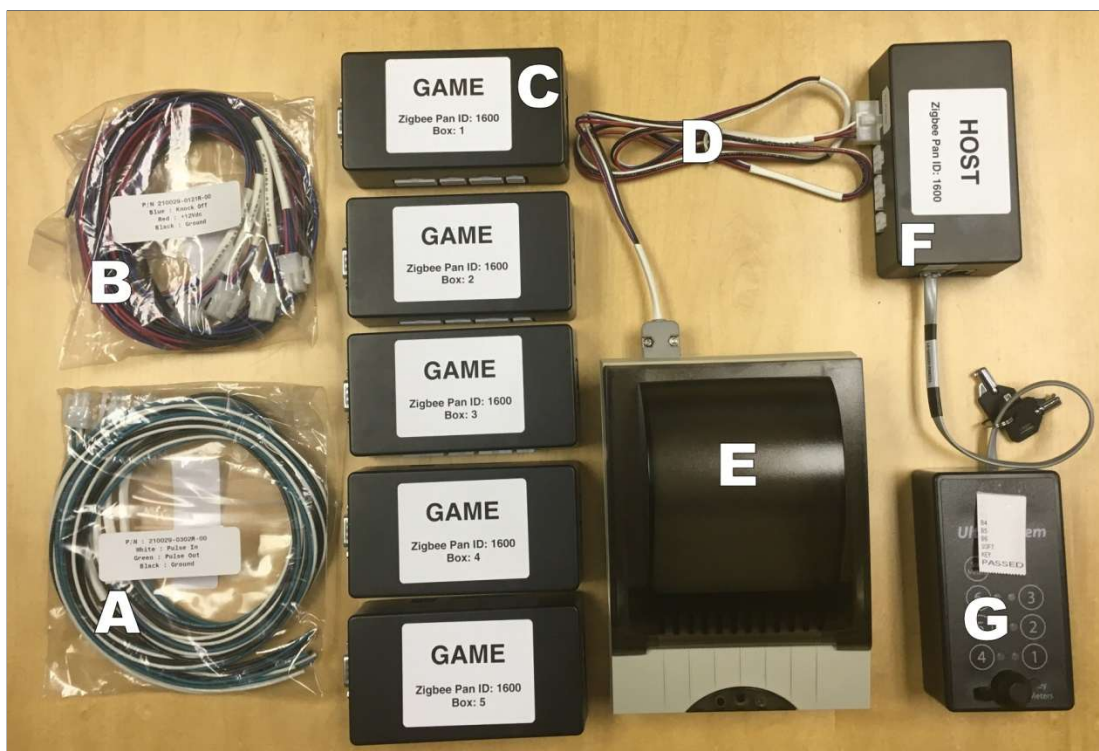


Quick Setup Guide - Nanoptix ULTRA System - Wireless

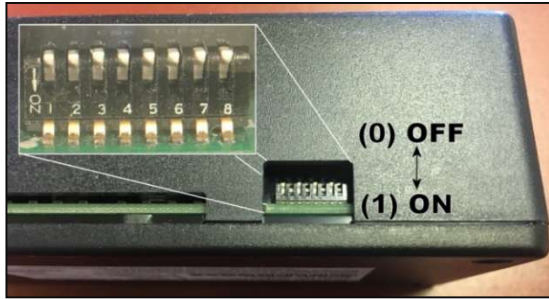


1. Shut down all gaming terminals
2. Remove Game Controller black boxes (C) from packaging and place inside each gaming terminal that you wish to monitor with the system.
3. Connect each Game Controller black boxes (C) to the game terminal using cables (A) & (B) along with the red wire taps (included).
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
Email: support@nanoptix.com
Phone: 888.983.3030

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	
Firmware 5.1A & above	0	The ticket will be printed
	1	The ticket will not be printed
Firmware below 5.1A	0	Nanoptix Scanner/LCD
	1	Scanner/Pole Display

DIP Switch # 3	Function	
Firmware 1.1C & below	0	Cash out ticket not printed
	1	Cash out ticket is printed
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