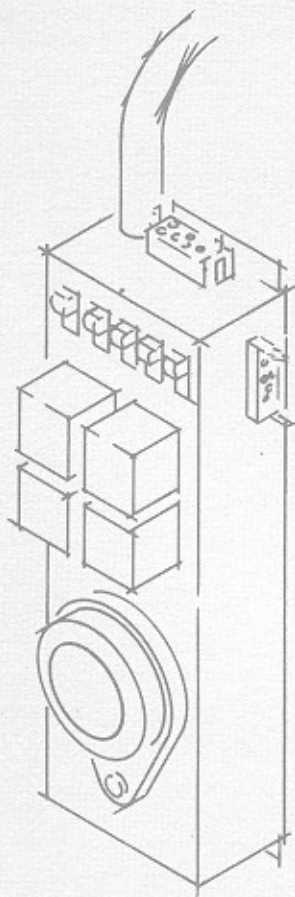


Rowe **AMI** *The Music Merchant*

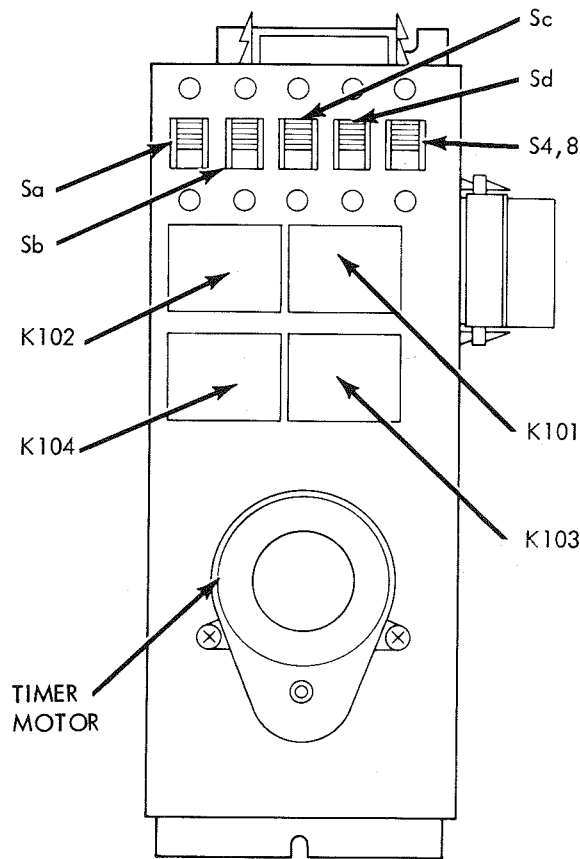


play me service manual

INTRODUCTION AND DESCRIPTION

The PLAY ME (selector timer) is a device designed to stimulate phonograph play. The PLAY ME consists of a one revolution per hour timer motor, a wiper and commutator assembly, five DPDT slide switches, four 4PDT relays, and a wiring harness.

The DPDT switches select Rowe sales stimulator records which may be located in either the 4 or 8 selection group. The timer motor drives the wiper through four identical segments of the commutator in 60 minutes. The four 4PDT relays operate the phonograph credit and selection mechanisms.



FUNCTIONAL DESCRIPTION

When switches A,B,C, and D are in ON position, the phonograph will play one side of a sales stimulator record after each fifteen minutes of accumulated off time. The off time is accumulated by applying power to the PLAY ME timer motor only when there are no selections playing and no selections are stored in the pinwheel memory.

The phonograph will play the sales stimulator record on the half hour if only switches A and C, or B and D are set to ON. If only one switch is set to ON, the sales stimulator record will be played once per hour. In this manner the PLAY ME can deliver promotional material as traffic requires.

PRINCIPLES OF OPERATION

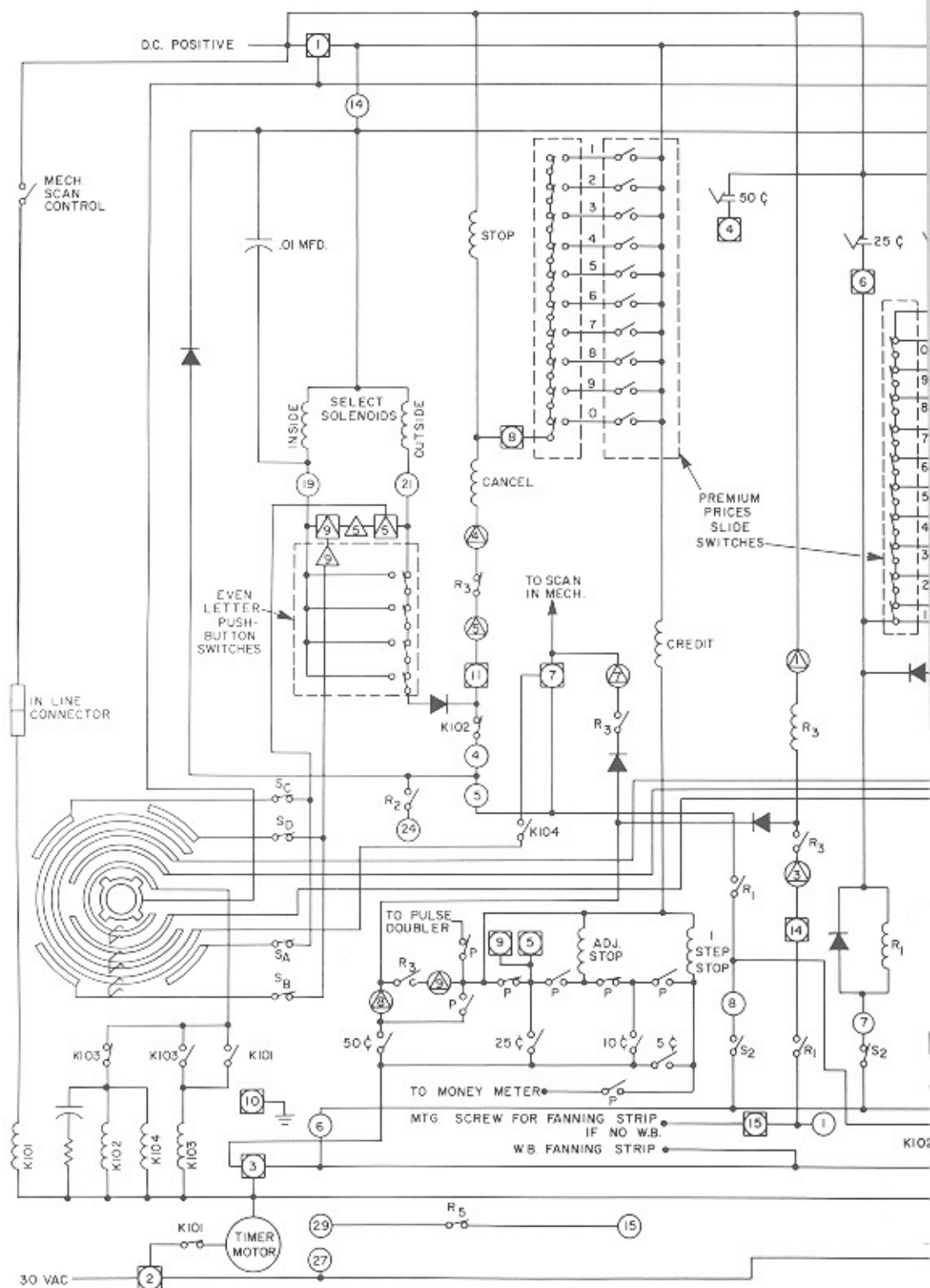
In a typical sequence of operation switches Sa, Sb, Sc, and Sd are set to ON, S4,8 switch is set to 4, and the commutator wiper is between segments D and A. With the phonograph playing a regular selection, the record changer scan control energizes relay K101 which keeps the timer motor off. When the changer mechanism completes playing the selections, it scans out, deenergizing relay K101 which applies power to the PLAY ME timer motor.

The timer motor runs until the wiper makes contact to the inside commutator ring (segment A), closing the circuit to relays K102 and K104. At this time the wiper also completes circuits, through the contacts of K102 and K104, to the outside select coil and the "AB" segment of the search unit commutator. Relays K102 and K104 also energize relays R1 and R5, and complete a circuit to the "4" segment of the search unit commutator. The search unit selects the A4 sales stimulator recording in the record magazine. The scan control energizes relay K101 which turns off the timer motor and energizes relay K103. Relay K103 holds through its own contacts and deenergizes relays K102. The A4 selection is now played.

When the A4 selection is completed, the record changer returns the record to the magazine and scans out. The scan control deenergizes relay K101 starting the timer motor again. As the motor runs, the wiper leaves commutator segment A and deenergizes relay K103. This causes the B4 selection to play fifteen minutes later when the wiper reaches commutator segment B.

If switch Sb is not set to ON, the circuit to the select solenoid will be open and a selection will not be made. The record changer will scan once and stop, since a pin was not pushed in the search unit. The timer motor will continue to run until the wipers contact commutator segment C.

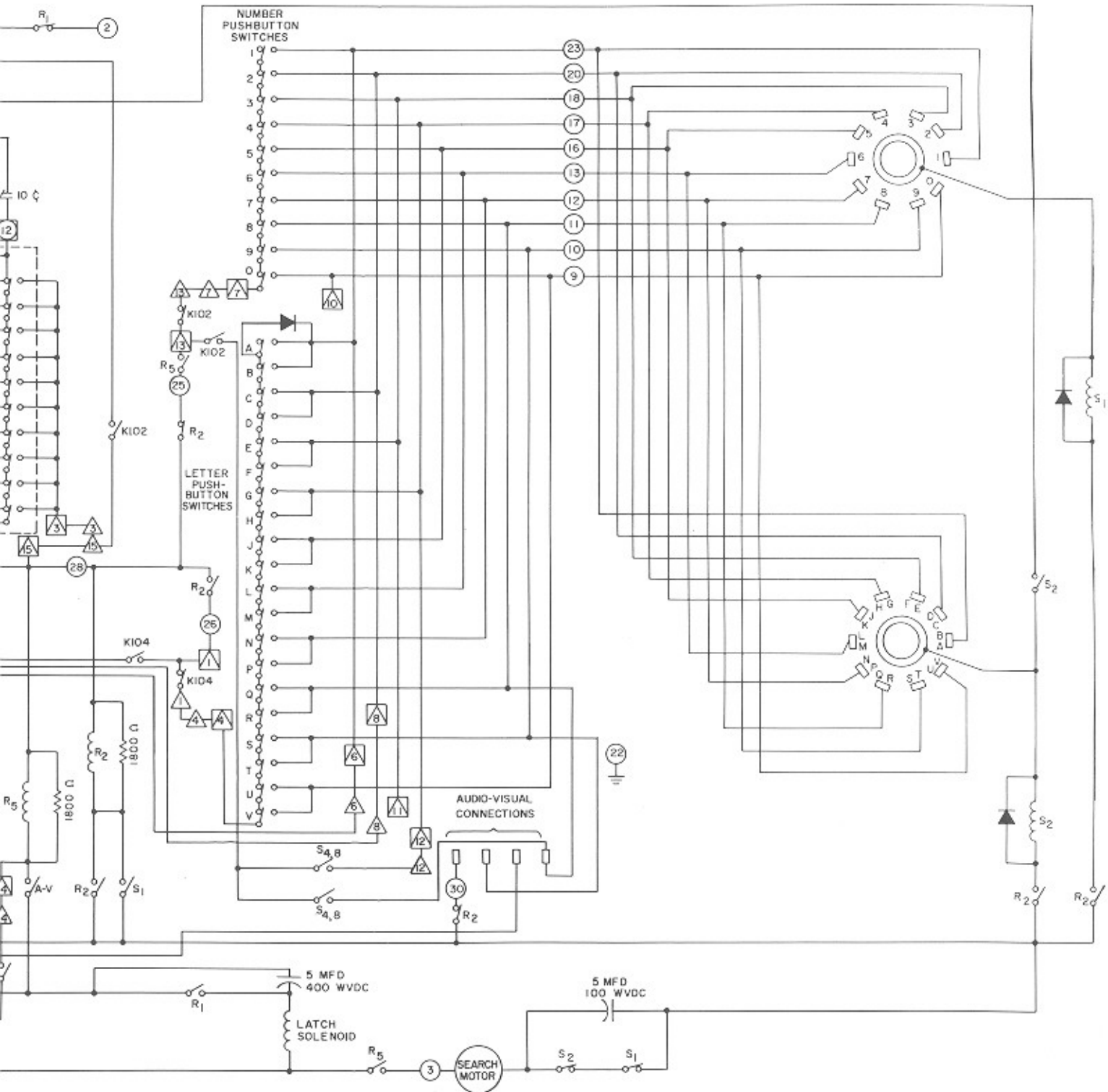
The total off time between play me selections is accumulated by stopping the timer motor while a selection is being played. If a selection is made while the timer motor is running, relay K101 is energized, removing power from the timer motor. After the selection is played, and the mechanism scans out, K101 is deenergized, applying power to the timer motor.



- JUMPER THESE TERMINALS IF AUXILIARY SELECTOR IS NOT USED
- JUMPER THESE TERMINALS BONUS RELAY (R3) IS NOT USED

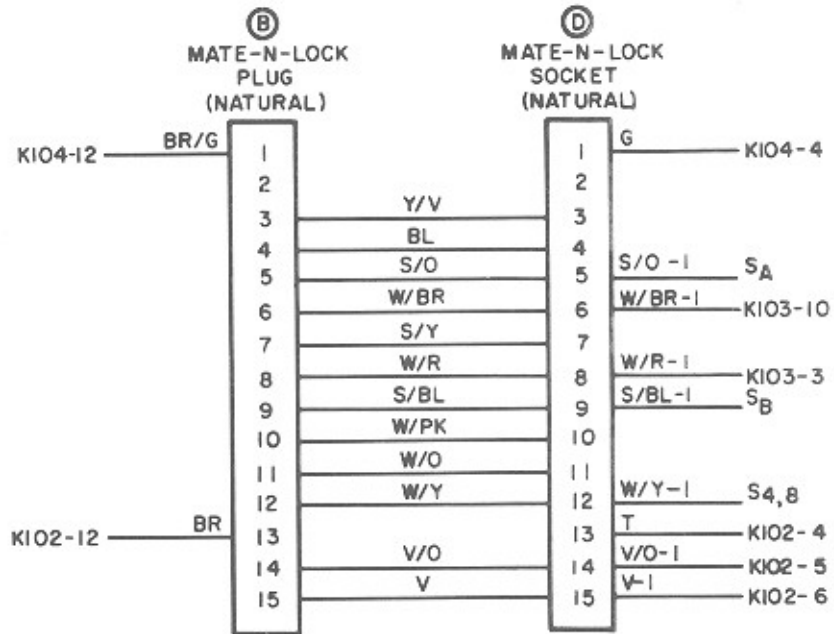
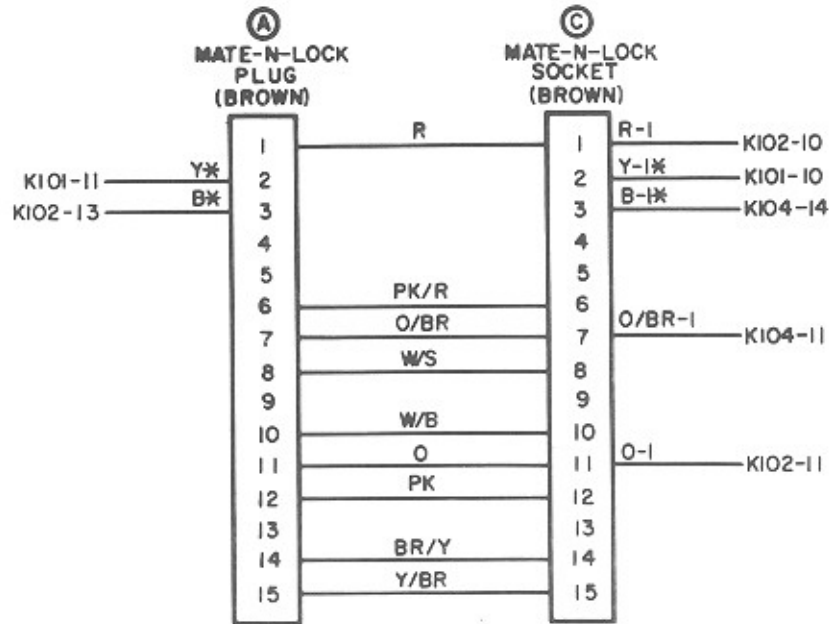
- 50¢ BONUS PLUG
- PHONO HARNESS PLUG
- AUXILIARY SELECTOR PLUG

- SEARCH UNIT
- WHITE PLUG

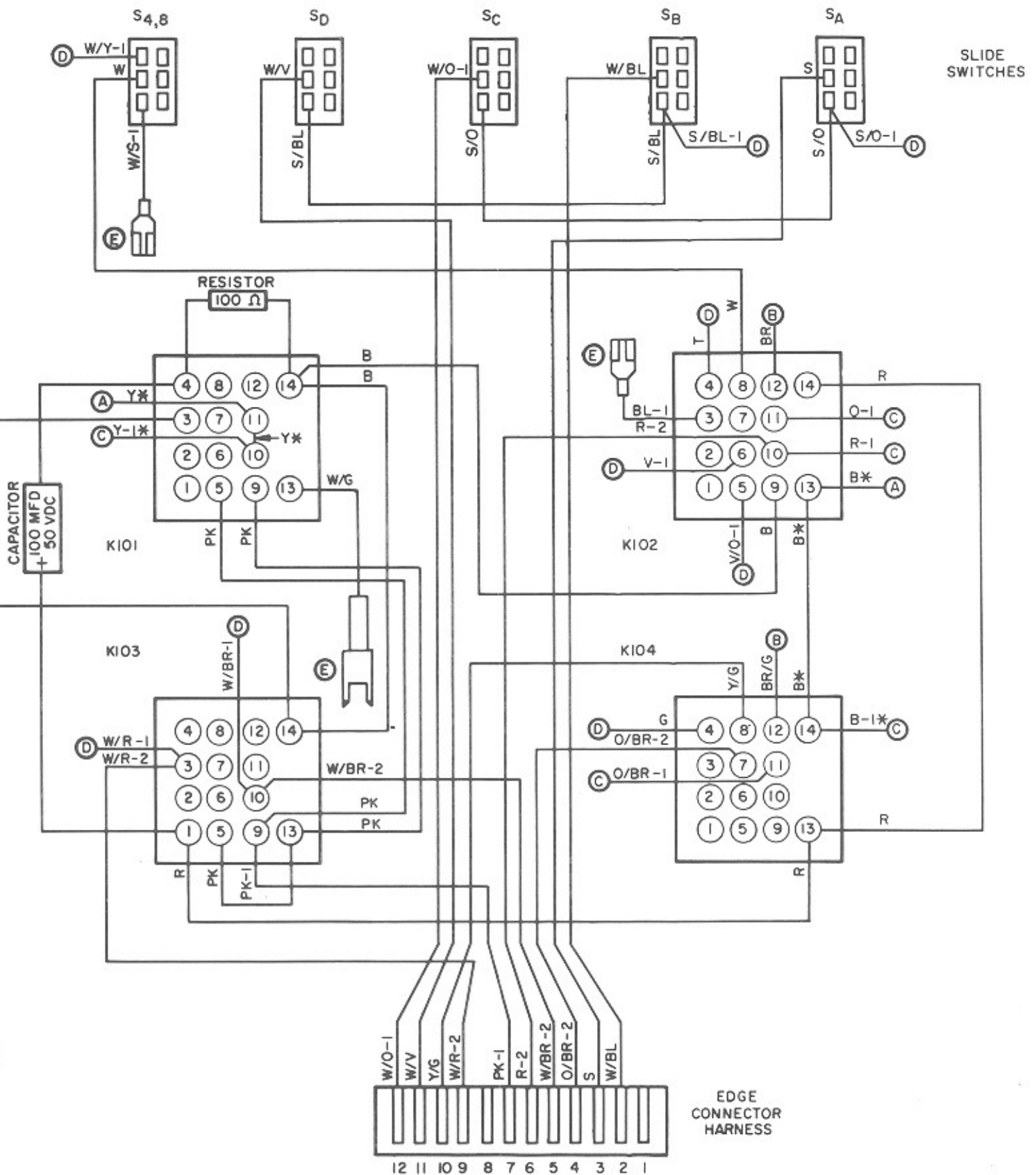


NOTE
 PRICE SWITCH (P) SHOWN IN
 5 ¢ / CREDIT POSITION

EDGE CONNECTOR
 ON "PLAY-ME" CHASSIS



(E) TO SELECTOR ASSEMBLY



TROUBLESHOOTING

Trouble shooting consists of finding the cause of a malfunction. It is important to trouble-shoot logically, so that effort is not wasted in removing or replacing parts which are not defective. Many failures and malfunctions are caused by minor defects, such as loose connections, dirty contacts, etc. Check these minor sources of trouble before replacing any parts.

The most common malfunctions of the PLAY

ME, their probable causes, and remedial procedure, are listed in the following table. The trouble column contains specific malfunction symptoms. Each malfunction has one or more corresponding causes, listed in the order of probability in the probable cause column. If more than one probable cause and remedy are listed for a particular trouble, perform the procedures in the remedy column in the order listed.

TROUBLE	PROBABLE CAUSE	REMEDY
Timer motor does not operate.	Normally closed contact on relay K101 not making contact.	Replace relay K101
	Timer motor burned out.	Replace timer motor.
Timer motor runs but no PLAY ME selections are made.	Wiper arm not making contact to commutator segments.	Clean commutator boards with alcohol. Remove caked-on dirt with a pencil eraser or light abrasive cleaner.
	Jumper plug not plugged into PLAY ME chassis (Applies only without auxiliary selector)	Plug white jumper plug into white receptacle on side of PLAY ME chassis.
PLAY ME operates search unit but does not make a selection.	Wiper arm not making contact to commutator segments.	Clean commutator board with alcohol. Remove caked-on dirt with a pencil eraser or light abrasive cleaner.
	Insufficient time delay on relays K102 and K104 - open circuit in 100-ohm resistor, 100 mfd capacitor RC network.	Replace defective resistor or capacitor.
Off time is not accumulated; PLAY ME selection made every 15 minutes even though regular selections are made.	Relay K101 not picking up.	Check for voltage to relay K101 coil when scan control is picked. Check that the relay is seated tightly in the socket. Replace relay K101 if necessary.
Phonograph works normally when first turned on until a PLAY ME selection is made, then no other selections can be made.	S2 sprag being held in because relay K103 is not picking up.	Check relay K103; replace if necessary.
	Relay K101 normally open contact not making.	Check relay K101; replace if necessary.

(Continued Next Page)

(TROUBLESHOOTING CONTINUED)

TROUBLE	PROBABLE CAUSE	REMEDY
When selection is made from main selector, search unit operates but no pin is pushed out.	Normally closed contacts of relay K102 not making.	Replace relay K102.
No selections can be made from main selector but PLAY ME operates normally.	Normally closed contacts on relays K102 or K104.	Check that relays are making good contact in their sockets. Replace if necessary.

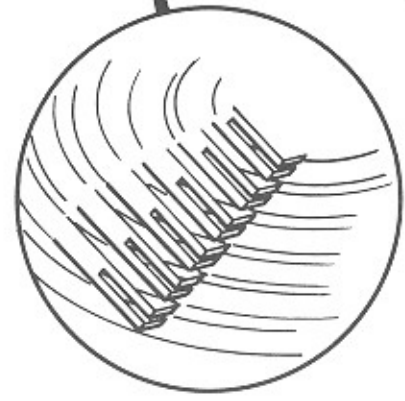
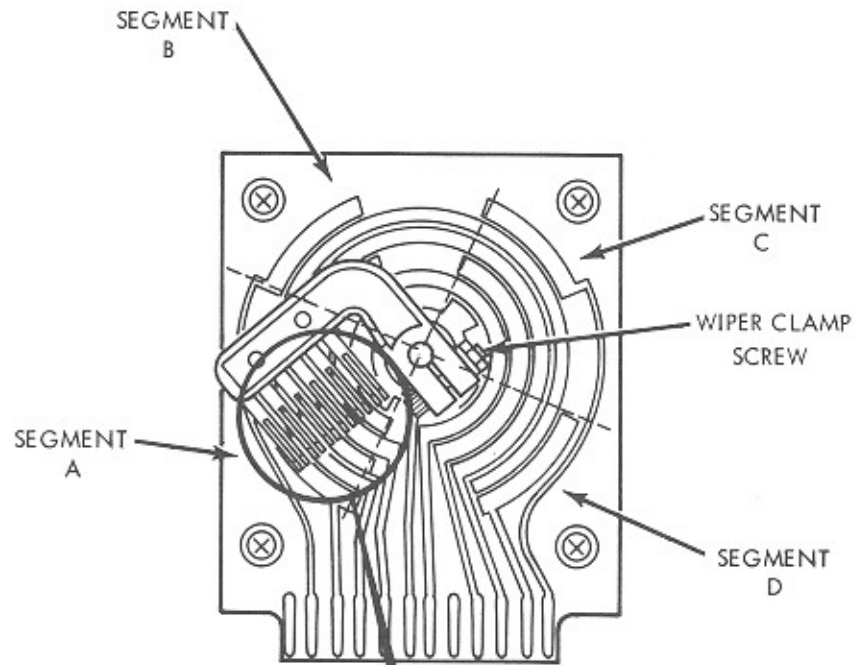
WIPER ASSEMBLY ADJUSTMENT

The wiper tips must be deflected against the commutator segments with adequate pressure to ensure good electrical contact. The wiper tips must also ride properly within the commutator tracks. Adjust the wiper assembly as follows:

- Using a 3/32-inch allen wrench, loosen the wiper clamp screw and remove the wiper assembly from the motor shaft:
- Sight along the edge of the blades. Check that all blade tips are in the same plane and that they are in line with each other. Carefully adjust blades which are not in line.
- Slide the wiper assembly onto the motor shaft with the wiper clamp screw just tight enough to hold it in position. Push the wiper assembly down the motor shaft until the wipers just touch the commutator surface. Rotate the wiper assembly on the motor shaft and check each wiper for proper tracking on its respective commutator segment. Continue to slide the wiper assembly down the motor shaft toward the commutator surface, approximately 1/16 inch more, until the end of the wiper collar is flush with the end of the shaft. Tighten the allen screw to hold the wiper assembly in position.

NOTE

Some PLAY ME units have an adapter on the motor shaft. Position the wiper assembly on the adapter so that there is 1/16 inch clearance between the wiper assembly and the commutator board on these units.



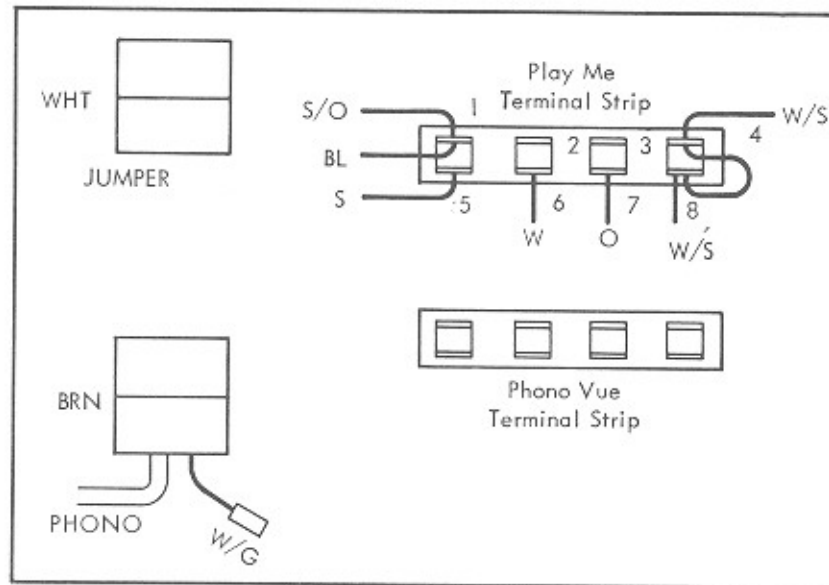
WIPER ASSEMBLY
ALIGNMENT

INSTALLATION

The PLAY ME is installed in series with the phonograph wiring harness at the point where the harness connects to the selector assembly. The PLAY ME chassis is mounted on the rear wall of the cabinet behind the record changer mechanism. Install the PLAY ME in the cabinet and connect it to the phonograph as follows:

1. Locate the two pilot holes on the inside rear left cabinet wall, behind the record changer mechanism. Install one of the screws (supplied with PLAY ME) in the lower pilot hole. Do not tighten the screw in place.
2. Install the lower notch of the PLAY ME chassis on the screw. Align the chassis upper notch with the upper pilot hole and install the remaining screw. Tighten both screws.
3. Remove the white MATE-N-LOCK jumper plug from the underside of the selector assembly and install in the white MATE-N-LOCK receptacle located on the right side of the PLAY ME chassis.
4. Remove the brown phonograph wiring harness MATE-N-LOCK plug from the selector assembly and connect to the brown MATE-N-LOCK receptacle located on the top of the PLAY ME chassis.
5. Connect the brown MATE-N-LOCK plug from the PLAY ME wiring harness to the brown MATE-N-LOCK receptacle on the selector assembly.
6. Connect the white MATE-N-LOCK plug from the PLAY ME wiring harness to the white MATE-N-LOCK receptacle on the selector assembly.
7. Locate the white-green wire with a single-terminal plastic connector in the phonograph wiring harness. It is tied around the phonograph wiring harness just above PLAY ME. Mate this connector with the plug of the white-green wire from the PLAY ME wiring harness.
8. Remove the slate-orange wire from terminal 1 and connect to terminal 2 as shown. The PLAY ME connector is located on top of the selector assembly directly in front of the premium pricing slide switches.
9. Connect the blue and white-slate wires from the PLAY ME wiring harness to terminals 1 and 4 as shown.
10. This completes installation of the PLAY ME. Be sure that connections have been made as shown. Check that wires do not interfere with the operation of the changer mechanism.

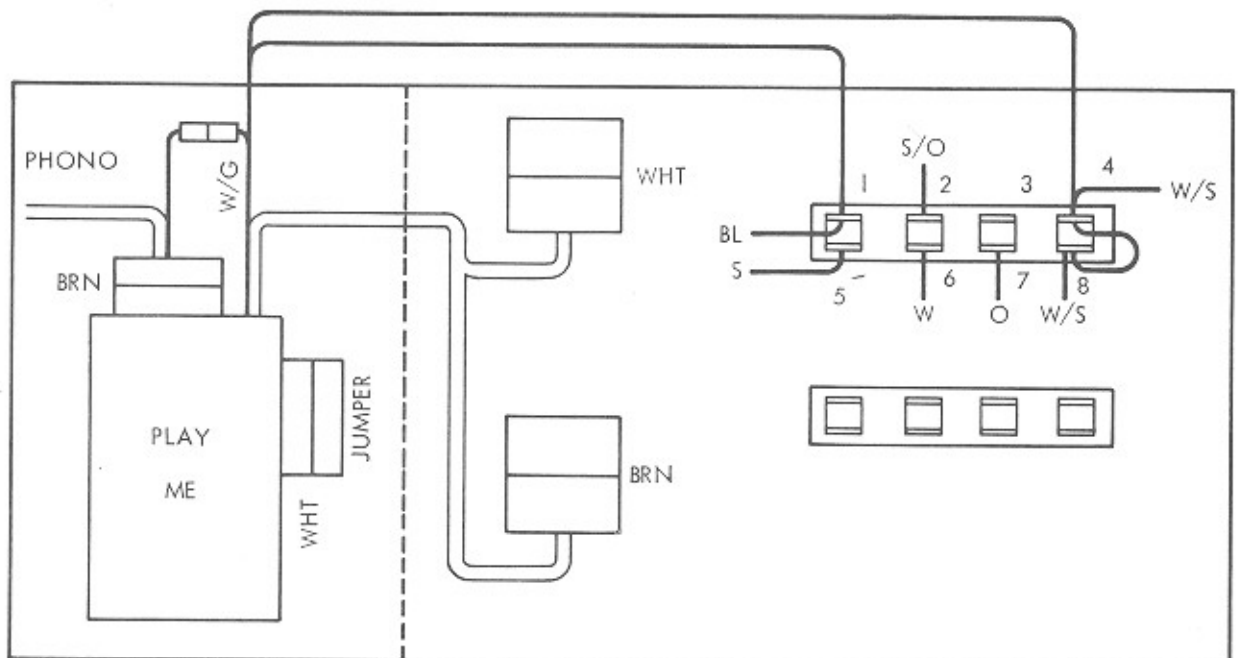
SELECTOR ONLY:



FRONT



SELECTOR WITH PLAY ME:



FRONT

