

3.4 Operator MENU

NOTE: It is advised to make any kind of test menu change when sat idle is on the attract sequence.

Tip: If in game, you can toggle AO menu ON/OFF to quit the game in progress.

Arcade Operator

1. Under the game **Title Screen**, press the [TEST/EXIT] key of the coin control box to enter the [Arcade Operator], the **main arcade operator** menu is shown as below.



2. In the main menu screen, use the [OPTION Cycle/SELECT] switch scroll down the list.

3. To enter an option, pull **UP** on the same switch.

4. To change any option, pull **UP** and when the setting is correct, continue pressing **DOWN** to move to other options.

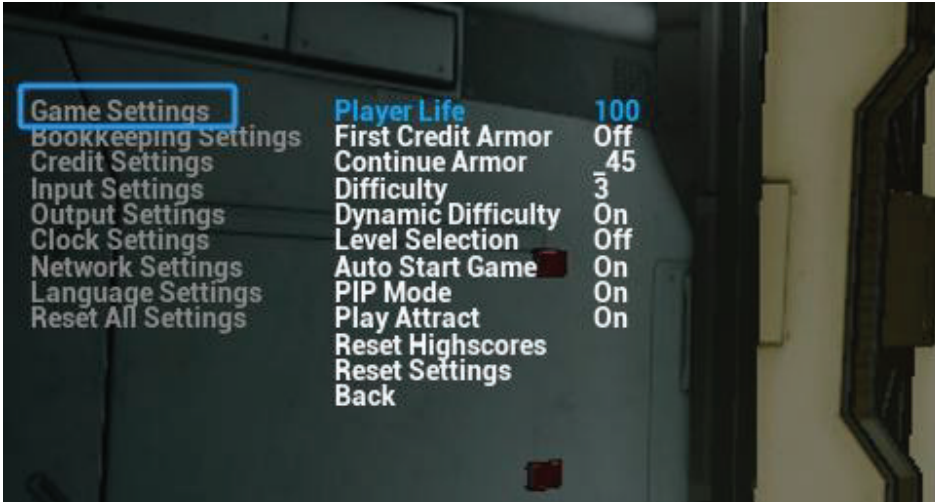
5. To exit the **arcade operator** user interface, press the [TEST/EXIT] button.

Setup is saved automatically. It will go back to the game title screen with new settings.

Main menu settings:

<ul style="list-style-type: none">▪ Game Settings▪ Bookkeeping Settings▪ Credit Settings▪ Input Settings▪ Output Settings	<ul style="list-style-type: none">▪ Clock Settings▪ Network Settings▪ Language Settings▪ Reset All Settings
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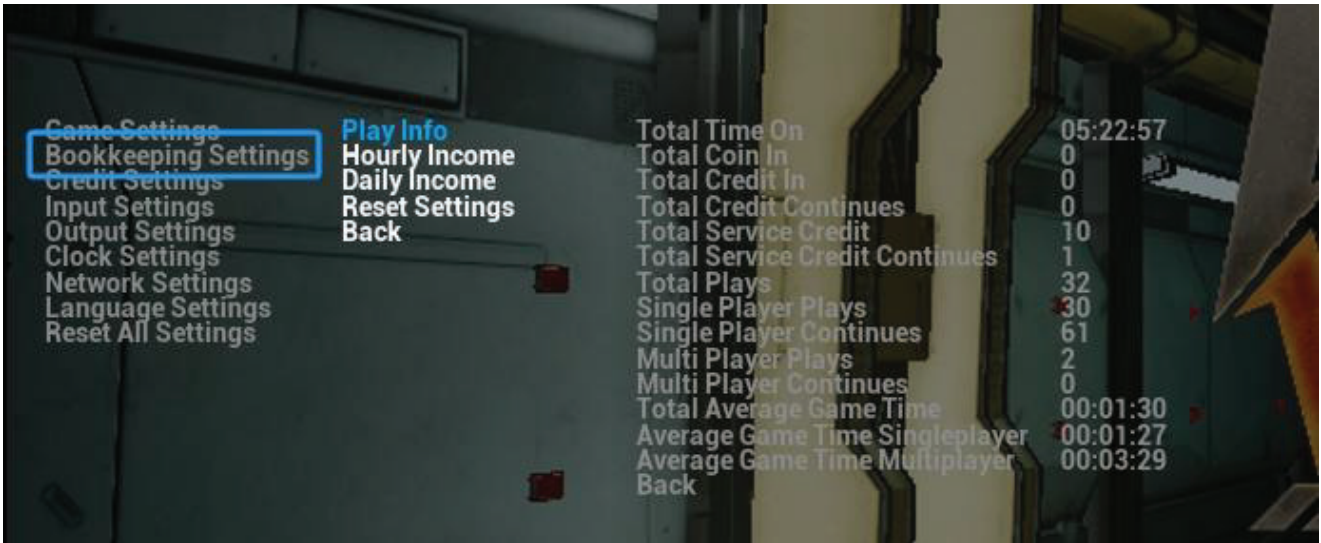
3.4.1 Game Settings



Enter **[Game Settings]**, you can set the following items:

Setting Items	Setting Content
Player Life	95-100
First Credit Armor	Off/ _30/ _60/ _120/ _150/ _180
Continue Armor	Off/ _30/ _45/ _60
Difficulty	1/2/3 (1 = the easiest)
Dynamic Difficulty	On/Off
Level Selection	On/Off
Auto Start Game	On/Off
PIP Mode	On/Off
Play Attract	On/Off
Reset Highscores	Reset High score back to Default
Reset Settings	Reset
Back	Back

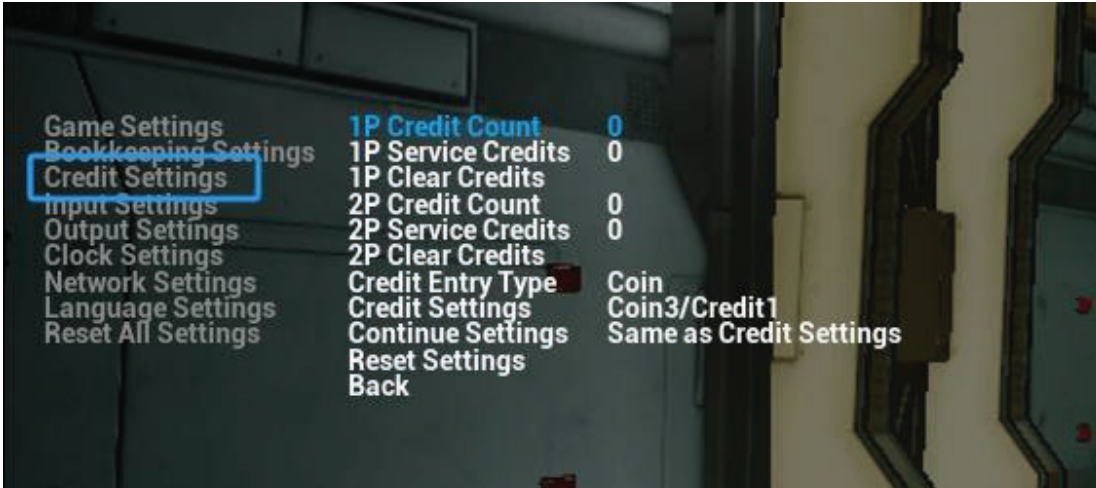
3.4.2 Bookkeeping Settings



Enter **[Bookkeeping Settings]**, you can check the following items:

Setting Items	Check Content
Play Info	/
	Total Time On
	Total Coin In
	Total Credit In
	Total Credit Continues
	Total Service Credit
	Total Service Credit Continues
	Total Play
	Single Player Plays
	Single Player Continues
	Multi Player Plays
	Multi Player Continues
	Total Average Game Time
	Average Game Time Singleplayer
	Average Game Time Multiplayer
Hourly Income	Total Income by Hour
Daily Income	Monday to Sunday
Reset Settings	Reset
Back	Back

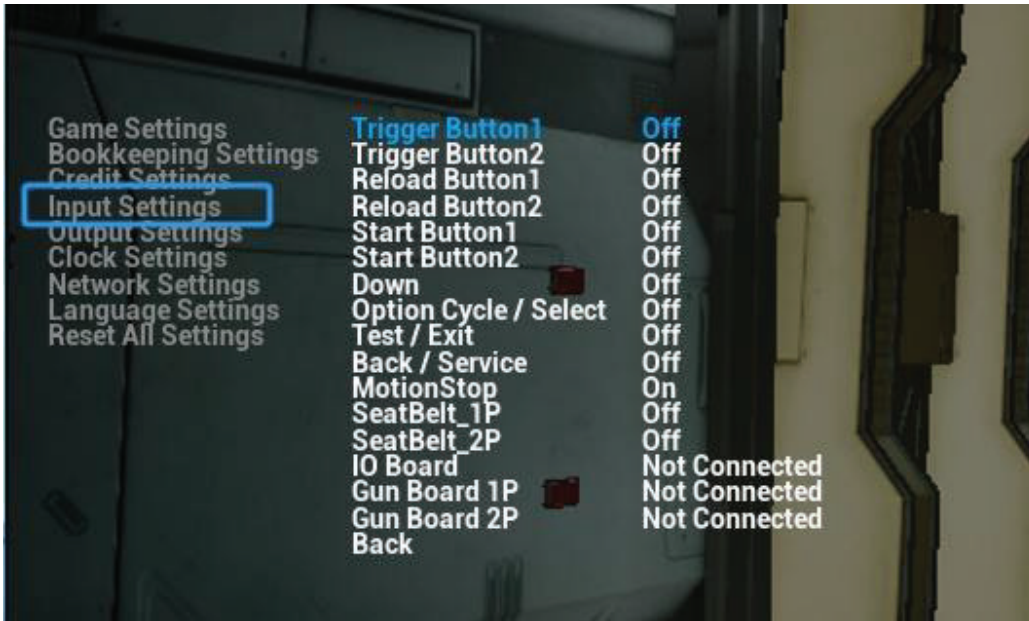
3.4.3 Credit Settings



Enter **[Credit Settings]**, you can set the following items:

Setting Items	Setting Content
1P Credit Count	0-24
1P Service Credits	0-24
1P Clear Credits	Clear Credit to 0
2P Credit Count	0-24
2P Service Credits	0-24
2P Clear Credits	Clear Credit to 0
Credit Entry Type	Coin/Card Swipe
Credit Settings	Free Play/ X Coins X Credit
Continue Settings	Same as Credit Settings/ X Coins X Credit
Reset Settings	Reset
Back	Back

3.4.4 Input Settings



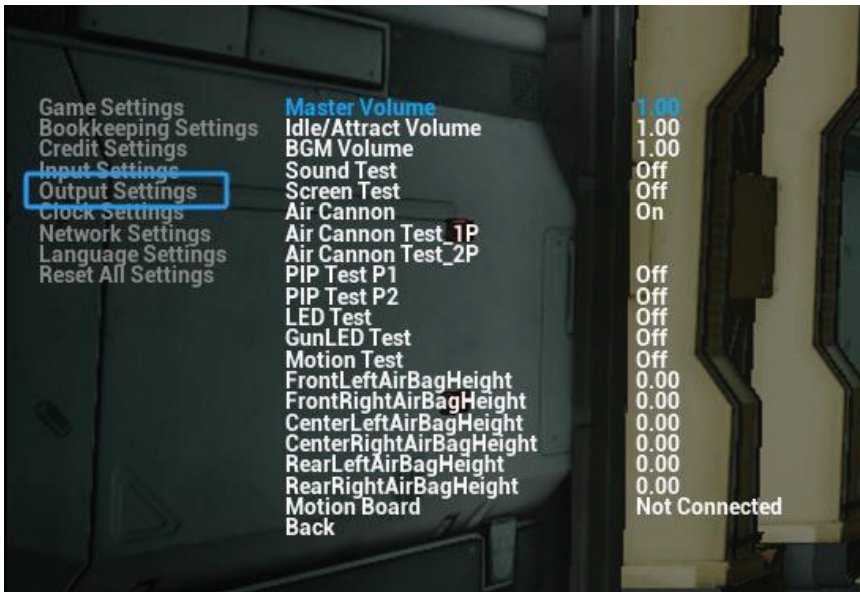
Enter **[Input Settings]**, you can set the following items:

The screen will toggle ON/OFF depending on if the input signal is active or not.

Example: Pull trigger on P1 = "Trigger Button1 =ON "

Setting Items	Setting Content
Trigger Button1	On/Off
Trigger Button2	On/Off
Reload Button1	On/Off
Reload Button2	On/Off
Start Button1	On/Off
Start Button2	On/Off
Down	On/Off
Option Cycle / Select	On/Off
Test / Exit	On/Off
Back / Service	On/Off
MotionStop	On/Off
SeatBelt_1P	On/Off
SeatBelt_2P	On/Off
IO Board	Connected/Not Connected
Gun Board 1P	Connected/Not Connected
Gun Board 2P	Connected/Not Connected
Back	Back

3.4.5 Output Settings



Enter [**Output Settings**], you can set the following items:
Set and test all output functions of the game.

Setting Items	Setting Content
Master Volume	0-2.00
Idle/Attract Volume	0-2.00
BGM Volume	0-2.00
Sound Test	Off/Left/Right/Sub
Screen Test	Off/On
Air Cannon	On/Off
Air Cannon Test_1P	
Air Cannon Test_2P	
PIP Test P1	Off/On
PIP Test P2	Off/On
LED Test	Off/On
GunLED Test	Off/On
Motion Test	Off/On
FrontLeftAirBagHeight	
FrontRightAirBagHeight	
CenterLeftAirBagHeight	
CenterRightAirBagHeight	
RearLeftAirBagHeight	
RearRightAirBagHeight	
Motion Board	Connected/Not Connected
Reset Settings	Reset
Back	Back

PiP's Working Logic:

1. Left & Right PiP are **OFF** in "Titles screen".



2. Left & Right PiP are **ON** when game starts.



3. Left & Right PiP are **OFF** after game is over and return to “Titles screen”.



PiP Function Testing Procedures:

- 1. Enter AO menu-->Output Settings
- 2. Turn ON/OFF PiP test (P1 and P2)
PiP in 1P/2P would be displayed when toggled **ON**

NOTE: PiP will turn **OFF** after exiting Output Settings/AO menu.



Manual PiP Toggle buttons (AO control panel)

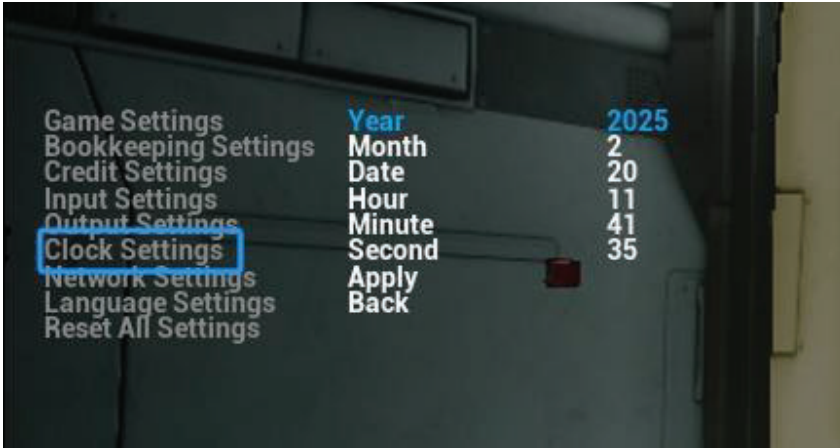
3. If PiP is enabled (ON) at any point, pressing the PiP button on the control panel will turn the PiP **OFF**.
4. If PiP is disabled (OFF) at any point, pressing the PiP button on the control panel will turn the PiP **ON**.



How the HMD calibrates and when:

1. The HMD will calibrate automatically when VRPC1 / VRPC2 boot, and the **DPVR Assistant 4** initialises.
2. The HMD will calibrate in the "Title screen" if it has been idle for 3 minutes. If the HMD moves again in "Title Screen", it will re-calibrate after being idle for 3 minutes.
3. The operator can point the controller towards the screen hold **START** Button for a few seconds during game to manually recalibrate the HMD.

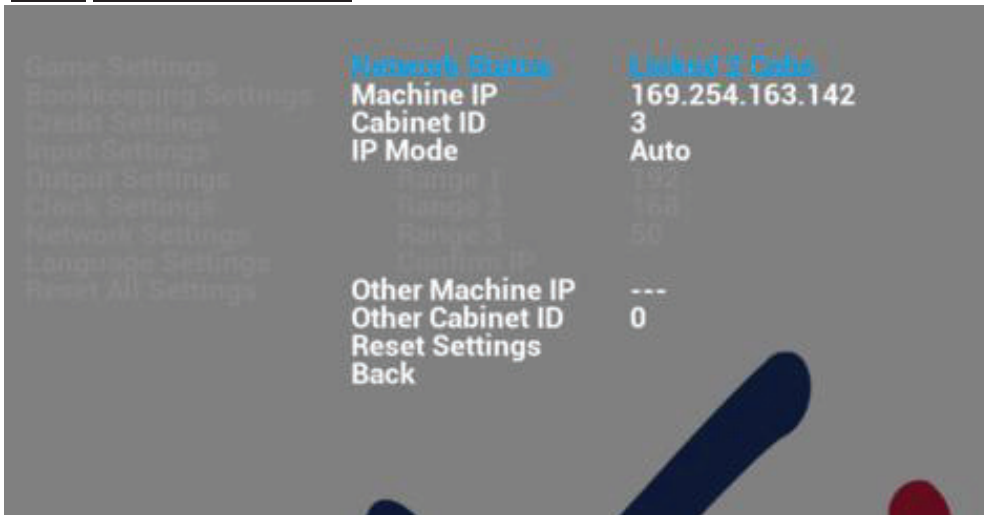
3.4.6 Clock Settings



Enter **[Clock Settings]**, you can set the following items:

Setting Items	Setting Content
Year	Year
Month	Month
Date	Date
Hour	Hour
Minute	Minute
Second	Second
Apply	Apply
Back	Back
	PLEASE NOTE: Setting the time or date to the past will require the game to restart.

3.4.7 Network Settings



Enter [**Network Settings**], you can set the following items:

NOTE: The IP addresses are handled by DHCP and are assigned by the security HASP key.

Setting Items	Setting Content
Network Status	Linked [X] Cabs / No Link
Cabinet ID	1/2/3/4
IP Mode	Auto/Manual
Other Machine IP	xxx.xxx.xx.xxx When this option is activated, it will toggle between the other IP addresses of the linked cabinets and show in the "Other Cabinet ID" setting.
Other Cabinet ID	½ (See above description)
Reset Settings	Resets all network settings to factory default
Back	Back

Network Settings Instruction (displayed on TVPC Monitor):

Player 1 (Cabinet 1 TLC) Cabinet ID: 1	Player 2 (Cabinet 1 TRC) Cabinet ID: 2
Player 3 (Cabinet 3 TW) Cabinet ID: 3	
TLC = Top left corner TRC = Top right corner TW = Two Monitor	
Group ID of all machines <u>should be the same.</u>	

Main PC and sub PCs

The main PC is Cabinet ID 3 and the sub-PCs are Cabinet ID 1&2.

Cabinet ID : 1	Sub PC
Cabinet ID : 2	Sub PC
Cabinet ID : 3	Main PC

TVPC, VRPC1 and VRPC2

In “Title Screen”, the Left & Right monitors show the contents of **TVPC** (main PC).
After entering the game, the PiP in the upper left and right corners shows the contents of **VRPC1** (sub PC) and **VRPC2** (sub PC).



Network Setup Procedures:

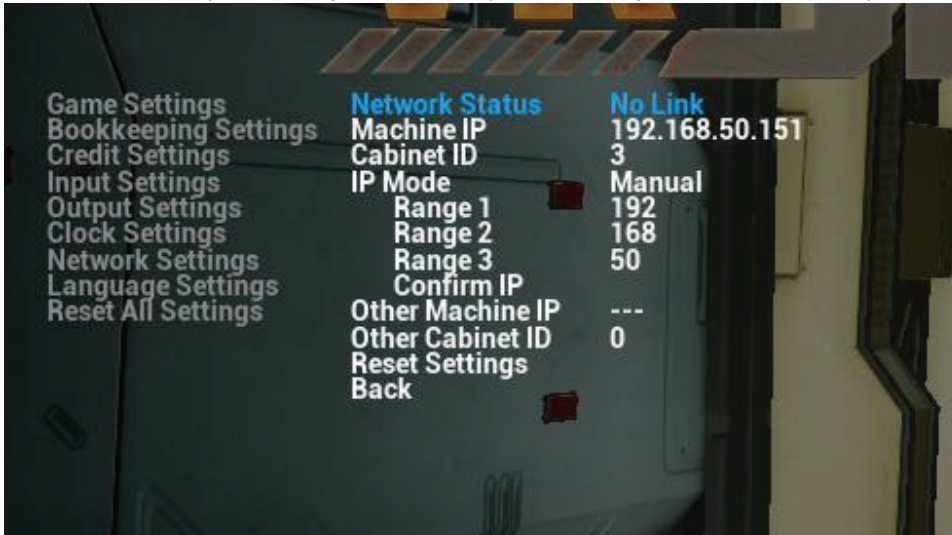
1. Please use the button which in green box position to do the setup.



2. Enter **AO** --> **Network Setting:**

-Network information:

NetWork Status, IP Mode, Machine IP, Cabinet ID, Other Machine IP, Other cabinet ID.



3. To set **Cabinet ID:**

Insert the dongle with the corresponding tag into the corresponding host, and the game's Cabinet ID will be set automatically.

