



"MANUAL CONTROL" ORDER

RADIOSYNCH. CONTROL

GREEN = C.H. AUTO
 ORANGE = C.H. MANUAL
 RED = C.H. ON

C.H. AURO/MANU/ON
 ANGELUS ON/OFF
 HOUR STROKE ON/OFF
 BELL PRGR. ON/OFF

PRESS BRIEFLY = STARTING MANUALLY.
 PRESS FOR SOME TIME = ACCESS PROGRAMMING (3 sec.)

DECREASE
 YES OR TO THE RIGHT
 TO THE LEFT

EYS PRGR. 5-6-7-8 (press for about 2 sec.)

Bottom rotary Dial with Bell functions

1. APOLLO AS BELL CONTROL PANEL

Besides the programmed executions, the clock can also be operated manually. For this the line (manual operation) must be followed. It starts at the left top and runs through the two rotary switches and the five push buttons.

1.1. The first rotary switch is used for choosing the time of execution.

This time varies between 1 and 10 minutes.

1.2. The second rotary switch defines what has to be executed.

The following choices are possible :

- The first "STOP" position is used for stopping an execution.
- The second position of the rotary switch is used for SWINGING a bell (or bells).
- The third position is used for rhythmical TOLLING according to a preset rhythm.
- The fourth position is used for MANUAL TOLLING, i.e. whenever the key is pressed, a stroke is given on the bell.
- The fifth and the sixth positions are possibilities to be agreed in consultation with the responsible technician. Here are still possible :

- extended tolling possibilities
- combinations of pealing and tolling
- other combinations

The name of these combinations is displayed during operation.

1.3. The four push buttons with each a small bell at the top are used for selecting the bells, starting with 1 corresponding to the largest bell. When pressing the key, a lamp is lit above the chosen bell. If the wrong choice was made, it can be cancelled by pressing the same key once more.

As long as the START key has not been pressed, the choice of the bells can be modified.

From the four available push buttons only those can be used that have been set by the technician.

Remark : When choosing the second push button = tolling, the keys must not necessarily go from large to small. This can be arranged in consultation with the technician.

When choosing Comm. A or Comm. B, the contents of the keys 1, 2, 3 and 4 are displayed.

1.4. After having made the required choice, the set is started by simply pressing the yellow key "START" briefly. Brief pressure takes less than 1 second.

2. APOLLO AS PROGRAMMABLE CLOCK

By programming we understand making the following changes :

- 2.1. Change the weekend programs, e.g. feast or holy day in the middle of the week.
 - (*) 2.2. Change the week or group of programs entered.
 - 2.3. Enter, question, change or delete single bell programs for the Angelus and for pealing the mass.
 - (**) 2.4. Enter, question, change or delete permanent single central heating programs.
 - 2.5. Setting of time on all tower or slave clocks with the APOLLO.
 - (***) 2.6. Setting of time of the APOLLO itself.
 - (**) 2.7. Enter, question, change or delete carillon tunes.
 - (**) 2.8. Change the tunes that are cyclically played at 1/4, 1/2, 3/4 and on the hour.
- (*) This kind of programming is only possible when these options are being used.
- (**) Only if set is provided with a connection for central heating and/or carillon.
- (***) This kind of programming is not present when the clock is provided with radio synchronizing (antenna).

Programming procedure :

Start by pressing key "P" for some time (i.e. about 3 seconds). The light in the key will light up.

If a following action is not carried out within a reasonable lapse of time, the light will go out again and you will have to start from the beginning. This is also the case if you leave much time between the consecutive actions when entering the programs.

For completing the program item you will have to pass through the program item up to the seventh day and acknowledge it.

If the light in key "P" goes out before you have completed the program items, these data will have been cancelled.

A program item of which all days are set to zero, will be deleted. As soon as the light in key "P" lights up, a text will be displayed. Any text can be answered by yes or by no. This is done by means of key 2 or 3 which mean respectively no or yes.

The second key is used for changing a datum and the third for fixing or acknowledging a datum.

By using the third key you also pass to the following datum to be changed, hence the arrow to the right.

Key 1 will then be used for reducing a numerical value, in case too high a value has been entered, e.g. with the second key the value has been increased to 11 instead of 10 (In this case press key 1 once and the number comes back to 10).

The fourth key will then be used as a correction key for a manipulation with the third key.

E.g. After having acknowledged a value with the third key and having found that this was an error, you can always go back one step to the left.

2. APOLLO AS PROGRAMMABLE CLOCK

2.1. Weekend correction (holy day)

- | | | |
|---------|-------------------------------------|---------------------------------------|
| | -- press "yellow key" for 3 seconds | -- display : "weekend correct" |
| ○ ○ ▷ ○ | -- press third key | -- display : today (e.g. "Wednesday") |
| ○ △ ○ ○ | -- press until : | -- display : "Saturday" |
| ○ ○ ▷ ○ | -- press "yes" key | |
| | -- press "yellow key" briefly | |

This action is executed on the day before a holy day falling in the middle of the week so that the Saturday night program would work on the day before the holy day in question.

The hour, day and date and the chosen day of execution of the programs are now being displayed one after the other.

For both data a day is added at midnight so that the "Sunday" program will be executed.

The day after the execution of the "Sunday program" will again become the real day of the week.

2.2. Change week or group number (if option is present)

- | | | |
|---------|---|---|
| | -- press "yellow key" for 3 seconds | -- display : "program week" or
"program group" |
| ○ △ ○ ○ | | -- display : "week or group" |
| ○ ○ ▷ ○ | -- press "yes" key | -- display : week or number |
| ○ △ ○ ○ | -- press "addition key" | -- changes this number |
| ○ ○ ▷ ○ | -- press "yes" key : fixes this new number in the key | |
| | -- press "yellow key" briefly | |

2.3. Enter new bell programs

- press "yellow key" for 3 seconds
 - display : "weekend correct"
- △ ○ ○ -- press "addition key" until
- ○ ▷ ○ -- press "yes" key
- ○ ▷ ○ -- press "yes" key
- △ ○ ○ -- press "addition key"
- here you can choose between :
 - swing - toll - funr. 1 -
 - funr. 2 - Ang. 1
- ○ ▷ ○ -- press "to the right"
- display : 00 blinks = starting hour
- △ ○ ○ -- press "addition key"
- enter starting hour
- ○ ▷ ○ -- press "to the right"
- display : 2nd 00 group blinks = starting minutes
- △ ○ ○ -- press "addition key"
- enter starting minute
- ○ ▷ ○ -- press "to the right"
- display : last 0 blinks this is once or always
- △ ○ ○ -- with "addition" key
- one chooses : 0 = once - 1 = always
- ○ ▷ ○ -- display to 2nd group (or 3rd upon Angelus selection)
- press "to the right"
 - display : 01 blinks = time of execution
- △ ○ ○ -- with "addition" key
- one chooses the number of minutes
- ○ ▷ ○ -- press "to the right"
- display : 0 blinks
- △ ○ ○ -- press "addition" key
- enter the number of the required bell or tolling speed
- ○ ▷ ○ -- acknowledge press "to the right" choice

Repeat the last two actions as often as there are zeros behind the length of time (duration). If either only one or not all the bells must work, the remaining digits are left at 0.

- ○ ▷ ○ -- press "to the right"
- after pressing this key for the last digit, the display passes to a third group of data containing only the 7 days of the week; the first 0 is now blinking.
- △ ○ ○ -- press addition key
- enter the day on which the program must work, e.g. 1 = Monday
- ○ ▷ ○ -- press "to the right"
- display : 2nd 0 blinks

Fill in another day for each 0 and acknowledge this using key "to the right". The days on which the programs do not have to work are left at 0. The last digit from this range having been acknowledged, the program comes back to the mention "bell programs". See second line of this alinea.

The program item is only stored after the third group of data has completely been entered. If you stop before this is finished, these data will be deleted.

Question program contents

- press "yellow key" for 3 seconds
 - display : "weekend correct"
 - △ ○ ○ - press "no" key until - display : "bell program"
 - ○ ▷ ○ - press "yes" key - display : "new program"
 - △ ○ ○ - press "no" key - display : "corr. program"
 - ○ ▷ ○ - press "yes" key - display : summary of following program item
 - △ ○ ○ - press "next" key - display : each pressure leads to the following program item
- You can thus pass through all programs of the whole week by pressing each time the addition key.

Correct program items

Steve

- The same procedure as above, but when the program item that must be changed appears :
- ○ ▷ ○ - press "corr" key - display : first datum of this program blinks
- ○ ▷ ○ - press "yes" until the part of the program to be corrected blinks on display

There are now two possibilities :

- △ ○ ○ - press "addition" key
- ▽ ○ ○ ○ - press "decrease" key until the change wanted has been carried out.
- ○ ▷ ○ - until last day of the week has been acknowledged - display : "bell program"
- press "yellow key" briefly

Delete programs

- For deleting programs proceed as for correcting programs, but set all days of the week to 0.

2.4. Central heating programs

For entering, changing, questioning or deleting these programs proceed in the same way as for bell programs. See above, but the first group of the data is the heating number, e.g. 1 = church, 2 = sacristy. Second group of data : the 1st number is the number of hours of the duration, the 2nd number is the number of minutes of the duration.

For questioning, correction and deletion see also : "bell programs".



2.5. Synchronize the tower clock with the APOLLO

- press "yellow key" for 3 seconds
- display : "weekend correct"
- △ ○ ○ - press "no" key until - display : "set hands"
- ○ ▷ ○ - press "yes" key - display : the hour blinks
- check now on the outside the time indicated by the tower clock hands and possibly the slave clocks and enter this time into the display
- △ ○ ○ - press "addition key", thus changing the hour into the hour indicated by the tower clock hands - *display: the hour blinks*
- ○ ▷ ○ - press "to the right" - display : minutes blink
- △ ○ ○ - press "addition key"
- change the blinking minutes until they are equal to those indicated by the tower clock hands
- ○ ▷ ○ - press "to the right"
- the minutes are also steady - display : "set hands"
- press "yellow key" briefly

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2.6. Setting of time of the APOLLO

<u>1 2 3 4</u>	- press "yellow key" for 3 seconds	
○ △ ○ ○	- press "no" key until	- display : "weekend correct"
○ ○ ▷ ○	- press "yes" key	- display : "time adjust"
○ △ ○ ○	- press "addition key"	- display : "hours blinks"
○ ○ ▷ ○	- press "to the right"	- display : changes the hour
○ △ ○ ○	- press "addition key"	- display : "minutes blink"
	- change the minutes till the next minute to be set	
	At the top minute of the check clock press :	
○ ○ ▷ ○	- the following "to the right"	
	key	- display : "time adjust"
	- <u>press "yellow key" briefly</u>	2 seconds

2.7. Non-cyclic carillon programs

Please consult the technician if you want to change cyclic carillon programs, i.e. programs to be played at 1/4, 1/2, 3/4 or 4/4.

Non-cyclic carillon programs can, however, be changed by the user himself.

For entering, changing, questioning or deleting programs, proceed in the same way as for the bell and central heating programs.

The first group of data relates to "setting of time" as well as to single and weekly programs.

The second group offers the following possibilities

The first number of two digits is used for entering a tune that must be played at a given time.

The second number will also execute a tune, but in this case a tune to be played cyclically, i.e. 1/4 - 1/2 - 3/4 and 4/4.

e.g.

between 0 min and 14 min the 1/4 tune will be played
 between 15 min and 29 min the 1/2 tune will be played
 between 30 min and 44 min the 3/4 tune will be played
 between 45 min and 59 min the 4/4 tune will be played

The third group relates to the days of the week.

3. Enable/disable the different executions

- 3.1. For this the keys 5 = PROG, 6 = HOUR STROKE are used, which are symbolized by the small bell with hammer and clock.
key 7 = ANGELUS symbolized by morning, midday and evening sun;
key 8 = manual enabling/disabling of central heating.
- 3.2. Press key 5 for about three seconds until the light goes on/off. This key is used for enabling/disabling the bell programs or MASS PROGRAMS.
For this, the stored programs are not deleted, it is only the execution that is enabled/disabled.
- 3.3. Press key 6 for about three seconds, thus enabling/disabling the HOUR STROKE. By doing so, the carillon tune or the first stroke are also enabled/disabled.
- 3.4. Key 7 : is used for enabling/disabling the ANGELUS.
- 3.5. Key 8 : is used for enabling/disabling central heating outside the programmed times. Normal position : the green light "AUT" (automatic) is lit. Entered programs will then be executed in time.

After pressing this key for about three seconds, the light "MAN" will light up. After another pressure the third light "I and O" (red light) will light up. By doing so, the central heating has been switched on manually. (Another condition is that the thermostat has been set as required).

Key 8 also allows our technicians to set a time switch. E.g. whenever the central heating is switched on manually, it will work for 60 minutes. After expiration of this time, it will be switched off automatically.