

Dimming Module Installation Instructions

Created by Arcade Upkeep

Email: Brandon@arcadeupkeep.com

Thank you for purchasing the Dimming Module, if you have any questions about these instructions, feel free to email me, and I'll be glad to help!

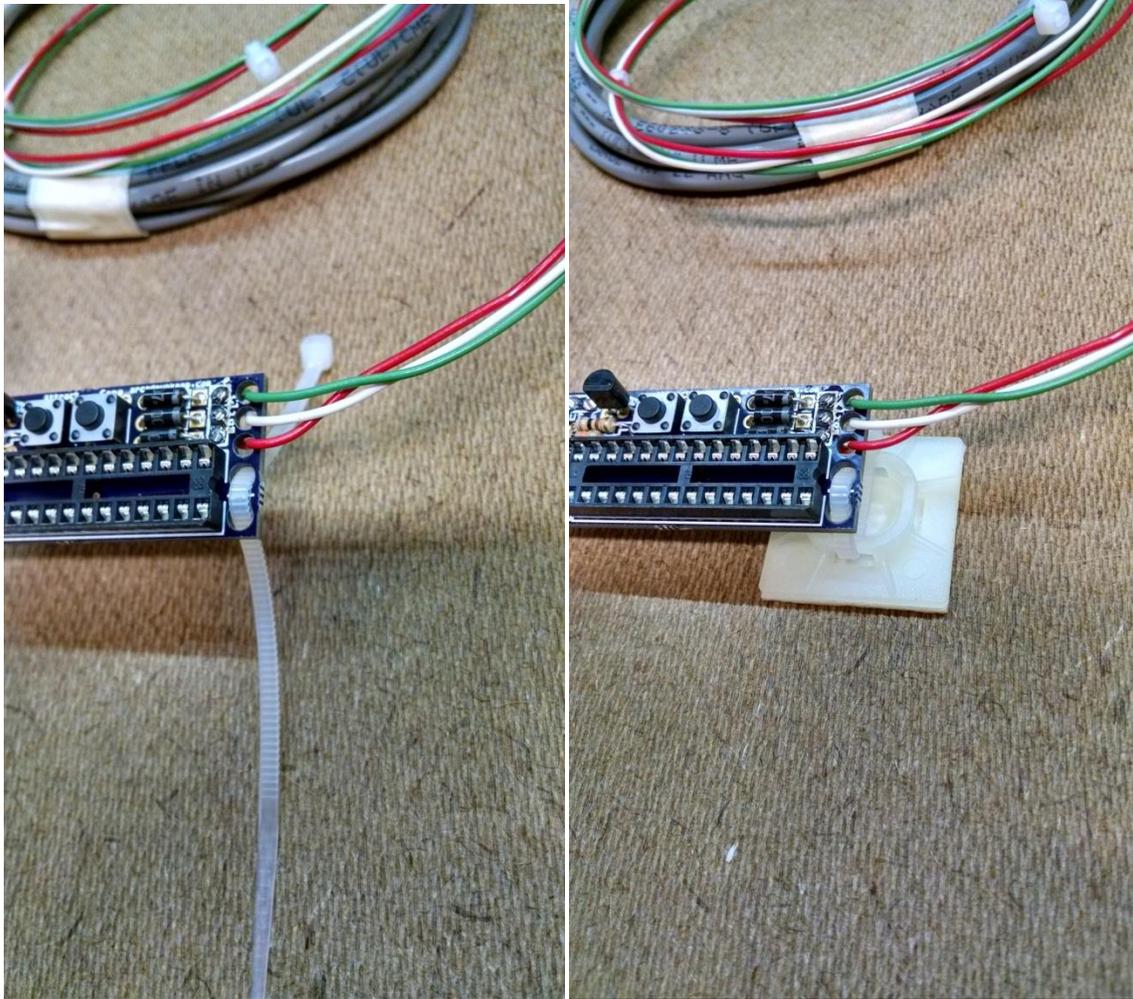
Tools you'll need: A pair of cutters for the zip ties.

Step 1: Unpack everything; you should have the Dimming Module with the male and female connectors, a set of three alligator clips and a few zip ties and adhesive pads.

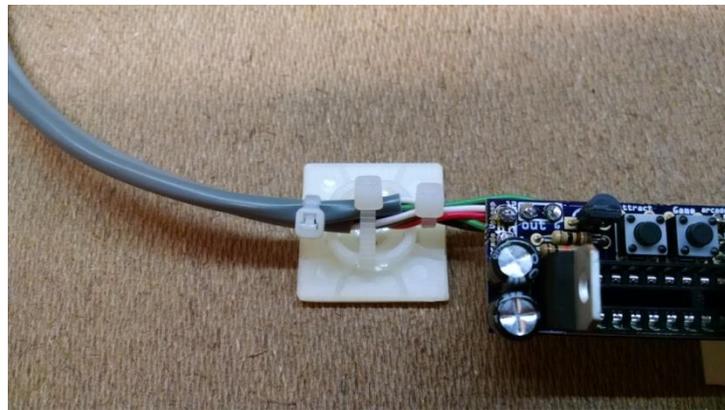
Step 2: The existing backbox panel in your machine should be plugged into the 3 pin connector in the front right hand corner of your machine, if it isn't this kit won't work for you.

Remove the backglass and backbox panel from your machine to gain access behind it. Find an empty space in the head of the game to mount the dimming module, preferably under the power driver board or on the left side of the head of the machine. I've found it easier to mount the board in place before starting the wiring.

You will run a zip tie up and down through the two empty holes on the board, like in the pic below. Then run it through one of the adhesive pads and tighten it in place, clipping off the extra zip tie.



Next run the other zip tie around the bundle of wires on the other end of the board and run it through the adhesive pad the same way.



Now simply use the adhesive pads to stick the board where you have found room, preferably somewhere you could still reach it with the backbox panel in place and so the alligator clips will reach the power driver board. This will make it easier to make adjustments to the dimmer module with the panel still in place. Make sure the board doesn't touch anything metal that may short it out!

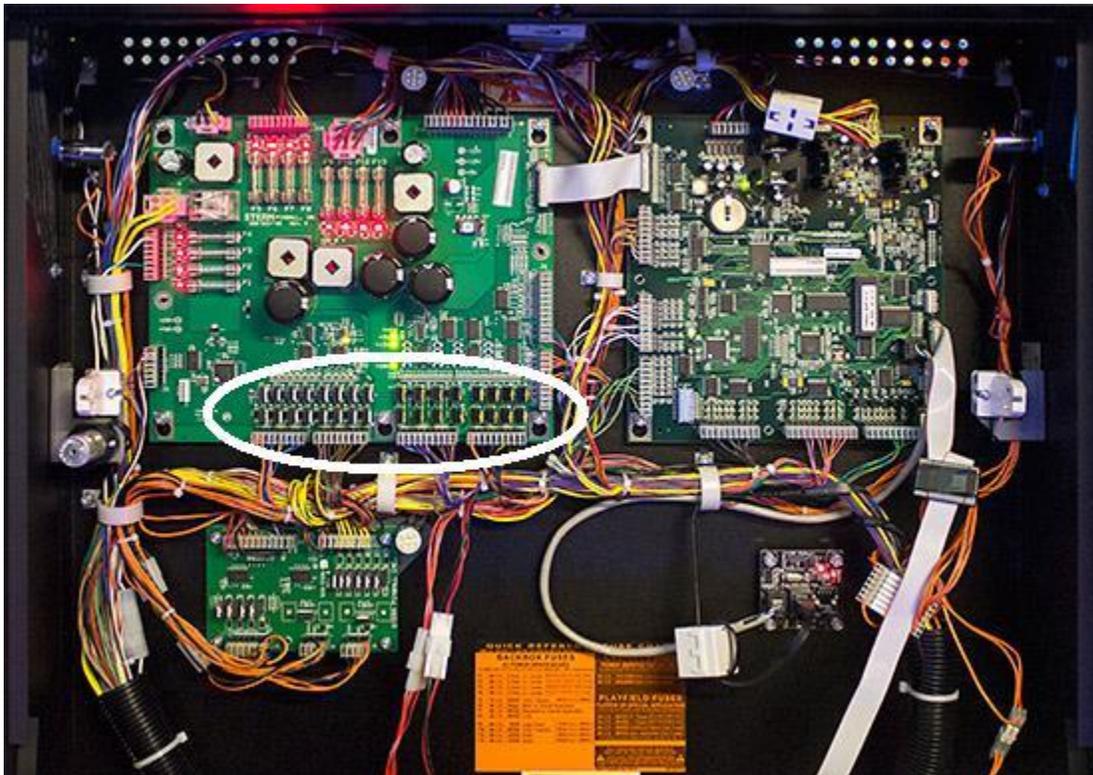
Step 3: Take the three pin connector on the long set of wires and fish it down through the head of the game, under the playfield and pull it to the front, near the coin door. There is a connector along the right hand side of the game that isn't used for anything, find it and plug your Dimming Module into it, see pics below. The female plug, to the left in the pic below, is a free power splitter for you to use in case you have other mods plugged into this connector in your machine.



Step 4: Plug your existing backbox panel into the female plug with the shorter set of wires coming off of the dimmer module.

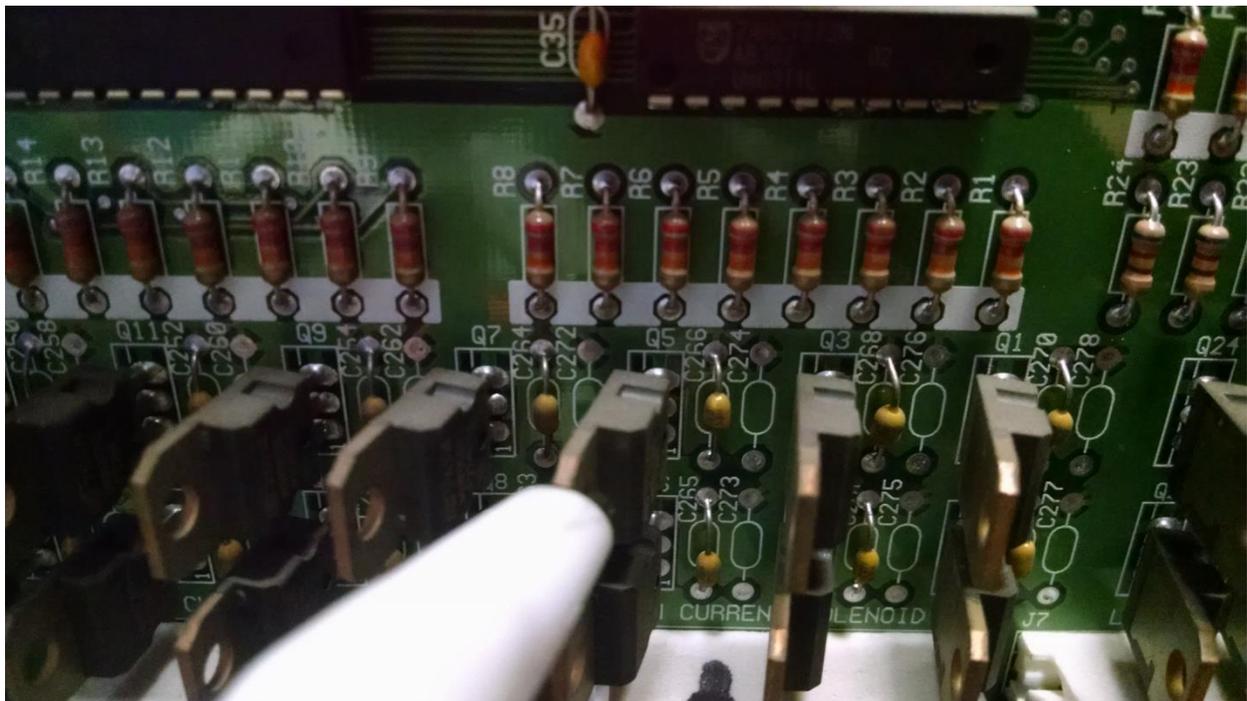
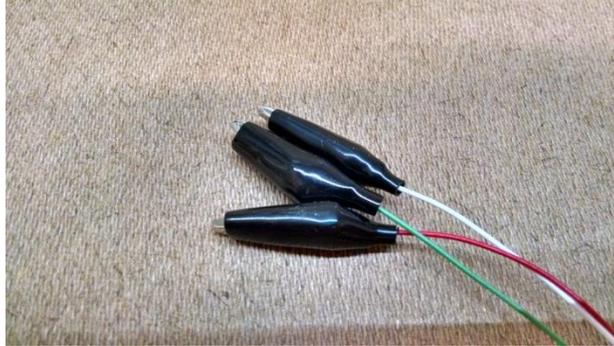


Step 5: Next you will need to connect the alligator clips to your machine. Look in the head of the game for the power driver board. You will see two rows of transistors in the lower right hand side of that board, circled in pic below.



This is where you will connect the alligator clips. If you look closely at the board, each transistor is labeled Q1 through Q32.

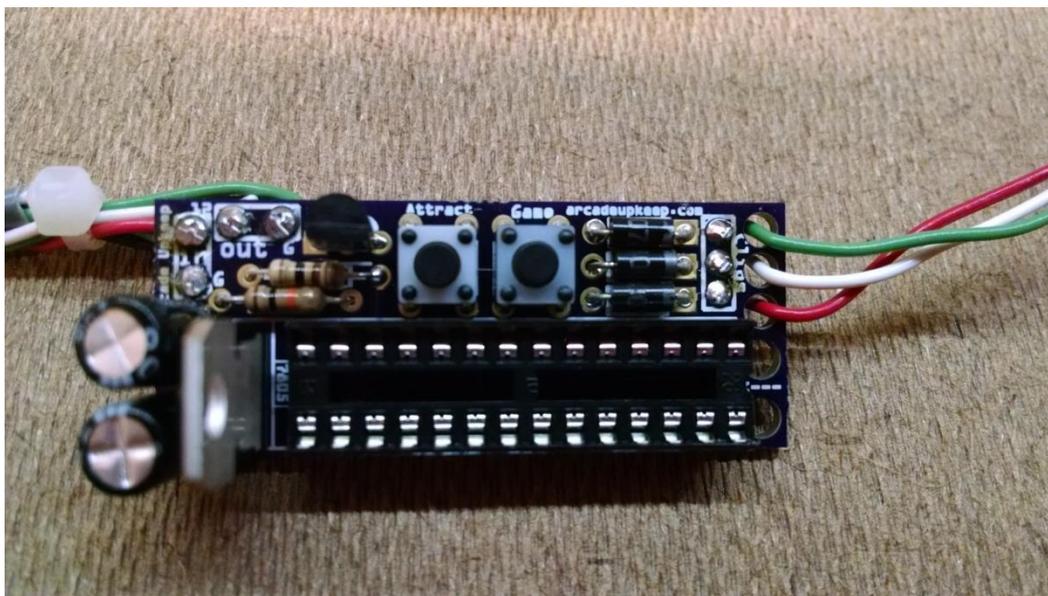
You will need Q1, Q15 and Q16. The metal tabs of these transistors are where you will clip the alligator clips. Just clip them right over the metal tab, it doesn't matter which alligator clip goes where, the kit will figure it out for you.



The clip is on Q5 in this pic, you will want to use Q1, Q15 and Q16 with your kit.

Step 6: We are done with the installation, just put your backbox panel back in place. Turn the game on and the backbox panel should fade up to full brightness. You may want to leave the backglass off for now while you familiarize yourself with the dimmer module though.

Step 7: The dimmer module ships to you on its default settings, so using it as is will work just fine but you can adjust the brightness levels to your liking. If you look at the board itself you will see two little push buttons, these are the adjustment buttons and they are labeled "attract" and "game".



The "attract" button to the left controls the panels brightness during attract mode and the "game" button to the right controls the brightness it fades down to when the game starts.

Pressing either button will show you that setting and lower it one notch, keep pressing it to keep lowering the setting. When the board gets down to off, it will reset to full brightness. Not pressing a button for a few seconds will return it to where it was in the cycle and save your new settings.

Note: It will take a bright-dim cycle for your new settings to take effect, or you can power the game off and on for them to take effect now.

NOTE: Powering the board up with the coin door open or the power to the coils disabled may cause it to enter "test mode". It will fade on and back off then may flash on and off, this is

normal. Powering the kit on with the coil high power enabled and the coin door closed will cause it to power on correctly.

Put the backglass back on the machine.

Congratulations, you're done!

Again, if you have any questions on any step of the way, or you have an idea to improve this kit or the instructions, send me an email at Brandon@arcadeupkeep.com

Kit and Instructions by Arcade Upkeep.

www.arcadeupkeep.com