

# NANOPTIX ULTRA SYSTEM™

## *Owner's Manual*



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#### Warning

Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

#### Note

This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

## **Information to the User**

This equipment must be installed and used in strict accordance with the manufacturer's instructions. However, there is no guarantee that interference to radio communications will not occur in a particular commercial installation. If this equipment does cause interference, which can be determined by turning the equipment off and on, the user is encouraged to contact Nanoptix Inc. immediately.

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In order to ensure compliance with the Product Safety, FCC and CE marking requirements, you must use the power supply, power cord, and interface cables, which were shipped with this product or which meet the following parameters:

### **Power Supply**

UL Listed power supply with standard 60Hz-50Hz, 100-240VAC input and 12VDC isolated output for the Game Interfaces, 24VDC output for the Spill Proof printer. Power supplies used must be equipped with AC line filtering, over-current and short-circuit protection. The use of these products with a power supply other than a Nanoptix Inc. approved one will require you to test the power supply with the Nanoptix Inc. product for FCC and CE mark certification.

### **Communication Interface Cable**

An approved Nanoptix interface cable must be used with this product. Use of a cable other than Nanoptix approved product will require that you test the cable with the Nanoptix Inc. printer and your system for FCC and CE mark certification.

### **Power Cord**

A UL listed, detachable power cord must be used. A power cord with Type SVT marking must be used. For applications outside North America, power cords that meet the particular country's certification and application requirements should be used.

The use of a power cord other than described here may result in a violation of safety certifications that is in force in the country of use.

### **Industry Canada (IC)**

#### **Radio Frequency Interference Statement**

This Class B digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

*Cet appareil numérique de la classe B respecte toutes les exigences du Règlement sur le matériel brouilleur du Canada.*

**NOTE: Information contained in this manual applies to the following firmware versions:**

Controller Box - Host:	1.2A
Controller Box - Game:	1.0R
Spill Proof Printer:	5.64A

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## About the Wireless Ultra System

### Game Interface General specifications

<b>Operating Temperature</b>	-40°C to +85°C
<b>Operating Relative Humidity</b>	5% to 90% RH at 50C (non-condensing)
<b>Communication</b>	2.4GHz OQPSK with DSSS
<b>Range</b>	200 ft (60m), PRO 300 ft (90m)
<b>Communication Interface</b>	RS-232C
<b>Transmit Power</b>	3.1mW (+5dBm), PRO 63mW (+18dBm)
<b>Frequency Band</b>	ISM 2.4 GHz
<b>Channels</b>	16 Channels
<b>Security</b>	128-bit AES
<b>Emission Standards</b>	United States - FCC Part 15 Subpart B Canada - Industry Canada ICES-003 Europe – EN 55022 Class A emissions
<b>Immunity Standards</b>	EN55024

**Table 1: Game Interface Specifications**

## Spill Proof Printer General Specifications

<b>Print Method</b>	Direct Thermal
<b>Resolution</b>	8 dot/mm (203 dpi)
<b>Print Width</b>	80mm
<b>Paper Width</b>	80mm or 82.5 mm
<b>Max Roll Diameter</b>	82.5mm
<b>Operating Temperature</b>	0 to 50 C
<b>Storage Temperature</b>	-40 C to +65 C
<b>Operating Relative Humidity</b>	5% to 90% RH at 50C (non-condensing)
<b>Communication Interface Options</b>	USB and RS-232C, optional RS-485
<b>Optional Interface</b>	Cash Drawer Kick Out
<b>Memory/Firmware</b>	64 Mbit of RAM, 16 Mbit of flash
<b>Resident Character Sets</b>	Arial Bold (6 sizes) Note: Other Character sets can be programmed quickly
<b>Integrated Bar Codes</b>	UPC-A, UPC-E, interleaved 2 of 5, Code 39, Code 128, EAN 8, EAN 13.
<b>Speed</b>	Up to 125 mm/second
<b>Sensors</b>	<ul style="list-style-type: none"> <li>• Paper out</li> <li>• Door open</li> <li>• Top of form (optional)</li> </ul>
<b>Human Interface</b>	Drop-in paper loading, status LED, paper feed button
<b>Dimensions</b>	130mm width x 110mm height x 180mm depth
<b>Weight</b>	0.55 Kg
<b>Agency Compliance</b>	Underwriters Laboratory - UL 60950 Safety of Information Technology Equipment, including Electrical Business Equipment
	Canadian Standards Association - CSA 22.2 No. 60950 Safety of Information Technology Equipment, including Electrical Business Equipment
	TUV / VDE / GS Mark Safety of Information Technology Equipment, including Electrical Business Equipment
	Underwriters Laboratories - IEC 60950 / EN 60950 CB Test Report and Certificate
<b>Emission Standards</b>	United States - FCC Part 15 Subpart B Canada - Industry Canada ICES-003 Europe – EN 55022 Class A emissions (Completer System) Class B emissions (Spill Proof printer only)

**Table 2: Spill Proof Printer Specification**

# 1 Description of the Wireless Ultra System

The Wireless Ultra System has been designed to manage small game rooms. With simple non-intrusive connections, the system can be scaled up or down to adapted to different needs. From remotely clearing credits and printing behind the counter, to acting as a complete bookkeeping center.



- A – Pulse Wires
- B – Force Cashout Wires
- C – GAME - Game Interface
- D – Printer Cable
- E – Spill Proof Printer
- F – HOST - Game Interface
- G – Control Box

Figure 1: Wireless Ultra System



## 1.1 Game Interface configured as “HOST”

The HOST is the central controller of the system and functions as a hub between all components. The HOST is connected to the control box via an RJ-12 connector. The printer communicates with and provides power to the HOST via a 10 pin Molex connector. The individual GAMES interfaces communicate with the HOST with a Digi International Xbee module using Zigbee wireless communication (IEEE's 802.15.4)



Figure 2: Game Interface – “HOST”

## 1.2 Game Interface configured as “GAME”

The GAMES are installed in each cabinet and communicate with the game board via 2 wire harnesses. Once paired, the GAMES relay information to and from the HOST.



Figure 3: Game Interface – “GAME”

## 1.3 Digi Xbee Wireless Module

The wireless capabilities of the system are provided by the Xbee transceiver utilizing the Zigbee suite of short-range communication protocols. Each HOST and GAME box contain one and are linked to each other automatically in a mesh network shortly after power-up. In a typical installation, each box should be able to communicate up to 100 feet apart. If additional distance is required, repeaters can be used to extend the range.



## 1.4 Spill Proof Printer

The Nanoptix Spill-Proof thermal printer is extremely fast, quiet, and very reliable. With thermal printing technology, there is no ribbon cassette to change, and paper loading is extremely simple. It is powered by a 24VDC power supply. It's used for printing reports. It communicates and provide power to the HOST game interface through the DB9 connector.

For more information on the Spill Proof printer, please refer to the Spill Proof printer manual



Figure 4: Spill Proof Printer

## 1.5 Control Box

The Control Box is the user interface of the Wireless Ultra System. It is used to remotely clear credits and print bookkeeping information.



Figure 5: Control Box

### 1.5.1 Control Box Operation

- **LEDs 1 to 6**
  - ON solid: Indicates that the corresponding game terminal is connected and turned ON.
  - Blinking: Indicates that the corresponding game terminal is being played ???
  - All 6 LEDs blinking: Printer is in error
- **Force Cashout Remotely:**
  - The numbered buttons <1> through <6> are primarily used to remotely force a cashout of the corresponding game terminal. Pressing a numbered button simulates the action of pressing the “knock-off” button. The game board will send pulses to its credits out hard meter, which the game interface will detect and count. Once the pulses stop for more than 3 seconds, the Spill Proof printer will print a cashout ticket for the amount corresponding to the pulses received.
- **Reprint Last Cashout:**
  - Pressing and holding the <Soft Meters> button while at the same time pressing the number <1> button will print the “LAST CASHOUT” ticket
- **Print Soft Meters “Dailies”**
  - Pressing the <Soft Meters> button will print the “DAILIES” and the “GAME REPORT”
  - Note: You will be prompted for a password if one has been set.

- **Clear Soft Meters “Dailies” numbers**
  - Pressing and holding the <Soft Meters> button then pressing the number <6> button will clear the “DAILIES” but not the “GAME REPORT”.
- **Set Password on Soft Meters “Dailies”**
  - Pressing and holding the <Soft Meters> button then turning the <key> ON then OFF, and finally releasing the <Soft Meters> button. All the LEDs will turn off and you will be prompted for a 4 digit password. choose your password by pressing the buttons <1> through <6> in the order desired, the LED of each key pressed will turn on once it has registered. The maximum password length is 8 digits. Once the desired password has been entered, press the <Soft Meters> again to save the value.  
Note: All instructions including the password itself will be printed. Also If no keys are pressed within 15 seconds while entering the password, the operation will timeout.
- **Clear Soft Meters “Dailies” Password**
  - Pressing and holding the <Soft Meters> button then turning the <key> ON then OFF, and then release the <Soft Meters> finally turning <key> ON then OFF a second time, will clear and remove the password
- **Print Bookkeeping**
  - Turning the <key> will print the “GAME REPORT” and “BOOKKEEPING” information and then automatically clear both

## 2 Meters

The HOST Game Interface maintains 3 full sets of (non-volatile) electronic meters: Soft Meter, Key Meter, and Central Meter. Each set is completely independent from each other. The Soft meter and hard meter can be individually cleared at any time.

- **The Soft Meter “Dailies”**

This meter is typically used by the “location operator”. To print this set of meters, press the “Soft Meter” button. To clear the values back to zero, press the “Soft Meter” button and button “6” simultaneously.
- **The Key Meter “Bookkeeping”**

This meter is typically used by the “route operator”. To print the key meters, turn the key. The key meter report will be printed immediately and will ALWAYS be cleared following the report.
- **The Central Meter “Remote Access”**

This meter can be accessed remotely. The accumulated data is accessed by a customized application such as Nanoptix WINDSHIELD software.

## 3 Configuration and Setup



Figure 6: Wireless Ultra System

1. Power off all gaming terminals
2. Remove Game Interface black boxes (C) from packaging and place inside each gaming terminal that you wish to monitor with the system.
3. Connect each Game Interface black boxes (C) to the game terminal using cables (A) & (B) along with the red wiretaps (included).
4. Cable (A) part # 210029-0302R “WHITE-GREEN-BLACK”
  - Attach the **white wire (PULSE IN)** to the gaming terminal’s “credits in” hard meter or directly to the coin mech, bill acceptor, etc. using the enclosed red wiretaps
  - Attach the **green wire (PULSE OUT)** to the gaming terminal’s “credits out” hard meter using the enclosed red wiretaps
  - Attach the **black wire (GND)** to the ground connection of the gaming terminal’s power supply using the enclosed red wiretaps

5. Cable (B) part # 210029-0121R "BLUE-RED-BLACK"
  - Attach the **blue wire (FORCE CASHOUT)** to the gaming terminal's "knock-off" button using the enclosed red wiretaps
  - Attach the **red wire (+12Vdc - SUPPLY VOLTAGE)** to the +12 VDC of the gaming terminal's power supply using the enclosed red wiretaps.
  - Attach the **black wire (GND)** to the ground connection of the gaming terminal's power supply using the enclosed red wiretaps.
6. Install Spill Proof printer (E) at the bar or counter (for further info consult Spill Proof Printer Owner's Manual)
7. Connect the Host Game Interface (F) to the Spill proof printer (E) using cable (D)
8. Connect the Control box (G) to the Host Game Interface's (F) left RJ12 receptacle
9. Power ON the Spill Proof printer (C) with paper loaded
10. Turn ON all gaming terminals, if the installation was completed correctly, within 60 seconds the control box (G) lights corresponding to the connected games will be illuminated.

Note: Additional cables (not shown) are used for advanced programming and firmware updates

## 4 DIP Switch Settings

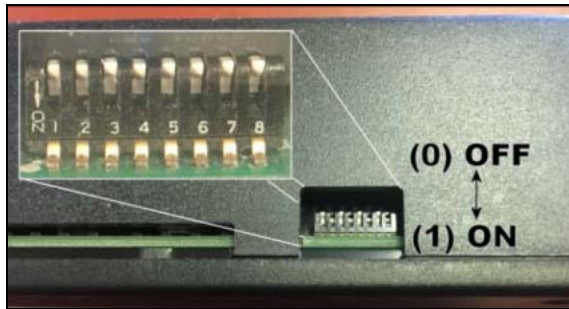


Figure 7: DIP Switches

### GAMES BOXES (1 to 5)

Switches # 1, 2, 3 & 4 - Game number

DIP Switch # (1 - 2 - 3 - 4)	Game number
1 - 0 - 0 - 0	01
0 - 1 - 0 - 0	02
1 - 1 - 0 - 0	03
0 - 0 - 1 - 0	04
1 - 0 - 1 - 0	05
0 - 1 - 1 - 0	06
1 - 1 - 1 - 0	07
0 - 0 - 0 - 1	08
1 - 0 - 0 - 1	09
0 - 1 - 0 - 1	10
1 - 1 - 0 - 1	11
0 - 0 - 1 - 1	12
1 - 0 - 1 - 1	13
0 - 1 - 1 - 1	14
1 - 1 - 1 - 1	S/W Controlled

Switches # 5 & 6 - Credit Size – IN

DIP Switch # (5 - 6)	Credit Size IN Pulse per credit
0 - 0	1
1 - 0	5
0 - 1	25
1 - 1	100

Switches # 7 & 8 - Credit Size – OUT

DIP Switch # (7 - 8)	Credit Size OUT Pulse per credit
0 - 0	1
1 - 0	5
0 - 1	25
1 - 1	100

### HOST BOX

DIP Switch # 1	Function
0	Cashless System
1	Accounting Only (Wisconsin)

DIP Switch # 2	Function
0	Nanoptix Scanner/LCD
1	Handheld Scanner/Pole Display

DIP Switch # 3	Function	
Firmware 1.1C & below	0	Cash out ticket is not printed
	1	Cash out ticket is printer
Firmware 1.2A & above	0	Print Legacy Reports (like wired sys, max 6 games)
	1	Print New Reports (longer ticket, max 24 games)

DIP Switch # 4	Function	
Firmware 3.3C & below	0	No Controller Box Included (w/ Spill proof)
	1	Controller Box Included (w/ Spill proof)
Firmware 0.0E & above	0	Up to 6 games
	1	Up to 24 games

DIP Switch # 5	Function
0	Print only 1 cashout receipt
1	Print a cashout receipt & a duplicate cashout receipt

DIP Switch # 6	Function
0	Verify printer status
1	Ignore printer status

DIP Switch # 7	Function
0	Multi-To-One OFF (Less than 15 games)
1	Multi-To-One ON (More than 15 games)

DIP Switch # 8	Function	
Firmware 1.1C & above	0	Max Cashout disabled
	1	Max Cashout enabled

## 5 Communication Ports

### 5.1 Spill Proof Serial RS-232 Port - 9 pin DB9

Pin	Signal Name	Spill Proof I/O	Game Interface I/O	Function
1	Aux power (5VDC)	Output	Input	Power HOST
2	PRT_TXD	Output	Input	Transmit
3	PRT_RXD	Input	Output	Receive
5	Digital Ground	Digital Ground	Digital Ground	Digital Ground
4, 6, 7, 8, 9	N/A	N/A	N/A	N/A

Table 3: 9 Pin RS232 Serial Interface

### 5.2 Game Interface (HOST) – Molex 10 pin Receptacle

Pin	Signal Name	Game Interface I/O	Spill Proof I/O	Function
2	Digital Ground	Digital Ground	Digital Ground	Digital Ground
6	Aux power (5VDC)	Input	Output	Power HOST
7	Game I/F_TXD	Output	Input	Transmit
8	Game I/F_RXD	Input	Output	Receive
1,3,4,5,7,9,10	N/A	N/A	N/A	N/A

Table 4: 10 Pin Game terminal interface(s)

### 5.3 Game Interface (GAME) – Molex 4 pin Receptacle

Pin	Signal Name	Game Interface I/O	EGM I/O	Function
1	Pulse IN	Input	Output	Coin IN meter
2	Digital Ground	Digital Ground	Digital Ground	Digital Ground
3	Pulse OUT	Output	Input	Coin OUT meter
4	N/A	N/A	N/A	N/A

Table 5: 4 Pin Game terminal interface(s)

### 5.4 Game Interface (GAME) – Molex 6 pin Receptacle

Pin	Signal Name	Game Interface I/O	EGM I/O	Function
1	12 VDC	Input	Output	12 VDC power
4	Knock off	Input	Output	Knock off switch
6	Digital Ground	Digital Ground	Digital Ground	Digital Ground
2, 3, 5	N/A	N/A	N/A	N/A

Table 6: 6 Pin Game terminal interface(s)



## 6 Ordering Miscellaneous Supplies

### Power Supply and Power Cord

Part	Part Number
Power Supply (24VDC, 2.5A max, 60W)	270034-0002R
Power cord (North America)	102080-0000R
Power Cord (Continental Europe)	102080-0001R

Table 7: Power Supply part numbers

### Cables and Consumables

Part	Part Number
USB Cable 2M (A to mini B)	102085-0002R
Serial (DB9 to DB9) null modem	102812-0000R
Thermal paper roll	100505-2060R

Table 8: Cables and Consumables

### Miscellaneous Parts

Part	Part Number
Standard Xbee Zigbee module	270016-0011R
PO Xbee Zigbee module	270016-0012R
Range Extender	270031-0001R

Table 9: Miscellaneous parts

## 7 Troubleshooting

### 7.1 Factory reset

In the event the system has developed any kind of issue in its operation, the memory can be fully restored back to factory settings. To do so, turn and hold the control box key while powering on. In the event this does not correct the issue, please contact Nanoptix support.

### 7.2 Testing the Ultra Wireless System

#### 7.2.1 LED Status



Figure 8: Game Interface LEDs

LED number	Game interface as HOST	Game Interface as GAME
1 (D907)	5.0 VDC	5.0 VDC
2 (D904)	HOST POWER	HOST POWER
3 (D305), 4 (D304)	N/A	N/A
5 (D303)	8 pin Molex Power	8 pin Molex Power
6 (D403)	6 pin Molex Power	6 pin Molex Power
7 (D602)	10 pin Molex Power	10 pin Molex Power
8 (D100)	Sending Zigbee poll to all GAMES	Responding to Zigbee poll from HOST

Table 10: Game Interface LED status

#### 7.2.2 Power on information ticket

Every time the Wireless Ultra System is turned on, a power-on ticket will be printed by the Spill Proof printer. The resident status ticket lists the firmware version current settings. This ticket can also be used as confirmation that the HOST game interface is communicating with the Spill Proof printer.

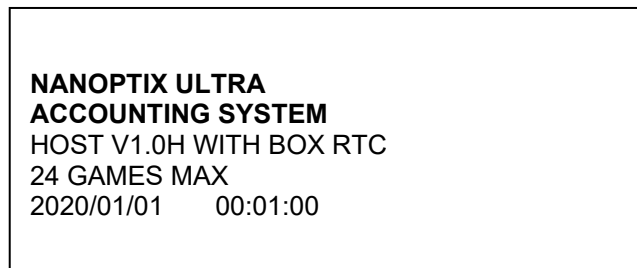


Figure 9: Power ON Ticket

## 7.3 Testing the Spill Proof Printer

### 7.3.1 LED Status

Condition	LED Status
Unit ready	ON
Unit is in Reset or Booting	OFF
Paper Out	Slow Blink
Temperature, Voltage, Print head error	Med Blink
Cover open, Paper jam	Fast Blink

**Table 11: Spill Proof printer LED status**

### 7.3.2 Power on information ticket

The Spill Proof printer's proper operation can be verified by printing a resident status ticket. During power-up, hold the form feed button activated for a minimum of 10 seconds, then release. The resident status ticket displays the firmware version, communication settings, sensor readings as well as other important information.

Model:	CALLISTO-FX
Firmware:	CAL-3.10M-61AUZtHX
COMMUNICATION	
Interface:	Serial
Baud:	9600
Data Bits:	8
Parity:	NONE
Handshaking:	PRT STATUS
Print Mode:	Page
Aux Port:	Site Controller 1
PRINT CONTROL	
Darkness Control:	-1%
Voltage:	24.3 Volts
Temperature:	26 Celsius
Speed:	3.8 IPS – 96mm/sec
Black Bar Index:	Disabled
SYSTEM RESOURCES	
FLASH	-Used: 0
	-Free: 24576
LIBRARY INVENTORY	
Templates:	
Print Regions:	
Graphics:	None
Fonts:	0,1,2,3,4,5,6,7,8,13,14,15
MANUFACTURING INFORMATION	
Printer ID:	5465789
Date Code:	20080717
PWM Setting:	7F7F7F7FFFFFFF
A to D:	DE7AA400FD000000
Current Configuration:	
B00DFFFFFFFFFFFFFFFFFFFFFFF	
Status:	C21-2.41G-40-40-40-40-P

**Figure 10: Power ON Ticket**

## 8 Maintenance & Cleaning Instructions

The Game Interfaces and Control Box do not require any maintenance or cleaning. Refer to the Spill Proof manual for printer maintenance.

## 9 Access Accounting Information Remotely

In addition to the HARD meter and SOFT meter, a third electronic meter is available, and this one can be accessed remotely. The CENTRAL meters information can be retrieved by connecting the HOST game interface to the internet. This information can be customized and displayed by website or software program such as Nanoptix WINDSHIELD For additional information, contact Nanoptix Support.

## 10 Service & Support

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