



NEWSLETTER

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Current Central Station 3 Version – 2.5.2 (6)
Current Central Station 2 Version – 4.3.2 (4)
Current Mobile Station Version – 5.6
Current Wireless MS Version – 5.4.0.21

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We just came from our annual trek to the Amherst Railway Society Railroad Hobby Show. Saturday was very well attended because of the impending east coast storm that hit on Sunday. We made it through the storm and looking back, it was a great show as always.

In other news, there was a minor software update to the CS3/+ with new icons only.

Our first article is about making an LGB “Gang Car” digital, and the second article is about World of Operations for Diesel and Electric Locomotives.

LGB Gang Car Versions

LGB has produced this Gang Car for several years and in many paint schemes, even a Halloween Gang Car. While not traditional, one could put up a Halloween layout and then change it to Christmas! Imagine that, a train running in the house for three (or more) months! What spouse could say “no” to that? This conversion is for the newer LGB 2006x family of Gang Cars (fig. 1).



Fig. 1 - Halloween Gang Car (from 2018 - Item #20063)

Decoder for Gang Car

There may be a little confusion about this gang car. The manual states that the digital conversion decoder is E275227. The problem is this decoder is no longer available. I asked the factory if there was a replacement part number for a decoder their reply was to use a 60972 decoder. Since this gang car has a 21-pin interface, I thought I would give it a try.

Simple Conversion

The conversion is very simple for this gang car. It is just a matter of removing the body by taking out the four screws on the bottom of the frame, one in each corner. Then the body comes off easily (fig. 2). – WARNING! – The wires to the body are a little thin, short, and fragile. Take care not to pull and break them!

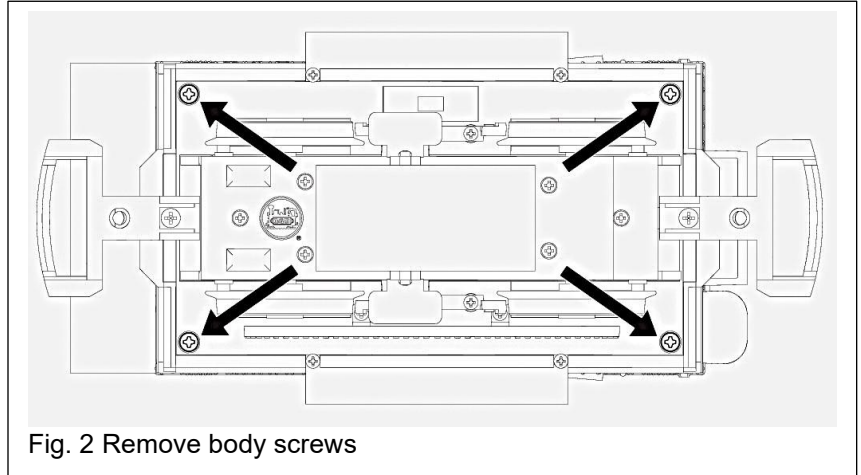


Fig. 2 Remove body screws

Once the body and interior are off, you will see the analog circuit board. Remove the circuit board and place the 60972 decoder on the 21-pin mounting board as shown in fig. 3.

The mounting board has two rows of pins. The decoder should plug into the pins that are closest to the edge of the circuit board with the decoder “inboard” in between the other row of pins. The other row of pins is not used when the decoder is installed.

Reinstall the interior and body and the conversion is done.

Editing the Decoder

The 60972 decoder worked right out of the box, but I wanted to make it better or at least give it the correct function icons. Without any modifications, the functions worked nicely. See the function list below.

F0 – Headlight (change with direction of travel).

F1 – Cabin lighting (rear).

F2 – Cabin lighting (center/front).

F3 – Shunting speed

F4 – ACC /DEC. on/off

F5 – Not used*

F6 – Not used*

*Decoder is programmed with additional function outputs, which are not used.

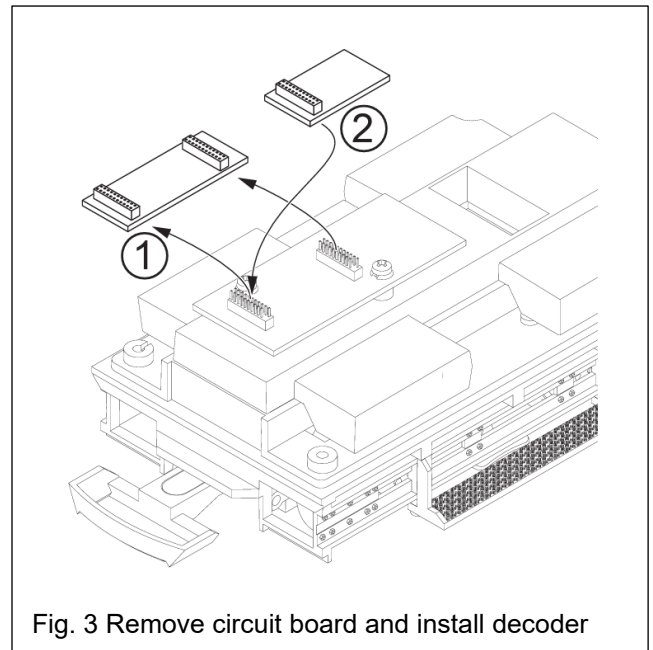


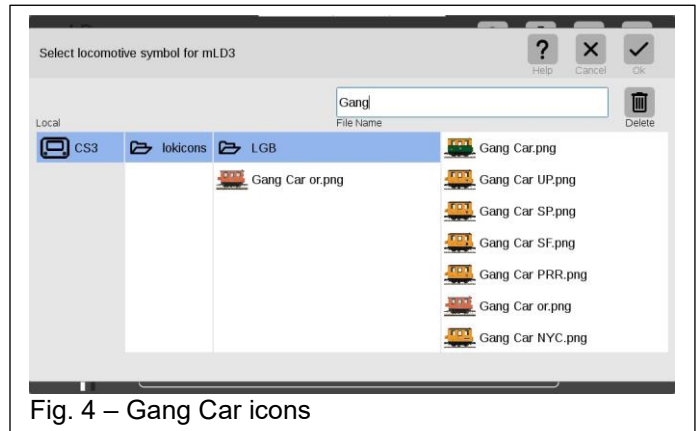
Fig. 3 Remove circuit board and install decoder

Editing Icons

The decoder uses the default function icons and the generic locomotive icon for the decoder. These can be changed in the CS3.

First, I will change the locomotive icon. I let the decoder register into the CS3, then I select the “Edit” wrench at the top of the Locomotive Inventory tab, then select the icon for the new locomotive. The name will be mLD/3 if the decoder has not been programmed with the mDecoder Tool 3.

To change the locomotive icon, touch the decoder icon in the “Info” tab, then type the word “Gang” in the “File Name” box. After that click on the “LGB” folder, the CS3 will give eight options for locomotive icons (fig.4). Not all the icons are there for all the gang cars. If I want the correct paint scheme, I will need to add my own image into the CS3 (see webinar #10 link below on how to add your own locomotive images).

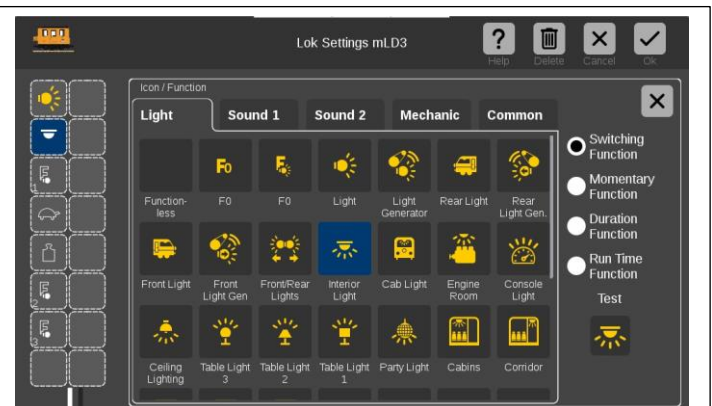


<https://www.youtube.com/watch?v=NzsBjehkhqs>

After selecting the desired icon, I save the change by touching the “OK” check mark which takes me back to the “Info” screen. Now I can edit the function icons. While still in edit mode on the “Info” screen, I will select the “Setup” tab and edit the function icons by touching the desired function icon.

I have selected the F1 icon (fig. 5) to edit. To change the icon, I simply touch the appropriate icon, and it is changed in the Central Station. This instantly changes the icon, and it will show up correctly when I control the Gang Car (fig. 6).

With that finished, I will duplicate the process for the other function icons that are incorrect. Figure 7 shows the completed task of changing the function icons.



Sound Decoder Upgrade

Since this is a very easy upgrade with a standard decoder, I thought it should work with a sound decoder also (60975/76/77) so, I tried it, and it worked. One thing to remember is that these sound decoders come with European locomotive sounds as a default. This means they would need to have correct sound files programmed in addition to a speaker mounted inside the Gang Car. Speaker wires need to be soldered to the solder pads (fig. 8) and then there is a very convenient place to mount the speaker (fig. 9).

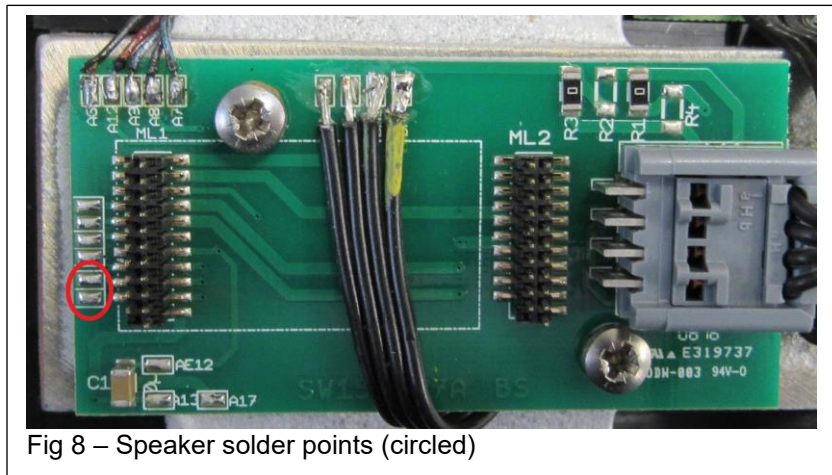


Fig 8 – Speaker solder points (circled)



Fig. 7 – Done!

Important Information

The most important thing about this upgrade is that this decoder is designed for an HO locomotive. The only reason it works in this application is that the decoder mounting board has components on it to allow the decoder to run the larger motor, this means that the first couple of speed steps are a little “jerky.”

There is no way to correct this because the motor is simply too big for what this decoder is designed to run. Once the slow speed steps are passed, the motor runs smoothly. I have set the minimum speed to 15 and that helped a little. I also did a “Calibration” run which did not seem to help any. I tried different stock motor settings, which made things worse, so I set it back to the original “DC Soft” motor type and tried adjusting the individual CV’s (K, K slow, I, I slow) with no real success. To be honest, I can live with the jerky first speed steps, it is not that bad, so I will leave it for now.

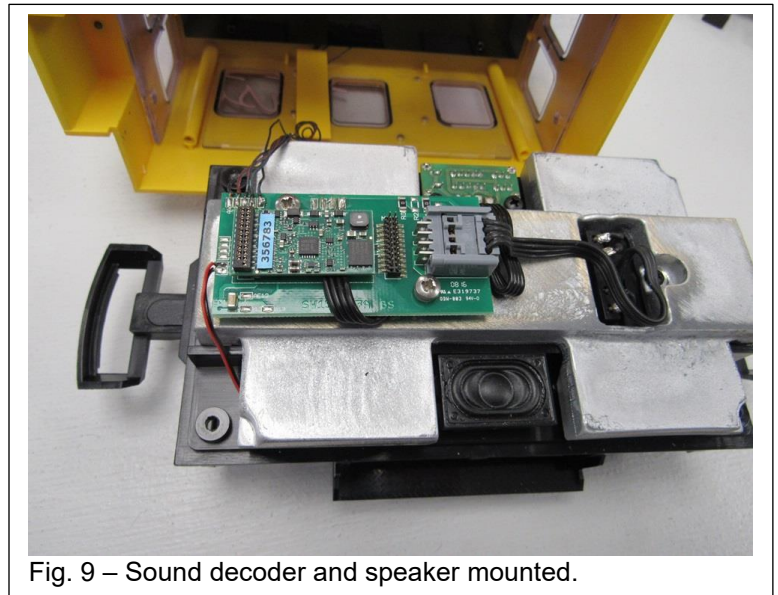


Fig. 9 – Sound decoder and speaker mounted.

Please Note: These 21-pin decoders are NOT suitable for any other G-Gauge locomotive. Installing one will permanently damage the decoder.

The correct retrofit decoder for older LGB locomotives is the 55029-upgrade kit, but this decoder will not fit inside the Gang Car.

Now, I can't wait for Halloween!

Enjoy your hobbies

Rick Sinclair

World of Operations for Diesel and Electric Locomotives

Operating locomotives in the “World of Operation” puts you in a real-world simulation of operational consumption. Your locomotive’s fuel will gradually deplete as you watch for your next refueling station.

In this month’s article, I will go through the procedures of working with World of Operation capable Locomotives.

First, not all locomotives will have this feature. Second, not all World of Sound interfaces will look the same. Marklin has created customized screens for different Loks. I found a QR code in one of my manuals that will connect you to a list of loks and their various World of Operation instructions. If you would like to view the selection of manuals, I have supplied the link from the QR code:

<https://www.maerklin.de/de/service/anleitungen-ersatzteile/spielewelt-anleitungen>

The examples below show how different engines can be displayed. The top image is for a V188 Diesel loc, the Middle is for the Robel Maintenance Crane, the bottom image is the cab view for a TGV electric Lok.

World of Operation controls can have variance in the commands that they control. For example, the controls of the Crane are found within its interface. Unlike the driving demands needed to operate a steam engine (which was discussed in our last article Vol. 6), the demands for operating a diesel or an electric engine are relatively similar and somewhat basic.



Fig. 1: V188 Diesel



Fig. 2: Robel Maintenance Crane



Fig. 3: TGV

Inside the Manual

In the World of Operation manual for each lok, you will find a screen legend which will identify the instruments in the control panel. The general list is:

Cab Window
Supply indicators for fuel and/or sand
Speedometer
Direction indicator

Electric loks will have Pantograph controls

Common operation controls for Diesel/Electric loks are:

Main Switch for Lok to turn on the lok
Speed Lever – for setting speed
Brake Lever
SIFA circuit

For specific functions for the type of Lok, there will be a control screen that will display the various software functions. Typically, this will be the extra functions for the model, but do not exist on the prototype.

Running the Locomotive

The operation of either the Diesel or Electric Type locomotives seem straight forward.

Turn it on with the main switch

Make sure your Speed Level Lever is set to 0. Depending on the operation scheme, the control knob on your CS can be used as an option. The left or right knob may be predetermined in the manual for this function.

You might also need to check that the Brake lever is set

Set the direction – This can only be set when the loc speed is at 0

Release the Brake lever

Set the speed and you are off and running

The safety component to operating these locomotives is known as a SIFA circuit. The SIFA circuit (Sicherheitsfahrerschaltung, German for "safety driving circuit") is a dead-man's vigilance device used on German and Austrian trains to monitor driver awareness. This circuit must be activated at regular intervals to ensure the presence of an operator.

If you are operating in consumption mode for the World of Operations, there will be refueling or maintenance messages displayed across the Cab Window.

Stopping a Lok

I believe the correct procedure for stopping a lok would be to first reduce the speed level 0

Apply the Brake Lever. You can send us an email if you think otherwise.

How to Set Your Controls for World of Operations

Remember, this function does not apply to every lok. Check your manual to see if it has this function.

Under the Edit mode for locs, proceed to the Setup Tab, you will see the pull-down menu listed under "Operation Mode". If the lok can function under World of Operation, then you will have 3 options:

Without consumption

With consumption

Maintenance Facility

Without consumption is essentially being able to operate your Lok normal. With consumption requires you to make designated stops to refill the trains 'consumables'. In this mode you would actively initiate a resupply of the consumable in demand. The final option, Maintenance Facility, is a method where you would set up track sensors and have the selected areas automate refueling stops.

The World of Operation for Diesel and Electric engine is straight forward, especially when compared to a steam engine. Hope you take the opportunity to experiment with this mode.

C. Jeung

Upcoming appearances:

- **ONLINE Webinar**
February 11, 2026
- **Rocky Mountain Train Show**
Denver, CO
April 11-12, 2026

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