

Quick Setup Guide - Nanoptix Ultra System Wireless

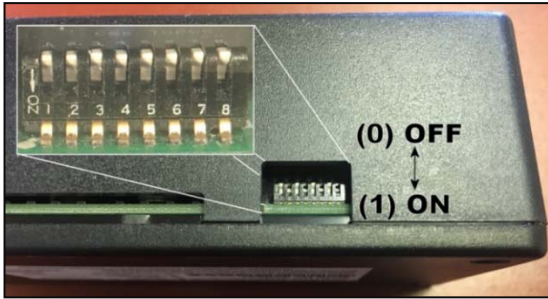


1. Shut down all gaming terminals
2. Remove Game Controller black boxes (C) from packaging and place inside each gaming terminal that you wish to monitor with the system.
3. Connect each Game Controller black boxes (C) to the game terminal using cables (A) & (B) along with the red wire taps (included).
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 wire taps
 - Attach the **green wire (PULSE OUT)** to the gaming terminal's "credits out" hard meter using the enclosed red wire taps
 - Attach the **black wire (GND)** to the ground connection of the gaming terminal's power supply using the enclosed red wire taps
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 wire taps
 - Attach the **red wire (+12Vdc - SUPPLY VOLTAGE)** to the +12 VDC of the gaming terminal's power supply using the enclosed red wire taps.
 - Attach the **black wire (GND)** to the ground connection of the gaming terminal's power supply using the enclosed red wire taps.
6. Install Spill Proof printer (E) at the bar/counter (for further info refer to the Spill Proof Printer Owner's Manual)
7. Connect the Host Game controller (F) to the Spill proof printer (E) using cable (D)
8. Connect the Control box (G) to the Host Game controller's (F) left RJ12 receptacle
9. Power ON the Spill Proof printer (E) 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.
11. Additional cables (not shown) are used for advanced programming and firmware updates

Web: WWW.NANOPTIX.COM
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Ultra Dip Switch Settings

0 = OFF = switch up
 1 = ON = switch down



GAMES BOXES (1 to max 24)

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	15
0 - 0 - 0 - 0	Set by software (up to 24 games)

Switches # 5 & 6-> Credit Size – IN

DIP Switch # (5 - 6)	Credit Size
0 - 0	1
1 - 0	5
0 - 1	25
1 - 1	100

Switches # 7 & 8-> Credit Size - OUT

DIP Switch # (7 - 8)	Credit Size
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

KIOSK BOX

Note: Dip switches 3 & 4 reserved for future use.

DIP Switch # (1 - 2)	Kiosk Identification
0 - 0	#00
1 - 0	#01
0 - 1	#02
1 - 1	#03

DIP Switch # (5)	Function
0	BV Enabled, capable of recharging account
1	Display Information Only

DIP Switch # (6)	Function
0	Printer Enabled, capable of creating new accounts
1	Printer Disabled

DIP Switch # (7 - 8)	Credit Size
0 - 0	X1
1 - 0	X5
0 - 1	X25
1 - 1	X100

GATEWAY BOX

Note: Dip switches 5, 6, 7 & 8 reserved for future

DIP Switch # (1 - 2)	Gateway Communication type
0 - 0	Direct or LAN
1 - 0	Analog Modem
0 - 1	Cell Modem
1 - 1	Future

DIP Switch # (3 - 4)	Gateway Identification
0 - 0	#00
1 - 0	#01
0 - 1	#02
1 - 1	#03

GAMES WIRING:

Cable # 210029-0302R

Wire Color	Function
White	Pulse IN
Green	Pulse OUT
Black	Ground

Cable # 210029-0121R

Wire Color	Function
Blue	Knock Off
Red	+12Vdc
Black	Ground

CONTROL BOX FUNCTIONS

Print cashout

Pressing buttons <1> through <6> individually will remotely trigger the knock off switch of the desired game number

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

Dailies

Pressing the <Soft Meters> button will print the "Dailies" and the "GAME REPORT"

Clear Dailies

Pressing and holding the <Soft Meters> button then pressing the number <6> button will clear the "DAILIES" but not the "GAME REPORT".

Bookkeeping

Turning the <key> will print the "GAME REPORT" and the "BOOKKEEPING" and then clear both

Set Password on Soft Meter

Pressing and holding the <Soft Meters> button then turning the <key> ON then OFF, and finally releasing the <Soft Meters> button will prompt you for a 4 digit password.

Clear 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