

From LS5 to SmileSound

Introducing a New Era of Japanese Railway Sound Modeling

For years, we offered free Japanese-style sound data for ESU's LokSound5 decoders, helping modelers worldwide bring authentic Japanese train sounds to life. We are deeply grateful for your support and enthusiasm

Today, we are proud to introduce **SmileSound**, our original DCC sound decoder designed specifically for Japanese railway modeling. **SmileSound** is not just a replacement, it's a leap forward in realism, flexibility, and user experience.

Why SmileSound?

- Tailored sound data for Japanese EC, DMUs, and locomotives. 250 or more sound data is available.
- Advanced layering and dynamic control of motor, brake, and ambient sounds
- Supporting NMRA DCC standard
- Sound data configuration tools (English supporting)
- Dedicated documentation and responsive support

Transition Notice

As **SmileSound** enters full production, we have discontinued public distribution of our LokSound5 sound data. This allows us to focus on delivering a fully integrated experience with SmileSound. We understand that many international users discovered Japanese railway modeling through our LokSound5 data. If you're curious about SmileSound, we invite you to explore its possibilities.

Discover SmileSound!

https://desktopstation.net/smilesound/







How to order

- JP For customers in Japan: SmileSound is available through our official EC site. https://desktopstation.net/shop/products/list?category_id=20
- For international customers: Please contact us via email to place your order.
 support desktopstation.net
- **Payment method**: We accept PayPal for secure international transactions

Get Started

Visit our product page for specs and demos. Watch sound samples on YouTube. https://www.youtube.com/watch?v=JDoUTXRtvbs&t=1s

Contact us for international purchase and support options. SmileSound is more than a decoder—it's a platform for storytelling, realism, and joy. We look forward to sharing this journey with you.

The DesktopStation Support Team