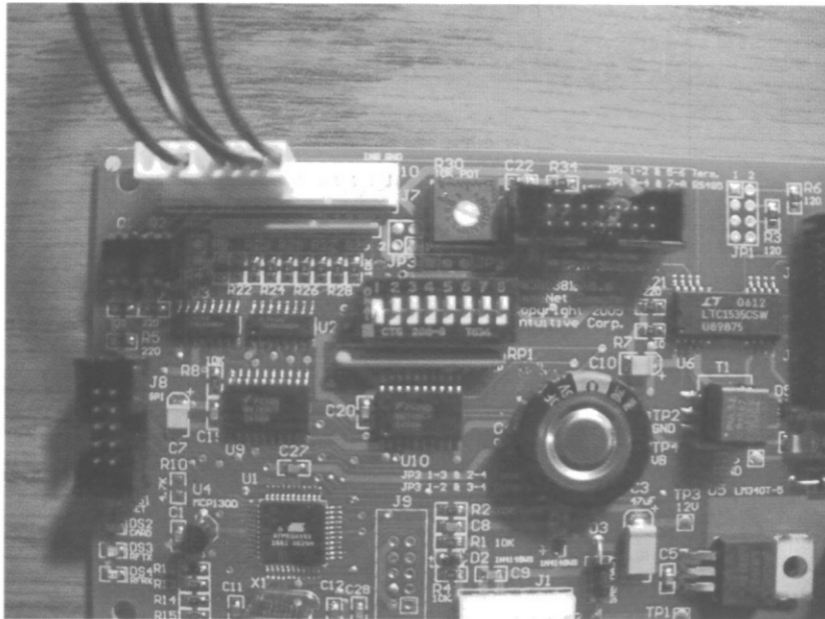


Multi X & Multi X North Carolina Manual

Wiring a GameNet Remote board into a game cabinet:

1. Set the board address.

Each board requires a unique address to be set starting with 1 and continuing in order till all are addressed. Below is a picture of a board with its address set to 1.



In this example switch 1 is off all others are on. The numbering scheme is binary so if the desired address is 2 then switch 2 is off all others on. Address 3 would be switches 1 and 2 are off all others on. See attached chart for all address 1 thru 96. The first 10 are shown here.

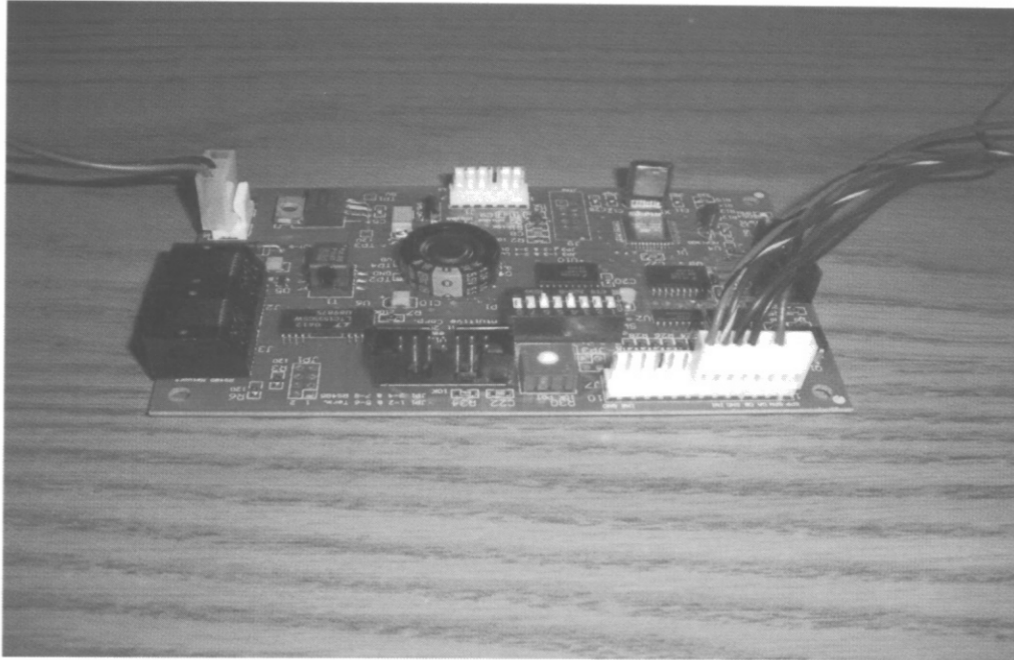
Address	Off	Address	Off
1	1	6	2,3
2	2	7	1,2,3
3	1,2	8	4
4	3	9	1,4
5	1,3	10	2,4

Switches not shown are ON.

2. Wire GameNet Remote board into game cabinet:

There are two harnesses that have to be wired into the cabinet, the Power harness and the Meter harness.

The Power harness is attached to a 3 pin connector located at J6. The Meter harness is attached to a 14 pin connector located at J5 starting at Pin 1. See picture below for clarification.



Power Harness connections:

Pin 1 – Orange attaches to +12VDC in cabinet

Pin2 – Black attaches to DC Ground in cabinet

Meter Harness connections:

Pin 3 – Purple attaches to Coin In on Game Board (NC Ver. only)

Pin 5 – Black attaches to DC Ground in cabinet

Pin 6 – Red/Black attaches to Coin In Meter on Game Board

Pin 7 – Red/White attaches to Coin Out Meter on Game Board

Pin 8 – Gray/Black is reserved for future use

Multi X & NC Programming Software

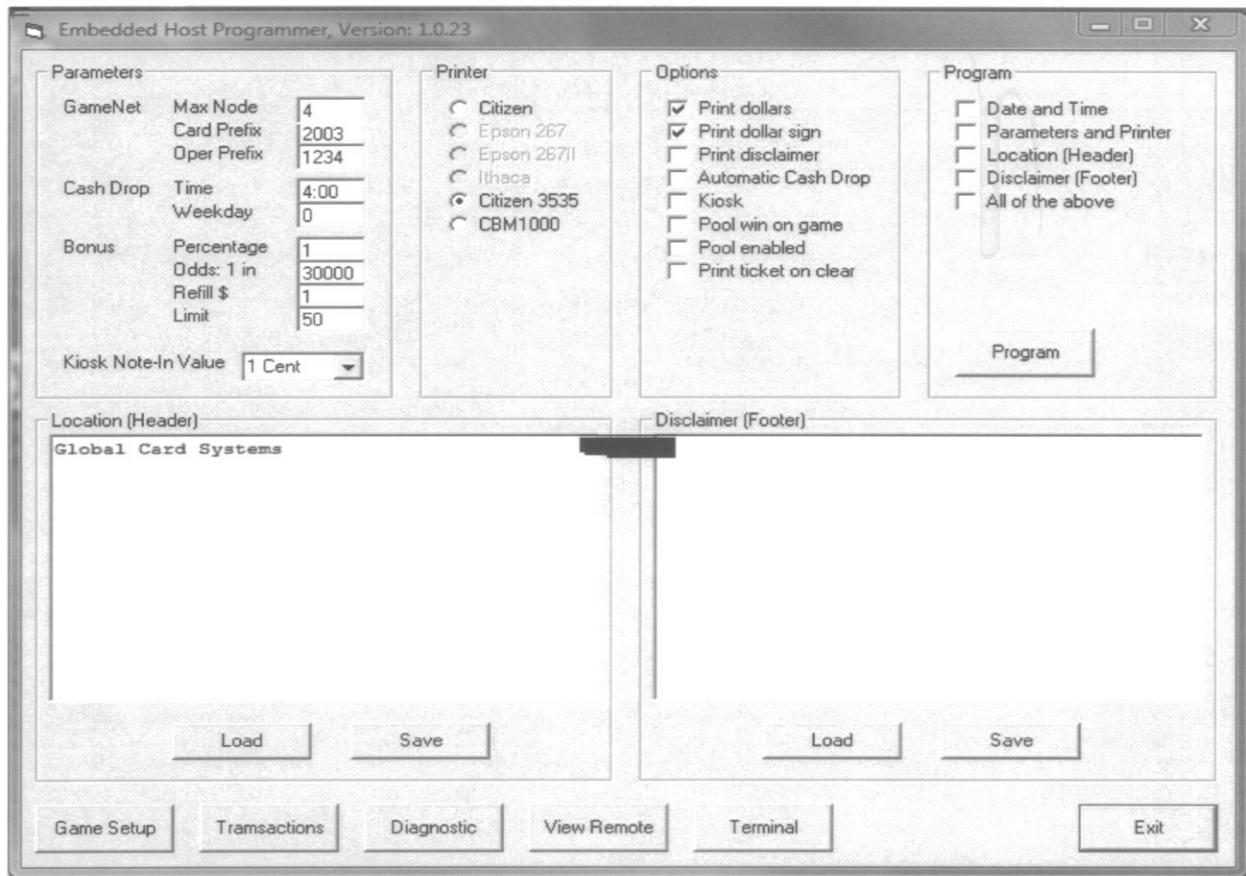
Installation - ____

Install the software PRIOR to attaching the USB cable to your computer.

Unzip the programming software package called MultiX Programmer.zip into the folder you will always run the programming software from.

Inside this zip file are all the USB drivers needed to connect the Multi X/NC system to your computer. After the files are unzipped, attach the USB cable from the Multi X/NC to an available USB port on your computer. Windows will notify you that it has found new hardware and ask you where to find the proper drivers. Point the New Hardware Wizard to the folder that you unzip the package into. Then follow the prompts till it successfully installs the new hardware.

Now the MultiX programmer software can run. It too is located in the unzip folder. The opening screen looks like the following:



GameNet Max Node – sets the maximum number of game nodes that will be installed on the system.

There is one node board also known as a GameNet Remote board. See hardware installation sheet for proper installation and numbering of the Remote boards.

The rest of the selections in the Parameters section are not used on these products.

Select which printer will be used on your system by simply clicking on the circle next to the name.

In the options section you can select what you want your Clear ticket to look like.

Print Dollars will format the credits in dollars and cents with a decimal point but without a \$.

Print Dollar Sign adds the \$ to the above.

Print Disclaimer will add the information typed into the Disclaimer window to the bottom of the printed ticket.

Automatic Cash Drop, Kiosk, Pool Win on Game, and Pool Enabled are not used on these products.

Print Ticket on Clear will generate a ticket whenever a game is cleared.

Location(Header) and Disclaimer(Footer) Windows- information typed in these windows will appear at the beginning and end of the clear tickets. This information can be saved and loaded for future reference. You can save it with a name that will help you to recall it later so multiple locations can be easily supported.

Check All of the Above in the Program Section on the upper right then press the Program button. After a moment your Multi X/NC will have the Master Setup programmed.

Let's move onto the individual game –

When you click the Game Setup button in the lower left corner the following screen appears:

Node #	Game #	Note-In Value	Denomination	Keydown	Program Selected	Program All
1	1	A	1 Cent	1 Cent		
2		B	5 Cents	5 Cents		
3			10 Cents	10 Cents		
4	<input type="checkbox"/> Kiosk		25 Cents	25 Cents		
			1 Dollar	1 Dollar		
			4 Dollars	4 Dollars		
			5 Dollars	5 Dollars		
				15 Cents		
				20 Cents		
				25 Cents		
				50 Cents		
				75 Cents		
				1 Dollar		
				3 Dollars		
				4 Dollars		
				5 Dollars		
				10 Dollars		
				15 Dollars		
				20 Dollars		
				25 Dollars		
					Auto-Set Game Number	Set All To Selected
					Read File	Write File
					Cancel	OK

The **Node #** refers to the physical address set on the GameNet Remote board. The **Game #** can actually differ from the Node # although this can get a little confusing so it is suggested that they match. If you click the Auto-Set Game Number button on the right it will automatically set the Node # and Game # to the same.

The **AB setting** refers a sub-total function on audit tickets. Those games set to A will be sub-totalled separately of those set to B. There will be a grand total at the end of the ticket including all games.

Kiosk is not used on these products.

Note In Value refers to the value of a click on the Coin In meter. For example, if the Coin In meter increments with every 25 cents put in the game then this value should be set to 25 cents for proper totals on the audit ticket.

Denomination refers to value of pulses that the NC product will put onto the game. For example, if the game is set to take 4 pulses for a dollar from a Bill Validator then a 25 cent setting here will put credits onto the game properly.

Keydown refers the value of a click on the Coin Out meter.

Each game can have different setting and they are adjusted by simply clicking on the Node # in the left column. If you want them all set the same, simply click the **Set All to Selected button** on right and all the games will be set the same as the game your currently looking at.

Games can be programmed individually or all at once using the **Program Selected** and **Program All** buttons on right.

The **Read and Write File buttons** are not used on these products.

The additional buttons across the button on the Main Setup screen are not either used for these products or are only used in special situations and their functions are not covered in this document.

Switches not shown are ON

Address	Off	Address	Off	Address	Off	Address	Off
1	1	65	1,7	129	1,8	193	1,7,8
2	2	66	2,7	130	2,8	194	2,7,8
3	1,2	67	1,2,7	131	1,2,8	195	1,2,7,8
4	3	68	3,7	132	3,8	196	3,7,8
5	1,3	69	1,3,7	133	1,3,8	197	1,3,7,8
6	2,3	70	2,3,7	134	2,3,8	198	2,3,7,8
7	1,2,3	71	1,2,3,7	135	1,2,3,8	199	1,2,3,7,8
8	4	72	4,7	136	4,8	200	4,7,8
9	1,4	73	1,4,7	137	1,4,8	201	1,4,7,8
10	2,4	74	2,4,7	138	2,4,8	202	2,4,7,8
11	1,2,4	75	1,2,4,7	139	1,2,4,8	203	1,2,4,7,8
12	3,4	76	3,4,7	140	3,4,8	204	3,4,7,8
13	1,3,4	77	1,3,4,7	141	1,3,4,8	205	1,3,4,7,8
14	2,3,4	78	2,3,4,7	142	2,3,4,8	206	2,3,4,7,8
15	1,2,3,4	79	1,2,3,4,7	143	1,2,3,4,8	207	1,2,3,4,7,8
16	5	80	5,7	144	5,8	208	5,7,8
17	1,5	81	1,5,7	145	1,5,8	209	1,5,7,8
18	2,5	82	2,5,7	146	2,5,8	210	2,5,7,8
19	1,2,5	83	1,2,5,7	147	1,2,5,8	211	1,2,5,7,8
20	3,5	84	3,5,7	148	3,5,8	212	3,5,7,8
21	1,3,5	85	1,3,5,7	149	1,3,5,8	213	1,3,5,7,8
22	2,3,5	86	2,3,5,7	150	2,3,5,8	214	2,3,5,7,8
23	1,2,3,5	87	1,2,3,5,7	151	1,2,3,5,8	215	1,2,3,5,7,8
24	4,5	88	4,5,7	152	4,5,8	216	4,5,7,8
25	1,4,5	89	1,4,5,7	153	1,4,5,8	217	1,4,5,7,8
26	2,4,5	90	2,4,5,7	154	2,4,5,8	218	2,4,5,7,8
27	1,2,4,5	91	1,2,4,5,7	155	1,2,4,5,8	219	1,2,4,5,7,8
28	3,4,5	92	3,4,5,7	156	3,4,5,8	220	3,4,5,7,8
29	1,3,4,5	93	1,3,4,5,7	157	1,3,4,5,8	221	1,3,4,5,7,8
30	2,3,4,5	94	2,3,4,5,7	158	2,3,4,5,8	222	2,3,4,5,7,8
31	1,2,3,4,5	95	1,2,3,4,5,7	159	1,2,3,4,5,8	223	1,2,3,4,5,7,8
32	6	96	6,7	160	6,8	224	6,7,8
33	1,6	97	1,6,7	161	1,6,8	225	1,6,7,8
34	2,6	98	2,6,7	162	2,6,8	226	2,6,7,8
35	1,2,6	99	1,2,6,7	163	1,2,6,8	227	1,2,6,7,8
36	3,6	100	3,6,7	164	3,6,8	228	3,6,7,8
37	1,3,6	101	1,3,6,7	165	1,3,6,8	229	1,3,6,7,8
38	2,3,6	102	2,3,6,7	166	2,3,6,8	230	2,3,6,7,8
39	1,2,3,6	103	1,2,3,6,7	167	1,2,3,6,8	231	1,2,3,6,7,8
40	4,6	104	4,6,7	168	4,6,8	232	4,6,7,8
41	1,4,6	105	1,4,6,7	169	1,4,6,8	233	1,4,6,7,8
42	2,4,6	106	2,4,6,7	170	2,4,6,8	234	2,4,6,7,8
43	1,2,4,6	107	1,2,4,6,7	171	1,2,4,6,8	235	1,2,4,6,7,8
44	3,4,6	108	3,4,6,7	172	3,4,6,8	236	3,4,6,7,8
45	1,3,4,6	109	1,3,4,6,7	173	1,3,4,6,8	237	1,3,4,6,7,8
46	2,3,4,6	110	2,3,4,6,7	174	2,3,4,6,8	238	2,3,4,6,7,8
47	1,2,3,4,6	111	1,2,3,4,6,7	175	1,2,3,4,6,8	239	1,2,3,4,6,7,8
48	5,6	112	5,6,7	176	5,6,8	240	5,6,7,8
49	1,5,6	113	1,5,6,7	177	1,5,6,8	241	1,5,6,7,8
50	2,5,6	114	2,5,6,7	178	2,5,6,8	242	2,5,6,7,8
51	1,2,5,6	115	1,2,5,6,7	179	1,2,5,6,8	243	1,2,5,6,7,8
52	3,5,6	116	3,5,6,7	180	3,5,6,8	244	3,5,6,7,8
53	1,3,5,6	117	1,3,5,6,7	181	1,3,5,6,8	245	1,3,5,6,7,8
54	2,3,5,6	118	2,3,5,6,7	182	2,3,5,6,8	246	2,3,5,6,7,8
55	1,2,3,5,6	119	1,2,3,5,6,7	183	1,2,3,5,6,8	247	1,2,3,5,6,7,8
56	4,5,6	120	4,5,6,7	184	4,5,6,8	248	4,5,6,7,8
57	1,4,5,6	121	1,4,5,6,7	185	1,4,5,6,8	249	1,4,5,6,7,8
58	2,4,5,6	122	2,4,5,6,7	186	2,4,5,6,8	250	2,4,5,6,7,8
59	1,2,4,5,6	123	1,2,4,5,6,7	187	1,2,4,5,6,8		
60	3,4,5,6	124	3,4,5,6,7	188	3,4,5,6,8		
61	1,3,4,5,6	125	1,3,4,5,6,7	189	1,3,4,5,6,8		
62	2,3,4,5,6	126	2,3,4,5,6,7	190	2,3,4,5,6,8		
63	1,2,3,4,5,6	127	1,2,3,4,5,6,7	191	1,2,3,4,5,6,8		
64	7	128	8	192	7,8		

Higher Addresses are reserved. DO NOT USE.