

2024

MobileMech

INSTALLATION AND
USER INSTRUCTIONS





For Assistance Call (833) 727-2233 x2

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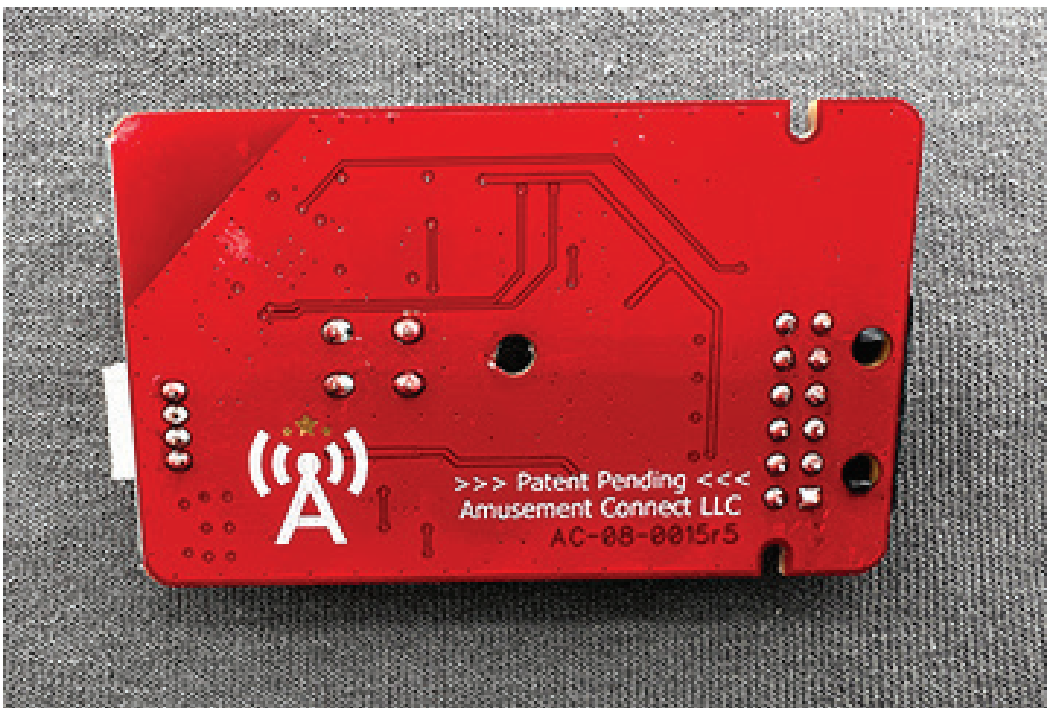
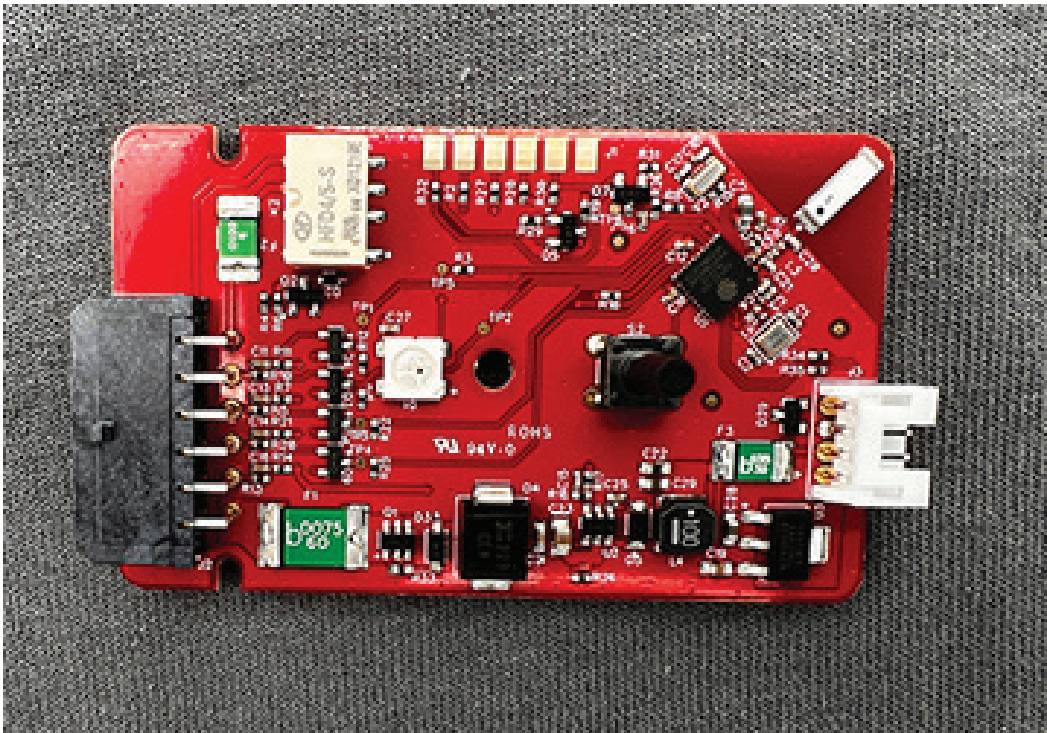
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PARTS LIST

1. Motherboard
2. Shell Case
3. Base Wiring Harness
4. 9-Pin Bill Validator Harness
5. Spike Harness - Alternative 12V Source
6. 12V Power Supply Install - Alternative 12V Source
7. 3 Pin BV Harness - Alternative BV (Optional)
8. SliderMech 2 Wiring Harness for Pool Table

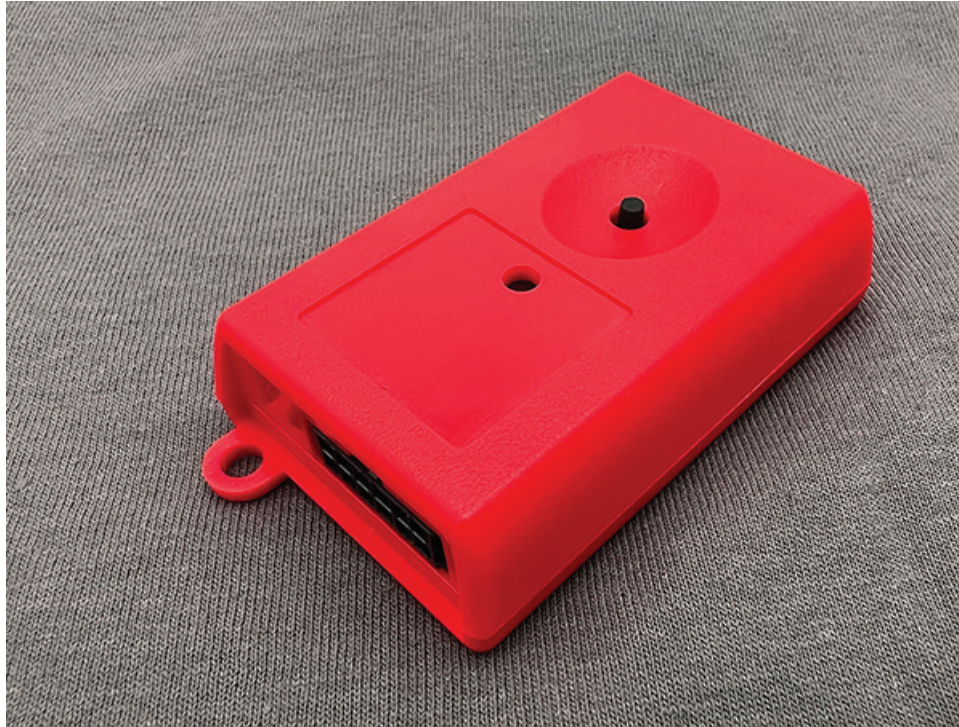
PARTS LIST

1. Motherboard



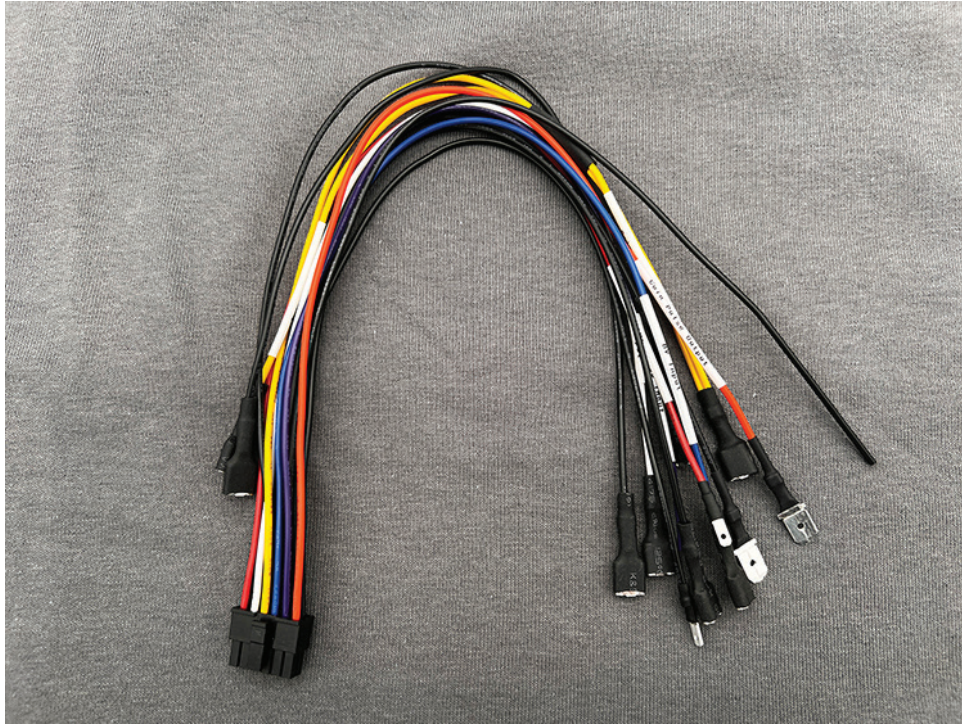
PARTS LIST

2. Shell Case

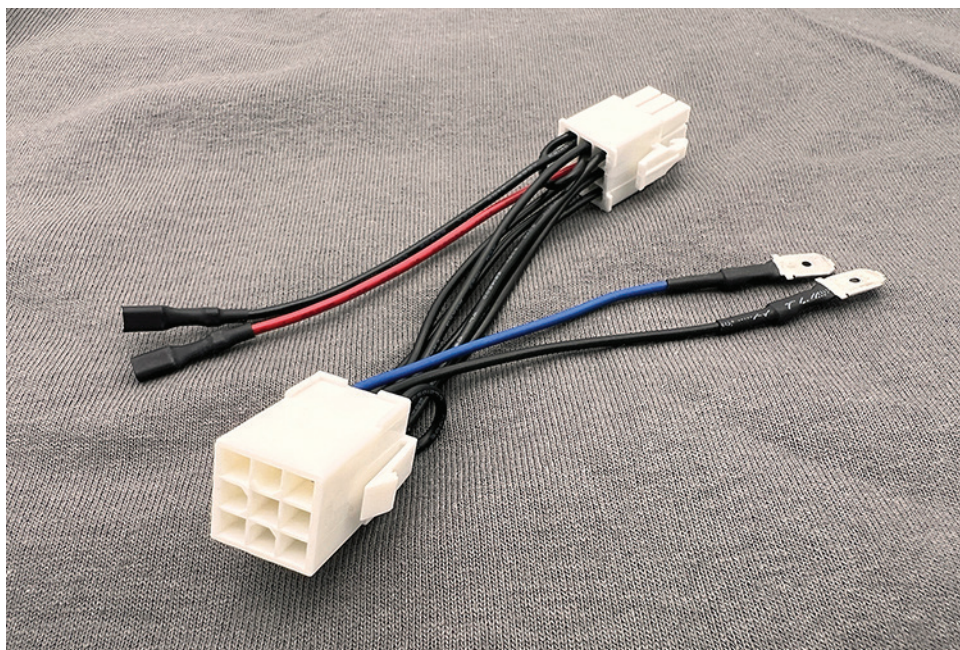


PARTS LIST

3. Base Wiring Harness

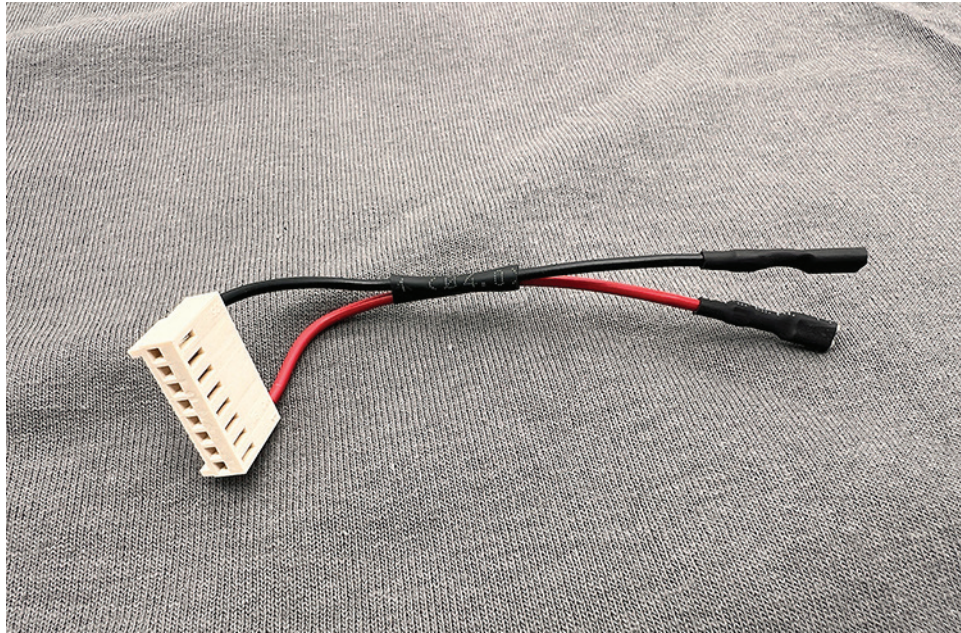


4. 9-Pin Bill Validator Harness



PARTS LIST

5. Spike Harness - Alternative 12V Source for Pinball (Optional)

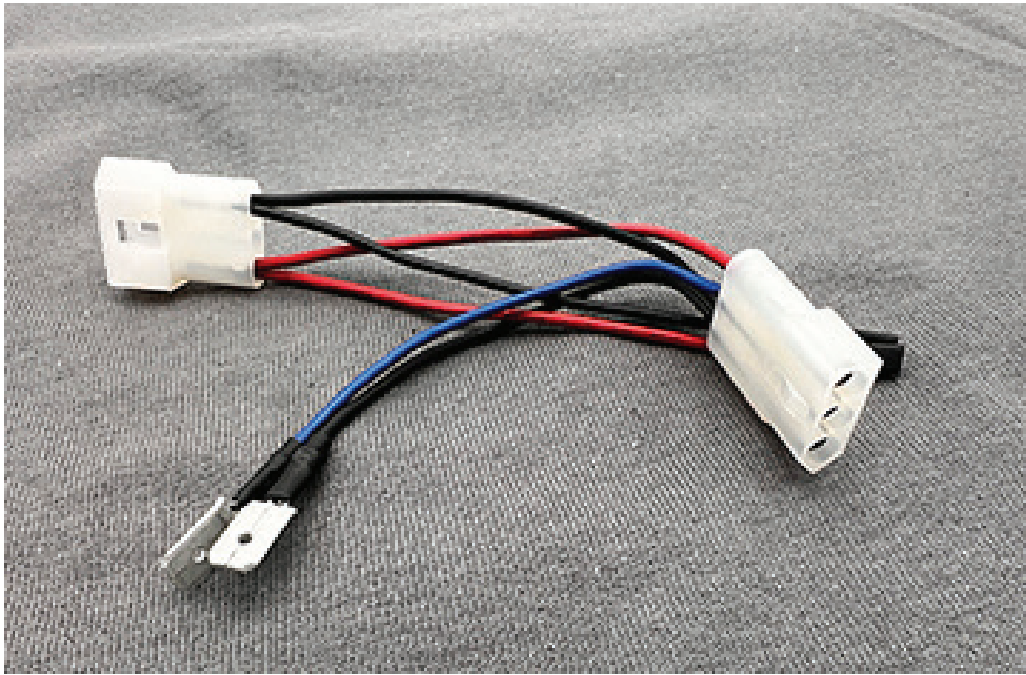


6. 12V Harness - Alternative 12V Source (Optional)

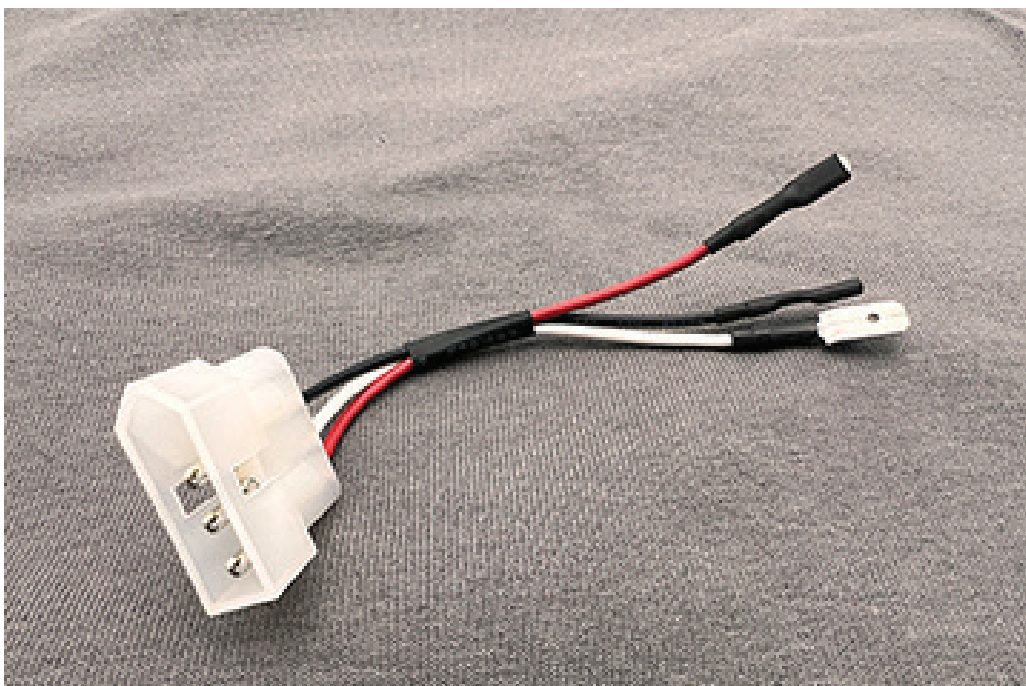


PARTS LIST

7. 3 Pin BV Harness - Alternative BV harness for Raw Thrills Games (Optional)



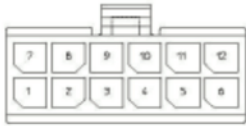
8. SliderMech 2 Harness (Optional)



SPECS

BASE WIRING HARNESS

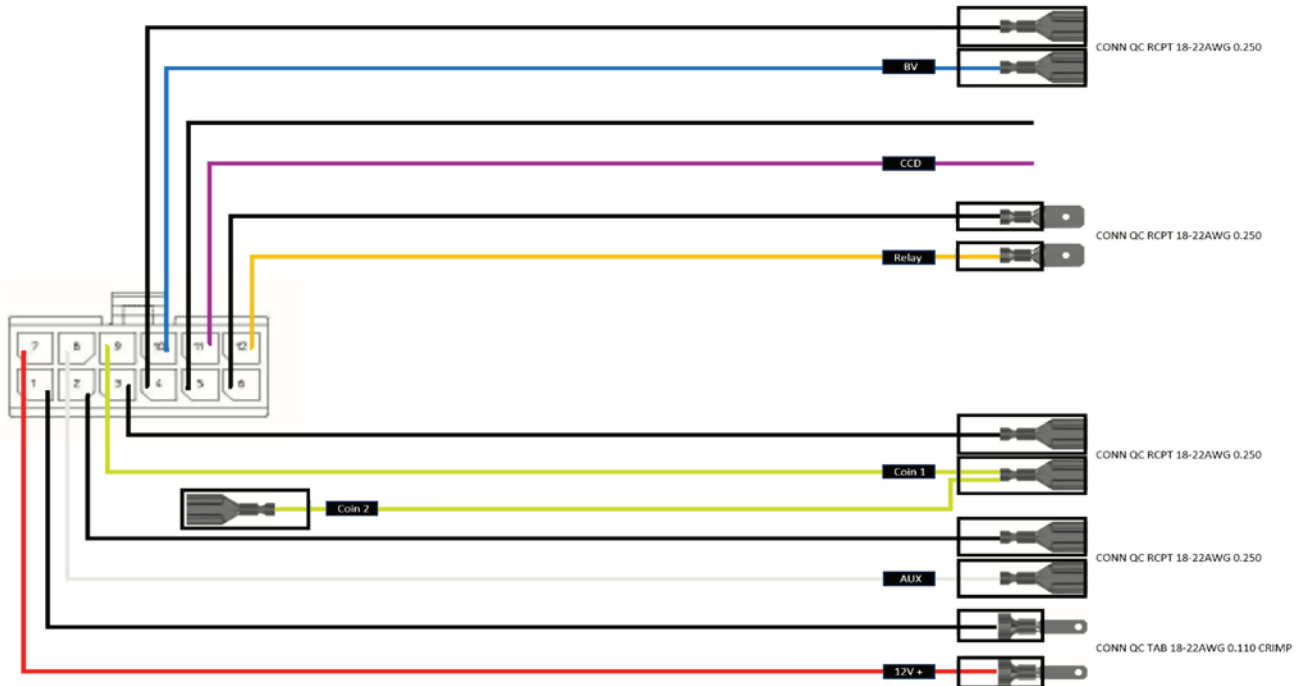
Pin Out



Pin	Function	Wire Color
1	GND	Black
2	GND	Black
3	GND	Black
4	GND	Black
5	GND	Black
6	Relay Common	Black

Pin	Function	Wire Color
7	+12V	Red
8	AUX	White
9	COIN 1	Yellow
10	BV	Blue
11	CCD	Purple
12	RELAY	Org / Wht

Wire Gauge to be 20 AWG Stranded Copper Wire



SPECS

9-PIN BV WIRING HARNESS

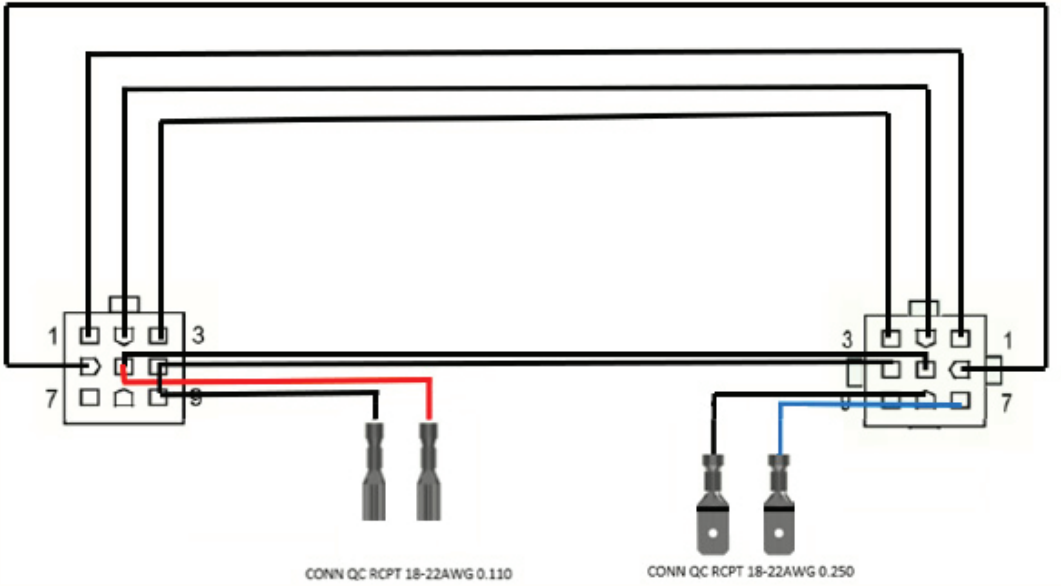
Pin Out



Pin	Function	Wire Color
1	Pass Thru	Black
2	Pass Thru	Black
3	Pass Thru	Black
4	Pass Thru	Black
5	12V Hot	Black/Red
6	12V Neutral	BLK/BLK
7	Coin	Blue
8	Coin Common	Black
9	12V Neutral	BLK/BLK

Note: Jumper between pin 6 and pin 9 on connector 172169-1

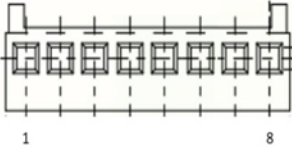
Wire Gauge to be 20 AWG Stranded Copper Wire



SPECS

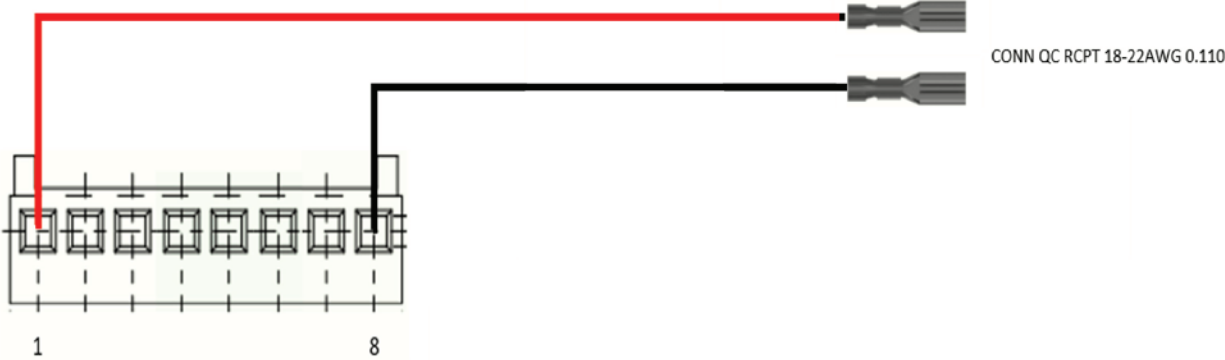
SPIKE WIRING HARNESS

Pin Out



Pin	Function	Wire Color
1	12V Hot	Red
2		
3		
4		
5		
6		
7		
8	12V Common	Black

Wire Gauge to be 22 AWG Stranded Copper Wire



SPECS

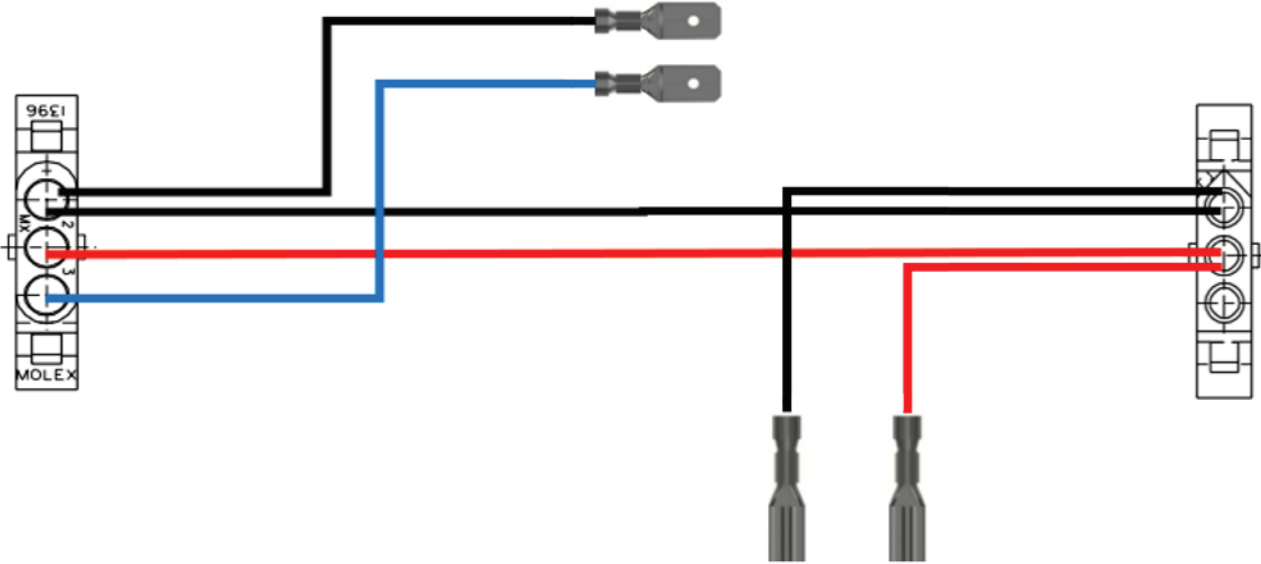
12V WIRING HARNESS



SPECS

3-PIN BV WIRING HARNESS

Wire Gauge to be 20 AWG Stranded Copper Wire

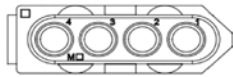


CONN QC RCPT 18-22AWG 0.110

SPECS

SLIDERMECH 2 WIRING HARNESS

Pin Out



Pin	Function	Wire Color
1		
2	Ground	Black
3	Sensor Signal	White
4	+12V	Red

Wire Gauge to be 20 AWG Stranded Copper Wire

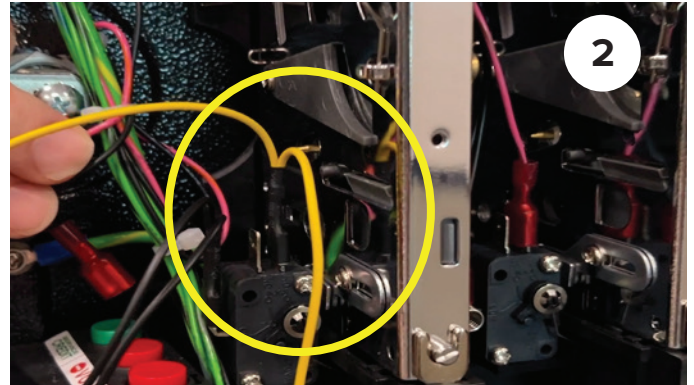
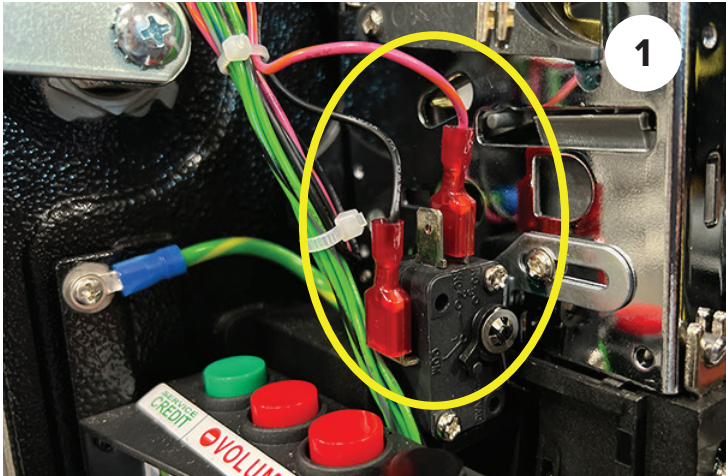


INSTALLATION

Base Wiring Harness Install - Coin Mechs (1 or 2 ct.)

1 - Locate the coin wires and disconnect from coin mechanism.

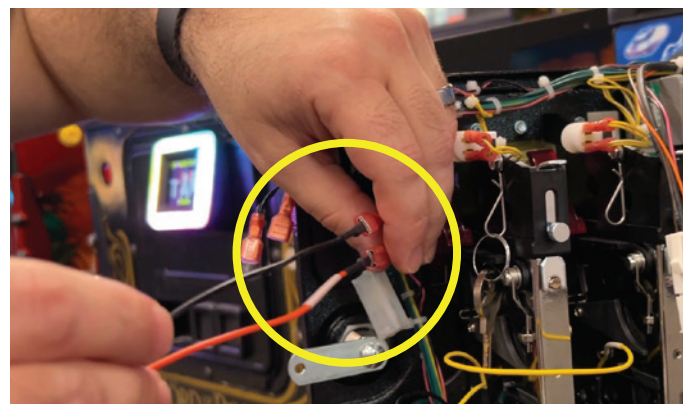
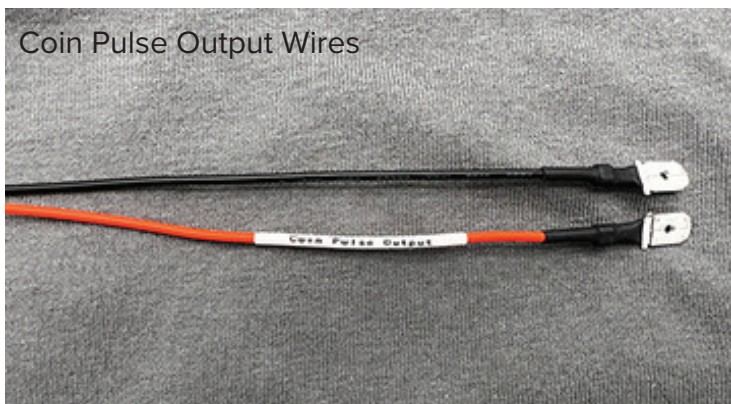
2 - Locate yellow/black coin 1 / 2 wire set on the Base MobileMech Harness and connect to the coin mechanism.



Base Harness Install - Coin Pulse Output

1 - Locate the one pair of coin pulse wires going to the game, these were disconnected during the Base Harness Install - Coin 1 / 2 Input.

2 - Locate orange/black Coin Pulse Output wire pair on the Base MobileMech Harness and connect to the coin pulse wires going to the game.



Base Harness Install - Bill Validator Input

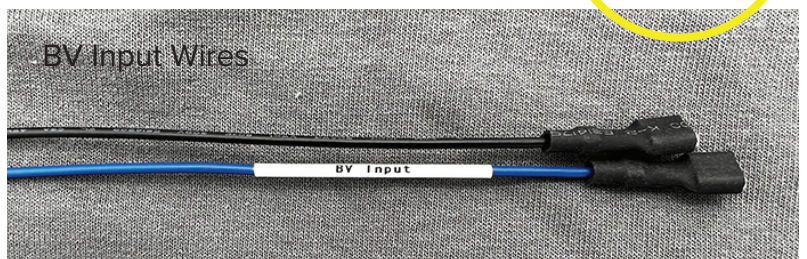
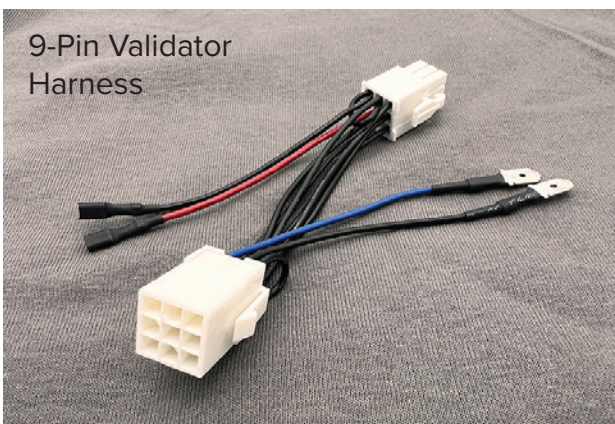
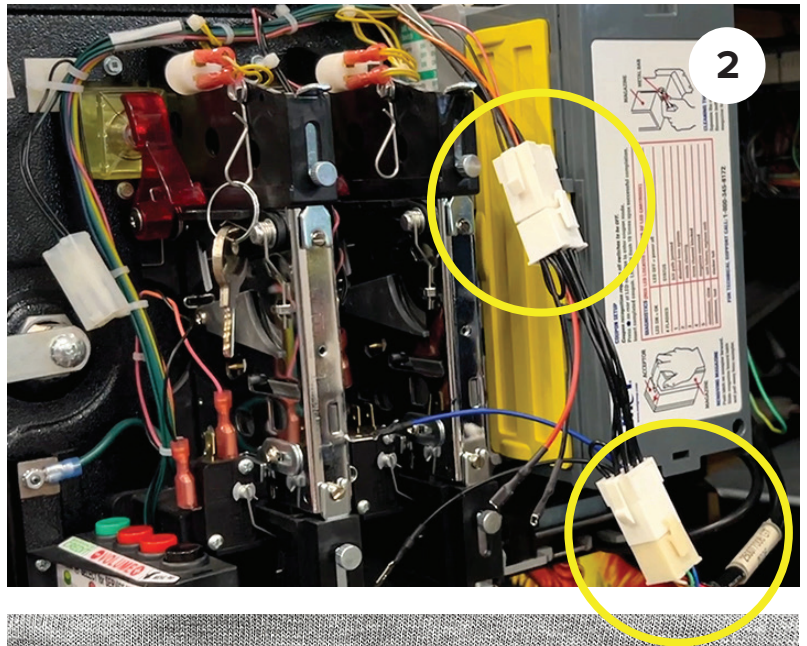
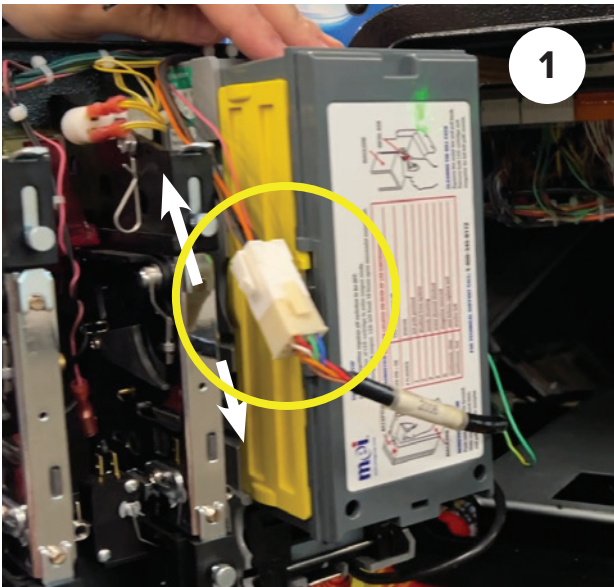
1 - Locate the 9 pin bill validator wires and disconnect.

2 - Locate the 9-Pin BV Validator Harness. Connect both 9-Pins to the 9-pin connector coming from the game and and to the BV.

3. Locate the blue/black BV Input wires on the Base MobileMech Harness and connect to the corresponding blue/blk wires on the 9-Pin BV Harness.

4. Locate the red/black 12Volt Power wires on the Base MobileMech Harness and connect to the corresponding red/black wires on the 9-Pin Harness.

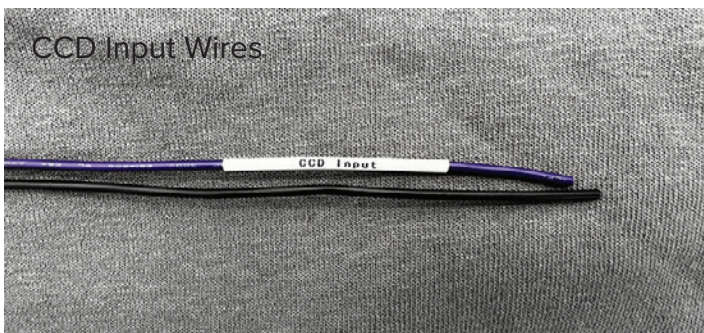
Note: If the BV is a 110V model then disconnect the 12V red/black wires from the BV harness. In this case the 12V can be connected using an add-on harness.



INSTALLATION

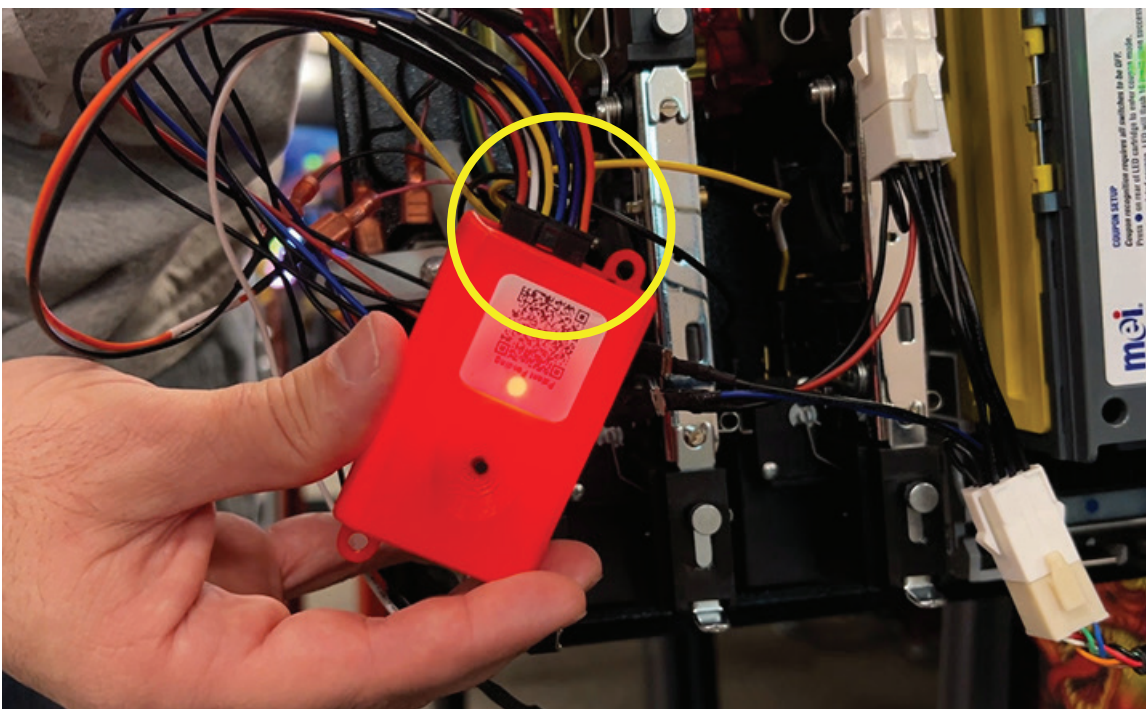
Base Harness Install - CCD Input (Credit Card)

- 1 - Locate the pulse wires and disconnect from the credit card device.
- 2 - Locate purple/black CCD Input wire pair on the base Mobile Mech harness and connect to the credit card device using wire nuts.
- 3 - Note: You will need to strip the purple/black wire pair and expose the wiring in order to connect.



Base Harness Install

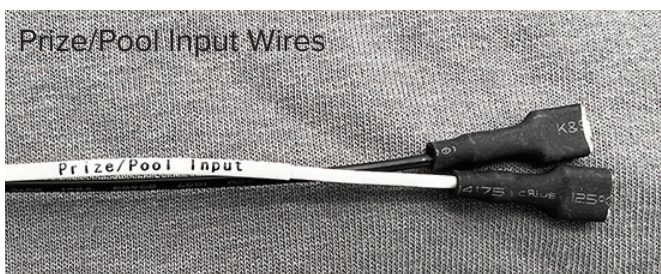
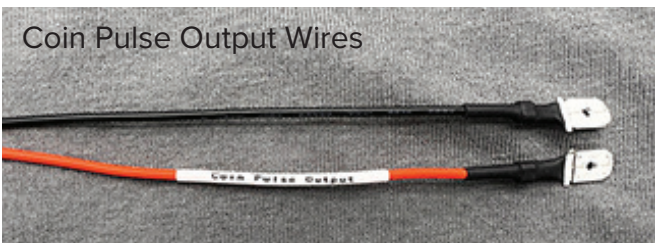
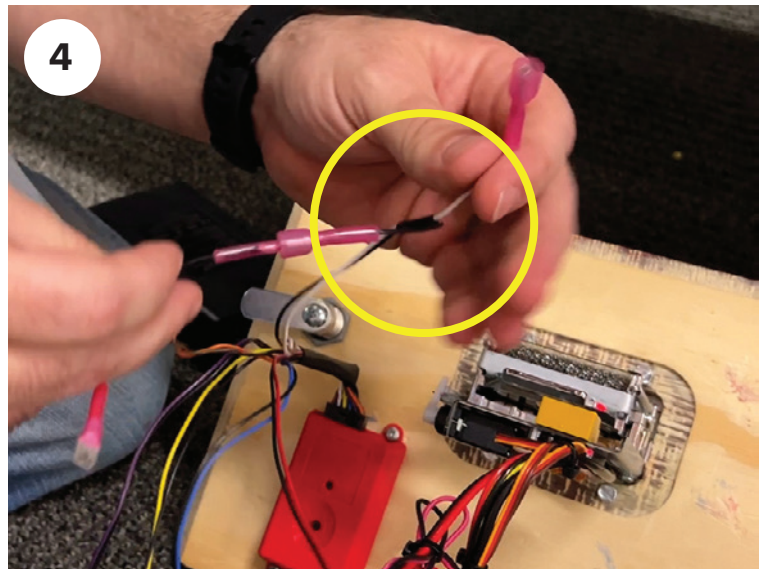
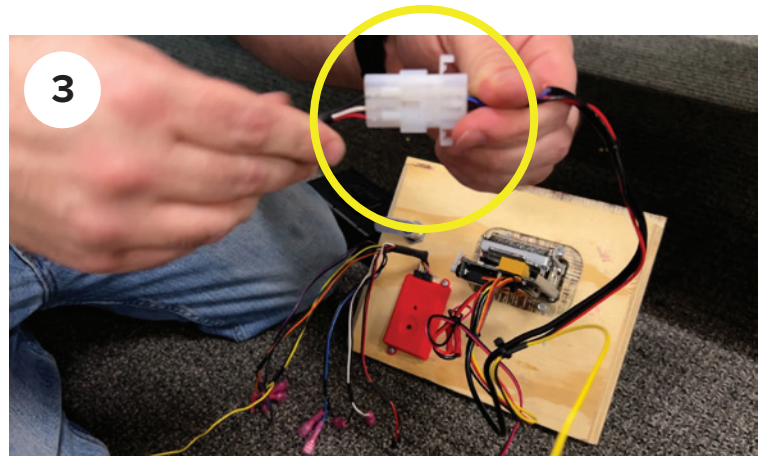
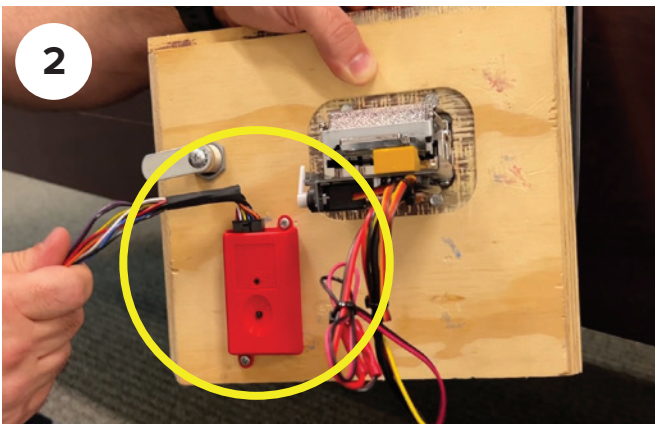
- 1 - After connecting all other harnesses, connect the MobileMech to the black 12-Pin connector on the harness. The Red LED light will turn on if connected correctly.
- 2 - Secure the Base Harness Wires and MobileMech. Tidy up wires, we suggest using zip ties.



INSTALLATION

SliderMech2 Wiring Harness Install

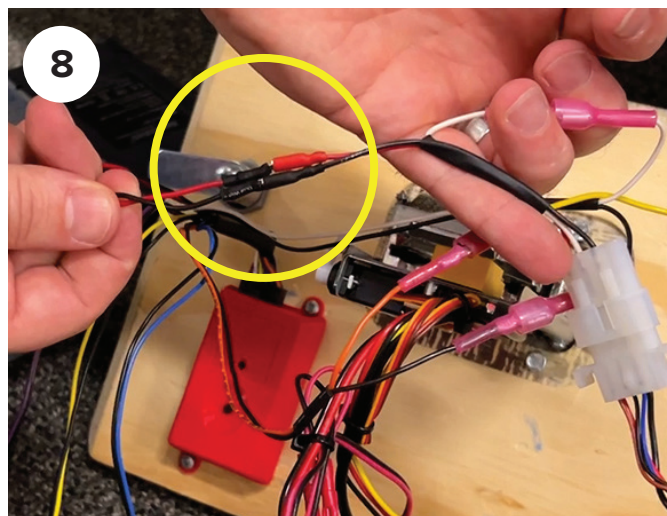
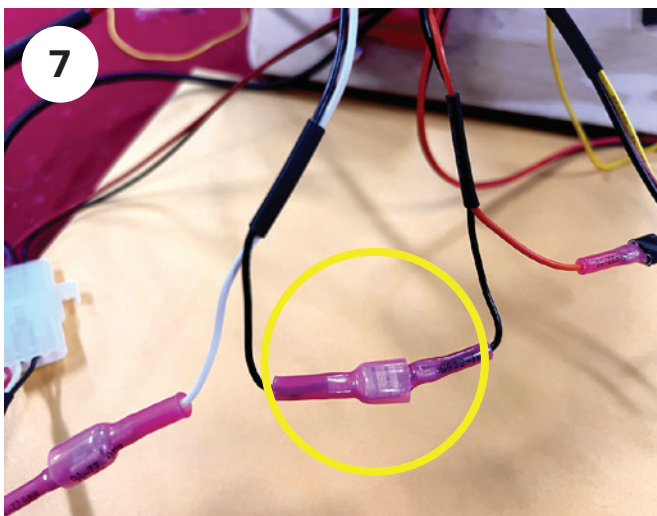
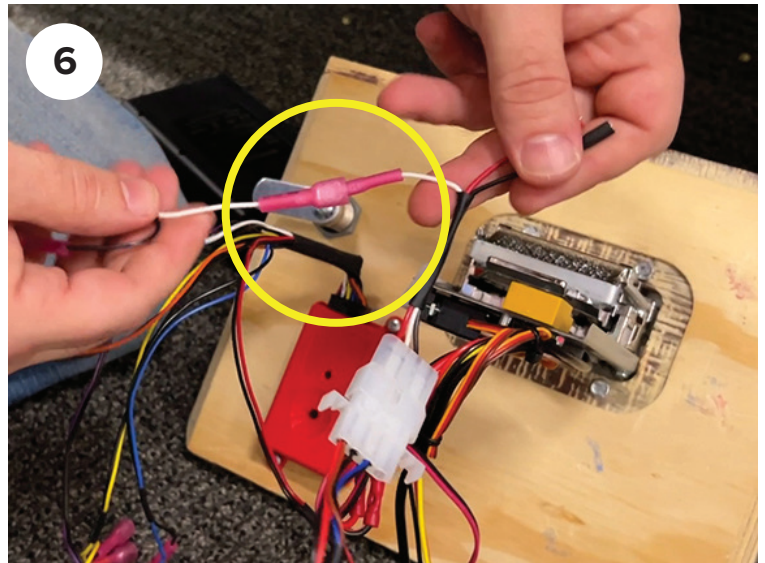
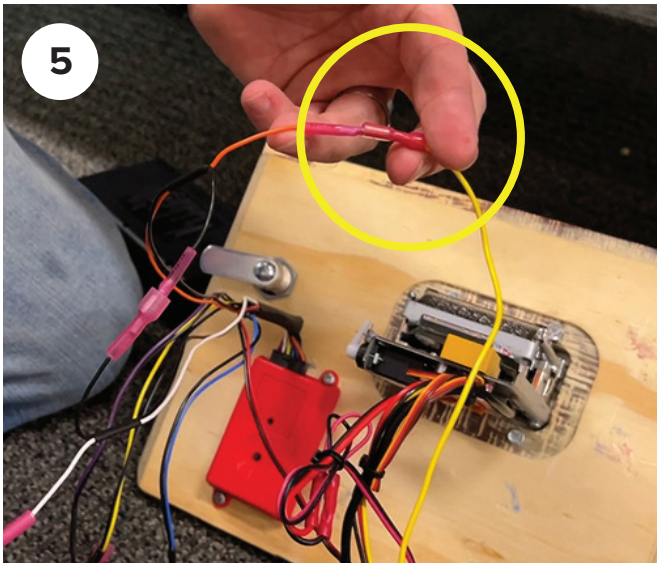
1. Disconnect the 12V power wire pair from the BV harness if not already done.
2. Mount your MobileMech to the inside of your door and connect the Base Wiring Harness.
3. Locate the SliderMech 2 Harness and connect to the SliderMech.
4. On the Base Wiring Harness, connect the black ground wire from the Coin Output wire set to the black ground wire from the Prize/Pool Input wire set.



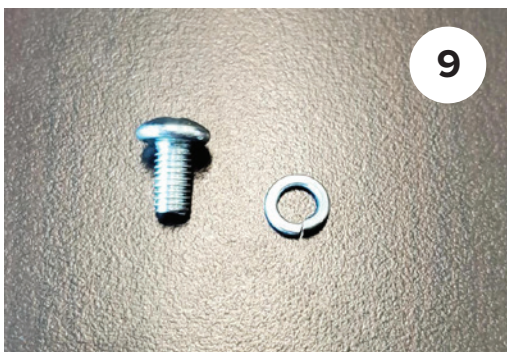
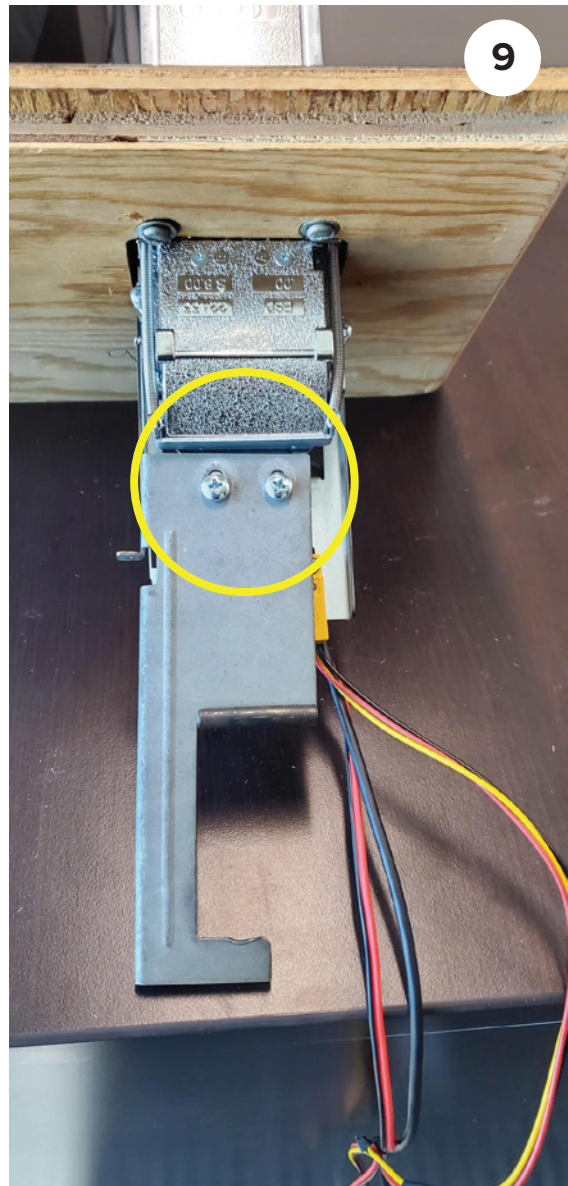
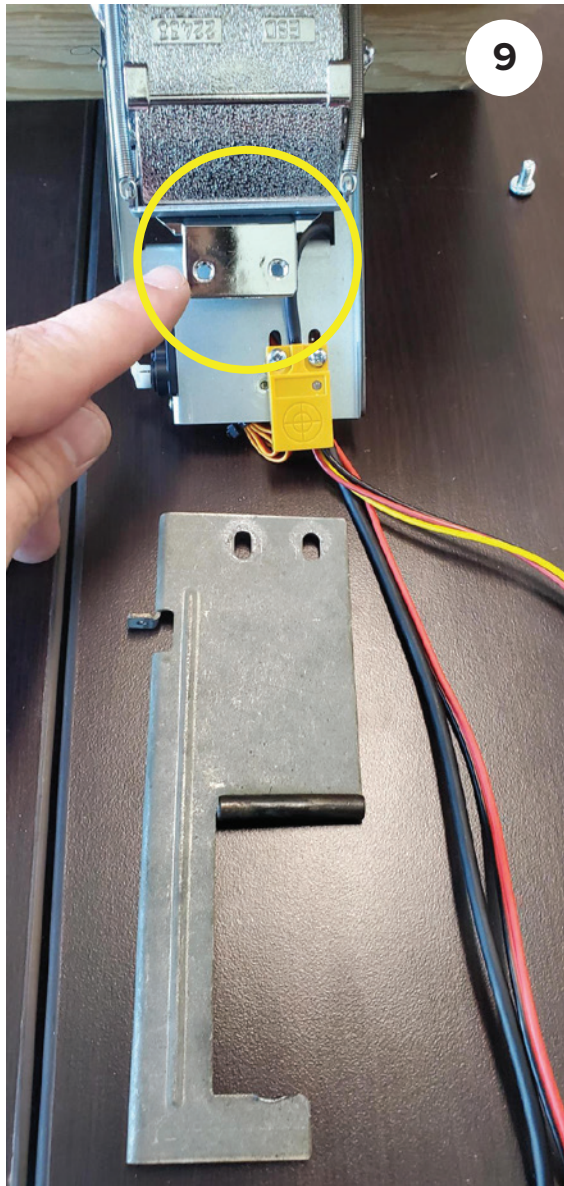
INSTALLATION

SliderMech2 Wiring Harness Install (Cont.)

5. Take the orange Coin Pulse Output wire and connect to the SliderMech yellow Coin Input wire.
6. Connect the white Prize/Pool Input wire to the white wire on the SliderMech 2 Harness.
7. Locate the main MobileMech wiring harness. **Connect the black Prize/Pool wire to the black Coin Pulse Output wire. Black to Black. * If the device does NOT COIN UP, check this step first.**
8. Connect the red/black 12Volt wire set to the red/black wires on the SliderMech 2 Harness.
9. Install Pool Table Bracket to the SliderMech using a #10 lock washer and a 10-32 x 3/8 Phillips Machine Screw. (Provided)
10. Connect your battery to the SliderMech to power up and reinstall your door.



INSTALLATION



INSTALLATION

UN-CONNECTED WIRES ON SLIDERMECH 2 NEED TO HAVE HEAT SHRINK APPLIED.

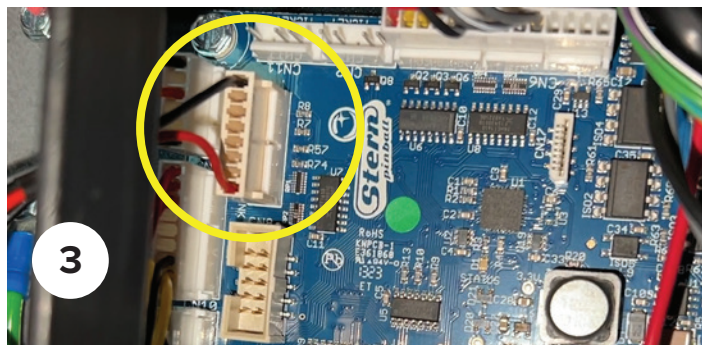
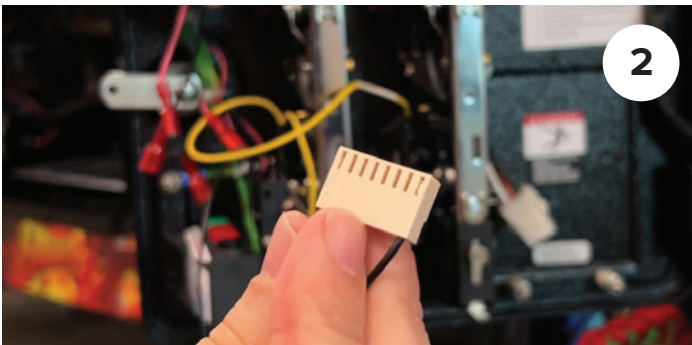
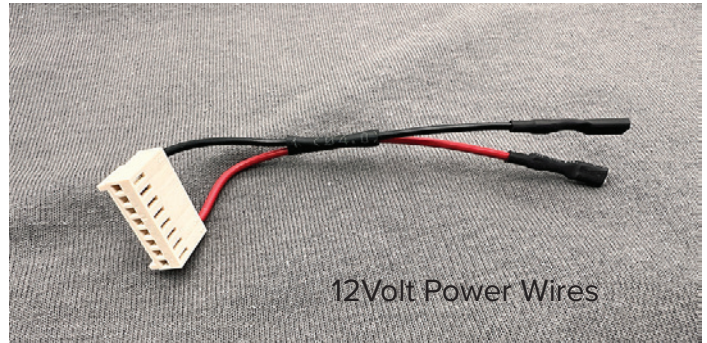
- 1 - Locate un-connected wires on the harnesses.
- 2 - Using a **1/4"** heat shrink tube, cover the end of the wire and snip to fit.
- 3 - Use a lighter or heat source to shrink the rubber onto the end of your wire.



INSTALLATION

Spike Install - Alternative 12V Source

- 1 - Disconnect the 12V red/black wire pair from the Bill Validator Harness.
- 2 - Connect the 12V wire pair to the Spike Harness corresponding red/black wires.
- 3 - Connect Spike harness to CN1 on spike board on left side of game.



12V Power Supply Install - Alternative 12V Source

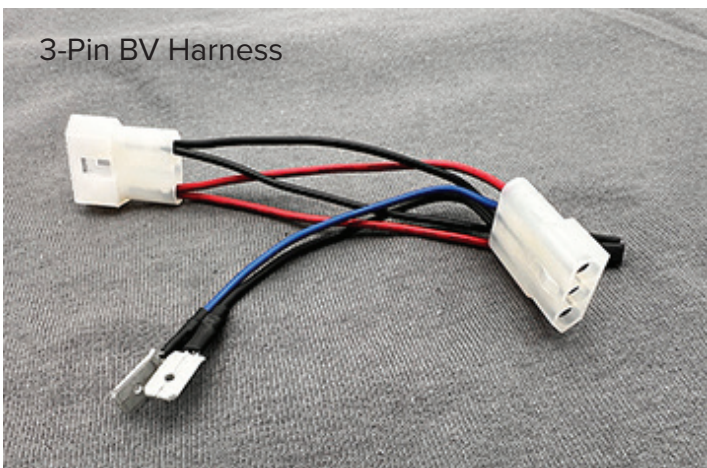
- 1 - Disconnect the 12V red/black wire pair from the Bill Validator Harness.
- 2 - Connect the 12V wire pair to the Power Supply Harness corresponding red/black wires.
- 3 - Connect 12V Power supply to nearest 110 outlet



INSTALLATION

3-Pin BV Install - Alternative Bill Validator

- 1 - Disconnect the 12V wire pair from the BV harness
- 2 - Locate the Base Mobilemech Harness and connect the 12V wire pair to the 3-Pin BV Harness
- 3 - Connect blue / black wire to the BV Input wire pair



CONFIGURATION

After you have successfully installed the MobileMech onto your game, you need to configure your setup.

- Step 1** Scan the QR code on the top of the MobileMech. This will log you into the devices Access Point.
- Step 2** Click 'Join' to join the MobileMech device WiFi network. The LED on the front panel will change to green when connected.
- Step 3** Open your browser. The MobileMech device configuration page will open in the browser.
- Step 4** Click on the red configure button. The Device Configuration page will open to show the current configuration.
- Step 5** Click on the grey Asset Type button. The asset type drop down will appear.
- Step 6** Choose your asset type. Instant Prize, Video/Pinball/Darts, or Pool Table. Hit back arrow to return to the Device Configuration page.
- Step 7** Click on the green WiFi SSID: button. The Wi-Fi details page will open
- Step 8** Click on the blue Configure WiFi button. The Wi-Fi Configuration page will open
- Step 9** Click the Enable WiFi slider to enable wifi. Click the blue Scan WiFi Networks button. A list of the local WiFi Access Points will be displayed.
- Step 10** Click on the location's Wi-Fi SSID and enter the password for the SSID.
- Step 11** Click the blue Connect button. Wait for the device to connect.

Note: * If the device does not connect after 30 seconds, re-enter your password and make sure it is correct. The LED will show a green/blue color while it gets the cloud configuration data from the cloud.

- Step 12** After the device connects, click the blue Save Wi-Fi Configuration button. The device will show the Wi-Fi Details page.

The LED will turn blue once the device connects to the cloud service. Wi-Fi configuration is complete. Return to the Device Configuration page.

TO RESET YOUR DEVICE:

Press and hold the black button on the top of the MobileMech.

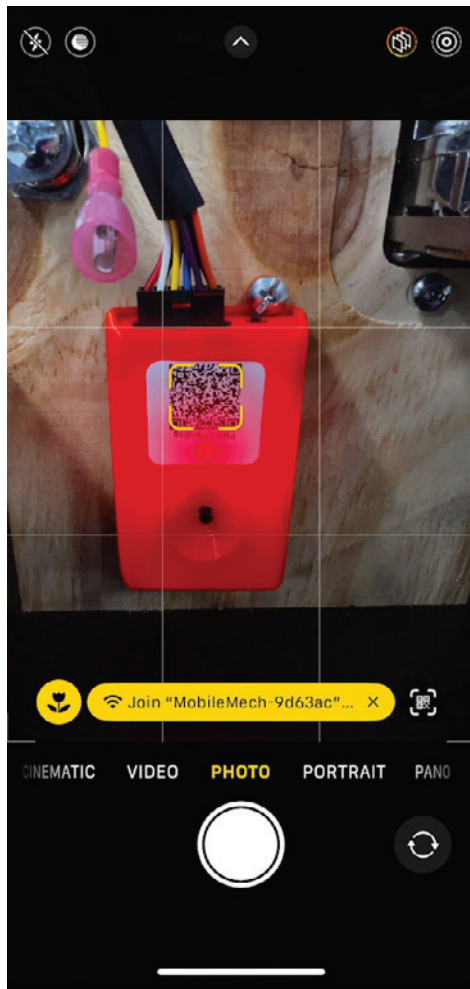
Note: 0.1 to 1.99 seconds turns it on

Reset - 2 sec - 44.9 seconds - restarts the device

Factory Reset - 45 seconds - device will lose all configuration / provisioning information - odometers are not re-set

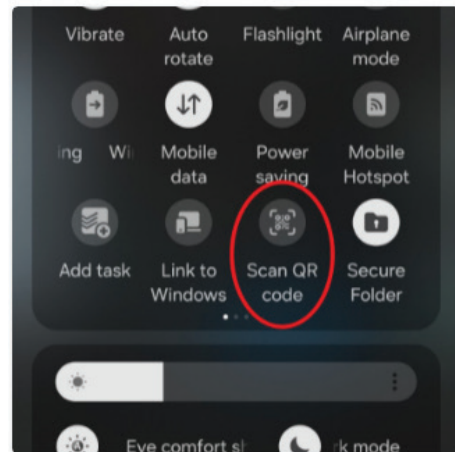
CONFIGURATION

Open camera and scan the QR code on the MobileMech.

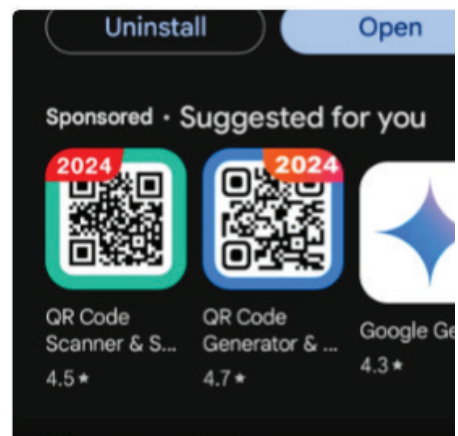


STEP 1

If you have an older Samsung phone, swipe down from top of screen to access your settings, and select Scan QR Code to scan.

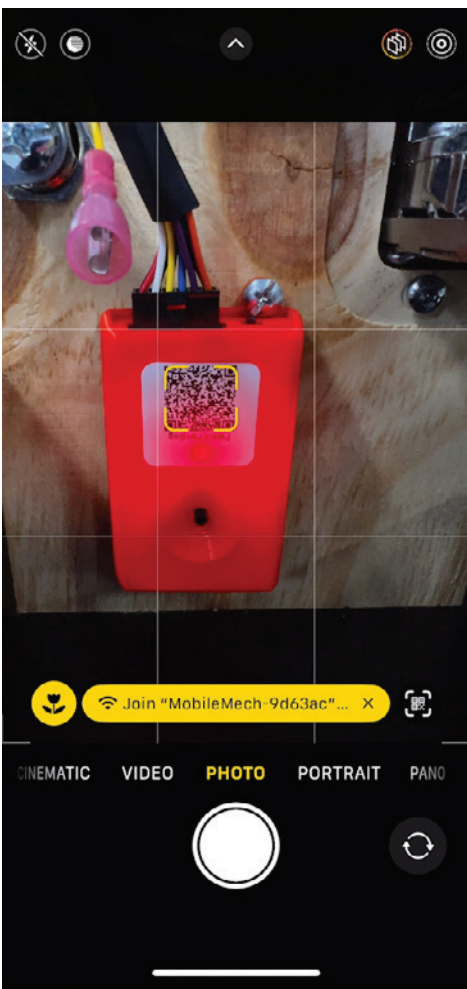


Or download the QR & Barcode scanner from the google store.



CONFIGURATION

Open camera and scan the QR code on the MobileMech.



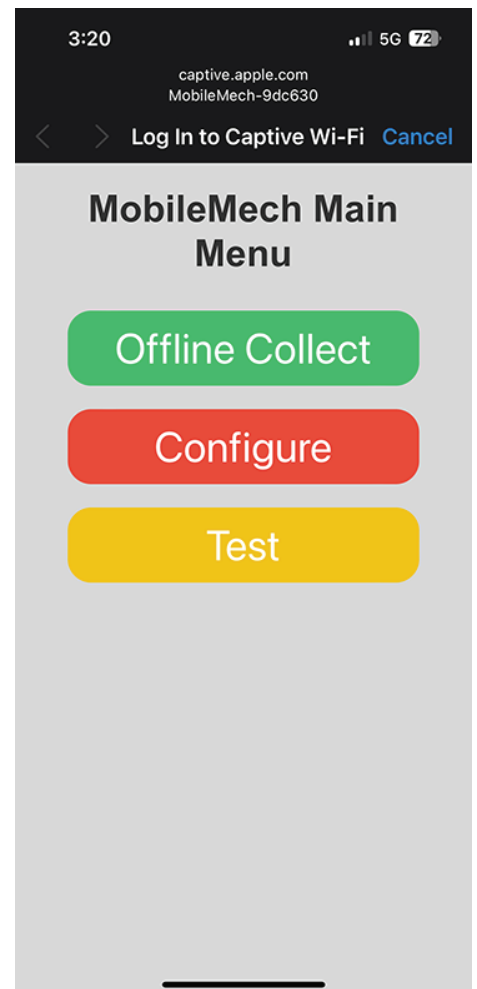
STEP 2

Click Join to join the WiFi network. The LED light will turn green when connected.



STEP 3

The MobileMech device configuration page will open in the browser.



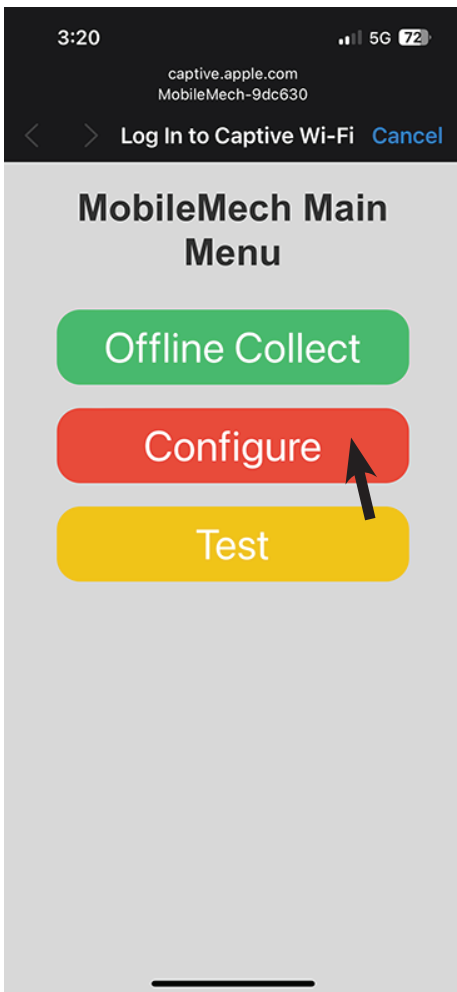
STEP 4

CONFIGURATION

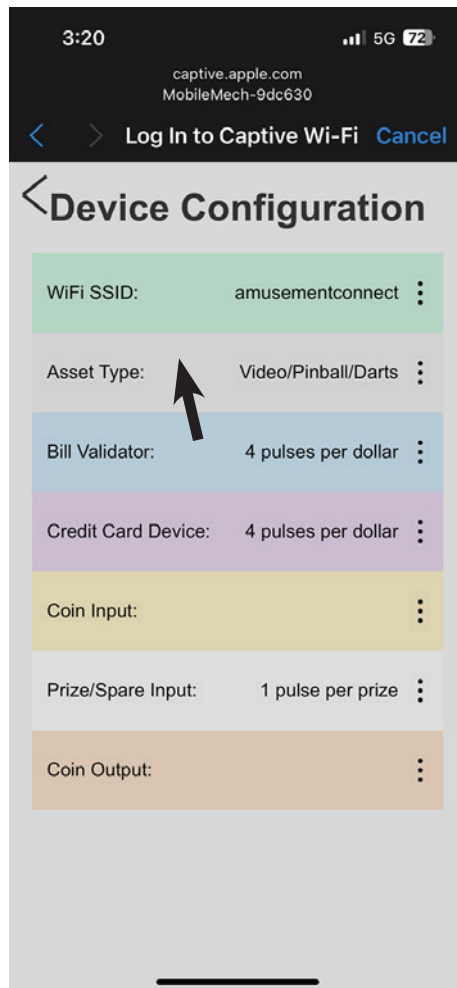
Click on the red configure button.

Click on the grey Asset Type button.

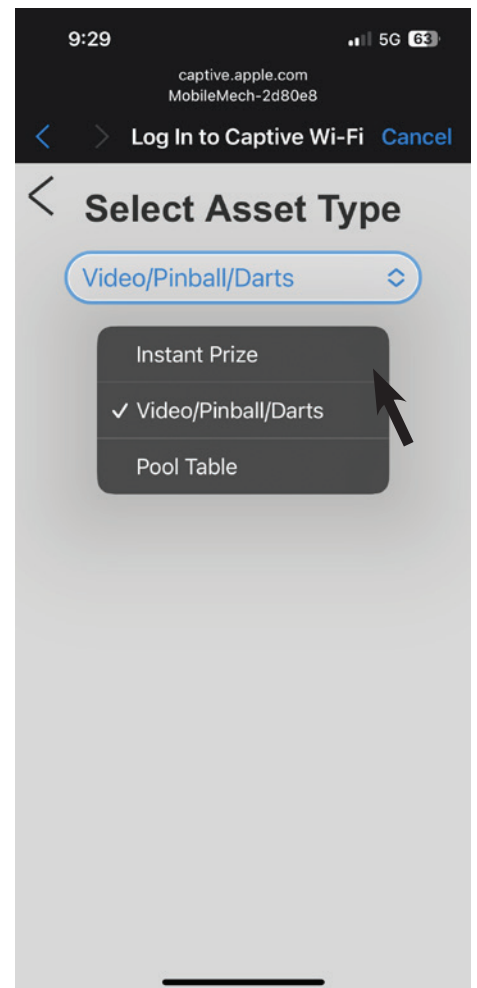
Select your asset type that you are installing onto.



STEP 5



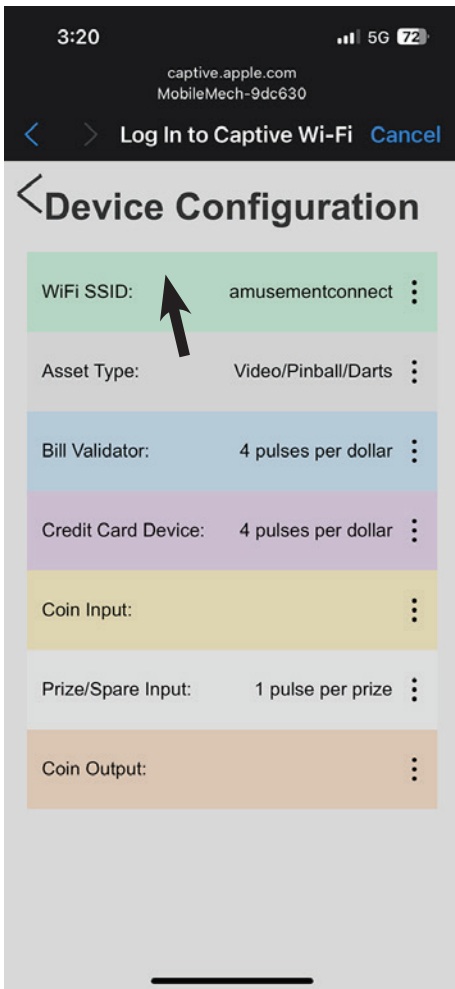
STEP 6



STEP 7

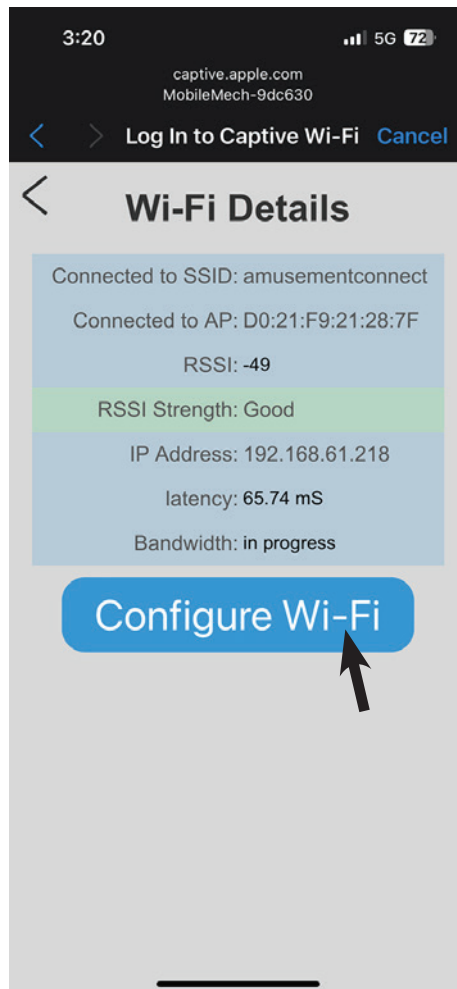
CONFIGURATION

Click on the green WiFi SSID button.



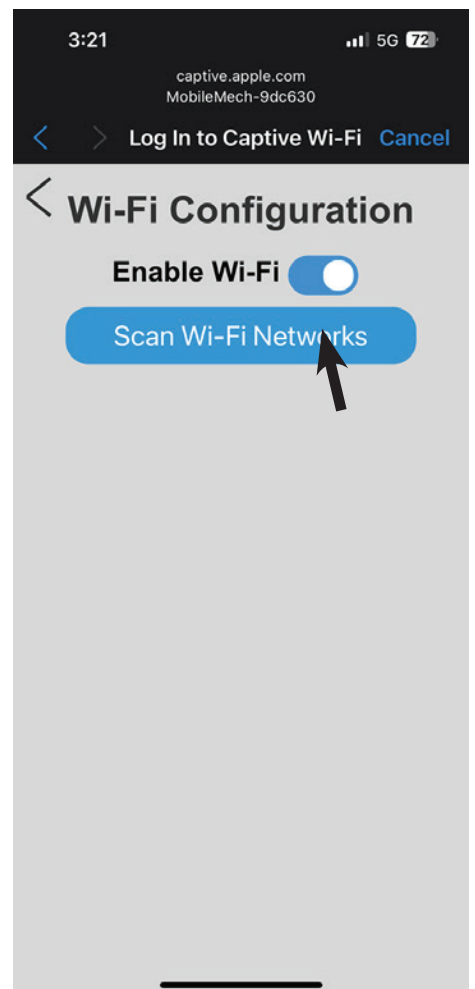
STEP 8

Click on the blue Configure WiFi button.



STEP 9

Enable WiFi Slider, Scan for your network.



STEP 10

CONFIGURATION

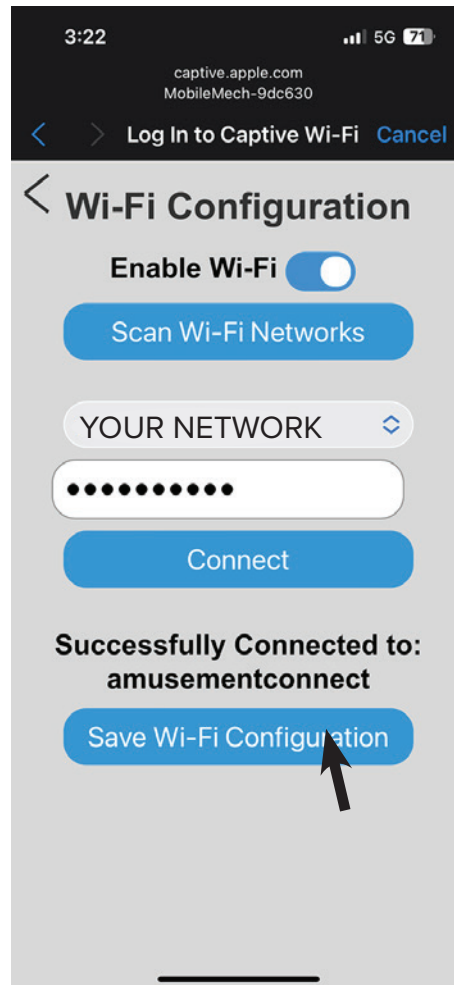
Enter password and click Connect.

Once connected, Save your WiFi Configuration.

To RESET your MobileMech



STEP 11



STEP 12

Note: The configuration Access point goes away within 10 minutes of idle time.

To Reconnect: Tap and release the black button on top of the MobileMech to bring the Configuration Access Point back on line. Tap a short tap, the LED will flash GREEN to let you know the AP is now broadcasting.

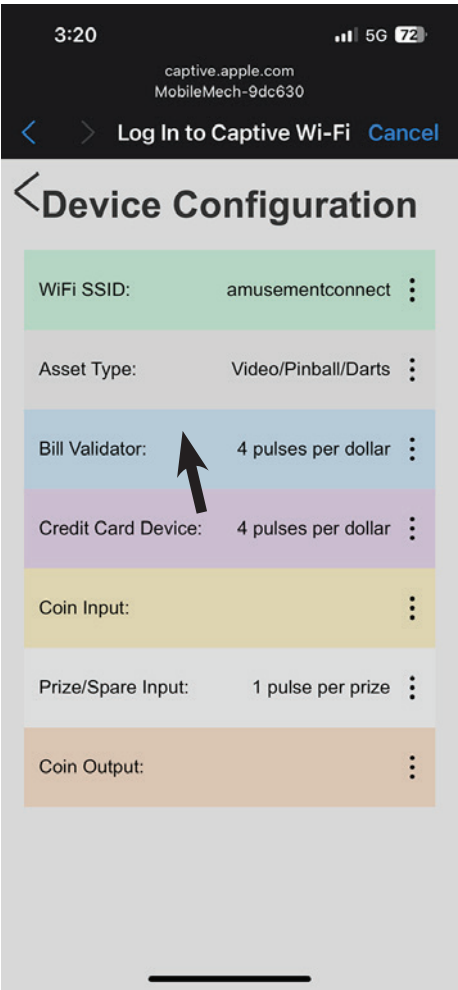
Reset: Tap and hold more than 2 seconds, when you release, the LED will flash RED to let you know it will reset.

Factory Reset: Tap and hold for 45 seconds or longer, until the LED flashes white, then release. This will restore the factory settings and require configuration with local WiFi credentials.

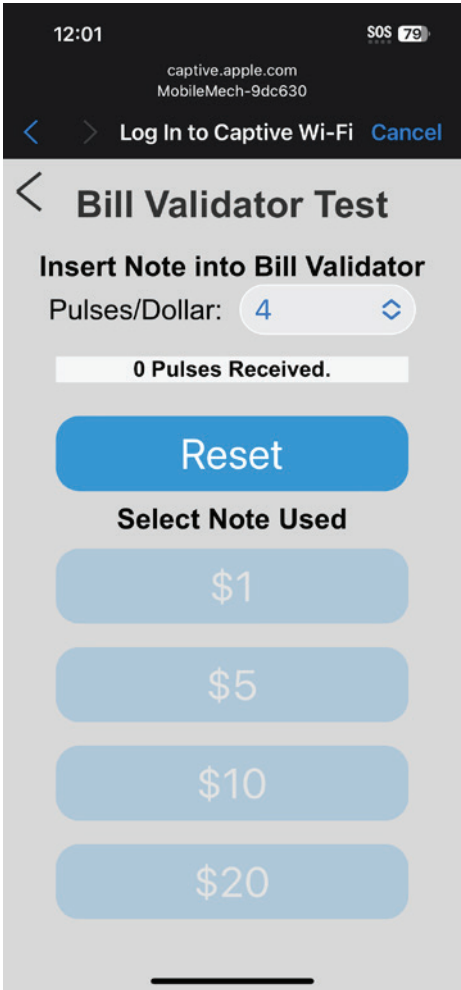
ADVANCED SETTINGS - BV TEST

Return to the Device Configuration page and click Bill Validator.

Insert Note into BV and then select the note used. The value will automatically be set. There is no need to select the pulses per dollar.



STEP 1

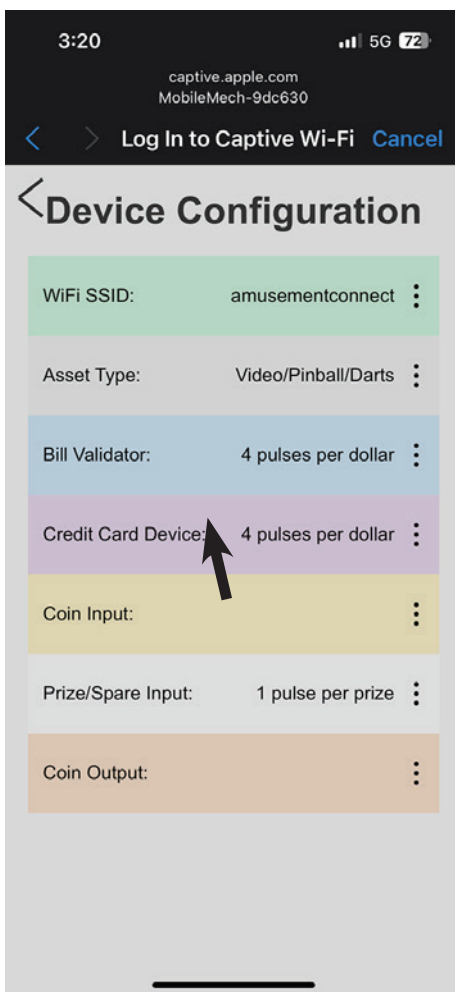


STEP 2

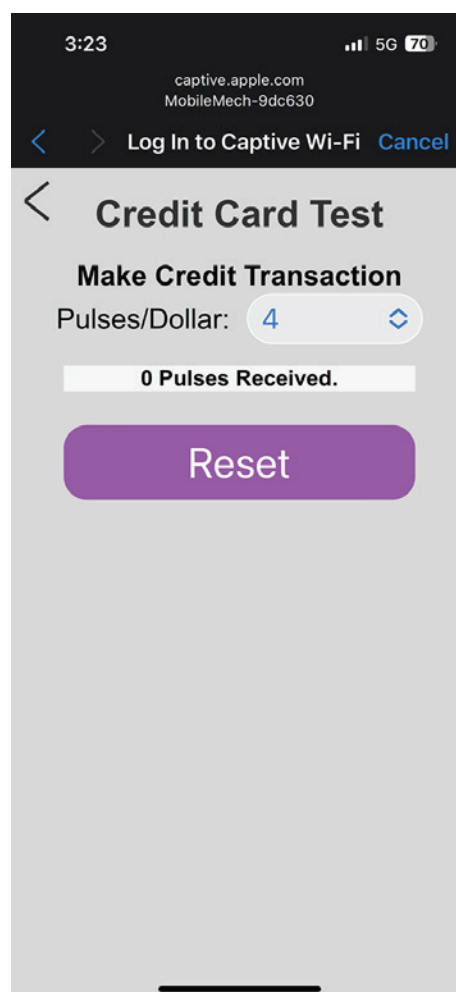
ADVANCED SETTINGS - CREDIT CARD TEST

Return to config screen and click Credit Card Device.

Set your Pulses/Dollar amount.
Swipe CC to test.



STEP 1

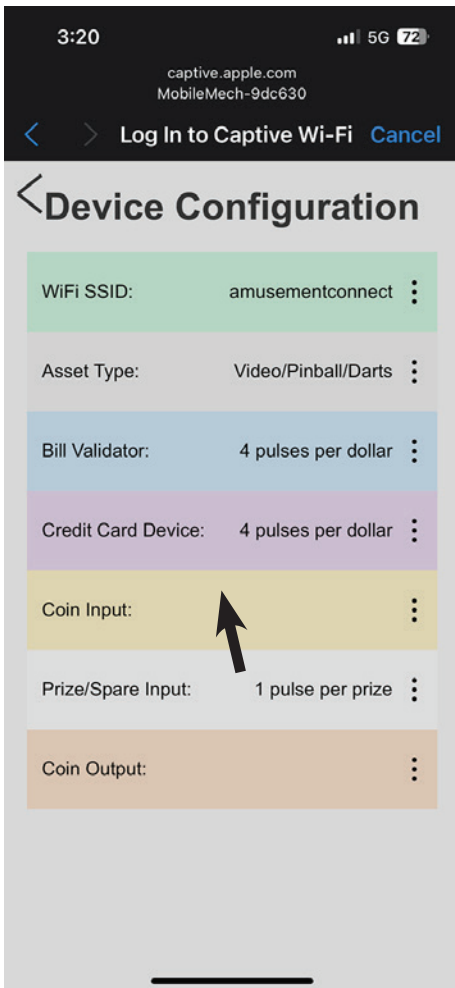


STEP 2

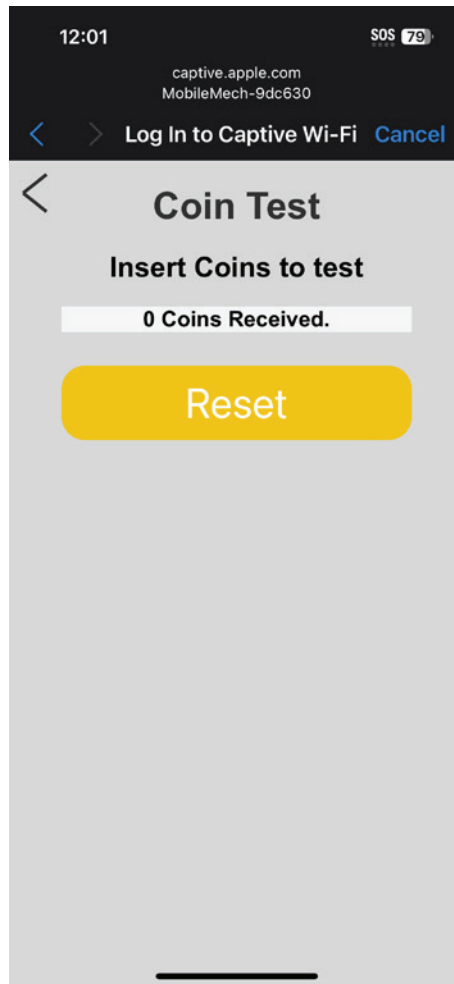
ADVANCED SETTINGS - COIN TEST

Return to config screen and click Coin Input.

Insert coin(s) to test.



STEP 1

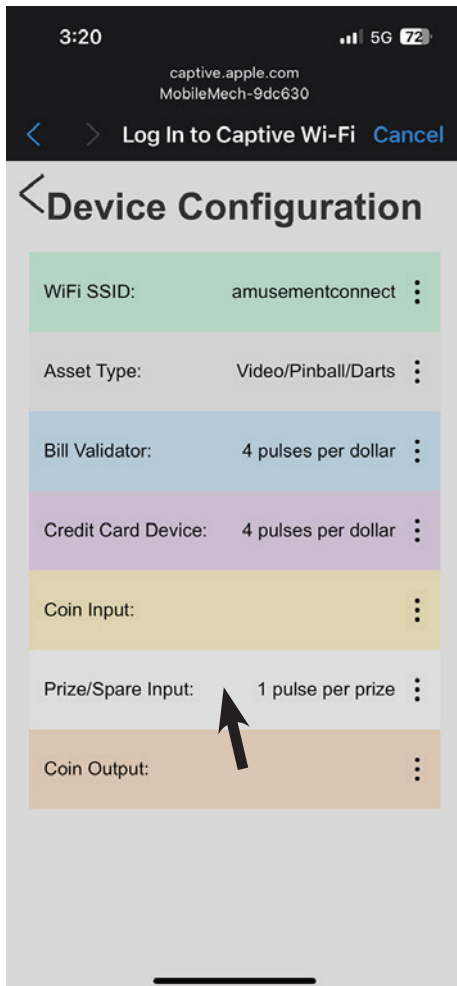


STEP 2

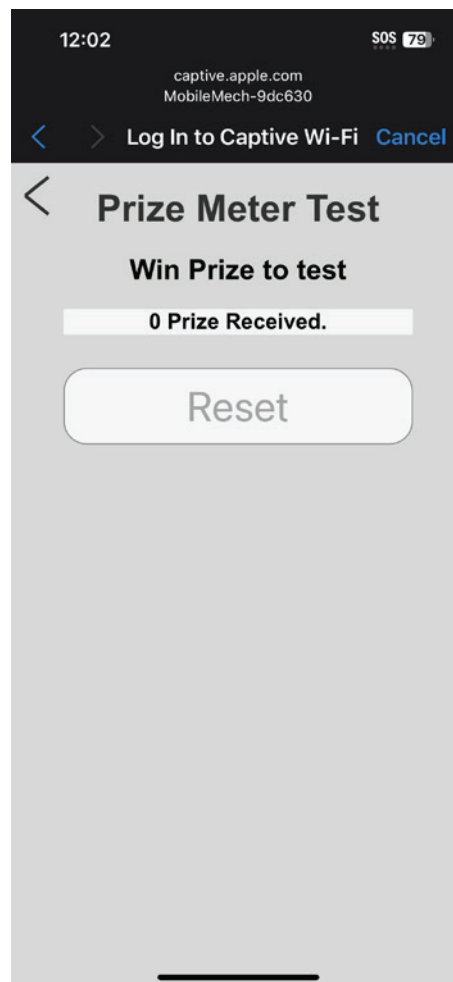
ADVANCED SETTINGS - PRIZE METER TEST

Return to config screen and click Prize/Spare Input.

Win prize to test.



STEP 1

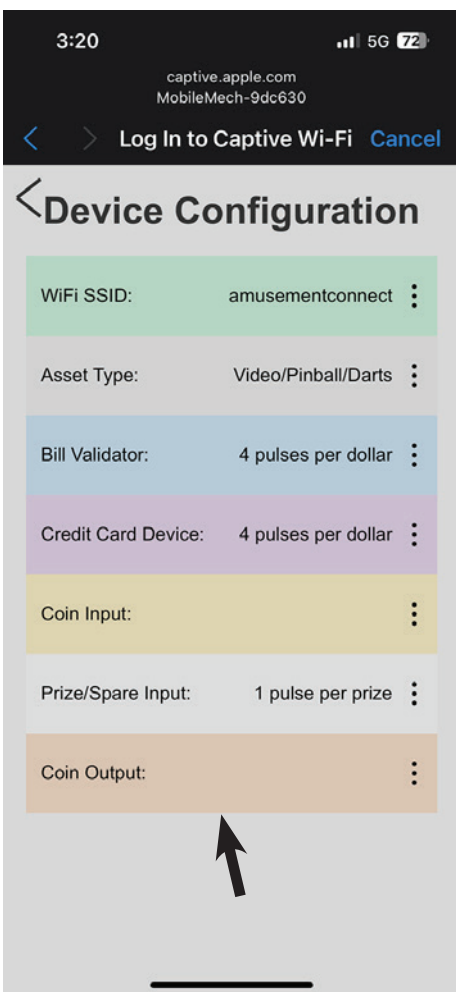


STEP 2

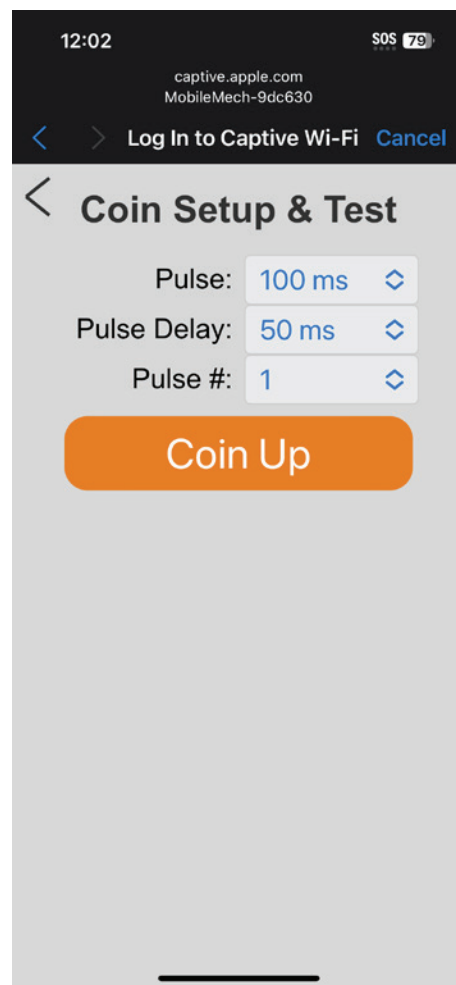
ADVANCED SETTINGS - COIN SETUP & TEST

Return to config screen and click Coin Output.

Select your settings and hit Coin Up to test.



STEP 1



STEP 2

Pulse: The duration of the pulse sent to the game. Default is 50ms

Pulse Delay: if using multiple pulses per game coin up this sets the time between each pulse. Default is 50ms

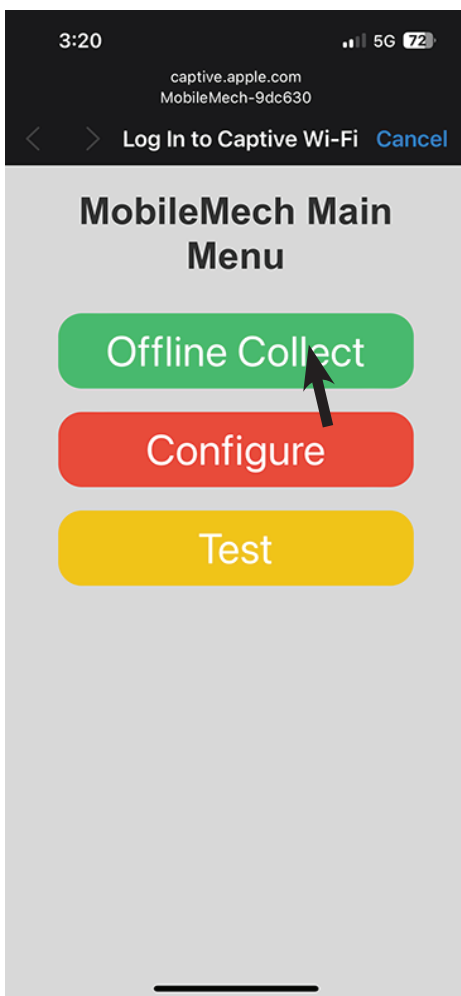
Pulse #: This does not set the pulses to play. Match the pulses coming from the coin, BV or CC device on the operator dashboard.

*Every time the coin up button is pressed the game should respond as if 1, 2, or 4 quarters have dropped.

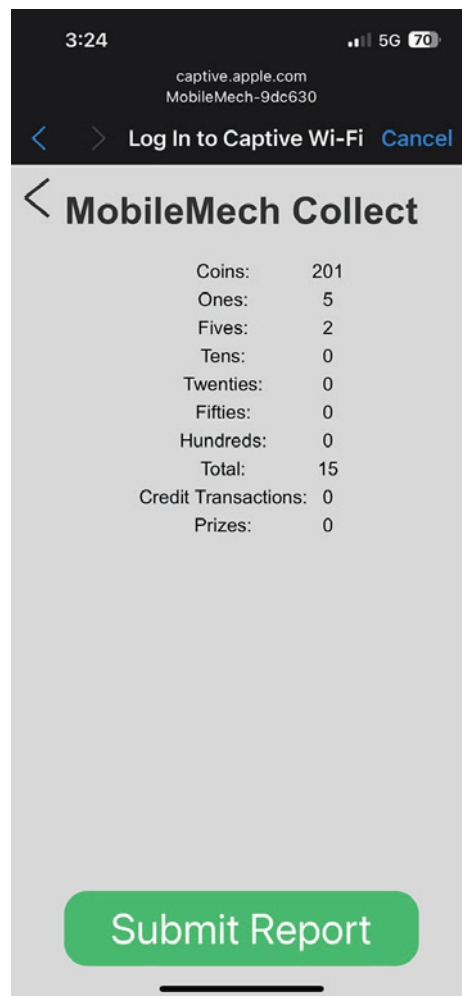
ADVANCED SETTINGS - OFFLINE COLLECT

Return to Main Menu.
Click the green Offline
Collect button.

Submit Report Coming
Soon.



STEP 1



STEP 2

TROUBLE SHOOTING

For Assistance:

Email our Support Department at support@amusementconnect.com.

REGULATIONS

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this equipment.

This product meets the applicable FCC Part 15 rules. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

To limit RF exposure, please ensure 8 inches (20 cm) of separation from the device at all times.

This device complies with Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions:

- (1) This device may not cause interference; and
- (2) This device must accept any interference, including interference that may cause undesired operation of the device.

This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

Cet appareil est conforme aux RSS sans licence d'Industrie Canada. Son fonctionnement est soumis aux deux conditions suivantes:

- (1) Cet appareil ne doit pas provoquer d'interférences; et
- (2) Cet appareil doit accepter toute interférence, y compris les interférences susceptibles d'en traîner un fonctionnement indésirable de l'appareil.

Cet équipement doit être installé et utilisé avec une distance minimale de 20 cm entre le radiateur et votre corps.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/TV technician for help.