MAAS-ROWE DCB2 Digital Chronobell® II 7 Disk CD Player

WARNING: This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause interference to radio communications. It has been tested and found to comply with the limits for a Class "A" computing device pursuant to Subpart B of Part 15 of the FCC Rules, which are designed to provide reasonable protection against such interference when operated in a commercial environment. Operation of this equipment in a residential area is likely to cause interference in which case the user at his own expense will be required to take whatever measures may be required to correct the interference.

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

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HOW TO USE THE INDEXED SECTION (Preface Sheet to Indexed Section)

ABOUT THE COMPACT DISC LIBRARY

INDEXED SECTION FOR STORAGE OF CD LIBRARY SHEETS

DCB2 CONTROL PANEL

(Illustration 1.)

The **Digital Chronobell II** with **CD7 Compact Disc Carillon** provides **bell ringing** using built in **struck metal miniature bells** and **carillon music** from **compact discs**. The **DCB2 Control Panel** is where the commands are entered by the operator for either <u>Manual</u> or <u>Scheduled</u> operation.

The controls on the **DCB2 Control Panel** are described here along with a basic explanation of their function.

Display. Indicates the time and other information related to entering and reviewing.

Day Buttons/Lights. For scheduling events on particular days and reviewing the schedule.

Hol Button/Light. For entering and reviewing Holidays (or Holy Days).

Bell Buttons/Lights. For ringing individual bells. Also to indicate which bells are are ringing.

Event Buttons/Lights. For entering events into the schedule, reviewing the schedule, and to starting events manually. An "event" is a bell-ring, carillon concert, etc. that can be scheduled or started.

Function Buttons/Lights. For selecting various functions. Refer to description of individual button/light.

REVIEW DAYS For reviewing the schedule on a particular day.

REVIEW EVENTS For reviewing all the times and days when a particular Event is scheduled.

SET TIME For setting the time and date.

ENTER For entering events into the schedule.

RANGE For entering the **Clock Strikes** as a group.

LENGTH For setting the **default durations** of certain bell-rings.

SELECT PEAL For selecting the bells to be used for the **Peal**

SP For "Special" functions

MANUAL Allows manual starting of events and prevents scheduled events from starting.

AUTO Allows scheduled events to start.

STOP Stops any event in progress.

CD 7 COMPACT DISC CARILLON CONTROL PANEL

(Illustration 2.)

The **CD7 Compact Disc Carillon** is controlled primarily from the **DCB2 Control Panel**. However, there are some indicators and controls on the **CD7 Panel** as described below.

6 CD Magazine Holds up to 6 CD's. The top position is designated #1. Use to hold CD's that will be used for scheduled events.

Single CD Drawer Holds an additional CD. Designated as position #7. Can be used to hold CD's that will be used for scheduled songs or used to play CD's for special purposes such as organ music inside, if the system is provided with inside amplification and appropriate CD's.

EJECT Ejects Magazine.

OPEN/CLOSE Opens or closes single CD Drawer.

AMPLIFIER SELECT The position of these switches determines whether the sound will be heard through the Tower Amplification system, the Inside Amplification System, or both. Inside Amplification is an extra cost option that may not be installed. A separate switch is provided for the **6 CD Magazine** and the **Single CD Drawer**.

INTRODUCTION

In order to get the greatest benefit from the DIGITAL CHRONOBELL II system, read through this manual to learn all of the possible functions. This system offers a greater number of choices than ever before available.

To become familiar with the system, try out the following first. Practice entries can easily be erased later and the permanent schedule entered.

- 1. Practice setting the **DATE AND TIME**.
- 2. Try entering an event in the schedule using the procedure **TO ENTER AN EVENT**.
- 3. Use the procedures **TO REVIEW EVENTS** and **TO REVIEW DAYS** to check the **EVENT** you entered two different ways.
- 4. Use the **TO DELETE AN EVENT** procedure to delete the event you entered.
- 5. Use the procedure **TO START EVENTS MANUALLY** to actually start an event. (If you don't want the event to sound outside, turn the **TOWER** speaker switch **OFF** first). Try an event like the **ANGELUS** (which has a fixed length), then the **LOW SWINGING BELL** (which has a variable length), to see the difference in operation.
- 6. Use the procedure **TO ENTER A RANGE OF CLOCK STRIKES**. This allows you to enter **CLOCK STRIKES** for an entire day, group of days, or week in a few steps. You can also enter them one at a time using the regular **ENTER** procedure. The **RANGE** procedure is more efficient when there are a lot to enter.
- 7. The other procedures in this manual are used for various special purposes which are self explanatory.

ENTERING THE ACTUAL SCHEDULE

After you are familiar with most of the procedures for setting the time and entering schedules, use the **COMPLETE SYSTEM CLEAR** procedure to erase your practice schedules. After that, the actual schedule can be entered.

1. Determine when you want the **CLOCK STRIKES** to ring and enter these using the **RANGE** feature. If, for example, you want the **CLOCK STRIKES** to ring from 8:00 AM to 10:00 PM on certain days, but will want the **ANGELUS** at 12:00 Noon and 6:00 PM you can enter the range of clock strikes **FROM** 8:00 AM **TO** 10:00 PM, then use the **ENTER** procedure to schedule the **ANGELUS** at 12:00 and 6:00. The Angelus will replace the Clock Strikes at those particular times.

If you prefer to have both the **CLOCK STRIKE** and the **ANGELUS** at noon you could enter the **ANGELUS** at 12:01 PM. It would then ring after the noon hour strike.

- 2. Use **ENTER** to enter all the other events you wish to schedule.
- 3. Use **EVENT REVIEW** and/or **DAY REVIEW** to check your schedule. BE SURE THAT THE TIMES SCHEDULED INCLUDE THE CORRECT AM or PM.
- 4. Enter the **DATE** and **TIME.** WARNING: BE SURE TO USE CORRECT AM/PM.

TO SET DATE AND TIME

ACTION	RESULT

1. Press **SET TIME** button. All **DAY** lights blink.

ACCITANT

2. Press desired **DAY**. **DAY** selected lights. The **MONTH** light comes on above the display and a number between 1 and 12, representing the month of

the year is blinking in the display.

DECLIE

The Month is selected. A number representing 3. Use **BACK/FWD** buttons to select month, the **DAY** of the month blinks in the display

then press **SET**. and the **DAY** light above the display is on.

The Day of the Month is selected. The **YEAR** will be blinking in the display and the **YEAR**

4. Use **BACK/FWD** buttons to select day of light above the display is on. month, then press **SET**.

The year is selected and the **HOURS** section

of the display is blinking.

5. Use BACK/FWD buttons to select year, HOURS are set. MINUTES section of the

then press **SET**. display blinks.

with correct **AM** or **PM**, then press **SET**. MINUTES are set. The system returns to

AUTO or MANUAL mode.

7. Use **BACK/FWD** buttons to select **MINUTES**, then press **SET**.

6. Use **BACK/FWD** buttons to select **HOUR**

TO SET TIME TO NEAREST SECOND:

In Step 7, use BACK/FWD to select next minute coming up, but don't push **SET** button until exact moment minute should change.

DAYLIGHT SAVINGS AND STANDARD TIME CHANGES:

These will take place automatically on the <u>First Sunday of April</u> and the <u>Last Sunday of October</u> every year. If your area does not have DAYLIGHT SAVINGS/STANDARD time changes, DIP SWITCH #4 ON THE BACK OF THE CLOCK MUST BE SET TO OFF. A <u>COMPLETE SYSTEM CLEAR</u> must be done after any DIP SWITCH changes or they may not be recognized by

the system.

TO SCHEDULE FIXED-DURATION BELL-RINGS:

Bell-rings that do not have a variable duration include the Angelus,

<u>De Profundis, and Clock Strikes.</u> These can be entered into the schedule using the following procedure. The general idea is to select an "event" to enter, decide on what day or days you want it to occur and at what time. If it is to occur more than one time on particular days, each time must be entered separately by repeating this procedure.

ACTION: RESULT:

- 1. Press **ENTER**.
- 2. Press desired **EVENT**.
- 3. Press **DAYS** desired, except Holidays. See separate section to enter an event on a Holiday.
- 4. Press SET.
- 5. Use **BACK/FWD** buttons to select hour with correct **AM/PM**, then press **SET**.
- 7. Use **BACK/FWD** buttons to select minutes, then press **SET**.

EVENT lights blink

EVENT selected lights and **DAY** lights blink.

The **DAYS** selected will light. You can press a particular day twice to cancel it.

The **DAYS** are selected and the **HOURS** section of the display blinks.

HOUR is set. **MINUTES** section of the display blinks.

EVENT has been entered. **EVENT** lights will blink again in case you want to enter additional events. If you do, start with <u>Step 2</u> again. If you don't, press **AUTO**.

TO SCHEDULE VARIABLE-DURATION BELL-RINGS:

Bell-rings that have a variable duration include the <u>Swinging Bells</u>, <u>Pealing Bells and Toll</u>. Any of these can be entered into the schedule using the following procedure. The general idea is to select an "event" to enter, select its duration, select the day or days and the time at which it should occur. If it is to occur more than one time on the same day(s), each time must be entered separately by repeating this procedure.

ACTION: RESULT:

- 1. Press ENTER.
- 2. Press desired **EVENT**.
- 3. Use **BACK/FWD** to select the duration minutes, then press **SET**.
- 4. Use **BACK/FWD** to select the duration seconds, then press **SET**.
- 5. Press **DAYS** desired, except for any **HOLIDAYS**. See separate section if you want to enter an event on a Holiday.
- 6. Press **SET**.
- 7. Use **BACK/FWD** buttons to select <u>hour</u> with correct **AM/PM**, then press **SET**.
- 8. Use **BACK/FWD** buttons to select minutes, then press **SET**.

EVENT lights blink

EVENT selected lights. "d" followed by the duration (in minutes and seconds) is displayed with the "minutes" blinking.

The "minutes" of duration has been selected, now the "d" is still displayed, and the "seconds" are blinking.

The "seconds" of duration have been selected. The **DAYS** are blinking.

The **DAYS** you select will light. You can press a particular day twice to cancel it.

HOURS section of the display blinks. **HOUR** is set. **MINUTES** section of the display blinks.

EVENT has been entered. **EVENT** lights will blink again in case you want to enter additional events. If you do, start with <u>Step 2</u> again. If you don't, press **AUTO**.

NOTE: The <u>minimum duration</u> for variable duration bell-rings is 30 seconds (**0:30**) and the <u>maximum duration</u> is 9 minutes and 59 seconds (**9:59**).

TO ENTER A RANGE OF CLOCK STRIKES:

ACTION

- 1. Press RANGE.
- 2. Press **RANGE** again.
- 3. Press **RANGE** again.
- 4. Select "All", "Hr", or "Hr 30" depending on whether you want to enter All Quarters, Hours only, or Hours and Half Hours.
- 5. Press **SET**.
- 6. Press **DAYS** desired, except Holidays (see separate section for Holidays).
- 7. Press **SET**.
- 8. Use **BACK/FWD** buttons to select time and **AM/PM** you want clock strikes to start ringing.
- 9. Press **SET**.
- 10. Use **BACK/FWD** buttons to select time and **AM/PM** you want clock strikes to stop ringing.
- 11. Press SET.

RESULT

"All" will appear in the display.

"Hr" will appear in the display.

"Hr 30" will appear in the display.

Whichever you select appears in the display. (**RANGE** can be pressed again as many times as needed to select the desired display)

The **DAY** lights will blink, reminding you to select the day or days when you want the clock strikes to ring.

The **DAYS** you select will light. Pressing a day twice will cancel the selection of that day.

The **FROM** light will come on.

The Hour "FROM" which the clock strikes will start is displayed.

The **TO** light will come on.

The Hour "TO" which the clock strikes will sound is displayed.

You have set the clock strikes for the indicated range and selected days. System returns to **AUTO**. If you want to check the schedule you have entered use **REVIEW DAYS** or **REVIEW EVENTS**.

NOTE: If the **FROM** time is later than the **TO** time, the times are automatically interchanged. The system will not allow entry of a **TO** time for the same time as the preceding **FROM** time.

TO LOAD THE CD7 WITH COMPACT DISCS:

<u>IMPORTANT!</u> Use extreme care to handle CD's only by the edges. Touching the plain surface (the side without the label) can leave fingerprints or scratches that will cause mistracking of the CD. Mistracking can result in distorted sound or even totally garbled music coming from the tower. Serious mistracking can result in a continuous "stuck record" type of sound. Do not allow the CD's to become scratched or smudged by careless handling. Once they are inserted in the system they should rarely need to be handled.

The CD7 has a 6 DISC MAGAZINE and a SINGLE CD DRAWER which can be loaded with Compact Discs. It is important to note where specific Compact Discs are loaded in order to know where to find specific songs. The locations have been assigned numbers as follows:

MAGAZINE:

- 1. (Top position)
- 2.
- 3.
- 4.
- 5.
- 6.

DRAWER: 7.

Refer to Illustration 4. in the back section of this Manual.

To insert a **CD** in the **MAGAZINE**, press the **EJECT** button on the front panel of the **CD7** and the magazine will be ejected far enough so it can be removed. Just pull it out completely to remove it. Inside the **MAGAZINE** there are 6 individual "trays" than can hold a CD. Press the small button on the side of the **MAGAZINE** to release the desired CD TRAY from the MAGAZINE. Place a **CD** in the **CD TRAY**, label side up, and insert the CD TRAY back into the magazine. Make sure the **CD TRAYS** are inserted correctly. Remove and insert CD's one at a time into the MAGAZINE and keep a record of what CD is installed in each position of the MAGAZINE. Re-install the **MAGAZINE** by inserting it in the space it was removed from.

To put a **CD** in the **DRAWER**, press the **OPEN/CLOSE** button, and the **DRAWER** should open. Place the **CD** in the **DRAWER**, label side up, and press the **OPEN/CLOSE** button once again. The **DRAWER** should close.

Most "trays" for **CD's** can be left filled with the same **CD** all the time. The **DCB2** can then play songs as required without changing the set up. Reserve the **Single CD Drawer** for **CD's** that will only be used occasionally.

MODES OF PLAY FOR THE CD7

There are likely to be songs on any of the **Maas-Rowe Compact Discs** that the user will <u>not</u> want to play. The user can set up **Libraries** that will contain <u>only</u> the songs desired. Up to 9 different **Libraries** can be set up as explained elsewhere in this manual. Each **Library** can contain up to 99 songs which can be drawn from any CD's installed in the **MAGAZINE** or **DRAWER**.

Unlike a standard CD Player, the system does not simply play what is on the CD's installed in the player in the order they are recorded on the CD. Instead, songs must be played in one of the following "modes".

Specific Song Mode: Play a specific song from any of the CD's loaded in the system.

<u>Random Song Mode:</u> Play from 1 - 9 songs randomly selected from the songs in a user defined library.

<u>Sequential Song Mode:</u> Play from 1 - 9 songs in sequential order from the songs in a user defined <u>library</u>.

<u>Event List:</u> The songs on the CD's can be played as part of an "EVENT LIST" as described elsewhere in this manual.

TO MANUALLY PLAY A SPECIFIC SONG FROM THE CD7 COMPACT DISC CARILLON:

ACTION: RESULT:

1. Press MANUAL light comes on

2. Press **PLAYER 4**. **PLAYER 4** lights. "**d1-1**" is displayed, indicating "Play Disc #1, song number 1".

The **Disc** # blinks.

3. Use **BACK/FWD** to select the **DISC NUMBER** (1 to 7, the topmost disc is #1), then press **SET**.

The **DISC NUMBER** is selected. The **Song**# blinks, prompting for the song number.

The **SONG** from the disc selected plays.

4. Use **BACK/FWD** to select the **SONG NUMBER** desired, then press **SET**.

NOTE: If a song is requested that does not exist, the **CD 7** mechanism will be activated, but no song will play. After a short time, the CD Player will then turn off.

TO SCHEDULE A SPECIFIC SONG TO PLAY FROM THE CD7 COMPACT DISC CARILLON:

ACTION: RESULT: 1. Press ENTER. **EVENT** lights blink PLAYER 4 lights. "d1-1" is displayed, 2. Press PLAYER 4. indicating "Play Disc #1, song number 1". The "1" for **Disc** # blinks, prompting for the Disc#. The **DISC NUMBER** is selected. The "1" 3. Use **BACK/FWD** to select the **DISC NUMBER** containing the song you want to for **Song** # blinks, prompting for the song schedule, then press **SET**. The topmost Disc number. is #1. 4. Use BACK/FWD to select the SONG The **DAYS** are blinking, prompting for the **NUMBER** desired, then press **SET**. day or days on which this song should play. The DAYS selected light. Press a particular day twice to cancel it. 5. Press **DAYS** desired, but not **HOL**. See separate section to enter songs on a HOLIDAY. **DAYS** are selected. **HOURS** section of the 6. Press **SET**. display blinks.

8. Use **BACK/FWD** buttons to select minutes, then press **SET**.

SONG has been scheduled. **EVENT** lights will blink again to allow entering additional events. To do so, start with <u>Step 2</u> again. Otherwise, press **AUTO**.

7. Use **BACK/FWD** buttons to select hour

with correct AM/PM, then press SET.

display blinks.

HOUR is set. MINUTES section of the

NOTE: If a song is scheduled that does not exist, no song will play at the scheduled time. It doesn't matter whether the song didn't exist at the time it was scheduled, or was deleted from the song library after being scheduled. NO WARNING MESSAGE IS PROVIDED.

TO DEFINE A CD SONG LIBRARY

Up to 9 **Libraries** can be defined, each containing up to 99 songs drawn from any of the **Compact Discs** in the **CD7 Compact Disc Carillon**. Defining a **Library** allows scheduling or manually playing those songs randomly or sequentially. Before starting, load the desired **Compact Discs** into the **Magazine** and **Drawer** and make a note of their locations. The **Magazine** is normally loaded with **Compact Discs** that will be used regularly. The **Single CD Drawer** can be reserved for CD's that will be used on special occasions.

ACTION:	RESULT
1. Press the SP button.	SP light comes on. PLAYER 4 , and AUX lights blink.
2. Press Player 4 .	PLAYER 4 and SP lights remain on. Lib 1 is displayed. The 1 blinks, prompting for the Library desired.
3. Use Back/Fwd to select the Library (from 1 - 9), press SET .	"" is displayed, unless this Library already has been defined. (To edit an existing Library see instructions on next page).
4. Press ENTER.	d#:## will be displayed. The number before the colon blinks, prompting for the Disc Number .
5. Use Back/Fwd to select the Disc Number (from 1 to 7) and press SET .	The Disc Selected is displayed. The song number blinks.
6. Use Back/Fwd to select the Song Number and press SET .	The Disc and Song Number selected are displayed in the form "d#:##".
7. Press SET to check the Library and Position in the Library	Lib# will briefly be displayed, followed by the Position # in the Library. The display will then revert to the disc and song number in this Library at this position.

Repeat the above from **STEP #4** to continue entering songs into this **Library**. When **ENTER** is pressed, the next song in the **LIBRARY** can be entered. The position of the new song will be just after the one displayed. To enter a song in the middle of the list, display the position just before the one desired and press **ENTER**. To delete a song, display it and press **DELETE**.

When entering successive songs into a **Library**, the previous entry will be displayed as the starting point rather than going back to "d1: 1" each time.

Press **AUTO** or **STOP** to end the procedure.

TO EDIT A CD SONG LIBRARY:

Songs can be added to a **Library** or deleted from it using the following procedure. This procedure can also be used to review any **Library** without changing it.

ACTION:	RESULT
1. Press the SP button.	SP light comes on. PLAYER 4, and AUX lights blink.
2. Press Player 4 .	PLAYER 4 and SP lights remain on. Lib 1 is displayed. The 1 blinks, prompting for the Library desired.
3. Use Back/Fwd to select the Library (from 1 - 9), press SET .	"d#:##" is displayed, indicating the Disc and Song numbers of the first song in this Library.
4. (Optional) Press SET to see what Library and Position is being edited.	The Lib# will briefly be displayed, followed by the Position # in the Library. The display will then revert to the disc and song number in this Library at this position.
5. (To DELETE a song) Use BACK/FWD to display the Disc # and Song # of the song to be deleted and press DELETE .	The song will be deleted and the next song in the Library will be displayed (or "" if the song deleted was the last song).
6. (To ADD a song) Use BACK/FWD to advance to the Disc and Song the new song will follow and press ENTER .	d#:## will be displayed. The number before the colon blinks, prompting for the Disc Number of the new song.
7. Use Back/Fwd to select the Disc Number (from 1 to 7) and press SET .	The Disc Selected is displayed. The song number blinks.
8. Use Back/Fwd to select the Song Number and press SET .	The Disc and Song Number selected are displayed in the form "d#:##".
9. Press SET to check the Library and Position of the song.	The Lib# will briefly be displayed, followed by the Position # in the Library. The display will then revert to the disc and song number in this Library at this position.

Repeat the above from **STEP #6** to continue entering songs into this **Library**.

When entering successive songs into a **Library**, the previous entry will be displayed as the starting point rather than going back to "d1: 1" each time.

Press **AUTO** or **STOP** to end the procedure.

TO COPY A CD SONG LIBRARY:

This is useful in those instances where the songs in a Library are no longer appropriate for the Season, but the times and days the songs are scheduled will not be changed much or at all. If, for example, **Library 6** contained songs for the <u>Christmas Season</u>, and the schedule includes **random** or **next** song plays from **Library 6**, one could copy **Library 6** to some other (undefined) **Library** such as **Library 7**. Then, **Library 6** could be <u>deleted</u>. **Library 1**, for example, could then be copied into **Library 6** using this procedure. **Library 6** would then contain the same songs as **Library 1** and the scheduled plays that call for **Library 6** would not have to be changed. **Library 1** could then be deleted. This procedure is definitely for the <u>advanced user</u> who is proficient with scheduling the system and should not be attempted by the beginner.

system and should not be attempted by the beginner. **ACTION: RESULT** 1. Press the **SP** button. SP light comes on. PLAYER 4, and AUX lights blink. 2. Press Player 4. PLAYER 4 and SP lights remain on. Lib 1 is displayed. The 1 blinks, prompting for the Library desired. 3. Use **Back/Fwd** to select the Empty **Library** "---" should be displayed. If the display is (from 1 - 9), that will be copied TO. Press different, it indicates this Library is not SET. "empty" and can not be copied into. "COPY" should be displayed (blinking). If "dEL" is displayed, press AUX. again. If 4. Press AUX. "Err" is displayed, the Library selected is not empty and can not be used. "Lib 1" is displayed. The "1" blinks, prompting for the Library 5. Press **SET**. to copy from. The **Library** has been copied. The first song of the Library is displayed in the form d#:## 6. Use **Back/Fwd** to select the Library to copy (Disc#:Song##). from and press SET.

7. Press **AUTO** or **STOP** to exit.

TO DELETE A CD SONG LIBRARY:

This is useful in those instances where a **Library** is no longer required since it is quicker than deleting each item in the **Library** individually. This procedure retains <u>all references to this library</u> in the <u>Scheduled CD Plays</u>. Once this **Library** is deleted, another **Library** can then be copied into this **Library in place of the old one** (see section describing that procedure). The scheduled plays that call for this Library will then use the newly defined Library. This procedure is definitely for the <u>advanced user</u> who is proficient at scheduling the system and should not be attempted by the beginner.

ACTION: RESULT

1. Press the **SP** button. **SP** light comes on. **PLAYER 4**, and **AUX** lights blink.

2. Press **Player 4**. **PLAYER 4** and **SP** lights remain on. **Lib 1** is displayed. The **1** blinks, prompting for the **Library** desired.

3. Use **Back/Fwd** to select the **Library** (from 1 to 9) to be deleted and press **SET**. **The first song displayed in the**

The first song in the Library selected is displayed in the form d#:##.

4. Press **AUX** twice.

"dEL" should be displayed (blinking). If "COPY" is displayed, press AUX. again.

5. Press **SET**.

"dEL?" is displayed, giving you one more chance to be sure you really want to delete this **Library**.

6. Press **DELETE** if you really do want to delete this **Library**. Otherwise, press any other button to cancel this operation.

"----" display indicates the **Library** has been deleted. All scheduled CD plays that referenced this **Library** are still scheduled, but will not play until this **Library** is defined again. This can be done either by copying some other **Library** into this **Library** or defining it one item at a time as described in the section TO DEFINE A CD SONG LIBRARY.

TO MANUALLY PLAY ONE OR MORE RANDOMLY SELECTED SONGS FROM A CD LIBRARY:

Note: PLAYER 4 is used for the CD7 COMPACT DISC PLAYER.

ACTION: RESULT:

1. Press MANUAL light comes on

2. Press PLAYER 4 twice. PLAYER 4 lights. "r-1" is displayed,

indicating "Play one random song".

3. Use **BACK/FWD** to select the number of **RANDOM SONGS** is **RANDOM SONGS** to be played, then press **SET**. The number of **RANDOM SONGS** is selected. "**LIb1**" is displayed, and the blinking "1" allows selecting the **LIBRARY**

from which the songs will be played.

4. Use **BACK/FWD** to select the **LIBRARY**desired, then press **SET**.

The **LIBRARY** is selected. The **Song(s)** will begin playing.

NOTE: If the **LIBRARY** selected is empty, no songs will play, and **EC 10** will be displayed.

TO SCHEDULE ONE OR MORE RANDOMLY SELECTED SONGS TO PLAY FROM A CD7 LIBRARY:

Note: PLAYER 4 is used for the CD7 COMPACT DISC PLAYER schedule.

ACTION: RESULT: 1. Press **ENTER**. **EVENT** lights blink 2. Press **PLAYER 4** twice. PLAYER 4 lights. "r-1" is displayed, indicating "Play one random song". The number of RANDOM SONGS is 3. Use **BACK/FWD** to select the number of RANDOM SONGS you want to schedule, selected. "LIb1" is displayed, and the blinking "1" prompts you to select the then press **SET**. LIBRARY from which the random songs should be played. 4. Use **BACK/FWD** to select the **LIBRARY** The LIBRARY is selected. The DAYS are blinking, prompting you to select the days you desired, then press SET. want the songs scheduled for. The **DAYS** selected light. Press day buttons 5. Press **DAYS** desired, except **HOL**. twice to cancel a selection. See separate section for entering events on a Holiday. 6. Press **SET**. **DAYS** are selected. **HOURS** section of the display blinks. HOUR is set. MINUTES section of the 7. Use **BACK/FWD** buttons to select hour with correct AM/PM, then press SET. display blinks. 8. Use **BACK/FWD** buttons to select minutes, RANDOM SONGS have been scheduled. then press **SET**. EVENT lights will blink again to allow entering additional events. To do so start at Step 2 again. Otherwise, press AUTO.

NOTE: If the **LIBRARY** selected is not defined, no songs will play. The **Library** can be defined or redefined before or after songs requiring it are scheduled.

TO MANUALLY PLAY ONE OR MORE SEQUENTIALLY SELECTED SONGS FROM THE CD7 COMPACT DISC CARILLON

ACTION: RESULT

1. Press MANUAL light comes on.

2. Press **PLAYER 4** three times. "**n-1**" will be displayed to allow selection of

the number of "next" songs to be played.

"Lib1" is displayed allowing selection of the

3. Use **BACK/FWD** to select the number of **Library** desired.

"NEXT" SONGS you want to play, then press SET.

The songs will begin playing in sequential 4. Use **BACK/FWD** to select the **LIBRARY** order from the selected **Library**.

desired, then press SET.

NOTES:

1. If the **LIBRARY** is empty, no songs will play, and **EC 10** is displayed.

2. "NEXT" songs are played in sequential order with respect to songs last played in the "NEXT" mode. Intervening songs that may be played by using the "Random Play", "Specific Song Play", or "Event List" modes do not affect which songs play in the "next" mode.

TO SCHEDULE ONE OR MORE SEQUENTIALLY SELECTED SONGS TO PLAY FROM THE CD7 COMPACT DISC CARILLON:

ACTION: RESULT:

1. Press ENTER.

2. Press **PLAYER 4** three times.

3. Use **BACK/FWD** to select the number of "NEXT" **SONGS** you want to schedule, then press **SET**.

4. Use **BACK/FWD** to select the **LIBRARY** desired, then press **SET**.

5. Press **DAYS** desired, except **HOL**. See separate section if you want to enter on a **Holiday**

6. Press **SET**.

7. Use **BACK/FWD** buttons to select <u>hour</u> with correct **AM/PM**, then press **SET**.

8. Use **BACK/FWD** buttons to select minutes, then press **SET**.

PLAYER 4 is lighted. "n-1" is displayed,

indicating "Play the next one song".

EVENT lights blink

The number of "NEXT" SONGS is selected. "Lib1" is displayed, and the "1" is blinking, prompting for selection of the LIBRARY the songs should play from.

The **LIBRARY** is selected. The **DAYS** are blinking, prompting for selection of the day or days on which the songs are to play.

The **DAYS** selected will light. Press a particular day twice to cancel a selection.

DAYS are selected. **HOURS** section of the display blinks.

HOUR is set. **MINUTES** section of the display blinks.

"NEXT" SONGS have been scheduled. EVENT lights will blink again to allow entering additional events. To do, start from Step 2 again. Otherwise, press AUTO.

NOTES:

- **1.** If the **LIBRARY** is not defined, the scheduled songs will not play. The **Library** can be defined or redefined before or after the songs are scheduled.
- 2. "NEXT" songs are played in sequential order with respect to songs last played in the "NEXT" mode. Intervening songs that may be played by using the "Random Play", "Specific Song Play", or "List of Songs" modes do not affect which songs play in the "next" mode.

TO FIND OUT WHAT IS PLAYING DURING A CD PLAY

Use this procedure to display the mode of play and/or the disc and song number of a song that is playing at the moment.

ACTION RESULT

Press PLAYER 4

The mode of play and/or the Disc #:Song ## will be displayed briefly in succession.

TO SET UP EVENT LISTS

Up to 99 "Event Lists" can be set up, then played manually or scheduled to play automatically. "Event Lists" can include any of the "Events" possible to start from the DCB2 including Bell Rings and the CD7 Compact Disc Carillon in any play mode (specific songs, random songs, or sequential songs).

ACTION:	RESULT:
1. Press the SP button.	SP light comes on. PLAYER 4, and AUX lights blink.
2. Press AUX	SP and AUX lights stay on. EL 1 (event list 1) is displayed.
3. Use BACK/FWD to select the EVENT LIST (1 to 99), then press SET .	The number of the Event List selected is displayed in the form 1 (Event List #1).
Press ENTER.	All the possible EVENTS will blink and $\mathbf{n.}\ 1$ is displayed, indicating "position one of event list n".
Press the button for the EVENT desired for the first item in the EVENT LIST .	If an EVENT was selected that does not require more information, the Display will now show EL-nn where "nn" is the place in the EVENT LIST .
	If a Bell ring with variable duration was selected, the Display will prompt entry of the duration as for manual operation.
	If a CD7 Play is selected, the operator will be prompted for the mode of play as for manual operation.

To add additional **EVENTS** to the **EVENT LIST**, repeat the procedure above as required, starting with **ENTER**.

TO MANUALLY PLAY AN EVENT LIST

ACTION: RESULT:

1. Press MANUAL lights.

2. Press AUX AUX lights, EL 1 is displayed, and the 1

blinks.

3. Use BACK/FWD to choose the desired

EVENT LIST. Press **SET**

The number and position of the **EVENT LIST** selected is displayed. For example **3.1**

indicates "Event List 3, position 1".

AUX blinks and must be pressed to start the

EVENT LIST.

4. Use **BACK/FWD** to select the position in the list where it should start playing and press **SET**

When the event finishes, the next event will begin playing (with a 5 second pause between). This sequence will continue until all events in the **EVENT LIST** have played.

TO PAUSE THE PLAYING OF THE EVENT LIST:

While an event is playing press **AUX** and the **AUX** light will blink. In this mode, the next event in the **EVENT LIST** will not play until **AUX** is pressed again to release it.

If a pause is desired after each event, the AUX button must be pressed during each event, and pressed again to start the next one.

TO SCHEDULE ONE OR MORE "EVENT LISTS" TO PLAY:

ACTION: RESULT:

1. Press ENTER. **EVENT** lights blink

2. Press AUX. AUX. lights. "EL 1" is displayed, indicating "Event List Number One".

The Event List is selected. The **DAYS** are 3. Use **BACK/FWD** to select the number of the "EVENT LIST" you want to schedule (from 1 - 99), then press **SET**.

4. Press **DAYS** desired, except **HOL**. See separate section for entering on Holidays.

5. Press SET.

6. Use BACK/FWD buttons to select hour with correct AM/PM, then press SET.

7. Use **BACK/FWD** buttons to select minutes, then press SET.

blinking, prompting you to select the day or day on which you want the list to play.

The DAYS you select will light. You can press a particular day twice to cancel it.

DAYS are selected. HOURS section of the display blinks.

HOUR is set. MINUTES section of the display blinks.

The "List of Songs" has been scheduled. EVENT lights will blink again in case you want to enter additional events. If you do, go right to Step 2 again. If you don't, press AUTO.

If you schedule an Event List to play, be sure that the Event List has been defined as described elsewhere in these Operating Instructions. If the Event List is not defined, it can still be scheduled, but nothing will play.

TO ENTER EVENTS INTO THE SCHEDULE ON A HOLIDAY

The procedure for entering events on a **HOLIDAY** is the same as for regular days, <u>except</u> that, when you press the **HOLIDAY** button, the display will show "**H n**", where "**n**" is a number between 1 and 50. This indicates the number of a defined HOLIDAY.

The system allows up to 50 **HOLIDAYS** to be defined (see <u>TO DEFINEENDFIELD</u> <u>A HOLIDAY</u>).

Since EVENTS can only be entered on <u>defined Holidays</u>, a Holiday must be defined before attempting to enter an event.

Use **BACK/FWD** to select the **HOLIDAY** desired, then press **SET**.

After you select the **HOLIDAY**, the system will continue with the normal prompts for entering the **EVENT** into the schedule.

You can only enter an event into one HOLIDAY at a time. Repeat the procedure to enter events on additional holidays.

When a <u>Holiday Definition</u> is cancelled, all events scheduled on that Holiday are deleted from the schedule. They are not restored if the Holiday is redefined, but must be entered into the schedule again.

TO REVIEW EVENTS

In order to see what is programmed to take place you can use this procedure.

ACTION RESULT 1. Press **REVIEW EVENTS**. **EVENT** lights will blink. 2. Press desired **EVENT**. Earliest time the event is scheduled will be displayed. The days it will take place at that time light. If the event being reviewed is not scheduled at any time, __ is displayed. The next time the event is scheduled will be displayed (and the days lighted). You can keep 3. Press same **EVENT**. pressing the same event button until you have seen all the times for which it is scheduled. You can now review the schedule of this event in the same manner. System returns to AUTO mode. 4. Press any other **EVENT**. 5. Press AUTO.

TO REVIEW EVENTS SCHEDULED ON HOLIDAYS

During the **REVIEW EVENTS** procedure, some **EVENTS** may be scheduled on one or more **HOLIDAYS** which will be indicated by the **HOL** light. If this is the case, a few extra steps are required to check what **HOLIDAYS** the **EVENT** is scheduled for.

ACTION RESULT

- 1. Press **REVIEW EVENTS**.
- 2. Press desired **EVENT** until the **HOL** light comes on. (It will only come on if this event is scheduled for a **HOLIDAY**.
- 3. Press the **HOL** button.

- 4. Use **BACK/FWD** to display any other **HOLIDAYS** for which this **EVENT** is scheduled at this time.
- 5. Press the EVENT again to review additional times at which the **EVENT** is scheduled.
- 6. Press AUTO.

EVENT lights will blink.

Earliest time the event is scheduled will be displayed. The days it will take place at that time light. If the **EVENT** is scheduled for any **HOLIDAY**, the **HOL** light comes on.

The lowest numbered **HOLIDAY** for which the **EVENT** is scheduled at that time will be displayed. Any additional information such as <u>duration</u>, etc. will also be displayed briefly.

Additional **HOLIDAYS** will be briefly displayed in the form "**H -nn**", where "nn" is the number of the HOLIDAY. Additional information about the EVENT such as the <u>duration</u>, etc. will also be displayed.

You can continue to review Holiday information for this **EVENT** by repeating this procedure from

Step 2., or go to Step 6.

Returns you to system.

TO FIND OUT MORE INFORMATION ABOUT AN EVENT

While checking at what times and days an **EVENT** is scheduled, you may also want to find out other information about it such as the <u>duration</u> of the event, or the <u>mode of play</u> if the event is a **PLAYER**.

ACTION RESULT 1. Press **REVIEW EVENTS**. **EVENT** lights will blink. 2. Press desired **EVENT**. Earliest time the event is scheduled will be displayed. The days it will take place at that time light. If the event being reviewed is not scheduled at any time, a "-- -- will be displayed. If applicable, the **DISPLAY** will change to show additional information such as the 3. Press any of the **DAYS** on which the **EVENT** is scheduled, except HOL. "duration" or "mode of play" of the event at For Holidays see separate procedure. that time and day. You can continue to review events and 4. Press any other **EVENT**. information about the event. System returns to AUTO mode.

System returns to **AUTO** mod 5. Press **AUTO**.

TO REVIEW BY DAYS

To see what events are scheduled to take place on each day.

ACTION	RESULT
--------	--------

- 1. Press **REVIEW DAYS**.
- 2. Press desired **DAY**. (See separate section for reviewing the schedule of a **HOLIDAY**)
- 3. Press same **DAY**, or use **FWD/BACK**.
- 4. Press any other **DAY**.
- 5. Press AUTO.

DAY lights blink.

Earliest time an event is scheduled on that **DAY** is displayed. The event that will take place at that time is lighted. If there are no events scheduled on the day being reviewed, a "-- -- will be displayed.

The next time an event is scheduled will be displayed (and the event lighted). Continue until the entire schedule for that day is reviewed if desired.

You can now review the schedule of this day in the same manner.

System returns to **AUTO** mode.

TO REVIEW HOLIDAY SCHEDULES

To review the schedule for a **HOLIDAY**, use the following procedure.

ACTION	RESULT
1. Press REVIEW DAYS .	DAY lights blink, including HOL.
2. Press HOL.	" H-n " is displayed, "n" is a number indicating the holiday to be reviewed.
3. Use BACK/FWD to select the HOLIDAY you want to review, then press SET .	The earliest time an event is scheduled on that HOLIDAY is displayed. The event that will take place at that time is lighted. If there are no events scheduled for the HOLIDAY , " " is displayed.
4. Press HOL again, or BACK/FWD to see any additional EVENTS scheduled for that HOLIDAY .	The next time an event is scheduled will be displayed (and the event lighted). You can continue using the HOL or BACK/FWD buttons review all the times and events scheduled for this HOLIDAY.

- 5. Press **REVIEW DAYS** and repeat the above procedure from Step 2 above to review additional **HOLIDAYS**.
- 6. Press **AUTO** to return to system.

TO FIND OUT MORE INFORMATION WHILE REVIEWING BY DAYS

You may want to find out more about what is scheduled as you review, for example, you might want to know the **duration** of what is scheduled or, if it is a **PLAYER**, what **mode of play** is scheduled.

ACTION	RESULT
1. Press REVIEW DAYS .	DAY lights blink.
2. Press desired DAY .	Earliest time an event is scheduled on that DAY is displayed. The EVENT that will take place at that time is lighted. If there are no events scheduled on the day being reviewed, a 0:00 will be displayed.
3. Press the EVENT that is scheduled.	If the EVENT has a variable duration or mode of play , the display will indicate what is scheduled at this time and day.
4. Press any other DAY .	You can review the schedule of this day in the same manner.
5. Press AUTO.	System returns to AUTO mode.

TO DEFINE A HOLIDAY

You can define up to 50 <u>Holidays</u> by using the following procedure. In general, you are setting up the date for the Holiday in advance so that anything scheduled for that Holiday will only occur on that date.

ACTION RESULT

1. Press **ENTER**.

2. Press HOL.

- 3. Use **BACK/FWD** to select the number of the **HOLIDAY** desired, then press **SET**.
- 4. Use **BACK/FWD** to select the month desired for the **HOLIDAY** definition.
- 5. Use **BACK/FWD** to select the day of the month for the **HOLIDAY** definition, then press **SET**.
- 6. Use **BACK/FWD** to select the **YEAR** for the **HOLIDAY** definition, then press **SET**. If you wish to define this **HOLIDAY** to be the same for <u>all years</u>, go **BACK** from **1990** and the word **All** will appear.

EVENT lights blink as well as the **HOL** light.

An "H nn" will be displayed prompting you to select the **HOLIDAY** that you want to define.

The **MONTH** light comes on and a number between **0** and **12** is blinking. A "**0**" indicates this **HOLIDAY** is not already defined.

The **DAY** light comes on and a number between **1** and **31** is blinking, prompting you to select the day of the month.

The **YEAR** light comes on and the year is blinking.

The **HOLIDAY** is defined.

TO DELETE HOLIDAY DEFINITION:

In **STEP 3** above, select the **HOLIDAY** (H-1, H-2, etc.), by pressing **SET**. The number for the **MONTH** of the existing <u>Holiday Definition</u> will be displayed. Use **BACK/FWD** to change this number to "0", then press **SET**. "Clr?" will then be displayed. Press **SET** again if you are sure you want to delete this holiday definition, then exit this procedure and the Holiday will no longer be defined. Events scheduled for a Holiday that is no longer defined will remain in the schedule, but not take place until the Holiday is redefined. They may be deleted, using **EVENT REVIEW** or left in the schedule in preparation for a new Holiday definition.

TO CHANGE THE DEFAULT DURATION OF VARIABLE-DURATION EVENTS

For events with adjustable duration, the "default" duration is what is first displayed when you attempt to schedule the event. While you can override this value each time you schedule the event, you can also change the "default value" for the event to reduce the number of times you have to enter a new value. This value is for scheduled events and does not affect events started manually. The duration for manually started events can be specified during the procedure for manually starting the event. The duration of manual events can be different than that of scheduled events, which can each be specified individually.

When using this procedure, remember that the **HOURS** part of the display indicates **MINUTES**, and the **MINUTES** part indicates **SECONDS** while you are in this mode.

> **ACTION** RESULT

1. Press **SELECT LENGTH**. **EVENT** lights that have adjustable length (i.e. duration) blink.

2. Press desired **EVENT**. **MINUTES** section of the display blinks.

MINUTES are set. SECONDS section of the 3. Use **FWD/BACK** buttons to select minutes, display blinks.

then press **SET**.

4. Use **BACK/FWD** buttons to select seconds, then press SET.

SECONDS are selected. Length default is set. System returns to AUTO.

The default for each event with an adjustable length can be set independently of the other events. To see what the length default is without changing it you can press **LENGTH**, followed by the **EVENT**. The length default (in minutes and seconds) will be displayed. Press **AUTO** to leave the length default as it is.

The length displayed for some events may be slightly different than what you entered. For example, you may enter one minute and find that only 59 seconds or perhaps one minute and two seconds are displayed. This is because certain events such as the Swinging Bells and Pealing Bells must complete the last stroke of the bell swing. The computer calculates the correct length closest to your request and displays it.

TO CHANGE THE BELLS IN THE PEAL

Any or all of the Bells in the system can be used in the Peal. You can select what sounds best to you.

ACTION RESULT

1. Press **SELECT PEAL**. The **BELL** lights presently used for the **Peal**

blink. The AUX light also blinks if the 7th.

bell is used.

2. Press desired **BELLS**. The Bells you press will stay on. Pressing

again will turn them off. Continue until you have the bells you want. Use **Aux** for the 7th.

bell as explained below.

System returns to normal.

3. Press AUTO.

Only six of the 7 bells in the system are playable from the six bell buttons on the front panel. The seventh bell is the same tone as bell number two (counting from the left), but has a minor instead of a major tonality. To select this seventh bell, use the **AUX** button during the procedure for selecting the bells of the Peal or the Swinging Bells.

TO CHANGE THE BELLS USED IN THE HIGH, MED, AND LOW SWINGING BELLS

Any of the Bells in the system can be used for any of the Swinging Bells. If you want to change them from the factory settings you can use the following special procedure:

ACTION RESULT

1. Press **SELECT PEAL**, followed by the **SWINGING BELL** desired (High, Med, or

Low).

The **BELL** light used for that **SWINGING**

BELL will blink.

2. Press desired **BELL**. Select whatever bell you want by pressing the

bell buttons.

3. Press AUTO. System returns to AUTO.

You can repeat this procedure for any of the **SWINGING BELLS**.

TO START BELL-RINGS MANUALLY

Any bell-ring can be started manually, however, starting CLOCK STRIKES manually is unusual and explained separately at the bottom of the page.

Events that have an adjustable duration will display the **duration** in the form "**dm:ss**" before starting. You have 15 seconds to use **BACK/FWD** to begin the procedure listed below for changing the duration. Otherwise, the duration displayed will be in effect.

ACTION RESULT

1. Press MANUAL once. MANUAL light will come on.

2. Wait about 10 seconds (for amplifier warm up), and press an adjustable length (duration). After the bell-ring is finished, system returns to **AUTO**.

If a bell-ring has an adjustable duration, the bell-ring light will come on, but it will not start yet. Its duration in minutes and seconds (or number of tolls in the case of the toll), will blink in the display.

ACTION RESULT

3. (If the length shown is O.K.) Press **Bell-** Bell-ring will start immediately. **ring** again.

press **SET**.

4. (If you want to change the length) Press MINUTES are set. SECONDS blink. BACK/FWD to change the minutes, then

5. Use **BACK/FWD** to select seconds, then press **SET**. Bell-ring will start and system returns to **AUTO** after it is finished.

If the duration of a bell-ring is changed, that duration will be displayed next time the bell-ring is operated manually . It can then be changed again if desired. The duration of each bell-ring is independent from other bell-rings. These duration settings do not change the durations for <u>scheduled bell-rings</u> which are selected when the bell-rings are entered into the schedule.

UNEXPECTED DELAY IN STARTING:

The amplifier requires a 10 second warm-up. If you start a bell ring within 10 seconds after the system has been put into **MANUAL**, the start of the bell ring will be delayed until the 10 second warm up period has elapsed.

MANUAL OPERATION OF CLOCK STRIKES:

This is primarily used for demonstration purposes. When **CLOCK STRIKE** is pressed from MANUAL mode, a time can be entered which will sound, even though it is not the time shown on the clock.

TO STOP ANY EVENT IN PROGRESS

ACTION RESULT

Press **STOP**.

Any event in progress will immediately stop.

The amplifier will stay on

TO PLAY CHRONOBELL BELLS MANUALLY

The Bells of the system can be sounded individually as follows:

ACTION RESULT

1. Press MANUAL once or twice. MANUAL light will be steady or blinking.

Bells played will sound.

2. Press **BELLS** as desired.

System returns to AUTO mode.

3. Press **AUTO**

There are 6 bell buttons. To play the seventh bell (Same as bell #2 except Minor tuned instead of Major) press AUX.

NOTE: If **AUTO** is not pressed at the end of the procedure, the system will remain in the **MANUAL** mode and <u>no scheduled events</u> will take place. If the system was in <u>non-blinking manual</u> it will revert to **AUTO** by itself in 30 minutes and the scheduled bell-rings will resume. However, if the system is left in **BLINKING MANUAL**, the scheduled bell-rings will not resume ringing until **AUTO** is pressed again.

BLINKING MANUAL

The **BLINKING MANUAL** mode prevents any scheduled events from starting, but allows events to be started manually. To lock the system in **BLINKING MANUAL**, press the **MANUAL** button twice. The **MANUAL** light will blink steadily, indicating that the system is in **BLINKING MANUAL** mode (in normal **MANUAL** the light does not blink). To return to automatic operation press **AUTO**.

TO DELETE A SCHEDULED EVENT

Use **REVIEW DAYS** to display the **EVENT** and **DAY** to be deleted. Then press **DELETE**. The deleted event will no longer be displayed and the next scheduled event for that day will be displayed, Be careful not to press **DELETE** again or an additional event will also be deleted. Press **AUTO** to return to normal.

REVIEW EVENTS can also be used to display the event and time to be deleted. However, the event will be deleted for <u>all days and Holidays on which it occurs at the time displayed when **DELETE** is pressed.</u>

TO DELETE A HOLIDAY

Use the procedure "TO DEFINE A HOLIDAY" and define the holiday as "0". This will automatically delete all events scheduled for that holiday. These events will not be restored to the schedule if the Holiday is redefined.

RULES OF SCHEDULING PRIORITY

- 1. Any event entered at the same time and day as a previous event automatically replaces the previous event with the new event.
- 2. Any event which is scheduled in such a way that it would OVERLAP a following event will have priority. The event being OVERLAPPED will not start. Be careful about changing the LENGTH of scheduled events. Doing so may cause overlaps. For example, if the High Swinging Bell is scheduled at 3 minutes before the Angelus and has a duration of more than three minutes, it will overlap the Angelus.
- 3. Be sure that any **EVENT** scheduled prior to an **HOUR STRIKE** will end at least <u>two minutes</u> <u>before the HOUR</u>. The **CLOCK STRIKE** starts the **HOUR MELODY** about a minute before the hour. This gives the melody a chance to finish so the first stroke of the hour sounds exactly on the hour. The Hour will start striking exactly as the new Hour appears in the display. **EVENTS** can end within <u>one minute</u> prior to QUARTERLY chimes. The **ANGELUS** should not be scheduled less than two minutes prior to an event, since it takes about a minute and a half to ring.
- 4. The **LENGTH** (duration) entered for the **PEAL** and **SWINGING BELLS** may not be displayed exactly as entered. For example, if 1 Minute and 00 seconds is entered, the display may indicate 59 seconds or 1 Minute and 02 seconds. This is because the **PEAL** and **SWINGING BELLS** must complete their last stroke. The display indicates the closest possible time to that requested.
- 5. When using the **TOLL** the number of tolls that will actually strike is displayed, and counts down as it operates.
- 6. If the system is left with a procedure in process, but never completed, it will revert back to AUTO after 30 minutes, unless it is in **BLINKING MANUAL**, in which case it will remain in BLINKING MANUAL and no scheduled events will start until the system is again set to **AUTO**.

USING THE RA-1 REMOTE CONTROL STATION

The **RA-1 Remote Control Station** is available as an extra cost option. It provides remote control of many functions. Up to two **RA-1** remote control stations can be installed in a system. If an **RA-1** is turned off, the display will normally show the time and is available for use. However, if another **RA-1** in the system is on, the display will show **bUSY** and the **RA-1** cannot be used. If **dcb2** is displayed, it means the **DCB2** is in manual mode or in the process of playing a scheduled event and the **RA-1** cannot be used at the moment.

STARTING A SWINGING BELL FROM THE RA-1 REMOTE CONTROL

ACTION: RESULT:

- 1. Turn **ON** the **RA-1 KEYSWITCH**.
- 2. Press **SWING**.
- 3. Use **BACK/FWD** to select "Sb 1, 2, or 3" which correspond to the Low, Medium, and High Swing Bells on the main DCB2 Panel. Press **SET**.
- 4. Use **BACK/FWD** to select the minutes of duration desired (0 9), then press **SET**.
- 5. Use **BACK/FWD** to select the seconds of duration desired (0 -59), then press **SET**.

The **AMPLIFIER(S)** will come on.

"Sb 1" is displayed and the "1" blinks.

The **duration** is displayed in the form "**m:ss**" (minutes and seconds). The "minutes" blink, prompting for selecting them.

The **duration** is displayed in the form "**m:ss**" (minutes and seconds). The "seconds" blink.

The **SWINGING BELL** selected will ring for the duration selected through the **TOWER AMPLIFIER** only.

The minimum duration for the Swinging Bell is 30 seconds. The maximum duration is 9 minutes and 59 seconds.

The **RA-1 KEYSWITCH** can be turned OFF any time after the event has started. This does not stop a bell-ring that is in progress.

STARTING THE PEAL FROM THE RA-1 REMOTE CONTROL

ACTION:	RESULT:
1. Turn ON the RA-1 KEYSWITCH .	The AMPLIFIER(S) will come on.
2. Press PEAL .	The duration is displayed in the form " m:ss " (minutes and seconds). The "minutes" blink, prompting for selecting them.
3. Use BACK/FWD to select the minutes of duration desired (0 - 9), then press SET .	The duration is displayed in the form " m:ss " (minutes and seconds). The "seconds" blink.
4. Use BACK/FWD to select the seconds of duration desired (0 -59), then press SET .	The PEAL will ring for the duration selected through the TOWER AMPLIFIER only.

The minimum duration for the Peal is 30 seconds. The maximum duration for the Peal is 9 Minutes and 59 Seconds.

The **RA-1 KEYSWITCH** can be turned OFF any time after the event has started. This does not stop a bell-ring that is in progress.

STARTING THE TOLL FROM THE RA-1 REMOTE CONTROL

ACTION: RESULT:

1. Turn **ON** the **RA-1 KEYSWITCH**. The **AMPLIFIER(S)** will come on.

2. Press **TOLL**. The **number of tolls** is displayed in the form

"**nnn**" (a number between 1 and 120). This blinks, prompting for selecting the number of

tolls.

3. Use **BACK/FWD** to select the number of tolls desired (1 - 120), then press **SET**.

The **TOLL** will ring for the number of tolls selected (once every 10 seconds) through the

TOWER AMPLIFIER only.

The **RA-1 KEYSWITCH** can be turned OFF any time after the event has started. This does not stop a bell-ring that is in progress.

USING THE RA-1 TO PLAY A SPECIFIC SONG FROM THE COMPACT DISCS

ACTION: RESULT:

1. Turn on the **RA-1 Keyswitch** The **AMPLIFIER(S)** come on.

PLAYER 4 lights, and "d1: 1" is displayed 2. Press **PLAYER 4** once.

(disc #: song #). **Disc #** blinks.

PLAYER 4 light is on, the disc # selected is 3. Use **BACK/FWD** to select the **Disc** #, then displayed, and the song # blinks.

press **SET**.

The time is again displayed, and the song selected plays through the AMPLIFIERS determined by the slide switches on the CD7 4. Use **BACK/FWD** to select the **Song** #, then press **SET**.

control panel.

USING THE RA-1 TO PLAY RANDOM SONG(S) FROM THE COMPACT DISCS

ACTION: RESULT:

1. Turn on the **RA-1 Keyswitch** The **AMPLIFIER(S)** come on.

2. Press **PLAYER 4** twice. **PLAYER 4** lights, and "**r**: 1" indicates "one

random song". "1" blinks.

PLAYER 4 light is on. Lib1 is displayed, and

3. Use **BACK/FWD** to select the **numbere of** the "1" blinks. **random songs**, then press **SET**.

4. Use **BACK/FWD** to select the **Library**, then press **SET**. The **time** is again displayed, and the songs begin playing through the **AMPLIFIERS**

begin playing through the **AMPLIFIERS** determined by the slide switches on the **CD7**

control panel.

USING THE RA-1 TO PLAY "NEXT" SONG(S) FROM THE COMPACT DISCS

ACTION: RESULT:

1. Turn on the **RA-1 Keyswitch** The **AMPLIFIER(S)** come on.

2. Press **PLAYER 4** three times. **PLAYER 4** lights, and "**n: 1**" indicates "one

next song". "1" blinks.

PLAYER 4 light is on. Lib1 is displayed, and the "1" blinks.

The **time** is again displayed, and the songs begin playing through the **AMPLIFIERS** then press **SET**.

The **time** is again displayed, and the songs begin playing through the **AMPLIFIERS** determined by the slide switches on the **CD7**

random songs, then press SET.

control panel.

TO PLAY AN EVENT LIST FROM THE RA-1 REMOTE CONTROL

ACTION: RESULT:

1. Turn on the **RA-1 Keyswitch** The **Amplifier(s)** come on.

2. Press **AUX 1** lights, **EL 1** is displayed with the "1" blinking.

3. Use **BACK/FWD** to select the **EVENT LIST** desired and press **SET**.

A position of the **EVENT LIST** is displayed, e.g. **3.1** would indicate event list #3, position #1. The position number blinks.

4. Use **BACK/FWD** to select the position at which the **EVENT LIST** should start playing from, then press **SET**.

The AUX 1 light blinks, indicating the EVENT LIST is ready to start upon receipt of a command.

5. To start the **EVENT LIST** immediately, press **AUX 1**. Otherwise, wait until you want to start the **EVENT LIST** and press it then.

The **EVENT LIST** begins playing from the selected position. After each event, there will be a pause of from 5 to 20 seconds, depending on the event. Then, the next event in the list will play.

To pause the **EVENT LIST** after any event, press **AUX 1** while an **EVENT** is playing. **AUX 1** will then blink, indicting that the **EVENT LIST** will be paused at the end of this event and remain so until released. While paused in this mode, the word "**Hold**" is displayed. To release and start the next **EVENT** in the list, press **AUX 1** again. The decision as to "hold" or not, must be made during each event in the list as each release will allow the rest of the list to play unless **AUX 1** is pressed again to hold the list after the present event.

TO STOP ANY EVENT FROM THE REMOTE CONTROL

Turn on the **KEYSWITCH** and press the **STOP** button. This will only work if some other control does not have priority.

If an **EVENT LIST** is stopped, it will start from where it left off next time it is played, unless **BACK/FWD** is used to change the start position during the start procedure.

TO STRIKE A PARTICULAR BELL FROM THE REMOTE CONTROL

This is used for sounding a "Sanctus Bell" or for other occasions where one or more instantaneous strikes are required.

ACTION: RESULT:

1. Turn on the **RA-1 Keyswitch**. The **Amplifier**(s) come on.

2. Press **BELL** "**Bel1**" is displayed

3. Use **BACK/FWD** to select the number of the **Bell** desired (from 1 to 7), then press **SET**.

The Bell selected will sound.

MODEL RA-2 WIRELESS REMOTE CONTROL

This Wireless Remote Control is available as an extra cost option and may be part of the system. The RA-2 allows starting an EVENT LIST that has been set up from the main DCB2 Control Panel or a full function RA-1 Remote Control (wired). Once the set-up is made, the next event in the EVENT LIST will start each time the RA-2 Wireless Remote Control is activated.

ACTION

- 1. From the DCB2 Main Panel press MANUAL or, from the RA-1 Remote Control activate the KEYSWITCH
- 2. Press AUX on the DCB2 Panel (or AUX 1, from the RA-1 Panel.
- 3. Use **BACK/FWD** to select the number of the **EVENT LIST** desired and press **SET**.
- 4. Use **BACK/FWD** to select the **Event** number desired, and press **SET**.
- 5. When the first **Event** in the **Event List** is to start, press the button of the **RA-2 Wireless Remote**.
- 6. After the first Event has finished, press the button of the **RA-2 Wireless Remote** to start the next Event in the list.
- 7. If the **EVENT LIST** has been stopped, return to <u>Step 2</u>. to set it up again. It can be set up to start at any **Event** in the list.

RESULT

MANUAL light comes on at the Main DCB2 Panel or the BUSY light comes on at the RA-1 Remote Control Panel.

"EL-1" blinks, prompting for the EVENT LIST desired.

"n. 1" is displayed, indicating "Event List n. Event 1"

The AUX light on the DCB2, or AUX 1 light on the RA-1 blinks indicating that the EVENT LIST selected is ready to start when activated.

The first Event will start after a short delay. Wait for that Event to finish before going to the next step.

The next Event starts. Continue with <u>Step 6.</u> until all the Events have played. Otherwise, press **STOP** and the entire **Event List** will be stopped.

COMPLETE SYSTEM CLEAR

This procedure clears the entire memory and erases everything that may have been entered by the user. It is useful for starting over after practicing with the system. This allows practicing entries, then clearing the entire schedule out before entering the actual schedule.

A **SYSTEM CLEAR** should always be done when the system is first installed to be sure nothing extraneous is in the memory.

If a lightning storm or other electrical disturbance seems to have caused any problems in the system, a **SYSTEM CLEAR** should be performed and the schedules and time re-entered.

To perform a **SYSTEM CLEAR** press the following sequence of buttons:

- 1. MANUAL
- 2. SUN
- 3. SAT
- 4. MON
- 5. FRI

The word "Clr?" will appear in the display. Press SET.

The display will change to **8:00** AM.

The day will change to **MON**.

No Events will be scheduled at any time.

The desired day, date, time and schedules can now be entered.

BATTERY BACKUP

The system includes a <u>battery backup</u> which maintains the time during a power outage.

During a power outage, no scheduled events will ring, nor can they be operated manually.

When the power is restored, the system will resume ringing on schedule.

REPLACING THE BATTERY

A small plate marked **SERVICE PANEL** covers the battery compartment on the back of the **DIGITAL CHRONOBELL II CONTROLLER**. A single LITHIUM BATTERY (EVEREADY CR 2016 or equal) is required. This maintains the <u>time</u> in the event of a power outage.

This battery should be replaced every five years.

Be sure to keep system power connected while changing the battery or the time will be lost and require resetting.

Remove the battery from the holder and replace it with an identical type, being sure to orient the replacement the same way as the old one (+ toward you as you look at the holder).

DEFAULT DURATIONS

The duration of some events can be changed by the user. However, if no adjustment is made by the user, the following durations will apply by default:

LOW SWINGING BELL One minute

MED SWINGING BELL One minute

HIGH SWINGING BELL One minute

PEAL One minute

TOLL 12 Tolls

WARNING MESSAGES AND ERROR RECOVERY

There are number of situations which result in warning lights or messages being displayed.

"**Err**" is displayed if an attempt is made to schedule a time strike or quarterly melody at a time other than the correct quarter.

"Full" will be displayed when the number of scheduled events reaches the capacity of the system. To recover, press MANUAL or AUTO. The system is capable of scheduling all the possible Clock Strikes and up to 300 additional events. Clock Strikes on Holidays use up some of the 300.

If a button is pressed accidentally lights or displays may appear that are not understood. **AUTO** or **MANUAL** can always be pressed to get back to a familiar starting point. The system can be left in any mode but **BLINKING MANUAL**, and it will return to **AUTO** by itself in 30 minutes.

Changes from one mode to another can be made any time. For example, after using **ENTER** to enter some events, **REVIEW EVENTS** or **REVIEW DAYS** can be pressed directly without pressing **AUTO** first. Most procedures can be exited at any time, however, if a procedure is not completed, whatever was attempted will not be accomplished.

The only procedure that must be completed is entering the time and date, using **SET TIME**. The system will not allow the **SET TIME** mode to be exited until all the steps are carried out.

PANEL LIGHT TEST:

With system in **AUTO** press the **DELETE** button. This will briefly illuminate all panel lights and all segments of the display. If any lights do not work it would indicate they have burned out or failed and the system requires service. After the lights come on, they will go out and the <u>VERSION NUMBER</u> of the software will appear briefly in the display. For example, <u>2.0</u> indicates version 2.0. Next, the <u>number of unused events</u> will be displayed. This is initially 300, but decreases as events are added to the schedule.

SERIAL NUMBER DISPLAY

With the system in **AUTO** press and hold in the DELETE button.

A series of five numbers will be displayed in succession. These are **Serial Numbers** that can be used to identify the **DCB2 Controller** and its internal circuit boards as follows:

- 1. DCB2 NUMBER
- 2. FRONT PANEL BOARD NUMBER
- 3. CPU BOARD NUMBER
- 4. POWER MODULE BOARD NUMBER
- 5. INTERFACE BOARD NUMBER

USE WITH MAAS-ROWE COMPUTER CONTROLLED TOWER CLOCK DRIVES

If one or more of these TOWER CLOCK DRIVES are connected to the DIGITAL CHRONOBELL II, they will automatically be kept at the same time shown of the DCB2 CLOCK DISPLAY.

If a <u>power outage</u> occurs, the TOWER CLOCKS will stop during the power outage, but will <u>immediately reset themselves</u> upon restoration of power. Reset time is <u>less than one minute</u>, except for some larger clocks it is <u>less than two minutes</u>.

When <u>DAYLIGHT SAVINGS/STANDARD</u> time changes occur, the DCB2 CONTROLLER will not only change automatically to the correct time, but the TOWER CLOCKS will also be reset.

ERROR CODES WHICH APPEAR IN THE DCB2 DISPLAY

EC 1	ANOTHER HOLIDAY IS SCHEDULED ON THIS DATE
EC 2	AN INVALID CLOCK STRIKE TIME HAS BEEN ENTERED
EC 3	UNABLE TO COMMUNICATE WITH MPR
EC 4	MPR UNABLE TO PLAY REQUESTED SONG(S)
EC 5	(NO LONGER USED)
EC 6	UNABLE TO GET AMPLIFIER SWITCH DATA FROM MPR
EC 7	UNABLE TO GET AMPLIFIER SWITCH DATA FROM MPR
EC 8	MPR UNABLE TO PLAY REQUESTED SONG(S)
EC 9	UNABLE TO COMMUNICATE WITH MPR
EC 10	LIBRARY DOES NOT EXIST
EC 87 - 99	SYSTEM ERRORS (SHOULD NOT OCCUR IN NORMAL USE)

TOWER AMPLIFICATION SYSTEM

Note: This manual provides information for both the 100 Watt and 250 Watt Amplification System. Be sure to refer to the section that applies to the Amplification System installed with your equipment.

AMPLIFIER CONTROLS (100 Watt Model)

Refer to **Illustration 3.** included with this manual.

There are 5 controls on the **AMPLIFIER PANEL** which are used as follows:

CARILLON controls the volume of a keyboard carillon. If there is no keyboard carillon included in the system, this control should be turned **OFF**.

CLOCK controls the volume of all the bell rings such as the Clock Strike, Swinging Bells, etc. These are independent from the Keyboard Carillon and any tape or compact disc players.

TAPE/CD is used for the **Compact Disc Player** and any **Tape Players** that may be installed.

BASS and **TREBLE** control the tone quality of the entire system through the **TOWER** amplifier.

The **POWER** switch is left in the **NORMAL** position. The **POWER** switch only lights when the amplifier is turned on by the clock system or from the carillon controls at the keyboard, if a keyboard carillon is installed. It normally will remain **ON** for 20 seconds after the last bell has played in order to allow sufficient time for the tone of the last bell to diminish completely.

Whenever the **DCB2 Chronobell** system is in **MANUAL** mode, the **POWER** switch will light to indicate the amplifier is **ON**. The **POWER SWITCH** will stay illuminated for 40 seconds after **MANUAL** is turned **OFF**.

SPEAKER CONTROLS

The **MONITOR** control allows you to hear what is playing through the Tower Amplifier with the Monitor Speaker in the Chronobell cabinet. This can be turned **OFF** by turning it counter-clockwise all the way.

The **TOWER SPEAKERS** switch can be used to turn the tower speakers **ON** or **OFF.** The **INSIDE** control only operates if a separate inside speaker has been installed. This allows the sound of the Chronobell rings (Clock strike, Swinging Bells, etc.), to be heard inside.

MICROPHONE JACK

The **MIC** jack can be used to plug a high impedence microphone into the system (for paging, etc.). The **CARILLON** control will control the volume while paging. You should turn the volume down all the way and then bring it back up while trying the microphone to determine the proper volume setting of the **CARILLON** control when used with a microphone. (If a Keyboard Carillon is installed, return the volume to its usual setting before using the keyboard carillon again).

Use **BLINKING MANUAL** to keep the amplifier on while paging as well as to prevent any bell-rings from occurring.

250 WATT TOWER AMPLIFICATION SYSTEM

250 WATT TOWER AMPLIFIER CONTROLS (Illustration 7)

Set the **VOLUME** control to 8.

Set the **POWER** switch to **ON**. The system will turn on this amplifier as required for automatic and manual operation.

MIXER CONTROLS (Illustration 6)

Set the **CARILLON** and **HARP** controls to "0", unless the system includes a **Maas-Rowe** Keyboard Carillon in which case additional instructions regarding these controls are normally provided.

The **CLOCK** control is for the WESTMINSTER CHIMES, HOUR STRIKES, SWINGING BELLS, PEAL, TOLL, ANGELUS and DE PROFUNDIS and any other bell-ringing functions that are not recorded on tape or compact disc. Set this control to "4" initially, and later on adjust as required to bring the volume to the desired level.

The "TAPE" or "TAPE/CD" control is for the CD7 Compact Disc Carillon and/or the Random Access Cassette Tape Player. Set this control to "4" initially, and later on adjust as required to bring the volume to the desired level. At the time this Manual is being written, the Cassette Tape Player is not yet available, but is planned for future introduction. It will be available in order to provide music that may be required and that is not available on CD.

The **MASTER** control allows raising or lowering the volume of the entire system at once. This essentially duplicates the function of the **VOLUME** control on the **250 Watt Power Amplifier**.

The **MONITOR** control determines the volume of the sound heard from the small **MONITOR SPEAKER** built into the CONTROL PANEL. Set this to "5" initially, then adjust as desired while listening to the sound.

The **TOWER SPEAKERS** switch can be left off during the initial balancing of the volumes, and turned on when it is ready to sound from the tower. The first time the **TOWER SPEAKERS** are turned on, someone should be listening outside to be sure they are not too loud. Keep all the controls set to fairly low numbers, then adjust gradually until the tower sound is the desired level.

The **INSIDE** control on this panel is designed to control an <u>Auxiliary Inside Speaker</u> which can be connected to the system to project whatever is being heard from the tower inside. This would include the CLOCK STRIKES which are not always desired inside. If desired, the speaker can be installed and the volume left off except when sound inside is desired for special occasions. This is an extra cost option that may not be installed. It is not the same as the INSIDE SPEAKER provided with a **Maas-Rowe** Keyboard Carillon which would be located elsewhere.

250 WATT TOWER AMPLIFICATION SYSTEM (CONTINUED)

SETTING UP THE DESIRED LEVEL OF VOLUME FROM THE TOWER SPEAKERS

- 1. Set all the **VOLUME CONTROLS** as per the above section.
- 2. With the **TOWER SPEAKERS** switch **OFF**, play the **PEAL** and then play a song from the **CD PLAYER**. Adjust the **CLOCK** and **TAPE(=TAPE/CD)** Controls until the volumes are appx. equal. Note: they can not both be played at once.
- 3. Set the **MASTER** control on the **MODEL 573 MIXER** to "5".
- 4. Turn on the **TOWER SPEAKERS** switch and listen to the sound from the tower. Use the **MASTER** switch on the **MODEL 573** MIXER PANEL to change the tower volume to the desired level. If turning the **MASTER** switch all the way up does not produce enough volume, carefully raise the **CLOCK** and **TAPE** (TAPE/CD) controls until the desired volume is reached.
- 5. Be conservative with the tower volume level at first. The sound may be much louder at some locations that at others. In particular, the sound may be much louder some distance away from a tower than it is right below it because the sound may be shooting over your head when right below the tower. It is better to have the neighbors calling to complain that they can't hear the carillon, than calling to complain they are being blasted out of their living rooms! Playing the carillon a little softer than you would like at first is very wise, the sound can be turned up gradually after the community has become accustomed to it.
- 6. After the volume controls are set, mark them with a pencil, which will write on the control panels without damaging them (except for the 250 Watt Amplifier, which should be set almost all the way on anyway). That way, you will know whether the settings have been changed by anyone in the future.

MAXIMUM VOLUME (250 WATT SYSTEM)

These carillon systems have very powerful amplification. Turning them up so high that they cause distortion in the speakers can eventually lead to the destruction of the speakers and also results in a distorted, unpleasant sound. It is important not to do this.

The **250 WATT SOLID STATE AMPLIFIER** is equipped with 5 lights -- three green and two red. The two red lights are marked **CLIPPING**. While the carillon system is playing, the intense transients contained in bell sounds will occasionally cause the red lights to come on if the volume is getting near maximum output. This is O.K. However, if the red lights are coming on almost continuously, volume is set too high and should be reduced to avoid damaging the speaker system.

<u>Distortion of the sound</u> will be present if the volume is too high. The sound will be "raspy" or it will sound like something is rattling. Unfortunately, a rattling sound <u>could</u> be the result of a grille or other parts of the tower vibrating. If the speakers are really distorting, it can usually be heard in the MONITOR SPEAKER as well. Rattles caused by the physical aspects of the tower itself are usually the responsibility of the customer as this is beyond the control of the company. In any case, they do not harm the amplifier or speaker system.

If distorted sound results no matter what volume is being used, it could also be that a <u>Speaker Driver Unit</u> has been damaged from excessive volume, lightning, or other causes. This is unlikely when the system is newly installed unless the system was played at an unreasonably loud volume for 5 minutes or more. If this happens, the only solution is to replace the damaged speaker driver.

OPTIONAL 100 WATT INSIDE AMPLIFICATION SYSTEM

A separate 100 WATT INSIDE AMPLIFICATIONS SYSTEM is available as an extra cost option. This is sometimes purchased separately for the purpose of projecting some or all of the CD music inside, or it comes as part of a **Maas-Rowe** Keyboard Carillon system. In the case of the latter, there will be one or more Remote Volume Controls provided at the Carillon Keyboard. In the case of the former, the only Volume Controls are as described here.

INSIDE AMPLIFIER CONTROLS (100 Watt Model)

Refer to Illustration 8. included with this manual.

There are 5 controls on the **AMPLIFIER PANEL** which are used as follows:

CARILLON controls the volume of a keyboard carillon. If there is no keyboard carillon included in the system, this control should be turned **OFF**.

CLOCK is not normally used since the bell rings such as the Clock Strike, Swinging Bells, etc., are not normally sounded inside. Leave this control set to "0".

TAPE/CD is used for the **Compact Disc Player** and any **Tape Players** that may be installed.

BASS and **TREBLE** control the tone quality of the entire system through the **INSIDE** amplifier.

The **POWER** switch is left in the **NORMAL** position. The **POWER** switch only lights when the amplifier is turned on by the clock system or from the carillon controls at the keyboard, if a keyboard carillon is installed. During automatic operation it normally will remain **ON** for 20 seconds after the last bell has played in order to allow sufficient time for the tone of the last bell to diminish completely.

Whenever the **DCB2 Chronobell** system is in **MANUAL** mode, the **POWER** switch will light to indicate the amplifiers are **ON**. The **POWER SWITCH** will stay illuminated for 40 seconds after **MANUAL** is turned **OFF**.

SPEAKER CONTROLS

The **MONITOR** control allows you to hear what is playing through the Inside Amplifier through the Monitor Speaker behind the Inside Amplifier Control Panel. This can be turned **OFF** by turning it counter-clockwise all the way.

The **INSIDE SPEAKERS** switch can be used to turn the inside speaker(s) **ON** or **OFF.**

The **INSIDE** control, to the left of the MONITOR SPEAKER is not used and should be left off. In some installations, it will be blanked out.

MICROPHONE JACK

The **MIC** jack can be used to plug a high impedence microphone into the system (for paging, etc.). The **CARILLON** control will control the volume while paging. You should turn the volume down all the way and then bring it back up while trying the microphone to determine the proper volume setting of the **CARILLON** control when used with a microphone. (If a Keyboard Carillon is installed, return the volume to its usual setting before using the keyboard carillon again).

Use **BLINKING MANUAL** to keep the amplifier(s) on while paging as well as to prevent any bellrings from occurring.

REMOTE CARILLON VOLUME CONTROL(S) AT THE CARILLON KEYBOARD

When a Keyboard Carillon is part of the system, a <u>Remote Volume Control</u> is normally installed at the Keyboard. This is usually marked INSIDE and varies the volume of the Keyboard Carillon through the Inside Amplification System. If the <u>maximum</u> volume level obtainable from the <u>Remote Volume Control</u> is too high or low, this can be changed by reducing or raising the CARILLON VOLUME on the INSIDE AMPLIFIER control panel.

ABOUT THE COMPACT DISC LIBRARY

The types of bells used for these Carillon recordings is specified as follows:

- 1. If not specified: The **Symphonic Carillon** is used. This instrument sounds "in tune" and provides a clarity and dignity that must be heard to be appreciated.
- 2. **Harp/Celeste Bells**: Are sometimes used in accompaniment with Carillon Bells or Solo. **Harp/Celeste** is specified as part of the Song Listing, if these bells are used in a song.
- 3. **Flemish Bells**: These are the more "dissonant" Carillon Bells. **Flemish Bells** are specified as part of the Song Listing, if they are used in a song.
- 4. **Combinations of Bells:** In some songs, <u>combinations</u> of bells are used to provide the desired effect. This is indicated in the Song Listing. The following <u>combinations</u> are possible:
 - a. Flemish/Symphonic indicates Flemish Bells have been combined with Symphonic Carillon bells.
 - b. **Flemish/Minor 4'** indicates **Flemish Bells** have been combined with **Minor Bells** an octave higher.
 - c. **Symphonic/Minor 4'** indicates **Symphonic Carillon Bells** have been combined with **Minor Bells** an octave higher.
 - d. Harp/Celeste indicates a combination of Harp and Celeste.

As the <u>Master List</u> indicates, more than one arrangement has been provided for many songs. This provides variety and makes it possible to choose the sound that best suits the occasion.

The **Maas-Rowe Compact Disc Library** will be expanded in the future. If you have requests for songs, or arrangements of songs that you would like, please let us know so we can consider including them in future releases.

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Your comments about our arrangements, tempo, manner of playing, choice of bells, song length, etc., will also be appreciated so we can find out whether or not we are providing what you want. Comments should include the CD Number and song number so we can identify which song it is.

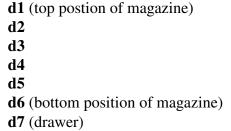
Most of the songs in these **Compact Discs** were recorded by **Cynthia Crenshaw** at Maas-Rowe. Some of the songs were recorded by **Lynn Kuhn**, also at **Maas-Rowe**, and those songs are so indicated by the name "**Lynn**" being included in the song listing.

Many songs, particularly Hymns, have several names for the same tune. If you are more familiar with some of these songs under a different name, let us know and we will add that name to our index for future reference.

HOW TO USE THE FOLLOWING INDEXED SECTION:

The following <u>Tab Index Sheets</u> are provided to help you keep the <u>Alphabetical and Numerical Lists</u> of each **Compact Disc** organized.

The Tabs are marked as follows, which corresponds to the <u>positions</u> into which the **Compact Discs** can be installed in the system



Both an <u>Alphabetical and Numerical List of songs</u> are provided with each **Compact Disc** purchased. When you install a **Compact Disc** in a particular <u>position</u> of the system, put the <u>Alphabetical and Numerical Lists</u> for that **Compact Disc** into the corresponding index section.

An alphabetical <u>Master List</u> is also provided which lists all the songs available from **Maas-Rowe** on **Compact Disc**. You will be sent new copies of this list from time to time as new **Compact Discs** become available. This should be placed in the **Master List** section of the book. When a new **Master List** is received, replace the old one with it.

Once your book is set up this way, you can look up any song you would like to play on the **Master List** to see if it is available on a **Maas-Rowe CD**. Then, check to see at what position that **CD** is installed so you can enter the **d#:##** at the system control panel as required.

In addition, it is a good idea to type or write the **Catalogue Numbers** of each **CD** on the tab corresponding to the <u>position</u> it is installed in. Eventually, you may have more **CD's** than positions, in which case the tabs can be removed and exchanged with one you make for the purpose whenever a different **CD** is installed in place of another.

We recommend leaving the **CD Drawer** free until all the positions of the **Magazine** have been filled. That way, the **CD Drawer** can be used to play <u>special CD's</u> such as standard commercial ones, without disturbing the positions of the **CD's** normally used.

If you change the position of a **CD** in the machine, the schedule will also have to be changed to reflect this information.

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WARNING!

HANDLE THE COMPACT DISCS ONLY BE THE EDGES

NEVER TOUCH THE BOTTOM SURFACE OF A COMPACT DISC (THE BOTTOM IS THE SIDE THAT HAS NO LABEL)

ALWAYS STORE THE COMPACT DISCS IN THEIR "JEWEL BOXES" WHEN NOT LOADED INTO THE SYSTEM. DON'T SET THEM DOWN ON A TABLE, ETC. AS THIS WOULD RISK SCRATCHING THE BOTTOM SURFACE OF THE COMPACT DISC.

COMPACT DISCS THAT ARE SCRATCHED OR THAT HAVE FINGERPRINTS ON THE PLAYING SURFACE CAN MISTRACK, SKIP, PRODUCE DISTORTED SOUND OR OTHERWISE FAIL TO PLAY PROPERLY.

MAAS-ROWE COMPACT DISCS ARE WARRANTED FOR 30 DAYS TO BE FREE OF DEFECTS. OPEN THEM AND INSPECT AT THIS TIME AND RETURN ANY THAT HAVE VISIBLE SCRATCHES OR OTHER APPARENT DEFECTS.

SEE OPERATING MANUAL FOR INSTRUCTIONS ON HOW TO LOAD THE COMPACT DISCS INTO THE MAGAZINE OR DRAWER.

SPECIAL NOTE REGARDING DAYLIGHT SAVINGS/STANDARD TIME CHANGES

This system will change the time automatically on the dates required for changing from Daylight Savings Time to Standard Time and vice versa.

However, some areas of the U.S.A. do not have Daylight Savings time. If the area where this equipment is being installed does <u>not</u> change to Daylight Savings Time, the installer should open the <u>SERVICE PANEL</u> (a small plate on back of the **DCB2 CONTROLLER**) and change **DIP SWITCH NUMBER 4** to OFF instead of ON, which is the way it is normally set when shipped from the factory.

SPECIAL NOTE REGARDING THE PLAYING OF COMMERCIAL CD'S

Commercial CD's are "Stereo" as opposed to **Maas-Rowe** CD's which have different material on the left and right channels.

If you wish to use **THE CD DRAWER** for commercial CD's, instead of **Maas-Rowe** CD's, set DIP SWITCH 5 on the back of the **DCB2 CONTROLLER** (inside the Service Panel) to **"OFF"**, instead of "ON" which is the way it is normally set at the factory.

So long as the DIP SWITCH is set for "Stereo", do not attempt to play **Maas-Rowe** CD's in the drawer or two songs will play at the same time!

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