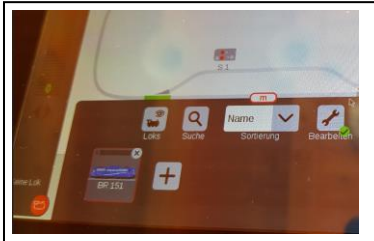


Creating a locomotive with PIKO SmartDecoder 4.1 in Central

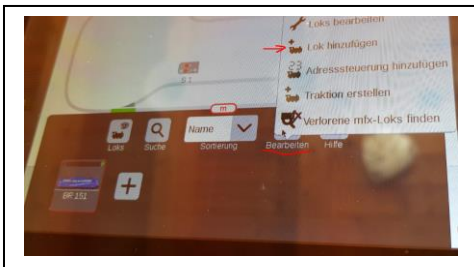
Station 3+ as a DCC locomotive

The locomotive is already on the track and has registered according to the mfx® registration procedure.



This it is the BR 151

Now create a new locomotive via the menu "Edit" and "Add locomotive" as described in the Central Station 3 manual.



Choose „select loco“

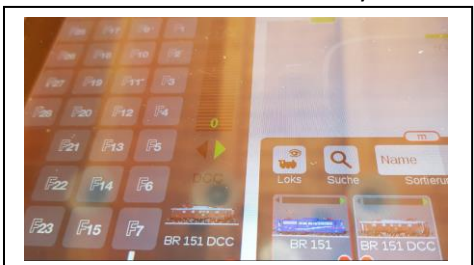
Create the new DCC locomotive with for example the address 3 and 29 functions and confirm with the check mark in the header bar (Via the menu "Setup" the F-keys could still be assigned function symbols at this point)



Here it is created as „BR 151 DCC“

Now the new locomotive is created and can be assigned to any throttle.

Note: The locomotive cannot yet be controlled by this throttle.



This shows the BR 151 DCC with light and 28 special

functions

Then select the BR 151 DCC via "Edit loco" and open the "Configure" tab. The preset CVs are now imported (please wait).



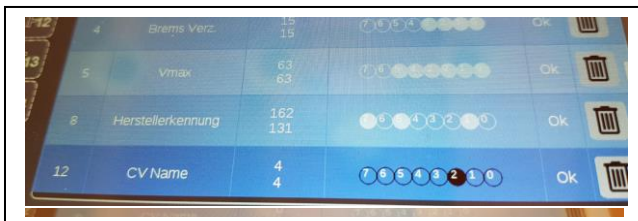
This shows the imported CVs specified by Märklin®.

Now use "Add CV" to add another CV, which appears at the bottom of the list.



Here mark the CV number field and enter the number 12 using the appearing numeric keyboard and confirm. In the field "Name" you can also enter the meaning of this CV "Operating modes".

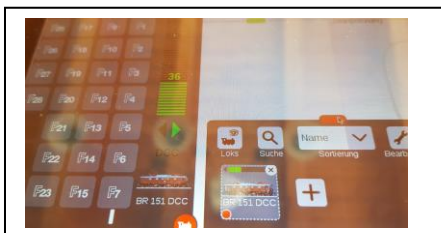
Now click bit 2 in CV12 to set the decoder to pure DCC format. If Märklin® braking tracks are used, mark bit 0 additionally.



The change of CV 12 is immediately transferred to the locomotive decoder (programmed).

Optionally, a corresponding file can be created in CS3 using the "Save" icon.

Now confirm with the checkmark in the headline and the display switches to the console mode.



Here the "BR 151 DCC" can be controlled in DCC format with 28 speed levels, the light function and 28 special functions.

Last but not least, it is very useful to delete the BR151 from the Central Station 3's locomotive memory, which at the beginning was automatically written to it by the mfx® login procedure.
Edit -> Edit locos -> Select loco -> Delete

Have fun!