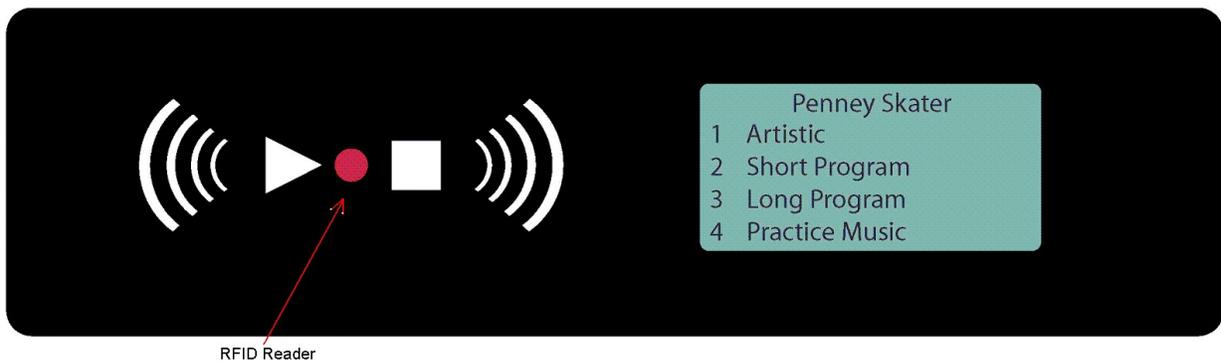


HOW TO USE THE RINKMUSIC CONTROL CONSOLE

Console Operation Overview

The RinkMusic Console is used by the Skater to:

1. List and select their programs.
2. Adjust the song volume level. (Any changes to the volume level are remembered for subsequent play)
3. Display the skater's place in the playback queue.
4. Remove a skater's song from the queue.



RinkMusic Console

Skater Selecting a Song

1. To select a song for playback, the skater presents their keytag to the RFID Reader
2. The skater's programs will be displayed on the LCD. If the skater has only one song, it will play immediately or be queued immediately.
3. The skater uses the **Up** or **Down** key to scroll to the program they wish to select. For a skater with many programs, the **Left** and **Right** keys perform Page Down and Page Up function to quickly navigate to the desired program.
4. Once the desired program is highlighted, the skater presents their keytag a second time to the RFID Reader. The song is now queued for play.

Adjusting the Song Volume Level

A skater can adjust the song volume by touching the **Up** or **Down** keys while the song is playing. The final volume setting for that song is saved. The next time that song is played on that ice surface, the volume level will be the same saved value.

Checking a skater's queue position

If there are skaters in the queue, the LCD will display the next 3 skaters unless a skater is using the console to select their music. If a skater's position in the queue is greater than 3rd, they can check their position by presenting their keytag to the RFID Reader. Their position will be displayed with the two skaters before them.

Terminating a Song

A skater can terminate their song early by presenting their keytag while their song is playing.

Removing a Song from the Queue

To remove their song from the queue before it is played, a skater needs to:

1. Present their keytag to the RFID reader.
2. When their queue position is displayed, press the **Up** Key
3. The LCD will display "TO CANCEL SONG PRESENT TAG".
4. Present the keytag a second time to delete the song from the queue.
5. LCD will display "SONG CANCELED".
- 6.

Coach Keytag Operation

A Coach can Bump their students ahead in the queue or play their own music.

To bump a skater NOT in the queue:

1. Coach presents their keytag.
2. A menu will display 1) Bump Skater, 2) Play song (Defaults to Bump Skater)
3. Present a skater's keytag now for the skater to select their song and be bumped ahead in the queue.

To bump a skater already in the queue:

1. Coach presents their keytag.
2. The LCD will display 1) Bump Skater, 2) Play song (Defaults to Bump Skater)
3. Skater presents their keytag and is bumped ahead in the queue.

To play a song:

1. A Coach presents their keytag.
2. The LCD will display 1) Bump Skater, 2) Play song.
3. Coach uses **Down** key to highlight "Play song"
4. Coach presents their keytag.
5. A list of their songs will be displayed.
6. A song is highlighted using "**Up**" or "**Down**" keys
7. Coach presents their keytag to play song.