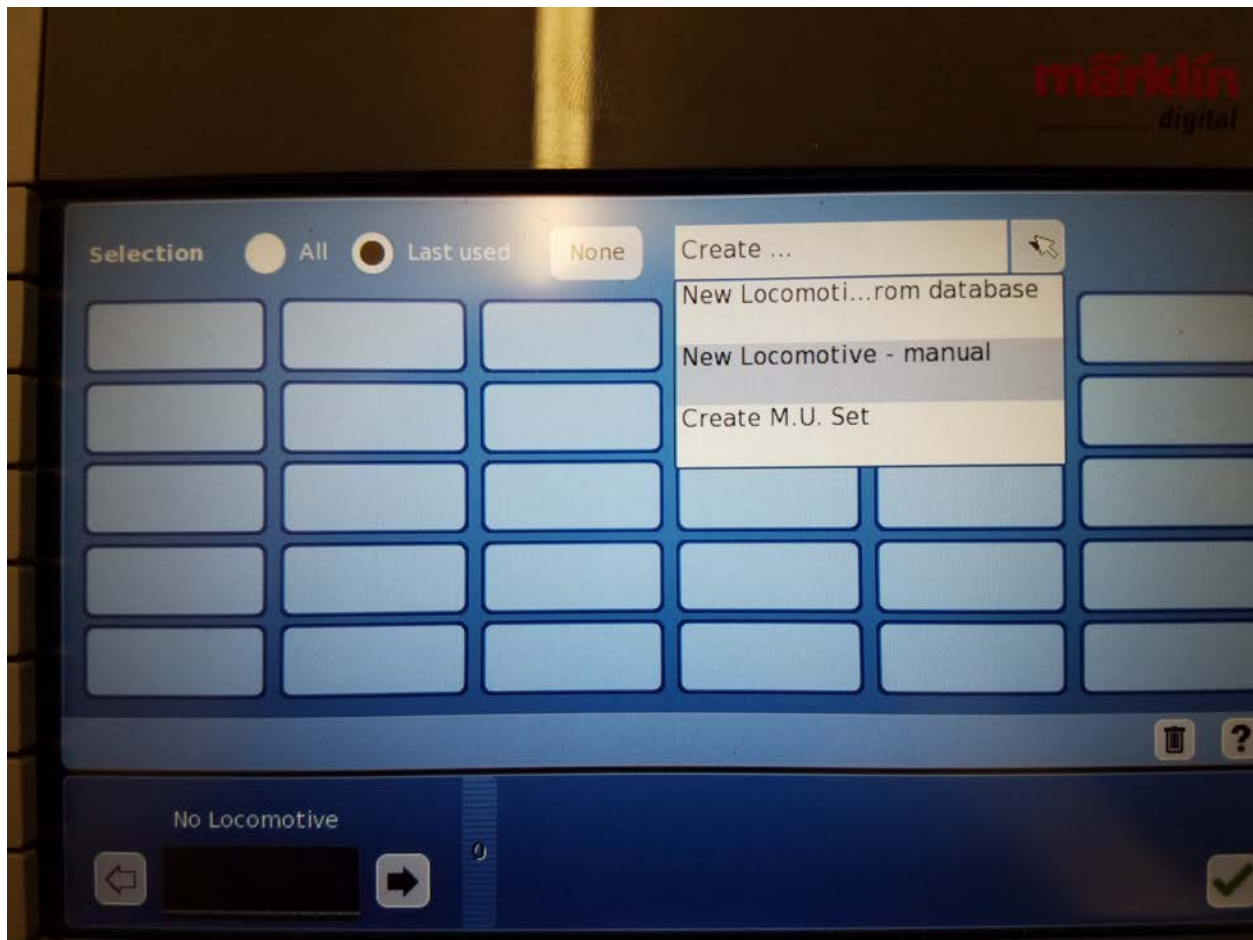
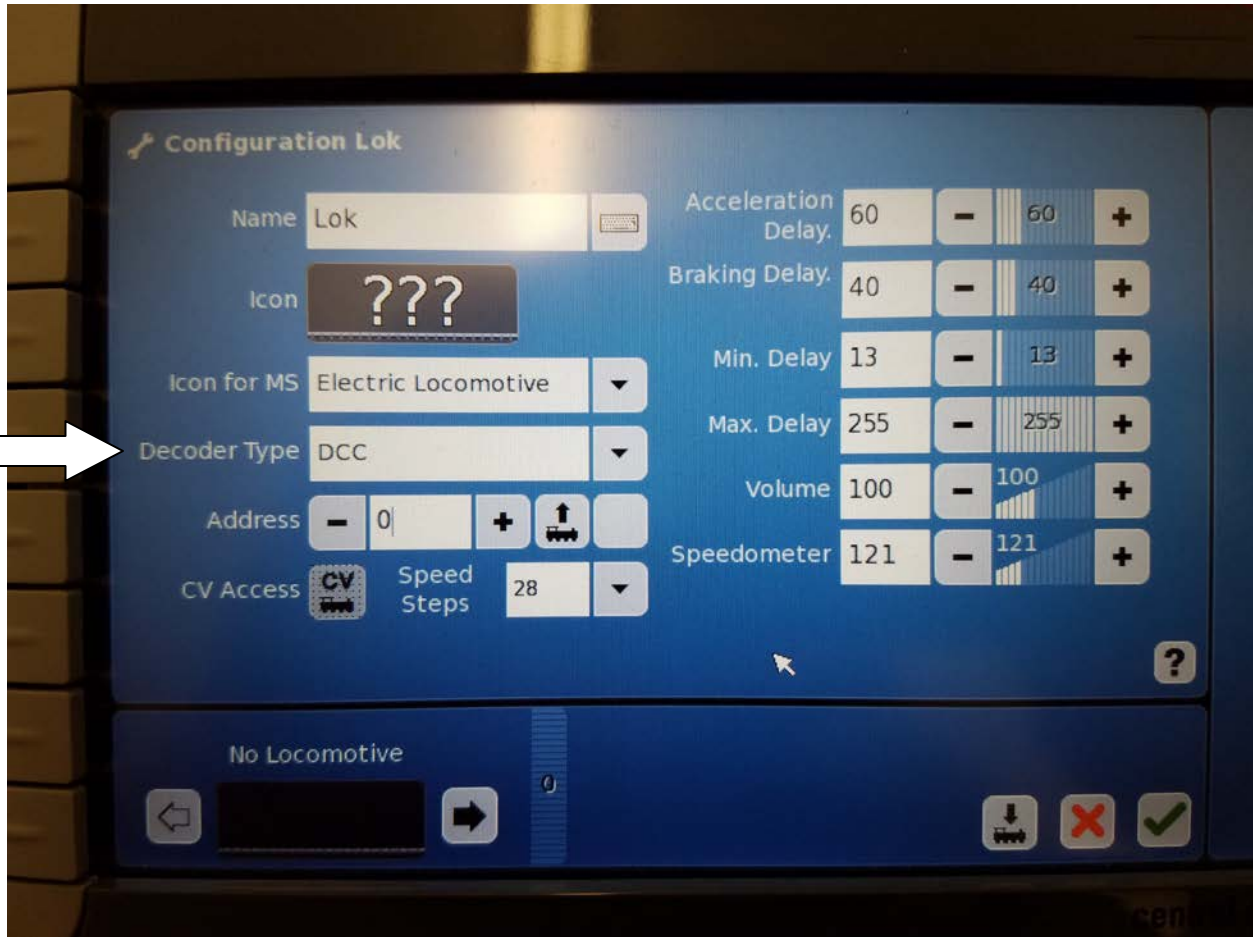


## Instructions for Changing the Extended Address using a Marklin Central Station

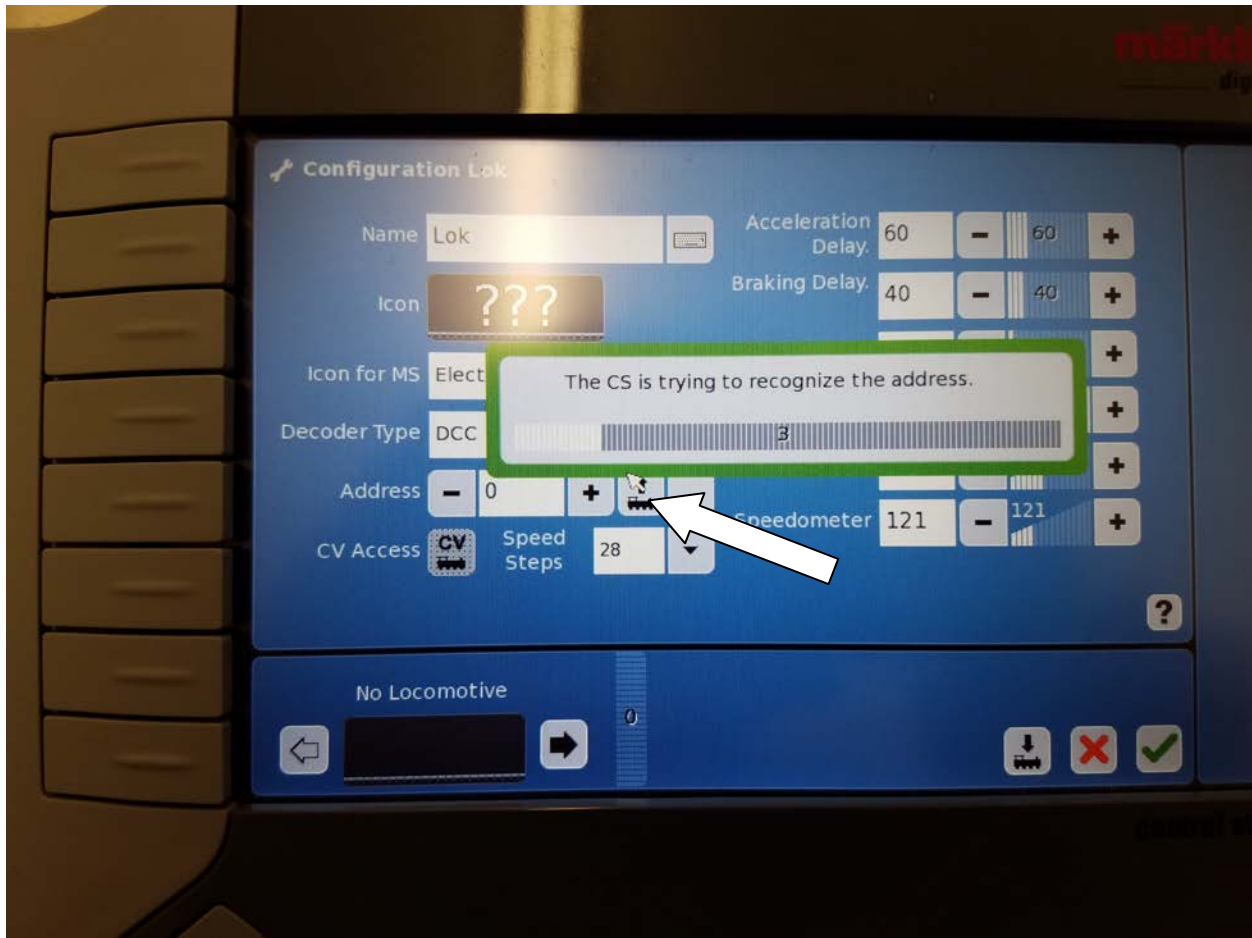
1. Hook up the Programming track outputs to a Programming track section and set the engine on the track
2. Apply power to the Marklin system
3. When it boots up Create a new Locomotive - Manual



4. Select DCC as the Decoder Type. You can also give it a name and an engine type if you want. That doesn't affect the operation of the engine. Just ensure the Decoder Type is set to DCC

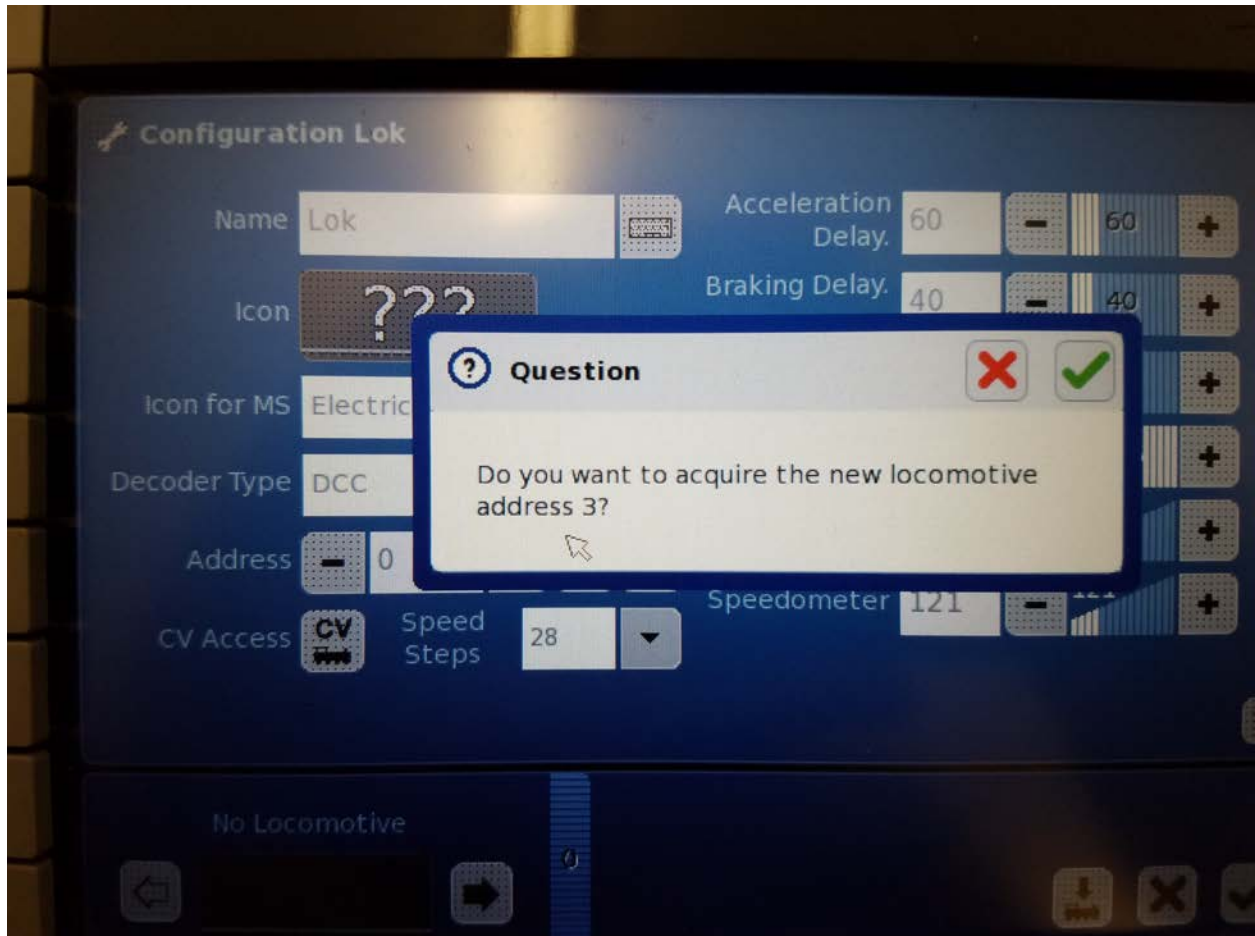


5. Tap the Readback button next to the “+” on the Address line



6. The Marklin system will recognize the engine's address for you. The default is 3

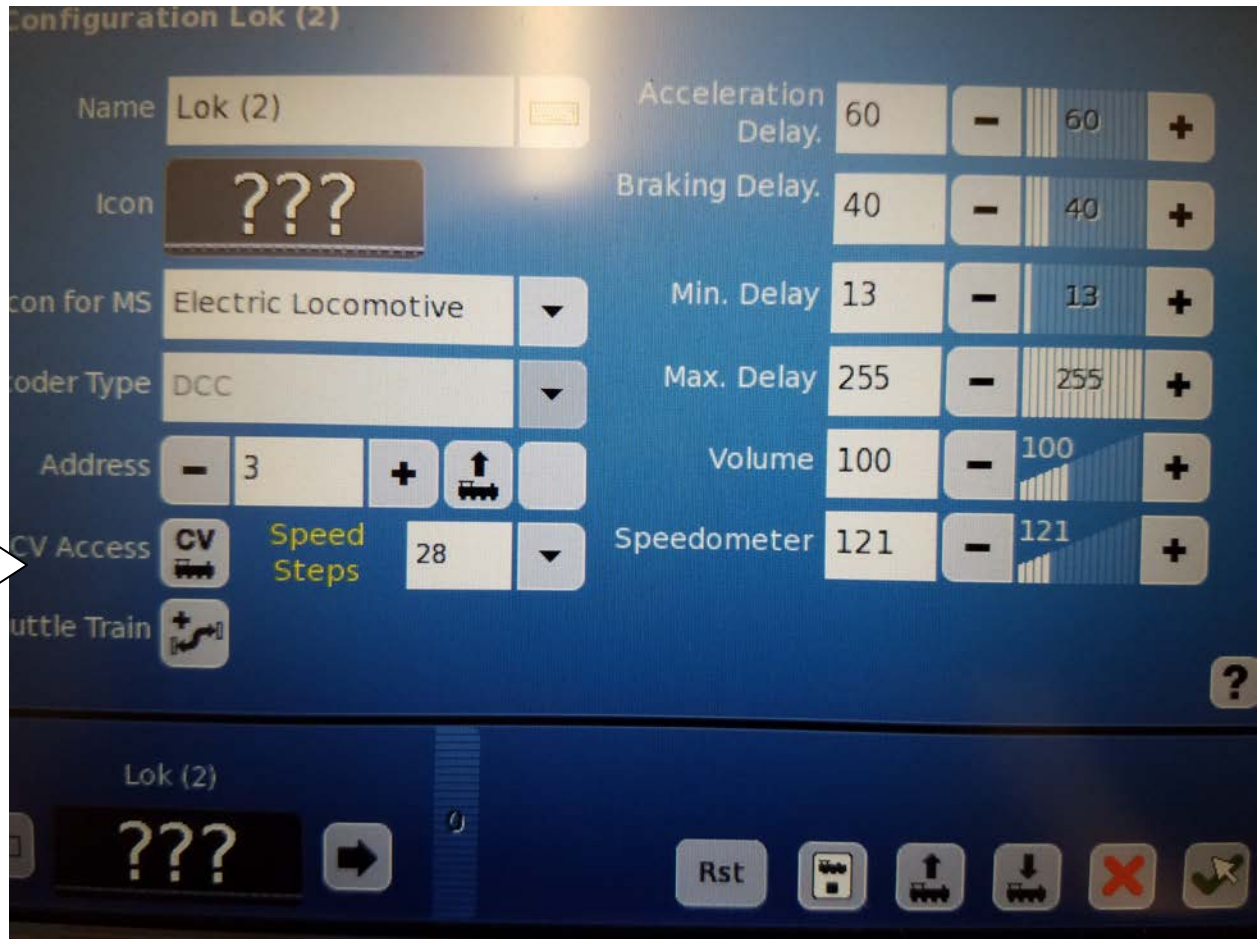
7. When it finds the new address go ahead and accept it.



8. You can now run the engine at address 3 if you'd like. If you are out at the main control screen with the speedometer showing then click the little wrench icon to go back into settings

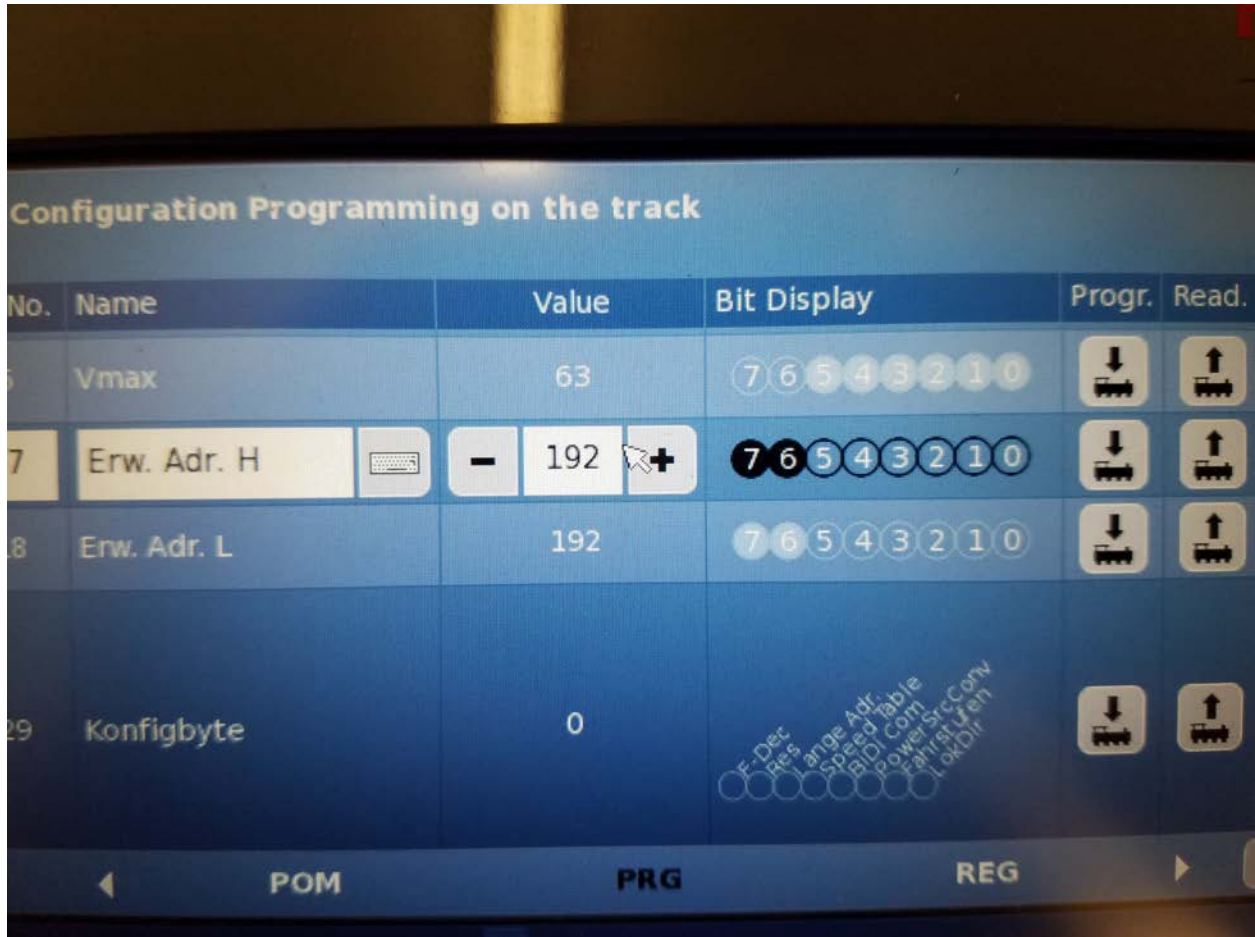


9. To set the extended address you need to write values into CV17 and CV18 and CV29. Tap the CV Access button

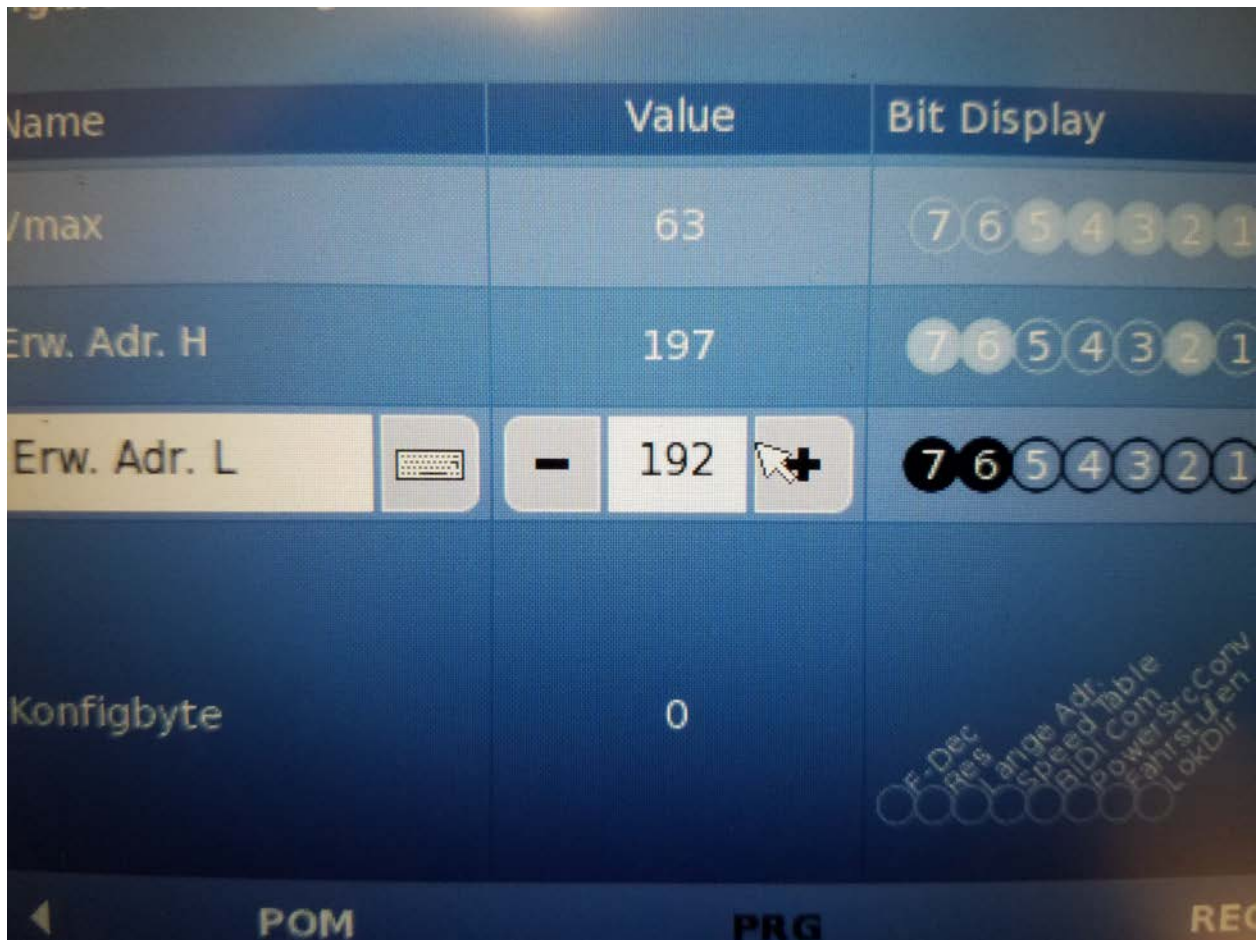




CV17 – This value is determined using the spreadsheet attached to the email these instructions came attached to

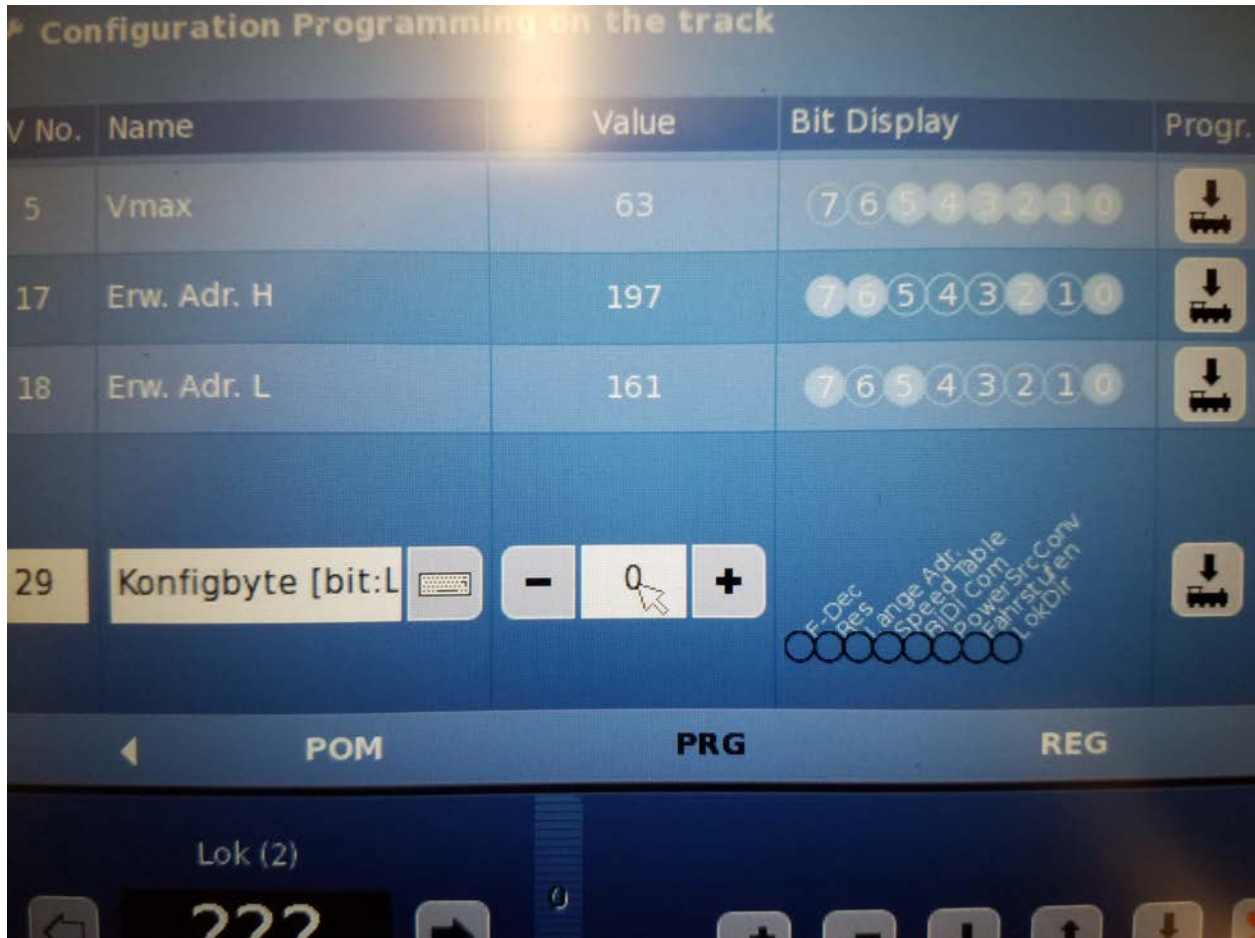


CV18 – Again use the spreadsheet to determine the value

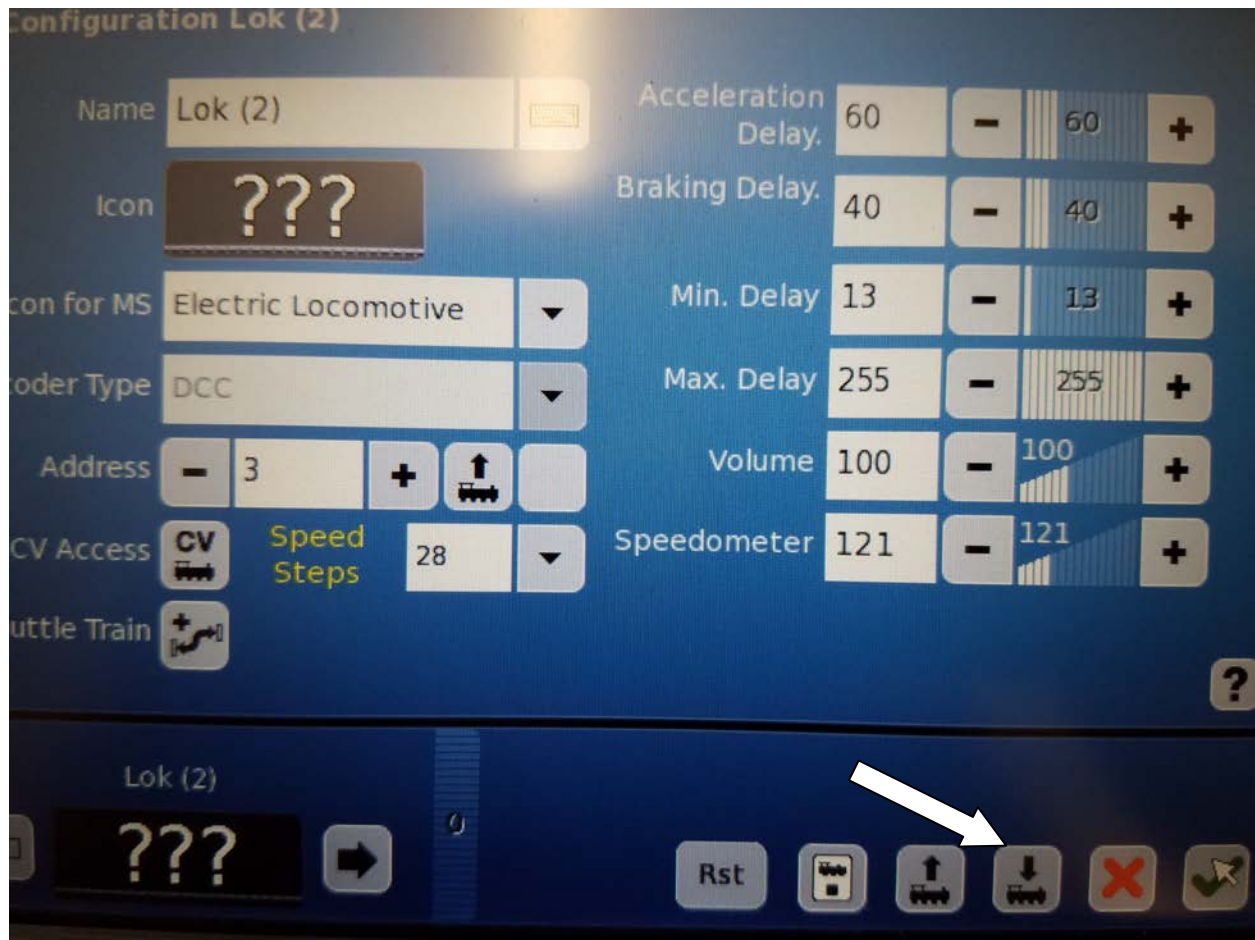




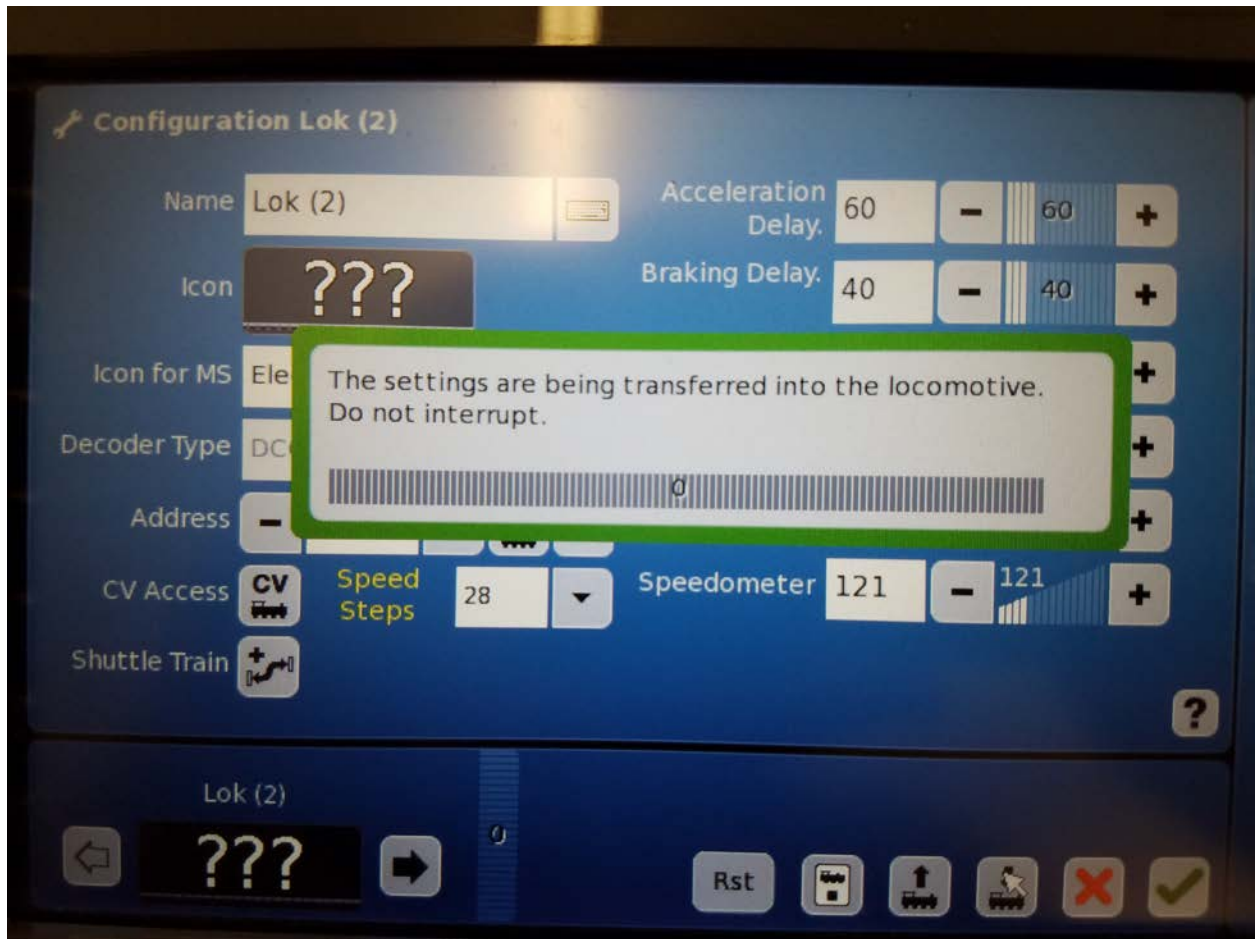
CV29 – This value should be 38



10. Once you have those three values set: CV17, CV18, and CV29, tap the green checkmark. You'll be back at the main Settings screen. Tap the Download to Engine button to write the settings you made



The settings will be sent to the engine. Ensure it gives you a message that they were successfully transferred



11. You can now set the address to the extended address you entered in the previous steps or you can readback the address. In the above example I set the extended address to the cab ID of 1441. I tapped on the address field and entered 1-4-4-1 on the keypad and hit the green check mark. Once you do that then you can return to the engine control screen and run your engine

