

SOUND LEISURE

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[Help Files: VenueHub Digital Jukebox](#)

Release date: 25th May 2011
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Introduction [INTRO_MAIN]

This is a computer based digital audio jukebox system manufactured in the UK by Sound Leisure Ltd. Up to 30,000 audio tracks are stored locally on the computers hard drive. The customer inserts coins or makes payment via the contactless payment module (optional) and selects tracks using a sophisticated touch screen interface. Selected songs are played through the locations sound system or through the amplifier built in to the machine.

Regular music updates are provided via a manual DVD update disk or automatically via the internet (online connection required.) In additional, over 6 millions tracks can be accessed and downloaded when the VenueHub jukebox is connected to the SoundNet 'Unlimited' service (optional and requires online connectivity). Please ask your machine operator or contact Sound Leisure if you would like more information regarding the 'Unlimited' service.

It is possible to manually adjust the VenueHub setting using the touch screen interface. The settings of VenueHub machines installed with a broadband connection can also be changed and updated using the 'OPWEB™' Remote Management system.

In addition to a vast choice of music the VenueHub jukebox system provides a diverse range of features and options to enhance the venue's promotion and activity. This includes onscreen advertising, Calendar of Events, Image Slideshow, Interactive Bingo, Pub Quiz (with full integrated Audio), RSS Feeds, News, Apps and more.

Online/Offline configuration [INTRO_CONN_TYPE]

VenueHub has been developed with a host of functionality which requires online connection to Sound Leisure's servers. For the purposes of this document, any machine which is connected to the internet via any method (direct broadband, WI FI, 3G etc) is described as an 'Online' machine. Any machine which is not connected to the internet is described as an 'Offline' machine.

Software Updates [SOFT_UP_MAIN]

Regular updates are issued for VenueHub software. If your machine is online, these will automatically be downloaded and implemented. If your machine is not connected, please check Sound Leisure's web (www.soundleisure.com) site for details of the latest VenueHub software version

OPWEB™ - Remote Management Facility [INTRO_OPWEB]

The OPWEB™ system is the web portal for Sound Leisure's Milestones In Music and VenueHub Jukebox technologies. In order to benefit from the advantages of OpWeb the relevant jukebox must be online.

The OPWEB™ website displays data regarding all aspects of the jukebox operation, including income, music update history, On Off time, background music settings etc. In addition OPWEB™ also provides remote access to the jukebox settings, enabled the all aspects of a jukebox to be configured or altered without the requirement to visit site.

Background Music profiles, Price Of Play settings, Music Profiles, On – Off times etc can all be securely altered using the online portal.

As with the physical jukebox, access to jukebox settings can be configured to enable different levels of users to access different features on the jukebox.

Once signed to OPWEB™ in the initial view is of the company's whole estate of online jukeboxes. Sites are named in a list which details installation dates, income growth, weekly average take and estate average along with a Real Time indicator of the current connected status of the jukebox. Additional details show the date and time of the last update taken by each jukebox.

By clicking on any individual site name, the sites data can be accessed for deeper analysis and remote jukebox configuration.

For more details on the OPWEB™ system please contact Sound Leisure Sales or Soundnet.

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Customer Operation [CUST_OP_MAIN]

The customer selects tracks using the touch screen interface.

Tracks are organised into music genres such as Pop, R&B, Blues, 60's etc. The

The customer makes selections by touching the screen on a selected music genre, track or feature.

When more than one page of results is available, further pages are accessed using the 'blue next and back' arrows or by simply swiping the screen in the direction that they wish to move (right to left = scrolls forwards, left to right = scrolls backwards.)

To play a track the customer must insert money to establish credits. Once the required track is located, the user can double tap the song on screen to select it. Alternatively, any track can be dragged to the orange 'play box' to select it. Both selection methods then ask the customer to confirm the required track before credits are debited and the track is added to the play list. At any time the customer can return to the main page of the interface by pressing the round 'Home' button at the centre of the screen.

Interface Features [INT_FEAT_MAIN]

Track Preview [INT_FEAT-TRACKPREV]

Once a track has been selected, the user is then asked to confirm the playback of the track before any credits are debited. At this stage, the user can press and hold the 'Preview' button (located over the track cover art) to hear a local preview of up to 15 seconds of the track. This enables the customer to check the selected track is the correct song, before confirming the purchase. (Please note, Track Preview is not available at this time with 'Unlimited' online tracks.)

Recommended Tracks (Only available with online connection.) [INT_FEAT__RECTRACKS]

Once a track selection has been confirmed, VenueHub will automatically recommend tracks by similar artists which the user may like. Track suggestions are based on analysis of millions of users play preferences.

Search Methods [INT_FEAT__SEARCH]

There are four main ways in which a user can search for music on the VenueHub jukebox:

- **Search / Search by Artist** [INT_FEAT__SEARCH_ARTIST]
This allows the customer to search for an Artist (offline/online libraries). Tracks by the same artist are organised in to folders to reduce the number of pages across which search results are displayed. Each folder shows the artist name and the number of tracks contained within the folder. Results can be organised in a number of ways, including A-Z artist name, A-Z track name, chronologically and by popularity.
- **Search by Track** [INT_FEAT__SEARCH_TRACK]
This allows the customer to search for a specific track by entering the full track name or any word from it. When searching online, it is recommended that as much of the track name is entered as possible to reduce the search time. Results can be organised in a number of ways A-Z track name, chronologically and by popularity.
- **Search By Date** [INT_FEAT__SEARCH_DATE]
The user can enter any date from 1960 to the current date (Date of Birth, Wedding Anniversary etc.) The results display the official UK Top 40 for that date, including the tracks, tracks movements (up, down, non mover etc). Users can then scroll forwards or backwards chronologically to view the charts from surrounding weeks.
- **Online 'Unlimited Search'** [INT_FEAT__ONLINE_SEARCH]
When the optional online 'Unlimited' music package is enabled, customer can select whether they wish to search for music only from the jukeboxes 'Offline' library (approximately 30,000 tracks stored on the local hard drive) or both the

'offline' and 'online' libraries which includes over 6 million tracks stored on the 'Unlimited' servers. Access to the 'Unlimited' library can be profiled using timers. These can be found in the following location:

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED TIMERS.

Predictive Search Results [INT_FEAT__PRED_SEARCH]

Artist suggestions are displayed to the customer as they search by ARTIST. As soon as a user has entered 3 letters, VenueHub will suggest the most popular artists on that site which are relevant. At this time, predictive results are only available when a user selects Artist search / Offline.

Music Genre's / Categories [INT_FEAT__GENRE]

The main categories show the genres of music available to the customer. The number and type of genres available depends upon the profile that has been loaded onto the machine.

NOTE: Profiling is not available for the 'Unlimited' online music library.

Themes and skins [INT_FEAT__THEME]

VenueHub comes with a number of attractive themes which can be used to change the appearance of the interface to suit any venue. To view and adjust theme settings:

MANAGERS MENU / THEMES AND SKINS

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Introduction to the Jukebox Settings Menus' [SETS_MENU_MAIN]

In order to control the settings which can be seen by a different users of the jukebox, there are three different settings menus which are Engineers Menu, Collectors Menu, and Managers / Special Event Menu.

Menu Selection Screen [SETS_MENU_SELEC]

When the jukebox door is opened the Menu Selection screen appears:

Collectors Menu
Engineers Menu

To select an option touch it on screen. To exit the 'Menu Selection' screen and return to the Jukebox interface whilst working with the door open, simply pull the white switch actuator towards you to lock it out. On the screen touch the "Return to Jukebox" button.

To go back in to the 'Menu Selection' screen press the switch actuator all the way in and release.

Engineers Menu [SET_MENU_ENG]

This is the main jukebox settings menu, from which all the functions of the jukebox can be configured and altered. The engineers menu cannot be accessed unless the main jukebox door is unlocked and opened.

Engineers Menu settings should only be altered by a trained and competent professional as changes to their configuration will effect the correct operation of the VenueHub jukebox.

Settings within the Engineers menu are grouped together in to logical groups. (i.e. jukebox settings, Music Settings, Advertverts etc)

From the Engineers Menu, the settings which can be accessed available via the Collectors Menu and Operator Menu can be configured and altered. Sound Leisure configures all 3 menus' to remove access to critical settings from all but the Engineers Menu.

For a full list of settings available on the Engineer Menu follow this link:

['Engineers Menu' – List of main menus](#) [TOC_ENG_MEN_LIST]

Collectors Menu [SET_MENU_COL]

Touch the 'Collectors Menu' button on screen to enter the 'Collectors Menu'. This menu is designed to offer quick access to only those functions required by the collector. The settings available can be configured by using the 'menu setup' option in the engineer's menu:

ENGINEERS MENU / JUKEBOX SETUP / MENU OPTIONS / COLLECTORS MENU

For a full list of settings available on the Collectors Menu follow this link:

['Collectors Menu' – List of settings available by default](#) [TOC_COL_MEN_LIST]

Managers / Special Event Menu [SET_MENU_MAN]

To access the Managers Menu, insert the Managers Key in to the key switch on the side of the jukebox cabinet and rotate it clockwise. On screen, select the Managers Menu option. This menu is designed to offer quick access to only those functions required by the site manager.

The settings available can be configured by using the 'menu setup' option in the engineer's menu:

ENGINEERS MENU / JUKEBOX SETUP / MENU OPTIONS / SPECIAL EVENT MENU

For a full list of settings available on the Managers / Special Event menu follow this link:

['Managers / Special Event Menu' – List of settings available by default](#) [TOC_MAN_SP_E_LIST]

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Workshop Preparation & Internet Connectivity [PREP_MAIN]

General Workshop Preparation [PREP_GEN]

Before commencing work on the machine ensure that the work surface is clear and covered so that the underside of the front door surround is not damaged whilst working on the jukebox.

There is no need to remove the wall mounting plate from the machine at this time as it is best left secured to the unit until such time as it is taken to site.

The door keys can be found in a cloth bag secured to the mounting plate. The standard key for the VenueHub is an SL001. Alternative locks are available and may be purchased via Sound Leisure Stores if required.

Open the door. Plug the power lead into the socket on top of the power supply then connect to a local power source. Turn the internal power switch on and the switch on the socket.

Please note There is also an on/off switch underneath the machine on the left hand side.

When all power switches are in the 'On' position the machine will boot up. This process may take a few minutes.

Open the front door of the machine to display the 'Menu Selection' screen (automatically activated by the door switch situated at the bottom right hand corner of the machine just below the cashbox shelf).

To exit the 'Menu Selection' screen and return to the Jukebox interface whilst working with the door open, simply pull the white switch actuator towards you to lock it out. On the screen touch the "Return To Jukebox" button.

To go back in to the 'Menu Selection' screen press the switch actuator all the way in and release.

The first menu you access is the Engineers/Collector Menu. These are entered by touching the screen on the relevant title.

Gate ID - SoundNet Server [PREP_GATEID]

When a VenueHub is delivered it will already be configured with a gate ID from SoundNet. This unique gate ID, in conjunction with the PC number, identifies your machine to the SoundNet server and enables it to connect to Sound Leisure and SoundNet servers. Without a Gate ID a VenueHub jukebox cannot access the 'Unlimited' music library of 6 million plus tracks.

If the VenueHub machine is moved to a new site a new gate ID must be provided by SoundNet.

Pre Installation Connection to server [PREP_PRE_CON]

It is recommended that the VenueHub is connected via the internet to the online server prior to the machine being installed. This simplest manner of achieving this in a Workshop environment is to use a standard ADSL connection via a router. Connect a CAT5 lead between the Jukebox computer network port and the internet router and follow the instruction in this document to establish a connection.

At this point, any outstanding program or music updates will be delivered to the machine.

Failure to fully configure and test the online operation of VenueHub prior to site installation may result in delays and difficulties during the actual installation.

Connectivity Options [PREP_CONOPS]

NOTE: It is recommended that once installed, a VenueHub jukebox is be kept online at all times to ensure it receives it's scheduled music and program updates and has access to full range of content and services for which it has been designed. At this time, Chart music updates are delivered on a Monday and albums and core tracks are delivered on a Thursday.

When testing and configuring the VenueHub, or installing the unit in a venue there are currently 4 ways to provide connectivity for the product:

ADSL – Via a router and CAT5 cable

ADSL - Via Wi-Fi connection (Edimax EW7711 USN Wireless USB drivers available on machine – Please call Sound Leisure for more details)

3G modem – plugged directly into the VenueHub PC

MiFi – WiFi connection via a 3G router

Tests have shown the most secure and efficient method of connecting to the internet is by wired ADSL via a router. Both 3G and WI-FI systems solutions can be problematic depending on the location of the venue and the positioning of the jukebox within the site.

If the Wi-Fi option has to be used it is recommended that prior to the installation taking place the Wi-Fi status is checked in the venue at the position where the jukebox is to be installed. This is done by taking a WI-FI equipped product such as an iPad, Laptop PC, smart phone or similar product to site to check the reception status.

If no existing broadband is available in the venue and neither the operator or venue owner wish to install it, a 3G modem or Mi-Fi solution may provide an option. For more information about any connectivity options please talk to your Sound Leisure representative.

IMPORTANT NOTE ABOUT 3G AND MI FI

The mobile operator coverage must be checked in the first instance to ensure a service is available in each location. THERE IS NO CERTAINLY OF NATIONAL COVERAGE.

You can check 3's coverage by using the 'check coverage in your area' facility on the 3 website, which can be found on the link below:

www.three.co.uk/Mobile_Broadband/Coverage_speed

The page also included useful information about mobile broadband and the influence on speed and coverage.

Recommended settings to pre configure [JB_CONF_MAIN]

It is recommended that the following jukebox configuration take place before the jukebox is taken to site for installation:

Jukebox Setup

Contactless Payment (if optional module is fitted)

Price Of Play

Pricing Setup (optional 'Unlimited' service only)

Venue Details

On/Off Timer

Setup

Menu Setup

Pricing Promotion (previously Happy Hour)

Password

Themes and Skins

Music Settings

Song Filters

Maintenance

None

'BGM' (Background Music)

BGM

Adverts

Operator Setup

Internet Features

Unlimited Options (If connected to optional 'Unlimited' service)

Server (If connected to optional 'Unlimited' service)

Add on Features

None

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[ADSL Connection \(CAT5 cable\)](#) [Con_Int_ADSL]

! [ADSL via WI FI dongle](#) [CON_INT_WIFI]

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Configuring a connection to the internet (1/4)

[CON_INT_MAIN]

ADSL Connection with CAT 5 cable [CON_INT_ADSL]

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / SETUP
INTERNET / OK

To configure the VenueHub for connection to an ADSL connection Connect a CAT5 cable from the ADSL router to the jukebox PC.

Assuming you are using a hard-wired connection, press the “ADSL Using a router” button. When selected the option will be highlighted with black text on a green background.

At the bottom of the page select “Check the Internet connection”. If the ADSL is correctly configured the Google home page will be displayed.

Press the ‘Close Window’ button in the top right hand corner of the screen. You will be returned to the ‘Internet Setup’ screen.

Return to the main engineers menu and locate the following page:

ENGINEERS MENU / MAINTANENCE / MAINTANENCE

Click the ‘SAVE SETTINGS’ button. A countdown will start on screen after which the jukebox PC will restart.

This completes the ADSL setup.

Configuring a connection to the internet (2/4)

ENGINEERS MENU / INTERNET FEATURES / SERVER /CONTINUE / SETUP
INTERNET / OK

ADSL via WI FI dongle [CON_INT_WIFI]

**SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.
Please call your Sound Leisure representative for more information.**

Configuring a connection to the internet (3/4)

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / SETUP
INTERNET / OK

3G MOBILE MODEM [CON_INT_3G]

To configure the VenueHub for connection using a 3G Mobile Dongle connect a 3G dongle to a spare USB port on the jukebox PC.

Select "3G Mobile Modem". When selected the option will be highlighted with black text on a green background.

Select "Show 3G Status". The screen will now explain how to establish if the 3G modem is connected to the internet. To establish the status of the 3G modem connection refer to the LED status light:

A permanently lit LED on the modem indicates that the internet connection is established.

A flashing LED means that an internet connection cannot be made. If the connection cannot be made press "Troubleshooting" and follow the on-screen instructions following each step in order.

Once the 3G Mobile Modem has established a connection return to the main engineers' menu and locate the following page:

ENGINEERS MENU / MAINTANENCE / MAINTANENCE

Click the 'SAVE SETTINGS' button. A countdown will start on screen after which the jukebox PC will restart.

This completes the 3G Mobile Broadband setup.

Configuring a connection to the internet (4/4)

INTRODUCTION TO MI FI [CON_INT_MIFI INT]

Note: The 3 Mi Fi dongle requires a 240v mains supply at all times.

Mi-Fi Mobile WI-FI uses '3' mobile broadband to establish a connection to the internet, which means a fixed (BT or other) landline and broadband solution is not required.

The single box Mi Fi solution also includes a wireless router which can be connected to by plugging a USB WI FI dongle in to the VenueHub PC.

The MI FI module can be positioned in a secure location away from the VenueHub, as long as the jukebox remains within the range of its WI FI signal. The connection is totally wireless so no cables are required between the jukebox and MI FI router.



The system is very simple to set up and use and provides a convenient and cost effective route to providing venues with online connectivity for the VenueHub jukebox.

The speed of the Mi Fi mobile connection to the internet will depend on the reception available in the venue's area. This can be classified as follows:

Excellent coverage - within HSDPA coverage)

Good coverage - within 3G coverage)

Marginal coverage - on the edge of a 3G coverage region.

3 claims its HSDPA coverage currently covers 91% of the UK population and offers download speeds of up to of up to 2.8 Mbps which is compatible with VenueHub's requirements. 3 are currently planning the roll out of 7.2 Mbps coverage across the UK.

IMPORTANT NOTE ABOUT 3G AND MI FI

The mobile operator coverage must be checked in the first instance to ensure a service is available in each location. THERE IS NO CERTAINLY OF NATIONAL COVERAGE.

You can check 3's coverage by using the 'check coverage in your area' facility on the 3 website, which can be found on the link below:

http://www.three.co.uk/Mobile_Broadband/Coverage_speed

The page also included useful information about mobile broadband and the influence on speed and coverage.

The MI-FI 15 gigabyte modem is available from Soundnet. Please call for more details:
Megan Grace-Hughes
James Luck.Telephone

Tel: 02076 448888

Configuring a connection to the internet (4/4)

3 Mobile Mi-Fi [CON_INT_MIFI]

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / SETUP
INTERNET / OK

Note: The 3 Mi Fi dongle requires a 240v mains supply at all times.

**SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.
Please call your Sound Leisure representative for more information.**

Checking the Connection Status of VenueHub [CON_INT_STATUS]

Once the configuration of the internet connection is complete the ability for the jukebox to connect to the internet can be determined in two ways:

From The Engineers Menu [CON_INT_STAT_ENG]

ENGINEERS MENU / INTERNET FEATURES / SERVER / SETUP THE INTERNET

At the bottom of the page select "Check the Internet connection". If the internet connection is correctly configured the Google home page will be displayed.

From the jukebox customer interface [CON_INT_STAT_INT]

At the very top of the interface in the centre of the screen a connection status indicator shows the current status of the internet connection. The indicator displays the following status:

RED	No connectivity to internet
BLUE	Connected to internet but not connected to SoundNet servers
GREEN	Connected to Internet and SoundNet servers.

The Green Unlimited status allows all internet activity to function correctly. Please be aware that if you are using a 3G modem there may be a delay lasting a number of minutes before the status indicator turns from Blue to Green.

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VenueHub P23 and P32 Installation

Introduction [INS_INSTR_INT]

Before you begin the installation ensure the following requirements are met:

It is recommended that all the jukebox settings required for the venue are configured and tested prior to arrival at the venue. A list of the jukebox settings which should be configured and tested before arriving can be found on this link:

[Recommended settings to pre configure](#) [JB_CONF_MAIN]

Locate the position where the cabinet will be mounted:

- Check that the wall or structure which the VenueHub cabinet will be fixed to is suitable to take the weight of the machine. The P23 VenueHub weighs 35Kg.
- Ensure the cabinet is not fixed in a position directly over a heat source (such as a radiator) or positioned in a position where it will be exposed to direct sunlight.
- Ensure there is a mains 240v power socket within 1.5 meters of the machine.
- The space where the machine is to be fitted should be wide enough to allow the door to fully open. Note that a minimum space of 60 centimetres is required.

NOTE: The position of a jukebox in a Venue can have a dramatic effect on the success of the product. Select the best possible position in the location for the jukebox. Ask your Sound Leisure representative for advice if you are unsure how to establish the best location in a venue.

Wall Mounting the cabinet [INS_INSTR_WM]

The wall mounting plate for VenueHub is fixed to the back of the jukebox for delivery. To release the mounting plate, open the front door and remove the cashbox. Slacken the two top screws and remove the bottom screw.

Proceed to mount the bracket on the wall ensuring that it is perfectly level and by using the most appropriate fixing for the type of wall structure. To ensure the correct positioning of the cabinet place the top of the bracket approximately 183 centimetres above the floor level.

NOTE: The jukebox ON/OFF switch is located on the bottom left hand side of the cabinet and room should be left to enable this to be activated / deactivated.

With the mounting bracket secured to the wall, locate the two protruding bolts which form the bracket on to which the jukebox will be mounted. Check both bolts are secure but not

fully tightened. This will ensure the jukebox can be easily positioned on the hanging bolts.

The mains lead is provided in a separate bag. Feed the internal connection through the opening in the rear of the machine and plug it into the socket that can be found on top of the power supply. Do not turn the machine on at this time.

Close and lock the front door of the jukebox, with assistance lift the jukebox onto the two slackened bolts protruding from the mounting plate.

WARNING: Take care when opening the front door of the machine at this point. If the weight of the machine is not supported the cabinet may tilt on its bracket due to the weight of the front door moving to one side.

ENSURE THE CABINET IS WELL SUPPORTED BEFORE OPENING THE FRONT DOOR!

When you are sure the cabinet is safely hanging from both protruding bolts, open the front door while ensuring the weight of the cabinet is supported at both sides. Replace the locking screw at the centre of the cabinet and fully tighten all three screws to ensure the cabinet is solidly attached to the mounting bracket.

The Volume control is connected to the Jukebox via the 1026V processor board that is located in the bottom left hand side of the cabinet. The RVC connections on the control board are removable to assist with wiring. Simply pull the 4-way connector towards you to remove.

The speakers can now be fitted and wired back to the jukebox. Care must be taken to ensure that the connecting cables are not damaged. The speaker leads are connected to the speaker connection pad inside the jukebox. This should only be done after the speaker lines have been checked with an accurate digital meter. There must be no short circuits and the resistance must not under any circumstances be less than 4Ω.

Connecting to the Internet [INS_INSTR_CONN]

If required, the jukebox may now be connected to the internet. This will enable access to the 'Unlimited' server based music service and the OpWeb system.

The internet connection from the jukebox to the router should be hard wired with CAT5 cable where possible. If this is not possible a wireless connection may be used however it must be noted that wireless connections are liable to signal problems which may cause subsequent service issues.

For more information on connecting VenueHub to the internet please follow this link:

[Configuring a connection to the internet](#) [Con_Int_Main]

Power up the machine [INS_INSTR_POW]

There are two main power switches on the VenueHub jukebox:

Internal Power Switch

Located on the top of the jukebox power supply, on the left hand side of the cabinet (Next to the Kettle Lead socket.)

External Power Switch

Located on the bottom edge of the jukebox cabinet, on the left hand side. The external power switch is set in to the black metal cabinet case.

When both switches are in the ON position and the mains socket is also turned on, the Jukebox will start its boot up sequence. It is normal for this to take several minutes.

When the machine has powered up successfully enter the engineers menu and go to the following location:

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / SETUP THE INTERNET / OK

Select the appropriate Internet Setup and press 'Check Internet Status' to confirm the machine can access the internet.

For mote information on connecting VenueHub to the internet please follow this link:

[Configuring a connection to the internet](#) [Con_Int_Main]

Proceed to check the coin acceptance and make a number of selections. At this time you should check the operation of the volume controls and reject as well as every speaker to ensure that every speaker is working.

If the amplifier settings, such as maximum output level or tone quality require adjustment these should be set at this time.

For mote information on the amplifier setup please follow this link:

[VenueHub Hardware](#) [TOC_HW]

Training the Licensee [INS_INSTR_TRA]

It is of the utmost importance that the venue manager or a nominated member of staff receives a brief training session on the operation of the VenueHub.

When you are satisfied that the installation is complete and without fault, demonstrate the product to the licensee or a nominated member of staff so that they may in turn pass along user tips and be on hand to deal with any customer enquiries.

NOTE: By ensuring that the venue staff are knowledgeable and excited about the VenueHub installation, the jukebox has the greatest chance of been successful with the venue's customers.

When the demonstration is concluded approval should be sort to position the tent cards (table talkers) that came with the machine at strategic positions around the premises.

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Coin Mech (channels) [EM_JS_COIN]

ENGINEERS MENU / JUKEBOX SETUP / COIN MECH

This section is configured by Sound Leisure to match the coin accepter mechanism fitted to your VenueHub jukebox.

Please do not adjust these settings.

Contactless Payment (optional) [EM_JS_CP]

ENGINEERS MENU / JUKEBOX SETUP / CONTACTLESS PAYMENT

**SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.
Please call your Sound Leisure representative for more information.**

Price of Play (P.O.P) [EM_JS_POPM]

ENGINEERS MENU / JUKEBOX SETUP / PRICE OF PLAY

The Price Of Play settings determine the amount a customer has to pay to play a single or multiple tracks on the jukebox.

The factory default price of play is for coin payment is:

- 1 play – 0.50 (shown as 1 – 5)
- 3 plays - £1.00 (shown as 3 – 10)
- 7plays - £2.00 (shown as 7 – 20)

If your VenueHub jukebox includes a Contactless Payment Module, separate price of play levels will also be shown for 'Credit Card' payment. This is to enable different price of play levels to be set for coin and contactless payments if required.

Please refer to the ['Changing a Contactless Payment Price Of Play setting'](#) for more details on setting Contactless Payment Price of Play.

NOTE: In addition to the price of play levels set here, further settings can be configured to enable tracks downloaded from the 'Unlimited' server to be charged at a higher level. Please follow this link for more information:

[Pricing Setup \(optional 'Unlimited' service only\)](#) [EM_JS_PRM]

Changing a 'Coin Payment' Price Of Play setting [EM_JS_POPC]

ENGINEERS MENU / JUKEBOX SETUP / PRICE OF PLAY

To change a Coin Payment price of play settings locate the 'Coin Mech' column on screen. Any existing price of play levels will be shown (i.e. 1 – 5, 3 - 10, 7 – 20). To edit a price of play level touch it on screen.

The Price of Play Entry screen appears. Here you can set the number of plays rewarded for any coin value. Touch the 'Plays' or 'Cash' box to select a setting then use the keyboard to enter a new value. Press 'OK' on the keyboard to enter a value in the 'Plays' or 'Cash' box.

Please note, when entering the 'Cash' value to divide the figure by 10. So for 0.50p enter 5, for £1 enter 10, for £2 enter 20 etc.

When the price of play is correctly configured press Exit.

Changing a 'Contactless Payment' Price Of Play setting [EM_JS_POPCT]

ENGINEERS MENU / JUKEBOX SETUP / PRICE OF PLAY

NOTE: The 'Credit Card' Price of Play settings are only applicable if the optional 'contactless payment' module is fitted to the VenueHub. This must be enabled from the following location:

ENGINEERS MENU / JUKEBOX SETUP / CONTACTLESS PAYMENT

To change a Contactless Payment price of play settings locate the 'Credit Card' column on screen. Any existing price of play levels will be shown (i.e. 1 – 5, 3 - 10, 7 – 20). To edit a price of play level touch it on screen.

The Price of Play Entry screen appears. Here you can set the number of plays rewarded for any coin value. Touch the 'Plays' or 'Cash' box to select a setting then use the keyboard to enter a new value. Press 'OK' on the keyboard to enter a value in the 'Plays' or 'Cash' box.

Please note, when entering the 'Cash' value to divide the figure by 10. So for 0.50p enter 5, for £1 enter 10, for £2 enter 20 etc.

When the price of play is correctly configured press Exit.

Adding a new Price Of Play level [EM_JS_POPNEW]

ENGINEERS MENU / JUKEBOX SETUP / PRICE OF PLAY

To enter a new price of play level touch the next available Price Of Play slot which will be identified with a ' – ' (usually level 4 if POP is at default setting.)

The Price of Play Entry screen appears. Here you can set the number of plays rewarded for any coin value. Touch the 'Plays' or 'Cash' box to select a setting then use the keyboard to enter a new value. Press 'OK' on the keyboard to enter a value in the 'Plays' or 'Cash' box.

Please note, when entering the 'Cash' value to divide the figure by 10. So for 0.50p enter 5, for £1 enter 10, for £2 enter 20 etc.

When the price of play is correctly configured press Exit.

Contactless Payment – 'Same' Option [EM_JS_POPSM]

ENGINEERS MENU / JUKEBOX SETUP / PRICE OF PLAY

Where contactless payment is enabled, a 'Same?' column appears on screen with a tick box option. With this option enabled (ticked), changes made to any POP level are automatically copied to both payment types. ('Coin Mech' and 'Credit Card')

This is done to ensure both coin and contactless payments methods have the same price of play level. If different Price Of Play levels are required for coin payment and contactless payment, please disable the feature by pressing it on screen.

Once disabled a 'X' will appear on screen. Different price levels can now be set.

Pricing Setup - 'Unlimited' Online tracks [EM_JS_PRM]

ENGINEERS MENU/ JUKEBOX SETUP/ PRICING SET UP

Once the basic [Price of Play](#) settings have been configured, an additional setting can be used to increase the cost to download and play tracks from the optional 'Unlimited' server.

By default, the jukebox is configured so that tracks downloaded from the 'Unlimited' server are charged at 2 credits.

Once a track is downloaded it then becomes a 'local' track and is stored on the jukebox PC's local hard drive. While held on the local PC drive, the cost of playback returns to a single credit (as determined by the Price Of Play settings)

By default a download track will be deleted from the local hard drive 8 weeks after it was last played. If a customer wished to play the track again after it has been deleted from the local drive they would need to download it again from the 'Unlimited' server (and pay the additional credit if the unit is configured to charge extra for online tracks.)

Each time the track is played, the 8 week period is reset so popular tracks will be retained on the local hard drive until they are no longer required.

Configure the Price Of Play for 'Unlimited' download tracks [EM_JS_PRPOP]

ENGINEERS MENU/ JUKEBOX SETUP/ PRICING SET UP

Locate the 'Online Cost (Credits)' section on screen. By default, the cost of playing an 'Unlimited' online track is 2 credits. To adjust the value use the + and – buttons on screen.

To set the cost of playing an 'Unlimited' online track the same as a standard local track, set the 'Online Cost (Credits) value to 1.

Configure the retention of 'Unlimited' download tracks [EM_JS_PRRET]

ENGINEERS MENU/ JUKEBOX SETUP/ PRICING SET UP

Locate the 'Online Weeks' section on screen. By default a download track will be deleted from the local hard drive 8 weeks after it was last played. To adjust the number of weeks use the + and – buttons on screen.

Venue Details [EM_JS_VD]

ENGINEERS MENU / JUKEBOX SETUP / VENUE DETAILS

The Venue Details settings should be configured when the location of the installation is known.

This page allows the venue to enter relevant details about the site which is then displayed through dynamic advertising on the jukebox interface. In addition, the geographic location of the site should be entered (nearest city) as this data will be used on upcoming developments.

The following details can be configured:

Site Name

Press the Change button then use the Keyboard to enter the venue's name.

Welcome Message:

Press the Change button then use the Keyboard to enter the venue's name.

County

Use the << and >> arrows to scroll to the relevant country

Nearest City

By providing the nearest city to the venue, future developments will enable the VenueHub jukebox to display relevant geographic information such as news, weather, gigs and events and Geo City charts.

Picture

The site staff can upload a picture to VenueHub which represents the location. This could be of the staff or the premises. The picture, along with the Site Name and Welcome Message are displayed in a 'Venue' dynamic advert.

Office Reference ID

The Office Reference ID enables the Operator to give each individual VenueHub a unique reference number. This is displayed on any data retrieval information collected via the 'Data Collection' option in the 'Maintenance Menu'

Jukebox Info [EM_JS_JBI]

ENGINEER'S MENU / JUKEBOX SETUP/ JUKEBOX INFO

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

- Jukebox software version number
- Serial Number of the computer
- Number of un-archived tracks
- Number of archived tracks
- Total number of Songs on jukebox
- Last music update ID
- Update date and time
- Time jukebox was last turned on
- Cash Mete (Running total of cash taken by the machine in 10p units)
- Resettable Meter (A resettable cash meter in 10p units)

In addition there are two basic function buttons included in the Jukebox Info page:

- Clear Credits – Removes any credits currently on the jukebox.
- Add Credit – Can be used to add credits to the jukebox.

Graphic EQ. [EM_JS_JBI_EQ]

ENGINEER'S MENU / JUKEBOX SETUP/ JUKEBOX INFO / GRAPHIC EQ.

Warning: Use of the graphic equaliser is not recommended.

The graphic EQ button can be pressed to display the Sound Card advanced settings. Customised EQ configurations can be profiled manually or presets can be selected to optimise the output from the jukebox PC (i.e Bass, Treble, Vocal, Live etc.)

Sound Leisure does not recommend these settings are changes as correct EQ is most effectively achieved via the jukebox or external amplifier.

Saving / discarding changes to the EQ.

To save changes to the graphic equalizer, press 'OK' at the bottom of the equalizer application on screen. Press the 'Main Menu' button.

As the jukebox exits the Jukebox Info page you will be asked if you wish to save the changes to the EQ settings:

- Press 'Save Settings' to confirm the changes. This will cause the PC to reset automatically saving any changes made to the Graphic EQ.
- Press 'Exit' to discard any changes and return to the setup page.

Time and Date [EM_JS_TD]

ENGINEERS MENU / JUKEBOX SETUP / TIME AND DATE

Enables the date and time and daylight saving options to be configured.
All times are displayed in the 24hr clock format.

NOTE: If the machine is online automatic updates will occur to ensure the time and date are correct.

To Edit the date and time [EM_JS_TD_ED]

Press the 'Change' button on screen.

Press a value to highlight it then use the onscreen keyboard to enter a new value. Press the 'OK' button to enter the value.

Daylight Savings settings [EM_JS_TD_DS]

ENGINEERS MENU / JUKEBOX SETUP / TIME AND DATE

1. Press the 'Change' button on screen.
2. The Time and Date screen appears. At the bottom of the page locate the 'Daylight Savings' option and press the 'Change' button.

Select the appropriate region from the list on the left side of the screen.
Options are available for:

- Europe
- Australia
- Tasmania
- New Zealand

3. The 'Dates' column on the right hand side of the screen gives details of the dates on which changes will be made to the jukebox time and date.
4. To enable automatic Daylight Savings changes press the 'Enable' button at the top of the page.

NOTE: Daylight savings adjustments take place automatically if the jukebox is connected to Sound Leisure's servers for remote updates or 'unlimited' functionality.

On / Off Timers [EM_JS_ONOF]

ENGINEERS MENU/ JUKEBOX SET UP/ON/OFF TIMER

Enables the Operator to configure the time at which the VenueHub automatically switched On and Off.

Press a value to highlight it, then use the onscreen keyboard to enter a new value. Press the 'OK' button to enter the value.

NOTE: If On/Off timers are disabled the machine will automatically reset at 7am to clear its memory and process any updates. The full reset process takes around 5 minutes to complete.

Setup [EM_JS_SET]

ENGINEERS MENU / JUKEBOX SETUP / SETUP

Display First Price Of Play Level On front screen

ENGINEERS MENU / JUKEBOX SETUP / SETUP

This allows the lowest Price of Play option to be removed from the customer interface in order to encourage the next level of play. For example if P.O.P is set as follows:

- 1 play x 0.50p
- 2 plays £1.00
- 4 plays £2.00

With the feature enabled the, 1 x 50p level would not be displayed on the customer interface. If a customer inserts 50p the credit is still given.

Save Credits and Playlist At Power Down [EM_JS_SET_PD]

ENGINEERS MENU / JUKEBOX SETUP / SETUP

The default setting for this option is "YES". If the jukebox loses power or a reset is required the machine remembers its current playlist and any outstanding credits and will continue to play from its last position.

To disable this feature touch the option on screen.

Forget Them If Power Is Off For More Than 3 Hours [EM_JS_SET_EXT]

ENGINEERS MENU / JUKEBOX SETUP / SETUP

The default setting for this option is "YES". This setting ensures that when a machine has been turned off at the end of the evening, the playlist is cleared when the machine turns on the following morning.

The machine will also remove any credits that have been left on the machine.

Currency [EM_JS_SET_CUR]

ENGINEERS MENU / JUKEBOX SETUP / SETUP

Enables the currency of the Jukebox to be set.

To change the selected currency, press the orange 'Change' button.

From the list that appears, select the appropriate currency by touching it on screen. The selected option is indicated by a yellow arrow at the left hand side of the button. The selected currency will be shown throughout the jukebox interface.

Special Event Switch Settings [EM_JS_SET_EVE]

ENGINEERS MENU / JUKEBOX SETUP / SETUP

Special event mode can be activated by the manager on occasions where the jukebox needs to be disabled (football matches, DJ sets, Live bands etc.) When Special Event mode is in progress there are two options available:

Disable the jukebox and switch of the screen

Disables the coin mechanism and removes jukebox interface from screen

Pause the song until the switch is released, then replay the current song and continue.

To select an option touch it on screen. The selected option is indicated by a yellow arrow at the left hand side of the button.

Set Up Page 2

ENGINEERS MENU / JUKEBOX SETUP / SETUP / MORE

Restrict Track Repeat [EM_JS_SET_REP]

ENGINEERS MENU / JUKEBOX SETUP / SETUP / MORE

If this function is enabled it ensures that customers cannot pay to repeatedly play the same track within a designated time.

If the user tries to play the same track within the designated time a message appears on screen which informs them the track cannot be selected.

To configure the Track repeat timer:

Locate the 'Restrict Track Repeat' section of the page.

Press the orange button beneath the title to highlight it then use the onscreen keyboard to enter a new value (in minutes). Press the 'OK' button to enter the value.

I.E Enter Value '30' to ensure the same track can only be re-played after 30 minutes.

To enable/disable 'Restrict Track Repeat' press the relevant button on screen. The selected option is indicated by a yellow arrow at the left hand side of the button.

Cross Fade [EM_JS_SET_XF]

ENGINEERS MENU / JUKEBOX SETUP / SETUP / MORE

The Cross Fade Feature allows tracks to be cross faded or mixed into each other without any silence between tracks.

To enable/disable 'Cross Fade' press the relevant button on screen. The selected option is indicated by a yellow arrow at the left hand side of the button.

USER PLAYLISTS [EM_JS_USPL]

ENGINEERS MENU / JUKEBOX SETUP / USER PLAYLISTS

OR

ENGINEERS MENU / BGM / CUSTOM PLAYLIST

For more information on this subject please follow the link:

[Custom Play List](#) [EM_CUSTPLY_MAI]

Menu Setup [EM_JS_MENSET]

ENGINEERS MENU / JUKEBOX SETUP / MENU SETUP

In order to control the settings which can be seen by a different users of the jukebox, there are three different settings menus:

- Engineers Menu
- Collectors Menu
- Managers Menu (Special Event Menu)

The Menu Setup option enables individual settings to be displayed or hidden in each of the 3 menus.

NOTE: PLEASE BE AWARE THAT IT IS NOT NECESSARY TO GRANT ACCESS TO CRITICAL JUKEBOX SETTING VIA THE MANAGERS MENU.

ONCE THE MACHINE IS CORRECTLY CONFIGURED THERE IS NO REQUIREMENT FOR THE SITE MANAGER OR STAFF TO ACCESS THESE SETTINGS.

BY DEFAULT YOUR VENUEHUB MENU SETTINGS PROVIDE SAFE ACCESS TO ONLY THOSE OPTIONS REQUIRED FOR DAY TO DAY USE OF THE JUKEBOX AND ITS FEATURES.

To Hide or Display individual settings on any system menu [EM_JS_MENSET_HD]

ENGINEERS MENU / JUKEBOX SEUP / MENU SETUP

Touch the screen to select the menu which you wish to configure (Engineers, Collectors or Special Event/Managers.)

A list is displayed showing all the settings pages available on the VenueHub. Two buttons at the side of the list enable it to be organised in different ways:

1. Sort By Setting Name
2. Sort By Menu Order

The list can be scrolled up and down using the arrows at the bottom of the page.

To enable/disable a setting on the selected menu, touch the screen to select the relevant setting from the list and press the enable or disable button on screen.

If the setting has been enabled the selected menu the screen will display 'Enabled' next to the option.

If the setting has been disabled in the selected menu the screen will display 'Hidden' next to the option.

Pricing Promotion, Introduction [EM_JS_PRMO]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

This facility enables special pricing levels to be offered to the customer at predetermined time periods during the week. There are 4 individual timers, which can all be tailored by day, time, and price of play. The pricing level automatically changes based on the profile and dynamic advertising promotes the feature during active periods.

The basic function of this facility is to offer cut-price or free tracks on the jukebox during established quiet periods in the venue. The correct profiling of this feature can therefore lead to increased takings. Alternatively the pricing levels can be increased to make the jukebox more expensive during a specific time period if required.

Once the 'Pricing Promotion' expires, the price of play reverts to the default settings programmed in the 'Price of Play' engineers menu.

At this point, options are available to retain or clear the outstanding play list.

Setting Pricing Promotion Timers [EM_JS_PRMO_TM]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

By default there are no Pricing Promotion timers enabled.

To profile a timer:

1. Select timer 1 to 4 by touching it on screen. When a timer is selected it will be displayed with white text on a blue background.
2. At the bottom of the screen press the 'Enable' button. Once the timer is enabled the display will show (enabled) at the side of the timer. Across the screen, dynamic settings boxes are populated with details regarding the selected time.
3. To edit any of the default settings touch the relevant button/setting on screen.

Pricing Promotion timer On/Off time and days [EM_JS_PRMO_ONOF]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

With a timer enabled (see above) locate the orange box which displays the times and dates on which the current timer is enabled. To edit the details, press the orange box on screen/

The screen that is displayed enables the user to set the days and time periods in a week during which the selected timer will be active:

1. Locate the 'On time' and 'Off Time' section of the screen.
2. Press a value (hours or mins) to highlight it and then use the onscreen keyboard to enter a new value. Values entered in the 'Hour' field must be in 24 hour clock format. Press the 'OK' button to enter the value.
3. Locate the days of the week section of the screen. Press any day of the week to toggle the setting between 'yes' and 'no'.
4. Where 'yes' is selected, the Pricing promotion for the current timer will be applied automatically on that day, during the time period specified in the 'On time' and 'Off time'. Where no is selected the pricing promotion will be ignored.

Once the correct On/Off times and Days have been set, press the 'Exit' button. The dynamic button will now show the details you have programmed, including the days and times when the Pricing Promotion timer will be enabled. Check the days and times are correct.

Setting charges for 'Pricing Promotion' periods [EM_JS_PRMO_CST]
ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

With the required timer selected, locate the 'Plays – Cash' boxes numbered from 1 to 8 on screen.

Select box 1 by touching it on screen.

The Price of Play Entry screen appears. Here you can set the number of plays rewarded for any coin value during the current timer. Touch the 'Plays' or 'Cash' box to select a setting then use the keyboard to enter a new value. Press 'OK' on the keyboard to enter a value in the 'Plays' or 'Cash' box.

Please note, when entering the 'Cash' value to divide the figure by 10. So for 0.50p enter 5, for £1 enter 10, for £2 enter 20 etc.

For example:

BOX 1.

2 plays for 0.50p - Would be entered as: 2 – 5

NOTE: Box 1 should always contain the lowest pricing level.

Next (if required) follow the same procedure to enter the additional pricing levels:
For example:

Box 2.

4 plays for £1.00 - Would be entered as: 4 – 10

Box 3

8 plays for £2.00 - Would be entered as: 8 – 20

Continue in this way until all the required Pricing Promotion pricing levels have been set.

Pricing Promotion - Free Play [EM_JS_PRMO_FRE]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

With the required timer selected, locate the 'Plays – Cash' boxes numbered from 1 to 8 on screen.

Select box 1 by touching it on screen.

The Price of Play Entry screen appears. To set the jukebox to Free Play during the period the current timer is active:

1. Touch the 'Plays' box to highlight the setting then use the keyboard to enter 00. Press 'OK' on the keyboard to enter a value.
2. Touch the 'Cash' box to highlight the setting then use the keyboard 00. Press 'OK' on the keyboard to enter a value.
3. Press exit to return to the 'Pricing Promotion Timers' screen. Box 1 will still show – which means the 'Free Play' pricing level has been set.

When the Pricing Promotion level 1 price of play has been set press EXIT.

Pricing Promotion Advert? [EM_JS_PRMO_AD]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

Locate the section of screen titled Pricing Promotion Advert. Press the dynamic orange button to change the settings displayed.

The 'Pricing Promotion Video' page is displayed. Locate the 'Play Pricing Promotion Attract Mode Video' section and press the button to toggle the setting between 'yes' and 'no'.

When yes is selected, VenueHub will actively promote the 'Pricing Promotion' details at any period when a timer is active. This is achieved using full screen adverts which are displayed when the customer interface is not in use.

If a timer has been profiled to enable 'Free Play' on the jukebox, this will also be promoted via full screen adverts on the customer interface.

If 'No' is selected the Jukebox will not display any 'Pricing Promotion' adverts.

Clear Play List after Pricing Promotion [EM_JS_PRMO_CLR]

ENGINEER'S MENU /JUKEBOX SETUP / PRICING PROMOTION

Locate the section of screen titled Pricing Promotion Advert. Press the dynamic orange button to change the settings displayed.

To change the setting, locate the 'Clear Playlist after Pricing Promotion' section and press the button to toggle the setting between 'yes' and 'no'.

Use of the 'clear playlist' option [EM_JS_PRMO_USE]

NOTE: The default setting for this feature is 'No'. Only enable this setting in conjunction with a "Free play" pricing promotion.

Do not enable 'Clear Playlist' for reduced price Happy Hour times.

During 'FREE PLAY' pricing periods the jukebox play list often becomes very long. Setting the 'Clear Playlist' option to 'Yes' deletes any remaining play list at the end of the 'Happy Hour' time period. This encourages users to return to the jukebox and play music rather than have to wait for an extensive playlist to complete playback.

If the 'Clear Playlist' value is set to 'No' all the tracks remaining in the play list will be retained and played out as usual even after the pricing promotion has ended.

If the a pricing promotion has been programmed to give credits for a reduced price of play, the 'Clear Playlist after Pricing Promotion' option should be set to 'NO' so that tracks which have been paid for are retained.

All Archived track cost one credit [EM_JS_PRMO_ARCH]

The default value for this setting is 'NO'. This should not be enabled.

Remote Credits [EM_JS_RECR]

ENGINEERS MENU / JUKEBOX SETUP / REMOTE CREDITS

NOTE: Remote Credits can only be used with:

- A two button Remote Volume Control (RVC). This will include a red 'reject' button on the top of the casing and a red 'feature' button on the bottom (image, right)
- Infra-Red Handset (optional)



The Remote Credits feature allows free credits to be given issued to the jukebox at predetermined periods of the week using the remote control.

The quantity of free credits which can be issued during any hour long period can be profiled to ensure tight control of this feature. No visual indication is given on the customer jukebox interface to inform the customer that free credits are available. This feature does not therefore detract customers from paying for track playback.

Remote Credits should not be confused with 'Pricing Promotion' or 'Free Play' which both reduce the overall price of play on the jukebox at a predetermined period.

Instead, Remote Credits allows a manager or member of staff to actively select when to award a free credit to a customer, and provides a limit to the quantity of credits which can be issued.

To profile free credits: [EM_JS_RECR_P]

1. Select the day of the week when free credits are required by pressing it on screen. The selected day will be highlighted as white text and a blue background.
2. Select the time period during which free credits are required by pressing it on screen. The selected time period will be highlighted as white text and a blue background.
3. Use the onscreen keyboard to enter a new value (up to 3 digits). Press the 'OK' button to enter the value.

Note: Profiled free credits which are not issued during the designated time period are not carried over the proceeding period. The VenueHub does not collate credits that have not been issued so that they can be used at another time

Password Protect Engineers Menu [EM_JS_PW] **ENGINEERS MENU/JUKEBOX SETUP / PASSWORD**

The password option enables a four digit password to be registered with the individual machine. Once registered this is used to controls access to the settings held within the engineers menu.

The correct password must be entered each time access is required to the collector and engineer menus. A password entry screen is presented each time the front door is opened.

NOTE: The Special event (Managers Menu) is not effected by this function.

To set a password: [EM_JS_PW_S] **ENGINEERS MENU/JUKEBOX SETUP/ PASSWORD**

Use the onscreen keyboard to enter a 4 digit code. Press the 'OK' button to enter the value.

A confirmation page will appear which displays the entered code. Confirm this is correct then press the 'yes' button to proceed. If the code is incorrect, press the 'No' button to return to the entry screen.

To disable a password: [EM_JS_PW_D] **ENGINEERS MENU/JUKEBOX / PASSWORD**

Note: You will require the original password to disable this feature.

Enter the current 4 digit code for the jukebox and press 'OK'.
When prompted to enter a password, enter 0000.
Press 'Yes' to confirm the password disable function.

Resetting the password without the original code [EM_JS_PW_R] **ENGINEERS MENU/JUKEBOX SETUP/ PASSWORD**

If you loose or forget the password it is possible to reset this by calling Sound Leisure:

Tel: 0845 2301775 (Local Rate from a landline)
Tel: 0113 2321700 (From a mobile)

When you are connected, select the 'Digitech' option or ask the receptionist to connect you. Quote the 'serial number' and 'Code' displayed on screen to the telephone engineer. In reply the engineer will issue you with a 'reset code'.

Use the onscreen keyboard to enter the 'reset code' then press the 'OK' button.

Playlist Limit [EM_JS_PLL]

ENGINEERS MENU / JUKEBOX SETUP/ PLAYLIST LIMIT

OR

ENGINEERS MENU / MUSIC SETUP / LIMIT PLAYLIST SIZE

The default setting for the playlist limit is disabled.

The playlist limit can be enabled in order to control the number of songs which can be paid for and stored in the jukebox playlist. In situations where customers are paying to play tracks, it recommended that this option remains disabled.

It specific situations where the VenueHub price of play is permanently set to 'Free Play' this playlist limit can be used to control the duration of the playlist by restricting the number of tracks which can be added to it.

To enable the playlist limit, press the 'Maximum Queue Limit Enabled' button until 'Yes' is displayed.

A new section appears titled 'Maximum songs in the queue'. Use the – and + buttons to increase or decrease the number of songs which can be added to the playlist.

If the playlist limit is enabled, if a customer tries to select another song a once the maximum limit has been reached a message is displayed on screen:

“The playlist is full, please try again later”

Themes and Skins [EM_JS_THSK]

ENGINEERS MENU/JUKEBOX SETUP / PAGE 2 / THEMES AND SKINS

THE APPEARANCE OF THE VENUEHUB CUSTOMER INTERFACE CAN BE CHANGED USING THEMES AND SKINS.

BY DEFAULT, THE 'BRUSHED STEEL' THEME IS APPLIED, HOWEVER THIS CAN BE QUICKLY AND EASILY CHANGED TO DRAMATICALLY AFFECT THE APPEARANCE OF THE MACHINE.

A LARGE NUMBER OF ALTERNATIVE THEMES ARE PRE LOADED ON TO THE MACHINE.

Changing the interface theme [EM_JS_THSK_CHG]

ENGINEERS MENU/JUKEBOX SETUP / PAGE 2 / THEMES AND SKINS

A list of available themes is displayed with the currently selected theme highlighted with black text on a green background.

To select a theme touch it on screen. The selected theme will be highlighted with white text on a blue background.

Press the 'preview selected' button to view a low resolution copy of the selected themes background image.

NOTE: The 'preview' function only displays a low resolution copy of the background image. To see the full quality image please apply the theme and return to the customer interface.

Applying a different theme [EM_JS_THSK_AP]

To apply the selected theme press the 'Use selected theme' button. The newly selected theme is highlighted with black text on a green background. Return to the customer interface to confirm the theme has been applied.

Music Settings Menu [TOC_MUSIC_SETS]

[Update](#) [EM_MU_UP]

[Playlist](#) [EM_MU_PL]

[Config Menu](#) [EM_MU_CON]

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[Enabling / Disabling a Song Filter](#) [EM_MU_SFED]

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[Enable or disable individual albums](#) [EM_MU_AL_ED]

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[! Change the number of chart weeks to appear as un-archived](#)

[EM_MU_AL_UO_UA]

[! Chart Size](#) [EM_MU_AL_UO_CS]

[! Venue Favourites](#) [EM_MU_VF]

[Cross Fade](#) [EM_MU_XF]

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UPDATE [EM_MU_UP]

ENGINEER'S MENU / MUSIC SETTINGS / UPDATE

OR

ENGINEER'S MENU / MAINTANENCE / UPDATE

The Update screen is used for all updates the user is required to make, this would include music, adverts, new Program Versions.

Please note that if the machine is registered online to receive music updates then the text in the red box will at intervals display the text "update waiting to be processed". If this is the case please press the update button and wait for the update to install. If you do not wish to update the jukebox manually the update will automatically install the next time the jukebox is powered off and back up again.

If you believe a VenueHub should have received an update please refer to the INTERNET FEATURES section of the Engineers menu to see the current status of any download.

Playlist [EM_MU_PL]

ENGINEER'S MENU / MAINTENANCE / PLAY LIST

OR

ENGINEER'S MENU / MUSIC / PLAY LIST

The play list screen shows info about the track currently playing, and songs that have been selected and are queued to play.

It also shows which BGM timer is currently active.

From this screen the customer has one of four options.

Pressing the 'Clear All Song' button will clear the entire play list.

Pressing the 'Clear Selected Songs' will clear only the songs you have selected.

Pressing the 'Show Current BGM Tracks' button, will display a list of all tracks available for the current BGM profile.

Pressing the 'Reject Song' button will reject the track currently playing.

Music Status

The section of the screen shows information regarding the song currently playing:

- Status – Stopped or Playing.
- Position – Current position in the song's total duration.
- Duration – the length of the song.
- Total plays today – number of paid plays since machine is switched on.
- Songs on Jukebox – Total number of tracks in jukebox database.
- Type of Song Playing – Paid Play or BGM.
- Current BGM Timer.

Config Menu [EM_MU_CON]

ENGINEER'S MENU / MUSIC SETTINGS / CONFIG MENU

Factory Use Only.

RPS Setup [EM_MU_RPS]

ENGINEER'S MENU / MUSIC SETTINGS / RPS SET UP

RPS profiling can be used to change the profile of the music library on the jukebox. This can be used to enable specific genres of music to be enabled or disabled depending on the venue requirements.

The RPS profile can be loaded from either a USB memory stick or CD rom.

If the VenueHub is online, RPS profiling can be completed remotely.

Please talk to your SoundNet representative to acquire an RPS profile or for more information regarding this feature

Song Filters [EM_MU_SF]

ENGINEER'S MENU / MUSIC SETTINGS / SONG FILTERS

Music filters provide a quick and easy way of removing sections of the music library which have been grouped together in to 'filter groups'.

Example 1

A stylish high street bar request 'novelty' or 'children's music' is removed from the VenueHub music library. By enabling the 'kids' and 'Novelty' filters, all tracks contained within these filter group are removed from the jukebox.

Example 2

A machine is sited in a bar in Scotland where the manager asks for any tracks associated with English, Irish, and Welsh sports to be removed. By enabling the 'Irish Sport', 'Welsh Sport' and 'English Sport' filters all the tracks which fall without these filter groups are removed.

Enabling / Disabling a Song Filter [EM_MU_SFED]

ENGINEER'S MENU / MUSIC SETTINGS / SONG FILTERS

The screen displays a list of the available filter groups and shows their current status:

- Kids (Mr Blobby, Bob the builder)
- Controversial (offensive rap)
- Novelty (crazy frog)
- English Sport (swing low sweet chariot)
- Irish sport
- Welsh Sport
- Scottish Sport
- General Sport
- Urban Controversial
- Video Controversial (Video VenueHub only)
- Comedy (Explicit)

To enable or disable a filter, first select the filter category by touching it on screen, when selected the item will be highlighted with white text on a blue background.

- To activate a filter press the 'Enable Filter' button. Once enabled, tracks within this category will be hidden from customer view and will not be selected by BGM timers.
- To disable a filter press the 'Disable Filter' button all tracks within this category type are available for jukebox selection.

Editing the tracks which are filtered [EM_MU_SFEDT]
ENGINEER'S MENU / MUSIC SETTINGS / SONG FILTERS

To view the tracks hidden by an active filter press the 'Modify Filter' button on screen. Individual tracks within the filter can be configured to be included or excluded from the selected filter.

To change the status of an individual track within a filter, first select the track by touching it on screen, when selected the item will be highlighted with white text on a blue background.

Press the Include/Exclude button to toggle the setting of the selected track.

INCLUDE

Track is included in the currently selected filter. If the filter is Active this track will not be visible on the jukebox interface and will not play as part of a BGM profile.

EXCLUDE

Track is NOT included in the currently selected filter. If the filter is Active this track will still be visible on the jukebox interface and is available to play as part of a BGM profile.

Special Categories [EM_MU_SPE]

ENGINEERS MENU / MUSIC MENU /SPECIAL CATEGORIES

Special music categories can be pre-programmed to only appear on the customer interface at certain times of the year. For example, the Christmas category is automatically displayed on the 1st of December and disabled again on the 1st January.

SoundNet profile numerous special categories throughout the year. For example, music festivals such as Glastonbury, Reading and Leeds all have specific 'Special Categories' which are enabled around the time of the event. These categories are profiled with music relevant to the event or theme which is been promoted.

When Special Categories are sent to your VenueHub jukebox they will include on and off dates, however these dates can be altered to affect when each Special Category is available.

Changing the start and end dates [EM_MU_SPE_D]

ENGINEERS MENU / MUSIC MENU /SPECIAL CATEGORIES

Select a category by touching it on screen, when selected the item will be highlighted with white text on a blue background.

Press the 'Configure Selected' button.

On the screen which appears, select any value by touching it on screen. Use the onscreen keyboard to enter a new value then press 'OK' to enter it.

Set the start date and end date during which the category will be automatically enabled.

Press save to exit.

Albums [EM_MU_AL]

ENGINEERS MENU / MUSIC SETTINGS / ALBUMS

This menu allows you to choose which Albums are displayed on the VenueHub customer interface.

Two options allow control of the albums which are displayed:

- View Albums: List of all albums which can be individually enabled or disabled.
- Settings: A list of album genre's which can be enabled or disabled. (Indie, Pop Rock etc)

Enable or disable individual albums [EM_MU_AL_ED]

ENGINEERS MENU / MUSIC SETTINGS / ALBUMS / VIEW ALBUMS

From this screen, individual albums can be enabled, disabled or archived. To scroll though more albums use the 'UP' and 'DOWN' buttons.

Select an album by touching it on screen, when selected the item will be highlighted with white text on a blue background. Once selected, press the 'Enable', 'Disable' or 'Archive' button on screen.

DISABLED

If the album is disabled it is not displayed when the customer selects the 'Featured Albums' category on the jukebox interface.

ENABLED

If the album is enabled, the album is displayed when the customer selects the 'Featured Albums' category on the jukebox interface.

ARCHIVED

If the album is archived and enabled, tracks within it can be viewed and selected but will be charged at a higher cost than normal tracks.

Enable or disable albums by genre [EM_MU_AL_EDG]

ENGINEERS MENU / MUSIC SETTINGS / ALBUMS / SETTINGS

Albums are grouped in to specific music genres which can be enabled or disabled. The Album Genre's are as follows:

1. Top Hits
2. Pop albums
3. Rock albums
4. Indie albums
5. Dance albums

To toggle the status of an 'Album Genre', touch the button on screen.

YES

Any albums falling within the genre will be downloaded and displayed in the 'Featured Albums' category on the jukebox interface.

NO

If an Album Genre is disabled and an update includes an album which falls in to the same grouping, the album will still be downloaded but this will be automatically hidden from the customer interface. This is done to ensure the profile of the jukebox can be changed at any time without the requirement for extensive music updates.

Delete Songs [EM_MU_AL_DS]

ENGINEERS MENU / MUSIC SETTINGS / DELETE SONGS

Note: When using this feature please disable all BGM timers as it is not possible to show tracks that have been hidden by an existing BGM timer. Remember to reset your BGM timers once you have finished deleting tracks.

The Delete Song feature enables songs to be removed from the jukebox so that they cannot be viewed by customers or played as part of a BGM profile. This may be required if a faulty track is detected or if it is unsuitable for a particular site.

In reality, songs are hidden rather than being deleted. This enables them to be restored and used again if the jukebox is re-profiled or the venue's music requirements change.

NOTE: Please make SoundNet aware of any faulty tracks encountered on VenueHub. It is possible to replace faulty tracks ensuring the future stability of the machine.

Deleting a track [EM_MU_AL_DST]

ENGINEERS MENU / MUSIC SETTINGS / DELETE SONGS

The page displays a list of all the tracks stored in the local music library organised alphabetically by Artist Name.

To quickly jump to Artist names starting with any letter, use the << >> buttons to scroll through the alphabet. The list will automatically update based on the letter currently selected.

Use the Up and Down Arrows to scroll through the displayed tracks in order to locate your required track.

Once the required track is located and select it by touching it on screen. When selected the item will be highlighted with white text on a blue background

To hide the track press the 'Hide' button on screen.

A new screen appears asking you to confirm the 'Hide' command is correct. To hide the track press 'Hide'.

Update Options [EM_MU_AL_UO]

ENGINEERS MENU / MUSIC SETTINGS / UPDATE OPTIONS

This section contains settings which determine how the jukebox processes tracks during a music update. Music updates can be achieved via CD ROM or if the VenueHub jukebox is online, automatically via Sound Leisure servers.

The menu has 3 options

Other Settings [EM_MU_AL_UO_O]

ENGINEERS MENU / MUSIC SETTINGS / UPDATE OPTIONS / OTHER SETTINGS

Add Any New Album To BGM Timers

The default value for this setting is 'NO'

This setting can be used to determine if tracks featured on downloaded albums can be used as part of a BGM profile. SL recommend 'Album Tracks' are excluded from BGM profiles.

Add Any New Special Categories To BGM Timers

The default value for this setting is 'NO'

This setting can be used to determine if tracks featured in 'Special Categories' can be used as part of a BGM profile. SL recommends 'Special Categories' tracks are excluded from BGM profiles.

Change the number of chart weeks to appear as un-archived [EM_MU_AL_UO_UA]

ENGINEERS MENU / MUSIC SETTINGS / UPDATE OPTIONS / ARCHIVE OPTIONS

SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.

Please call your Sound Leisure representative for more information.

Chart Size [EM_MU_AL_UO_CS]

ENGINEERS MENU / MUSIC SETTINGS / UPDATE OPTIONS / CHART SIZE

SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.

Please call your Sound Leisure representative for more information.

Venue Favourite [EM_MU_VF]

ENGINEERS MENU / MUSIC SETTINGS / VENUE FAVOURITES

**SORRY, THIS SECTION OF THE HELP PAGES IS STILL IN DEVELOPMENT.
Please call your Sound Leisure representative for more information.**

Cross Fade [EM_MU_XF]

ENGINEERS MENU / MUSIC SETTINGS / CROSS FADE

The Cross Fade Feature allows tracks to be cross faded or mixed into each other without any silence between tracks.

To enable/disable 'Cross Fade' press the relevant button on screen. The selected option is indicated by a yellow arrow at the left hand side of the button.

Please note, this setting is mirrored in the following location:

ENGINEERS MENU / JUKEBOX SETUP / SETUP / MORE

Changes made in either location are automatically unified across the jukebox.

Limit Playlist Size [EM_MU_PLL]

ENGINEERS MENU / MUSIC SETTINGS / LIMIT PLAYLIST SIZE

OR

ENGINEERS MENU / JUKEBOX SETUP / PLAYLIST LIMIT

For more information on this subject please follow the link:

[Playlist Limit](#) [EM_JS_PLL]

Maintenance Menu [TOC_MAINT]

[Calibrate touch screen](#) [EM_MA_CAL]

[Update](#) [EM_MA_UP]

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[View Reports](#) [EM_MA_VR]

[View Plays Reports](#) [EM_MA_VRP]

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[Data Collection](#) [EM_MA_DAT]

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[Rollback Music Library](#) [EM_MA_ROL]

[Roll back the music library](#) [EM_MA_ROLB]

[Jukebox Locking](#) [EM_MA_JBL]

[Locking the jukebox](#) [EM_MA_JBL_L]

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Calibrate Touch Screen [EM_MA_CAL]

ENGINEER'S MENU / MAINTENANCE / CALIBRATE TOUCH SCREEN

The calibrate touch screen option enables an engineer to recalibrate the VenueHub touch screen.

When the touch screen is operating correctly, the cross hair which represents the position of the PC's cursor, should automatically position itself directly underneath the users finger when they touch the screen.

If the position of the curser is above, below or at either side of the user's finger when touching the screen, the touch screen may require re-calibrating.

NOTE: Recalibrating the touch screen will cause VenueHub to reset. This process takes several minutes to complete.

To recalibrate the touch screen, touch the 'Calibrate Now' button on screen.

- Follow the simple on screen instructions, pressing the screen directly over each of the markers. The markers appear on screen as a blue cross with a red centre. By default 9 markers should be displayed, one after another.
- When pressing the markers onscreen ensure you use an extended, pointed finger. Also ensure the rest of your hand and other parts of the body do not contact the screen during the recalibration.

When all the markers have been registered, a 'Confirm' button appears on screen Press this to confirm the calibration.

If you do not press the 'Confirm' button, the calibration screen times out after 15 seconds and the recalibration is discarded.

To exit the calibration menu press the 'Main Menu' button. At this point if a recalibration has taken place you will be presented with a test screen featuring a large number of red 'TEST' boxed. Touch the screen all over to ensure the calibration is correctly configured.

Once you have confirmed the recalibration, press the 'Save Settings' button. After a short count down the machine will reset.

UPDATE [EM_MA_UP]

ENGINEER'S MENU / MUSIC SETTINGS / UPDATE

OR

ENGINEER'S MENU / MAINTANENCE / UPDATE

For more information on this subject please follow the link:

[UPDATE](#) [EM_MU_UP]

Playlist [EM_MA_PL]

ENGINEER'S MENU / MAINTENANCE / PLAY LIST

OR

ENGINEER'S MENU / MUSIC / PLAY LIST

For more information on this subject please follow the link:

[Playlist](#) [EM_MU_PL]

View Reports [EM_MA_VR]

ENGINEERS MENU / MAINTENANCE / VIEW REPORTS

There are three options:

- View Plays Report
- View Music Updates
- View Category Plays

View Plays Reports [EM_MA_VRP]

ENGINEERS MENU / MAINTENANCE / VIEW REPORTS / VIEW PLAYS REPORT

This option displays the total play count for any tracks on the jukebox. The information can be sorted by:

- Recent plays
- Total plays
- Date (on which the track added to the music library)
- Artist Name (A-Z)

View Category Plays Reports [EM_MA_VRC]

ENGINEERS MENU / MAINTENANCE / VIEW REPORTS / VIEW CATEGORY PLAYS

This option displays the total play count for each music genre on the jukebox. The information can be sorted by:

- Recent Weeks plays
- Total plays
- Genre / Category (A-Z)
- Artist Name.

The view can be changed from main genres/categories to sub genres/sub categories by pressing the 'Display Sub Cats' button.

View Music Updates Reports [EM_MA_VRU]

ENGINEERS MENU / MAINTENANCE / VIEW REPORTS / MUSIC UPDATES

This option displays a record of the scheduled weekly updates that are sent to the jukebox by SoundNet (either via CDRom or via online servers.) The information can be sorted by:

- Date of update
- Disc ID / Update ID
- Failed Updates.

If any failed updates have been encountered the 'Failed Attempts' column of the report will indicate the number of times this occurred.

Error Log [EM_MA_ERR]

ENGINEERS MENU / MAINTENANCE / ERROR LOG

The error log contains information about the incidents occurring in within the VenueHub software.

Do not be alarmed if the error log appears full. VenueHub records many events in the error log which do not affect the performance of the software. This information can be used by Sound Leisure's engineers to establish the nature of a fault with your hardware should a problem arise.

The error log can be saved to a USB stick and transferred to a PC in order to be emailed to Sound Leisure. To do this, insert a USB stick in to the Venue Hub PC and press the 'Save Error log' button.

Backup Data Stick [EM_MA_BCK]

ENGINEER'S MENU/ MAINTENANCE / BACKUP DATA STICK

An external flash memory stick is attached to every VenueHub PC via a USB port. This is stored inside the VenueHub case and used to hold a remote copy of the machines settings and logs.

Stored settings include a price of play, music profile, BGM timers, archived tracks, pricing promotions etc.

When changes are made to jukebox settings these can be manually backed up to the USB memory. Automatic backups also occur when exiting the engineers menu.

In the event of a PC failure, the backup files stored on the USB memory stick can be used to automatically configure a replacement PC to the same settings as the original.

Additional backup's of system settings can also be taken by unplugging the USB memory stick stored within the jukebox cabinet and plugging in any other USB stick. This function allows a backup of settings to be taken offsite if required.

Creating a USB backup of settings to take away from the venue [EM_MA_BCK_C]

ENGINEER'S MENU/ MAINTENANCE / BACKUP DATA STICK

1. Remove any resident USB memory sticks from the jukebox PC. Remove the USB cable which connects the VenueHub's internal backup memory stick to the jukebox PC. Insert a clean memory stick in to the same port.
2. Press the 'Backup/Copy' button on screen. The 'memory stick duplication' screen will appear.
3. Press 'Start Duplication' to initiate a data transfer.
4. Once all the data has been backed up onto the memory stick the screen will read 'Backup data stick has been created successfully'.
5. At this point a copy of all the setup data files has been transferred onto the memory stick (excluding the computer serial number). Remove the newly memory stick and replace the USB cable which connects to the internal backup memory stick.
6. Press 'OK I HAVE DONE AS INSTRUCTED' on screen to return to the Engineer's Menu.

Restoring settings from a previous backup [EM_MA_BCK_R]

ENGINEER'S MENU/ MAINTENANCE / BACKUP DATA STICK

1. Remove any resident USB memory sticks from the jukebox PC. Remove the USB cable which connects the VenueHub's internal backup memory stick to the jukebox PC.
2. Insert a USB memory stick containing VenueHub settings files from a previous backup.
3. Press the 'Restore from Stick' button.
4. A confirmation screen appears. This asks if the current jukebox setting should be overwritten with those on the USB stick. If you wish to proceed press 'Yes', otherwise hit 'No'.

IMPORTANT NOTE: Once the restore process is started it cannot be undone.

5. A progress screen will update as the settings are copied from the USB stick to the PC. When complete you will be asked to restart the jukebox PC.
6. Press 'Restart Now'
7. A copy of the new machine settings should now be transferred to the cabinet's internal USB stick. Remove the temporary USB stick and reconnect the cable which connects the VenueHub's internal backup memory stick to the jukebox PC.
8. When the machine has rebooted, re enter the engineers menu and go to:
ENGINEER'S MENU/ MAINTENANCE / BACKUP DATA STICK
9. Press Backup/Copy
10. Press Start Duplication.
11. Press Exit
12. Click 'Ok I have done as instructed'. The jukebox settings have now been updated and backup up to the cabinet's internal USB memory stick.

Data Collection [EM_MA_DAT]

ENGINEERS MENU / MAINTENANCE / DATA COLLECTION

Data collection enables the operator to collect site data via a USB Memory stick. This data can be taken away from site for analysis. Data is collected in a .CSV format which can be easily opened and organised using Microsoft Excel or a similar program.

In order to enable data from each site to be differentiated a site name and site number can be entered. This information is then shown on all reports related to the jukebox.

Reports transferred during data retrieval are as follows:

- Song Plays
- Time Plays
- User Input Logs

In addition, the following information files can be viewed by opening with Windows Notepad, Microsoft Word or similar.

- BGM Timers
- Cash Info
- Jukebox Info
- Music Downloads

All reports are grouped together in a single folder which is automatically titled to represent the site number and site ID.

The Data collection procedure does not wipe the inserted USB stick before transferring data, so a single USB stick can be used to store Data Collections from more than one machine.

Performing a data collection [EM_MA_DAT_P]

ENGINEERS MENU / MAINTENANCE / DATA COLLECTION

The Data Collection screen shows the current site name and site number. To change the details press the 'change' button on screen.

To collect data:

1. Connect a USB memory stick to the jukebox. A convenient USB port is located on the bottom side of the jukebox on the exterior of the cabinet.
2. Press the 'Collect' button on screen. A progress screen will update as the data is copied from the PC to the USB stick.
3. When the transfer is complete, remove the USB stick.

Rollback Music [EM_MA_ROL] **ENGINEERS MENU / MAINTENANCE / ROLLBACK**

The Roll Back feature can be used to try and restore the jukebox if the current music library becomes corrupt. This function attempts to over writing the corrupt data base with a previous version.

WARNING: THIS PROCEDURE SHOULD ONLY BE CARRIED OUT IF ADVISED BY A SOUND LEISURE DIGITECH ENGINEER.

Roll back the music library [EM_MA_ROLB] **ENGINEERS MENU / MAINTENANCE / ROLLBACK**

1. When the page is first opened a message will appear stating:

'SEARCHING FOR BACKUPS PLEASE WAIT'
2. The list of available music library data bases will be displayed on screen, identified by the date on which they were installed.
3. Select the most recent entry by touching it on screen. When selected it will be highlighted with white text on a blue background.
4. To roll back to the selected music library database press the 'ROLLBACK SELECTED' button.
5. You will be asked to confirm your desire to roll back to the database selected.
6. When the library has been restored, check the jukebox to confirm the corruption issue is resolved. If the issue still exists, return to the Rollback menu and select an earlier entry.

Jukebox Locking

[EM_MA_JBL]

ENGINEERS MENU / MAINTENANCE / JUKEBOX LOCKING

The jukebox locking function is required when a jukebox with a ongoing subscription to SoundNet music services is taken off site.

By locking the jukebox, the ongoing monthly subscription to SoundNet's content provision can be postponed.

Locking the jukebox: [EM_MA_JBL_L]

1. Open the Jukebox Locking screen and make a note of the following details:
 - i) The 6 digit code shown in the top left corner of the screen
 - ii) The jukebox serial number
2. Call SoundNet on +44 (207) 6448888 and request a Jukebox Lock Code.
3. The advisor will ask for the 6 digit code and the jukebox serial number.
4. You will then be issued with a 6 digit 'lock code'. Make a note of this.
5. Return to the jukebox and locate the jukebox locking page. Enter the 6 digit 'Lock Code' using the onscreen keyboard. Press the 'Enter' button to confirm the code.
6. A final 'confirmation' code will be displayed to confirm the machine has been locked. Call SoundNet and re-quote the jukebox serial number and the confirmation code. This completes the process.

NOTE: Until the final confirmation code has been received by SoundNet the jukebox subscription will remain active and therefore chargeable. Please ensure the full process is completed in order to postpone the relevant subscription charges.

Maintenance [EM_MA_MAI]

ENGINEER'S MENU / MAINTENANCE / MAINTENANCE

Use this option to save any changes made to the jukebox operating system. It is advisable to ensure changes are saved when settings such as driver updates or graphic equaliser settings have been changed.

Background Music (BGM) Menu [TOC_BGM]

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Background Music (BGM) [EM_BGM_MAI]

ENGINEER'S MENU / BGM / BGM

Introduction - Background Music (BGM) [EM_BGM_IN]

The Background Music option enables you to quickly program the jukebox to automatically play profiled selections of music during pre-set periods of time. In addition, BGM timers can be used to control the tracks which are available for customer selection on the jukebox customer interface. By enabled options in a BGM timer the music library can be restricted to only display tracks within the current BGM timer.

BGM Parameters [EM_BGM_PA]

There are fifteen individual timers which can be profiled and organised using any combination of the following parameters:-

1. On/Off Times.
2. Days of the week.
3. Interval between BGM Songs + Display Options.
4. BGM type:
 - most played songs
 - Least played songs
 - BPM Range
 - Playlist
5. Exclude/include individual genres/categories
6. Exclude/include individual songs.
7. Set BGM Volume
8. Change timer name
9. Prioritise timers

The BGM menu page displays the following:

- List of BGM timers with status (Enabled / Disabled)
- Dynamic information box showing details of currently selected timer
- 'Enable/Disable', 'Name Selected' and 'Change Details' buttons.
- Now Playing Timer (which displays the currently active timer.)

Please follow the process detailed below to enable and profile a BGM timer. Multiple timers can be configured to ensure the playback of music is controlled at all times.

NOTE: Where more than one timer exists for a given time, the timer positioned highest in the list takes precedence.

NOTE: Where no timer exists for a given time, no BGM music will be played. It is therefore advisable to set a general BGM timer to cover all periods as the lowest priority timer. Additional timers can be set above this to profile more specific time periods.

Enabling a BGM timer [EM_BGM_PA_EN]

ENGINEER'S MENU / BGM / BGM

Before a timer can be profiled it must be enabled.

To enable a timer, select it by touching it on screen. When selected the current timer will be highlighted with white text on a blue background. Press the 'Enable' button.

To begin profiling the currently selected time press the 'Change Details' button. The profile page for the currently selected BGM timer will appear. This contains all the options which can be configured to control the music selected by the current timer.

For more information on profiling a BGM timer follow the link below:

[Profile the days and time](#) [EM_BGM_PA_DAY]

Timer Priorities and changing Timer Names [EM_BGM_PA_PN]

ENGINEER'S MENU / BGM / BGM

The first Timer in the list has the highest priority, while the bottom Timer in the list has the lowest priority.

If two or more timers overlap or more than one timer is programmed for a single time slot, the BGM profile highest in the list of timers takes precedent and its settings will be used for that period.

Changing the priority of BGM timers [EM_BGM_PA_PRI]

ENGINEER'S MENU / BGM / BGM /

To change the priority of a BGM timer, first select the timer onscreen. When selected the chosen timer will be highlighted with white text and a blue background.

Use the 'Move Up' and 'Move Down' buttons on screen to change the position of the currently selected timer in the list.

Changing the name of a BGM timer [EM_BGM_PA_NAM]

ENGINEER'S MENU / BGM / BGM / NAME SELECTED

To change the name of a BGM timer, first select the timer onscreen. When selected the chosen timer will be highlighted with white text and a blue background.

Press the 'Name Selected' button onscreen. Use the onscreen keyboard to enter a name for the currently selected timer. Press 'enter' to confirm the name.

Profile the days and time [EM_BGM_PA_DAY]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE ON – OFF TIMERS AND DAYS

1. To set the days on which the current timer will operate touch the individual day buttons on screen to toggle the state from 'Yes' to 'No'.
 - YES The timer will operate on the chosen day
 - NO The timer will NOT operate on the chosen day.
2. Once the days have been set, enter a start time for the currently selected timer. Touch the 'On time' (Hour or Minute) button on screen and use the keyboard to enter the time at which the timer should automatically enable. Press 'OK' to confirm the value. Values must be entered in the 24 hour clock format. (00h – 23h).
3. Enter an end time for the currently selected timer. Touch the Off time (Hour or Minute) button on screen and use the keyboard to enter the time at which the timer should automatically disable. Press 'OK' to confirm the value.

The currently selected timer will now be enabled and disabled at the profiled times only during the dates which have been activated.

List of BGM Types [EM_BGM_PA_TYP]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / BGM TYPE

The BGM type selected will alter the options which are available in the next section of profiling. Once a BGM Type has been selected, press the 'Main Menu' button to return to the main BGM settings menu for the currently selected timer.

The button directly beneath 'BGM type' will dynamically have changed to reflect the settings available for the BGM type selected.

There 4 BGM options available are as follows:

[Beats Per Minute and Year Range](#) [EM_BGM_TYP_BPM]

[Most played songs](#) [EM_BGM_TYP_MP]

[Least played songs](#) [EM_BGM_TYP_LP]

[Playlist](#) [EM_BGM_TYP_PLL]

BPM Range [EM_BGM_TYP_BPM]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE BGM RANGE

(This option is only available when 'Beats Per Minute' is selected as the 'BGM type'.)

This option enables an upper and lower BPM limit to be set for the current profile to control the tempo of tracks played in this timer. Each track on the jukebox music library has a BPM rating programmed into its code, usually somewhere between 60 – 185 BPM. A track with a slow tempo would have a low BPM rating (i.e. Frank Sinatra – Strangers in the Night 90bpm) where as a fast track would have a much higher BPM rating. (I.e. The Beatles – She Loves You 151bpm).

A year range option can also be set to only profile tracks within a specific chronological period.

The BPM ranges have been grouped together to make it quick and easy to select the speed of music which is required. 4 settings are available:

- Slow (0 – 60 BPM)
- Medium (61 – 90 BPM)
- Fast (91 – 120 BPM)
- Very Fast (121 – 300 BPM)

In the BPM 'From' window, select the lowest BPM speed required for the currently selected timer. When a value is selected it will be highlighted with white text on a blue background.

In the BPM 'To' window, select the highest BPM speed required for the currently selected timer. When a value is selected it will be highlighted with white text on a blue background.

NOTE: The majority of tracks in an average jukebox music library fall between 60 – 185 BPM.

NOTE: The 'To' Range must always be equal to or faster than the 'From' Range.

Year Range [EM_BGM_TYP_BPM_YR]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE BGM RANGE

(This option is only available when 'Beats Per Minute' is selected as the 'BGM type'.)

Year Range

A year range can be set from lowest year to highest year, where the lowest possible year is 1952 and the highest is the current year. (i.e. 1950 – 1969)

1. To enter a 'highest' or 'lowest' year, first select the value by touching it on screen. Once selected the value will be highlighted with black text on a yellow background.
2. Use the onscreen keyboard to enter a 4 digit year value (i.e. 1976 rather than 76) and press 'OK' to confirm.
3. To enter the current year, highlight a value then press the 'Present Day' button. The value will display 'Now' in the selected field.

NOTE: By selecting the 'Now' option this removes the need to update BGM timers at the beginning of each year, as would be required if the current year was entered manually. The 'now' option ensures the newest material will continue to be played each time the changes on New Years day.

4. To enable music from all years to be selected by the currently selected BGM timer, press the 'All Years' button. 'All Years' is displayed in the 'Highest' and 'Lowest' year range fields.

Calculate Button [EM_BGM_TYP_BPM_YRC]

Press the 'calculate' button to display the quantity of tracks which fall within the parameters you have entered for 'Beats per minutes' and 'Year Range' values.

Most Played [EM_BGM_TYP_MP]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / BGM TYPE / MOST PLAYED
(This option is only available when 'Most Played' is selected as the 'BGM type'.)

Selecting this BGM type causes the jukebox to play the 'Most Popular' selections on the machine. As the jukebox is used it logs every paid play selection and creates a jukebox chart from most popular to least popular of all the tracks in the jukebox music library. BGM 'Most Played' enables a timer to be profiled to determine the quantity of 'most played' tracks available (i.e. select from the 100 most played songs.) A 'Most Played' timer can also exclude songs that have recently been added to the machine in order to give them time to establish a ranking (i.e. ignore songs that have been on the jukebox less than 3 weeks.)

A figure can be entered to control the size of the playlist from which selections are taken (i.e. 200 most popular tracks.) Tracks are played in a randomised order.

The page displays a box showing which reflects the size of the playlist from which selections are taken (i.e. 200 = 200 most popular tracks.)

To edit the value first touch it on screen, when selected it will turn yellow. Use the onscreen keyboard to enter a new value and press 'Ok' to confirm.

Type of most played

Two options are available:

Last 3 weeks most played [EM_BGM_TYP_MP_REC]

This option will select tracks from the most played tracks of the previous 3 weeks only.

All time most played [EM_BGM_TYP_MP_ALL]

This option will select tracks from the most played tracks on the jukebox since its installation.

Least Played [EM_BGM_TYP_LP]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / LEAST PLAYED

(This option is only available when 'Least Played' is selected as the 'BGM type'.)

Selecting this BGM type causes the jukebox to play the 'Least Popular' selections on the machine. A figure can be entered to control the size of the playlist from which selections are taken (i.e. 200 least popular tracks.) Tracks are played in a randomised order. A 'Least Played' timer can also exclude songs that have recently been added to the machine in order to give them time to establish a ranking (i.e. ignore songs that have been on the jukebox less than 3 weeks.)

The page displays a box showing which reflects the size of the playlist from which selections are taken (i.e. 200 = 200 least popular tracks.)

To edit the value first touch it on screen, when selected it will turn yellow. Use the onscreen keyboard to enter a new value and press 'Ok' to confirm.

Exclude tracks less than 'X' weeks old[EM_BGM_TYP_LP_X]

Enter a value to determine the number of weeks new tracks will be ignored by the currently selected timer. Entering '3' would ensure only the least played tracks more than 3 weeks old were included in the profile.

To edit the value first touch it on screen, when selected it will turn yellow. Use the onscreen keyboard to enter a new value and press 'Ok' to confirm.

Play List [EM_BGM_TYP_PLL]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / PLAYLIST SETUP

(This option is only available when 'Playlist' is selected as the 'BGM type'.)

Enables specific tracks created as a playlist to be profiled for the current timer. Playlists are created separately in the 'Custom Playlists' option of the interface which is found at: **ENGINEERS MENU / BGM / CUSTOM PLAYLIST**

This facility enables a playlist created in the 'Custom Playlist' option to be specified as the music selection for the currently selected timer.

NOTE: To use this option a Custom Playlist must have already been created. For more information on the Custom Playlist option please view this link:

Selecting a playlist for BGM timers [EM_BGM_TYP_PLL_S]

- i) The page displays a selection box which shows the name of the first available playlist.
- ii) Press the << and >> arrows to scroll through all the playlists available on the jukebox.
- iii) Select a 'play order' option on screen:

Sequential

The tracks will play in the exact order the playlist was created in.

Random

Tracks will be selected from the chosen play list in random order.

Pressing the 'Change' button takes you directly to the Custom Playlist facility.

Interval between BGM Songs & Display Option [EM_BGM_INT]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / INTERVAL BETWEEN SONGS & DISPLAY OPTIONS

This option enables a delay (interval) to be programmed between the playback of BGM tracks for the currently selected timer. Entering 5 would therefore profile a 5 minute interval between the playback of each BGM track.

1. To enter a BGM interval, first select the value by touching it on screen. Once selected the value will be highlighted with black text on a yellow background.
2. Use the onscreen keyboard to enter a value (in minutes) and press 'OK' to confirm.

NOTE: If the Interval value is set to '0', constant BGM (no interval) is enabled for the currently selected timer.

Only display the songs that are in the BGM range [EM_BGM_INT_D]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / INTERVAL BETWEEN SONGS & DISPLAY OPTIONS

(This option is only available when 'Beats Per Minute' is selected as the 'BGM type'.)

This powerful option enables the music displayed on the customer interface to be filtered in line with the active BGM timer. This option therefore not only provides control over the automatically selected music played by the active BGM timer, but also controls the music which is available for paid play selection by customers.

By preventing customers making paid play selections for songs outside the current BGM profile, the ambience of the venue can be tightly controlled. This could be used to ensure only suitable music was available for paid play selection during early mornings and lunch periods where a venue is busy with customers eating and where very fast music or heavy metal would be unsuitable.

Touch the button on screen to toggle the setting from 'Yes' to 'No':

If this value is set to 'YES' the jukebox library available to customers for paid play selection will be filtered in line with the current BGM Timer.

If this value is set to 'NO' the entire jukebox library will be made available to customers for paid play selection. The BGM profile will only affect the selection of track played automatically by BGM.

Change Excluded Categories [EM_BGM_EXC]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE EXCLUDED CATEGORIES

This option enables specific categories to be removed from the profile of the currently selected BGM timer. When a category is excluded, tracks contained within it will not be available for selection by BGM.

The page shows two columns:

Included Sub Categories

Shows a list of all the music categories which are included in the currently selected BGM timer.

Excluded Sub Categories

Shows a list of all the music categories which are excluded in the currently selected BGM timer.

Excluding a music category [EM_BGM_EXC_CAT]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / INTERVAL BETWEEN SONGS & DISPLAY OPTIONS

1. To exclude a music category from the currently selected timer, select a category from the 'Included Sub Category' list on the left side of the screen. When selected the category will be highlighted with white text on a blue background.
2. Press the 'Add' button.
3. The selected music category will move from the 'Included Sub Category' list to the 'Excluded' list. No tracks within the category will be available for selection with the currently selected BGM profile.

Including a previously excluded music category [EM_BGM_EXC_CATB]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / INTERVAL BETWEEN SONGS & DISPLAY OPTIONS

1. To include a music category which has previously been excluded from the currently selected timer, select a category from the 'Excluded Sub Category' list on the right side of the screen. When selected the category will be highlighted with white text on a blue background.
2. Press the 'Remove' button.
3. The selected music category will move from the 'Excluded Sub Category' list to the 'Included' list. All tracks within the category will be available for selection with the currently selected BGM profile.

Warning If you have enabled the 'ONLY DISPLAY THE SONGS THAT ARE IN THE BGM RANGE' option, removing a category from the same BGM timer will result in the genre/category graphic being hidden on the customer interface. No tracks from the exclude category will be available for customer selection.

Change Excluded Songs [EM_BGM_EXC_TRA] **ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE EXCLUDED SONGS**

This option can be used to exclude a specific song from the currently selected BGM timer select

The initial screen displays a list of all the songs available to the current BGM timer, taking into account the options chosen in all the previous 'BGM setting' pages (i.e. BPM type and rate, year range etc.)

Tracks are organised alphabetically by Artist name.

Excluding a Song [EM_BGM_EXC_TRA_X]

1. Use the 'Up' and 'Down' arrows to scroll through the list of 'Included Songs' and locate the required track.
2. Select the song by touching it on screen. When selected it will be highlighted with white text on a blue background.
3. Press the 'Add' button to exclude the songs from the current play list. Once a track has been excluded from the current BGM timer it will be displayed in the 'Excluded Songs' area at the bottom of the screen.

Including a previously excluded Song [EM_BGM_EXC_TRA_XB]

1. Use the 'Up' and 'Down' arrows to scroll through the list of 'Excluded Songs' and locate the required track.
2. Select the song by touching it on screen. When selected it will be highlighted with white text on a blue background.
3. Press the 'Remove' button to remove the song from the 'Excluded Songs' list. Once a track has been removed from the 'Excluded' list it will be displayed in the 'Included Songs' list at the top of the screen.

BGM Volume [EM_BGM_VOL]

ENGINEERS MENU / BGM / BGM / CHANGE DETAILS / CHANGE BGM VOLUME

This option enables the volume of tracks selected by the current BGM timer to be set lower than those of paid play tracks.

The page displays a sectioned bar which represents the BGM volume options for the current timer. The maximum BGM Volume is the same as the current Paid Play level.

To adjust the volume level for the currently selected BGM timer, touch the appropriate level on screen.

The selected level can be tested by pressing the 'Test Volume Level' button on screen. This causes the jukebox to adjust the volume of the track currently playing to that of the BGM timer. Evaluate the music level and make changes to the BGM volume setting if required. 'Test Mode On' is displayed when this feature is active.

NOTE: If you 'Exit' the BGM Volume screen with the 'Test Mode' function enabled and a paid play track playing, the volume will remain low until the track has finished. The playback of paid play tracks will then return to the standard volume.

Duplicate [EM_BGM_DUP]

ENGINEERS MENU / BGM / BGM

The duplicate feature allows a fully profiled timer be duplicated and renamed in order to save time. This is ideal for timers which share similar settings or music themes.

Duplicate an existing BGM Timer [EM_BGM_DUP_EXI]

ENGINEERS MENU / BGM / BGM

1. Identify the name of the timer which will be duplicated.
2. To duplicate an existing BGM timer, **a new timer must first be selected and enabled** in order to provide a location for the details to be copied.
3. Select a new timer by touching it on screen. When selected it will be highlighted in White text with a blue background. To enable the timer press the 'enable' button.
4. With the new timer enabled and selected, press the 'Change Details' button.
5. At the bottom of the page, press the 'Duplicate' button.
6. The page displays a list of all the current BGM timers. Select the timer which the details will be copied from. When selected the timer will be highlighted in White text on a blue background.
7. Press 'Duplicate Selected'. A summary page will display showing:
 - i) The name of the timer from which the settings will be copied
 - ii) The name of the timer to which the settings will be copied
8. Check that the details are correct and press 'Yes Proceed' to complete the process.
9. The copy process is completed. Adjust the settings for the new timer using the options available.

Custom Play List (User Play List) [EM_CUSTPLY_MAI]

ENGINEERS MENU / BGM / CUSTOM PLAYLIST

OR

ENGINEERS MENU / JUKEBOX SETUP / USER PLAYLIST

A custom playlist of music can be created and specified in a BGM timer to enable an exact list of tracks is played automatically at any given time. Tracks can be played in a specific order or sequentially, depending on the BGM settings selected.

To create a custom playlist: [EM_CUSTPLY_CRE]

ENGINEERS MENU / BGM / CUSTOM PLAYLIST

1. Press the 'New Playlist' button on screen
2. Enter a name for the playlist and press 'enter'
3. The new playlist will be added to the list of available playlists. Select it by touching it on screen. When selected it will be highlighted with White text on a blue background.
4. Press the 'Change Details' button on screen.
5. The playlist creator screen appears. To start building the playlist press the 'Add Song' button on screen.
6. You are presented with search 3 options:
 - i) Search by category
 - ii) Search by Artist or track title
 - iii) Show last Search Results

Search by Category [EM_CUSTPLY_CRE_SCAT]

ENGINEERS MENU / BGM / CUSTOM PLAYLIST / CHANGE DETAILS / ADD SONG

1. The screen displays the list of songs contained within each music genre/category in the music library (i.e. Indie, Rock, 00's etc). To move through different music genre's press the << and >> buttons at the top of the page.
2. Use the scroll up and scroll down buttons at the bottom of the page to scroll through additional pages of tracks for each genre.
3. To select a track touch it on screen. When selected a track will be highlighted with white text on a blue background.
4. To add the track to the current playlist press the 'Select Song' button on screen. The page returns to the track list for the current playlist and the recently selected track will now be displayed.

Search by Artist or track title [EM_CUSTPLY_CRE_STR]

[ENGINEERS MENU](#) / [BGM](#) / [CUSTOM PLAYLIST](#) / [CHANGE DETAILS](#) / [ADD SONG](#)

1. Select either 'Artist' or 'Title' at the top of the page.
2. Use the onscreen keyboard to enter the details of the artist or track name required. Press 'Enter' to search.
3. The screen displays the list of results. Use the scroll up and scroll down buttons at the bottom of the page to scroll through additional pages of tracks.
4. To select a track touch it on screen. When selected a track will be highlighted with white text on a blue background.
5. To add the track to the current playlist press the 'Select Song' button on screen. The page returns to the track list for the current playlist and the recently selected track will now be displayed.

Show last Search Results [EM_CUSTPLY_CRE_SRES]

[ENGINEERS MENU](#) / [BGM](#) / [CUSTOM PLAYLIST](#) / [CHANGE DETAILS](#) / [ADD SONG](#)

Press the 'Show Results from Last Search' button to display the track list from the previous search. This ensures the same search does not need to be repeated again and again where tracks from the same artist are used to build a playlist.

Arranging the order of tracks in a playlist [EM_CUSTPLY_CRE_ORD]

Once all the tracks required for a playlist have been entered, the list can then be rearranged in to order.

First, select a track by touching it on screen. Once selected the track will be highlighted with white text on a blue background.

Press the 'Move Song Up' and 'Move Song Down' buttons on screen to change the position of the selected song.

NOTE: The position of each track in the playlist will only be retained if the 'Play Order' of the BGM timer is set to 'SEQUENTIAL'. If 'Random' is selected tracks will be chosen from the playlist and played back in a random order.

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OR
MANAGERS MENU / MANAGERS PHOTOS

The Managers Photo's scatter advert enables images and adverts created by the location to be loaded on to the VenueHub jukebox via CD Rom or USB stick. When the jukebox is not been used by a customer (and when the credit count is zero) it automatically enters 'Attract Mode', displaying a range of adverts intended to attract customers to the jukebox. The 'Scatter Advert' displays any images stored in the Managers Photo's section of the jukebox on the customer interface, where they can be moved around, viewed and enjoyed by customers.

Adding images to Managers Photo's [ADS_MAN_PHO_ADD]

ENGINEERS MENU / ADVERTS / MANAGERS PHOTO'S
OR
MANAGERS MENU / MANAGERS PHOTOS

1. On the bottom left hand side of the external cabinet, locate the locked USB access door. This can only be opened using the key which was supplied with your VenueHub jukebox.
2. Open the access door using the key and insert a USB stick containing images into the USB slot. Alternatively images can be added by CD Rom if you have access to the jukebox PC.
3. When the Managers Photo's page is opened, a list is displayed of any images currently stored on the Jukebox. To add images from the attached USB stick, press the 'Install More Photo's button at the bottom of the screen.
4. Select the source by pressing an option on screen:
 - USB Memory stick
 - CD ROM
5. The VenueHub will display all the compatible images on screen.
6. Select the images you wish to use by touching them on screen. When an image has been selected it will be highlighted in Blue.
7. You can select individual images or press the "select all" button to select all images available.
8. When all the required images have been selected press the 'Install Selected Images' button on screen.
9. The jukebox will copy the relevant files from the source to the Jukebox PC.
10. The 'Scatter Advert' application will now show your images as a full screen advert when the jukebox enters 'Attract Mode'.

Deleting images from Managers Photo's [ADS_MAN_PHO_DEL]
ENGINEERS MENU / ADVERTS / MANAGERS PHOTO'S
OR
MANAGERS MENU / MANAGERS PHOTOS

1. When the Managers Photo's page is opened, a list is displayed of any images currently stored on the Jukebox. Use the arrow buttons to scroll up and down the list of images.
2. Select the images for deletion by touching them on screen. When an image has been selected it will be highlighted in Blue. Multiple images can be selected.
3. When all the required images have been selected press the 'Delete Selected Images' button on screen.
4. The jukebox will delete the relevant files from the Jukebox PC.

'What's On' Events Guide [ADS_WHAON]

ENGINEERS MENU / ADVERTS / WHATS ON EVENTS
OR
MANAGERS MENU / WHATS ON EVENTS

The 'What's on Events Guide' is an essential tool for a venue, enabling the site management to use the VenueHub to promote all the events and activity coming up in a location.

Once events have been programmed in to the VenueHub they are displayed in two places:

- In the 'What's On' application which is accessible at all times to customers via the Jukebox customer interface (no credits required.)
- Via automatic, dynamic full screen adverts which run when the jukebox is not been used by customers.

Any number of events can be programmed in to the 'What's On Guide' and the software will automatically ensure all events are equally promoted.

Adding a new event [ADS_WHAON_NEW]

ENGINEERS MENU / ADVERTS / WHATS ON EVENTS
OR
MANAGERS MENU / WHATS ON EVENTS

1. Press 'New what's on Event' on screen.
2. Enter a title for the event using the onscreen keyboard. Press 'Enter' to continue.
3. Select the icon you want to associate with the event by pressing the 'Change' button on screen. To select an option press it on screen. Press 'Next' to continue
4. If the event has a specific start time, press the 'Does event have a start time' button on screen to toggle it from 'No' to 'Yes'.
5. If the event start time has been enabled, press the hour and minutes button on screen and use the keyboard to enter relevant values. Press 'OK' to enter the values. Values should be entered in 24 hour clock format. Press the 'Next' button to continue.
6. Enter a full description of the event. Press the '#£=' button to access a full list of currencies and symbols. Press the 'enter' button to continue.

7. Select a 'frequency' for the event. Three options are available:

- Single Day (one off Event)
- Weekly (Weekly Event)
- Monthly (Monthly Event)

Select an option and press 'next' to continue.

8. Select the date on which the event takes place. If the event frequency was set to 'weekly' or 'monthly' you will also be asked to enter an End date for the event. If the end date is not known, press the 'Never End' button on the calendar screen.

9. If 'the event frequency was Weekly' or 'Monthly' set the day or date on which the event occurs:

- Weekly – Set the day of the week on which the event will occur
- Monthly – Set the day of the month on which the event will occur

10. Press the 'Finish' button to complete the event entry.

NOTE – the 'Finish' button must be pressed to save the new event.

Return to the jukebox customer interface and select the 'What's On' application. If the event is scheduled within the next 14 days (default value) it will be displayed on screen. To view any additional information about the event press touch an event on screen.

View / Edit Existing Events [ADS_WHAON_ED]

ENGINEERS MENU / ADVERTS / WHATS ON EVENTS / VIEW EVENTS

OR

MANAGERS MENU / WHATS ON EVENTS / VIEW EVENTS

Events which have already been programmed in to VenueHub can be viewed and edited by pressing the 'View Events' button.

1. To edit an existing advert, select it from the list on screen. When selected the chosen event will be highlighted with white text on a blue background.
2. Press the 'Edit Event' button on screen.
3. Follow the process for setting up a new advert and make changes as required.

[Adding a new event](#) [ADS_WHAON_NEW]

4. You must go through all the stages of the event programming and select 'FINNISH' on the final page in order to save any changes made.

Site Name [ADS_WHAON_SITN]

ENGINEERS MENU / ADVERTS / WHATS ON EVENTS / SITE NAME
OR
MANAGERS MENU / WHATS ON EVENTS / SITE NAME

Press the 'change' button to edit the site name. Use the onscreen keyboard to enter the site name and press 'Enter' to confirm.

NOTE: Changing the site name here also amends the name else where in the jukebox setup.

Sport Event Advert [ADS_SPO_AD]

ENGINEERS MENU / ADVERTS / SPORTS EVENT ADVERT
OR

MANAGERS MENU / SPORTS EVENT ADVERT

Sports Event Adverts build on the 'What's On Event Guide' principal by allowing the location management and staff to program the VenueHub jukebox to promote upcoming events at the venue. Sport Event Adverts add additional functionality which enables the emblems and logo's of the relevant teams to be displayed along with the event details.

Adding a new Sports Event advert. [ADS_SPO_AD_NEW]

ENGINEERS MENU / ADVERTS / SPORTS EVENT ADVERT
OR

MANAGERS MENU / SPORTS EVENT ADVERT

1. Press 'New Sporting Advert' on screen.
2. Enter a date and time of the Sports Event by touching the relevant boxes on screen.
3. If the Sports Event is between international teams, press the 'International Game?' button on screen to toggle the setting to 'Yes'.
4. Select the teams by following the instructions on screen. Press 'Next' when both teams have been selected.
5. To enter an Event Title and press the 'Title' button on screen. Use the onscreen keyboard to enter the Event Title and press 'Enter' to confirm.
6. To enter details about the Event press the 'Message' button on screen. Use the onscreen keyboard to enter the Event details and press 'Enter' to confirm.
7. Press 'Next' to continue.
8. Enter a start and end date to determine when the advert for this event will be displayed on the jukebox customer interface.
9. The advert can be profiled to run at three periods throughout the day:
 - Morning (5:00 – 12:00 (lunchtime))
 - Afternoon (12:00 – 19:00)
 - Evening (19:00 – 05:00)

Press the onscreen button next to each time period to toggle the setting from 'No' to 'Yes'. Press the 'Next' button to continue.

10. Press the buttons on screen which represent the on which the advert will shown. When enabled a day will be highlighted with black text on a green background.

11. Press 'Finish' to complete the advert configuration.

The advert will now be shown as a mini advert at the top of the main jukebox customer interface. If the event is scheduled within the next 14 days (default value) it will be displayed on screen in the "What's On Guide" application.

Edit / Delete an existing Sports Advert [ADS_SPO_AD_ED]

ENGINEERS MENU / ADVERTS / SPORTS EVENT ADVERT

OR

MANAGERS MENU / SPORTS EVENT ADVERT

1. Press the 'Edit Existing Advert' button on screen.
2. Select the advert to be edited or deleted by touching it on screen. The selected item will be highlighted with white text on a blue background.
3. To delete the currently selected item, press the 'Delete Selected' button and confirm the deletion by pressing the 'Yes' button.
4. To edit the currently selected advert press the 'Edit Selected' button.
5. Follow the process for setting up a new Sport Event Advert and make changes as required.

[Adding a new Sports Event advert](#) [ADS_SPO_AD_NEW]

6. You must go through all the stages of the event programming and select 'FINNISH' on the final page in order to save any changes made.

Full Screen Advertising [ADS_FU_SC]

ENGINEERS MENU / ADVERTS / FULL SCREEN ADVERTISING
OR
MANAGERS MENU / FULL SCREEN ADVERTISING

When the jukebox is not been used by customers and the credit count equals zero, the jukebox automatically enters 'Attract Mode'.

While in 'Attract Mode' the jukebox customer interface displays a wide range of adverts, promoting new tracks and albums downloaded by the jukebox, Sports Events and 'What's On Guide' events plus a wide range of other promotional adverts designed to attract customers to the jukebox.

- If a customer approaches the jukebox while an advert is running, pressing 'Close Advert' will close the advert and return to the display to the jukebox customer interface.
- If a customer inserts a coin while a full screen advert is running, the advert is automatically closed returning the display to the jukebox customer interface.

The settings on this page can be used to control the speed and frequency which these adverts appear.

Delay Period [ADS_FU_SC_DP]

This settings (in seconds) determines the delay which occurs after the last user touches the jukebox touch screen, before the first full screen dynamic advert is launched. Full screen advertising is only launched when the jukebox credit count equals zero.

The default setting for this value is 45 (seconds)

Consecutive Adverts [ADS_FU_SC_CA]

This setting determines number of consecutive adverts which will run once full screen adverts are launched. Once the chosen number of adverts has run, the screen returns to the jukebox customer interface and there is a further delay before full screen adverts are launched again.

The default setting for this value is 1.

Operator Setup [ADS_OP_AD]

ENGINEERS MENU / ADVERTS / OPERATOR SETUP
OR
MANAGERS MENU / OPERATOR SETUP

- The 'Operator Setup' is used enter details of the company who operate or maintain the VenueHub machine. The operator details are displayed on a dynamic full screen VenueHub advert which promotes the operators services.

The following options are available;

Operator Name

Press the 'operator name' button on screen. Use the onscreen keyboard to enter the name of the company that operates the VenueHub jukebox. The operator name will be displayed on a VenueHub full screen dynamic advert.

Operator Telephone number

As above, but for the operating companies telephone number.

Operator Telephone number

As above, but for the operating companies email address.

Operator web address

As above, but for the operating companies web address.

Operator tag line

As above, but for the operating companies tag line.

Logo

As above, but for the operating companies logo.

1. To add a company logo press 'touch here to change' on screen.
2. Select the source destination which contains the logo you wish to upload (CD Rom or USB Data Stick.)
3. Select the logo image file from the list of images displayed. To select a file touch it on screen. The selected image file will be displayed in the 'Logo' window.

Install an Operator Profile from Disk / USB stick [ADS_OP_AD_PRO]

Contact Sound Leisure to request an 'Operator Profile' for use with VenueHub jukeboxes. An 'Operator Profile' contains all the information which can be entered on the 'Operator Setup' page. This can be quickly imported rather than typing all the details in manually.

Internet Features Menu [TOC_INT_FEAT]

Unlimited Options [EM_INTFE_UN_OP]

Enable / Disable 'Unlimited' service [EM_INTFE_UN_OP_ED]

Extra Settings [EM_INTFE_UN_OP_SET]

Online Search [EM_INTFE_UN_OP_SET_ON]

Playback time limit [EM_INTFE_UN_OP_SET_TI]

Enabling / Disabling the play limit timer

[EM_INTFE_UN_OP_SET_TI_ED]

Setting the duration for the play limit timer

[EM_INTFE_UN_OP_SET_TI_SET]

Explicit Filter [EM_INTFE_UN_OP_SET_FIL]

Song Purchase Status (Refunds in Manager Menu)

[EM_INTFE_UN_OP_SET_REF]

Issuing a refund for a failed download track

[EM_INTFE_UN_OP_SET_REF_T]

Managers Filters [EM_INTFE_UN_OP_MF]

Disabling a downloaded track [EM_INTFE_UN_OP_MF_D]

Re-enabling a previously Disabled download track

[EM_INTFE_UN_OP_MF_E]

Unlimited Timers [EM_INTFE_UN_OP_UT]

Enabling an 'Unlimited' timer [EM_INTFE_UN_OP_UTE]

Timer Priorities and changing Timer Names

[EM_INTFE_UN_OP_UTP]

Changing the priority of an 'Unlimited Timer'

[EM_INTFE_UN_OP_UTPC]

Changing the name of a 'Unlimited Timer'

[EM_INTFE_UN_OP_UT_CN]

Profile the days and time [EM_INTFE_UN_OP_UT_DT]

Hide previously downloaded tracks [EM_INTFE_UN_OP_UT_DS]

Server [EM_INTFE_SER]

RSS Feeds [EM_INTFE_RSS]

Enabling / Disabling an RSS feed [EM_INTFE_RSS_ED]

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'Unlimited' Options [EM_INTFE_UN_OP]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS
OR

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / OK /
UNLIMITED OPTIONS

The 'Unlimited' options menu contains settings required for the configuration of the optional 'Unlimited' music service which adds around 7 million additional online tracks to the jukebox music library.

Enable / Disable 'Unlimited' service [EM_INTFE_UN_OP_ED]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS

This button can be used to enable / disable the 'Unlimited' online music service. Press the 'Enable / Disable' button on screen to toggle the setting.

NOTE: In order to connect to the optional 'Unlimited' music service, a SoundNet Gate ID and subscription is required.

Extra Settings [EM_INTFE_UN_OP_SET]

Online Search [EM_INTFE_UN_OP_SET_ON]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / EXTRA
SETTINGS

The online search option determines if VenueHub includes online 'Unlimited' tracks by default when customers perform a 'track or artist' search from the jukebox customer interface. Customers can still manually enable or disable the 'online search' function; this setting simply sets the default setting.

The default setting for this option is 'enabled by default'.

If the option is 'Enabled by default' the online search option will automatically be enabled when customers enter the search option.

If the option is 'Disabled by default' the online search option will automatically be enabled when customers enter the search option.

As 'online' searches take slightly longer to perform, this option can be set to 'Disable By Default' on sites where the internet connectivity is slow or unreliable.

Playback time limit [EM_INTFE_UN_OP_SET_TI]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / EXTRA SETTINGS

The 'playback time limit' determines the maximum duration any online track can play for. As the range or diversity of music available via the 'Unlimited' service is extensive, the music library included tracks with severely extended play durations.

This setting ensures the track is faded out and rejected once the 'Playback' time limit is reached.

Enabling / Disabling the play limit timer [EM_INTFE_UN_OP_SET_TI_ED]

Press the Enable / Disable button on screen to change the status of the playback limit timer.

Setting the duration for the play limit timer [EM_INTFE_UN_OP_SET_TI_SET]

Press the + and – button on screen to increase or decrease the maximum play length setting.

Explicit Filter [EM_INTFE_UN_OP_SET_FIL]

The 'Explicit' timer attempts to filter tracks from the 'Unlimited' online music library which are considered explicit.

NOTE: The explicit filter can only filter tracks which have been reported to SoundNet as explicit and tagged as such. Explicit Filter cannot therefore be guaranteed to exclude all explicit material from the 'Unlimited' library.

Song Purchase Status (or Refunds in Manager Menu)

[EM_INTFE_UN_OP_SET_REF]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / SONG PURCHASE STATUS

OR

MANAGERS MENU / REFUNDS

If a customer requests a refund for a track which it is claimed was not played correctly, consult this page to confirm the track download failed. If ANY tracks have failed to correctly download and play from the 'Unlimited' server, they will be displayed in the list on screen.

Issuing a refund for a failed download track [EM_INTFE_UN_OP_SET_REF_T]

1. Once the failed track has been located, select it by touching in it on screen. Once selected the track will be highlighted with white text on a blue background.
2. Press the 'Refund Credit for Selected Song' button on screen.
3. You will be asked to confirm the refund.
4. Press 'yes' to confirm the refund. The track will now be cleared from the list on screen.
5. Return to the jukebox customer interface to confirm a credit has been reinstated for use by the customer.

Managers Filters [EM_INTFE_UN_OP_MF]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / MANAGERS FILTERS

'Manager's filters' enables the location management or staff to restrict the playback of tracks which have been downloaded from the 'unlimited' online music service. Once a track has been disabled it cannot be played on the jukebox by either Background Music or customer Paid Play selections. When disabling a track, the track is hidden but not deleted ensuring it can be re-enabled at any point if required.

Disabling a downloaded track [EM_INTFE_UN_OP_MF_D]

1. The page displays a list of all the tracks which have been downloaded from the 'Unlimited' online server to the VenueHub jukebox PC. To view the tracks downloaded only on the current day, press the 'Today's Plays' button on screen.
2. Select the track which is to be disabled by touching it on screen. When selected the track will be highlighted with white text on a blue background.
3. Press 'Disable Song' button on screen to disable the track.
4. You will be asked to confirm that the track should be disabled. Press 'Yes' to confirm.
5. The track will be moved from the list of tracks downloaded to the list of disabled tracks.

Re-enabling a previously Disabled download track [EM_INTFE_UN_OP_MF_E]

1. To view all the disabled download tracks on the jukebox, press the 'Disabled Songs' button on screen.
2. The page displays a list of all the tracks which have been disabled after been downloaded from the 'Unlimited' online server.
3. Select the track which is to be re-enabled by touching it on screen. When selected the track will be highlighted with white text on a blue background.
4. Press 'Enable Song' to button on screen to re-enable the track.
5. You will be asked to confirm that the track should be disabled. Press 'Yes' to confirm.
6. The track will be moved from the 'Disabled Songs' list to the list of tracks downloaded.

Unlimited Timers [EM_INTFE_UN_OP_UT]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS

Access to the optional 'Unlimited' online music library can be restricted using 'Unlimited Timers'. Up to 7 individual timers can be profiled to restrict access to the 'Unlimited' functionality using the following parameters:

- Day of the week
- On Time
- Off Time

NOTE 'Unlimited' timers are profiled to RESTRICT access to the optional 'Unlimited' online music library.

For all periods NOT covered by an 'Unlimited Timer' the online music library will remain available to customers.

Enabling an 'Unlimited' timer [EM_INTFE_UN_OP_UTE]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS

Before a timer can be profiled it must be enabled.

To enable a timer, select it by touching it on screen. When selected the current timer will be highlighted with white text on a blue background. Press the 'Enable' button.

To begin profiling the currently selected time press the 'Change Details' button. The profile page for the currently selected 'Unlimited Timer' will appear. This contains all the options which can be configured to restrict 'Unlimited' access by the current timer.

For more information on profiling an 'Unlimited Timer' follow the link below:

[Profile the days and time](#) [EM_INTFE_UN_OP_UT_DT]

Timer Priorities and changing Timer Names [EM_INTFE_UN_OP_UTP]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS

The first Timer in the list has the highest priority, while the bottom Timer in the list has the lowest priority.

If two or more timers overlap or more than one timer is programmed for a single time slot, the 'Unlimited Timer' highest in the list takes precedent and its settings will be used for that period.

Changing the priority of an 'Unlimited Timer' [EM_INTFE_UN_OP_UTPC]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS

To change the priority of 'Unlimited Timer', first select the timer onscreen. When selected the chosen timer will be highlighted with white text and a blue background.

Use the 'Move Up' and 'Move Down' buttons on screen to change the position of the currently selected timer in the list.

Changing the name of a 'Unlimited Timer' [EM_INTFE_UN_OP_UT_CN]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS

To change the name of an 'Unlimited Timer', first select the timer onscreen. When selected the chosen timer will be highlighted with white text and a blue background.

Press the 'Name Selected' button onscreen. Use the onscreen keyboard to enter a name for the currently selected timer. Press 'enter' to confirm the name.

Profile the days and time [EM_INTFE_UN_OP_UT_DT]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS / CHANGE DETAILS

1. To set the days on which the current timer will operate touch the individual day buttons on screen to toggle the state from 'Yes' to 'No'.
 - **YES** The timer will operate on the chosen day
 - **NO** The timer will NOT operate on the chosen day.
2. Once the days have been set, enter a start time for the currently selected timer. Touch the 'On time' (Hour or Minute) button on screen and use the keyboard to enter the time at which the timer should automatically enable. Press 'OK' to confirm the value. Values must be entered in the 24 hour clock format. (00h – 23h).
3. Enter an end time for the currently selected timer. Touch the 'Off time' (Hour or Minute) button on screen and use the keyboard to enter the time at which the timer should automatically disable. Press 'OK' to confirm the value.

The currently selected timer will now be enabled and disabled at the profiled times on during the dates which have been specified. During periods when the timer is active, access to the 'Unlimited' online music library is restricted.

Hide previously downloaded tracks [EM_INTFE_UN_OP_UT_DS]

ENGINEERS MENU / INTERNET FEATURES / UNLIMITED OPTIONS / 'UNLIMITED SEARCH' DISABLE TIMERS / CHANGE DETAILS

When an 'Unlimited Timer' is active, access to the 'Unlimited' online music library is restricted.

The 'Hide Downloaded Songs' option enables to Paid Play customer tracks which have been previously downloaded from the 'Unlimited' server to also be restricted.

To enable or disable this feature touch the 'Hide Downloaded Songs' button on screen to toggle the state from 'Yes' to 'No'.

- **YES**
When the current 'Unlimited Timer' is active, previously downloaded tracks will not be visible on the jukebox customer interface.
- **NO**
When the current 'Unlimited Timer' is active, previously downloaded tracks will be visible and available for selection on the jukebox customer interface.

Server [EM_INTFE_SER]

ENGINEERS MENU / INTERNET FEATURES / SERVER

NOTE: In order to connect to the optional 'Unlimited' music service, a SoundNet Gate ID and subscription is required.

Before proceeding ensure that the machine has been connected to the internet and that a connection has been established.

SET UP THE INTERNET

ENGINEERS MENU / INTERNET FEATURES / SERVER / CONTINUE / SETUP THE INTERNET / OK

This page contains the functions required to setup the type of internet connection selected for the location. Options include:

ADSL Type selection:

- 3G Router
- ADSL using a router

The page also allows direct access to the following default router IP addresses:

192.168.1.1 (LinkSys, BT etc.)

192.168.0.1 (Sky, Other)

For more information on connecting VenueHub to the internet please follow this link:

[Configuring a connection to the internet](#) [TOC_CON_INT]

RSS Feeds [EM_INTFE_RSS]

ENGINEERS MENU / INTERNET FEATURES / RSS FEEDS

This page details the RSS feeds which are currently profiled to the jukebox. At this time, RSS feeds cannot be manually added to the VenueHub although this functionality is scheduled for development.

RSS Feeds are displayed across the top of the jukebox customer interface and can also be viewed as individual news items by selecting the 'News' application from the jukebox customer interface.

The news section is categorised in to three sections:

- News
- Sports
- Music

Enabling / Disabling an RSS feed [EM_INTFE_RSS_ED]

ENGINEERS MENU / INTERNET FEATURES / RSS FEEDS

1. The page shows the RSS feeds which are currently available on the jukebox. Use the << and >> buttons to scroll through the available RSS feeds.
2. The status of Individual RSS feeds can be toggled by pressing the 'Enable / Disable' button onscreen.

Enabled

RSS Feed content will be scrolled across the jukebox customer interface and will be available in the 'News' application.

Disable

RSS Feed content will NOT be scrolled across the jukebox customer interface and will NOT be available in the 'News' application.

Add On Features Menu [TOC_ADD_ON]

[Bingo](#) [EM_ADON_BING]

[Regulations – Section 281 or the Gambling act 2005](#)

[EM_ADON_BING_REG]

[Setting up a new Bingo Game](#) [EM_ADON_BING_NEW]

[Bingo Game Settings](#) [EM_ADON_BING_STS]

[Automatic Play](#) [EM_ADON_BING_STS_A]

[Sound FX Volume](#) [EM_ADON_BING_STS_FV]

[Speech Volume](#) [EM_ADON_BING_STS_SV]

[Bingo - In Game controls](#) [EM_ADON_BING_CON]

[Game History](#) [EM_ADON_BING_HIS]

[Pub Quiz](#) [EM_ADON_PUB]

NOTE: The configuration of a new Pub Quiz is completed using the quiz setup wizard which takes the user through the options available. Individual options can only be accessed through the setup wizard.

[Quiz Setup Wizard](#) [EM_ADON_PUB_SET]

Select the required quiz categories

Select how the questions are organised

Setting the number of rounds

Setting the number of questions per round

Enable or Disable the 'Preview Answer' button

Enable or Disable Audio for Questions / Answers

Enable automatic quiz control

Timer Setup

['Pub Quiz' In Game controls](#) [EM_ADON_PUB_IGC]

[Repeating the Audio to a question](#) [EM_ADON_PUB_IGC_REP]

[Display / Play the next question](#) [EM_ADON_PUB_IGC_NQ]

[Repeating any question from a previous round](#)

[EM_ADON_PUB_IGC_REPR]

[Starting the next round](#) [EM_ADON_PUB_IGC_SNR]

[Answers](#) [EM_ADON_PUB_IGC_ANS]

[Repeating Questions at the end of the Quiz](#)

[EM_ADON_PUB_IGC_REPE]

[Using the 'Preview Answer' during a quiz](#) [EM_ADON_PUB_IGC_PRDQ]

[Quitting and resuming a quiz](#) [EM_ADON_PUB_IGC_QR]

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Bingo [EM_ADON_BING]

ENGINEERS MENU / ADD ON FEATURES / BINGO

OR

MANAGERS MENU / BINGO

See 'Boxing Clever' handout supplied with machine.

Regulations – Section 281 or the Gambling act 2005. [EM_ADON_BING_REG]

Please read the following regulations which govern the use of the VenueHub Bingo application. Use of the application is deemed as acceptance of these terms.

To comply with section 281 of Gambling Act 2005 low turnover bingo can be played without the need for a Bingo Operating License if the following limits are complied with:

- The aggregate stake for Bingo on the premises in any rolling 7 day period must not exceed £2000 or
- The aggregate prizes for Bingo on the premises in any rolling 7 day period must not exceed £2000.
- Players may purchase as many tickets as they require up to a limit of £5 per game.

If any of these limits are exceeded a high turnover period will be deemed to have started. The holder of an on-premises alcohol license or relevant Scottish license for premises in relation to which a high turnover period begins, shall unless a Bingo Operators License is held, inform the Gambling Commission as soon as is reasonably practicable.

Additionally no commission may be deducted from the stakes which must all be allocated to the prize fund.

An offence is committed if the above is not complied with.

Setting up a new Bingo Game [EM_ADON_BING_NEW]
ENGINEERS MENU / ADD ON FEATURES / BINGO
OR
MANAGERS MENU / BINGO

The screen displays two buttons and information regarding any Bingo games played in the last 7 days. In accordance with the regulations governing low turnover bingo, a maximum aggregate stake of £2,000.00 must not be exceeded in a 7 day period.

The screen displays:

- The accumulated stake for the past 7 days
- The remaining maximum stake available.

NOTE: If the aggregate stake for the past 7 days Bingo games already equals £2,000 the game is disabled and 'Amount Too Much' is shown on screen. The game will be re-enabled on the following day when the rolling 7 day aggregate is revised.

1. To start a new bingo game press the 'Start Bingo Game' button on screen.
2. Read the terms & conditions displayed which relate to Low Turnover Bingo gaming law. By pressing OK are deemed to have accepted these terms & conditions.
3. **Bingo Game Settings** [EM_ADON_BING_STS]

Press the 'Settings' button on screen. Options are as follows:

- **Automatic Play** [EM_ADON_BING_STS_A]
Touch the screen to toggle the setting from Enabled to Disabled:

Enabled

The bingo game will run in automatic mode. Once the game starts, press the screen once to pick the first ball. The subsequent balls will be automatically called at regular intervals. To pause the game and check the numbers of balls which have already been called, press the 'View Board' button

Disabled

The game will run in manual mode. Once the game starts, press the screen once to pick the first ball. Press the screen again to pick subsequent balls. Press the 'View Board' button to check the balls which have already been called.

- **Sound FX Volume** [EM_ADON_BING_STS_FV]
This option is used to control the volume of the sound effects in the Bingo application. When the volume is set to Maximum the FX Volume will be equal to that of a paid play music track. Touch the screen to set the volume level required or touch 'Off' to disable in game sound FX.

- **Speech Volume** [EM_ADON_BING_STS_SV]

This option is used to control the volume of the caller's voice which announces the ball numbers during a game. When the volume is set to Maximum the FX Volume will be equal to that of a paid play music track. Touch the screen to set the volume level required or touch 'Off' to disable in game speech (if you wish to call the ball numbers yourself.)

4. When all settings have been configured, exit the settings menu by pressing the 'Bingo Menu' button.
5. Enter the total prize fund for the game which is about to start:
 - A maximum aggregate amount of £2,000.00 is allowed over a 7 day period.
 - Players may purchase as many tickets as they require up to a limit of £5 per game.
 - No commission may be deducted from the stakes which must all be allocated to the prize fund.

Use the onscreen keyboard to enter an amount.

6. Press 'start the game' onscreen.
7. The Game will start.

Bingo - In Game controls [EM_ADON_BING_CON]

Once the game has initiated, you will see the Bingo application on screen. To release the first ball, touch the bingo machine anywhere.

The first ball will be selected at random and displayed on screen. If you have enabled Sound FX you will hear the ball coming through the tube. If you have enabled Speech, you will hear Bingo Bob (the caller) announce the ball.

- If Automatic Play is ENABLED a short pause will occur, followed by the next ball.
- If Automatic Play is DISABLED the game will now pause until the screen is touched again, at which point the next ball will be called.

NOTE: The game can be cancelled without the 'Stake' been logged, up to the presentation of the 5th ball. After the 5th ball has been displayed the prize fund is recorded in the game logs which cannot be edited. At this point a 'Stake Locked In' icon is displayed on screen.

The most recently called (6) numbers are shown at the top of the Bingo application for quick reference.

To view all the previously called numbers, press the 'View Board' button on screen. The game is paused and the screen displays all the numbers which have been called so far in the current game.

To assist in checking cards, press each confirmed number on screen. This will display a tick next to the numbers which have been confirmed. To clear a tick, press the number again. To clear all ticks press the 'clear all ticks' button at the top of the interface.

To continue the game, press 'Continue Game' on screen. The Bingo application reappears. Press the screen restart the game and call the next number.

To end the game, press the 'View Board' button on screen. Press the 'Exit Jukebox Bingo' to return to the Bingo setup menu.

If the game proceeded past the 5th number been called and the stake was 'locked in' the figures for the 'Maximum Stake Available' and 'Total Prize Fund for the past 7 days' will have been updated.

Game History [EM_ADON_BING_HIS]

**ENGINEERS MENU / ADD ON FEATURES / BINGO / GAME HISTORY
OR
MANAGERS MENU / BINGO / GAME HISTORY**

The game history option shows a detailed log on the Bingo games which have taken place in the last 7 days.

The log shows the following data about the Bingo games which have been played:

- Date of game
- Game stake
- Aggregate stake over 7 days
- Remaining stake for 7 day period.

Pub Quiz [EM_ADON_PUB]

ENGINEERS MENU / ADD ON FEATURES / PUB QUIZ

OR

MANAGERS MENU PUB QUIZ

NOTE: The Pub Quiz application comes with a 'free trial' which enabled the application to be evaluated. In order to continue to use the Pub Quiz application a subscription is required. This can be arranged by calling SoundNet on:

Ph: (0207) 7644 8888.

Introduction [EM_ADON_PUB_INT]

The VenueHub 'Pub Quiz' application is a professional software solution which provides a multi media quiz solution for any venue. The Quiz questions are automatically updated along with the VenueHub's music library, so you'll never need to write another pub quiz question again!

Key Features [EM_ADON_PUB_KEYF]

'Pub Quiz' has a wide range of options which enable it to be used in a wide variety of ways:

- **Question and Answer Audio**
When enabled, quiz questions and answers are read aloud by a professional voice artist. The questions are distributed through the jukeboxes sound system and play back through any speakers connected to it.
- **Music Questions with Audio Samples**
Music questions include audio samples which can be used to point the customer in the right (or wrong) direction.
- **Automatic quiz control**
If selected, the quiz can be configured and left to run totally on its own. Simply select the question categories, number of questions, number of rounds and speed of quiz and press go. The introduction, quiz questions, audio clues, and answers are all voiced by a professional voice artist and read out automatically, ensuring you're free to run the bar!

Alternatively, use the 'Pub Quiz' application so simply display the questions on screen and read them aloud just like a traditional pub quiz.

- **Repeat question Function**
Just like a normal quiz, people might need to hear a specific question again. At the end of the Quiz a full list of all the questions is displayed and the question and answer's can be replayed if required.
- **Preview Answer button**
Just like a normal quiz, it's sometimes good to give the customers a clue to help them with a difficult question. The 'preview answer' button enables the quiz master to see the answer to any question as it is asked, making it possible to provide a clue!

Pub Quiz Information [EM_ADON_PUB_INF]

ENGINEERS MENU / ADD ON FEATURES / PUB QUIZ

OR

MANAGERS MENU PUB QUIZ

The 'Pub Quiz' main page displays the options for purchasing a subscription license for the application and a launch button for the Quiz Setup wizard used to start a new quiz.

The following information is also displayed:

- License Status
- Questions Available
- Quiz Categories Available
- Quiz In Progress

Purchasing a license subscription [EM_ADON_PUB_BUY]

ENGINEERS MENU / ADD ON FEATURES / PUB QUIZ / PURCHASE LICENSE

OR

MANAGERS MENU PUB QUIZ / PURCHASE LICENSE

1. When the page is opened a note appears on screen informing you the 'Pub Quiz' is running in trial mode. Press the 'Close' button on screen to continue.
2. Press the 'Purchase License' button on screen.
3. Make a note of the Serial Number and Code displayed on screen
4. Call SoundNet on (0207) 7644 8888, and quote the 'serial number' and 'Code' displayed on screen. SoundNet will issue you with an 'activation code' which you should make a note of.
5. Return to the jukebox and use the onscreen keyboard to enter the 'activation code' then press the 'OK' button. The quiz subscription is now enabled and you will automatically receive quiz question updates with your regular music updates.

Quiz Setup Wizard [EM_ADON_PUB_SET]

ENGINEERS MENU / ADD ON FEATURES / PUB QUIZ

OR

MANAGERS MENU PUB QUIZ /

NOTE: The configuration of a new quiz is completed using the quiz setup wizard which takes the user through the options available. Individual options can only be accessed through the setup wizard.

1. When the page is opened, if the Quiz is still running in 'trial mode' a note appears on screen confirming this. Press the 'Close' button on screen to continue.
2. Press the 'Start New Quiz' button on screen.
3. **Select the required quiz categories**
The display will show a list of the quiz categories which are available. Touch the toggle the status of any quiz category from enabled to disabled. When a quiz category is enabled it will be highlighted with a white tick on a green background.
4. **Select how the questions are organised**
Two options are available to control how the quiz questions will be organised:
 - Questions from all categories per round
 - Questions from only one category per round

To select an option touch it on screen. When selected the option will be highlighted with a white tick on a green background. Press the 'next' button when the required options have been set.

5. **Setting the number of rounds**
Press the << and >> buttons on screen to set the number of rounds required.
6. **Setting the number of questions per round**
Press the << and >> buttons on screen to set the number of questions per round. Press the 'next' button to continue.
7. On screen a sign will appear confirming the quiz question bank has been created. Press the next button to continue.
8. **Enable or Disable the 'Preview Answer' button**
Just like a normal quiz, it's sometimes good to give the customers a clue to help them with a difficult question. The 'preview answer' button enables the quiz master to see the answer to any question as it is asked, making it possible to provide a clue. To enable the 'View Answer' button during the quiz, press the 'View Answer' checkbox on screen. When enabled the option will be highlighted with a white tick on a green background.

Continues on next page>>

9. Enable or Disable Audio for Questions / Answers

When enabled, quiz questions and answers are read aloud by a professional voice artist. The questions are distributed through the jukeboxes sound system and play back through any speakers connected to it. To enable 'Question / Answer Audio' during the quiz, press the 'Yes, Play Audio' button on screen.

If 'No' is selected the quiz questions will be picked and displayed on screen for the quiz master to read out.

10. Enable automatic quiz control

If selected, the quiz can be configured and left to run totally on its own. The settings which follow enable speed of the quiz to be configured. To enable automatic quiz control press the 'Yes, run quiz automatically' button on screen.

If 'No' is selected, the control of the quiz is left to the quiz master who manually requests the next question to be displayed on screen.

11. Timer Setup (only available if Automatic Quiz Control is enabled)

If the automatic quiz control feature is enabled, the tempo of the quiz can be determined using the 'timer setup' page. The timers control the following parameters:

- Delay between each question
- Delay between each round
- Delay between last question and first answer
- Delay between each answer

Selecting on of the 3 presets (Slow, Medium and Fast) enters relevant values for each of the above settings. To select a preset touch it on screen. On the left hand side of the screen the values are entered for you.

To edit any value use the << and >> buttons. Press Finish when the all the settings are as required.

12. The quiz setup is now complete.

'Pub Quiz' In Game controls [EM_ADON_PUB_IGC]

1. Once the Quiz Setup wizard exited, the 'Pub Quiz' application is displayed on screen. Press the 'start' button to commence the quiz.
2. The first question is displayed on screen. If 'Question / Answer' audio is enabled the audio recording of the first question will be played back.
3. **Repeating the Audio to a question** [EM_ADON_PUB_IGC_REP]
To repeat the Audio playback of the current question press the 'Repeat Question' button on screen.
4. **Display / Play the next question** [EM_ADON_PUB_IGC_NQ]
If 'Automatic Quiz Control' is enabled, a delay will follow before the next question is selected. To manually move on to the next question press the 'Next Question' button in the bottom left corner of the application.
5. The next question is displayed on screen. If 'Question / Answer' audio is enabled the audio recording of the first question will be played back.
6. Continue with each question until the first round is complete. At this a message appears on screen 'End Of Round Complete'.

Repeating any question from a previous round [EM_ADON_PUB_IGC_REPR]

To view / hear any questions from the previous round press 'Previous Questions (Pause)'. A list is displayed of all the question asked in the previous round appears on screen. Use the up and down arrows to scroll through all the questions. Touch a question to repeat it.

7. **Starting the next round** [EM_ADON_PUB_IGC_SNR]

If 'Automatic Quiz Control' is enabled the next round will start after the countdown timer has expired. To manually start the next round press the 'Next Round' button on screen.

8. The next round starts and is controlled in exactly the same way. Pressing the 'Pause – Previous Questions' button at any stage pauses the quiz and displays a list all questions asked in all previous rounds. Touch any question to repeat it.
9. **Answers** [EM_ADON_PUB_IGC_ANS]
When all the questions and rounds are complete a message appears on screen 'Questions complete! Get ready for the answers'.

To view / hear a questions from any of the previous round press 'Previous Questions (Pause)'. A list is displayed of all the question asked in the previous round appears on screen. Use the up and down arrows to scroll through all the questions. Touch a question to repeat it.

If 'Automatic Quiz Control' is enabled answers will start after the countdown timer has expired. To manually start the answers press the 'continue' button on screen.

10. The questions and answers are read out one by one. If 'Automatic Quiz Control' is enabled, a delay will follow before moving on to the next question/answer. To manually move on to the next question/answer press the 'Next Answer' button in the bottom left corner of the application.

11. Repeating Questions at the end of the Quiz [EM_ADON_PUB_IGC_REPE]

When all the question/answers have been read out, a message is displayed on screen "End Of Quiz". A full list of all the questions and answers is displayed on screen.

Use the up and down arrows to scroll through all the questions/answers. Touch a question or answer on screen to repeat it.

12. When the quiz is complete, press the 'Quit Quiz' button on screen.

Using the 'Preview Answer' during a quiz [EM_ADON_PUB_IGC_PRDQ]

If the 'Preview Answer' button was enabled during the quiz setup wizard, this can be used throughout the quiz to check answers to questions as they appear.

To preview the answer to a question press the 'finger print' icon shown in the top right hand corner of the onscreen blackboard when the question is being displayed. The answer is displayed in small letter at the bottom left hand side of the blackboard.

Quitting and resuming a quiz [EM_ADON_PUB_IGC_QR]

ENGINEERS MENU / ADD ON FEATURES / PUB QUIZ
OR

MANAGERS MENU PUB QUIZ /

The 'Pub Quiz' application can be exited at any time by pressing the 'Quit Quiz' button in the top right corner of the screen. This returns the jukebox to the 'Pub Quiz' main settings page.

From this page the same quiz can be resumed at any point until a new quiz is started. When a quiz is resumed, the full questions history is available and individual questions can be replayed and viewed if required.

To resume a previous quiz press the 'resume quiz' button on screen.

The 'Pub Quiz' application is displayed. Press the 'Resume' button on screen to resume the quiz from the previous position.

‘Collectors Menu’ – List of settings available by default

[TOC_COL_MEN_LIST]

The following is a list of default settings accessible via the Collectors Menu.

Jukebox Setup

[!Contactless Payment \(optional\)](#) [EM_JS_CP]

[Venue Details](#) [EM_JS_VD]

[Jukebox Info](#) [EM_JS_JBI]

[Time and Date](#) [EM_JS_TD]

[Pricing Promotion \(previously Happy Hour\)](#) [EM_JS_PRMO]

[Themes and Skins](#) [EM_JS_THSK]

Music Settings Menu

[Update](#) [EM_MU_UP]

[! Venue Favourites](#) [EM_MU_VF]

[Cross Fade](#) [EM_MU_XF]

[Limit Playlist size](#) [EM_MU_PLL]

Maintenance Menu

[Calibrate touch screen](#) [EM_MA_CAL]

[Update](#) [EM_MA_UP]

[Jukebox Locking](#) [EM_MA_JBL]

Adverts Menu

[Managers Photos](#) [ADS_MAN_PHO]

[‘What’s On’ Events](#) [ADS_WHAON]

[Sport Event Advert](#) [ADS_SPO_AD]

[Full Screen Advertising](#) [ADS_FU_SC]

[Operator Setup](#) [ADS_OP_AD]

Internet Features Menu

[Unlimited Options](#) [EM_INTFE_UN_OP]

[RSS Feeds](#) [EM_INTFE_RSS]

Add On Features Menu

[Bingo](#) [EM_ADON_BING]

[Pub Quiz](#) [EM_ADON_PUB]

[**RETURN TO TABLE OF CONTENTS**](#)

'Managers / Special Event Menu' – List of settings available by default [TOC_MAN_SP_E_LIST]

The following is a list of default settings accessible via the 'Managers / Special Event Menu'

[Playlist](#) [EM_MU_PL]

[View Reports](#) [EM_MA_VR]

[Pricing Promotion \(previously Happy Hour\)](#) [EM_JS_PRMO]

[Custom Play List](#) [EM_CUSTPLY_MAI]

[Bingo](#) [EM_ADON_BING]

[Pub Quiz](#) [EM_ADON_PUB]

['What's On' Events](#) [ADS_WHAON]

[Sport Event Advert](#) [ADS_SPO_AD]

[Full Screen Advertising](#) [ADS_FU_SC]

[Venue Details](#) [EM_JS_VD]

[Managers Photos](#) [ADS_MAN_PHO]

[Managers Filters / Online Filters](#) [EM_INTFE_UN_OP_MF]

[Refunds / Song Purchase Status \(Refunds in Manager Menu\)](#)
[EM_INTFE_UN_OP_SET_REF]

[Themes and Skins](#) [EM_JS_THSK]

[Operator Setup](#) [ADS_OP_AD]

[RETURN TO TABLE OF CONTENTS](#)

VenueHub Hardware [TOC_HW]

[Coin Mechanism](#) [HW_CM]

[SLE 1026 Interface board](#) [HW_TEN]

[1026 pin connections](#) [HW_TEN_CON]

[Digital Amplifiers](#) [HW_AMP]

D4 Digital Amplifier Specification

D2 Digital Amplifier Specification

[Connecting Speakers](#) [HW_SPK]

Speaker matching pad – Image and wiring notes

Speaker Connection Diagrams (4 ohm / 8 ohm)

Auxiliary Inputs

Auxiliary 1 has priority over auxiliary 2

Microphone Input

Line Output

Slave Input

Using the Amplifier

[Using the Amplifier](#) [HW_AMP_US]

Menu Description

Channel 1 Stereo Mono Switch

Channel Master

Channel Bass

Channel Middle

Channel Treble

Channel Microphone Volume

[Aux Inputs](#) [HW_AUX]

Aux Input 1

Aux Input 2

Aux Input Time

[Microphone](#) [HW_MIC]

Microphone Bass

Microphone Middle

Microphone Treble

Microphone Voiceover / Karaoke

Channel Microphone Volume

List continues on next page>>

[Line Out](#) [HW_LINE]

- Line Out Master
- Line Out Microphone Volume
- Line Out Voiceover / Karaoke

[Amplifier Troubleshooting](#) [HW_AMP_TRO]

- Over Current
- Over Temperature
- Low Voltage

[**RETURN TO TABLE OF CONTENTS**](#)

VenueHub Hardware [HW_CM]

CoinMech

The coin acceptor fitted to the VenueHub is a Comestero RM5 CCTALK

Important Note: A standard (non CCTALK) RM5 will not work if connected to VenueHub.

Overview

The CCTALK coin acceptor has been implemented in VenueHub to enable communications with the OPWEB™ management system. The CCTalk system allows OPWEB™ to monitor in the mechanism's status in real time and future functionality will enable OPWEB™ to email engineers when a coin acceptor fault is encountered.

When delivered, your coin mechanism will be correctly configured to the VenueHub system. Please also refer to the following relevant subjects:

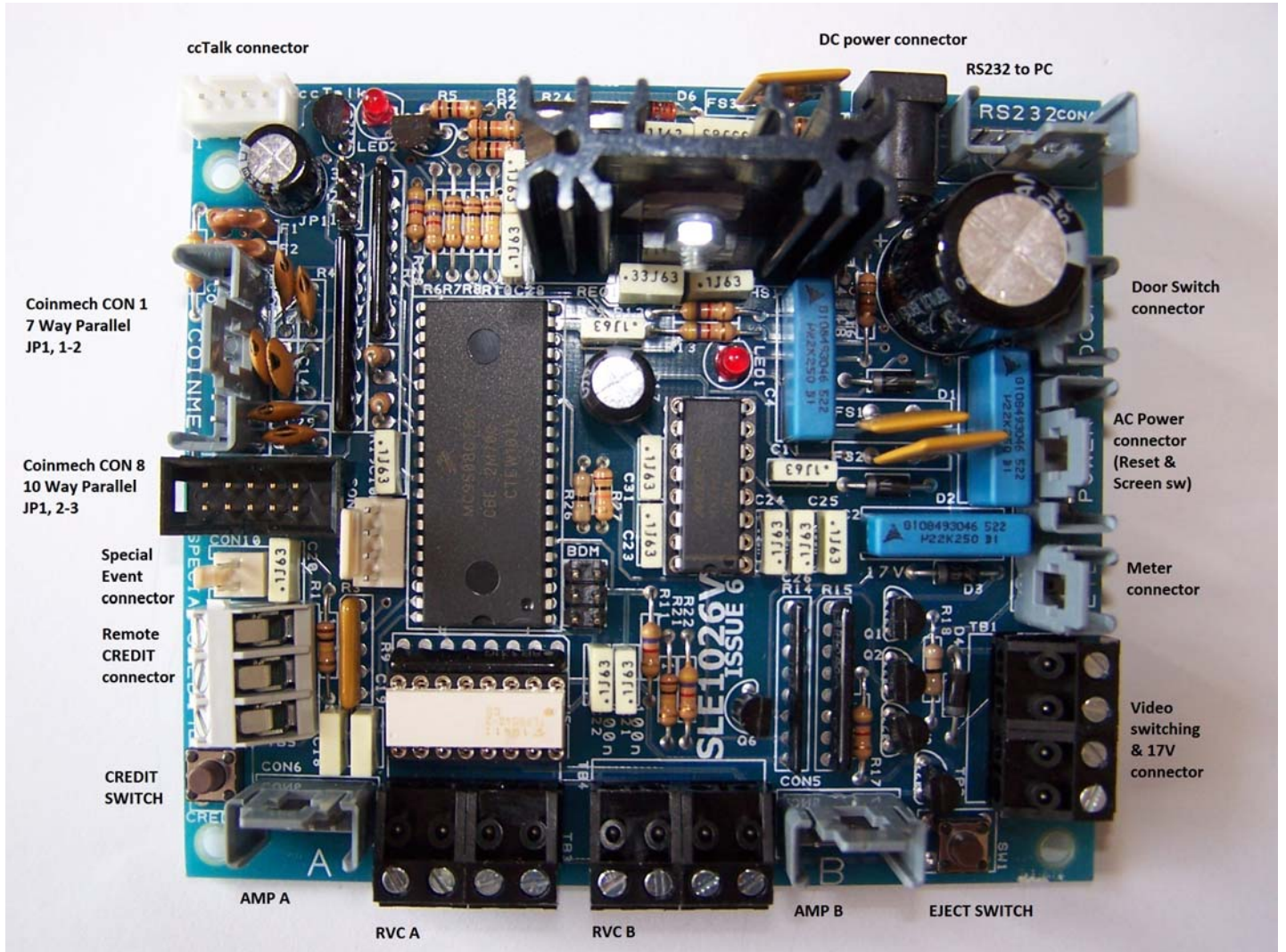
- [Price Of Play Settings](#)
- Coin Mech Configuration **(REQUIRED LINK)**



SLE1026V interface [HW_TEN]

The SLE1026V interface is the connection between the jukebox PC and all hardware connection to it. It monitors all the devices connected to the jukebox PC and is able to send and receive data to enable the PC to perform specific actions.

SLE 2026V Processor Connections



1026 Pin connections [HW_TEN_CON]

Con1 coin mechanism, 7 way stocko (not applicable to VENUEHUB)

PIN1 > 12v
PIN2 > bit 0 of binary coin input
PIN 3 > bit 1
PIN 4 > bit 2
PIN 5 > bit 3
PIN 6 > gnd
PIN 7 > coin lockout o/c output

Con 8 Coin Mech box header 10 way (not applicable to VenueHub)

Con2 meter 2 way stocko

PIN > 1 o/c output
PIN > 2 12v

Con3 power 5 way stocko

PIN > 1 Not Used
PIN > 2 Not Used
PIN > 3 Not Used
PIN > 4 o/c output for P.C. Reset.
PIN > 5 Screen switching/video only

Con11 12v barrel connector (not applicable to VenueHub)

Centre pin > 12V
Outer > 0v

Con 14 DC power in 12V

PIN 1 > 12V
PIN 2 > 0V

Con4 rs232 to PC and Midas power 6 way stocko

PIN 1 > rx PC tx 3
PIN tx > PC rx 2
PIN 3 > gnd PC 5
PIN 4 > nc
PIN 5 > gnd for Midas
PIN 6 > 17v for Midas

Con5 to amp A 4 way stocko

PIN 1 > dc volume level > amp A
PIN 2 > dc volume levelamp A

PIN 3 > rvc gnd
PIN 4 > agc clamp amplifier A

Con6 to amp B 4 way stocko

PIN 1 > dc volume level amp B
PIN 2 > dc volume level amp B
PIN 3 > rvd gnd
PIN 4 > agc clamp amplifier B

Con7 door switches 3-way stocko

PIN 1 > gnd (common)
PIN 2 > cash door n/o
PIN 3 > main door n/o

Con10 special event 2 way kk Molex 90 deg

PIN 1 > gnd
PIN 2 > special event input n/o

Tb1 video playing output 2 way terminal block "VIDEO"

PIN 1 > gnd
PIN 2 > 12v switch out when video playing
PIN Tb2 > 17V DC

Tb3 RVC B 4 way terminal block (removable)

PIN 1 > rvc b ch1 slider
PIN 2 > rvc b ch2 slider
PIN 3 > gnd
PIN 4 > rvc b eject

Tb4 RVC A 4 way terminal block (removable)

PIN 1 > rvc a ch1 slider
PIN 2 > rvc a ch2 slider
PIN 3 > gnd
PIN 4 > rvc a eject

Molex Con 4 way Key Board Comms Link (Not Used)

PIN 1 > Ground
PIN 2 > Data
PIN 3 > Clock
PIN 4 > N.C.

At power on (if during on timer) the computer will tell the SLE1026V to accept coins, put AGC,s to low and enable the touch screen controller. When coins are entered the

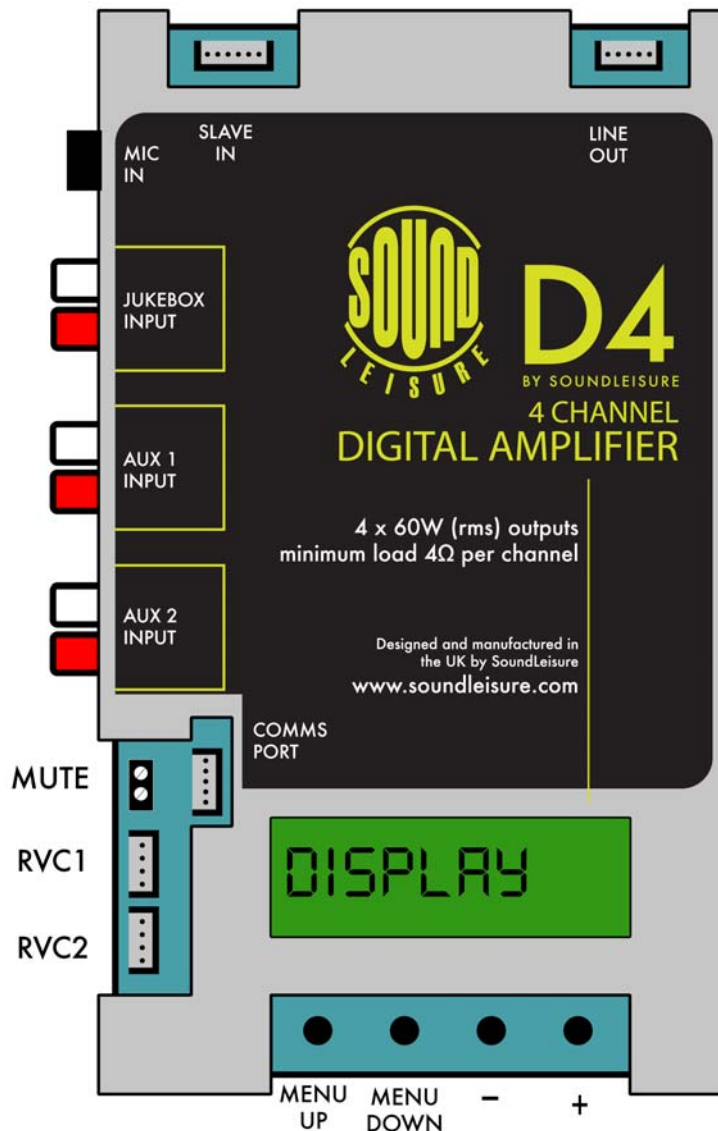
information is passed to the computer which will calculate and display the number of credits. The customer then makes a selection, the AGC outputs are released (go high) and the video output comes on (12v) and the music and video play. If the eject is pressed the data is passed to the computer which will stop playing, the computer will then tell the SLE1026V to clamp the AGC's and the video output will go off (0v).

Digital Amplifiers [HW_AMP]

D4 Digital Amplifier

D4 Specification

- 4 x 60W rms Outputs (rated into a 4Ω speaker system)
- Independent EQ control on each Channel
- 3 Stereo audio inputs (1 Jukebox and 2 Auxiliary)
- 1 dedicated microphone input
- Karaoke or Voiceover microphone setting
- Slave input and Line output
- Simple 4 button interface with LCD display
- Full fault protection with visual feedback
- Highly efficient Class D amplifier design



D2 Specification

- 2 x 200W rms Outputs (rated into a 4Ω speaker system)
- Independent EQ control on each Channel
- 3 Stereo audio inputs (1 Jukebox and 2 Auxiliary)
- 1 dedicated microphone input
- Karaoke or Voiceover microphone setting
- Slave input and Line output
- Simple 4 button interface with LCD display
- Full fault protection with visual feedback
- Highly efficient Class D amplifier design

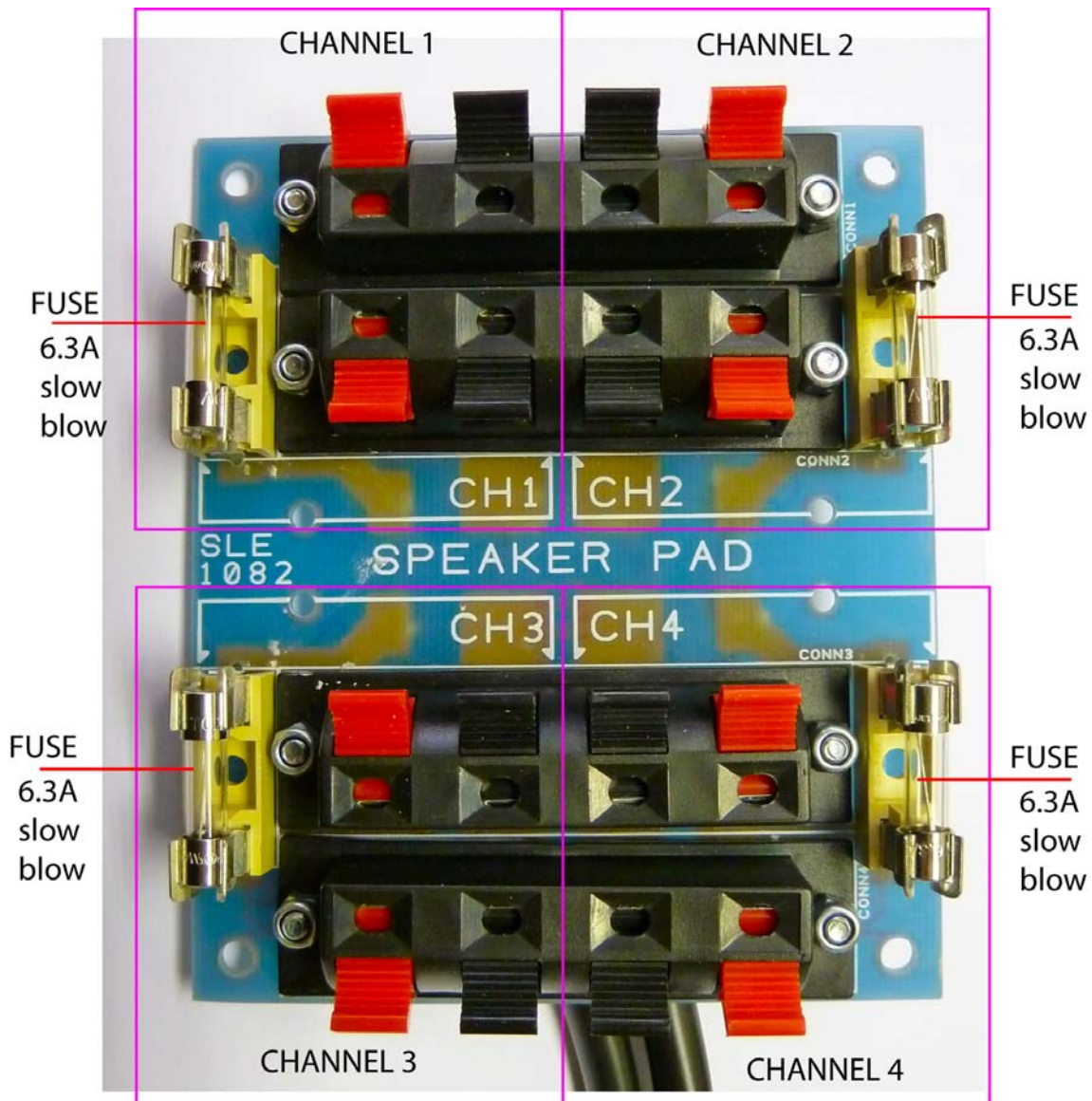
Connecting Speakers [HW_SPK]

Speaker matching pad – Image and wiring notes

Each channel can take a minimum load of 4Ω .

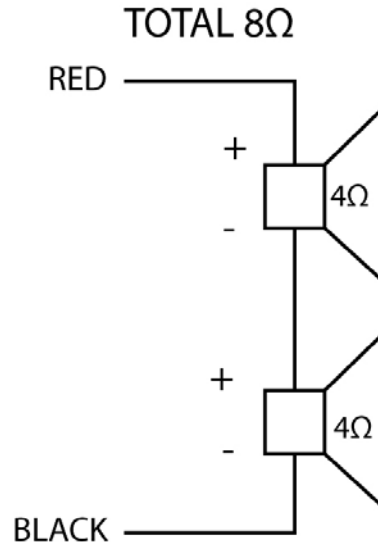
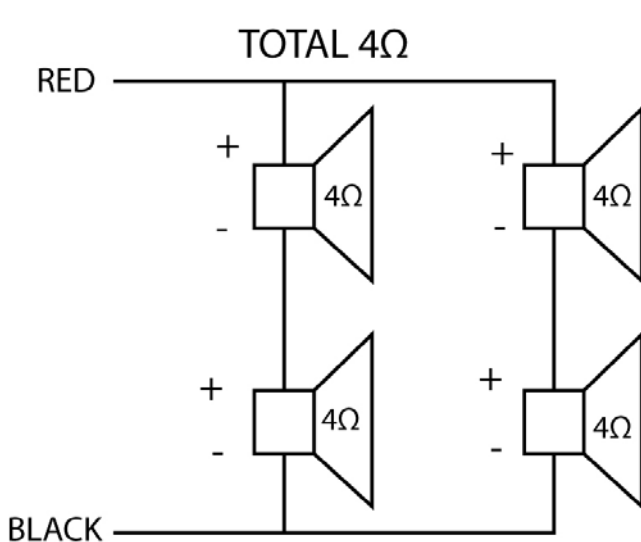
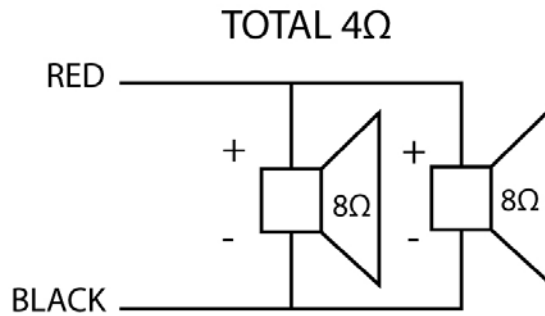
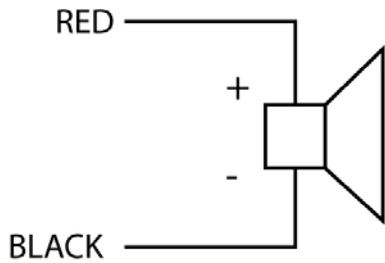
Resistances higher than this can be used but the output power will be reduced.

Resistances lower than this may cause the amplifier to enter a fault condition.



Speaker Connection Diagrams

TOTAL 8Ω OR 4Ω
SPEAKER



Each channel on the speaker matching pad should be connected independently. Under no circumstances should a single ground line be used to connect all the speakers back to the pad, doing so will cause the amplifier to enter a fault condition.

Auxiliary Inputs

The amplifier can be used to play audio from auxiliary sources when the Jukebox is idle. To interface correctly with the amplifier the sources should output at least a line level (1Vpp) stereo signal.

The amplifier has 2 stereo auxiliary inputs which are prioritised, this allows automatic switching between sources without the need for an external switch box.

Auxiliary 1 has priority over auxiliary 2

If sources are connected to both inputs only auxiliary 1 will be heard

If the source connected to auxiliary 1 is turned off the amplifier will switch to auxiliary 2

If the source connected to auxiliary 1 is turned on again the amplifier will switch back to auxiliary 1

Using the menu system a switch over time between 2 and 60 seconds can be set for the auxiliary inputs. This is the time that an auxiliary signal must be present before the amplifier will switch to it.

The display will show a count down when the amplifier is preparing to switch inputs.

Microphone Input

The amplifier has a dedicated microphone input that is setup to accept a low impedance (~600Ω) passive microphone. Active or wireless microphones can be used but any external gain controls should be set low.

Line Output

The amplifier provides a stereo line level audio output for connection to other amplifiers, if required the microphone signal can be output separately.

Slave Input

If 2 D2 or D4 amplifiers are used together a special link between the Line Output of the first amplifier and the Slave Input of the second amplifier can be made. This link will configure the second amplifier as a slave and adjust all internal settings accordingly. Features which can not be used on a slave amplifier, such as the auxiliary inputs, will be hidden.

Using the Amplifier [HW_AMP_US]

By default the amplifier LCD display will show the active input along the top line and the Remote Volume Control (RVC) level along the bottom line.

On the D4 amplifier, the display will show the RVC level for channels 1 and 2 for 10 seconds and then show the RVC level for channels 3 and 4 for 10 seconds.

To change the settings on the amplifier a simple 4 button system is used.

Pressing the Menu Up button or the Menu Down button will cycle through the different menus, using the + or – buttons will increment or decrement the current menu.

The display will return to its default state, showing the active input and RVC levels, if no buttons are pressed for 1 minute. When the display returns to this state any changes to the menus will be saved.

Menu Description

The following is a list of the different menus and their functions:

Channel 1 Stereo Mono Switch (Shown as Channel 1/3 on the D4)

This menu is used to set the amplifier in Stereo or 2 channel Mono

For most installs the amplifier should be left in Mono which will give independent control of each channel.

If the appropriate speakers are installed the amplifier can be used in stereo, all settings for channel 2 will now be taken from channel 1 and the volume for both channels will be controlled from a single RVC control.

On the D4 amplifier channels 3 and 4 are also linked as a stereo pair.

If the amplifier is set in stereo all controls for channel 2 are hidden, on the D4 amplifier this applies to channel 3 as well.

Menus 2 to 6 are repeated for each channel, the top line of the display will show which channel is currently selected.

Channel Master

This menu sets the maximum volume level that can be achieved with the RVC.

To set this level, reduce the value to around 50% and turn the RVC to full. With a song playing gradually increase the value until the maximum volume required in that area is reached. Once this value is set the RVC can be used to control the volume from MUTE up to the value set by this menu.

Channel Bass

This menu sets the Bass Equalizer of the current channel.

It can provide a cut or boost of 15dB.

Channel Middle

This menu sets the Middle Equalizer of the current channel.

It can provide a cut or boost of 15dB.

Channel Treble

This menu sets the Middle Equalizer of the current channel.

It can provide a cut or boost of 15dB.

Channel Microphone Volume

This menu sets the Microphone Volume of the current channel it is independent of the RVC level.

Setting this menu to MUTE will stop the microphone working on this channel.

Aux Inputs [HW_AUX]

Aux Input 1

This Menu sets the master volume level for Auxiliary Input 1. It should be set using the same method outlined in menu 2.

Aux Input 2

This Menu sets the master volume level for Auxiliary Input 2. It should be set using the same method outlined in menu 2.

Aux Input Time

This menu sets the time that an auxiliary input must be present before the amplifier will switch to it.

The value can be between 2 and 60 seconds.

Microphone [HW_MIC]

Microphone Bass

This menu sets the Bass Equalizer of the Microphone Input. It can provide a cut or boost of 10dB.

Microphone Middle

This menu sets the Middle Equalizer of the Microphone Input. It can provide a cut or boost of 10dB.

Microphone Treble

This menu sets the Treble Equalizer of the Microphone Input. It can provide a cut or boost of 10dB.

Microphone Voiceover / Karaoke

If Voiceover is selected whenever the microphone is used the music will be muted, the music will un-mute when the microphone is no longer being used. If karaoke is selected the music and microphone will be heard together.

Line Out [HW_LINE]

Line Out Master

This menu sets the volume level of the Line Output, it is independent of the RVC level.

Line Out Microphone Volume

This menu sets the volume of the microphone sent to the Line Output

Line Out Voiceover / Karaoke

If Voiceover is selected whenever the microphone is used the Line Out music will be muted, the music will un-mute when the microphone is no longer being used. If karaoke is selected the Line Out music and microphone will be heard together.

Amplifier Troubleshooting [HW_AMP_TRO]

No Display	Ensure the amplifier power lead is connected and the Jukebox is switched ON
No Sound	Ensure speakers are connected correctly and the amplifier is showing an input is active. Ensure the RVC level is not showing MUTE
Sound Cutting Out	When the sound cuts out check which fault is shown on the amplifier display, compare to the list below
Auxiliary not working	Ensure the auxiliary source level is at least 1Vpp and that the auxiliary volumes are not set to minimum

The following faults may be shown on the amplifier display:

Over Current

This refers to an amplifier channel drawing more current than it should and will result in the audio cutting in and out. Check the speaker impedance is above 4 Ω and that there are no shorts on the speaker line.

Over Temperature

This indicates that an amplifier module has reached its temperature threshold and has shutdown to prevent damage. Check the fans in the Jukebox are clean and working.

Low Voltage

The mains supply to the amplifier is below 200V AC (in the UK) and the amplifier has shutdown. The Jukebox will not work reliably at this voltage level, increase the voltage to the standard 235V AC.

If the Jukebox has been modified to run on a 110V supply the low voltage level is around 95V AC.

