




iconTM FUSION

USER MANUAL



Table of Contents

USER INTERFACE

1.0	Main Menu.....	1
1.1	Search.....	2
1.2	New.....	6
1.3	Artists.....	7
1.4	Popular.....	9
1.5	Charts.....	10
1.6	You  Feature*.....	11
1.7	Language Selector.....	15
1.8	Special Features.....	16

SERVICE MODE

2.0	Main Menu.....	32
2.1	Monetary.....	34
2.2	Updates.....	37
2.3	Scrolling Message.....	39
2.4	Popularity.....	42
2.5	Book Keeping.....	45
2.6	Volume Control.....	47
2.7	Play Settings.....	49
2.8	Price Lists.....	52
2.9	Network.....	54
2.10	BGM.....	59
2.11	Lockouts.....	74
2.12	Admin.....	79

* Only for Online Jukeboxes fitted with YouTube Upgrade Kit

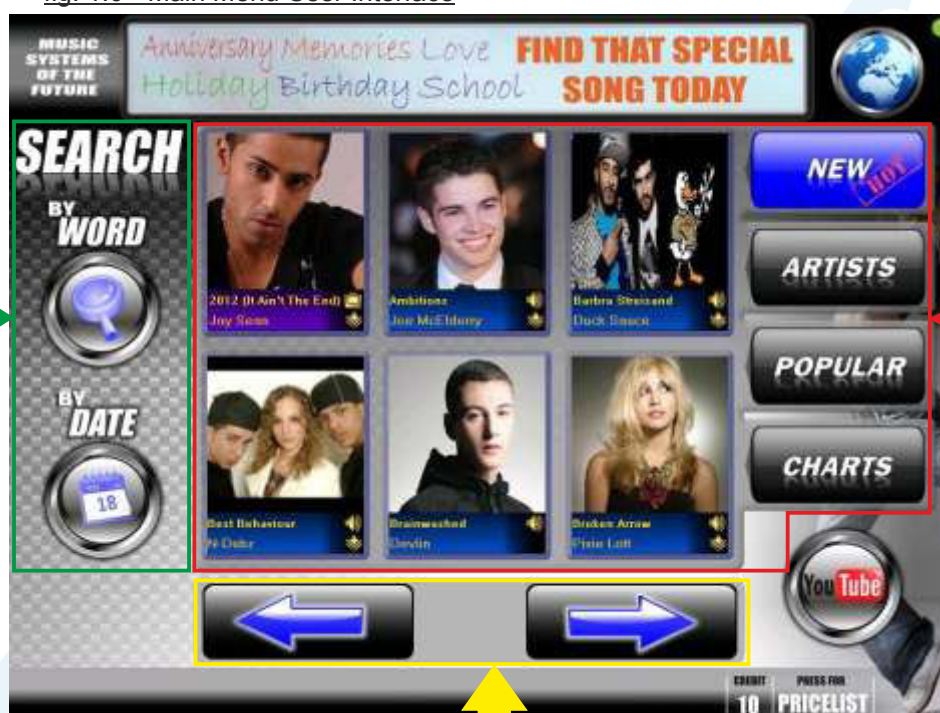
USER INTERFACE



1.0 Main Menu

Once the Icon Fusion's Interface has loaded, the first screen will be the Main Menu screen (fig. 1.0). This Main Menu screen allows the user to navigate the jukebox in a very simple way, allowing faster time to find their music as the main sections NEW, ARTISTS, POPULAR and CHARTS are all accessed through the same screen. Each of these sections and the other navigation buttons will be covered in further detail in this User Manual.

fig. 1.0 - Main Menu User Interface



The Main Menu screen has the facility to search for tracks within the 4 sections by Word or by Date. For more information on the Search Feature see section (1.1) in this user manual.

This is the main navigation area for the user to select their choice of music. As you will see it is divided up into 4 sections (NEW, ARTISTS, POPULAR and CHARTS). These sections will be outlined in further detail later in this manual.

This is the scroller navigation for each of the 4 sections. The scroller is the same for each section except for the Artists section where an extra button appears in the middle. Here you simply press either directional arrow button until you reach the desired Artist/Track you wish the jukebox to play.

As you may also notice, there are some interesting other features on the Icon Fusion such as the use of Advertising (this can be promotional advertising for anything such as Taxi's, Pizza Restaurants, Limousine Hire and of course to advertise your own business).

Also if your new Icon Fusion is online and is able to receive updates via the internet, you can easily check to see if your jukebox is currently connected to the internet or not by the Green / Red Notification Icon in the top right hand side of the jukebox (Green = connected / Red = disconnected).

Also the Icon Fusion comes YouTube ready. Operators have the option to install a separate piece of hardware (at a small cost) in the jukebox to allow it to access YouTube without interfering with the current music being played on the main speakers in the venue.

Finally, both the Credits and Price List (at the bottom of the Main Menu screen) have been designed to be user-friendly, for example the Price List is hidden from normal view until pressed by the user. Also each Icon Fusion has the ability to be in different languages (see page 15 for more information).



1.1 Search

The Icon Fusion has its Search feature split into 2 areas: By Word and By Date. Fig 1.1 below shows the screen the user will see when they press the Search By Word Button. As you will have noticed by now, all the buttons in the jukebox are interactive. For example when the user presses the Search By Word button, the background for this button highlights in blue to show the user that they have pressed that button.

Search By Word

fig. 1.1 - Search By Word Screen



This Home button allows for quick navigation to the Main Menu Screen, and appears on every screen that navigates away from the Main Menu

The Slider control is used to navigate through the Search Results with ease

The entry the User has typed in appears here, with the Backspace button to the side

The Search By Word option has 3 filters the user can filter their searches if they wish. These are by: Decades, Genres and Audio/Video. If the user presses the New Search button above, it will restore the keyboard shown on screen and clear any current searches

fig. 1.1.1 - Decades Search Filter



When the user presses the Decades button under the filter menu on the left hand side, the keyboard is replaced with this, allowing the user to search for tracks within a decade of their choice.

fig. 1.1.2 - Genres Search Filter



When the user presses the Genres button under the filter menu on the left hand side, the keyboard is replaced with this, allowing the user to search for tracks within a genre of their choice.

fig. 1.1.3 - Audio/Video Search Filter



When the user presses the Genres button under the filter menu on the left hand side, the keyboard is replaced with this, allowing the user to search for tracks by either Audio, Video or Both.



fig. 1.1.4 - Search By Word List View



The List View in the Search By Word Search screen displays the results of your search. The Background colour of each result changes depending on whether it is an Audio (Blue background) or Video* (Purple background). On the left hand side of each track you will notice it has a small artist image, this allows the user to quickly identify the track(s) they wish to play. Also on the right hand side there are symbols to differentiate whether the track is Audio or Video (see fig. 1.1.5 for Key to Symbols used)

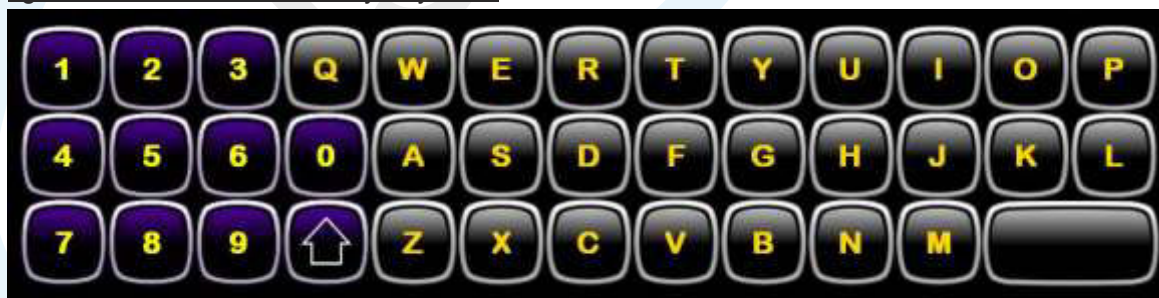
* Depending on Jukebox option - Video will be played on the top section of the Icon Fusion and any external video source i.e. TV.

fig. 1.1.5 - Key to Symbols



The Key to Symbols indicates to the user whether the track(s) they wish to play is a Audio, Video, or a Download track (Download indicates that it is stored on our external database and downloads the track via internet and after remains on that one jukebox, so this option will only appear on search results where jukeboxes are on-line) on the Search results and also on the Track Listing of each Artist (see section 1.2) .

fig. 1.1.6 - Touchscreen Qwerty Keyboard



The full Qwerty keyboard on the Search By Word screen enables the user to search for a specific Artist or Track, each letter pressed is shown in the text box above the keyboard and automatically refreshes the List View of results. The keyboard is also interactive in the sense that each letter you press you know it has been pressed as it displays a depressed effect. If the Track or Artist has symbols (or if the Jukebox is in another language and the Track/Artist requires the use of accents) the user can press the Shift button identified by the symbol and the Keyboard alters to show symbols and accents.

Search By Date

fig. 1.1.7 - Search By Date Screen

The Key to Symbols on the Search By Date screen as described in fig. 1.1.5

The List View on the Search By Date screen as described in fig. 1.1.4. As default, the List View sorts results by alphabetical order



Navigation button to return to Main Menu screen

Slider control to browse through the search results

Advertisements like this appear on all of the Screens on the Icon Fusion. These can be customised to advertise your own premises or products

When the user presses the Search By Date button on the Main Menu screen (fig. 1.0), the screen above is displayed. As with the other search screen, this also has a List View to show the user all of the tracks, however replacing the Qwerty keyboard is a Date Selector (see fig. 1.1.8) which will show results of music within a specific month and year.

fig. 1.1.8 - Date Selector



The Date Selector enables the user to filter the search results shown in the List View by a specific month and year. For example if they wanted to search for a track in January 1969 the user would first press the button '1970' and 1970 will appear in the Year Calendar, then press the button with the two arrows pointing down which will now show 1969 as the year. Next the user will press the button with the two arrows pointing up above the Month Calendar which will show the month '1' in the Calendar. As the user will have noticed, the List View automatically refreshes itself with each option pressed. The Search By Date feature is especially useful if the user wishes to look for a track on a memorable date.

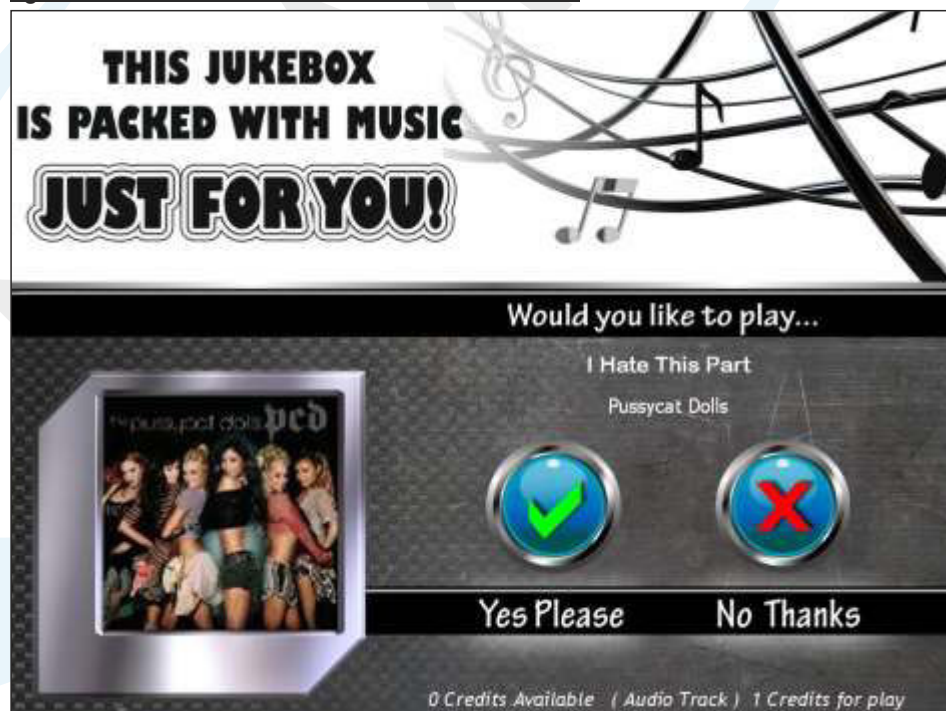
Selecting Track to Play Using Search

Once the user is happy filtering their search, whichever option they go down and wish to play a Track from their search results, the user simply presses on the track in the List View (fig. 1.1.4), which highlights in Grey to inform you that you have pressed it (fig. 1.1.9) and from there takes you to the Track Selection Confirmation screen (fig. 1.1.10)

fig. 1.1.9 - Selected Track in List View



fig. 1.1.10 - Track Selection Confirmation screen



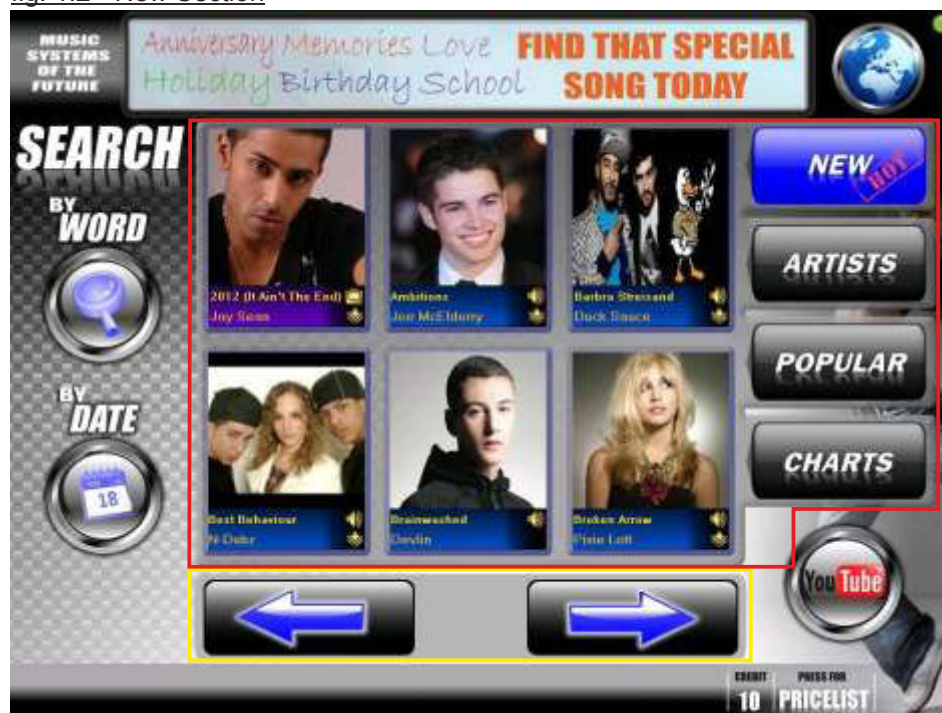
The Track Selection Confirmation screen gives you a final reminder if the user really wishes to play the Track. To play the user simply presses the Yes button, and to discard, the user presses the No button returning them to the previous screen which they were on. At the bottom of this screen is a reminder of how many Credits there are left on the Jukebox, what type of Track you have selected (Audio/Video) and how many Credits are required to play the chosen Track. Of course if there are no Credits available a screen will pop up saying 'Insufficient Credits'



1.2 New

The Icon Fusion's New section is accessed via the Main Menu screen (fig.1.0) by pressing the New button. This will alter the screen as shown below in fig.1.2. The user is now able to browse the list of the newest tracks on the Jukebox using the Scroller Control at the bottom (fig. 1.2.1). You will know when you have selected the New section as the New button background changes to **Blue**. By default, when the Jukebox first initialises and the Main Menu screen is loaded, it defaults to show the New section.

fig. 1.2 - New Section



The Icon Fusion's New section has been simplified to be displayed on the Main Menu screen, so it is easier and faster for the user to browse for the latest released track(s). Much thought has gone into the User Interface to make it much more user friendly

fig. 1.2.1 - Artist Section Scroller



This is the scroller navigation for the New section. Here you simply press either directional arrow button until you reach the desired Track you wish the jukebox to play.

Once the user has found their chosen Track(s), they simply press on the Artist image and the screen in fig. 1.1.10 is displayed which will confirm whether they wish to play the track or not.



1.3 Artists

The Icon Fusion's Artists section is accessed via the Main Menu screen (fig.1.0) by pressing the Artists button. This will alter the screen as shown below in fig.1.3. The user is now able to browse the list of Artists using the Scroller Control at the bottom (fig. 1.3.1). You will know when you have selected the Artists section as the Artists button background changes to **Blue**.

fig. 1.3 - Artists Section



The Artists section has been simplified to be displayed on the Main Menu screen, so it is easier and faster for the user to browse for their favourite Artist(s) / Track(s).

fig. 1.3.1 - Artist Section Scroller



fig. 1.3.1.0 - Artist Selection Keypad



The Scroller on the Artist Section is unique to the Artists Section in that the Scroller incorporates an extra button in the middle which displays the Artist Selection Keypad (fig. 1.3.1.0), thus allowing the user to select the first letter of their desired artist and use the scroll buttons either side to find the Artist they are looking for more quickly. As the user presses the left or right scroll button, the screen automatically refreshes the Artist images to coincide with the current location. The scroller will automatically begin the next letter in sequence if the user carries on pressing the scroll buttons to the left or right.

N.B: Once the user has selected a letter from the keypad, the keypad will then disappear with the normal scroller in place with the exception that the letter the user has chosen appears in the middle button.

Once the user has found their chosen Artist, they simply press on their image and the screen in fig. 1.3.2 is displayed which will list all the available tracks by that Artist.

Artist Tracks screen

fig. 1.3.2 - Artist Tracks Selection screen



On the Artist Tracks Confirmation screen, the user will be presented with the screen shown above which shows them the Image of the Artist they have selected and the Artist name to the right hand side of the image. Below the image will be displayed a list of all the current Tracks by that artist in alphabetical order, whether they are Audio or Video Tracks (if the Jukebox is Video enabled) and Tracks that are available for download (if the Jukebox is online). The user will easily be able to differentiate the difference in the list if a Track is Audio or Video by the colour of the background (see fig. 1.1.4). If the Artist has 7 Tracks or less in the list then the user would press on the Track they wish. If the Artist has more than 7 Tracks, then the user would use the Slider control (as described in fig. 1.1) to browse through the list of Tracks until they find their selection. Once the user has found the Track they wish to play, they simply press on it in the list and from there it will take you to the Track Selection Confirmation screen (fig. 1.1.10) where the user can then have their selected music played.



1.4 Popular

The Icon Fusion's Popular section is also accessed via the Main Menu screen (fig.1.0) by pressing the Popular button. This will alter the screen as shown below in fig.1.4. The user is now able to browse the list of Popular Tracks by Artists that are on the Jukebox using the Scroller Control at the bottom of the screen. You will know when you have selected the Popular section as the Popular button background changes to Blue.

fig. 1.4 - Popular Section



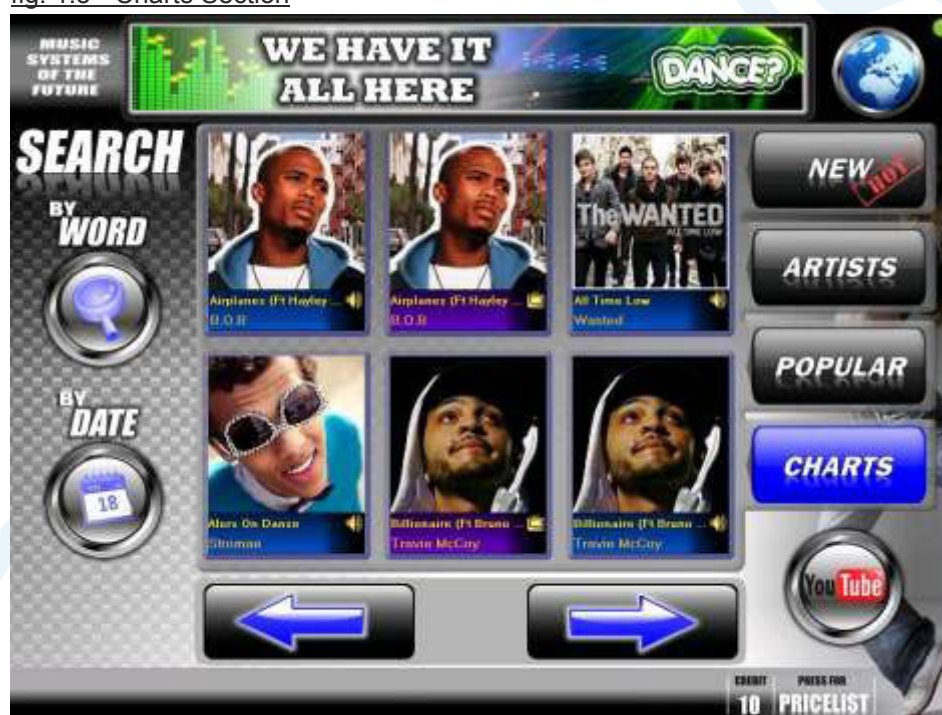
The Popular section on the Main Menu displays the Tracks on the Jukebox that have been played the most (this obviously will be different and unique on each Jukebox). Below the Artist Image of each Track in the Popular section, you have the title of the Track and whether it is a Video Track (the Track will have a different background colour to differentiate it from an Audio Track, or simply an Audio Track - see fig. 1.1.5 for Key to Symbols used). The user can use the Scroller Control at the bottom of the screen to browse through the Popular Tracks. Once the user has found the Track they wish to play, they simply press on it and from there it will take them to the Track Selection Confirmation screen (fig. 1.1.10) where the user can then have their selected music played.



1.5 Charts

The Icon Fusion's Charts section is accessed via the Main Menu screen (fig.1.0) by pressing the Charts button. This will alter the screen as shown below in fig.1.5. The user is now able to browse the list of current Tracks by Artists that are in the charts using the Scroller Control at the bottom of the screen. You will know when you have selected the Charts section as the Charts button background changes to Blue.

fig. 1.5 - Charts Section



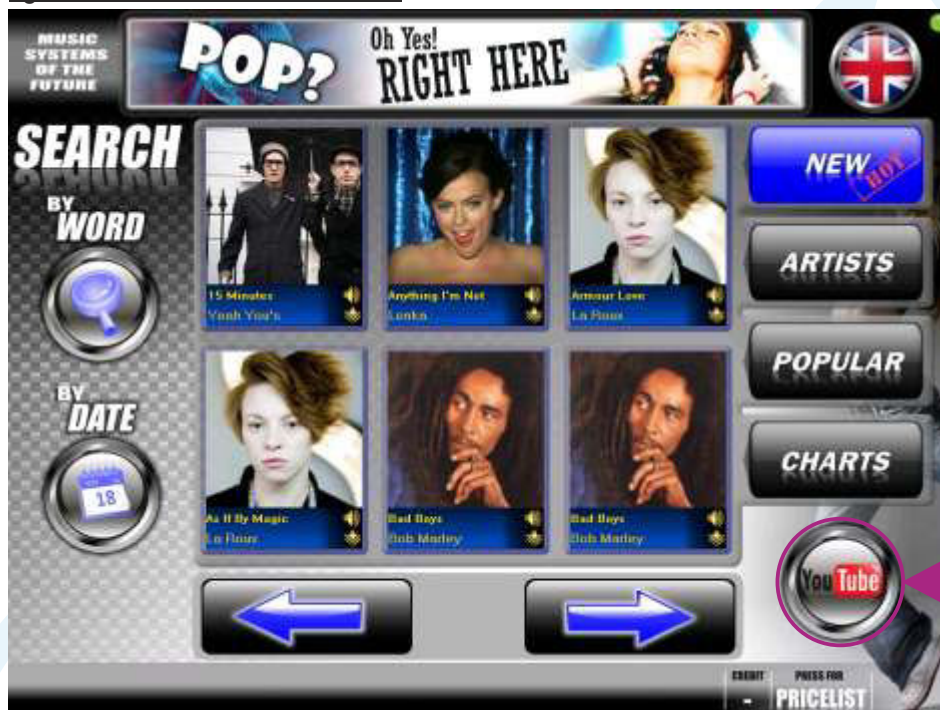
The Charts section on the Main Menu displays the most recent tracks in the current charts by alphabetical order. Below the Artist Image of each Track in the Charts section, you have the title of the Track and whether it is a Download Track (Online Jukeboxes only), a Video Track (the Track will appear twice but each one having a different background colour to differentiate them as Audio/Video, or simply an Audio Track - see fig. 1.1.5 for Key to Symbols used). The user can use the Scroller Control at the bottom of the screen to browse through the Tracks in the Charts. Once the user has found the Track they wish to play, they simply press on it and from there it will take them to the Track Selection Confirmation screen (fig. 1.1.10) where the user can then have their selected music played.



1.6 YouTube™ Feature

The Icon Fusion has an optional feature which allows the user to access YouTube via the Jukebox. This option is only accessible to Jukeboxes who are online and have the optional YouTube Upgrade Kit. The user can access the YouTube feature via the button on the Main Menu screen (fig.1.6). This will then open up a screen which navigates to the YouTube screen homepage (fig.1.6.1)

fig. 1.6 - YouTube Feature Button



The YouTube button on the Main Menu screen is only visible when the Jukebox is online and has the optional YouTube Upgrade Kit installed. For more information about acquiring this Kit please see page 14 for information.

fig. 1.6.1 - YouTube screen



The scrollbars on the YouTube screen have been altered so that the user can easily scroll down and across the page

YouTube™ Navigation Buttons

fig. 1.6.2 - Main YouTube screen navigation buttons



The YouTube screen has three main navigation buttons at the top left hand side. the first button with the YouTube logo is to allow the user to navigate back the main homepage. The other two buttons are used to navigate the pages backward or forward. When any of these buttons are pressed, the background turns **Blue**, letting the user know that the button has been pressed.

fig. 1.6.3 - On-screen Keyboard

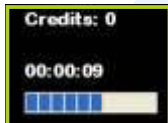


The YouTube screen has an on-screen keyboard which the user can access by pressing the keyboard button at the top of the screen. This keyboard then appears at the bottom of the screen (fig. 1.6.4) which the use can now use if they wish to enter a search for a particular video. The keyboard can also be moved up or down for easier viewing of search results. To hide the keyboard the user can either press the keyboard button again or the red **X** in the top left corner of the on-screen keyboard.

fig. 1.6.4 - screen section of on-screen keyboard



fig. 1.6.5 - Available Credits label and Timer



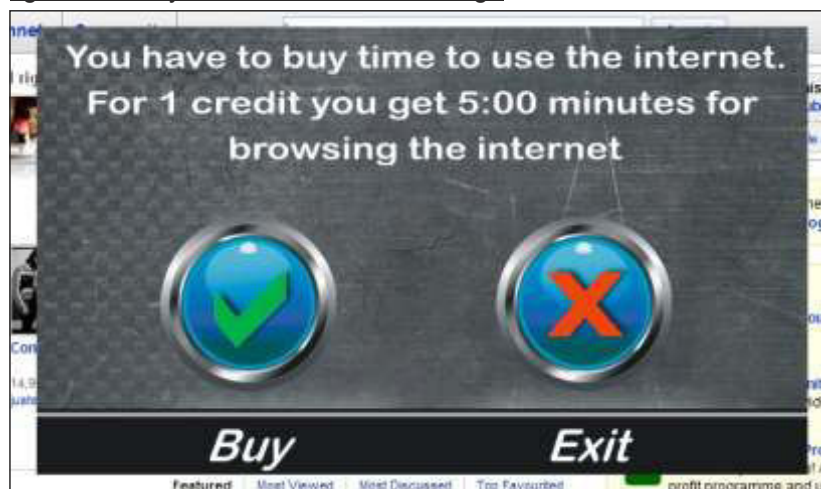
The Credits label on the YouTube screen imports whatever (if any) credits that are remaining on the main Jukebox interface for the user to use here. If there are none, then the user can simply add credits by inserting money into the coin mech. When the screen first loads, there is a 15 second Timer on the screen (shown left, bottom) this is mainly to allow the homepage to load fully. If there are no credits at this point you will need to insert some credits before the initial 15 seconds are up, as after, it will display a message on screen saying 'Not Enough Credits' (see fig. 1.6.8) and will subsequently return the user to the main Jukebox interface. If there are some credits already or have inserted some before the time is up a second message appears asking the user if they would like to buy credits for use on YouTube (see fig. 1.6.7).

fig. 1.6.6 - Exit Button



The last navigation button on the YouTube screen simply is for exiting and retuning to the main Jukebox interface.

fig. 1.6.7 - Buy Time Information Message



After the initial 15 seconds on the YouTube screen, if there are any existing credits on the Jukebox, this message will appear in the middle of the screen informing the user that in order to use the YouTube site they will need to insert 1 credit. If they press 'Yes' then it will deduct 1 credit and the user will be able to use the YouTube site for 5:00 minutes. If the user presses 'No', it will return them back to the main Jukebox interface with any of the remaining credits intact.

fig. 1.6.8 - No Sufficient Credits Information Message



If there are no Credits on the Jukebox, or after the user has used up all Credits on YouTube this message will appear after the first 15 seconds of loading the homepage or after the remaining 5:00 has been used up informing that there are no Credits available to use this feature. The message will then disappear and close the YouTube screen, returning the Jukebox to the main user interface.

YouTube™ Upgrade Kit

In order for the Icon Fusion to access the YouTube feature it is necessary to purchase the YouTube Upgrade Kit from NSM Music. Each new Icon Fusion comes YouTube ready, in the sense that once it has been installed and the Jukebox is online, the button will appear on the Main Menu screen and is designed so as not to interfere with current music being played. If a Kit is required you will be sent a box with all the fixtures and fittings required to install the additional upgrade (fig. 1.6.9).

fig. 1.6.9 - YouTube Upgrade Kit



TO REQUEST A YOUTUBE UPGRADE KIT PLEASE CONTACT:

NSM MUSIC LTD
UNIT 4
MAPLE PARK
LOWFIELDS AVENUE
LEEDS
LS12 6HH

Tel. +44 (0)113 2713708
Fax +44 (0)113 2705648
Email: sales@nsmmusic.com

The YouTube Upgrade kit comprises of a custom built circuit board, separate speaker (so not to interfere with music played), USB cable, and all fixtures and fittings necessary. You will be sent also full installation details, which briefly comprises of the following below:

1. Mount the circuit board to the inside to the top panel using the screws and spacers provided. Plug the USB lead into the circuit board connector identified as J3 and into the first available USB port on top of the Ipac. Use the adhesive cable ties for surplus cable.



1

2. Remove the cash box. Unscrew the cash box holding plate and place speaker on the grill beneath. Screw the cash box holding plate back on. The speaker will magnetically attach to the plate holding it in place.



2

3. Feed the speaker cable up the right hand side of the ipac up to the top of the unit. Use the cable ties to secure it. Plug the cable into the 4 pin connector identified as J4.



3

Please Note: Ensure your Icon Fusion is connected to the internet. Power on, the YouTube logo should appear on the main menu. Enjoy.



1.7 Language Selector

The Icon Fusion has the capability of having its entire user interface transformed into another language at the touch of a button via the Main Menu screen (fig. 1.0) by pressing the button with the globe at the top right hand side (fig. 1.7.1). This will show the screen show below (fig. 1.7) which allows the user to select a language of their choice from a list of the main European languages. NB: This feature should ideally be used by the operator and not general members of the public.

fig. 1.7 - Language Selector screen



Once the Language Selector button has been pressed (fig. 1.7.1), you are presented with a simple list with a list of all the languages available on the Icon Fusion in their native language. Currently the Icon Fusion is available in English, French, German, Spanish, Italian, Portuguese, Polish, Norwegian, Danish and Welsh. Further languages may be added according to demand. To alter the Jukebox interface language, you simply press on the button with the corresponding language e.g. press the Polski button to change the Jukebox interface to Polish. Once pressed, the screen will close and return you to the Main Menu screen in Polish, subsequent screens will also be in Polish until altered again in the Language Selector screen. Once the language has changed it will revert back to the default language after 60 seconds of inactivity thus preventing the unit being stuck in that language. In the event of languages not being wanted, the languages can be locked out, via the service mode (which is discussed later in this manual), thus preventing them from being selected at all (locked out languages will have their respective buttons greyed out).

fig. 1.7.1 - Language Selector button on Main Menu screen





1.8 Special Features

The Icon Fusion has a Special Features section which is accessible using the supplied remote control (fig. 1.8) by pressing a sequence of 'F' Keys. When these keys are pressed, the Log In screen (fig. 1.8.2) is shown. The user enters the pincode to access the Special Features screen (fig. 1.8.3). The operator then has a choice of Features to choose from: Promoter Designer, Karaoke & Bingo. NB: The Promoter Designer & Bingo features should only be used by the operator and not general members of the public.

fig. 1.8 - Remote Control 'F' Keys



To access the Special Features Log In screen, the operator needs to press the F3 button, which will show the Jukebox Aux Mode screen (fig. 1.8.1), then the operator will need to press the F4 button to arrive at the Special Features Log In screen (fig. 1.8.2).

fig. 1.8.1 - Jukebox Aux Mode screen



The Jukebox Aux Mode screen appears when the operator presses the 'F3' button on the Jukebox remote control.

fig. 1.8.2 - Jukebox Special Features Log In screen



The Jukebox Special Features Log In screen appears after the operator has pressed the 'F4' button on the Jukebox remote control whilst the Jukebox Aux Mode screen is shown (fig. 1.8.1). On this screen, the operator is required to enter a pincode to access the Special Features screen (fig. 1.8.3). By default, the pincode is **0000** so the operator enters the code by pressing the numerical keypad (if the operator wishes to change the code this needs to be done in the Service Mode section - see section 2.12 of this manual). Once the pincode has been entered, the operator will then need to press the SUBMIT button to arrive at the Special Features screen (fig. 1.8.3).

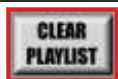
fig. 1.8.3 - Special Features screen



The Special Features screen above displays all the Special Features available on the Jukebox. These will be highlighted in further detail in this section of the manual. The Promoter Designer is a standard feature enabled on all Jukeboxes, however, the Karaoke & Bingo features are disabled by default (the Karaoke and Bingo features display the Karaoke videos and Bingo numbers on the top half of the Icon Fusion but you can also use an external video source i.e. TV). As a result these will not be displayed on the screen above. To enable these is at the operators discretion via the Service Mode section of this Jukebox - see section 2.12 of this manual for details of how to enable/disable these features.

By the side of the Karaoke & Bingo special features (if they are enabled) you will see two boxes for each feature, Credits To Launch & Credits Per Play. These show the operator how many credits are required to either launch a feature or to play a feature. These figures can be altered in the Service Mode section of this Jukebox - see section 2.12 of this manual for details of how to change these figures and for more details.

fig. 1.8.4 - Clear Playlist button



The Clear Playlist button when pressed will display a splash confirmation screen (as shown in fig. 1.8.5) in the top right hand corner of the Special Features screen.

fig. 1.8.5 - Clear Playlist Confirmation Splash screen



The Clear Playlist Confirmation Splash screen is to determine whether or not the operator wants to clear all the songs that may be queued up by other users before loading the Karaoke or Bingo feature.

fig. 1.8.6 - Exit button



The Exit button in the top right corner of the Special Features screen simply is for exiting and retuning to the main Jukebox interface.

Promoter Designer

fig. 1.8.7 - Promoter Designer Home screen

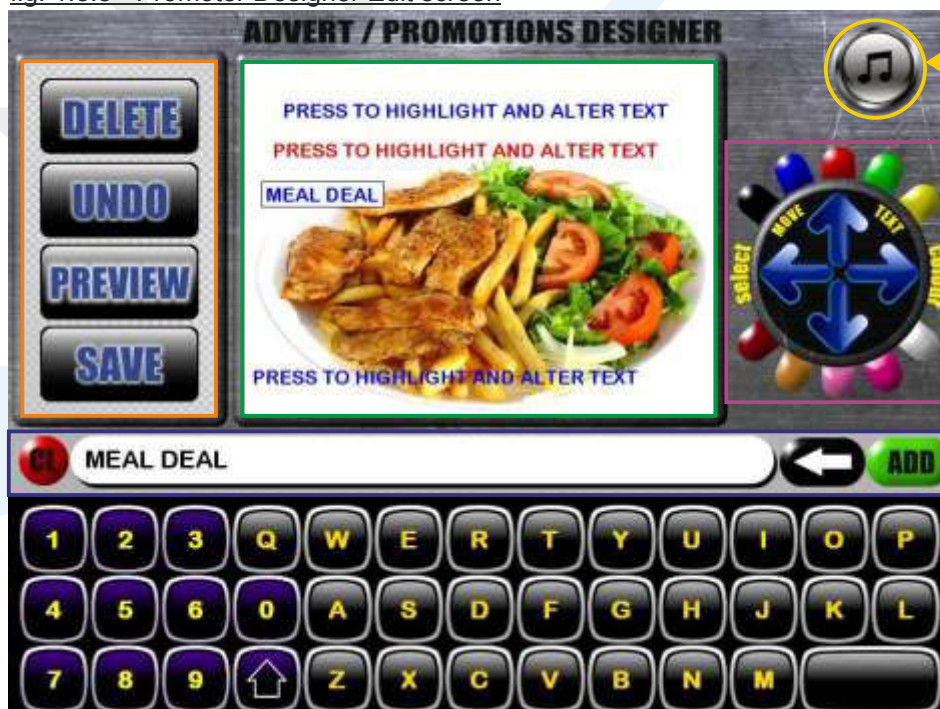


This is the Exit button in the top right corner of the Promoter Designer screen, it is simply for exiting and retuning to the Special Features screen (fig. 1.8.3).

This is the main navigation area for the user to select their choice image to use as an advert. The user would simply press on an image they want to use which will open the Promoter Designer Edit screen (fig. 1.8.8).

This is the scroller navigation for Promoter Designer. Here you simply press either directional arrow button until you reach the desired image you wish to use. The View Saved Designs button in the middle opens the Saved Designs screen of the Promoter Designer (fig. 1.8.9) where you can see all your saved adverts and/or delete any you no longer want.

fig. 1.8.8 - Promoter Designer Edit screen



This is the Exit button in the top right corner of the Promoter Designer Edit screen, it is simply for exiting and retuning to the Promoter Designer Main screen (fig. 1.8.7).

fig. 1.8.8.1 - Promoter Designer Edit buttons

The Undo button restores ONLY the last selected text in the Preview Window (fig. 1.8.8.2) that was deleted.

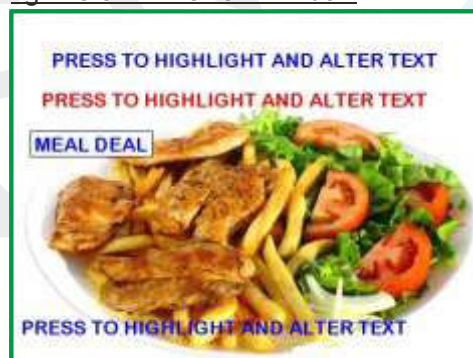
The Save button generates a full screen preview of your advert and then saves it to the Jukebox to be shown together with the attract loop video (shown in the top half of the Icon Fusion and also any external video source i.e. TV). Your saved advert can also be viewed and deleted in the Promoter Designer Saved Designs screen (fig. 1.8.9). Note: You need to enter a filename for your advert using the on-screen keyboard before pressing the Save button. If the user presses the Save button and the Text Window is blank (fig. 1.8.8.4) then an error message will appear (fig. 1.8.8.6). The user must not have any of the selected text fields in the Preview Window Highlighted, else the filename will appear on the advert Preview Window, thus overwriting what was originally there. To make sure no selected text is highlighted, either press the Preview button or anywhere in the Preview Window away from any text.



The Delete button deletes the current selected text in the Preview Window (fig. 1.8.8.2).

The Preview button generates a full screen preview of your advert so you can see how it will look on the Jukebox and make any final alterations if needed before saving.

fig. 1.8.8.2 - Preview Window



The Preview Window displays the image the user chose in the Promoter Designer Home Screen (fig. 1.8.7) and allows the user to move the text around anywhere on the screen by simply pressing on the text, whilst dragging it around using your finger to your desired location. To fine tune the location of the text the user can use the directional arrows in fig. 1.8.8.3. It will also display any changes you make to the text either the text itself or the colour you choose. By default, there are 4 text fields for the user to edit. If they do not wish to use all 4 they can simply delete a text field using the Delete button (fig. 1.8.8.1). Once the user is happy with their advert, they can press the Preview button which will scale this window to full-screen so they can see how it would look on the Jukebox and make any final changes, if necessary.

fig. 1.8.8.3 - Colour Palette & Fine Tuning Arrows



To the right hand side of the Preview Window (fig. 1.8.8.2) there is a colour palette that allows the user to change the colour of the text in the Preview Window to any of these 10 preset colours. To do this the user must press on a text field first to highlight it, and then press any of the colours. This will immediately change the colour of the highlighted text. Also there are Fine Tuning Arrows which allow the user to move a text field in any direction in small increments. To do this the user must press on a text field first, and then press any of the directional arrows to fine tune the text location in the Preview Window.

fig. 1.8.8.4 - Text Window & Related Buttons

The CL button clears all the text in the Text Window entered by the user on the on-screen keyboard.

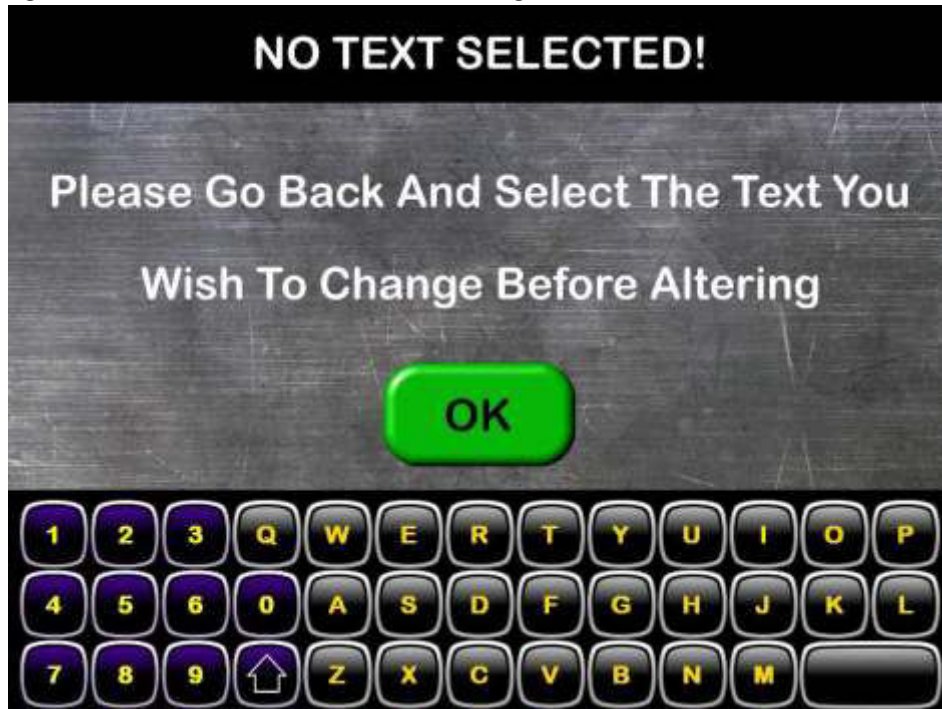


The Text Window displays the text entered by the user on the on-screen keyboard. The Text Window is used for altering the text in the text fields on the Preview Window (fig. 1.8.8.2) when the text field is highlighted (if no text field is highlighted and the user enters the text and presses the ADD button, an error message will be displayed - see fig. 1.8.8.5), and also is used to specify a filename for the user to save their advert - Note: If the user presses the Save button (fig. 1.8.8.1) and the Text Window is blank then an error message will appear (fig. 1.8.8.6).

The Backspace button deletes the last entered character in the Text Window. It works on the same principle as a backspace button on a standard computer keyboard.

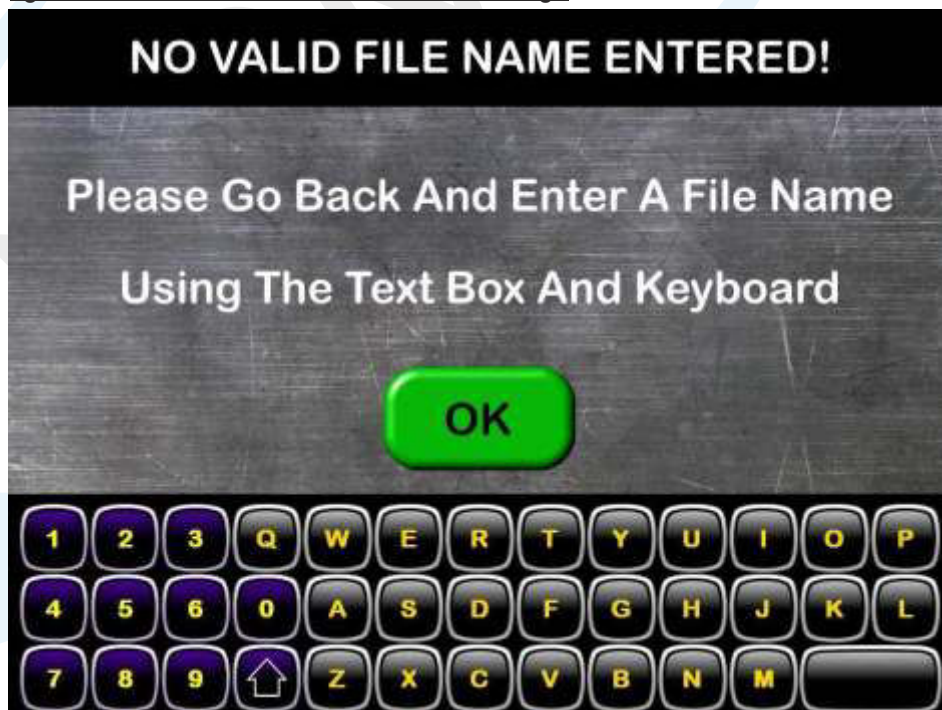
The ADD button adds the text in the Text Window into the highlighted text field in the Preview Window (fig. 1.8.8.2).

fig. 1.8.8.5 - No Text Selected Error Message



This error message is displayed if no text field is highlighted in the Preview Window (fig. 1.8.8.2) and the user enters the text in the Text Window and presses the ADD button (fig. 1.8.8.4). To clear this message, the user simply needs to press the OK button and the screen will revert to its previous state before the error message appeared.

fig. 1.8.8.6 - No Valid File Name Error Message



This error message is displayed If the user presses the Save button (fig. 1.8.8.1) and the Text Window is blank (fig. 1.8.8.4). To clear this message, the user simply needs to press the OK button and the screen will revert to its previous state before the error message appeared.

fig. 1.8.9 - Promoter Designer Saved Adverts screen



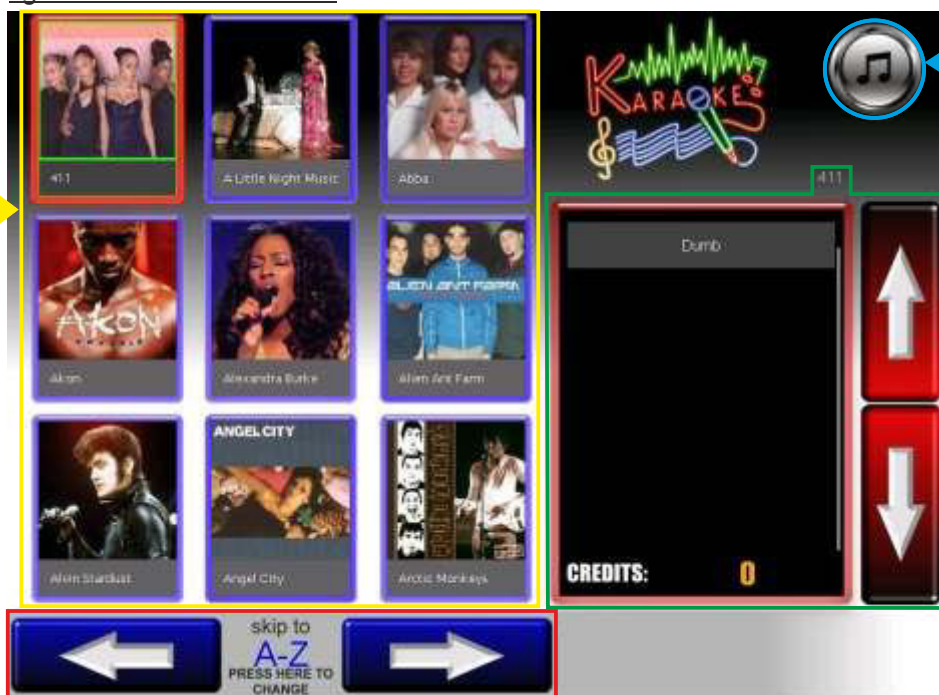
This is the Exit button in the top right corner of the Promoter Designer Saved Adverts screen, it is simply for exiting and retuning to the Promoter Designer Main screen (fig. 1.8.7).

This is the main viewing area for the user to view their saved adverts. It is sorted by alphabetical order according to each advert's file name, which is displayed below each advert.

This is the scroller navigation for Promoter Designer Saved Adverts screen. Here you simply press either directional arrow button until you reach the you wish to view/delete. The Delete button in the middle permanently deletes a selected advert. To delete an advert, the user simply presses on the advert they wish to delete on the main viewing area, which will highlight that advert in **RED**. Then they press the Delete button for that chosen advert to be permanently delete from the Jukebox.

Karaoke

fig. 1.8.10 - Karaoke screen



This is the main navigation area for the user to select their choice of Karaoke track by Artist. The user would simply press on an Artist to display all the Karaoke tracks by that artist in the Track Selection Window (fig. 1.8.10.2)

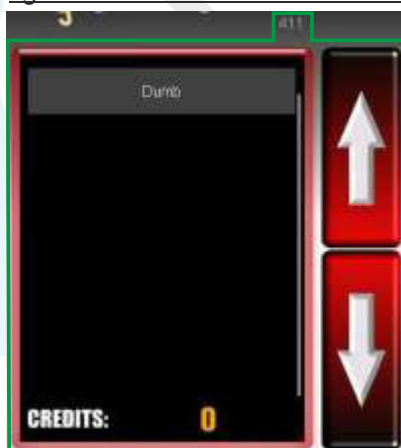
This is the Exit button in the top right corner of the Karaoke screen, it is simply for exiting and retuning to the Main Jukebox interface (fig. 1.0). Before returning the user to the Main Jukebox interface a Splash Confirmation screen is displayed (fig. 1.8.10.1)

fig. 1.8.10.1 - Karaoke Exit Confirmation Splash screen



The Karaoke Exit Confirmation Splash screen is to determine whether or not the operator wants exit the Karaoke feature and return back to the Main Jukebox Interface (fig. 1.0).

fig. 1.8.10.2 - Karaoke Track Selection Window



The Karaoke Track Selection Window displays a list of all the karaoke tracks available by a specific artist when the user presses on an artist in the main navigation area (fig. 1.8.10).

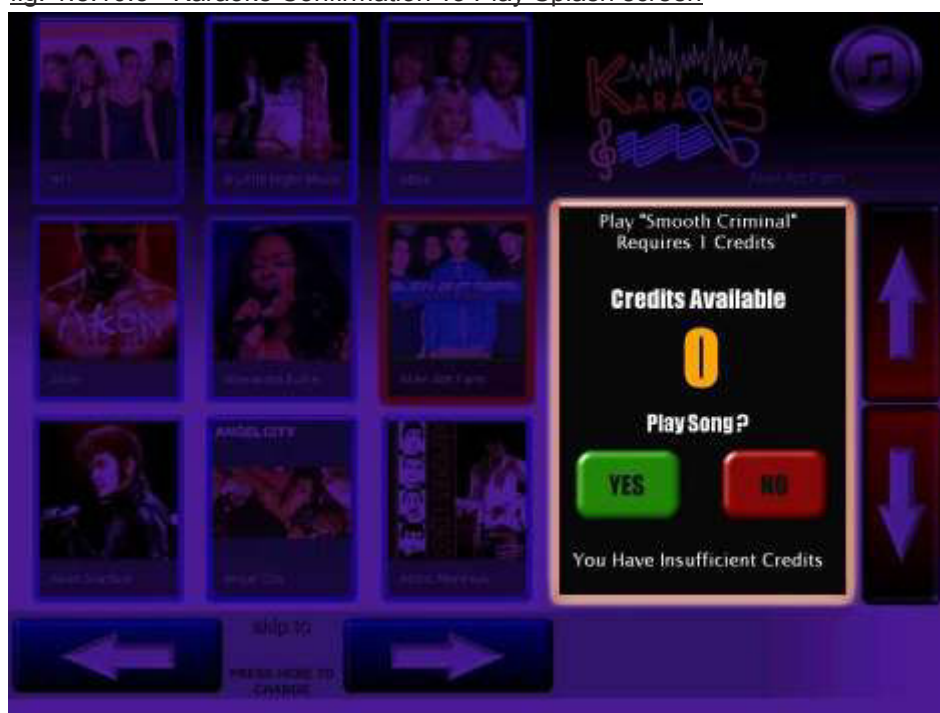
To the right of the list box are two directional arrows, these are for the user to scroll up and down the list of tracks if there are more than six tracks in the list box.

At the bottom of the list box is an indicator that tells the user how many current credits they have left.

Above the listbox is a label displaying which artist the tracks in the list box belong to.

To play a karaoke track, the user needs to press on the track they wish to play in the list box, and the Confirmation To Play Splash screen will appear (fig. 1.8.10.3).

fig. 1.8.10.3 - Karaoke Confirmation To Play Splash screen



The Karaoke Confirmation To Play Splash screen is displayed when the user presses a track in the Karaoke Track Selection Window (fig. 1.8.10.2). The entire screen becomes inactive except for the splash screen that overlays the track list box.

The splash screen displays information to the user as the title of the karaoke track and how many credits are required to play that specific track. It also displays how many credits the user currently has available (if 0 then the user will need to insert coins for more credits). The user then has a choice as to whether or not they want to play that specific track. If YES, the video karaoke track is displayed on the top half of the Icon Fusion and any external TV screen, if NO the screen reverts to its previous state.

fig. 1.8.10.4 - Artist Section Scroller



fig. 1.8.10.5 - Artist Selection Keypad



The Scroller on the Karaoke screen incorporates an extra button in the middle which displays the Artist Selection Keypad (fig. 1.8.10.5), thus allowing the user to select the first letter of their desired artist and use the scroll buttons either side to find the Artist they are looking for more quickly. As the user presses the left or right scroll button, the screen automatically refreshes the Artist images to coincide with the current location. The scroller will automatically begin the next letter in sequence if the user carries on pressing the scroll buttons to the left or right.

N.B: Once the user has selected a letter from the keypad, the keypad will then disappear with the normal scroller in place with the exception that the letter the user has chosen appears in the middle button.

Bingo

fig. 1.8.11 - Bingo Main screen



The Exit button in the top right corner of the Bingo Main screen is simply for exiting and returning to the Main Jukebox interface (fig. 1.0). Before returning the user to the Main Jukebox interface a Splash Confirmation screen is displayed (fig. 1.8.11.9)

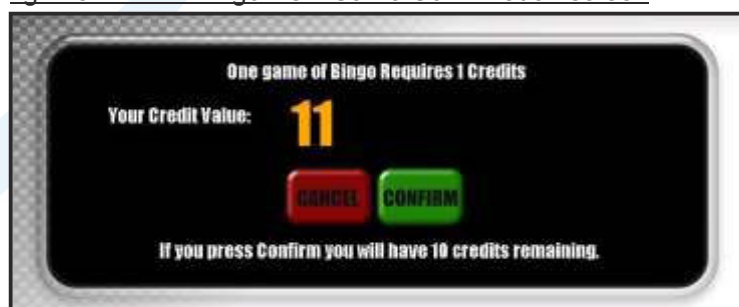
The above screen is the first screen the user sees when loading the Bingo feature (the screen in fig. 1.8.11.1 is shown on the top half of the Icon Fusion and any external video source i.e. TV). The only buttons that will function on this screen are the NEW GAME, LEFT RIGHT MODE, AUDIO and EXIT (The buttons will be covered in further detail later in this section). To begin the Bingo feature the user must press the NEW GAME button. This will bring up the screen as shown in fig. 1.8.11.2.

fig. 1.8.11.1 - Bingo Loading screen



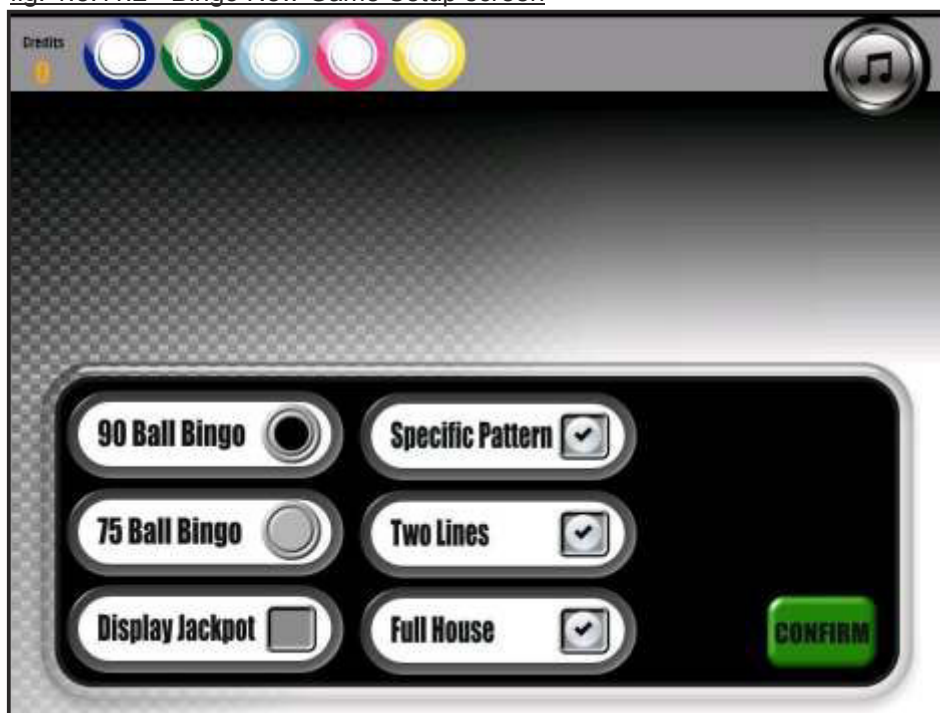
This screen is displayed on the top half of the Icon Fusion and any external video source (i.e. TV) when the Bingo feature is loaded and before the user sets up a new game.

fig. 1.8.11.1.1 - Bingo New Game Confirmation screen



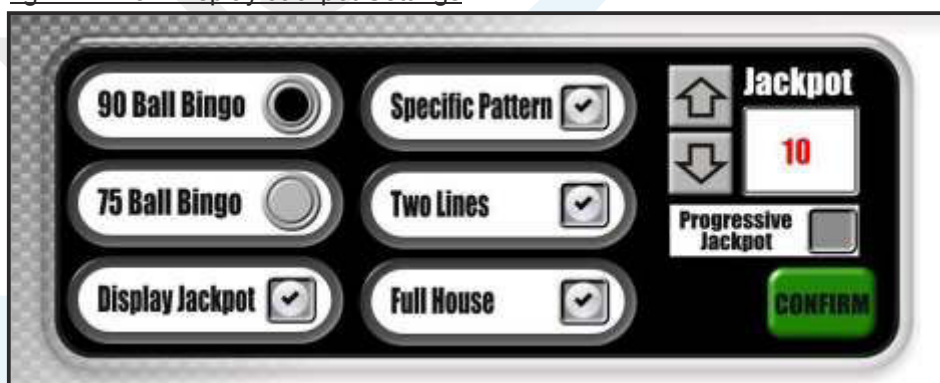
If the Bingo feature requires Credits to Play a game (as shown on the Special Features main screen in the Credits Per Play Box - fig. 1.8.3), then the screen above is displayed when the user presses the NEW GAME button to confirm if they have sufficient credits available and if they want to use up a credit/credits in order to play a game before showing the screen in fig. 1.8.11.2.

fig. 1.8.11.2 - Bingo New Game Setup screen



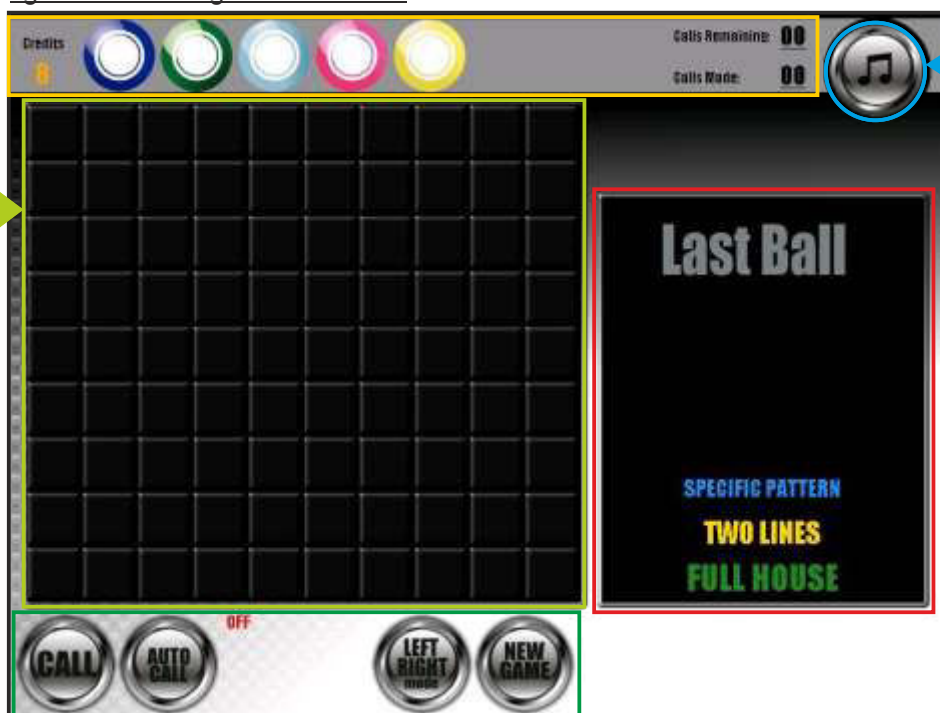
The Bingo New Game Setup screen allows the user to select which type of Bingo he wishes to play either 90 Ball or 75 ball Bingo by pressing the appropriate buttons so that a black circle appears in the button to tell them it has been enabled. Also the user can select whether or not a person needs a Full House, Two Lines or a Specific Pattern (or all of the 3) in order to win - again by pressing the appropriate buttons so that a tick appears in the button to tell them that it has been enabled. If the user wishes to display the Jackpot amount on the screen, they can press the Display Jackpot button which will give them an extra feature to set up as shown in fig. 1.8.11.3. If not they can simply press the CONFIRM button to begin the game.

fig. 1.7.11.3 - Display Jackpot Settings



When the user presses the Display Jackpot button, a separate section appears above the CONFIRM button, allowing the user to enter a Jackpot total by pressing the up/down arrows to increase/decrease to Jackpot total 1 unit at a time (default Jackpot is 10, this can be £, \$, € or whatever currency is used, the currency symbol will automatically be set by the Jukebox). The Progressive Jackpot button, when pressed, enables that feature, which allows the Jackpot total to grow from 0 with each number that is called. To begin the game with the Jackpot either set or progressive, the user will press the CONFIRM button. The Jackpot whether fixed or progressive, will be displayed at the top of the Bingo Game screen (fig. 1.8.11.7)

fig. 1.8.11.4 - Bingo Game screen



This is the Grid that displays all the numbers called either manually or automatically. The current number called will be highlighted in red and all the other numbers called previously will be in white on the grid (see fig. 1.8.11.10). The grid size obviously depends on the type of bingo being played (90 ball or 75 ball Bingo). The layout of the Bingo game screen for 75 ball Bingo will vary slightly to the 90 ball Bingo Game screen (as displayed in fig. 1.8.11.4)

The Exit button in the top right corner of the Bingo Game screen is simply for exiting and retuning to the Main Jukebox interface (fig. 1.0). Before returning the user to the Main Jukebox interface a Splash Confirmation screen is displayed (fig. 1.8.11.9)

The buttons at the bottom of the Bingo Game screen allow the user to either play the game, make changes or start a new game.

The CALL button is used to manually call the numbers. This needs to be pressed each time you want a new number.

The AUTO CALL button is to automate the Bingo number calling process in increments of 5 seconds. By default it is off (as indicated by a label in red above the button - this toggles between ON and OFF). If the user presses the AUTO CALL button twice, a further setting appears to the right of the New Game button (fig. 1.8.11.8) allowing the user to alter the time delay each number is called.

The LEFT RIGHT MODE button when pressed, moves the CALL and AUTO CALL buttons to the left/right hand side of the screen. By default, these buttons are located on the left hand side. This button allows left and right handed people use these 2 main buttons easier.

The NEW GAME button when pressed, will begin a new game, regardless if a game is currently being played. The user will have to input the settings they wish again in the Bingo New Game Setup screen (fig. 1.8.11.2). Or if a credit/credits are required to play a game, then the screen in 1.8.11.1.1 will appear first.

fig. 1.8.11.5 - Bingo Game screen header



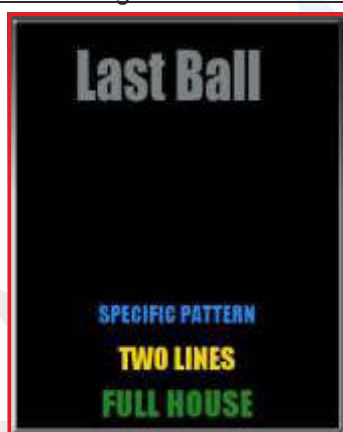
The Bingo Game screen header appears at the top of the screen and displays information such as:

- Current credits available (located on the left hand side)
- The last 5 number called (appears in the coloured bingo balls)
- The number of calls remaining (located on the right hand side)
- The number of calls made (located on the right hand side)



See fig. 1.8.11.10 for example of how is used during a game

fig. 1.8.11.6 - Bingo Game Last Ball List Box



The Last Ball List Box Displays the current number called (see fig. 1.8.11.10) and also which type of game is played in order to win (either Specific Pattern, Two Lines, Full House - or all three). This List Box is for the user to see what is currently happening if they are operating the game by standing next to the Jukebox.

fig. 1.8.11.7 - Bingo Game Jackpot Displayed



If the user presses the Display Jackpot button on the Bingo New Game Setup screen (fig. 1.8.11.2) and then plays a game, the Jackpot, either fixed or progressive, will be displayed at the top of the screen in the Bingo Game screen header. The currency will automatically change to suit the country that the Bingo game is being played in.

fig. 1.8.11.8 - Bingo Game Auto Call Settings



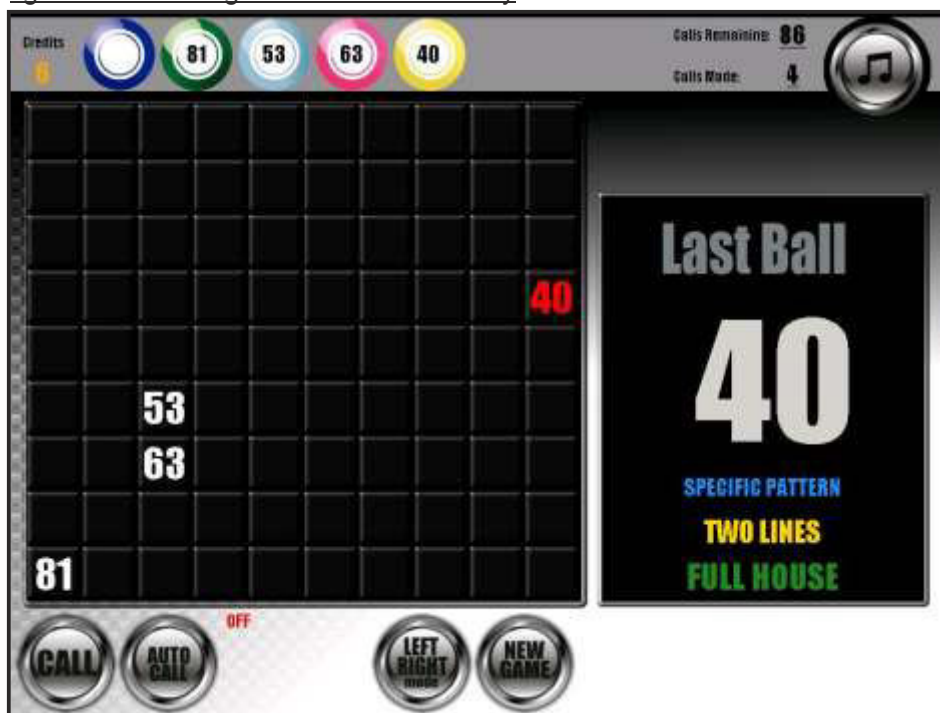
When the user presses the AUTO CALL button twice, a further setting appears next to the NEW GAME button, allowing the user to set their own time interval to call the numbers by pressing the up or down arrows. Once they have set the interval they want, they need to press the AUTO CALL button again to continue calling the numbers. They will notice the number next to the NEW GAME button count down each time after every number.

fig. 1.8.11.9 - Bingo Exit Confirmation Splash screen



The Bingo Exit Confirmation Splash screen is to determine whether or not the operator wants exit the Bingo feature and return back to the Main Jukebox Interface (fig. 1.0).

fig. 1.8.11.10 - Bingo Game Screen In Play



The screen above is a typical 90 Ball Bingo game in play. You can see the information in the header at the top of the screen, the current number being called in the grid (in red) and the other numbers called in white. You can also see the number called in the Last Ball List Box. Each of the numbers being called will display a separate screen which will be shown on the top half of the Icon Fusion and any external video source i.e. TV - see fig. 1.8.11.11.

fig. 1.8.11.11 - Bingo Number Called screen



This screen is displayed on the top half of the Icon Fusion and any external video source (i.e. TV) when a new number is called, enabling a large number of people to see what the current number is during a game.

SERVICE MODE



2.0 Main Menu

Once the Icon Fusion's Service Switch has been pulled on the inside of the Jukebox, the Main Menu screen (fig. 2.0) is displayed. This gives the user access to options to customize their own Jukebox and see how much money the Jukebox has been taking. The service mode section of this user manual is only for Jukebox Operators. Each of the areas on the Service Mode will be covered in further detail in the following sections of this User Manual.

fig. 2.0 - Service Mode Main Menu screen



If the touchscreen doesn't seem to be responding as well as should be you can re-calibrate it by pressing this button. This will show the re-calibration screen (fig. 2.0.2) and just follow the on-screen instructions

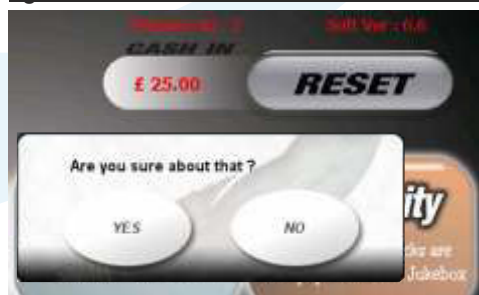
On the right hand side of the Main Menu are information relating to the ID and software version of the Jukebox, the total amount of cash the Jukebox has received to date and a reset button (see fig. 2.0.1)

These are the navigation buttons on the Service Mode which open separate screens to allow the user to customize their own Jukebox. These areas will be outlined in further detail.

Unique Jukebox Serial Number

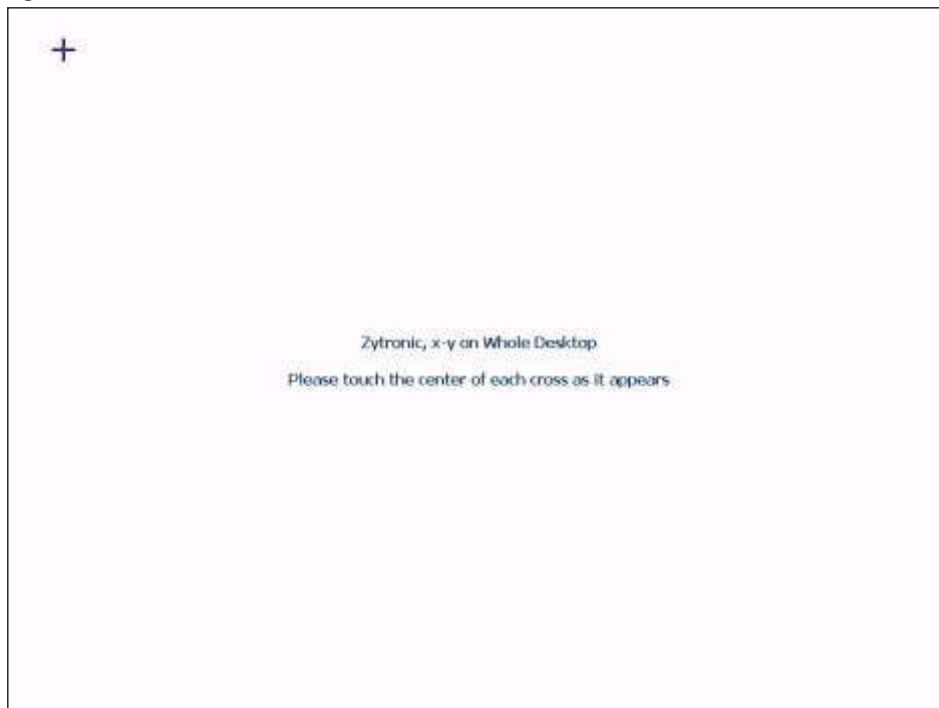
The Admin button is strictly for users who have administrator privileges (NSM Music Operators Only) as requires a password. This area of the Service Mode be discussed briefly in section 2.12

fig. 2.0.1 - Reset button on Main Menu screen



The Reset button on the Service Mode Main Menu when pressed, will display a message (as shown left) as by pressing this button you will be clearing the total number of cash the Jukebox has received to date. Only press this button if you are certain you wish to erase all cash data from the Jukebox.

fig. 2.0.2 - Screen Calibration screen



The screen above shows what happens when the user presses the **Screen Calibration** Button. When the button is pressed this new screen appears allowing the user to set up the touch screen, or to re-calibrate the touch screen after it has not been functioning as well as it should.



2.1 Monetary

Once the user presses the **Monetary** button on the Service Mode Main Menu, The screen in fig. 2.1 will appear. In this screen if any of the numerical fields requires altering, the user presses in the field they wish to alter, which will be highlighted in **Red** (In this case in fig. 2.1 the Coin 2 field has been selected) to distinguish the current selection, presses **Clear** on the Numerical Keypad to clear the numerical values in the selected field and then the user can type in new values using the Numerical Keypad.

fig. 2.1 - Monetary screen

The screenshot shows the 'Monetary' screen with the following elements:

- Coin Settings:** Six rows for Coin 1 through Coin 6, each with a '0-999' label and a numerical input field. Coin 2's field is highlighted in red and contains the value '20'.
- Bill Settings:** Two rows for Bill 1 and Bill 2, each with a '0-999' label and a numerical input field. Bill 1 contains '100' and Bill 2 contains '0'.
- Currency Symbol:** A field showing '£' with up and down arrow buttons.
- Symbol Position:** Two buttons labeled 'Before' (highlighted in red) and 'After'.
- Decimal Position:** A field showing the value '2'.
- Preview Example:** A box showing '£ 0.10'.
- Numerical Keypad:** A 3x3 grid of buttons for digits 1-9, 0, and a 'Clear' button.
- Action Buttons:** A red 'RESET' button at the bottom left, a red 'CANCEL' button at the bottom right, and a blue 'SAVE & EXIT' button at the bottom right.

The **Reset** button when pressed, restores all the settings as was when the Jukebox was first installed (default factory settings). Only press this button if you are certain you wish to reset **ALL** monetary settings

The **Cancel** button when pressed, closes the Monetary screen and returns to the Service Mode Main Menu screen (fig. 2.0) without saving any changes

The **Save & Exit** button when pressed, closes the Monetary screen and returns to the Service Mode Main Menu screen (fig. 2.0) saving any changes made by the user

The Monetary screen settings can be altered in a number of ways

- o **Changing the Amount of Currency the users can enter.**

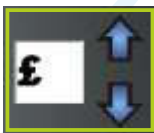
This allows the user to set the type of money customers can put in. The values in fig.2.1 are preset but can be changed if the user wishes to by using the **Numerical keypad**. Each number denotes a unit of currency, for example 100 = £1.00, 20 = £0.20 and so forth.

Coin 1	0-999	100	<input type="checkbox"/>
Coin 2	0-999	20	<input type="checkbox"/>
Coin 3	0-999	10	<input type="checkbox"/>
Coin 4	0-999	50	<input type="checkbox"/>
Coin 5	0-999	200	<input type="checkbox"/>
Coin 6	0-999	0	<input type="checkbox"/>
Bill 1	0-999	100	<input type="checkbox"/>
Bill 2	0-999	0	<input type="checkbox"/>

This follows the same structure as the coins (mentioned above). However, this section enables the use of paper Notes, or Bills if the Jukebox has the requires Note Reader device to take Notes or Bills.

- o **Changing the Currency Symbol and Position.**

The **Currency Symbol** can be altered by pressing either the **Up** or **Down** arrows. The preset currency symbols are: €, £, Rs, ¥, \$ (Or to any currency of the Users Choice if specified to NSM Music before production). Preset to country of origin.



Clicking either the **Before** or **After** button, places the currency symbol either before or after the number. The current position is highlighted in **Red**.

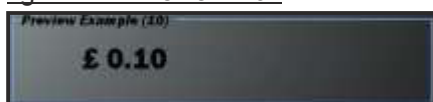


- o **Changing the Decimal Position.**

This allows you set the number of decimal places for the selected currency. It is automatically preset to 2.

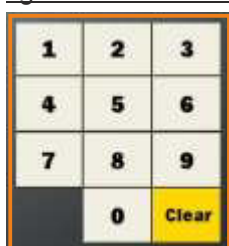
The **Preview Box** displays a preview of the current currency symbol and position settings. If any of them are altered the **Preview Box** automatically updates itself.

fig. 2.1.1 - Preview Box



The **Numerical keypad** allows the user to alter any of the numerical monetary settings and any field that requires numerical input in any further **Service Mode** screens. Any screen in the **Service Mode** which has the **Numerical Keypad** it will perform the same function, so will only be mentioned in this section.

fig. 2.1.2 - Numerical Keypad

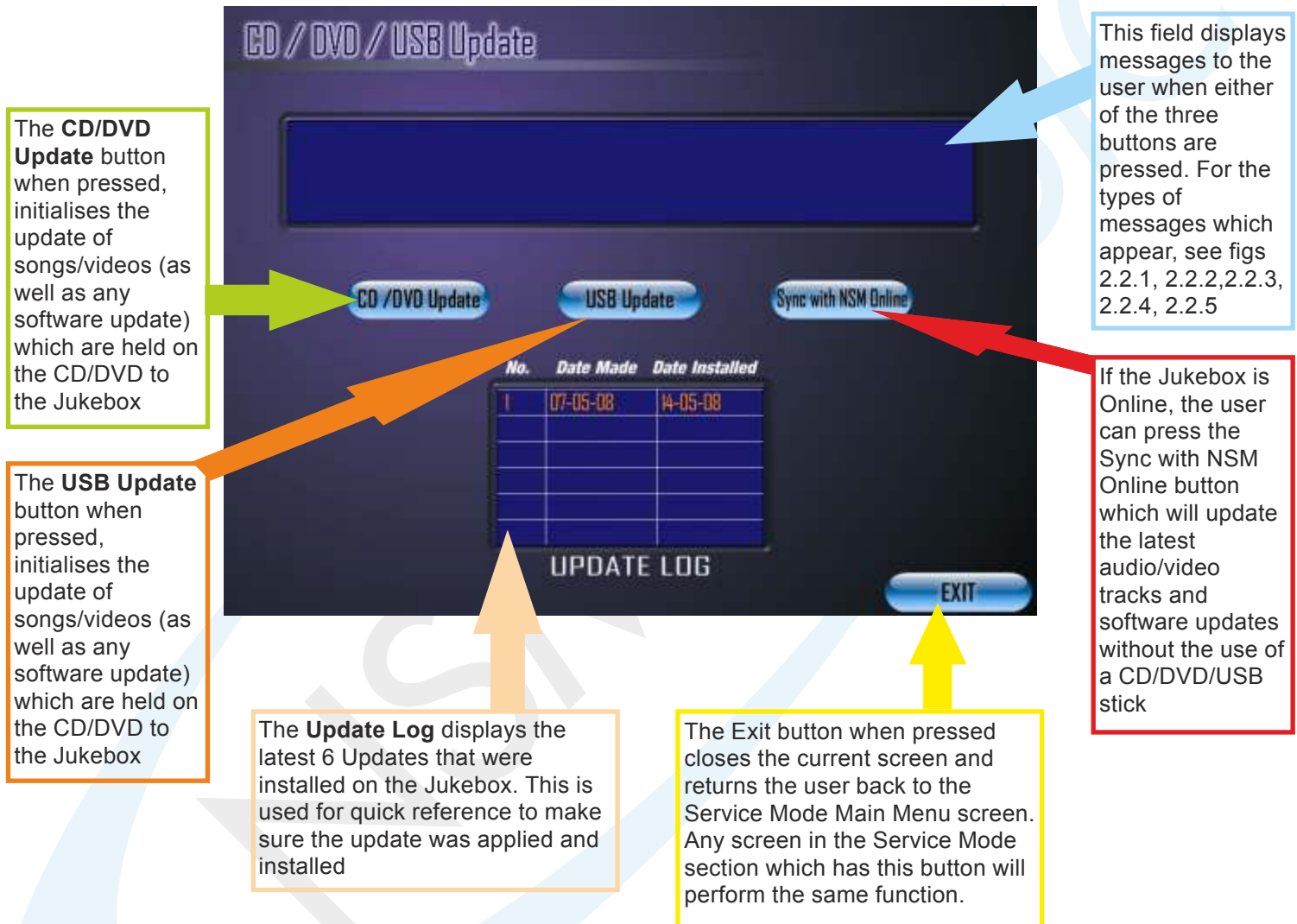




2.2 Updates

If the user presses the **Updates** button on the Service Mode Main Menu screen (fig. 2.0), the following screen is displayed:

fig. 2.2 - Updates screen



If the user presses on either the **CD/DVD Update** button or the **USB Update** button without firstly inserting a CD/DVD or a USB Flash Memory Stick, the following two messages appear:

fig. 2.2.1 - CD/DVD Error Message

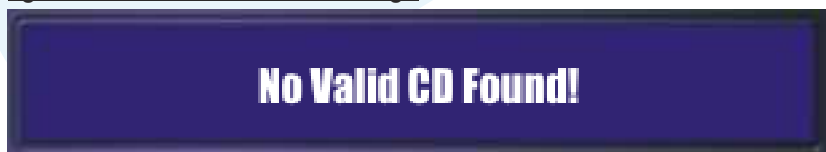


fig. 2.2.2 - USB Error Message



The following messages appear when the user inserts a CD/DVD or USB Flash Memory Stick and presses either the **CD/DVD Update** or **USB Update** button:

fig. 2.2.3 - CD/DVD/USB Update Message 1

UPDATE FAILED!!!

If this message occurs, re-insert the CD/DVD or USB Flash Memory Stick and try the update again.

If the same message occurs again please consult your supplier to request a new update as the original CD/DVD or USB Flash Memory Stick may be faulty.

fig. 2.2.4 - CD/DVD/USB Update Message 2

No Jobs to Process.

If this message occurs then there are no updates available on the CD/DVD or USB Flash Memory Stick. Either the update has already been applied or the wrong CD/DVD or USB Flash Memory Stick has been inserted.

Note:
During the update process the user will see in the Message Field all the tracks and/or updates being applied

fig. 2.2.5 - CD/DVD/USB Update Message 3

UPDATE COMPLETED!

If this message occurs then the update has been applied successfully.

You may need to reboot the Jukebox for the new updates to take effect.



2.3 Scrolling Message

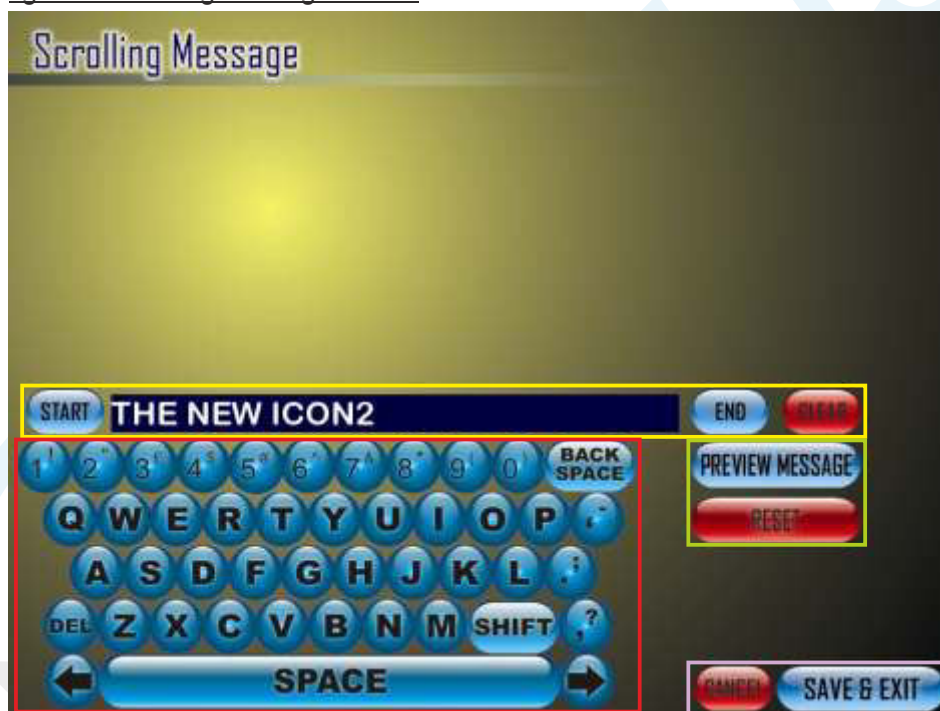
The **Scrolling Message** screen (fig. 2.3) applies to Jukeboxes with the Video option enabled. It will then display the Scrolling Message when the Icon Fusion is in '**Attract Mode**' or showing adverts on its top section and any separate screen (TV).

The Scrolling Message is automatically preset to:

"Make your favourite title selections at the New Jukebox from
NSM Music : The Icon!"

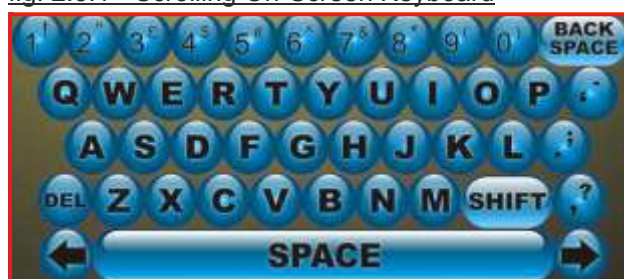
However, this can be altered to anything the user wishes.

fig. 2.3 - Scrolling Message screen



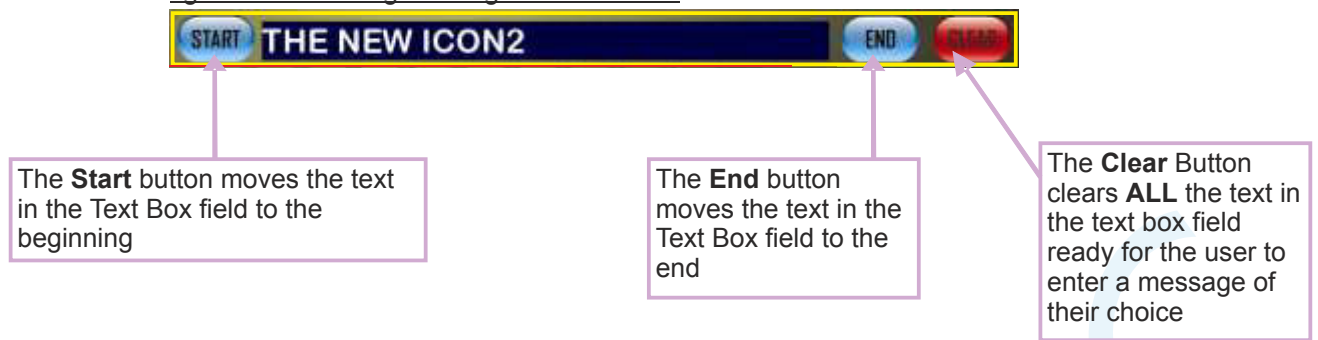
The Scrolling message can be altered to any message the user wishes by using the **On-Screen Keyboard** (fig. 2.3.1) which is a fully functional touchscreen keyboard designed to allow users to enter text in the **Scrolling Message** text box and any field that requires text input in any further **Service Mode** screens. The On-Screen Keyboard performs the same basic functions on all of the **Service Mode** screens that have need for it.

fig. 2.3.1 - Scrolling On-Screen Keyboard



The **Text Box** field shows the text entered by the user on the keyboard, if altered, or the default message text.

fig. 2.3.2 - Scrolling Message Text Box field



Next to the text box, below the **End** button, there are two buttons which will either preview the message in the text box (fig. 2.3.5) or reset the text in the text box to it's default text.

fig. 2.3.3 - Text Box buttons



At the bottom right hand corner of the **Scrolling Message** screen there are two buttons, **Cancel** and **Save & Exit** (fig 2.3.4). Any screen in the **Service Mode** which has any of these buttons will perform the same function.

fig. 2.3.4 - Cancel/Save & Exit buttons

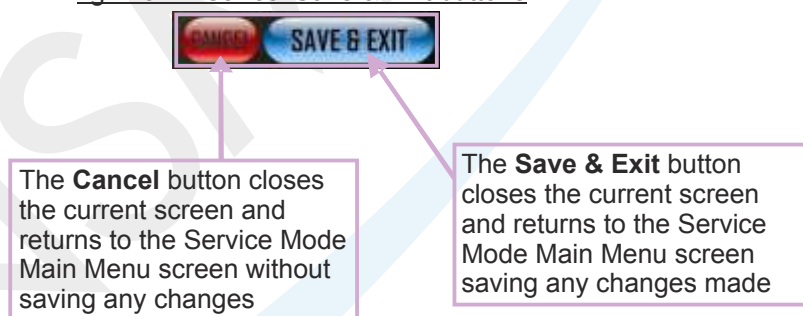


fig. 2.3.5 - Scrolling Message Preview



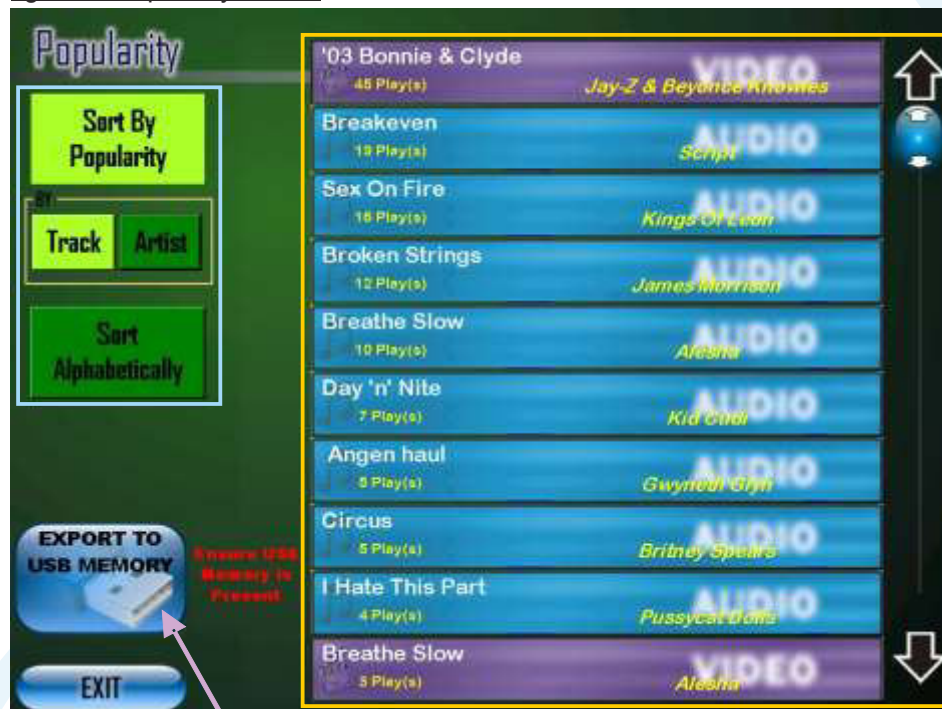
When the user presses the **Preview Message** button, above the Text Box field will commence a scrolling preview of the default message or any message created by the user.



2.4 Popularity

If the user presses the **Popularity** button on the Service Mode Main Menu screen, the screen below (fig. 2.4) is shown. The Popularity screen displays a list of all the songs/videos by order of most played. The Popularity screen is set to default to sort the Popularity List by track.

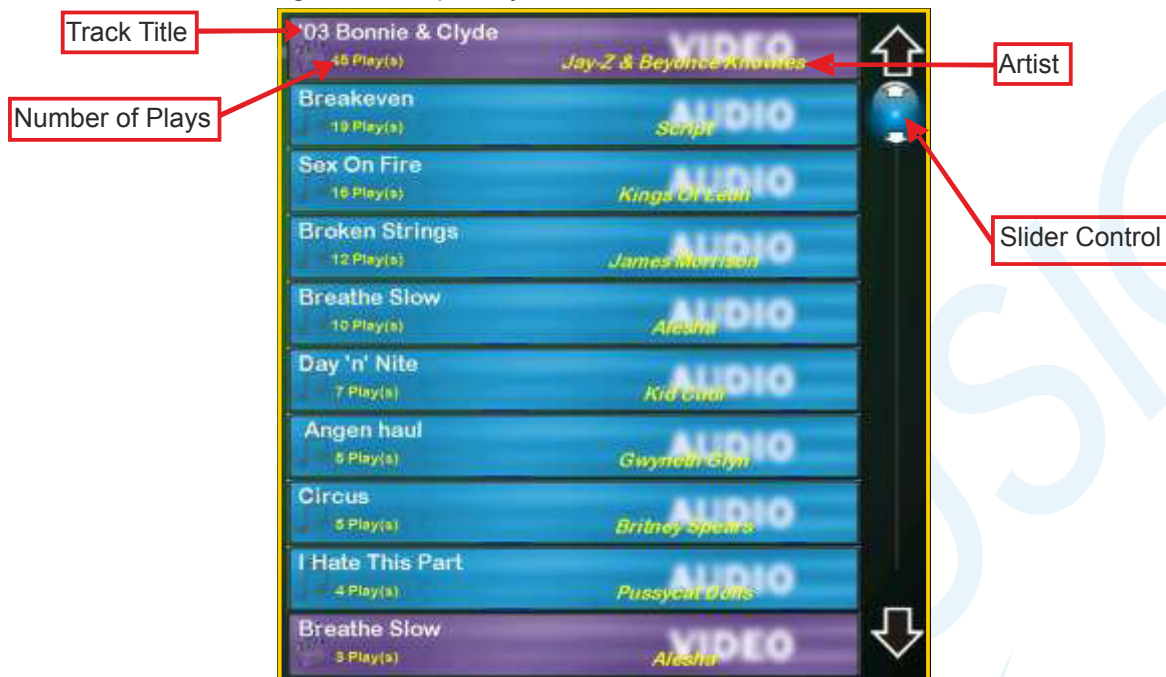
fig. 2.4 - Popularity screen



The **Export To USB Memory** Button saves the Popularity List as a .csv format which can be opened in Microsoft Excel for future Reference. Next to the button is a little reminder to the user to make sure that they have inserted a USB Flash Memory Stick. Any screen within the **Service Mode** which has this button will perform the same function.

The **Popularity List** displays all the songs in order of Most Played. The **Popularity List** lists the: Title, Artist, and Number Of Plays the track has received. As you may see, the Popularity List is in 2 colours, **Blue** and **Purple**. The **Blue** represents an Audio Track and the **Purple** represents a Video Track - the same as the Jukebox main User Interface.

fig. 2.4.1 - Popularity List



The Popularity List can be browsed through by either using the **Up** and **Down** arrows which moves the list up or down 1 position at a time, or by moving the Slider Control to the right hand side of the Popularity List to browse the list more quickly.

The **Popularity List** can be sorted by popularity and alphabetically. Each option can be further sorted by Track or Artist (fig. 2.4.2).

fig. 2.4.2 - Popularity List sorting buttons

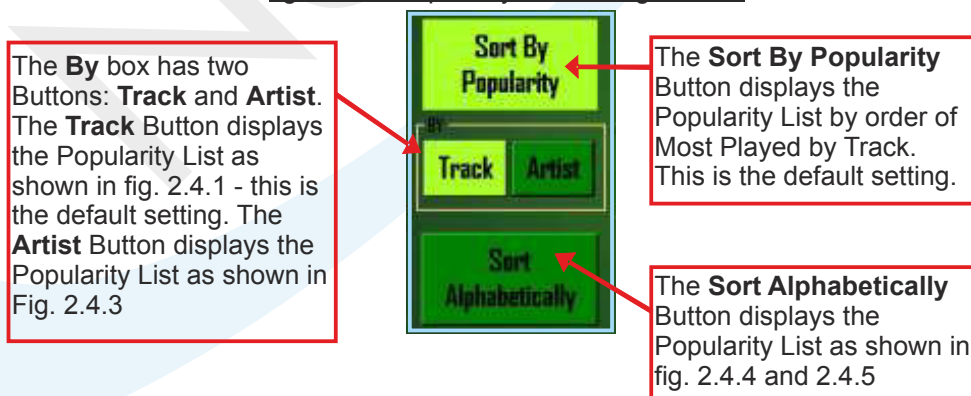
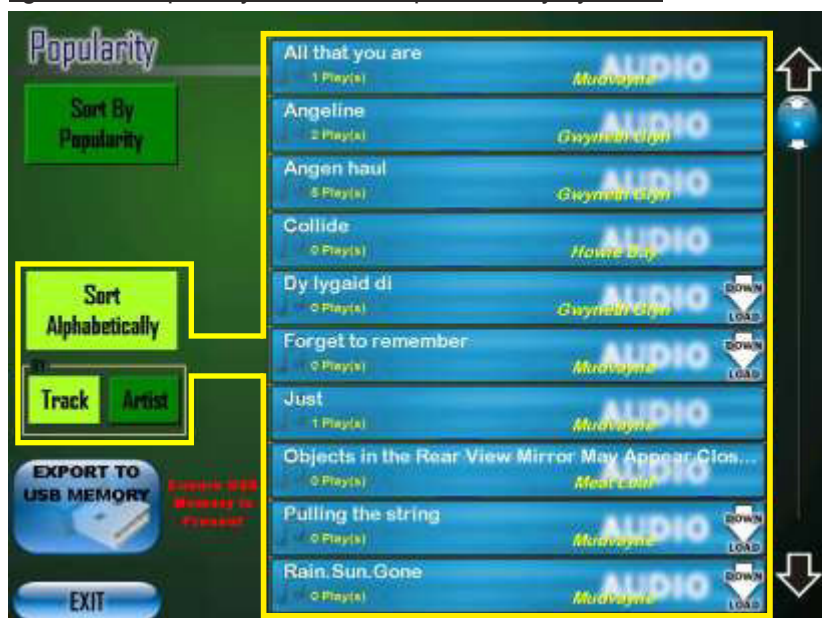


fig. 2.4.3 - Popularity List displayed by Artist



If the user presses Sort By Popularity By Artist button, the **Popularity List** has now changed colour, displaying only the Artist Name and the Total number of songs played by that Artist.

fig. 2.4.4 - Popularity List sorted Alphabetically by Track



If the user presses Sort Alphabetically button, the **Popularity List** has now changed displaying the Artist Name, the Total number of times the song has been played, but this time the list is ordered alphabetically by Track (it defaults to Track when the user presses the Sort Alphabetically button).

fig. 2.4.5 - Popularity List sorted Alphabetically by Artist



If the user presses Sort Alphabetically By Artist button, the **Popularity List** has now changed displaying only the Artist Name and the Total number of songs played by that Artist, but this time the list is ordered alphabetically by Artist.



2.5 Book Keeping

The **Book Keeping** screen allows the user to find out the total number of paid for songs, over plays, the total number of credits used, BGM plays, Free credits, credits for the special features and the total amount of cash taken between two specific dates, which can then be saved on a USB Flash Memory Stick for future reference if desired.

In fig. 2.5, if the **Period From** and **Period To** dates wish to be altered, the user clicks the field they wish to alter, which will then be highlighted in **Red** to distinguish the current selection, selects **Clear** on the **Numerical keypad** to clear the numerical values in the selected field and then proceeds to type in the new values using the **Numerical keypad**.

fig. 2.5 - Book Keeping screen

Book Keeping

Normal Plays	35	Normal Credits	36
Over Plays	1	Karaoke Credits	2
AutoPlays	7	YouTube Credits	1
BGM Plays	0	Bingo Credits	5
Karaoke Plays	2	Total Cash	£ 11.00
Free Credits	1		
Cash Credits	59		

Period From 2010/10/15 (YYYY/MM/DD)

Period To 2010/10/15 (YYYY/MM/DD)

RESET **CALCULATE** **EXPORT TO USB MEMORY** **EXIT**

Numerical Keypad:

1	2	3
4	5	6
7	8	9
/	0	Clear

* Ensure USB Memory is Present.

The **Reset** Button restores the **Period From** and **Period To** dates to their default values.

The **Calculate** Button, when pressed, calculates the Total number of songs played which were paid for, the number of over plays, the total number of credits, credits for the special features, Free credits and the total amount of cash taken between the dates specified in the **Period From** and **Period To** boxes and places the results in the respective fields

fig. 2.5.1 - Book Keeping figures

Normal Plays	35	Normal Credits	36
Over Plays	1	Karaoke Credits	2
AutoPlays	7	YouTube Credits	1
BGM Plays	0	Bingo Credits	5
Karaoke Plays	2	Total Cash	£ 11.00
Free Credits	1		
Cash Credits	59		

1 2 3

Ensure USB
Memory is Present

The figures in these headings in fig. 2.5.1 are calculated when the user changes the **Period From** and **Period To** dates (fig. 2.5.2) and clicks the **Calculate** button. As default the dates are set to when the Jukebox was initially set up till the current date so far.

fig. 2.5.2 - Period From and To Dates

Period From

2010/10/15

(YYYY/MM/DD)

Period To

2010/10/15

(YYYY/MM/DD)

RESET

The **Period From** and **Period To** dates in fig. 2.5.2 are default to the dates when the Jukebox was initially set up till the current date so far. These dates can be altered by the user to any dates required by using the Numerical keypad.

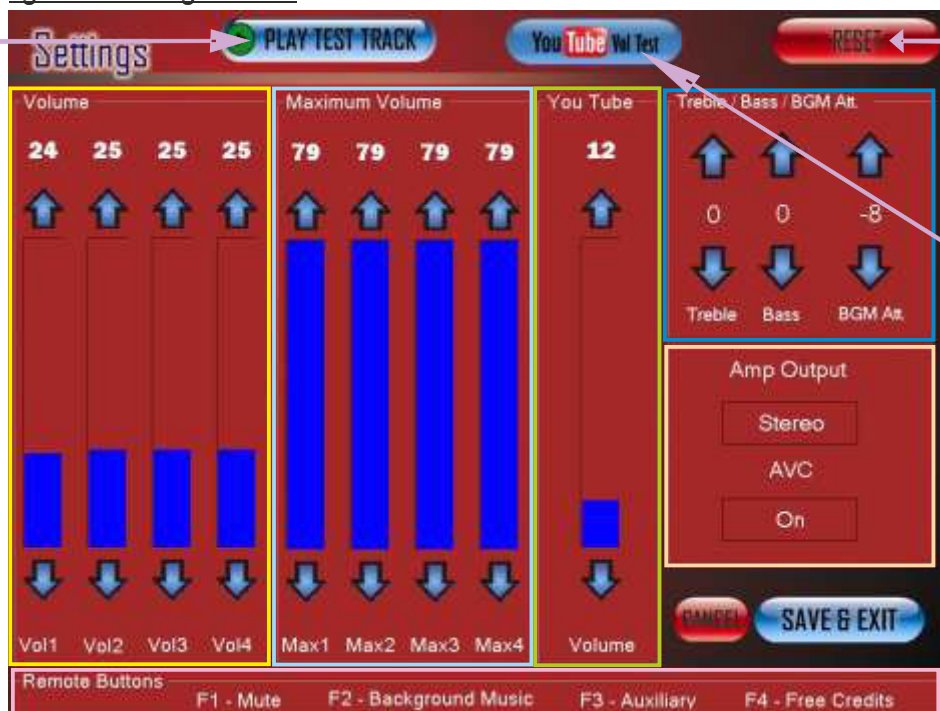


2.6 Settings

The Settings Screen allows the user to make changes to the Audio volume and quality of the Jukebox.

fig. 2.6 - Settings screen

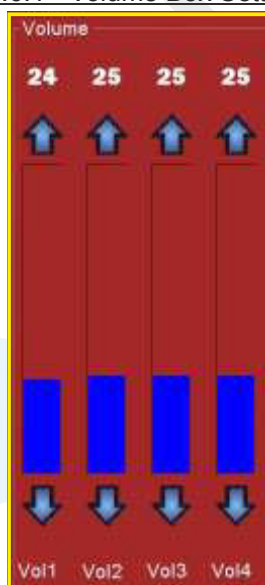
The **Play Test Track** Button plays a short track to allow the user to hear what the Jukebox audio will play like before they save any changes that they have made.



The **Reset** Button restores all the Settings to default. By pressing this button you will lose any saved settings.

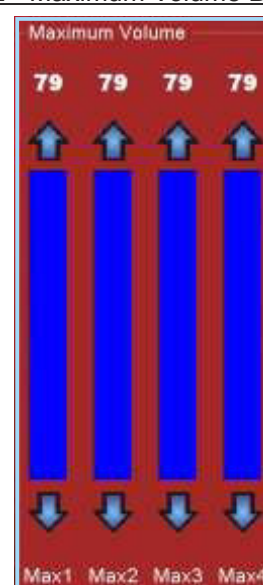
The **YouTube Vol Test** button (for YouTube enabled Jukeboxes only - Kit is not installed this feature will not be visible) plays a short track on its separate speaker to allow you to hear what the Jukebox will play like before you save any changes that you have made.

fig. 2.6.1 - Volume Box Settings



The **Volume** box (fig. 2.6.1) has four bars (two for each speaker – L & R) which allow the user to change the output volume on the Jukebox. They can be adjusted by using the **Up** and **Down** arrows on each bar. The Default Setting is 20 on each channel.

fig. 2.6.2 - Maximum Volume Box Settings



The **Maximum Volume** box (fig. 2.6.2) has four bars (two for each speaker – L & R) with the option to set the maximum volume limit of the Jukebox to anything from 0-79. They can be adjusted by using the **Up** and **Down** arrows on each bar.

fig. 2.6.3 - YouTube Volume Box Settings



The **YouTube Volume** box, if the Kit is installed, (fig. 2.6.3) has only one bar (its own separate speaker) with the option to set the maximum volume limit of the YouTube feature to anything from 0-79. They can be adjusted by using the **Up** and **Down** arrows on each bar.

fig. 2.6.4 - Treble/Bass/BGM Settings



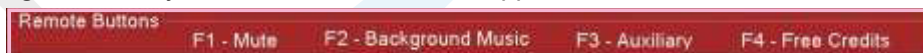
The settings in fig. 2.6.4 allow the user to set equalizer settings for the Jukebox. The **Treble** can be changed from -14 to 14, the **Bass** can be changed from -14 to 14 and the **BGM Att** can be changed from -36 to 0. These are all altered by using the **Up** and **Down** arrows on each option. The default settings are: 0, 0, -8 respectively.

fig. 2.6.5 - Amplifier Settings



The settings in fig. 2.6.5 allow the user to change the amplifier settings for the Jukebox. The **Amp Output** can be changed between **Mono** and **Stereo** by clicking the button, the **AVC** (Automatic Volume Control) can be changed between **On** or **Off** by clicking the button. The default settings are: **Mono**, **On** respectively.

fig. 2.6.6 - Key to 'F' buttons on remote supplied with Jukebox



The section in fig. 2.6.5 is an explanation of the 'F' keys on the Remote Control supplied with the Jukebox. So: F1 = Mute, F2 = Background Music, F3 = Auxiliary, F4 = Free Credits.



2.7 Play Settings

The **Play Settings Screen** allows the user alter the **AutoPlay** delay time, the number of songs to play when the **AutoPlay** is Enabled. It also lets the user edit the number of credits for the Jukebox. All the values in the fields in fig. 2.7 are the default settings.

fig. 2.7 - Play Settings screen

The **Reset** Button restores all the Settings to default. By pressing this button you will lose any saved settings.

In fig. 2.7, if any of the numerical fields requires altering, the user presses the field they wish to alter, which will then be highlighted in **Red** to distinguish the current selection, selects **Clear** on the Numerical keypad to clear the numerical values in the selected field and then proceeds to type in the new values using the **Numerical keypad**.

fig. 2.7.1 - Play Settings

Autoplay Interval	0-60	0
Overplay Limit	0-99	0
Credits Idle Time	0-999	0
Credits Power Off Time	0-999	0
Selections Power Off Time	0-999	0
Free Credits (Daily)	0-999	0
Audio Download Credits	1-9	2
Video Credits	1-9	4
Video Download Credits	1-9	5

In fig. 2.7.1 the user can set limits for Credits and timing for the AutoPlay of songs. These and all other settings can be altered by using the **Numerical keypad** on the right hand side of the screen.

The **Autoplay Interval** sets the time interval (e.g. 1 song every 15 minutes) when a random song will play on the Jukebox. The **Autoplay Music** button (fig.2.7.2) has to be **Enabled** for any random song to play.

The **Overplay Limit** sets the number of times a particular song can be queued up. If the same song is added to the play queue more than once, it is only played once if the Overplay Limit is set to 1. (Note that the currently playing song is not counted).

The **Credits Idle Time** sets the number of credits allowed to remain on the Jukebox while it is in its 'Idle' state.

The **Credits Power Off Time** signifies the total number of credits allowed remaining on the Jukebox after it has been powered off and restarted.

The **Selections Power Off Time** signifies the total number of selections allowed remaining on the Jukebox after it has been powered off and restarted.

The **Free Credits (Daily)** signifies the number of Free Credits allowed to be used each day when the user presses the Free Credit button on the supplied remote (F4).

The **Audio Download Credits** sets the number of credits the customer has to use in order for them to download an audio track of their choice onto the Jukebox

The **Video Credits** sets the number of credits the customer has to use to play a video track.

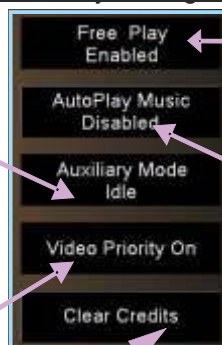
The **Video Download Credits** sets the number of credits the customer has to use in order for them to download a video track of their choice onto the Jukebox

fig. 2.7.2 - Play Settings buttons

The **Auxiliary Mode** Button enables the auxiliary inputs on the Jukebox so if no music is being played on the Jukebox at the time the user can add an external source (i.e. hi-fi) to the auxiliary inputs, which will play music. It toggles between **Idle** and **Off**.

The **Video Priority** Button allows the user to set whether a Video Track should be played first in a queue of Audio tracks (hence jumping it to the front of the queue as uses more credits) or not - it toggles between **On** and **Off**.

The **Clear Credits** Button resets all the Credits on the Jukebox back to 0.



The **Free Play** Button allows the user to select any music on the Jukebox without charge. It toggles between **Enabled** and **Disabled**. Its default setting is **Disabled**.

The **AutoPlay Music** Button enables the user to set the Jukebox to play music when not in use. It uses the **AutoPlay Interval** time to play a random song (e.g. 1 every 15 minutes). It toggles between **Enabled** and **Disabled**. If **Disabled**, no songs will play.

The buttons in fig.2.7.2 opposite the **Play Settings** allow the user to change the **Free Play**, **Background Music**, **AutoPlay Music** and clear the credits on the Jukebox.



2.8 Price Lists

The **Price Lists** Screen allows the user to set prices for Peak and Off Peak Modes and edit the days and times which the Peak and Off Peak prices apply.

fig. 2.8 - Price Lists screen

The screenshot shows the Price Lists screen. At the top is a grid for setting prices for Peak and Off Peak modes. The grid has columns for hours (00 to 23) and rows for days of the week (MON to SUN). Each cell contains a yellow button (Off Peak) and a green button (Peak). Below the grid is a section for 'Money Inserted' and 'Credits Given'. The 'Money Inserted' section has five rows with values 30, 50, 100, 200, and 0. The 'Credits Given' section has five rows with values 1, 2, 5, 11, and 0. To the right of these fields is a numerical keypad with buttons 1-9, 0, and a 'Clear' button. Below the keypad is a large yellow button labeled 'OFF PEAK'. To the right of the keypad are buttons for 'RESET', 'Peak Time', 'Off-Peak Time', and 'FINISH'.

The **Reset** Button clears **ALL** the saved **Peak** and **Off Peak** days and times and restores them all to **Off Peak** (Yellow).

The **Finish** Button closes the current screen and returns to the main Service Mode screen saving any changes made.

This informs the user that they are currently in **Off Peak** Editing Mode. The Peak Editing Mode is shown in Fig. 2.8.3

In fig. 2.8, if the **Money Inserted** and **Credits Given** fields wish to be altered, the user clicks the field they wish to alter, which will then be highlighted in **Red** to distinguish the current selection, selects **Clear** on the **Numerical keypad** to clear the numerical values in the selected field and then proceeds to type in the new values using the **Numerical keypad**.

fig. 2.8.1 - Peak/Off Peak Table

	00	01	02	03	04	05	06	07	08	09	10	11	12	13	14	15	16	17	18	19	20	21	22	23
MON	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Green	Green	Green	Green
TUE	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
WED	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
THU	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Green	Green	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow	Yellow
FRI	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
SAT	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green
SUN	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green	Green

The numbers here indicate the hours in a day (e.g. 08 = 08:00am).

Days of the week

The **yellow** and **green** dots in the table in fig. 2.8.1 identify what time and day the Jukebox prices are **Peak** and **Off Peak**. The **yellow** dots signify **Off Peak** and the **green** dots signify **Peak** times. For example, Mondays at 19:00pm the pricing is Peak. These can be changed at any time just by clicking on any of the dots to change their status.

fig. 2.8.2 - Off Peak Time Editing Mode

Money Inserted		Credits Given		Numerical Keypad			Mode
1	30	=	1	1	2	3	OFF PEAK
2	50	=	2	4	5	6	
3	100	=	5	7	8	9	
4	200	=	11	0	Clear		
5	0	=	0				

Buttons: RESET, Peak Time, Off-Peak Time, EDITOR

This allows the user to set the type of money customers can put in. The values in fig. 2.8 are preset but can be changed if the user wishes to by using the **Numerical keypad**. Each number denotes a unit of currency, for example 100 = £1.00, 20 = £0.20 and so forth.

Here the user can set limits for **Credits Given** for a certain amount of money. These can be altered by using the **Numerical keypad**.

The **Peak Time** and **Off Peak Time** Buttons allow the user to toggle between both the **Off Peak** and the **Peak** Editing Modes. The **Off Peak** Editing Mode is distinguished by the colour yellow and the **Peak** Editing Mode is distinguished by the colour green (fig. 2.8.3).

There are two modes which the user can edit the pricing of the Jukebox – **Off Peak** (fig. 2.8.2) and **Peak** (fig. 2.8.3).

fig. 2.8.3 - Peak Time Editing Mode

Money Inserted		Credits Given		Numerical Keypad			Mode
1	30	=	1	1	2	3	PEAK
2	50	=	2	4	5	6	
3	100	=	5	7	8	9	
4	200	=	11	0	Clear		
5	0	=	0				

Buttons: RESET, Peak Time, Off-Peak Time, EDITOR

The **Peak Time** Editing Mode is distinguished by the colour **Green**.



2.9 Network

The **Network** screen allows the access to download updates/tracks by using the **IP Address**, **Subnet Mask**, **Gateway** and **DNS Address** to make it compatible with your router. By default the Icon Fusion comes shipped with the Network screen set to DHCP (Dynamic Host Configuration Protocol). These settings should **NEVER** be altered unless told to do so by NSM Music.

fig. 2.9 - Network screen

The screenshot shows the 'Network' screen with a title bar containing '3G SETUP' and 'WIFI SETUP' buttons. Below the title bar, there are input fields for 'Box Name' (containing 'MASTER'), 'IP Address', 'Subnet Mask', 'Gateway', and 'DNS Address'. Each field has a red 'C' button to its right. A 'DHCP IP' label is positioned to the left of the IP Address field, and a 'DHCP DNS' label is to the left of the DNS Address field. A 'Test connection' button is located below the input fields. At the bottom of the screen, there is a virtual keyboard and a 'SAVE & EXIT' button.

fig. 2.9.1 - Network Settings

This close-up view highlights the five main settings fields: 'Box Name' (with 'MASTER' entered), 'IP Address', 'Subnet Mask', 'Gateway', and 'DNS Address'. Each field is followed by a red circular button with a white 'C' inside. An orange box encloses these five fields and their respective 'C' buttons.

The 'C' Button clears the selected field ready to accept new text/numbers if the **Static IP** and/or the **Static DNS** button is active.

The five fields in fig 2.9.1 are the main settings for the capability to download the latest songs/videos or updates onto the Jukebox. These fields will be blanked out by default when you receive the Icon Fusion as it is set to DHCP. These settings should only ever be altered if told to do so by NSM Music. If you have any queries, please contact NSM Music.

fig. 2.9.2 - Static IP/ Static DNS Buttons

The **DHCP IP** Button greys out the **IP Address**, **Subnet Mask** and **Gateway** fields to allow for automatic detection and connection. If the user presses the **DHCP IP** button, the fields become active and the text on the button changes to read **Static IP**. This allows the user to enter their own connection settings. (see fig. 2.9.3).



The **DHCP DNS** (Domain Name Server) Button greys out the **DNS Address** field to allow for automatic detection and connection. If the user presses the **DHCP DNS** button, the field becomes active and the text on the button changes to read **Static DNS**. This allows the user to enter their own DNS settings. (see fig. 2.9.4).

fig. 2.9.3 - Setup Static IP Address screen

The Screen above shows what happens when the user presses the **DHCP IP** Address Button. Here, highlighted in the **red** box are the Active Address fields, to allow allows the user to enter a **Static IP** Address and settings. Notice also how the **DHCP IP** Button has changed to read **Static IP**. Pressing the same button again greys out the fields and returns to the automatic **DHCP IP** Address settings.

fig. 2.9.4 - Setup Static DNS screen

The Screen shot above shows what happens when the user presses the **DHCP DNS** Address Button. It follows exactly the same principle as the **DHCP IP** Address Button, except that it only activates one field (highlighted in **red**). Pressing the same button again returns to the automatic **DHCP DNS** Address settings button.

fig. 2.9.5 - Test Connection Section



If the user wishes to test to see if there is an active internet connection, they can simply press either of the two buttons **NSM Music** or **Google**. These will automatically send a signal to these addresses (www.nsmmusic.com or www.google.com) and bounce back a reply from these websites to see if they are reachable. If so, the box below the buttons displays the message 'Successful: Reply from xx' where xx is the IP address of the website.

fig. 2.9.6 - 3G Setup button



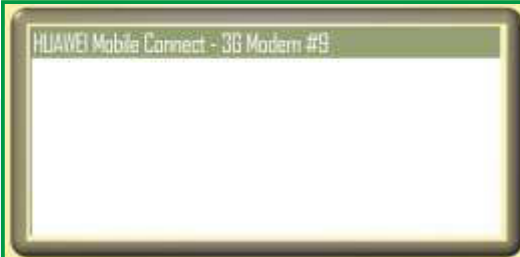
The 3G Setup button on the Network screen opens up the screen below fig. 2.9.7. This screen is used to set up a 3G USB dongle to make the Jukebox online, therefore benefiting from features such as YouTube and Track updates and downloads via the internet.

fig. 2.9.7 - 3G Setup screen



The 3G Setup screen has a yellow background. At the top, it says "3G Setup". Below this is a list box titled "HUAWEI Mobile Connect - 3G Modem #9". To the right of the list box are three input fields: "Username" with a "bt" placeholder, "Password" with a "bt" placeholder, and "Phone No." with a "*99#" placeholder. Each input field has a red circular button with a white "C" next to it. Below the input fields is a blue on-screen keyboard with numbers 1-0, letters QWERTYUIOP, ASDFGHJKL, and ZXCVBNM, along with a "BACK SPACE" button, a "DEL" button, a "SHIFT" button, and a "SPACE" button. At the bottom right are two buttons: a red "CANCEL" button and a blue "SAVE & EXIT" button.

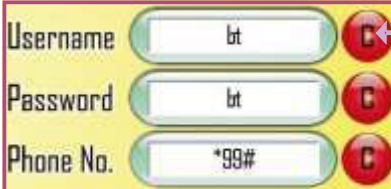
fig. 2.9.7.1 - 3G Setup Available Networks List Box



The 3G Setup Available Networks List Box is a rectangular box with a green border and a yellow background. It contains the text "HUAWEI Mobile Connect - 3G Modem #9" at the top and a large empty space below it for displaying available networks.

The 3G Setup Available Network List Box displays all the available 3G Networks. If you have inserted a USB 3G dongle before powering on the Jukebox, when you come to this screen you will see your 3G dongle appear in the list box as shown above. If there are more than one 3G network available, select the one you want by pressing on it in the list box and then complete the required details as illustrated in fig. 2.9.7.2

fig. 2.9.7.2 - 3G Setup Details



The 3G Setup Details section shows the input fields for Username, Password, and Phone No. Each field has a red circular button with a white "C" next to it. An arrow points from the text box on the right to the "C" button next to the Username field.

The 'C' Button clears the selected field ready to accept new text/numbers

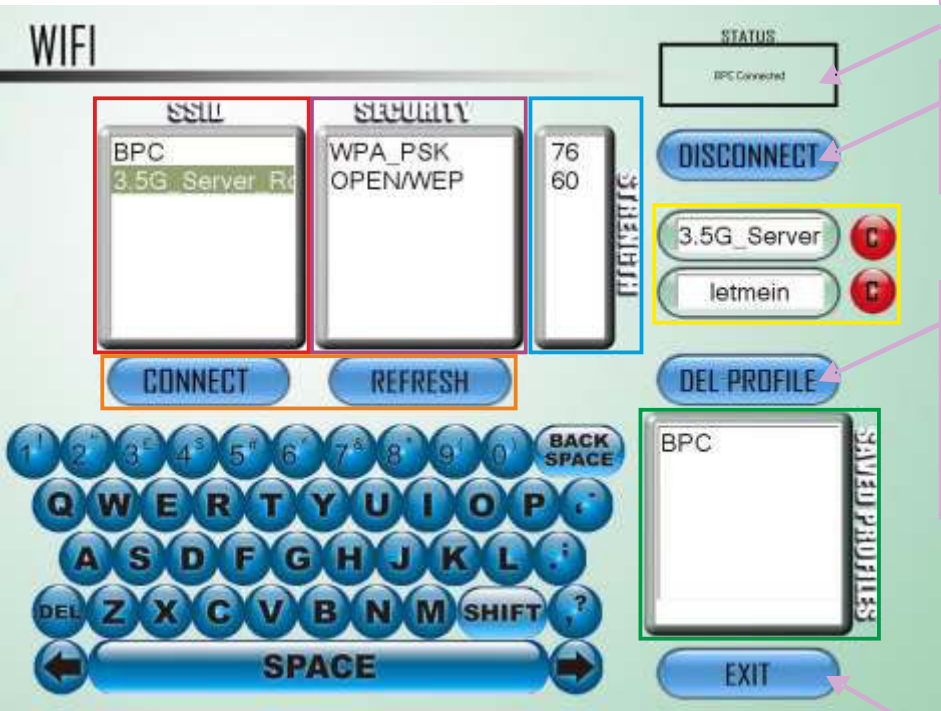
This section on the 3G Setup screen is for the operator to input the Username, Password and Phone No. required by the 3G Dongle provider. These settings will be available from your provider. To enter these details, simply press on each box and use the on-screen keyboard to fill in the boxes. Once all the settings have been entered, press the Save & Exit button to save all details. When you return to the main Jukebox interface, the internet indicator led (located next to the Language Select button fig. 1.6.1) will have changed from red to green if there was no current internet connection

fig. 2.9.8 - WIFI Setup button



The WIFI Setup button on the Network screen opens up the screen below fig. 2.9.9. This screen is used to set up a WIFI network to make the Jukebox online, therefore benefiting from features such as YouTube and Track updates and downloads via the internet.

fig. 2.9.9 - WIFI Setup screen



The **Status** panel shows the current status of the WIFI connection.

The **Disconnect** button stops the current active WIFI connection.

The **Del Profile** button removes the saved selected WIFI connection in the Saved Profiles list box.

The **Exit** Button closes the current screen and returns to the main Service Mode screen saving any changes made.

To set up a WIFI connection, you need to make sure your Wireless USB Adapter is connected before switching the Jukebox on. When you arrive at this screen, simply press the name of your WIFI network in the SSID List Box (fig. 2.9.9.1), (if you cannot see your WIFI Network, press the Refresh button - see fig. 2.9.9.5) this will automatically fill in the top box on the Security Settings section (fig. 2.9.9.4). Enter your wireless password in the password box in the Security Settings section (fig. 2.9.9.4) and press the Connect button (fig. 2.9.9.5). You will see the Status panel change from Disconnected to Connected. When it displays Connected you know that you have successfully connected to the internet and when you press the Exit button your settings will be automatically saved in the Saved Profiles List Box (fig. 2.9.9.6).

fig. 2.9.9.1 - WIFI SSID List Box



The WIFI SSID List Box displays a list of all the WIFI networks in range by it's SSID (Service Set IDentifier). If your network does not appear in the list, press the Refresh button (fig. 2.9.9.5).

fig. 2.9.9.2 - WIFI Security List Box



The WIFI Security List Box gives the user information about each of the SSID's security details, whether the security is WEP, WPA or OPEN. For example, in the screen above (fig. 2.9.9), the user can tell that the SSID 'BPC' is WPA secured, hence requiring a password in order to connect to that WIFI Network.

fig. 2.9.9.3 - WIFI Strength List Box



The WIFI Strength List Box gives the user information about each of the SSID's signal strength and quality, based on a range from 0 -100 (the higher the number, the better the quality of the connection. For example, in the WIFI Setup screen (fig. 2.9.9), the user can tell that the SSID 'BPC' has a strength of 76, therefore, the user will know it is a good connection.

fig. 2.9.9.4 - WIFI Security Settings



The 'C' Button clears the selected field ready to accept new text/numbers

The WIFI Security Settings section on the WIFI Setup screen (fig. 2.9.9) allows the user to manually type in the SSID in the top box using the on-screen keyboard, if it is not shown in the SSID List Box (as when the user presses the SSID they want in the SSID List box, the box automatically adds the SSID for the user). The bottom box is for the user to enter the password for the SSID they want to connect to. To change/enter details, the user simply presses on the box that they want to edit.

fig. 2.9.9.5 - WIFI buttons



The WIFI buttons below the list boxes on the WIFI Setup screen (fig. 2.9.9) allow the user to either Connect to a WIFI network after they have entered the settings required or Refresh the list boxes if their WIFI connection is not visible in the SSID List Box (fig. 2.9.9.1).

fig. 2.9.9.6 - WIFI Saved Profiles List Box



The WIFI Saved Profiles List Box displays a list of all the previous connections that the user has set up. This enables the user to reconnect a previous connection without entering the password each time if for some reason the WIFI is not connected. In this instance, the user would simply press on the SSID in the list box and then press the Connect button. Saved profiles can also be deleted from the list box by pressing on the SSID they want to delete and then press the Delete button on the WIFI Setup screen (fig. 2.9.9).



2.10 BGM

The **BGM** (Background Music) section accessed via the Service Mode Main Menu screen (fig. 2.0) displays the initial screen below. Here the user will be faced with 4 main options:

1. Playlists – to allow the user to search for and add their music to a custom playlist
2. Mixers – to allow the user to group tracks from different genres or years, for example.
3. Schedules – To allow the user to pick a time and day to play their chosen playlist.
4. Settings – This allows the user to define the BPM (Beats Per Minute) for Fast, Medium and Slow tracks

In order for the playlist to be played the user must navigate through the BPM Module in order as numbered above (1 to 3) whereas the BPM settings in the Settings screen can be altered at any time.

fig. 2.10 - BGM Module Main screen



This is the back button to allow the user to go back to the previous screen. In this case it will exit the BGM Music Module and return to the main Service Mode screen. This button appears on every main screen in the BGM Music Module always in the top right hand corner.

fig. 2.10.1 - BGM Status



There are 3 status buttons on the BGM Main screen each with Red and Green indicators. If the indicator is **Green**, it signifies that button is enabled/true - **Red** signifies disabled/false. The **Disabled** button disables the BGM from playing music in the background if enabled but will still allow the user to make playlists and make a schedule. The **Auto BGM** button if enabled, will play music in the playlists in the background while the Jukebox is not being used. The **Timed BGM** button if enabled, will play a set playlist or all playlists at a given time

1. Playlists

When the user selects the PLAYLISTS button on the main BGM screen (fig. 2.10) the screen below will be displayed. In fig.2.11 you can see that there is a playlist entitled 'EXAMPLE' in the list box. The list box has 3 headings:

- > ID
- > PLAYLIST NAME
- > # TRACKS

The ID is generated automatically and sorts all the playlists that have been added in order they were created. When there are more than 10 playlists in the list box, you can then either use the Up & Down arrows or the Slider control to browse through the list.

Below the list box there are 4 buttons

- > NEW – Displays a screen to create a new playlist
- > COPY – Copies the selected playlist (the selected playlist will always be highlighted in Yellow).
- > EDIT – Displays a screen so you can edit the name of the selected playlist and then the tracks in that playlist
- > DEL – Deletes the selected playlist

Each of these buttons will now be further explained and demonstrated.

fig. 2.10.1 - BGM Module Playlist screen



This button closes the current screen and returns you back to the main BJM screen (fig.2.10). This button appears on every main screen of the BGM section.

The Up & Down arrows allow the user to scroll through the list of playlists 1 at a time. If there are more than 10 playlists in the list then a slider control appears which will allow the user to scroll through the list more quickly as you drag it up or down.

To Create a New Playlist:


To create a new playlist press the  button. This will display the following screen:

fig. 2.10.2 - Edit/Add Name screen




Next enter a name for your playlist using the on-screen keyboard (there is a backspace button and a delete button if you make any errors). In the example shown above, the playlist has been given the name TEST. After you have entered the name of your choice, touch the  button. The following screen is then displayed:

fig. 2.10.3 - Edit Playlist screen



The full QWERTY on-screen keyboard allows the user to enter any text to search through the track list.

The Up & Down arrows allow the user to scroll through the list view of tracks 1 track at a time. The Slider control scrolls through the list view of tracks but more quickly as you drag it up or down.

Next you select the tracks you want to add into your playlist. There are 3 main ways you can do this. Firstly, you can scroll through the whole list via the Up & Down Arrows or the Slider control (fig.2.10.3) and touch the tracks you want to add which will then be highlighted in Yellow. Also you can use the on-screen keyboard to type in the name of a track which will search through the entire list for it and then you can select it by touching it. The final way is by touching the SELECT ALL button when you begin to enter a search criteria using the on-screen keyboard which will add all the tracks in that search criteria (if there are 200 results or less ONLY) into your playlist, highlighting the entire list in Yellow. You can deselect a track at any time by touching on the highlighted track.

You can check the current number of tracks in your playlist by looking in the field in the top right hand corner. # 67

Once you have selected all the tracks you want to put into your playlist press the EXIT button to return to the Playlist Selector screen.

The screen where you select the tracks you want to add have the following buttons for the user to select from:

fig. 2.10.4 - Edit Playlist screen Toggle Buttons

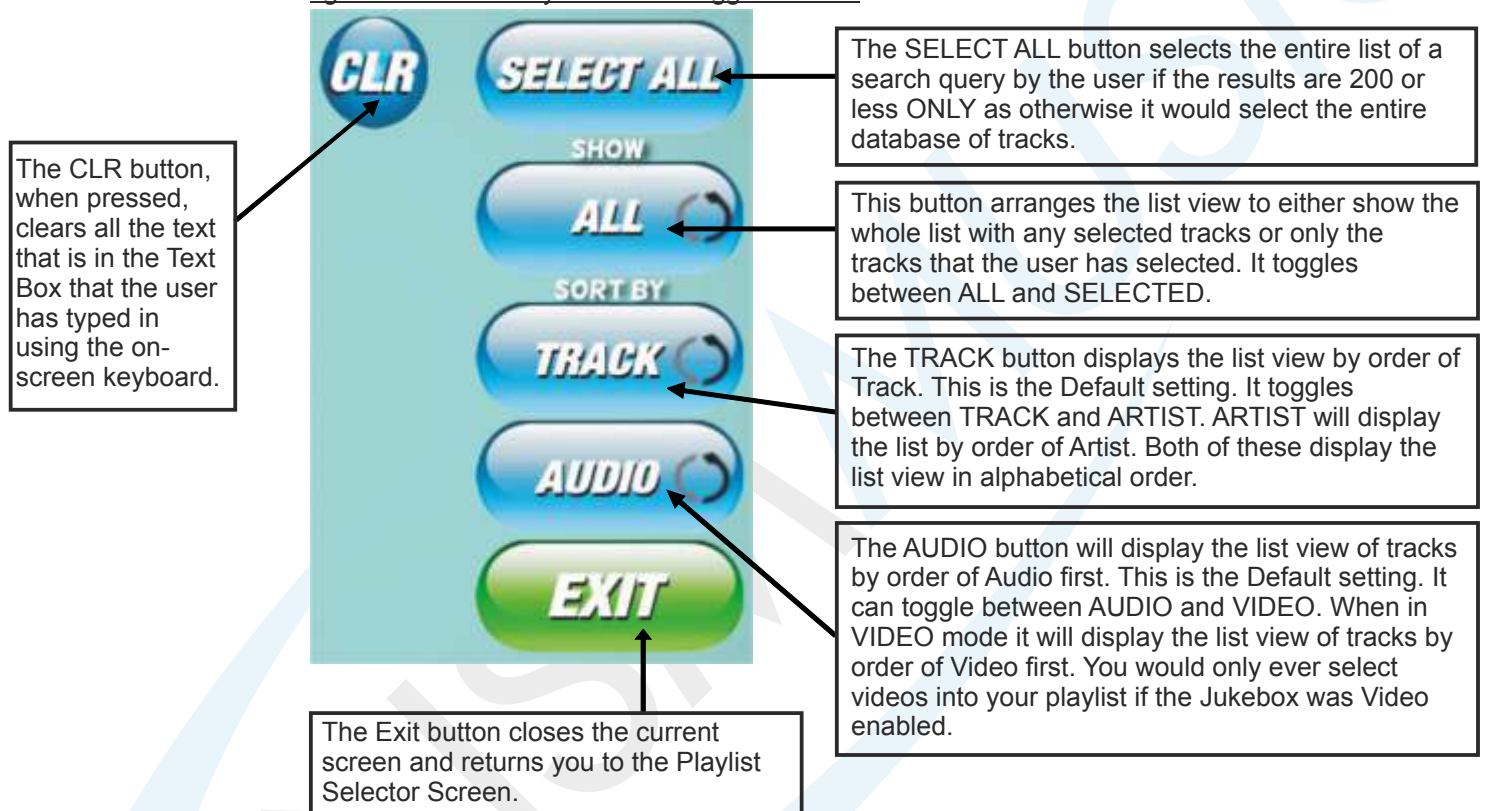


fig. 2.10.5 - Edit screen Alternate View of Toggle Buttons

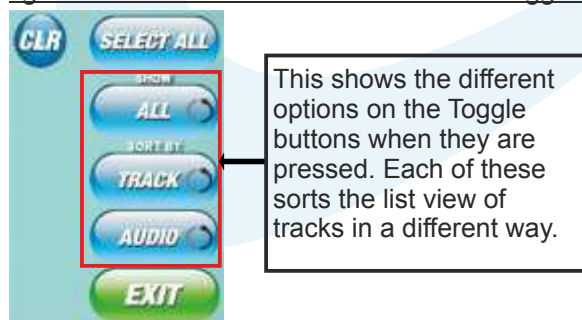


fig. 2.10.6 - List View on Edit Playlist screen

Track	Artist	A/V
Above the Clouds	Paul Weller	A
Life Is a Lemon and I Want My ...	Meat Loaf	A
19th Nervous Breakdown	Rolling Stones	A
A Groovy Kind Of Love	Phil Collins	A
A Thousand Miles From Nowhe...	Dwight Yoakam	A
A Town Called Hypocrisy	Lost Prophets	A
A Town Called Hypocrisy	Lost Prophets	V
Acquiesce	Oasis	A

Track column in list view sorted alphabetically.

Artist column in list view. This can be sorted alphabetically when the user selects ARTIST on the Sort By button

A/V column in list view differentiates whether the track is Audio (A) or Video (V). Video Tracks will only be displayed if your box is Video Enabled.

To Copy a Playlist:

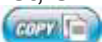
To copy a playlist, simply select the playlist you want to copy in the Playlist Selector screen (fig.2.10.7) and press the  button.

fig. 2.10.7 - Playlist Selector screen showing highlighted




This will then create a copy towards the top of the list with the text “COPY OF” before your playlist as shown below. The playlist is always sorted alphabetically. This copied playlist can now be Edited as described next.

fig. 2.10.8 - Playlist Selector screen showing copied playlist



To Edit a Playlist:

To edit a playlist you press the playlist you want to edit which will be highlighted in Yellow and then press the  button.

You will then be presented with the same screen as in fig.2.10.2. Here you can edit the name of the playlist to whatever you want by either clearing the text by pressing the DEL button or by using the BACKSPACE button on the on-screen keyboard. Once you have edited your name, if you so wished to, then press the SAVE button to take you to the screen where you can add/remove tracks to your playlist.

In this screen (fig.2.10.3) you simply do the same process as you would when you created a new playlist and added tracks. In this screen you can either add more tracks to your playlist or remove them. Once you have finished with your track selections press the EXIT button to return you back to the Playlist Selector screen.

NOTE: If you want to make any changes to the tracks in your playlist, you have to **always** press EDIT and select SAVE on the screen if fig.2.12 even if you do not alter the name of the playlist. If you pressed CANCEL it would return you back to the previous screen.

To Delete a Playlist:

To delete a playlist, firstly select the playlist you want to remove from the Playlist Selector screen (fig.2.10.9) so it is highlighted in Yellow.


fig. 2.10.9 - Playlist Highlighted for Deletion



fig. 2.10.10 - Highlighted Playlist Deleted



If the user wanted to delete more than one playlist, then repeat this process.

With the playlist now selected press the  button. This will remove the playlist and the List View in the Playlist Selector screen will look similar to the one on the right (fig. 2.10.10)

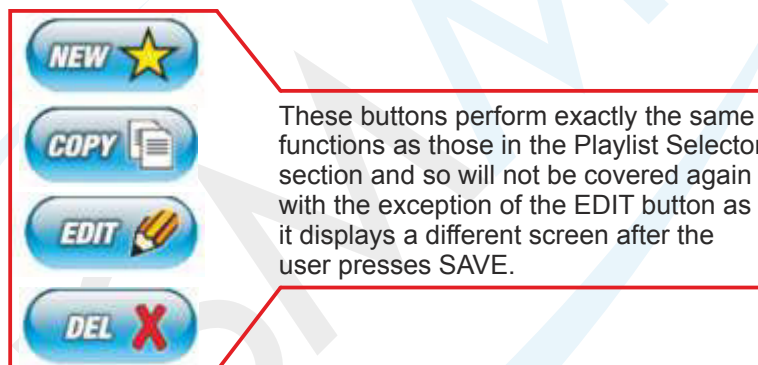
2. Mixers

When the user presses the MIXERS button from the main BGM screen (fig.2.10) the screen below will be displayed:

fig. 2.10.11 - Music Mix Selector screen



The user will be presented with a list of different mixes to choose from in the List Box. The List Box is ALWAYS arranged in ascending order by ID. The user is presented with the same buttons at the bottom of the List Box as found in the Playlist Selector section.



The user can add a new mix if they wanted to which will take them to the same screen as shown in fig.3.2 if they press SAVE on the main edit screen (fig.2.10.2). The user can also alter the names and number of tracks in the preset mixes if they want. Note that fig.2.10.12 shows the 2000S MIX being edited.

fig. 2.10.12 - Music Mix Edit screen



The full QWERTY on-screen keyboard allows the user to enter any text to search through the list view.

The Up & Down arrows allow the user to scroll through the list view of tracks 1 track at a time. The Slider control scrolls through the list view of tracks but more quickly as you drag it up or down.

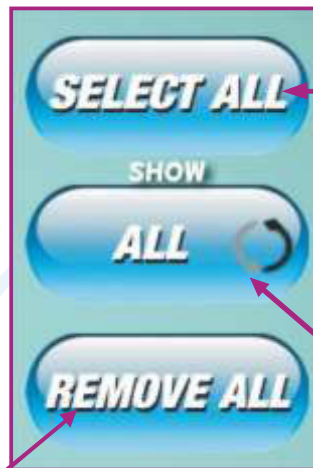
This screen has the following buttons to allow the user to switch between different lists, select all the tracks in the list and show either all the selected tracks in the mix or not.

fig. 2.10.13 - Music Mix List View Sort By buttons

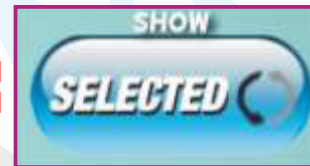


The 3 buttons opposite the list view allow the user to search for tracks in 3 different and independent databases (Artists, Genres or Years). The current selected database of tracks being viewed can be distinguished by the Green LED, the Red LED means that the others are not selected but can be when pressed, disabling the currently selected database of tracks.

fig. 2.10.14 - Music Mix List View buttons



The SELECT ALL button selects the entire list of tracks in the List View, highlighting them all in Yellow.



The REMOVE ALL button de-selects the entire list of the current selected tracks the user has chosen.

This button arranges the list view to either show the whole list with any selected tracks or only the tracks that the user has selected. It toggles between ALL and SELECTED when pressed.

fig. 2.10.15 - CLR button



The CLR button, when pressed, clears all the text that is in the Text Box that the user has typed in using the on-screen keyboard.

fig. 2.10.16 - Exit button



The Exit button closes the current screen and returns the user to the Music Mix Selector Screen.

fig. 2.10.17 - Music Mix List View

ARTIST / GENRE / YEAR	# TRACKS
+44	1
1 Giant Leap	1
2 Pac, Feat. Ashanti and T.I	1
A Perfect Circle	21
Air	8
Akon	1
Akon Feat. Eminem	2

This column either displays the Artist, Genre or Year

Tracks column in list view. This displays the number of tracks by a particular Artist or in a specific Genre or Year.

The user can check the current number of tracks in your playlist by looking in the field in the top right hand corner.

#6978

Once the user is happy with any changes they have made they can then press the EXIT button which saves any changes made and returns them back to the Music Mix Selector screen.

3. Schedules

When the user selects the SCHEDULE button on the main BGM screen (fig. 2.10) the screen below will be displayed. The Up and Down arrows can be used to scroll the list and when there are more than 10 Schedules in the list a Slider control appears.

fig. 2.10.18 - Schedule Selector screen



There are 4 preset schedule examples for the user to use or amend if they wish. The user can also create a schedule of their choice by pressing the **NEW** button. This will take them to a screen as shown in fig. 2.10.2.

Once the user has entered a name for their new schedule using the on-screen keyboard and pressed SAVE, the screen in fig. 2.10.19 is shown.

The **EDIT** button displays the screen as shown in fig. 2.10.2 and when the user presses SAVE the same screen as in fig. 2.10.19 is shown.

The **DEL** button performs the same function as outlined earlier in this section of the manual. It deletes highlighted schedule in this case.

If the user selects a schedule and presses the **SHOW** button, it will display the same screen as shown in fig. 2.10.22 but without the option to edit that screen as it will display ALL the schedules the user has in their list.

fig. 2.10.19 - Schedule Music Selector screen



In the screen above the user is confronted with 2 list views, one displays all of the Playlists you have made in the Playlist Selector section and the other displays all of the Mixes in the Music Mix Selector section that you have made – including all of the preset Mixes and Playlists.

The user can select any or all of the playlists or mixes by pressing them once to highlight them in Yellow. To deselect a playlist or mix, simply press the highlighted playlist or mix you want to deselect.

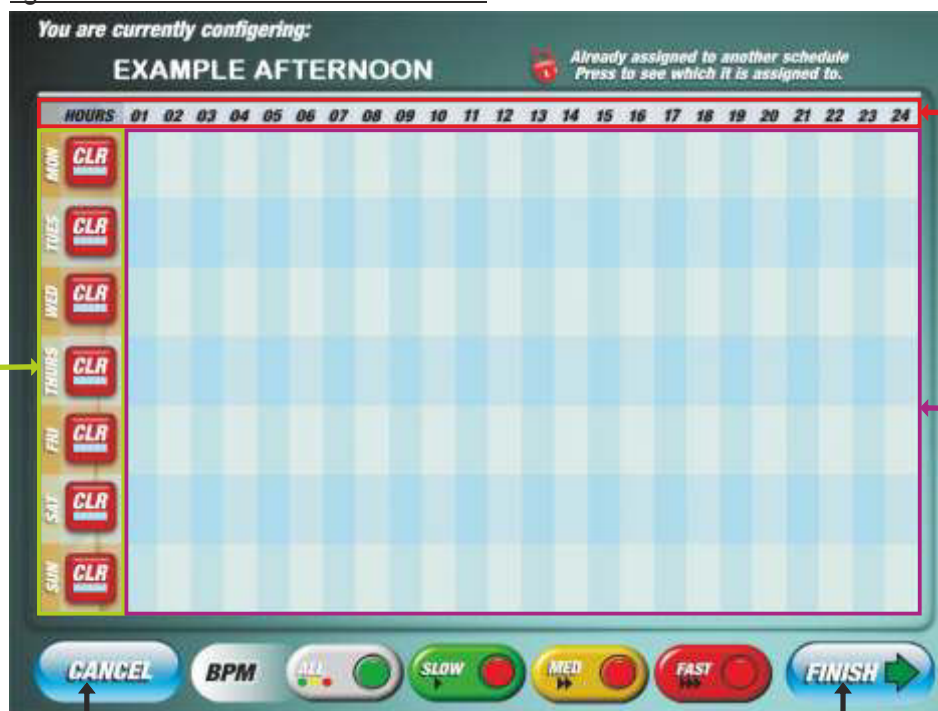
This screen is also displayed when the user presses EDIT to change the selection for their highlighted schedule. #3719 This will automatically change when you either select or deselect a Playlist or Mix.

As with the other screens there are Up and Down arrows and a slider Control to browse through the 2 lists.

The **CANCEL** button when pressed will return the user to the Schedule Selector screen (fig. 2.10.18)

The **NEXT** button will display the screen in fig. 2.10.20 which will allow the user to assign a day and time for their highlighted (selected) Schedule to be played on the Jukebox.

fig. 2.10.20 - Schedule Allocation screen



This displays the days of the week and also has a CLR button for each day to clear any schedules that already appear on that day. This is especially useful when the user wants to put a schedule on for a day and time that already has one.

This displays the Hours of the day i.e. the numbers 10 – 12 indicate the hours between 10 and 12 am.

This is the grid where you can allocate your Schedule to play at whatever time and day you want by pressing in the area you want. An example of this is shown in fig.4.4. These are distinguished by coloured blocks which are the same colours as the BPM buttons.

The CANCEL button discards any changes made to your schedule and brings you back to the Schedule Selector screen.

The FINISH button saves the changes made to your schedule and brings you back to the Schedule Selector main screen.



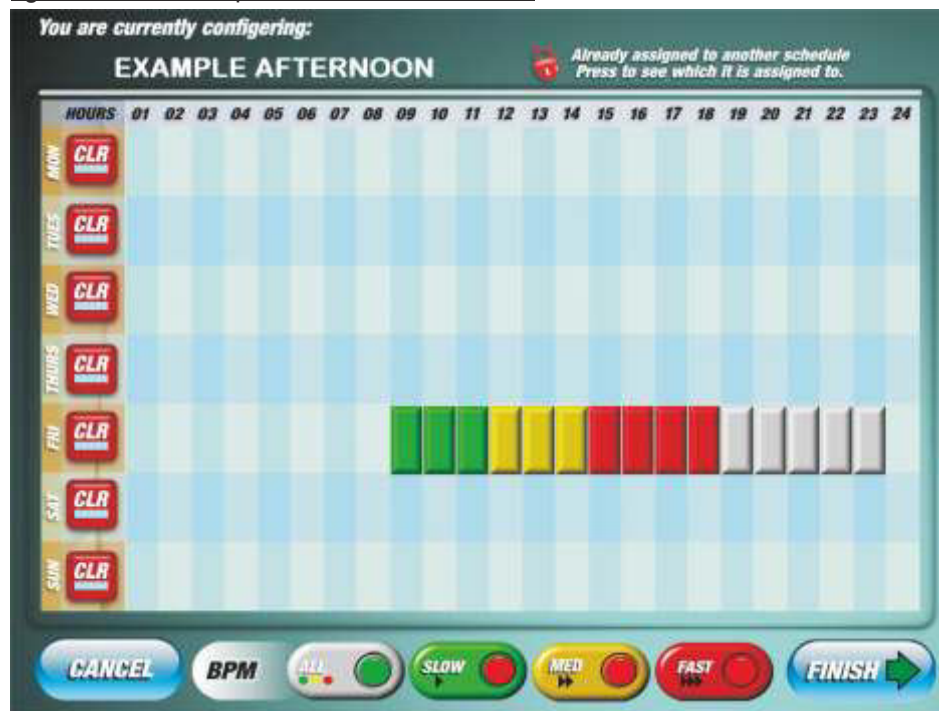
The BPM buttons allow the user to differentiate between the types of tracks being played. There are FOUR main types the user can choose from:

- > **ALL** – This is the Default setting. This will add all of the tracks with all of the types of BPM's (Beats Per Minute).
- > **SLOW** – This will only play the tracks within this range of BPM. Note: If none exist in your scheduled Playlists and/or Mixes and you select SLOW BPM no tracks will be played.
- > **MED** – This will only play the tracks within this range of BPM.
- > **FAST** – This will only play the tracks within this range of BPM.

To switch between the BPM buttons, simply press the one you want to use and it will display the Green LED instead of Red to inform you that you have made that button the current selected BPM.

The settings for these types of BPM can be altered in the Settings section of the BPM, which will be outlined in the last section of this manual.

fig. 2.10.21 - Example of Schedule Allocated



In the above screen you can see, as an example that various blocks have been put in to the Schedule "Example Afternoon" on a Friday from 9am until 11pm. If you made a schedule like this you would have to press the FINISH button to save the changes. This will remain like this until you clear the schedule for that day by pressing the CLR button.

If the user wishes to check their schedules they can press the SHOW button on the Schedule Selector screen, and it will show them the Schedule Window screen similar to that below:

fig. 2.10.22 - Schedule Allocation screen showing ALL Schedules



This is a reminder to inform the user that any blocks with a padlock symbol has a Schedule already assigned to it. If the user tries to add a block to one of the assigned schedules, the following information will appear instead:

Assigned to: EXAMPLE AFTERNOON...

Here you can see that there are padlock symbols on each of the blocks – indicating that they can not be altered and are assigned to a Schedule. The only way to alter this is to edit the Schedule that has the blocks assigned to and press the CLR button.

To return back to the main Schedule Selector screen, you can press either the CANCEL or the FINISH buttons.

4. Settings

When the user presses the SETTINGS button on the main BGM screen (fig. 2.10) the screen below will be displayed:

fig. 2.10.23 - BPM Settings screen

BPM SETTINGS

FAST FROM 131 TO 200

MEDIUM FROM 71 TO 130

SLOW FROM 1 TO 70

Enter the BPM ranges for each for fast, medium and slow music speed. The music will then be grouped by the speed in background music module.

1	2	3
4	5	6
7	8	9
.	0	Clear

DEFAULTS

SAVE

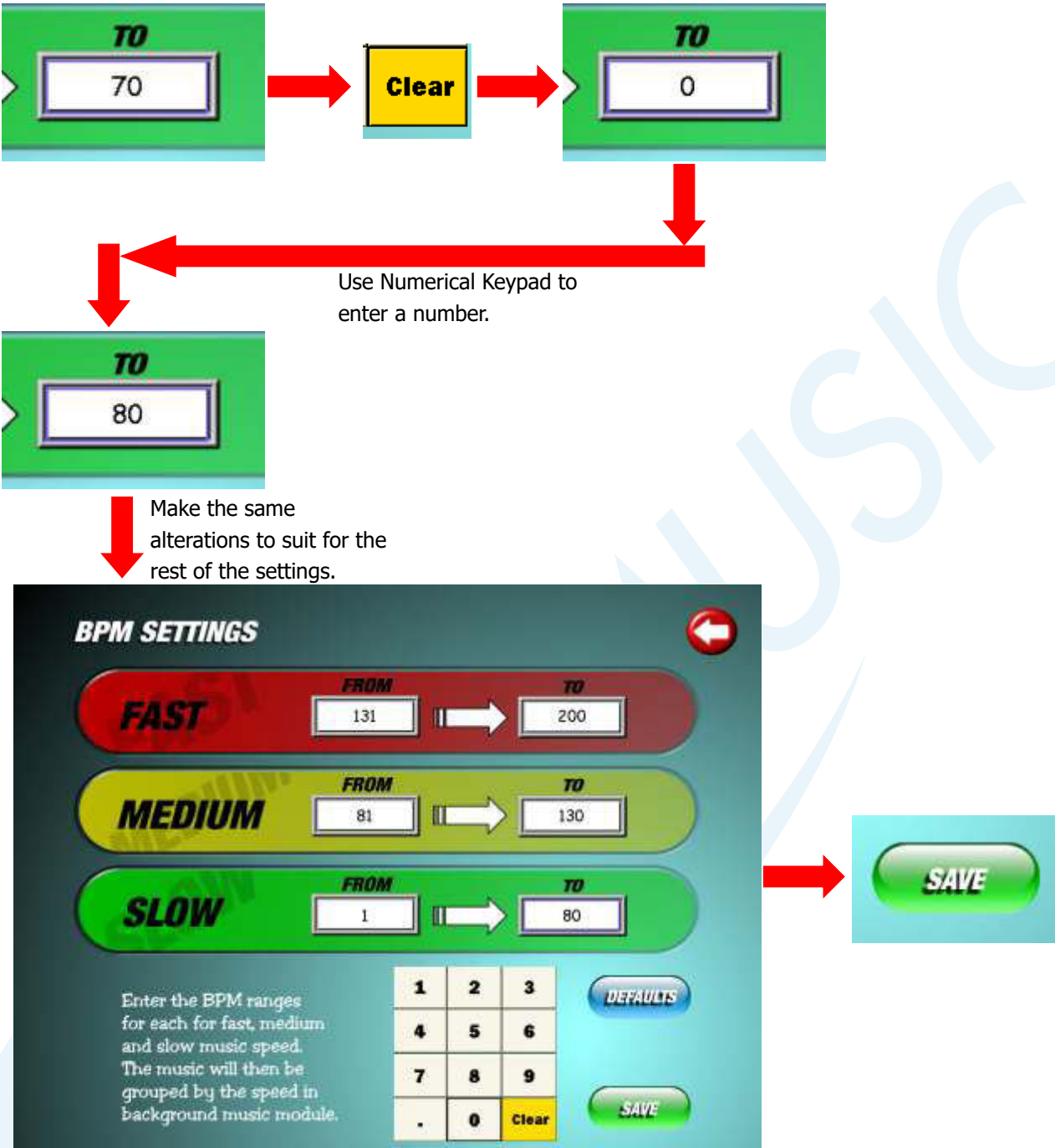
This screen has 3 settings to set the range of BPM's for various tracks:

- > SLOW – 1 → 70
- > MEDIUM – 71 → 130
- > FAST – 131 → 200

These range of numbers are the Default setting, but can be altered at any time by using the Numerical Keypad. Note that if you alter one number in the range of your chosen BPM category you will have to change the numbers in the other categories so that they follow suit.

To change the BPM settings, first press the number that you want to alter (fig. 2.10.24) so it has a Blue border around the box where the number is. Next Press the CLEAR button to remove the numbers in that selected field, then using the Numerical Keypad, enter the new number. Repeat this process for the other settings so that they follow a logical order as in fig. 2.10.24. Once you are happy with the result press the SAVE button to store the changes you made. If at any time you want to revert back to the Default settings, just press the DEFAULTS button and press the SAVE button again.

fig. 2.10.24 - Altering the BPM Settings





2.11 Lockouts

When the user presses the **Lockouts** button on the Service Mode Main Menu screen (fig. 2.0), the screen as shown in fig. 2.11 is displayed. This screen splits up the Lockouts section into 2 parts: **Tracks** and **Genre**. These sections will each be discussed in further detail below, firstly the **Tracks Lockout** section.

fig. 2.11 - Lockout Music Module screen



The **Tracks** button, when pressed will take the user to the screen as shown in fig. 2.11.1 where they can lock specific tracks from playing on the Jukebox due to illicit content etc.

The **Genre** button, when pressed will take the user to the screen as shown in fig. 2.11.10 where they can lock specific genres from appearing on the Jukebox.

The **Exit** Button closes the current screen and returns the user to the Service Mode Main Menu screen

Tracks Lockouts

The **Tracks Lockouts** Screen enables the user to select any Tracks that the user does not wish to play due to explicit content or of other factors.

To lock a Track, all the user has to do is click on the track or artist they wish to lock or type in the Artist/Track using the on-screen keyboard.

fig. 2.11.1 - Tracks Lockout screen

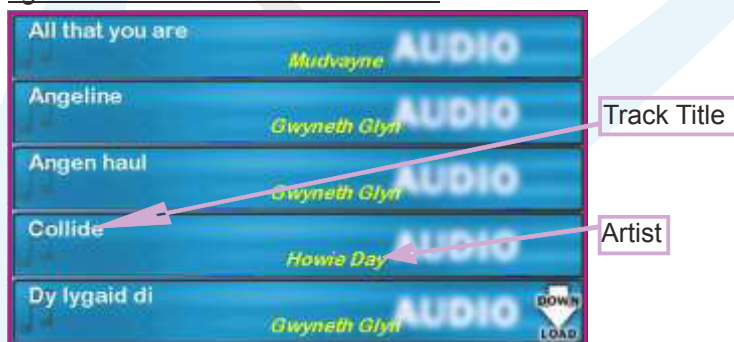


This indicates that if the red padlock is visible on one of the **Track** or **Artist** listings the **Track** is 'Locked Out'. See fig. 2.11.7

NB: You may have noticed the Download Image next to some tracks. This tells the user that the track is not on the Jukebox but is available to be downloaded using the settings in the Setup Screen. Once downloaded, the track will remain on the Jukebox and the Image next to the track will have disappeared.

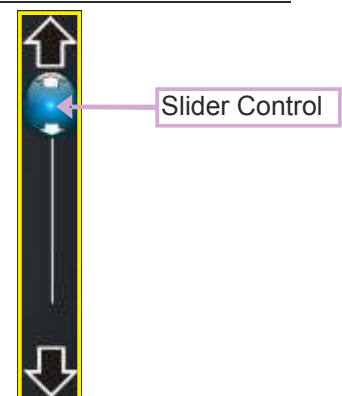


fig. 2.11.2 - Tracks Lockout List View



The **List View** in fig. 2.11.2 displays the entire list of **Tracks** or **Artists** available on the Jukebox to be searched and 'Locked Out'.

fig. 2.11.3 - Tracks Lockout List View Scroller



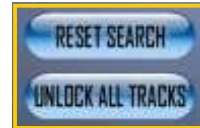
The Track Listing (or Artist Listing – Fig. 2.11.7) can be browsed through by either using the **Up** and **Down** arrows which moves the list up or down 1 position at a time, or by moving the **Slider Control** to browse the list more quickly (fig. 2.11.3).

fig. 2.11.4 - Track/Artist buttons



The **Track** and **Artist** buttons (fig. 2.11.4) allow the user to toggle the list view to show either the **Tracks** or the **Artists** currently on the Jukebox. If the button is **Blue**, it indicates that this is the current selection. If **Grey**, it indicates that the button has not been clicked.

fig. 2.11.5 - Reset Search/Unlock All Tracks buttons



The **Reset Search** button (fig. 2.11.5) clears any text entered by the user in the **Text Field** and refreshes the list view back to the start.

The **Unlock All Tracks** button (fig. 2.11.5) clears **ALL** the tracks that have been locked by the user.

fig. 2.11.6 - Text Field



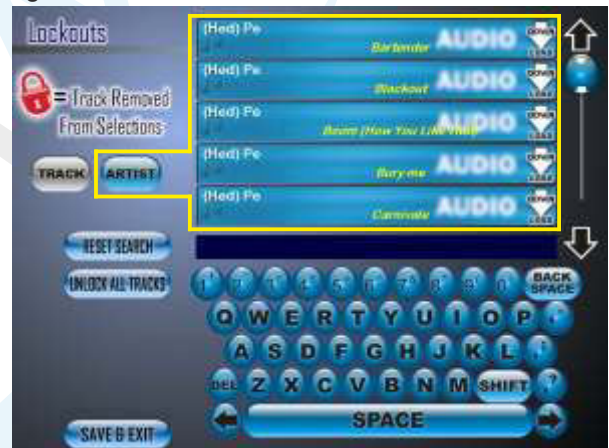
The **Text Field** (fig. 2.11.6) shows the letters and/or numbers entered by the user on the **Keyboard**. Whenever a letter appears in this box, it automatically begins to search through the **Track Listing** (or **Artist Listing** – Fig. 2.11.8).

fig. 2.11.7 - Locking a Selected Track



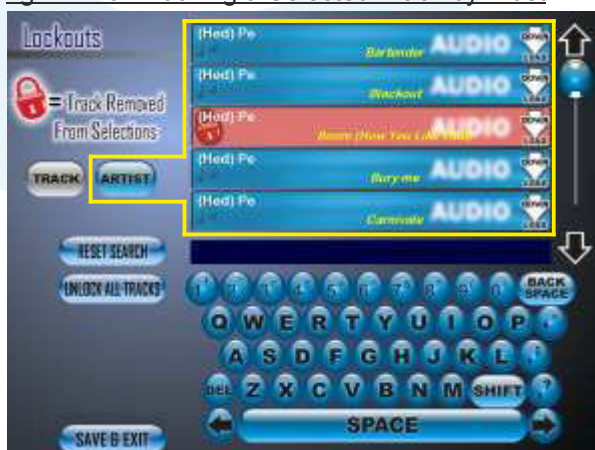
The Screen above shows a selected track which has been '**Locked Out**' (highlighted in **Yellow**). It can be unlocked by pressing on the track again or by pressing the **Unlock All Tracks** Button.

fig. 2.11.8 - Artist List View



The Screen above shows what happens when the user presses the **Artist** Button (highlighted in **Yellow**). The list view is sorted by **Artist** instead of by Tracks. Any Artist now which is clicked on to be locked out will lock out the selected track by that particular Artist.

fig. 2.11.9 - Locking a Selected Track by Artist



The Screen to the left shows a selected Track sorted by **Artist** which has been '**Locked Out**' (highlighted in **Yellow**). It can be unlocked by clicking on the Artist again or by clicking the **Unlock All Tracks** Button.

Genre Lockouts

The **Genre Lockouts** Screen enables the user to select any genres that the user does not wish to play (e.g. to lock all Rap Music songs).

To lock a **Genre**, all the user has to do is press on the Genre they wish to lock in the List View. Hence, any tracks that appear in this Genre will not be displayed as well as the genre on the main Jukebox Interface.

fig. 2.11.10 - Genre Lockouts screen

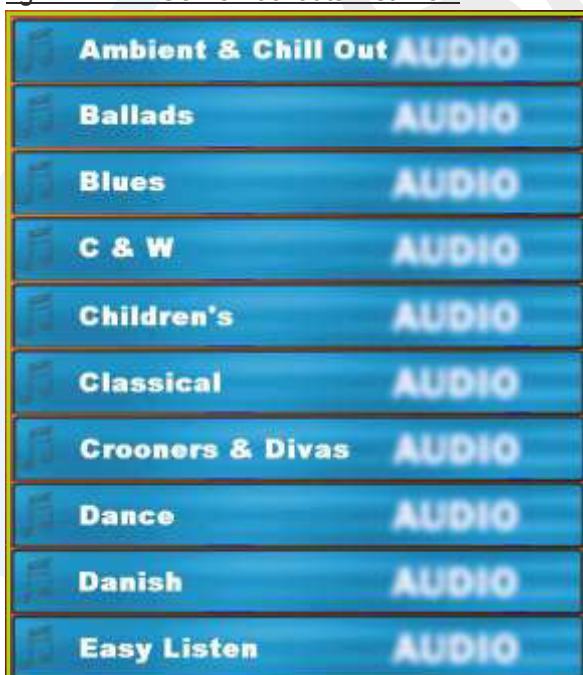


This indicates that if the red padlock is visible on one of the **Genre** listings the **Genre** is 'Locked Out'. See fig. 2.11.7

The **Reset Search** button, when pressed, refreshes the **List View** back to the start.

The **Unlock All** button, when pressed, unlocks all the **Genres** that have been locked by the user.

fig. 2.11.11 - Genre Lockouts List View



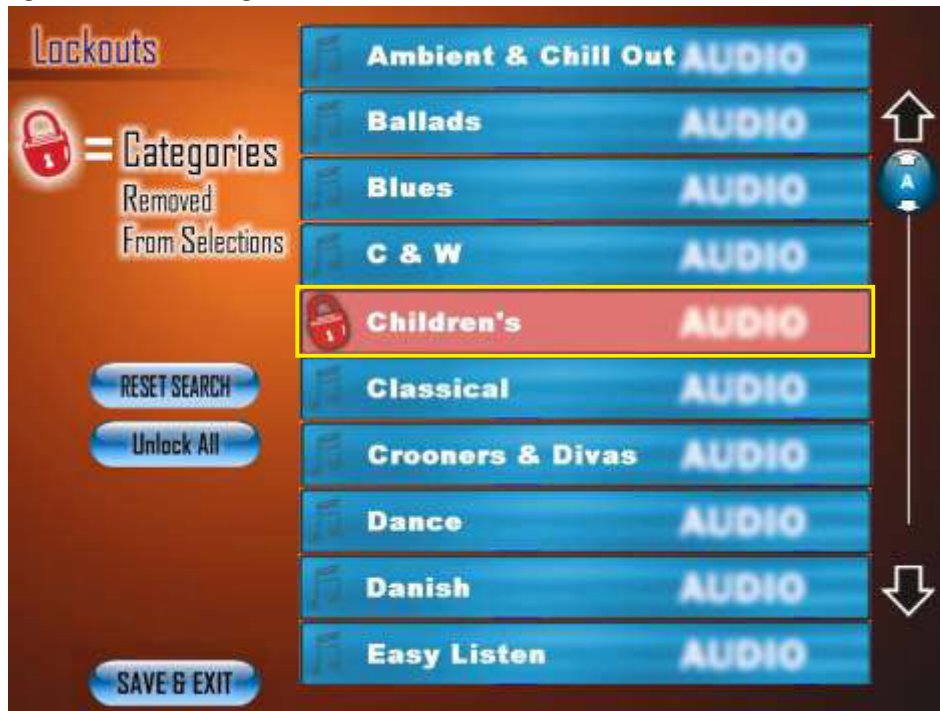
The **List View** in fig. 2.11.11 displays the entire list of **Genres** available on the Jukebox to be searched and 'Locked Out'.

fig. 2.11.12 - Genre Lockouts List View Scroller



The **Genre Lockouts List View** – fig. 2.11.11) can be browsed through by either using the **Up** and **Down** arrows which moves the list up or down 1 position at a time, or by moving the **Slider Control** to browse the list more quickly (fig. 2.11.12).

fig. 2.11.13 - Locking a Selected Genre



The Screen above shows a selected Genre which has been '**Locked Out**' (highlighted in **Yellow**). It can be unlocked by clicking on the Genre again or by clicking the **Unlock All** Button.



2.12 Admin

When the user presses the **Admin** button on the Service Mode Main Menu screen (fig. 2.0), the screen as shown in fig. 2.12 is displayed. The Admin Mode is to control advanced settings in the BGM music database which requires authentication. It is also used for changing advanced features on the Jukebox, such as Special Features, Special Events and Languages - for operators ONLY

fig. 2.12 - Admin Login screen



If you wish to control master settings in the Jukebox you have to press the ADMIN button in the Service Mode Main Menu screen. This will present you with a screen with a touchscreen QWERTY keyboard and a box to enter the password. You will need to enter **ADMIN** for the password and then press the LOGIN button. This will display the screen as displayed below.

Here you are presented with 8 main buttons (MASTER RESET, MANUAL ACTIVATION, PRE PAY ACTIVATION, BINGO ACTIVATION, CONTENT UPDATE, CHANGE BOX TYPE, MASTER/SELECTOR and KARAOKE ACTIVATION) and a numerical keypad. Each button you press will display 2 boxes, with 1 containing a number and the other one left blank for a number to be entered using the numerical keypad. This number can only be obtained by calling NSM Music before you proceed. Once you receive this number you press the SUBMIT button to proceed further.

fig. 2.12.1 - Admin Settings screen



fig. 2.12.2 - Special Features screen



If you wish to control the special features on the Jukebox (Bingo & Karaoke functions) in the ADMIN section of the Service Mode Main Menu screen (fig. 2.12) you will need to enter **8INGO** for the password and then press the LOGIN button. This will display the screen as displayed above.

Here you are presented with the two Special Features (Bingo & Karaoke) in a list with two boxes either side of each Special Feature (**Credit Required To Launch & Credits Per Play**) and a numerical keypad to change the numbers in each of the boxes. The **Credit Required To Launch** box can be set so that each time a Special Feature wants to be opened, it requires credits. This can be altered by using the numerical keypad by pressing on the box and entering a number from 0-99 (0 being free). The **Credits Per Play** box runs along the same principle as the **Credit Required To Launch** box except that this box sets the amounts of credits required to play the feature. If both boxes are set to 0, 0 then the feature is completely free to use. You can also enable/disable any of the Special Features by pressing the Enable tick box button to the side of each Special Feature. Ticked means enabled, unticked means disabled. This will alter the Special Features screen on the Main Jukebox interface (fig. 1.7.2).

There is also another button Set Access Pin Code. This changes the default access code from the default 0000 to whatever you wish the access code to be.

To save any changes made, press the Save & Exit button. The Reset button sets everything back to its default setting, including the Access Pin Code.

fig. 2.12.3 - Special Event screen



If you wish to control the special events on the Jukebox (which will display a button on the Jukebox main menu screen in the top left hand corner - see fig. 2.12.4) in the ADMIN section of the Service Mode Main Menu screen (fig. 2.12) you will need to enter **EVENT** for the password and then press the LOGIN button. This will display the screen as displayed above.

Here you are presented with a list of all the Special Events available with an Enable tick box either side of each Special Event. To set a Special Event, simply scroll down the list using the slider control until you see the event you would like to enable and press the Enable box - the Enable box to the side will display a tick next to your selection (in the example above, the Pop Special Event is Enabled). Note, you are only able to select one event at a time. To disable a Special Event, simply press on the Enable box which has a tick in it to remove the tick and the event.

To save any changes made, press the Save & Exit button.

fig. 2.12.4 - Special Event button on Jukebox Main Menu screen



This button will only appear on the Jukebox Main Menu screen if a Special Event has been enabled. By default, no special event is enabled in the Service Mode. If the user presses this button they will be confronted the Search screen sorted by that specific special event. For example, fig. 2.12.5, below, displays the Search screen with all the Pop music on the Jukebox.

fig. 2.12.5 - Search screen sorted by Special Event



fig. 2.12.6 - Default Language Setup screen



If you wish to set the default language on the Jukebox in the ADMIN section of the Service Mode Main Menu screen (fig. 2.12) you will need to enter **LANGUAGE** for the password and then press the LOGIN button. This will display the screen as displayed above.

Here you are presented with a list of all the languages that the Jukebox can be set to by default. You may notice that in addition to the Ten languages that the Jukebox main interface can be changed to (see fig. 1.7), there exists other languages. This means that while there is no interface language available for these other languages, if one of these languages is selected, it will create a genre in the main Jukebox interface and download all the tracks available in that language whilst maintaining the Main Default Language which is English. To select and enable a default language, simply press on the language you want, which will be highlighted in green and the text on the right hand side will change from Unselected to Selected. Note, you are only able to select one language at a time. To change a pre-set language, simply press on the other language you would to set as default.

To save any changes made, press the Save & Exit button.

fig. 2.12.7 - Other Languages Setup screen



If you wish to set which languages the Jukebox can be altered to, in the ADMIN section of the Service Mode Main Menu screen (fig. 2.12) you will need to enter **R3G10N4L** for the password and then press the LOGIN button. This will display the screen as displayed above.

Here you are presented with a list of all the languages that can be selected for the Jukebox. You may notice that in addition to the Ten languages that the Jukebox main interface can be changed to (see fig. 1.7), there exists other languages. This means that while there is no Interface language available for these other languages, if one of these languages is selected, it will create a genre in the main Jukebox interface and download all the tracks available in that language whilst maintaining the Main Default Language which is English. To select and enable a language, simply press on the language you want, which will be highlighted in green and the text on the right hand side will change from Unselected to Selected. Disabling a language is the reverse of enabling, by pressing on the selected language.

To save any changes made, press the Save & Exit button.



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