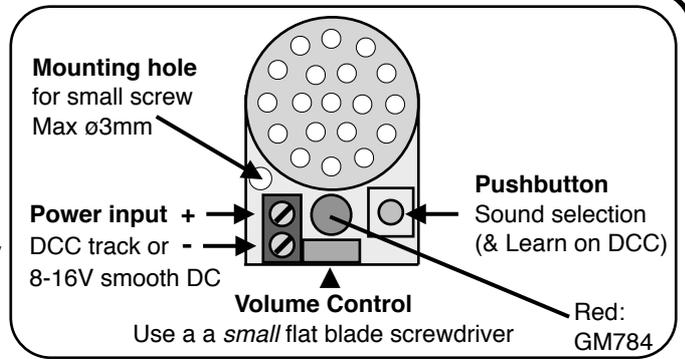


GM784 Scenic Sounds - Rural sounds

The Scenic Sounds range of modules provide authentic sound effects for any gauge layout. The module can be powered either from 8-16 volts smooth DC or from DCC where accessory commands can also control the sounds. By default on both DCC and DC the individual sounds are played over the continuous background in a preset natural sequence and there are several variations of some of the sounds which are played randomly. When powered by DCC each sound can be triggered by a DCC accessory command and/or removed from the Playlist.

On DC each sound can be played by pressing the button (good as a test or demo mode) or can replay a selection already set up using DCC.



No	Sound	Playlist sequence	Default DCC address
1	Background country sounds	Played in a seamless continuous loop	81
2	Sheep bleating	Played approximately every 50 to 70 seconds	82
3	Dog barking	Played approximately every 50 to 70 seconds	83
4	Cows mooing	Played approximately every 50 to 70 seconds	84
5	Tractor	Played approximately every 50 to 70 seconds	85
6	Cockerel	Played every 20 minutes between bells alternately with the owl	86
7	Owl	Played every 20 minutes between bells alternately with cockerel	87
8	Church Bells	Played every 20 minutes	88

Using Scenic Sounds with DCC

The Scenic sounds module power terminals should be wired to the DCC Track output of the controller (or a nearby track or DCC bus if you have one) - always do this with the DCC power turned off. As supplied from the factory, as soon as the DCC power is turned on you will hear the background sound and other sounds played at various times as per the playlist.

Turning on or off individual sounds using DCC

The Scenic Sounds module has an 8 channel DCC accessory decoder built in and you can trigger any of the sounds by sending an Accessory command to the address for each sound. The default accessory address assigned to each sound at the factory is shown above, though these can be changed as below. Each time a programmed DCC accessory command is received the LED also pulses. Note that the sounds are controlled by DCC *Accessory* commands which are not the same as Loco commands - details will be included in the instructions supplied with your controller (most DCC controllers can control Accessories apart from the Gaugemaster/MRC Prodigy Express and the basic Bachmann E-Z Command controller as supplied in some of their sets).

Example To play sound 3, set your controller to Accessory address 83 (from the list above) and send a command - sound 3 will play as soon as you send the command and remain in the playlist to play automatically. Or if you want to stop a sound from sounding in the Playlist, switch it off using the opposite command at the same address.

How to change the Sound Accessory addresses

The Accessory address for each sound can be changed from the default address to a new address. This is useful if an address is already in use, or if you want to play a particular sound when some other DCC accessory (such as a point or signal) changes - you can do this easily by giving a sound the same DCC address as the accessory you want to pair up with.

Start by selecting the sound number you want to change by pressing the Learn button - each time you press the button the red LED flashes a number of times corresponding to the sound, so one flash is sound 1, two flashes sound 2 etc.

Now set your controller to the DCC accessory address you want to control that sound from and send a command. The LED should stop flashing and the sound you selected will now be played each time that command is used or you can turn off the sound from the natural sequence using the opposite command at the same address.

How to Reset the Scenic Sounds module using DCC

To reset all playlist sounds and DCC to factory reset conditions, press and hold the button for at least 10 seconds. When it says "Factory Reset" the module has reset to play all sounds and restored all DCC settings back to the original Default DCC addresses.

Using Scenic Sounds on 8-16 volts smooth DC

The Scenic sounds module power terminals should be wired to a 8-16 volts smooth DC supply. Note that output terminals from a basic transformer type controller rarely give smooth DC and will result in 'hum' and improper operation. Use a smooth or regulated DC supply. For normal operation connect the positive + wire to the screw terminal nearest the speaker and connect the negative - wire to the terminal nearest the edge. This will play the background sound and then other sounds in their Playlist sequence as per the list above.

Demonstration and test mode

In addition to the Playlist sequence you can play individual sounds in order by pressing the button - ideal for demonstration and testing.

Customising the Playlist of sounds

If you have access to a DCC controller from a friend or club you can set your module up to stop some sounds playing - details of how to do this are shown in the DCC section above. Once setup using DCC you can then reconnect it to smooth DC again, but this time connect the power wires the opposite way around, negative to the terminal nearest the speaker and positive to the terminal nearest to the edge. The Playlist will now play without the sounds which you turned off. You can reset the module to factory default using DCC as above.

Caution

- Never apply more than 16 volts DCC or smooth DC to the module - the Gaugemaster WM4 smooth DC regulated power unit is ideal
- Scenic Sounds modules get warm in use - this is normal. Scenic Sounds modules are not waterproof - keep them dry!
- Be careful not to allow stray wires touch anything other than the power terminals