MEGATOUCH

USB Pen Kit

Visit the Merit Entertainment Web site
http://www.meritgames.com

Megatouch USB Pen Kit

CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	EC0120-XX	USB PEN
1	EC0103-01	6" USB INTERFACE EXTENSION CABLE

Overview

The supplied USB pen can be used to import or export ad screens, export books data, to export or restore My Merit data, as well as to add or export custom advertising screens to the machine. It may also be used to clone and export the machine configuration of Boardwalk games and games running Force or Ion 2007 software and above. If you will be using the pen to transfer data to or from a personal computer, the pen is supported by Windows 98 Second Edition, 2000, ME, XP, NT 4.0, CE 4.0, Mac OS 9.0 or higher, and Linux 2.4.0. Windows 98 Second Edition and NT 4.0 users will need to download the appropriate driver from www.diskonkey.com; Mac OS 8.6 users will need to download the appropriate driver from www.apple.com. If you are using a different operating system than those listed above, consult the manufacturer's Web site for driver availability.

NOTE: Do not attempt to use another type of USB pen to perform these operations on your game. The USB pen included in the kit is the only one approved by Merit Entertainment.

Connecting the USB Pen

To connect the USB Pen to the game:

1. Remove the USB pen cap.

2. *Radion and Megatouch Champ games ONLY*: Connect the supplied USB extension cable to the pen.

3. *EVO games:* The USB port is located at the back of the CPU section. Remove the cover plate with a 5/64" Allen wrench. See Figure 1. Skip to step 6.

   Elite Edge games: Unlock and open the rear housing to access the USB port. See Figure 1. If your game has a bill acceptor, remove the bill acceptor magazine to access the connector. Skip to step 6.

   EVO Wallette games: Slide the CPU section to the right and remove the cover plate with a 5/64" Allen wrench. See Figure 1. Skip to step 6.
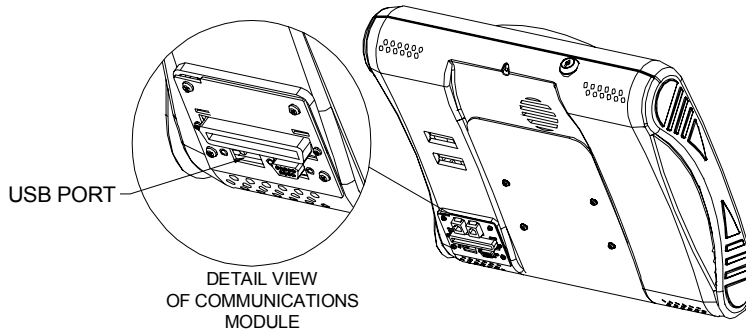

USB PORT

DETAIL VIEW
OF COMMUNICATIONS
MODULE

FIGURE 1 - EVO, ELITE EDGE, EVO WALLETTE CPU SECTION

Fusion Games: Unlock and open the bezel to access the electronics box. It is not neccesary to open the box to access the USB port. Skip to Step 6.

Money Shoot games: Unlock and open the bottom door to access the electronics box. It is not neccesary to open the box to access the USB port. Skip to Step 6.

Boardwalk games: Unlock and open the control panel (or open the rear door if you have a Boardwalk converted game) to access the electronics box. It is not neccesary to open the box to access the USB port. Skip to Step 6.

4. Unlock and open the appropriate door/bezel/cover to access the motherboard inside the game.

5. Using Figure 2, locate the free USB port on the motherboard inside the game.

6. Plug the USB pen into the free USB port (or into the extension cable for Radion games). The LED (see Figure 3) on the pen will flash when the device is first connected, then pulse slowly after the initial connection.

NOTE: For Fun Zone games with printers, the printer will be connected to one of the ports. When you want to use the USB pen, you will have to unplug the printer connector. Trace the cable to identify which connector is the printer connector. The printer connector will come out of the electronics box and be routed down towards the bottom of the cabinet. With the printer disconnected, you will receive a printer error message. Once you enter setup and press OK, the message will disappear. After using the pen, plug the printer back into the free USB port.
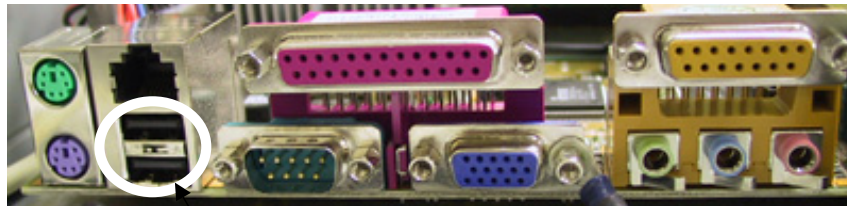

USB CONNECTORS
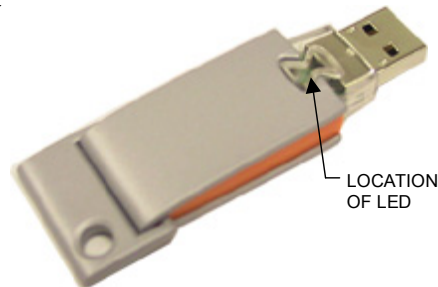
FIGURE 2 - SIDE VIEW OF MOTHERBOARD

LOCATION OF LED

FIGURE 3 - USB PEN

Exporting Books Data

NOTE: Exporting books data to the USB pen will overwrite any existing books data already on the USB pen.

1. Follow the steps in the **Connecting the USB Pen** section to connect the pen to the machine.

2. If the game has not been turned on yet, turn it on and let it finish booting up.

3. Press the SETUP button inside the machine.

4. Touch the **System** button on the Main Menu (see Figure 4).

5. Touch the **Data Transfer** button on the System Menu (see Figure 5). If the pen was properly connected, the game will display a message indicating that a storage device has been detected.

NOTE: If the NO STORAGE DEVICE DETECTED appears, the USB pen was not correctly connected to the machine.

6. Touch the **Export Books** button to transfer Books data to the Pen. The machine will display a message when the data has been exported.

7. Touch the **OK** button. The machine will display a message stating the USB pen can be disconnected from the game.

NOTE: Only disconnect the pen after the LED has returned to the slow pulse, NOT while it is flashing.

Books data is saved with a .dat extension. After the data has been exported to the USB pen, it can be opened with a word processing program after connecting the pen to a personal computer. The file will display basic game information such as the software version, the game serial number, and date/time information relating to books data. The file will also show the current and lifetime credit totals, as well as credit totals for each game featured on the machine.

FIGURE 4 - SYSTEM BUTTON ON MAIN MENU

FIGURE 5 - DATA TRANSFER BUTTON ON SYSTEM MENU

Restoring or Backing Up

My Merit Data

NOTE: Restoring My Merit data from the USB pen will erase any My Merit data currently on the machine. Conversely, backing up data onto the USB pen will also overwrite any existing My Merit data on the USB pen.

1. Follow the steps in the **Connecting the USB Pen** section to connect the pen to the machine.

2. If the game has not been turned on yet, turn it on and let it finish booting up.

3. Press the **SETUP** button inside the machine.

4. Touch the **Promotion** button on the Main Menu (see Figure 6).

5. Touch the **My Merit** button on the Promotion Menu (see Figure 7).

6. Touch the **Backup/Restore** button on the My Merit Menu (see Figure 8). If the pen was properly connected, the game will display a message indicating that a storage device has been detected.

7. Touch the **Backup My Merit** or **Restore My Merit** button, depending on which operation you want to perform. The machine will display a message when the data has been successfully backed up or restored.

8. Touch the **OK** button. The machine will display a message stating that the USB pen can be disconnected.

NOTE: Only disconnect the pen after the LED has returned to a slow pulse, NOT while it is flashing.

FIGURE 6 - PROMOTION BUTTON ON MAIN MENU

FIGURE 7 - MY MERIT BUTTON ON PROMOTION MENU

FIGURE 8 - BACKUP/RESTORE BUTTON

Cloning Machine Configuration

The USB pen allows operators to save the machine configuration of select Merit games and import the configuration to another game. The feature is available to Ion and FORCE games running 2007 software or greater, as well as any Boardwalk game.

NOTE: The software and security key must be of the same revision in order to successfully clone the machine settings.

The following settings can be saved and transferred:

- credit pricing
- game pricing
- game active/inactive data
- Options screens settings (excluding erotic settings*)
- language setting
- Coin-In table
- Cash Settlement (excluding Books)
- 6 Star PIN
- 6 Star settings
- security settings
- volume setting
- Setup Operator Key configuration/settings
- Operator Ad Screens (must be turned on after import)
- Merit Money
- Promo Credits
- player key pricing*
- Megatouch Nation upcharge*
- AMI credits per song*
- TouchTunes Timer*

not applicable to Boardwalk games

NOTE: Cloning the machine configuration will overwrite any existing configuration settings saved to your USB pen.

Export Settings:

1. Follow the steps in the **Connecting the USB Pen** section to connect the pen to the machine.

2. If the game has not been turned on yet, turn it on and let it finish booting up.

3. Press the SETUP button inside the machine.

4. Choose the **System** option on the Main Menu (see Figure 4).

5. Select **Data Transfer** on the System Menu (see Figure 5). If the pen was properly connected, the game will display a message indicating that a storage device has been detected.

NOTE: If the NO STORAGE DEVICE DETECTED appears, the USB pen was not correctly connected to the machine.

6. Choose the **Export Machine Configuration** option to transfer configuration data to the pen. The machine will display a message when the data has been successfully exported and the pen can safely be removed.

Import Settings:

7. Repeat the preceding Steps 1-5 on the game to which you would like to import your copied configuration.

8. On the Data Transfer screen, choose the **Import Machine Configuration** option. A message will pop up warning that existing settings will be overwritten. Select **YES** to confirm that you want to continue.

9. When the import is complete, a message will appear informing the operator that the data transfer was successful.

   Boardwalk games only: The system will restart to allow the new configuration to take effect. Touch the **OK** button. when prompted.

10. The machine will display a message stating that the USB pen can be disconnected.

NOTE: Only disconnect the pen after the LED has returned to the slow pulse, NOT while it is flashing.

Adding Artwork for Custom Advertising Screens to the Game

The USB pen can be used to transfer images to the machine so they are available when using the Operator Ad Screens feature.

NOTE: Make sure only the graphics files you want to import to the game are on the USB pen.

Creating and Saving Images

1. Using a graphics program on a personal computer, create the artwork you want to use in the custom advertising screens. Keep the following in mind:

    • Files must be in .jpg or .pcx format.

    • Graphics must be 640 X 480 pixels in size in order to appear as background images. Any graphics that are not this size will be saved as Clip Art images instead. If a piece of clip art is larger than 640 X 480, the entire image will not display.

2. Plug the supplied USB Pen to a USB port on your personal computer. The LED (see Figure 3) inside the pen will flash when the device is first connected, then pulse slowly after the initial connection. After the pen is connected, a button may appear on the computer desktop or system tray, depending on your operating system.

3. Save the graphics files you created to the USB pen.

4. Follow any necessary steps unplugging the pen from the computer. If a button appeared on your screen when the pen was first connected, double-click the button and follow the instructions before removing the pen. Some operating systems will require the pen to be ejected via on-screen user interface before it can be safely disconnected. In other cases, the pen can simply be unplugged.

Transferring Images to the Game for Operator Ad Screen Use

5. Follow the steps in the **Connecting the USB Pen** section to connect the pen to the machine.

6. If the game has not been turned on yet, turn it on and let it finish booting up.

7. Press the SETUP button inside the machine.

8. Touch the **Presentation** button on the Main Menu (see Figure 9).

FIGURE 9 - PRESENTATION BUTTON ON MAIN MENU

9. Touch the **Operator Ad Screens** button on the Presentation Menu (see Figure 10).

10. Touch the **Add/Edit Billboard** button on the Operator Ad Setup Screen (see Figure 11).

11. Touch the **Add/Delete Imports** button on the next screen (see Figure 12). Any images already uploaded onto the machine will appear at the top of the screen. A message will appear if no images have been imported to machine yet.

12. Touch the **Add More** or button. The machine will search for the images you copied to the USB pen.

13. Use the arrows to scroll through the images stored on the pen. Select an image you want to import to the machine, then touch the **Copy to Hard Drive** button. Repeat for all images you want to save on the machine, or touch **Copy All to Hard Drive** to import all images from the pen.

14. When you have imported all the desired images from the pen, touch the **BACK** button to return to the previous screen. You will now find your custom images in the Background and/or Clip Art sections (depending on the size of each image) and be able to create ad screens using the imported images. Use the green **?** buttons in the top right corner of the screen for help with creating screens.

Up to 120 additional screens can be added to the game with the USB pen by downloading a program from our Web site (www.meritind.com) in the **Support/Software Downloads** section and following the on-screen instructions.
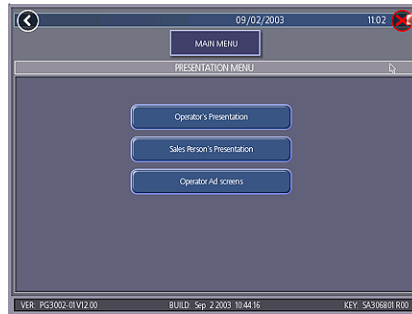

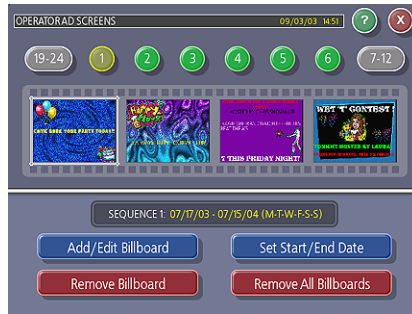FIGURE 10 - OPERATOR AD SCREENS BUTTON ON PRESENTATION MENU

FIGURE 11 - ADD/EDIT BILLBOARD BUTTON

FIGURE 12 - ADD/DELETE IMPORTS BUTTON

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