Boot Loader Info

Standard Loading Screen

Game Board's ID Number — ECS 145 0 0 0 132 259 18 2

IP 192 168 9 250 — Game Board's IP Address

V5 161
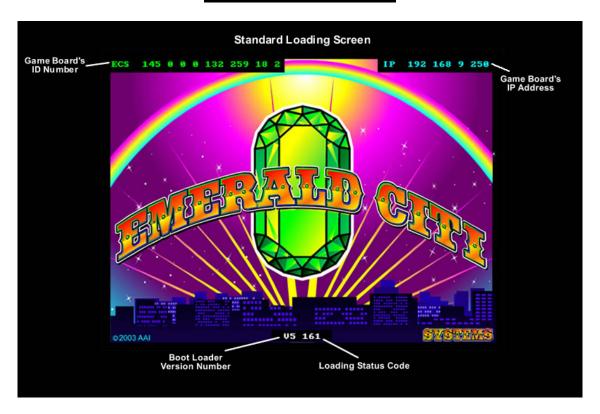
Boot Loader Version Number — Loading Status Code

Loading Screen Layout

- **Game Board's ID Number**
    - o This is the number we use to identify the game on the Server. It's given this number from a small device called an IButton which is located on the Main Board.
- **Game Board's IP Address**
    - o This is the IP Address of the Game Board. It's assigned this IP from the Server. IP's should begin with 192.168... If you are getting a different address, you are probably not hooked correctly into the server.
- **Boot Loader Version Number**
    - o This is the version of the Boot Loader that's running on the board (V5 = Version 5).
- **Loading Status Codes**
    - o This is the most informative part of the screen. The status code changes depending on where the board is at in the Loading procedure. For more information on the status codes along with throubleshooting procedures, please refer to the Loading Status Codes section below.

Loading Status Codes

- **G**
    - o If the status is stuck on the letter 'G' (V5 G), it means that the Game Board cannot properly read the IButton, which is located on the Main Board itself.

You will also be missing the Game Board ID Number in the top left corner of the screen.

- o First, try reseating the IButton. It's located near the connectors and is about the size of a dime but also a quarter-inch thick. Make sure the power to the board is off when you do this.
- o If you still receive a 'G' Status Code, you'll need to replace the IButton. A new IButton will also give you a new reference number when you boot up the board (just like the first time you setup the game.) Contact us to have us update the system with the new IButton information.

- **H**
  - o If the status is stuck on the letter 'H' (V5 H), it means that the Game Board cannot communicate with the Server (you will also be missing an IP Address in the top right corner of the screen).
  - o Check and make sure the cables are all connected correctly.
  - o If it's a single game setup, make sure the cable between the Game Board and the Server is a Crossover Cable and not a standard, straight-thru cable.
  - o Make sure the cable from the Game Board is connected to the ECS port on the Server.
  - o Switch out the cable with a known-good cable.
  - o You'll have to power-cycle the Game Board each time you want to test the connection.
  - o After you try all the above, you may want to try power cycling the Server as it may not have booted up correctly.
  - o If you still have problems, contact us.

- **160**
  - o This simply means that the Game Board is communicating with the Server, but cannot find any data for that Game ID. You should have a "This Machine Appears to be New to the Network..." message in the top left corner of the screen. You will need our assistance to get past this point.

- **161/163 (alternating)**
  - o When 161 and 163 Status Codes appear and are alternating, this means that the Game Board and the Server are communicating and that they are sending each other information. The Status Code should change to 'Loading' shortly.

- **Loading**
  - o When Loading appears, all communication between the Server and Game Board is complete and the Boot Loader is now bringing up the Game.