

Daytona 3

IMPORTANT NOTICE Before linking Cabinets
BEFORE LINKING THE CABINETS LEAVE THE LINK CABLES
DISCONNECTED.

PLEASE FOLLOWING THE STEPS BELOW

1. Attach the billboard to the cabinet and power up the game.
2. Set the correct cabinet ID number in the test menu.
 - Test – Network Setting – Cabinet ID
 - 1 is master and 2 thru 8 are slaves
3. Set the total number of cabinets to be linked in the test menu.
 - Test – Network Settings – Total Linked Cabinets. (Example 2 cars is total 2 cabinets, 3 cars is 3 cabinets, etc.)
4. Confirm the changes.
 - Game Board and Billboard CPU will reboot.
5. When monitor says checking for network connect all the LINK CABLES to the cabinets.

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Resetting Raspberry Board

If you are having issue were top monitor says "Please Wait Car #3 or Please wait car #4.... whatever the car number it shows on top monitor.

1. Disconnect the link cables from each cabinet.
2. Set all cabinets to the same assigned number as what is showing on top monitor. For example: "Please wait car #2 on top monitor, change all cabinets to car 2" or if it says Please wait car #3, change all cabinets to car 3', Please wait car #4, change all cabinets to 4.....and so on.
3. Do confirm change to each cabinet individually.
4. Wait for cabinet to reboot to game mode.
5. Change each cabinet back to its own specific ID number, for example: Car #1, Car#2, Car#3, Car#4....and so on.
6. Change the Total Machines number, for example if you have 2 cars the total machines would be 2, if have 4 cars the total number machines would be 4.....and so on.
7. Do confirm change.
8. After cabinet boots to game mode and message says "network checking", connect all link cables to each cabinet one at a time.