These new sound files will include many new Chuff sets, new Whistles, Bells, Rod Clank and other Drifting sounds, Air Pumps, open cylinder cocks, and many other appliances. To pull them together for true realism like nothing else available on the market we added our new "Full Throttle Steam" features. You can now be in control of whether your loco is pulling hard in intense chuff, or drifting with the rods clanking away at any speed! No set up or difficult calibration is needed just simply press the new "heavy load" function button and let the fun begin!

Heavy Load - The Key to Full Throttle Steam

This feature allows the modeller to easily simulate a loaded or empty train by adding a single "Heavy Load" function button. When the button is pressed, the motor will remain at a constant speed, while the sound can be controlled independently from the motion with the throttle knob! This exciting, new feature gives the operator the ability to have his or her train crawl up hill with Intense Chuff or Drift downhill with no chuff at 50mph. Then, by releasing the Drive Hold function button you simply go back to throttle-controlled speed and motion. No more switching between manual notching and programming on the main to go back and forth. All of this can be done on the fly with hardly even thinking about it. By toggling this button on and off it is even possible to change your acceleration rate based on the size of the train you have! Just don't turn that throttle too fast or risk slipping the drivers!

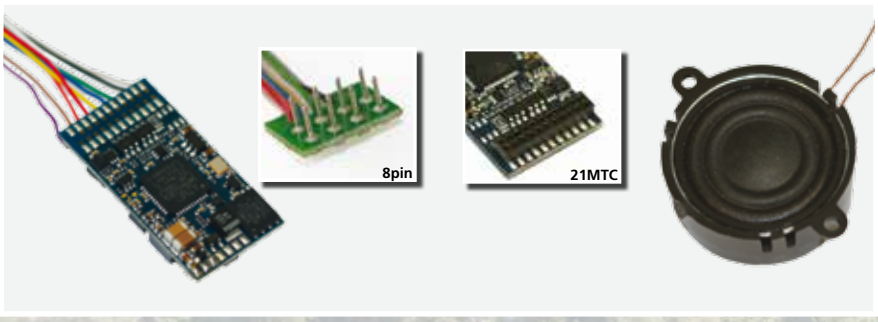








LokSound Select



The LokSound Select is a versatile DCC & DC "Dual Mode" decoder integrating a full-featured, 8 channel sound system, six lighting outputs and a 1.1A motor controller. It is available in 4 different versions:

- LokSound Select with 8 pin plug (1.18" x 0.59" / 30 x 15.5mm)
- LokSound Select with 21MTC interface (1.18" x 0.59" / 30 x 15.5mm)
- LokSound Select Direct (0.67x2.72inch / 17x69mm)
- LokSound Select micro (0.98" x 0.42" / 25 x 10.6mm)

LokSound Select, due to its unique thermal design, does not need any heat sinks. It also contains on board capacitance for smooth operation. For LokSound Select, we offer a comprehensive range of new high-power speakers, rated 4 Ohms.

Operational modes

The LokSound Select can be used on conventional "analog" layouts and controlled with a DC power pack, but to benefit from all its features, we highly recommend DCC operation. The LokSound Select follows all NMRA DCC standards and recommended practices. It can be used with 14, 28 or 128 speed steps, supports two digit (7 bit addresses) as well as "4-digit" addressing. Up to 29 function keys are supported. The LokSound Select can change between DC and DCC operation at any time "on the fly". Of course, the LokSound Select supports all DCC-programming modes including Programming on the Main Track ("POM"). Because of its unique low-power design, the LokSound Select can be programmed on the programming track of all popular DCC systems. No programming track boosters or other circuitry will be needed. By the use of our LokSound Programmer, programming can be even more comfortable by using your computer to adjust the many CVs and settings.

Sound

The LokSound Select comes with a 32 MBit memory chip. The sounds stored therein are our own recordings which were made by using the latest recording equipment and have been digitally re-mastered for the best audio possible. LokSound Select decoders offer the following unique features:

- Multiple whistle and horns: Each LokSound Select offers many whistles & horns. By just changing one CV, you can select your favorite one. This allows an easier adjustment to your model.
- Playable whistle: The LokSound Select supports a very fast responding whistle function. By just pressing your throttle's button, you can really blow the whistle like the real engineer.
- 8 channel sound: The LokSound Select can playback up to 8 sounds at the same time. This will result in the most realistic experience available today.
- Synchronized brake squeal: The LokSound Select will synchronize the brake squeal sound with the real movement of the locomotive. No longer will stopped trains have the brake sound still on!
- Manual notching: The diesel speed steps can be either manually controlled by function keys or automatically based on the speed.
- Individual volume control: The volume of all sound effects can be adjusted individually.

Steam decoders can produce over 20 sound effects, including the bell, air pump, exhaust chuff, coupler, steam release, cylinder cocks, brake release, side rod clank, blower, injector, Fireman Fred and many more. Synchronizing the steam chuff rate by using two CVs only virtually eliminates the need for a cam, but can of course be connected. Diesel decoders can produce over 20 sound effects, including the engine start-up and shutdown, prime mover sounds through all eight notches, bell, air horn, air compressor, dynamic brakes, fans, brake squeals, coupling and uncoupling, detector sounds, rail clank and many more.

Customize your sounds

Unlike other manufacturers, LokSound Select offers you two options to customize your engine. The most simple is by using one (!) CV. You can select the prime mover sound, the desired whistle or horn and the bell. Each LokSound Select offers various options on that. However, if you are still unsatisfied with the result, you may at any time use the famous LokSound Programmer to download new sounds into the LokSound Select. We offer numerous "ready-made" sound packages for easy downloading.

Superior motor control

ESU offers load compensation (using B-EMF) since 1999. While other manufacturers seem only to focus on the sound options, the LokSound Select offers the 5th generation of motor control resulting in a smooth and precise locomotive operation. We at ESU believe that good motor control is mandatory for model trains: Even the best sound is worthless if the locomotive running is not smooth! Regardless if you are using coreless or conventional DC motors, the LokSound Select's unique auto-detection function can measure the characteristics and adjust the internal settings. There is no need to fiddle around with many CVs to adjust to the engine. Due to Dynamic Drive Control (DDC) you can limit the influence of the load control and operate really smoothly around the depot and over turnouts, while on the main, when going uphill the engine prototypically slows down.

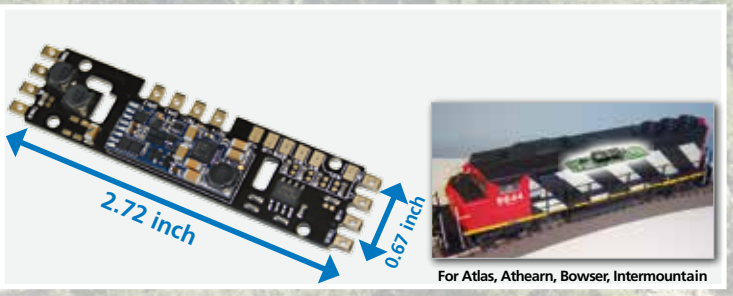
Shining lighting effects

Each LokSound Select include 6 (!) outputs with 0.25A current each that can be allocated individually to a light effect, which simulates the light patterns of many popular warning beacons. Besides D312 Rotary beacon, strobe and alternate flashing, there is a firebox flicker, smart flicker, Mars light, Gyralight, Ditch lights (two types), Oscillating Headlights, Stratolight and many more. The Rule 17 dimmable headlight can be either controlled automatically or by function button. A LED brightness correction feature now also allows using LEDs for lighting effects. This is an important feature since LEDs do behave different than bulbs.

Safeguard

All function outputs and the motor connection are protected against overload and short-circuit.

LokSound Select



For Atlas, Athearn, Bowser, Intermountain



LokSound Select Direct

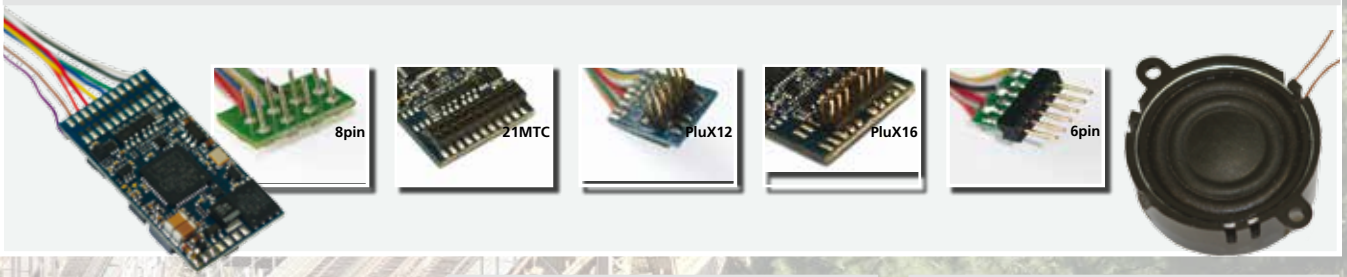
With its unique design, the LokSound Select Direct can easily replace boards that provide poor motor control, low volume, or generally inferior sound. Not only will the decoder work fine with most factory installed speakers, but it will sound even better with our 4 Ohm speakers listed below! You pay a lot of money for your favorite trains! Give them a chance to run and sound as good as they look!

LokSound Select Micro

Need a Smaller decoder? The 4 output function LokSound Select Micro decoder was designed with this purpose in mind. With a size of only 0.98" x 0.42" it is the world´s smallest LokSound decoder!

Ordering information

	Art.No.	Description	MSRP
	73400	LokSound Select 8pin «Generic» Ready for Programming	$ 109.99
	73900	LokSound Select 21MTC «Generic» Ready for Programming	$ 109.99
	73700	LokSound Select Direct «Generic» Ready for Programming	$ 109.99
	73800	LokSound Select micro «Generic» Ready for Programming	$ 109.99
NEW	73100	LokSound Select Direct Micro «Generic» Ready for Programming	$ 109.99
NEW	73199	LokSound Select Direct Micro OEM «Generic» Ready for Programming	$ 109.99



LokSound V4.0 – The reference

Since the "Great-grandfather LokSound Classic" our LokSound decoders are the yardstick for excellent sound on your model train layout. The LokSound V4.0 is the latest member of the LokSound family. It looks very similar to the LokSound Select, but is more flexible in use due to extended Hard- and Software.

Decoder

LokSound V4.0 is a "true" multiprotocol decoder. It supports DCC with RailCom-Plus®, Motorola® and Selectrix® and registers automatically at the ESU ECoS. It is also perfect for european style model railroaders that demand more than just DCC.

Sound

In addition to the sound capabilities of the LokSound Select, the LokSound V4.0 offers the abilitly for full-customized sound: Using the LokProgrammer, you can create you very own sound using our Template library as a starting point. Further, beside the north american sound selection, we offer many sounds for european and australian prototype locomotives.

Ordering information

▶ All sounds available are to find on our website www.loksound.com

	Art.No.	Description	MSRP
	54400	LokSound V4.0 "Universal sound for reprogramming", with 8-pin NEM652 interface, Gauge: 0, H0	$ 129.99
	54499	LokSound V4.0 "Universal sound for reprogramming", 21MTC, Gauge: 0, H0	$ 129.99
	55400	LokSound V4.0 "Universal sound for reprogramming", PluX12 on cable harness, Gauge: 0, H0	$ 129.99
	56498	LokSound V4.0 "Universal sound for reprogramming", NEM658 (PluX16), Gauge 0, H0	$ 129.99
	56499	LokSound V4.0 "Universal sound for reprogramming", 6-pin NEM651, Gauge: 0, H0	$ 129.99
NEW	54700	LokSound V4.0 Direct "Universal sound for reprogramming", Next18 decoder with Universal Mainboard	$129.99

N Scale Sound - Biggest thing in DCC W/Sound this year!

New N Scale DCC and Sound

ESU LLC is working with numerous OEM customers to help pioneer Full DCC and Sound in Narrow Bodied Diesels in N Scale! Due to this challenging work we have developed not just 1 but 2 Brand New DCC and Sound decoders for our Select Product line. Due to overwhelming demand we've decided to make these decoders available to the retail market for aftermarket installation!

BIG OPTIONS - little decoders

Both of these awesome new decoders come with 6(!) lighting outputs to give you many options even in such a tiny locomotive. As they are both LokSound Select decoders they also come with all the abilities of normal Select Micros. While one decoder is made for retro fitting sound and DCC in earlier N Scale locos, the other is meant to add sound to a DC (non-sound) version of ESU factory installed locos. Like all Selects any Select sound file may be added to either version by using the LokProgrammer.



73100 - Select Direct Micro
Ordering information

	Art.No.	Description	MSRP
NEW	73100	LokSound Select Direct Micro – Retail Version for Locos produced before 2016	$ 109.99



73199 - Select Direct Micro OEM
Ordering information

	Art.No.	Description	MSRP
NEW	73199	LokSound Select Micro Direct OEM – For upgrading DC versions of Locos offering Factory ESU Sound	$ 109.99

LOKSOUND SELECT

Only Available From ESU LLC (USA)

ESU PowerPack Mini



The new ESU PowerPack Mini can be wired to all fourth generation ESU decoders. Although it is considerably smaller than its predecessor, the space requirements of the PowerPack Mini of about 15.7 mm x 9.7 mm x 13 mm must be taken into account when installing this unit. A three-pole wire harness connects the PowerPack Mini to the decoder. The wires are already soldered to the PowerPack Mini and must be soldered to the appropriate solder pads of the decoder.

Ordering information

Art.No.	Description	MSRP
54671	PowerPack Mini for LokPilot V4.0 & LokSound V4.0 family, 1F/2.7V	$ 52.49

Sound selection for LokSound Select

ESU is the market leader in terms of sound, therefore we take your high demand for good sound very seriously. Here you will find a selection of standard sounds for popular Prime Movers which have been directly recorded from the original loco. For some Locomotives you may even find more than one verision for the ULTIMATE variety of sounds for your empire! You will find even more sounds for free within our sound library on our website:

http://projects.esu.eu/projectoverviews/2

Sound decoder description	Select 8 pin	Select 21MTC	Select micro	Select Direct	Select L
Diesel "Alco24412cyl"	73401	73901	73801	73701	73301
Diesel "GEFDL-12"	73403	73903	73803	73703	73303
Diesel "BaldwinVO-6"	73405	73905	73805	73705	73305
Diesel "EMD645E-8Non-Turbo"	73407	73907	73807	73707	73307
Diesel "EMD645E-16cyl"	73408	73908	73808	73708	73308
Steam "CabForward"	73409	73909	73809	73709	73309
Diesel "Alco539T6cylSwitcher"	73411	73911	73811	73711	73311
Diesel "GalloppingGoose"	73412	73912	73812	73712	73312
Steam "Mogul"	*73413*	*73913*	*73813*	*73713*	*73313*
Steam "Steam4DrivenAxles"	73414	73914	73814	73714	73314
Steam "Shay"	73415	73915	73815	73715	73315
Steam "BigBoy"	73416	73916	73816	73716	73316
Steam "SteamLocomotive Collection"	73417	73917	73817	73717	73317
Electric "PCCTrolley"	73418	73918	73818	73718	73318
Diesel "GEU50"	73421	73921	73821	73721	73321
Diesel "Genset"	73422	73922	73822	73722	73322
Diesel "GEES44AC/DC "Gevo"	73423	73923	73823	73723	73323
Diesel "EMD16-710G3C-T2 W/ Airstart: SD70M-2/SD70ACe"	73425	73925	73825	73725	73325
Diesel "16-645E Non-Turbo "SD38-2"	73426	73926	73826	73726	73326
Diesel "Alco25116-251EAirStart/ Electricstart"	73427	73927	73827	73727	73327
Diesel "EMD16-710GB" MP40PH-3C"	73428	73928	73828	73728	73328
Diesel "MPI(EMD)16-645F3B "MP36PH-3C"	73429	73929	73829	73729	73329
Diesel "EMDF40PH"	73430	73930	73830	73730	73330
Diesel "EMD16-710GB "SD90/43MAC-SD70MAC"	73431	73931	73831	73731	73331
Diesel "FM 6cyl 38D"	73432	73932	73832	73732	73332
Diesel "EMD16-567C/D" F-unit/Geep"	73436	73936	73836	73736	73336
Diesel "GE7FDL-12 "B23-7"	73438	73938	73838	73738	73338
Diesel "EMD12-645E3 "GP/SD39-2"	73439	73939	73839	73739	73339
Diesel "GE7FDL-16 "Dash8"	73440	73940	73840	73740	73340
Diesel "Alco12-251B "RS-36"	73441	73941	73841	73741	73341
Steam "4-4-2 "Hiawatha"	73442	73942	73842	73742	73342
Diesel "EMD645E-12Non-Turbo"	73443	73943	73843	73743	73343
Diesel "GECat-44"	73444	73944	73844	73744	73344
Diesel "GEFDL-16"	73445	73945	73845	73745	73345
Diesel "BLW606/606NA"	73446	73946	73846	73746	73346
Diesel "BLW606SC/606A"	73447	73947	73847	73747	73347
Diesel "FM12cyl-38D"	*73448*	*73948*	*73848*	*73748*	*73348*
Diesel "EMD12-710"	73449	73949	73849	73749	73349
Diesel "EMD16-645FwithTurbo" - SD50	73450	73950	73850	73750	73350
Steam "Heisler"	73451	73951	73851	73751	73351
Steam "Climax"	73452	73952	73852	73752	73352
Steam "0-6-0"	*73453*	*73953*	*73853*	*73753*	*73353*
Steam "4-6-0"	*73454*	*73954*	*73854*	*73754*	*73354*
Steam "2-6-0"	*73455*	*73955*	*73855*	*73755*	*73355*
Steam "4-6-6-4"	*73456*	*73956*	*73856*	*73756*	*73356*
Steam "2-8-8-2"	73457	73957	73857	73757	73357
Steam "2-6-6-2"	*73458*	*73958*	*73858*	*73758*	*73358*
Electric "GG-1"	73459	73959	73859	73759	73359
Diesel "EMD12-567C "SW1200RS"	73460	73960	73860	73760	73360

Sound decoder description	Select 8 pin	Select 21MTC	Select micro	Select Direct	Select L
Steam "2-10-0"	*73470*	*73970*	*73870*	*73770*	*73370*
Steam "4-4-0"	*73471*	*73971*	*73871*	*73771*	*73371*
Steam "2-6-2"	*73472*	*73972*	*73872*	*73772*	*73372*
Steam "2-8-0"	*73473*	*73973*	*73873*	*73773*	*73373*
Steam "2-8-2"	*73474*	*73974*	*73874*	*73774*	*73374*
Steam "4-8-2"	*73475*	*73975*	*73875*	*73775*	*73375*
Diesel "GE8CylFDLU18B"	73476	73976	73876	73776	73376
Diesel "EMD5671w6cylW/Turbo"	73477	73977	73877	73777	73377
Electric "MP54"	*73478*	*73978*	*73878*	*73778*	*73378*
Steam "ReadingCrusader"	73479	73979	73879	73779	73379
Diesel "Baldwin608A"	*73480*	*73980*	*73880*	*73780*	*73380*
Diesel "BaldwinVO-1000"	73481	73981	73881	73781	73381
Diesel "GEP42/AMD103w/HEP"	73482	73982	73882	73782	73382
Diesel "DualEMD56712cylEUnit"	73483	73983	73883	73783	73383
Diesel "BuddRDC"	*73484*	*73984*	*73884*	*73784*	*73384*
Diesel "DoodleBug"	*73485*	*73985*	*73885*	*73785*	*73385*
Steam "D&RGWK-27"	*73486*	*73986*	*73886*	*73786*	*73386*
Steam "D&RGWK-37"	*73487*	*73987*	*73887*	*73787*	*73387*
Steam "D&RGWC-19"	*73488*	*73988*	*73888*	*73788*	*73388*
Diesel "Alco539NonTurbo"	*73489*	*73989*	*73889*	*73789*	*73389*
Steam "UP FEF Northern 844"	73490	73990	73890	73790	73390
Diesel "Alco/MLW251 6cyl"	73491	73991	73891	73791	73391
Diesel "Alco/MLW251 8cyl"	*73492*	*73992*	*73892*	*73792*	*73392*
Diesel "Dual EMD645E3A16Cyl DDA40X"	73493	73993	73893	73793	73393
Diesel "Alco538"	*73494*	*73994*	*73894*	*73794*	*73394*
Electric "AEM-7"	73495	73995	73895	73795	73395
Diesel "EMD-710-20Cyl-SD80MAC"	73496	73996	73896	73796	73396
Diesel "Dual-Alco539T-DL109"	73498	73998	73898	73798	73398
Diesel "Dual-Baldwin 606NA"	75401	75901	75801	75701	75301
Diesel "Dual-Baldwin 606SC"	75402	75902	75802	75702	75302
Diesel "GE GTEL Turbine"	75403	75903	75803	75703	75303
Diesel "ACS 64 Sprinter"	75404	75904	75804	75704	75304
Diesel "GE 12cyl FDL Early - U23B"	75405	75905	75805	75705	75305
Diesel "EMD 6cyl 567 - SW-1"	75406	75906	75806	75706	75306
Diesel "EMD 20cyl 645 - SD45"	75407	75907	75807	75707	75307
Diesel "EMD 16cyl 645C" GP9RM	75408	75908	75808	75708	75308
Diesel "ALCO 16cyl 251C" C425	75409	75909	75809	75709	75309
Diesel "EMD 16cyl 645E3 V2" GP40	75410	75910	75810	75710	75310
Diesel "EMD 16cyl 567BC" GP9	75411	75911	75811	75711	75311
Diesel "EMD 16cyl 645E V2" GP38	75412	75912	75812	75712	75312
Diesel "GE 16cyl FDL Dash7" B30-7	75413	75913	75813	75713	75313
Diesel "MLW 12cyl 251C3" M420W	75414	75914	75814	75714	75314
Diesel "GE 12cyl GEVO V2" T2 Gevo	75415	75915	75815	75715	75315
Steam "Chinese JS 2-8-2 Steam"	75416	75916	75816	75716	75316
Diesel "EMD 16cyl 567C V2" GP10	75417	75917	75817	75717	75317
Diesel "Dual ALCO 16cyl 251C" UP C855	75418	75918	75818	75718	75318
Diesel "GE 16cyl 7FDL16K16R" B39-8	75419	75919	75819	75719	75319
Diesel "EMD 16cyl 710G3B" SD70MAC	75420	75920	75820	75720	75320
Diesel "EMD 16cyl 645E V3" GP38-2	75421	75921	75821	75721	75321
Diesel "Alco 12cyl 251C" C420	75422	75922	75822	75722	75322
Diesel "EMD 16cyl 567D" GP20	75423	75923	75823	75723	75323
Diesel "CAT M636-CAT"	*75424*	*75924*	*75824*	*75724*	*75324*
Diesel "EMD 12cyl 645E3 V2" SD39	*75425*	*75925*	*75825*	*75725*	*75325*
Diesel Diesel "GE 16cyl FDL Dash7 V2" B36-7	*75426*	*75926*	*75826*	*75726*	*75326*
Diesel "GE7FDL-12 V2" B23-7 Early	*75427*	*75927*	*75827*	*75727*	*75327*

Need Soundfiles from factory installed LokSound equipped OEM Locomotives?

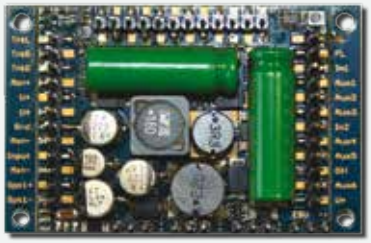
Often our OEM partners have specific function mapping and sounds for thier highly detailed locomotives. To make it easier for our customers to find these specific files we have posted them to our Website on thier own page.

http://projects.esu.eu/projectoverviews/6

Large Scale LokSound Decoders



With screw terminals



With PIN connector

LokSound XL V4.0

The LokSound XL V4.0 decoder is a real "brick" and of course it has to be, since it is meant to be used with larger scales such as gauge I or G. The LokSound XL V4.0 has a size of 51x40mm and comes with robust screw terminals, which can be easily installed.

The decoder is quad-protokoll decoder and supports the four data formats DCC with RailComPlus®, Motorola® and Selectrix® and M4. Its motor output can handle up to 4.0A (even 5A for a short time). There are 12 function outputs with 500mA each available. 4 RC servos can be controlled.

The sound capabilites are identical with the LokSound V4.0 H0 and offer the same options for full-customized sounds. It is equipped with a Dual-amplifier output with up to 13Watts output and offers seperate volume control with the help of two (optional) rotary potentiometers.

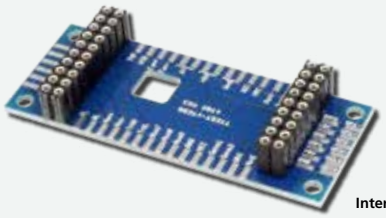
Ordering information

All sounds available are to find on our website www.loksound.com

Art.No.	Description	MSRP
54500	LokSound XL V4.0 "Universal sound for reprogramming", terminal screws, Gauge G, I	$ 249.99
54599	LokSound XL V4.0 "Universal sound for reprogramming", with MULTI-PIN connector, Gauge G, I	$ 249.99



With PIN conncector



Interface board

LokSound L Select

The Brand New LokSound L V4.0 and LokSound L Select decoders are made to fill a huge void in the O scale DCC market. For years now many have been using a large scale non sound decoder for the motor and wasting an HO Scale DCC and Sound decoder to operate the sound as no High Amperage, High Quality sound decoder has been available that will fit comfortably into an O scale locomotive. The wait is finally over! The LokSound L V4.0 and LokSound L Select decoders will easily use the many respective ESU V4.0 and Select sound files already on the market as they are of course programmable with the famous ESU LokProgrammer hardware.

The LokSound L decoder is still a combination of driving decoder and sound module on one PCB. You can install it in nearly every loco in O scale locomotive with its dimensions of only 2 inches in length and 1 inch wide! Made to Plug and Play in to New Atlas (and others) O Scale Locomotives, the Decoders will also come with an interface board for hardwiring into whatever Brand Locomotive you have.

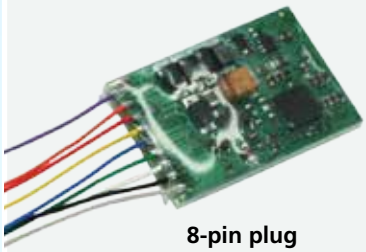
With a constant current of 3Amps continuous the decoder's load control will power all current O scale locomotives whether having 1 or 2 motors with ease. The decoder's hardware includes 9(!) function outputs, ability run 2 servos, and inputs for 3 hall sensors (commonly used for syncing Steam Chuffs). You can also add 2 speakers as there are 2 separate speaker outputs (one Channel). Additionally there is the ability to add an external volume control and external power pack. Add this to the powerful logic contained in the LokSound V4.0 and Select technology already on the market and this new decoder is a force to be reckoned with! Finally "O Scalers" will have the Power, Sound and Motor Control they need, in a package that will fit in their locomotives!

Ordering information

All sounds available are to find on our website www.loksound.com

Art.No.	Description	MSRP
54399	LokSound L V4.0 "Universal sound for reprogramming", with Adapter board, Gauge 0	$ 179.99
73399	LokSound L Select V4.0 "Universal sound for reprogramming", with adapter board, Gauge 0	$ 149.99

LokPilot Decoders



8-pin plug



21MTC interface

LokPilot Standard V1.0

Every once in a while we received inquiries for a robust, simple to use and affordable DCC decoder.
We are proud to present you our answer to the challenge: The all new LokPilot Standard was developed from scratch with the aim to bring you a decoder which would satisfy the needs of the majority of model railroaders. On the one hand it offers all the fundamental functions, while on the other hand it is easy on the wallet.

The result is convincing: The LokPilot Standard is surely not a stripped down, technically obsolete decoder, on the contrary: It contains the most modern, on the world market presently available 32 Bit CPU technology.

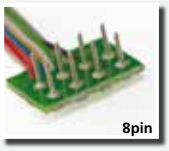
Like all other LokPilot decoders, the LokPilot Standard is convincing due to its excellent load control, good slow speed characteristics, four function outputs and its robust build-up. It features function mapping, dimmable headlights, lighting effects such as Mars light, Strobe or flashing lights. Further, because of RailComPlus® it can be automatically detected by suitable command stations.

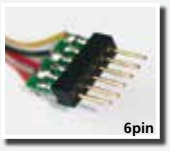
The LokPilot Standard lends itself to all popular DCC-systems and sports a so far unbeatable price/performance ratio. At last, you do not need to work without a decoder featuring load control for your locos anymore, but have access the a fully matured brand.

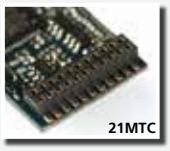
Ordering information

	Art.No.	Description	MSRP
	53611	LokPilot Standard V1.0, 8-pin plug, 4 outputs, blister packaging	$ 23.99
	53614	LokPilot Basic V1.0, 21MTC interface, 4 outputs, blister packaging	$ 23.99
NEW	53665	LokPilot Nano Standard, DCC, 6-pin interface Direct connect	$ 40.49













LokPilot Micro Direct OEM

LokPilot V4.0 DCC

We like to present to you the LokPilot V4.0 DCC decoder. It suits perfectly into almost every kind of H0 locomotive.

The LokPilot V4.0 DCC is available in all contemporary plug and interface versions: beside the common interfaces we have a 21MTC version as well.

Features

In DCC mode 14-128 speed steps are possible, as well as 2- and 4-digit addresses. You can activate up to 28 functions. Thanks to RailComPlus®, the decoders will be automatically recognised by a suitable command station (e.g. ECoS). The LokPilot V4.0 DCC is equipped with fifth generation B-EMF which is same as on LokSound Select. This results in a very smooth operation of your trains.

The decoder has at least 4 function outputs 250mA each. Beside that (with 21MTC) there are two more unamplified outputs . All important light functions are available. The brightness of each output can be adjusted separately.

Ordering information

	Art.No.	Description	MSRP
	54611	LokPilot V4.0, DCC, 8-pin plug NEM652, cable harness	$ 32.99
	54613	LokPilot V4.0, DCC, 6-pin plug NEM651, cable harness	$ 32.99
UPDATED	54615	LokPilot V4.0, DCC, 21MTC interface - Now with 8 Outputs! (if Mainboard permits)	$ 32.99
NEW	54650	LokPilot Micro Direct OEM - (For upgrading DC versions of Locos offering Factory ESU Sound)	$ 39.99

Accessories

Hook up wire



If you work on locos and decoders (e.g. run wires from loco to tender or hardwiring decoders), you need thin, extremely flexible wires. These are not always easy to get. Responding to many requests from our customers, we offer super thin wire (AWG 36) with an outside diameter of only 0.5 mm (0.02 inch), in all common DCC colors. They come in 10 m (30 feet) bundles at an affordable price.

Ordering information

Art.No.	Description	MSRP
51940	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, white colour	$ 4.99
51941	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, purple colour	$ 4.99
51942	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, black colour	$ 4.99
51943	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, red colour	$ 4.99
51944	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, orange colour	$ 4.99
51945	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, green colour	$ 4.99
51946	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, grey colour	$ 4.99
51947	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, yellow colour	$ 4.99
51948	highly flexible wire, diameter 0.5mm, AWG36, 2A, 10m sleeve, brown colour	$ 4.99

Decoder Tester V2.0

53900



Maybe you know the situation: In front of you there is a digital decoder on the workbench, and before you undertake its complicated installation into the loco, you would like to know if the decoder works as advertised. But, how do you test it? The Decoder Tester helps you: It's designed for testing decoders before these are installed into a loco. The Decoder Tester is simply hooked up to your digital command station, or the LokProgrammer. It even works well with non ESU decoders!

Configuration

To make this as simple as possible for you, the Decoder Tester comes with useful features: To connect the decoder, there is a 6-wire NEM 651 harness and an 8-wire NEM 652 interface, as well as a 21-pin mtc-interface available. Plug it in – Bingo! Locos without an interface board can be hooked up with alligator clips. A quality coreless motor with flywheel serves in conjunction with LEDs indicating the direction for checking the motor output: Thus it is quite easy to check on the low speed performance and the even speed of the decoder. An LED monitor informs you about the functioning of the headlights and back-up lights as well as the function outputs AUX1 through AUX6. For testing LokSound decoders we have integrated a 20 mm speaker. Due to its sensible features and simple handling, the Decoder Tester will soon become an indispensable asset in your shop.

Test even more!

If you also have to deal with large scale LokSound XL or LokSound L decoders in your workshop, the Profi Decoder Tester Extension is just the right thing for you: You can plug on LokSound XL V4.0 decoders with multi-pin connectors as well as LokSound L V4.0 decoders directly and easily test them.

The extension module has multi-pin connectors for direct plug-on of the decoder types mentioned above. An LED monitor with 12 LEDs displays the status of all physical function outputs.

You may also plug on a second speaker or sensor inputs onto the multi-pin connector for quick and easy testing. Up to four servos may also be plugged on for direct testing.

(To be used in conjunction with the 53900)

Decoder Tester Extension

53901



Ordering information

Art.No.	Description	MSRP
53900	Decoder tester, NEM651, NEM652, 21MTC, PluX22, Next18, single wires. With motor, LED-Monitor and 20mm speaker	$ 52.90
53901	Decoder tester extension for LokSound XL V4.0, LokSound L V4.0 with LED monitor	$ 28.99

SwitchPilot V2.0



The SwitchPilot 2.0 is an updated version of our well known accessory decoder. It is a robust multi protocol switch and accessory decoder for controlling up to 4 solenoid accessories (e.g. Switches) or 8 loads such uncoupling ramps or incandescent lamps (e.g. street lighting, lighting of buildings or signals). Due to its intelligent software it can be operated with any DCC system.

Operating modes

The SwitchPilot can be operated with all DCC systems. It is compatible to the DCC standard and is triggered by accessory commands.

Functionality

The SwitchPilot can either be powered by the digital command station or by a separate transformer supplying AC or DC. You may connect up to 4 solenoid motors by any of the known manufacturers to its 8 transistor outputs with a maximum continuous current of 1A. In order to prevent blowing the coil of a solenoid without end position contacts, the switch-on time can be adjusted separately for each output from 0.1 sec to 1 second. Alternatively you may choose to configure each output as a continuous output. This is useful for operating signals, streetlights, lighting of buildings or switches. Effects such as fade-in / fade-out ("Zoom") or blinking lights assist you in realizing prototypical signal aspects or warning lights at level crossings.

Servo control

The SwitchPilot V2.0 can do more: in addition to the 4 transistor outputs it can control two conventional RC servos. Speed of movement as well as the end positions can be individually programmed. This facilitates particularly prototypical, slow and powerful point motors regardless of the brand of track system. This is especially valuable for driving semaphore signals or the gates at level crossings. If so desired, the servo pulse can be turned off once the end position has been reached. The power supply to the servo can also be interrupted in order to prevent the humming of some low cost servos.

Feedback

The SwitchPilot can, as the ideal "partner" of the ECoS, provide real feedback of the actual setting of the points. This requires mechanical preparation of the point respectively the point motor: finally you have certainty that your point is really set in the desired position!

Setting parameters

The SwitchPilot can be flexibly programmed: on the one hand it supports all DCC programming modes including POM (Programming on the Main). Provided there is a command station with a programming output, all settings can be monitored and adjusted. Alternatively you may enter the address also with the aid of the programming button mounted directly on the SwitchPilot: press the button – trigger a switch command at the command station – done!

Protection

As it has been the case with our loco decoders, in the design phase great emphasis has been placed upon near indestructibility of the SwitchPilot Servo decoders. That means ESU quality is also built into our stationary decoders, now and in the future! You can rely on it!

Future proof

The internal software of the SwitchPilot V2.0 can be replaced by a more up-to-date version at any time. This is done with the aid of the ESU LokProgrammer. That way everything remains current in case of changes in the standards and you may also profit from new functions.



SwitchPilot Extension



If required, SwitchPilots and SwitchPilot Servos can be augmented with the SwitchPilot Extension Module: Plugged in at the side of the SwitchPilot, it offers four relay-driven outputs, used for switching potential-free loads, or for polarizing the frog; the ideal supplement for tricky circuitry.

Modes of operation

The SwitchPilot Extension Module only works in conjunction with a SwitchPilot. Plugged in at the side, it gets its electrical power directly from the SwitchPilot. It contains a total of 4 Twin-Relays (2 x DPDT), of which each is dedicated to a pair of transistorized SwitchPilot outputs.

The respective relay's switch position is directly dependent upon the state of this pair of outputs. With the relay's help, loads can be switched, galvanically separated from the rest of the track, or a motorized turnout can be polarized.

With the relay's 1.5 Amp continuous rating, either frogs can be polarized, or blocks powered signal dependent, or motorized devices, such as Crossing gates may be triggered. Especially intricate is the option to control motorized turnouts: Of course the SwitchPilot Extension Module easily handles the necessary motor polarization as well.

SwitchPilot Servo V2.0



While similar to our SwitchPilot V2.0 our SwitchPilot Servo is specifically designed with Servo use in mind and can be used with any DC or DCC systems. It is compatible with the DCC norm and reacts to switch commands.

Functions

The SwitchPilot Servo can be powered either directly by the digital command station itself or separately by a DC- or AC source (transformer). RC servos or ESU servo motors can be directly connected to its four servo outputs. The 5V voltage needed as well as the special control impulse is generated by the SwitchPilot Servo itself. For each servo, not only lever speed can be adjusted individually but also its end positions. Thus it is possible to operate especially prototypically slow and powerful turnout motors, independent of track- and gauge systems. You could also employ the SwitchPilot Servo for driving Semaphore Signal arms or railway crossing gates. Also the automatic opening of engine house doors does not need to remain a dream.

Programming

The SwitchPilot Servo can be programmed very comfortably: For one it supports all DCC modes of programming including POM (programming in the main). As RailCom® is integrated, it is also possible to read out and control recent settings, even during operation on a RailCom® equipped layout. Alternatively you can use the comfortable three-button input: You are able to control addresses, the end positions of all four servos and the corresponding motion speed directly, during operation and without any complicated programming- on all command stations!

Analog operation

The Switch Pilot Servo would not be a typical ESU product, if it had not even more to offer: You can operate the decoder without the use of a command station! Conventional switches can be controlled with the help of eight switch inputs. Therefore fans of "classic" analog model railway can benefit from the advantages of the servo motor. In other words: the SwitchPilot Servo does not need a command station to switch and set servo paths as well as speed.

Ordering information

Art.No.	Description	MSRP
51820	SwitchPilot V2.0, 4x accessory decoder, 2x servo, DCC/MM, 1A, updatefähig, RETAIL packaging	$ 42.99
51822	SwitchPilot Servo V2.0, 4x decoder for servo, DCC/MM, RailCom, updateable, RETAIL packaging	$ 35.99
51801	SwitchPilot Extension, 4 twin-relays (DPDT) output, 2A each, extension for Switch Pilot Family	$ 35.99



ECoS - ESU Command Station



What ECoS can do

With an ECoS command station you acquire an open system. ECoS was created to be as open and compatible as possible with all present systems and norms.

- Run locos
- Operate turnouts and magnetic accessories
- Track diagrams
- Routes
- Shuttle train control
- Turntable control
- RailCom® and RailComPlus®
- Current monitor
- Decoder programming
- Self-made Loco Images

The ECoS 50210 is already the second generation of our successful ECoS command station. ECoS offers state-of-the-art digital technology combined with a contemporary functional range and easy handling. All this, for a fair price-performance ratio.

A fully graphic-capable, illuminated TFT display with excellent contrast values shows all information in plain text.

For operation the ECoS has a touch-sensitive display which can be operated either by hand or with the delivered stylus.

In combination with its ground-breaking and easy-to-use user interface ECoS reaches unprecedented ergonomics. All symbols and text are clearly marked and structured.

LokProgrammer



You want to listen to the sound spectrum of your favourite loco on your model railroad? No problem with ESU's LokProgrammer! One prerequisite: A PC with sound card, serial interface or USB port as well as Windows XP or Windows 7. Simply record the original sound of your engine and edit it at home with your computer.

With the LokProgrammer, you can also change the settings of all ESU decoders such as LokSound, LokPilot as well as SwitchPilot decoders according to personal requirements. This makes a realistic railway feeling possible.

Thanks to the graphical user interface of Windows the best-possible decoder adjustment can be carried out, even without any programming experience. Never has the adjustment of a digital decoder been easier!

Settings

The most important function of the LokProgrammer is the tuning and adjustments of new decoders. No matter if it is a DCC, multi-protocol or M4 decoder. With the help of the LokProgrammer you are able to change almost each of the decoder´s settings in an easy and convenient way. Depending on the decoder type the amount of available options varies. You can change all of the decoder´s digital parameters, such as address of the loco, operation speed, maximum speed, braking deceleration, brightness of bulbs etc.

Furthermore you can change the parameters of the total load control or the function key allocation as well as for brake distance or analogue modes. Also the speed table can be conveniently manipulated by mouse click. In short, all decoder settings can be displayed and modified.

Of course you can also edit the settings of M4 decoders such as loco symbol, function key symbols and the loco name, just like it is shown later on the command station. If your ESU decoder already speaks RailComPlus®, you are able to modify the respective values as well.

Thus you can set all options with your computer very easily - no cumbersome entering of CVs (configuration variables) with your command station!

Ordering information

Art.No.	Description	MSRP
50210	ECoS 2 command station 6amp, 7" TFT colour display, MM/DCC/SX/M4, set with power supply input 90-240V, output 15V-21V 150W, German & English manual	$ 799.90
53452	LokProgrammer, power supply 110 V, serial cable, instruction manual, CD-Rom, USB adapter	$ 179.99
51952	Cable USB-A 2.0 FTDI on RS232, 1.80m for Lokprogrammer	$ 26.99

The New WiFi Throttle

Mobile Control II



Item No. 50113, 50114

Since smart phones with touch screens have almost completely replaced the conventional mobile phone, model train enthusiasts face the question how to employ more powerful devices for controlling model trains. As a result of this, many apps have been developed lately, which can be uploaded onto your mobile phone.This concept, however, has one disadvantage, namely that smart phones have not been primarily designed for running model trains. Due to the lack of suitable input elements the operator is forced to spend most of the time looking at the display.

We at ESU had a look at the question on how to utilize the advantages of the smart phone technology and combine it with the needs of model train enthusiasts. With the new Mobile Control II you have wireless control of your locomotives, accessories and routes simply by WiFi control!

Open Platform

The completely new development of the Mobile Control II is based on a powerful Android system: The ARM® Cortex® A8 micro processor can access 1 GB RAM and controls a high resolution 3.2 inch TFT colour display. There are 4 GB flash memory for storing apps and data. A capacitive touch screen assures touch-free data entry. For communicating with the "outside world" there is an USB port and a WLAN interface. The powerful Lithium polymer rechargeable battery will serve you right through the most extensive operating sessions. Due to the open platform design you may add further apps for the Google Play Store.

Ergonomics & functionality

When you hold your Mobile Control II in your hands you will notice its excellent ergonomics: all data entry elements can easily be reached with one hand. This is due to the central, motorised throttle knob that is used to control the speed of your trains.

The Mobile Control II is perfectly tuned for the interaction with the ECoS command stations: the ECoS synchronises all data with the radio controlled throttle.

Functions

The Mobile Control II can control all locomotives registered in the ECoS. All locomotive properties such as name, symbol, function mapping as well as symbols for function buttons will be taken from the ECoS and will be displayed correctly. You may switch up to 28 functions for each locomotive.

All accessories and routes displayed on the control panel of the ECoS can be switched.

The high resolution (480 x 800 pixels, 280 dpi), backlit TFT display of the Mobile Control II always keeps you up to date on the most important operating parameters.

The Mobile Control II applies the WiFi standard for communication. Therefore you must connect the command station to a WiFi network. Should you already have a WiFi router you may simply connect the ECoS to it. The ECoS and the Mobile Control II will find each other automatically. If you do not wish to connect your model train layout with your home network, we can supply a mini access point on request that can easily be set up in a few steps with the ECoS.

When your layout keeps growing you may operate up to 16 Mobile Control II throttles with your ECoS.

Ordering information

Art.No.	Description	MSRP
50113	Mobile Control II wireless throttle+Access Point for ECoS	$ 319.90
50114	Mobile Control II wireless throttle for ECoS	$ 299.99

Your Local Hobby Shop

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