

Infolink 12 Port Call Button Interface Installation



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Installation

Package Contents

- 1 Call Button Interface
- 1 6' micro USB A to USB A cable
- 2 case mounting screws
- 1 Mounting template with number lines to record button location and/or other details.

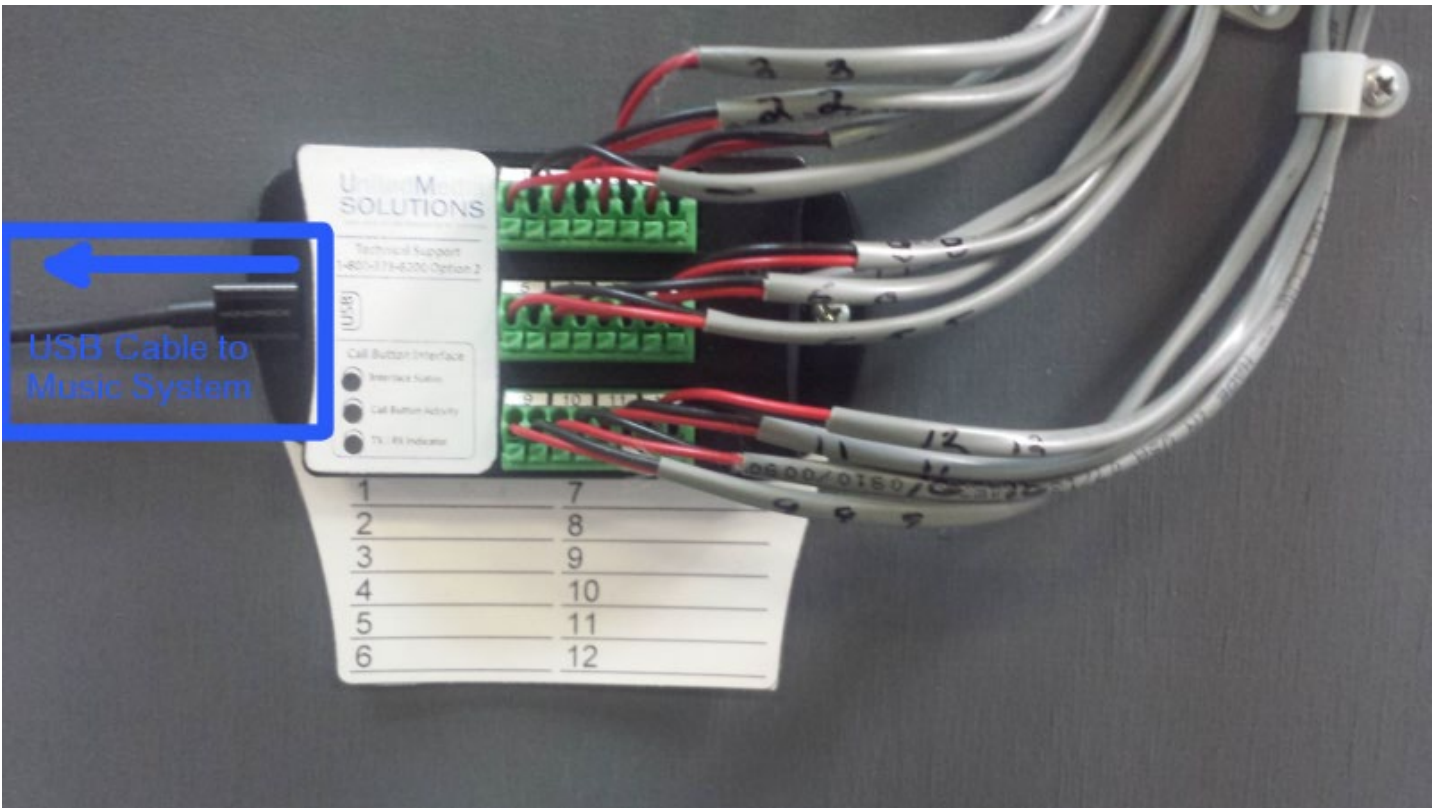


Caution!

Each music system has been configured to work with the Call Button Interface shipped with it. The call button interfaced will be labeled with the same serial number as the system. Although the call button interfaces will work with any of our music systems, additional steps are required to configure the music system properly. **DON'T MIX THEM UP!**

Installation Procedure

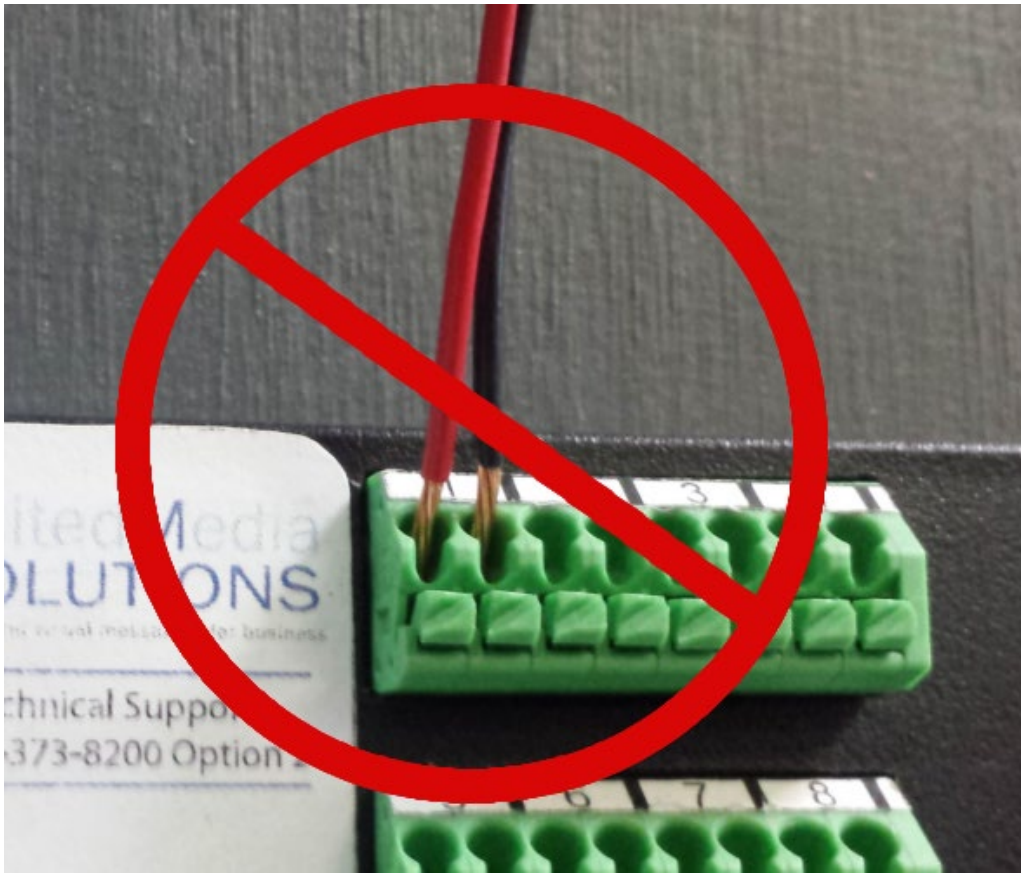
1. Mount interface on wall or other secure suitable location, ensuring USB cable can easily reach and be connected to music system. Orientation is not important to operation.
2. Connect call button wiring to interface. Strip ¼" to no more than 3/8" insulation from wiring. The small square buttons near each connection when pressed will release the spring loaded wire capture mechanism. Depress when inserting wires. A small flat screw driver can be used for this purpose.
3. Connect USB cable to Interface and music system. Any available USB port on the music system is suitable.
4. Power on music system (or power cycle if it was already on when the interface was connected).
5. When music returns, test all buttons to verify proper operation / message assignment. Adjust if necessary.
6. Label all wires to interface with their port number!!
7. Document button assignment on placard mounted under interface enclosure.



Proper Installation. Note wires are clearly labeled with their designated port.



Top view of mounted interface. Note that no bare copper is exposed.



DO NOT DO THIS! No bare wire should extend beyond face of connector!!

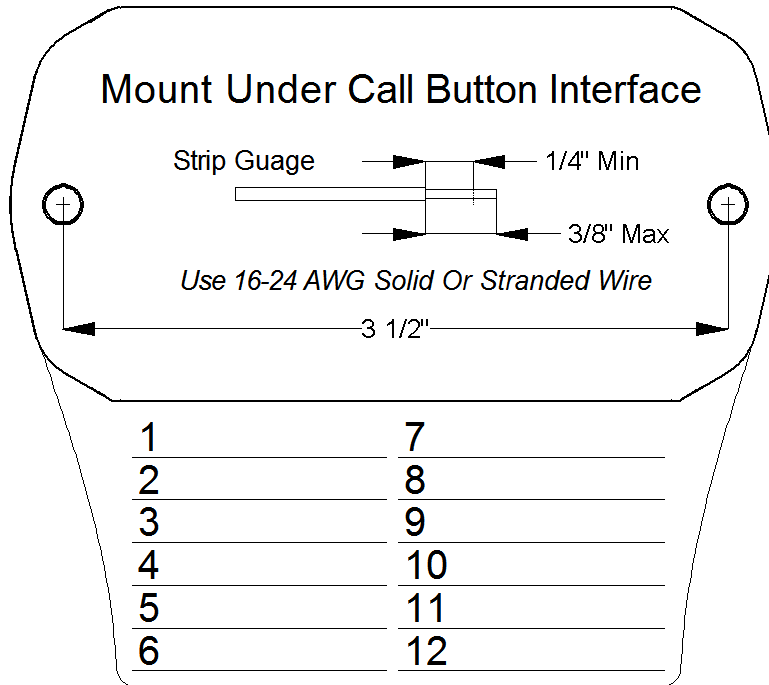


USB Cable Connected to Music System. Any available USB port is suitable for use.



Use of small screwdriver to depress wire release for insertion / removal of wire.

Mounting Placard



The interface comes with a mounting template / placard that should be mounted underneath the case. There are twelve numbered spaces numbered corresponding to each trigger. These spaces should be used to document button function, location, department etc. of the button or other device connected to the interface.

The image above is scaled to full size and can be used to print additional ones if necessary.

Operation

Overview

Each numerically labeled connector pair corresponds to a message on the music system. Temporarily shorting the pair initiates message playback, or queues message for playback if one is already playing. Any suitable device can be used to short the pair: Normally Open push button, doorbell (no back lighting!), relay, reed switch, etc. Device must be rated 5V or higher, and capable of handling at least 10 mA.



Indicator Lights

- Interface Status
 - Solid blue when unit is powered. Approximately every five seconds, it will flash if there are message(s) in queue. The number of flashes indicate the number of messages in queue.
- Call Button Activity
 - When contact closure is sensed, this indicator will flash 1 to 12 times indicating which button was pushed / which message was queued.
- TX/RX Indicator
 - Flashes during data transmission between interface and host

Port Message Assignment

Default Port Message Assignments

1. Attention Bealls guests, Bealls will be closing in 15 minutes. Please make your final selections and proceed to checkout. Thank you for shopping at Bealls.
2. The Store is now closed. Please see an associate for any assistance we can provide you.
3. Guest needs assistance at the Shoe Kiosk
4. Guest needs assistance at the Men's kiosk
5. Guest needs assistance at the Misses kiosk.
6. Guest needs assistance in Home.
7. Guest needs assistance at the Intimate's kiosk.
8. Guest needs assistance at Guest Services.
9. Guest needs assistance at checkout counter
10. Guest needs assistance at Men's checkout counter.
11. Guest needs assistance at Misses checkout counter.
12. Guest needs assistance at the Shoe Kiosk

The following messages are available if needed. Please contact United Media Solutions @ 800-373-8200 to change port message assignment if any of the following messages are needed

- Guest needs assistance at kiosk
- Guest needs assistance at the Children's Kiosk

Specifications

- Dimensions
 - 4" X 2" X 1" Overall
- Power
 - 5V – USB powered
- Max Current Sourced to button ports : 100mA (Self Resetting Fuse Limited)
- Port Source Impedance (Each Port): 510 Ω
- Max Current Per Button: 10 mA

- Interconnect Wire – solid or stranded
 - Min: 24 AWG (Conductor Cross Section 0.2 mm²)
 - Max: 16 AWG (Conductor Cross Section 1.5 mm²)
- Maximum Port Loop Resistance: 10 K Ω

Programming Guide for Music Maestro System



1. Go to URL
<http://infolinksirius.infohold.com:880>
and use your User Name and Password to log into the programming website.

2. If you have not registered, enter your Link Account Number in both the Account Number and Password locations in the allotted spaces below New Users Register Here and click on Register.

3. To schedule a new music sequence, click on Create New Sequence.

4. You will be prompted to give your new sequence a name. Enter a name and click Save.

5. From here you will be directed to a new screen where you will choose the music channels you would like to play.

The default is Off. Click on the arrow and a drop-down menu will appear with the music channels available. Select a channel.

6. Time default begins at 12:00am (midnight).

PLEASE NOTE: YOU NEED TO SCHEDULE THE SEQUENCE FROM 12am TO 12am (24 HOURS).

If you do not want the music to start until 7am, keep default Music Off from 12:00am until 7am.

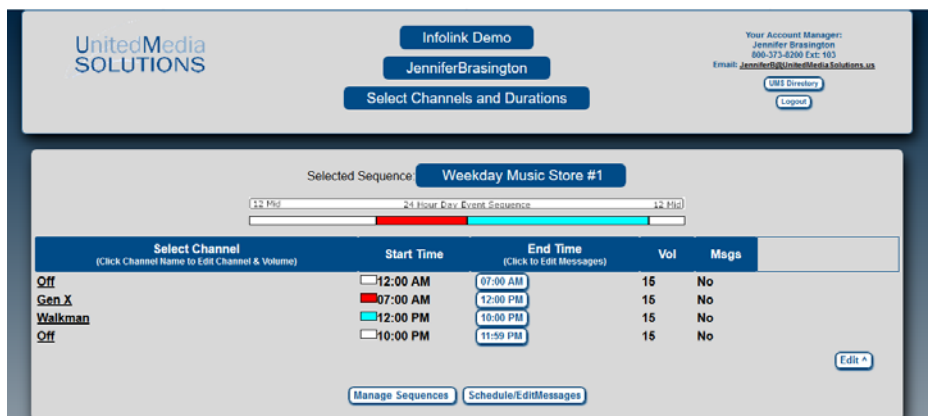
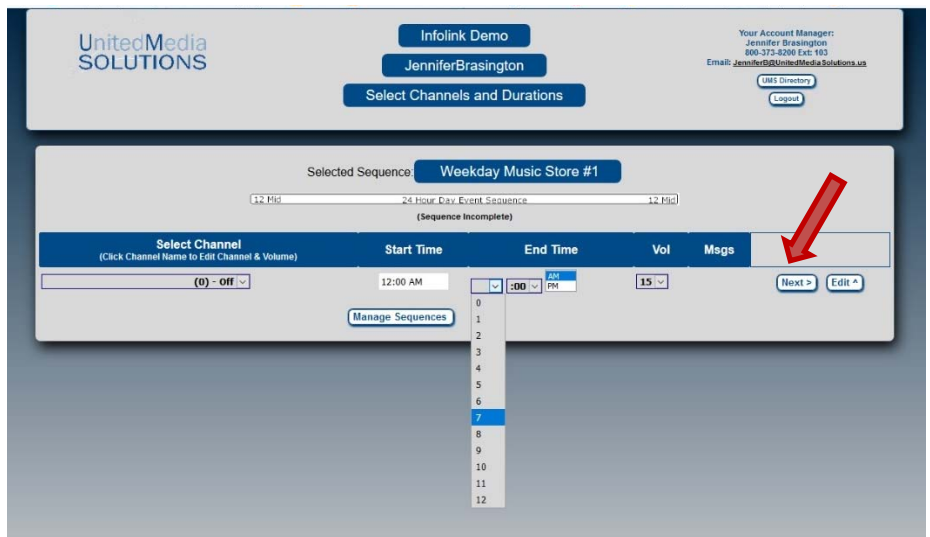
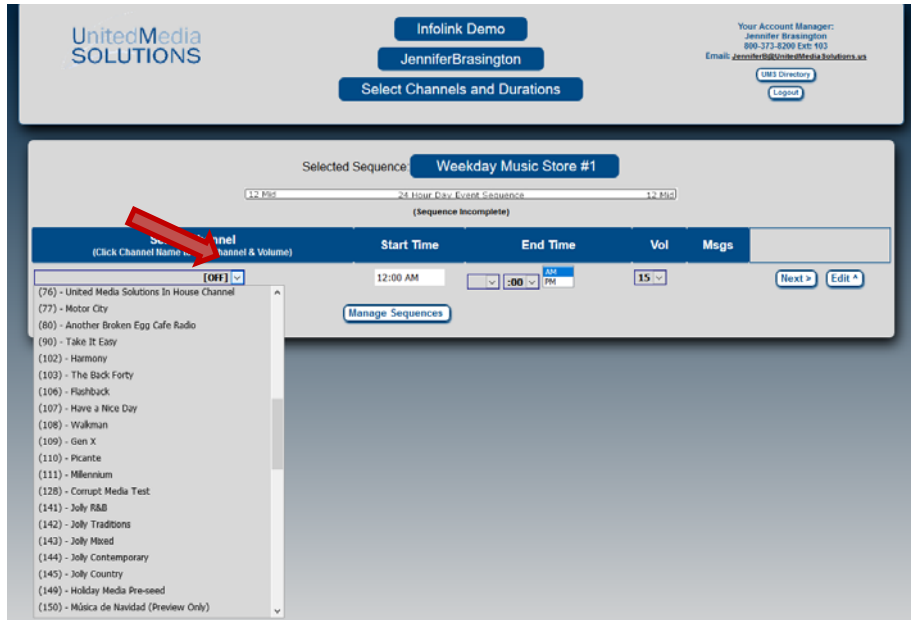
THE ENTIRE 24-HOUR PERIOD MUST BE ACCOUNTED FOR.

7. We suggest you set the volume to 20 so that you can decrease the volume remotely in case someone on-site sets it too high.

8. Click Next to select the next time block of music.

9. Repeat until you have selected music (or default OFF) from 12:00am to 12:00am.

10. This is an example of how a finished 24-hour sequence will look.



11. When you are satisfied with your selection, you are ready to schedule your overhead messages. Click Schedule/Edit Messages.

12. Choose the segment of overhead music where you would like to schedule messages, and choose from the drop-down list how often you would like a message to play. For this demonstration, we will choose every 15 minutes.

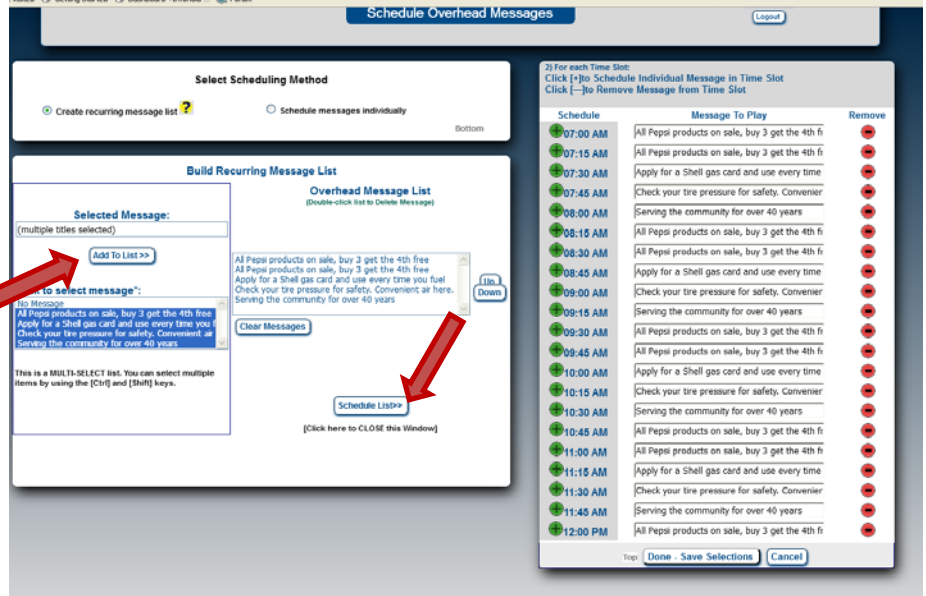
Click on the Schedule Messages button.

13. You may choose to schedule your messages individually, or set up a recurring list to run throughout your segment. We will choose a recurring list for this demonstration.

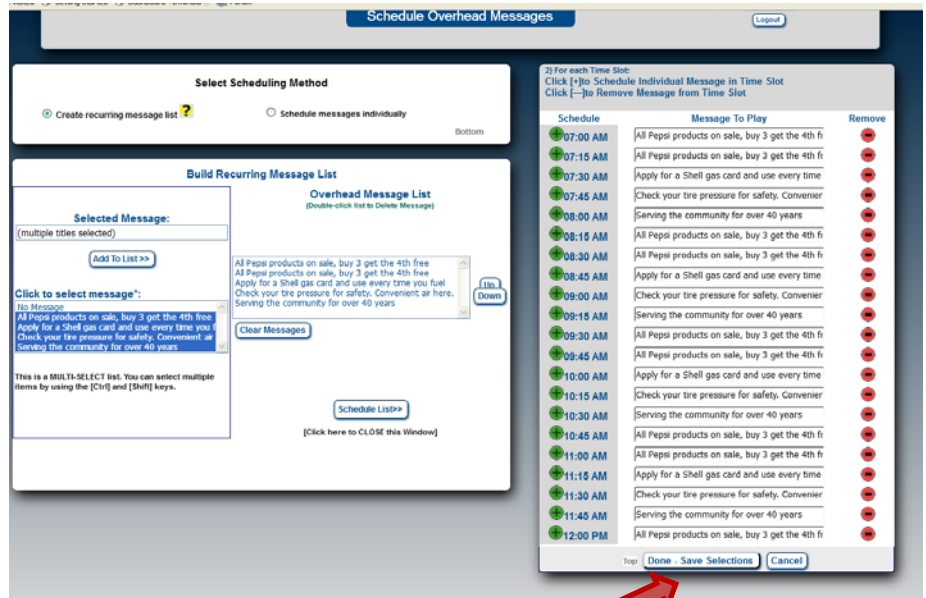
14. Your available overhead messages will appear in the box. Simply click on the message you would like and then click Add To List.

15. Once you have chosen your message list, you are free to change the order, add or delete messages until you are satisfied with your list. At this point, click on Schedule List.

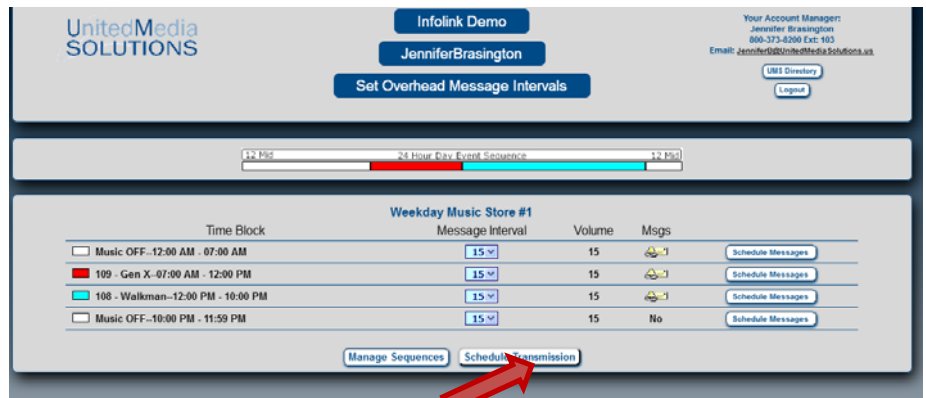
16. Your messages will be automatically scheduled to run in the order you selected, one every 15 minutes throughout the time segment allotted.



17. Click Done Save Selections to return to the music schedule list. Repeat this process for the rest of your music segments.



18. Once you have scheduled all your overhead messages, click on Schedule Transmission to choose the date/time/locations where you want the music and messages to play.



19. Choose the location(s) where you would like the new Music Sequence to play, and select the days you would like it to run.

20. If you want the new sequence to begin immediately, simply click on the Send button.

Otherwise, select the date and time you would like the sequence to begin, and then click Send.

21. This will take you to a screen which lets you review your sequence before you transmit to the site(s).

Once everything is reviewed and to your satisfaction, click on the Continue Send Xmit to Sites button.

That's it. You have successfully programmed your overhead music and messages.

CHANNEL / MESSAGES	Start Time	End Time	Volume	Messages
Off	12:00 AM	07:00 AM	15	-1
Gen X	07:00 AM	12:00 PM	15	-1
Walkman	12:00 PM	10:00 PM	15	-1
Off	10:00 PM	11:59 PM	15	No

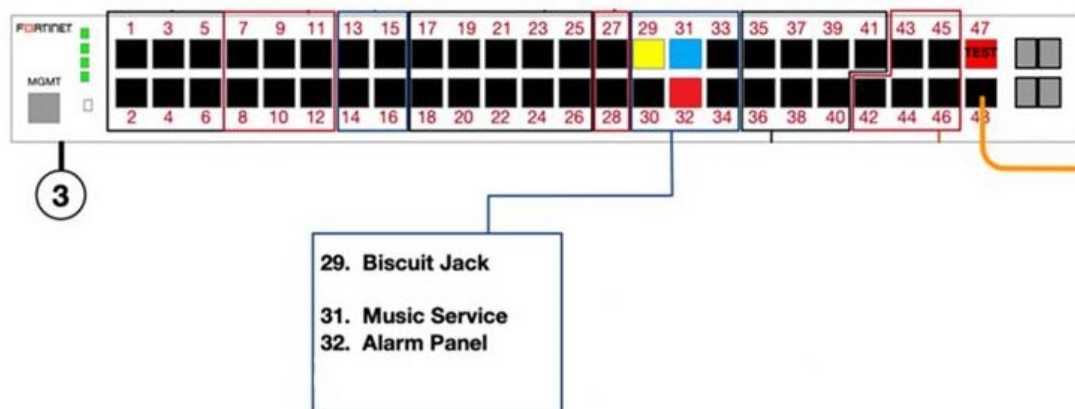
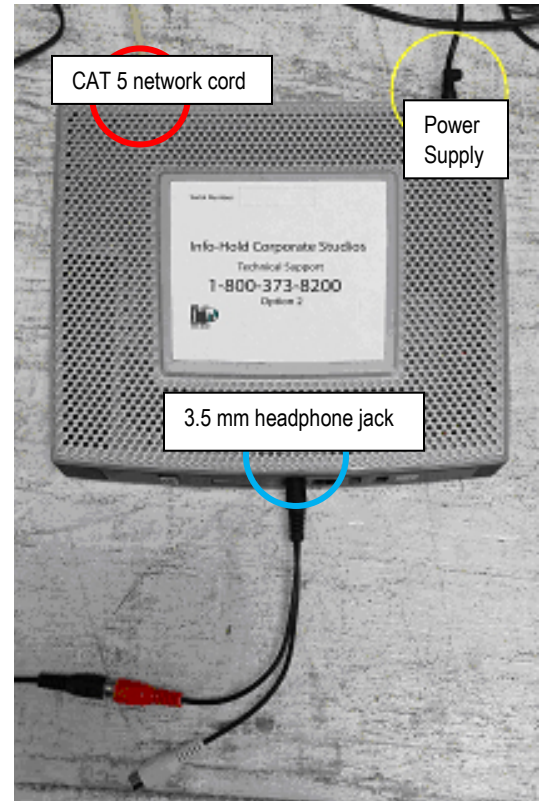
United Media Solutions Tech Support

1-800-373-8200 Option 2

Long John Silver's / Music trouble Shoot Guide

The first step to fixing your music is to confirm all the wires are connected to the music unit. The Network cord/ The RCA cords/The power cord.

- 1) If all is connected. Check the amplifier / Red - RCA going to the input of the amp. Is the amp powered on, Is the volume turned up?
- 2) Unplug power from the music unit. Wait for 10 seconds then plug it back in and wait for 5 Mins - Music should be restored to the player at this time.
- 3) After 5 mins and you still have no music. Disconnect the headphone jack on the front of the player and listen to the player, testing with earbuds is best - Check both ears.
- 4) If you have music on the player but not overhead. Check the RCA cords again confirm they are connected throughout to the input of the amplifier.
- 5) Call United Media Solutions to check connection and programming. Port 31 will be inside the new network box. Open the front panel, then open the top flap of that network box.



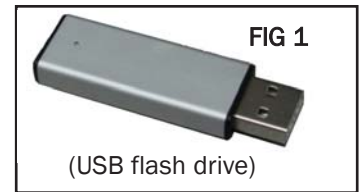
United Media Solution
8am – 6pm Est | Monday – Friday
800-373-8200 opt #2 - Tech support



Audio Emcee II Programming Guide

Programming the Audio Emcee II

1. Insert the USB flash drive (**FIG1**) into a computer with Internet access with Windows 7, 8, 2000, XP or Vista. (**FIG 2**) Click on My Computer, locate the USB drive, open up and run MOHConsole.net.exe which is stored on the USB drive.



2. All messages available will be located on the top left-hand portion of the screen. (**FIG 2**)

3. Highlight the message you want and then select the ADD MESSAGE button. The message you selected will then appear in the lower left-hand portion of the screen in the box labeled as PLAYLIST. Repeat this process to add more messages. (**FIG 2**)

4. To change the current order that the messages will play, select the message, then select the MOVE UP or MOVE DOWN buttons. To delete a message in the playlist, select the message, then select the REMOVE button. (**FIG 2**)

5. When you have selected all the messages you want to play, and in the order you want them, you need to **X (FIG 3) out of the software** in order to save the playlist. **If you do not complete this step your playlist will not be saved.** You will also need to eject the USB drive properly from the computer. Simply unplugging the USB drive from the computer can cause the playlist to not be saved properly.

6. Please make sure that the Audio Emcee II player is turned off. Insert the USB flash drive into the port on the back of your player. (**FIG 4**) Turn on the player. **This is the only way that the player will read the USB flash drive.**

7. **FIG 5** shows what your Audio Emcee II player should look like when running correctly.

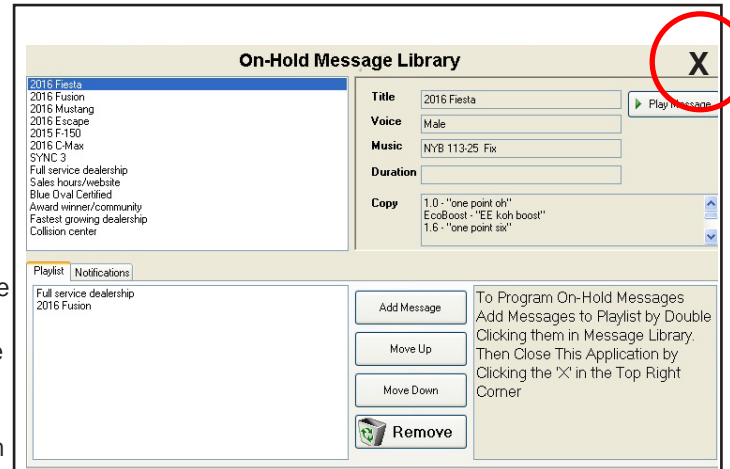
Listen to your messages

Simply select the message, then push the PLAY MESSAGE button and you will hear this message play back through the speakers on your PC. Press the ■PLAYING button to stop playing the message. (**FIG 2**)

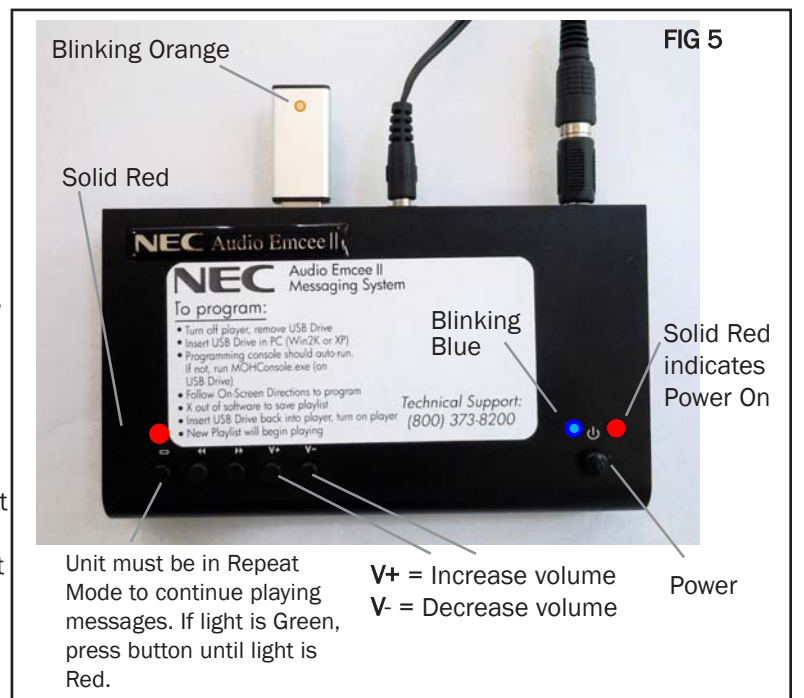
New Messages

Info-Hold utilizes a Message Library method for recording new messages. Whenever new messages are produced, they are recorded and added to your current library of messages. Info-Hold will send you an e-mail when new messages are available for programming.

Simply insert the USB flash drive into a computer with Internet access to program your new messages. The USB flash drive and software give you access to each and every message that Info-Hold has produced for you.



(Audio Emcee II programming software) **FIG 2**



For further assistance, contact Info-Hold at 1-800-373-8200

Loaf N Jug Info-Link SIRIUS Troubleshooting Checklist

Before you call Technical Support, please review this troubleshooting checklist.

Locate the Info-Link SIRIUS system in your store (fig.1)

Turn the system off using the power switch on the power strip. (fig. 1a) Wait 30 seconds. Turn the power switch on. If your system does not have a power strip, unplug the main PC's power supply and plug it back in, or hold the main unit's power button in until you hear it power down. Turn the unit back on.

Check for secure antenna connection to SIRIUS radio (fig. 1b). If the LED light is solid green, antenna connection is good. If LED light is flashing red, antenna connection needs to be secured.

In the event the music isn't playing at the pumps, locate black amplifier (fig. 2). Amplifier is always located near the intercom for your gas pumps and it powers the speakers at the pumps.

Check volume level on the front of the amplifier. Adjust the knob for volume to make sure the sound level is not turned down all the way. (fig. 2a)

Make sure the power switch is in the "on" position and the red light is lit. (fig. 2b)

If power switch is on, but light is off, check for a snug and secure connection to the power connection cable on the back of the amplifier. (fig. 3a)

Check the connection of the gray wire that connects from your intercom base to the back of the amplifier. (fig. 3) The gray wire splits into one Red and one Black wire as it connects to the amplifier. The Black wire should be inserted into the COM connector and the Red wire should be inserted into the 8ohm connector. (see fig. 4) To insert wires into the connector, push the lever down, insert wire, release lever.

Check that switch is turned to Auxiliary/CD. (fig. 5)

Check that red cable is inserted into Auxiliary/CD input (fig. 5)

Make sure your intercom mic is on stand-by when not in use.

If problem persists, please contact Technical Support by calling 1-800-373-8200.

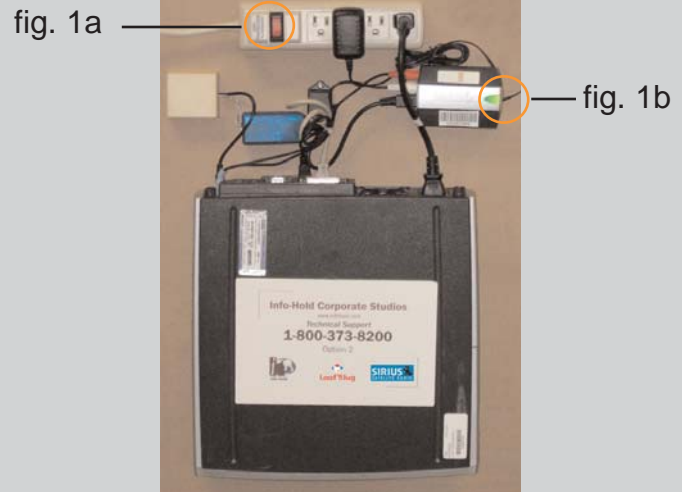


fig. 1 (Info-Link SIRIUS)



fig. 2 (front of amplifier)



fig. 3 (back of amplifier)

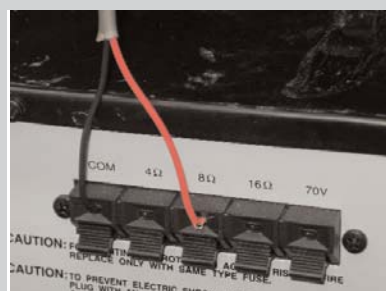


fig. 4



fig. 5