



## Megatouch Entertainer Conversion Kit

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PM0680-01



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**NOTE:** In order to use the Premium Sound System Kit with games that have been converted to Entertainers using this kit, the serial number of your game must be 012808XXXXXXX or higher. (The first 6 digits of the serial number represent the manufacture date.)

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## Megatouch Entertainer Conversion Kit

### CONTENTS:

QTY	PART NUMBER	DESCRIPTION
1	SA3555-01	SECURITY KEY
1	PA0090-11	ION 2008.5 DISC 1
1	PA0090-12	ION 2008.5 DISC 2
<b>PARTS IN KUV-117-003-01-XX ONLY</b>		
1	SA10068-09	I/O BOARD
1	EC0146-04	256 MB MEMORY

### I/O Board, Memory and Security Key Installation Instructions

If you are installing the kit which does not include an I/O board or memory skip to step 9 below.

**IMPORTANT:** You **MUST** remove the original memory in your game and replace it with the memory provided in this kit. Simply adding the additional memory can cause incompatibility issues.

1. Turn off and unplug the game.
2. Unlock and open the CPU section.
3. Remove the 3 screws securing the I/O board to the I/O mounting bracket (see Figure 1). Remove all connections from the I/O board, taking note of their positions so you can reconnect them to the new board.
4. Use Figure 1 to locate the DIMM sockets on the motherboard. Take note of which socket the memory is using and then simultaneously press down on the two tabs on either side of the strip to release it from the socket. Remove the DIMM strip from the board and place it in an anti-static bag for storage.
5. Line up the notches on the replacement DIMM strip with the notches on the DIMM socket (the same socket where the original DIMM strip was located). Making sure that the notches are lined up will ensure that the strip is facing the correct way. Then, carefully, but firmly and evenly, press down on the memory to insert it into the socket. The tabs on either side of the socket will latch onto the edges of the DIMM when it is correctly installed.
6. Check the jumpers on the provided I/O board. If your game has an Imonex coin mech, the jumper must be removed from JP7 on the I/O board. For all other games, the jumper should remain at JP7. Refer to Figure 2 for location.
7. Install the provided I/O board in the same orientation and secure it with the same 3 screws (see Figure 1).
8. Using Figure 2 for reference, restore all of the connections to the I/O board.
9. Remove the existing security key from the OSD board and replace it with the provided key (labeled SA3555-01). See Figure 1.
10. If there is a security key on the I/O board (see Figure 1), remove it. This key will not be replaced.
11. Continue with **Software Installation Instructions**.

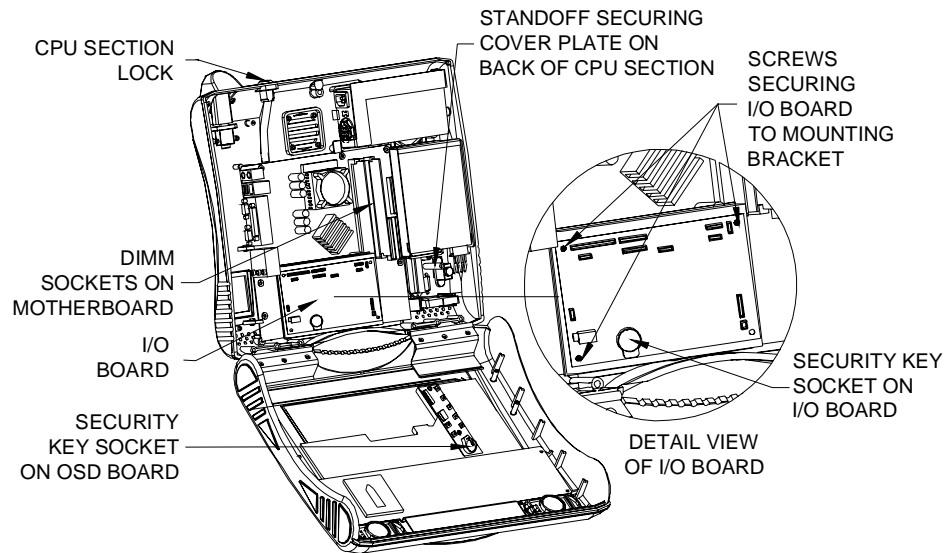


FIGURE 1 - ION EVO WALLETTE CPU SECTION OPENED

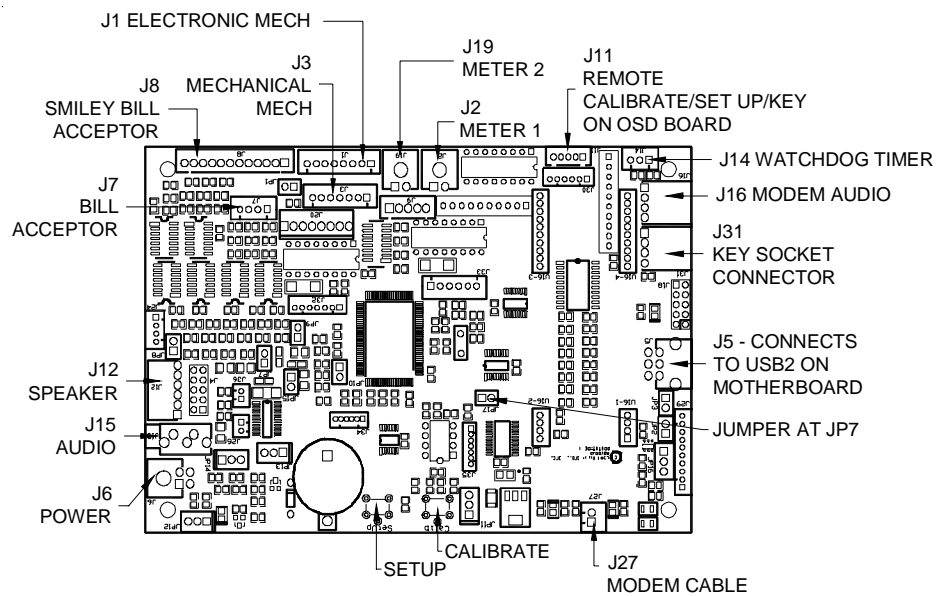


FIGURE 2 - I/O BOARD

## Software Installation Instructions

\*This installation requires a DVD drive which is not included. It is recommended that you use a DVD drive of at least 12X or better that is capable of operating on an angled surface, as you may not always have a level surface on which to place it.

**You must configure your DVD drive as the *Master Drive*.**

**NOTE:** You must be running V24.20 software or above in order for the Entertainer to function. If you are not running this software version, follow the instructions below to install the provided software.

### Connecting a DVD Drive

1. Turn off power to the game.
2. Connect the 2 x 20-pin connector on the centronics cable (see Figure 3) to the IDE interface connector on the back of the DVD drive. Make sure the red stripe on the ribbon cable matches up with pin 1 on the IDE connector (see Figure 4).
3. Connect the four 4-pin power connector on the ribbon cable (see Figure 3) to the DC power input on the drive (see Figure 4).
4. Remove the cover plate at the back of the CPU section by removing the stand-off inside the CPU section (see Figure 1). Locate the centronics connector on the back of the CPU section.
5. Make sure your drive is configured as the Master Drive. See Figure 4 for typical master/slave jumper location.
6. Connect the centronics connector on the ribbon cable to the centronics connector on the game.

**NOTE:** When positioning your drive, it is important that you find a suitable place where the drive will not be in danger of coming in contact with any components or wires inside of the game.

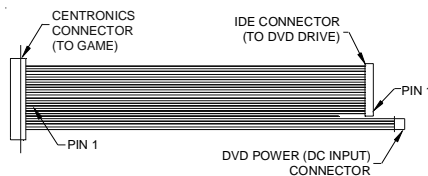


FIGURE 3 - CENTRONICS RIBBON CABLE

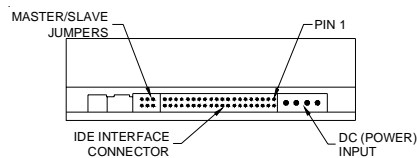


FIGURE 4 - REAR VIEW OF DVD DRIVE

## Software Installation

*Performing a full upgrade will delete previous information and files on your hard drive. If you want to retain any pertinent information (e.g. Books Screen information), you will need to document that information before performing the upgrade.*

7. If you are connected to TournaMAXX™ or TournaCHAMP™, you must perform an **Update From Server** before beginning this installation so that information is not deleted.
8. Turn on the game.
9. Insert the disc into the drive. If you don't get the disc into the drive before the game starts to boot-up, turn off the game and turn it back on.
10. The message: **"By continuing with this installation program, you indicate that you accept the terms of Merit's software license agreement"** will appear on the screen. The software license agreement can be found in the back of this manual. If you accept the terms, select **"Yes, I agree"**.

**NOTE:** *If you do not agree to the terms of the agreement, reboot the game in order to remove the disc, then turn the game off and disconnect the drive. The game will continue running the current software.*

11. When the first disc is finished installing, the message: **"Please replace the current disc with disc #2 then close the door to continue"** will appear on the screen. Remove the first disc, insert the disc labeled **Disc 2** and close the door.
  12. When the disc is finished installing, the screen will display a message indicating that the update is complete.
  13. Remove the disc and turn off power to the game.
  14. Carefully disconnect the ribbon cable from the centronics connector on the game.
- NOTE:** *When disconnecting the ribbon cable, carefully disconnect the cable by grasping the connector and not the cable itself.*
15. Close and lock the CPU section and then restore power to the game. When prompted, perform a touchscreen calibration.
  16. If you are connected to TournaMAXX™ or TournaCHAMP™, you will have to re-enter the dial-in settings and then perform an **Update From Server**. Refer to the MegaNet® manual for instructions.
  17. Continue with **AMI Music Setup**.

## AMI Music Setup

In order to set up your Entertainer to play music, follow the instructions below.

In order to continue with music setup, your Operator Agreement must be filled out and received by Merit.

To enable this feature, you will need a broadband Internet connection, a router (The Linksys 802.11B router is recommended) and Ethernet cable(s) (if you aren't using wireless). It is recommended that you set up and configure your router prior to connecting the unit. Once the router is set up, follow the instructions below.

### Hardware:

1. **Wired Connections:** Turn off and unplug the unit and connect an Ethernet cable to the Ethernet coupler inside the cash door. Connect the other end of the cable to the external router. Plug in and turn on the unit.

If you are linking the unit to an AMI jukebox, turn off the jukebox and connect an additional Ethernet cable from the jukebox's interior router to the external router.

2. **Wireless Connections:** Plug in and turn on the unit.

**NOTE:** When you first turn on an Entertainer unit, it will display a message indicating it is out of service. Your game must call into the server in order for it to function.

### Software:

3. Press the SETUP button.
4. Touch the **System** button, and then touch **AMI Setup**, followed by **Options**.

**NOTE:** A pop up box may appear informing you that a broadband Internet connection is required. If it does, press **Okay**.

5. Make sure that the box next to **Function as Entertainer** is checked. Touch the **MAIN MENU** button to return to the Main Menu.
6. At the MAIN MENU, touch the **TournaMAXX** button (see Figure 5). The Set Game Serial No. Screen will appear. At this screen, enter the game's serial number (found on the outside of the game) and touch **ENTER**. The game will then prompt you to enter the time zone. The times are listed using Greenwich Mean Time. Scroll through the list to find your time zone and select it by touching it.



FIGURE 5 - MAIN MENU SCREEN



7. Touch the < button to return to the Main Menu and then touch the **Network** button on the Main Menu.
8. Next to **Internet Connection**, select the **LAN** option (see Figure 6). For wired connections, continue with step 9, for wireless, continue with step 12.

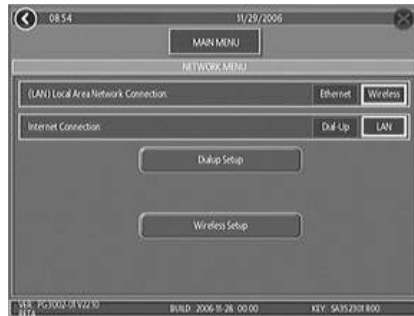


FIGURE 6 - NETWORK MENU SCREEN

9. **Wired Connections Only:** Next to **(LAN) Local Area Network Connection** (see Figure 6), touch **Ethernet** to advance to the Ethernet Internet Setup Screen (see Figure 7). At the next screen, depending on how you are connecting to the server, select either **Automatic** and continue with step 10, or **Manual** and continue with step 11.

Ion server connections:	
<u>Automatic:</u>	This setting is for cable or DSL connections using dynamic IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.
<u>Manual:</u>	This setting is for cable or DSL connections using static IP addresses. Contact your Internet service provider if you are unsure of what kind of IP address they use.



FIGURE 7 - ETHERNET INTERNET SETUP SCREEN

10. **Automatic Connections Only:** After selecting **Automatic**, press the **Setup** button. The game will prompt you to confirm the default Server Name, Primary DNS and Secondary DNS information. Touch the **NEXT** button to accept these defaults. Then, touch the **YES** button for the game to connect to the server and complete the registration process. Confirm that the location information is correct, then press **YES**. Continue with step 12.
11. **Manual Connections Only:** After selecting **Manual**, press the **Setup** button. The game will then prompt you to enter the Static IP Address. Enter the Address given to you by your service provider and touch the **NEXT** button. Then, enter the Gateway given to you by your service provider and touch the **NEXT** button. The Server Name, Primary DNS Address and Secondary DNS Address will already be filled out, simply touch **NEXT** to accept the default information. Then, touch the **YES** button for the game to connect to the server and complete the registration process. After the game calls in, confirm that the location information is correct, and press **YES**. Continue with step 14.

12. **Wireless connections Only:** Touch the **Wireless** button next to **(LAN) Local Area Connection** to advance to the Internet Setup Screen. Touch **Configure Device** and choose from the following options (see Figure 8):

**NOTE:** If you are using security, only 64 or 128-bit WEP encryption is supported.



FIGURE 8 - WIRELESS DEVICE SETUP OPTIONS

**Autodetect Network:** The system will find and connect to the nearest available wireless network. This is the easiest way to connect.

**Search for Networks:** Looks for all available wireless connections. Select a connection from the list to proceed.

**-Secured connection:** Choosing a "locked" device will prompt a key (password) request. If it is your own network, use your password to gain access. If not, this indicates an outside network that has been encrypted and is not accessible.

**-Unsecured connection:** You will be prompted to enter interface information. Accept the default values, or consult a network advisor to manually configure these settings.

**Ad-Hoc Network:** This is only for linking games, not for connecting to the AMI server.

**Custom Configuration:** Touching this button will prompt the user to enter the SSID (network name) for manual setup of the wireless connection.

**NOTE:** Wireless Internet connection does not require Manual Configuration. Only users who have changed the default SSID during router installation should change the SSID. Consult the instructions supplied with your wireless router for more information.

**NOTE:** If you have chosen Custom Configuration, you will be prompted to enter interface information. We suggest you accept the default values. If you want to manually configure these settings, consult a network advisor.

13. **Wireless Connections Only:** Once you have chosen your network connection, touch the < button and then press **Setup** from the Wireless Internet Setup Screen. Touch **Yes** to confirm that you want to continue. Then, accept the default values for the server name and DNS addresses by touching **Next** 3 times. Touch the **YES** button for the game to connect to the server and complete the registration process. After the game calls in, confirm that the location information is correct, then press **YES**. Continue with step 14.

14. To confirm that a proper connection took place, touch the **MAIN MENU** button, and then touch **TournaMAXX**. Touch **Connection Log**. If there were no errors, you will see “**SUCCESSFUL**” in the Connection Log (see Figure 9). If there is an error message, check the troubleshooting guide and follow the corrective action to fix the problem.

**IMPORTANT:** If you are using the *Entertainer* to play music, your game must make a successful connection to the server in order to function. If you attempt to call in, but the call was not successful, the game will function for a three-day grace period, but if a successful call is not made within those 3 days, it will shut down.

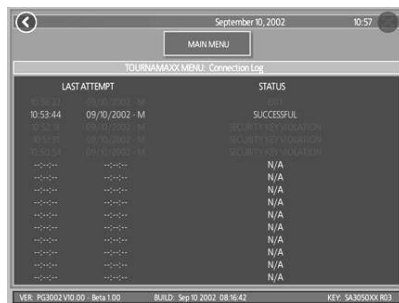


FIGURE 9 - CONNECTION LOG SCREEN

15. Touch the < button on the Connection Log Screen and then touch **Set Update Time**. Select a time when the game is not busy for it to call into the server. Then, touch the < button and touch the **Update From Server** button to download additional information. When this is complete, the game will reboot and ask you to calibrate. Follow the on-screen instructions.

16. Press the **Setup** button again, then touch the **System** button, followed by **AMI Setup**. See Figure 10.

**NOTE:** If the **AMI Setup** button does not appear, touch the **Options** button and go to page 4 in *Options*. Touch the box next to **Enable AMI**. Then touch the < button and touch **AMI Setup**.



FIGURE 10 - AMI SETUP SCREEN

17. If you want to assign a different name for the unit, touch **Set** next to Entertainer Name and assign a name for your records. Otherwise, touch **Connect** next to “Connection Status”. The game will prompt you to enter the trigger code. Enter and confirm the trigger code that was provided with your security key.

**NOTE:** If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into “Service”, then select the “Diagnostics” and “System Information” options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch. (The defaulted Server URL and Agent Name are also listed.) Once the information is entered, touch “Connect” again on the AMI Setup screen to proceed.

18. The game will download the files. Under normal circumstances this could take 30 to 45 minutes. Merit has a music catalog download which will decrease this time. To download the catalog, go to <http://www.meritgames.com/amidatabase.asp>. A **“Connection Successful”** message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test or view connection details.
19. You can now log in, using your AMI user name and password, to your Operator Web Site ([www.amientertainment.net](http://www.amientertainment.net)) and select the albums you want to be downloaded to the Entertainer.
20. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.
21. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g. “02” = 2 credits) for each of the play options: One Song Play, MOD (Music On Demand), and Priority Play (“My Song First” - if available).
22. Touch the **X** in the upper right corner of the screen and confirm that you want to exit the setup screens by pressing **YES**.

### **Viewing Music Revenue**

To view music revenue, use the following procedure:

1. Press the **SETUP** button.
2. Touch **Books**.
3. Touch **Cash Settlement Collection**.
4. Touch **Revenue Details/Cash Out**.
5. Locate **Entertainer Music** or **Juke-box Selector Music** revenue.

**NOTE: The cost of one song must be set to a minimum amount of 33¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order to enable music on the game.**

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11. EXCEPTÉ COMME PRÉVU DANS LA SECTION INTITULÉE "LIMITE DE GARANTIE", LE CONCEDANT N'ASSURE AUCUNE AUTRE GARANTIE DE QUELQUE NATURE ET À QUELQUE TITRE QUE CE SOIT, EXPLICITE OU IMPLICITE, EN RAPPORT AVEC LE LOGICIEL ET LES COMPOSANTS QUI L'ACCOMPAGNENT OU, LE CAS ÉCHEANT, TOUT SUPPORT OU MATÉRIEL FOURNI CONFORMEMENT AU PRÉSENT CONTRAT EN PARTICULIER, LE CONCEDANT NE PEUT DONNER AUCUNE GARANTIE, DE QUELQUE NATURE QUE CE SOIT, POUR LA COMMERCIALISATION DE TOUTS LES PRODUITS EN RAPPORT AVEC LE LOGICIEL OU AVEC L'UTILISATION DE CELUI-CI. DANS LA MESURE OÙ CELA EST PERMIS PAR LA LOI, LE CODE UNIFORME COMMERCIAL OU AUTRE LOI UNIFORME NE S'APPLIQUE PAS AU PRÉSENT CONTRAT.

#### Limite de Responsabilité

12. LE CONCEDANT NE SERA EN AUCUN CAS RESPONSABLE DE TOUTE RECLAMATION, DEMANDE OU ACTION RESULTANT DE OU EN RAPPORT AVEC LE LOGICIEL, SON UTILISATION OU SON INSTALLATION, OU LA PERFORMANCE OU MANQUE DE PERFORMANCE DU CONCEDANT EN VERTU DU PRÉSENT CONTRAT POUR TOUTS DOMMAGES D'UNE NATURE QUI N'EST PAS PRÉSUMÉE PAR LA LOI ET QUI DOIVENT ÊTRE EXPRESSEMENT PROUVÉS, DOMMAGE INDIRECTS, DOMMAGES-INTÉRÊTS POUR PRÉJUDICE MORAL, QUE LE CONCEDANT AIT ÉTÉ AVISÉ OU NON DE LA POSSIBILITÉ D'UNE TELLE RECLAMATION, DEMANDE OU ACTION. DE PLUS, SANS LIMITER CE QUI PRÉCÈDE, LES DÉDOMMAGEMENTS À VOTRE DISPOSITION SERONT LIMITÉS AU MONTANT QUE VOUS AUREZ PAYÉ AU CONCEDANT POUR LE LOGICIEL.
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#### Dispositions Générales

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