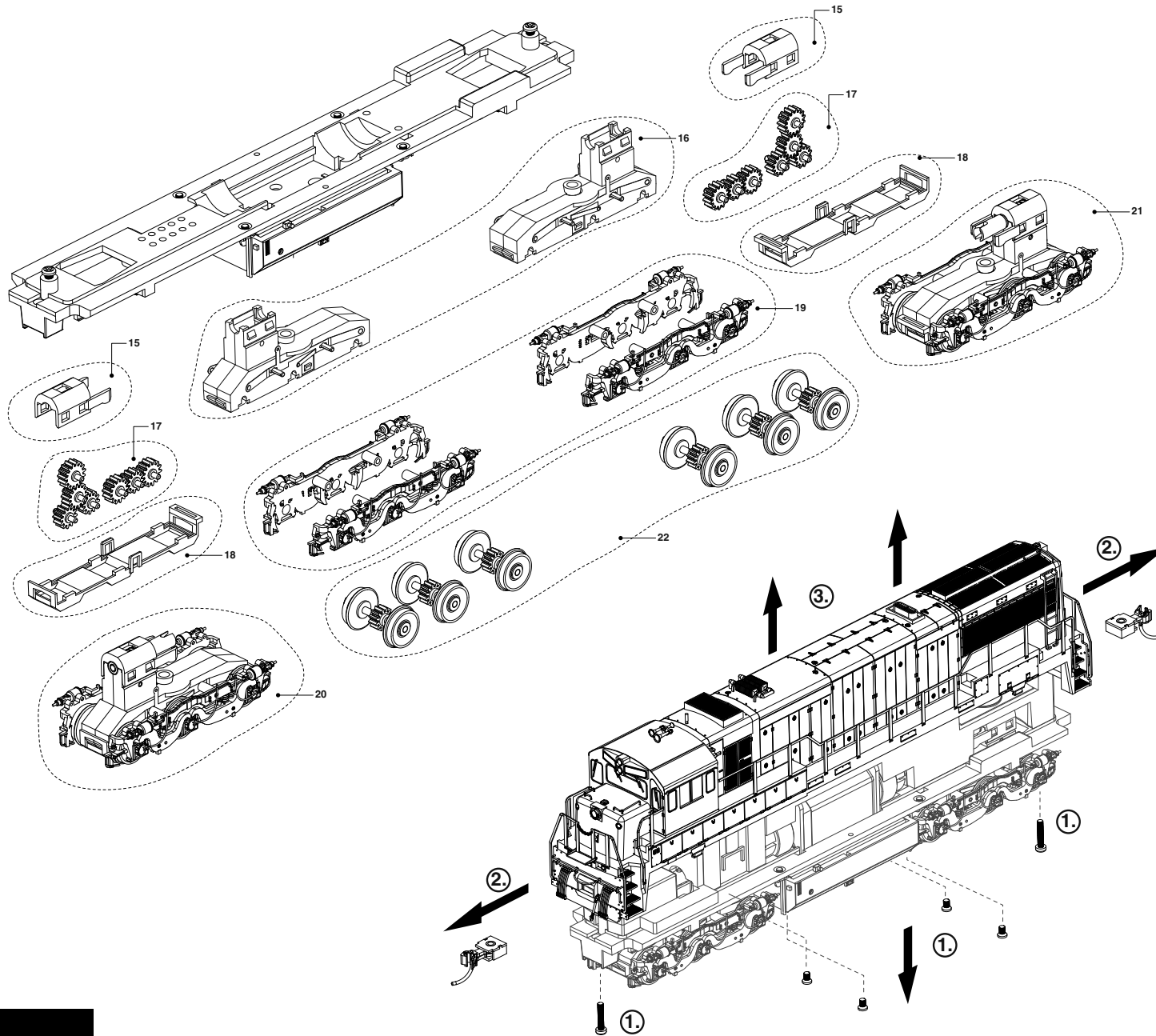


**LISTA RICAMBI / ERSATZTEILLISTE / LIST OF SPARES**

Item No. Teil-Nr.	Description Bezeichnung	Spare part ref. Ersatzteil-Nr.
1	Bodyshell accessories Gehäusezubehörteile	HR2520/01
2	Bodyshell grills Geätzte Gitter	HR2520/02
3	Diffusers Lichtleiter	HR2520/03
4	Body shell (#2515), complete Gehäuse (#2515), komplett	HR2520/04
5	Body shell, complete (#2524) Gehäuse, komplett (#2524)	HR2526/05
6	Couplers pack Kupplungssatz	HR2520/06
7	Additional parts for buffer beam Zurüstteile für Pufferbohle	HR2520/07
8	Photo-etched steps Geätzte Trittstufen	HR2520/08
9	Walkway handrails Umlaufgeländer	HR2520/09
10	LED PCB's LED-Platinen Spitzenbeleuchtung	HR2520/10
11	Main PCB incl. digital dummy plug Hauptleiterplatte inkl. Schnittstelle	HR2520/11
12	Worm gears Antriebsschnecken	HR2520/12
13	Cardanic shafts Kardanwellen	HR2520/13
14	Motor + motor support Motor + Motorhalterung	HR2520/14
15	Gear Box Cover Pack Getriebe-Abdecksatz	HR2520/15
16	Gear boxes with pick-ups Drehgestellrahmen mit Stromabnahmekontakten	HR2520/16
17	Gears Zahnräder	HR2520/17
18	Bogie base Drehgestellbodenabdeckung	HR2520/18
19	Bogie cover Drehgestellboden	HR2520/19
20	Complete bogies Drehgestelle, komplett	HR2520/20

LISTA RICAMBI / ERSATZTEILLISTE / LIST OF SPARES

Item No. Teil-Nr.	Description Bezeichnung	Spare part ref. Ersatzteil-Nr.
21	Complete bogie Drehgestell, komplett	HR2520/21
22	Wheel set Radsätze	HR2520/22
23	Screws Schrauben	HR2520/23



Rivarossi HO Scale U25C Assembly and Dis-Assembly instructions

To Dis-Assemble:

1. Remove 4 screws (short) on either end of the fuel tank.
2. Remove coupler pocket screws (long) at each end and remove couplers from each end of unit.
3. Gently grasp body shell and lift straight up to uncover mechanism.

To Re-Assemble:

1. Gently grasp body shell and place on mechanism- taking care to line up screw holes.
2. Insert couplers from the ends and line up screw holes – insert longer screws to attach couplers.
3. Insert and secure 4 short screws at either end of fuel tank.



www.HornbyAmerica.com

# Rivarossi Sound Equipped GE U25C Quick Start Guide

Please go to [www.LokSound.com](http://www.LokSound.com) for a complete user manual

You have just purchased a Top of the Line Locomotive with one of the most State of Art Digital Sound Decoders on the Market. With nothing more than your Digital Command Station you have the option of 12 separate horns, 2 bells, and 2 brakesqueals. All changeable by one CV. No booster is needed! Each individual sound has a separate volume control, and up to 8 sounds can be played at one time! Not only that, but as new sounds become available and firmware gets updated, you can at anytime, hook up to our famous LokProgrammer and update your decoder! Along with outstanding sound, ALL LokSound decoders give you the benefit of the Industry Leading ESU Motor control. You'll see the difference instantly as the engine smoothly accelerates across your pike! Don't forget you also have the option to use one of our MANY lighting effects on any one of your 8(!) function outputs!

## Technical data LokSound Select Decoder

### Operational modes:

NMRA/DCC with 14, 28, 128 speed steps  
2-digit (short) or 4-digit (long) addresses  
Analog DC (Dual mode, de-selectable)  
Automatic recognition of operational mode  
Supports ALL NMRA programming modes

### Power:

Runs all DC and coreless motors  
Silent, safe 31,25 kHz pulse width frequency BEMF  
Motor output overload protected

### Function outputs:

8 outputs  
250 mA load per output  
Outputs short-circuit protected

### Sound:

Audio amplifier: 2W @40ohms load  
Speaker impedance 4-8 Ohms  
Memory Capacity 32MBit  
8 Sound Channels, All playable at once!  
Over 20 different sounds!

### Dimensions:

1.02 x 0.62 x 0.18 inch (25.5 x 15.5 x 4.5 mm)

## Default Function Assignments

Function key	Effect
F0	Directional Headlights
F1	Bell
F2	Playable Airhorn (see Air Horn Chart)
F3	Coupler Clank
F4	Dynamic Brake
F5	Number Board Lights
F6	Emergency Light 1
F7	Emergency Light 2
F8	Prime Mover Sound On/Off (MUTE)
F9	Manual Notching Up
F10	Manual Notching Down
F11	Compressor
F12	Slow Spitter Valve
F13	Switching Mode
F14	Sanding Valve
F15	Short Air Let Off
F16	Radiator Fan
F17	Brake Set/Release
F18	Fast Spitter Valve
F19	Spitters on Shut (press to disable)

## Diesel Prime Movers

Prime Mover name	CV 48 value
There is only one GE 16cyl FDL Prime Mover sound on this decoder. Please use a Value of 0 for this part of the CV48 calculation. (See Below)	

## Diesel Decoders Airhorns 12 to choose from!\*

Airhorn name	CV 48 value
Nathan K5LA	0
Nathan K3L	1
Nathan M5 - ACL	2
Nathan P3 - Northern Pacific	3 3 Default
Nathan P5A	4
Leslie S2M - CB&Q	5
Leslie RS3L - L&N	6
Leslie S3L - PRR - CR - PC	7
Leslie S5T	8
Leslie M3	9
Leslie RS3K	10
Nathan K5H	11
Leslie S3L	12
Nathan Holden M3H	13
Leslie S2M	14
Nathan P3	15

## Diesel Decoders Bell Types 2 to choose from!

Bell Type	CV 48 value
Slow Bell	0 0 Default
Fast Bell	64

## Diesel Decoders Brake Squeals 2 to choose from!

Brake Squeal Version	CV 48 value
Brake Squeal Version #1	0 0 Default
Brake Squeal Version #2	128

## Extended Addressing

Most Command Stations will give you the option to enter a 4 Digit Extended Address. Please refer to your Command Station's Manual for guidance as to how to do this. If your command Station does not have this feature a full list of values and instructions are available on line at [www.loksound.com](http://www.loksound.com)

## Start Delay

While pulling a train a Prototype Locomotive will not move until the Prime mover has worked up enough power to provide the proper amount of electricity to the traction motors. For this reason when the LokSound Select sound is idling and you turn up the throttle, the locomotive begins to move only after the Diesel engine has reached notch1. Although this behavior is very prototypical, one might not like it because it causes some delay. You can disable this startup delay by simply Changing CV124 to a value of 16. This will cause the LokSound Select decoder to immediately start moving when the throttle is turned up. However, the start up sound will not be prototypically synced with the motion anymore. Instead it will start oving immediately like most other decoders.

## Sound on/Sound Off (F8 Operation)

You will notice quickly that the F8 button will work differently than what you may be used to. This is done for two reasons. First so that you can hear both the start and Shut down sequences without any CV changes. Also so that upon power up the drain on your command station is not as great. Sound decoders draw quite a bit of power upon start up. Having the sound off initially when the layout is powered up is a much more efficient way on doing things. This can save your command station from an early demise! You may be used to other manufacturers who do this backwards. If you prefer you can easily reverse this feature in LokSound decoders. Simply Change CV32 to 2, then CV403 to 32. Please note also that F8 only controls the prime mover sounds. On a real engine, as long as there is air, the bell and the horn will work when the prime mover is off! This is also the case in LokSound Decoders!

## Diesel sound Volume Control table

Function (Diesel)	CV	Range	Default
Master volume control	63	0 - 192	192
Diesel Volume Control	259	0 - 128	128
Horn Volume Control	275	0 - 128	95
Bell Volume Control	283	0 - 128	70
Coupler Sound Volume Control	291	0 - 128	128
Dynamic Brake Volume Control	299	0 - 128	65
Air Compressor Volume Control	307	0 - 128	64
Brake Set / Brake Release	347	0 - 128	40
Sanding valve Volume Control	355	0 - 128	128
Short Air Let Off Volume Control	379	0 - 128	128
Fast Spitter Valve Volume Control	371	0 - 128	80
Slow Spitter Valve Volume Control	387	0 - 128	80
Shutdown Spitter Valve Volume Control	395	0 - 128	80
Random sounds	451	0 - 128	40

BE SURE CV 32 IS SET TO 1 BEFORE CHANGING CVs 257-511

## Decoder-Reset

Write value 08 into CV 08.

From time to time you may have the need to reset the decoder in your new Locomotive. Setting CV08 to a value of 08 will accomplish this. Be aware though that all user settings will be set back to factory defaults with this process. Your address will again become 03.

## Default Example:

Prime Mover = 0  
Airhorn = 3  
Bell = 0  
Brake Squeal = 0

Total = 3  
CV48 Value = 3

A full PDF Manual can be found at [www.LokSound.com](http://www.LokSound.com). Please refer to the LokSound Select Manual.

As a Reference NO BOOSTER is needed for programming.



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