

Model Twelve

Operating Manual

Version 5.0



Automation ♦ Chimes ♦ Bells ♦ Carillons

CHIME MASTER™ SYSTEMS

USA 800-344-7464 Canada 800-432-3977

www.ChimeMaster.com

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Important Information

This manual has been written to help you install and use the Chime Master™ System laser disc carillon. Every precaution has been taken to ensure that it is correct. However, Chime Master™ Systems assumes no liability for errors or omissions. All specifications and features are for reference only and are subject to change without notice. For exact specifications contact

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Lightning

The Chime Master™ System is provided with surge protection circuits. Lightning strikes near, or directly to nearby power lines can cause an excessive surge of voltage that can damage the unit.

Lightning damage is uncommon, but it can occur to any electronic device. We suggest that you unplug all electronic products during storms, especially if you are concerned about it or if you live in an area with frequent and/or severe electrical storms. As with any valuable equipment purchase, you should review your insurance policy to be sure that your Chime Master™ System is covered for fire, theft, vandalism or damage due to electrical storms.

Information to the User

This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications.

Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

The above instructions apply only to units that will be operated in the United States.

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Installation Notes

Date Installed _____

Installed By _____

See Section II for installation procedure. Refer to the Selections Catalog for further information on Random Play Lists and Groups.

Auto Daylight Savings Adjust? Yes No

Patriotic Season Enabled? Yes No

Advent Season Enabled? Yes No

If Advent Not Enabled, Christmas Starts December _____

Random Play List (check one):

1 - Catholic

2 - Protestant

3 - Ecumenical

4 - Secular

5 - General

Exclude a Bell Sound No Yes Exclude

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Introduction to the System

The Chime Master™ carillon system is a product of digital audio technology. This system combines musical selections recorded on digital discs with solid state recordings of real bells for live performance from a keyboard. A unique control program provides unparalleled flexibility when the system is used in churches, town halls, banks, cemeteries, and colleges, to name but a few possible installations. You may select any of the over 600 musical selections that can be loaded into the system for playing any time and in any order.

Bell functions, such as swinging, striking, pealing, tolling and angelus bells, are provided with the system. These bells can ring manually or automatically at preset times.

Included with the bell functions are time strike functions. These functions include the Westminster quarter hour and hour strikes. Any quarter hour of the day may be programmed to use the Time Strike function.

Care of the Discs

When holding discs, do not touch their signal surfaces. Hold by the edges, or by one edge and the center hole. Do not affix gummed labels or tape to the label surfaces. Also, do not scratch or damage the label.

Discs rotate at high speed inside the unit. Do not use damaged (cracked or warped) discs. Return any warped or damaged disc to Chime Master™ Systems for replacement.

Cleaning discs: Since the discs are stored in the unit, dust and dirt should not accumulate on them unless the unit is installed in a very dusty area. The presence of fingerprints or smudges on the surface of the disc will not directly affect the recorded signals.

Always keep your discs clean by wiping them gently with a soft cloth from the inner edge toward the outer periphery. If a disc becomes very dirty, dip a soft cloth in water and after wringing out well, wipe the dirt away gently. Then remove remaining water drops with a soft dry cloth.

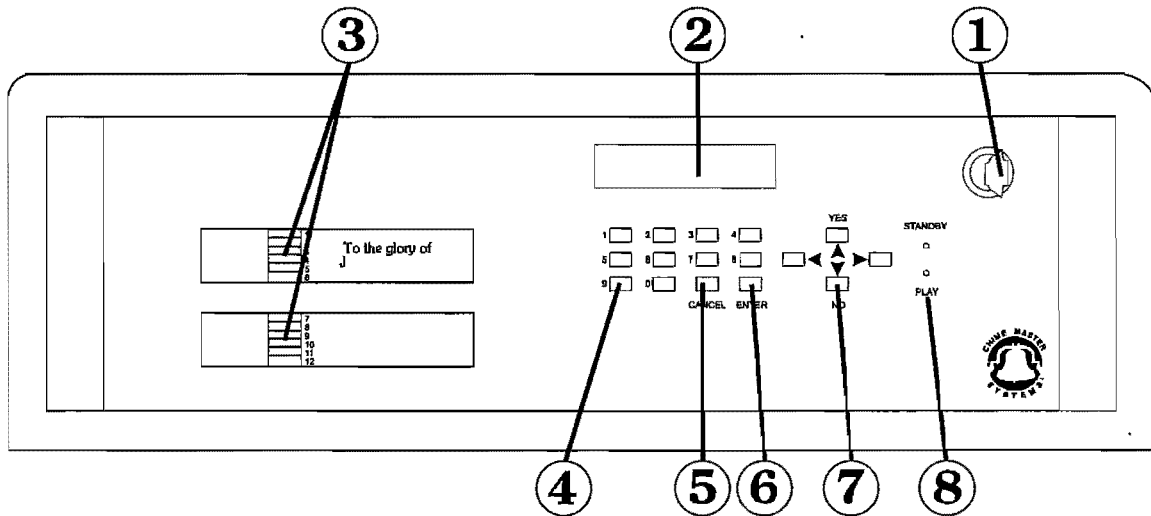
Do not use record cleaning sprays or anti-static agents on the discs. Also, never clean the disc with benzene, thinner, or other volatile solvent, since damage to the disc surface may result.

General Maintenance

Clean the cabinet as you would any fine furniture with a soft cloth. The control panel is acrylic and should be cleaned with only a soft moist cloth. A cleaning solvent or abrasive cleaner will scratch the surface of the panel.

Operator

Controls

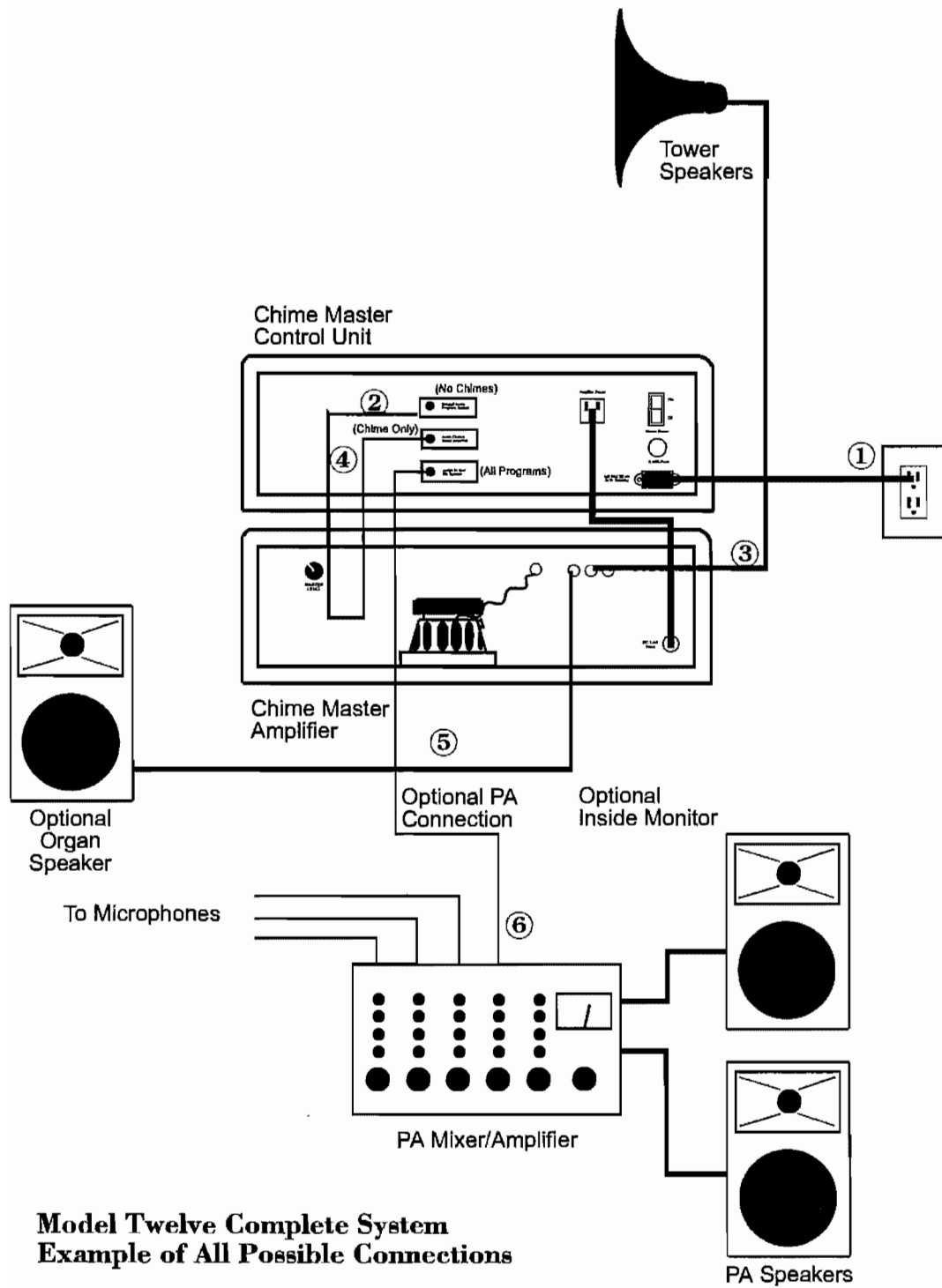


1. **Key Lock.** This locks the keyboard preventing unauthorized programming. If the keyboard is locked, removal of the discs from the unit is impossible. The key cannot be removed when the switch is in the unlocked position. Of course, only authorized operators should have access to the key.
2. **Display.** The display shows data and messages from the system. It will light when the keyboard is unlocked, and a button is depressed. It will automatically go off after about four minutes if there is no keyboard activity.
3. **Disc Magazine.** When inserting the magazines into the system, make sure that the direction of insertion is correct. Take care to gently insert the magazines into the slot for proper engagement. The magazines can only be ejected by the program sequence.
4. **Black Buttons.** All of the numeric buttons are black. They are for entering selection numbers and other data into the system. The top row of four black buttons double as function keys. They duplicate the four function buttons on the programmable remote control unit.
5. **Red Button.** The red button is the [CANCEL] button. It aborts certain system operations and modes. It duplicates the [STOP] button on the remote control to reject and fade bells away when they are ringing.

6. **Green Button.** The green or **[ENTER]** button initiates actions selected by selection keys, or confirms changes to the program. It also duplicates the **[PLAY]** button on the remote control.
7. **Gray Cursor Buttons.** The gray buttons with **[◀cursor]** and **[cursor▶]** arrows are used to make menu selections, or select portions of programming displays to change. The gray buttons with **[cursor▲]** and **[cursor▼]** arrows are used to scroll through lists, as well as allowing the user to answer questions that the system prompts for a YES or NO response. In certain programming modes, the **[cursor▲]** button is used to provide an R for random selection groups and P for pauses. When the display is in the screen saver mode, press any gray button to light the display.
8. **Status Lights.** The **amber** light shows the system is in Standby mode, the green light shows the amplifier or tower system is on or playing.



Note: The flashing portion of the display screen is represented by bold print in the display illustrations.



**Model Twelve Complete System
Example of All Possible Connections**

101400R

Section
2

Installation

Before Turning On Power.

To prepare system for operation:

Use a phillips screwdriver to loosen the shipping screws, which are located on the bottom of the unit.

Connect the cables to the rear panel of the system and insert the disc magazines.

Chime Master™ Systems were designed to be used in a variety of environments. To configure the system to meet the requirements of your particular needs, we have provided the following installation menu. It allows you to select automatic Daylight Saving Time adjustments and select the type of music you wish the Chime Master™ to play from several random selection lists.

Entering Installation Menu (Non Destructive)

Use this method to change installation parameters (Daylight Saving Option, Patriotic Option, Advent Option and Christmas Start Date, Denomination Play List, Excluding Bell Voices) without clearing the programmed schedule. Turn the system on, unlock the key-lock by turning clockwise, and wait until the display shows the Standby mode.

N 3:07 PM MON 07-25
Swng Peal Toll Hymn

Step 1 Press the [ENTER] button

Select Menu
View Manual Setup

Step 2 Select Setup by pressing the [cursor▶] button twice and pressing the [ENTER] button.

Time Strike Set Time
Change Disc Function

Step 3 Select Change Disc by pressing the [cursor▶] button twice then press [ENTER] to eject the disc pack.

Turn the power switch, located on the left rear of the unit, off, then back on to enter the installation menu.



Note: Whenever the Chime Master™ System is powered ON with no disc magazine installed, the unit will enter the installation mode.

Follow the prompts as they appear on the display screen. Press the appropriate button to answer the installation items explained in *Installation Option Menu Screens* on page 13.

Skip Instructions on Page 12 unless you wish to clear all schedules and program memory.

Entering the Installation Menu (Clear Memory)

Use this procedure to completely reset the Chime Master™, or to verify the installation settings.

1. Unlock the key-lock by turning the key clockwise.
2. Switch OFF the power with the switch located on the left rear of the system and wait five seconds.
3. Turn the power back ON while holding the red [CANCEL] button. A configuration screen will appear (see configuration examples below).
4. Continue to hold the red [CANCEL] button to view the configuration screen.
5. Release the red [CANCEL] button. The system will ask if you want to clear the program memory (see flow chart below).

Clearing the program memory assures that the ringing schedule is totally cleared. If you don't clear system memory, the system will perform a "sanity" check on the schedule. If you wish to abort the installation process without performing the schedule check, power the system off then back on without holding the [CANCEL] button.

Configuration Screen Examples:

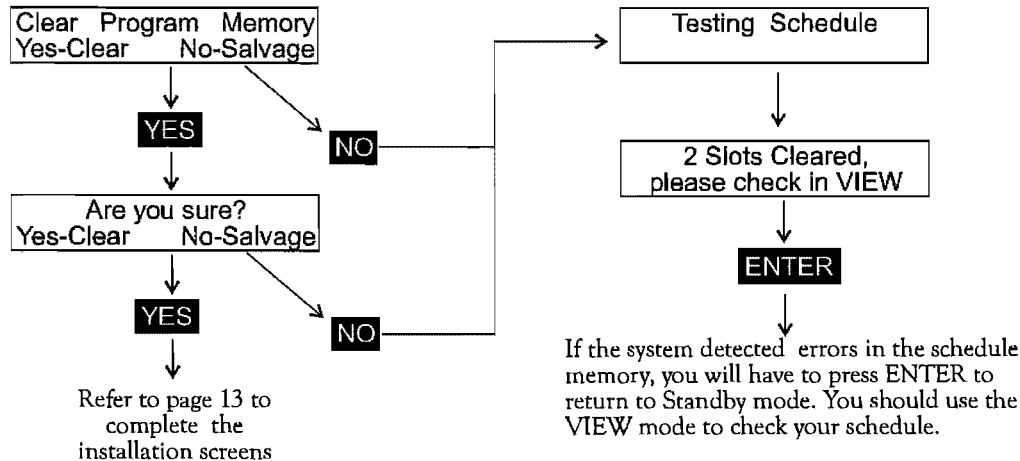
Cfg-P:Y CS:15 Tst000
DST:Y DENOM:2 EXCL:0

This configuration screen shows the Patriotic enabled, Christmas starts on Dec. 15 (no Advent). Daylight Saving time enabled, Protestant (2) play list and no bell types are excluded.

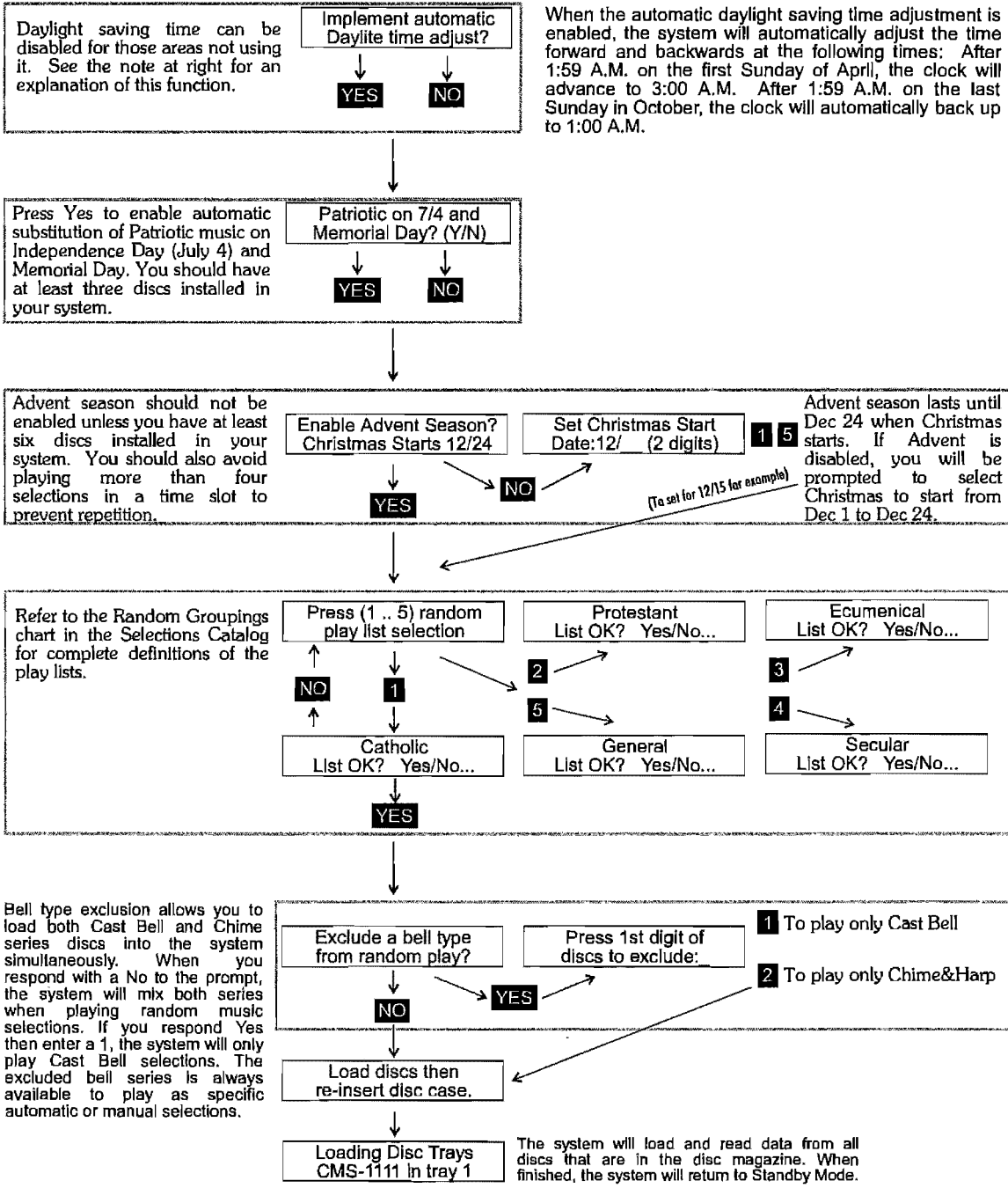
Cfg-P:N Advnt Tst000
DST:Y DENOM:1 EXCL:1

This configuration screen shows the Patriotic disabled, Advent enabled, Daylight Saving time enabled, Catholic (1) playlist selected and Chime and Harp bell type excluded.

P: Patriotic on July 4 and Memorial Day enabled (Yes or No)
CS: Christmas start date (in December if Advent disabled)
Advnt: will be displayed instead of CS: If Advent enabled
DST: Automatic Adjust Daylight Saving Time (Yes or No)
DENOM: 1 (Catholic), 2 (Protestant), 3 (Ecumenical), 4 (Secular), 5 (General)
EXCL: Exclude bell type 0 (None), 1 (Chime and Harp), 2 (Cast Bell)

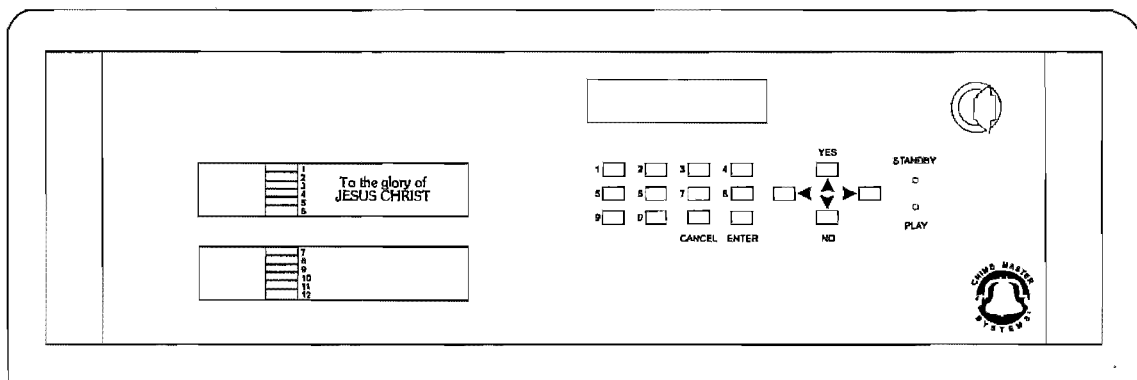


Installation Option Menu Screens



Thank you for purchasing your new Chime Master™ Systems compact disc carillon. This tutorial will show you how to quickly set up the system to function correctly for your installation. Note that this section should be referred to only to clarify following portions of this manual. This tutorial presupposes that the Chime Master™ Systems program has already been installed according to Section II.

Operator Controls



Keyboard and Lock

The four gray buttons are arranged in a diamond pattern. They are called the left and right-cursor buttons and the scroll-up and down cursor buttons. The [cursor▲] and [cursor▼] buttons are sometimes used to answer 'Yes' and 'No' to questions appearing on the display.

The display illuminates when you push a gray button, unless the keyboard is locked. Unlocking the system controls requires a key. Remove the key to a safe location after locking the system. This prevents unauthorized persons from changing the system's settings. **NOTE:** The key cannot be removed when the keyboard is unlocked.

Power Switch

If the display does not light up after unlocking the keyboard and pressing the [ENTER] button, perhaps the power switch is turned off. This switch is located on the back upper left-hand corner facing the unit. When the power is turned on, the display will show the Chime Master™ software version number. A copyright notice follows during a brief initialization period.

Chime Master Six
Ver 5.0 PN 4440597

Function Buttons

After the copyright notice has left the display, another message appears. This is **Standby** mode displaying the season, time, day and date, along with a choice of bell functions.

You may select a swinging, pealing, tolling bell or play a Hymn by making your selection with the function buttons, ([1], [2], [3] or [4]) directly below the label on the screen. After making your selection, the screen will prompt you to press [ENTER] to play or, [CANCEL] not to play.

N 3:07 PM MON 07-25
Swng Peal Toll Hymn

This is displayed when the system is ready to play automatically the schedule that has been programmed.

Function: PEAL
Cueing Selection

Pressing a corresponding button below the selection (Button [2] for PEAL) causes the system to cue the function selection.

ENT:Play CAN:to Quit
Ready to play Peal

The selection will remain cued and ready to play for one hour after the function button is pressed.

Online Title Lookup

In the **VIEW** and **MANUAL** editing screens, whenever a selection is flashing, you may access a catalog of selections. Press the [cursor▼] (NO) button, then select the bell voice or ringing function category and press [ENTER]. Use the [◀cursor] or [cursor▶] buttons to select the initial position in the alphabetical listing and press [ENTER]. Use the [cursor▲] or [cursor▼] buttons to browse through the listing until you find the selection you wish to use. Only selections available with the discs currently loaded will be shown. When the title you wish to use is on the display, pressing [ENTER] will return to the edit menu and the number of the selection will have been programmed, and the next selection field will flash. You may enter additional selections or press [ENTER] to play the selection if in the manual mode, or you return to the **Day, Time** of the view mode.

Standby Display

N 3:07 PM MON 07-25
Swng Peal Toll Hymn

The 'N' denotes a nonseasonal time of year. This changes with the seasons. E-Easter, L-Lent, P-Patriotic, T-Thanksgiving, A-Advent, C-Christmas.

Screen Saver

After a period of keyboard inactivity, the display of your Chime Master™ System will dim. In addition, the time display may scroll across the screen. Unlocking the key and pressing a gray cursor button will restore the display to full brightness, and properly label the function buttons.

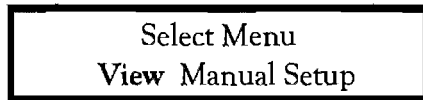
Automatic Reset

If the system is left in a menu for more than two minutes or an editing screen for more than five minutes, a warning will appear on the screen that the system will reset to Standby Mode in 99 seconds. The seconds will count down on the screen until either the count reaches zero and the system resets, or you press any key to return to the previous screen.

Display Menu

Push a gray button to light the menu display. The display light will turn off, if you do nothing, after four minutes. This extends the life of the light, and insures that the system is ready for automatic play if you forget to reset it.

Pressing [ENTER] will display these options:

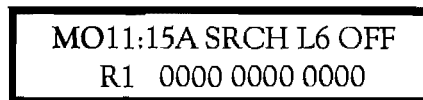


Press the [cursor▶] button.

Notice that pressing it repeatedly moves around the display, causing each choice to flash. This is how you select your choice. Select VIEW. When it is selected, it will flash. Now press [ENTER].

VIEW - Viewing Mode

This selection allows you to examine your ringing schedule for any quarter hour (11:15 A.M.), of any day of the week (MO), and lets you see what selections have been programmed to play at those times (R1). It will also, show you the sound level setting (L6) and whether the time strike (OFF) will ring for that time setting.



On this display, the day of the week is blinking. Pressing the [cursor▲] or [cursor▼] buttons causes the display to move through the days of the week.

Press the [cursor▲] button. This selects SU for Sunday. Press the [cursor▼] button to return to MO for Monday. The [◀cursor] and [cursor▶] buttons select the day, hour, and quarter hours, and the [cursor▲] and [cursor▼] buttons change the settings.

Now we will use what we have learned to set the time that we want the bells to ring. Using the [◀cursor] or [cursor▶] buttons, cause the day to blink. Then select the day you want to program the bells to ring with the [cursor▲] or [cursor▼] buttons.

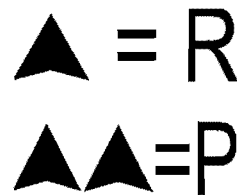
Pressing the [cursor▶] button will select the hour part of the time setting. Pressing the [cursor▲] and [cursor▼] buttons move the display through the hours of the day.

Press the [cursor▶] button to select the **minutes'** part of the time setting. The [cursor▲] and [cursor▼] buttons move the display through the **minutes** by the quarter hours of the day.

After selecting the day, hour and quarter hour that you want the carillon to play, enter a selection or bell to play. This procedure is explained below.

VIEW - Program Mode

Pressing the [ENTER] button will switch to the other part of the screen that will allow you to enter the four digit number of specific bells or music selections chosen from the catalog of selections. You may have the system choose a random selection from Group 1. If you want to do this, press the [cursor▲] button.



This will display an 'R' where the 0000's were blinking. (The illustration above shows that pressing the [cursor▲] button twice enters a 'P' for pauses.) Press [1] to select from random group 1. The next set of 0000's is now flashing. You may enter more selections to play. Up to four random or specific selections may be programmed at this time, or you may enter 0703 and the system will play random selections for the full quarter hour. At the end of the quarter, the music will fade away so that the bells that may be programmed for the next quarter hour will play.

After you have selected the bells you wish to play, pressing the [cursor▶] button will make the L6 blink. This allows you to turn up or down the volume level for this time. Press a number from 1 - 8, 1 being the lowest level and 8 being the highest. The time strike position will begin to flash. If you want to change the level back you may use the [◀cursor] button to move back and press the number that you want. Now, we are back to the time strike selection. This controls the **Time Strike**. Pressing the YES button will switch from your choice of **Westminster (WMN)** or **Strike (STK)**. These functions are explained in *Programming the Time Strike Parameters* on page 24. Pressing the NO button, will turn the clock striking function OFF.

After you have checked everything to see that it is what you want to play at the time you have selected, press [ENTER] to save it to the program.

Go on through all the times that you want, making the selections and pressing for each day and time that you select. Pressing [ENTER] will move from the time and day side of the screen to the selection side of the screen and write the selections to memory.

VIEW - Verifying the Schedule

After you are all done, you may view what you have set by selecting SRCH. This is done from the time and day side of the screen and using the [◀cursor] button to make SRCH blink. Then use the [cursor▲] or [cursor▼] buttons to scan through your selected time slots to check that they are OK. If you find one that you want to change, just press [ENTER] You may now make any corrections you like and press [ENTER] to save those changes.



Note: When SRCH is blinking, only time slots that have selections programmed will be scanned. Time slots with time strike functions programmed without other selections will be skipped.

Pressing the red [CANCEL] button will exit this mode and return to Standby mode.

N 11:17 AM MON 07-25
Swng Peal Toll Hymn

Notice that an amber light, to the right of the buttons, shows a standby condition of the system. The green light shows that the power amplifier has been turned on and the tower speakers will play.

VIEW - Step by Step Schedule Programming

N 11:17 AM MON 07-25
Swng Peal Toll Hymn

Check that the display shows the correct time, day of week and current date. Instructions for setting the clock are on page 25.



Note: Make sure that the AM or PM setting displayed is correct. This is the most common error made when setting the clock.

Now, return to the View menu discussed earlier. Press ENTER.

Select Menu
View Manual Setup

Press the green [ENTER] button to select the VIEW menu.

MO11:30A SRCH L6 OFF
0000 0000 0000 0000



Important: This is the mode that allows you to see what you have programmed and change some things you have set from the Time Strike menu on an individual basis that is discussed in the Setup mode. Upon entering **VIEW** mode, the next quarter hour time slot that will play will be displayed.

The menu example now shows the day of the week as Monday (**MO**). Pressing the **[cursor▲]** or **[cursor▼]** button will change the day to **TU** or **SU**. Pressing the **[cursor▶]** button will then select the **hours**. When the hours are selected, the **[cursor▲]** or **[cursor▼]** button will change the hour. Other items on the display may change when you do this. Notice that a **"P"** appears showing afternoon and **"A"** appears showing before noon.

Press the **[cursor▶]** button until **"SRCH"** blinks on the display.

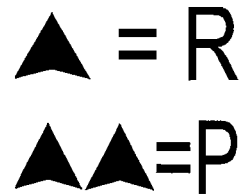
MO11:30A SRCH L6 OFF 0000 0000 0000 0000

Now, pressing the **[cursor▲]** or **[cursor▼]** buttons will show the day and times that a selection has been programmed to play. It will also show the selection numbers in the order that they will play.

If you press the **[ENTER]** button, you may change any selection or remove any selection from this menu by entering the new selection number or **"0000"** to delete that number.

VIEW - Programming Random Selections

When you want to make a change, scroll to the day and time then press the **[ENTER]** button to move to the first selection. Enter the selections you wish to play or you may enter a random category number by pressing the **[cursor▲]** button. This will display an **"R"** in the selection number location. (This alternates with **"P"** for pauses.) Then press the group number from the numeric keyboard that corresponds to the group number from the program listing that you wish to play.



There is a table in the **Selections Catalog** that describes the random music groupings (R numbers) for all possible installations and seasons. The following table summarizes these groupings for Protestant and Catholic installations during non-seasonal times.

	Protestant		Catholic
R1	Groups R2 to R4 below	R1	All groups below
R2	Traditional Hymns	R2	Traditional Hymns
R3	Meditative Hymns	R3	Eucharist Hymns
R4	Evangelical Hymns	R4	Marian Hymns
R5	Revival/Camp-meeting	R5	Contemporary Hymns

For a detailed seasonal listing of Random Group Categories, please refer to the **Selections Catalog** included with the system.

Random Selection Block Functions

Timed random music blocks allow the carillon to play for a predetermined length of time. The listing below shows 10, 15 and 30-minute modes. This is not the length of play, but refers to what time the music will stop. The last selection will not begin if there is less than one minute of play time remaining. If a selection is still playing at the stop time, it will fade out before stopping.

- :10 Plays until 5 minutes before next quarter hour (h:10, h:25, h:40 or h:55).
- :15 Plays until next quarter hour (h:15, h:30, h:45, h:00).
- :30 Plays through present quarter hour and an additional quarter hour, and if the clock is set to strike during that period, it will not strike.

- 0701 :15 Group R1 (Non-seasonal)
- 0702 :30 Group R1 (Non-seasonal)
- 0707 :10 Group R1
- 0703 :15 Group R1
- 0704 :30 Group R1
- 0708 :10 Group R2
- 0709 :15 Group R2
- 0710 :30 Group R2
- 0711 :10 Group R3
- 0712 :15 Group R3
- 0713 :30 Group R3
- 0714 :10 Groups R4 and R5
- 0715 :15 Groups R4 and R5
- 0716 :30 Groups R4 and R5



Note: Using 0701 and 0702 allows automatic selection of non-seasonal music during Lent, Easter, Thanksgiving and Christmas seasons.

VIEW - Playing Between Quarter Hours

A program pause may be inserted (one to five minutes) before selections for special programming effects or to set the specific number to play. For example, insert "P5 P5" at 9:45 A.M. to ring a bell or play a music selection at 9:55 A.M.. A program pause may be inserted (one to five minutes) before selections for special programming effects or to set the specific number to play. For example, insert "P5 P5" at 9:45 A.M. to ring a bell or play a music selection at 9:55 A.M.

▲ = R
▲▲ = P

The pause is entered with the scroll-up button to select "P" and the length of the pause is selected by the numeric buttons. "P" and "R" alternate when you press the scroll-up button for the first digit of the selection number.

The pause is entered with the [cursor▲] button to select "P" and the length of the pause is selected by the numeric buttons. "P" and "R" alternate when you press the [cursor▲] button for the first digit of the selection number.

VIEW - Setting the Volume Level

MO11:15P SRCH L6 OFF
0000 0000 0000 0000

Press [ENTER] to switch to Program mode. When the first selection flashes, press the [◀cursor] button twice to enter the volume and time strike individual setting menu.

Select L6. Press a numeric button (1 through 8, the [cursor▲] and [cursor▼] buttons may also be used) to set the level for this time selection. 1 is the lowest setting, 8 the highest. 6 is the normal setting.

VIEW - Time Strike Selection

Switch to the program mode by pressing the [ENTER] button. Press the [◀cursor] button so the time strike status at the top right corner of the display flashes. The [cursor▲] button will now toggle between the two clock striking modes, WMN and STK. The [cursor▼] button turns clock Striking OFF for this period. You select whether the clock will strike a single blow (STK), play the Westminster Tune (WMN) or not play at all (OFF) for the time shown on the display. This is where individual clock strike settings are turned off or on after GLOBAL SETTING is performed in the setup menu as described on page 24.

Press [ENTER] to make the changes permanent. You may select another day or time to make further entries.

Press [CANCEL] to exit back to Standby mode.

MANUAL - Play Any Selections on Demand

For special events, such as weddings, you may wish to play a specific selection. Manual mode overrides the automatic play feature to allow selections to be played on demand.

Press [ENTER] and select MANUAL with the [cursor▶] button.

Select Menu
View Manual Setup

Press [ENTER] to change to Manual mode.

Edit Play NONSTOP
1234 001 Time(s)

Use the [◀cursor] button to cause 'Edit' to flash then press [ENTER]. The first selection number will flash.

Use the numeric buttons to key in a specific selection number from the **Selections Catalog**. If you wish to play more than one selection, press zero then [ENTER] when the repeat number is flashing. This will allow up to three additional selections to be entered.

Manual Play Mode
Retrieving...

Pressing [ENTER] after programming the selections to play, or when 'Play' is flashing if you wish to repeat a previous performance, causes the system to retrieve the selections for playing.

ENT: Play CAN: Quit
Ready to Play 1234

When the selection is ready to play, you may press [ENTER] (or PLAY on the remote control) to start the performance, or press [CANCEL] to abort the performance

2:13 PM SAT 07-23
Playing 1234

The current time will be displayed with the selection number as the selection plays

2:15 PM SAT 07-23
Selection Complete

When the programmed performance has reached its end, the display will return to the Manual mode editing screen.

Edit Play NONSTOP
1234 001 Time(s)

Select 'Edit' to play a new program, press [ENTER] to replay the previous program, or press [CANCEL] to return to standby mode. The system will automatically return to standby mode after two minutes of inactivity.

SETUP - Menu

From Standby mode, press the [ENTER] button to get to the main menu.

Select Menu
View Manual Setup

Now press the [cursor▶] button until you reach Setup. Setup will flash when selected

Select Menu
View Manual Setup

Press [ENTER] to go to the Setup menu.

Time Strike Set Time
Change Disc Function

This is the Setup menu. As in the Main menu, the [◀cursor] or [cursor▶] button cause the various selections to blink. Pressing [ENTER] selects the menu item.

SETUP - Time Strike and Volume Level (Global)

Press [ENTER] to select the **Time Strike** menu.

12A to 12A LEVEL: 6
SUN .. SAT SET PROG

The **Time Strike** mode allows you to set the broadest period that the clock striking function will ring, such as: From 6:00 A.M. through 10:00 P.M. or, blocks of time, such as from 8:00 A.M. till noon, then noon until 5:00 P.M. Set the beginning time to **6A**. With the first or beginning time blinking, use the [cursor▼] button to select **6A**. Press the [cursor▶] button to select the second or ending time, then use the [cursor▲] or [cursor▼] button to select **11P**.



Note: Take care when setting the ending time. It may have to be set one hour higher. The selected function will only be to that time and does not include it. If **8A to 8P** is selected, the function will apply only from 8:00 A.M. to 7:45 P.M..

Now set the days that the time strike will ring. **SUN . . SAT** will ring every day. **MON . . SAT** will ring every day except Sunday.

Using the [cursor▶] button, select **SUN**, causing it to blink. Now use the [cursor▲] or [cursor▼] button to change to the day you want to begin. Select the day to end by using the [cursor▶], then the [cursor▲] or [cursor▼] button to set the day you want to end.

Next, move to the time strike/level option using the [cursor▶] button. Initially this portion of the display reads **LEVEL 6**. The time strike options alternate with the **LEVEL** setting with eight settings each. Using the [cursor▲] or [cursor▼] buttons, step through the **LEVELS 1-8**. The Level will change to the various time strike options.

Please refer to *Programming the Time Strike Parameters* on page 33 for a full explanation of the options you may choose from. (For example, **WMN FULL** is the full striking of the Westminster time strike. Four strikes at quarter past the hour, eight strikes at half past the

hour, twelve strikes at a quarter to the hour, and sixteen strikes at the hour followed by the hour strike bell.)

Each time that you select a level or time strike option, you must then select **SET PROG** and press **[ENTER]** to store that selection. You may set the level or time strike option for any range of time in any day or range of days.

This is called a **global setting**. Once you have selected the period for the days you wish to play the various striking functions, select **SET PROG** (program) and press **[ENTER]**. Each day may have a different time strike option or strike the clock during a different period. You must make the selection, then select **SET PROG** and press **[ENTER]** to set each change. The display shows that your program is being set into memory. When it is finished the Time Strike screen will return.

MODIFYING
MEMORY ...



Note: The **TIME STRIKE FUNCTION** is set for the earliest time and the latest time you want it to ring. If you do not want it to ring at certain times of certain days, View mode allows you to add, change or turn the striking off for any particular time. This global setting eliminates many button presses in the View mode.

6A to 11P FULL WMN
SUN .. SAT SET PROG

You may select another time, time strike option or level to set, or press **[CANCEL]** to exit back to the Setup menu.

Time Strike Setup

Example: To set the clock to strike from 8:00 A.M. through 8:00 P.M., with the full Westminster chime, set the times to: 8A to 8P. Scroll to **FULL WMN**, select **SET PROG**, then press **[ENTER]**. Now the clock will strike 8:00 A.M. through 7:45 P.M.. We wish to strike the 8:00 P.M. hour also, so select the period 8P to 9P, select **TOP WMN**, select **SET PROG** and press **[ENTER]**. This will add the top of the hour strikes at 8:00 P.M.. You may write to the memory and overwrite in sequence to achieve the desired final results.

Press **[CANCEL]** to return to the Setup menu.

SETUP - Setting the Time Clock

The clock has an accuracy of +/- one minute per month under normal temperature operations. Periodic checks and settings of the clock may be necessary to insure accurate operation of the system.

Time strike **Set Time**
Change disc Function

Press the [**cursor▶**] button to select **SET TIME**. Again, you will see it blink when selected. Press the [**ENTER**] button to see the **SET TIME** menu.

3:54 PM WED 08-11
Year=93 Set Time

The minute will be blinking, allowing it to be changed with the [**cursor▲**] or [**cursor▼**] button. The [**cursor▶**] button will select between the **hour, minute, AM or PM, day of week, month, day and year.**

When the display has been set to the proper setting, select **SET TIME** and press [**ENTER**].



CAUTION: Make sure the AM - PM selection is correct.

SETTING REAL TIME
CLOCK...

The display shows that the time is being set. It will then return to the **SETUP** menu.

Time Strike **Set Time**
Change Disc Function

Press [**CANCEL**] to return to standby mode, or the right-select button to the change disc setup function.

SETUP - Changing/Installing Discs

This menu item is for changing or adding new discs to the magazine library. The discs can be damaged by improper handling, so be very certain to read about the care and handling of discs on page 7.

Time Strike Set Time
Change Disc Function

Select Change disc with the [**cursor▶**] button, then press [**ENTER**]. The mechanism will eject the magazine holding the disc library.

The display will change to:

Load discs then
re-insert disc case

After the magazine has properly been loaded with the discs, re- insert the magazine. Make sure that the label is up and the arrow on the magazine is pointing toward the slot. Push gently but firmly to insert the magazine.

CMS-1111 in TRAY 1

The display will go blank for a few seconds, then, the display will show various checking routines on the discs.

The system will check the disc magazine to find out if any disc has been changed and where they have been placed in the magazine. This will take a few minutes. Other messages may appear when loading new discs on the system as well. After it has finished checking, the unit will return to the Standby mode.

This ends the tutorial overview section of the manual. More detail on each section follows.

Section
4

Standby Mode

Automatic Play

Standby mode is the normal operating mode of the system. Programmed selections and bell functions will not play automatically, unless the system is in Standby mode.

When it is time for a programmed sequence to play, the Standby light (amber) will extinguish, the Play light (green) will illuminate and the selection numbers playing will be shown on the lower line of the display.

N 12:25 PM WED 09-14
Swng Peal Toll Hymn

This is the nonseasonal Standby mode Display. The system is ready to play an automatic selection.

Screen Saver

After a period of keyboard inactivity, the display of your Chime Master™ System will dim. In addition, the time display will scroll across the screen. Unlocking the key and pressing a gray cursor button will restore the display to full brightness, and properly label the function buttons.

Seasonal Almanac

The seasonal almanac automatically substitutes seasonal music during appropriate times of the year. A letter in the top left corner of the standby screen shows which seasonal music list is currently selected by the Almanac. Note that if the secular play list is selected, the religious seasons will not always result in substitutions. The display, however, will always show the special seasons.

L 12:25 PM THR 04-01
Swng Peal Toll Hymn

During the Lenten Season, the display will show that Lenten (L) selections will be substituted when seasonal random selections are programmed.

Please refer to this complete listing to determine when seasonal music will be automatically substituted for non seasonal random music. The letter in the left column will be shown with the time in Standby Mode when the season is active.

N	Non-seasonal Times	Defaults to general hymn selections.
L	Lent	Begins Ash Wednesday and Ends on Good Friday
G	Good Friday and Holy Saturday	Will play a more meditative set of the Lenten Selections.
E	Easter	Protestant, General and Ecumenical Systems will play from Easter Sunday through the following Sunday. Catholic systems will play from Easter Sunday through the end of April
M	Marian	Catholic systems will play Marian selections in May, August 15 th and 22 nd and December 8 th .
P	Patriotic	Patriotic music will play on Independence Day and Memorial Day if the Patriotic season is enabled on the system
T	Thanksgiving	Thanksgiving Day and the Preceding Sunday.
A	.Advent	First Sunday in Advent until December 23 rd if the Advent season is enabled on the system
C	Christmas	If Advent is enabled Christmas will start on December 24 th . If Advent is disabled, Christmas will start on the day in December that the user selects. Christmas selections will play through January 5 th .

E 12:25 PM SAT 04-03
Swng Peal Toll Hymn

On Easter Sunday (make sure that the Time Clock is set to the correct day of the week), Easter selections will be substituted for the seasonal program.

T 8:25 AM THR 11-25
Swng Peal Toll Hymn

Thursday and Sunday, during Thanksgiving week, Thanksgiving selections will be substituted for the seasonal random program.

C 11:33 AM THR 12-24
Swng Peal Toll Hymn

During the selected Christmas season Christmas Selections will substitute the seasonal random program.

Selecting Other Modes

N 12:25 PM WED 09-14
Swng Peal Toll Hymn

This is the nonseasonal Standby mode display. The system is ready to play an automatic selection.

Pressing [ENTER] will replace the standby screen with the main menu. Three mode options are available from the main menu.

Select Menu
View Manual Setup

Press the [◀cursor] or [cursor▶] button until your selection flashes, then press [ENTER] to go into that menu. The three option menus are described in the next three sections.

View Mode allows you to look at the program schedule. It is also the gateway to the Program mode, where you may make modifications to the program schedule.

Manual Mode allows you to play specific or random selections whenever you choose without having to program them on the schedule.

Setup Mode allows you to adjust the time clock, program global changes to the Time Strike function and volume levels, change the discs in the magazine and enter the Installation program.

Pressing [CANCEL] from this menu will return the system to the Standby mode.

Section
5

Setup Mode

From standby mode, press [ENTER], then press the [cursor▶] button TWICE, and [ENTER] to bring up the main setup menu. The Setup mode menu display offers four items that enable you to configure your system. **Time Strike** is used to set up the **Time Strike** functions, and to set up the volume level for certain periods. **Set Time** is used to adjust the time clock. **Change Disc** allows the discs to be changed in the disc magazine. **Function** provides for programming of the four function buttons.

Select Menu
View Manual Setup

To enter Setup mode, press the [ENTER] button to get the main menu selection display. Use the [◀cursor] or [cursor▶] button to cause Setup to flash, then press [ENTER]

Time Strike Set Time
Change Disc Function

Use the [◀cursor] and [cursor▶] buttons to select Time Strike, Set Time, Change Disc or Function.

Installing the Discs

Time Strike Set Time
Change Disc Function

Use the [◀cursor] or [cursor▶] buttons to select Change Disc.

To install discs into the carillon, the disc magazine must be ejected if they are already installed in the system. To eject the discs, select the **Change Disc** sub-menu from the **Setup** menu and press [ENTER]. The magazine will be ejected, and removed from the unit.

Please review *Section 1, Care of Discs* on Page 7 prior to loading discs. Insert up to six of the supplied discs into the magazine. If the **Time Strike** function is used, disc 1111 must be installed in tray one. Tray 1 is the top tray. If more than one disc is installed with various bells used for the **Time Strike** function, only the disc in tray 1 will be used for this function.

Loading the Disc Magazines

1. Pull out only one disc tray. (**Pulling out more than one tray at a time can damage the magazine.**) Tabs on the side of the magazine help in selection of the trays.
2. Install the discs with the label side **downward** in the tray.
3. Return the disc tray back to its original position.
4. Insert other discs by repeating steps (1) to (3).



Caution!

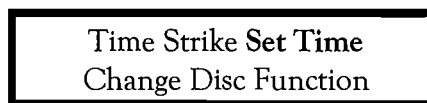
- Only pull out one disc tray at a time. (When a disc tray has been pulled out, do not pull out other disc trays.)
- Insert discs label side downward. If discs are inserted label side upward, it will not be possible for them to be played.
- Objects other than discs (Hymn cards, explanations of disc contents etc.), must never be inserted into the disc trays.
- Do not touch the playing surface of discs (the plain iridescent side) with hands or fingers.
- The label side of the disc is actually more susceptible to damage from scratches. Handle the discs carefully.

Once the disc magazine is replaced, the system will read each disc to find out what selections are available to fill the random play lists. The display will show the catalog number of the disc in each tray. Discs with catalog numbers higher than 1116 or 2113 have additional information on them that may take longer to read.

Loading and Playing Standard CDs

The Chime Master Model Twelve is capable of playing standard CDs. When installing these discs they must be placed in trays 2 through 6. When selecting tracks from standard discs, the first two digits will be 02 to select the disc in tray 2, up to 06 for tray 6. The second two digits will be the desired track number. For example to play track 5 from the standard disc in tray 4, enter 0405 into the program schedule or manual mode screen.

Setting the Time Clock



Use the [**◀cursor**] and [**cursor▶**] buttons to select the Set Time set up menu.

Choosing **SET TIME** allows you to set the current time, day of the week and the date. Use the [**◀cursor**] and [**cursor▶**] buttons to select the digit(s) to change, then the [**cursor▲**] and [**cursor▼**] buttons to effect the change.

Once all settings are correct, select the **Set Time** on the lower line of the display, press [**ENTER**].



Note: The [**cursor▲**] button subtracts one from the selected digit and the [**cursor▼**] button adds one to selected digits.

When [**ENTER**] is pressed, the real time clock will be updated to the displayed settings. Pressing the [**CANCEL**] button will abort the **Set Time** menu without making any changes to the actual time settings.



Note: Be sure to properly set all of the time parameters. Easter Sundays and Leap Year adjustments will only work properly if the Year is correctly set.

11:05 AM TUE 09-21
Year=97 Set Time

Use the [**◀cursor**] and [**cursor▶**] buttons to choose the parameter to change. Since minor adjustments are more frequently made, the minute digit is flashing on entry.

11:06 AM TUE 09-21
Year=97 Set Time

Use the [**cursor▼**] button to increase settings, and [**cursor▲**] button to decrease settings.

11:06 AM TUE 09-21
Year=97 Set Time

Pressing the [**ENTER**] button will set the clock to the displayed time. Move to **Set Time** with the [**◀cursor**] or [**cursor▶**] button. [**CANCEL**] will abort changes. In either case, the display will return to the **Setup** menu.

Programming the Time Strike Parameters

Time Strike Set Time
Change Disc Function

Use the [**◀cursor**] or [**cursor▶**] button to select the **Time Strike** setup menu.

The **Time Strike Setup** menu allows you to program the manner in which the system chimes the time on quarter hours. There are three basic modes for the time strike. **OFF**, **STRIKE(STK)**, and **WESTMINSTER(WMN)**. There are eight options for the time strike feature.

07A to 11P FULL WMN
MON .. FRI SET PROG

When the upper right portion of the display is flashing, the [**cursor▲**] and [**cursor▼**] buttons sequence through the following menu of levels and time strike options.

TS OFF	LEVEL: 1
FULL WMN	LEVEL: 2
HALF WMN	LEVEL: 3
TOP WMN	LEVEL: 4
WMN STK	LEVEL: 5
FULL STK	LEVEL: 6
HALF STK	LEVEL: 7
TOP STK	LEVEL: 8



Important! Setting **TS OFF** turns all **TIME STRIKE** functions **OFF**.

You can use this option to clear the time strike program before making changes.

The three basic modes will act differently, depending on the quarter of the hour being chimed. These modes are: **OFF**, in which the chime system does nothing about striking the time; **STRIKE**, in which at the top of the hour, a chime shall strike the hour, and on all other quarters will strike only once; **WESTMINSTER**, in which on the top of the hour, the full Westminster melody shall play, followed by striking of the hour, and on all other quarters the appropriate Westminster melody shall play. These modes are displayed in the **View mode** for each quarter hour as **OFF**, **STK** and **WMN**. The eight options take the three modes and apply them to each quarter hour, as follows:

TS OFF (Time Strike OFF)	FULL WMN (Full Westminster)
:00 - OFF	:00 - WMN
:15 - OFF	:15 - WMN
:30 - OFF	:30 - WMN
:45 - OFF	:45 - WMN
HALF WMN (1/2 Westminster)	TOP WMN (Top Westminster)
:00 - WMN	:00 - WMN
:15 - OFF	:15 - OFF
:30 - WMN	:30 - OFF
:45 - OFF	:45 - OFF
WMN STK (Westminster 1/2 Strike)	FULL STK (Full Strike)
:00 - WMN	:00 - STK
:15 - OFF	:15 - STK
:30 - STK	:30 - STK
:45 - OFF	:45 - STK
HALF STK (Half Strike)	TOP STK (Top Strike)
:00 - STK	:00 - STK
:15 - OFF	:15 - OFF
:30 - STK	:30 - OFF
:45 - OFF	:45 - OFF

Once you have decided which mode to use, determine the block of time, and during which days of the week you wish to do it. For example, you may wish to strike the time from seven o'clock in the morning until 11 o'clock in the evening Monday through Friday.

Press [ENTER] while **Time Strike** is flashing to enter the Time Strike menu.

After entering the Time Strike menu, the left half of the display shows the block of time, during the days that can be changed. Upon entering the Time Strike menu, the displayed time shall appear as the example shown below. '12A to 12A' shows that all 15-minute intervals of the 24-hour day are selected. 'SUN .. SAT' shows that all the days of the week are selected. Therefore, the initial display covers all periods in the program schedule.

12A to 12A LEVEL:6
SUN .. SAT SET PROG

Use the [◀cursor] and [cursor▶] buttons to select starting and ending times, and starting and ending days. When you have made the selection, it will flash. Use the [cursor▲] and [cursor▼] buttons to change or select times and days.

It is helpful to set the largest blocks of time first. Also, since the block of time does not change after setting the program for the time strike, you may set the volume level as well (see *Programming Loudness* on page 38) for the same block of time.



Note: If 10A to 09P is displayed, 10:00 A.M. to 8:45 P.M. is selected (to but not including 9:00 P.M.). MON .. WED shows that the block of time is selected for Monday, Tuesday and Wednesday (This includes the days between and including the days shown).

To set a single day, set it in both positions (SUN..SUN would be only Sunday).

To select a **TIME STRIKE** option, use the [◀cursor] or [cursor▶] button to make **LEVEL:6** flash.

Using the [cursor▲] and [cursor▼] buttons will rotate through the level settings and the **Time Strike** option settings. Continue pressing the [cursor▲] or [cursor▼] button until you have selected the desired time strike option (see Page 35 for explanations of the time strike options). The level setting function is described in the next section.



IMPORTANT: Check the settings that you have made to see that they are correct before pressing [ENTER].

Any programs displayed in the upper right corner of the display will be written into the program schedule when **SET PROG** is selected and the [ENTER] button is pressed for the times and days shown on the left side of the display.

Select **SET PROG** and press [ENTER] for each change you wish to make.

07A to 11P FULL WMN
MON .. FRI SET PROG

This display shows that when SET PROG is selected and [ENTER] pressed, the Full Westminster function will be programmed from 7:00 A.M. until 10:45 P.M. on Monday through Friday.

The program modifications available in the Time Strike menu are global in nature. To make program changes to specific times on the program schedule, refer to *Section VII View Mode* (See Page 46).

The following is the sequence that will set blocks of time in the **TIME STRIKE** mode.

1. Set time to start with the [cursor▲] and [cursor▼] buttons.
2. Press the [cursor▶] button to select Stop time and set with the [cursor▲] button.
3. Select beginning day with the [cursor▶] button and set with the [cursor▲] or [cursor▼] button.
4. Select ending day with the [cursor▶] button and set with [cursor▲] or [cursor▼] button. If beginning day and ending day are the same, the setting only changes that day.
5. Select time strike type or Level setting with the [cursor▶] button.
6. Set desired Time Strike option or Level setting with the [cursor▲] or [cursor▼] button.
7. Select **SET PROGRAM** with the [cursor▶] button.
8. Press [ENTER].

What you see is set in memory. Both the Time strike option and Level setting may be made over the same time period. Select **SET PROGRAM** and press [ENTER] each time. Different time strike types and level settings may be entered for different times and days.

After all settings are done, press [CANCEL] twice to return to Standby mode.

Programming Loudness (Volume Level)

The loudness of your Chime Master™ System may be preset to specific levels for various times of the day. This is accomplished using the **Time Strike** menu. Eight preset levels are available, **Level:1** being the softest and **Level:8** the loudest. **Level:6** is pre-programmed at the factory to be the normal play level.

Refer to the preceding section for information on setting up the ranges of times to be reprogrammed. Select the desired level by using the [cursor▲] and [cursor▼] buttons to index through the Time Strike types. The loudness levels follow the time strike types. Select **SET PROG**, press [ENTER] then exit with [CANCEL] button, if finished.

11P to 07A Level:3 SUN .. SAT SET PROG

Example display showing a reduction in level for the night hours. Depending on the location of the installation, Time Strikes may be played all night at such reduced levels.

The attenuation for each level setting is:

8 - 0 dB (maximum)	5 - 3 dB	2 - 8 dB
7 - 1 dB	4 - 5 dB	1 - 10 dB (minimum)
6 - 2 dB	3 - 7 dB	

Programming Function Buttons

Buttons [1] through [4] on the front panel become programmable function buttons when the system is in standby mode. These four buttons are duplicated on the optional remote control unit. The **FUNCTION** option in the setup menu allows you to reprogram the function buttons. These come factory programmed for Swing, Peal, Toll and Hymn.

Each function button may be programmed to play up to four selections, or repeat a single selection up to 199 times. In addition, the four letter label above the function button can be customized to describe the function performed.

Select Menu:
View Manual Setup

To enter the Setup mode, press the [ENTER] button to get the main menu selection display. Use the [◀cursor] or [cursor▶] button to cause Setup to flash, then press [ENTER].

Time Strike Set Time
Change Disc Function

Use the [◀cursor] or [cursor▶] button to select Function then press [ENTER].

F1 Swng NOW! NONSTOP
1123 001 Time(s)

The first function button program will be displayed. To view the other three functions, press the [cursor▼] button while the function button number is flashing.

F1 Swng NOW! NONSTOP
1123 001 Time(s)

Press [ENTER] to make changes to the function program. This screen shows a single selection programmed to play once.

The [ENTER] button switches the flashing cursor between the function button number and the programming fields to the right of it. When the [ENTER] button is pressed, the first selection will flash, showing that changes can be made to the program. As long as the function number is not flashing, the [◀cursor] and [cursor▶] buttons move the flashing selection cursor around the screen.

Pressing [ENTER] while a programming field is flashing, commits any changes made to memory. Pressing the [CANCEL] button instead of [ENTER] will abort modifications and retrieves the original settings to the screen from memory. Whenever the function button number is flashing, the [cursor▲] and [cursor▼] buttons move from one function button to another.

Section
6

Manual Mode

The Manual mode allows you to suspend the automatic play mode to use the system during special events. Appropriate music for events such as weddings can be found in the Selections Catalog. Manual mode can be programmed ahead of time, because it remembers the selections programmed to play. It is like a programmable function button that you can play immediately.

N 12:25 PM WED 09-14
Swng Peal Toll Hymn

This is the Standby mode display. Press the [ENTER] button to reach the Main Menu display.

Select Menu
View Manual Setup

To enter the Manual mode, press the [◀cursor] or [cursor▶] button to cause Manual to flash, then press [ENTER].

Edit Play NONSTOP
1148 001 Time(s)

The initial display for Manual mode has Edit flashing. Use the [◀cursor] or [cursor▶] button to choose between Edit and Play, followed by [ENTER]. The lower line shows the selections programmed to play.

Use the [◀cursor] or [cursor▶] button to select between 'Edit' and 'Play'. When 'Play' is flashing, pressing [ENTER] will retrieve and cue the first selection. Note that pressing [PLAY] on the remote control while 'Play' is flashing will not cause the selection to play. You must see 'ENT: Play CAN:Quit' on the display for the [PLAY] button to work.

When 'Edit' is flashing, pressing [ENTER] will cause the first selection to flash, allowing changes to be made to the program. Pressing [ENTER] after modifying the selections will retrieve the selections for playing. If you do not wish to play the selections at this time, you can abort the performance by pressing [CANCEL]. When the display says 'ENT: Play CAN:Quit.', pressing the [CANCEL] button instead of [ENTER] will abort modifications and retrieves the original settings to the screen from memory

To Change Selections

New selections may be entered over the existing program. Entering all zeros for a selection will clear it and move subsequent selections back. If only one selection is entered, 001 Time(s) will be displayed allowing you to repeat the selection up to 199 times.

Online Title Lookup

In the **VIEW** and **MANUAL** editing screens, whenever a selection is flashing, you may access a catalog of selections. Press the [cursor▼] or (NO) button, then select the bell voice or ringing function category and press the [ENTER] button. Use the [◀cursor] or [cursor▶] button to select the initial position in the alphabetical listing and press [ENTER]. Use the [cursor▲] or [cursor▼] buttons to browse through the listing until you find the selection you wish to use. Only selections available with the discs currently loaded will be shown. When the title you wish to use is on the display, pressing [ENTER] will return to the edit menu and the number of the selection will have been programmed, and the next selection field will blink.

Playing Selections from Standard CDs

The Chime Master Model Twelve is capable of playing standard CDs. When installing these discs they must be placed in trays 2 through 6. When selecting tracks from standard discs, the first two digits will be 02 to select the disc in tray 2, up to 06 for tray 6. The second two digits will be the desired track number. For example to play track 5 from the standard disc in tray 4, enter 0405 into the program schedule or manual mode screen.

To Enter More Than One Selection

When only one selection is currently programmed, press the [cursor▶] button to select the number of times to play the single selection. Pressing zero then [ENTER] will clear this field and allow up to three more selections to be programmed.

Edit Play NONSTOP 1543 1156 1438 1121
--

This screen demonstrates what a multiple selection program looks like. The four selections will be queued to play when either the [ENTER] button is pressed.

To Repeat a Single Selection

If a single selection is entered into a function which had multiple selections previously programmed, enter zeros into the second selection location until the second, third and fourth selections are zeros. Press the [ENTER] button to make '001 Time(s)' display. The number of times to repeat (one to 199) may now be entered.

Programmable Toller

The selection repeat feature may be used to cause a tolling bell to ring a specific number of times. The single strike (selection 1105) is typically used for funeral tolls, which is a heavier bell than the one-minute tolling bell. The number of repeats may be set to the age of the deceased. You may also use the single strike to strike for a specific length of time. A repeat value of 35 will ring for five minutes, 70 for 10 minutes, etc.

STOP or NONSTOP

When **STOP** is displayed and multiple selections are programmed or a single selection is programmed to repeat, the system will pause between selections until the [ENTER] or [PLAY] button is pressed, before playing the next selection. When **STOP** mode is selected for repeated selections, the unit does not count how often the selection is played. The selection will be ready to play each time the [ENTER] or [PLAY] button is pressed until the [CANCEL] button is pressed.

When **NONSTOP** is displayed, the system will play without stopping until all programmed selections and repeats are completed.

To Restore the Factory Program

Enter zeros into all of the lower line fields then press the [ENTER] button. All factory settings will be restored to the currently selected function button.

View Mode

View mode enables you to see what has been programmed to play at various times of the week. Besides viewing the program schedule, you may modify it at specific periods. The Chime Master™ system is programmable at 15-minute intervals. We will call these intervals time slots. If you wish to play a selection at a time not falling on an even quarter-hour time, up to three pauses from one to five minutes in length may be programmed to precede the selection. This allows you to position the time that a selection plays at any minute of the hour. These possibilities are explored in this chapter, *Programming Pauses*, on page 53.

N 12:25 PM WED 09-14
Swng Peal Toll Hymn

This is the non-seasonal Standby mode display. The system is ready to play an automatic selection. You may also select preset bells to play or play a random Hymn by pressing the black button directly under your choice, then pressing [ENTER] to play.

Select Menu
View Manual Setup

To enter the View mode, press any button to get the menu selection display. Use [◀cursor] or [cursor▶] button to cause View to flash, then press enter.

Viewing the Program

Before making changes to the program schedule, you will probably want to look at it. When entering View mode, the selections programmed for the quarter hour in the next time slot are displayed. For example, if it is 11:08 A.M. Wednesday when you enter the View mode, you will see the program for 11:15 A.M.. This is the next programmable 15-minute time slot. When entering the View mode, you will always see the next time slot to play.

WE 1:15P SRCH L6 WMN
0000 0000 0000 0000

This display shows that the quarter hour Westminster time strike will play at 1:15 P.M. at volume level six, with no other selections to follow.

The flashing WE shows that pressing the [cursor▲] or [cursor▼] button will show you what is programmed at 1:15 P.M. Tuesday or Thursday. Using the [◀cursor] or [cursor▶] buttons, you can cause the hours, the minutes or SRCH to flash. When the day is flashing pressing the [cursor▲] or [cursor▼] buttons will move the displayed time backward or forward a 24-hour period at a time. If the Hour is flashing, the display is moved an hour at a time. If the minutes are flashing, the display moves 15 minutes (one time slot) at a time.



NOTE: Make sure you are on the proper day as stepping through hours and minutes may change the day. Always check the display before pressing [ENTER] to make sure the selections and the time are correct.

Checking the Program Schedule

It is a tedious operation to step through the program schedule 15 minutes at a time, to see if any selections are programmed. If the [◀cursor] button is pressed while the day of the week is flashing, SRCH will begin to flash. Pressing the [cursor▲] and [cursor▼] button will search backward or forward for programmed selections. We call this the View Search mode. If the day and time do not change, there are NO automatic selections programmed. There may be time strike functions programmed, but only selection numbers are searched for in this mode.

WE 1:15P SRCH L6 WMN 0000 0000 0000 0000

This display shows the times and days that selections are programmed to play. When SRCH is flashing, press the [cursor▲] and [cursor▼] buttons to show the program times and days of the week along with the selection numbers.

Changing the Program Schedule

The remainder of this section describes how to make changes to the program schedule from the View mode menu. This is the **Program mode**. When you want to change the current time slot parameters, press the [ENTER] button to cause the first selection number to flash. You may use the [◀cursor] or [cursor▶] button to select the parameter you wish to change. Whenever the program parameters are flashing, the system is in the Program mode.

After you have made changes to the time slot program parameters, and you are sure that they are correct, pressing the [ENTER] button will save them in the program schedule memory. The time of the slot (or SRCH if in View Search mode) will again flash. The system is again in the View mode. The parameters viewed at this time reflect what is in the program schedule memory.

If after making changes to the time slot parameters, you wish to restore the old parameters, you may do so by pressing the [CANCEL] button. You must do this instead of pressing the [ENTER] button. The system returns to the View mode when the [CANCEL] button is pressed in Program mode, without making changes to the program schedule memory.

VIEW Mode vs. PROGRAM Mode

MO 8:00P SRCH L6 OFF 0000 0000 0000 0000

If any of the bold elements of the illustration are flashing on the display, the system is in **VIEW** mode. This mode is used to move around the schedule and see what is programmed to play. The [CANCEL] button will exit to standby mode. Use the [ENTER] button to go into program mode.

MO 8:00P SRCH L6 OFF
0000 0000 0000 0000

If any of the bold elements of the illustration are flashing on the display, the system is in the **PROGRAM** mode. This mode is used to modify the schedule. The **[CANCEL]** or **[ENTER]** button will return the system to **VIEW** mode (but with different results, refer to the previous page).

Starting Over (Erasing the Program)

If your program schedule has become so cluttered that you begin to wish you could just erase it all and start over, you can! Make sure that you have documented the schedule, so that you can reprogram it before following this procedure.

To erase the entire program schedule, turn the power switch (located on the rear panel) **OFF**. Now depress the red **[CANCEL]** button on the front panel and while depressing the **[CANCEL]** button, turn the power switch back **ON**. Continue to hold the **[CANCEL]** button until the Configuration screen appears (about five seconds). When you release the **[CANCEL]** button, the display will prompt whether you really intend to clear the program memory. Press either **YES** to erase or **NO** to preserve the memory.

Clear Program Memory
YES-Clear NO-Salvage

Are You Sure ?
YES-Clear NO-Salvage

If you choose **YES**, see *Entering the Installation Menu (clear memory)*, on page 12, that describes the system installation parameters you will be prompted for. If you choose **NO**, the system will test the program schedule for possible errors and then return to Standby Mode.

Documenting Your Schedule

We have provided an Input Sheet that you should use to decide what you want to play each week. The Input Sheet allows you to document the day and time that a particular selection is to play. There is also a place to write the title of the selections. When the selection is a random selection, write out the group type, such as Hymns in the title column.

As you enter each selection into the program schedule, make a check in the OK column. Documenting your program this way will make things easier for the next person who needs to make a change.

Time Strike Program Parameters.

There are three basic modes for the **Time Strike** that will act differently depending on the quarter of the hour being chimed. These modes are: **OFF**, in which the carillon does nothing about striking the time; **STK**, in which at the top of the hour, a chime shall toll the hour, and on all other quarters will toll only once; **WMN**, in which on the top of the hour, the full Westminster melody shall play followed by a toll of the number of the hour, and on all other quarters the appropriate Westminster melody shall play. These modes are displayed at the upper right corner of the **VIEW** display.

When the time strike selection is flashing on the display, alternate depressions of the [cursor▲] button will select between Westminster and Strike modes. Pressing the [cursor▼] or **NO** button will turn off the time strike function for this period.

After the time strike parameter is set, pressing the [ENTER] button will exit the Program mode so that you may select another time slot. If you have made a mistake and wish to restore the original setting, pressing the [CANCEL] button instead of [ENTER] will restore the previous settings and exit the Program mode. If you wish to change additional parameters, the [◀cursor] or [cursor▶] button will select additional parameters to change, and the system remains in the Program mode.

```
MO 8:15P SRCH L6 WMN
0000 0000 0000 0000
```

When the time strike field is flashing, pressing the [cursor▲] button selects between Westminster and Strike modes. Pressing the [cursor▼] button disables the Time Strike function.

Loudness Program Parameters

Usually the loudness is set for blocks of time, using the time strike setup mode (See: *Setup Mode Programming Loudness (volume Level)*, on page 38). You may wish to adjust the loudness for a particular time, such as ringing the noon bell for the whole community. The Loudness setting can also be modified with the Program mode.

To do this, use View mode to find the time slot you wish to modify. Then enter the Program mode for the time slot you wish to change, by pressing the [ENTER] button. Use the [cursor▶] button to cause the current loudness setting to flash. This is an 'L' followed by a number. 'L8' is the loudest setting, and 'L1' is the quietest setting. The installer of your system preset the amplifier level controls to allow a normal setting of 'L6.' To change the setting, press a number button between '1' and '8.' After the setting is made, the Time Strike parameter will flash.

```
MO 8:15P SRCH L6 OFF
0000 0000 0000 0000
```

Pressing a number button from 1 to 8 selects a respective volume level. The [◀cursor] or [cursor▶] buttons select the other parameters in the program mode. The [CANCEL] button aborts changes, and the [ENTER] button saves changes. This changes loudness only for the time shown.

Programming Specific Selections or Sequences

Any selection number from any disc in the magazine can be programmed to play at a specific time on a given day of the week. Up to four selections can play at any 15-minute period. The lower line of the display in View mode shows the four selections that are programmed for the selected time slot. Unless it is a random selection or a pause, each selection number is represented by four digits. All zeros show that no selections are programmed.

To add or change selections, use **View** mode to find the time slot you wish to modify. Then enter the Program mode for the time slot you wish to change, by pressing [ENTER]. The first selection number will flash. If one or more selections are programmed, the [◀cursor] and [cursor▶] buttons will cause different selections in the sequence to flash. You may change the current selection by entering a new four-digit number.

Online Title Lookup

In the **VIEW** and **MANUAL** editing screens, whenever a selection is flashing, you may access a catalog of selections. Press the [cursor▼] or (NO) button, then select the bell voice or ringing function category and press the [ENTER] button. Use the [◀cursor] or [cursor▶] button to select the initial position in the alphabetical listing and press [ENTER]. Use the [cursor▲] or [cursor▼] buttons to browse through the listing until you find the selection you wish to use. Only selections available with the discs currently loaded will be shown. When the title you wish to use is on the display, pressing [ENTER] will return to the edit menu and the number of the selection will have been programmed, and the next selection field will blink.

To delete a selection, press the zero button four times. Any selections to the right of the deleted selection will move left to fill the gap. Consequently, you must be careful not to delete a selection that you want to keep. To replace another selection, simply key in the new selection on top of the old.

If you enter an invalid number, or a selection that is not loaded into the system, a warning screen will appear. Press any button to re-enter the number.

```
MO 8:15P SRCH L6 OFF
0000 0000 0000 0000
```

To program a specific selection, use the number buttons to enter the four digit selection number.

```
MO 8:15P SRCH L6 OFF
1123 0000 0000 0000
```

The next available position in the selection sequence begins to flash when all four selection digits are keyed in.

```
MO 8:15P SRCH L6 OFF
1123 1456 1234 1345
```

To delete a selection from a sequence, use the [◀cursor] or [cursor▶] button to cause it to flash. Then key in four zeros to delete the selection.

MO 8:15P SRCH L6 OFF 1123 1234 1345 0000

The selections to the right of the deleted selection move left so that the sequence is continuous. To replace a selection, enter the new selection over the old.

Selection Carry Forward

When you program several time slots with the same selections, the carry forward feature will greatly reduce the amount of button pushing required. Whenever you program selections into a time slot that previously had none, these selections are also stored into a temporary memory bank.

After you move to a new time slot, with no previously programmed selections, and press the Enter button, the selections from the temporary memory bank are copied into the display. If you wish to carry these selections to another time slot, move to that slot and press Enter again. If you would rather program a different set of selections, press the [CANCEL] button and then the [ENTER] button again to clear them.

If you are modifying time slots with existing selections programmed, the Selection Carry Forward feature is disabled so that selections will not be disturbed.

As an example, let's say that Sunday morning at 9:00 A.M. we want to ring the Call to Worship swinging bell. In addition, every day at noon, we want to play two general hymn selections. At 6:00 P.M., we want to play two meditative hymn selections.

Press the [ENTER] button to get the Main menu. Press it again to enter the View mode.

Use the [◀cursor] or [cursor▶] button to select SU 9:00 A.M. and press the [ENTER] button to go into the Program mode. Press 1123 then [ENTER] to program the Call to Worship bell.

Now use the [cursor▲] or [cursor▼] button to select 12:00 P.M. Pressing the [ENTER] button will copy the 1123 into the selection list, but that is not what we want. Press [CANCEL] and then [ENTER] to clear it out. Now press 'YES' '1' 'YES' '1' then the [ENTER] button to program two R1 selections.

Press the [◀cursor] button to make SU flash and press the [cursor▼] button to select Monday. Press the [ENTER] button twice. The two selections are programmed into Monday. Press the [cursor▼] button then [ENTER] twice for Tuesday. Press the [cursor▼] button then [ENTER] twice for Wednesday. Repeat until Saturday is programmed.

Press the [cursor▼] button to select Sunday again, then press the [cursor▶] button to make the hour flash. Press the [cursor▼] button until 6:00 P.M. is selected. Press the [◀cursor] button to make the day flash. Pressing the [ENTER] button will copy two R1 selections into this time slot, but we want two R3 selections. Press YES, 3, YES, 3 and then [ENTER] to program two R3 selections.

Press the [◀cursor] button to make SU flash and press the [cursor▲] or [cursor▼] button to select Monday. Press [ENTER] twice. Repeat the [cursor▼] button then [ENTER] twice" sequence until Saturday is programmed.

Programming Random Selections

The ability to play selections at random, substituting appropriate seasonal selections, is the hallmark of the Chime Master™ carillon system. When your system was installed, it was programmed to play from one of five random play lists. Consult the page titled **Installation Notes** in the front of this manual to verify which Random Play List has been selected for your system. Each of the Random Play Lists are divided into five categories. The random group category chart in the Selections Catalog describes how the categories are organized for the five play lists.

When a random selection is programmed to play, it is shown on the View mode display with an 'R' and a number (R1 through R5). This number represents the random category from which the selection will be randomly chosen. Note that the selections are randomly sequenced, and that all selections available for a category will be played equally as often.

To program a random selection, follow the instructions in *Programming specific selections* on page 47, except press the [cursor▲] button instead of the first digit of the selection. One depression of the [cursor▲] button will cause an 'R' to appear on the display. Pressing the [cursor▲] button a second time will cause a 'P' to appear. This is used to program pauses, as described in the next section.

▲ = R
▲▲ = P

Once the 'R' is on the display, pressing a number button from one to five will select the random category from which to sequence the selection.

```
MO 8:15P SRCH L6 OFF
0000 0000 0000 0000
```

To program a random selection, press the [cursor▲] button to cause an 'R' to be displayed.

```
MO 8:15P SRCH L6 OFF
R 0000 0000 0000
```

Then press a number button to show which random category the selection is to be sequenced from. This is a number from one to five.

```
MO 8:15P SRCH L6 OFF
R2 0000 0000 0000
```

The next position in the selection sequence will begin to flash when the random selection is entered.

Random Selection Block Functions

Special music functions allow the carillon to play for a predetermined length of time. The listing below shows 10, 15 and 30-minute modes. This is not the length of play, but refers to what time the music will stop. The next selection will not begin if there is less than one minute of play time remaining. If a selection is still playing at the stop time, it will fade out before stopping.

- :10 Plays until 5 minutes before next quarter hour (h:10, h:25, h:40 or h:55)
- :15 Plays until next quarter hour (h:15, h:30, h:45 or h:00)
- :30 Plays through present quarter hour and an additional quarter hour period, and if the clock is set to strike during the period, it will not strike.

- 0701 :15 Group R1 (Non-seasonal only)
- 0702 :30 Group R1 (Non-seasonal only)
- 0703 :15 Group R1
- 0704 :30 Group R1
- 0707 :10 Group R1
- 0708 :10 Group R2
- 0709 :15 Group R2
- 0710 :30 Group R2
- 0711 :10 Group R3
- 0712 :15 Group R3
- 0713 :30 Group R3
- 0714 :10 Groups R4 and R5
- 0715 :15 Groups R4 and R5
- 0716 :30 Groups R4 and R5



Note: Using 0701 and 0702 provide random selections of non-seasonal music during Lent, Easter, Thanksgiving and Christmas seasons.

Other Special Bell Functions

The following 0700 series Special Bell Function selection numbers may also be used. 0700 series functions may not be followed by any other selections.

0705 - 15 Second Swinging Bell 0706 - 15 Second Pealing Bells

Because 0700-series numbers finish out the quarter hour, they must be entered as the only or last selection. Specific selections or pauses may be used prior to the 0700-series numbers.

Pauses and Playing at Non Quarter Hour Times

Pauses are useful to cause a selection to play at a time other than one of the regular quarter hour periods. Pauses from one to five minutes are available.

For example, let's say you wish to play a selection at 9:55 A.M.. At the 9:45 A.M. time slot, program two five-minute pauses ahead of the selection. At 9:45 the system will wait 10 minutes before playing the selection.

Exercise caution when programming pauses between selections. A programmed pause merely waits for the minute that is one to five minutes ahead of the time that the pause is encountered in the sequence. If at 8:30 a selection plays which is three and one-half minutes in length, followed by a programmed two-minute pause, the selection following the pause will play at 8:35:00, not 8:35:30 or 8:37, but at the nearest full minute.

▲ = R
▲▲ = P

MO 8:15P SRCH L6 OFF
P_ 0000 0000 0000

To program a Pause, press the [cursor▲] button to cause an 'R' to be displayed. Press it again to cause a 'P' to be displayed. Then press a number button to specify the length of time in minutes the system is to pause. This is a number from one to five.

MO 8:15P SRCH L6 OFF
P2 0000 0000 0000

The next position in the sequence will begin to flash when the pause is keyed in. Whatever selection is entered here will play at 8:17 P.M.

EXAMPLE:

MO 8:15P SRCH L6 OFF
1123 P5 0703 0000

In this example, the Call to Worship Bell will ring, pause for five minutes and then play random selections from the seasonal catalog for the remainder of the quarter hour.

Using the Remote Control

To send a command from the remote transmitter to the Chime Master™, simply press the appropriate button as explained below. Each time a button is pressed, it should be held for about one second. If the battery condition allows proper transmission, the green battery condition light will illuminate.

Programmable Functions of the Remote Control

The four function selection buttons duplicate the buttons labeled [1], [2], [3], [4] on the front panel of the Chime Master™ System Unit. When the unit is in the Standby mode, these four buttons allow special functions to be played.

The red STOP button on the remote duplicates the [CANCEL] button on the front panel. Whenever the system is playing, pressing stop will cause the selection to fade away. If a function with multiple selections is programmed, then the next selection in the sequence may play after the current one is canceled. To cancel all selections, press [STOP] at least two times.

When a function selection is ready to play, the green [PLAY] button duplicates the action of the [ENTER] button on the front panel.

The Function Labels

The lower part of the remote transmitter allows the function selection buttons to be labeled. A label corresponding to the factory default function programs is shipped installed in the transmitter. Spare labels which can be typed on are also included so that you may label your own custom functions.

To remove the label card, push it toward the top slot with the eraser end of a pencil, while curling the top of the card outward with a letter opener or other sharp flat object, being careful not to scratch the finish.

Operational Tips

The remote provides a line of sight transmission of about 100 feet. Any mass of metal between the transmitter and receiver will inhibit proper operation. You may also discover a few dead spots where the unit may not operate, even though you are closer than 100 feet.

For best results, the transmitter antenna should be hanging vertically when transmitting. If it must lay horizontally, it should be oriented so that it is perpendicular to the direction of the receiver. Operation from metal cabinets or tables will probably not be satisfactory.

If the transmitter is operated next to microphones or microphone cables, it is possible that the PA system will pick up a noise, similar to a telephone ring tone. Avoid operation in close proximity to PA equipment and wiring.

Section
9

Angelus Prayer Bells

Angelus (3-3-3) followed by a Four-Bell Peal

MO 12:00P SRCH L6 OFF
1120 1121 0000 0000

Angelus (3-3-3) followed by a Swinging Bell

MO 12:00P SRCH L6 OFF
1120 1123 0000 0000

Standard one-minute Angelus

MO 12:00P SRCH L6 OFF
1117 0000 0000 0000

Angelus DeProfundus

MO 8:00P SRCH L6 OFF
1124 0000 0000 0000

Slower 3-3-3 With a larger bell (can be followed by a Peal or Swinging Bell)

MO 8:00P SRCH L6 OFF
1107 1107 1107 0000

See the Selections Catalog for other bell functions.

Section
10

Troubleshooting Guide

In Standby mode, the system is continuously performing diagnostics. If it detects something out of the ordinary, it will attempt to correct itself without operator intervention. If that is not possible, it locks up and displays a message. Although this can be an inconvenience, it is better than having to get out of bed in the middle of the night and race to the church to shut the bell system down. Rarely, one of the following messages may appear on your display. If this happens, follow the procedure listed below the message.

If your system is doing any other strange things that are not described below, turn the power switch off for about 10 seconds, then back on.

Error in Program Schedule Detected

Program is corrupted
Yes-Clear No-Salvage

If a power outage that surges on and off rapidly occurs (which often accompany high winds and storms), program memory may be affected. The corruption is usually minor and so we have provided a way to salvage as much of it as possible.

Should you select **YES** to reinitialize the program, or select **NO** to salvage? The answer depends on how complex your program is to key in, or if you have an adequate record of it at all. The least amount of time and effort will be spent if you press **NO** to salvage what you can. When you elect to salvage, each time slot is checked and will be cleared if any invalid selections are found. Also any slots programmed between **11:00 P.M.** and **6:00 A.M.** will be cleared. Be sure to check the schedule with **View mode** after resetting (refer to *Section 7, View Mode*, on page 44).

If you say **YES**, you must answer many questions from the installation menu. You may wish to refer to *Section 2, Program Installation,, Entering the Installation Menu (clear memory)* on page 12.

Blank Screen



Due to rare interruptions of program process, the screen may appear blank for a period which should not exceed 15 minutes. If it does exceed this period, turn off the power to the system or unplug it from the wall receptacle for about 10 seconds, then power back on or plug the system back into the wall receptacle. The program should resume after resetting itself to normal.

Time Clock Errors

Clock Error (E)
View Manual Setup

A clock error means that invalid data has been found in the time clock registers. Set the clock from the **Setup, Set Time** menu, then check system operation manually. If you get a Clock Error (S), showing that the clock has stopped, and you can't restart it by setting the time, the clock's battery may be low. Call the factory for service information.

Disc Drive Error

Disc Drive Error
Reset and Test

This message shows that the disc drive has had several consecutive failures trying to play. This may show that the disc drive needs a full reset.

1. Turn the power off and wait five seconds.
2. Turn the power back on while holding in the red [CANCEL] button on the front panel.
3. Continue to hold the [CANCEL] button until a **Configuration** display appears (or about five seconds).
4. Release the [CANCEL] button.
5. Turn the power off and wait five seconds and turn power back on (without pressing any buttons).
6. When the standby mode screen comes on, eject the disc magazine and reinstall it (see page 32).
7. After all discs have loaded, test that system is operational by pressing 4 to play a random hymn.

If the discs do not load properly in step 6, make sure they are installed correctly with the label side down. If the unit still will not accept the disc magazine, call the factory for service information.

Disc Reading Error

Unable to read discs
Unlock to check

This message occurs when the system has failed in an attempt to read the discs. It will not eject the disc magazine if the system is locked. Unlock the key lock to eject and inspect the discs, then replace the magazine.

No Sound

If no sound is heard either from the tower or from the monitor speaker when the display shows that a selection is playing, follow this checklist.

1. Determine that the system is actually playing properly. Is the colon on the time display flashing? If not turn the power off and then back on. Try playing a selection manually or with a function button.
2. Are connections to the amplifier at fault? Make sure that all cables are plugged in completely.
3. Is the amplifier at fault? Try plugging the amplifier power cord into a wall socket. Does the red or green power light come on? While the amplifier is plugged into the wall socket, remove the audio cable from the back of the main disc drive unit. Tap on the tip of the connector at the end of this cable. You should hear a faint hum or thump from the monitor speaker as you do so.
4. When the unit is playing, the green **PLAY** light on the front of the disc drive unit should come on. Also, you should have a power indication on the amplifier (green or red, depending on the position of the tower switch).

If sound can be heard from the monitor speaker, but not from the tower follow this checklist.

1. Make sure that the tower switch is in the on position and that the green light comes on while the system is playing.
2. Check that the tower speaker cable is properly attached to the amplifier output terminals.
3. Check the tower speaker cable for shorts between the conductors.

Returning the System for Service or Upgrades

Call for Return Authorization. Do not return equipment without calling (800) 344-7464 for return authorization. We probably can help you avoid returning the equipment. Should your equipment need to be returned, the customer service representative will provide you with the address of the service station.

Follow the steps on the next page to make your system ready for shipment.

Ready The Unit for Packing

Eject the Disc Magazines. Important! The unit may be damaged if shipped with the magazines installed. Skip this step ONLY if unit is unresponsive.

Turn the key to the unlocked position (fully clockwise) and press the [ENTER] key to get the main menu on the screen. Press the [cursor▶] button twice, or until SETUP blinks, then press [ENTER]. The setup menu will be displayed. Press the [cursor▶] button twice again, or until CHANGE DISC blinks, then press [ENTER]. The disc magazines will eject.

Transportation Screw Locking Procedure

Turn the System Off. Turn the key to the locked position (fully counter-clockwise) and remove the key. The main power switch is on the rear of the unit.

Turn the key to the locked position (fully counterclockwise) and remove the key. Use Phillips screwdriver to tighten shipping screws, which are located on bottom of unit. Do not over-tighten.

Put the disc magazines and key where they will be safe until your unit is returned to you.

Disconnect Cables. Unplug the power cord from the rear of the Chime Master™ unit. There is no need to disconnect it from the wall receptacle. Unplug the audio cables from the rear of the unit. Do not send any of the cables with the unit.

Use Only Original Chime Master Systems Packaging

Locate original packing. Your warranty will be voided if your system arrives with shipping damage due to improper packing. If you cannot find your original boxes with foam packing materials as described below, call us to order a new box with packing. A \$25.00 charge is made for the shipping package.

Packing Materials

- (1) Box, 24 by 24 by 12 inches
- (2) Blocks of green foam packing

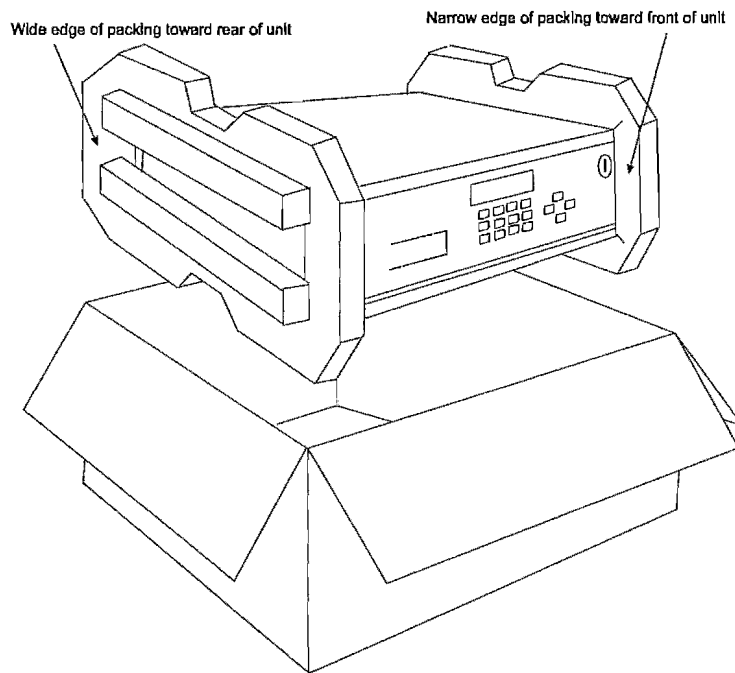
Insure the package. The package should weigh about 35 pounds.

Address the unit to be returned for upgrades or service to:

Service Department
Chime Master
6312 Goss Road
Sugar Grove, OH 43155

Packaging Your Unit. With your unit facing you, attach the green foam packing to each side. This will protect your unit from moving around in the box and possibly becoming damaged.

For any further questions or assistance, please call 1-800-344-7464.



After Your Carillon has Been Serviced

Before Turning On Power.

To prepare system for operation:

Use a phillips screwdriver to loosen the shipping screws, which are located on the bottom of the unit.

Reconnect the cables to the rear panel of the system.

We make every effort to reprogram your schedule and settings after servicing your carillon. Insert the disc magazine before turning on system to avoid clearing the program schedule. If all of the disc trays do not cycle after the copyright message, go to the **SETUP** and then **CHANGE DISC** menus to eject the disc magazine. All trays should cycle after reinserting the pack.

Model Twelve Warranty

Golden Warranty Five Years Parts Five Years Labor

Chime Master™ Systems warrants to the original consumer purchaser (Buyer) that this Chime Master™ Model Twelve laser disc carillon shall be free from defects in material and workmanship for a period of five (5) years after the original date of shipment to the Buyer. This is a limited warranty limited to its terms. This warranty is void if the product has been altered, misused, taken apart or otherwise abused. **ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED ARE EXCLUDED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR PURPOSE.**

Buyer's Remedies: Chime Master™ System's obligations and liabilities under the foregoing warranty are limited to repair or replacement, at the option of Chime Master™ Systems, of the product without charge, provided it is shipped prepaid to a Chime Master™ Systems Factory-Authorized Service Center. The product must be accompanied by proof of the date of purchase satisfactory to Chime Master™ Systems, and by a Return Merchandise Authorization (RMA) number issued by Chime Master™ Systems. It is the responsibility of the Buyer to properly pack the unit for safe return, using the packing provided with the system. For an RMA number and the location of the nearest authorized service center contact Chime Master™ Systems, 6312 Goss Rd., Sugar Grove, OH, (800) 344-7464. A charge is made for repairing after the expiration of the warranty. **IN NO EVENT SHALL Chime Master™ Systems BE LIABLE FOR CLAIMS BASED UPON BREACH OF EXPRESS OF IMPLIED WARRANTY OR NEGLIGENCE OR ANY OTHER DAMAGES WHETHER DIRECT, IMMEDIATE, FORESEEABLE, CONSEQUENTIAL OR SPECIAL OR FOR ANY EXPENSES INCURRED BY REASON OF THE USE OR MISUSE, SALE OR FABRICATIONS OF PRODUCTS WHICH DO NOT CONFORM TO THE TERMS AND CONDITIONS OF THIS CONTRACT.**

The provisions of the foregoing warranty are valid in the United States only.

Excluded from this warranty are defects caused by wear and tear, misuse, neglect, shipping damages, alterations or modifications, or any act of nature. Such determinations will be made by Chime Master™ Systems.

It is the Buyer's responsibility to program this carillon to play at reasonable sound levels, and at appropriate times. Buyer agrees to hold Chime Master™ Systems harmless from, defend, and indemnify Chime Master™ Systems against damages, claims and expenses arising out of subsequent use of this product and based upon personal annoyance, discomfort, injuries, deaths, property damages, lost profits and other matters for which Buyer, its employees and members are or may be to any extent liable.

Every reasonable effort has been made to ensure that Chime Master™ Systems product manuals and promotional materials accurately describe the product's specifications and capabilities at the time of publication. However, because of ongoing improvements and updating of Chime Master™ Systems' products, Chime Master™ Systems cannot guarantee the accuracy of printed materials after the date of publication and disclaims liability for changes, errors or omissions.

IMPORTANT NOTICE: THIS WARRANTY IS IN EFFECT, ONLY IF SYSTEM IS CONNECTED WITH AN APPROVED SURGE PROTECTOR WITH A PROPERLY GROUNDED 120 VOLT 60 CYCLE ALTERNATING CURRENT RECEPTACLE WITH AT LEAST 8 AMPERES DESIGNATED FOR THE CHIME MASTER™ SYSTEM.

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