

SelectCore User Guide

Operating the SelectCore chip in Rowe Jukeboxes R84 to R88.

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What The SelectCore Chip Does

The SelectCore chip takes over the original Rowe CCC processor functions. It controls keypad entry, display, pricing and credits, the selection queue, carousel movement, transfer/play operation, popularity memory, counters, and fault monitoring.

- Normal priced operation uses the original pricing-board matrix and stores remaining selections in nonvolatile memory.
- Free play operation allows selections without credit.
- Service mode disables normal play and shows the popularity meter on the CCC display.

Operating Modes

Mode	Switch position	What the user sees	Main behavior
Normal priced operation	SERVICE switch to ON, TEST to NORM	Credits/selections remaining are shown when credit is added or RESET is pressed	Valid selections and POPULAR require one credit and spend it after the selection is accepted.
Free play	SERVICE switch to ON, TEST active	Make Standard and Make Any Selection lamps are lit (if both are fitted). Pressing RESET with no active entry shows FP.	Selections can be made without credit. Hidden autoplay codes are available.
Service	SERVICE switch to SERVICE	3-digit display shows SER. CCC display shows popularity data.	The CCC display shows popularity data. Hold CANCEL to rotate the carousel.
Fault	Entered automatically when a monitored fault is detected	3-digit display shows ERR. CCC display scrolls the active fault text.	Outputs go safe. Queue, credits, and popularity memory are preserved unless a service control deliberately clears them.

Making Selections

- Enter a 3-digit selection. Valid visible selections begin with 1 or 2. The last two digits are the record number 00-99.
- In normal priced operation, credit is required before a visible selection can be entered.
- When a selection is accepted, the display briefly confirms the selected code and the selection is added to the queue.
- If the queue is full, the 3-digit display shows FUL and the selection is not accepted. The queue has a 200 selection capacity, so this should be extremely rarely observed.
- If a record plays continuously for about 10 minutes 30 seconds, SelectCore automatically begins the return cycle so that the record is returned. This covers the longest 7" single ever produced.

POPULAR Key

- POPULAR queues the A-side of the most popular record. If no popularity has been recorded yet, record 00 is used.
- In normal priced operation, POPULAR requires and spends one credit after it is accepted into the queue.

Credits And Pricing

- Coin, bill, and pricing-board inputs build stored selections remaining in normal priced operation.
- The Manual Credit CCC button adds exactly one selection credit and does not pulse the money counter.
- Pricing card combinations should be checked on the actual machine after installation using an original manual.

Selection Queue And Memory

- The SelectCore chip stores up to 200 queued selections. Duplicate selections are allowed.
- In normal priced operation, a queued selection remains stored until the complete play phase finishes. Power loss, SERVICE, or a fault during an attempted play leaves the selection queued for retry.
- In free play, a selection is removed from the queue as soon as its play attempt starts, so an interrupted free play is not retried.
- Clear Selection Memory in normal or free play operation clears pending selections but does not interrupt the current record.
- Clear Selection Memory in SERVICE clears the pending queue and stored selections remaining.

Service And Popularity Meter

- Enter SERVICE mode to access the popularity meter.
- The 3-digit display shows SER. The CCC display shows popularity as RRCC, where RR is record 00-99 and CC is the count, shown up to 99.
- The MOST / LEAST control selects whether the popularity list is shown most-to-least or least-to-most.
- Press MEMOREC ADVANCE to step to the next ranked record. Hold MEMOREC ADVANCE to show the total selection count, up to 9999.
- Hold MEMOREC RESET **for 1 second** to clear popularity counters.
- Once the mechanism has returned to its safe/home position, hold CANCEL to rotate the carousel for record loading or removal.

Autoplay Functions

The autoplay modes available on the SelectCore are extensive and should cover even the most demanding user.

- Autoplay codes (550,551,555,556,557,558,559,667,668,669) are only operational in test (free-play) mode.
- Entering any of the autoplay codes does not put the Autoplay mode number on the display as they are entered. Once entered, the display briefly shows the mode entered. Entering the code again shows OFF on the display and cancels the mode.

Number / Input	Display	Function	Brief explanation
CCC Playmaker Switch		Playmaker Autoplay	Queues a random B-side selection when the Playmaker Timer input is active. Works in test/free-play and normal priced operation. The ORIGINAL Rowe AMI autoplay mode.
550	POP	Most-Played Autoplay	Plays A-side selections by walking the popularity list from most played toward least played.
551	LPA	Least-Played Autoplay	Plays A-side selections by walking the popularity list from least played toward most played.
555	AON	Random A-Side Autoplay	Queues random A-side selections. Once a record has played, it will not play again in the next 50 selections. This will most likely be your most used autoplay mode.
556	AbN	Random A/B Autoplay	Queues random selections from either A-side or B-side. Once a record has played, it will not play again in the next 50 selections.
557	SAS	Sequential A-Side Autoplay	Plays 100, 101, 102 through 199, then wraps back to 100.
558	SbS	Sequential B-Side Autoplay	Plays 200, 201, 202 through 299, then wraps back to 200.
559	AbS	Sequential A/B Autoplay	Plays 100, 200, 101, 201 through 199, 299, then wraps.
667	FAS	Follow-Me A-Side Sequential	Like 557, but if enabled after or during manual selections, it continues from the latest accepted manual selection. Example: 170 then 667 continues with 171.
668	FbS	Follow-Me B-Side Sequential	Like 558, but if enabled after or during manual selections, it continues B-side from the latest accepted manual selection. Example: 170 then 668 continues with 271.
669	FAb	Follow-Me A/B Sequential	Like 559, but if enabled after or during manual selections, it continues A/B from the latest accepted manual selection. A-side manual selections are followed by the matching B-side; B-side manual selections are followed by the next A-side record.

- Autoplay selections do not increment popularity.
- During autoplay, any selection(s) entered will play next after the current autoplay selection, apart from 667, 668, and 669.

Displays And Lamps

Display or lamp	Meaning
SER	Service mode is active.
ERR	A fault is active; read the scrolling CCC message.
FP	Free play indication shown while RESET is held with no active entry.
FUL	Queue full; the requested selection was not accepted.
Selections Remaining lamp	Lit only while selections remaining or FP is being displayed.
Selection Being Made lamp	Lit while a live number entry is in progress.
Selection Playing lamp	Flashes while the current playing selection is shown.
Most Popular lamp	Lit while the idle most-popular selection is shown.
Make Standard / Make Any lamps	Lit in free play; in normal priced operation they follow available credit.

Fault Codes

When a fault is active, the 3-digit display shows ERR and the CCC display scrolls the detailed message. Outputs are made safe and stored queue, credit, and popularity data are preserved.

Code	Displayed message or fault	Cause / trigger condition	Usual clear action
E1	INNER CAM HI	The inner cam is active when transfer movement starts and does not release within 2 seconds.	CANCEL retests by requesting bow recovery.
E2	INNER CAM LO	During movement to the inner/home position, the inner cam is not detected within 20 seconds.	CANCEL retests by requesting bow recovery.
E3	OUTER CAM HI	The outer cam is active when transfer movement starts and does not release within 2 seconds.	CANCEL retests by requesting bow recovery.
E4	OUTER CAM LO	During movement to the outer/play position, the outer cam is not detected within 20 seconds.	CANCEL retests by requesting bow recovery.
E5	BOTH CAMS HI	The inner and outer cams are active together, either before or during transfer movement.	CANCEL retests by requesting bow recovery.
E6	BOTH CAMS LO	Neither cam becomes active within 20 seconds after transfer movement starts.	CANCEL retests by requesting bow recovery.
E7	Front keypad number(s), POPULAR, or RESET stuck at startup	Within the first 20 seconds after startup, a keypad number, POPULAR, or RESET remains active for more than 3 seconds.	RESET or CANCEL clears, unless RESET itself is stuck; use CANCEL then. If more than 3 keys are stuck, reboot the jukebox or move the SERVICE switch to SERVICE.
E8	Coin or bill input stuck	During normal priced operation, one coin or bill input remains active for 5 seconds, or multiple inputs remain active together for 1 second.	Release all coin/bill inputs, then press RESET or CANCEL. SERVICE also bypasses/clears for access.
E9	CCC key stuck at startup: Clear, Credit Add, Memorec Reset, or Memorec Advance	Within the first 20 seconds after startup, Clear Selection Memory, Credit Add, Memorec Reset, or Memorec Advance remains active for more than about 10 seconds.	RESET or CANCEL clears. The stuck control is ignored until reboot.
E10	NO HOME PULSES	While the carousel is running, no home pulse is detected within 200 index pulses, or the home sensor remains active for more than about 10 seconds.	RESET or CANCEL clears. Carousel position is forgotten and relearned on the next normal selection.
E11	NO INDEX PULSES	While the carousel is running, no index pulse is detected after 2 home pulses, or the index sensor remains active for more than about 10 seconds.	RESET or CANCEL clears. Carousel position is forgotten and relearned on the next normal selection.
E12	NO SENSOR PULSES	While the carousel is running, the home and index sensors remain inactive for more than about 10 seconds.	RESET or CANCEL clears. Carousel position is forgotten and relearned on the next normal selection.

Support Information To Record

Item	Record here
Jukebox board revision	
Supplied PCB color	
SelectCore version supplied	
Installer	
Installation date	
Notes after test play	