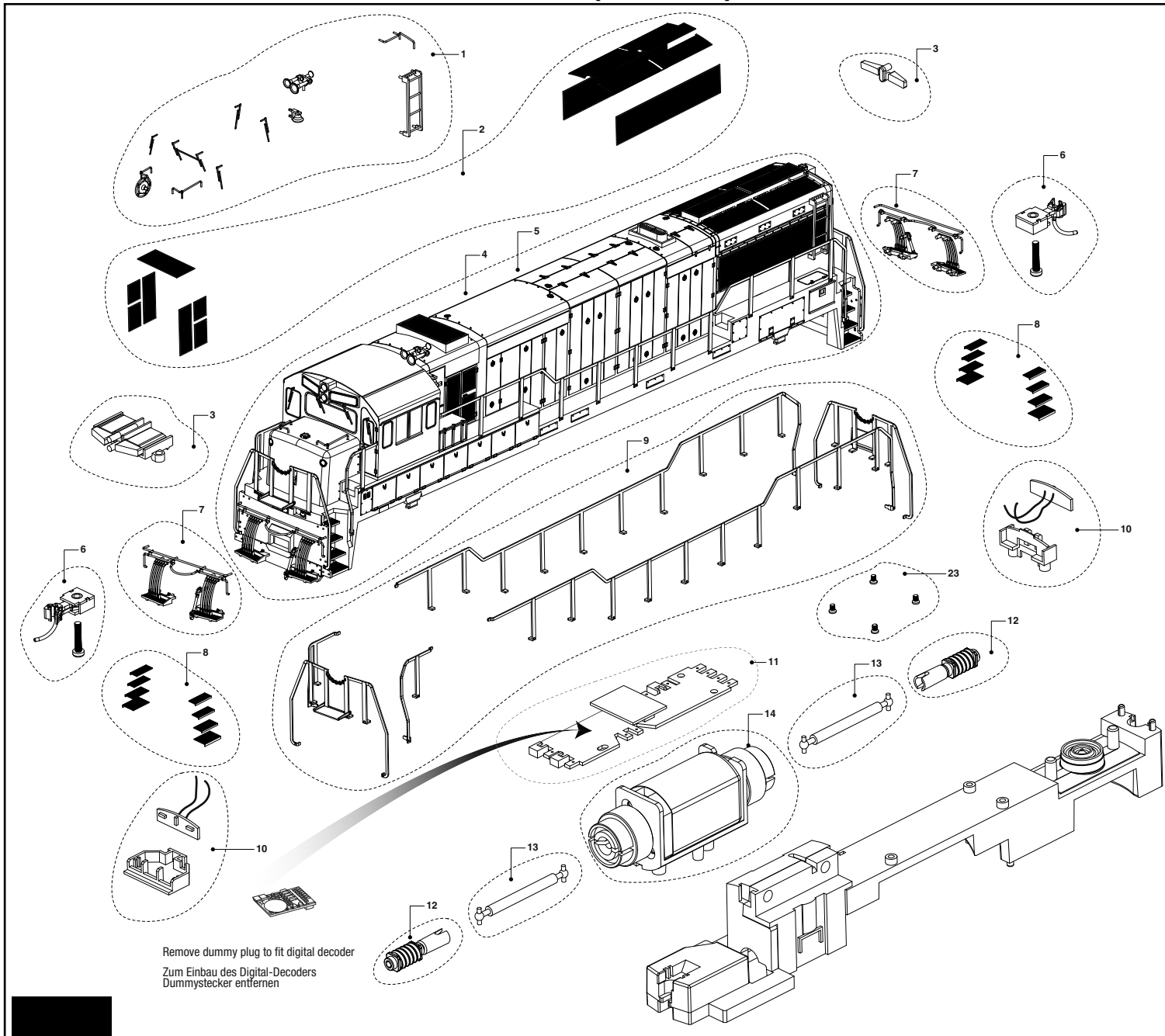


LISTA RICAMBI / ERSATZTEILLISTE / LIST OF SPARES

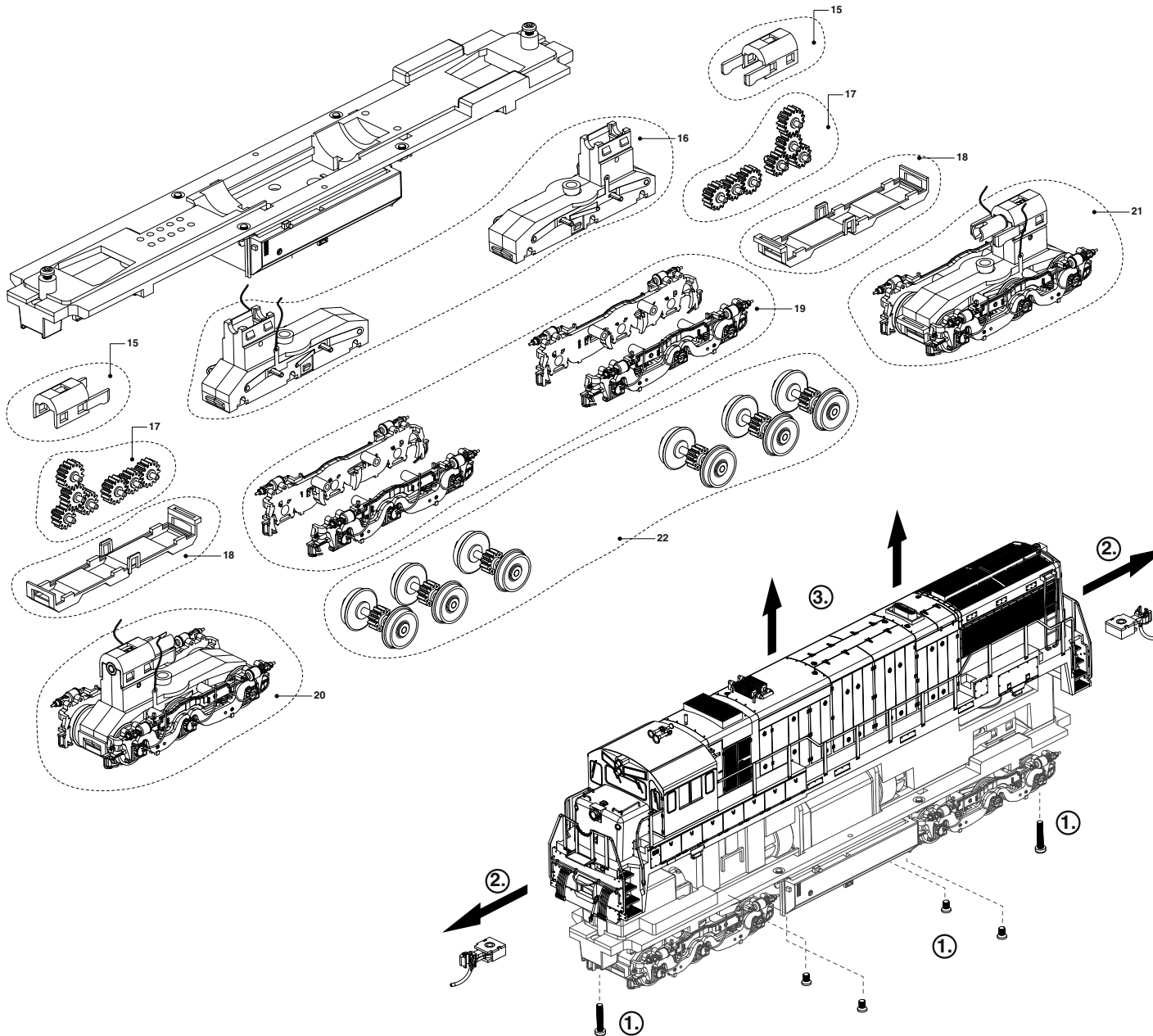


| Item No. Teil-Nr. | Description Bezeichnung | Spare part ref. Ersatzteil-Nr. |
|----------------------|--|-----------------------------------|
| 1 | Bodyshell accessories Gehäusezubehörteile | HR2532/01 |
| 2 | Bodyshell grills Geätzte Gitter | HR2532/02 |
| 3 | Diffusers Lichtleiter | HR2532/03 |
| 4 | Body shell (#6514) Gehäuse (#6514) | HR2532/04 |
| 5 | Body shell (#6519) Gehäuse (#6519) | HR2534/05 |
| 6 | Couplers pack Kupplungssatz | HR2520/06 |
| 7 | Additional parts for buffer beam Zurüstteile für Pufferbohle | HR2532/07 |
| 8 | Photo-etched steps Geätzte Trittstufen | HR2532/08 |
| 9 | Walkway handrails Umlaufgeländer | HR2532/09 |
| 10 | LED PCB's LED-Platinen Spitzenbeleuchtung | HR2532/10 |
| 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 Stromabnehmerkontakten | HR2520/16 |
| 17 | Gears Zahnräder | HR2520/17 |
| 18 | Bogie base Drehgestellbodenabdeckung | HR2520/18 |
| 19 | Bogie cover Drehgestellboden | HR2528/19 |
| 20 | Complete bogies Drehgestelle, komplett | HR2528/20 |

Remove dummy plug to fit digital decoder
Zum Einbau des Digital-Decoders
Dummstecker entfernen

LISTA RICAMBI / ERSATZTEILLISTE / LIST OF SPARES

| Item No. Teil-Nr. | Description Bezeichnung | Spare part ref. Ersatzteil-Nr. |
|----------------------|---|-----------------------------------|
| 21 | Complete bogie Drehgestell, komplett | HR2528/21 |
| 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 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

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 moving 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. Please refer to the LokSound Select Manual.

As a Reference NO BOOSTER is needed for programming.



HORNBY HOBBIES LTD Westwood Industrial Estate, Margate, Kent, CT9 4JX, United Kingdom
HORNBY ESPAÑA S.A. Federico Chueca, s/n, 28806 Alcalá de Henares, Madrid, España
HORNBY ITALIA S.r.l. via Ferri, 14/16, 25010 Borgosatollo, Brescia, Italia
HORNBY FRANCE SAS, Parc d'activités de Gomberville, 78114, Magny les Hameaux, France
HORNBY DEUTSCHLAND GmbH, Ostpreußenstraße 13, 96472 Rödental, Deutschland
HORNBY AMERICA INC, 3900-C2 Industry Drive, East, FIFE, WA 98424, USA

www.hornbyinternational.com

Service Sheet HRBD-58

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