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**YouChoos DCC Sounds**

# **LSWR Adams T3**

**DCC Sound Quick Reference**



Zimo MS581 YouChoos reference #40798

## Contents

Introduction .....	3
Your Zimo Decoder.....	3
Function Key Reference.....	3
Special Features .....	4
User Sounds .....	4
Random Sounds .....	6
Lighting.....	6
CV Table.....	6
Frequently Asked Questions .....	8
Understanding and Calculating Binary Values .....	8
Decoder Reset .....	9
Analog/DC Operation .....	9
Reading and Writing CVs .....	9
Addressing.....	9
Function Mapping .....	10
Motor Control and Tuning.....	10
Speed Curves .....	10
Momentum / Inertia .....	10
Motor Characteristics and Back EMF .....	11
Adjusting Sound .....	11
Overall Volume.....	11
Individual Sound Volume .....	11
Chuff Rate.....	11
Further Reading .....	11

## Introduction

Congratulations on the purchase of your LSWR Adams T3 model, fitted with DCC digital sound by YouChoos on a ZIMO decoder!

This guide is intended to provide an introduction to using your T3 sound decoder, and an introduction to its' configuration if you wish to understand how the decoder is set-up and how to begin tweaking it to suit your own personal preferences.

## Your Zimo Decoder



Your decoder is a Zimo MS581, which has a Next18 DCC interface and plugs straight into the decoder socket of your T3 model.

It is supplied pre-fitted with a pair of mini GoldCaps for stay-alive, ensuring that the model will perform faultlessly when power pick-up from your track is less than optimal.

## Function Key Reference

The table below lists the Function Keys for your T3 sound decoder.

FKey	Category	Action
F0:	LIGHT	FOF/FOR Directional lights (not fitted)
F1:	SOUND	Running Sounds
F2:	SOUND + ACTIVE BRAKE	Apply Brakes sound & Active Brake
F3:	SOUND	Whistle
F4:	SOUND	Whistle 2
F5:	SOUND	Blower 2 (looping)
F6:	LIGHT + SOUND	FA1 firebox glow light & Coal Shovelling (looping)
F7:	QUICKSEL + SHUNT + HALF SPEED + SOLO	Shunting Mode, Half Speed, Quick-Select (Light engine) & Solo Driving Mode
F8:	QUICKSEL#2	Quick-Select#2 (Heavy engine)
F9:	QUICKSEL#3	Quick-Select#3 (Rough engine – clanky chuffs)
F10:	SOUND	Guard's Whistle
F11:	SOUND	Injector (looping)
F12:	SOUND	Safety Valve (looping)
F13:	SOUND	Coupling
F14:	SOUND	Coal Loading
F15:	SOUND	Rail Clack (looping)
F16:	SOUND	Coach Door
F17:	SOUND	Dump Down (looping)
F18:	SOUND	Whistle 5 (looping)
F19:	SOUND	Whistle 4
F20:	SOUND	Wheel Flange (looping)
F21:	SOUND	Wheel Slip
F22:	SOUND	Water Up
F23:	SOUND	Announcement (Corfe)
F24:	SOUND	Announcement (Swanage)
F25:	SOUND	Platform Noise
F26:	SOUND	Adjust Levers
F27:	VOLUME	Volume Decrease
F28:	VOLUME	Volume Increase

## Special Features

**Active Braking** – To slow down, choose the desired speed on the throttle, then use the Brake key to control the slow-down to that speed. If you prefer more traditional throttle-based braking, simply decrease the value in CV#4, or even simpler... leave ACTIVE BRAKE FKey2 switched on all the time!

**Shunt Mode** – Momentum/Inertia is reduced to ¼ the normal effect and the throttle range is halved to simulate driving light-engine.

**Quick Select** – Switches from standard chuff sounds to *light-engine* where chuffs are quieter. Your T3 project actually has 2 additional QuickSelect engine sets on top of this, which give *heavier* chuffs compared to the default, and *clankier* chuffs.

**Solo** – defined on the same key as light-engine QuickSelect – has various effects including reducing the effect of momentum.

**Volume Up/Down** – Overall volume level will be decreased / increased gradually while VOLUP / VOLDOWN is switched on, eventually reaching silent or the maximum defined in the project. Affects CV#266 master volume level. If you lose sound, check that you haven't simply reduced the volume to silent! We recommended between 65 to 85.

**Dynamic / Exponential Inertia** – Linear throttle-to-speed response is not particularly realistic, so speed change is exponential as speed increases, simulating slow starts from standstill. Similarly, harder throttle requests will result in faster acceleration. This is all built-in to the project working automatically on your throttle requests.

**Looping Sounds** – Some sounds are looping and will continue repeating until that function is switched off.

## User Sounds

The following table lists the sound effect files loaded onto your decoder, with their unique sample numbers which are used in CVs to assign a sound to a specific feature. Where a sound has no Function Key listed, this indicates that it is an additional sound included in your project which you can manually assign instead of another sound – for example, an alternative whistle which you can swap in for one of the default ones. Please refer to the CV Table where you can see which CV is used to assign a sound to each Function Key (starts at CV#513).

Of course, there are many more sound files that make up your project, such as engine sounds, braking, set-off etc., but these are not included here – only those that are available as user sounds, assignable to Function Keys.

Sound Sample Nr.	Name	Looping	Function Key(s)	Random Generator	Random at Standstill	Random in Motion
185	Whistle		F3 (CV#519)			
186	Whistle 2		F4 (CV#522)			
187	Whistle 3					
188	Whistle 4		F19 (CV#567)			
189	Whistle 5	Yes	F18 (CV#564)			
190	Rail Clack	Yes	F15 (CV#555)			
191	Coal Shovelling	Yes	F6 (CV#528)	Z7 (CV#762)	Yes	
192	Coal Loading		F14 (CV#552)			
193	Injector	Yes	F11 (CV#543)			
194	Injector 2			Z1 (CV#744)	Yes	Yes
195	Wheel Slip		F21 (CV#676)			
196	Dump Down	Yes	F17 (CV#561)	Z2 (CV#747)	Yes	
197	Safety Valve	Yes	F12 (CV#546)			
198	Safety Valve 2	Yes				
199	Steam Release 2	Yes				
200	Steam Release 3			Z3 (CV#750)	Yes	Yes
201	Coupling		F13 (CV#549)			
202	Cab Clunks			Z4 (CV#753)	Yes	
203	Cab Clunks 2					
204	Blower					
205	Blower 2	Yes	F5 (CV#525)			
206	Buffer Up					
207	Apply Brakes		F2 (CV#516)			
208	Lamps On					
209	Lever Clunk					
210	Hinge Creak					
211	Adjust Levers		F26 (CV#691)	Z5 (CV#756)	Yes	
212	Water Up		F22 (CV#679)			
213	Water Dripping	Yes		Z6 (CV#759)	Yes	
214	Guard's Whistle		F10 (CV#540)			
215	Robin Bird Song					
216	Platform Noise		F25 (CV#688)			
217	Steam Release 4					
218	Footplate Chat					
219	Blower 3					
220	Come to Halt 2					
221	Coach Door		F16 (CV#558)			
222	Steam Release 5			Z8 (CV#765)	Yes	Yes
223	Announcement (Swanage)		F24 (CV#685)			
224	Announcement (Corfe)		F23 (CV#682)			
225	Wheel Flange	Yes	F20 (CV#673)			

## Random Sounds

Zimo decoders include 8 random sound generators, Z1 to Z8, which are also indicated in the above table along with the sample number assigned to them, and whether they are to be played randomly at standstill, in motion, or both.

Likewise, refer to the CV Table to see which CVs are used in random sound definition (CVs#744 to 767 and CVs#315 to 338).

## Lighting

Your T3 model is fitted with a firebox glow light which is controlled through the decoder's FA1 output, by default on Function Key 6. This activates with the coal shovelling sound.

## CV Table

Below is a list of many of the CVs available in your Zimo decoder for fine-tuning numerous aspects of the decoder's set-up. The values loaded as part of your T3 project configuration are shown in the final column, which are also the values you'll get back if you reset by writing value 8 to CV#8.

There are many more CVs than this, but these are the ones we think you're most likely to be interested in. Further details and explanations can be found in Zimo's MS decoder manual available for download from [www.zimo.at](http://www.zimo.at)

CV	Description	Value
1	Short Address	3
2	Starting voltage	1
3	Rate of acceleration	50
4	Rate of deceleration	100
5	Maximum speed	0
6	Middle speed	0
7	Version Number (Part1)	5
8	Manufacturer Id / HARD RESET	145
9	Motor frequency	55
10	EMF Feedback cut-off	0
12	Operation Types - specific protocols	5
13	Analog mode active functions F1-F8	3
14	Analog functions and Inertia	130
17	Extended address (byte 1)	192
18	Extended address (byte 2)	3
19	Consist Address - high	0
20	Consist Address - low	0
21	Consist functions for F1 - F8	0
22	Consist functions F0 & F9-F12 + DC Inertia	0
23	Acceleration trimming	0
24	Deceleration trimming	0
28	RailCom Configuration	3
29	Configuration bits - decoder props	6
33	Function mapping F0 forward	0
34	Function mapping F0 reverse	0
35	Function mapping F1	0
36	Function mapping F2	0
37	Function mapping F3	0

38	Function mapping F4	0
39	Function mapping F5	0
40	Function mapping F6	0
41	Function mapping F7	0
42	Function mapping F8	0
43	Function mapping F9	0
44	Function mapping F10	0
45	Function mapping F11	0
46	Function mapping F12	0
56	Back-EMF control (P and I values)	55
57	Voltage reference	0
58	Back-EMF intensity	255
61	Special ZIMO function mapping	97
62	Effects dimming	50
65	Version Number (part2) sub-version	19
66	Directional speed trimming - FWD	0
95	Directional speed trimming - REV	0
105	User CV / Manul (ZIMO)	145
106	User CV / Provider Id (YouChoos)	13
111	Emergency stop deceleration rate	0
112	Special ZIMO configuration bits	0
113	EMF reduction - compensation	0
115	Uncoupler control	0
116	Automated uncoupling procedure	0
121	Exponential acceleration	11
122	Exponential deceleration	11
123	Adaptive accel and decel	22
124	Shunting key functions and SUSI	2
125	Special effects F0FWD	1
126	Special effects FOREV	2
127	Special effects FuncOutput1	8
134	Asymmetrical stopping ABC	106
136	Railcom mph factor	24
140	Constant braking distance - config	0

141	Constant braking distance - distance	20
142	High speed correction - ABC	5
143	High speed correction - HLU	0
146	Compensation for gear back-lash	0
147	BackEMF I-value (Integral)	0
148	BackEMF D-Value (Differential)	0
149	BackEMF P-Value (Proportional)	0
153	Stop time after DCC signal loss	0
154	Zimo configuration part 2	0
155	FKey for half-speed	7
156	FKey for deactivating momentum	7
158	Sound/RailCom config	16
201	SUSI#1 Configuration	11
202	SUSI#2 Configuration	0
203	IN1/IN2 Configuration	0
204	IN3/IN4 Configuration	0
254	Project Number	49
255	SubProject Number High Byte	159
256	SubProject Number Low Byte	94
266	Total volume	95
267	Chuff rate (using virtual cam)	235
269	Lead-chuff accentuated	25
272	Blow-off duration	50
273	Delayed start after blow-off	20
274	Blow-off schedule	30
275	Chuff volume at low speed	225
276	Chuff volume at high speed & no-load	240
277	Degree of volume change under load for driving (chuff) sound.	5
278	Load change threshold	0
279	Reaction time to load change	0
281	Accel threshold for full load sound	8
282	Duration of acceleration sound	30
283	Engine sound volume at full accel	255
284	Threshold for deceleration sound	1
285	Duration of reduced volume on decel	30
286	Volume level during deceleration	75
287	Brake squeal threshold	55
288	Min driving time before brake squeal	50
309	Brake Key	2
310	FKey for engine & random sound	1
311	FKey for user sounds (always on if zero)	0
315	Min interval for random Z1	40
316	Max interval for random Z1	100
317	Playback length for random Z1	0
318	Min interval for random Z2	45
319	Max interval for random Z2	105
320	Playback length for random Z2	0
321	Min interval for random Z3	50
322	Max interval for random Z3	110
323	Playback length for random Z3	0
324	Min interval for random Z4	55
325	Max interval for random Z4	115
326	Playback length for random Z4	0
327	Min interval for random Z5	60
328	Max interval for random Z5	120
329	Playback length for random Z5	0
330	Min interval for random Z6	65
331	Max interval for random Z6	125
332	Playback length for random Z6	0
333	Min interval for random Z7	70
334	Max interval for random Z7	130

335	Playback length for random Z7	0
336	Min interval for random Z8	75
337	Max interval for random Z8	135
338	Playback length for random Z8	0
345	Quick-select FKey (1 <sup>st</sup> key)	7
346	Switch collection conditions	3
347	Switch-over key for solo driving	7
348	Switch-over parameters	19
349	Brake Time	10
354	Steam chuff frequency at step 1	0
390	Reduce momentum driving solo	75
395	Max Volume via FKey volume adjust	95
396	FKey to reduce volume	27
397	FKey to increase volume	28
400-428	Input mapping for F0 to F28	0
430	Swiss Map Group 1 FKey	29
431	Swiss Map Group 1 MKey	0
432	Swiss Map Group 1 FWD 1st AUX	14
433	Swiss Map Group 1 FWD 2nd AUX	0
434	Swiss Map Group 1 REV 1st AUX	15
435	Swiss Map Group 1 REV 2nd AUX	0
436	SMG Group 2 FKey	6
437	SMG Group 2 MKey	0
438	SMG Group 2 FWD 1st AUX	1
439	SMG Group 2 FWD 2nd AUX	0
440	SMG Group 2 REV 1st AUX	1
441	SMG Group 2 REV 2nd AUX	0
513	F1 sound assignment	0
514	F1 volume adjust	0
515	F1 looping/short	0
516	F2 sound assignment	207
517	F2 volume adjust	0
518	F2 looping/short	0
519	F3 sound assignment	185
520	F3 volume adjust	0
521	F3 looping/short	0
522	F4 sound assignment	186
523	F4 volume adjust	0
524	F4 looping/short	0
525	F5 sound assignment	205
526	F5 volume adjust	0
527	F5 looping/short	8
528	F6 sound assignment	191
529	F6 volume adjust	0
530	F6 looping/short	8
531	F7 sound assignment	0
532	F7 volume adjust	0
533	F7 looping/short	0
534	F8 sound assignment	0
535	F8 volume adjust	0
536	F8 looping/short	0
537	F9 sound assignment	0
538	F9 volume adjust	0
539	F9 looping/short	0
540	F10 sound assignment	214
541	F10 volume adjust	0
542	F10 looping/short	0
543	F11 sound assignment	193
544	F11 volume adjust	0
545	F11 looping/short	8
546	F12 sound assignment	197
547	F12 volume adjust	0
548	F12 looping/short	8
549	F13 sound assignment	201

550	F13 volume adjust	0
551	F13 looping/short	0
552	F14 sound assignment	192
553	F14 volume adjust	0
554	F14 looping/short	0
555	F15 sound assignment	190
556	F15 volume adjust	0
557	F15 looping/short	8
558	F16 sound assignment	221
559	F16 volume adjust	0
560	F16 looping/short	0
561	F17 sound assignment	196
562	F17 volume adjust	0
563	F17 looping/short	8
564	F18 sound assignment	189
565	F18 volume adjust	0
566	F18 looping/short	8
567	F19 sound assignment	188
568	F19 volume adjust	0
569	F19 looping/short	0
570	F0 sound assignment	0
571	F0 volume adjust	0
572	F0 looping/short	0
573	IDLE sound assignment	1
574	IDLE volume adjust	32
575	CHANGEDIR sound assignment	2
576	CHANGEDIR volume adjust	0
577	COMETOHALT sound assignment	4
578	COMETOHALT volume adjust	0
581	SETOFF sound assignment	3
582	SETOFF volume adjust	0
673	F20 sound assignment	225
674	F20 volume adjust	0
675	F20 looping/short	8
676	F21 sound assignment	195
677	F21 volume adjust	0
678	F21 looping/short	0
679	F22 sound assignment	212
680	F22 volume adjust	0
681	F22 looping/short	0
682	F23 sound assignment	224
683	F23 volume adjust	0

684	F23 looping/short	0
685	F24 sound assignment	223
686	F24 volume adjust	0
687	F24 looping/short	0
688	F25 sound assignment	216
689	F25 volume adjust	0
690	F25 looping/short	0
691	F26 sound assignment	211
692	F26 volume adjust	0
693	F26 looping/short	0
694	F27 sound assignment	0
695	F27 volume adjust	0
696	F27 looping/short	0
697	F28 sound assignment	0
698	F28 volume adjust	0
699	F28 looping/short	0
744	Z1 Random sound assignment	194
745	Z1 Random volume adjust	91
746	Z1 Random standstill / motion	72
747	Z2 Random sound assignment	196
748	Z2 Random volume adjust	91
749	Z2 Random standstill / motion	8
750	Z3 Random sound assignment	200
751	Z3 Random volume adjust	91
752	Z3 Random standstill / motion	72
753	Z4 Random sounds assignment	202
754	Z4 Random volume adjust	91
755	Z4 Random standstill / motion	8
756	Z5 Random sound assignment	211
757	Z5 Random volume adjust	91
758	Z5 Random standstill / motion	8
759	Z6 Random sound assignment	213
760	Z6 Random volume adjust	91
761	Z6 Random standstill / motion	8
762	Z7 Random sound assignment	191
763	Z7 Random volume adjust	46
764	Z7 Random standstill / motion	8
765	Z8 Random sound assignment	222
766	Z8 Random volume adjust	91
767	Z8 Random standstill / motion	72
835	Number of Additional Quick Select FKeys	3

## Frequently Asked Questions

Zimo DCC decoders are some of the most advanced decoders available, and as such have many aspects that can be configured and tweaked according to your preferences and how you wish to use them. This flexibility of course comes with a certain complexity, so below we have detailed some of the more common areas that you are likely to want to adjust in your Zimo decoder.

More detailed information can be found in Zimo's own Decoder Manuals available for download from their website ([www.zimo.at](http://www.zimo.at)).

## Understanding and Calculating Binary Values

(Techie bit coming up...) In order to successfully understand and program some CVs, you will need a basic understanding of binary. Each CV contains what is called a *byte* of information. This is computer-speak for 8 bits of information, where each bit can be ON or OFF. A *bit* is therefore a toggle, ON

or OFF. A 1 represents ON and a 0 represents OFF. If you have just 1 bit, then you can have a maximum of 2 values i.e. on and off. Adding more bits means you can have more combinations, for example, 2 bits gives you 4 possible combinations: OFF+OFF; OFF+ON; ON+OFF; ON+ON, or 00; 01; 10; 11. Read this as 0, 1, 2, 3 since computers always start at 0 instead of 1.

Bit7	Bit6	Bit5	Bit4	Bit3	Bit2	Bit1	Bit0
128	64	32	16	8	4	2	1

By convention, bits are read with the least significant to the right i.e. "bit 0" is the right-most bit. A byte, as mentioned previously has 8 bits, so bits 0 to 7, giving a possible range of 0-255 ( $2^8 - 1$  being the maximum value, or 256 combinations). Use the table below for reference to see what value each bit can represent.

If that all sounded like gibberish, don't worry – carry on reading anyway!

## Decoder Reset

A RESET is performed by writing value 8 to CV#8. This resets all CVs to default - in the case of a sound decoder this means the last sound project loaded into the decoder. This process will NOT wipe the sounds themselves! A Reset is particularly useful if you have lost track of your CV changes and you want to go back, or the loco is not behaving as you hoped after some tuning.

## Analog/DC Operation

CV#12 bit 0 (value 1) is used to determine whether DC operation is supported by the decoder. CV#12 defines which protocols the decoder will recognise (DC, DCC, Mfx, Motorola etc.). As supplied, your decoder will be enabled for DC and DCC only (CV#12=5 for DC and DCC).

Control of the loco under DC is quite different from a model without a decoder, so you may have to re-learn how to use the throttle range!

## Reading and Writing CVs

All Zimo decoders are capable of working with a DCC programming track as well as accepting new CV values via Programming-On-The-Main (POM).

## Addressing

Your decoder is supplied on DCC Address 3. If you have multiple locos fitted with DCC, then you will need to change this quite soon.

Most DCC controllers provide facilities to change a decoder's address, but it may be useful to understand how this works under the covers. The full range of addresses goes from 1 up to 10239, although most DCC controllers are limited to 9999 (4 digits), and some are limited to just 2, or even a single digit!

If your chosen address falls in the range from 1 to 127, then this is known as a 'short' address, and is stored in CV#1. With bit 5 (value 32) of CV#29 switched OFF, the short address is active, and the decoder will respond to commands on the address stored in CV#1.

For addresses from 128 up to 10239, a formula is used to calculate and store the address in CV#17 and CV#18. This is required because the largest number you can store in a single CV is restricted to 255. This *long* address is active when bit 5 of CV#29 is switched on.

## Function Mapping

Control of a decoder's auxiliary features, such as lighting and smoke, can be configured flexibly to different Function Keys.

Your T3 sound decoder uses a Zimo feature called *Swiss Mapping*. This allows for much more flexible mapping of outputs to any FKey, as well as making outputs directional or inverted. Your model has firebox glow lighting which is mapped to Function Key 6 by default.

FKey assignment to other features, such as sounds, is defined with dedicated CVs. For example, CV#516 defines which sound is played when FKey2 is pressed. The values you put in for sound assignments are unique ids that were defined when the sound project was created – these are listed in the Sound Table earlier in this guide.

Numerous additional CVs define FKeys for other features, such as master volume down/up keys (CV#396 and CV#397), shunting key (CV#155), momentum deactivation (CV#156), Quick Select (CV#345), engine & random sounds on/off key (CV#310), FKey sounds on/off key (CV#311), mute key (CV#313) etc.

## Motor Control and Tuning

Zimo decoders offer very flexible tuning for motor control, supporting a wide variety of motor types, and it is normally possible to achieve excellent smooth, and slow running performance with any well-maintained motor.

### Speed Curves

CVs 2 (starting voltage), 6 (mid point) and 5 (max voltage) provide a simple method of defining the motor's speed curve from initial set-off to maximum speed. With CV#6 set to 0, the speed curve is linear, but with CV#6 set to something between 1 and 255, a rough 3-point curve is applied. This assumes that CV#29 bit 4 (value 16) is switched off.

With CV#29 bit 4 switched on, the speed curve is taken from CVs 67 to 94 instead, allowing you a much finer control of the motor output through the speed range. It is rare to need this level of definition.

### Momentum / Inertia

One of the great features of DCC decoders is the ability to automatically apply gradual acceleration and deceleration, making the motion of the loco much more realistic than would be possible with an analog control. Zimo decoders are particularly good at applying these gradual effects, and the strength of the momentum effects can be easily configured using CV#3 (acceleration) and CV#4 (deceleration). CV#349 defines the deceleration rate when the Brake Key is switched on (Active Braking).

## Motor Characteristics and Back EMF

Smooth running is achieved using a technique called *Back EMF*, whereby the decoder regularly samples electrical current usage of the motor in order to work out if the requested speed is actually being maintained. It is a very sophisticated technique, and the frequency and strength of the feedback must closely match the characteristics of the motor in order for it to work effectively. Bad configuration will result in jerky motion, and noisy operation.

Zimo decoders will normally be shipped with Back EMF settings appropriate for the majority of modern motors, so there will be little tuning, if any required. You shouldn't need to change anything for your T3 decoder.

See the Zimo decoder manual for further information.

## Adjusting Sound

### Overall Volume

Master volume (affects all sounds equally) is controlled with CV#266 with a suggested range from 0 to above 85. Higher values are possible, but you risk damaging the decoder and/or speaker.

### Individual Sound Volume

Most sounds can be individually tweaked in volume. Sounds applied to FKeys have their own CVs for this purpose, such as CV#517 for FKey2's volume. Range is 1-255 (0 means the same as 255 i.e. max). Refer to the CV table. You will see numerous 'volume adjust' CVs in the range 574 to 602, which enable you to tune the volume of automatic sounds, such as brakes, idling, set-off and come-to-halt.

### Chuff Rate

One of the most common tweaks required is to tune the chuff rate. CV#267 is used to do this. A lower value means faster chuffs. Further fine tuning is possible with other CVs (see the Zimo decoder manual for more information). Additionally, setting CV#393=64 causes the chuff interval in CV#267 to be quadrupled. Your T3 decoder should already be set-up for 4 beats per wheel revolution.

## Further Reading

You have probably got the idea now that there is a lot you can play with in a Zimo sound decoder! This guide touches only a few of the more commonly tweaked areas, but you can find out a lot more detail in the Zimo decoder manuals, available for download from [www.zimo.at](http://www.zimo.at).

You can also use *Tweak & Drive* PC software from YouChoos, or the *RailRunner* mobile app to control and tune your decoders, providing convenient methods so you can tune your T3 decoder to your heart's content!

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For more information on YouChoos and Zimo, please visit

[www.youchoos.co.uk](http://www.youchoos.co.uk)



# YouChoos *DCC Sound*



Use ***Tweak & Drive*** PC software to tune your Zimo decoder



Import your T3 decoder definition as YouChoos unique number 40798

Drive using your mobile or tablet with ***RailRunner***

