Sound Surfer

Contents

<table>
<thead>
<tr>
<th>Section</th>
<th>Page No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Introduction</td>
<td>4</td>
</tr>
<tr>
<td>2.0 Operation</td>
<td>5</td>
</tr>
</tbody>
</table>

Software

<table>
<thead>
<tr>
<th>Section</th>
<th>Page No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>2.1 Customer</td>
<td>5</td>
</tr>
<tr>
<td>2.2 Categories</td>
<td>5</td>
</tr>
<tr>
<td>2.3 Alphabetical Search</td>
<td>5</td>
</tr>
<tr>
<td>2.4 New Releases</td>
<td>5</td>
</tr>
<tr>
<td>2.5 Screen shots from user interface</td>
<td>6</td>
</tr>
</tbody>
</table>

Service Menu (Collectors / Engineers)

<table>
<thead>
<tr>
<th>Section</th>
<th>Page No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>3.0 Collector Menu</td>
<td>7</td>
</tr>
<tr>
<td>3.1 Collector Menu</td>
<td>7</td>
</tr>
<tr>
<td>Music Update</td>
<td>7</td>
</tr>
<tr>
<td>3.2 Collector Menu</td>
<td>8</td>
</tr>
<tr>
<td>Jukebox info</td>
<td>8</td>
</tr>
<tr>
<td>3.3 Collector Menu</td>
<td>9</td>
</tr>
<tr>
<td>Touch Screen Calibration</td>
<td>9</td>
</tr>
<tr>
<td>3.4 Collector Menu</td>
<td>11</td>
</tr>
<tr>
<td>Data Collect</td>
<td>11</td>
</tr>
<tr>
<td>3.5 Collector Menu</td>
<td>12</td>
</tr>
<tr>
<td>Christmas Songs</td>
<td>12</td>
</tr>
</tbody>
</table>

Engineer Menu

<table>
<thead>
<tr>
<th>Section</th>
<th>Page No.</th>
</tr>
</thead>
<tbody>
<tr>
<td>4.0 Engineer Menu</td>
<td>13</td>
</tr>
<tr>
<td>4.1 Engineer Menu</td>
<td>14</td>
</tr>
<tr>
<td>Coin Mech</td>
<td>14</td>
</tr>
<tr>
<td>4.2 Engineer Menu</td>
<td>15</td>
</tr>
<tr>
<td>Touch Screen Calibration</td>
<td>15</td>
</tr>
<tr>
<td>4.3 Engineer Menu</td>
<td>16</td>
</tr>
<tr>
<td>Price of Play</td>
<td>16</td>
</tr>
<tr>
<td>4.4 Engineer Menu</td>
<td>17</td>
</tr>
<tr>
<td>Program Update</td>
<td>17</td>
</tr>
<tr>
<td>4.5 Engineer Menu</td>
<td>18</td>
</tr>
<tr>
<td>Play List</td>
<td>18</td>
</tr>
<tr>
<td>4.6 Engineer Menu</td>
<td>19</td>
</tr>
<tr>
<td>Time &amp; Date</td>
<td>19</td>
</tr>
<tr>
<td>4.7 Engineer Menu</td>
<td>20</td>
</tr>
<tr>
<td>Music Update</td>
<td>20</td>
</tr>
<tr>
<td>4.8 Engineer Menu</td>
<td>21</td>
</tr>
<tr>
<td>Jukebox info</td>
<td>21</td>
</tr>
<tr>
<td>4.9 Engineer Menu</td>
<td>22</td>
</tr>
<tr>
<td>On/off timer</td>
<td>22</td>
</tr>
<tr>
<td>4.10 Engineer Menu</td>
<td>23</td>
</tr>
<tr>
<td>Error Log</td>
<td>23</td>
</tr>
<tr>
<td>4.11 Engineer Menu</td>
<td>24</td>
</tr>
<tr>
<td>Advertising Attract Mode / Page Flip</td>
<td>24</td>
</tr>
<tr>
<td>4.12 Engineer Menu</td>
<td>25</td>
</tr>
<tr>
<td>Background Music Volume</td>
<td>25</td>
</tr>
<tr>
<td>4.13 Engineer Menu</td>
<td>26</td>
</tr>
<tr>
<td>Data Collection</td>
<td>26</td>
</tr>
<tr>
<td>4.14 Engineer Menu</td>
<td>27</td>
</tr>
<tr>
<td>Dataport</td>
<td>27</td>
</tr>
<tr>
<td>4.15 Engineer Menu</td>
<td>28</td>
</tr>
<tr>
<td>Christmas Songs</td>
<td>28</td>
</tr>
<tr>
<td>4.16 Engineer Menu</td>
<td>29</td>
</tr>
<tr>
<td>View Reports</td>
<td>29</td>
</tr>
<tr>
<td>4.17 Engineer Menu</td>
<td>30</td>
</tr>
<tr>
<td>Remote Credits</td>
<td>30</td>
</tr>
<tr>
<td>4.18 Engineer Menu</td>
<td>31</td>
</tr>
<tr>
<td>Happy Hour</td>
<td>31</td>
</tr>
<tr>
<td>4.19 Engineer Menu</td>
<td>32</td>
</tr>
<tr>
<td>Happy Hour Advert Settings</td>
<td>32</td>
</tr>
<tr>
<td>4.20 Engineer Menu</td>
<td>33</td>
</tr>
<tr>
<td>Setup</td>
<td>33</td>
</tr>
<tr>
<td>4.21 Engineer Menu</td>
<td>34</td>
</tr>
<tr>
<td>Special Event Switch</td>
<td>34</td>
</tr>
<tr>
<td>4.22 Config Menu</td>
<td>35</td>
</tr>
<tr>
<td>To enable a main category</td>
<td>35</td>
</tr>
<tr>
<td>4.23 Config Menu</td>
<td>36</td>
</tr>
<tr>
<td>Songs Per Update menu</td>
<td>36</td>
</tr>
<tr>
<td>4.24 Config Menu</td>
<td>37</td>
</tr>
<tr>
<td>Startup Songs</td>
<td>37</td>
</tr>
<tr>
<td>4.25 Config Menu</td>
<td>38</td>
</tr>
<tr>
<td>To select an update etc</td>
<td>38</td>
</tr>
<tr>
<td>4.26 Config Menu</td>
<td>39</td>
</tr>
<tr>
<td>Delete Songs</td>
<td>39</td>
</tr>
<tr>
<td>4.27 Config Menu</td>
<td>40</td>
</tr>
<tr>
<td></td>
<td>40</td>
</tr>
<tr>
<td></td>
<td>41</td>
</tr>
</tbody>
</table>
4.28 Install songs from all Category CD ... ... 47
4.29 New Category CD... ... ... ... ... ... ... ... ... ... ... ... 47

5.0 **Background Music** ... ... ... ... ... ... ... ... ... ... 48
5.1 To set a BGM timer ... ... ... ... ... ... ... ... 48
5.2 To set days and times ... ... ... ... ... 49
5.3 To set the BGM type ... ... ... ... ... 49
5.4 To Programme Beats Per Minute ... ... ... 52
6.0 To Program Least Played BGM timer ... ... 54
6.1 To Program Least Played song range ... 54
7.0 Don’t include songs less than ‘X’ weeks old ... 56
7.1 To program Most Played songs range ... 56
8.0 To set a BGM interval between songs ... 58
8.1 To exclude a category from a BGM timer ... 58
8.3 To exclude a specific song from the jukebox ... 59

Hardware

9.0 Computer ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 61
10.0 Monitor and Touch Controller... ... ... ... ... ... ... ... ... ... ... ... ... ... 61
11.0 Computer Connections Diagram ... ... ... ... ... ... ... 62
11.1 Machine block diagram ... ... ... ... ... ... ... ... ... ... ... ... 63
12.1 SLE 1025 interface ... ... ... ... ... ... ... ... ... ... ... ... ... ... 64
12.2 Connections ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 64
13.0 SL processor diagram ... ... ... ... ... ... ... ... ... ... ... ... ... 67
14.0 Connection Panel ... ... ... ... ... ... ... ... ... ... ... ... 68
14.1 Diagram ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 68
15.0 Wall Unit Installations ... ... ... ... ... ... ... ... ... ... ... ... ... 69
15.1 Wallbox cable diagram ... ... ... ... ... ... ... ... ... ... ... ... ... 70
15.2 Wall mounted jukebox hanging instructions ... ... 71
16.0 Mk7 Amplifier ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 73
17.0 Mk7 Pre-Amplifier set up ... ... ... ... ... ... ... ... ... ... ... ... 74
18.0 Mk7 Slave output ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 75
19.0 Mk7 Power Amplifier ... ... ... ... ... ... ... ... ... ... ... ... ... ... 75
20.0 Mk7 Amp Controls diagram ... ... ... ... ... ... ... ... ... ... ... ... 76
20.1 Mk7 Input Connections ... ... ... ... ... ... ... ... ... ... ... ... ... 77
21.0 Mk8 Type Amps... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 78
22.0 Speaker Wiring ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 93
23.0 Power pack ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... ... 94
24.0 Sample data download files ... ... ... ... ... ... ... ... ... ... ... ... ... 95
1.0) **Introduction**

This is a computer based digital audio jukebox system. Up to 2000 Audio tracks are stored on the computers hard drive. The customer inserts coins and selects tracks from a user-friendly touch screen, which are then played through the locations sound system or through the on board amplifier.

The audio content is updated via a CD Rom and new tracks can be added to the most or least played music genres on the machine. Tracks are deleted after twelve months, however it is possible to keep a track on the machine indefinitely if it proves to still be earning revenue. You can also manually delete a track at any time if it is deemed unsuitable for a site. (see Config Menu ‘p.42, sec. 4.22 for more details about Deleting individual tracks.)

The Sound Surfer machines are available in floor-standing kiosk, floor-standing jukebox and wall mounted formats. Any machine in the range can be linked to any number of other machines to provide remote selectors.

N.B. When mounting the Jukebox or Wallbox unit please consider the following:-

- **It must not** be placed over a radiator or heat source.
- **It must not** be placed in direct sun light.
- **It must have** access on either side (180mm / 7" minimum) to allow access doors to open and also enable sufficient airflow through the louvers

*When Installation is complete, recalibrate screen before leaving site.*
2.0) **Operation**

**Software**

2.1) **Customer**

The customer selects tracks by means of a touch screen interface. Tracks are organised into Main Categories (such as Seventies Music). The customer selects a main category; all tracks stored on the computer associated with it are displayed. To scroll through more available tracks, the customer can use the ‘MORE’ and ‘BACK’ arrows. To make a selection the customer inserts money and simply touches the song on the screen. After been asked to confirm the selection the song is added to the play list.

2.2) **Categories**

The main categories show the Genres of music available to the customer. The number and type of genres available depends upon the contractual agreement with the Music Supplier, and can only be altered by accessing the password protected ‘Config Menu’.

2.3) **Alphabetical Search**

This allows you to search for a song alphabetically by Artist or Track Title or by a full alphabetical list of all songs the on Machine.

2.4) **New Releases **NEW**

When a new Chart track is downloaded onto the jukebox it is displayed with a NEW banner in the ‘CHART AND NEW RELEASES’ category. It remains here for a total of 2 weeks and then drops down into its relevant ‘RECENT CHART HITS’ category. All chart material is hidden after a total of 6 months to avoid the machine look outdated.
Sound Surfer

Introduction / Instructions page.

Play track confirmation page.

Alphabetical Search, Select letter.

Alphabetical Search, display tracks.
3.0) **Service Menu** (Collectors / Engineers Menus)

When the jukeboxes main door is opened two menus appears on the Screen. To select an option touch it on screen.

a) Collectors Menu  
b) Engineers Menu.

3.1) **Collectors Menu**

Touch the ‘Collectors Menu’ button on screen. The collector’s menu appears as shown above right. The following options are available.

3.2) **Music Update**

Used to update the site’s music locally. Follow the on screen instructions “if you have a Music CD to update the Jukebox with, then put your CD in the drive and press the Update button. Otherwise press the EXIT button.

Once the update disk has been initiated in the drive, the computer will show details of the tracks about to be downloaded to the jukebox.

Follow the on screen instructions to download the ‘Music Update Disc’. 
3.3) **Jukebox info**

This page shows general information about the jukebox computer and program.

- Jukebox software version number.
- Wallbox software version number. The wallbox software is stored on the jukebox even if there are no wall boxes connected. The wallbox 'borrows' its operating programme from the main jukebox.
- Serial Number of the computer.
- Wall boxes connected, number of.
- Songs on jukebox, number of.
- Date last downloaded.
- Time last downloaded.
- Time jukebox was turned on.
- Clear Credits; Clears outstanding plays and credits.
- Reject song. Touch this button to reject the song currently playing.
- Credit. Touch this button to add a credit for testing.
3.4) **Calibrate Screen**

This feature re-calibrates the touch screen improving its accuracy.

1. Press the Calibrate Now’ button, then the smaller grey ‘Calibrate’ button.

   Next touch the screen where the Indicators appear. Try to get as close to the centre of the markers as possible.

   Now test the accuracy of the screen by touching it at points around its perimeter. If the cursor follows your finger closely the screen is accurately calibrated. To recalibrate the screen again press ‘Calibrate Again’ and repeat the process. When an accurate calibration is complete press the ‘Done’ button.

   At this point the machine will update many of its essential files, which may take several seconds. When it has finished you will be returned to the main ‘Service Engineers’ menu.
Press the Green ‘Exit’ button to return to the engineers menu.

NOTE

It's always worthwhile calibrating the screen of the jukebox when the front door has been opened to ensure it remains accurate. Calibrating the screen also backs up all the current jukebox settings, which may be required by the computer in case of power failures etc.
3.5) **Data Collect** *(A sample ‘download report’ can be found on page 78, sec. 24.0)*

This allows the collector to download a range of information about the jukeboxes performance onto a floppy drive. The information is split into 6 separate files, each of which includes the date and time it was downloaded. The six files are:-

**a) CASH INFO**
Shows the site number, and a history of weekly takes since the machine was first commissioned.

**b) CATEGORY PLAYS**
Shows the machine serial number, total number of songs, total number of categories, total number of plays for each category and total number of plays during the past three weeks.

**c) JB SONGS**
Shows machine serial number, total number of songs, title and artist of each track, the date and time each track was added to the machine, total number of plays for each track and total number of plays for each track during the past three weeks.

**d) JUKEBOX INFO**
Shows machine serial number, Jukebox program version, total number of songs, time machine was last switched on, price of play settings, On-Off timer settings,(see p.19, sec.4.9) BGM volume level settings. *(see p.25 sec.4.12)*

**e) LAST UPDATE**
Shows last CD update serial number, date of last update, and details of which tracks were downloaded to each of the jukebox categories.

**f) MUSIC DOWNLOADS**
Shows total history of music updates including date, serial number, number of songs downloaded from disc and the update method.

---

**Data Collection**

Put a Floppy Disc into the Drive and Press the COLLECT Button

EXIT COLLECT

To perform a data collection insert a 3.5” Floppy Disk in the Floppy drive of the computer and press the ‘Collect’ button on screen.

Wait until the green light on the front of the drive extinguishes before removing the disc from the drive.
3.6) **Christmas Songs**

This screen allows the Christmas songs main category to be enabled, and new Christmas songs to be downloaded via CD ROM onto the machine.

When enabled the Christmas category automatically appears between the 1\textsuperscript{st} of December and the 1\textsuperscript{st} of January. Outside these dates the Category graphic is hidden from the touch screen interface but the tracks are retained on the machine and will automatically be available for selection the following year.
4.0) **Engineers Menu**

The options appear in red boxes, touch the box for the required option. To scroll between the various pages of the engineers menu’s use the up and down arrows.

---

**Engineer Menu – 1 of 3**

- Coin Mech
- B.G.M.
- Jukebox Info
- Calibrate Screen
- Play List
- On / Off Timer
- Price of Play
- Tune & Date
- Time & Date
- Program Update
- Music Update
- DOWN

---

**Engineer Menu – 2 of 3**

- Error Log
- Dataport
- Happy Hour
- Attract Mode
- Disable Songs
- Setup
- B.G.M. Volume
- View Reports
- UP
- Data Collection
- Remote Credits
- DOWN

---

**Engineer Menu – 3 of 3**

- Config Menu
- UP
- Back

---

(Bac...
4.1 **Coin Mech**

Used to set the value in multiples of 10 pence units, for each of the 8 coin mech channels. These values should correspond to those detailed on the side of the actual coin mech.

**EXAMPLE**

Channel 1 = £1.00 Enter 10  
Channel 2 = 50p Enter 05  
Channel 3 = 20p Enter 02  
Channel 4 = 10p Enter 01  
Channel 5 = £2.00 Enter 20

4.2) **Calibrate Screen**

See Collectors Menu – P. 9, Sec.3.4
4.3) **Price of Play**

Use this option to change the price of play settings. On screen, touch the required price of play to be changed e.g. 1-5, 2-10, 5-20.

**First Screen**

A new screen will appear with plays and cash boxes. Touch the Plays box so it turns yellow and enter a number. Next touch the Cash box square so it turns yellow and enter a price for the number of plays you’ve just set.

Again this figure should be in multiples of 10pence units.

**New Screen**

Eg. 1 play = 50 pence
Enter 1 in the plays box
Enter 5 in the cash box

2 plays = £1.00
Enter 2 in the plays box
Enter 10 in the cash box

5 plays = £2.00
Enter 5 in the plays box
Enter 20 in the cash box

When all Price of play variations have been set press EXIT.
4.4) **Program Update**

This feature is used to update the program version of the computer. Insert the Program Update CD into the CD ROM drive and press the ‘update’ button. The new program will be transferred to the computer automatically replacing the old version. The display will return to the ENGINEER MENU when this operation has been completed.

Please recalibrate the screen after performing a program update.
4.5) **Play List**

This facility details songs that have been paid for and are queued to play. It is intended for use when the engineer has to work on the machine and playback of customer's selections will be affected. Individual tracks or the whole play list can be deleted.

This menu also shows the following information about the current song:
- **Status** - stopped or playing.
- **Position** – Current position in songs total duration
- **Duration** - The length of the song.

Other information includes TOTAL SONGS on the machine, PLAYS TODAY, and PLAY TYPE. (eg paid play or B.G.M.)
4.6) **Time & Date**

Used to set the correct time and date. Select day, month, year, hour or minute by touching the relevant box on screen. Use the on screen keypad to type in values and press OK to enter them. Touch EXIT to return to the ENGINEER MENU.

**Time & Day**

4.7) **Music Update**

See Collector Menu, p.7 Sec. 3.2

4.8) **Jukebox Info**

See Collector Menu, p.8 Sec. 3.3
4.9) **On/Off Timer**

This feature makes the jukebox inoperable between pre set times. The machine only closes down when all of the following 3 conditions are met:

a) The jukebox clock has reached the OFF time  
b) The credit counter equals ZERO  
c) The play list is empty.

The coin mech however is disabled as soon as the OFF time is reached so no further credits can be added to the machine. When the final song in the play list has been played the touch screen goes blank and if touched displays the message ‘THE JUKEBOX IS TURNED OFF’. The jukebox remains in this state until 5 minutes before its ON time. At this point the whole jukebox is reset to clear the temporary memory. The system then reboots and runs the Sound Surfer jukebox program.

---

**To enable the ON/OFF timer** touch ENABLE. This will load the default ON time as 08:00 and OFF time as 23:30.

**To adjust the ON/OFF times** touch the relevant boxes on screen. Use the on screen keypad to type in values and press OK to enter them. Touch EXIT to return to the ENGINEER MENU.

**Important**  
Disabling the On/Off timers of the jukebox can seriously affect the performance of the machine. Ensure timers are always Enabled.
4.10) **Error Log / Audio Error Log**

The Error log records any software faults that may occur during the operation of the machine. The Audio Error log records any faults with the Music files on the jukebox. The 2 files can be downloaded onto a floppy disc for future reference or deleted from the system.

4.10 a) **To view the error log** press the Error Log button on the engineers screen. If no errors have been detected by the computer ‘No error log found’ will be displayed.

4.10 b) **To view the Audio Error log** press the Error Log button on the engineers screen then the ‘view error log’ button. If no audio errors have been detected by the computer ‘No error log found’ will be displayed.

4.10 c) **To save the logs to disc** insert a 1.44mb 3.5” floppy disc into the floppy drive of the computer and press ‘Save Error Log’. This will copy both the Error Log and Audio Error log onto the disc.
4.10 d) To delete the Error Log press the ‘Delete Error Log’ button. You will then be asked to confirm or cancel the delete process. Both error logs must be deleted separately. ‘Error Log Deleted’ is displayed once the operation has been successfully deleted.
4.11) **Advertising Attract Mode and Page Flip**

**NOTE** Only adverts encrypted by Sound Leisure will be accepted by the Sound Surfer and Video Surfer range of jukeboxes. Please contact Sound Leisure for information about encrypting files for use on these jukeboxes.

The Advertising attract mode aims to attract users to the jukebox by displaying constantly altering images and animations rather than displaying the same image constantly.

If the touch screen is not used for 30 seconds when this feature is enabled, the computer replaces the standard ‘Getting Started’ Sound Surfer introduction with an advert. If no adverts are held on the computer the interface will ‘page flip’ to a random selection of music. The interval time between adverts or ‘page flip’ can be set anywhere between ten seconds and 100 minutes.

**Adverts can take the form of almost anything from food and drink promotions, quiz nights, or upcoming sporting events within the site to local shops, taxi companies or take away restaurants. The potential extra revenue available through this feature is an important aspect of the Sound Surfer jukebox. Sound Leisure provides a full in house design facility for the quick production of both still and animated adverts. Contact us for more details.**

**NOTE**

Adverts and ‘page flip’ only occur when the credit counter equals Zero.

To set the interval time between adverts / page flipping.

Press the orange Minutes square so it turns yellow, then use the on screen keyboard to enter a value between 0 -100. Do the same for the Secs value, entering a figure between 00 – 59.

4.11 A) To set the display time for still adverts press the orange Secs square so it turns yellow then enter a value between 00 – 60 secs.
4.11 b) To add an advert to the jukebox press the Advert button. A new page will be displayed with the options to add or delete adverts, as shown below. Any existing adverts will be shown in the white area on the right hand side.

Insert your Sound Leisure Advert disc into the CD rom Rom drive of the computer drive on the right hand side of the machine, wait a few seconds then press the Add Advert button. ‘Checking Disc….’ will appear briefly.

You will be presented with a list of all the available adverts on the CD. Select the advert you wish to add by touching its name on screen. When selected the advert text will turn white on a blue background. Press the ‘Add’ button to copy the advert to the computer.

The new advert will be added to the list of adverts held on the computer. The adverts are played in a looped cycle from top to bottom. Press the Exit button to return to the advert settings screen.
4.11 c) To Delete an advert from the Jukebox press the ‘advert’ button on the attract mode menu.

You will be presented with a list of all the available adverts on the computer. Select the advert you wish to Delete by touching its name on screen. When selected the advert text will turn white on a blue background. Press the ‘Delete’ button to remove the advert to the computer.

A new screen will appear asking you to confirm the Delete. Check the file name to ensure the correct advert has been selected then press ‘Yes’ to remove the file. The list of adverts will now be shown again with the deleted file removed.

Always perform the ‘Re Calibrate Screen’ function after adding or deleting advert files from the computer. Adverts are held in the computers memory once loaded and are not updated or removed from the advert play list until a system backup takes place during calibration.
4.12) **BGM Volume**

This facility allows the operator to set and test a lower volume level for BGM tracks. If the volume level is set to **MAX** BGM tracks will play at the same volume as Paid play tracks.

To change and test the BGM track volume level ensure a PAID PLAY track is playing on the jukebox. Press the ‘Test Volume Level’ button so that it turns green.

Use your finger to touch one of the eight volume levels on the bar in the centre of the screen. The volume level will change as you select different levels. Press the ‘Test Mode On’ button again to return to paid play volume. When the level is correctly set press the Exit button.

**NOTE** Exiting the BGM volume screen while still in test mode causes the whole of the remaining Paid Play track to be played at BGM volume level. Proceeding Paid Play tracks then return to the normal volume level.
4.13) **Data Collection**

See Collector Menu, Section 3.4.

4.14) **Dataport**

This screen controls the activation of third party security systems such as 'MIDAS'.

**WARNING**

Enabling Dataport without the correct hardware fitted (i.e. Midas AWP version) results in the machine becoming inoperable. The screen displays ‘CALL ENGINEER - Reference Dataport’. A ‘Midas’ unit must then be connected to the machine before it can be returned to normal operation.

4.14 a) **To Enable Dataport**

To enable dataport first ensure the correct hardware has been connected to the jukebox then select Dataport from the jukebox engineers menu.

The ‘Enable Dataport’ screen will appear as shown on the left. Press the ‘Enable Dataport’ button to activate the dataport.
Follow the on screen instructions pressing ‘Continue’ and ‘Yes’ when prompted. The final screen will report that Dataport is now Enabled. You must now reset your machine before the dataport function will become operational.

4.14b) To Disable Dataport

To Disable dataport first enter the dataport screen from the engineers screen. If dataport is currently activated you will see the screen shown on the left.

Press the ‘Disable Dataport’ button.
At this point you need to contact the ‘Sound Leisure’ Technical Department and quote the Serial number and Code displayed on the screen. You will then be given a ‘Dataport Disable Code’ to be entered using the on screen keyboard. Press the green **OK** button to enter the code.

Once the correct code has been entered the screen will change and report that dataport is now disabled. Press the **EXIT** button to return to the engineers menu.

4.15) **Christmas Songs**

See Collector Menu, p.12 Sec. 3.6
4.16) **View Reports**

The Reports section of the engineer screen gives the user detailed information about the performance of the jukebox. The information available here is a more comprehensive version of that available through the data collection facility. *(see p.26, sec 4.13 for more info about the data collection facility.)*

The information is split into 4 Categories:

a) Plays Report  
b) Deleted Songs  
c) Category Plays  
d) Music Updates

The front page gives details of the number of songs currently on the jukebox and the amount of free space on the jukebox hard drive.

**4.16 a) View Plays Report**

Press the ‘View Plays Report’ to see detailed information about the performance of each track held on the jukebox. When a new track is downloaded to the jukebox a range of information about it is stored on the computer. This information includes the date and time the track was added, from which disc it came and into which category it was downloaded. From that point the computer keeps a real time record of how many times the track is played, from which category the track was selected and how many times it has been selected as a BGM track etc.

Some of this information can be viewed in ‘Plays Reports’ (shown below). The information can be organised in several different ways. The button highlighted in orange denotes the current sort mode.

**Press the relevant button on screen to sort information by:-**

- Last 3 weeks plays  
- Total Plays  
- By date (track downloaded to jukebox)  
- By artist (alphabetically A - Z)
4.16 b) View Deleted Songs

This section shows a history of tracks deleted from the machine. Information recorded includes

- Date track was deleted
- Number of plays up to point of deletion
- Artist and track title
- Deletion method (Auto delete or manual)

The information can be arranged in several different ways by pressing the relevant buttons on screen. The button highlighted in orange denotes the current sort mode.

Press the relevant button on screen to sort information by:-

- Date
- Total plays (up to point of deletion)
- Artist (alphabetically A - Z)
- User deleted (sorts manually deleted tracks from auto deletes)

4.16 c) View Category plays

Category plays details how many times a track has been selected from each category. Each track on the jukebox has one ‘Main Category’ in which it belongs; but may also have several possible ‘Mirror Categories’ in which selectable copies of it may be found. This is done to make each track easy to find as different customers may associate individual tracks with different categories.

Each time a track is selected the category plays report determines from which main category the track belongs and increases its selection score by one. Therefore selection of tracks through ‘mirror categories’ still increases the tracks ‘Main category’ selection score and not that of the ‘mirror category’.

The Category plays information can be arranged in several different ways by pressing the relevant buttons on screen. The button highlighted in orange denotes the current sort mode.

Press the relevant button on screen to sort information by:-

- Last three weeks plays
- Total plays
- Category
4.16 d) View Music Updates

This section records the actions the computer takes each time a 'Music Update Disc' disc is detected. The information available details the date of the music update, the disc identification number, the number of songs updated to the jukebox, if the update was successful or failed and how many times the download failed (if relevant).

The Music Updates information can be arranged in several different ways by pressing the relevant buttons on screen. The button highlighted in orange denotes the current sort mode.

Press the relevant button on screen to sort information by:-

- Date
- Disc ID number
- By failed attempts

4.16 e) View Details

More detailed information about each individual download can be accessed using the view details option.

Select an individual download by touching it on the screen. When selected the music update text will turn white on a blue background as shown (Disc ID 2013).

To see more detailed information about the download press the View Details button.
A new page will appear showing details of the selected download. The information includes the serial number of the machine, the time and date of the download, the update disc ID number, current download settings, the title and artist of each track downloaded, to which categories the new tracks were added, how many new tracks were added to each category and a summary of the completed download.

4.16 f) To save the download information to a Floppy Disc insert a 1.44mb 3.5" floppy disc into the drive on the front of the computer and press the ‘save the download information to a Floppy Disc’ button on screen. The screen will briefly report ‘Copying – Please wait’ and then ‘Finished Copying’. Wait until the green light on the left hand side of the drive goes out before removing the disc.

(A sample ‘download report’ can be found on p78 sec 24.0 of this document.)

Press the ‘Back’ button on screen to return to the ‘Music Update History’ page and ‘Exit’ to return to the ‘engineer mode’ screen.
4.17) Remote Credits

The Remote Credits option requires an optional 6 wire Remote Control.

The facility enables the jukebox to be programmed with a maximum allowance of free credits for any single hour period during any day of the week. The actual free credits can only be added to the machine by pressing a button on the optional 6-wire remote volume controller, which would usually be positioned behind the bar. Each press of the button equates to 1 credit allowing the free credit allowance to be spread out over the duration of an hour.

4.17a) To set a free credits allowance select the ‘Remote credits’ button on screen from the ‘engineer mode’ page.

The remote credits page appears.

Select a day of the week by touching it on the screen. When selected the day text will turn white on a blue background as shown. (Tuesday)

Next select the time period by touching it on the screen. When selected the time period text will turn white on a blue background as shown. (15:00 – 16:00h)

Use the on screen keyboard to enter the maximum number of free credits available during the selected time period. (eg Enter 10 for a maximum of 10 free credits between 15 – 16h) Press okay to enter the figure.

Follow the same process for any further days / time periods. Press the ‘Exit’ button when complete to return to the ‘Engineers Screen’.
4.18 Happy Hour

This facility offers an opportunity to allow special pricing schemes for a pre-set time period during the week. There are 4 individual timers, which can all be tailored by day, time, and price of play.

A basic function of this facility would be to offer cut-price or free tracks on the jukebox during a Friday evening Happy hour, or to reduce the price of play during less busy periods of the week.

The price scheme can also be increased to make the jukebox more expensive during a certain time period if required.

Once the computer clock reaches the end of the ‘Happy Hour’ time period the price of play reverts to the default settings programmed in the ‘Price Of Play’ engineers menu. (See page.15 sec.4.3 for more details about setting default Price Of Play options.)

At this point the play list can be retained or cleared depending on how the ‘Happy Hour’ timers have been programmed.

4.18 a) To set a Happy hour timer first select ‘happy Hour’ from the ‘Engineers Menu’.

The Happy Hour screen will appear. If there are currently no timers enabled the screen will appear as shown on the left.

Select a timer by touching it on screen. When selected the Timer text will turn white on a blue background as shown on the left. (Timer 4 (Disabled)).

Press the ‘Enable’ button.

Once the timer is enabled it will automatically enter default values for certain settings. These settings can be altered during the ‘Happy Hour’ set up procedure. First set the days and times during which the Timer pricing scheme will be active. To do so, touch the grey square under ‘Times / Days’ as shown on the left.
4.18 b) **To set the On/Off times** touch the orange areas marked Hour and Mins on screen. When selected the squares will turn yellow. At this point use the on screen keyboard to enter values.

*Values entered in the ‘Hour’ field must be in 24 hour clock format. (00h – 23h)*

Now select the days on which the timer should operate. To do so touch the day(s) on screen which you wish to be included in the current timer. Once touched the Orange ‘No’ button will change to a green ‘Yes’ button. To return the buttons to the ‘No’ state touch them again.

Once the correct On / Off times and Days have been set, press the ‘Exit’ button. The grey area under ‘Time / Days’ will now show the details you have just programmed, including the days and times when the ‘Happy Hour’ timer will be enabled. Check the days and times are correct.

4.18 c) **To set the various ‘Happy Hour’ price of play levels** touch the numbered squares from 1 - 8 on screen as shown below.

Enter the lowest price of play in the level 1 field by touching the Level 1 box.
A new screen will appear with 2 separate boxes for Plays and Cash. Touch the Plays box so it turns yellow and enter a number. Next touch the Cash box square so it turns yellow and enter a price for the number of plays you’ve just set.

The ‘Price’ value must be in multiples of 10 pence units.

**Example:**
- 1 play = 30 pence
- Enter 1 in the plays box
- Enter 3 in the cash box

**NOTE** - Enter 00 in both the ‘Plays’ and ‘Cash’ boxes to enable FREE PLAY during happy hour.

When the ‘Happy Hour’ level 1 price of play has been set press EXIT.

Next (if required) enter a Happy Hour level 2 price of play by touching Level 2 box on screen as shown below.

The Price value must be in multiples of 10pence units.

**Eg.** 2plays = 50 pence
- Enter 2 in the plays box
- Enter 5 in the cash box

Continue in this way until all the required ‘Happy Hour’ pricing levels have been set.

The final stage is to set the ‘Happy Hour’ advert settings.
4.19) To set the ‘Happy Hour’ advert settings

To set the ‘Happy Hour’ advert settings touch the grey ‘Happy Hour Advert’ box on screen, as shown on the left.

4.19 a) Play Happy Hour Attract Mode Advert?

If ‘Yes’ is selected the jukebox program will display a ‘Happy Hour Now On’ animation on the touch screen monitor as an attract mode advert (see page.22 sec.4.11 for more details of attract mode adverts).

If the ‘Happy Hour’ price of play has been set to ‘FREE PLAY’ the jukebox will also display ‘FREE CREDITS AVAILABLE ON THE JUKEBOX!’

If ‘No’ is selected the Jukebox will not display any ‘Happy Hour’ adverts.

4.19 b) Number of adverts before happy hour advert is shown

If other ‘Attract Mode’ adverts have been added to the machine the ‘Happy Hour’ advert can be set to play after a pre set number of standard adverts.
Entering 1 in this box would result in the ‘Happy Hour’ advert been played after every individual standard ‘attract Mode’ advert. Entering 2 would result in the ‘Happy Hour’ advert been played after every second ‘attract mode’ advert, and so on.

4.19 c) To enter a figure in the ‘Number of adverts before happy hour advert is shown’ box touch it on screen so it turns yellow, then use the on screen keyboard to enter a value.

4.19 d) Clear Play List After Happy Hour. (Only used for Free Play)

During ‘FREE PLAY’ pricing periods the jukebox play list often becomes very long.
Setting this facility to ‘Yes’ deletes any remaining play list at the end of the ‘Happy Hour’ time period.

This facility has the benefit that tracks selected and paid for after the ‘Happy Hour’ period are not added to the end of a long list of ‘FREE PLAY’ selections.

Customers are also encouraged to pay for tracks on the jukebox as the machine will either go silent or revert back to a BGM timer, rather than continuing to play tracks selected during the ‘FREE PLAY’ period.

4.19 e) To toggle the Clear Play List After Happy Hour between ‘Yes’ and ‘No’ touch the box on screen.

Press the ‘Exit’ button to return to the ‘Happy Hour’ menu.
The grey area under ‘Happy Hour Advert’ will now show the details you have just programmed, including the if the ‘Happy Hour’ advert is enabled/disabled, after how many standard attract mode adverts to play the ‘Happy Hour’ animation and if the ‘clear play’ list is enabled or disabled.

You can now continue to program further ‘Happy hour’ timers in the same manner or press ‘Exit’ to return to the engineer’s menu.
4.20  **Setup**

The options within this page alter how the machine operates and reacts to being powered down and switched to ‘Special Event Mode’.

There are 4 options within the ‘Setup’ screen as shown below, they are:-

4.20 a) **Display first Price Of Play on screen**

- If this option is set to ‘Yes’ the lowest value of price of play will be displayed on the touch screen interface. (ie. 1 play = 30p)
- If this option is set to ‘No’ all price levels other than the lowest will be displayed on the touch screen interface. (ie. 2 plays = 50p / 5 plays = £1:00).

**To toggle the ‘Display first Price Of Play on screen’ between ‘Yes’ and ‘No’** touch the box on screen.

4.20 b) **Save credits and Play List on power down**

- If this option is set to ‘Yes’ both the current play list and number of credits available will be saved and restored when the machine is powered up again. If this option is set to ‘No’ both the play list and credit state will be reset when the machine looses power or is switched off.

4.20 c) **To toggle the ‘Save credits and Play List on power down’ between ‘Yes’ and ‘No’** touch the box on screen.
4.20 d) Scroll main page category bar 1 page at a time.
This option affects the computers reaction to the ‘Up’ and ‘Down’ arrows been pressed on the front page of the touch screen interface, as shown below.

If the ‘Scroll main page category bar 1 page at a time’ option is set to ‘No’ the categories will scroll up or down one at a time depending on which button is pressed. If the option is set to ‘Yes’ the categories will scroll up or down 5 at a time.

4.21) ‘Special event Switch’

The ‘Special Event Mode’ facility enables aspects of the jukebox to be temporarily disabled by turning a key on the side of the machine.
This option is intended for use during sporting events or pub events that require no music from the jukebox.

NOTE BGM music is also disabled during ‘Special Event Mode’ periods.

The following options are available to determine the machines level of usability during a ‘Special Event Mode’ period:-

4.21 a) Disable the jukebox and switch off the screen.
Once switched to ‘Special Event Mode’ the coin mech automatically rejects coins and the touch screen interface is hidden behind a plain black screen. Track selections cannot be made and if the screen is touched the following text appears.

“Special Event in progress”

If a track is paying at the point when the machine is switched to ‘Special Event Mode’ it will continue to play in full. Any tracks remaining in the play list are retained and played when the machine is returned to normal operational mode.
4.21 b) Pause the song until the switch is released then replays that song.  
(Paid play tracks only.)

Once switched to ‘Special Event Mode’ if a song is playing it will be rejected and no further songs will be played until the machine is returned to normal operational mode. At this point the rejected track will be replayed in full, followed by any tracks retained in the play list. During the ‘Special Event Mode’ period, coins and selections will still be accepted and retained in the play list until the machine is returned to normal operational mode.

To toggle between the two options press the relevant button on screen. The currently selected option turns from orange to Yellow and is highlighted by a yellow double arrow to its left hand side as shown below.

Once all the ‘setup’ options have been set press the exit button to return to the ‘Engineers Menu’.
4.22) **Config Menu**

This option is Password Protected and is only available to ‘Authorised Personnel’.

The ‘Config Menu’ screen is used by Sound Leisure to program and download the ‘start up pack’ of music to the jukebox and delete unwanted tracks. The settings held within the ‘Config Menu’ also affect the number and type of tracks downloaded from each update disc, as dictated by the ‘site profile’ supplied by the music provider.

In order to access the ‘Config Menu’ page you must first contact the ‘Sound Leisure’ Technical Department and quote the Serial number and Code displayed on the screen as shown on the left. You will then be given a ‘Config Access Code’ to be entered using the on screen keyboard. Press the green OK button to enter the code.

Once the correct code has been entered the ‘Config Menu’ options screen will appear, showing a set up summary and the six following options:

1) Select Categories
2) Songs Per Category
3) Install songs from CD
4) Delete Songs
5) New Category CD
To set up a machine to receive a ‘music starter pack’ **first select the ‘Select Categories’ option. A new screen will appear as shown below:**

If the machine is new and has not been commissioned previously all the available Main Categories will be listed in the ‘Available Main Categories’ window on the left.

Any category that remains in the ‘Available Main Categories’ window will not appear on the user interface screen, and will not have tracks downloaded to it.

In order to ‘enable’ the category we must move it across to the ‘Selected Main Categories’ window on the right.

4.23) **To ‘Enable’ an ‘Available Main Category’** first select the category on screen by touching it. When selected the category text will turn white on a blue background as shown above (50’s category selected).

Press the ‘Add’ button to move the ‘available’ main category into the ‘selected’ main category window.

The category has now been placed in the ‘Selected Main Categories’ window and its graphic will appear on the user interface screen.

Each ‘Main Category’ (ie 50’s, 60’s Rock etc) is split into several ‘Sub Categories’ to enable more accurate profiling and BGM. In order to complete the category set up we must also choose which sub categories of music to enable.
Press the ‘Sub Categories’ button on screen.

A new screen will appear showing all the ‘available sub categories’ within the enabled main category as shown below. (The main category ‘50’s has two sub categories, 50’s Rock N Roll and Number 1’s of the 50’s.) To enable a ‘sub category’ first select it on screen by touching it.

When selected the ‘sub category’ text will turn white on a blue background as shown on the left. (Number 1s of the 50s). Press the ‘Add’ button to move the ‘available’ sub category into the ‘selected’ main category window.

Only sub categories placed in the ‘Selected Sub Categories’ window will have ‘start up pack’ and fortnightly ‘update’ tracks downloaded to them.

To return to the ‘Main Categories’ page press the ‘Exit’ button once.

Continue this process until all the ‘Main categories’ and ‘Sub Categories’ detailed on the site profile form are enabled, then press the ‘Exit’ button to return to the ‘Config Menu’.

4.24) **Songs Per Update Menu**

Once the categories have been enabled we must next program the jukebox to take the correct amount tracks for each category. To do this, press ‘Songs Per Category’ on the ‘Config Menu’.

A new screen will appear as shown below.
To organise the categories efficiently, the jukebox splits the music categories into the following two groups:

1) **Chart categories.** (Pop, Dance, Indie and Top Hits.)
2) **Core categories.** (All categories with the exception of Chart Categories.)

**The following options must be set on the ‘Songs per update’ screen.**

**4.25) Startup Songs** - Use the on screen keyboard to enter a figure for this setting.
This setting controls the number of ‘start up pack’ tracks downloaded to each of the ‘Core categories’. The default setting for this parameter is 12.

**a) Songs Per Update, Main Songs** - Use the on screen keyboard to enter a figure for this setting. This setting controls how many ‘Core categories’ will receive 1 track each when a ‘music update CD’ is put into the machine. The default setting for this parameter is 10; so ten individual core categories will each receive 1 new track during a ‘Music Update’.

**b) Songs Per Update, Update technique** - This setting affects which of the core categories receives a track from the update CD. If we assume that 10 individual 'core' sub categories will receive 1 track each during a music update (as in the example above) and also that there are a minimum of 25 sub categories, the computer needs to know which of the sub categories to download a track to and which to ignore.

In order to do this the computer refers to its ‘Plays per category’ information. Each time a track is selected from the machine the computer logs from which sub category it derives. It uses this information to compile a ‘real time’ league of categories, which it consults at the beginning of the ‘music update’ procedure. It then refers to this setting to determine which individual core categories to update. The options are:

**C i) Most played** - This setting updates one song to each of the ten ‘most’ played sub categories each time an ‘update CD’ is put into the machine.

**C ii) Least Played** - This setting updates one song to each of the ten ‘least’ played sub categories each time an ‘update CD’ is put into the machine.

**C iii) Update least then most** - Selecting this option alternates the individual track updates between the ‘least played’ and ‘most played’ categories each time an update disc is put into the machine. This setting is used to give roughly the same number of selections in each sub category.
4.26) **To select an update technique**, touch it on screen. The selected update technique will appear in white text with a blue background.

**To set the number of chart Pop, Indie, Dance and Top hits downloaded on each ‘music update’** first select an individual category by pressing it on screen so it turns from orange to yellow. Once selected use the on screen keyboard to enter values.

The computer will download the programmed number of Pop, Indie, Dance and Top hits tracks each time a music update disc is put into the machine. So entering 5 in the ‘Pop’ category will result in the first 5 tracks on the update CD been added to the ‘Pop’ category on the jukebox.

**Entering 0 in a Chart category will result in no tracks been downloaded.**

Once all the ‘Songs Per Category’ settings have been made, press the ‘exit’ button to return to the ‘Config Menu’.

4.27) **Delete Songs**

This facility enables an engineer to manually select and delete a track from the jukeboxes library. The computer maintains a record of any manually deleted tracks, which can be viewed in the ‘View Reports’ menu (see p.29 sec. 4.16 for more info about ‘View Reports’) or by completing a data collection onto a floppy disk. (see p.26 sec.4.13 for details about data collection.)

**To delete a track manually from the jukebox** first select the ‘Delete Songs’ option from the ‘Config Menu’ by touching it on screen. A new screen will appear as shown below.

![Delete Songs Screen](image)

Each track on the jukebox is listed alphabetically by the Artist’s name. A summary of total tracks and deleted tracks is shown at the bottom of the page. Use the ‘Up’ and ‘Down’ arrows to scroll to the top and bottom of the list. To select a track touch it on screen. When selected the track text will turn white on a blue background as shown on the left.

When the correct track has been selected press the ‘Delete’ button on screen. You will be asked to confirm the delete, Yes / No? Check the details of the track are correct and press ‘Yes’ to delete it.
The screen returns to the ‘delete songs’ screen, which now shows details of the deleted track as shown below. The ‘total songs’ and ‘deleted songs’ summaries update to reflect the action taken.

Continue this process until all the required songs have been deleted, and then press the ‘Exit’ button to return to the ‘Config Menu’.

4.28) Install Songs for all Categories from C.D

This feature is used by Sound Leisure to install the ‘music start up pack’ on the jukebox by CD.

Once a ‘start up pack’ has been added to the machine, this facility becomes redundant as new music is added through the ‘Music Update’ option. (See p.7 sec. 3.2 for more details of the music update facility.)

To return to the ‘Config Menu’ press the ‘Exit’ button.

4.29) New Category CD

This feature is used by Sound Leisure to update the ‘Available Categories’ on the machine periodically.

To return to the ‘Config Menu’ press the ‘Exit’ button.
5.0) **Background Music**

The Background Music option enables the jukebox to be quickly programmed to automatically play tightly controlled selections of music during pre set periods of time. There are ten individual timers which can be set by:

1) Days of the week
2) On / Off timers
3) Year Range. (ie play tracks recorded between 1970 – 1979 only)
4) BGM type (Most played songs, least played songs or BPM Range.)
5) Exclude individual categories from play list
6) Exclude individual songs from play list.

5.1) **To set a BGM timer** first select BGM from the ‘Engineers menu’. The ‘BGM Timers’ screen will appear as shown below. From here you can enable or disable individual timers, view a summary of a BGM timer and edit the details of a timer.

If the machine is new there will be no BGM timers enabled or set. To enable a timer select it by touching it on screen. The selected the BGM timer text will turn white on a blue background as shown on the left. (Timer 1 selected.) Once selected press the ‘enable’ button on screen.

Once a timer is enabled press the ‘Change Details’ button on screen. The ‘BGM settings’ page will appear as shown below.
5.2) To set the days and times during which the BGM timer will apply press the ‘Change On / Off timers and days’ button on screen.

A further screen will appear as shown below.

To set the On/Off times touch the orange areas marked Hour and Mins on screen. When selected the squares will turn yellow. At this point use the on screen keyboard to enter values.

Values entered in the ‘Hour’ field must be in 24 hour clock format. (00h – 23h)

To set the days on which the timer should operate touch the day(s) on screen, which you wish to be included in the current timer. Once touched the Orange ‘No’ button will change to a green ‘Yes’ button. To return the buttons to the ‘No’ state touch them again.

Once the correct On / Off times and Days have been set, press the ‘Exit’ button to return to the ‘BGM settings’ page. Details of the items just programmed can be seen in the grey area to the right hand side of the ‘Change On – Off timers and days’ button. Check the details are correct before moving onto the next stage.

5.3) To set the ‘BGM’ type, press the ‘BGM type’ button on screen.
The ‘BGM type’ screen will appear as shown below.

Three options are available to select from.

1) Beats Per Minute
2) Least played Songs
3) Most played songs

Details of each BGM timer are given on the next page.
Select one of the following BGM types and then follow the instructions carefully as the set up procedure differs between the three BGM types.

### 5.3 a) Beats Per Minute

‘Beats per minute’ refers to the tempo of a song. Each track loaded onto the machine has a BPM rating programmed into its code, usually somewhere between 60 – 185 BPM.

A track with a slow tempo would have a low BPM rating (i.e. Lenny Kravitz - Fly away 81bpm) whereas a fast track would have a much higher BPM rating. (i.e. The Beatles – She loves you 151bpm)

The ‘Beats per minute’ BGM setting also allows us to specify a period in years from which to play tracks. (i.e. only play tracks recorded between 1970 and 1979.) When combined with the BPM settings this gives a very precise method of controlling the background music type and tempo during a specific period of time.

For example, it may be preferential to select tracks below 130 BPM recorded between 1930 and 1965 during mid week lunchtime periods. Or to remain above 120 BPM playing tracks recorded after 1980 on a Friday evening.

**To continue programming a ‘BPM’ background music timer got p.52 sec 5.4**

### 5.3 b) Least played Tracks

Selecting this BGM type causes the jukebox to play the ‘Least Played’ selections on the machine. The jukebox logs each paid play selection and creates a jukebox chart of all the tracks on the machine, from most popular to least popular. This option allows the user to define how many of the least played tracks to select for the BGM timer, (i.e. select from the 50 least played songs) and also to exclude songs that are less than a pre set number of weeks old. (i.e. Ignore songs that have been on the jukebox less than 3 weeks.)

You can view the ‘jukebox chart’ used by the computer to make selections while in ‘Least Played’ BGM mode at any point by selecting ‘View Reports’ from the engineers menu. See page?? for more information about the ‘view reports’ facility.

**To continue programming a ‘Least Played Tracks’ background music timer got p54 sec 6.0**

### 5.3 c) Most Played Tracks

Selecting this BGM type causes the jukebox to play the ‘Most Played’ selections on the machine. The jukebox logs each paid play selection and creates a jukebox chart of all the tracks on the machine, from most
Sound Surfer

popular to least popular. This option allows the user to define how many of the most played tracks to select for the BGM timer, (i.e. select from the 20 most played songs) and also to exclude songs that are less than a pre set number of weeks old. (i.e. Ignore songs that have been on the jukebox less than 3 weeks.)

You can view the 'jukebox chart' used by the computer to make selections while in 'Most Played' BGM mode at any point by selecting 'View Reports' from the engineers menu. (See p29 sec 4.16 for more information about the 'view reports' facility.)

To continue programming a ‘Most Played Tracks’ background music timer got p56 sec 7.0
Sound Surfer

5.4) To program a ‘Beats Per Minute’ background music timer
Press the ‘BGM Type’ button on screen in the ‘BGM settings page’ and select ‘Beats Per Minute’. When selected it will be highlighted by a yellow arrow and appears with a red background as shown on the below.

To program a ‘Beats Per Minute’ background music timer

5.4 a) To program the BPM range select ‘Change BPM range’ from the ‘BGM settings’ screen. ‘The BPM Range’ screen appears as shown below.

To set the BPM range touch the orange areas marked Highest and Lowest on screen. When selected the squares will turn yellow. At this point use the on screen keyboard to enter values.

Bear in mind the BPM range of tracks held on an average machine to be approximately 60 – 185 BPM.

5.4 b) To program the Year Range first ensure you are in the ‘Change BPM range’ screen as shown above.

To set the ‘Year’ range touch the orange areas marked Highest and Lowest on screen. When selected the squares will turn yellow. At this point use the on screen keyboard to enter values between 1930 and the present day. To play tracks from 1930 to the present day press the ‘All Years’ button which will fill the ‘Lowest’ and ‘Highest’ years automatically. To play tracks upto the present day press the ‘Present Day’ button on screen which will enter ‘NOW’ in the ‘Highest’ box.

Beats per minutes is the Measure of the speed for the song. A Dance song would have a high beat per minute, because its a fast paced song and a Ballad would have a low beat per minute because it is slow.

By using the least played song for BGM could force customers to use the Jukebox more, to put good songs on. The number of less 1 played songs to use is definable.

By using the most played song for Background Music could create a good atmosphere and possibly replace the need for a DJ.

Interval Between BGM Songs

Beats Per Minutes

Least Played Songs

Most Played Songs

BPM Range

Year Range

BPM Range

Highest

Lowest

Year Range

ALL

ALL

ALL Years

Present Day

707 Songs : Duration 13/12/1899

789

456

123

0 Clear

OK

Timer 1

Press the ‘Back’ button to return to the ‘BGM settings’ page.
Sound Surfer

5.4 c) Songs and Duration summary

Situated at the bottom of the ‘BPM range’ page, this shows how many tracks are contained on the jukebox fitting the current BPM settings, and how long those songs will take to play. If a BGM timer covers a time span much greater than the duration of the songs available, some songs will be repeated. Bear this in mind when setting the BGM range.

When the ‘BPM and Year range’ settings are complete press the ‘Back’ button to return to ‘BGM Settings’, then turn to p.58 for instructions on setting a ‘BGM interval between songs’ and excluding any ‘categories’ or ‘tracks’ from the current BGM timer.
6.0) To program a ‘Least played Tracks’ background music timer

Press the ‘BGM Type’ button on screen in the ‘BGM settings page’ and select ‘Least Played Songs’. When selected it will be highlighted by a yellow arrow and appears with a red background as shown on the below.

Press the ‘Back’ button to return to the ‘BGM settings’ page.

6.1) To program the ‘Least Played’ songs range select ‘Change Songs range’ from the ‘BGM settings’ screen. ‘The Songs Range’ screen appears as shown below.

To set the Songs range touch the orange songs area on screen. When selected the square will turn yellow. At this point use the on screen keyboard to enter values.

i.e. To force the jukebox to select tracks from the 30 least played songs enter ‘30’ using the on screen keyboard. Press ‘OK’ to enter the value.

Press the ‘All Songs’ button to allow the jukebox to play BGM tracks from the entire jukebox library.

6.2) Don’t include songs less than ‘X’ weeks old.

If the jukebox BGM timer is set to ‘Least Played’, any track downloaded to the machine as a ‘Music Update’ will automatically be included in the BGM play list, as new tracks will not have had any chance to work there way up the ‘Jukebox chart’ of paid play tracks. This would result in the latest chart material been played as BGM tracks, affecting the profitability of the machine.
In order to rectify this problem the jukebox can be forced to ignore new tracks that have not been on the machine for a certain period of time, therefore removing them from the play list.

To enter a value in the ‘Weeks Old’ area touch the orange ‘Weeks Old’ square on screen. When selected the square will turn yellow as shown below. At this point use the on screen keyboard to enter values.

i.e. To force the jukebox to ignore tracks less than 3 weeks old enter ‘3’ using the on screen keyboard. Press ‘OK’ to enter the value.

When the ‘Least Played’ settings are complete press the ‘Back’ button to return to ‘BGM Settings’, then turn to p.58 for instructions on setting a ‘BGM interval between songs’ and excluding any ‘categories’ or ‘tracks’ from the current BGM timer.
7.0) To program a ‘Most played Tracks’ background music timer

Press the ‘BGM Type’ button on screen in the ‘BGM settings page’ and select ‘Most Played Songs’. When selected it will be highlighted by a yellow arrow and appears with a red background as shown on the below.

Press the ‘Back’ button to return to the ‘BGM settings’ page.

7.1) To program the ‘Most Played’ songs range select ‘Change Songs range’ from the ‘BGM settings’ screen. ‘The Songs Range’ screen appears as shown below.

To set the Songs range touch the orange songs area on screen. When selected the square will turn yellow. At this point use the on screen keyboard to enter values.

i.e. To force the jukebox to select tracks from the 30 least played songs enter ‘30’ using the on screen keyboard. Press ‘OK’ to enter the value.

Press the ‘All Songs’ button to allow the jukebox to play BGM tracks from the entire jukebox library.
7.2) Type of Most Played

If the jukebox BGM timer is set to ‘Most Played’, it can be forced to play tracks from the jukeboxes most popular tracks during the past ‘Three Weeks’ or from the duration of the machines history on site.

If set to ‘Last 3 weeks most played’, the play list would generally be based around the most popular recent chart additions to the machine.

If set to ‘All time most played’ the play list would usually include popular selections from the ‘core categories’ as well as the most popular recent chart additions to the machine.

When the ‘Most Played’ settings are complete press the ‘Back’ button to return to ‘BGM Settings’, then turn to p.58 for instructions on setting a ‘BGM interval between songs’ and excluding any ‘categories’ or ‘tracks’ from the current BGM timer.
Once the ‘BGM type and Range’ have been chosen the jukebox will compile its play list. Further settings can now be made to exclude specific ‘categories’ or ‘tracks’ from the play list, and set a ‘BGM interval between songs’. The following settings are available to and remain the same for any BGM type and range.

8.0) To set a ‘BGM Interval between songs’.

Select ‘BGM Interval between songs’ from the ‘BGM settings’ screen. The ‘BGM interval’ screen appears as shown below. Setting an interval adds a pause between tracks in the current BGM play list, rather than having a constant output of background music.

To set the BGM interval use the on screen keyboard to enter values.

i.e. To force the jukebox to pause for two minutes between each BGM track enter 2 using the on screen keyboard and then press ‘OK’.

If no pause is required between BGM tracks, (constant BGM) enter 0 (zero) in the minutes field.

Once the ‘BGM Interval between songs’ is set press the ‘Back’ button to return to the ‘BGM Settings’ page.

8.1) To exclude a specific ‘Category’ from the BGM timer select ‘Change Exclude Categories’ from the ‘BGM settings’ screen. The ‘Change Exclude Categories’ screen appears as shown below.

To exclude the songs held within a category, touch the category name on screen. When selected the category text will turn white on a blue background as shown. (50’s selected) Press the ‘Add’ button to exclude the category from the current play list.
Once a category has been excluded from the current BGM timer it will be displayed in the white area on the right hand side of the screen under ‘Excluded Sub Categories’.

8.2) To remove a category from the ‘Excluded Sub Categories’ list touch the category name on screen. When selected the category text will turn white on a blue background. Once selected press the ‘Remove’ button on screen. The selected category will now return to the ‘Included sub categories’ area on the left hand side of the screen and any tracks contained within the category will be included in the current BGM timer play list.

Once you have excluded all the required sub categories from the current BGM timer press the back button to return to the ‘BGM settings’ page.

8.3) To exclude a specific ‘Song’ from the BGM timer select ‘Change Exclude songs’ from the ‘BGM settings’ screen. The ‘Change Exclude songs’ screen appears as shown below. The screen details the total number of songs available to the current BGM timer, taking into account the options chosen in all the previous ‘BGM setting’ pages. (i.e. BPM type and rate, year range etc.)

The current BGM timers playlist is listed alphabetically by the Artist’s name. Use the ‘Up’ and ‘Down’ arrows to scroll to the top and bottom of the list. If no songs are excluded this list will be the basis of the BGM timers output during the duration of the timer.

To add a track to the ‘Excluded songs’ list touch the track name on screen. When selected the track text will turn white on a blue background as shown above. (Michael Jackson – Thriller selected) Press the ‘Add’ button to exclude the songs from the current play list.
Once a track has been excluded from the current BGM timer it will be displayed in the white area at the bottom of the screen under ‘Excluded Songs’.

8.4) To remove a track from the ‘Excluded Songs’ list touch the song name on screen in the ‘excluded songs’ window. When selected the song text will turn white on a blue background. Once selected press the ‘Remove’ button on screen. The selected song will now return to the ‘Included songs’ area at the top of the screen and the track will be included in the current BGM timer play list.

Once you have excluded all the required tracks from the current BGM timer press the back button to return to the ‘BGM settings’ page.
Machine

9.0) Computer

The computer is BX motherboard based PII technology with 128MB ram, 4GB HD, 17GB HD, CD ROM, floppy, sound card, modem, mpeg decoder card, network card for wallbox connection. There are no user serviceable parts inside; it must be returned to SOUND LEISURE LTD in the event of failure. It has connections to:

- The mains.
- VGA monitor.
- Touchscreen element.
- Touchscreen power
- Touchscreen controller RS232.
- SLE1025 RS232 for coin controller.
- SLE 1025 audio out for matching.
- Composite out for ATV's
- MIDAS RS232
- Telephone line

10.0) Monitor+Touch Controller

The monitor is a 19 or 20" open frame touch screen type. The touch screen parts are manufactured by microtouch; these are the touch panel on the front of the screen and the controller (SMT3). The monitor has four connections:

- Mains in 230v
- 15 pin mini D for the VGA output of the computer
- 12v power supply for the SMT3 from the computer/SLE1025
- 9 pin D for RS232 connection of the SMT3 to the computers COM1
11.0) Back of computer

CONNECTIONS AT

Mains

ON/OFF

* Key Board goes to 4way Molex on 1025

TOUCH

SCREEN

1025

P.C. Reset

Power for Audio

Midas

VGA

Monitor

Tel. Line Future Use

Comp Video

Satellite Wallbox

Midas

P.C. Reset

Mains

ON/OFF

* Key Board goes to 4way Molex on 1025

TOUCH

SCREEN

1025

P.C. Reset

Power for Audio

Midas

VGA

Monitor

Tel. Line Future Use

Comp Video

Satellite Wallbox

Midas
11.1) **Machine Block Diagram**
12.0) **SLE1025 interface**

12.1) **Description**

The sle1025 interface monitors devices connected to it and sends the data to the computer. The computer sends data back to switch various outputs.

The input devices are:
- CON1 Coin mech. 10p, 20p, 50p, £1, £2.
- CON10 Special event (puts jukebox in standby during football)
- TB3-4 eject input
- TB4-4 eject input
- Eject push button on board
- CON7 Door switches (cash door and main jukebox door)
- Free credit button on board

The output devices are:
- CON1 coin enable on coin mech.
- CON2 Mechanical meter for cash
- TB1 Video playing output, a 12V signal that indicates a video is playing. This can be used to switch the scart input of video players and tv's automatically.
- TB2 Relay normally open contacts used to switch Touch Screen
- CON5-4 AGC reset output to amplifier
- CON6-4 AGC reset output to amplifier

At power on (if during on timer) the computer will tell the sle1025 to accepts coins, put AGC's low and enable to touch screen controller. When coins are entered the information is passed to the computer which will calculate and display the number of credits. The customers then makes a selection, the AGC outputs are released (go high) and the video output comes on (12v) and the music and video play. If the eject is pressed the data is passed to the computer which will stop playing, the computer will then tell the sle1025 to clamp the AGC's and the video output will go off (0v).

12.2) **Connections**

Con1 coinmech 7 way stocko
- 1 12v
- 2 bit 0 of binary coin input
- 3 bit 1
- 4 bit 2
- 5 bit 3
- 6 gnd
- 7 coin lockout o/c output

Con2 meter 2 way stocko
- 1 o/c output
- 2 12v
Con3 power 5 way stocko
• 1 12v ac
• 2 gnd
• 3 12v ac
• 4 o/c output for P.C. Reset.
• 5

Con4 rs232 to PC and Midas power 6 way stocko
• 1 rx to PC tx 3
• 2 tx to PC rx 2
• 3 gnd to PC 5
• 4 nc
• 5 gnd for Midas
• 6 17v for Midas

Con5 to amp A 4 way stocko
• 1 dc volume level to amp A
• 2 dc volume level to amp A
• 3 rvc gnd
• 4 agc clamp amplifier A

Con6 to amp B 4 way stocko
• 1 dc volume level to amp B
• 2 dc volume level to amp B
• 3 rvd gnd
• 4 agc clamp amplifier B

Con7 door switches 3-way stocko
• 1 gnd (common)
• 2 cash door n/o
• 3 main door n/o

Con8 audio in 5 pin din 180 deg `)
• 1 ch1
• 2 gnd
• 3 ch2
• 4 nc
• 5 nc

Con9 audio out 5 pin din 180 deg (Not Used)
• 1 ch1
• 2 gnd
• 3 ch2
• 4 nc
• 5 nc
Con10 special event 2 way kk Molex 90 deg
- 1 gnd
- 2 special event input n/o

Tb1 video playing output 2 way terminal block "VIDEO"
- 1 gnd
- 2 12v switchout when video playing

Tb2 relay contacts for Touch Screen Power 2 way terminal block "RELAY"
- 1 relay n/o contact
- 2 relay common - as above

Tb3 RVC B 4 way terminal block
- 1 rvc b ch1 slider
- 2 rvc b ch2 slider
- 3 gnd
- 4 rvc b eject

Tb4 RVC A 4 way terminal block
- 1 rvc a ch1 slider
- 2 rvc a ch2 slider
- 3 gnd
- 4 rvc a eject

Molex Con 4 way Key Board Coms Link
- 1 Ground
- 2 Data
- 3 Clock
- 4 N.C.
13.0) SL Processor Diagram
14.0) **Connection Panel**

A panel is provided inside the back door of the jukebox to allow for easy connection of external cables required for operation.

These are: -
- Composite video out (phono)
- 12v switched output to indicate video playing (screw terminals)
- Audio out line level (2 x phono)
- Satellite F connector
- Special Event (Screw Terminals)

Use the composite and 12v output wired into a scart plug to provide automatic switching. Use 75-ohm coax and twin or screen figure of 8.

14.1) **Connection Panel diagram**
53.0) **Wall Unit Installation Sheet**

Wall mounted Jukeboxes and Floor standing Jukeboxes, can have additional wallbox selector versions added on to the system.

If one or more wallboxes are required then a network hub (Ethernet Hub) will be needed, this will be mounted external to the main machine and all wallboxes will have to be wired to the Hub. Using Cat 5 Straight Through cable, also use Cat 5 Straight Through cable from machine to the Hub.

N.B. When a wall mounted unit is sited it’s situation must be considered very carefully.
- It must not be placed over a radiator or heat source.
- It must not be placed in direct sunlight.
- It must have access on either side (180mm / 7” minimum) to allow access doors to open and also enable sufficient airflow through the louvers.
- The wall needs to be reasonably flat and solid, a minimum of 4 rawl bolts is advised, because of the weight. (See weight list below)

The (One Stop, Jukebox, Sound Surfer, Etc.), hanging bracket diagram shows suggested height for this style of machine. Please note that the door must be closed and locked when hanging or removing the unit.

The Music Post, Music on Line, Top of the Pops, Unlimited, Etc., hanging bracket diagram shows suggested height for the styles of machine. Please note that the top screws in the hanging bracket must not be removed from the bracket, these are the hanging points. Please note that the door must be closed and locked when hanging or removing the unit.

When siting the wall units ensure that there is a 13 Amp mains socket no more than 2 metres away.

Important Information…Weight List :-
- Jukebox…44 Kg,
- Digitracks…45.5 Kg
- Regencey One Stop…34 Kg,
- One Stop…35.5 Kg and
- Sound Surfer 45 Kg.
- Top of the Pops, Music Post and Unlimited… 48 Kg,
- Music on line…25 Kg.
15.1) **Wallbox cable diagram (Cat 5).**

<table>
<thead>
<tr>
<th>Straight – Through</th>
<th>Crossover</th>
</tr>
</thead>
<tbody>
<tr>
<td>TxD+ 1</td>
<td>TxD+ 1</td>
</tr>
<tr>
<td>TxD - 2</td>
<td>TxD - 2</td>
</tr>
<tr>
<td>RxD+ 3</td>
<td>RxD+ 3</td>
</tr>
<tr>
<td>RxD - 6</td>
<td>RxD - 6</td>
</tr>
</tbody>
</table>

Pins 4, 5, 7 and 8 are not used

Pins 4, 5, 7 and 8 are not used
Sound Surfer
15.2) **Wall mounted jukebox hanging instructions**

N.B. There must be a 13 amp. Socket no more than 2 Metres away
N.B. There must be a 13 amp. socket no more than 2 metres away.
16.0) **MK7 Stereo/mono sound system**

**INPUTS**

Three 5-pin 180 Din sockets.

**Input 1**  
**CD (Line Input)**

Stereo input with priority and auto-fade control over input 2.
Each channel has pre-set gain, base and treble controls.
In addition the stereo channels can be combined to form two, independent, mono channels.

**Input 2**  
**Auxiliary (Aux Line Input)**

Auto-fade-in of this input occurs approximately 60 seconds after last track on CD input has finished.

*Note!* The base and treble controls used for Input 1 are also used for this Input.

**Input 3**  
**Microphone (Mic)**

The Mic input has the highest priority with auto fade control over inputs 1 and 2. The mic channel also incorporates preset gain, bass and treble controls.

**N.B.**

Line input level is assumed to be 0.5V to 1V peak-to-peak.  
(Ideal 0.75 v.)

Also: the microphone should be a low impedance type (600 Ω).

**LEDS**

There are three LED's on the pre-amplifier board. These are denoted L1, L2 and L3.

When the machine is first powered up, L1 will light for 10 seconds before proceeding to flash. This indicates that the PIC 16C84 microcontroller is working correctly.

When an audio signal is detected at the CD input, L2 will illuminate. This shows that an audio channel has opened and music should, therefore, be heard.

If a microphone input occurs, L2 will turn off and the music will fade out. As soon as microphone input ceases, L2 will turn on again and the CD audio signal will fade back in.

Operation of the auxiliary channel is indicated by L3 turning on. This can only occur when a signal is present at the auxiliary input.
and no CD input has occurred during the previous 60 seconds.

**VOLUME CONTROLS**

Independent control of each channel is possible via a 2 x 22 k (log) Rotary (with switched off position) or slider remote volume control (R.V.C.).

The RVC circuit is of the d.c. type and may be run over long distances without the use of screened cable.

17.0) **MK7 Pre-amplifier set-up**

Set stereo/mono link, LK1, to: **M** for mono (normal pub installation).

**ST** for stereo, if required.

Leave link LK2 in the position shown on the pre-amplifier component layout diagram. (See page 19)

Set 8-way dil switches, SW1, to:

<table>
<thead>
<tr>
<th>Setting</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>5</td>
<td>6</td>
<td>7</td>
<td>8</td>
</tr>
<tr>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
<td>ON</td>
</tr>
<tr>
<td>OFF</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

The function of the various potentiometers and their initial settings are shown in the following table:

<table>
<thead>
<tr>
<th>CONTROL</th>
<th>CHANNEL 1</th>
<th>CHANNEL 2</th>
<th>INITIAL SETTING</th>
</tr>
</thead>
<tbody>
<tr>
<td>Master Volume</td>
<td>VR1</td>
<td>VR2</td>
<td>Centre</td>
</tr>
<tr>
<td>Slave Volume</td>
<td>VR3</td>
<td>VR4</td>
<td>Centre</td>
</tr>
<tr>
<td>Mid-Range</td>
<td>VR5</td>
<td>VR6</td>
<td>Centre</td>
</tr>
<tr>
<td>Treble</td>
<td>VR7</td>
<td>VR8</td>
<td>For 'Best' Sound</td>
</tr>
<tr>
<td>Bass</td>
<td>VR9</td>
<td>VR10</td>
<td>For 'Best' Sound</td>
</tr>
<tr>
<td>AUXILIARY</td>
<td>VR11</td>
<td>VR12</td>
<td>Centre</td>
</tr>
<tr>
<td>Volume</td>
<td>VR7 &amp; VR8</td>
<td>VR13</td>
<td>For 'Best' Sound</td>
</tr>
<tr>
<td>Bass</td>
<td>VR9 &amp; VR10</td>
<td>VR14</td>
<td>For 'Best' Sound</td>
</tr>
</tbody>
</table>
18.0) **MK7 Slave output**

The slave outputs are available at connector CON5 as follows:

- Pin 1 = Mute Output
- Pin 2 = Mic Signal Output
- Pin 3 = Channel 1 Music Signal Output
- Pin 4 = 0V Earth
- Pin 5 = Channel 2 Music Signal Output

Connection to these outputs should be done with a four-core screened cable and terminated at CON1 on MK7 slave amplifier input. CON1 is a 5-pin 180 DIN socket with the following pin-out:

- Pin 1 = Channel 2 Music Signal Input
- Pin 2 = 0V Earth
- Pin 3 = Channel 1 Music Signal Input
- Pin 4 = Mute Input
- Pin 5 = Mic Signal Input

19.0) **MK7 Power Amplifier**

Frequency Range: 15Hz to 20kHz \(\pm 1\) dB.

Load impedance: 4 minimum. (4 Optimum)

Power output: 150W per channel, r.m.s., into 4.
20.0) **Mk 7 Amp Controls**

REMOTE 1 = Music override
SWITCH 2 = 0v. Earth
INPUTS 3 = Autofade override

**SLD1000**

- L1 AMP
- L2 STATUS L.E.D’s
- L3

**PSU FROM POWER AMP**

1 = NEG (-Vs.)
2 = 0 V. Earth
3 = Poz (+Vs.)

**MIC**

- BASS (VR12)
- VOLUME (VR12, VR11)
- TREBLE (VR13, VR11)

**CON 3**

- MIC
- AUX
- CD LINE

**CON 6**

- MID FREQ.
- CH2, CH1

**BASS TREBLE**

- SW1
- -CH1, -CH2

**SLAVE OUT GAINS**

- VR3
- VR4

**TO RVC MODULE**

1 = CH1 control
2 = CH2 control
3 = 0v. Common
4 = Mute

**PRESET VOLUME**

SIGNAL to power
3 = CH2
2 = 0v.
1 = CH1

**SLAVE OUTPUT**

5 = CH2 Music signal
4 = 0v. Earth
3 = CH1 Music signal
2 = Mic signal
1 = Mute out

**PIN LAYOUT CONS. 1,2,3. FRONT VIEW OF SOCKETS**

- PIN 2 = 0v Earth
- 3 = Left sig.
- 1 = Right sig.

- PIN 2 = 0v Earth
- 3 = Left sig.
- 5 = Right sig.

- PIN 2 = 0v Earth
- 3 = Mic 1
- 5 = Mic 2
- 4 = Music Override
- 1 = Autofade override

- PIN 2 = 0v Earth
- 3 = Mic 2
- 4 = Music Override
- 1 = Autofade override

- PIN 2 = 0v Earth
- 3 = Mic 1
- 5 = Mic 2
- 4 = Music Override
- 1 = Autofade override
20.1) MK 7 Input Connections

1 MAIN MIC SIGNAL
2 EARTH SIGNAL
3 AUTOFADE OVERRIDE
4 MUSIC OV

5 SECONDARY MIC SIGNAL

(INPUTS STEREO)
(OUTPUT MONO OR STEREO)

VIEWED LOOKING AT FRONT FACE OF FIVE-PIN DIN PLUGS
SIDE VIEW OF AMPLIFIER

MIC UNIT

MICRO-PHONE

AUXILLARY

JUKEBOX / CD
21) **Mk 8 Amplifier**

*Version 2*

4 Channel

And Quad / 2
**MK8 MONO SOUND SYSTEM**

The MK8 sound system uses the SLD1009 pre-amp top board and is a 2 or 4-Zone mono system.

**INPUTS**

Three 5-pin 180 Din sockets for music inputs
One 8-pin Din socket for Mic signal and control inputs.

**Con1  Juke (Master Input)**

Used for Jukebox music input. (Master amplifier) This input takes priority over the Auxiliary input.

- Pin 1 = signal 1
- Pin 2 = 0v earth
- Pin 3 = signal 2

**Con2  Auxiliary (Aux Line Input)**

Used for connection to an external music source. Auto-fade-in of this input occurs approximately 30 seconds after last track on Juke input has finished.

- Pin 3 = signal 1
- Pin 2 = 0v earth
- Pin 5 = signal 2

**Con3  Microphone (Mic)**

The microphone connected should be of the low impedance 600 ohm type. The Mic input has the highest priority using a manual “fade” signal to control the amplifiers music inputs.

Although this connector is an 8 pin Din socket a 5 pin 180 Din plug can be used and the following connections used to create a basic microphone interface.

- Pin 3 = Mic signal
- Pin 2 = Mic 0v screen
- Pin 4 = Fade (0v = Fade) via push button

**When pin 4 is connected to pin 2 (0v screen) for example via a “push to talk button” any music input given to the**
amplifier will fade out and only the microphone will be available as an input. Otherwise the microphone input will appear on top of any music input, ie “Karaoke”

**Con3** Microphone (Mic) continued

Two more control inputs are also available as follows:

- Pin 6 = Mute Mic signal for Zone 1 (0v = mute)
- Pin 8 = Mute Mic signal for Zone 2 (0v = mute)

Therefore if these signals were switched to 0v for example via a toggle switch, the Microphone signal can be controlled for Zone 1 and Zone 2.

**Note:** An 8 pin Din socket would be needed to use this facility.

The remainder of the pin allocations for Con 3 as follows:

- Pin 1 = allocated for future use
- Pin 7 = allocated for future use
- Pin 5 = When using a “Balanced line” microphone this is the 2nd signal line to be used in conjunction with Pin 3.

**Con8** Slave Input

When the MK8 needs to be used as a “Slave” amplifier this input **must** be used.

- Pin 1 = signal 1
- Pin 2 = 0v earth
- Pin 3 = signal 2

**STATUS LEDS**

There are two LED's on the pre-amplifier board. These are denoted L1 and L2

When the machine is first powered up, L1 will light for 2 seconds before proceeding to flash. This indicates that the PIC16F84 microcontroller is working correctly.

When the Jukebox MPU detects an audio signal, L2 will illuminate. This shows that the MK8 amplifier music channels are open.
If a manual “fade” signal is detected at the microphone input Con 3 (Pin 4= 0v) LED L2 should turn off and the music will fade out. As soon as the “fade” signal is removed, L2 will turn on again and the music signal will fade back in.

**JUMPER LINKS**

The MK8 has two jumper links denoted JP1 and JP2. These link options work in conjunction with CON5 Slave output connector

**Jumper Link JP1**

Controls the type of Microphone signal that will be sent to the Slave output connector CON5 and has 2 positions marked “D” or “E”

Position “D” = The Mic signal is Direct (No Bass and Treble control)

Position “E” = The Mic signal is Equalised (with Bass and Treble control)

Factory set to “D” position

**Jumper Link JP2**

Controls which Slave output Terminal the Microphone signal will appear on and has 2 positions “M” or “U”

Position “M” = The Mic signal will be Mixed with the music and appear at terminal ST3 of the Slave output connector.

Position “U” = The Mic signal will be Unmixed and appear at terminal SMU of the Slave output connector (separate to the Music)

Factory set to “M” position
MK8 SLAVE OUTPUT OPTIONS

The slave outputs are available at connector CON5. This is a 4-way screw terminal block and is labelled as follows:

**ST3** **SMU** **0V** **SZ1**

These slave output options are described as follows:

**ST3** Will always carry the slave music signals and will also carry the slave Mic signal if Jumper link **JP2** is in the “M” position.

*Note*: The slave music signal does not have Bass and Treble control.

**SMU** The slave Mic signal will appear on this terminal if jumper link **JP2** is in the “U” position

**SZ1** Will carry the slave output of Zone1. This signal is a copy of the Music and Mic signals and will be under control of the Volume, Bass and Treble controls for Zone1.

**0V** This is the 0v ground terminal for the slave output system and must be connected to the screen of the screened cable when connecting signals to external slave amplifiers.

MK8 POTENTIOMETER CONTROLS

**V1** = Volume control for Zone 1

**B1** = Bass control for Zone 1

**T1** = Treble control for Zone 1

**V2** = Volume control for Zone 2

**B2** = Bass control for Zone 2

**T2** = Treble control for Zone 2

**MV** = Microphone volume control

**MB** = Microphone Bass control

**MT** = Microphone Treble control

**SV** = Slave output volume control

**V3** = Volume Control for Zone 3

**B3** = Bass control for Zone 3

**T3** = Treble control for Zone 3

**V4** = Volume control for Zone 4

**B4** = Bass control for Zone 4

**T4** = Treble control for Zone 4

---

Quad:

**V4** = Volume control for Zone 4

---

Only:

**V3** = Volume Control for Zone 3

---

4 Channel:

**T3** = Treble control for Zone 3
MK8 QUAD AMP 4 Channel

MK8 QUAD AMP 2 Channel
Sound Surfer

Mk 8 Amplifier
Version 1
Sound Surfer

Mark 8 Amplifier top Board Layout

PSU FROM POWER AMP.

+1=Neg (-Vs.)
2=0v. Earth
3=Pos(+Vs.)
Con 7

JP1

D

E

+CH2
+CH2

+CH1
+CH1

+SV

BASS TREBLE

Inputs

MIC

AUX

JUKE

SLAVE

L1

L2

SLD 1009

PIN

2=0v Earth
3= Sig. 2
1= Sig. 1

PIN

2=0v Earth
3= Mic Sig.
4=Fade (0= Fade) via push button
5=Mute Mic Sig for zone 1. (0v = mute)
6=Mute Mic Sig for zone 2. (0v = mute)

MIC UNIT 1 2 3 4

MICRO-PHONE

AUXILLARY

JUKEBOX / CD

SLAVE

VIEWED LOOKING AT FRONT FACE OF 8 and 5 -PIN D IN SOCKETS
SIDE VIEW OF AMPLIFIER

Slave Output Volume

Yellow – Zone 1 RVC Control
Green – Zone 2 RVC Control
Brown – 0 v. RVC Ground
White – AGC Release – Not used on Slave type

6 – Not Used
5 – Not Used
Signal 0 v.
Signal 0 v.
Zone 2 Signal Output
Zone 1 Signal Output

Slave Output Connection Options
See sheet for details

88
**MK8 MONO SOUND SYSTEM**

The MK8 sound system uses the SLD1009 pre-amp top board and is a 2-Zone mono system.

**INPUTS**

Three 5-pin 180 Din sockets for music inputs
One 8-pin Din socket for Mic signal and control inputs.

**Con1 Juke (Master Input)**

Used for Jukebox music input. (Master amplifier) This input takes priority over the Auxiliary input.

- Pin 1 = signal 1
- Pin 2 = 0v earth
- Pin 3 = signal 2

**Con2 Auxiliary (Aux Line Input)**

Used for connection to an external music source. Auto-fade-in of this input occurs approximately 30 seconds after last track on Juke input has finished.

- Pin 3 = signal 1
- Pin 2 = 0v earth
- Pin 5 = signal 2

**Con3 Microphone (Mic)**

The microphone connected should be of the low impedance 600 ohm type. The Mic input has the highest priority using a manual “fade” signal to control the amplifiers music inputs.

Although this connector is an 8 pin Din socket a 5 pin 180 Din plug can be used and the following connections used to create a basic microphone interface.

- Pin 3 = Mic signal
- Pin 2 = Mic 0v screen
- Pin 4 = Fade (0v = Fade) via push button

When pin 4 is connected to pin 2 (0v screen) for example via a “push to talk button” any music input given to the
amplifier will fade out and only the microphone will be available as an input. Otherwise the microphone input will appear on top of any music input, ie “Karaoke”

**Con3 Microphone (Mic) continued**

Two more control inputs are also available as follows:

- Pin 6 = Mute Mic signal for Zone 1 (0v = mute)
- Pin 8 = Mute Mic signal for Zone 2 (0v = mute)

Therefore if these signals were switched to 0v for example via a toggle switch, the Microphone signal can be controlled for Zone 1 and Zone 2.

**Note:** An 8 pin Din socket would be needed to use this facility.

The remainder of the pin allocations for Con 3 as follows:

- Pin 1 = allocated for future use
- Pin 7 = allocated for future use
- Pin 5 = When using a “Balanced line” microphone this is the 2\(^{nd}\) signal line to be used in conjunction with Pin 3.

**Con8 Slave Input**

When the MK8 needs to be used as a “Slave” amplifier this input **must** be used.

- Pin 1 = signal 1
- Pin 2 = 0v earth
- Pin 3 = signal 2

**STATUS LEDS**

There are two LED’s on the pre-amplifier board. These are denoted L1 and L2

When the machine is first powered up, L1 will light for 2 seconds before proceeding to flash. This indicates that the PIC16F84 micro-
Sound Surfer

correlator is working correctly.

When the Jukebox MPU detects an audio signal, L2 will illuminate. This shows that the MK8 amplifier music channels are open.

If a manual “fade” signal is detected at the microphone input Con 3 (Pin 4= 0v) LED L2 should turn off and the music will fade out. As soon as the “fade” signal is removed, L2 will turn on again and the music signal will fade back in.

JUMPER LINKS

The MK8 has two jumper links denoted JP1 and JP2. These link options work in conjunction with CON5 Slave output connector

Jumper Link JP1

Controls the type of Microphone signal that will be sent to the Slave output connector CON5 and has 2 positions marked “D” or “E”

Position “D” = The Mic signal is Direct (No Bass and Treble control)

Position “E” = The Mic signal is Equalised (with Bass and Treble control)

Factory set to “D” position

Jumper Link JP2

Controls which Slave output Terminal the Microphone signal will appear on and has 2 positions “M” or “U”

Position “M” = The Mic signal will be Mixed with the music and appear at terminal ST3 of the Slave output connector.

Position “U” = The Mic signal will be Unmixed and appear at terminal SMU of the Slave output connector (separate to the Music)

Factory set to “M” position
MK8 SLAVE OUTPUT OPTIONS

The slave outputs are available at connector CON5. This is a 4-way screw terminal block and is labelled as follows:

**ST3**  **SMU**  **0V**  **SZ1**

These slave output options are described as follows:

**ST3** Will always carry the slave music signals and will also carry the slave Mic signal if Jumper link JP2 is in the “M” position.

*Note:* The slave music signal does not have Bass and Treble control.

**SMU** The slave Mic signal will appear on this terminal if jumper link JP2 is in the “U” position.

**SZ1** Will carry the slave output of Zone1. This signal is a copy of the Music and Mic signals and will be under control of the Volume, Bass and Treble controls for Zone1.

**0V** This is the 0v ground terminal for the slave output system and must be connected to the screen of the screened cable when connecting signals to external slave amplifiers.

MK8 SLAVE OUTPUT OPTIONS continued

**SZ1** Will carry the slave output of Zone1. This signal is a copy of the Music and Mic signals and will be under control of the Volume, Bass and Treble controls for Zone1.

**0V** This is the 0v ground terminal for the slave output system and must be connected to the screen of the screened cable when connecting signals to external slave amplifiers.

MK8 POTENTIOMETER CONTROLS

**V1** = Volume control for Zone 1  
**B1** = Bass control for Zone 1  
**T1** = Treble control for Zone 1

**V2** = Volume control for Zone 2  
**B2** = Bass control for Zone 2  
**T2** = Treble control for Zone 2

**MV** = Microphone volume control  
**MB** = Microphone Bass control  
**MT** = Microphone Treble control

**SV** = Slave output volume control
22.0) Speaker Wiring

The optimum load impedance for Sound Leisure amplifiers is 4 and should be regarded as a minimum value - do not go below.

The following diagrams depict various parallel/serial combinations of 8 speakers and the resulting load impedance.
Sound Surfer

23.0) **Powerpack**

To ACS1025 Board

- GREY 240 v
- WHITE 220 v
- PINK 200 v
- BLACK 110 v
- RED NEUTRAL

Switched

- Grey 240 v
- WHITE 220 v
- PINK 200 v
- BLACK 110 v
- RED NEUTRAL

**Fuse**

- VDR

- 4 way 13 Amp

- Lights

- Lights

- Flashing

- Not Used

---

95
### Cash Info.

**CASH REPORT**

----------

**Site Number = 500003**
**Date = 22/02/2001 16:24:43**

<table>
<thead>
<tr>
<th>Date</th>
<th>Amount</th>
</tr>
</thead>
<tbody>
<tr>
<td>01/01/2001</td>
<td>£4.00</td>
</tr>
<tr>
<td>02/01/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>03/01/2001</td>
<td>£5.10</td>
</tr>
<tr>
<td>04/01/2001</td>
<td>£3.20</td>
</tr>
<tr>
<td>05/01/2001</td>
<td>£2.90</td>
</tr>
<tr>
<td>06/01/2001</td>
<td>£5.00</td>
</tr>
<tr>
<td>07/01/2001</td>
<td>£4.00</td>
</tr>
<tr>
<td>08/01/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>09/01/2001</td>
<td>£7.50</td>
</tr>
<tr>
<td>10/01/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>11/01/2001</td>
<td>£4.00</td>
</tr>
<tr>
<td>12/01/2001</td>
<td>£4.20</td>
</tr>
<tr>
<td>13/01/2001</td>
<td>£4.20</td>
</tr>
<tr>
<td>14/01/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>15/01/2001</td>
<td>£5.50</td>
</tr>
<tr>
<td>16/01/2001</td>
<td>£5.00</td>
</tr>
<tr>
<td>17/01/2001</td>
<td>£7.50</td>
</tr>
<tr>
<td>18/01/2001</td>
<td>£9.80</td>
</tr>
<tr>
<td>19/01/2001</td>
<td>£6.00</td>
</tr>
<tr>
<td>20/01/2001</td>
<td>£7.80</td>
</tr>
<tr>
<td>21/01/2001</td>
<td>£3.90</td>
</tr>
<tr>
<td>22/01/2001</td>
<td>£4.20</td>
</tr>
<tr>
<td>23/01/2001</td>
<td>£10.80</td>
</tr>
<tr>
<td>24/01/2001</td>
<td>£5.50</td>
</tr>
<tr>
<td>25/01/2001</td>
<td>£4.50</td>
</tr>
<tr>
<td>26/01/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>27/01/2001</td>
<td>£9.60</td>
</tr>
<tr>
<td>28/01/2001</td>
<td>£8.80</td>
</tr>
<tr>
<td>29/01/2001</td>
<td>£6.40</td>
</tr>
<tr>
<td>30/01/2001</td>
<td>£8.00</td>
</tr>
<tr>
<td>31/01/2001</td>
<td>£4.60</td>
</tr>
<tr>
<td>01/02/2001</td>
<td>£6.30</td>
</tr>
<tr>
<td>02/02/2001</td>
<td>£3.80</td>
</tr>
<tr>
<td>03/02/2001</td>
<td>£4.40</td>
</tr>
<tr>
<td>04/02/2001</td>
<td>£6.80</td>
</tr>
<tr>
<td>05/02/2001</td>
<td>£4.10</td>
</tr>
<tr>
<td>06/02/2001</td>
<td>£8.20</td>
</tr>
<tr>
<td>07/02/2001</td>
<td>£6.50</td>
</tr>
<tr>
<td>08/02/2001</td>
<td>£4.60</td>
</tr>
<tr>
<td>09/02/2001</td>
<td>£8.40</td>
</tr>
<tr>
<td>10/02/2001</td>
<td>£5.70</td>
</tr>
<tr>
<td>11/02/2001</td>
<td>£6.50</td>
</tr>
<tr>
<td>12/02/2001</td>
<td>£7.00</td>
</tr>
<tr>
<td>13/02/2001</td>
<td>£6.60</td>
</tr>
<tr>
<td>14/02/2001</td>
<td>£4.40</td>
</tr>
<tr>
<td>15/02/2001</td>
<td>£4.20</td>
</tr>
<tr>
<td>16/02/2001</td>
<td>£5.20</td>
</tr>
<tr>
<td>17/02/2001</td>
<td>£4.50</td>
</tr>
<tr>
<td>18/02/2001</td>
<td>£6.60</td>
</tr>
<tr>
<td>19/02/2001</td>
<td>£4.20</td>
</tr>
<tr>
<td>20/02/2001</td>
<td>£6.90</td>
</tr>
<tr>
<td>21/02/2001</td>
<td>£4.80</td>
</tr>
<tr>
<td>22/02/2001</td>
<td>£8.00</td>
</tr>
</tbody>
</table>

Total = 293.80
## 24.2) Category Plays

Serial Number = 500003  
Date = 22/02/2001 16:24:42  
Total Songs = 122  
Total Categories = 45

<table>
<thead>
<tr>
<th>Category</th>
<th>Last 3 Weeks Plays</th>
<th>Total Plays</th>
</tr>
</thead>
<tbody>
<tr>
<td>Dance Chart &amp; New Releases</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>POP Chart &amp; New Releases</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Classic Country</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Superhits Of The 90s</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Hits Of The 98</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Number 1s Of The 50s</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>50s Rock n Roll</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>60s UK Rock n Roll</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>The Mersey Beat Sound</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Female Stars Of The 60s</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>60s US Underground Rock</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>60s Soul</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Number 1s Of The 60s</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Flower Power</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>60s POP</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Number 1s Of The 70s</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>70s Punk</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>70s Disco</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Glam Rock</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>70s Soul</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>70s POP</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>Female Stars Of The 70s</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

**Etc etc**
## SONGS ON JUKEBOX

**Serial Number = 500003**<br>**Date = 22/02/2001 16:24:42**<br>**Total Songs = 122**

<table>
<thead>
<tr>
<th>Installation Date</th>
<th>Artist - Song Title</th>
<th>Category</th>
<th>Last 3 Weeks Pl</th>
<th>Total Plays</th>
</tr>
</thead>
<tbody>
<tr>
<td>04/11/2000 09:25:31</td>
<td>Kylie Minogue - Spinning Around</td>
<td>(19.1)</td>
<td>0</td>
<td>2</td>
</tr>
<tr>
<td>13/02/2001 15:05:17</td>
<td>Steps - It's The Way You Make Me Feel</td>
<td>(18.1)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>13/02/2001 15:05:51</td>
<td>Planet Funk - Chase The Sun</td>
<td>(18.2)</td>
<td>2</td>
<td>2</td>
</tr>
<tr>
<td>04/11/2000 09:25:24</td>
<td>Madonna - Music</td>
<td>(19.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:25:46</td>
<td>Craig David - 7 Days</td>
<td>(19.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:26:10</td>
<td>Mary Mary - Shackles (Praise You)</td>
<td>(19.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:27:40</td>
<td>Freda Payne - Band Of Gold</td>
<td>(17.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:28:19</td>
<td>Elvis Presley - All Shook Up</td>
<td>(1.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:28:23</td>
<td>Cliff Richard - Living Doll</td>
<td>(1.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:28:33</td>
<td>Buddy Holly - It Doesn't Matter Any More</td>
<td>(1.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:28:37</td>
<td>Bobby Darin - Mack The Knife</td>
<td>(1.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 16:18:50</td>
<td>The Everly Brothers - Wake Up Little Susie</td>
<td>(1.4)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 16:19:10</td>
<td>Billy J Kramer - Do You Want To Know A Secret</td>
<td>(2.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 16:19:19</td>
<td>The Swinging Blue Jeans - Hippy Hippy Shake</td>
<td>(2.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 17:51:31</td>
<td>Chaka Khan - Ain't Nobody</td>
<td>(4.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 17:51:55</td>
<td>Jane Birkin &amp; Serge Gainsbourg - Je T'aime</td>
<td>(2.7)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 17:52:26</td>
<td>The Everly Brothers - Wake Up Little Susie</td>
<td>(2.5)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 17:52:26</td>
<td>The Crazy World Of Arthur Brown - Fire</td>
<td>(2.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>09/01/2001 17:52:35</td>
<td>Kate Bush - Wuthering Heights</td>
<td>(3.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>29/11/2000 10:46:02</td>
<td>The Mamas &amp; Papas - Monday Monday</td>
<td>(2.13)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>29/11/2000 10:46:45</td>
<td>Julie Covington - Don't Cry For Me Argentina</td>
<td>(3.9)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>29/11/2000 10:47:14</td>
<td>Chaka Khan - Ain't Nobody</td>
<td>(4.3)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>29/11/2000 10:47:29</td>
<td>Madonna - Into The Groove</td>
<td>(4.4)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>29/11/2000 10:47:54</td>
<td>Cornershop - Brimful Of Asha</td>
<td>(2.1)</td>
<td>0</td>
<td>1</td>
</tr>
<tr>
<td>15/12/2000 12:44:48</td>
<td>Snab - Rhythm Is A Dancer</td>
<td>(17.5)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>15/12/2000 12:45:00</td>
<td>Stardust - Music Sounds Better With You</td>
<td>(17.6)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>15/12/2000 13:09:08</td>
<td>Deferium feat. Sarah McLachlan - Silence</td>
<td>(18.2)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>15/12/2000 13:12:17</td>
<td>Tammy Wynette - Stand By Your Man</td>
<td>(11.1)</td>
<td>1</td>
<td>1</td>
</tr>
<tr>
<td>04/11/2000 09:23:58</td>
<td>Martine McCutcheon - I'm Over You</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:05</td>
<td>Baha Men - Who Let The Dogs Out</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:12</td>
<td>Steps - Stomp</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:29</td>
<td>Samantha Mumba - Body II Body</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:38</td>
<td>All Saints - Black Coffee</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:47</td>
<td>Louise - Beautiful Inside</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:24:53</td>
<td>The Corrs - Insensible</td>
<td>(18.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:25:08</td>
<td>Ronan Keating - Life Is A Rollercoaster</td>
<td>(19.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:25:15</td>
<td>Sugababes - Overload</td>
<td>(19.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:25:54</td>
<td>Santana - Smooth</td>
<td>(19.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:26:02</td>
<td>Robbie Williams - Rock DJ</td>
<td>(19.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:26:16</td>
<td>Anastacia - I'm Outta Love</td>
<td>(19.1)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:26:23</td>
<td>Mungo Jerry - In The Summertime</td>
<td>(17.3)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:26:30</td>
<td>Queen - Bohemian Rhapsody</td>
<td>(17.3)</td>
<td>0</td>
<td>0</td>
</tr>
<tr>
<td>04/11/2000 09:26:41</td>
<td>David Essex - Gonna Make You A Star</td>
<td>(17.3)</td>
<td>0</td>
<td>0</td>
</tr>
</tbody>
</table>

etc etc
24.4) **Jukebox Info**

**JUKEBOX INFORMATION**

Serial Number = 500003  
Jukebox Version = v1.6  
Wallbox Version = N/A  
Wallboxes Connected = 0  
Songs On Jukebox = 122  
Jukebox Switched On At = 22/02/2001 at 16:24:24  
Price Of Play = 1 - 50p : 3 - £1 :  
On-Off Timers = Disabled  
BGM Volume = Maximum
24.5) **Last Update Information**

CD Update ID = 54  
Date = 15/12/2000 14:04:55  
Jukebox Serial Number = 500003

**Settings**

----------

POP Songs To Update = 5  
Dance Songs To Update = 5  
Indie Songs To Update = 5  
Main Category Songs To Update = 10  
Update Technique = Most Played

**Main Category Songs**

----------------------------
### 24.6) Music Downloads

#### UPDATE INFORMATION

<table>
<thead>
<tr>
<th>Date</th>
<th>CD ID</th>
<th>Songs</th>
<th>OK</th>
<th>Update Technique</th>
</tr>
</thead>
<tbody>
<tr>
<td>16/11/2000 14:16:56</td>
<td>48</td>
<td>15</td>
<td>Yes</td>
<td>Most Played</td>
</tr>
<tr>
<td>16/11/2000 14:32:15</td>
<td>49</td>
<td>15</td>
<td>Yes</td>
<td>Most Played</td>
</tr>
<tr>
<td>01/12/2000 11:57:09</td>
<td>51</td>
<td>15</td>
<td>Yes</td>
<td>Least played</td>
</tr>
<tr>
<td>01/12/2000 12:05:32</td>
<td>52</td>
<td>15</td>
<td>Yes</td>
<td>Least played</td>
</tr>
<tr>
<td>15/12/2000 14:04:54</td>
<td>54</td>
<td>15</td>
<td>Yes</td>
<td>Most Played</td>
</tr>
<tr>
<td>15/12/2000 13:49:48</td>
<td>53</td>
<td>15</td>
<td>Yes</td>
<td>Most Played</td>
</tr>
</tbody>
</table>