

=====
=====
BIRNEY STREETCAR SOUND PROJECT - VER 1 - 04/11/11
=====

=====
Project: BirneyStreetCar.spj
SDF: BirneyStreetCar
Author: Fred Miller
=====

=====
(A) Function Key Definitions
=====

=====
F0- Front/Rear Lights (Depends on Direction)
F1- Continuous Warning Gongs (Keeps sounding while F1 is ON)

F2- One or Two Trolley Gongs (depending on CV154)
F3- Open Door (F3-ON), Close Door (F3-OFF) or Track Squeals if
car is in motion
F4- Passenger Bell (Keeps sounding while F4 is ON)
F5- Inside Lights (See remap note)
F6- Mute All Sounds
=====

=====
(B) Sound FX defined CV's:
=====

=====
CV3 Accelerate Momentum [0] (Must be reset after Default
Resets)
CV4 Decelerate Momentum [0] (Must be reset after Default
Resets)
CV8 Reset to Default CVs [9]
CV58 Master Volume 1-15 (F6 used for Mute) [15]
CV60 Sound Scheme (Must be 0) [0] See notes below
CV105 User ID#1 (xFC = Fred's Carbarn) [252] (Change for
user)
CV106 User ID#2 (Car #) [12] (Change for user)
CV132 Controller Notch Rate [64] (Spreads Notches out)
CV135 Volume when Muted [0]
CV140 Motor Volume (1=Off, 0=Remove All Moving Sounds) [45]
CV141 Gong Volume (1=Off) [45]
CV142 Controller Click Volume (1=Off) [25]
CV143 Compressor Volume (1=Off) [45]
CV144 Passenger Bell Volume (1=Off) [45]
CV145 Door Sounds Volume (1=Off) [45]
CV146 FareBox Volume (1=Off) [45]
CV147 Voice Announcements Volume (1=Off) [45]
CV148 Track Squeal Volume (1=Off) [45]
=====

CV149 Time between Auto Pass Bells [40] (40 = 80 sec)
CV150 Time between Compressor Cycles [60] (60 = 2 min)
CV151 Compressor Running time [10] (10 = 20 seconds)
CV152 Author ID (xFC = Fred's Car barn) [252]
CV153 Project ID (Project # 2) [6]
CV154 Number of F2 Gongs (1 or 2) and Auto Start Gong (3)
[3] (3 = F2 and auto start 2 gongs)

=====
=====

(C) General Notes

=====
=====

This Sound Project includes an array of actual Streetcar sounds recorded by Fred Miller on Oct 19, 2008 during operation of various cars including Peter Witt Car No 6119 at the Baltimore Streetcar Museum. Special thanks to the Dispatcher and Motormen at the Museum.

Included sounds are Gongs, Passenger Bells, Air Compressor, Car Door open/close sequence with random farebox coins/announcements and Track squeals (played instead of Door sequences when car is in motion). Motor whine and Controller clanks reflect throttle setting (speed).

User Settings:

- F2 Gong can be set for a single or a double ring with CV154 = 1 or 2. Setting CV154=3 will give two gongs automatically at car startup plus two gongs manually with F2.
- Length of time between Air Compressor cycles and length of run can be set with CV150 & 151. The CV value is in 2-second increments, e.g., value of 10 = 20 seconds.
- Time between auto Passenger Signal Bells can be set with CV149, also in 2-second intervals.
- The volume for individual sounds can be individually adjusted or turned off with CV140-148.
- All sounds can be muted with F6.
- All 'moving sounds' (Motor, track, advancing Controller Click) can be turned off by setting the Motor Volume = 0

=====
=====

(D) Special Note

=====
=====

For Best sound performance with Controller Notches, CV03 and CV04 (momentum) should both be set to 0 in the SOUND decoder.

Program CV39 with a 1 to remap violet-F2 wire to F5