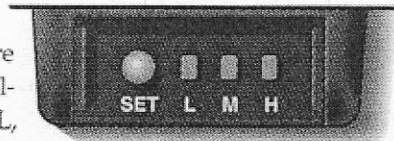


Tuning your locomotive's performance

SETTING MOMENTUM

TrainMaster Command's momentum feature simulates the labored performance of a real-life locomotive pulling a heavy load. Press L, M, or H (located under CAB-1's removable panel) for light, medium, or heavy momentum. The locomotive remembers this setting until you change it. For normal (quick) locomotive response, press L.

Get a feel for the difference in momentum settings. Select L, M, or H. Turn your throttle slightly and wait a few seconds for the locomotive to respond.



SETTING STALL

Make your locomotive feel more responsive with stall. Get your locomotive moving and press SET; the locomotive will stop. Turn the throttle clockwise to get the engine moving, then decrease speed until the locomotive *just stops*. Press SET again. *Even if your locomotive doesn't move after turning the throttle, just press SET again. Stall will be set.* Your locomotive remembers the stall setting until you change it. To clear stall, press SET twice, holding it for one second each time.

Detail

STALL EXPLAINED. Set a Command-equipped locomotive's stall, and it skips from zero power to stall when you turn the throttle. Stall eliminates unnecessary throttle rotation—making your locomotive more responsive.

Sending numeric commands to locomotives

When you address a locomotive and press AUX1, you create 10 numeric command buttons. The numeric keypad issues commands until you press any top-row button (SW, ACC, RTE, TR, or ENG). The CAB-1 keypad over-

AUX1



lays included with your locomotives identify the numeric commands specific to each Lionel Command-equipped steam or diesel locomotive. *Accompanying sound effects are in bold italic.*

0 Halts and resets a locomotive. Resets direction to FORWARD or the control switch's direction setting. Resets diesel Railsounds II to automatic RPMs. ***Blows whistle or horn. RPMs return to automatic.***

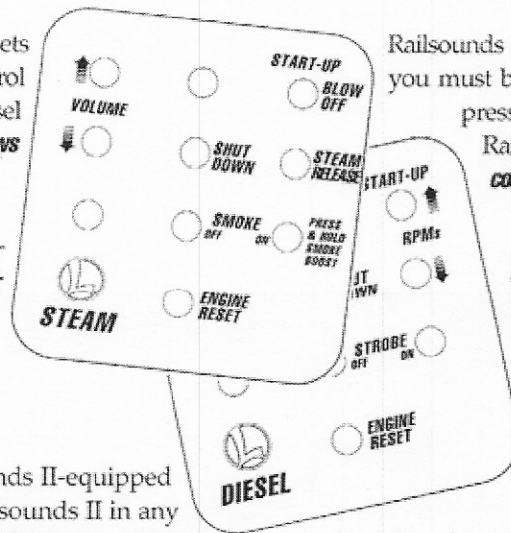
1 Raises the volume in Railsound II-equipped locomotives. ***Sound volume increases.***

2 Reserved for future use.

3 Raises the RPM level in Railsounds II-equipped diesel locomotives. Starts up Railsounds II in any currently addressed locomotive. ***RPMs increase. Steam blowoff. Startup sequence commences.***

4 Lowers the volume in Railsounds II-equipped locomotives. ***Sound volume decreases.***

5 Activates shutdown sound in Railsounds II-equipped locomotives. ***Diesel RPMs must be at idle for shutdown to occur.*** Horn/whistle, bell, and RPMs will not sound until you restart



Railsounds II by pressing 3. Just like a real engine, you must be at idle (either automatic RPMs or by pressing 6) before 5 will shut down Railsounds II. ***Steam or diesel shutdown sequence commences.***

6 Lowers the RPM level in Railsounds II-equipped diesels. ***RPMs decrease. Steam letoff.***

7 Reserved for future use.

8 Deactivates auxilliary lighting (diesels) and smoke unit/firebox glow (steam locomotives).

9 Activates auxilliary lighting (diesels) and smoke unit/firebox glow (steam locomotives). Press and hold for Smoke Boost.

AUX2 Turns headlights on and off.