

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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DCB3 CONTROL PANEL

The **Digital Chronobell III** with **DCP Digital Carillon Player** provides *Bell Ringing* and *Digital Carillon Music* stored in solid state memory.

The **DCB3 Control Panel** is where the commands are entered by the operator for either *Manual* or *Scheduled* operation.

The controls on the **DCB3 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 and reviewing the schedule.

Bell Buttons/Lights. For ringing individual bells and to show which bells are ringing.

Event Buttons/Lights. For entering events into the schedule, reviewing the schedule, and starting events. An "event" is a bell-ring or song play.

Mode Buttons/Lights. For selecting various modes of operation.

REVIEW DAYS For reviewing the schedule on a particular day.

REVIEW EVENTS For reviewing times and days when Events are scheduled.

SET TIME For setting the time and date.

ENTER For entering events into the schedule.

ALT SCHED For entering and reviewing Alternate Schedules.

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

LIB For defining and assigning Libraries

DCP DIGITAL CARILLON PLAYER CONTROL PANEL

The **DCP Digital Carillon Player** is controlled from the **DCB3 Control Panel** for starting and scheduling songs, as well as reviewing when they are scheduled.

The **DCP Digital Carillon Player** Control Panel has an Alpha Numeric Display and Six Buttons, as well as a DATAPAK Port.

Pressing any of the Buttons on the DCP Panel will activate the DCP Display which prompts the user to allow Loading or Unloading of Albums.

Albums can be viewed and the songs in them listed.

Individual songs can be viewed to see additional information such as the Slot Number, Song Number, Tune, Composer, Performer, and Song Duration,

TO SET DATE AND TIME

Press **TIME**

Use **BACK/FWD**, **SET** to Select:

YEAR

MONTH

DAY OF MONTH

HOUR (choose AM or PM)

MINUTES

The Time is now set and the system will leave the time setting mode. The DAY light should be illuminated for the correct day of the week.

NOTES:

1. Set to exact second advance to the next minute, then wait to press **SET** until the minute changes.
2. This system will change the time automatically on the dates required for changing from Daylight Saving Time to Standard Time and vice versa. If you are in an area that does not change for Daylight Saving time, the installer can turn off this feature by opening SERVICE PANEL on back of the **DCB3 CONTROLLER** and setting **DIP SWITCH NUMBER 4** to OFF.

TO START BELL-RINGS MANUALLY

The *Angelus* has a fixed duration and can be started directly. With the *Peal* and *Swinging Bells*, you also select how long they will ring. With the *Toll*, you also select the number of tolls.

ANGELUS:

Press **MANUAL**, then **ANGELUS** and it will start ringing shortly.

PEAL OR SWINGING BELLS:

Press **MANUAL**, then **PEAL** or one of the **SWINGING BELL** buttons.

Use **BACK/FWD**, and **SET** to Select how long they will ring:

Minutes of duration (d= *duration*)

Seconds of duration

As soon as you finish selecting the duration, the bells start ringing.

TOLL:

Press **MANUAL**, then **TOLL**

Use **BACK/FWD** and **SET** to select *Number of Tolls* indicated by the display.
The bell will toll every ten seconds and stop after the indicated number of tolls.
Press **STOP**, if you want to stop the tolling sooner.

TO SCHEDULE AUTOMATIC BELL-RINGS OR CLOCK STRIKES

ANGELUS OR CLOCK STRIKES:

Press **ENTER**, then **ANGELUS** or **CLOCK STRIKE**.

DAYS will blink. Press **DAYS** desired, then **SET**.

Use **BACK/FWD**, **SET** to select:

Hour (with correct AM/PM)

Minutes

PEAL OR SWINGING BELLS:

Press **ENTER**, then **PEAL** or one of the **SWINGING BELLS**.

Use **BACK/FWD**, **SET** buttons to select *Minutes*, then *Seconds* of duration

Days will blink. Press **DAYS** desired, then **SET**.

Use **BACK/FWD**, **SET** buttons to select *Hour* (with correct AM/PM), then *Minutes*.

TOLL:

Press **ENTER**, then **TOLL**.

Use **BACK/FWD**, **SET** buttons to select Number of Tolls desired.

Days will blink. Press **DAYS** Desired, then **SET**.

Use **BACK/FWD**, **SET** buttons to select Hour (with correct AM/PM), and *Minutes*.

Notes:

1. See "To Schedule a Range of Clock Strikes" for an alternate method of entering clock strikes.

TO SCHEDULE A RANGE OF AUTOMATIC CLOCK STRIKES

Press **RANGE** one or more times to select **ALL**, **Hr**, or **Hr 30**.

(Depending on whether you want all Quarters, Hours only or Hours and Half-hours).

Press **SET**.

Use **BACK/FWD**, then **SET** to select:

DAYS

FROM (starting time). Be sure AM/PM is correct.

TO (ending time). Be sure AM/PM is correct.

TO RING INDIVIDUAL CHRONOBELL BELLS INDIVIDUALLY

Press **MANUAL**.

Wait appx. 15 seconds for warm up of amplifier.

Press **BELLS** as desired.

Press **AUTO** when finished.

TO SELECT THE BELLS USED FOR THE PEAL OR SWINGING BELLS

Press **SP**

Press **PEAL**, or and of the **SWINGING BELLS**.

Press **BELL BUTTONS** to choose bells.

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

TO CREATE AND PLAYBACK OR SCHEDULE SEQUENCES OF BELLS

TO CREATE SEQUENCES:

Press **SP**, then **FUN**.

Select **F1 ... F9**.

Play desired sequence on bell buttons

Press **STOP** to end sequence.

TO PLAY BACK SEQUENCES:

Press **MANUAL** then **FUN**.

Select **F1 ... F9**.

TO SCHEDULE SEQUENCES TO PLAY AUTOMATICALLY:

Press **ENTER** then **FUN**.

Select:

F1 ... F9.

DAYS

HOUR (with correct AM/PM)

MINUTE

Notes:

TO DOWNLOAD ALBUMS FROM MAAS-ROWE

Carillon Music Albums can be purchased from Maas-Rowe. When purchased, they will be e-mailed to you. After you receive the e-mail with the album files, copy them to the Datapak that came with your Maas-Rowe carillon system, using any Windows based PC with a USB port.

You can also print out the song lists for the Album that are pdf format. If the Albums were delivered with the carillon system, some printed song lists will have come with it for those.

You must use a Datapak provided by Maas-Rowe which has been formatted for the system. The song data is serialized for your specific machine, so Albums can't be transferred from your Datapak to any Maas-Rowe system other than yours.

Each time you download Albums from Maas-Rowe to your Datapak, those will be added to the Albums previously in the Datapak which becomes a backup for the Albums. It will also automatically install any improvements to the sound bank, song data, or Digital Carillon Player software that may have been made since the system was first installed.

TO LOAD ALBUMS

Albums are collections of carillon music consisting of a number of songs. They can be loaded into the Digital Carillon Player as follows:

ACTION	RESULT
1. Insert the USB Drive into the DATAPAK Slot in the Digital Carillon Player front panel.	The display for the Digital Carillon Player will illuminate, as does the DATAPAK.
2. Press the MENU button.	The Digital Carillon Player Display illuminates with a menu.
3. Select “Load Album”, and the Album to load.	Display will ask what slot to load the Album into and indicate the available slots.
4. Choose the Slot to load the Album into.	Display will indicate whether the song has been loaded or not.
5. Place the Song List for the Album into the Book provided, in the same index divider as the slot.	For example, if you loaded the songs into slot 2, place the printed Song List in the book under Divider 2.

Only the Maas-Rowe Datapak that is provided with the Digital Carillon Player can be used. Keep the Datapak plugged in all the time to avoid losing it.

If you lose your Datapak, another one can be ordered from Maas-Rowe.

7 ALBUM PLAYERS VS. 25 ALBUM PLAYERS

The players with DCB3 Controllers can be set up to have either a 7 Album, or 25 Album capacity. However, in order to have the 25 Album Capacity, the Controller must have the software to recognize all 25 Albums. If your system was upgraded from an older 7 Disc CD Player and software was not installed in the DCB3 Controller to recognize 25 Albums, you’ll be limited to 7 Albums. However, you won’t have to clear out your schedule and re-enter it after

MODES OF PLAY

The DCB3 Controller uses the CD Button to start the *Digital Carillon Player* in any of the following three modes of play:

1. Press the CD Button once for *Specific Song Mode* (to play a particular song).
2. Press the CD Button a second time for *Random Mode* (the system selects the songs randomly from a *Library* that has been set up by the user).
3. Press the CD Button a third time for *Next Mode* (the next songs up play in the order that they appear in the *Library*).

In order to use *Random* or *Next Modes*, you must first set up the *Libraries* you want the songs to play from. Setting up *Libraries* is covered elsewhere in this Manual.

TO START A SPECIFIC SONG

1. Press **MANUAL** The **MANUAL Light** and the *Tower Amplifier* come on.
2. Press the **CD** Button once for specific song mode. Two numbers are displayed, separated by a period. For example, 2.14 means Slot 2 song 14.
3. Use **BACK/FWD, SET** to select the Slot containing the desired Album. The number of the *Slot* selected will be displayed, the *song number* is blinking.
4. Use **BACK/FWD, SET** to select the song number desired. In a few moments, the song will start playing.

When a song ends, wait about ten seconds after the CD light on the DCB3 Panel goes out before starting another song, or the song may not start.

TO START SONGS IN RANDOM OR NEXT MODE

1. Press **MANUAL** The **MANUAL Light** and the *Tower Amplifier* come on.
2. Press the **CD** Button twice for *random mode* or three times for *next mode*. The display will show the letter “r” followed by a number, for *random mode*, or the letter “n” followed by a number for *next mode*.
3. Use **BACK/FWD, SET** to select how many songs to play. “Lb” (or “Lib” in some models) is displayed, followed by a blinking number), asking for the *Library* the songs are to play from.
4. Use **BACK/FWD, SET** to select the *Library* desired. In a few moments the songs will begin playing from the desired *Library*.

In order for *random or next play* to work, you must have previously set up the desired *Library* as explained elsewhere in this Manual.

Press the CD button while a song is playing to display what mode it is playing in and the Slot and Song Number of song that is playing.

TO SCHEDULE SONGS TO PLAY IN RANDOM OR NEXT MODE

1. Press **ENTER**.
Blinking lights indicate which events can be scheduled.
2. Press **CD** one or more times to display the mode of play.
Numbers separated by a period indicate specific song play
r- followed by a number indicates random play
n - followed by a number indicates next play
3. Choose *random* or *next play*, then press **SET**.
Display shows r-, followed by a blinking number for *random play*, or n, followed by a blinking number for *next play*.
4. Use **BACK/FWD, SET** to choose how many songs will play
Lb or Lib (library) is displayed, followed by a blinking number.
5. Use **BACK/FWD, SET** to choose the *Library* the songs will play from. You can choose a specific *Library*, such as Lb1, Lb2, or you can choose Lb 0, the *Assignable Library*, as explained elsewhere in this Manual.
Display goes blank and the *Days* blink.
6. Press **DAY** buttons for the Days desired (must press at least one), then press **SET**.
The *Days* selected are displayed and the *Hours* blink.
7. Use **BACK/FWD, SET** to select the *Hour* (with correct AM/PM)
The *Hour* is displayed and the *Minutes* blink.
8. Use **BACK/FWD, SET** to select the *Minutes*. Repeat procedure to schedule additional Events, or press **STOP** to exit.
The *Minutes* selected are displayed and the songs have been scheduled to play at the time and days selected. *Events* blink, in case you want to make any more entries.

TO CREATE OR EDIT A SONG LIBRARY

This allows you to enter songs into a *Library*, one at a time, and edit what songs are in it. See next page to enter a block of songs into a *Library* all at once.

1. Press **SP**, then the **LIB** Button. Lb or Lib is displayed followed by a blinking number.
2. Use **BACK/FWD**, **SET** to choose the *Library*. If the *Library* is empty, dashes will be displayed. If the *Library* contains any songs, a *Slot Number* and *Song Number* will be displayed, e.g. 2.14 means “Slot 2, Song 14.”
3. Press **ENTER**. A number indicating the *Slot Number*, is displayed.
4. Use **BACK/FWD**, **SET** to choose the *Slot Number* where the song is located. The *Slot Number* stops blinking and the *Song Number* blinks.
5. Use **BACK/FWD**, **SET** to choose the *Song Number*. The *Slot Number* and *Song Number* that have been entered into the *Library* are displayed, and are no longer blinking. To enter additional songs into the *Library*, press **ENTER** again and repeat steps 4 and 5.
6. Press **BACK/FWD** to review what songs are now in the *Library*. The *Slot Number and Song Number* for each song will be displayed in the order they were entered.
7. To Delete an entry, press **DELETE** while the *Slot Number and Song Number* of the song you want to delete are displayed. When all the desired songs have been entered, or deleted, press **AUTO** or **STOP** to exit the procedure.

During Step 6, you can press **SET** and the *Library Number* will be displayed, then a number indicating the position of the song in the library.

TO PUT A BLOCK OF SONGS INTO A LIBRARY

You can put a block of consecutive songs from the same Album into a Library, then use Delete to remove the songs you don't want. This is usually faster than entering the songs one at a time.

1. Press **SP**, then **RANGE** Lb or Lib followed by a blinking number is displayed.
2. Use **BACK/FWD**, **SET** to choose the Library desired. The FROM Light comes on followed by a blinking *Number*.
3. Use **BACK/FWD**, **SET** to choose the *Slot Number* of the desired song. The FROM Light is still on, and the *Slot Number* selected stops blinking. The *Song Number* blinks.
4. Use **BACK/FWD**, **SET** to choose the starting *Song Number* of the block of songs to be entered. The TO Light comes on and the next highest *Song Number* blinks.
5. Use **BACK/FWD**, **SET** to choose the ending *Song Number* of the block to be entered. All the songs between the starting song number and ending song number have been entered into the Library and the procedure ends. While all the songs are from the same Slot, you can start over and add a block of songs from another Slot, if desired.
6. Use **BACK/FWD** to see what songs are now in the *Library*. If you wish to delete a song from the Library, press **DELETE** while it's displayed. Press **STOP** to exit.

During Step 6, you can press **SET** and the Library Number will be displayed, along with a number indicating the position of the song in the library, followed by a number indicating how many songs are in the library.

TO USE THE ASSIGNABLE LIBRARY Lb0

When entering songs into the schedule in *Random* or *Next* mode, select **Lb 0** (or Lib without a number in some models) instead of a particular library such as **Lb 1**, **Lib 2**, etc. The *Library* the songs will play from at those times and days is controlled by the **LIB** button on the front panel.

After schedules are entered, press **AUTO**, then the **LIB** button on the front panel and use **BACK/FWD** and **SET** to select **Lb 1**, **Lb 2**, (or Lib1, Lib2 in some models), etc. to assign all the scheduled plays that use "**Lb 0**" or (Lib without a number in some models) to that one.

This is a simple and quick way to change the type of music that will play without going to the trouble of re-entering each play time. If the number of songs to be played, or the times songs are scheduled for need to be changed, this method cannot be used and the songs have to be re-entered into the schedule separately. In that case, the use of *Alternate Schedules* should be considered as explained elsewhere in this Manual.

TO COPY OR DELETE A *LIBRARY*

TO COPY FROM ONE *LIBRARY* TO ANOTHER:

Press **SP**, then **LIB**.

Use **BACK/FWD** and **SET** to select *Library* to copy to. If it is available, the display will show "-- --" to confirm it is empty. If not empty, press **STOP** as you cannot copy a *Library* into one that already contains songs.

Press **AUX 1** once and "**COPY**" is displayed. Press **SET**.

Use **BACK/FWD** and **SET** to select the *Library* you want to copy.

"-- --" will appear indicating the copy is completed. Press **STOP** to end the procedure. (If the *Library* was not empty, "**Err**" will appear instead).

DELETE ALL THE SONGS FROM A *LIBRARY*:

Press **SP**, then **LIB**.

Use **BACK/FWD** and **SET** to select the *Library* you want to delete the songs from.

Press **AUX 1** twice until **dEL** is displayed, then press **SET**.

"**dEL?**" is displayed and you must press **SET** again within a few seconds if you really want to delete the *Library*.

TO DELETE ALL REFERENCES TO AN ALBUM FROM ALL *LIBRARIES* AND *SCHEDULES*

Press **SP**, then **CD**.

TO CREATE *EVENT LISTS* OF BELL RINGS AND/OR SONGS

This feature allows you to set up a series of things you want to happen in the order you want. These can include Song Plays, in any mode, and/or Bell-rings. For example, you might set one up with a particular song (specific song mode) as the first item, a Peal as the second item, and two random songs from a Library as the third item.

Press **SP**, then **LIST**.

Use **BACK/FWD**, **SET** to select an *Event List* (**EL-1**, **EL-2**, etc.).

After you have selected the *Event List* you want, the *Display* indicates **LIST#**, **ITEM#**. For example, "**1.-**" means *Event List 1 is empty*, while "**1.3**" means *Event List 1, Item 3*. If the *Event List* already has events in it, use **BACK/FWD** to scroll through it. Additional items can be added to the list. Their position will be immediately after the item displaying when **ENTER** is pressed. As you scroll through the items, the lights in the lower right hand row of the DCB3 Panel will indicate what that Event is. For example, if the *Peal* light is on when "**1.3**" is displayed it means *Item 3 in Event List 1 is the Peal*.

To Add Events, press **ENTER**, then press the button corresponding to what is to be added to the *Event List*.

1. **Angelus** requires no further steps.
2. **Peal** or **Swinging Bells** require the following additional steps.

Select *Minutes and Seconds* of duration.

3. **Toll** requires the following additional steps:

Select *Number of Tolls*.

4. **Songs** require the following additional steps:

Select one of the following:

##.## (select Slot #, song # to play)

TO START AN *EVENT LIST* MANUALLY

Press **MANUAL**, then **LIST**.

Use **BACK/FWD, SET** to select **EL-1, EL-2**, etc., as desired.

Use **BACK/FWD, SET** to select the item you want to start with. You are given this choice in case you want to skip one or more items for some reason, or have stopped somewhere and want to resume from that point later on.

The **LIST** light blinks. This is to give you the opportunity to wait until an exact moment before releasing the *Event List*. The *Event List* will not start until you press the **LIST** light one more time (see next step).

Press **LIST** again, or **LIST** on a Remote Control when you want the *Event List* to start playing.

TO PAUSE THE PLAYING OF THE *EVENT LIST*

While an item from the *Event List* is playing press the **LIST** button and the light above it will blink. This indicates that when the item currently playing ends, the next event in the **EVENT LIST** will not start until **LIST** is pressed again.

Once the next Event starts, the **LIST** button can be pressed again if a pause is desired at the end of the Event in progress. Otherwise, the remaining events in the list will play without pausing further.

To summarize, if the **LIST** light is blinking, you must press the **LIST** button again to start the next item in the list. If the **LIST** light is not blinking, all the items in the *Event List* will play with just a short pause between them.

TO SCHEDULE *EVENT LISTS* FOR AUTOMATIC PLAY

Press **ENTER**, and **LIST**.

Use **BACK/FWD**, **SET** to select the *Event List* desired (EL 1, EL 2, etc.).

Press the **DAYS** you want to schedule it for, then press **SET**.

Use **BACK/FWD**, **SET** to select *Hour* (with correct am/pm)

Use **BACK/FWD**, **SET** to select *Minute*

The *Event List* will have been entered into the schedule at the selected time and day(s).

If an *Event List* is empty, it can still be scheduled, but will not play.

TO REVIEW OR DELETE EVENTS FROM THE REGULAR SCHEDULE

TO REVIEW EVENTS:

Press **REVIEW EVENTS**, then **EVENT** desired.

Press the **EVENT** button again, or use **BACK/FWD** to move through the schedule for the Event.

Press an applicable **DAY** button to display more information about the Event such as the *duration or mode of play*.

TO REVIEW DAYS:

Press **REVIEW DAYS**, then the **DAY** desired.

Press the **DAY** button again, or use **BACK/FWD** to move through that Day's schedule

Press an applicable **EVENT** button to display more information about it such as its *duration or mode of play*.

TO DELETE:

Use **REVIEW DAYS** or **REVIEW EVENTS** to display the *Event to be deleted*.

Press **DELETE**. The display immediately changes to the next time an event is scheduled. Do not press **DELETE** again unless you want to delete additional events.

Press **AUTO** to return to leave either Review mode.

Notes:

DCB3 COMPLETE SYSTEM CLEAR

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

MANUAL
SUN
SAT
MON
FRI

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

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

The day will change to **SUN**.

This erases all scheduled Events, Libraries, Event Lists, and Alternate Schedules out of the DCB3. It doesn't clear Albums out of the DCP Digital Carillon Player.

TO CREATE, CHANGE OR DELETE ALTERNATE SCHEDULES

Alternate Schedules can be created for one day, such as a *Holiday or Holy Day*, or for multiple days, such as an entire *Season*.

TO CREATE AN ALTERNATE SCHEDULE:

Press **SP** and **ALT SCHED**.

Use **BACK/FWD**, **SET** to scroll and select the **Start Dates** of any existing *Alternate Schedules*, e.g. “**3.6**” = March 6th, or to select “**Add**” to create a new one.

Use **BACK/FWD**, **SET** to select:

Month (FROM) = Month of the Year the Alternate Schedule starts with.

Day (FROM) = Day of the Month the Alternate Schedule starts with.

Month (TO) = Month of the Year the Alternate Schedule ends with.

Day (TO) = Day of the Month the Alternate Schedule ends with.

Year, or **All** for all years.

TO DELETE AN ALTERNATE SCHEDULE:

Press **SP**, then **ALT SCHED**.

Use **BACK/FWD** to display start date of *Alternate Schedule*.

Press **DELETE**

When **dEL?** appears, Press **SET** immediately.

If **SET** is not pressed soon enough after **DELETE** is pressed, **FAIL** is displayed to indicate the

TO ENTER OR REVIEW WHAT IS IN AN *ALTERNATE SCHEDULE*

When an *Alternate Schedule* is created, all the *Events* from the regular schedule are copied into it. For this reason, it is best not to set up any *Alternate Schedules* until the regular schedule used for most of the year is entered.

TO ENTER ADDITIONAL EVENTS:

Press **ALT SCHED**.

Select *Alternate Schedule start Date*.

Press **ENTER**

Proceed to enter events as for the regular schedule.

TO REVIEW EVENTS OR DAYS:

Press **ALT SCHED**.

Select *Alternate Schedule start Date*.

Press **REVIEW EVENTS** or **REVIEW DAYS** and proceed as for the *regular schedule*.

Notes:

1. **DEL** can be used *within an Alternate Schedule* to take Events out one-by-one by Event or Day. To delete an *entire Alternate Schedule*, see previous page.
2. Since the *Day of the Week* for a particular *Date* changes from *Year to Year*, enter all the Days of the Week that this Event would be acceptable on. This applies even if you are just entering an Event in a one-day, one-year *Alternate Schedule*.
3. During Review, **ALT SCHED** can be pressed again to see what day(s) of the week are applicable to the *Alternate Schedule* next time it will come around. These Days

SCHEDULING RULES

1. Scheduling something replaces anything previously scheduled at the same time and day.
2. If something is playing, it supercedes anything scheduled to start.
3. An event can be scheduled to start as close as one minute after any bell-ring, except that two minutes are required after the Angelus.
4. An event must end prior to one minute before any event scheduled after it starts or the following event will not start, except that two minutes are required before the Hour Strike.

WARNING MESSAGES

"**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 900 additional events.

DCB3ERROR CODES

EC 1	This Alt-Sched would overlap another one
EC 2	An Invalid Clock Strike Time
EC 10	Library does not exist
EC20	Album requested is not found
EC21	Song requested is not found
EC 87 - 99	System errors

BATTERY BACKUP

The system includes a *battery backup* to maintain 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 III CONTROLLER**. A single LITHIUM BATTERY (EVEREADY CR 2016 or equal) is required. This maintains the time in the event of a power outage.

This battery should be replaced every five years.

System power must be kept on while changing the battery or the time will have to be reset.

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).

PANEL LIGHT TEST

With system in **AUTO** press the **DELETE** button. This will briefly test all panel lights and the display. After the light test, following information will be displayed sequentially:

1. The **Version Number** of the software, e.g. **1.20**.
2. The number of unused events. This is initially **1,000** and decreases as events are added to the schedule. Clock Strikes are not counted as “events”, whether in the regular or alternate schedules.
3. *Start and End Date* of the schedule currently in effect. This is **1.1** to **12.31** (Jan. 1 to Dec. 31) for the regular schedule, or a different starting and ending date if an *Alternate Schedule* is currently in effect.

OPTIONAL MODEL RA-3 OR RA-3W REMOTE CONTROL STATION

Turn **KEYSWITCH** on to activate and prevent clock from starting anything automatically.

In general, use **BACK/FWD** and **SET** when asked to select something.

TO START SWINGING BELLS:

Press **SWING** and use **BACK/FWD, SET** to select:

Minutes of duration
Seconds of duration

ALTERNATE: Press **SWING** twice to start it with the duration displayed.

TO START PEAL:

Press **PEAL** and use **BACK/FWD, SET** to select:

Minutes of duration
Seconds of duration

ALTERNATE: Press **PEAL** twice to start it with the duration displayed.

TO START TOLL:

Press **TOLL** and use **BACK/FWD, SET** to select the number of Tolls.

ALTERNATE: Press **TOLL** twice ring number of tolls displayed.

TO START USER DEFINED "SEQUENCE":

Press **FUN**

TO RING A SINGLE BELL (FOR SANCTUS BELL, ETC.)

Press **BELL** button.

OPTIONAL MODEL RA-3 OR RA-3W REMOTE CONTROL STATION

TO ASSIGN "SWING" BUTTON TO ANY OF THE AVAILABLE BELLS:

Press and hold in **SWING** until **bEL2** or similar is displayed.

Use **BACK/FWD, SET** to select **bEL1 ... bEL7**

TO ASSIGN "FUN" TO ANY SEQUENCE:

Press and hold **FUN** until **F 1** or similar is displayed.

Use **BACK/FWD, SET** to select **F 1 ... F 9**

TO ASSIGN "BELL" BUTTON TO ANY BELL:

Press and hold **BELL** button until **bEL2** or similar is displayed.

Use **BACK/FWD, SET** to select **bEL1 ... bEL7**

OPTIONAL MODEL RA-3 OR RA-3W REMOTE CONTROL STATION

TO START A SONG OR SONGS:

Press **CD** as many times as required to display one of the following modes:

1. 1 (specific song mode = CD#. Song#)

r-1 (random play)

n-1 (sequential play)

For a *Specific Song*, use **BACK/FWD, SET** to select **Slot#**, and again to select **Song#**.

For *Random or Next mode*, use **BACK/FWD, SET** to select:

How many songs to play (r-1, r-2, etc. or n-1, n-2, etc.), then again to select the Library songs will play from (Lb1, Lb2, etc.).

TO START AN EVENT LIST:

Press **LIST**

Use **BACK/FWD, SET** to select the **EVENT LIST** (EL 1, EL 2 , etc.)

Use **BACK/FWD, SET** to select the *position in the list to start from*.

The **LIST** light will blink. Press **LIST** again when you want the *Event List* to start.

While an Event is in progress, **LIST** can be pressed to toggle between **PAUSE** and **NO PAUSE** mode. Blinking **LIST** light means Event List will pause at end of Event in progress. Otherwise, all the events in the list will play with just a pause between them.

Notes:

The **KEY-SWITCH** of the *RA3 Remote Control Station* can be turned Off any time after

OPTIONAL MODEL RA-2 ONE BUTTON WIRELESS REMOTE CONTROL

The *Model RA-2 Wireless Remote Control* is available as an extra cost option and may be part of the system. The **RA-2** can only be used to start an *Event List* that has been set up previously. The set up can be made from either the *DCB3 Control Panel* or a wired *RA-3 Remote Control Station*.

When started from the *RA-2 Wireless Remote Control*, the first *Event* in the *Event List* will start and continue playing until it is finished. Another command must then be sent from the *RA2 Wireless Remote Control* in order to start the next *Event*, etc.

Commands sent while an *Event is in progress* are ignored, so wait for each *Event* to finish before sending the next command.

OPTIONAL MODEL RA-6W SIX BUTTON WIRELESS HAND HELD REMOTE

The Model RA-6W offers more features than the RA-2.

Activate the RA-6W with the Slide Switch on front of it.

Press PEAL, SWING, TOLL, or BELL to start the Peal, Swinging Bell, Toll, or a ring a single bell. The durations, or number of tolls, will be what have previously been set up for MANUAL Mode on the DCB3 Control Panel.

Press LIST to start songs. Whatever Event List currently set up to play from the DCB3 Panel will play.

Press STOP to stop any function in progress.

Notes:

The ON/OFF of the *RA-6W Remote Control* can be turned Off any time after the event has started. This will not stop anything in progress.

100 WATT TOWER AMPLIFICATION SYSTEM

AMPLIFIER CONTROLS

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**.

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 **DCB3 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**.

100 WATT TOWER AMPLIFICATION SYSTEM

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 impedance 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.

OPTIONAL 250 WATT TOWER AMPLIFICATION SYSTEM

250 WATT TOWER AMPLIFIER CONTROLS

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

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 PROFUNDUS and any other bell-ringing functions that are not on the Compact Discs. 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 **Compact Disc Carillon**. Set this control to "4" initially, and later on adjust as required to bring the volume to the desired level.

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.