

NANOPTIX

ULTRA HYBRID Owner's Manual



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Legal Notices

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Federal Communications Commission (FCC) Radio Frequency Interference Statement

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 A 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.

Nanoptix Inc. is not responsible for any radio or television interference caused by unauthorized modification of this equipment or the substitution or attachment of connecting cables and equipment other than those specified by Nanoptix Inc. The correction of interferences caused by such unauthorized modification, substitution or attachment will be the responsibility of the user.

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 INTERFACE, 24VDC output for the Host and 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 A digital apparatus meets all requirements of the Canadian Interference-Causing Equipment Regulations.

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

Table of Contents

TABLE OF CONTENTS..... 14

ABOUT THE ULTRA HYBRID 16

 Description of the Ultra Hybrid 16

PARTS LIST..... 17

INSTALLATION INSTRUCTIONS 18

 HOST terminal installation 18

 GAME INTERFACE installation..... 19

HYBRID HOST FEATURES..... 20

 2-line display 20

 Key switch 20

 Keypad 21

 Dailies button 21

 Last cashout button 21

 Last 10 cashout button 21

 Clear button..... 21

 Select button 21

 Knock off button..... 21

 25 multi-color LEDs 22

 DIP switch configuration (located at the back) 22

HYBRID HOST INTERFACE PORTS 23

 Molex 2 pin 23

 DC Jack 23

 USB HOST (x2) 23

 RS-232 - plug 24

 RJ11 24

 RJ45 24

 Mini USB (located underneath)..... 24

HYBRID GAME INTERFACE FEATURES 25

 DIP switch configuration..... 25

 LED indications 26

HYBRID GAME INTERFACE PORTS 27

 Molex 10 pin..... 27

RJ45	27
RS232 – receptacle (x2)	28
DC Jack	28
Mini USB (located at the front).....	28
RJ11 (x2) (located at the side).....	28
SPILL PROOF PRINTER	29
SYSTEM OPERATION AND SPECIAL FUNCTIONS	31
Power up information ticket	31
Factory reset.....	31
Wireless communication channel reset.....	31
Force a GAME to cashout from the HOST (Knock off)	31
Print bookkeeping	32
Print dailies.....	32
Reset dailies	32
Set Dailies report password	33
Clear Dailies report password	33
Print last cashout	33
Print last 10 cashouts	34
Retrieve metrics information from the HOST	35
Conduct wireless signal strength report.....	36
Conduct wireless signal test	37
Set Time and Date	37
Reset Network	38
FIRMWARE UPDATE INSTRUCTIONS	39
ULTRA HYBRID UTILITY (MICROSOFT WINDOWS® APPLICATION)	40
Retrieve metrics information from HOST and GAME INTERFACES	40
Set Time and Date	40
Set Location Name	40
Set Pulse Values	41
Set Pulse Values - Expansion Box	41
SERVICE & SUPPORT	41

About the Ultra Hybrid

Description of the Ultra Hybrid

The Nanoptix Ultra Hybrid has been designed to manage small game rooms. From remotely clearing credits and printing behind the counter, to acting as a complete bookkeeping center. With simple nonintrusive connections, the system can be scaled up or down to adapt to different needs. The system's main components, HOST and GAME INTERFACE are shared between wired and wireless systems. This simplifies the process of changing from one configuration to another.

Parts list

Item #	Item	Part number	Description	Quantity
1		950032-0001R	Wireless Host	1
2		950023-3001R	Spill Proof Printer	1
3		100505-2060R	Paper roll, 80mm, P355	1
4		270034-0003R	Power Supply, 24Vdc, 2.1mm Barrel	1
5		102080-0000R	Power Cord, N.America	1
6		210068-0105R	Power Harness	1
7		270080-0001R	RS-232 Cable	1
8		950033-0001R	Wireless Game Interface	5
9		210075-0003R	RJ45 to 5 wire cable	5
10		270075-0101R	RJ45-RJ45 Cable	5
11		100580-0071R	Wire tap splice	25
12		102085-0002R	Cable, USB A-male to B-Mini, 2m	1

Installation instructions

HOST terminal installation

Select a location to install the system's HOST components. A minimum counter space of 16" x 16" is suggested. The HOST components include Items 1 through 7.



1. Connect the DC jack end of the power harness (6) to the Spill Proof printer (2)
2. Connect the 2 pin Molex end of the power harness (6) to the HOST (1)
3. Connect one end of the RS-232 cable (7) to the Spill Proof printer (2)
4. Connect the other end of the RS-232 cable (7) to the HOST (1)
5. Connect the power supply (4) to the HOST (1)
6. Connect the power cord (5) to the power supply (4)
7. Load paper (3) into the Spill Proof printer (2)



GAME INTERFACE installation



Color	Function
Black	Ground
Green	Hard Meter – Coin IN
Yellow	Hard Meter – Cash OUT
Blue	Knock off button
Red	Power (5VDC-24 VDC)

1. Mount the GAME INTERFACE (8) inside the cabinet
2. Using the RJ45 to 5 wire cable (9) and wire tap splice (11)
 - a. Attach the black wire to the games's power supply ground
 - b. Attach the red wire to game's power supply source (5-24 VDC)
 - c. Attach the green wire to the game's Hard Meter – Coin IN
 - d. Connect the yellow wire to the game's Hard Meter – Coin OUT
 - e. Attach the blue wire to the knock off or ticket button
3. Connect the RJ45 to 5 wire cable (9) to the GAME INTERFACE (8) using RJ45-RJ45 Cable (10)
4. In a typical installation, the GAME INTERFACE is powered through the RJ45 port. Alternatively, the DC jack can be used.

HYBRID HOST features



2-line display

Provides information to the user



Key switch

Turning the key switch prints the Bookkeeping report and is used for special functions



Keypad

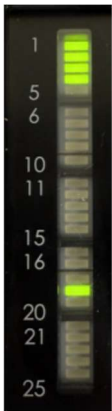
Used to select game number for remote cashout / knock off. Also used to select password combinations (when feature is enabled) and troubleshooting information tickets are printed using special combinations of buttons pressed at the same time.



- **DAILIES button**
Prints the dailies report
- **LAST CASHOUT button**
Prints the previously printed ticket with the word DUPLICATE !!! added
- **LAST 10 CASHOUT button**
Prints the last 10 previously printed tickets.
- **CLEAR button**
Clears the info currently displayed on the display
- **SELECT button**
Used to confirm HOST actions and functions.
- **KNOCK OFF button**
Sends a pulse that simulates pressing the game's "cashout" or "Ticket" button to the game number that was selected

25 multi-color LEDs

Provide the status of the games



Color	Status
Off	Disconnected
Red	Offline
Green	Connected
Blinking Green	Cashout
Orange	Selected

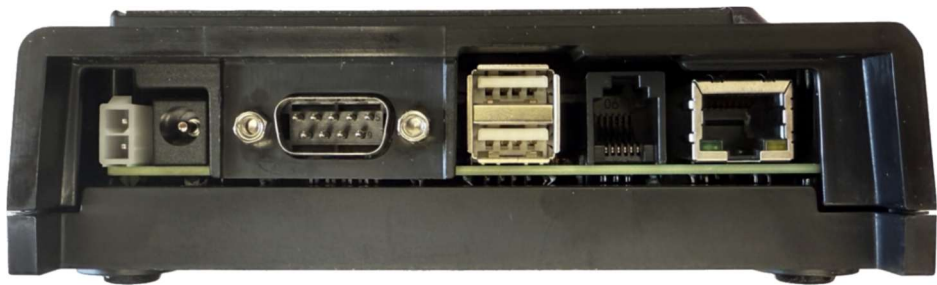
DIP switch configuration (located at the back)

Used to configure the settings and features



Switch	Function	OFF	ON
1	Boot Mode	Run	Recovery
2	Communication	Wireless	Wired
3	Mode	Cashless	Central Print
4	Report	Legacy	Enhanced
5	Cashout tickets	Print 1	Print 2
6	Printer errors	Detect	Ignore
7	Max cashout	On	Off
8	Future	Off	On
9 to 16	Future		

HYBRID HOST Interface Ports



Molex 2 pin

Provides power to the Spill proof printer



Pin #	Function
2	+24 V
1	Ground

DC Jack

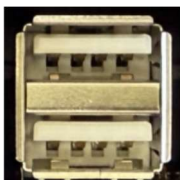
Main power source (24VDC)



Pin #	Function
1 (pin)	+24 V
2	Ground

USB HOST (x2)

Future



Pin #	Function
1	+5 V
2	Data -
3	Data +
4	Ground

RS-232 - plug

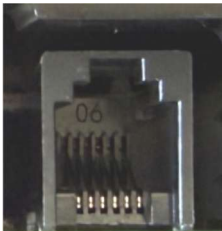
Communication with the Spill Proof printer



Pin #	Function
1	NC
2	RXD
3	TXD
4	NC
5	Ground
6	NC
7	RTS
8	CTS
9	NC

RJ11

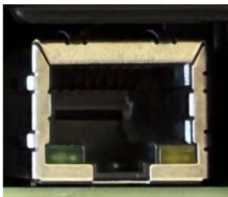
RS-485 Communication



Pin #	Function
1	Ground
2	RS-485 +
3	RS-485 -
4	Ground
5	Ground
6	Ground

RJ45

Ethernet communication
Future



Pin #	Function	Signal
1	Ground	TX+
2	Bet Lamp	TX-
3	Hard Meter IN	RX+
4	Hard Meter OUT	NC
5	Spare	NC
6	Knock off	RX-
7	Coin Acceptor	NC
8	Game power	NC

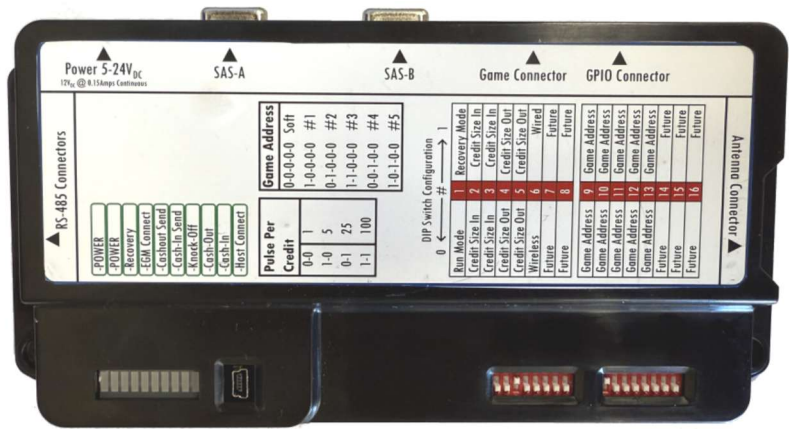
Mini USB (located underneath)

Firmware update and configuration



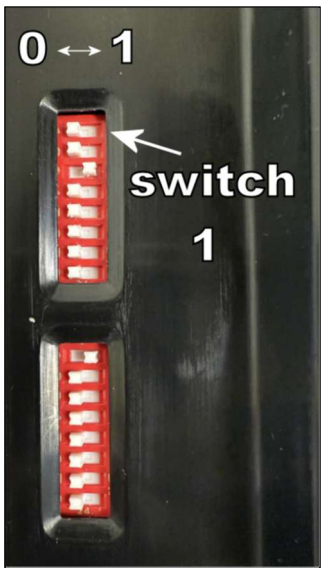
Pin #	Function
1	+5 V
2	Data -
3	Data +
4	NC
5	Ground

HYBRID GAME INTERFACE Features



DIP switch configuration

Used to configure the settings and features



DIP Switch # 1	Function
0	Run Mode
1	Recovery Mode
DIP switch # 2 - 3	IN Meter Credit size
0 – 0	1
1 – 0	5
0 – 1	25
1 – 1	100
DIP switch #4 - 5	OUT Meter Credit size
0 – 0	1
1 – 0	5
0 – 1	25
1 – 1	100
DIP switch # 6	Communication mode
0	DIP Switch Credit Size
1	Software Credit Size
DIP switch # 7	In/Out - pulse per credit
0	Wireless
1	Wired
DIP switch # 8	Future
DIP switch # 9-10-11-12-13	Game number
0 – 0 – 0 – 0 – 0	Set by software
1 – 0 – 0 – 0 – 0	Game 1
0 – 1 – 0 – 0 – 0	Game 2
1 – 1 – 0 – 0 – 0	Game 3
0 – 0 – 1 – 0 – 0	Game 4
1 – 0 – 1 – 0 – 0	Game 5
...	...
1 – 0 – 0 – 0 – 1	Game 25
DIP switch # 14, 15 & 16	Future

LED indications

Provide status



LED #	Status
1	POWER
2	Recovery
3	EGM Connect
4	
5	Cash-Out send to Host
6	Cash-In send to Host
7	Knock-Off sent
8	Cash-Out received
9	Cash-In received
10	Blinking – Connecting to Host Solid - HOST Connected

HYBRID GAME INTERFACE Ports



Molex 10 pin
Expansion module interface



Pin #	Function
1	Ground
2	+5 V
3	MISO
4	MISO CLK
5	MISO NSS
6	MOSI
7	MOSI NSS
8	MOSI CLK
9	NC (+5 V pullup)
10	MISO INT

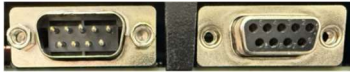
RJ45
Connection to interface cable



Pin #	Function	
1	Ground	Input
2	Bet Lamp	Input
3	Hard Meter IN	Input
4	Hard Meter OUT	Input
5	Spare	Output
6	Knock off	Output
7	Coin Acceptor	Output
8	Game power	Input

RS232 – receptacle (x2)

Serial communication



Pin #	A Plug	B Receptacle
1	NC	NC
2	TXD	RXD
3	RXD	TXD
4	NC	NC
5	Ground	Ground
6	NC	NC
7	Ground	Ground
8	NC	NC
9	+5VDC	+5VDC

DC Jack

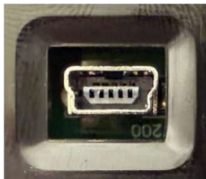
Optional power source (5VDC – 24VDC)



Pin #	Function
1(pin)	+ 5 - 24V
2	Ground

Mini USB (located at the front)

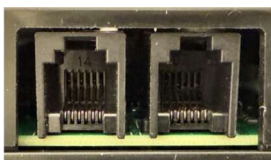
Firmware update and configuration



Pin #	Function
1	+5 V
2	Data -
3	Data +
4	NC
5	Ground

RJ11 (x2) (located at the side)

RS485 Communication



Pin #	Function
1	Ground
2	RS-485 +
3	RS-485 -
4	Ground
5	Ground
6	Ground

Spill Proof printer



LED	Status
ON	Unit ready
OFF	Unit OFF or booting
Slow blink	Out of paper
Fast blink	Cover open or Printer error

The Nanoptix Spill Proof is extremely fast, quiet, and very reliable. To test the printer, power it “ON” while pressing and holding the paper feed button for approximately 5 seconds. A status ticket like the one below will be printed. This resident ticket lists the current printer settings

```

Model:          SPILL PROOF
Firmware:       SPL-5.64A (0x1130)
Config version: 0.40.0.0
COMMUNICATION
Protocol:       CITIZEN 3551 CBM1
Interface:      Serial
Serial Settings: 9600,8,NONE
Handshaking:    PRT+RTS
Print Mode:     Line
PRINT CONTROL
Print Method:   No HPQ
Speed:          125 mm/sec
Black Bar Index: Disabled
No HPQ Burn Time: 350 us (0)
Motor Current:  2
Real-Time Command: Disabled
Validation Bit:  After TOF Detect
PRINTER ENVIRONMENT CONDITIONS
Voltage:        23.8 Volts
Temperature:    24 Celcius
SYSTEM RESOURCES
FLASH: Used=00000 RAM: Used=00000
      Free=65535   Free=65535
LIBRARY INVENTORY (STANDARD)
NPX Metrics 1.4
NPX PDL 1.10.1
Templates: D,1,2,3,4,5,6,7,8,9,A,B,F
Regions:   1,2,3,4,5,6,7,8,h,9,A,B,C,
           D,E,F,G,I,J,K,L,N,O,P,Q,R,
           S,T,U,Z,X,a,b,c,d,e,f,g,i,
           j,k,l,m,n,o,p,q,r,s,t,u,v,
           w
Graphics:
Fontset: NanoptixStandard 2
MANUFACTURING INFORMATION
Board: 209008-0004R-02
Printer ID: SP00483
Date Code: 20220608
A to D: 03bc,020c,0034,03fe
      *S|O|SPL-5.64A|@|@|@|H|A|P |*

```

A second ticket will also be printed containing the printer's history and performance.

```
Performance Report(5C8653A0)
Printed 04/12/1999 02:43:18 GMT

Nanoptix Spill Proof Statistics

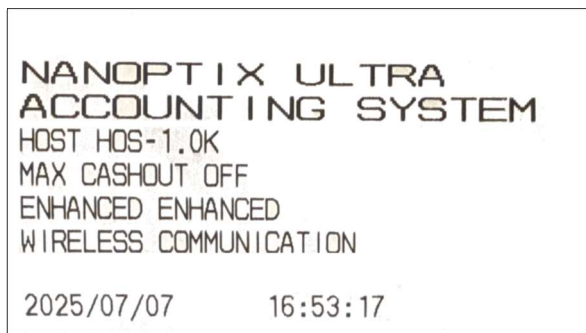
Printer ID:      SP00483
Model:          SPILL PROOF
Firmware:       SPL-5.64A (0x1130)
Power cycles:   132
Paper printed:  655 (meters)
Number of cuts: 0
Jams:           0
Voltage errors: 0
Temp. errors:   0
TOF errors:     0
TOF < 2mm:      0
2mm >= TOF < 4mm: 0
4mm >= TOF < 6mm: 0
6mm >= TOF < 8mm: 0
8mm >= TOF < 10mm: 0
TOF > 10mm:     0
Drawer opened:  77
Paper low:      0
Paper out:      0
Platten open:   0
Paper in chute: 0
Max tickets(1 m): 2
Max tickets(10 m): 2
Max tickets(1 hr): 2
Max tickets(24 hr): 2
Max temp.:      30 Celcius
Min temp.:      -22 Celcius
Max voltage:    24.4 Volts
On time:        0789D:10H:40M:55S
```

For further information regarding the Spill Proof printer, refer to the owner's manual, available at <https://nanoptix.com/support/spill-proof/>

System operation and special functions

Power up information ticket

Each time the Ultra Hybrid HOST is powered on, a power up information ticket will be printed. The resident ticket lists the firmware version and current settings. This ticket can also be used as confirmation that the HOST is communicating with the Spill Proof printer.



Factory reset

Operation:

Press and hold **<Number 2>** then turn the **<KEY>**

"FACTORY RESET?" Will be displayed

Press the SELECT button to accept

Result:

Accounting information will be erased

All games will be disconnected from the HOST

Then the HOST will restart automatically and reconnect all the GAMES that are discoverable

Wireless communication channel reset

Duplicate tickets and communication problems can be caused by the system operating on a "noisy" channel. Power off the whole system (HOST and GAME INTERFACES), then power on the HOST first, followed by all the games. The HOST will automatically select the least noisy channel available in the location.

Force a game's credit be cleared from the HOST (Knock off)

Operation:

Enter game number

Press the **<SELECT>** button

Press the **<KNOCK OFF>** button

Result:

A pulse that simulates pressing the game's "cashout" or "Ticket" button to the game number that was selected.

Print bookkeeping

Operation:

Turn the **<KEY>** to the ON position, then release

Result:

BOOKKEEPING information will be printed and then automatically cleared back to zero

```

2025/08/27    10:24:11
LAST RESET: 2025/08/27    10:15:07

Bookkeeping
TOTAL CASHIN $    0.00
TOTAL CASHOUT $    0.00
SURPLUS      $    0.00

GAME REPORT
ID SERIAL #      CASH IN  CASH OUT S
01 FFFFFFFF      0.00    0.00
02 FFFFFFFF      0.00    0.00
03 FFFFFFFF      0.00    0.00
04 FFFFFFFF      0.00    0.00
05 FFFFFFFF      0.00    0.00

CLEARED !
  
```

Print dailies

Operation:

Press the **<DAILIES>** button

Result:

Accounting Information which was saved in memory since the previous RESET will be printed.

DAILIES information is independent from the BOOKKEEPING information

```

2025/08/27    10:24:05
LAST RESET: 2025/08/08    10:44:11

Dailies
TOTAL CASHIN $   152.25
TOTAL CASHOUT $  100.13
SURPLUS      $    52.12

GAME REPORT
ID SERIAL #      CASH IN  CASH OUT S
01 FFFFFFFF      7.25    0.08
02 FFFFFFFF     28.00    9.00
03 FFFFFFFF     28.75   12.05
04 FFFFFFFF     71.00   30.00
05 FFFFFFFF     17.25   49.00
  
```

Reset dailies

Operation:

Press the **<DAILIES>** and the **<Number 6>** button simultaneously

Press the **<SELECT>** button to confirm

Result:

The Dailies accounting information will be printed and then cleared back to zero.

Set Dailies report password

Operation:

Press and hold the **<DAILIES>** button then turn the **<KEY>** to the ON position, then release
Press the **<SELECT>** button

Result:

You will be prompted to enter a password
Enter a 4 digit password

Clear Dailies report password

Operation:

Press and hold the **<Number 9>** button then turn the **<KEY>** to the ON position then release
Enter password

Result:

Password will be removed. When the **<DAILIES>** button is pressed, you will no longer be prompted to enter a password

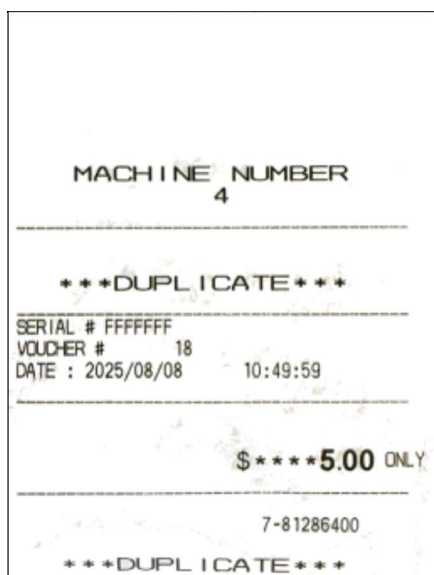
Print last cashout

Operation:

Press the **<LAST CASHOUT>** button

Result:

The previous ticket will be printed with the word DUPLICATE added



Print last 10 cashouts

Operation:

Press the **<LAST 10 CASHOUT>** button

Result:

The last 10 previously printed tickets will be printed

2025/08/08	10:50:27	
Cashout #01 on: 2025/08/08	10:37:57	
DUPLICATE!!!		
VOUCHER # 00000009		
GAME 05-FFFFFF		
FOR \$*****5.00		
	29-30814208	
Cashout #02 on: 2025/08/08	10:39:22	
DUPLICATE!!!		
VOUCHER # 00000010		
GAME 03-FFFFFF		
FOR \$*****1.00		
	1-37888000	
Cashout #03 on: 2025/08/08	10:39:54	
DUPLICATE!!!		
VOUCHER # 00000011		
GAME 03-FFFFFF		
FOR \$*****2.00		
	2-63353600	
Cashout #04 on: 2025/08/08	10:40:11	
DUPLICATE!!!		
VOUCHER # 00000012		
GAME 02-FFFFFF		
FOR \$*****5.00		
	5-97952000	
Cashout #05 on: 2025/08/08	10:40:29	
DUPLICATE!!!		
VOUCHER # 00000013		
GAME 01-FFFFFF		
FOR \$*****0.04		
	0-19182592	
Cashout #06 on: 2025/08/08	10:40:42	
DUPLICATE!!!		
VOUCHER # 00000014		
GAME 04-FFFFFF		
FOR \$*****5.00		
	7-07667200	
Cashout #07 on: 2025/08/08	10:41:10	
DUPLICATE!!!		
VOUCHER # 00000015		
GAME 05-FFFFFF		
FOR \$*****5.00		
	20-57338112	
Cashout #08 on: 2025/08/08	10:45:32	
DUPLICATE!!!		
VOUCHER # 00000016		
GAME 04-FFFFFF		
FOR \$*****3.00		
	3-83347200	
Cashout #09 on: 2025/08/08	10:46:44	
DUPLICATE!!!		
VOUCHER # 00000017		
GAME 04-FFFFFF		
FOR \$*****1.00		
	1-48268800	
Cashout #10 on: 2025/08/08	10:49:59	
DUPLICATE!!!		
VOUCHER # 00000018		
GAME 04-FFFFFF		
FOR \$*****5.00		
	7-81286400	

Retrieve metrics information from the HOST

Note: Metrics information can also be retrieved using Ultra Hybrid Utility

Operation:

Press the <**DAILIES**> button and <**Number 8**> simultaneously

Press the <**SELECT**> button

Result:

Hardware information related to the HOST will be printed

2025/08/08		10:57:47	
METRICS REPORT			
Power Up Count		5	
Up Time		2D:19H:19M:38S	
Min Temperature		36	
Max Temperature		52	
Key Turn Count		21	
Keypad Count			
Key 1		23	
Key 2		18	
Key 3		2	
Key 4		0	
Key 5		4	
Key 6		2	
Key 7		0	
Key 8		3	
Key 9		4	
Key 0		3	
Key Dailies		18	
Key Last Cashout		4	
Key Last 10 Cashout		2	
Key Knock Off		0	
Key Select		9	
Key Clear		1	
ID	COM LOST		
	COUNT		
01	3		
02	5		
03	4		
04	5		

Conduct wireless signal strength report

Operation:

Simultaneously press the **<DAILIES>** button and **<number 9>**

Press the **<SELECT>** button

Result:

A ticket will be printed displaying the signal strength of each game connected, HOST wireless configuration information and DIP switch settings

```
2025/08/08      10:58:07
SIGNAL STRENGTH
REPORT

Signal Strength Meaning
Signal Strength      Description
-30 dBm             Excellent
-50 dBm             Very Good
-70 dBm             Okay
-80 dBm             Not Good
-90 dBm             Unusable

ID XBEE #           Signal Strength
01 0013A200421E07F0 Very Good (-56)
02 0013A200421E07BD Very Good (-49)
03 0013A200422561F1 Very Good (-57)
04 0013A200421E0806 Very Good (-46)
05 0013A200421D7FE0 Okay      (-64)

HOST Information
VERSION      HDS-1.0M
BAP          N/A
Board S/N    N/A
Label S/N    N/A
PAN ID       2213
Channel      13

Dipswitch Settings
#   Setting Value
1   RUN MODE
2   WIRELESS
3   CENTRAL PRINT MODE
4   LEGACY REPORT
5   PRINT 1 TICKET
6   STOP ON PRINTER ERROR
7   MAX CASHOUT ON
```

Conduct wireless signal test

Operation:

- Simultaneously press the **<DAILIES>** button and **<Number 7>**
- Enter desired length of the test in minutes
- Press the **<SELECT>** button

Result:

The HOST will enquire each of the games connected multiple times. After the test duration is completed, a ticket will be printed displaying the signal strength of each game.

2025/08/08 11:50:17

SIGNAL STRENGTH REPORT

Signal Strength Meaning

Signal Strength	Description
-30 dBm	Excellent
-50 dBm	Very Good
-70 dBm	Okay
-80 dBm	Not Good
-90 dBm	Unusable

START: 2025/08/08 11:49:18

END: 2025/08/08 11:50:17

ID	AVG	MAX	MIN	COUNT
01	-49	-46	-61	39
02	-42	-42	-45	34
03	-48	-46	-56	34
04	-40	-39	-48	34
05	-62	-61	-65	10

Set Time and Date

Note: The Time and Date can also be set using Ultra Hybrid Utility

Operation:

- Press and hold **<Number 3>** then turn the **<KEY>**
- Press the **<SELECT>** button
- Enter the current Year, Month, Day, Hour, Minute
- YYYY:MM:DD HH:MM (using 24 Hr format)

Result:

The new date and time will be displayed

Reset Network

Operation:

Press and hold **<Number 4>** then turn the **<KEY>**

Press the **<SELECT>** button

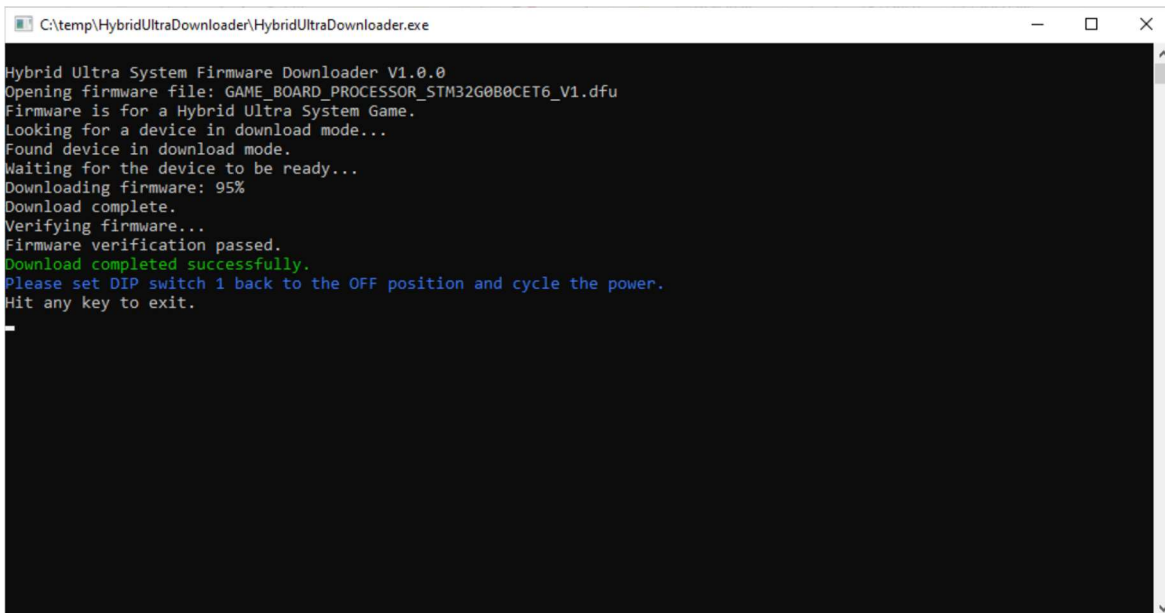
Result:

All the games are disconnected from the HOST and reconnected

Firmware update instructions

(The same process is used to update the HOST and GAME INTERFACE)

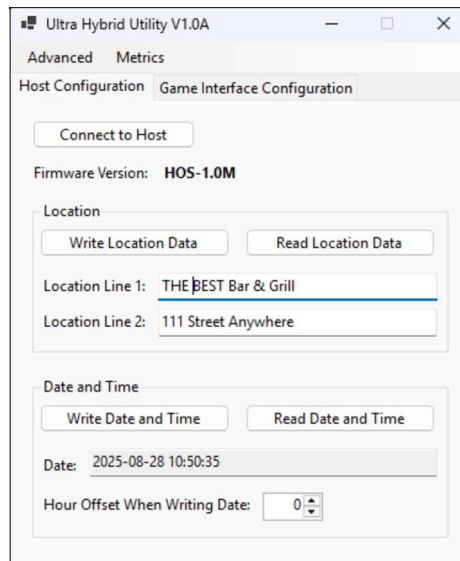
1. Set DIP switch to Recovery mode
 2. Power the device with a 24VDC source.
 3. Connect the device to your computer using an A to mini B USB cable.
 4. To request firmware, contact support@nanoptix.com.
 5. Download the firmware .zip file to your local disk.
 6. Extract the entire content of the ".zip" file to a folder on your local disk. The .zip file contains a driver, the firmware file (XYZ.DFU) and the downloader (HybridUltraDownloader.exe)
- *** The first time the downloader run, it must be Run As Administrator to install the driver***
7. Run **HybridUltraDownloader.exe**. The downloader program will open, once the device is found, it will automatically be put into download mode, and the firmware file will be transferred to the device.
 8. When the download is completed, the message "**download completed successfully**" will be displayed in green.
 9. Return the DIP switch back to the *Run Mode* position and cycle the power.



```
C:\temp\HybridUltraDownloader\HybridUltraDownloader.exe

Hybrid Ultra System Firmware Downloader V1.0.0
Opening firmware file: GAME_BOARD_PROCESSOR_STM32G0B0CET6_V1.dfu
Firmware is for a Hybrid Ultra System Game.
Looking for a device in download mode...
Found device in download mode.
Waiting for the device to be ready...
Downloading firmware: 95%
Download complete.
Verifying firmware...
Firmware verification passed.
Download completed successfully.
Please set DIP switch 1 back to the OFF position and cycle the power.
Hit any key to exit.
```

Ultra Hybrid Utility (Microsoft Windows® application)



Retrieve metrics information from HOST and GAME INTERFACES

Operation:

Connect the HOST to your computer using an A to mini-B USB cable. Run the Ultra Hybrid Utility. Select the **<Host Configuration>** tab, click the **<Connect to Host>** button, then click on the **<Metrics tab>**. finally select **<Read Host Metrics>**

Result:

The Game Metrics information will be displayed. Click the **<Save>** button to save the information in a .CSV file. Note: GAME INTERFACE information is available by following the same procedure.

Set Time and Date

Note: The time and Date can also be set directly on the HOST using the keypad

Operation:

Connect the HOST to your computer using an A to mini-B USB cable. Run the Ultra Hybrid Utility. Select the **<Host Configuration>** tab, click the **<Connect to Host>** button, Set the time zone offset if required, then click on the **<Write Date and Time>** button. Click on the **<Read Date and Time>** button to confirm the transfer was successful.

Result:

Your computer's date and time will be transferred to the HOST

Set Location Name

Operation:

Connect the HOST to your computer using an A to mini-B USB cable. Run the Ultra Hybrid Utility. Select the **<Host Configuration>** tab, click the **<Connect to Host>** button. Write location name in the 2 Location Line boxes. Then click on the **<Write Location Data>** button. Click on the **<Read Location Data>** button to confirm the transfer was successful.

Result:

The location information will be printed on the power up ticket, dailies report, bookkeeping report and the cashout tickets.

Set Pulse Values

Note: These settings are only used when the DIP switch 7 is set to "Software Credit size"

Operation:

Connect the GAME INTERFACE to your computer using an A to mini-B USB cable. Run the Ultra Hybrid Utility. Select the **<Game Interface Configuration>** tab, click the **<Connect to Game>** button. Set the "Game Pulse In" box and the "Game Pulse Out" box to the desired value, then click the **<Write Cents Per Pulse>**. Click on the **<Read Cents Per Pulse>** button to confirm the transfer was successful.

Result:

When a pulse is received, the Cashin total (or Cashout total) will be increased by value selected.

Set Pulse Values - Expansion Box

Note: This configuration is only required when a location's games do not require the same "COINT IN and COIN OUT" values. These settings are only used when the DIP switch 7 is set to "Software Credit size"

Operation:

Connect the GAME INTERFACE to your computer using an A to mini-B USB cable. Run the Ultra Hybrid Utility. Select the **<Game Interface Configuration>** tab, click the **<Connect to Game>** button. Click on the Show Expansion Games checkbox. Set the "Game Pulse In" box and the "Game Pulse Out" box to the desired value of the additional games, then click the **<Write Cents Per Pulse>** button. Click on the **<Read Cents Per Pulse>** button to confirm the transfer was successful.

Result:

When a pulse is received, the Cashin total (or Cashout total) for each game will increase by the selected value.

Service & Support

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