

Musical enjoyment at the turn of a hand !

DELEIKA[®] GmbH

**barrel - organs
manufacturing**

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Dear DELEIKA[®] customer

Many congratulations on buying your DELEIKA[®] barrel organ and many thanks for your confidence in our arts and crafts.

Having much fun with your DELEIKA[®], now and later on, please first take you time to read through this following script.

Safety warnings

Make sure that your DELEIKA[®] is firmly fixed as well as during operating and transporting in your car, that cannot drop resp. the carriage cannot move. Always leave the carriage handle, do not push it. For the carriage type EX use the brake supplied (screw off the 2 thumbscrews, pull apart the 2 wooden strips, put it between the rear wheels and tighten it). Transport the organ upright, never lying. Do not carry the organ by the cover plate.

Notes on maintenance and use

Keeping the value of your DELEIKA[®] we recommend, if necessary, to wipe it clean with slightly damp cloth. To clean the music roll chest use only a vacuum cleaner.

Never use compressed air!

Now and then insert a small drop of oil into the 2 brass bearings for reverse handle (1) and forward drive of wooden roll (3) at the housing`s back (excepted organs type T).

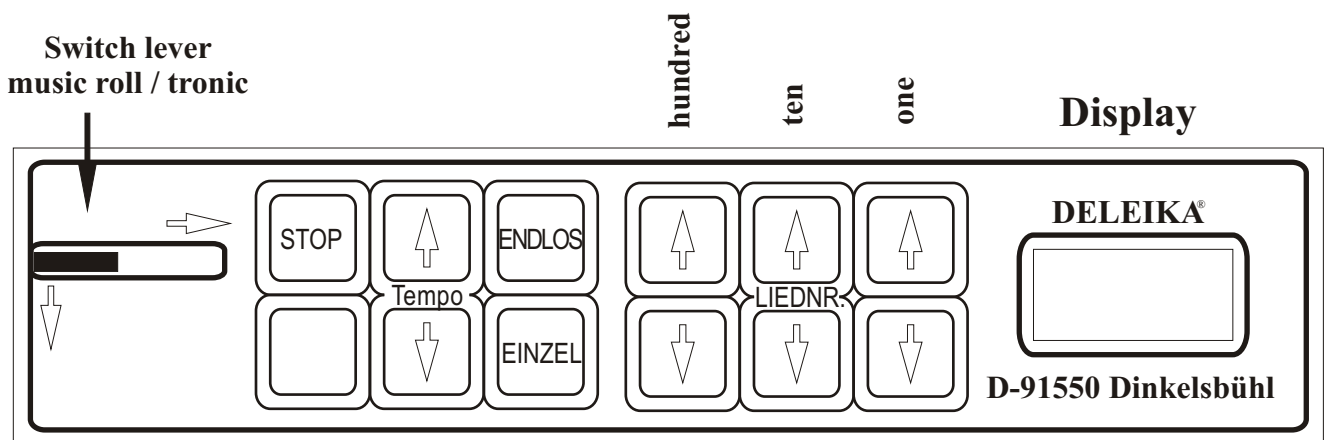
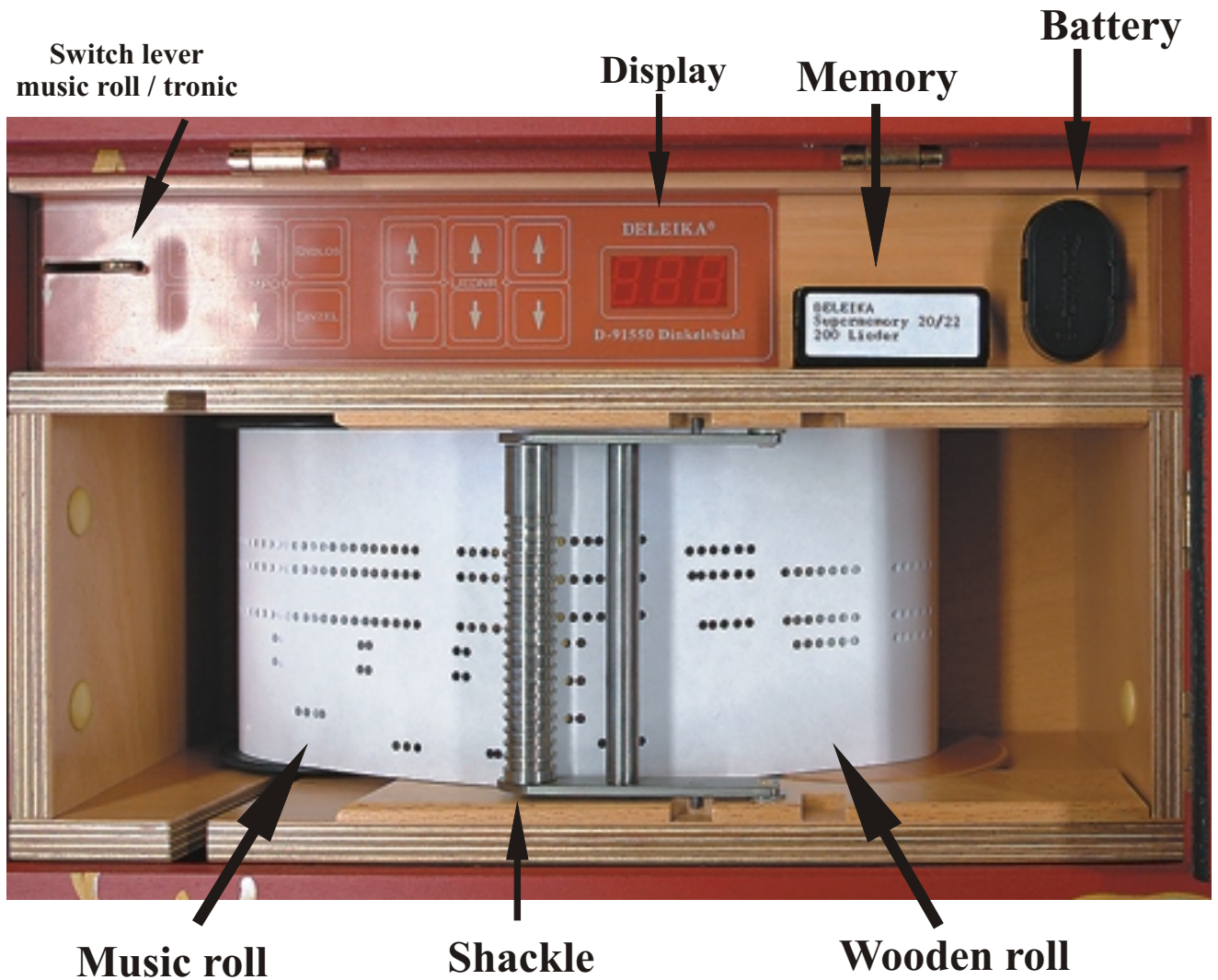
For reversing the music roll first take away the shackle from paper! Then pull button for forward drive (3), push softly the reverse handle (1) into the music roll and keep on turning anticlockwise. Do not brake the paper by fingers or hand to not damage the paper`s borders.

Warnings!

Keep away the models NT and T, and also GS and percussion, from water, rain and currency. Do not drop any metal (coins, paper clips...) into the instruments or battery compartments. Pay attention to the correct polarity of batteries. Do not charge full batteries. Use only original DELEIKA[®] or Makita batteries.

For transport screw off the handle (4) respectively the flywheel. If it is tightened too hard, turn the wooden knob upside and beat it with the flat of your hand anticlockwise.

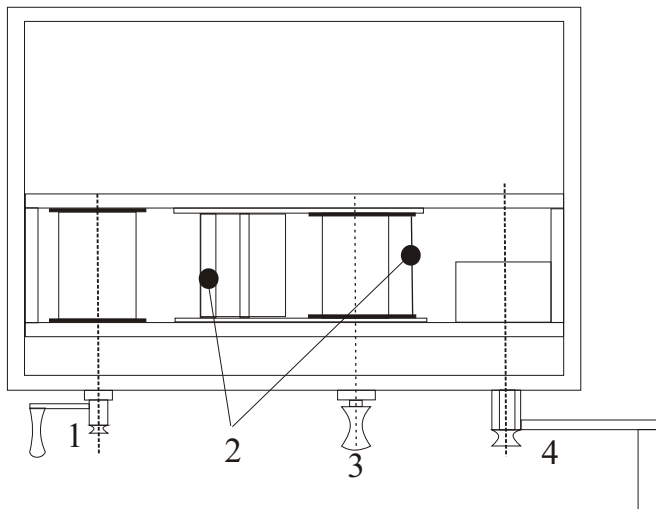
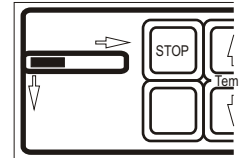
GEFI noba-tronic system



Instruction manual for the GEFI-Nobatronic system NT- and T- barrel organs

I. OPERATING with MUSIC ROLL:

Lever under the narrow flap must show outwardly, it means away from the keyboard



1. Insert music roll:

Pull button (3) turn shackle (2) to the right side, pull reverse handle (1), insert music roll, draw it over the tuning head to the wooden roll (3), hang the eye into the screw. Return shackle (2) onto the paper and push button (3).

2. Playing with music roll:

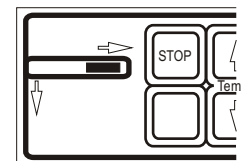
Turn handle (4) clockwise constantly until music sounds in a good rhythm.

3. Reverse and change music roll:

Important! To treat the paper with care, first turn shackle (2) to the right side, pull button (3). Now turn reverse handle (1) anticlockwise and push the hexagonal pin softly into the music roll. Keep on turning up to the end of paper. Pull reverse handle (1), take out the music roll.

II. OPERATING with MEMORY

You have a SUPERMEMORY with 200 songs, which is normally plugged into the organ (your custom-made special MEMORY can be plugged in naturally too).



1. Without touching any key

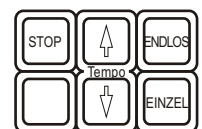
Lever under the narrow flap must show to the keyboard. Plug in a charged battery. If you turn the crank now, this song will be continued at that point, where you stopped last time (it can be only one minute or one year ago for example).

ATTENTION:

If you stopped playing last time by "STOP"-key, the organ will start at the beginning of those song which you played formerly.

SUGGESTION:

If you are not sure which song you have played last time, begin cranking and press the "STOP"-key.



2. Song numbers chosen by yourself ; single or continuous mode

You want to start with song number 17 ?

You are turning the crank and you have pushed the “STOP”-key.

Use and push (in this example) one of the arrows-symbol-keys “LIEDNR” with the arrow-up and down symbol at the lowest digit (keys directly beside the display) as long as the figure 7 is shown on the lowest digit (right).

If you hold the up-key pressed, you will get a carry to the next digit (when the lowest digit changes from 9 to 0).

When you have the “7” in the lowest display, press one of the buttons belonging to the decimal place until you get the “1”.

Note: On every digit you will get a carry either to the higher or lower digit.

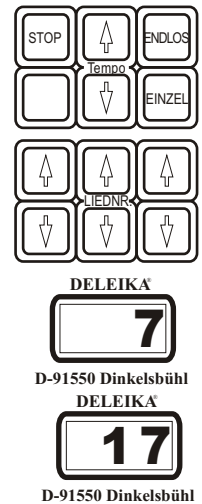
You can input your desired number quicker, if you start with the higher digits.

In our example (17) you must choose 20 with the decimal place arrow keys and then you must use the keys of the lowest digits. This way choosing a song will be more convenient, when you have to choose higher song numbers.

Now you have to choose whether you want to play in the single or in the continuous mode.

To choose the single mode you must press the “EINZEL”-key; for the other mode you must press the “ENDLOS”-key. If you are not sure which mode you really want, press one of the two mentioned keys to start with the song; you can change it as often you want during the song is played by the organ.

NOTICE: The keys of the keyboard can only be pressed during you turn the crank.
Exception: “Editing of a programmed song-sequence” in chapter 6.



3. Choosing the song sequence by yourself

You want to play the songs 3, 12, 23 ?

Please choose number 3 as described in chapter 2.

Then push the “EINZEL”- or the “ENDLOS”-key; the organ then starts immediately.

During the organ plays song number 3, you have to choose number 12, when the organ has finished song 3 and started with song 12, you must input number 23. The **NOBATRONIK** always plays this song-number, which is showed in the display at the end of a song. As long as you choose the numbers by yourself, it's unimportant, which mode (single or continuous) you choose.

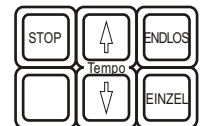
If you don't enter a new song number the chosen mode will be important.

4. Immediate stop

You have chosen a wrong number and have pushed the “EINZEL”- or the “ENDLOS”-key? Do you want to hear a song only for a short time?

You must only press the “STOP”-key.

The organ becomes silent immediately.



5. “Waltz-Playing” > Playing songs of the same type

You are playing an English waltz. Public is dancing und likes to dance more English waltz.

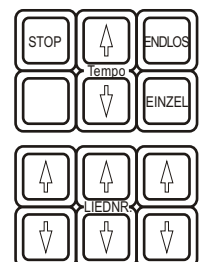
How can I find the next English waltz? Which is the number of the next waltz?

No excitement! This task will be done by the **NOBATRONIK**!

How does this work?

You only have to press two keys together; first the blank key (like a shift-key) and then in addition the “ENDLOS”-key. Now the **NOBATRONIK** plays all English waltz songs of your MEMORY. At the end of the MEMORY is no stop.

You can play as long as you want English waltz. If you are playing to a birthday, start with “Happy birthday” and press the above mentioned both keys; you will get all birthday songs.



6. Editing (programming) a song sequence

You have the possibility to program up to 30 songs of your MEMORY in an arbitrary sequence. If you have more than one MEMORY, you can store in up to 5 different MEMORYS by 30 songs (total $5 \times 30 = 150$ songs).

How can I programm?

The organ must be switched off; please wait 20 seconds after you have stopped turning the crank. Before turning the crank again, press the key with the “arrow up” on the “TEMPO”-field and hold the key pressed during you begin to turn the crank.

On the display appears a symbol like “bracket”; on the decimal place digit you can see one segment like a “minus”-symbol.

Now you are in the program mode and you can stop cranking.

Press the shift-key and the “TEMPO”-up key together. The display shows “P1!”.

When you release both buttons, the display shows “0”; it means, that no song is stored on the memory place 1 (-P1).

Now you can input a song number (the limit number is the maximum number of the songs of the MEMORY, which is plugged in at the moment).

When you start a programmed sequence later (after program-mode is finished), the organ starts with this song-number which is stored on memory-place “P1”, if this place is zero (because you want to start with the song which is programmed on place “P2” for example), the organ begins with the content on this memory-place, which is not zero.

Now you have chosen a song number? Ok.

To get the next memory-place, you must press the two keys again (shift-key always a little bit earlier, like in a typewriter). The display shows “P2”, when you release both keys again, the content of the memory on this place is shown on the display.

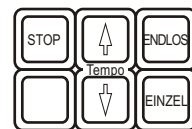
You can select the song number for this place. If you press the two buttons again, you will get the next place and the content; and so on until you have reached place “P30”. If you want to scroll down, you need the shift-key together with the “TEMPO”-down key (arrow down).

You can go up and down between the memory-places as often as you want. If you have programmed some of all memory-places and you want to jump over one place, store a “zero” to this place. You also can program the same song number several times into the memory. When you are ready with programming, press the “STOP”-key. If you start cranking now, the organ will continue with this song, which you played before entering the program-mode.

Notice: As you didn't need cranking during programming, the computer switches automatically off, when you don't press any key within 20 seconds.

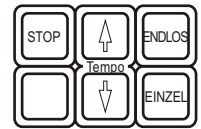
The song sequence keeps stored for an unlimited time (no battery is needed). If you have more than 5 MEMORIES and you would try to program MEMORY no. 6, the display shows “FUL”, it means memory is full.

If you want to program this MEMORY, you must delete the content of the places of one of the other five MEMORYS. To delete the place, you must edit a “zero” to all the 30 memory-places.



7. Starting a programmed song sequence

You start turning the crank and play with your organ in the wellknown manner. Press the "STOP"-key, the organ is silent (don't forget cranking). Press the shift-key together with the "EINZEL"-key (similar to chapter 5 >shift + ENDLOS).



Now the organ starts with the lowest memory place, which is not "zero". All songs of the sequence (P1...P30) are played. If you stop (organ switches off after 10 seconds) this mode will be continued after restart cranking.

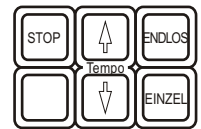
Notice: When you play in the programmed-sequence-mode, the 6 keys for choosing the song numbers are blocked up. If you change the mode by pressing the "EINZEL"- or the "ENDLOS"-key, the blockade will be removed.

In case you would try to start a programmed sequence with a memory which is unknown or with program places with the content "zero", the display shows an empty bracket without any further digits; this means, that the program-memory for this MEMORY is empty.

8. Song-speed dependent or independent of cranking rotation; speed "freeze" or "freeze up"

You don't like to turn exactly with constant speed?
No problem!

Please press the shift-key and the "TEMPO"-up-key together and the speed is "frozen". Although this "freezing", you are able to change the speed between +/- 30 % (70 to 130 > normally 100).



If you want to "freeze up" - to recall the dependence of turning speed again - press the shift-key together with the "TEMPO"-down-key.

9. Exchange the MEMORYS

You want to play another MEMORY?

Pull out the MEMORY which is plugged in at the moment. Be sure, that the display is dark (wait more than 10 seconds after stop cranking). Plug in a new MEMORY. If you forget to plug in a new one,

the display will show "CAS" when you start cranking. This means, that the organ misses a MEMORY (like a CASsette): If anything is wrong with the MEMORY (broken connector pin a.s.o.), you will get the same message.

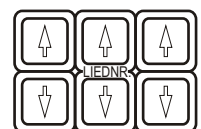
When you start with the new MEMORY, the display shows three flashing points. This means, that the NOBATRONIK has recognized you changed the MEMORY.

If you play a song and stop cranking for a while (more than 10 seconds > organ switches off) and start again, the MEMORY is recognized as "old" and the song number of the last song is displayed.

If you don't press any of the 6 arrow-keys (which are responsible for choosing the song numbers) within about 6 seconds when you start with a new MEMORY (flashing dots), the organ will automatically start with song number 1 and the continuous mode.

If you press any of these keys within 6 seconds, there is no further time limit.

The NOBATRONIK knows, that you want to choose the song number yourself, and starts, if you press either the "EINZEL"- or "ENDLOS"-key or the shift combination with this two keys.



9.1. MEMORYS with 1000 songs and more

Because of our 3-digits display we must show the 1 in one thousand as point at the hundred digit; for example:

Song 1000 will be displayed as 0.00

Song 1234 will be displayed as 2.34

Song 1999 will be displayed as 9.99



10. Decimalpoints on the display begin to flash during playing

This means, that the battery will be discharged soon.
You can finish your song anyway, the remaining capacity is enough for it.
You have surely another charged battery in your bag? No?
It's a pity! Then you must play with the music roll.
Select the music roll mode as described in chapter 1.



Changing the battery needs only a few seconds.

If you discharge a battery completely, don't forget charging!

Notice: Do not charge a half-discharged battery normally, because you want to be sure, that the battery is full. Play with the battery until the dots in the display begin to flash!
You must have a second fullcharged battery with you.
If you always charge a battery, which is not completely discharged, it will lose its capacity (this phenomenon is known as "memory-effect").
90% of all batteries get damaged by overcharging.

11. NOTICE respectively battery and charger

Please observe the safety instructions and informations in your MAKITA manual for battery charger for a safe using!
Do not short the battery (risk of fire).
Be sure, there is not any conductive material inside your battery cartridge which is connecting the terminals (e.g. coins).
Always recycle batteries!
Do not discard batteries into garbage can or the like!

12. The display shows "SI" resp. "51"; organ doesn't sound

Don't worry about!
Stop cranking and wait for the display turns to dark.
Without cranking press and hold the key "TEMPO"-down.
Now start cranking. The display shows "POF".
Leave the key and hold on cranking until the organ will play any song.
Now your DELEIKA is playing again as usually.



13. Glockenspiel (GS) and percussion

Fit up the carriage with the wooden wheels and secure it with the 4 split pins. In case of using the tube tyres please check, if they are clicked into place perfectly. Fit up the carriage handle. The drawer you can use, if you want to go outside without percussion.

13.1. GS with intermediate board

Stay behind the carriage (the handle is on your left side) and place the intermediate board in this way, that the fixed wooden distance block shows away from you. Now place your organ, the carriage handle is on your left side, the organ handle on your right side! Insert a battery in your GS and place it in front of your organ pass through the cable to the organ's rear side and plug it into the socket, plug nose must be left.

13.2. GS with iron angle

Open the 2 lids of your organ and hang up the GS. Pass the cable along the carriage handle to the socket at the organ's rear side and plug it in, plug nose must be left.

13. 3. Percussion

Fix the carriage with the brake at the 2 rear wheels. Instead of the drawer insert your percussion up to the touch and tighten it to the carriage with the 2 thumbscrews. Plug in the cable into the socket at the organ's right side, plug nose must be left. Insert 2 batteries into the percussion.

Now screw on either the flywheel or the handle to your organ and insert a battery- your organ and accessories are ready for being played.

The 2 main switches for GS and percussion you'll find at the organ's rear side a finger's breadth under the cover plate. The left switch is for GS, the right switch for percussion. The GS is ON, when the switch is not pushed, the percussion, in opposite way, is ON, when the switch is pushed.

For the percussion please notice:

You are playing one song with percussion. During this song you switch it off and then on again, then it could happen, that the rhythm is not correct anymore. In this case you was playing a song stored with **SZ** (German: Schlagzeug= percussion). Either you'll begin this song again - push STOP then ENDLOS- or you'll wait for the next song. You'll find songs stored with SZ in your song list. The GS you can switch on and off as often as you want. It's controlled by the same informations like your organ's melody pipes. In the rear side of percussion, a hand's breadth under the cymbal, you'll find further 4 switches , each for one instrument. Left switch= big drum , middle left= small drum, middle right = cymbal, right = wood tone block. These 4 switches you can use always, there is no effect to the rhythm respectively SZ. Furthermore you can change the sound of the small drum. Between small drum and middle board you find a lever covered by a black rubber and a knurled screw for adjusting tension of the steel chain. Pull or push this lever according music, your taste or loudness. In the middle board behind the small drum a red LED is placed. The flashing LED indicates you low batteries of percussion, they need to be charged.

Attention !!:

At the dismantling of the accessories first of all plug off the cables!

14. Register

To vary the sound, play with the nice piccolo register now and then by pulling the brass knob at the organ's left side. For loudness open the front part of the cover plate and fix it by turning upwards the inner wooden lever.

For any further questions or problems regarding your DELEIKA products please do not hesitate to contact us.

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