

Connection Diagram : MyLocoSound MR601a using F outputs

The MyLocoSound unit is powered from the same battery and on/off switch as the receiver. Don't forget to fit a resettable fuse in the battery positive lead. The receiver motor output is connected to the MyLocoSound 'M' terminals so that the sound effect is modulated by the motor/loco speed (e.g. chuff rate for steam locos and engine revs for diesel locos).

The MR601 2 x F outputs are used to trigger sounds as these are switched to negative when on. If more than 2 sound triggers are required, P outputs may be used and require a 4k7 ohms series resistor to adapt the different max voltages at each side of the connection – 5V on the MyLocoSound trigger input and 3.3V on the P output.. The disadvantage of using a P output is there will be a brief blip of triggered sound when the system is switched on.

Receiver configuration 2 (Tx22) and 3 (Tx20) contain output settings for sound triggers:

Output	Micron Wiring	Configuration 2 (Tx22)	Configuration 3 (Tx20)	Example trigger
F1/A	blue	S1 toggle switch up (ch3 high)	F1 pressed (ch2 low)	engine start/stop (diesel), safety valve (steam)
F2/B	white	Bind button pressed (ch5 low)	Bind button pressed (ch5 low)	whistle or horn

Other outputs will require programming to configure an action suitable for triggering the sound card. Refer to the MyLocoSound manual for details of all 7 trigger inputs for your variant of the sound card. Refer to the MR601 programming table for details of how to configure a F or P output

