

KONAMI



DanceDanceRevolution A

Installation, Operation, Maintenance and Wiring Diagram

Operator's Manual

GKMDX-ED
GKMDX-UD
GKMDX-AE



- Failure to operate the machine correctly could result in malfunction or accidents, so please read this manual carefully before commencing operation.
- Keep this manual carefully so that it is ready for use when required.

UNIANA

Read before commencing operation

This instruction manual describes the "DanceDanceRevolution A (GQMDX-UD)" and includes precautions and other information for safe use of this product.

For a list of contents and describes assembly, installation, precautions for safety, and procedures up through operation of the product. etc., read the Installation Manual.

Types and contents of manuals

The following manuals are included with this product.

● Installation Manual

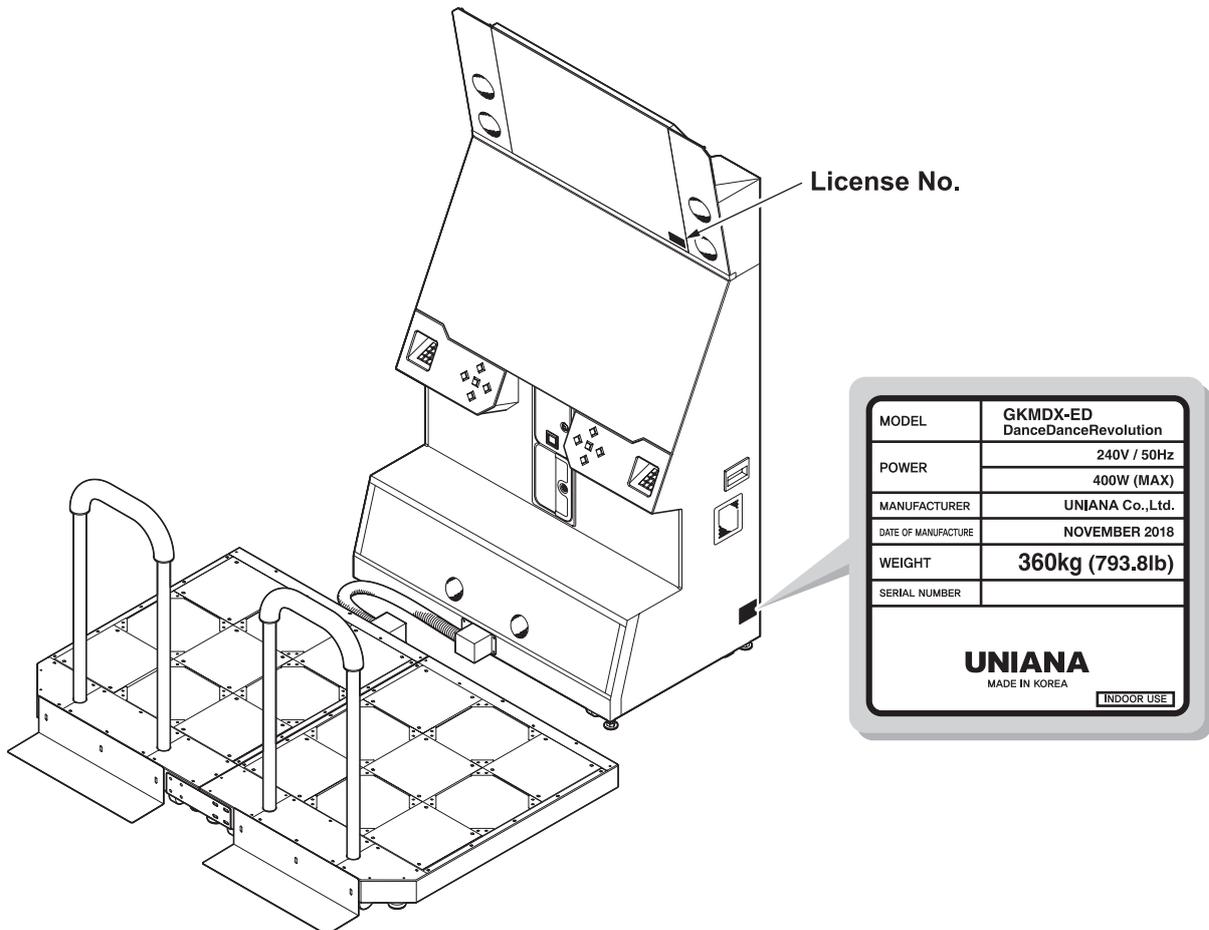
Includes a list of contents and describes assembly, installation, precautions for safety, and procedures up through operation of the product.

● Operator's Manual (This manual)

Includes precautions for safe use of this product and information on the product itself, game settings for operation, maintenance, troubleshooting, and wiring etc.

To read the Installation Manual when the installation.

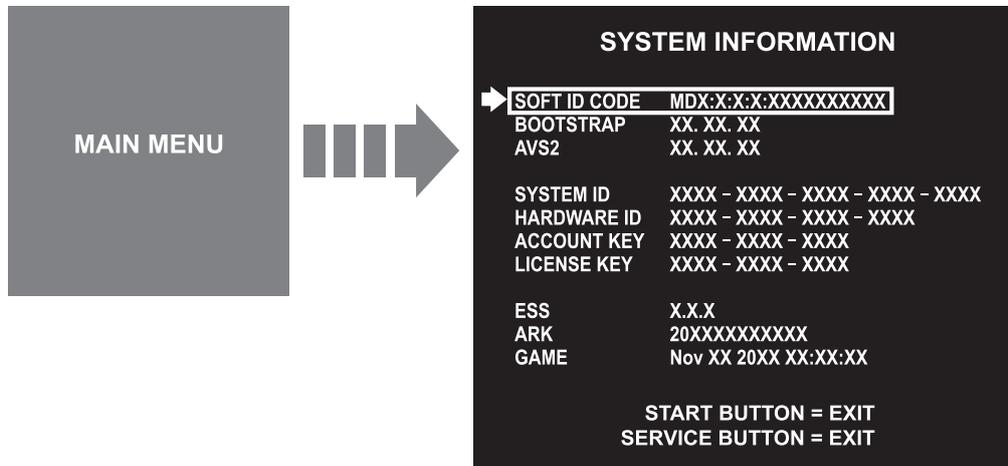
How to find the product trademark and model number



Read before commencing operation

How to find the software version

The software version is displayed in the SYSTEM INFORMATION screen in the test mode.



The software version is subject to change according to shipment period, updates, etc.

Product information etc.

- This product is a games machine that supports the e-AMUSEMENT service. To use this service, a contract is necessary.
- Line interference etc. may disrupt the use of equipment even when the device itself is functioning normally. If “connection is not possible” or “line is disconnected” during use, probable causes include the influence of trouble or maintenance, etc. at your contracted line operator or provider. In this case, consult the line operator or provider or check with their website.
- The e-AMUSEMENT service is only available over broadband communications lines.
- This product (including accessories) and software are subject to the regulations governing exports from the country of origin.
- The system software loaded in this product is subject to the restrictions stipulated in the Microsoft Software License Terms. For more details, please see the provisions of the Microsoft Software License Terms. (www.konami.jp/am/ac_ope/)
- The descriptions of how to look after and operate this machine in this manual and the included diagrams and screenshots may differ according to the shipment date and version of the software.

Introduction

■ Read before commencing operation...	3
■ Cautions for safety	7
• During normal operation.....	8
• For Inspection / Maintenance	9
■ Cautions for use	10
• About this manual and warning labels.....	10
• Disposal	10
■ Location of warning labels	11
■ Part names and power	13
• Part names	13
• Power	15
• Service panel.....	16
■ How to play	17
• Before starting the game	17
• Selecting and confirming	17
• Selecting play style	18
• Song selection.....	18
• Evaluation	18
• Ranking events	19
• Numpad.....	19
• Game flow diagram	20
■ e-AMUSEMENT PASS	21
• Features and care	21
• To place an order.....	21

Game settings

■ Game start-up confirmation	22
• Before turning the power ON for the first time after the set up	22
• Setting after initialization reinstallation	22
• Self-test results	22
• e-AMUSEMENT service use confirmation	23
• Initial start-up settings	24
■ Test mode and game settings	25
• Starting up and exiting the test mode.....	25
• Operation	25
• Menu item explanations	26
• Menu list.....	26
• MAIN MENU screen.....	27
I/O CHECK	28
SCREEN CHECK.....	32
COLOR CHECK.....	33
ROM CHECK	33
IC CARD CHECK	34
SOUND OPTIONS	35
GAME OPTIONS.....	36
COIN OPTIONS	37
NETWORK OPTIONS.....	38
BOOKKEEPING	41
CLOCK	45
ALL FACTORY SETTINGS	46
SYSTEM INFORMATION.....	48
EVENT MODE.....	48

Care

■ Inspection	49
• Inspection before start of business (once or more per day)	49
• Periodic inspections	51
■ Cleaning	52
• Main unit cleaning	52
• Cleaning of the monitor cover and monitor screen	54
• Cleaning of vents	56

Maintenance

For maintenance personnel / industry specialists

- **Replacing Parts..... 58**
 - Button replacement 58
 - Replacing the cable switch..... 61
 - Replacement of numpad unit /
numpad cover..... 64
- **Monitor adjustment 67**
 - Monitor adjustment circuit board
position 67
 - Menu list..... 68
- **Restoring a tripped circuit
breaker..... 69**

Parts diagram

- **Parts diagram..... 93**

Attached data

- **Wiring diagrams..... 118**

Troubleshooting

- **When operation is abnormal 70**
- **List of error codes / messages..... 72**
- **Network confirmation points 73**

Installation Manual

- **Installation..... 76**
 - Outline of installation..... 77
 - Installation 1: Fixing adjusters..... 78
 - Installation 2: Installing the title panel 79
 - Installation 3: Connecting the stage
units (L) (R) 81
 - Installation 4: Connecting the main unit
and the stage units 83
 - Installation 5: Installing the stage plate.... 84
 - Installation 6: Installing the license key /
account key 85
 - Installation 7: Connecting cables 86
 - Installation 8: Confirming e-AMUSEMENT
service use and executing initial start-up
setting 88
 - How to disassemble and move the unit ... 89
- **Specification 90**
 - Specification table 90

Cautions for safety

To prevent injury to the user and others and avoid damage to property, there are certain things that must be observed.

- The following indicate differing degrees of danger when the machine is used improperly.

 Warning	Indicates a situation where disregarding the instruction could result in death or serious injury
 Caution	Indicates a situation where disregarding the instruction could result in injury or damage to property

- The following symbols are used in this manual and on the machine.



- The operators of the product are as follows.

Manager

Refers to persons who manage the amusement machine and facility or arcade under the supervision of the owner of the amusement machine.

Actions: Installation of machine without assembly, storage, transfer within arcade / facility, cautionary instructions for player and those around player, machine settings, collecting money, cleaning, supplying medals and presents.

Qualified in-shop maintenance personnel

Refers to persons who are experienced in maintaining amusement machines and, under the supervision of the owner of this product and the manager, are responsible for the upkeep of the arcade or facility, including the routine assembly, installation, inspection and adjustment of machines, the replacement of units and consumable parts, and so on.

Actions: Assembly of amusement machine, installation, maintenance inspections, and replacement of units and consumable parts.

Industry specialist

Refers to persons who are associated with the design, manufacture, testing or maintenance of amusement machines at an amusement machine manufacturer. They have specialist knowledge of electrical circuits, electronics and mechanical engineering equivalent to a graduate from a technical high-school, and are responsible for the routine upkeep and repair of amusement machines.

Actions: Assembly of amusement machine, installation, electrical system, and repair and adjustment of electronic and mechanism components.

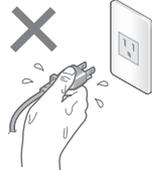
During normal operation

Warning



Do not remove the power plug with wet hands

Touching with wet hands may result in electric shock.



Do not use the AC power supply cord to pull out the power plug

Damage to the cord can cause leakage accidents and fire.



Do not leave the machine with the power plug improperly inserted or in a condition which allows a build-up of dust

Such a condition may result in electric shock or fire, so be sure to inspect and clean the power plug at least once a month.



In the unlikely event that smoke or an abnormal smell or noise should be emitted, cease operation immediately

Using the machine in an abnormal condition may result in a fire or accident.

When you think that something is abnormal

- 1 Turn OFF the power
- 2 Remove the power plug
- 3 Consult the nearest dealer

If the AC power supply cord or power plug is damaged, cease use immediately

Use of a damaged AC power supply cord or power plug may result in a fire or accident.

Caution



Do not subject the main unit to impacts

- This can cause accidents, injury, malfunction, or damage.
- Components easily damaged by vibration are built into the interior of the main unit. (PCB unit, monitor, electronic components etc.)

No paint or stickers other than those specified should be applied to the monitor surfaces or surroundings

Doing so may prevent normal gameplay. Malfunction may also occur.

Do not subject the access part of the main unit to any kind of load or impact

This can cause deformation or damage to the access part.

Do not block the vent

This can cause malfunction.



Keep an eye on the player and surroundings

Perform the periodical check to ensure that the players are not engaging in misuse or behavior which may cause accident or injury.

- Do not allow anyone to climb onto, strike or lean against the machine
- Ensure that children are under adult supervision
- Do not allow the following people to play
 - Allowing play may cause accidents or sickness or increase the severity of symptoms that are already present.
 - Those who have suffered seizures or loss of consciousness in the past due to flashing lights or video games.
 - Those who are tired, unwell, short of sleep, ill or have recently been ill.
 - Those who have consumed alcohol.
 - Those who are pregnant or may be pregnant.
 - Those with doctor's orders to restrict exercise.
 - Those with foot injuries or who are undergoing treatment for any such.



Radio waves are emitted from the IC card unit when it is in use

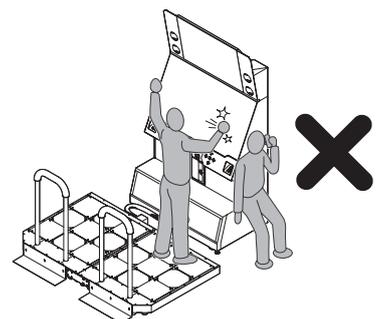
These radio waves can affect pacemakers, defibrillators and other electronic medical devices, and users of such devices should keep a distance of at least 12 cm (4.7 in) between the device location and the card reader.

Operate with the monitor suitably adjusted

If the onscreen image is uneven or distorted, the player or those around the player may experience ill effects such as headaches etc.

Turning the power back on should be done only after 10 seconds or more have elapsed from turning it off

Failure to do this can cause PCB unit malfunction.



For Inspection / Maintenance

Warning



Only industry specialists should open the back door

Some internal parts are at high voltages.

When opening the maintenance door or the back door, be careful not to touch the interior of the main unit

This can cause accidents, electric shock, burns, or injury.

Do not disassemble, repair, set up or convert the machine in any way not described in the instructions

Fire, malfunction or failure may result.

The manufacturer will not assume responsibility for damage caused by any disassembly, repair, setup or alteration not described.

Do not clean the floor or machine using a high-pressure cleaner or the like

Water entering the machine may cause electric shocks or malfunctions.

Do not remove the power plug with wet hands

Touching with wet hands may result in electric shock.

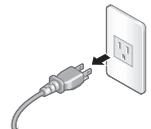


For certain types of inspection and care, the power should be turned OFF and the power plug removed

If the machine is turned on, there is a risk of electric shock.

Before opening the back door, be sure to turn OFF the power switch and remove the power plug

Failure to do this can cause accidents or electric shock.



When replacing components or consumable parts always use parts specified by the manufacturer

Failure to do so can cause fire or malfunction.

Caution



Do not use a detergent or chemical cloth containing a thinner, an organic solvent such as benzene or alcohol, or an abrasive

- This can cause deformation or damage to the main unit.
- It can also be the cause of electric shock or malfunction if it enters the interior of the main unit.

Hold between grounded metal other than the machine body itself.



Because it is easy for foreign matter such as sand to enter the foot panel or gaps in the foot panel / corner brackets due to the structure of the stage units, inspect them once a day and remove any foreign matter found with a brush or vacuum

- If foreign matter such as sand enters the foot panel or gaps in the foot panel / corner brackets, the foot switch may get stuck "ON", making normal play impossible or leading to malfunction.
- If sand or other foreign matter accumulates in screw heads, tools may no longer fit, making it impossible to remove the foot panel or replace the foot switches.



Do not coat the top surface of the stage units, including the foot panels, with oils or wax

This may lead to the player slipping and becoming injured.



When the machine is used over long periods, the components may be deformed or damaged as a result of aging

The machine should therefore be inspected regularly

Deformed or damaged components may cause injuries to the player, those around the player, or maintenance personnel.

Be sure to wear the grounding band when handling electrical components

Electrical components are vulnerable to sharp impacts and static electricity.

Besides handling such components carefully, be sure to protect against damage from static electricity. Also, avoid working on a carpet, etc.

Cautions for use

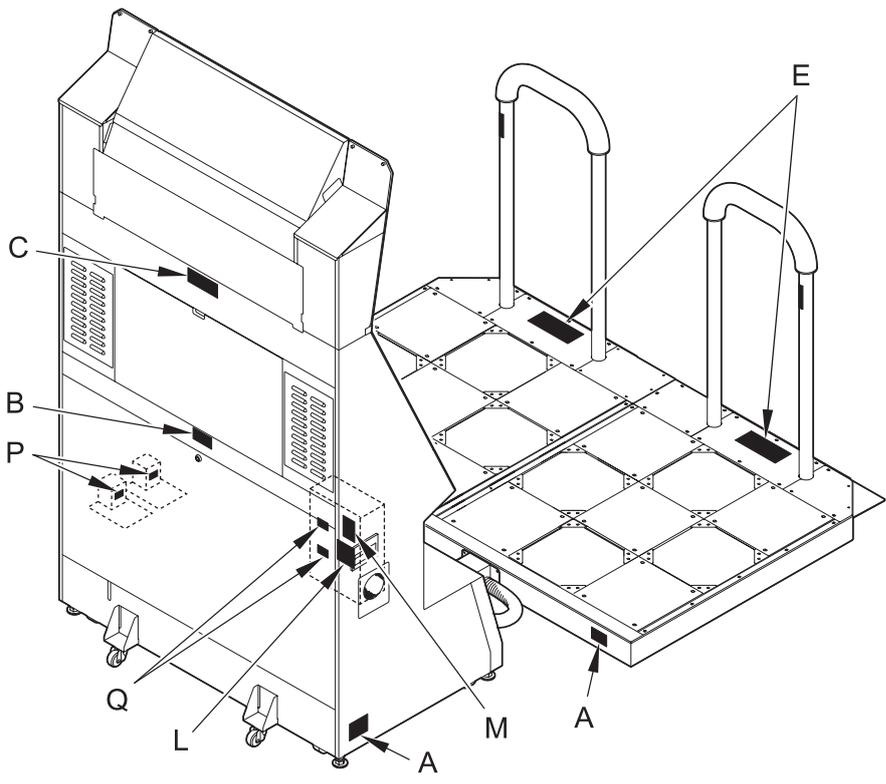
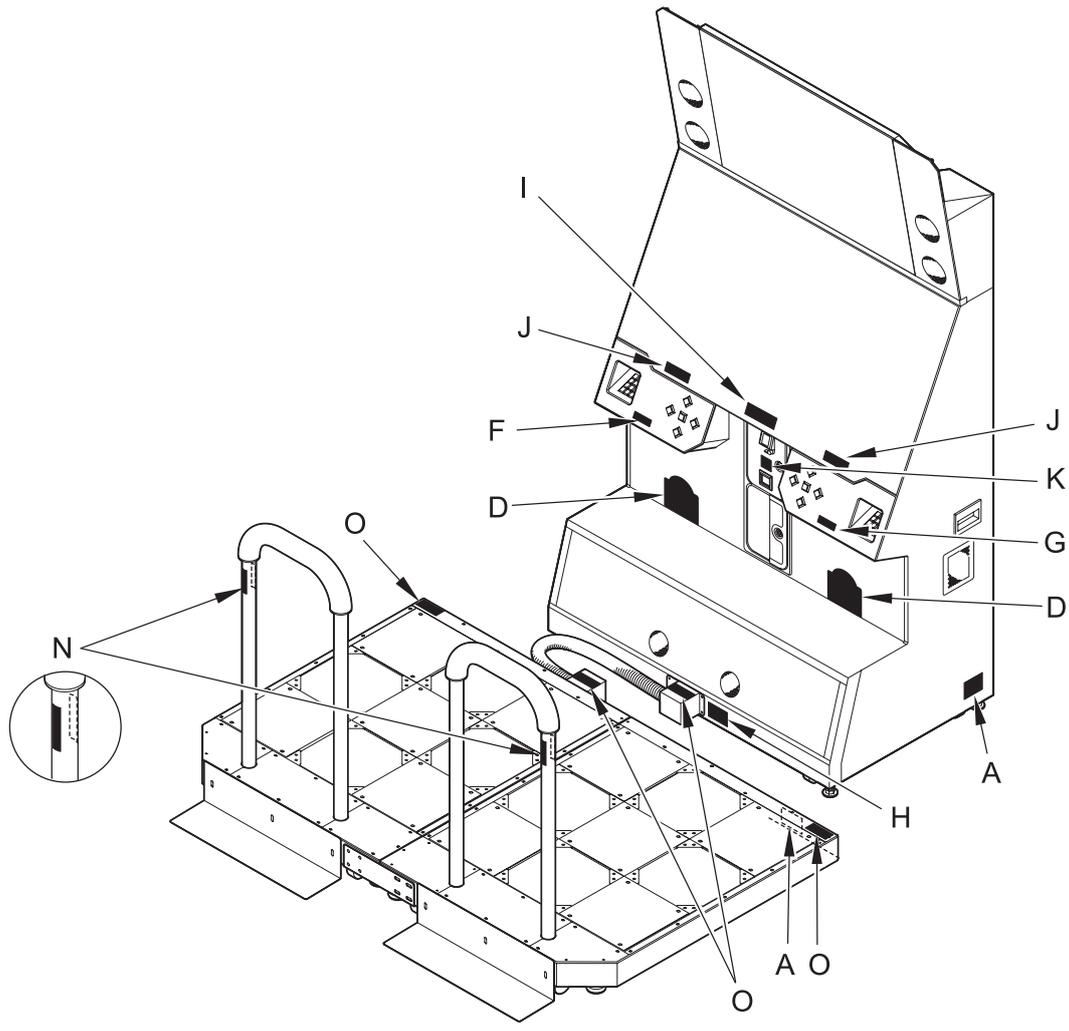
About this manual and warning labels

- Do not peel off or intentionally dirty or damage the warning labels or caution labels.
- When there is a change in the owner of this product, be sure to hand over the complete set of instructions including this manual. For details on the contract for the e-AMUSEMENT service, consult the nearest dealer.
- If this manual or any of the other instructions is lost, consult the nearest dealer.

Disposal

- When being disposed of, the machine and components should be treated as industrial waste.
- The packaging etc. should be disposed of in accordance with the regulations that apply in the region.

Location of warning labels



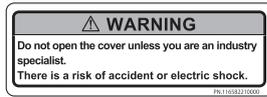
Location of warning labels

A



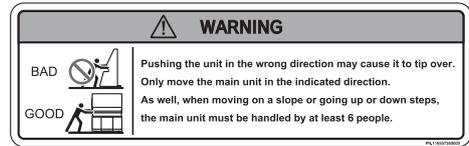
116582220000

B



116582210000

C



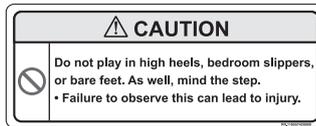
116557360000

D



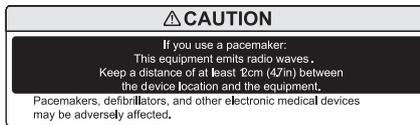
116557430000

E



116557420000

F, G



F (116557470000)

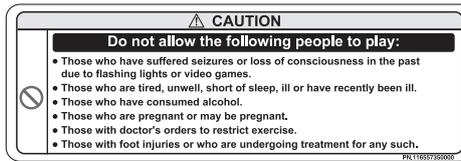
G (116557480000)

H



116557340000

I



116557350000

J



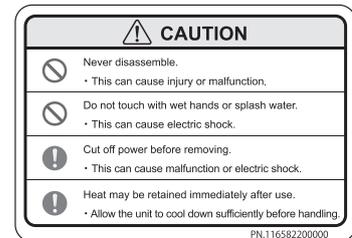
116626730000

K



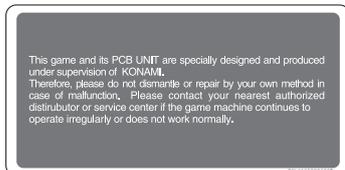
116626700000

L



116582200000

M



116588260000

O



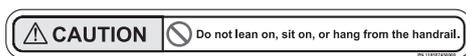
112617670000

P



116639270000

N



116557450000

Q

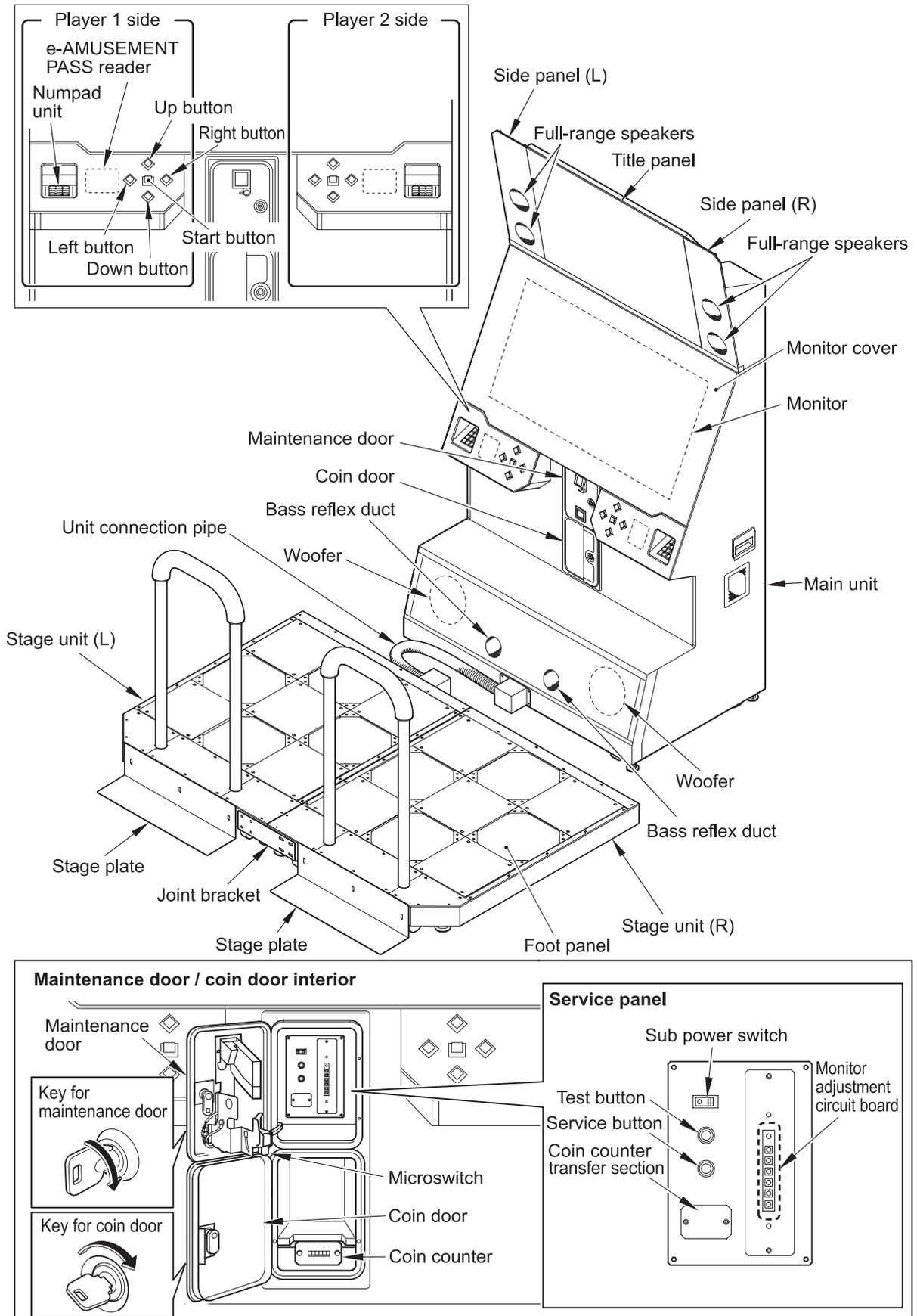


116651120000

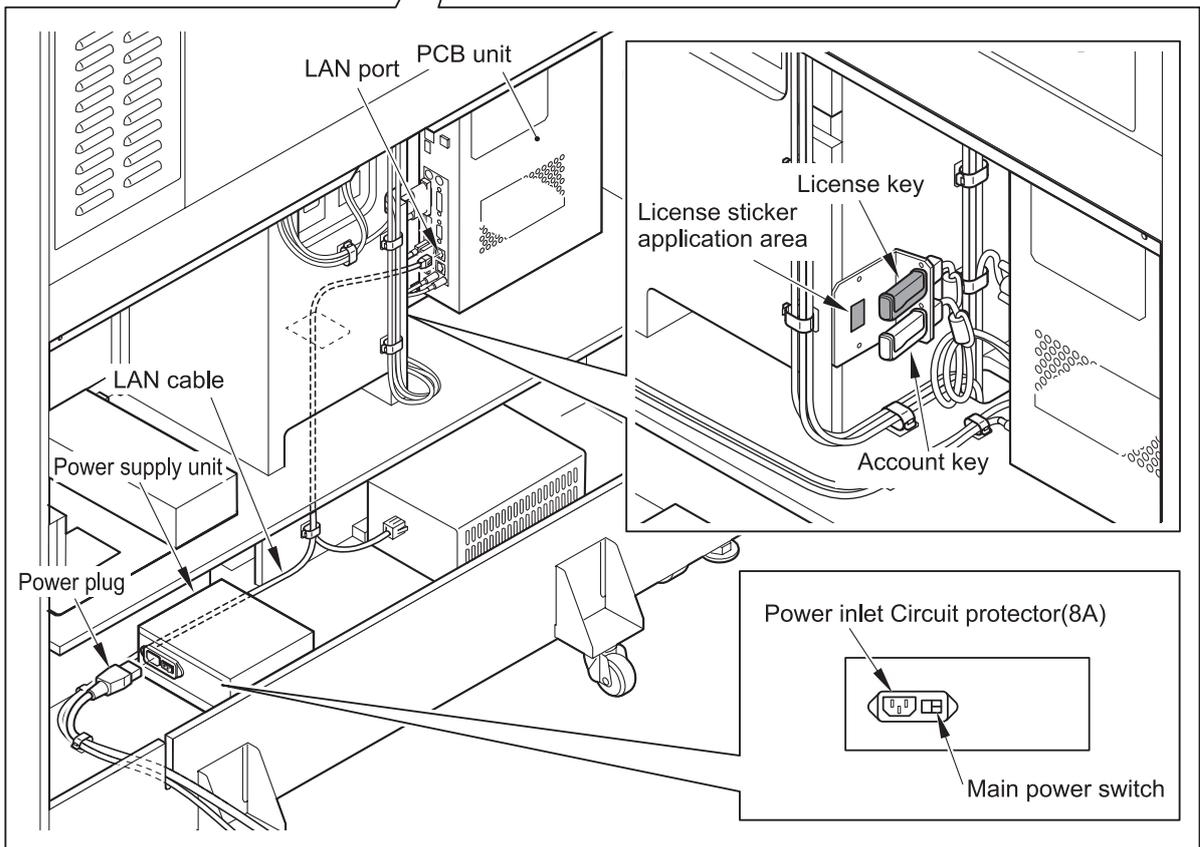
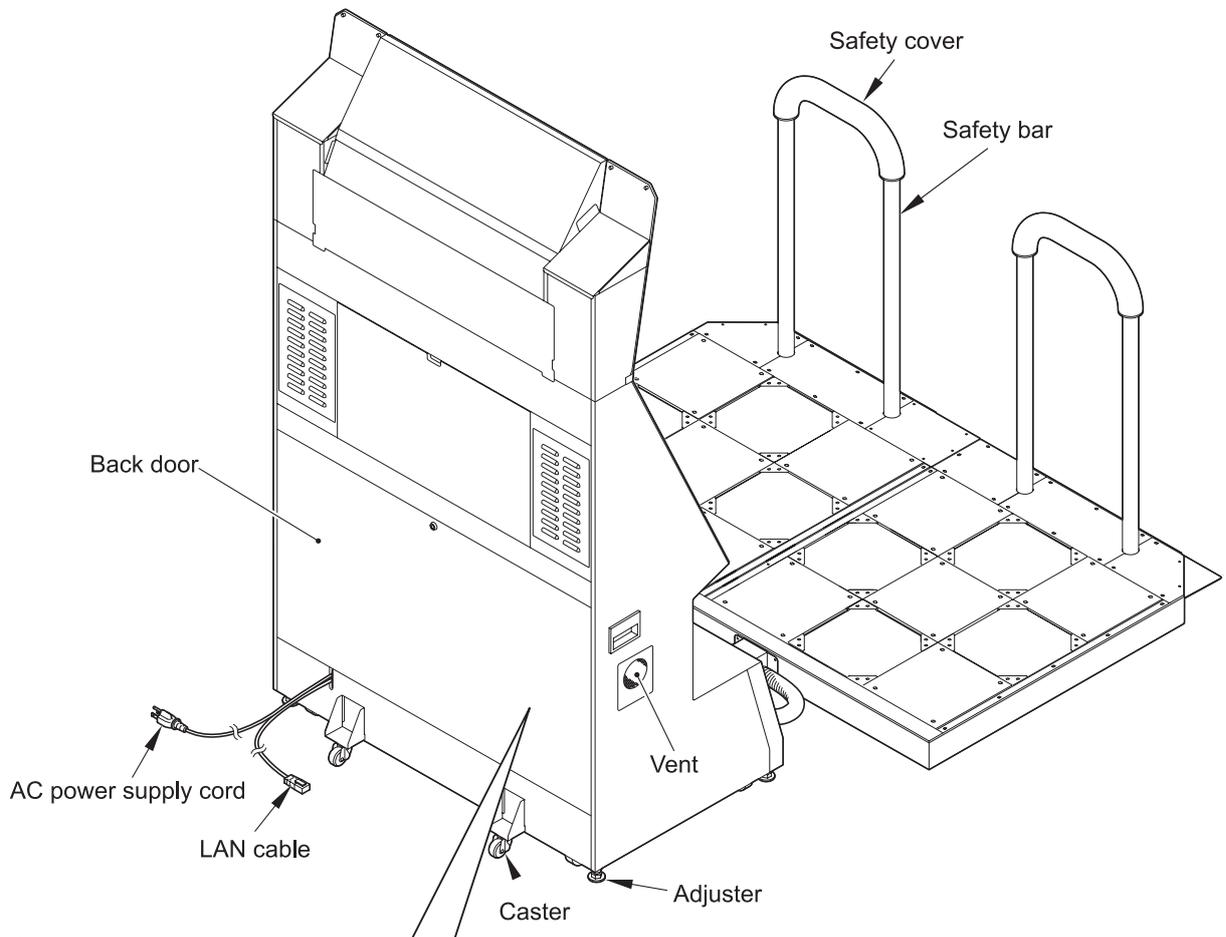
- Labels may differ according to the shipment date.
- If the warning labels become difficult to read or suffer damage, replace them with new ones.
- When ordering warning labels, consult the nearest dealer quoting the component number shown in the diagrams.

Part names and power

Part names

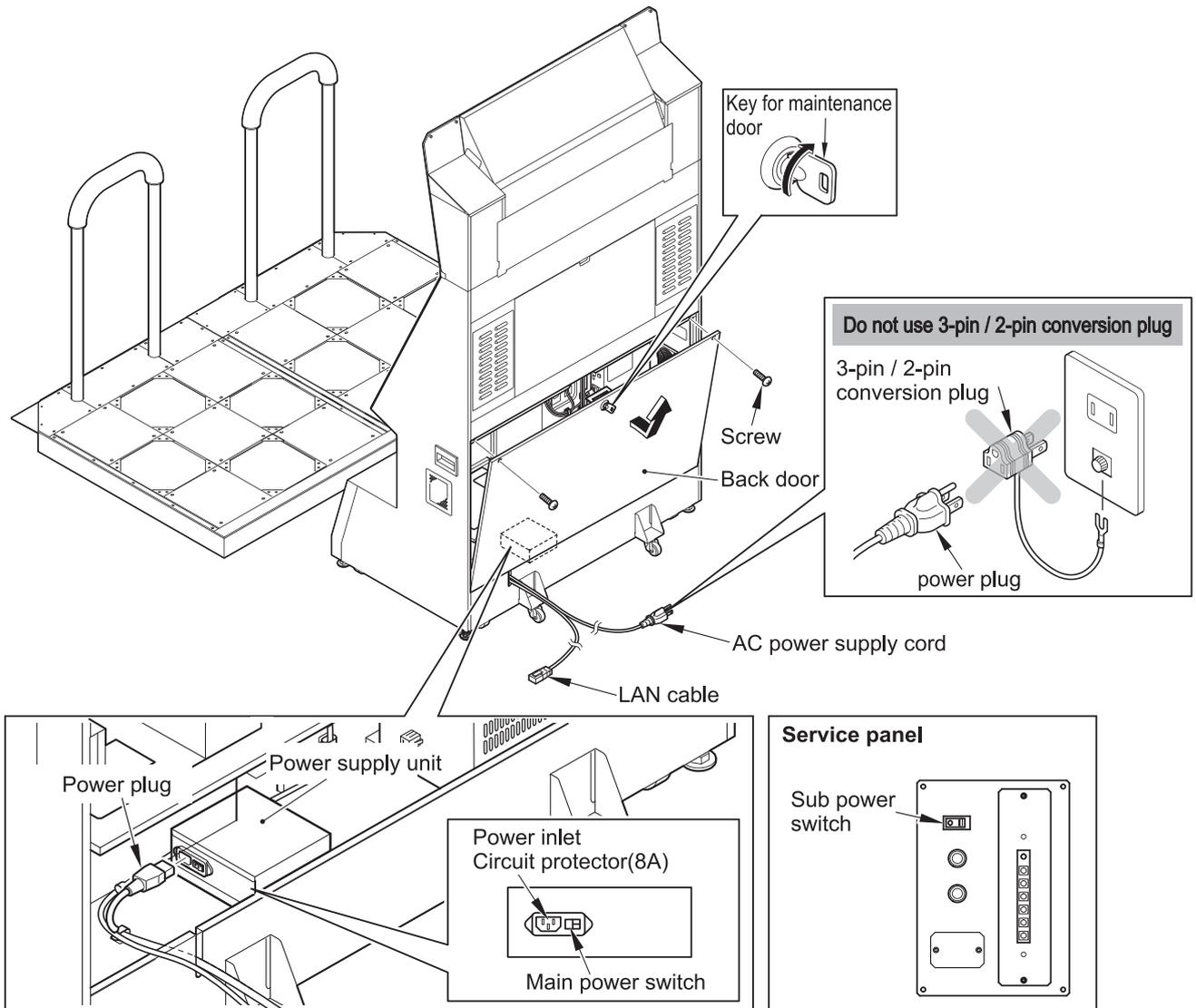


Part names and power



Power

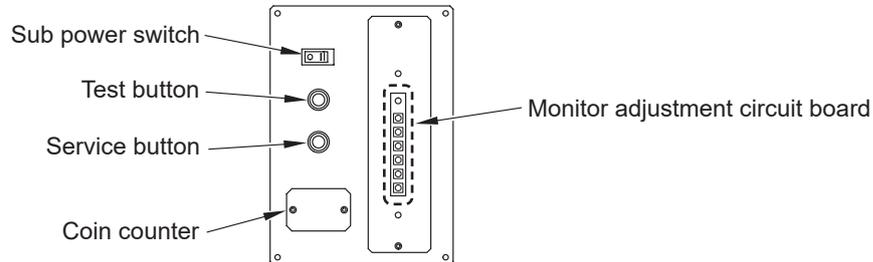
The power supply unit is on the back of the main unit.



- When turning the power switch "ON / OFF" or restoring the circuit protector, remove the power supply unit cover.
- The power can also be turned "ON / OFF" via the service panel sub power switch. In this case there is a location within the unit that is energized. When opening the back door for maintenance, etc., always turn off the main power switch and unplug the AC power supply cord.

Service panel

When opening the maintenance door, there is a service panel inside.



Sub power switch	<p>The power supply can be turned “ON / OFF”.</p> <ul style="list-style-type: none"> • Because there are locations within the unit that are energized, when performing maintenance always turn off the main power switch and unplug the AC power supply cord.
Test button	<p>Pressing this button during the game mode will start the test mode.</p> <ul style="list-style-type: none"> • To return to the game mode, select “GAME MODE” from “MAIN MENU”.
Service button	<p>Virtual coins will be added when pressing this button during the game mode, and test play is possible.</p> <ul style="list-style-type: none"> • The coin counter will not count, and the test mode “BOOKKEEPING” coin tally will not be recorded. <p>The number of credits per coin reflects the test mode “COIN OPTIONS” settings. In addition, the current number of coins and number of credits are displayed on the screen.</p>
Monitor adjustment circuit board	<p>This is used when adjusting the monitor.</p>

How to play

This product is a game in which you time your steps onto foot panels according to the direction of the 4 arrows that appear from the bottom of the screen in time with music.

1-player or 2-player simultaneous play is possible.

Before starting the game

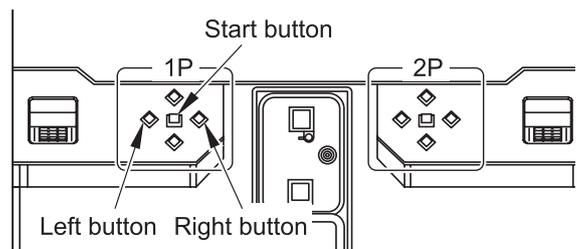
1 Enter a personal identification number while touching an e-AMUSEMENT PASS to the reader.

- If not using an e-AMUSEMENT PASS, continue to Step 2.

2 Credit payment and press the start button.

Selecting and confirming

- To select, press the “Left / Right button”.
- To confirm, press the “Start button”.



Selecting play style

- Select your desired play style from the following and then confirm. If credit are not sufficient, pay as necessary.
- After the play style has been selected, it is not possible to join a session which is already underway.

Single play

1-player game mode.
Game mode played using 4 foot panels.

Versus play

2-player game mode.
Game mode played using 4 foot panels each.

Double play

An advanced game mode in which 1 player uses all 8 foot panels.

Song selection

- For the first song only, play can be continued to the end of the song even if the dance gauge reaches "0"; in this case, game over will come at the end of the song.
- From the second song on, it will be game over the moment the dance gauge reaches "0".
- Select Premium Play to enable play through the final stage.

Evaluation

Depending on the timing with which you step on the foot panel, the following evaluations will be displayed on the screen.

MARVELOUS	The dance gauge at the top of the screen increases.
PERFECT	The dance gauge at the top of the screen increases.
GREAT	The dance gauge at the top of the screen increases.
GOOD	The dance gauge does not change.
MISS	The dance gauge at the top of the screen decreases.
O.K.	The dance gauge at the top of the screen increases.
N.G.	The dance gauge at the top of the screen decreases.

When the dance gauge is extremely low, "DANGER" will be displayed on the screen, letting players know they are close to game over.

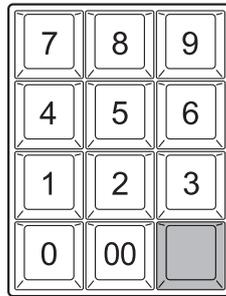
- The game is over once the dance gauge reaches "0"; however, the way the game ends can be set in "GAME OPTIONS". (In the case of 2-player simultaneous play, it will not be game over unless both players' dance gauges reach "0".)
- When playing a song to its completion, the number of "MARVELOUS", "PERFECT", "GREAT", "GOOD", "MISS", "O.K.", and "N.G." achieved will be shown for each song, along with an evaluation of the player's overall performance in the form of a "AAA", "AA", "A", "B", "C", "D", or "E" ranking.

Ranking events

If an e-AMUSEMENT PASS has been used in a shop with e-AMUSEMENT, your ranking will be registered automatically. If an e-AMUSEMENT PASS cannot be used, you cannot participate in ranking events. Notices of ranking events and their durations are announced separately. (As they are not always available due to circumstances, we appreciate your understanding.)

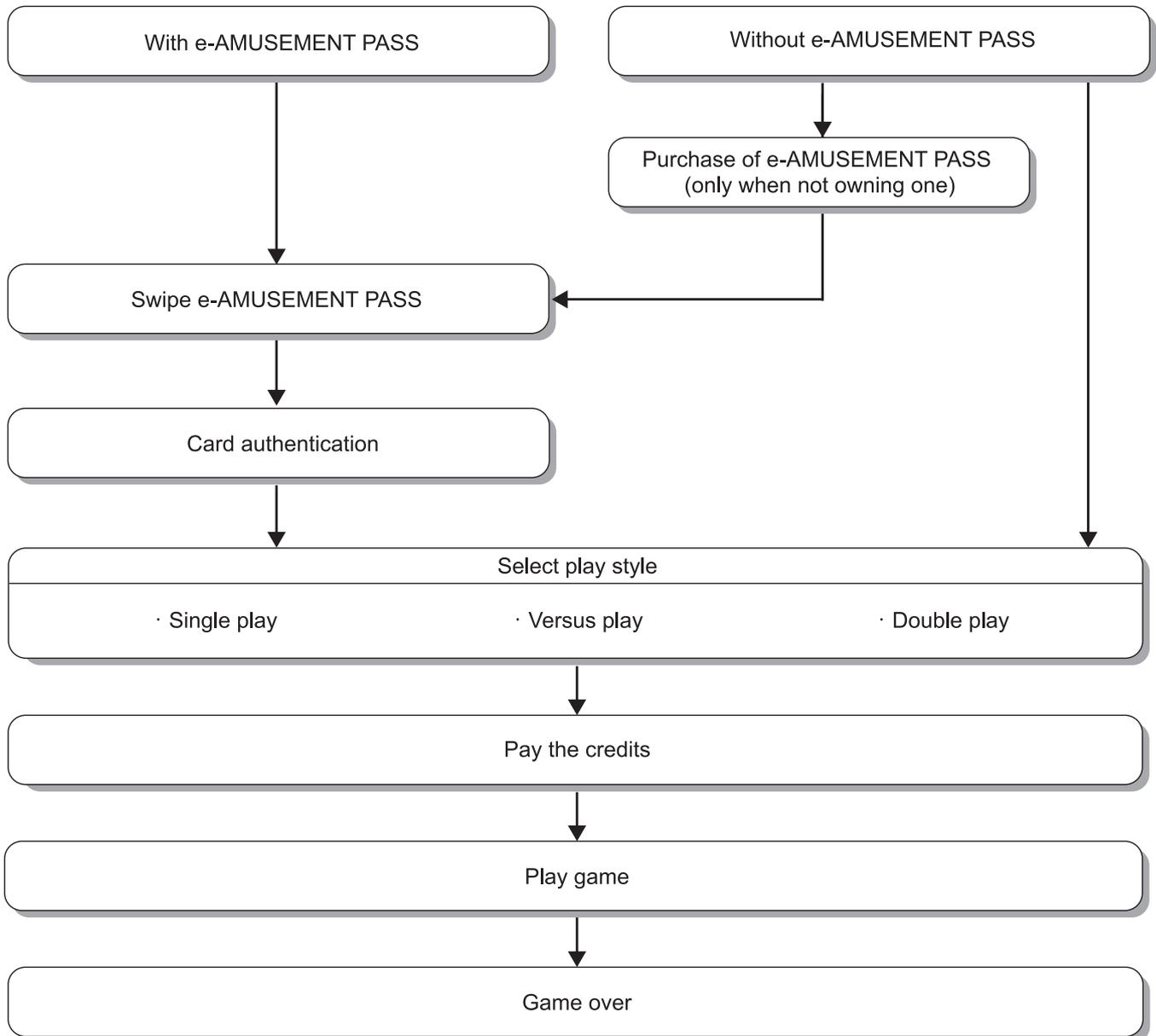
Numpad

Used during the game for inputting a personal identification number or when various settings are required.



The part key does not function.

Game flow diagram



e-AMUSEMENT PASS

Features and care

Play data can be saved

- When you play on an e-AMUSEMENT PASS card compatible game machine using the e-AMUSEMENT PASS card, that play data can be saved.

The new e-AMUSEMENT PASS card can still be used

- If the e-AMUSEMENT PASS card is damaged, a new e-AMUSEMENT PASS card can be used to transfer the data.
- Data that cannot be read by using an e-AMUSEMENT PASS card cannot be restored.

Caution points for use of e-AMUSEMENT PASS card

Improper handling may make the card unusable. Take the following precautions.

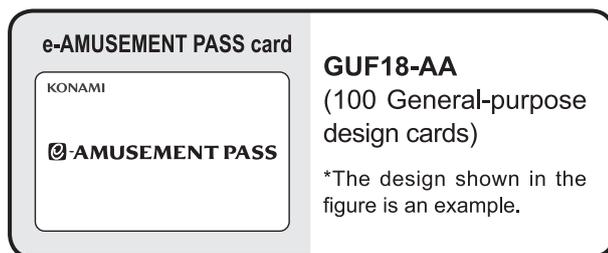
- Do not leave the e-AMUSEMENT PASS card exposed to direct sunlight, near a heater, or in a hot place.
- Do not get the e-AMUSEMENT PASS card wet.
- Do not bend or cut the e-AMUSEMENT PASS card.
- Do not apply any stickers or stains to the e-AMUSEMENT PASS card.

Please make use of the eAMUSEMENT website

The website gives details of services relating to the e-AMUSEMENT PASS card and game content.
eAMUSEMENT website : <http://eagate.573.jp/>

To place an order

Order the following models at the nearest dealer.



- The e-AMUSEMENT PASS card is an IC card for KONAMI games machines which support the e-AMUSEMENT service.
- When the e-AMUSEMENT service is unavailable due to problems with the internet line etc., the machine does not support the e-AMUSEMENT service (in-shop play, which does not make use of the e-AMUSEMENT service, can be used).

Game start-up confirmation

When the power is turned on, an automatic self-test (self-diagnostic) is carried out, and the results are displayed on-screen. (Refer to the self-test results below)

- If the power does not turn on, confirm that both the main power switch and sub power switch are on.

Before turning the power ON for the first time after the set up

Carry out the “e-AMUSEMENT Service Use Confirmation” by referring to the section with the same name.

Setting after initialization reinstallation

Perform the various settings for the following items immediately after installing, converting, or moving this product, or after initialization.

- COIN OPTIONS
- NETWORK OPTIONS
- CLOCK

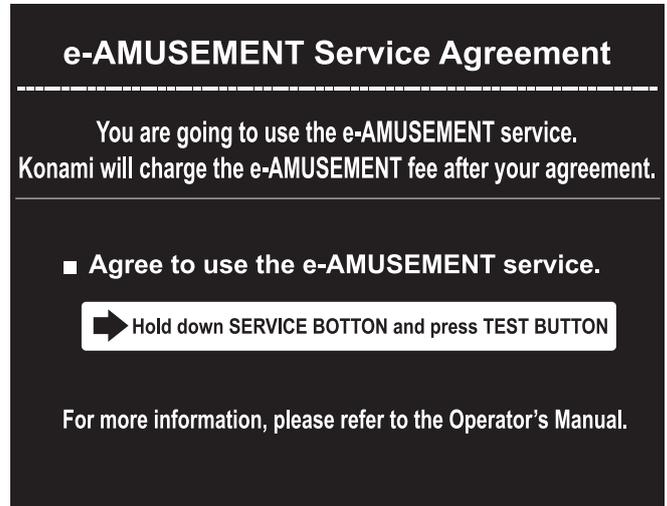
Self-test results

- If everything is normal, the game screen will automatically be displayed and demo play will begin. (It takes approximately 5 minutes after turning on the power before the game screen is displayed.)
- If “BAD” or “ERROR” is displayed, refer to the “List of error codes / messages” for corrective actions.

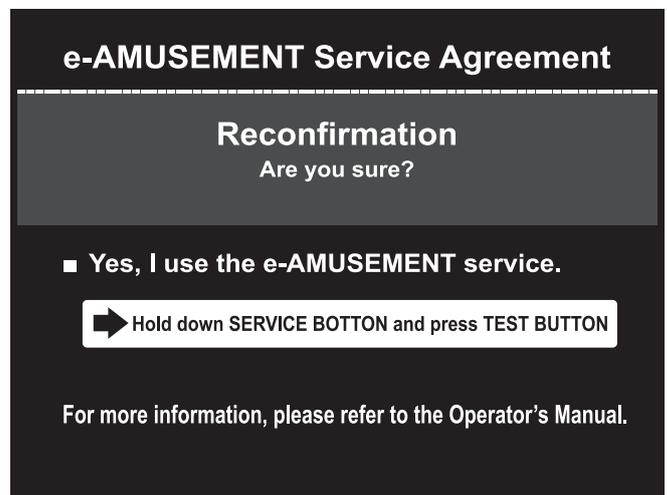
e-AMUSEMENT service use confirmation

- Be sure to set this item, since games can be started only after setting use of the e-AMUSEMENT service.

1 When the power is turned on for the first time, the e-AMUSEMENT service use confirmation screen is displayed. Press the test button with the service button held down.



2 The check screen is displayed again. Press the test button with the service button held down again.



The use of the e-AMUSEMENT service has now been set.

- The e-AMUSEMENT service use confirmation screen is not displayed once the use is set after installation. (If the system is moved to another shop, "e-AMUSEMENT Service Use Confirmation" will be displayed again.)
- The e-AMUSEMENT service use confirmation screen is displayed only when the system is connected to a SA-W2 (VPN router) and network.

Initial start-up settings

During use for the first time after installing the machine or after initialization (return to factory settings), refer to “Test mode and game settings” and perform the following settings.

- 1 Press the service panel test button.
- 2 The test mode main menu screen will be displayed.
- 3 Configure the settings for the following menu items.

- COIN OPTIONS
- NETWORK OPTIONS
- CLOCK



Once finished, the initial start-up settings are complete.
Continue referring to “Test mode and game settings” and perform the various settings.

Test mode and game settings

Change or confirm the various settings related to the screen display and game contents manually.

Starting up and exiting the test mode

Start the test mode

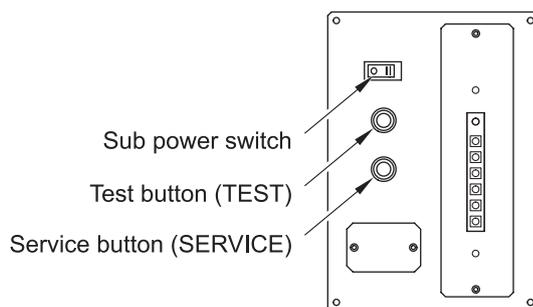
You can switch the mode to test mode by pressing the test button on the service panel during the game demo. When the mode switches to test mode, the MAIN MENU is displayed and game settings can be performed.

Return to the game mode

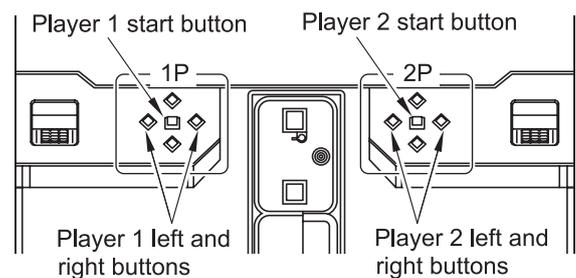
You can return to the game mode by selecting and confirming GAME MODE in the MAIN MENU. When the mode returns to the game mode, the game demo begins in regular operating status.

Operation

■ Service panel



■ Control panel



Menu item explanations

Select each menu item from MAIN MENU.

For menu items with setting values, the factory values are shown in green and the changed values are shown in red.

■ When saving after changing values:

1. Select an item with the player 1 left or right button, and change values using the player 1 start button or player 2 left and right buttons.
2. When leaving an item, select "SAVE AND EXIT", then press the player 1 start button.
3. Values are automatically saved as "NOW SAVING" is displayed, and you return automatically to the MAIN MENU.

- When selecting "EXIT" instead of "SAVE AND EXIT" after changing values
The following message will be displayed. Select "YES / NO".

YOU HAVE NOT SAVED YET. SAVE CHANGES NOW? YES / NO

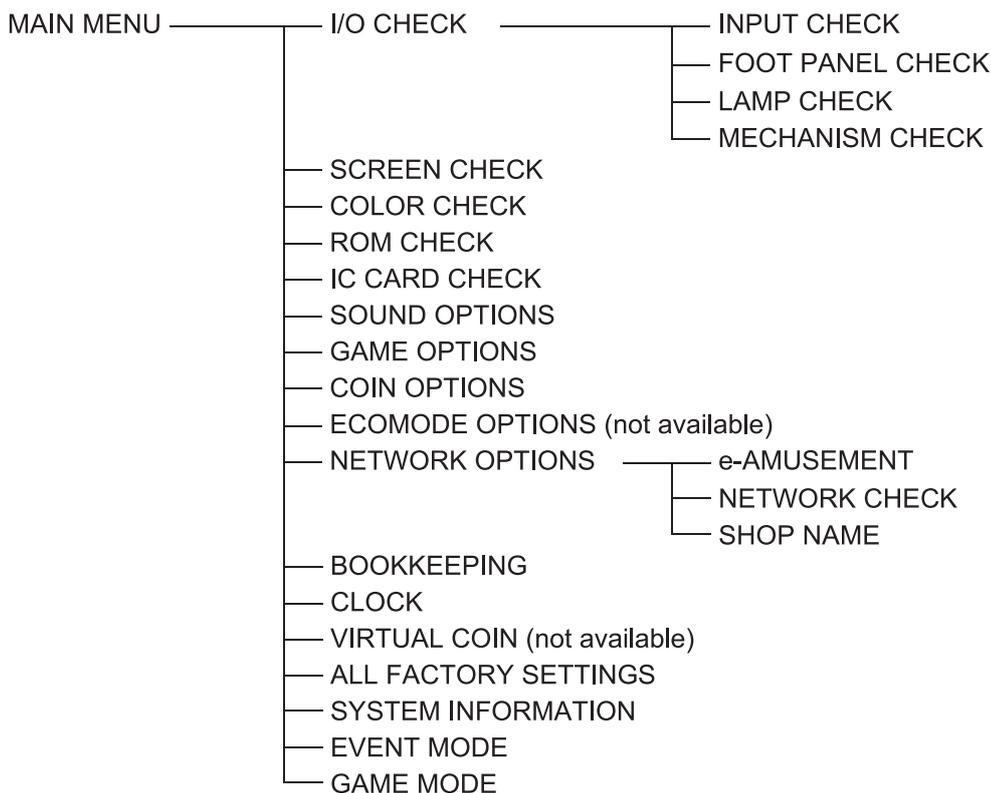
- If "YES" is selected: Values are saved as "NOW SAVING" is displayed, and you return automatically to the MAIN MENU.
- If "NO" is selected : "NO MODIFICATION" will be displayed, and you return to the MAIN MENU or menu item screen without having saved the changes.

■ When returning all menu item values to their original values:

Select "FACTORY SETTINGS" and press the service button.

Menu list

The configuration of the main menu is as follows.



MAIN MENU screen



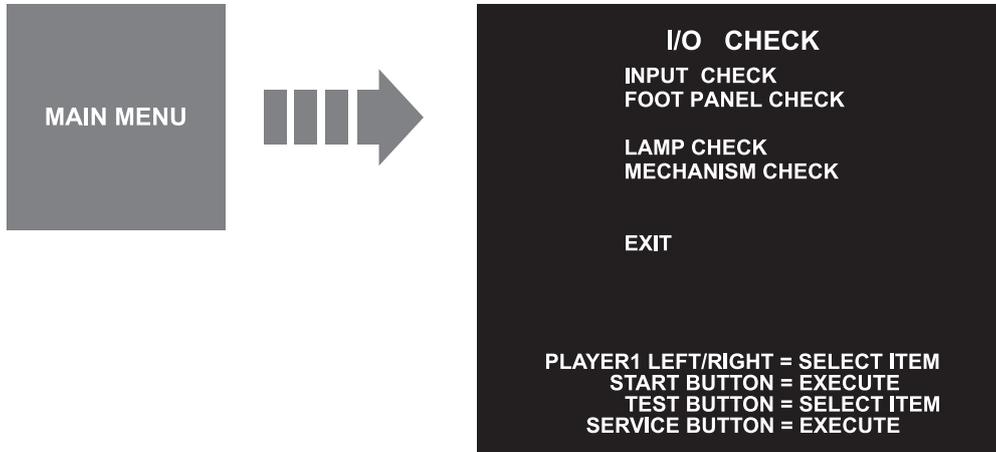
I/O CHECK	Verifies the I/O devices.
SCREEN CHECK	Adjusts screen size etc.
COLOR CHECK	Adjusts screen color.
ROM CHECK	Checks the data contained on the hard disk.
IC CARD CHECK	Checks the identification status of e-AMUSEMENT PASS.
SOUND OPTIONS	Configures sound settings.
GAME OPTIONS	Configures game settings.
COIN OPTIONS	Configures coin settings.
ECOMODE OPTIONS	Not available.
NETWORK OPTIONS	Checks network settings and communication status.
BOOKKEEPING	Displays and deletes coin count data.
CLOCK	Sets current time.
VIRTUAL COIN	Not available.
ALL FACTORY SETTINGS	Sets part of the test mode settings to factory status.
SYSTEM INFORMATION	Displays system information.
EVENT MODE	Sets event modes.
GAME MODE	Returns to the game mode.

Menu item selection.....Press the player 1 left / right button or test button
Menu item confirmation...Press the player 1 start button or service button

I/O CHECK

Verifies the I/O devices

“I/O CHECK” item selection screen



INPUT CHECK	Checks the “ON / OFF” input for each button and coin selector.
FOOT PANEL CHECK	Checks the “ON / OFF” input for foot panels (switches).
LAMP CHECK	Checks the “ON / OFF” for each lamp light.
MECHANISM CHECK	Checks operation of the coin blocker.

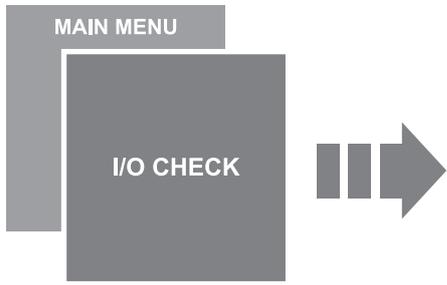
Item selection.....Press the player 1 left / right button or test button

Item confirmation.....After selecting an item, press the player 1 start button or service button

Return to MAIN MENU...After selecting “EXIT”, press the player 1 start button or service button

INPUT CHECK

Check the "ON / OFF" input for each button and coin selector



INPUT CHECK			
	TEST BUTTON		OFF
	SERVICE BUTTON		OFF
	COIN MECH		OFF
P1 START	OFF	P2 START	OFF
P1 LEFT	OFF	P2 LEFT	OFF
P1 RIGHT	OFF	P2 RIGHT	OFF
P1 UP	OFF	P2 UP	OFF
P1 DOWN	OFF	P2 DOWN	OFF
P1 FOOT LEFT	OFF	P2 FOOT LEFT	OFF
P1 FOOT RIGHT	OFF	P2 FOOT RIGHT	OFF
P1 FOOT UP	OFF	P2 FOOT UP	OFF
P1 FOOT DOWN	OFF	P2 FOOT DOWN	OFF
[7] [8] [9]		[7] [8] [9]	
[4] [5] [6]	NUMPAD	[4] [5] [6]	
[1] [2] [3]		[1] [2] [3]	
[0] [00]		[0] [00]	
TEST + SERVICE BUTTON = EXIT			

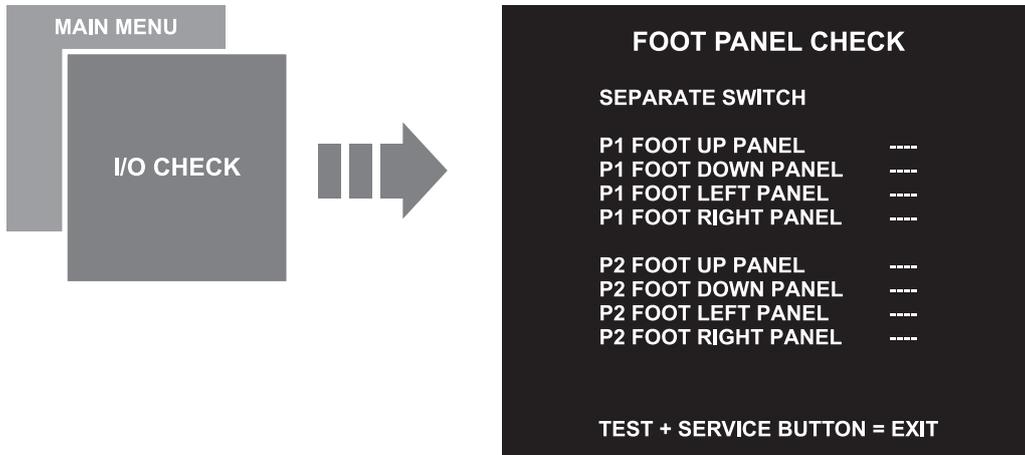
ON / OFF "ON / OFF" is displayed according to input with the button.

- ON The switch is on.
- OFF The switch is off.

Return to I/O CHECK.....Press the service button with the test button held down

FOOT PANEL CHECK

Check the "ON / OFF" input for foot panel (switches)



SEPARATE SWITCH	Checks reaction of each of the foot panel (front, rear, left, and right) foot switches individually.
P1 FOOT UP PANEL P1 FOOT DOWN PANEL P1 FOOT LEFT PANEL P1 FOOT RIGHT PANEL P2 FOOT UP PANEL P2 FOOT DOWN PANEL P2 FOOT LEFT PANEL P2 FOOT RIGHT PANEL	<p>"ON" is displayed for each of the foot pedals if it senses the panel being depressed; if not, it displays "OFF". If "ON" is displayed, the following is displayed for the detected foot switch.</p> <ul style="list-style-type: none"> • U Foot panel front foot switch reacts. • D Foot panel rear foot switch reacts. • L Foot panel left foot switch reacts. • R Foot panel right foot switch reacts. • — Foot switches do not react.

- If the foot panel is "ON" even though it is not depressed, there may be foreign matter such as sand in the foot pedal. Remove any foreign matter.

Return to I/O CHECK.....Press the service button with the test button held down

LAMP CHECK Check the "ON / OFF" input for each lamp light



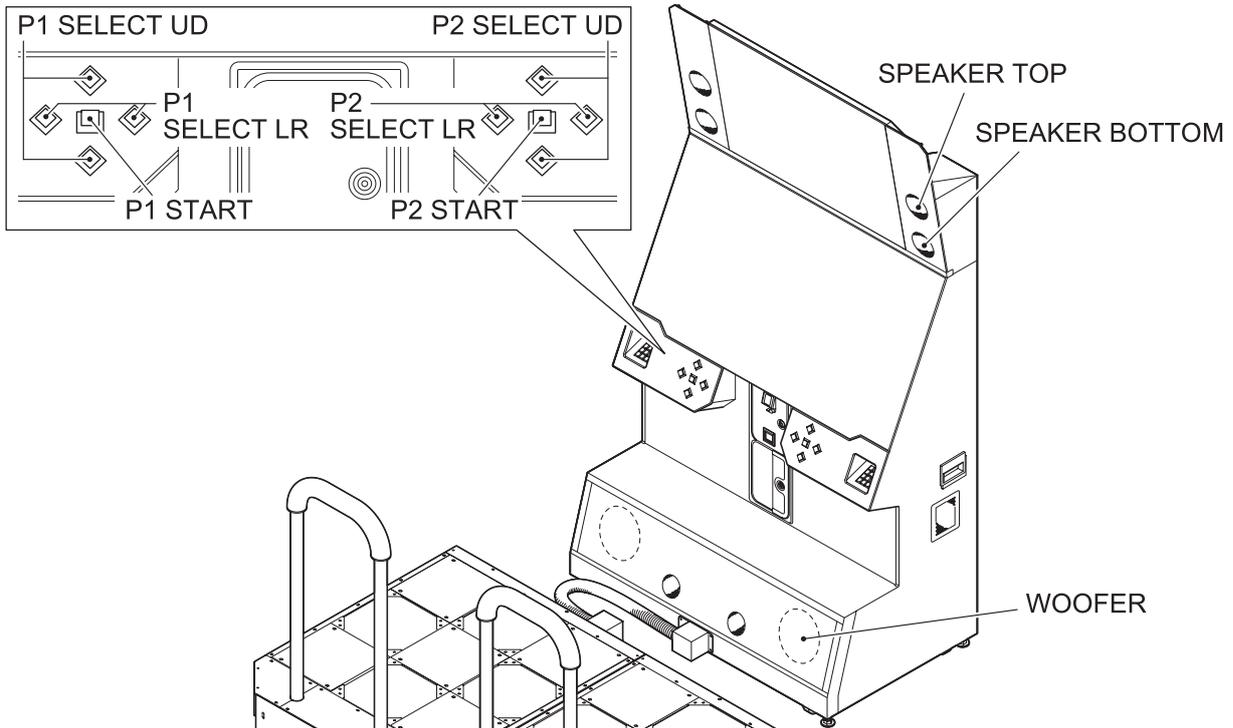
LAMP CHECK

ALL	ON	OFF	
AUTO	ON	OFF	
SPEAKER TOP RED	ON		
SPEAKER TOP GREEN	ON		
SPEAKER TOP BLUE	ON		
SPEAKER BOTTOM RED	ON		
SPEAKER BOTTOM GREEN	ON		
SPEAKER BOTTOM BLUE	ON		
P1 START	ON	P2 START	ON
P1 SELECT LR	ON	P2 SELECT LR	ON
P1 SELECT UD	ON	P2 SELECT UD	ON
WOOFER RED	ON		
WOOFER GREEN	ON		
WOOFER BLUE	ON		

PLAYER1 LEFT/RIGHT = SELECT ITEM
 START BUTTON = EXECUTE
 TEST BUTTON = SELECT ITEM
 SERVICE BUTTON = EXECUTE

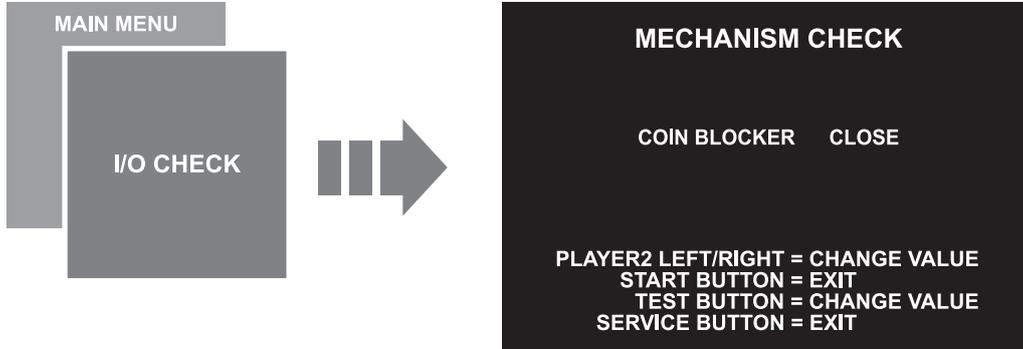
ALL	All lamps light simultaneously.
AUTO	Illumination is in sequence from SPEAKER TOP RED, and once WOOFER BLUE illuminates it returns to SPEAKER TOP RED and repeats.
ON / OFF	Select the item to check and the relevant lamp illuminates. <ul style="list-style-type: none"> • ON The lamp illuminates. • OFF The lamp does not illuminate.

Item selection (Illumination)---Press the player 1 left / right button or test button
Return to I/O CHECK.....Press the player 1 start button or service button



MECHANISM CHECK

Checks operation of the coin blocker



COIN BLOCKER

Pressing the test button toggles the setting as follows:

OPEN → CLOSE → OPEN and so on.

- CLOSE The coin blocker is working.
- OPEN The coin blocker is not working.

When the screen returns to the I/O CHECK menu with this item in an OPEN state, the setting automatically returns to CLOSE.

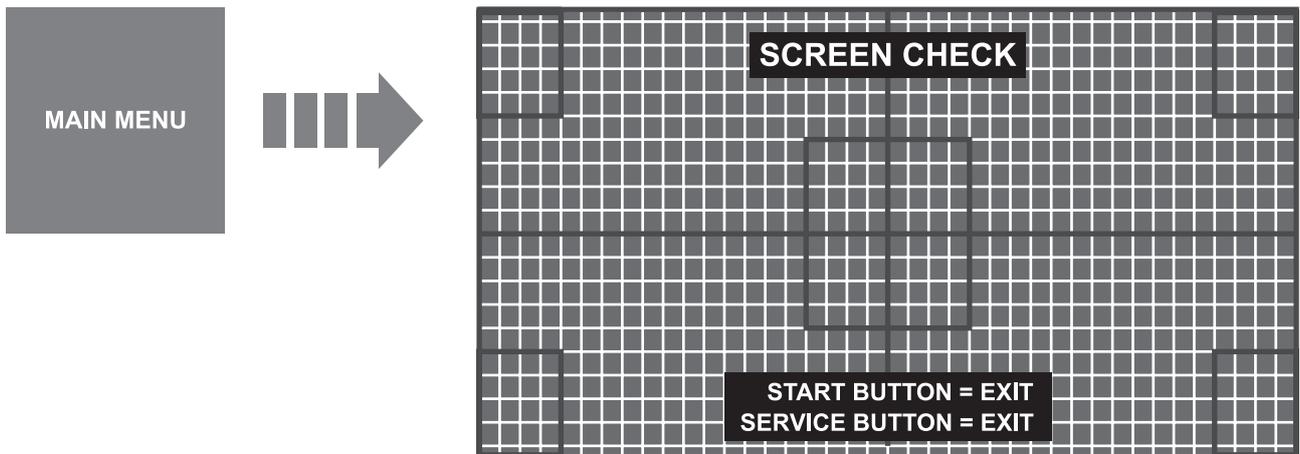
Item selection.....Press the player 2 left / right button or test button

Return to I/O CHECK...Press the player 2 start button or service button

SCREEN CHECK

Adjust screen size etc.

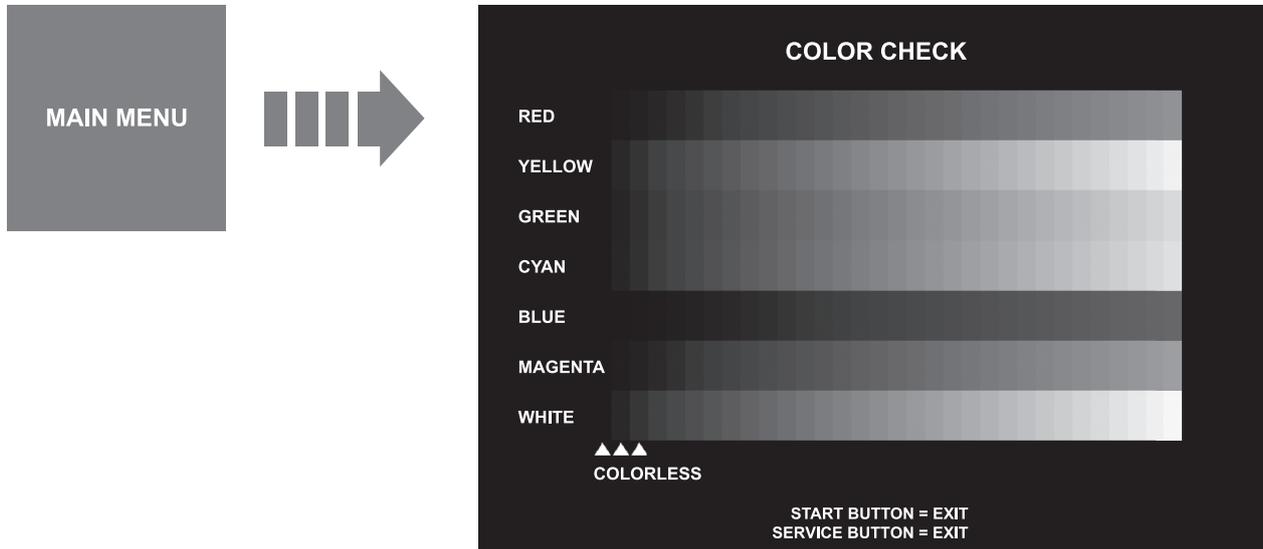
Adjust the size and positioning of the screen with the grid screen, using the monitor adjustment circuit board.



Return to MAIN MENU.....Press the start button or service button

COLOR CHECK Adjust screen color

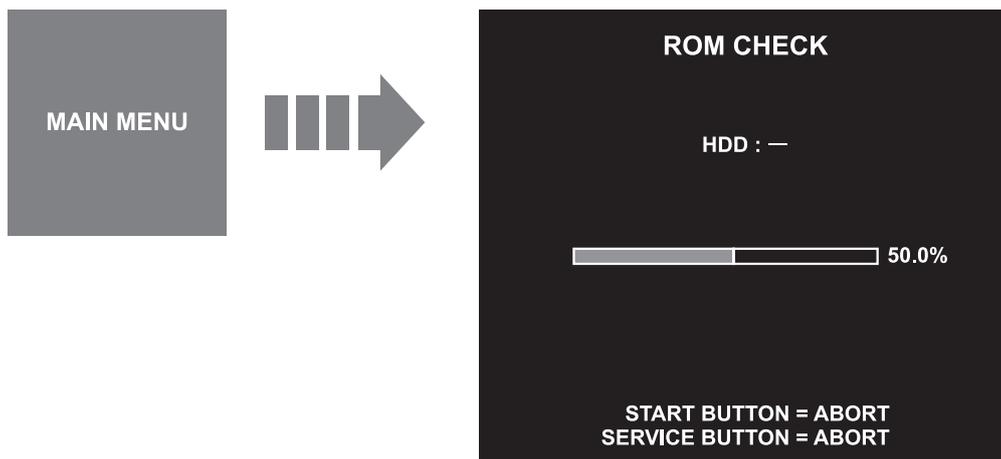
While the colors of the color bar are displayed stepwise, adjust so that the background portion is sufficiently dark, using the monitor adjustment circuit board.



Return to MAIN MENU.....Press the start button or service button

ROM CHECK Checks data contained on the hard disk

A check begins automatically when entering this item.



HDD:	<p>During the check "----" is displayed.</p> <p>After the check:</p> <ul style="list-style-type: none"> • "OK" is displayed Data is normal. • "BAD" is displayed The check did not complete. Try rebooting. If "BAD" is displayed after ROM CHECK is performed again, having rebooted the system, consult the nearest dealer.
-------------	---

Suspend check.....Press the player 1 start button ("ABORTED" is displayed on the screen)

Return to MAIN MENU...Press the player 1 start button or service button

IC CARD CHECK

Checks the identification status of e-AMUSEMENT PASS

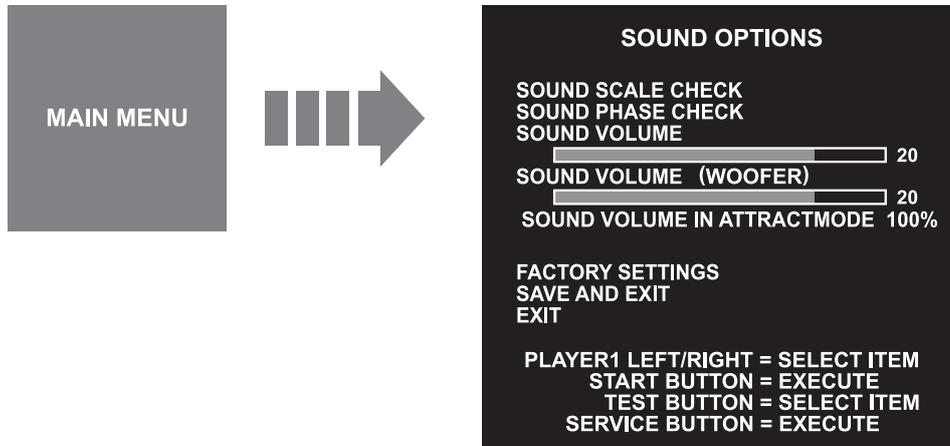
An e-AMUSEMENT PASS is required to check operation of the IC card reader.



IC CARD	<p>When the e-AMUSEMENT PASS is swiped over the reader:</p> <ul style="list-style-type: none"> • “OK[1]” is displayed The IC card made by the manufacturer was successfully identified. • “OK[2]” is displayed IC card was successfully identified. (not available as e-AMUSEMENT PASS) • “BAD” is displayed The e-AMUSEMENT PASS could not be identified. • “---” is displayed The e-AMUSEMENT PASS has not been swiped. If “---” is displayed after repeated swiping, try swiping a different e-AMUSEMENT PASS. (“---” is displayed even when nothing is swiped over the reader.)
----------------	--

Return to MAIN MENU.....Press the start button or service button

SOUND OPTIONS | Configures sound settings



SOUND SCALE CHECK	<p>A sound for balancing is played via BGM. “Do-Re-Mi... Do” flows alternately from the left and right speakers. The sound will stop when changing items.</p> <ul style="list-style-type: none"> • LEFTThe upper left and lower right speakers will sound. • RIGHTThe lower left and upper right speakers will sound.
SOUND PHASE CHECK	<p>Perform a speaker polarity check. Stand approximately 2 m (79 in) away from the monitor and check from the front, facing the monitor.</p> <ul style="list-style-type: none"> • LOUDA loud noise is played. • SOFT.....A quiet noise is played. <p>If the display and the sound are opposite, there may be an error in the speaker wiring.</p>
SOUND VOLUME (Factory setting: 20)	<p>The built-in speakers and woofer can be adjusted from a volume of 0 (mute) to 30 (max).</p>
SOUND VOLUME (WOOFER) (Factory setting: 20)	
SOUND VOLUME IN ATTRACT MODE (Factory setting: 100%)	<p>Adjusts the sound volume for demo mode compared to game play in steps of 10% from 0% (mute) to 100% (full).</p>
FACTORY SETTINGS	<p>Pressing the player 1 start button will return all settings for this mode to their factory settings.</p>
SAVE AND EXIT	<p>When changing settings or returning to the “FACTORY SETTINGS” state, the settings will not be reflected until selected with this item.</p>

- Item selection**.....Press the player 1 left / right button or test button
- Changing settings**.....Press the player 2 left or right button with the item selected
- Return to MAIN MENU**...After selecting “SAVE AND EXIT” or “EXIT”, press the player 1 start button or service button

GAME OPTIONS

Configures game settings



MAX STAGE (Factory settings: 3)	Sets the number of stages during play. (1 to 3)
MUSIC SELECT TIME (Factory settings:60 SEC)	Sets the time limit for song selection. (10 to 90 seconds)
GAME OVER DURING SONG (Factory settings: ON)	Sets how the game ends when the dance gauge reaches “0”. <ul style="list-style-type: none"> • ON Displays the game over screen. • OFF Displays the game over screen after the song is finished.
SHOP CLOSE SETTING (Factory settings: OFF)	Sets the display for shop closing time. <ul style="list-style-type: none"> • OFF Shop closing time is not displayed on the game screen. • ON Shop closing time is displayed on the game screen.
SHOP CLOSE TIME	Sets the shop closing time. (Displayed when the “SHOP CLOSE SETTING” is “ON”.) <ul style="list-style-type: none"> • Press the player 2 left or right button to change the time.
FACTORY SETTINGS	Pressing the player 1 start button will return all settings for this mode to their factory settings.
SAVE AND EXIT	When changing settings or returning to the “FACTORY SETTINGS” state, the settings will not be reflected until selected with this item.

Item selection.....Press the player 1 left / right button or test button

Changing settings.....Press the player 1 start button or service button with the item selected

Return to MAIN MENU...After selecting “SAVE AND EXIT” or “EXIT”, press the player 1 start button or service button

Screen display when the shop closing time setting is made

- 30 minutes before the preset time: A message notifying the player that closing time is near is displayed.
 - 10 minutes before the preset time: New play or Continue play is no longer accepted.
(Play in progress can be continued until it ends.)
 - Preset time : The daily shutdown message is displayed.
- * To play after the preset time is reached, reboot the system.
(After a reboot, play is possible up to the daily shutdown time on the following day.)

This shop closing time item is displayed when the shop closing time setting is set to “Enabled”.
 If an attempt is made to change the shop closing time setting from “Enabled” to “Disabled” without having set the time, the message “FIRST, SET THE CLOCK” is displayed. At this time, return to the MAIN MENU, and set the current time with CLOCK.

COIN OPTIONS Configures coin settings



FREE PLAY (Factory setting: OFF)	Sets free play. <ul style="list-style-type: none"> • ON Play is free of charge. • OFF Play is charged.
COIN SLOT* (Factory setting: 2 COINS 1 CREDIT)	Sets the number of credits per coin. (1 COIN 1 CREDIT to 16 COINS 1 CREDIT)
NORMAL PLAY START* (Factory setting: 1 CREDIT TO START)	Sets the number of credits required for starting a normal play. (1 CREDIT TO START to 16 CREDITS TO START)
PREMIUM PLAY START* (Factory setting: 2 CREDITS TO START)	Sets the number of credits required for starting a premium play.
JOINT DOUBLE PREMIUM* (Factory setting: OFF)	Sets the credit requirement for double play when single play is selected (versus play is not included). <ul style="list-style-type: none"> • ON Additional credits are not required. • OFF Additional credits are required.
PAYMENT MODE (Factory settings: "INSERT COINS")	Sets the payment method for game play. <ul style="list-style-type: none"> • "INSERT COINS" Insert coin. • "INSERT TOKENS" Insert token. • "SWIPE CARD" Read card with machine. • "INSERT CARD" Insert card. • "INSERT KEY" Insert key.
FACTORY SETTINGS	Pressing the player 1 start button will return all settings for this mode to their factory settings.
SAVE AND EXIT	When changing settings or returning to the "FACTORY SETTINGS" state, the settings will not be reflected until selected with this item.

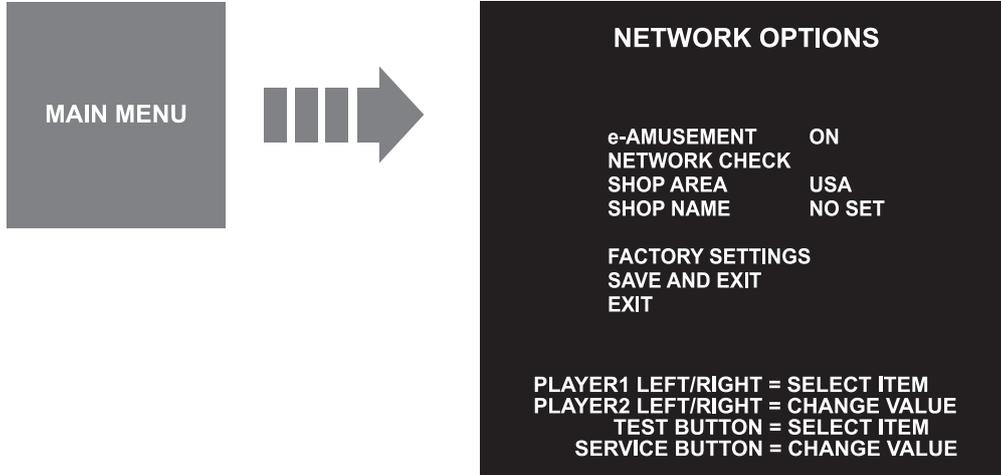
- * When "FREE PLAY" is set to "ON", these items are not displayed.
- When using "EVENT MODE", set "FREE PLAY" to "ON".
- Note that when the "FREE PLAY" item is set to "ON", game play becomes free and price settings do not appear.

Item selection.....Press the player 1 left / right button or test button
Changing settings.....Press the player 1 start button or service button with the item selected
Return to MAIN MENU...After selecting "SAVE AND EXIT" or "EXIT", press the player 1 start button or service button

NETWORK OPTIONS

Check network settings and communication status

“NETWORK OPTIONS” item select screen



e-AMUSEMENT (Factory setting: ON)	Select the e-AMUSEMENT setting. <ul style="list-style-type: none"> • ON Use e-AMUSEMENT service. • OFF Do not use e-AMUSEMENT service.
NETWORK CHECK	Checks network communication status.
SHOP AREA	The operating region is set automatically. (Cannot be changed.)
SHOP NAME (Factory settings: NO SET)	Enter the shop name.
FACTORY SETTINGS	Pressing the player 1 start button will return all settings for this mode to their factory settings.
SAVE AND EXIT	When changing settings, the settings will not be reflected unless selected with this item.

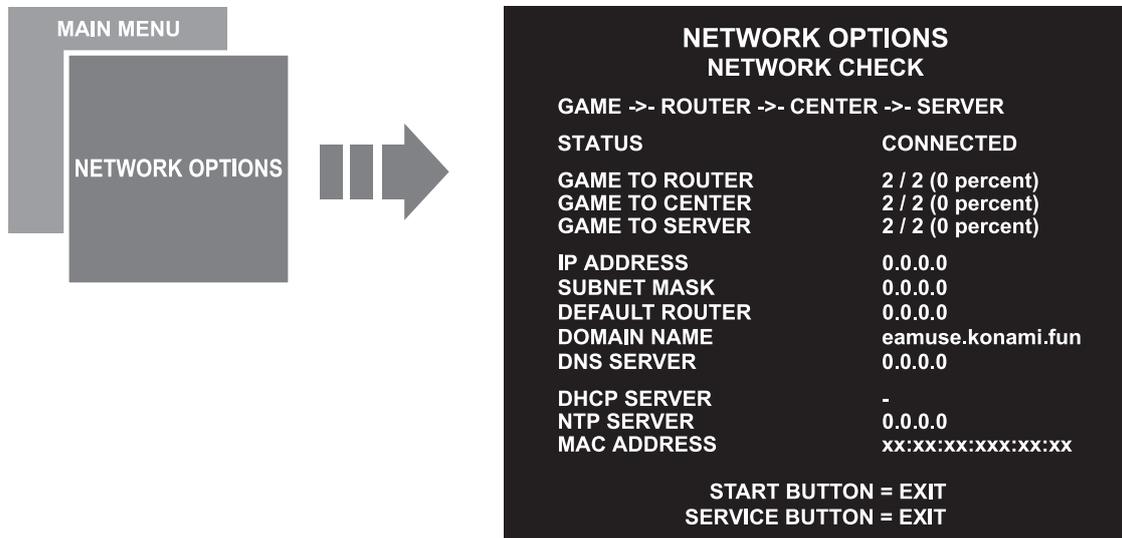
Item selection.....Press the player 1 left / right button or test button

Item confirmation Changing settings...Press the player 2 left / right button or service button with the item selected

Return to MAIN MENU.....After selecting “SAVE AND EXIT” or “EXIT”, press the player 1 start button or service button

NETWORK CHECK Check network communication status

After connecting to the network, make sure to check the communication status with this screen.



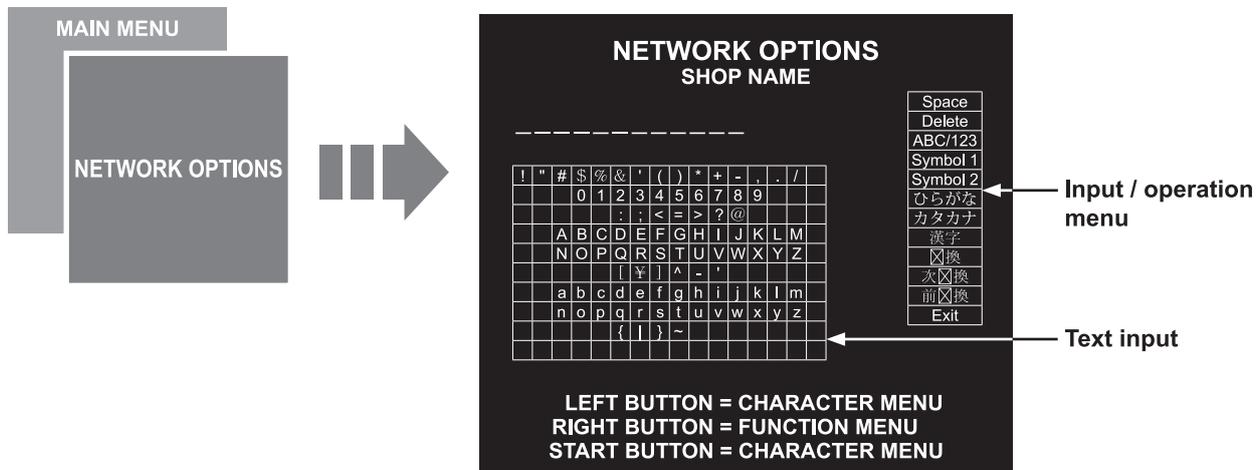
GAME --> ROUTER --> CENTER --> SERVER	<p>The communication status from the main unit through the center server is displayed.</p> <ul style="list-style-type: none"> • GAME This main unit. • ROUTER The e-AMUSEMENT router in the shop. • CENTER The e-AMUSEMENT entrance. • SERVER The center server.
STATUS	<p>The communication status is displayed.</p> <ul style="list-style-type: none"> • CONNECTED..... Normal communication is possible. • NOT CONNECTED.... Communication is not possible. <p>* When the communication status is being verified, "-" is displayed.</p>
GAME TO ROUTER GAME TO CENTER GAME TO SERVER	<p>The response status from the main unit to each device is displayed.</p> <p>* If the numerical values on the left and right are almost the same and at or near 100%, then the communication status is normal.</p>
IP ADDRESS	The IP address assigned to the main unit is displayed.
SUBNET MASK	The subnet mask assigned to the main unit is displayed.
DEFAULT ROUTER	The address assigned to the SA-W2 (VPN router) is displayed.
DOMAIN NAME	The domain name of the center server to connect to is displayed.
DNS SERVER	Up to two IP addresses assigned to the DNS server are displayed.
DHCP SERVER	The IP address assigned to the DHCP server is displayed.
NTP SERVER	The IP address assigned to the NTP server is displayed.
MAC ADDRESS	The physical address assigned to the main unit is displayed.

Return to NETWORK OPTIONS.....Press the player 1 start button or service button.

Test mode and game settings

SHOP NAME

Enter the shop name



<p>Input / operation menu</p>	<p>Press the left / right button to select the letter type. Press the start button to determine the item.</p> <ul style="list-style-type: none"> SpaceEnters spaces between letters (text characters). DeleteDeletes entered character. ABC/123Alphanumeric entry Symbol 1Symbol entry 1 Symbol 2Symbol entry 2 ひらがなHiragana entry. カタカナKatakana entry. 漢字Kanji conversion. 変換Displays candidates during kanji conversion. 次変換Displays the next candidate during kanji conversion. 前変換Displays the previous candidate during kanji conversion. ExitEnds text input. <p>When "ひらがな" to "漢字" is selected, the text input area changes to a list of kanji conversion candidates.</p> <p>Up to 16 letters (text characters) can be entered for entry of shop names and for entry in the kanji conversion area.</p>
<p>Text input</p>	<p>Press the button to enter text.</p> <ul style="list-style-type: none"> Character selectionPress the player 1 and player 2 left / right button. Character entryPress the start button. <p>When the cursor moved to the end of the character list, return to the Input / operation menu.</p>

Return to NETWORK OPTIONS.....After selecting "Exit", press the player 1 start button

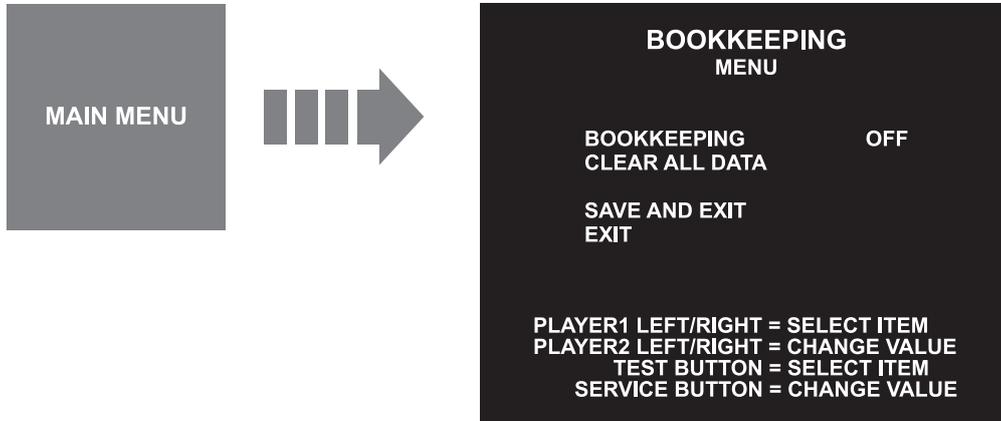
How to enter kanji characters

- 1 Select "漢字" from the input / operation menu.
- 2 Enter the kana reading of the kanji character you want to display.
- 3 Select "変換" to enter the kanji selection (conversion) mode.
- 4 Select "次変換" or "前変換" to display the target kanji character.
- 5 When you have selected the target kanji character, press the start button to confirm the entry.
- 6 Repeat the above operation. When you have finished entering the shop name, select "Exit". (The screen returns to NETWORK OPTIONS.)
- 7 The shop name you entered is saved by executing SAVE AND EXIT at NETWORK OPTIONS.

BOOKKEEPING

Displays and deletes coin count data

Count data related to the number of coins inserted will be displayed.

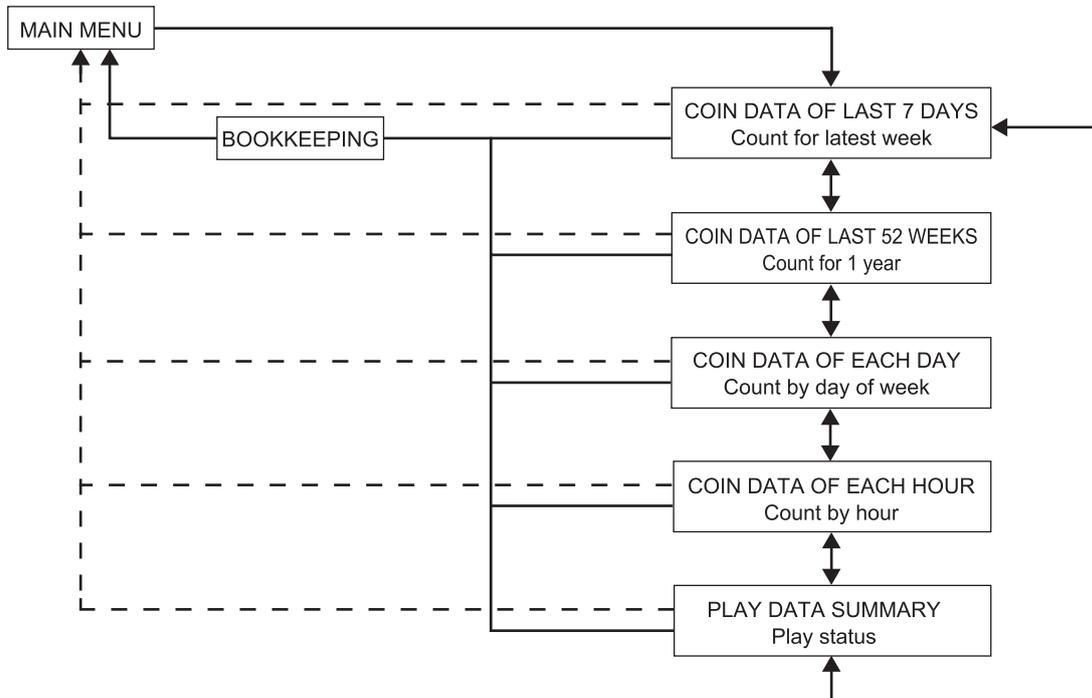


BOOKKEEPING (Factory setting: OFF)	Sets whether or not to perform coin counting. <ul style="list-style-type: none"> • OFFCoin counting is not performed. (The coin count screen is also not displayed.) • ONCoin counting is performed. To change this setting from off to on, the current time must first be set with CLOCK. When the setting has been changed to on, execute SAVE AND EXIT. (The coin count screen will be displayed from the next time on.) When the setting is changed from on to off, the count data so far will be deleted.
CLEAR ALL DATA	Deletes the coin count data and returns the settings to their defaults.

- Item selection**.....Press the player 1 left / right button or test button
- Item confirmation Changing settings**...Press the player 2 left / right button or service button with the item selected
- Return to MAIN MENU**.....After selecting “SAVE AND EXIT” or “EXIT”, press the player 1 start button or service button.

How to use the coin count menu

When BOOKKEEPING is set to on, you can view various coin-related count data.



- Each of the counts is reflected from the time that BOOKKEEPING is set to on.
- When counting is not being performed in respective count screens, “-” is displayed, and when no coins have been inserted, “0” is displayed.
- To return to the MAIN MENU from the respective count screen, either touch the ENTER button on screen or press the service button.
- To return to the BOOKKEEPING menu from the respective count screen, press the service button with the test button held down.

Displays next count screen.....Press the player 2 right button or test button

Previous count screen display.....Press the player 2 left button

Return to MAIN MENU.....Press the player 1 start button or service button

Display of BOOKKEEPING MENU...Press the service button with the test button held down

Test mode and game settings

Count by hour

BOOKKEEPING					
COIN DATA OF EACH HOUR					
	TOTAL		TOTAL		TOTAL
00:00	0	08:00	0	16:00	3771
01:00	0	09:00	0	17:00	5416
02:00	0	10:00	882	18:00	5723
03:00	0	11:00	1327	19:00	5110
04:00	0	12:00	1449	20:00	6513
05:00	0	13:00	1666	21:00	4546
06:00	0	14:00	2293	22:00	3828
07:00	0	15:00	3137	23:00	1988

PLAYER 2 LEFT/RIGHT = PREV/NEXT PAGE
 START BUTTON = EXIT
 TEST BUTTON = NEXT PAGE
 SERVICE BUTTON = EXIT
 TEST + SERVICE BUTTON = SUBMENU

00:00 to 23:00	Total number of coins from 12 AM to 11 PM.
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“-” will be displayed for hours with no operation.

Play status

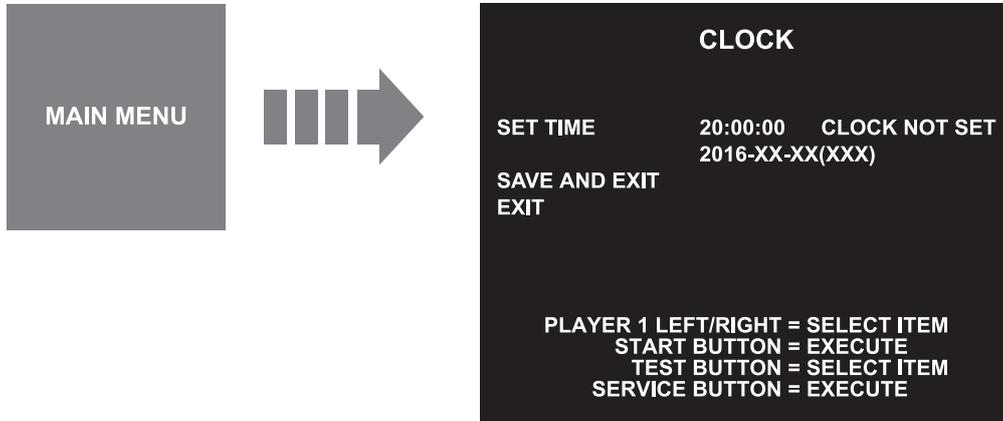
BOOKKEEPING	
PLAY DATA SUMMARY	
TOTAL ACTIVE TIME	180H 09M 56S
TOTAL PLAY TIME	14H 43M 48S
AVERAGE PLAY TIME	5M 27S
LONGEST PLAY TIME	6M 31S
SHORTEST PLAY TIME	2M 05S
TOTAL PLAY COUNT	164
GAME STARTING	110
CONTINUATION	54
SOLO PLAY COUNT	120
2-PERSON PLAY COUNT	44
20 : 00 : 00	
2016-XX-XX (XXX)	

PLAYER 2 LEFT/RIGHT = PREV/NEXT PAGE
 START BUTTON = EXIT
 TEST BUTTON = NEXT PAGE
 SERVICE BUTTON = EXIT
 TEST + SERVICE BUTTON = SUBMENU

TOTAL ACTIVE TIME	Total hours of operation from start of count.
TOTAL PLAY TIME	Total play time from start of count.
AVERAGE PLAY TIME	Average play time from start of count.
LONGEST PLAY TIME	Longest play time from start of count.
SHORTEST PLAY TIME	Shortest play time from start of count.
TOTAL PLAY COUNT	Total number of plays from start of count.
GAME STARTING	Total number of play starts from start of count.
CONTINUATION	Total number of Continue Plays from start of count.
SOLO PLAY COUNT	Number of 1-player plays from start of count.
2-PERSON PLAY COUNT	Number of 2-player plays from start of count.
20:00:00 2016-XX-XX(XXX)	The date and current time shown in “CLOCK” are shown in 24-hour time.

CLOCK Sets current time

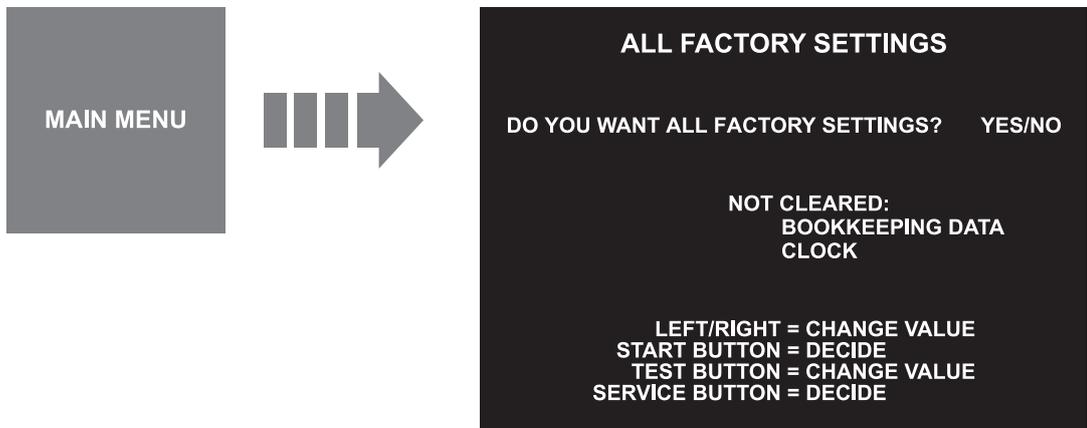
The time set here is used in the game machine main unit and in some e-AMUSEMENT services.



SET TIME	Today's date and day of the week are displayed. * The date is set at factory shipment.
SAVE AND EXIT	When applying settings, they will not be reflected unless selected with this item.

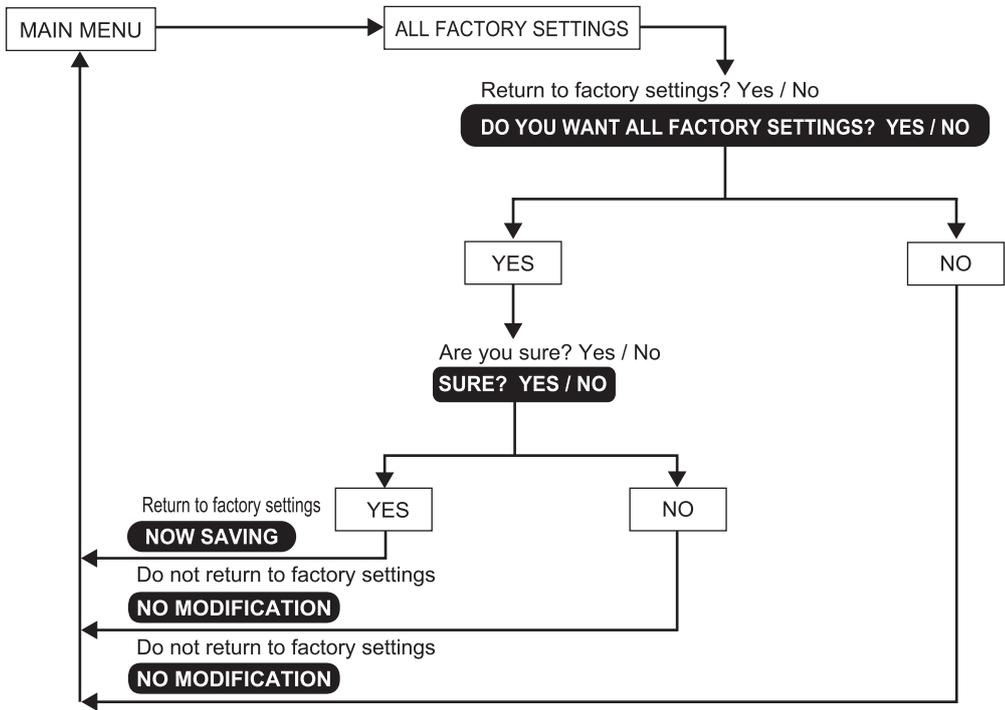
- Item selection**.....Press the player 1 left / right button or test button
- Set the time**.....To advance the time: Press the player 2 right button
To set back the time: Press the player 2 left button
- Return to MAIN MENU**...After selecting "SAVE AND EXIT" or "EXIT", press the player 1 start button or service button

ALL FACTORY SETTINGS Sets part of the test mode settings to factory status



DO YOU WANT ALL FACTORY SETTINGS? The items set in test mode are returned to their factory settings.

How to restore factory settings



Item selection.....Press the player 1 left / right button or test button
Item confirmation...Press the player 1 start button or service button with the item selected

Items that cannot be returned to factory settings

- Even if ALL FACTORY SETTINGS is performed, CLOCK items in BOOKKEEPING are not returned to their factory settings.
- To restore BOOKKEEPING items to their factory settings, select CLEAR ALL DATA in the BOOKKEEPING items.

After factory settings are restored:

- CHECK ALL ITEMS BEFORE OPERATION. is displayed on screen: this is a prompt to reset each of the items. To reset items, press the service button. The screen returns to MAIN MENU.
- When PLEASE TURN OFF THE SWITCH AND REBOOT. is displayed on screen, reboot the system. After the system is rebooted, display MAIN MENU and reset each of the items.

To completely restore all items to their factory settings

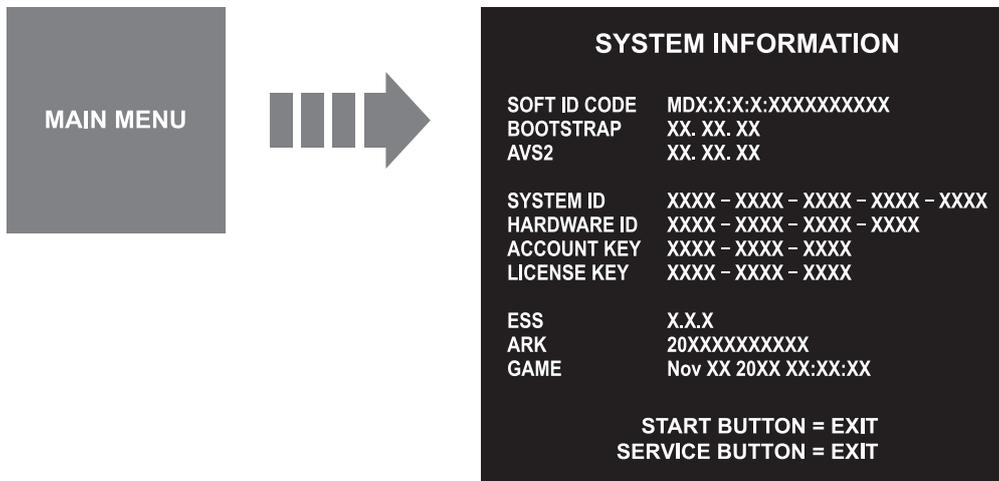
- 1 Turn the power switch off.
- 2 Turn the power switch on with the test button held down (keep the test button held down).
- 3 When deletion of the settings is completed, the screen in the figure is displayed. Release the test button.



PLEASE RELEASE THE TEST BUTTON.

SYSTEM INFORMATION

Displays system information



SOFT ID CODE	The game software version is displayed.
BOOTSTRAP	The startup software version is displayed.
AVS2	The system library version is displayed.
SYSTEM ID	The system ID is displayed.
HARDWARE ID	The hardware ID is displayed.
ACCOUNT KEY	The account key information is displayed.
LICENSE KEY	The license key information is displayed.
ESS	The network library version is displayed.
ARK	The game library version is displayed.
GAME	The game software version is displayed.

Return to MAIN MENU.....Press the player 1 start button or service button

EVENT MODE

Sets event modes

Set for customer-hosted events such as in-shop tournaments, etc.
 Selection is possible if "FREE PLAY" is set to "ON" in "COIN OPTIONS".

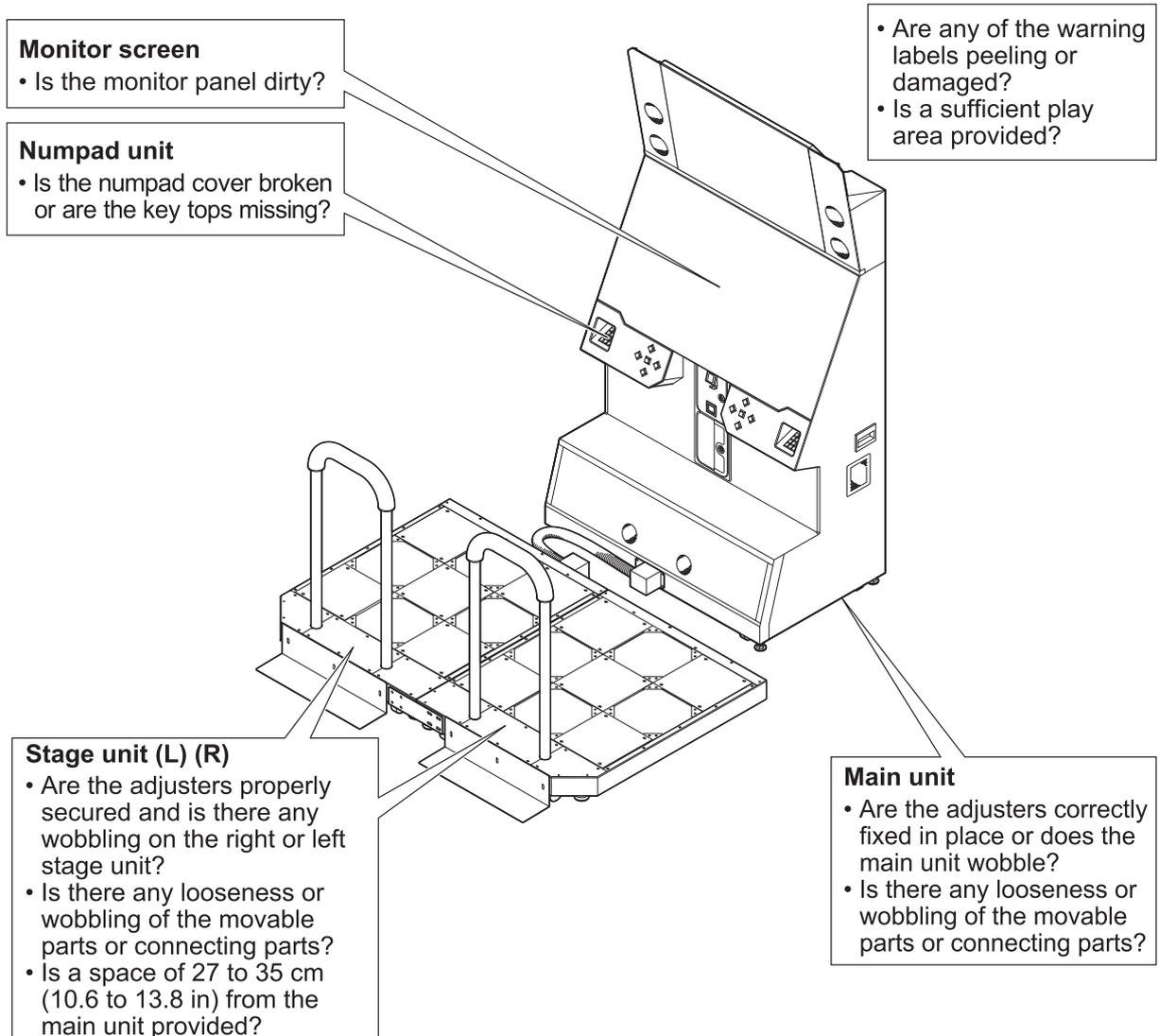
- **How to set:**
Select "EVENT MODE" on the MAIN MENU screen.
- **Returns to game screen once EVENT MODE is selected.**
Selection is not possible if "FREE PLAY" is set to "OFF" in "COIN OPTIONS".
- **To return to normal mode:**
Select "GAME MODE" on the MAIN MENU screen.
- Setting to "EVENT MODE" will produce the following differences from normal game mode.
 - "EVENT MODE" will be displayed at the bottom of the screen.
 - There are no time-outs for the selection screen and results displays when playing.

Inspection before start of business (once or more per day)

■ Inspections to be performed before power is turned on

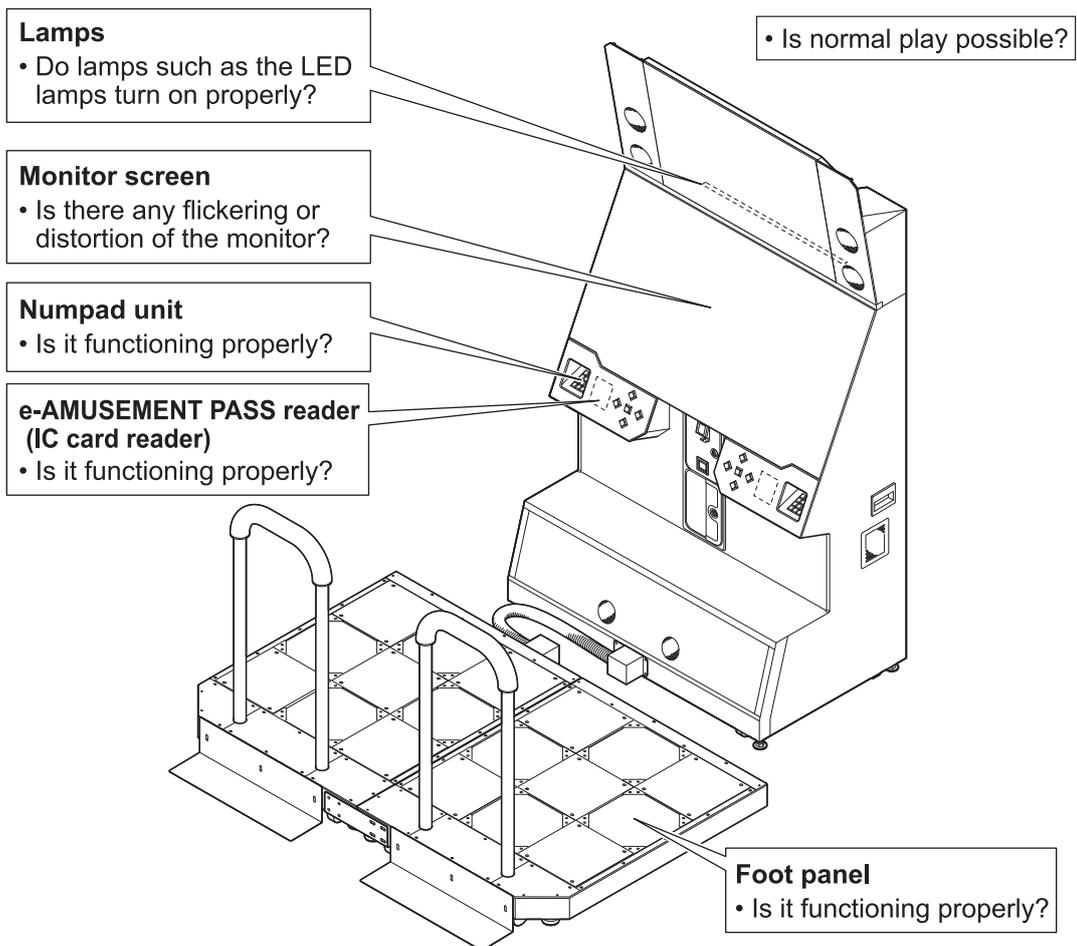
Inspect each component.

Inspect the following components and clean as necessary.



■ Inspections to be performed after power is turned on**Inspect each component.**

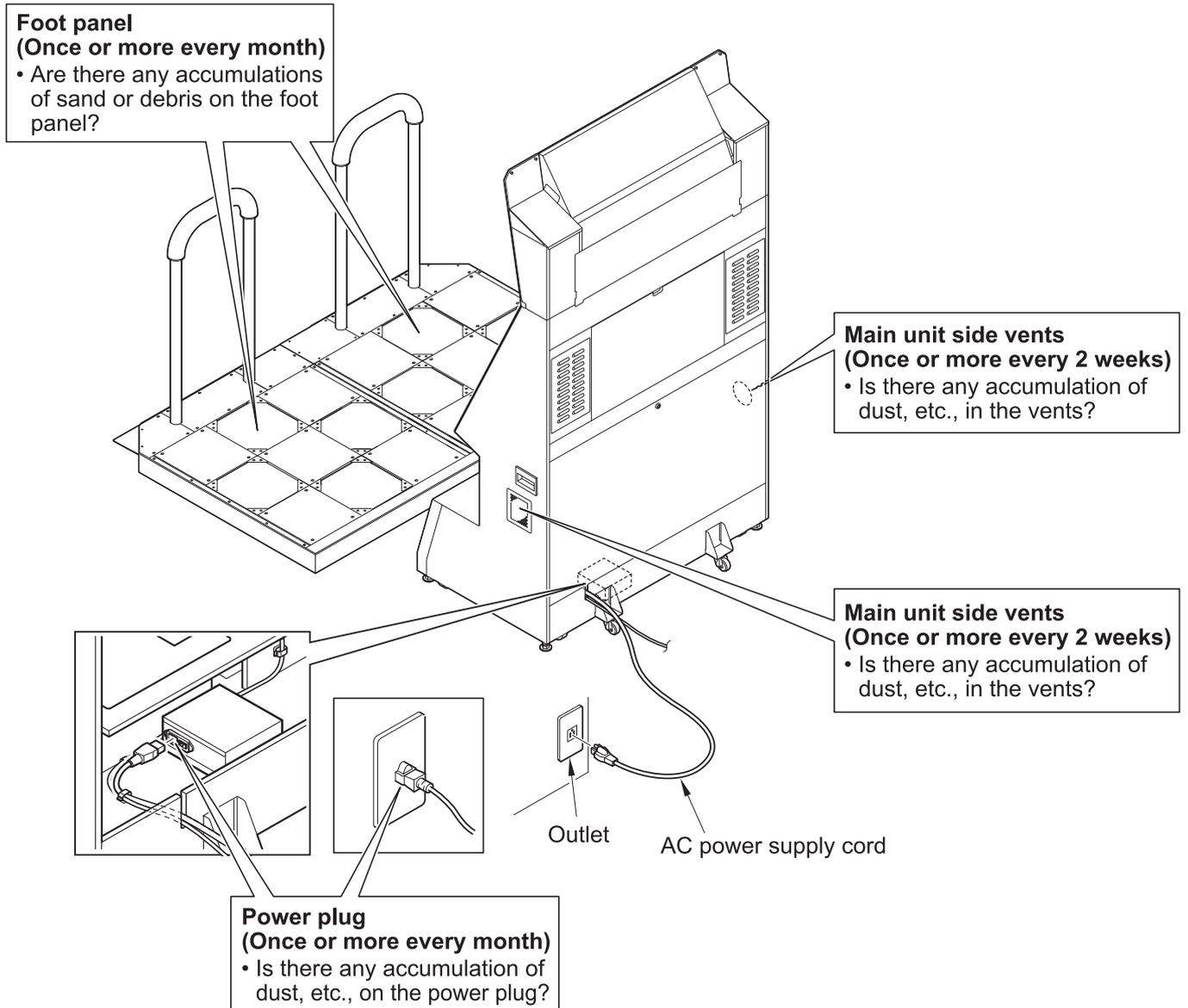
Inspect the following components and clean as necessary.



Periodic inspections

Inspect each component.

Inspect the following components and clean as necessary.



Cleaning

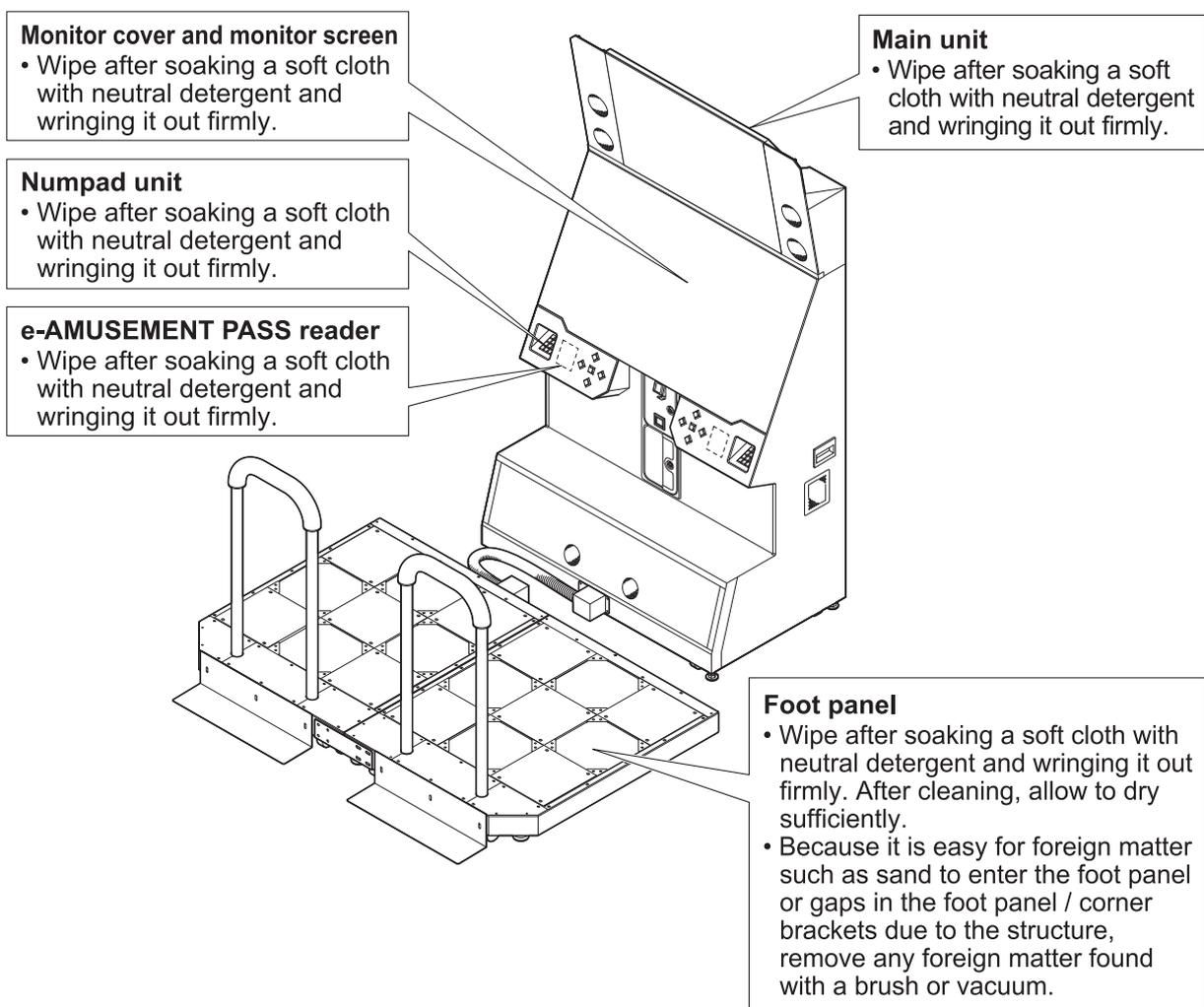
Main unit cleaning

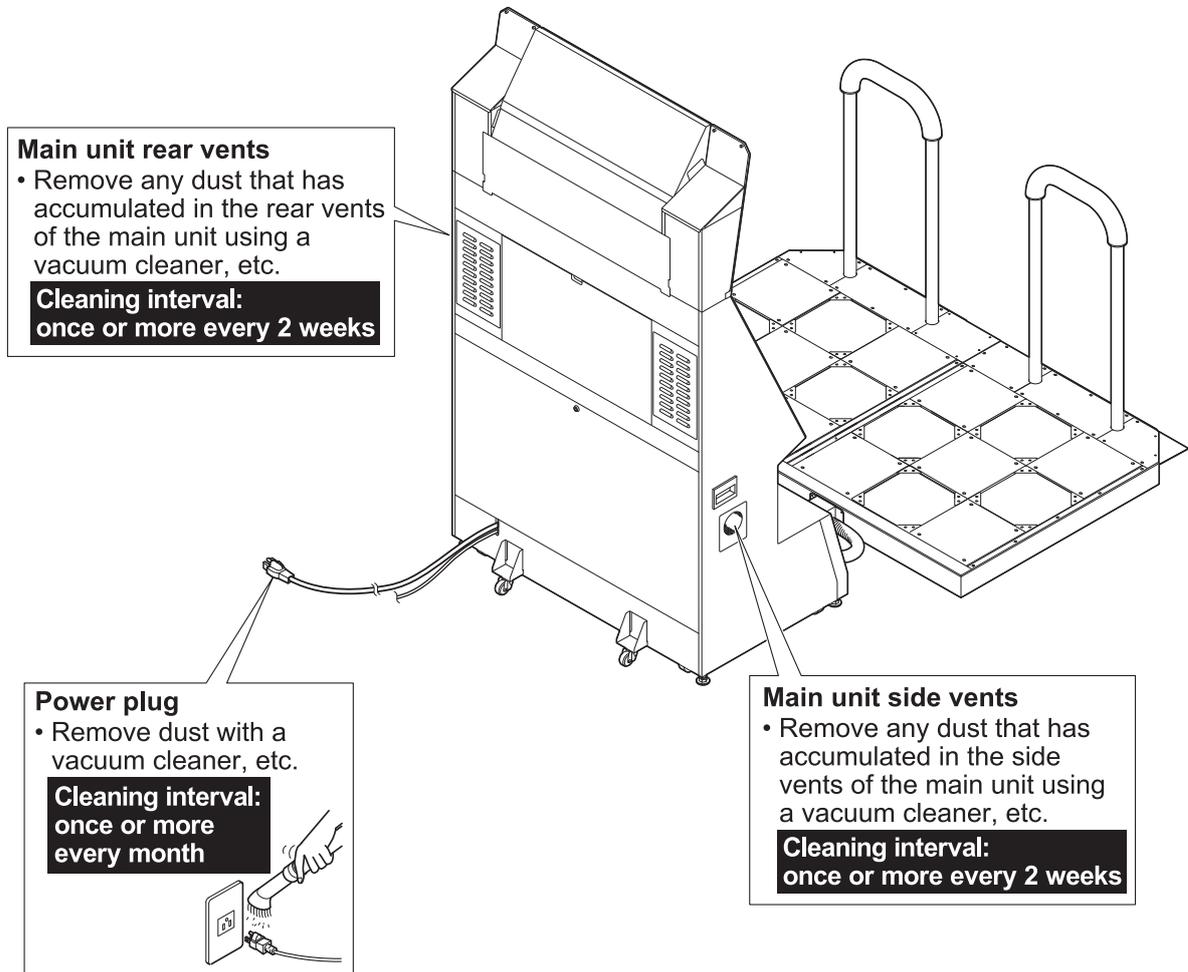
For the items indicated, clean at the intervals shown or more often.

- Preparation:** (1) Turn the power off
(2) Disconnect the power plug from the outlet

Clean each component.

Inspect the following areas and perform cleaning and maintenance as necessary.



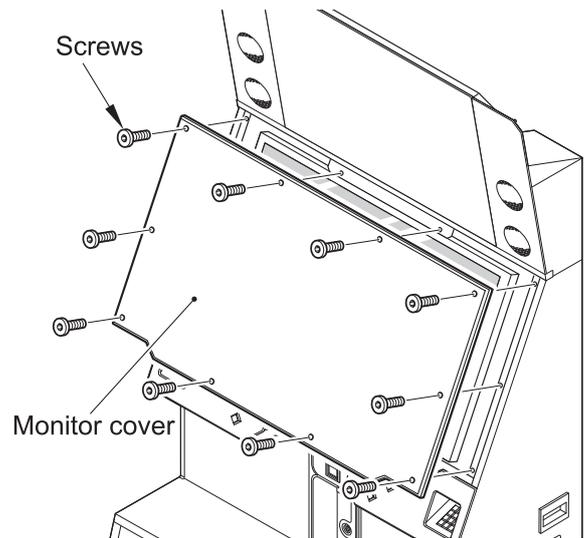


- For items without indicated cleaning intervals, we recommend cleaning during inspection before the start of business.

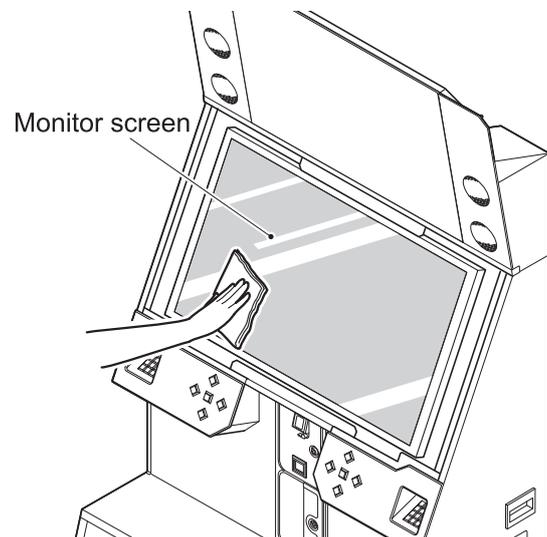
Cleaning of the monitor cover and monitor screen

Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet

- 1** Remove the screws shown in the figure while supporting the monitor by hand.
- 2** Slightly raise the monitor cover towards you and remove it upward.

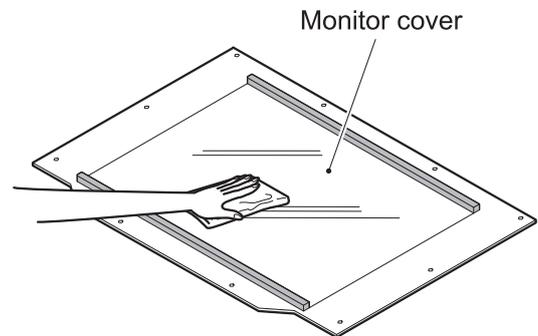


- 3** Lightly wipe the monitor screen with a clean, soft cloth soaked in neutral detergent and wrung out firmly.

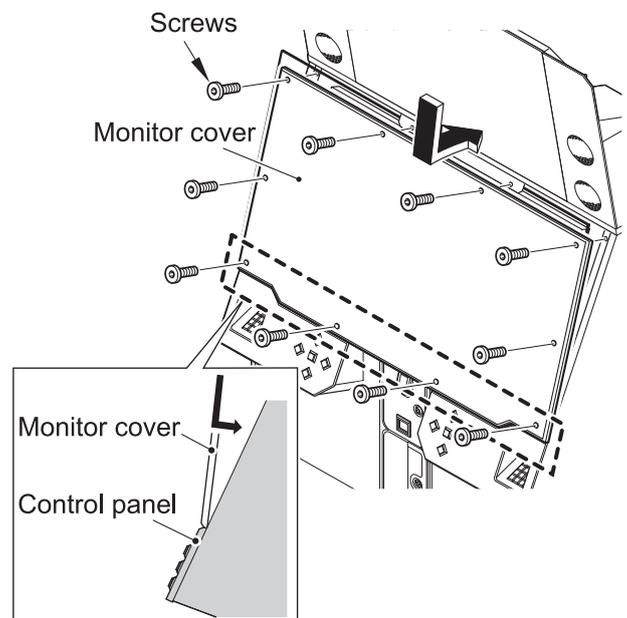


- Do not apply excess force when wiping the monitor.

- 4 Lightly wipe the removed monitor cover with a clean, soft cloth soaked in neutral detergent and wrung out firmly.



- 5 Align the monitor cover with the top of the control panel and mount in its original position.

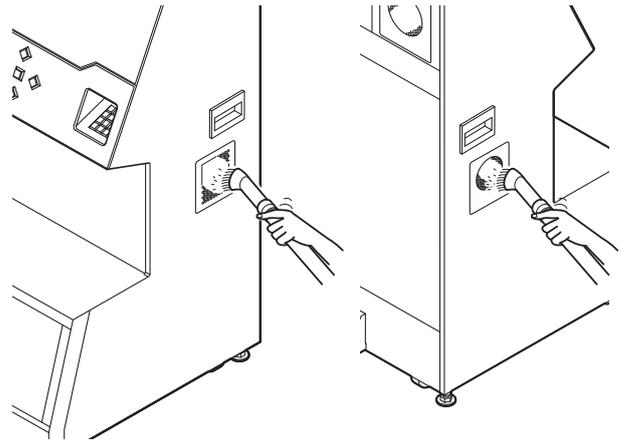


Cleaning of vents

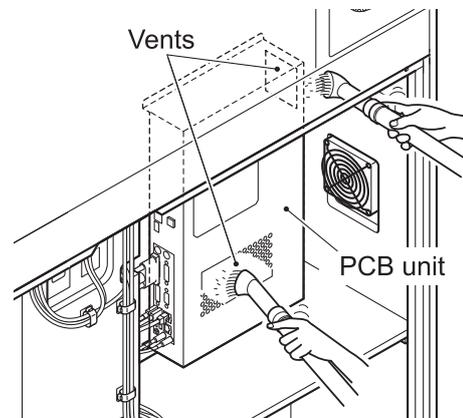
Perform the following cleaning procedure once or more every 2 weeks.

Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet
(3) Open the back door

1 Remove any dust in the rear vents of the main unit using a vacuum cleaner, etc.



2 Remove any dust in the vents of the PCB unit located inside the main unit.



Maintenance

For maintenance personnel / industry specialists

Replacing parts

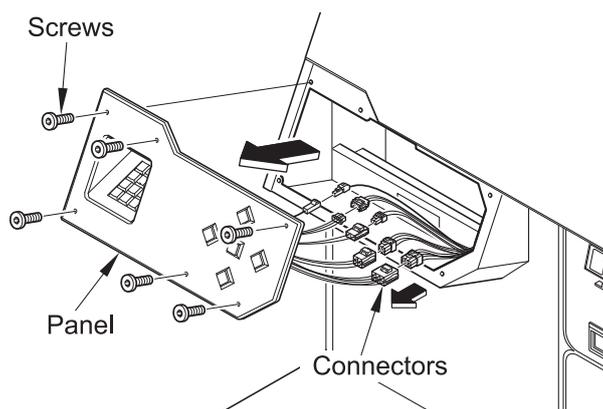
Button replacement

Although this manual describes the replacement of the button on the player 1 side, the same procedure can be used for the player 2 side.

Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet

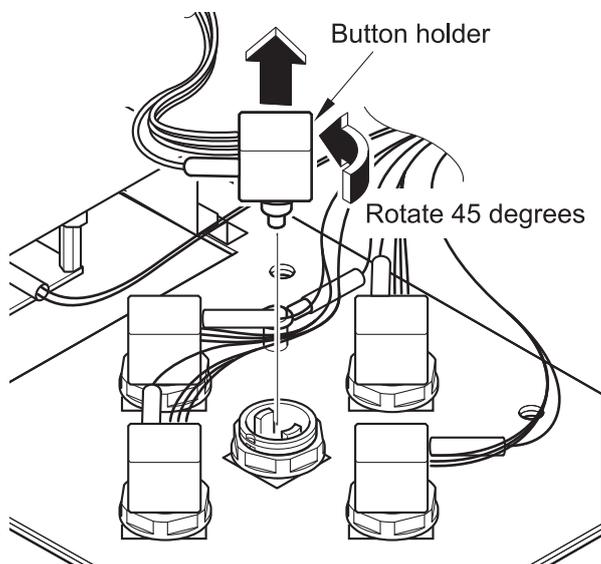
■ How to remove

- 1** Remove the screws shown in the figure (6 screws) using a hex wrench.
- 2** Slightly raise the panel.
- 3** Disconnect the connectors (5 places) and remove the panel.

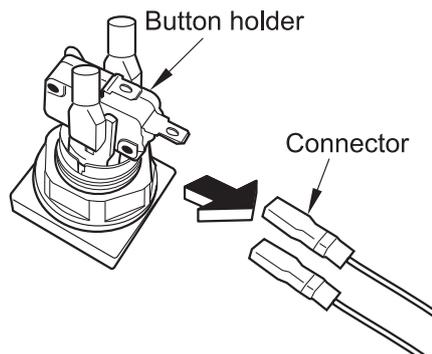


- Note that the wiring harness may come off or there may be internal disconnections if the panel is raised forcefully.

- 4** Rotate the button holder approximately 45 degrees in the direction indicated by the arrows to remove.

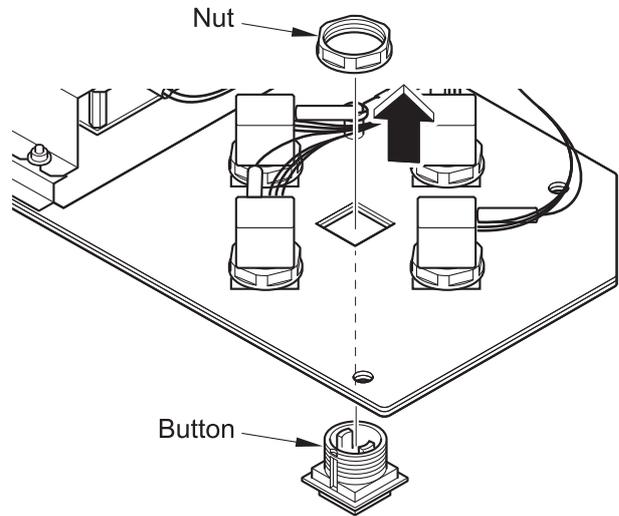


- 5** Remove the connector connected to the button holder.



- If replacing only the button holder, perform all the steps up to this point and proceed to Step 9 on "How to install".

6 Remove the nut and then the button.

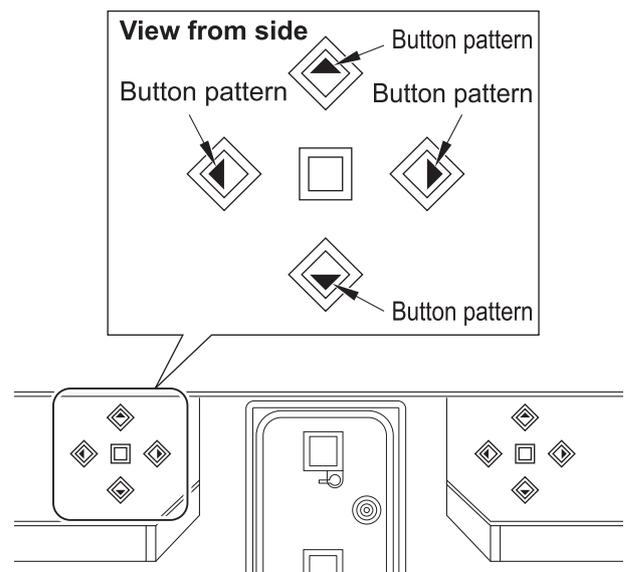


■ How to install

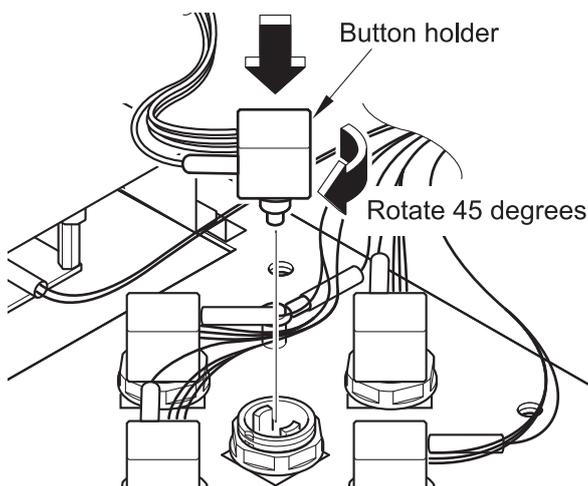
7 View the button from the front, align in the pattern shown in the figure, and insert the button into the panel.

8 Secure the button with the nut.

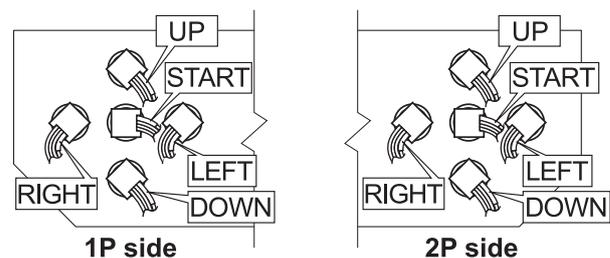
9 Reconnect the connector with the button holder.



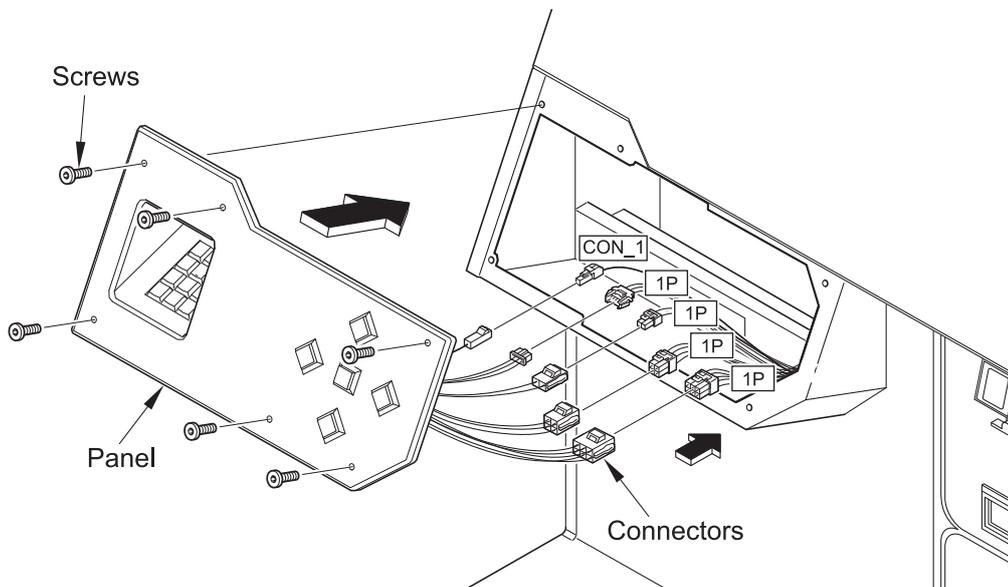
10 Rotate the button holder approximately 45 degrees in the direction indicated by the arrows to install the button.



View from rear



- 11 Connect the connector after confirming the connector number on the main unit side.
- 12 Mount the panel on the main unit.



- Player 2 side is (2P) and (CON_2).

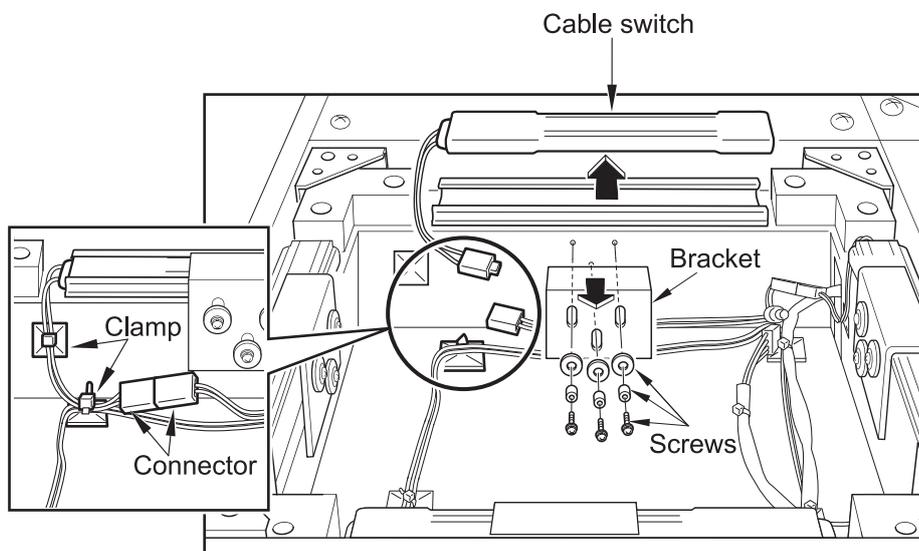
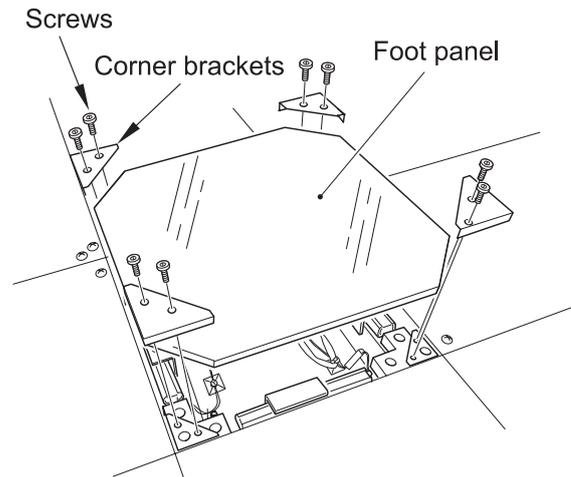
- 13 Turn on the power and check the operation of each button using “INPUT CHECK” and “LAMP CHECK” in the “I/O CHECK” of the test mode.

Replacing the cable switch

Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet

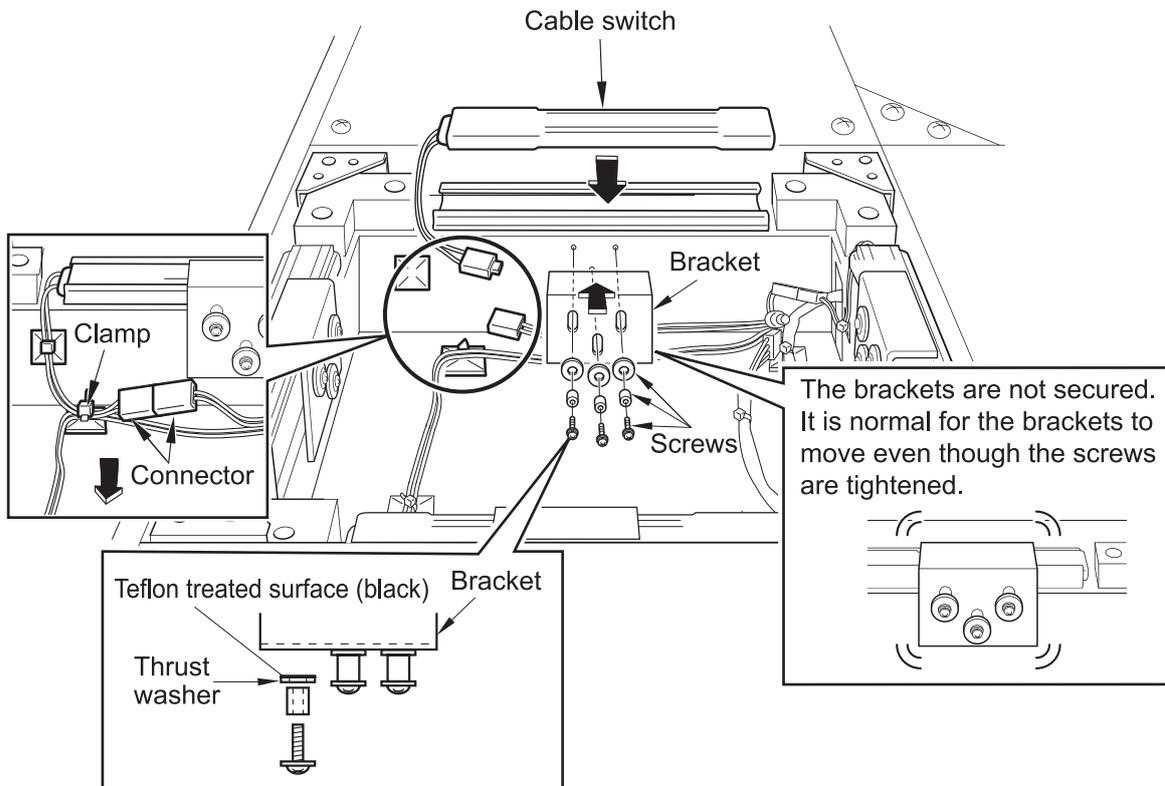
■ How to remove

- 1 Remove the screws for the corner brackets that secure the foot panel.
- 2 Remove the foot panel.
- 3 Loosen the clamps and remove the connector for the cable switch to be replaced.
- 4 Remove the screws.
- 5 Remove the bracket while pressing on the cable switch.
- 6 Remove the cable switch.

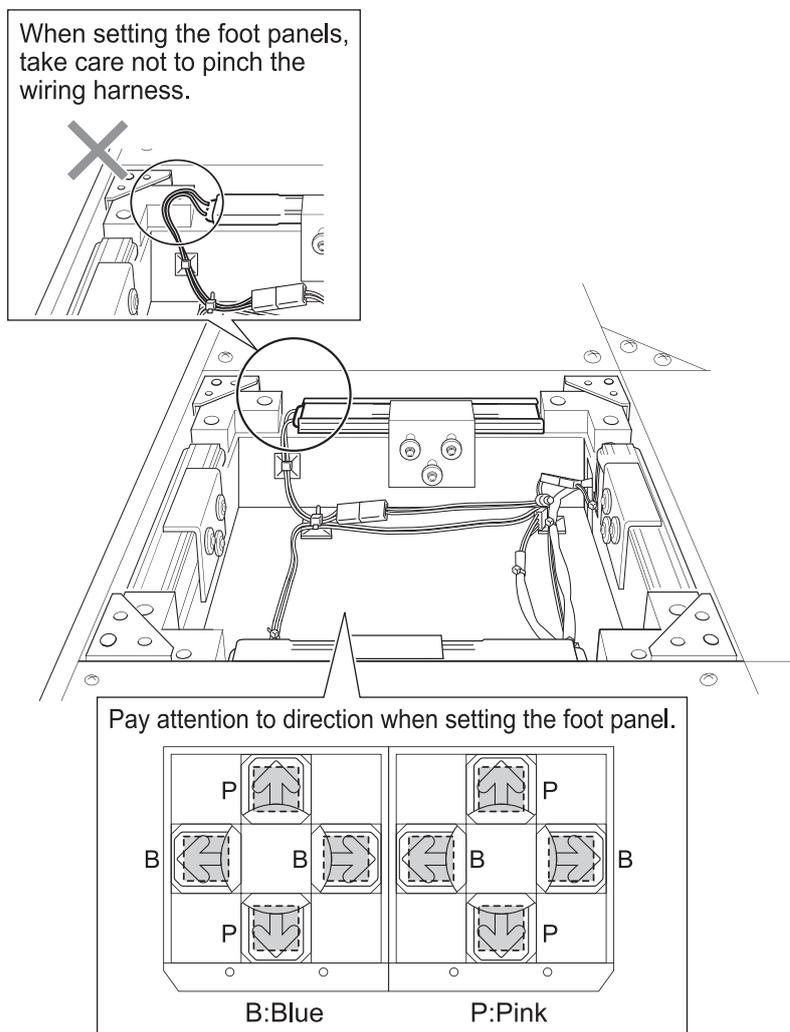


■ How to install

- 7** Install the new cable switch.
- 8** Press down the cable switch using the bracket and secure with the screws.
 - Install the thrust washers on the bracket side of the Teflon treated surface (black).
- 9** Connect the connectors.
- 10** Secure the clamps.



- 11 Return to the original position with attention to the foot panel direction, avoiding pinching the wiring harness.
 - 12 Secure the corner brackets in their original positions using the screws.
- When installing the cable switch, please note the following.



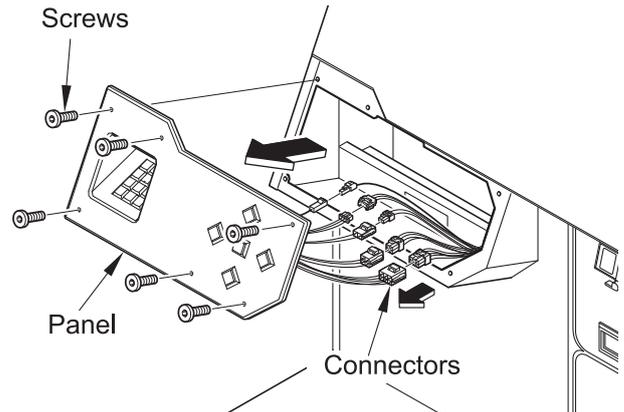
Replacement of numpad unit / numpad cover

When replacing the numpad unit, we recommend replacing the numpad cover as well.

Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet

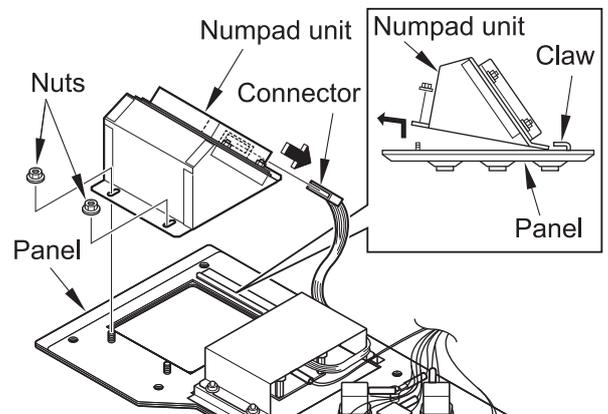
■ How to replace

- 1** Remove the screws shown in the figure (6 screws) using a hex wrench.
- 2** Slightly raise the panel.
- 3** Disconnect the connector (5 places) and remove the panel.

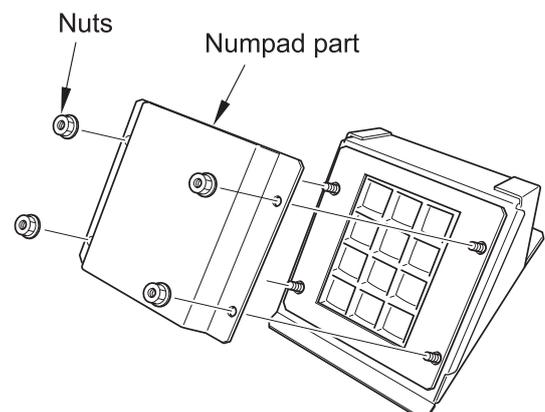


- Note that the wiring harness may come off or there may be internal disconnections if the panel is raised forcefully.

- 4** Remove the nuts.
- 5** Disconnect the connector and remove the numpad unit.



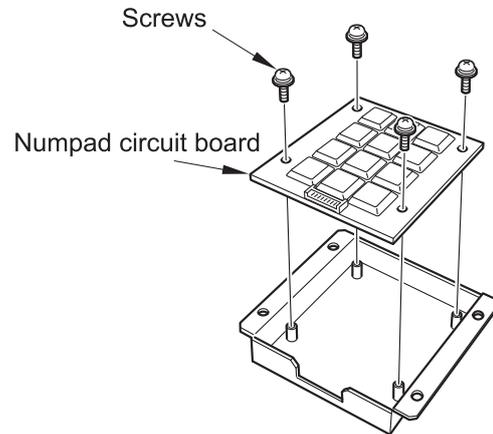
- 6** Remove the nut and then the numpad part.



- When replacing only the numpad cover, proceed to Step 9.

■ Numpad circuit board replacement

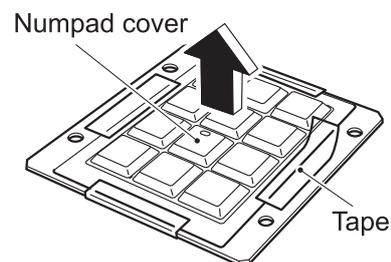
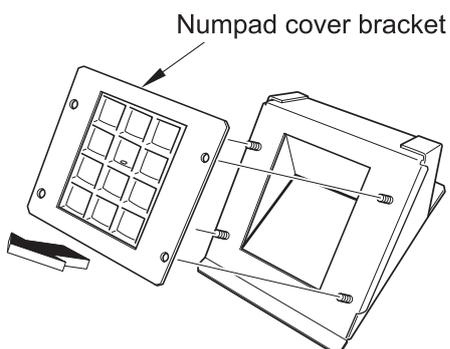
- 7** Remove the screws and then the numpad circuit board.
- 8** Install the new numpad circuit board using the removed screws.



- When replacing only the numpad circuit board, proceed to Step 14.

■ Replacement of numpad cover

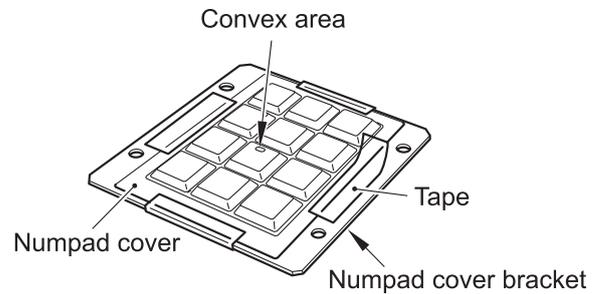
- 9** Remove the numpad cover bracket.



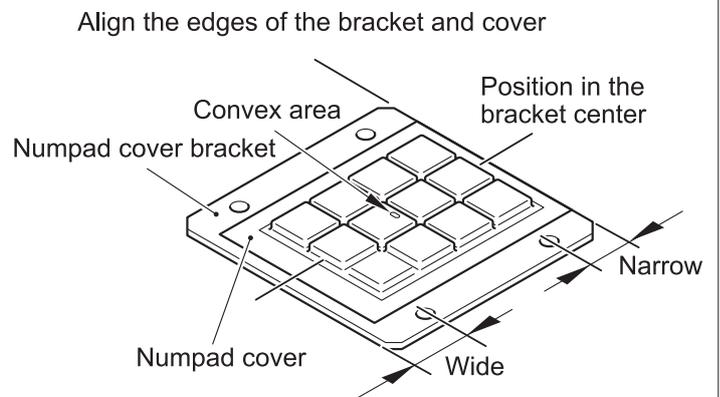
- 10** Carefully peel away the tape and remove the numpad cover.

- When peeling away the tape that secures the numpad cover, completely wipe away any adhesive that remains.

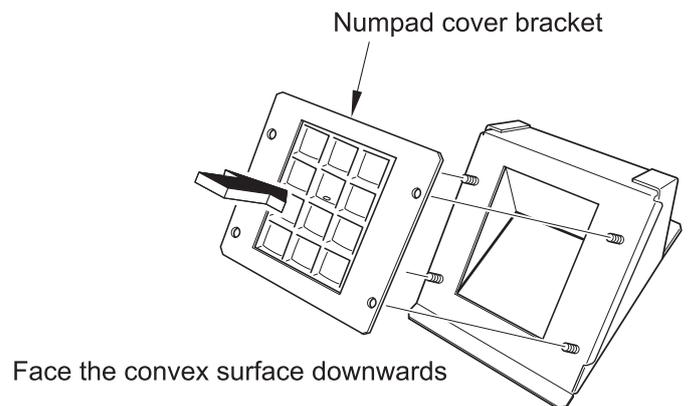
- 11** With the convex surface facing upwards, place the new numpad cover on the numpad cover bracket.
- 12** Secure by applying the included tape in 4 locations to prevent slacking.



- Place the numpad cover over the numpad cover bracket in the position indicated in the figure.
- Do not allow tape to stick out from the key top.
- Secure with tape while sealing the numpad cover and numpad cover bracket.



- 13** Install the numpad cover with the convex surface facing downwards and secure the numpad section to its original position with the nuts.



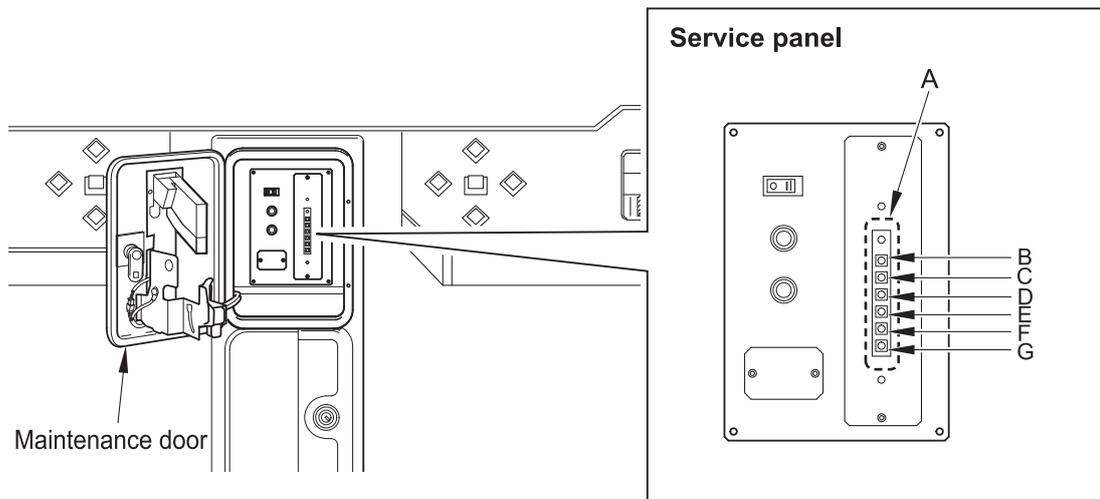
- 14** Assemble the numpad unit in its original condition by reversing the procedure for removal, and install it with care not to pinch the wiring harness.
- 15** Turn on the power.
- 16** Check operation using the “INPUT CHECK” in the “I/O CHECK” of the test mode.

Monitor adjustment

The monitor has been adjusted before shipping, but can be adjusted as desired. Adjust using the mode screens in “SCREEN CHECK” and “COLOR CHECK”.

Monitor adjustment circuit board position

The monitor adjustment circuit board is located inside the maintenance door. Open the maintenance door when adjusting.



A	Monitor adjustment circuit board	
B	Power switch	Power ON / OFF
C	Up	Adjustment when Menu is shown.
D	Down	Adjustment when Menu is shown.
E	Menu	Show menu.
F / G	Auto/ Select	Automatically optimize positions, phase & clock when Menu is not shown, Exit Menu when Menu is shown.

- When setting successfully you must press “Esc” key to leave the OSD to save your setting.
- Avoid unnecessary adjustments, as improper adjustment will cause screen quality to decrease.

Menu list

	Adjustment values / setting values	Default	
Mode Image Setting	Contrast (Adjust the contrast of image)	0 to 100	49
	Brightness (Adjust the contrast of the screen)	0 to 100	51
	Sharpness (Adjust the picture sharpness)	0 to 100	50
	Color temperature	User / 6500 / 7500 / 9300	User
	User RGB (Adjust red/green/blue gain)		
	R	0 to 255	255
	G	0 to 255	244
	B	0 to 255	227
	Image Alignment (Adjust picture position)		
	Position		
	Phase		
H-size			
V-size			
Reset (Restore to factory settings)			
Feature Controls	Auto Color (Auto adjust the screen color)		
	Screen Test		
	Language (Adjust the language)	English / Français / Deutsch / Italiano / Español / 簡體中文 / 繁體中文	ENGLISH
	Input Source (Adjust the input source)	VGA / DVI	VGA
	OSD Timer (Adjust the Menu timer)	Off / 0s / 10s / 20s / 30s / 40s / 50s / 60s	10s

Restoring a tripped circuit breaker

When an overcurrent or short circuit occurs, the circuit breaker is automatically tripped to protect the electric circuit.

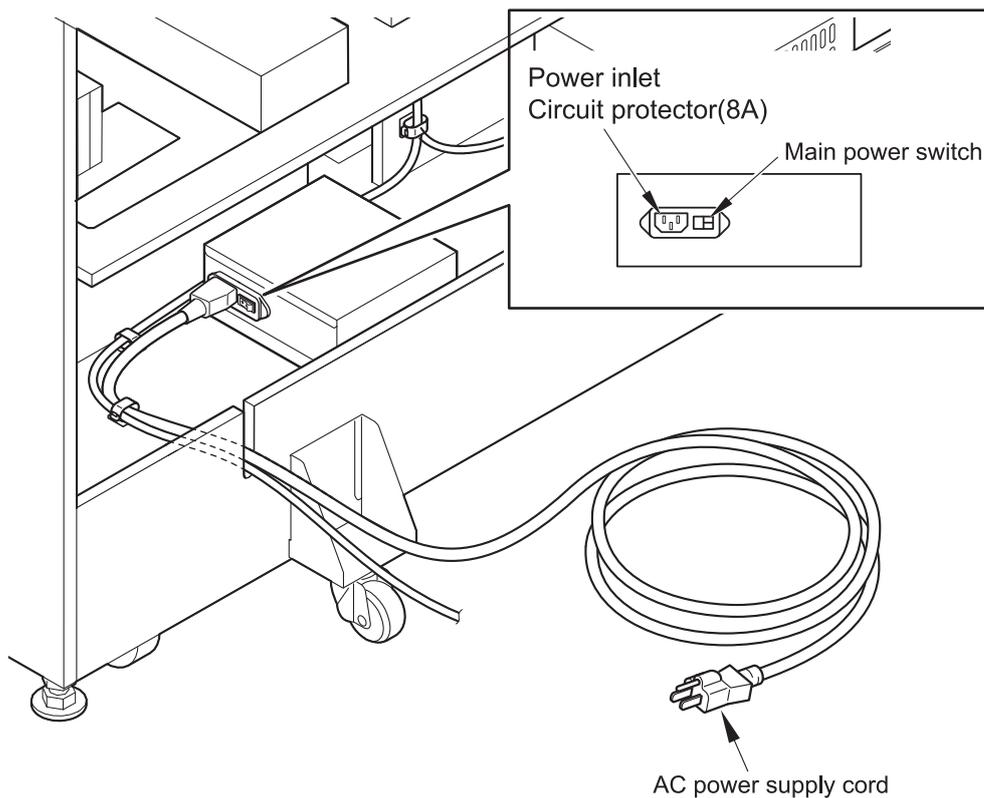
Preparation: (1) Turn the power off
(2) Disconnect the power plug from the outlet
(3) Open the back door

■ How to restore

1 Remove the cause of the problem.

- When unsure how to handle this, contact your nearest dealer instead of attempting repairs.

2 Press the circuit protector button.



When operation is abnormal

Check the following table before consulting with your nearest dealer.

- If you do not know how to remedy the problem, consult the nearest dealer rather than taking unconfirmed action.

If a problem is not corrected even by its remedy or the symptom is not given in this manual, immediately turn the power off, remove the power plug and consult your nearest dealer.

Possible causes

The screen and the LED lamps do not come on.

- The power does not turn on. (Main power switch, sub power switch) (Shop breaker)
- The AC power supply cord has been disconnected from the main unit side or the outlet side.
- The circuit breaker has been tripped.
- The connector between the units is not connected properly.
- Abnormality in PCB unit. Abnormality in monitor.

The LED lamps are on but the monitor remains off.

- Abnormality in PCB unit.
- Abnormality in monitor.
- The connector that connects to the PCB unit is disconnected.

“e-AMUSEMENT Service Use Confirmation” is displayed during start-up.

- The game was started up for the first time.
- The connected SA-W2 (VPN router) was changed.

The screen is too dim. Or it is too bright.

- Monitor adjustments are inappropriate.

Measures

- ▶ ● Turn on the power switch. Also, check whether the shop breaker is down.
- ▶ ● Properly and securely connect the AC power supply cord.
- ▶ ● Take measures to restore the circuit breaker.
- ▶ ● Properly connect the connectors.
- ▶ ● Immediately turn off the power, disconnect the power plug from the outlet, and contact the nearest dealer.

- ▶ ● Immediately turn off the power, disconnect the power plug from the outlet, and contact the nearest dealer.

- ▶ ● Carry out “e-AMUSEMENT Service Use Confirmation”.

- ▶ ● Adjust monitor brightness.

Possible causes

There is no sound. Or the sound is too soft (too loud).

- Volume settings are inappropriate.
- The connector that connects to the PCB unit is disconnected.

The foot panel is not functioning.

- There is foreign matter such as pebbles or sand wedged into the spaces of the foot panel.
- The connectors for the stage units (L) (R) are not connected properly. Or there is a disconnected wire.
- The connectors for the unit connection pipe between the main unit and stage units are not connected properly. Or there is a disconnected wire.
- The connector for the cable switch is disconnected. Or it is not connected securely.
- Cable switch is faulty.
- Wiring harness was pinched, causing a broken wire, during replacement of the cable switch or unit connection.

“BAD” is shown on the screen during “ROM CHECK” in test mode.

- Abnormality in hard disk.

e-AMUSEMENT PASS is not recognized.

- Abnormality in e-AMUSEMENT PASS or IC card reader.
- The connector for the IC card reader is disconnected. Or the wiring harness is disconnected.

Measures

- Adjust “SOUND OPTIONS” in test mode.
- Immediately turn off the power, disconnect the power plug from the outlet, and contact the nearest dealer.

- Remove any foreign matter.
- Separate the connectors for the stage units (L) (R) and check whether they are connected properly.
- Separate the main unit and the stage unit and check whether they are connected properly.
- Check operation using the “FOOT PANEL CHECK” in the “I/O CHECK”, and check whether the connector for the cable switches is connected securely if there are abnormalities.
- Replace the malfunctioning cable switch.
- Contact the nearest dealer.

- Immediately turn off the power, disconnect the power plug from the outlet, and contact the nearest dealer.

- Check whether it is possible to recognize the e-AMUSEMENT PASS using the IC card reader of another machine.
 - If it is not recognized, the e-AMUSEMENT PASS itself may be damaged.
 - If it is recognized, the IC card reader may be faulty. Contact the nearest dealer.
- Check whether it is possible to recognize the e-AMUSEMENT PASS using “IC CARD CHECK” in test mode. If it is not recognized, turn off the main power, disconnect the power plug from the outlet, and contact the nearest dealer.

List of error codes / messages

If you do not know how to remedy the problem, consult the nearest dealer rather than taking unconfirmed action.

If a problem is not corrected even by its remedy or an error code or message not given in this manual is displayed, note down the error code and message, turn the power off, remove the power plug and consult the nearest dealer.

Error Code	Message	Possible causes	Measures
2-1000-**	Application boot error	● Failed to start up the application.	○ Consult the nearest dealer.
2-1001-0007	Security error 1	● The license key is illegal or the license key is not connected correctly.	○ Correctly connect the license key for this product.
2-1001-0017	Security error 2	● The account key is illegal or the account key is not connected correctly.	○ Correctly connect the account key for this product.
5-1501-**** 5-1502-**** 5-1503-**** 5-1504-****	BOARD ERROR	● Normal communication with the MAIN I/O circuit board was impossible.	○ Contact the nearest dealer.
5-1505-**** 5-1506-**** 5-1507-****	SECURITY ERROR	● The license key (black) for this product is not connected correctly. ● The license key (black) is faulty.	○ Correctly connect the license key (black) for this product. ○ Contact the nearest dealer.
5-1508-****	COIN ERROR	● Coins are jammed.	○ Remove any jammed coins.
5-1509-**** 5-1510-**** 5-1511-**** 5-1512-****	FOOT ERROR	● Normal communication with the FOOT I/O circuit board was impossible.	○ Contact the nearest dealer.
5-1513-**** 5-1514-**** 5-1515-**** 5-1516-****	CARD UNIT ERROR	● Normal communication with the IC CARD UNIT circuit board was impossible.	○ Contact the nearest dealer.
5-1521-****	HDD ERROR	● Abnormality of some kind in the data on the hard disk of the PCB unit.	○ Try performing "ROM CHECK" in test mode. If "BAD" is displayed ○ Immediately turn off the power, disconnect the power plug from the outlet, and contact the nearest dealer.
5-1522-**** 5-1523-****	BACKUPRAM ERROR	● Failed to access setting data.	○ If the same symptom occurs repeatedly, turn on the power while holding down the test button until the startup check. At this time, perform settings again as settings will be reset to default.
5-1527-****	I/O(0) PORT LOOP-BACK ERROR	● Normal communication with the I/O circuit board was impossible.	○ Contact the nearest dealer.
5-1528-****	I/O(1) PORT LOOP-BACK ERROR		
5-1550-****	APPLICATION ERROR	● A problem occurred during startup of the game system.	○ Contact the nearest dealer.

● Depending on the status, values shown with a "*" mark in ecomode will differ.

Network confirmation points

Before assuming there is trouble or malfunction, try checking the following once. Internet line interference etc. may disrupt the use of equipment even when the device itself is functioning normally.

Are network-connected devices turned on?



Hub / switch, SA-W2 (VPN router), modem, optical line termination device, etc.

Is there an abnormality in LAN cable or other connections?



Game machine - Hub / switch - SA-W2 (VPN router) - modem / optical line termination device) - (telephone line modular jack) etc.



When the power supply and LAN cables are normal



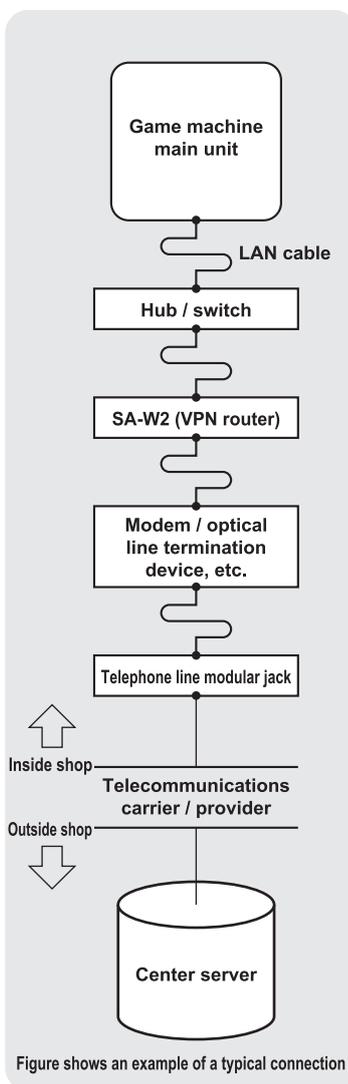
When line interference has not occurred



When the network is not restored



When the network is not restored



Check with the telecommunications carrier or Internet service provider to see if interference has occurred on the Internet line.

Try turning the network-connected devices off and then on again.

Try rebooting the game machine main unit.

Turn the game machine main unit off and consult the nearest dealer.

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- Microsoft is a registered trademark of Microsoft Corporation in the United States and other countries.



- This product includes RSA BSAFE Cryptographic software of EMC Corporation.

- RSA and BSAFE are registered trademarks or trademarks of EMC Corporation in the United States and other countries.
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- The distribution without prior notice of part or all of this manual is strictly prohibited.
- The copying of part or all of the software of this product is prohibited.

FCC CAUTION

Changes or modifications not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment.

- This device complies with Part 15 of FCC Rules and Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation.

Le présent appareil est conforme à la partie 15 des règles de la FCC et aux normes des CNR d'Industrie Canada applicables aux appareils radio exempts de licence. L'exploitation est autorisée aux deux conditions suivantes : (1) l'appareil ne doit pas produire de brouillage, et (2) l'appareil doit accepter tout brouillage subi, même si le brouillage est susceptible d'en compromettre le fonctionnement.

- This equipment complies with FCC/IC radiation exposure limits set forth for an uncontrolled environment and meets the FCC radio frequency (RF) Exposure Guidelines and RSS-102 of the IC radio frequency (RF) Exposure rules. This equipment has very low levels of RF energy that are deemed to comply without testing of specific absorption rate (SAR).

Cet équipement est conforme aux limites d'exposition aux rayonnements énoncées pour un environnement non contrôlé et respecte les règles des radioélectriques (RF) de la FCC lignes directrices d'exposition et d'exposition aux fréquences radioélectriques (RF) CNR-102 de l'IC. Cet équipement émet une énergie RF très faible qui est considérée conforme sans évaluation du débit d'absorption spécifique (DAS).

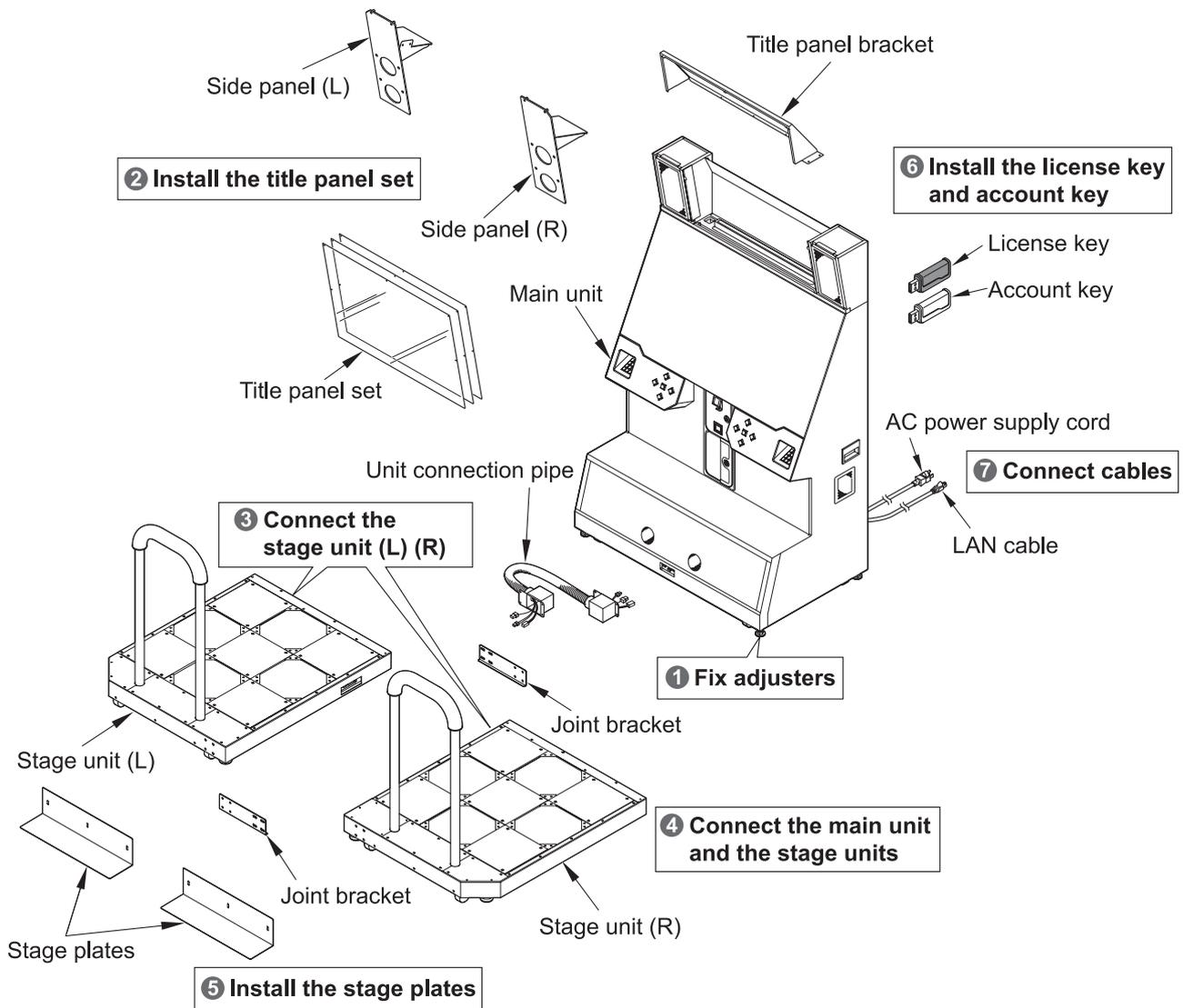
WARNING

This is class A product. In a domestic environment this product may cause radio interference in which case the user may be required to take adequate measures.

Installation Manual

Installation

Outline of installation



Installation 1: Fixing adjusters

Adjuster position

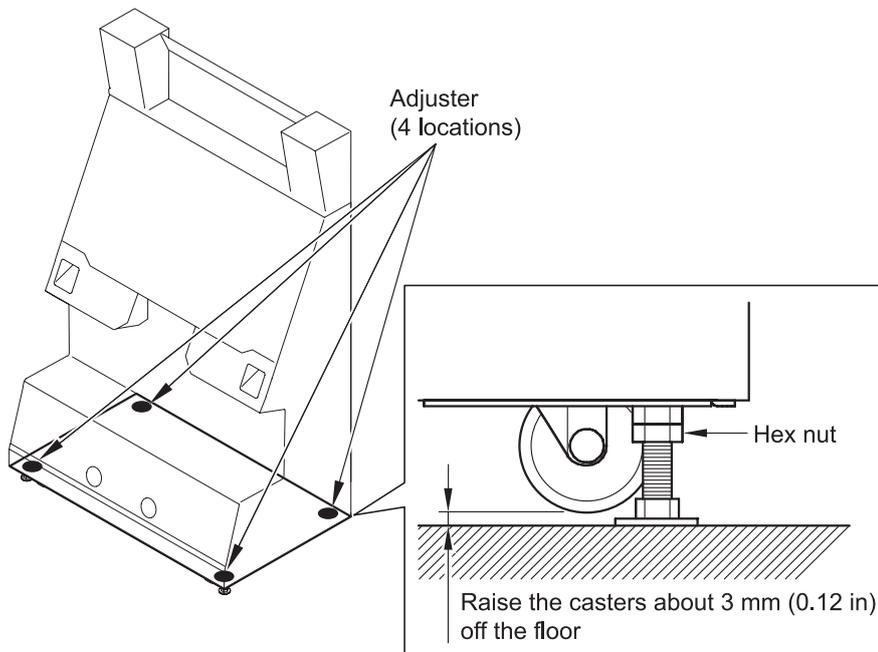
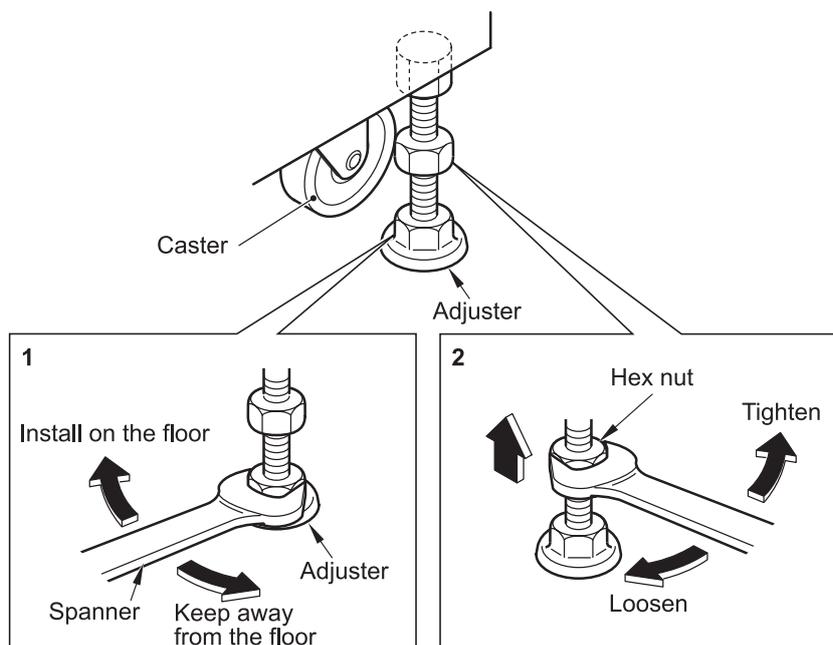


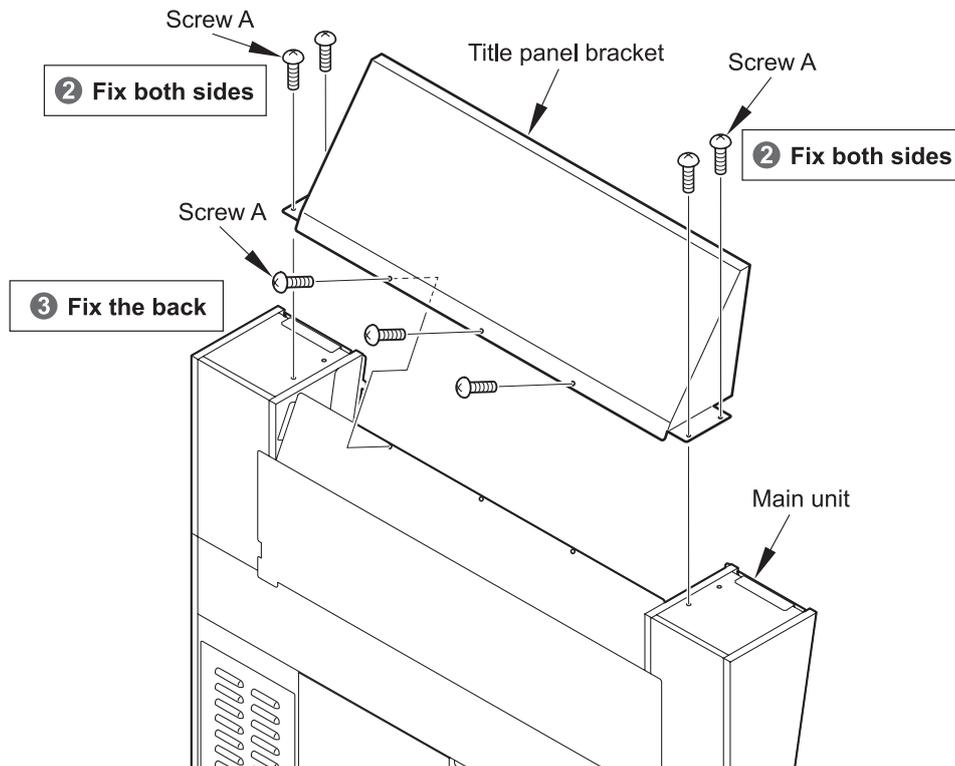
Figure shows adjusters grounded on the floor and hex nuts fastened to the upper side.

- 1 Ground the adjusters on the floor.
- 2 Check that casters are raised about 3 mm (0.12 in) off the floor.
- 3 Fasten the hex nuts to the upper side.



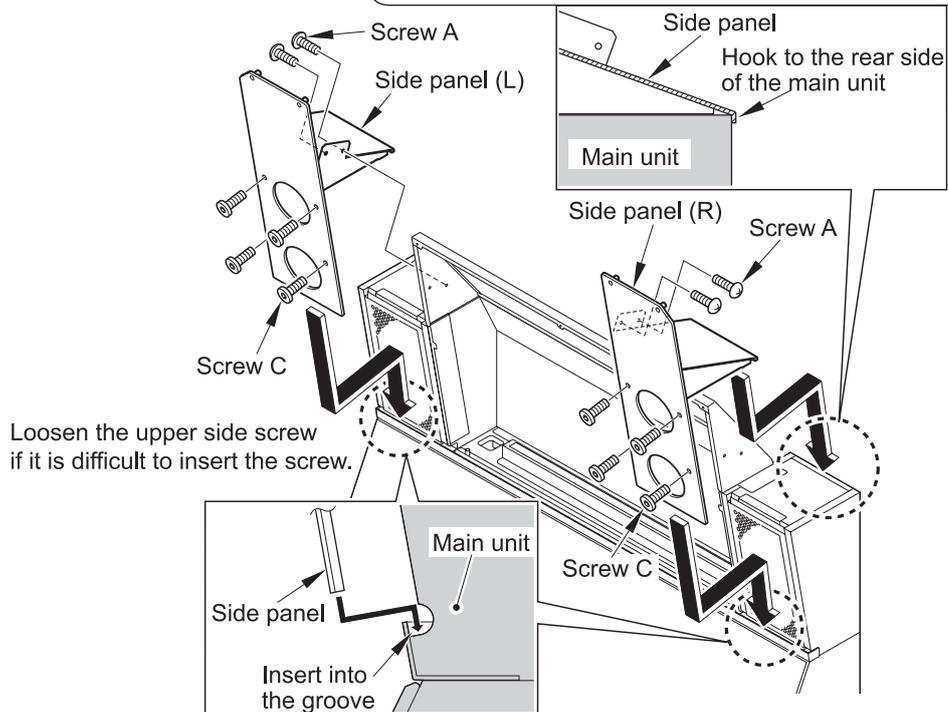
Installation 2: Installing the title panel

- 1 Set the title panel bracket to the main unit.
- 2 Fix both sides with screw A.
- 3 Fix the back side with screw A.

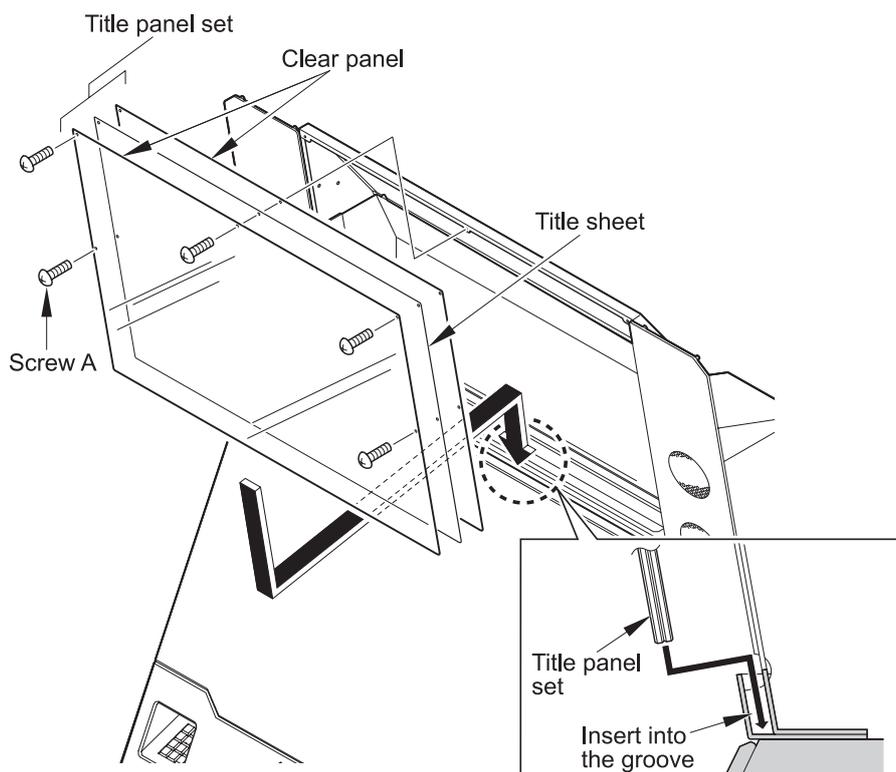


- 4 Mount the side panels (L) (R) on the main unit.
- 5 Fix with screw C from the front side.
- 6 Fix with screw A from the side.

● Loosen all screws when the screw holes do not fit, and fix once they fit.



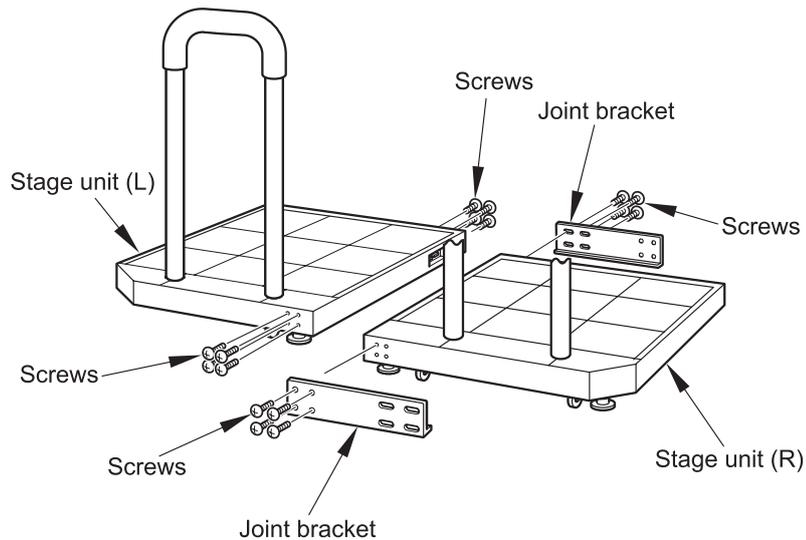
- 7 Mount the title panel set on the main unit.
- 8 Fix with screw A.



Installation 3: Connecting the stage units (L) (R)

1 Remove the screws shown in the figure, then remove the joint brackets (2 locations) from the stage unit (R).

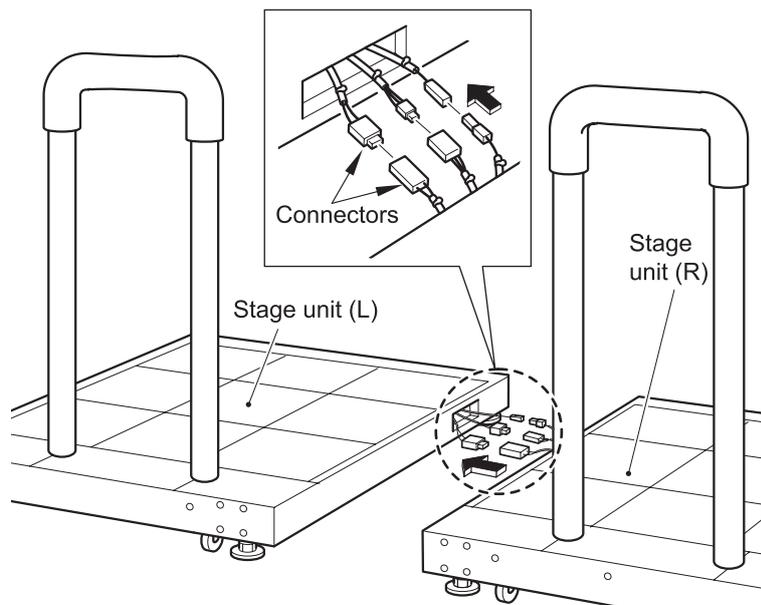
- The joint brackets are mounted beforehand to the stage unit (R).
- The screws removed are re-used when connecting the stage unit.



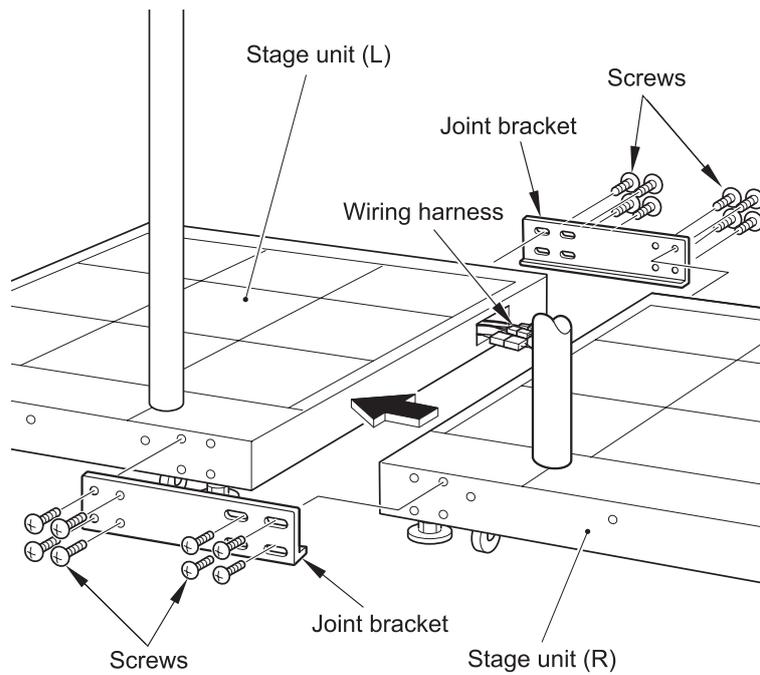
2 Bring the stage units (L) and (R) closer.

3 Pull the connector through the holes in the stage units (L) and (R).

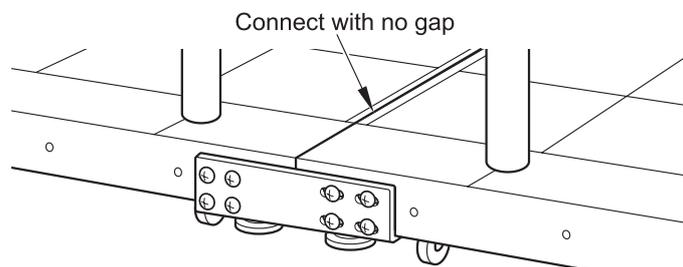
4 Connect the drawn-out connectors (3 locations).



- 5 Adjoin the stage units (L) and (R) so as not to sandwich the wiring harness.
- 6 Mount the joint brackets (2 locations) removed in step 1 to the stage units, and fix the stage units (L) (R) with the screws removed in step 1.

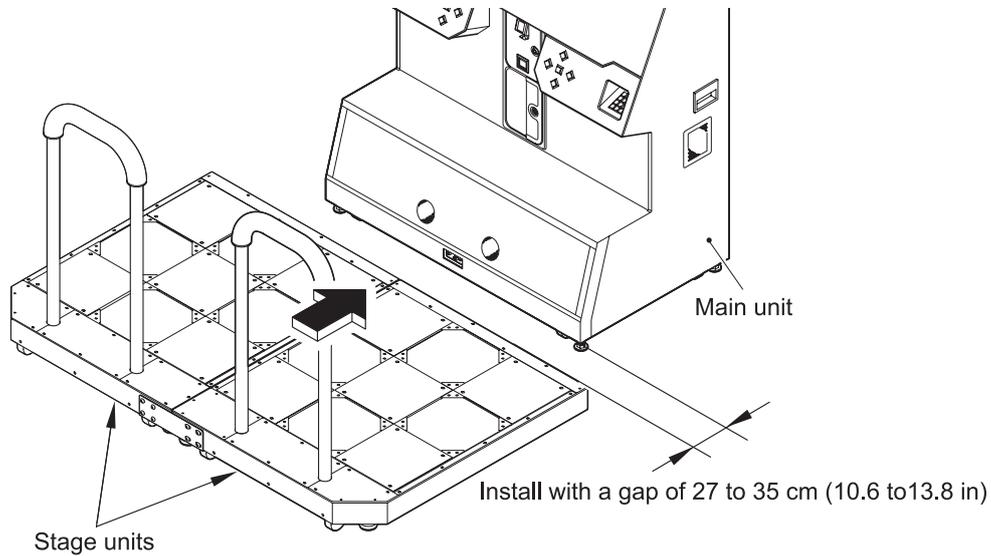


- When joining the stage units, confirm that the wiring harness is not pinched.
- If the screw holes do not fit, fix after adjusting the height with the adjusters.
- Connect with no gap or level difference between the stage units (L) and (R).

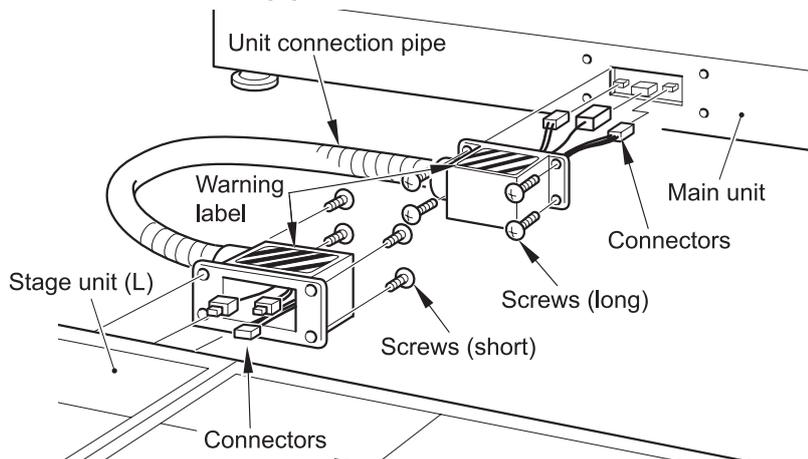


Installation 4: Connecting the main unit and the stage units

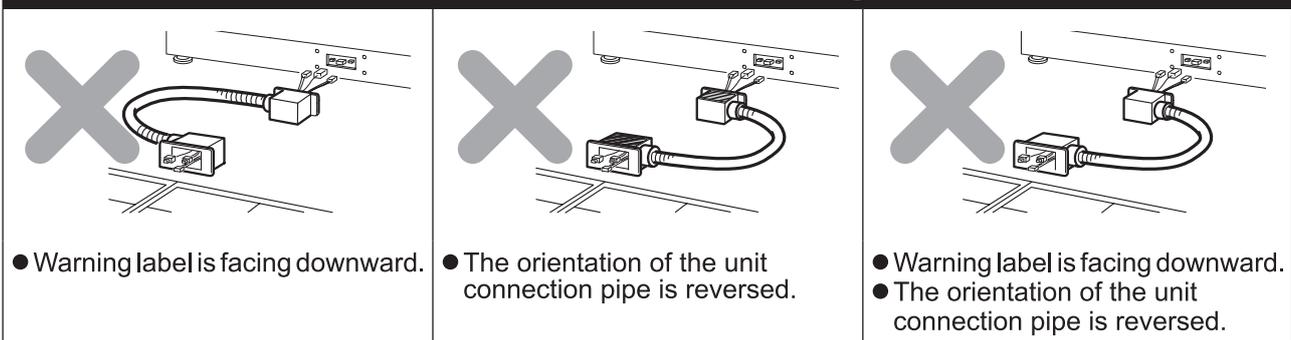
- 1 There should be 27 to 35 cm (10.6 to 13.8 in) between the main unit and the stage units.



- 2 Remove the screws on the stage unit side and the main unit side.
 3 Place the unit connection pipe in the direction shown in the figure, with the warning label side upward.
 4 Connect the unit connection pipe connector to the main unit and the stage unit (L).
 5 Fix each unit and unit connection pipe with the screws removed earlier.



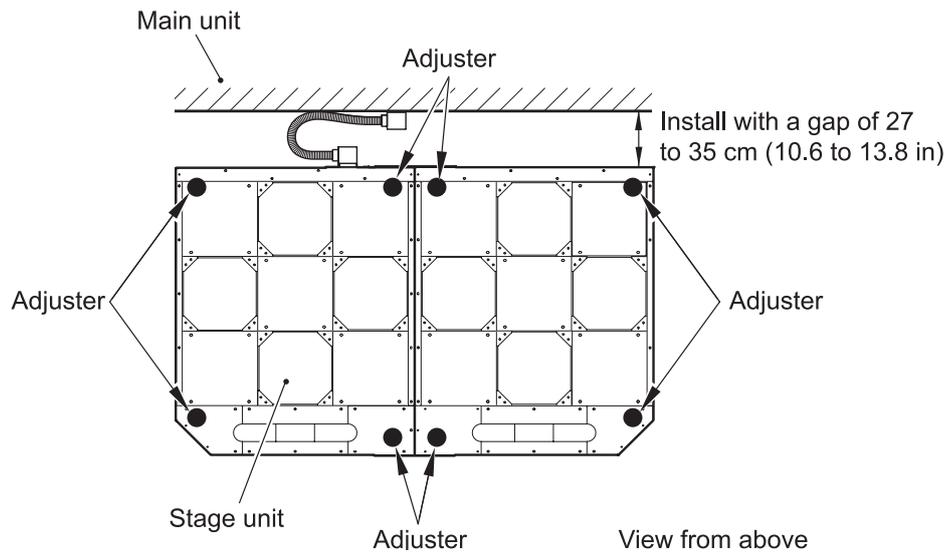
Do not install as shown in the figure



Installation 5: Installing the stage plate

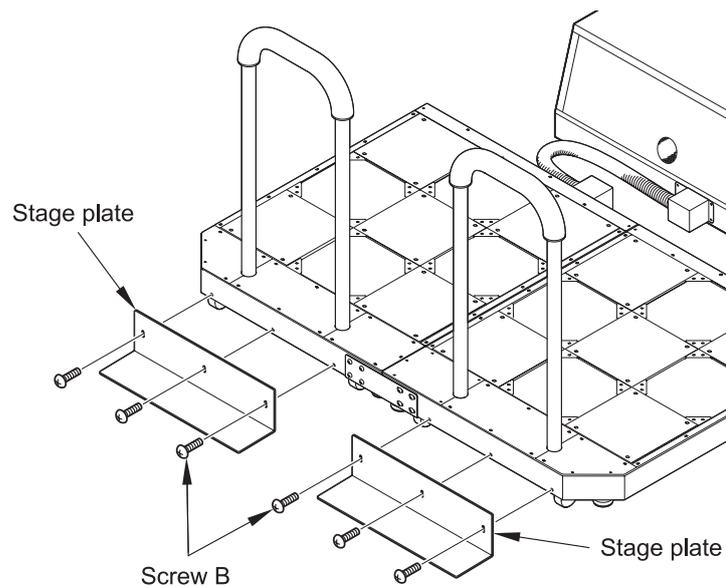
- 1 Check the distance between the main unit and the stage units, and fix the adjusters of the stage units (L), (R).

- If the main unit adjusters are not fixed, be sure to fix them before proceeding to step 2.



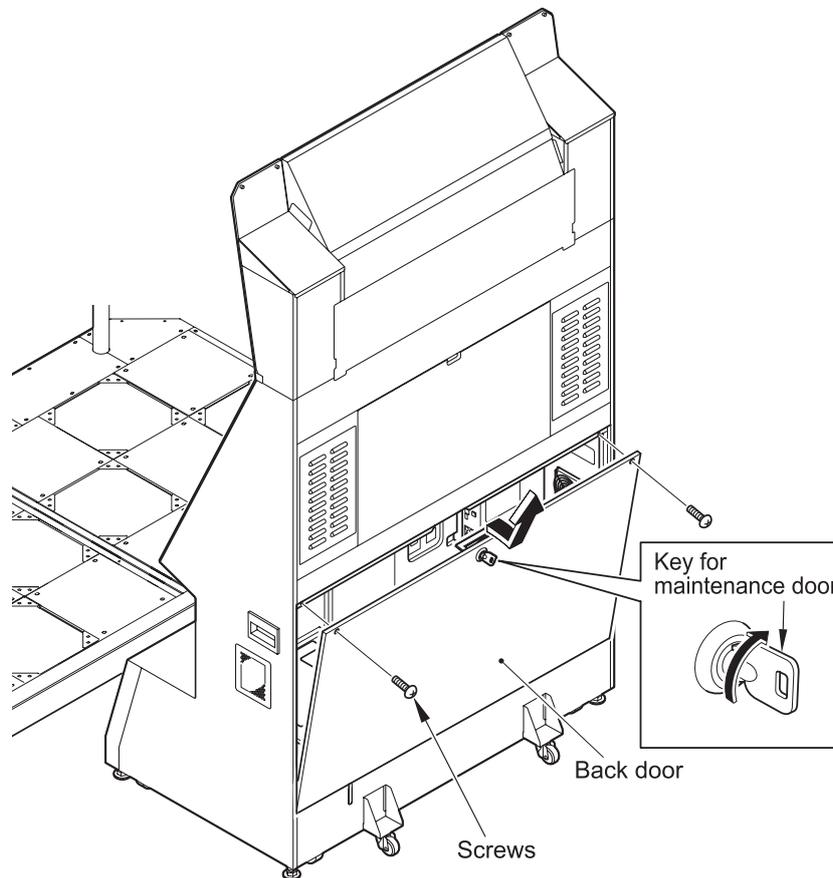
- 2 Secure stage plate (2 locations) with the attached screws B while grounded on the floor.

When moving the stage units, always remove the stage plate.

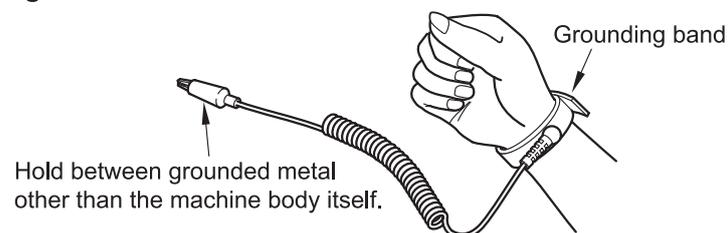


Installation 6: Installing the license key / account key

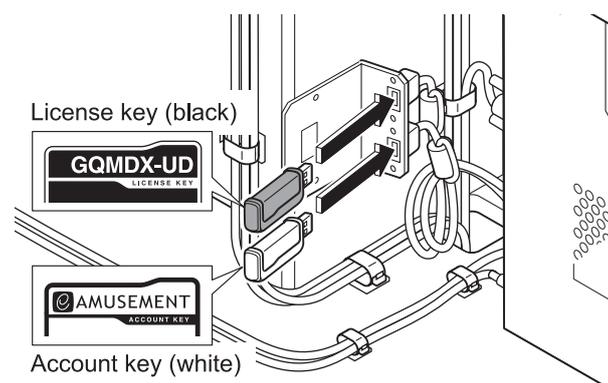
- 1 Remove the screws.
- 2 Insert the maintenance door key to the back door, turn it to the right, and lift up the back door a little to remove.



- 3 Attach the grounding band

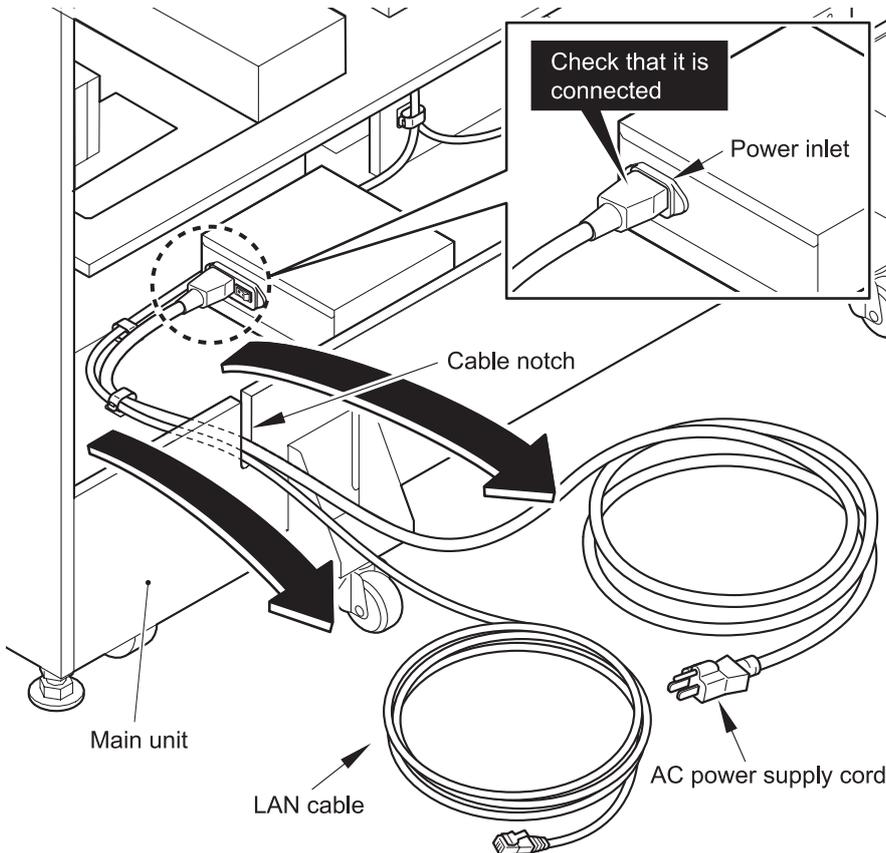


- 4 Insert the license key / account key in the position shown in the figure.



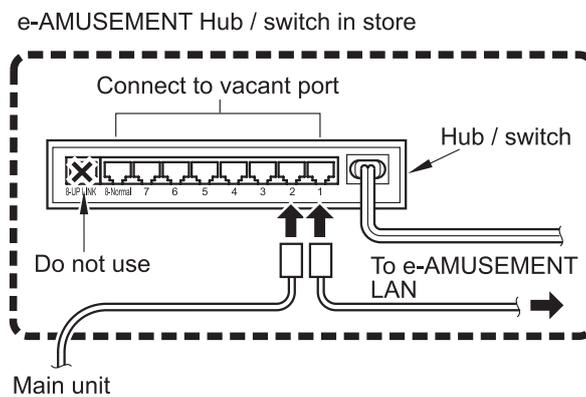
Installation 7: Connecting cables

- 1 Pass the LAN cable / AC power supply cord through the notch shown in the figure, and pull out to the exterior of the main unit.
- 2 Make sure that the power plug is securely connected to the power inlet.

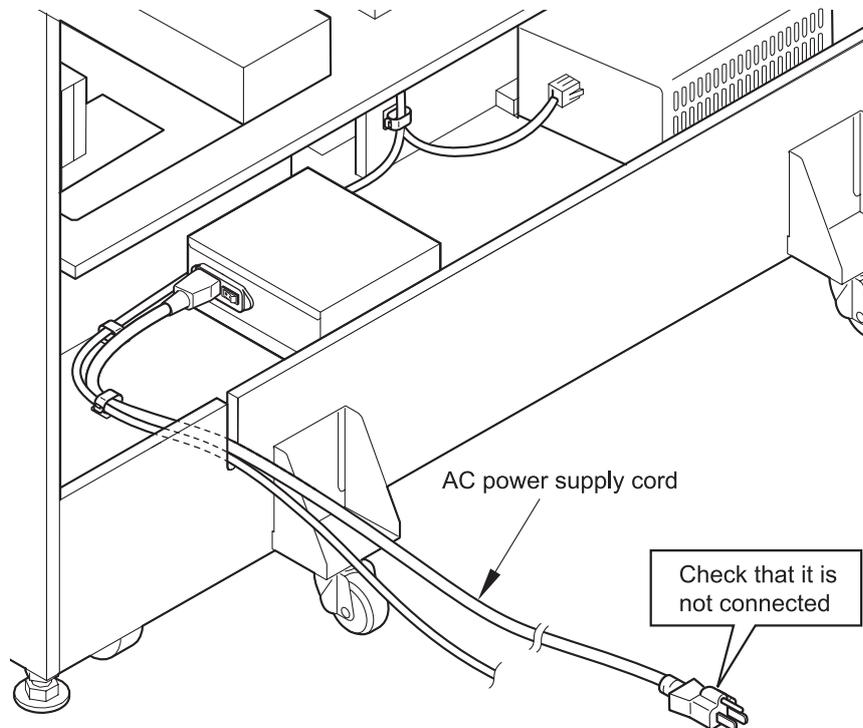


- Since network communication and power supply noise may interfere and cause network communication errors, separate LAN cable and AC power supply cord when wiring cable in the store.

- 3 Connect the other end of the LAN cable to the e-AMUSEMENT Hub / switch in the store.



- 4** Make sure that the power plug is not connected to an electrical outlet, and turn on the main power switch.



- 5** Install the back door as it was, and lock after fixing with screws.

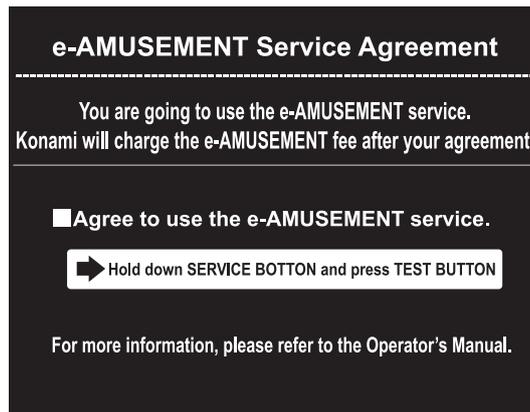
- If the length to e-AMUSEMENT Hub / switch is insufficient even with use of the supplied LAN cable, provide cables of the length required with the following specifications.
- LAN cable specifications: Cat 5e/Cat 6, straight-through.
- LAN cable length: Since the use of long cables may cause network communication errors even when less than 100 m (330 ft), keep the length from the main body to the e-AMUSEMENT Hub / switch in the store as short as possible. The shorter the LAN cable, the more stable the communication speed. As well, even when connecting to the network with an additional Hub / switch, keep the length between the in-store e-AMUSEMENT Hub / switch and additional Hub / switch as short as possible: less than 100 m (330 ft) at maximum. Keep the length of the cable to less than 100 m (330 ft), even if length is required due to the installation conditions.

If this is the first time you are operating this product, perform the following checks and settings. For detailed instructions, read the separate Operator's Manual.

Installation 8: Confirming e-AMUSEMENT service use and executing initial start-up settings

1 Carry out e-AMUSEMENT Service Use Confirmation.

- Read and confirm "Game Start-up Confirmation" → "e-AMUSEMENT Service Use Confirmation" in the Operator's Manual.



2 Execute initial start-up settings.

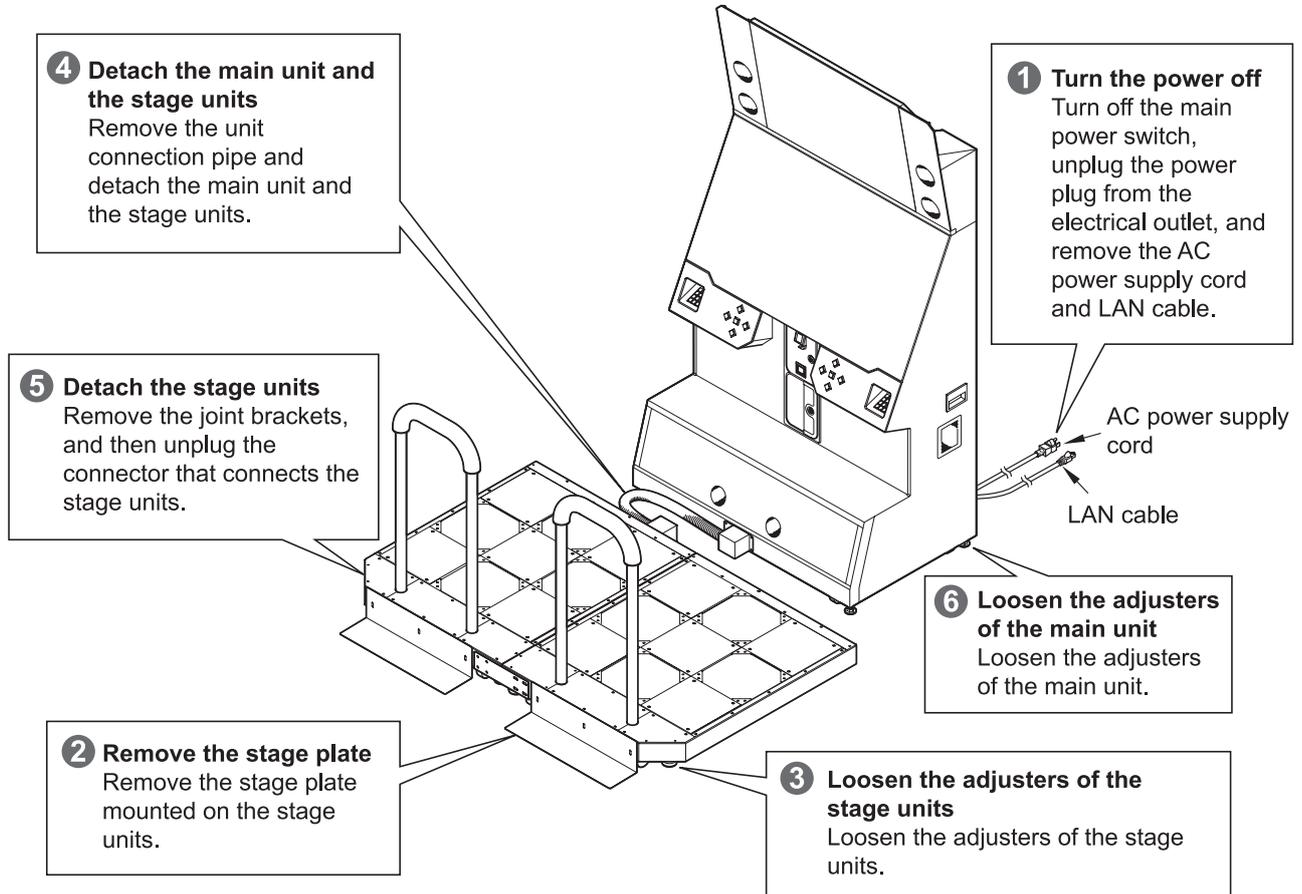
- Read and confirm "Game Start-up Confirmation" → "Initial Start-up Settings" in the Operator's Manual and execute the settings.
 - COIN OPTIONS (Sets play charges)
 - NETWORK OPTIONS (Sets network)
 - CLOCK (Sets current time)



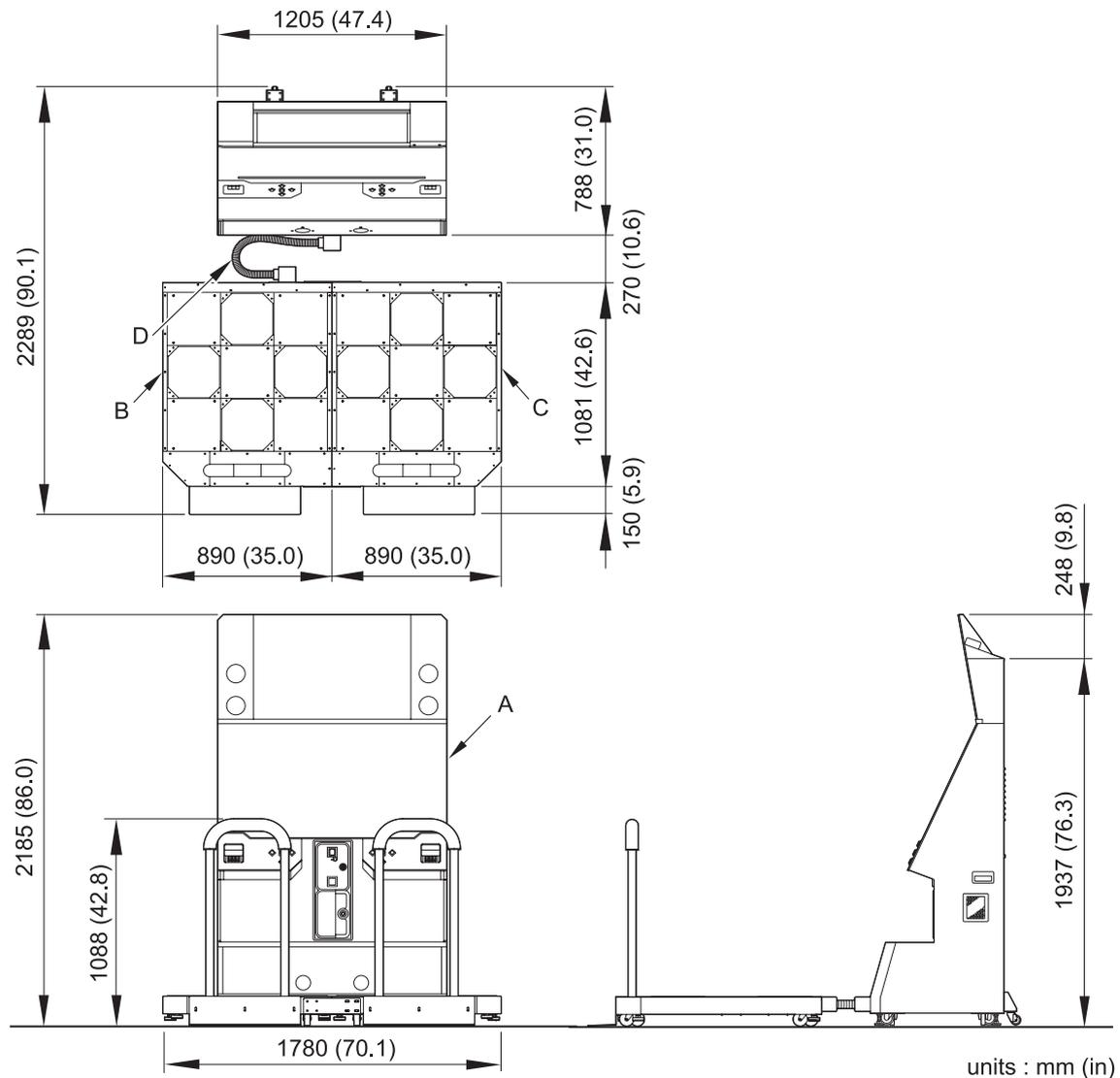
- Installation is now complete.

How to disassemble and move the unit

When moving this product or going up steps, always disassemble beforehand.



External dimensions diagram



Specifications table

- The specifications of this product are subject to change without notice for performance improvement and other reasons.

Maximum dimension at installation	See above figure (in)
Total weight	Approx. 360 kg (793.8 lb)
Unit weight	A. Main unit : approx. 187 kg (412.3 lb) B. Stage unit (L) : approx. 83 kg (183.0 lb) C. Stage unit (R) : approx. 85 kg (187.4 lb) D. Unit connection pipe : approx. 2 kg (4 lb)
Monitor	42 inch wide LCD
Condition for installation and use	Ambient temperature 5 to 35°C (41 to 95°F) / Ambient humidity 30 to 70% (no condensation)

● Power and Rated current

- GKMDX-UD

Power	Single-phase AC120 V (±10%) 60Hz
Rated current	3.3A

- GKMDX-ED

Power	AC240 V (±10%) 50Hz
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- GKMDX-AE(Taiwan)

Power	AC110 V (±10%) 60Hz
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- GKMDX-AE(Australia)

Power	AC240 V (±10%) 50Hz
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- GKMDX-AE(Philippines)

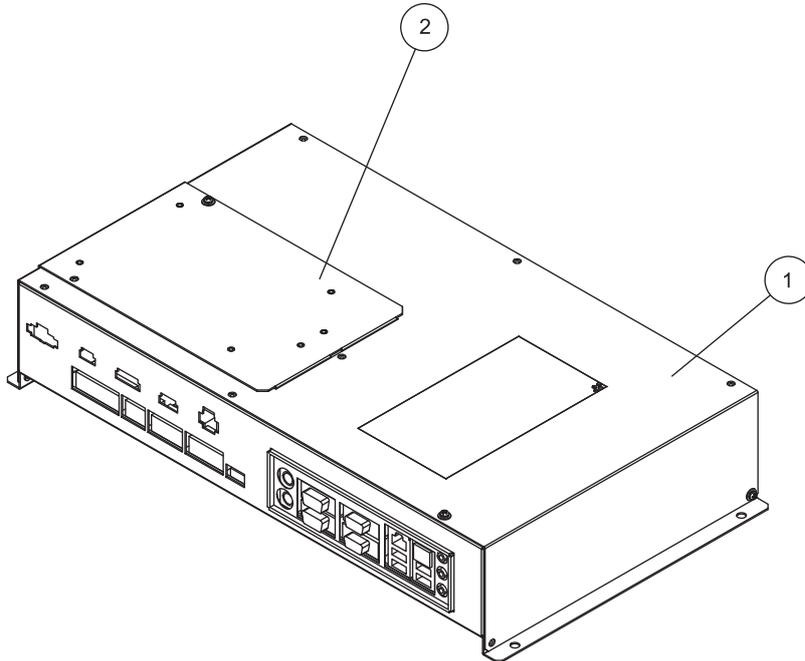
Power	AC220 V (±10%) 60Hz
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- GKMDX-AE(Singapore)

Power	AC220~240 V (±10%) 50Hz
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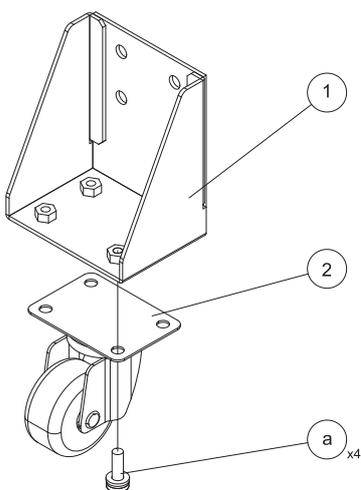
Parts diagram

■ FIG.1 ASS'Y, MAIN PCB



No.	CODE No.	NAME	SPEC/ CATALOG TYPE	QTY	NOTE
1	116639010000	UNIT, PCB BOX		1	
2		UNIT, HDD		1	

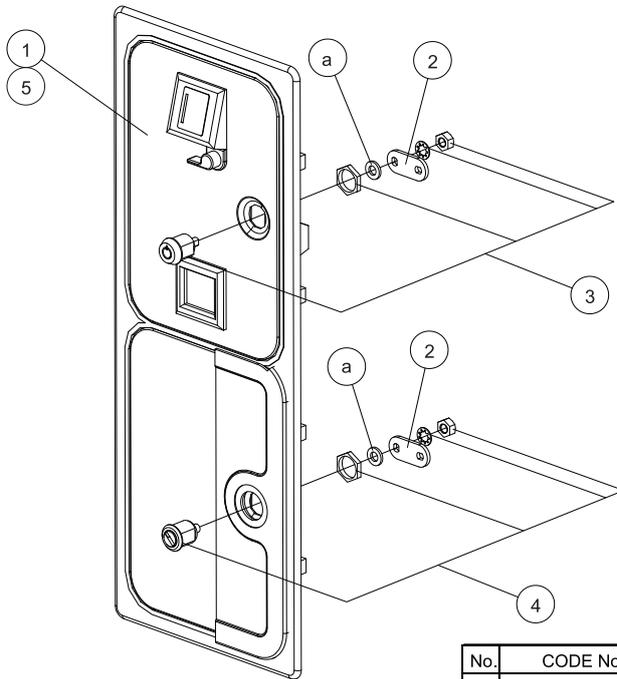
■ FIG.2 ASS'Y, CASTER



No.	CODE No.	NAME	SPEC/ CATALOG TYPE	QTY	NOTE
1	U_115350760000	BRACKET, CASTER		1	
2	U_112013100000	CASTER		1	

No.	NAME	SPEC/ CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M6x20 SW, PW	4	Coloured chromate conversion coatings

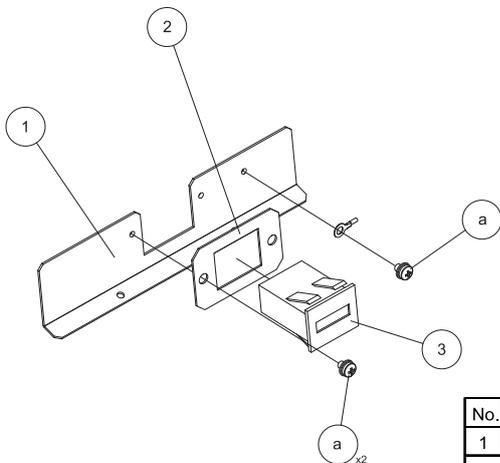
■ FIG.3 ASS'Y, COIN DOOR, UD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116600110000	DOOR, COIN		1	
2	U_002544330000	PLATE, LOCK		2	
3	U_009742500000	LOCK		1	
4	U_002652030000	LOCK		1	
5	U_111718820000	MICRO SWITCH	V4-5210M-A	1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Plain washer	Nominal diameter 8(D15 T2)	2	Coloured chromate conversion coatings

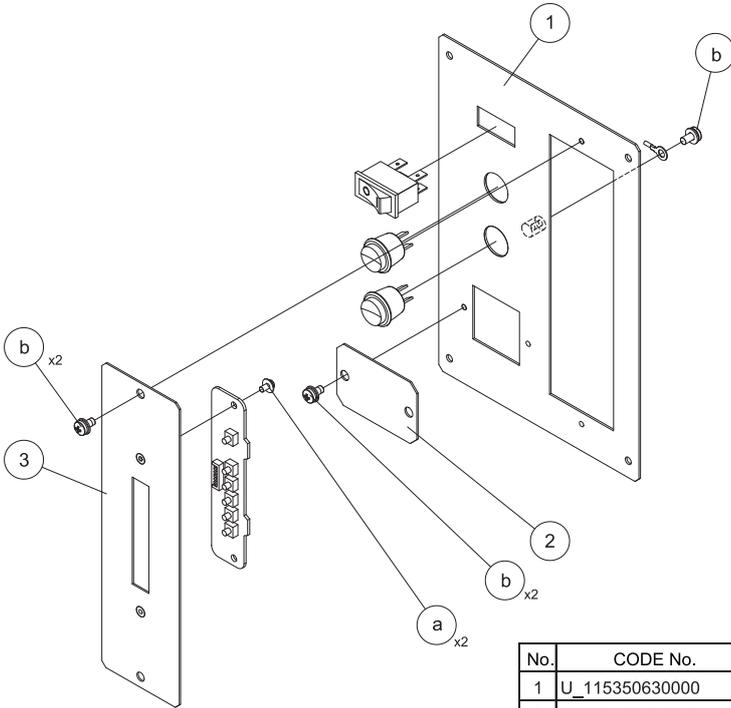
■ FIG.4 ASS'Y, COUNTER



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350690000	BASE, COUNTER		1	
2	U_113166470000	COVER, COUNTER		1	
3	U_001100500000	COUNTER		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x8 SW, PW	3	Coloured chromate conversion coatings

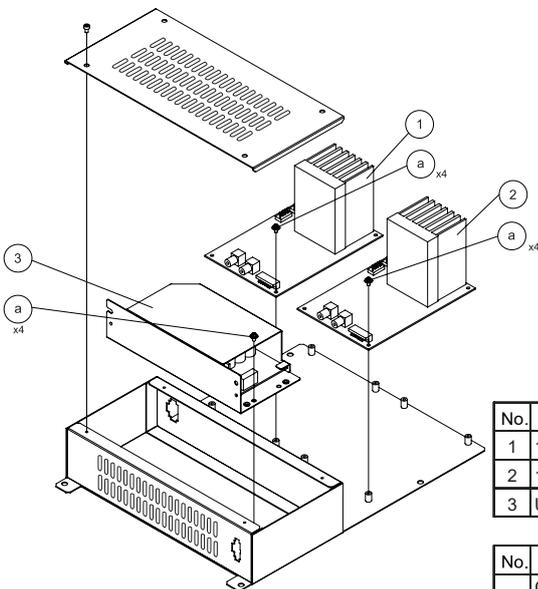
■FIG.5 ASS'Y, SERVICE, UD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350630000	PLATE, SERVICE		1	
2	U_113166460000	BRACKET, COUNTER		1	
3	U_116555290000	BRACKET, PCB LCD		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	2	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	5	Coloured chromate conversion coatings

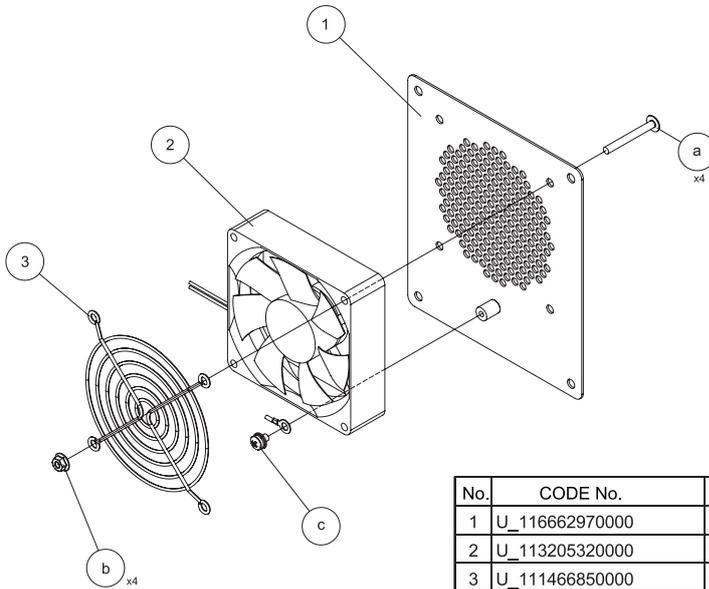
■FIG.6 ASS'Y, AMP PCB, UD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	113186940000	SOUND AMP		1	
2	113186950000	SOUND AMP		1	
3	U_115355110000	SUPPLY, POWER		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	8	Coloured chromate conversion coatings
b	Hexagon socket head cap screw	M4x8 SW, PW	4	Black chromate conversion coatings

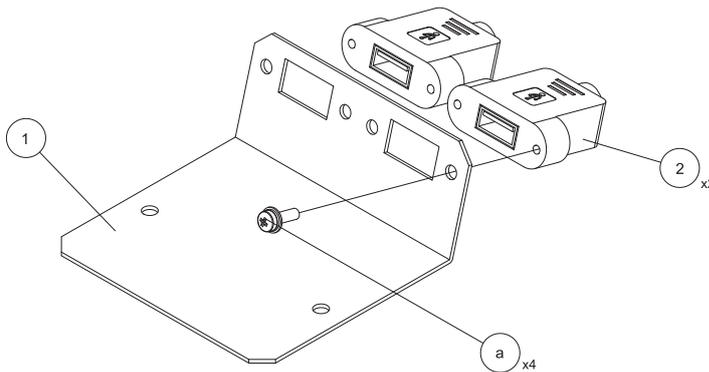
■ FIG.7 ASS'Y, FAN



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116662970000	PLATE, FAN		1	
2	U_113205320000	MOTOR, FAN		1	
3	U_111466850000	GUARD, FAN		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M4x35	4	Decorative chromium plating
b	Hexagon nut with flange	M4	4	Coloured chromate conversion coatings (serrated)
c	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

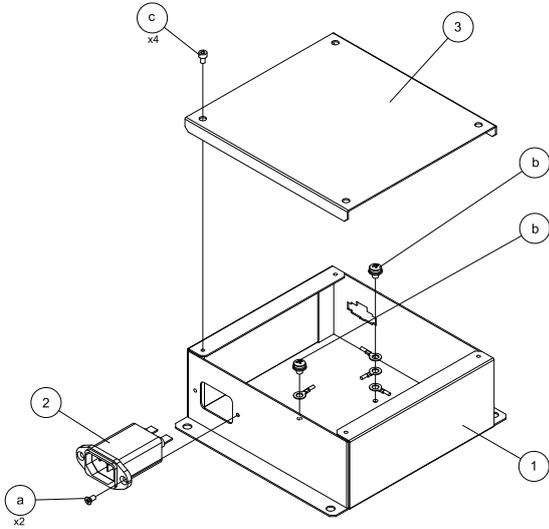
■ FIG.8 ASS'Y, USB BKT



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_113311170000	BRACKET, USB(B)		1	
2	U_113348190000	CABLE, USB		2	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x10 SW, PW	4	Coloured chromate conversion coatings

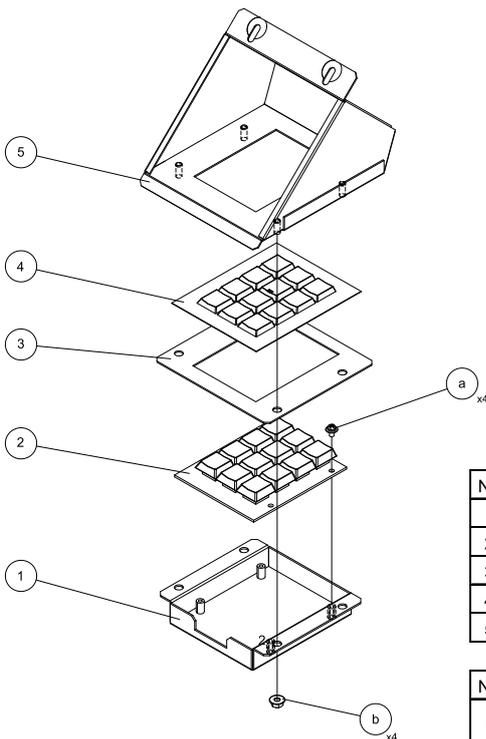
■ FIG.9 ASS'Y, POWER, UD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116637330000	BOX, POWER		1	
2	U_114482440000	INLET FILTER		1	
3	U_115350340000	COVER, POWER		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed flat head machine screw	M3x8	2	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washe	M4x8 SW, PW	2	Coloured chromate conversion coatings
c	Hexagon socket head cap screw	M3x8 SW, PW	4	Black chromate conversion coatings

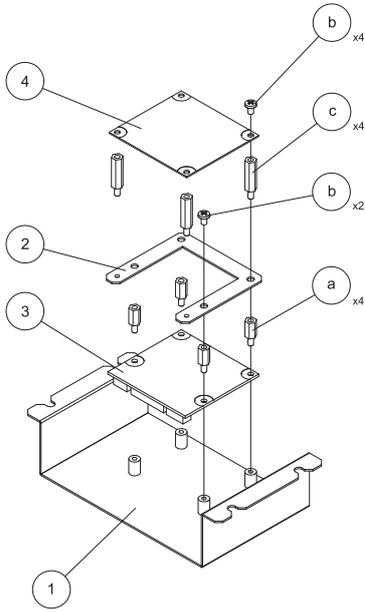
■ FIG.10 ASS'Y, KEYBOARD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_110592010000	BOX, KEYBOARD		1	
2	112048390000	KEYBOARD		1	
3	U_110592040000	BRACKET, COVER		1	
4	112068150000	COVER, KEYBOARD		1	
5	U_115350370000	BRACKET, KEYBOARD		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	4	Coloured chromate conversion coatings
b	Hexagon nut with flange	M4	4	Coloured chromate conversion coatings (serrated)

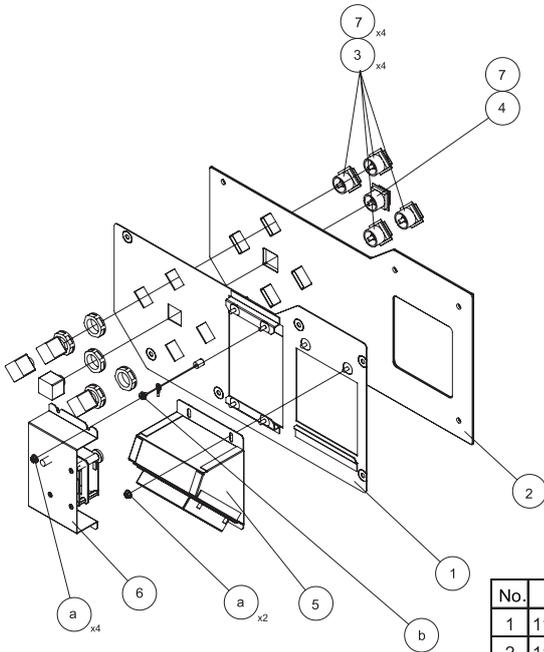
■ FIG.11 ASS'Y, IC CARD N



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350650000	BRACKET, CARD		1	
2	U_115099280000	BRACKET, IC		1	
3	116493250000	COMPATIBLE PARTS		1	
4	114945550000	#PCB UNIT		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Polyacetal hex spacer	BS-310WE	4	
b	Cross recessed binding head machine screw	M3x5	6	Coloured chromate conversion coatings
c	Polyacetal hex spacer	BS-319WE	4	

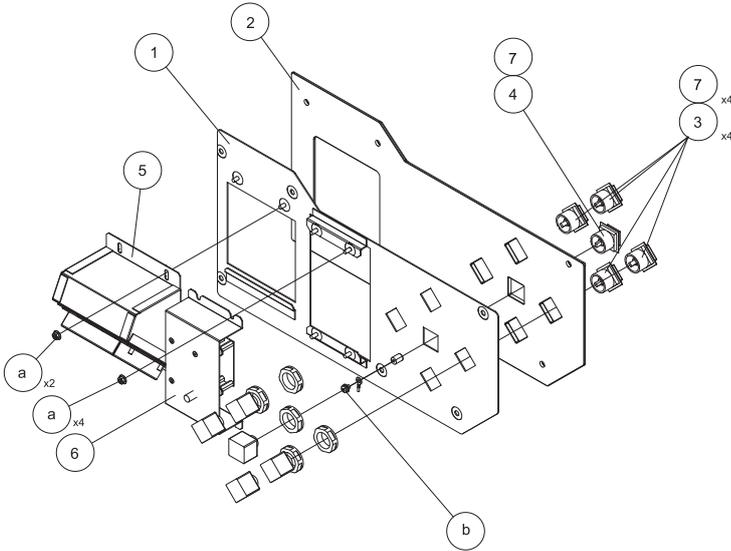
■ FIG.12 ASS'Y, CTRL BASE(L)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	115398510000	U_BASE, CONTROL(L)		1	
2	116557470000	U_COVER,CONTROL(L)		1	
3	115282930000	U_BUTTON, PUSH	SS-18UKK-W-KN267	4	
4	115282970000	U_BUTTON, PUSH	SS-18UKK-G-LEDT5-W-12V	1	
5	115359810000	U_ASS'Y, KEYBOARD		1	Refer to FIG.12
6	116639050000	U_ASS'Y, IC CARD_N		1	Refer to FIG.13
7	112699810000	U HOLDER, LAMP	SS-LH5		

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Hexagon nut with flange	M4	6	Coloured chromate conversion coatings (serrated)
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

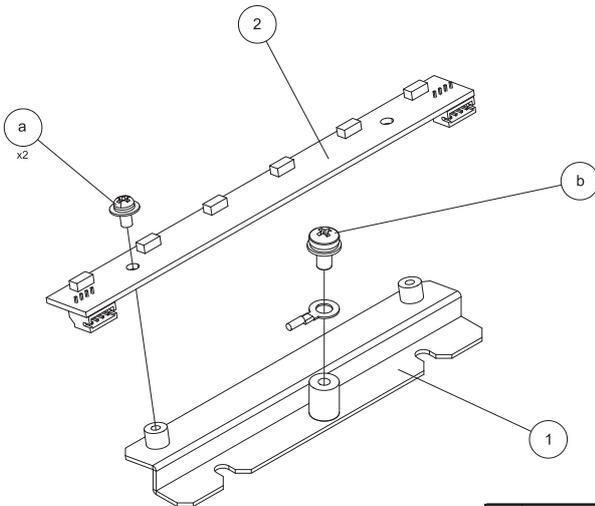
■ FIG.13 ASS'Y, CTRL BASE(R)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	115398490000	U_BASE, CONTROL(R)		1	
2	116557480000	U_BASE, CONTROL(R)		1	
3	115282930000	U_BUTTON, PUSH	SS-18UKK-W-KN267	4	
4	115282970000	U_BUTTON, PUSH	SS-18UKK-G-LEDTS-W-12V	1	
5	115359810000	U_ASS'Y, KEYBOARD		1	Refer to FIG.12
6	116639050000	U_ASS'Y, IC CARD_N		1	Refer to FIG.13
7	112699810000	U HOLDER, LAMP	SS-LH	5	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Hexagon nut with flange	M4	6	Coloured chromate conversion coatings (serrated)
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

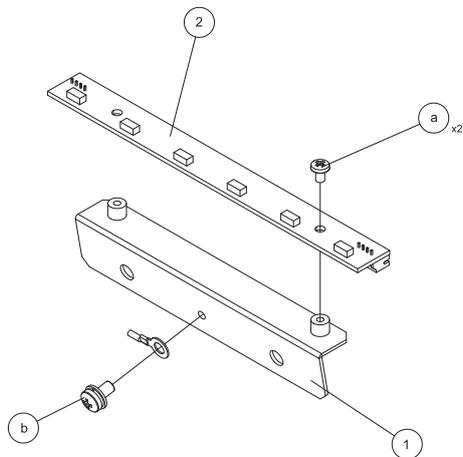
■ FIG.14 ASS'Y, SPLED LOW



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350520000	BASE, SP LED(LOW)		1	
2	116561510000	UNIT, PCB(M)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	2	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

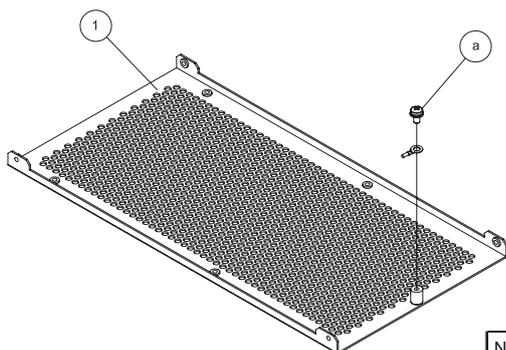
■ FIG.15 ASS'Y, SPLED UP



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	115350480000	U_BASE, SP LED(UP)		1	
2	116561510000	UNIT, PCB(M)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed binding head machine screw	M3x5	2	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

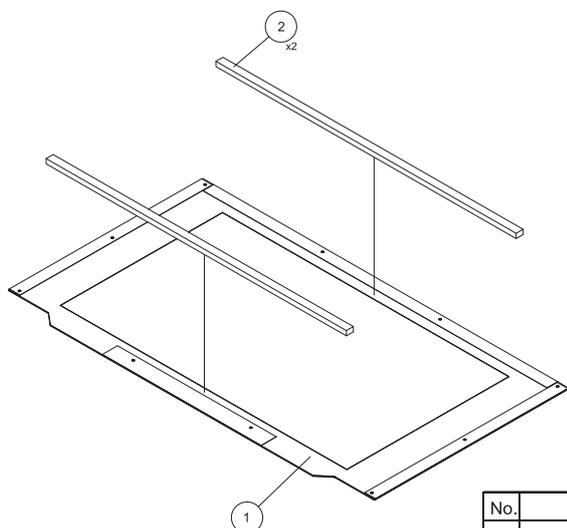
■ FIG.16 ASS'Y, COVER SP



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350490000	COVER, SPEAKER		1	

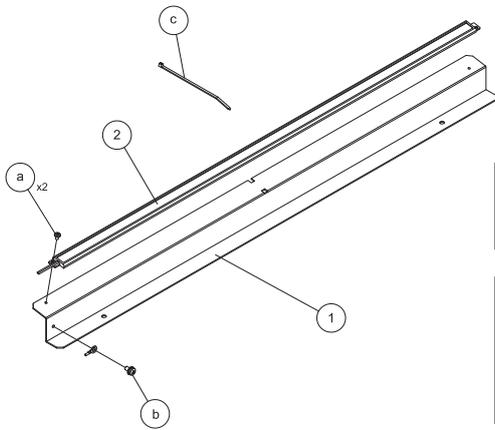
No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

■ FIG.17 ASS'Y, MONT PANEL



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350900000	PANEL, MONITOR		1	
2	U_115351010000	SPONGE, MONITOR(L)		2	

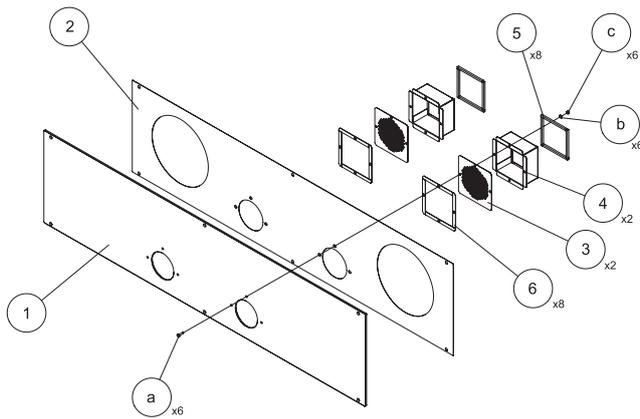
■FIG.18 ASS'Y, LIGHTBAR



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350470000	BASE, LED BAR		1	
2	116188410000	LED, LIGHT BAR		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed binding head machine screw	M3x5	2	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings
c	Cable tie	ALT-102S	1	

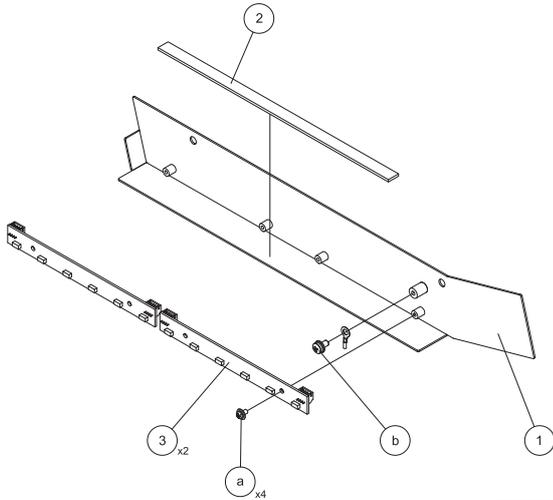
■FIG.19 ASS'Y, PANEL WOOFER



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115398480000	PANEL, WOOFER		1	
2	U_115351000000	SHEET, WOOFER		1	
3	U_116639450000	NET, WOOFER		2	
4	U_115398530000	DUCT, WOOFER		2	
5	U_115351040000	SPONGE, DUCT		8	
6	U_115493390000	RUBBER, WOOFER		8	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Hexagon socket cap extra low head bolt	M4x16	6	Black chromate conversion coatings
b	Plain washer	Nominal diameter 4(D9 T0.8)	6	Coloured chromate conversion coatings
c	Nylon insert lock nut	M4(Type A)	6	Coloured chromate conversion coatings

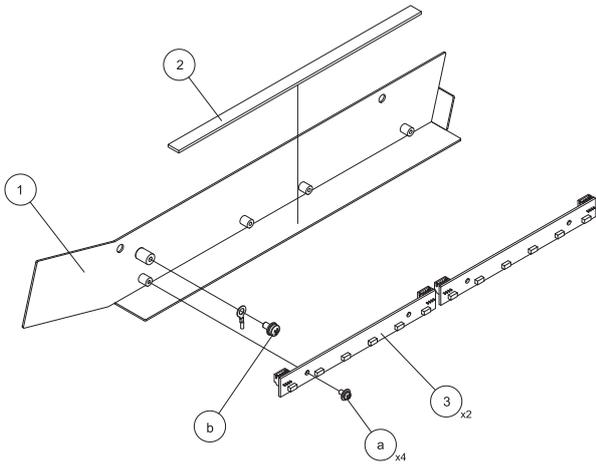
■ FIG.20 ASS'Y, LED WOOFER L



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115494700000	BRACKET, PANEL(SL)		1	
2	U_115351030000	SPONGE, WOOFER(S)		1	
3	116561510000	UNIT, PCB(M)		2	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	4	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

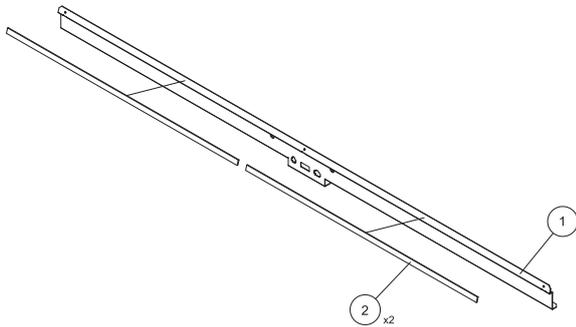
■ FIG.21 ASS'Y, LED WOOFER R



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115494720000	BRACKET, PANEL(SR)		1	
2	U_115351030000	SPONGE, WOOFER(S)		1	
3	116561510000	UNIT, PCB(M)		2	

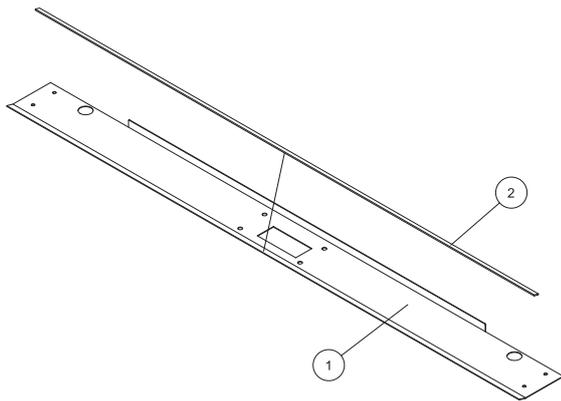
No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M3x6 SW, PW	4	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

■ FIG.22 ASS'Y, BKT PANEL WL



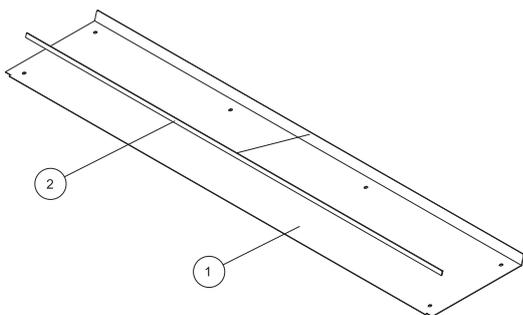
No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116561390000	BRACKET, PANEL(WL)		1	
2	U_115358910000	SPONGE, WOOFER(M)		2	

■ FIG.23 ASS'Y, COVER PANEL



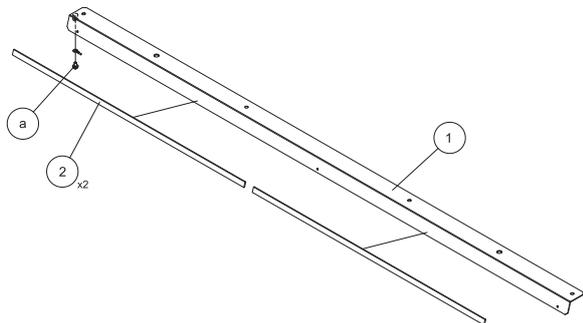
No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115569280000	COVER, PANEL(W)		1	
2	U_115351020000	SPONGE, WOOFER(L)		1	

■ FIG.24 ASS'Y, PLATE WOOFER



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350620000	PLATE, WOOFER		1	
2	U_115351020000	SPONGE, WOOFER(L)		1	

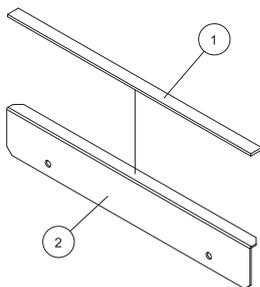
■ FIG.25 ASS'Y, BKT PANEL W



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350570000	BRACKET, PANEL(W)		1	
2	U_115358910000	SPONGE, WOOFER(M)		2	

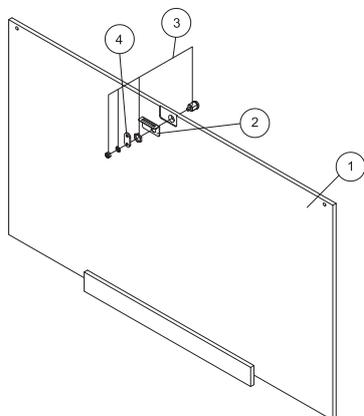
No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

■ FIG.26 ASS'Y, BASE PANEL



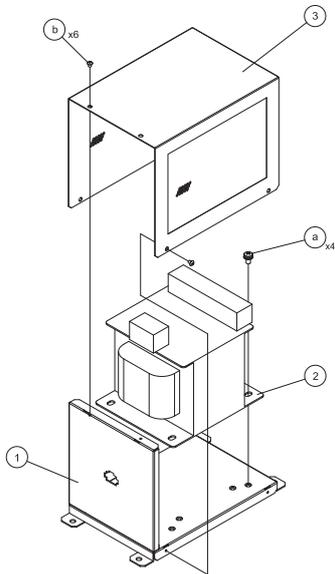
No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350660000	BASE, PANEL(SW)		1	
2	U_115351030000	SPONGE, WOOFER(S)		1	

■ FIG.27 ASS'Y, DOOR BACK



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115351080000	DOOR, BACK(B)		1	
2	U_111803840000	GUARD, KEY(H)		1	
3	U_000974250000	LOCK		1	
4	U_002544330000	PLATE, LOCK		1	

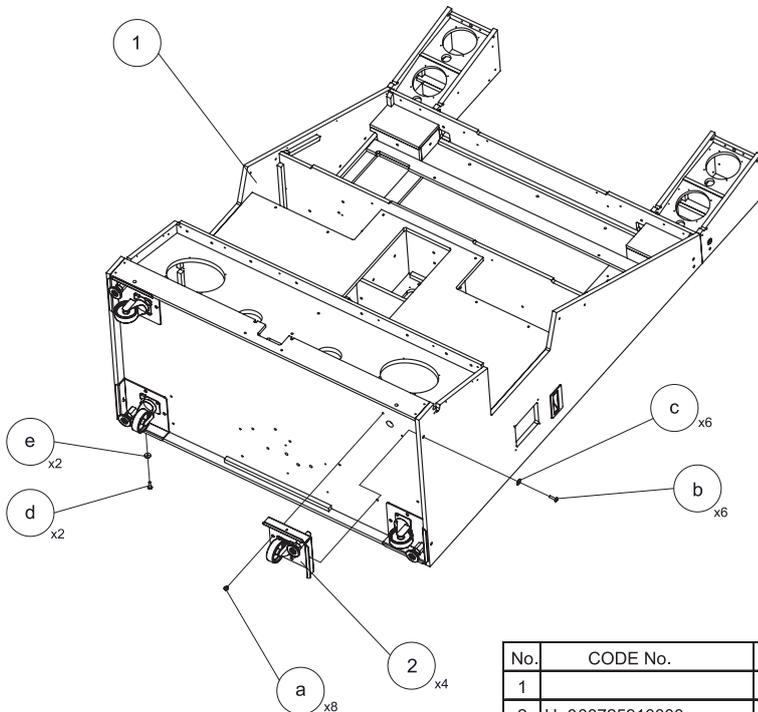
■ FIG.28 ASS'Y, TRANS, UD



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116638390000	BASE, TRANSFORMER		1	
2	U_112497270000	TRANSFORMER		1	
3	U_113370790000	COVER, TRANSFORMER		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M5x10 SW, PW	4	Coloured chromate conversion coatings
b	Hexagon socket button head screw	M3x8 SW, PW	8	Black chromate conversion coatings

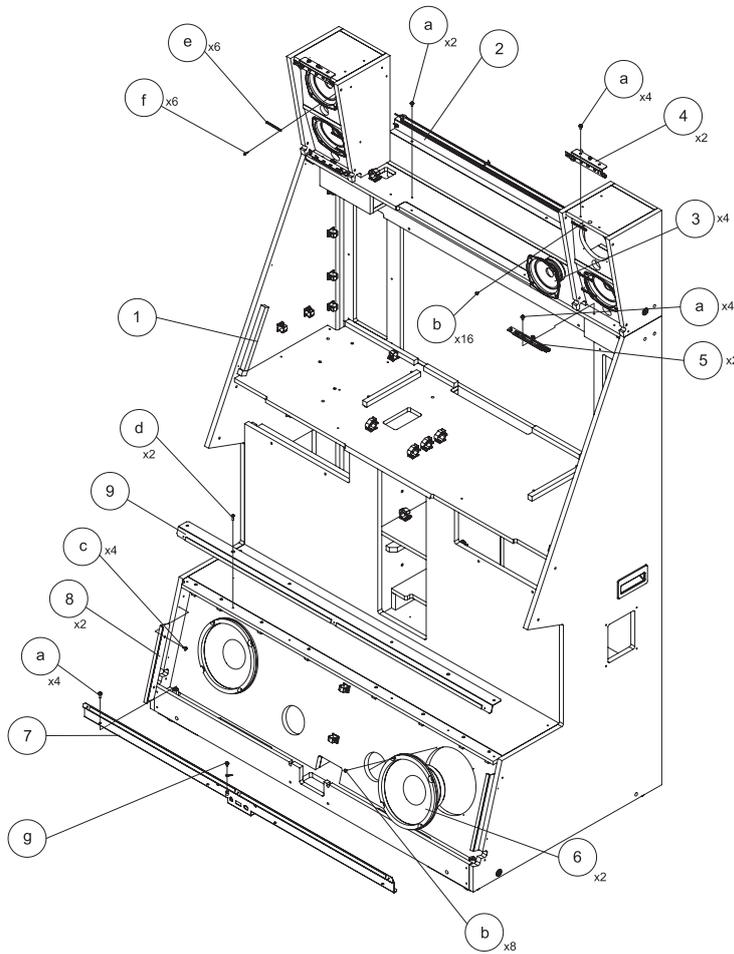
■ FIG.29 ASS'Y, CABINET



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		CABINET, MAIN		1	
2	U_000725910000	SET, ADJUSTER		4	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M6x20 SW, PW	8	Coloured chromate conversion coatings
b	Cross recessed truss head machine screw	M6x25	6	Decorative chromium plating
c	Plain washer	Nominal diameter 6(D20, T1.6)	6	Decorative chromium plating
d	Cross recessed truss head machine screw	M6x25	2	Black chromate conversion coatings
e	Plain washer	Nominal diameter 6(D20, T1.6)	2	Black chromate conversion coatings

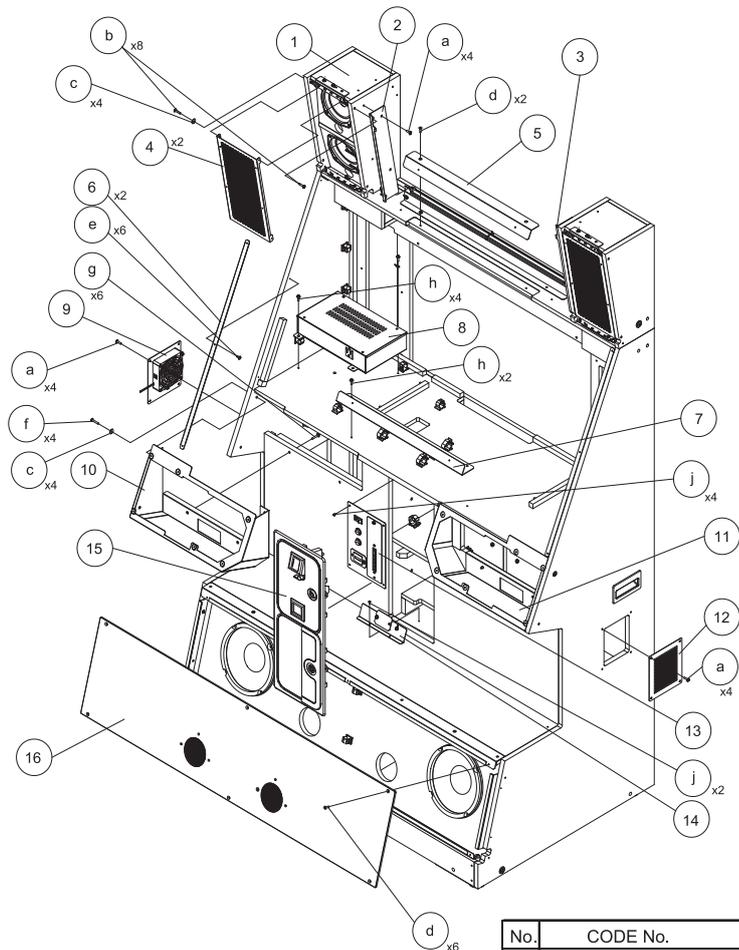
■ FIG.30 UNIT, CABINET(1/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		ASS'Y, CABINET		1	Refer to FIG.31
2	U_116639130000	ASS'Y, LIGHTBAR		1	Refer to FIG.20
3	U_113202900000	SPEAKER		4	
4	U_116639110000	ASS'Y, SPLED UP		2	Refer to FIG.17
5	U_116639080000	ASS'Y, SPLED LOW		2	Refer to FIG.16
6	U_113202960000	SPEAKER		2	
7	U_116638310000	ASS'Y, BKT PANEL WL		1	Refer to FIG.24
8	U_115359960000	ASS'Y, BASE PANEL		2	Refer to FIG.28
9	U_115359950000	ASS'Y, BKT PANEL W		1	Refer to FIG.27

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x15 SW, PW	14	Coloured chromate conversion coatings
b	Cross recessed truss head tapping screw	Nominal diameter 3.5x12(Type A)	24	Black chromate conversion coatings
c	Cross recessed truss head tapping screw	Nominal diameter 4x12(Type A)	4	Decorative chromium plating
d	Cross recessed flat head machine screw	M4x15	2	Coloured chromate conversion coatings
e	Coating clip	CS- 1	6	
f	Cross recessed round head wood screw	Nominal diameter 3.1x13	6	Coloured chromate conversion coatings
g	Cross recessed pan head screw with captive washer	M4x8 SW, PW	1	Coloured chromate conversion coatings

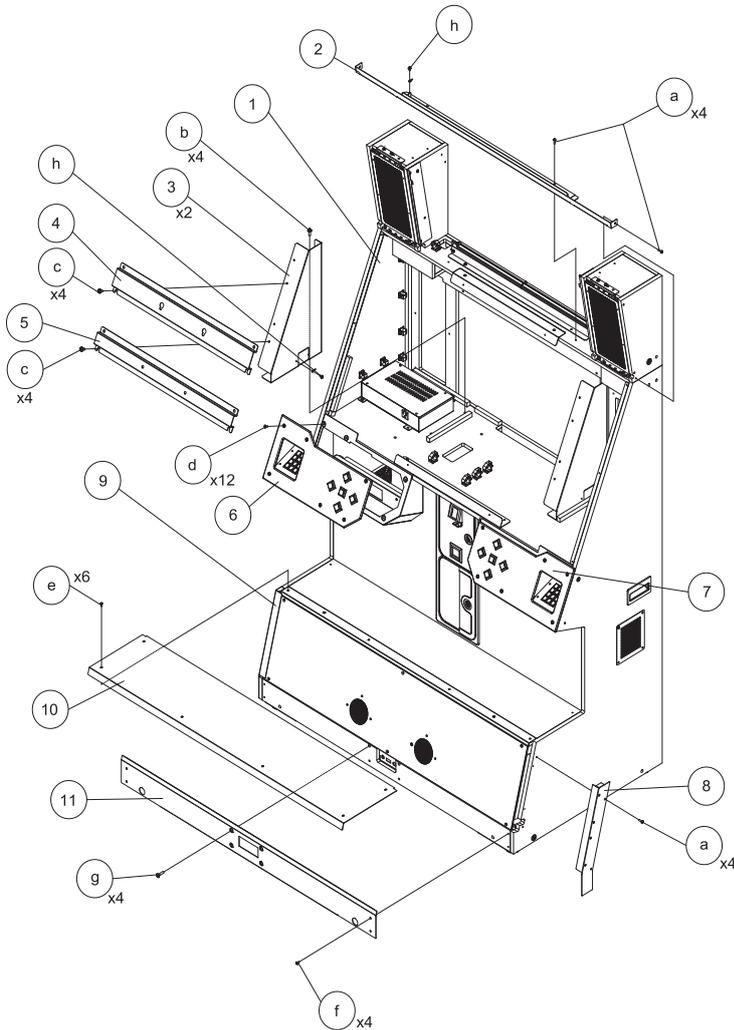
■ FIG.31 UNIT, CABINET(2/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, CABINET(1/6)		1	Refer to FIG.32
2	U_115350540000	BASE, TITLE(L)		1	
3	U_115398520000	BASE, TITLE(R)		1	
4	U_115359980000	ASS'Y, COVER SP		2	Refer to FIG.18
5	U_115350450000	BRACKET, MONITOR(U)		1	
6	U_115350440000	BRACKET, MONITOR(S)		2	
7	U_115350460000	BRACKET, MONITOR(L)		1	
8	U_116653220000	ASS'Y, LCD POWER, UD		1	Refer to FIG.6
9	U_116664390000	ASS'Y, FAN		1	Refer to FIG.9
10	U_115350390000	BOX, CONTROL(L)		1	
11	U_115350410000	BOX, CONTROL(R)		1	
12	U_115350750000	PLATE, NET		1	
13	U_116653210000	ASS'Y, SERVICE, UD		1	Refer to FIG.5
14	U_116644970000	ASS'Y, COUNTER		1	Refer to FIG.4
15	U_116638260000	ASS'Y, COIN DOOR, UD		1	Refer to FIG.3
16	U_116639460000	ASS'Y, PANEL, WOOFER		1	Refer to FIG.21

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M4x15	12	Decorative chromium plating
b	Cross recessed truss head machine screw	M4x20	8	Decorative chromium plating
c	Plain washer	Nominal diameter 4 (D14 T1.0)	8	Decorative chromium plating
d	Cross recessed flat head machine screw	M4x15	8	Coloured chromate conversion coatings
e	Cross recessed truss head tapping screw	Nominal diameter 4x12(Type A)	6	Decorative chromium plating
f	Cross recessed truss head machine screw	M4x25	4	Decorative chromium plating
g	Cross recessed pan head screw with captive washer	M4x25 SW, PW	6	Coloured chromate conversion coatings
h	Cross recessed pan head screw with captive washer	M4x12	6	Coloured chromate conversion coatings
j	Cross recessed round head wood screw	Nominal diameter 3.1x13	6	Coloured chromate conversion coatings

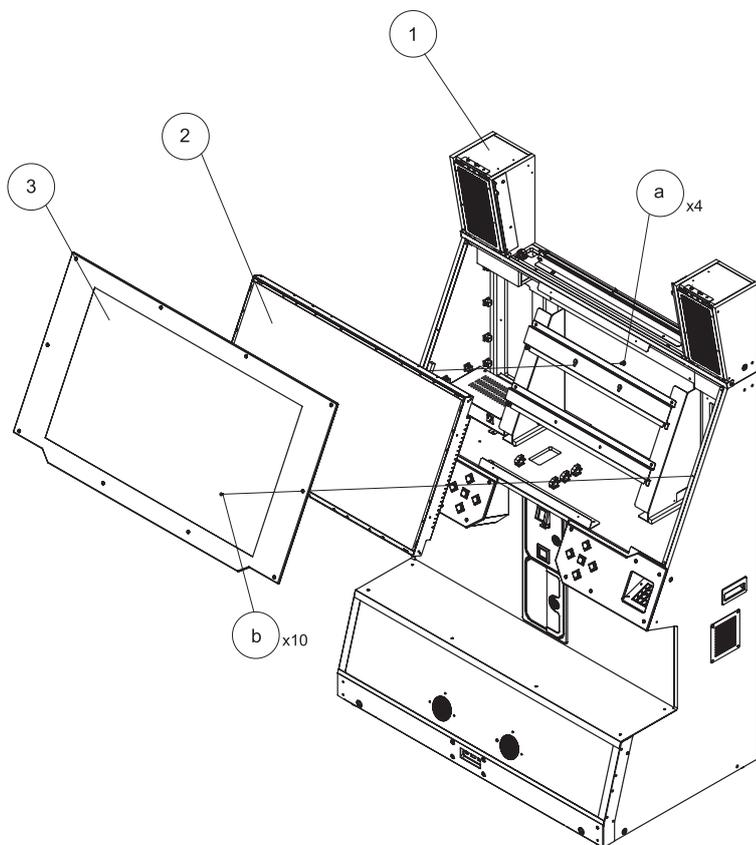
■ FIG.32 UNIT, CABINET(3/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, CABINET(2/6)		1	Refer to FIG.33
2	U_116662960000	COVER, TITLE		1	
3	U_116555250000	BRACKET, MONITOR		2	
4	U_116555260000	FIXTURE, MONITOR(U)		1	
5	U_116555270000	FIXTURE, MONITOR(B)		1	
6	U_116638290000	ASS'Y, CTRL BASE(L)		1	Refer to FIG.14
7	U_116638300000	ASS'Y, CTRL BASE(R)		1	Refer to FIG.15
8	U_116639150000	ASS'Y, LED, WOOFER R		1	Refer to FIG.23
9	U_116639140000	ASS'Y, LED, WOOFER L		1	Refer to FIG.22
10	U_115359940000	ASS'Y, PLATE WOOFER		1	Refer to FIG.26
11	U_115569660000	ASS'Y, COVER PANEL		1	Refer to FIG.25

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M4x15	8	Decorative chromium plating
b	Cross recessed pan head screw with captive washer	M6x20 SW, PW	4	Coloured chromate conversion coatings
c	Cross recessed pan head screw with captive washer	M6x15 SW, PW	8	Coloured chromate conversion coatings
d	Hexagon socket cap extra low head bolt	M4x10	12	Decorative chromium plating
e	Hexagon socket cap extra low head bolt	M4x16	6	Decorative chromium plating
f	Cross recessed truss head machine screw	M4x10	4	Decorative chromium plating
g	Cross recessed truss head machine screw	M6x25	4	Black chromate conversion coatings
h	Cross recessed pan head screw with captive washer	M4x8 SW, PW	2	Coloured chromate conversion coatings

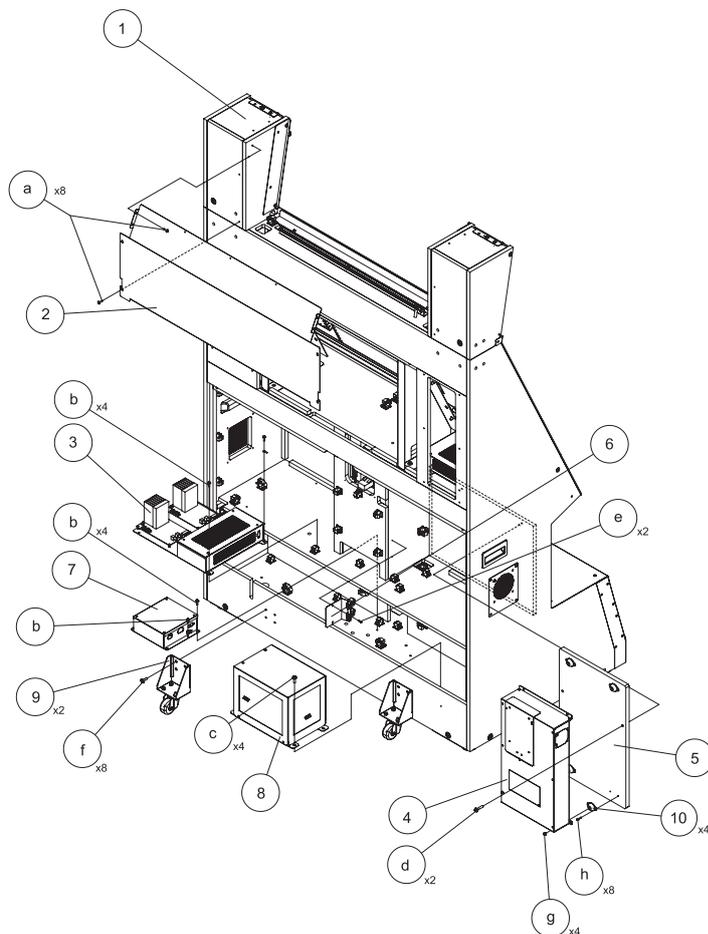
■FIG.33 UNIT, CABINET(4/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, CABINET(3/6)		1	Refer to FIG.34
2	U_116639180000	ASS'Y, LCD		1	
3	U_115359840000	ASS'Y, MONT PANEL		1	Refer to FIG.19

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M6x15 SW, PW	4	Coloured chromate conversion coatings
b	Hexagon socket cap extra low head bolt	M4x10	10	Decorative chromium plating

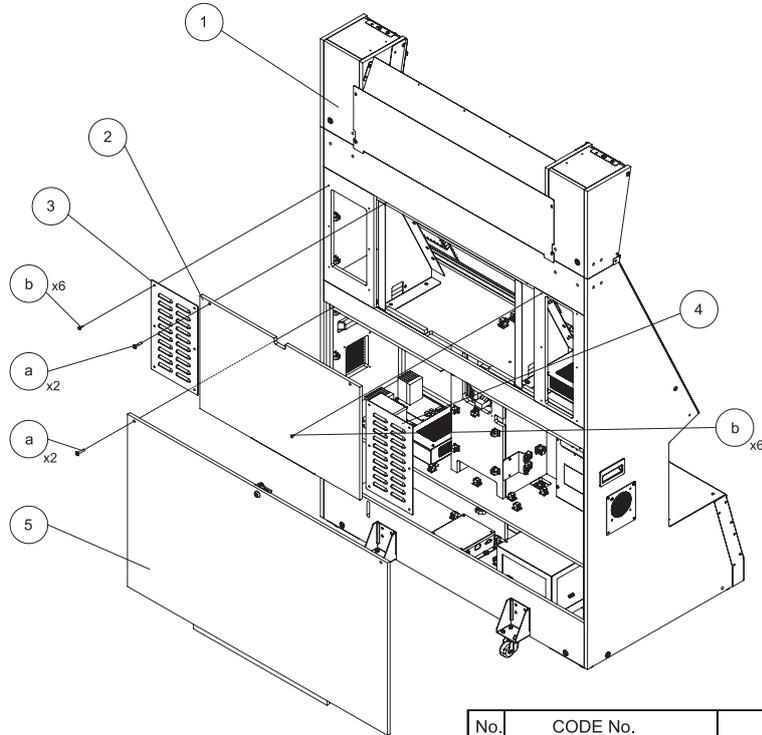
■ FIG.34 UNIT, CABINET(5/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, CABINET(4/6)		1	Refer to FIG.35
2	U_115494780000	BOX, TITLE(LOW)		1	
3	U_116638040000	ASS'Y, AMP PCB, UD		1	Refer to FIG.7
4		UNIT, MAIN PCB		1	Refer to FIG.1
5	U_115497640000	BASE, PCB		1	
6	U_115359770000	ASS'Y, USB, BKT		1	Refer to FIG.10
7	U_116638280000	ASS'Y, POWER, UD		1	Refer to FIG.11
8	U_116653270000	ASS'Y, TRANS, UD		1	Refer to FIG.30
9	U_115359660000	ASS'Y, CASTER		2	Refer to FIG.2
10	U_112024610000	RUBBER, VIB.CTRL		4	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M4x15	8	Decorative chromium plating
b	Cross recessed pan head screw with captive washer	M4x15 SW, PW	9	Coloured chromate conversion coatings
c	Cross recessed pan head screw with captive washer	M6x20 SW, PW	4	Coloured chromate conversion coatings
d	Cross recessed pan head screw with captive washer	M6x30 SW, PW	2	Coloured chromate conversion coatings
e	Cross recessed round head wood screw	Nominal diameter 3.1x13	2	Coloured chromate conversion coatings
f	Cross recessed truss head machine screw	M6x20	8	Black chromate conversion coatings
g	Cross recessed pan head screw with captive washer	M4x8 SW, PW	4	Coloured chromate conversion coatings
h	Cross recessed pan head screw with captive washer	M3x15 SW, PW	8	Coloured chromate conversion coatings

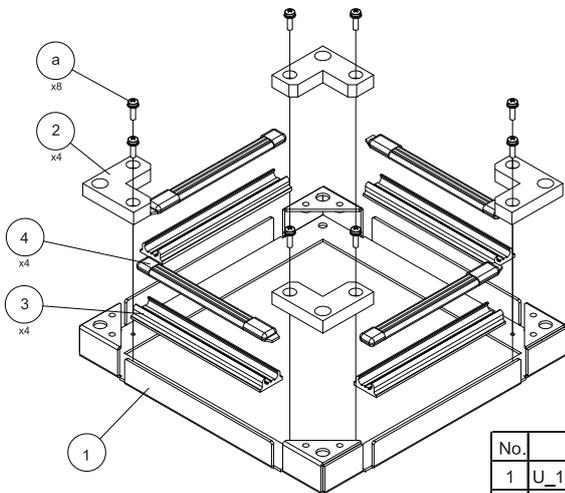
■ FIG.35 UNIT, CABINET(6/6)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, CABINET(5/6)		1	Refer to FIG.36
2	U_115351070000	DOOR, BACK(A)		1	
3	U_115350710000	COVER, DUCT		1	
4	U_116638270000	ASS'Y, FAN(B), UD		1	Refer to FIG.8
5	U_115360000000	ASS'Y, DOOR BACK		1	Refer to FIG.29

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M6x30	4	Black chromate conversion coatings
b	Cross recessed truss head machine screw	M4x10	12	Black chromate conversion coatings

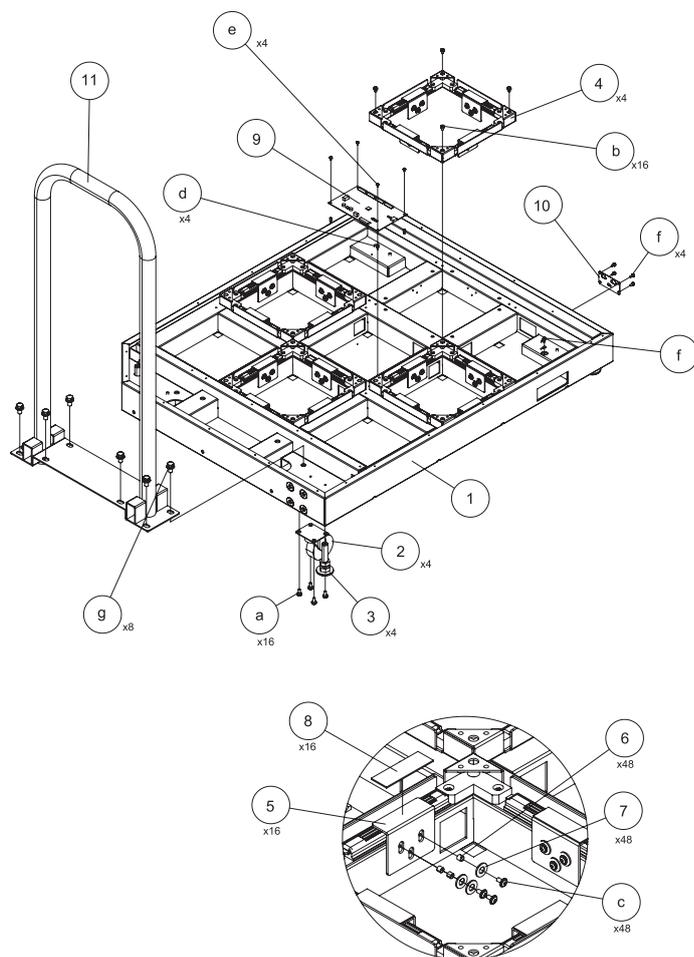
■ FIG.36 ASS'Y, SWITCH



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116735830000	FRAME, SWITCH		1	
2	U_116735840000	STOPPER, SWITCH		4	
3	U_000527570000	CHANNEL, RUBBER		4	
4	U_000527520000	WIRING HARNESS		4	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x15 SW, PW	8	Coloured chromate conversion coatings

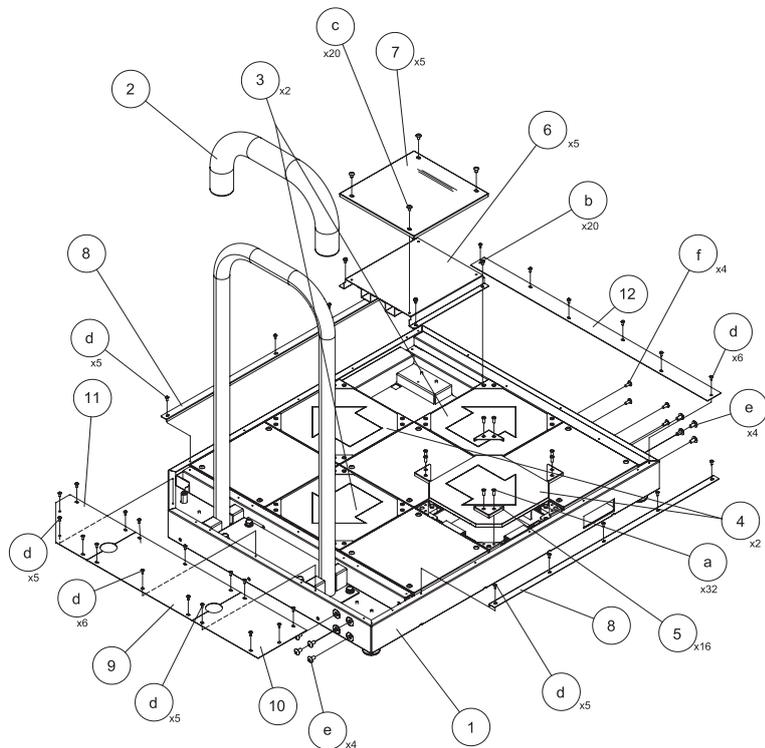
■ FIG.37 UNIT, STAGE(L) (1/2)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		FRAME, MAIN(L)		1	
2	U_11673580000	CASTER		4	
3	U_116735810000	ADJUSTER		4	
4	U_116735820000	ASS'Y, SWITCH		4	Refer to FIG.38
5	U_112701880000	BRACKET, SWITCH		16	
6	U_000537350000	SPACER		48	
7	U_115282100000	BUSH, DRY		48	
8	U_114566280000	TAPE, SPONGE		16	
9	U_116634510000	UNIT, PCB(D)A		1	
10	U_116735920000	PANEL, TUBE(STAGE)		1	
11	U_116735930000	PIPE, FRAME(L)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M6x15 SW, PW	16	Coloured chromate conversion coatings
b	Cross recessed pan head screw with captive washer	M5x10 SW, PW	16	Coloured chromate conversion coatings
c	Cross recessed TP pan head screw	M4x8	48	Trivalent chromate conversion coatings
d	Polyacetal hex spacer	BS- 308E	4	
e	Cross recessed pan head screw with captive washer	M3x8 SW, PW	4	Coloured chromate conversion coatings
f	Cross recessed pan head screw with captive washer	M4x10 SW, PW	5	Coloured chromate conversion coatings
g	Hexagon socket head cap screw with captive washer	M10x20	8	Coloured chromate conversion coatings

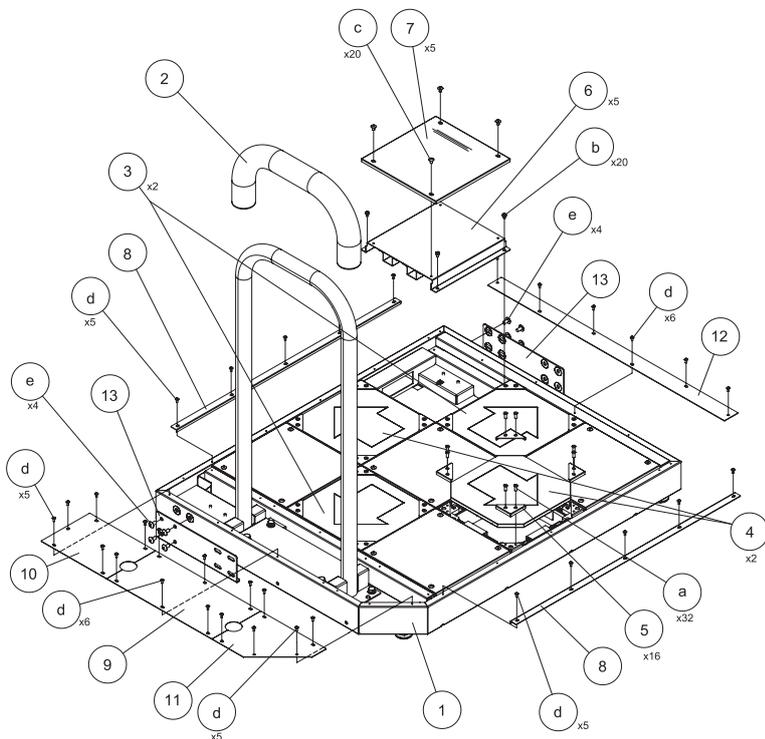
■ FIG.38 UNIT, STAGE(L) (2/2)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, STAGE(L) (1/2)		1	Refer to FIG.39
2	U_114543360000	COVER, PIPE		1	
3	U_116735950000	PANEL, SWITCH(A)		2	
4	U_113607290000	PANEL, SWITCH(B)		2	
5	U_113607290000	COVER,CORNER		16	
6	U_116735980000	BRACKET, SUPPORT		5	
7	U_116735990000	PANEL, FOOT		5	
8	U_116736000000	COVER, FRAME(SIDE)		2	
9	U_116736010000	COVER, FRAME(RC)		1	
10	U_116736020000	COVER, FRAME(1RR)		1	
11	U_116736030000	COVER, FRAME(1RL)		1	
12	U_116736040000	COVER, FRAME(1F)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Extra low head bolt	M6x10	32	Decorative chromium plating
b	Cross recessed pan head screw with captive washer	M5x10 SW, PW	20	Coloured chromate conversion coatings
c	Cross recessed truss head machine screw	M6x10	20	Decorative chromium plating
d	Cross recessed truss head machine screw	M4x10	32	Decorative chromium plating
e	Cross recessed truss head machine screw	M8x15	8	Decorative chromium plating
f	Cross recessed truss head machine screw	M6x15	4	Black chromate conversion coatings

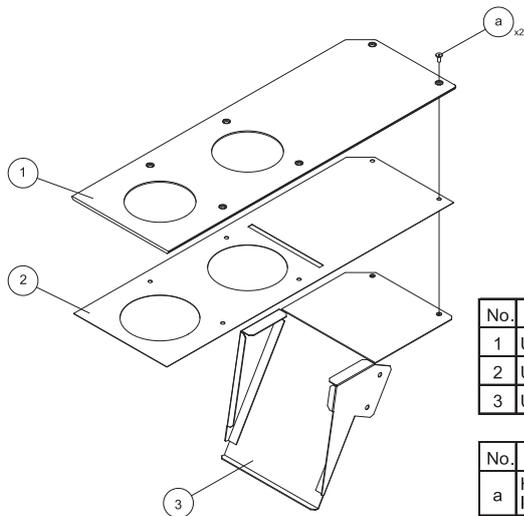
■ FIG.40 UNIT, STAGE(R) (2/2)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1		UNIT, STAGE(R) (1/2)		1	Refer to FIG.41
2	U_114543360000	COVER, PIPE		1	
3	U_116735950000	PANEL, SWITCH(A)		2	
4	U_116735960000	PANEL, SWITCH(B)		2	
5	U_113607290000	COVER,CORNER		16	
6	U_116735980000	BRACKET, SUPPORT		5	
7	U_116735990000	PANEL, FOOT		5	
8	U_116736000000	COVER, FRAME(SIDE)		2	
9	U_116736010000	COVER, FRAME(RC)		1	
10	U_116736120000	COVER, FRAME(2RL)		1	
11	U_116736130000	COVER, FRAME(2RR)		1	
12	U_116736140000	COVER, FRAME(2F)		1	
13	U_116736350000	JOINT, FRAME		2	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Extra low head bolt	M6x10	32	Decorative chromium plating
b	Cross recessed pan head screw with captive washer	M5x10 SW, PW	20	Coloured chromate conversion coatings
c	Cross recessed truss head machine screw	M6x10	20	Decorative chromium plating
d	Cross recessed truss head machine screw	M4x10	32	Decorative chromium plating
e	Cross recessed truss head machine screw	M8x15	8	Decorative chromium plating

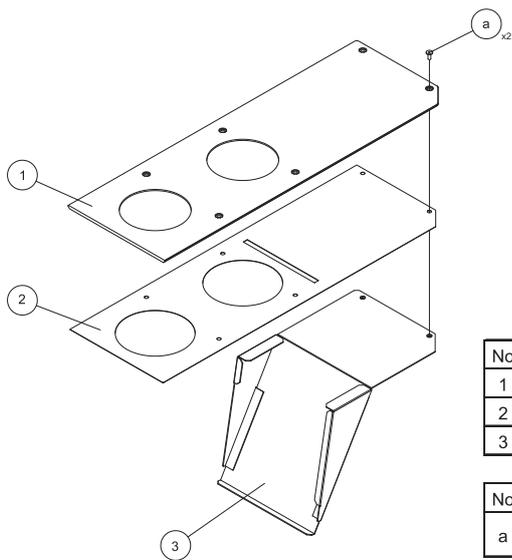
■ FIG.41 ASS'Y, PANEL SP(L)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350910000	PANEL, SPEAKER(L)		1	
2	U_115350980000	SHEET, SPEAKER(L)		1	
3	U_115494830000	BASE, PANEL(SPL)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Hexagon socket cap extra low head bolt	M4x10	2	Decorative chromium plating

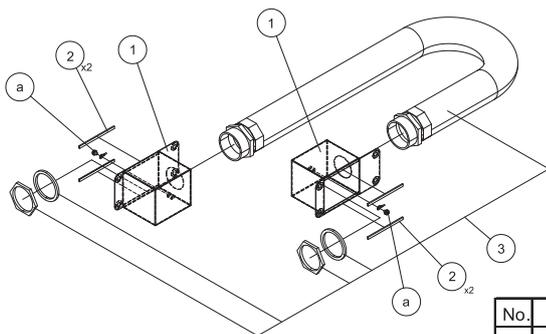
■ FIG.42 ASS'Y, PANEL SP(R)



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_115350920000	PANEL, SPEAKER(R)		1	
2	U_115350990000	SHEET, SPEAKER(R)		1	
3	U_115494850000	BASE, PANEL(SPR)		1	

No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Hexagon socket cap extra low head bolt	M4x10	2	Decorative chromium plating

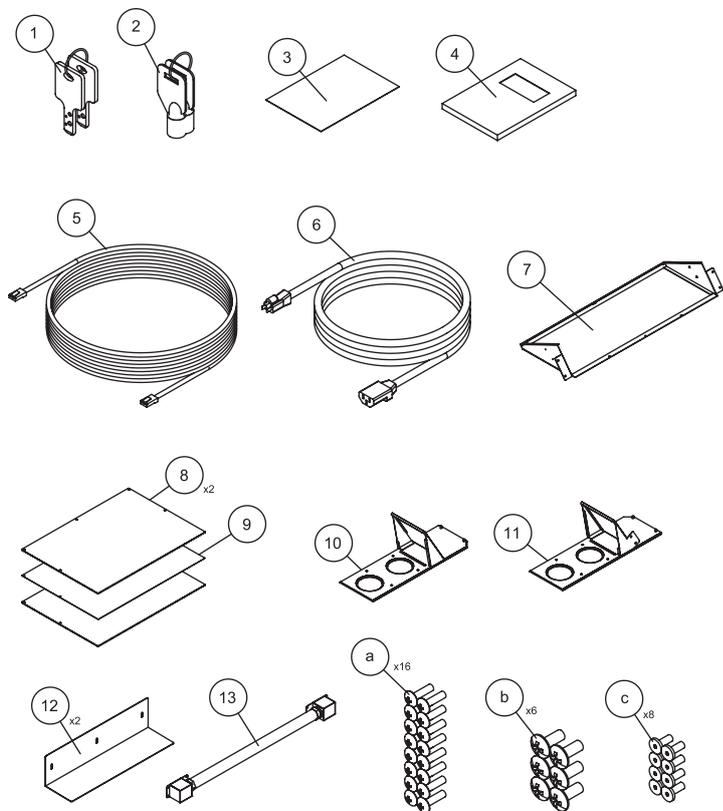
■ FIG.43 ASS'Y, TUBE



No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_116736170000	BOX, CONNECTOR		2	
2	U_116736180000	SPONGE, TUBE		4	
3	U_116736190000	TUBE		1	

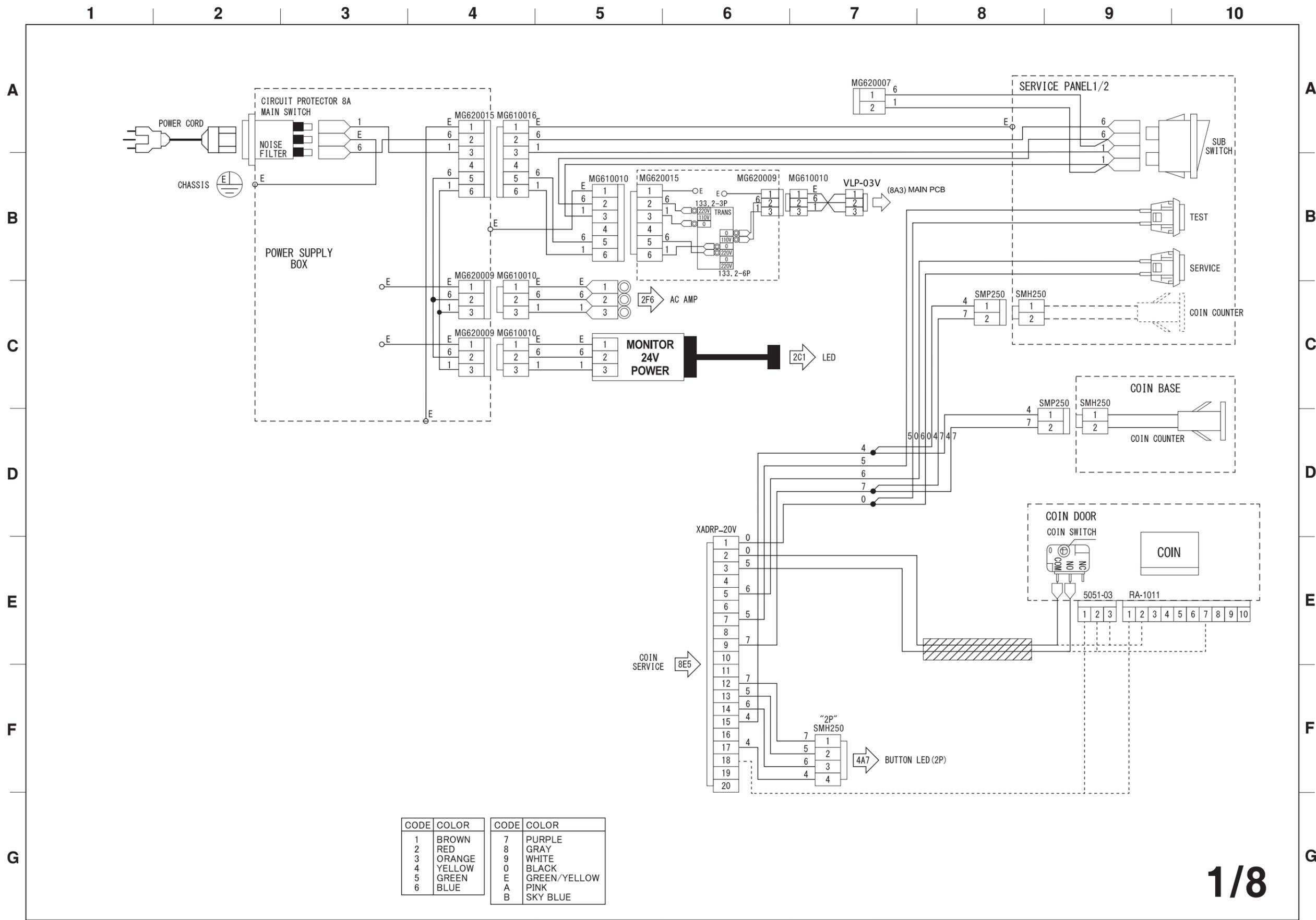
No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed pan head screw with captive washer	M4x8 SW, PW	2	Coloured chromate conversion coatings

■ FIG.44 UNIT, ATTACHMENT

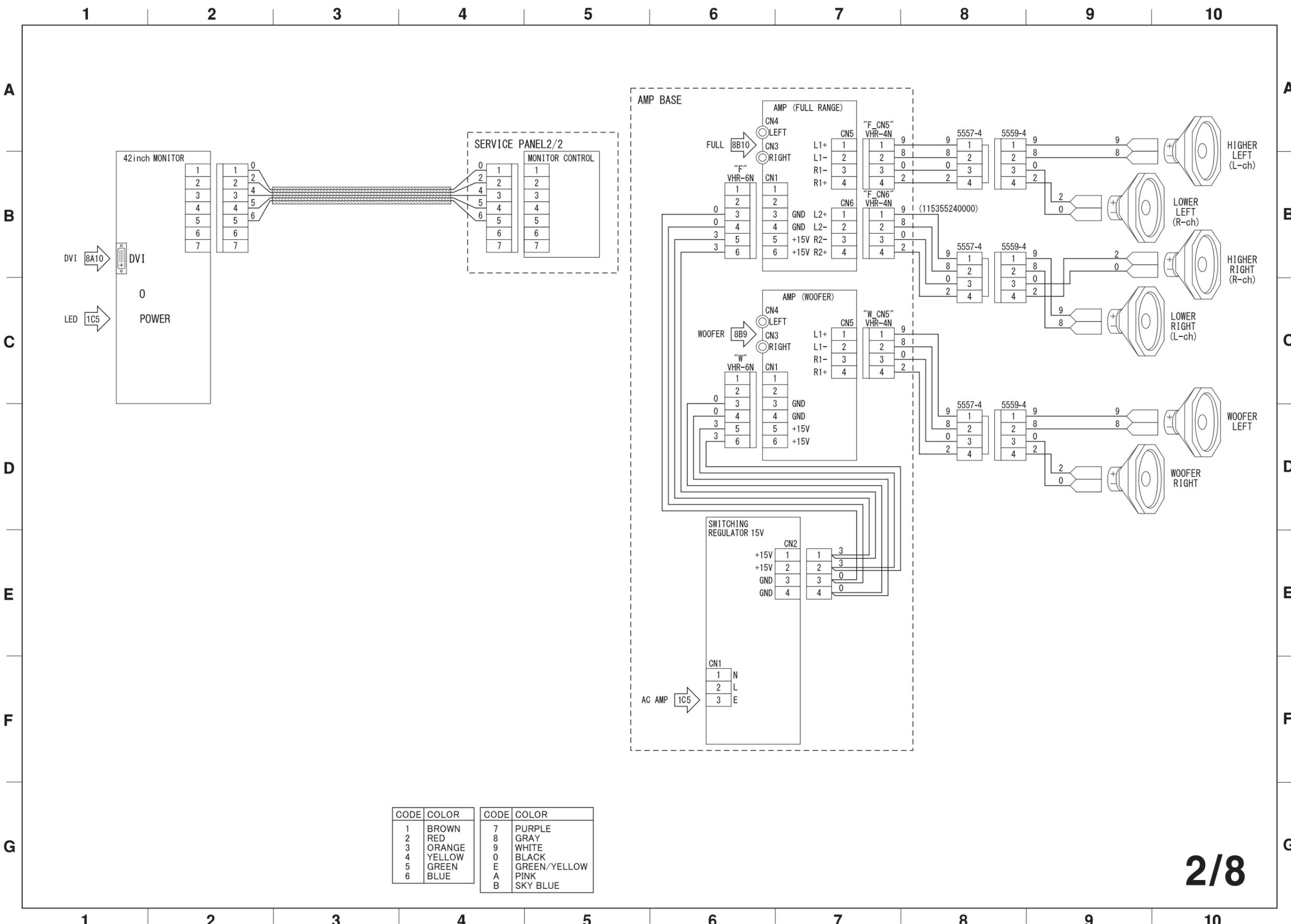


No.	CODE No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
1	U_002652030000	LOCK		1	
2	U_003404170000	LOCK		1	
3		INFO, LICENSE		1	
4	U_116558650000	BOOK, MANUAL		1	
5	U_116641290000	CABLE, LAN	10m	1	
6	U_116589880000	CORD, POWER		1	
7	U_115398550000	HOOD, TITLE		1	
8	U_115350930000	PANEL, TITLE		1	
9	U_116557200000	SHEET, TITLE, UD		1	
10	U_115494950000	ASSY, PANEL SP(L)		1	Refer to FIG.43
11	U_115494960000	ASSY, PANEL SP(R)		1	Refer to FIG.44
12	U_116598430000	BRACKET, SUPPORT		2	
13	U_116598420000	ASSY, TUBE		1	Refer to FIG.4

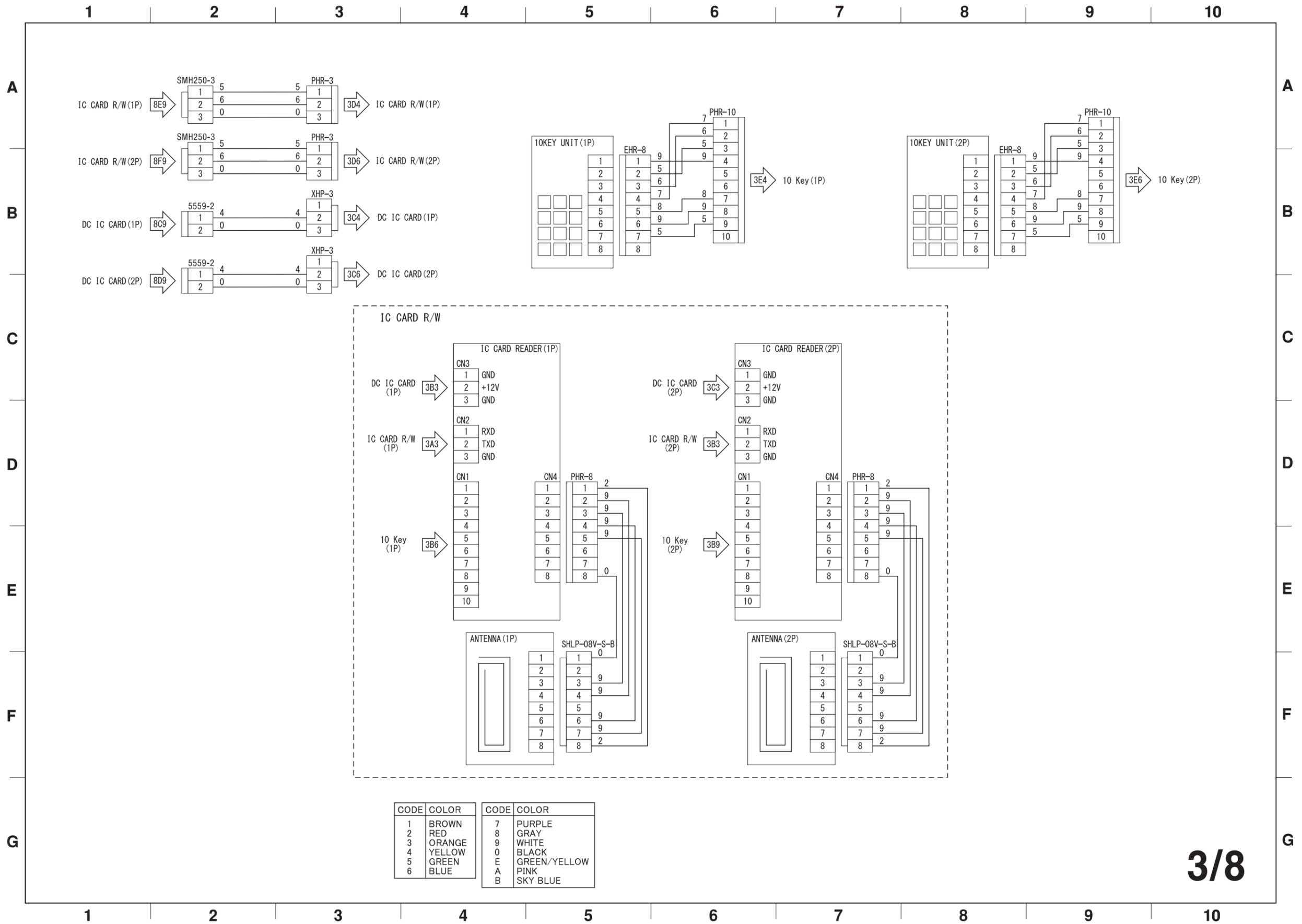
No.	NAME	SPEC / CATALOG TYPE	QTY	NOTE
a	Cross recessed truss head machine screw	M4x15	16	Decorative chromium plating
b	Cross recessed truss head machine screw	M6x15	6	Decorative chromium plating
c	Hexagon socket cap extra low head bolt	M4x10	8	Decorative chromium plating

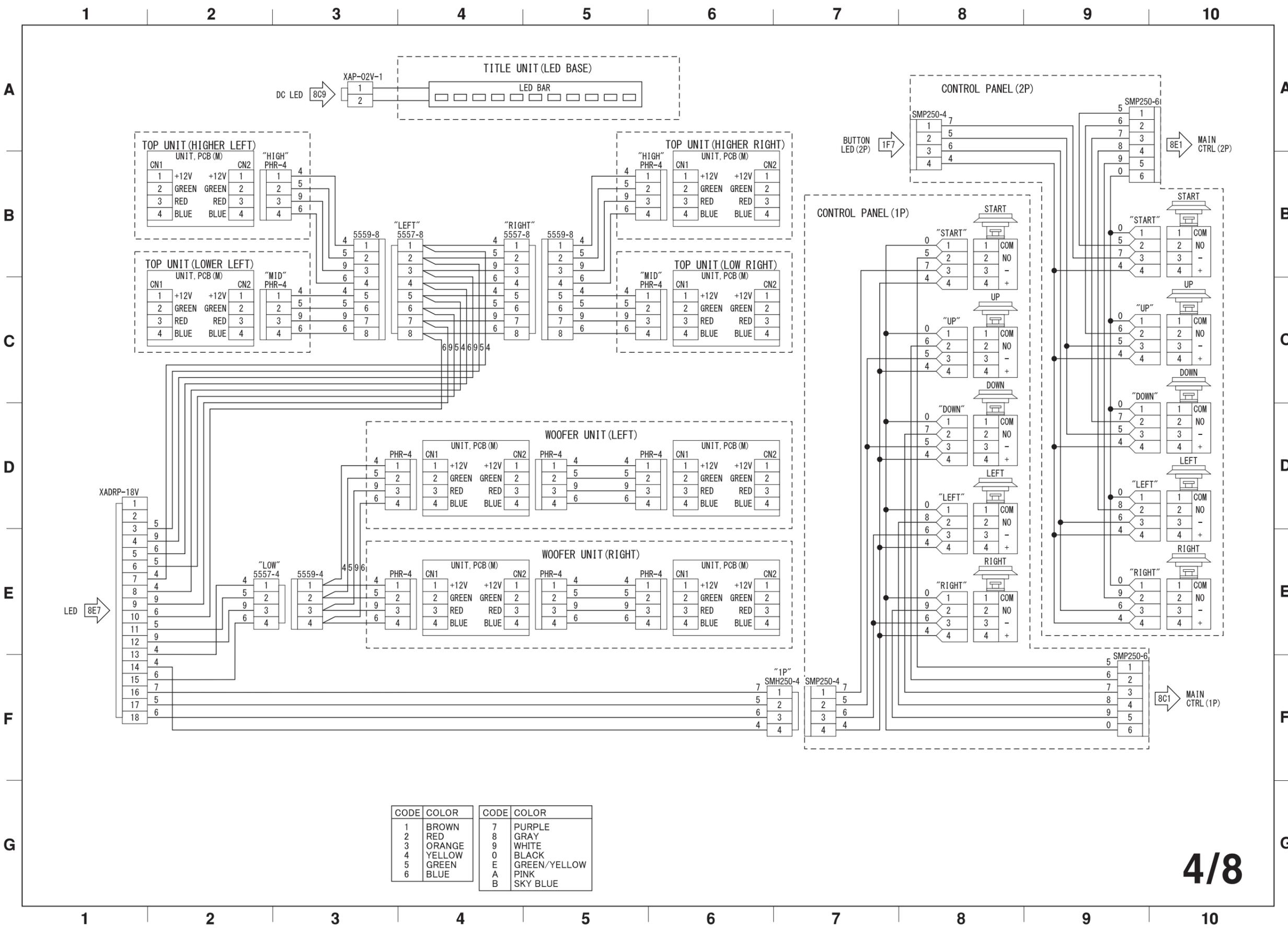


CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE



CODE	COLOR	CODE	COLOR
1	BROWN	7	PURPLE
2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE





1

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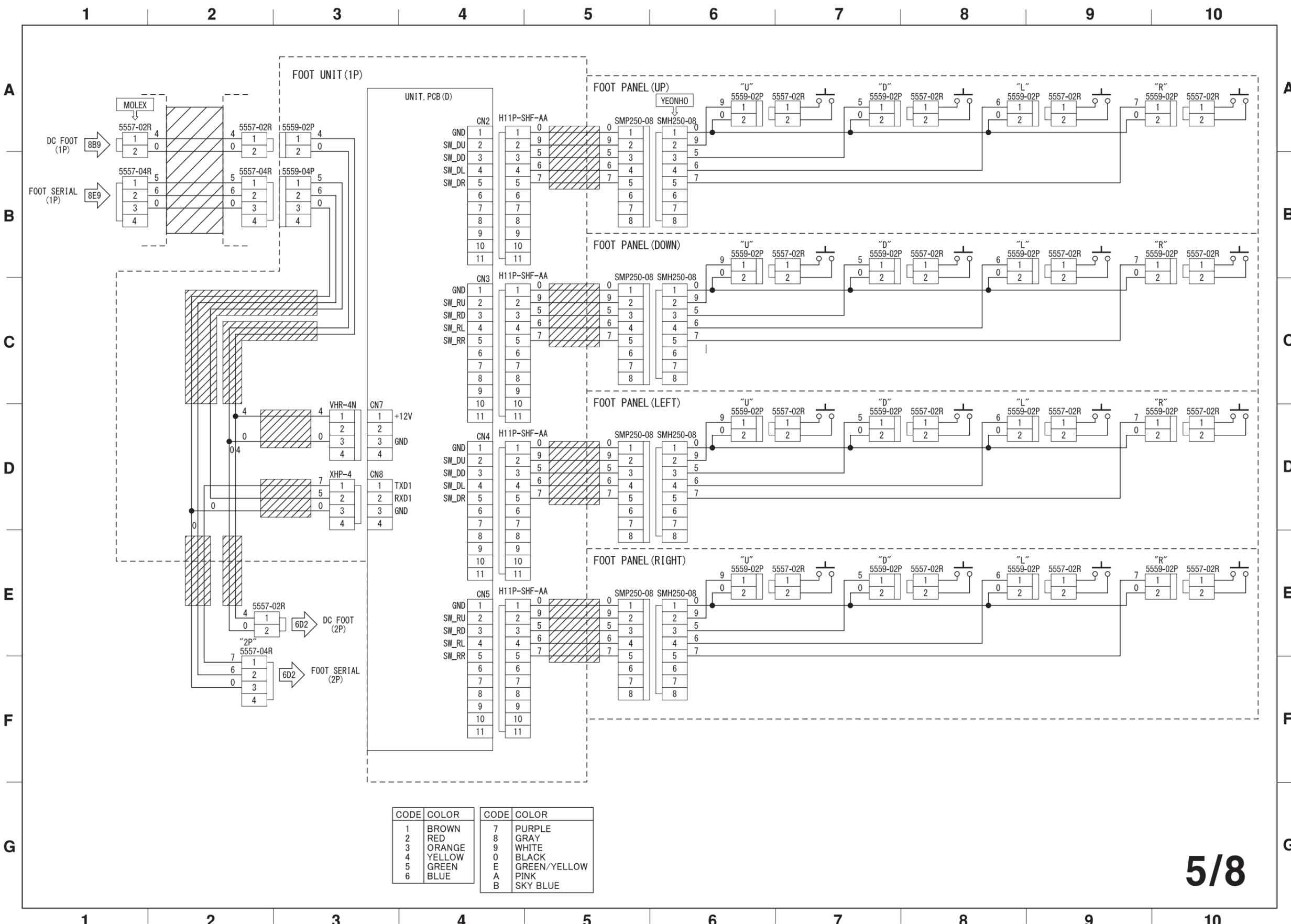
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E

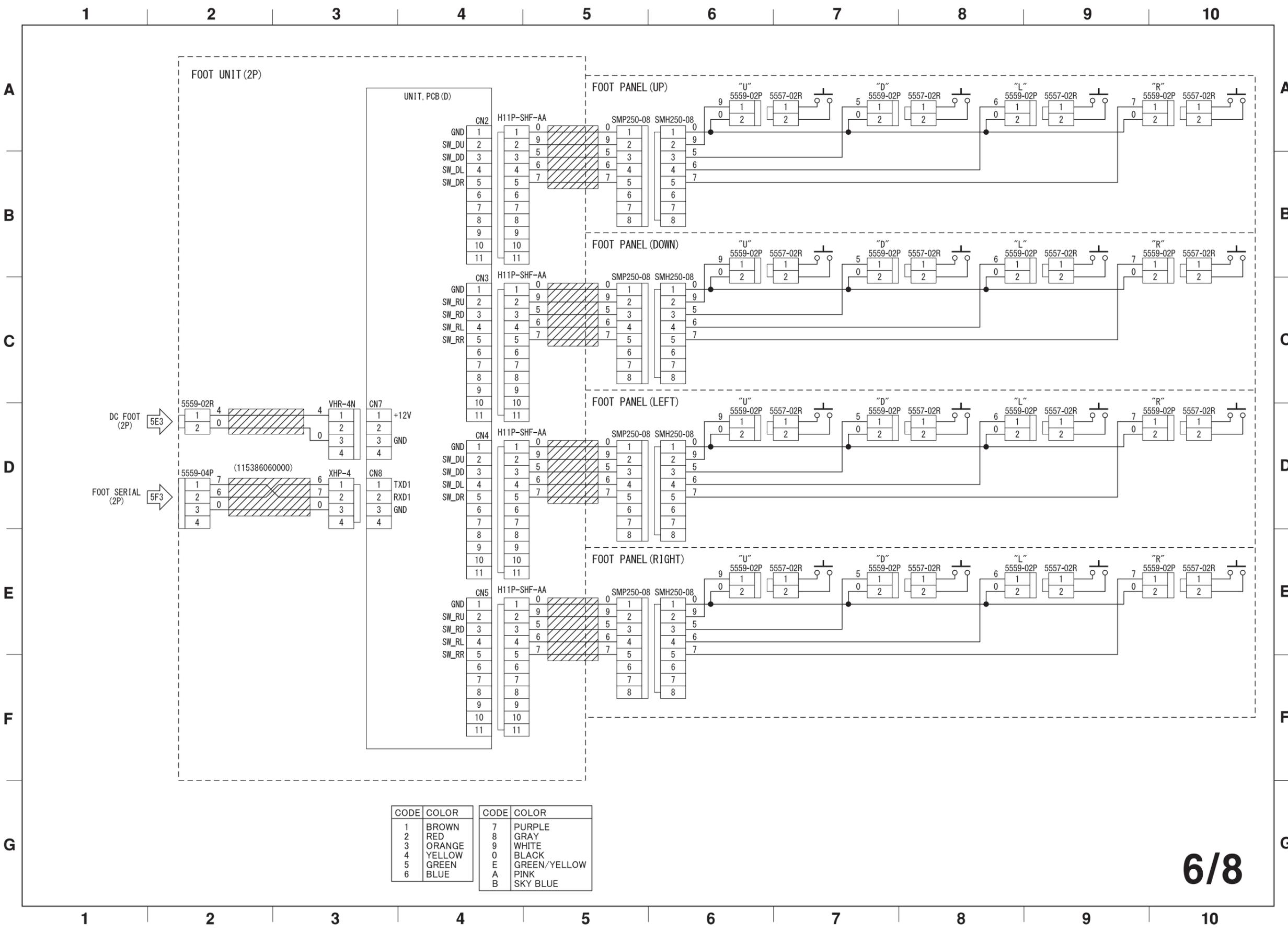
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G

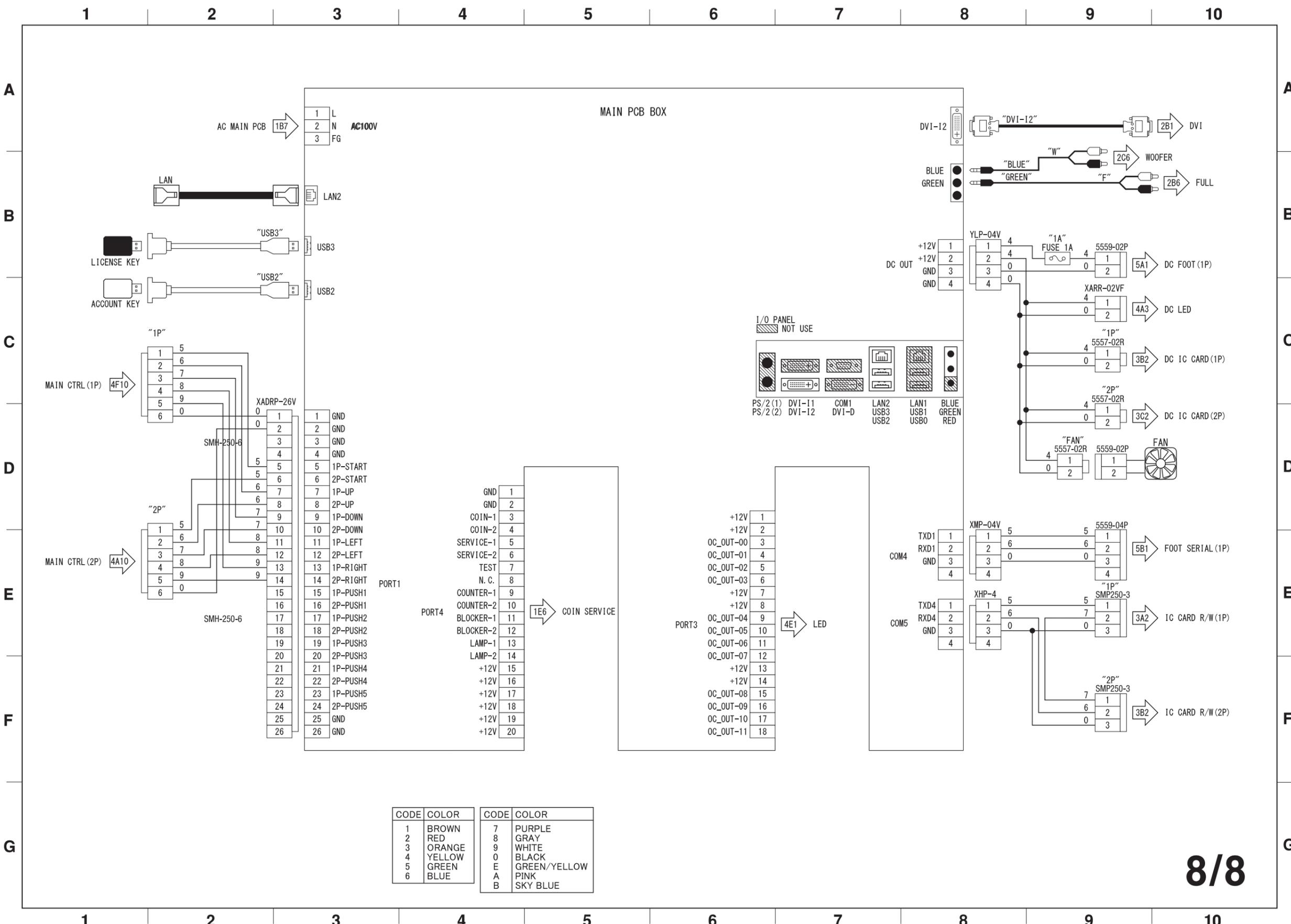
CODE	COLOR	CODE	COLOR
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2	RED	8	GRAY
3	ORANGE	9	WHITE
4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE



CODE	COLOR	CODE	COLOR
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2	RED	8	GRAY
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5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE



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5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE



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4	YELLOW	0	BLACK
5	GREEN	E	GREEN/YELLOW
6	BLUE	A	PINK
		B	SKY BLUE

