



## **IMPORTANT**



Be Sure  
to Read this  
Manual  
Before Use

**UNIS**<sup>®</sup>

UNIS TECHNOLOGY

# Operation Manual

# WE ARE HERE TO ASSIST For parts and service



Have Questions? Contact us!

**UNIS SERVICE CENTER**  
Tel: 972-241-4263  
Email: [service@unispartsandservice.com](mailto:service@unispartsandservice.com)

When contacting Service, you will need the following information  
and the name of your authorized distributor.

INDOOR MACHINE	
NAME: To Tha Net GMP	MAX POWER: 350W
MODEL: C-569	MIN POWER: 300W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC110V~	DATE:
GUANGDONG UNIS TECHNOLOGY CO., LTD	

INDOOR MACHINE	
NAME: To Tha Net GMP	MAX POWER: 350W
MODEL: C-569	MIN POWER: 300W
S/N:	FREQUENCY: 50/60Hz
VOLTAGE: AC220-240V~	DATE:
GUANGDONG UNIS TECHNOLOGY CO., LTD	

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Thank you for purchasing **To Tha Net**. We hope you enjoy the product.

This manual contains valuable information about how to operate and maintain your game machine properly and safely. It is intended for the owner and/or personnel in charge of product operation. Carefully read and understand the instructions.

If you need any help during installation and setup please utilize this manual and troubleshooting guide. If the product fails to function properly, *non-technical personnel should under no circumstance attempt to service the machine*. Contact your distributor or manufacturer for help.

Before use, please read **IMPORTANT SAFETY INSTRUCTIONS**.

## IMPORTANT SAFETY INSTRUCTIONS

**To ensure the safe usage of this product, carefully read and understand these instructions before operating your game.**

**Save these instructions for future reference.**

Use this product only as described in this manual. Other uses not recommended may cause fire, electric shock or personal injury. Unplug the game from the outlet when not in use, when moving from one location to another, and before cleaning/servicing.

Explanations which require special attention are indicated by signs of warning. Depending on the potential hazardous degree, the terms: **NOTE**, **NOTICE**, and **WARNING** are used.

**NOTE:** A NOTE indicates useful hints or information about product usage.

**NOTICE:** A NOTICE indicates potential damage to product and how to avoid the problem.

**WARNING:** A WARNING indicates a potential for product damage or serious personal injury.

It is important to understand the meaning of the following HAZARD SIGNS before continuing:

### High Voltage and Shock Hazard:

High voltage can cause electric shock.  
Turn off/unplug power before servicing.



### High Temperature Hazard:

This part may cause scalding.  
Do not touch. Surface may be hot.



### No Touching Hazard:

This part may be hot or can cause electric shock.  
Do not touch.



Use the following safety guidelines to help ensure your own personal safety and to help protect your equipment and surrounding environment from potential damage.

**⚠️ This product is an indoor game machine. Do not install outdoors.**

Avoid installing in the following places to prevent fire, electric shock, injury and/or machine malfunctioning:

- Places subject to rain/moisture, or places subject to high humidity.
- Places subject to direct sunlight, or places subject to extremely hot or cold temperatures to ensure that it is used within the specified operating range.
- Places where inflammable gas may be present or in the vicinity of highly inflammable/volatile chemicals or items that can easily catch fire.
- On unstable or sloped surfaces. The machine may topple or cause unforeseen accidents.
- Vicinity of fire exits, fire extinguishers etc that may block/prevent safety measures.

**IMPORTANT NOTE:**

**ALL REPAIRS MUST BE DONE TO ORIGINAL MANUFACTURER SPECIFICATIONS. FAILURE TO DO SO VOID ALL WARRANTIES AND OPERATOR ASSUMES ALL RISKS.**

Note: The contents of this manual may be updated without notice.

# 1. SPECIFICATIONS

Rated power supply: AC110V~ 50/60Hz; AC220-240V~ 50/60Hz

Min. Power consumption: 300W

Max. Power consumption: 350W


Dimension: W40.55×D94.10×H111.58 in

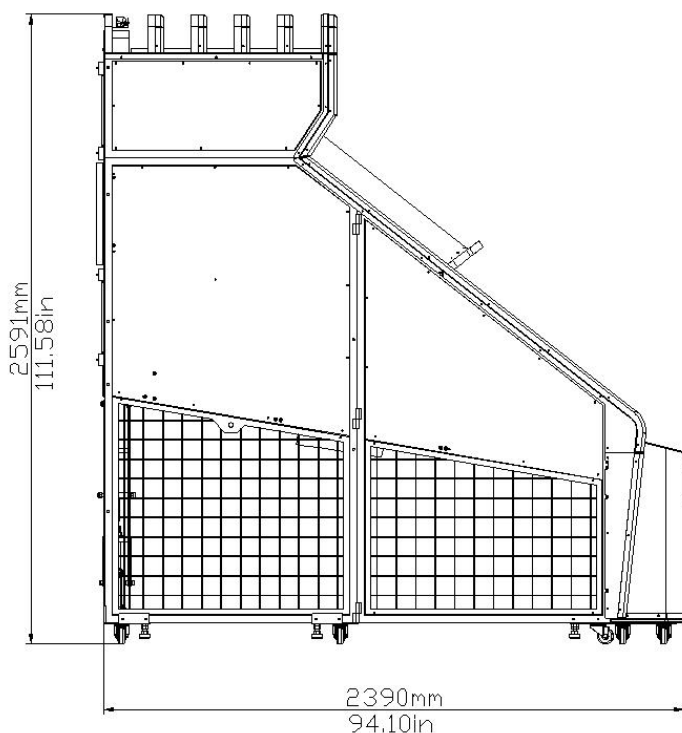
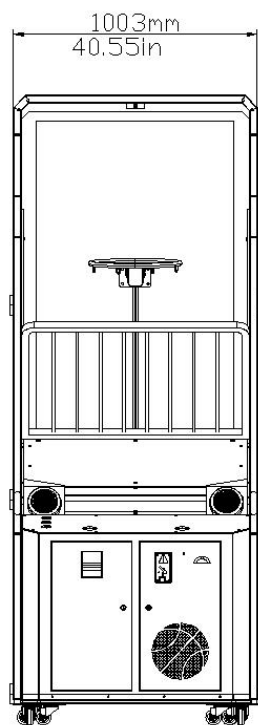
W1003 ×D2390 ×H2591 mm

Weight: Approximately 518lb/235kg

Part No: T148

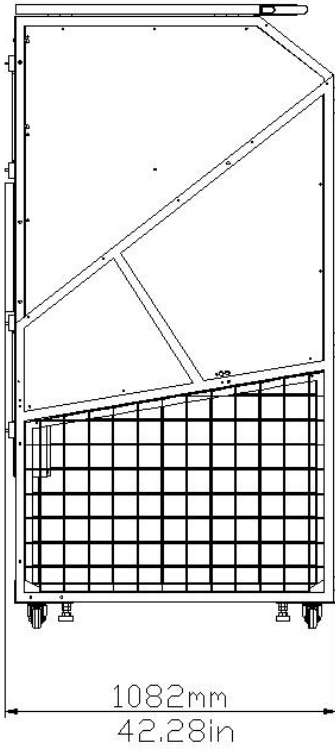
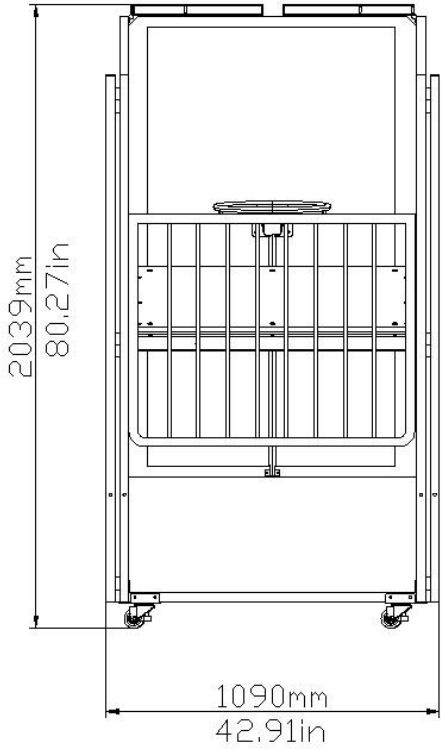
Model No: C-569

 **NOTICE:** After turning off the game, please wait at least 1 minute before restarting again.



**Note:** Game specifications are subject to change without notice.

Transport dimension: W42.91 ×D42.28 ×H80.27 in  
W1090 ×D1082 ×H2039 mm



**Note:** Game specifications are subject to change without notice.




## 2. CONTENTS OF THE ACCESSORY KIT

### 1. Following accessories

Open the package and make sure all the items are included:

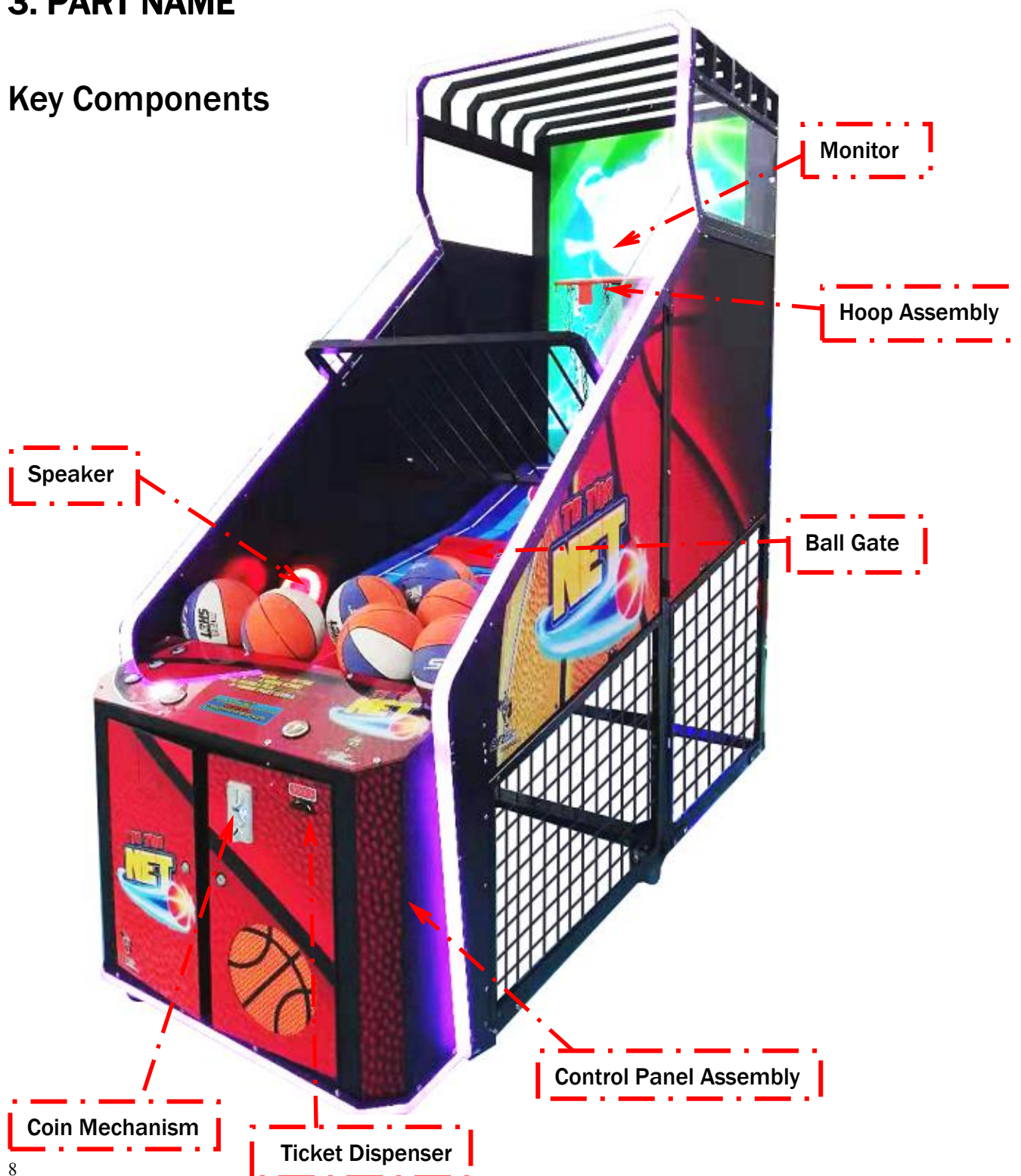
No.	Part No.	Code	Name	SPEC	Qty	Picture
1	T148-801-000	41440000279A	Manual	/	1	
2	T148-309-000	20101030005	Hexagon socket button head screw	M4×12 White zinc	34	
3	T148-812-000	20101030006	Hexagon socket button head screw	M4×16 White zinc	10	
4	T148-322-000	20101100185	Hexagon socket button head screw	M6×40	16	
5	T148-323-000	20101048010	Hexagon socket button head screw	M8×25 Nickel plating	12	
6	T148-339-000	20101048006	Hexagon socket button head screw	M8×45 Nickel plating	8	
7	T148-316-000	20101048012	Hexagon socket button head screw	M8×70 Nickel plating	6	
8	T148-317-000	20102040023	Hexagon nut	M8 Nickel plating	18	
9	T148-303-000	20113000055	C washer	4×1h	44	
10	T148-803-000	20113000053	C washer	6×1.6h	8	
11	T148-340-000	20113000051	C washer	8×1.6h	12	
12	T148-804-000	25101181002	Plug	Φ10 Black	10	/
13	T148-805-000	25100080016	Screw cover	16×4	25	
14	T148-407-000	410000019	Basketball	/	8	
15	T148-806-000	21504000001	Photoelectric switch reflector	50×55	1	
16	T148-807-000	25300171002	Key	171	2	
17	T148-808-000	25300172002	Key	171B	1	
18	T148-408-000	40613050001	Pump needle	/	2	
19	T148-809-000	23301010040	Power cord	3×16AWG 3M	1	
20	T148-428-000	21901000030B	Fuse	Φ5×20mm T10A 250VAC(PSE UL)	1	



No.	Part No.	Code	Name	SPEC	Qty	Picture
21	T148-433-000	21901000012	Fuse	Φ 5 × 20mm T5A 250VAC	1	
22	T148-810-000	23302000012	Network cable	T568A-T568A 5M	See 6.3	
23	T148-811-000	21108000078	Network switch	5 ports		

### 3. PART NAME

#### Key Components



## 4. SET UP & INSTALLATION

### ! NOTICE

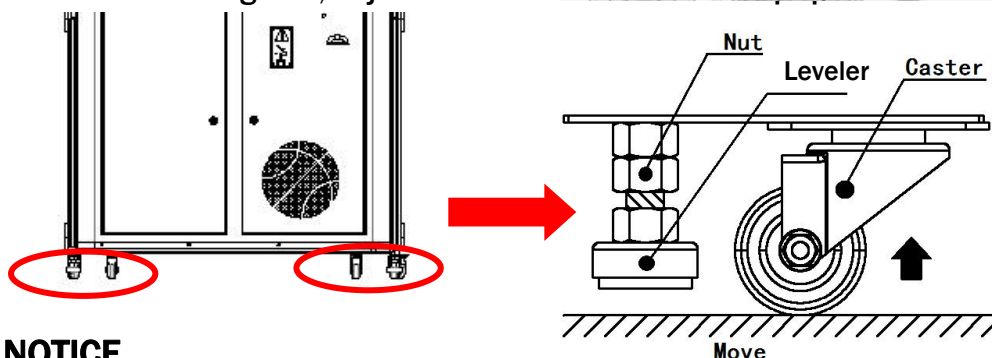
**We do not recommend using power tools as they may cause damage.**

**! This product is an indoor game machine. Do not install outdoors.**

- Refer to IMPORTANT SAFETY INSTRUCTIONS (Pg. 3) for places to avoid.
- Place the unit on a dry level surface.
- Ventilation openings in the back of the unit must not be obstructed by objects or by wall.

### 4.1 Transporting the Game

If you need to move the game, adjust the levelers back to an “up” position.



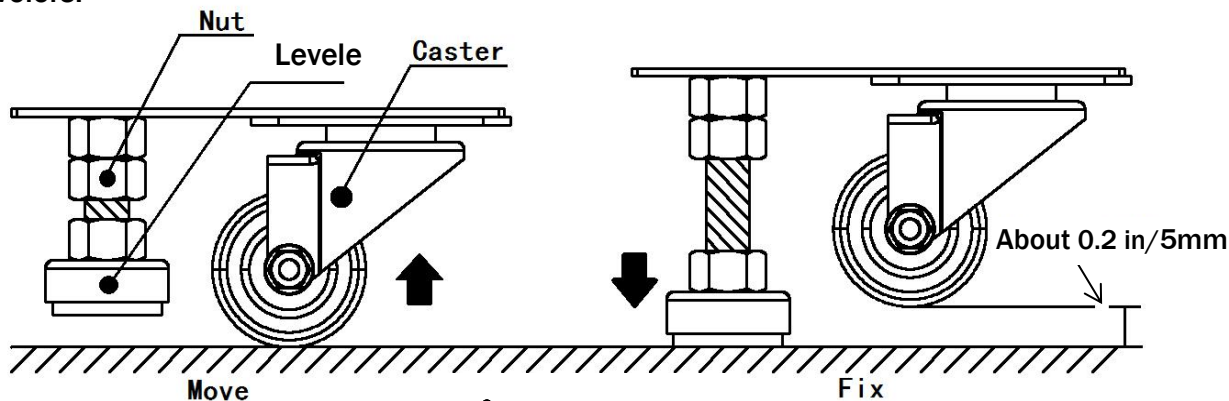
### ! NOTICE

- Be careful not to damage the machine during transport.
- Always unplug the game before moving.
- Keep the machine in upright position during transport.
- For longer distance transport, package the game properly to prevent damages.

### 4.2 Level Adjustment

Install this game on a flat surface. If the game is installed on an unsuitable floor, it could cause game malfunction.

To secure the game, loosen the nut, utilize wrench to adjust the leveler down until it touches the floor, lifting the casters off the ground by 0.2 in/5mm. Repeat the same for all levelers.



### ! NOTICE

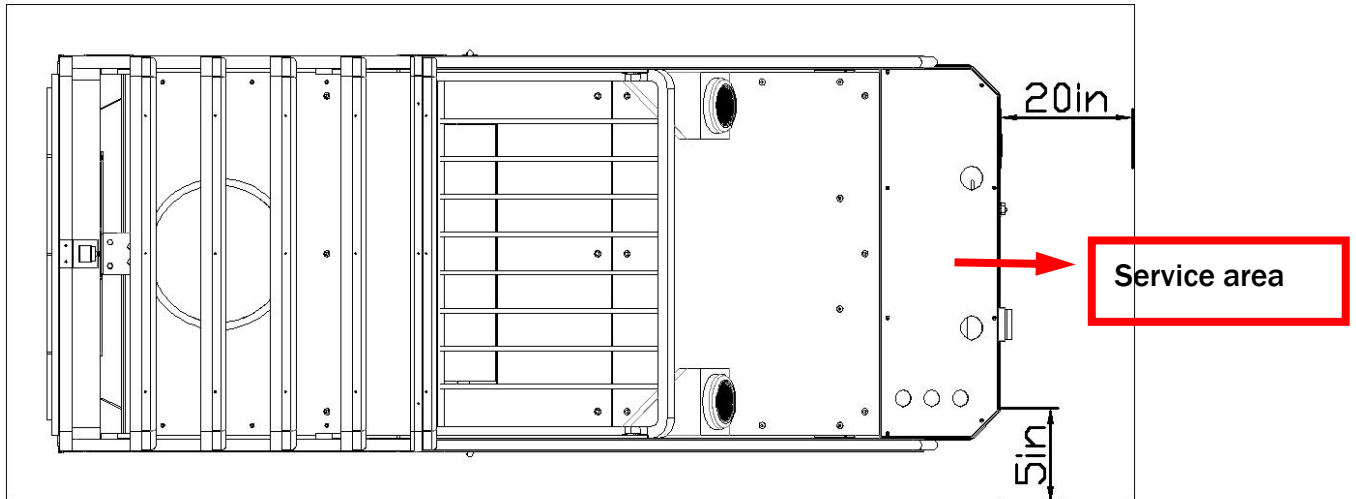
**Make sure the machine is level.**

### 4.3 Play Zone

This machine requires space for playing and for maintenance as shown below.

Leave space around the game upon installation:


Service area: 20 in



#### NOTICE




**Your unit must be leveled to operate properly.**

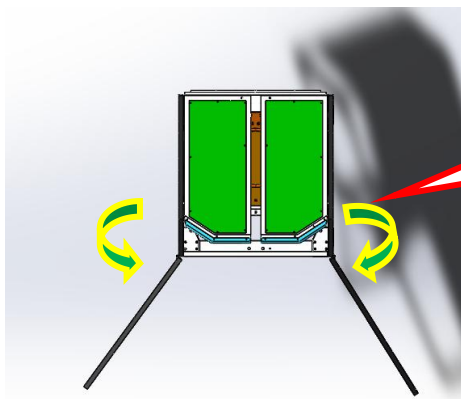
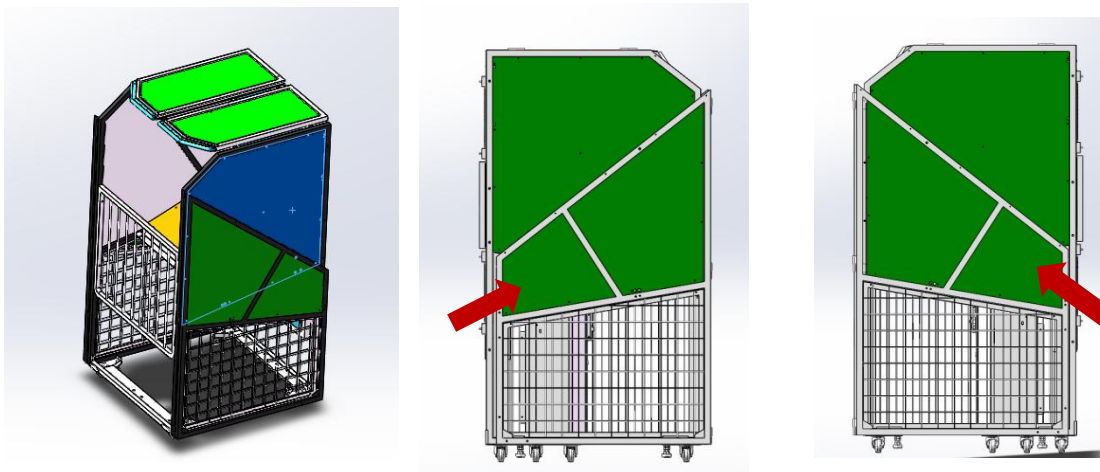
### 4.4 Card Reader Installation Safety Notice

 Take precaution to assure that all wiring voltages are confirmed prior to installation of card reader. All warranties are void if not properly installed resulting in logic board damage.

### 4.5 Machine Installation

Before processing with assembly assure you have the following tools.

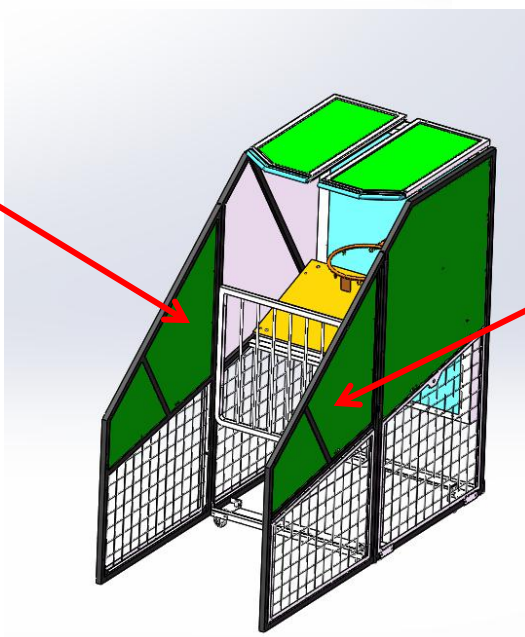
No.	Name	Picture
1	Phillips screwdriver	
2	Allen wrench	
3	Spanner	

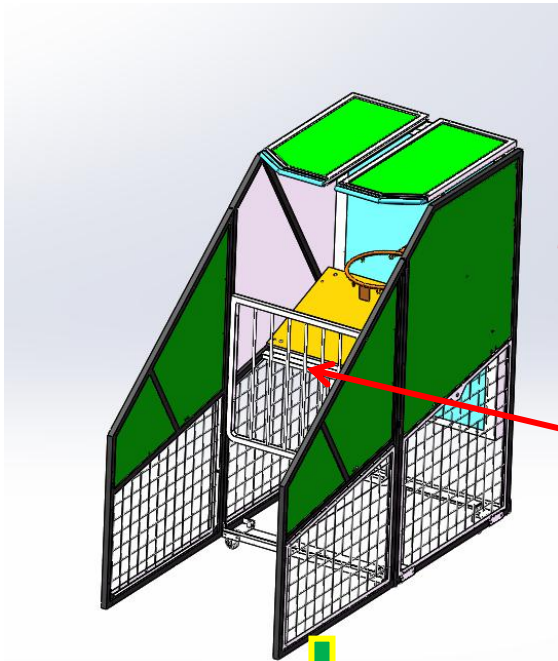


**Step 1 Unfold the L front frame and R front frame.**

Name	L front frame
Qty	1

Name	R front frame
Qty	1

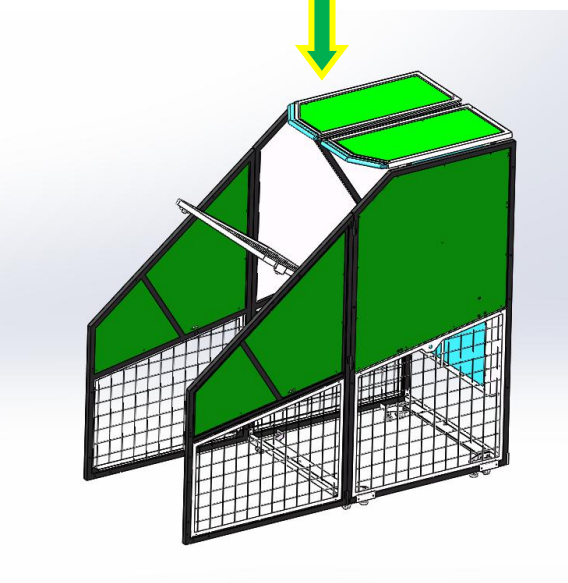




Step 2 Turn the Block ball net to the proper position as shown below. Utilize Allen wrench and Spanner to tighten 4 screws and 4 nuts as shown.

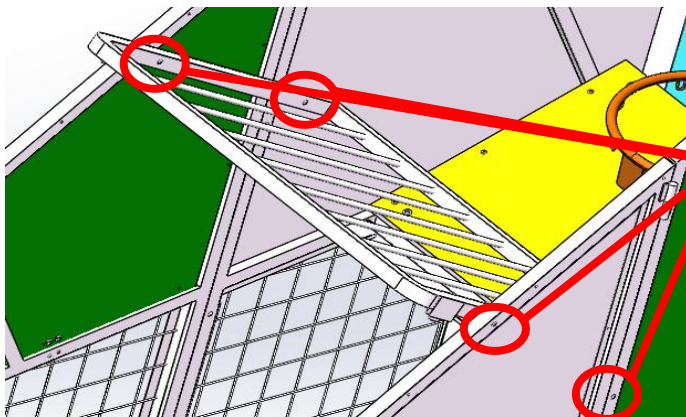


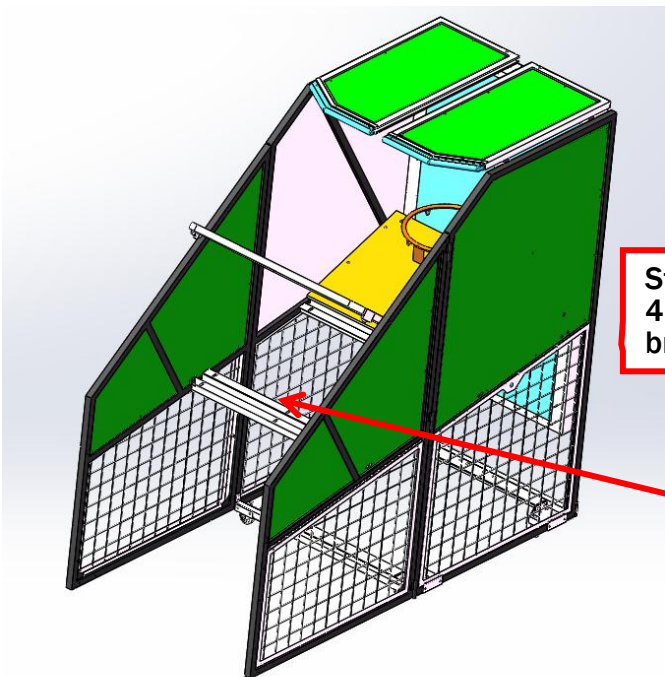
Name	Block ball net
Qty	1



Name	Hexagon nut
SPEC	M8
Qty	4

Name	Hexagon socket button head screw
SPEC	M8X70
Qty	4

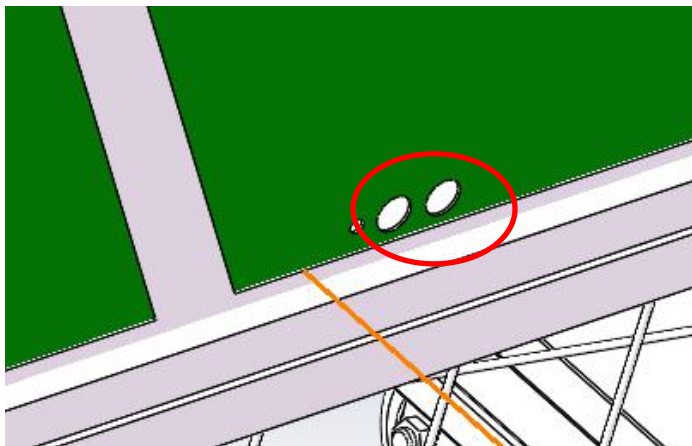




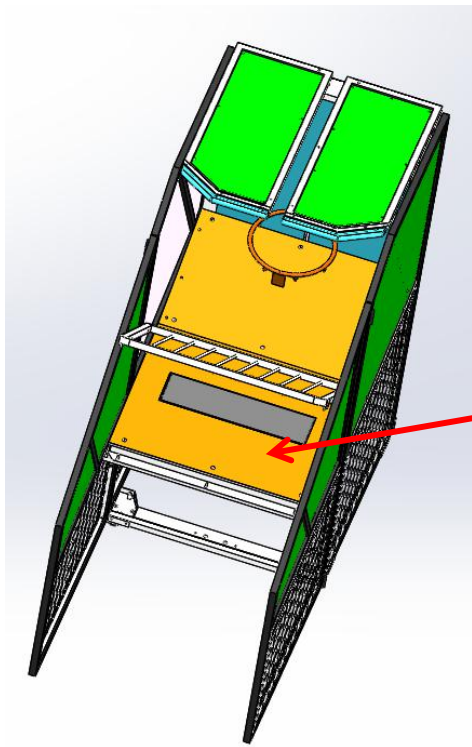
**Step 3 Utilize Allen wrench to tighten 4 screws to fix the Front middle beam bracket to the cabinet.**



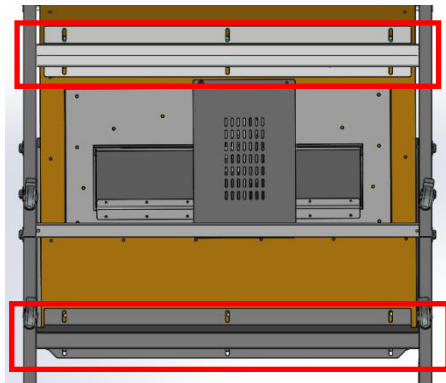
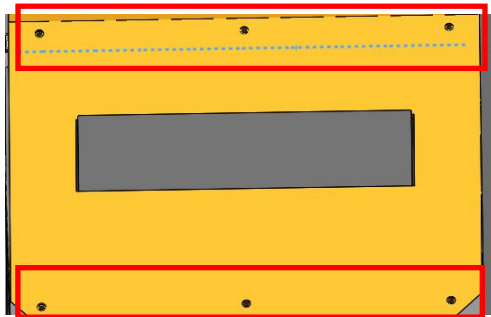
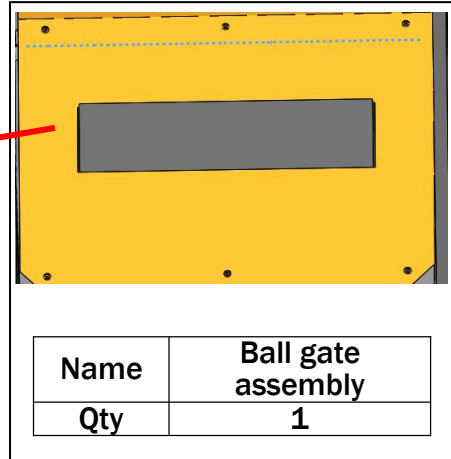
Name	Front middle beam bracket
Qty	1



Name	Hexagon socket button head screw
SPEC	M6X40
Qty	4



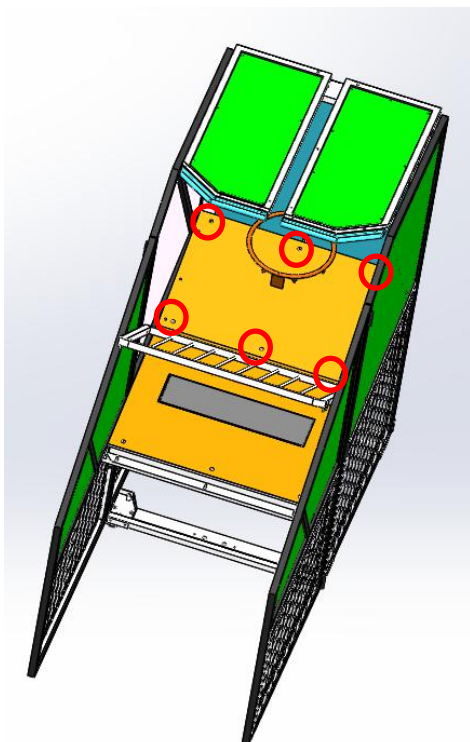
**Step 4 Place the Ball gate assembly as shown. Utilize Allen wrench and Spanner to tighten 6 screws and 6 nuts as shown. Place 6 screw covers on the screws.**



Name	Hexagon nut	Hexagon socket button head screw
SPEC	M8	M8X25
Qty	6	6



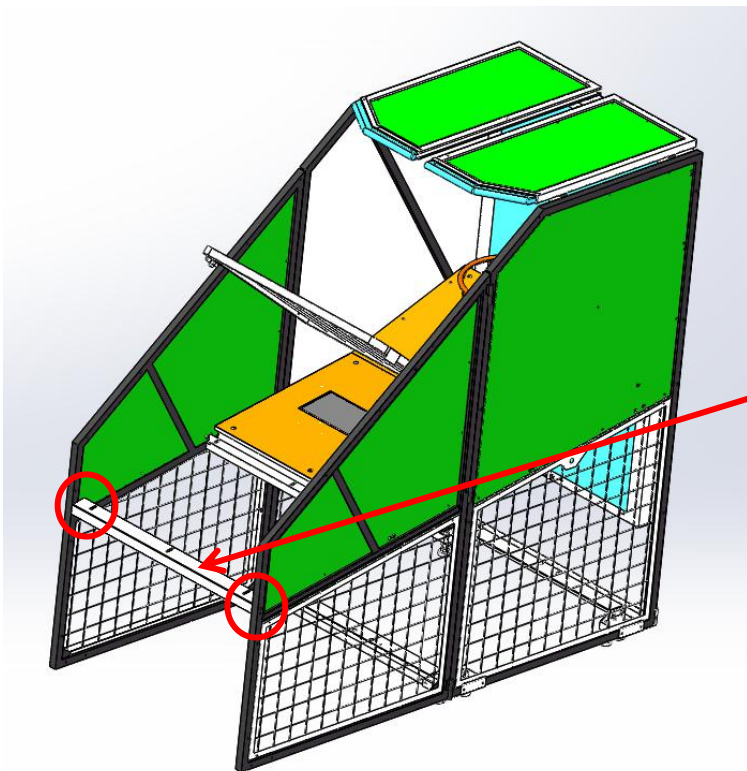
Name	Screw cover
SPEC	/
Qty	6



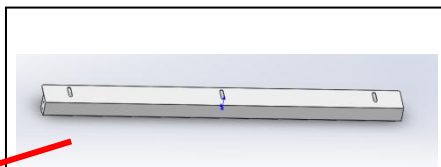
**Step 5 Place 6 screw covers on the screws indicated by circles.**



Name	Screw cover
SPEC	/
Qty	6



**Step 6 Utilize Allen wrench to tighten 4 screws to fix the Front beam to the cabinet.**

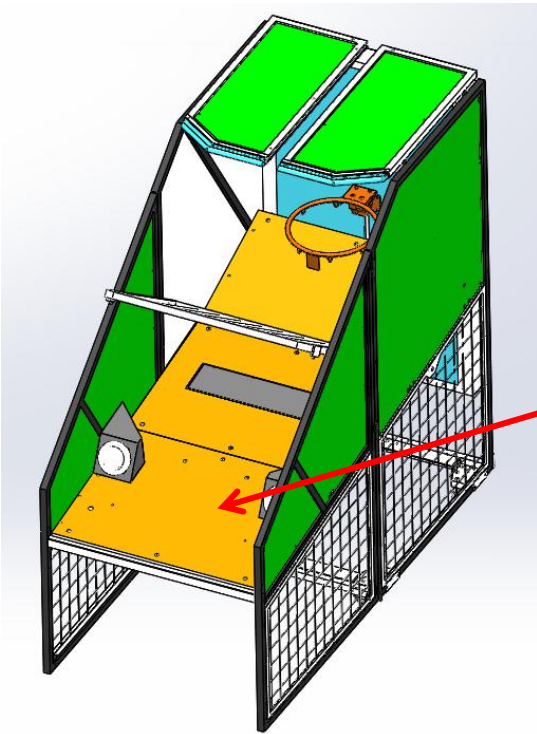


Name	Front beam
Qty	1

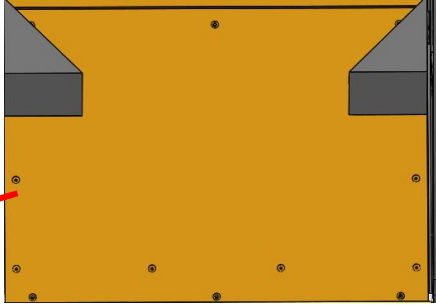
Name	Hexagon socket button head screw
SPEC	M6X40
Qty	4



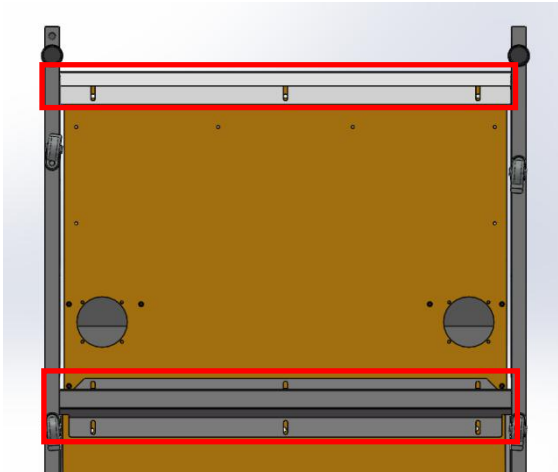
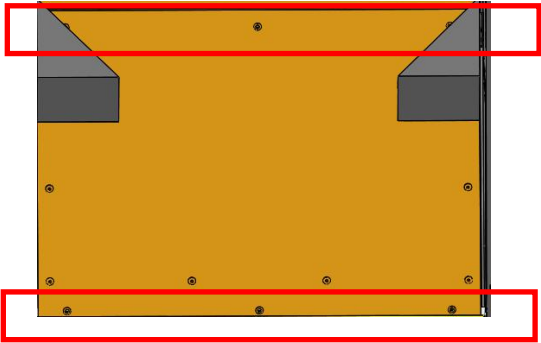




**Step 7 Utilize Allen wrench and Spanner to tighten 6 screws and 6 nuts as shown. Place 6 screw covers on the screws.**



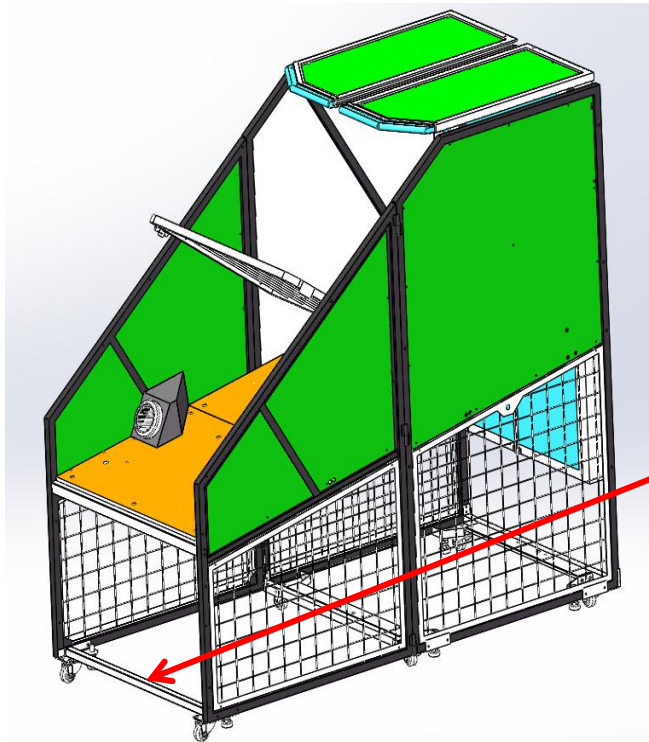
Name	Front ball track plate
Qty	1



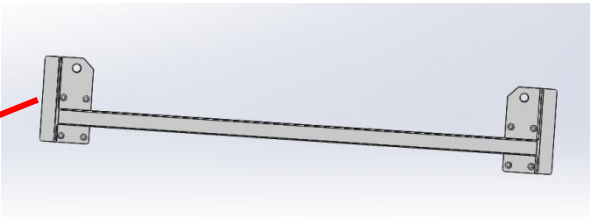
Name	Hexagon socket button head screw	Hexagon nut
SPEC	M8X25	M8
Qty	6	6



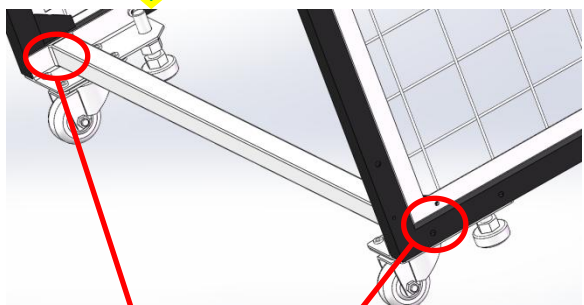
Name	Screw cover
SPEC	/
Qty	6



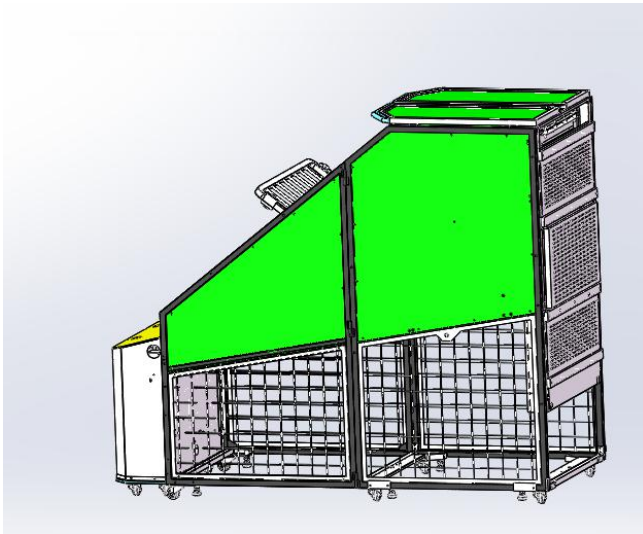
**Step 8 Utilize Allen wrench to tighten 4 screws to fix the Front lower beam to the cabinet.**



Name	Front lower beam
Qty	1



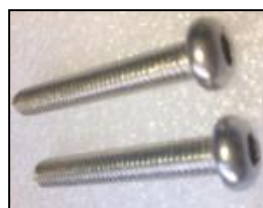
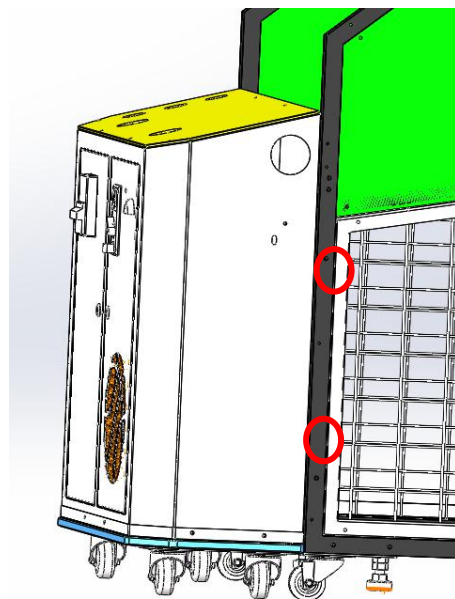
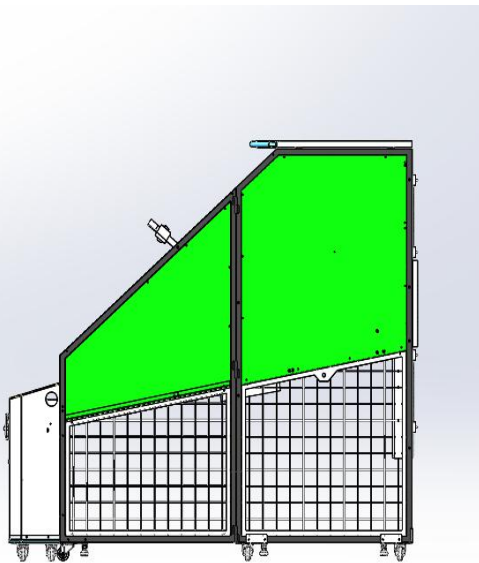
Name	Hexagon socket button head screw
SPEC	M6X40
Qty	4



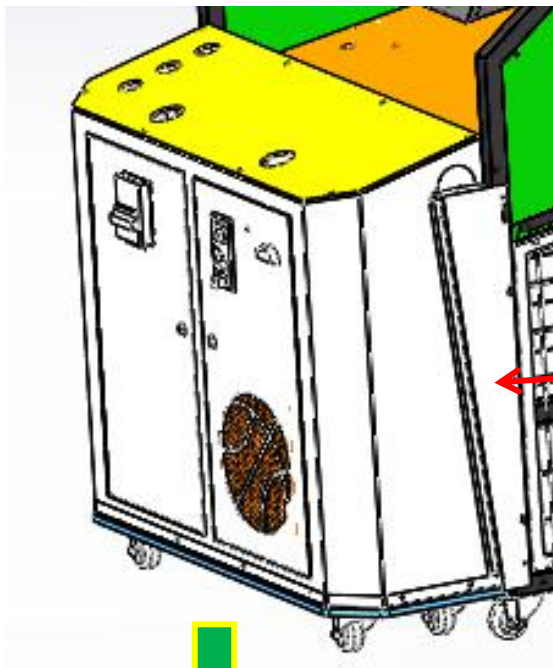
**Step 9 Utilize Allen wrench to tighten 4 screws to fix the Control panel assembly to the cabinet.**



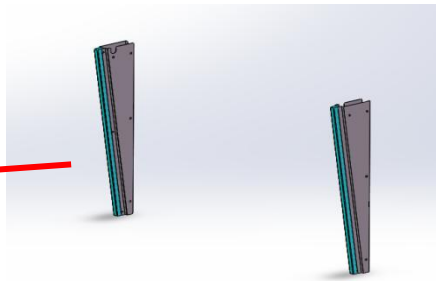
Name	Control panel assembly
Qty	1



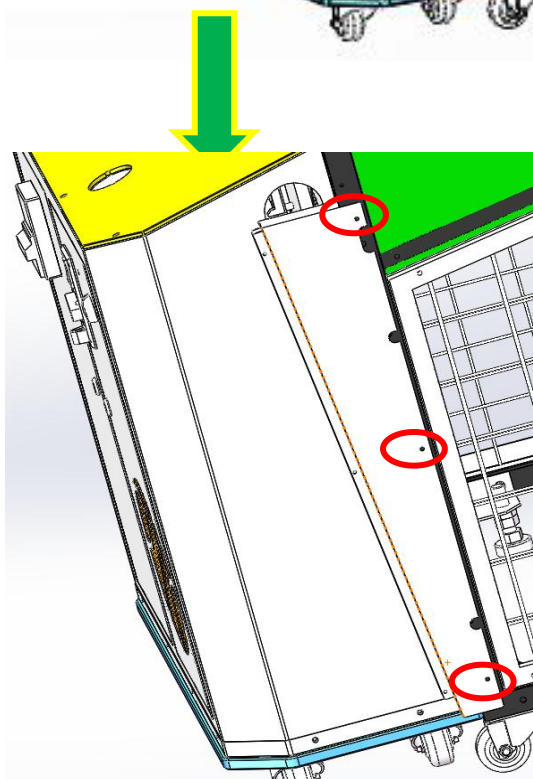
Name	Hexagon socket button head screw
SPEC	M6X40
Qty	4



Step 10 Utilize Allen wrench to tighten 8 screws to fix the Bottom side light plates to the Control panel assembly.

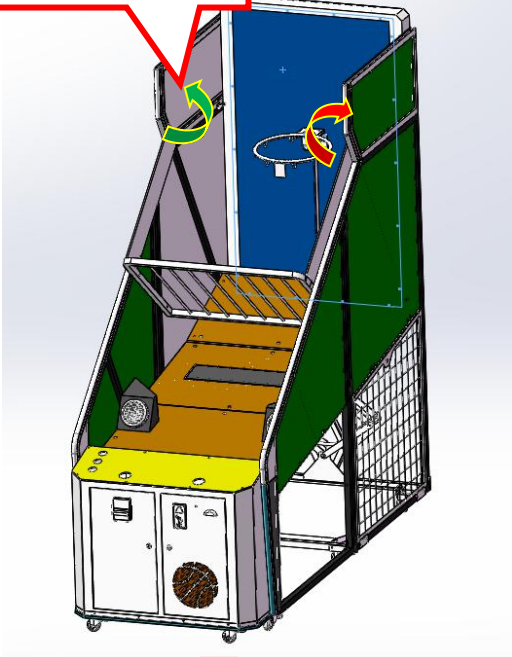


Name	Bottom side light plates
Qty	1 set



Name	Hexagon socket button head screw
SPEC	M4X12
Qty	6

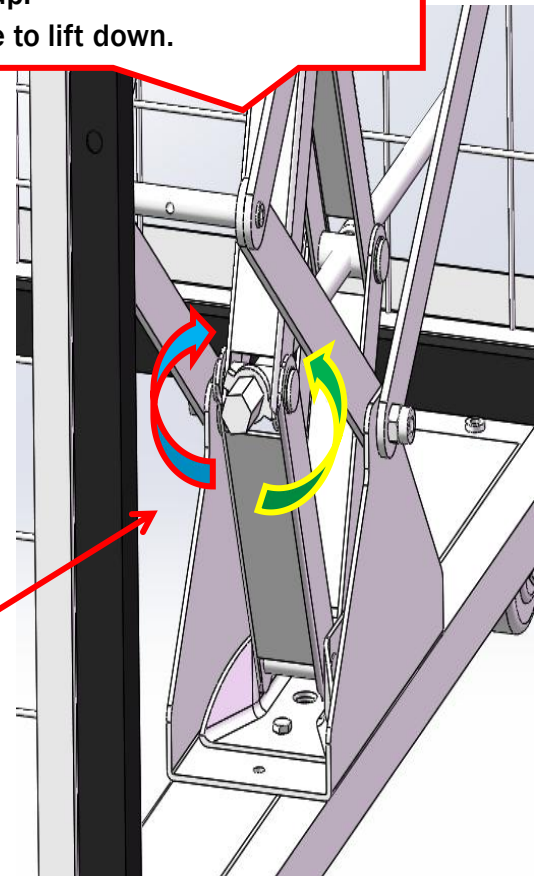
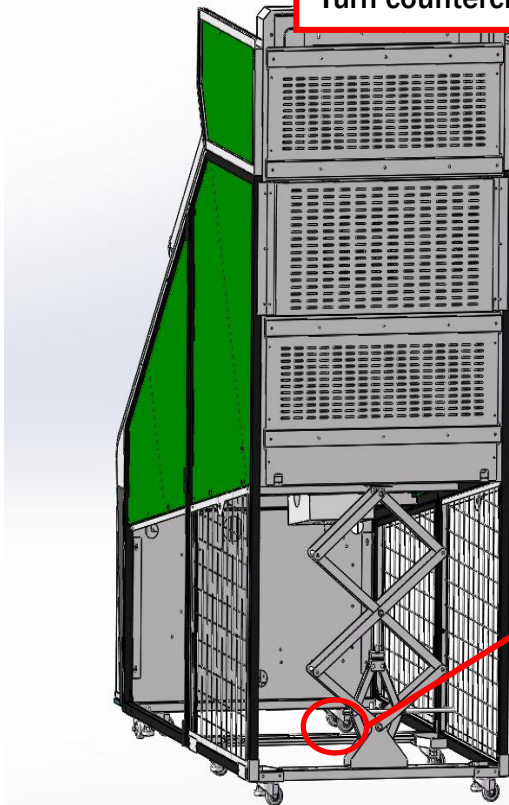
**Step 11** Turn the Upper side plates upright.

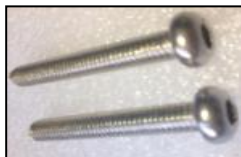
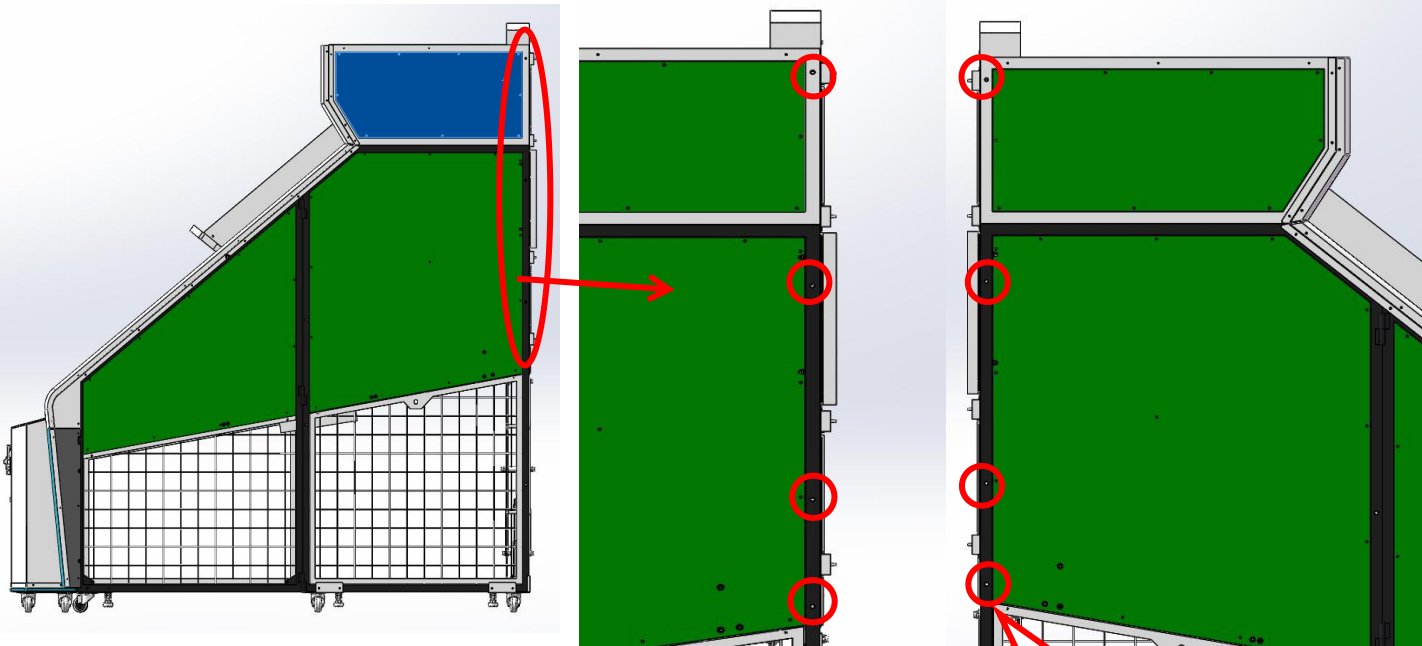


**Step 12** Locate the Spanner indicated and take it off.



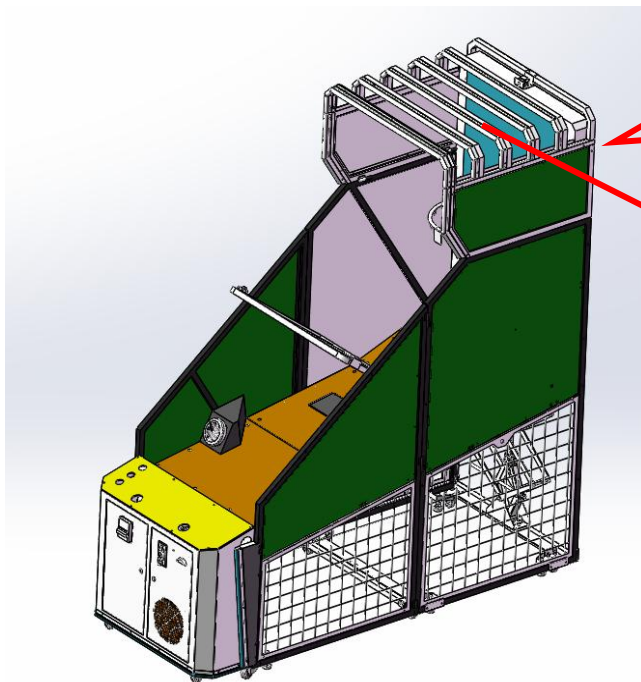
**Step 13** Lift up the Monitor assembly to a proper position(the screw holes match well).  
Turn clockwise to lift up.  
Turn counterclockwise to lift down.



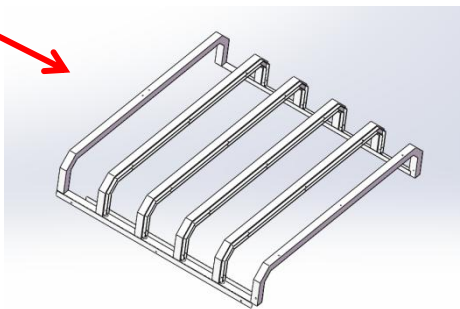


Name	Hexagon socket button head screw
SPEC	M8X40
Qty	8

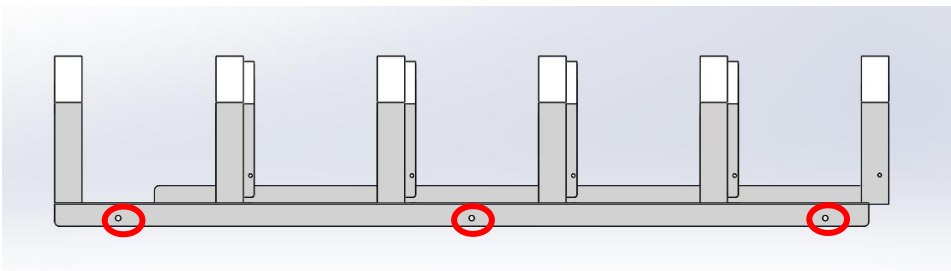
Step 14 Utilize Allen wrench to tighten 8 screws to fix.



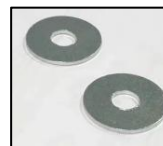
Step 15 Utilize Allen wrench to tighten 6 screws and washers to fix the Top net assembly to the cabinet.

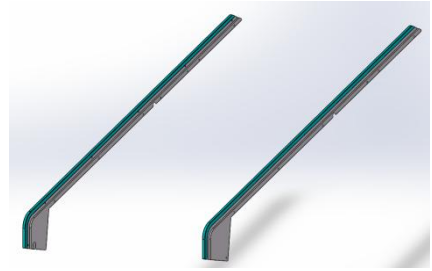
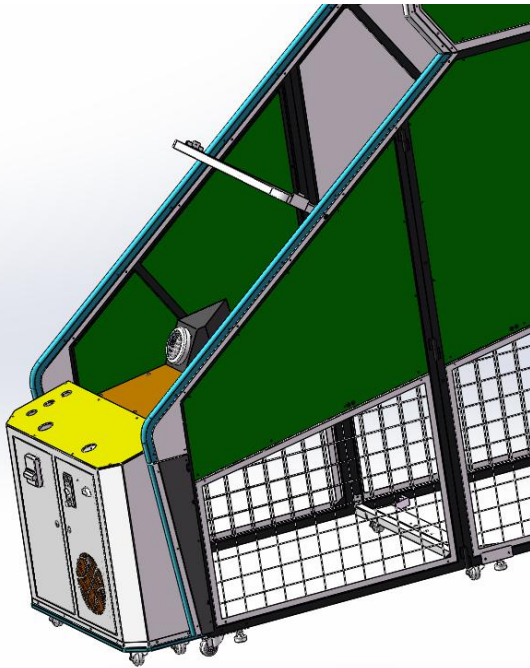


Name	Hexagon socket button head screw
SPEC	M4X12
Qty	6



Name	Washer
SPEC	Φ4
Qty	6

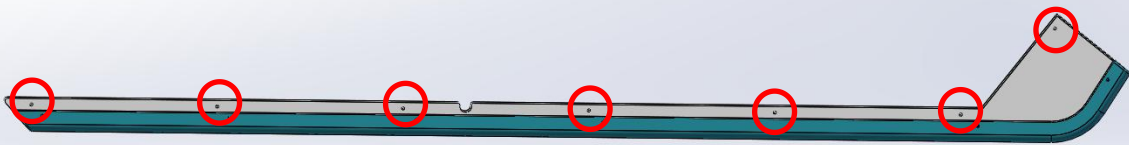




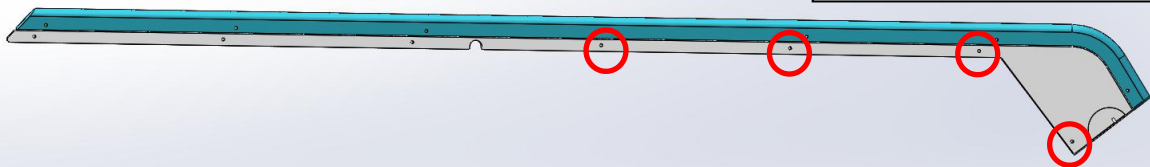
Name	Middle side light plates
Qty	1 set

Step 16 Utilize Allen wrench to tighten 22 screws to fix the Middle side light plates to the cabinet.

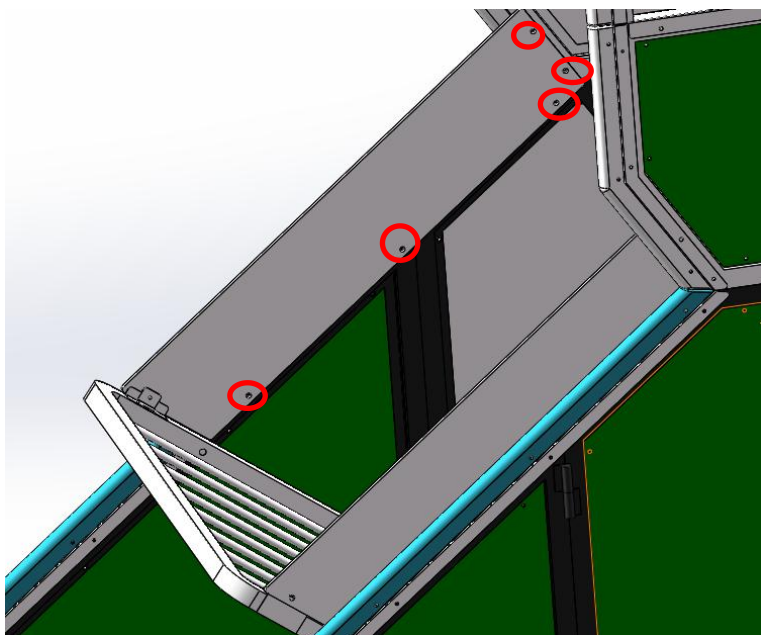
R side light plate (outer)



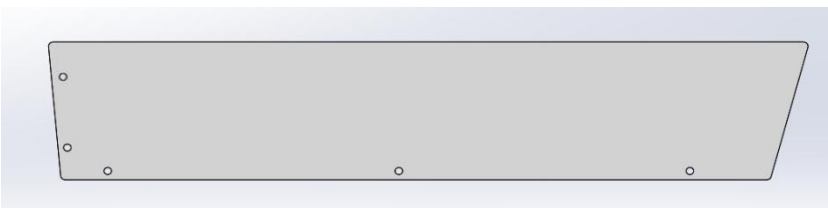
R side light plate (inner)



Name	Hexagon socket button head screw
SPEC	M4X12
Qty	22



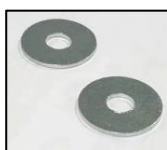
**Step 17 Utilize Allen wrench to tighten 10 screws to fix the Side block ball plates to the cabinet.**



<b>Name</b>	<b>Side block ball plate</b>
<b>Qty</b>	<b>2</b>



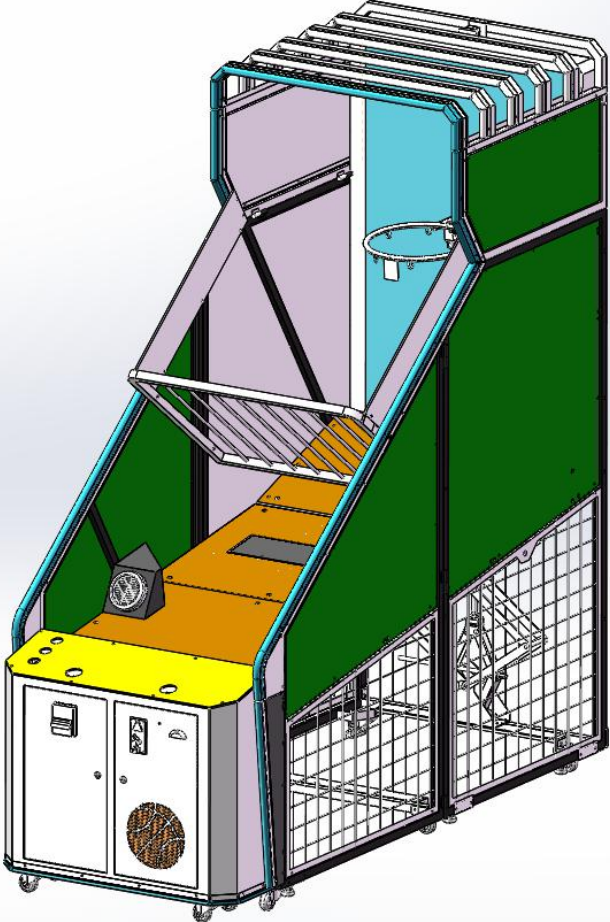
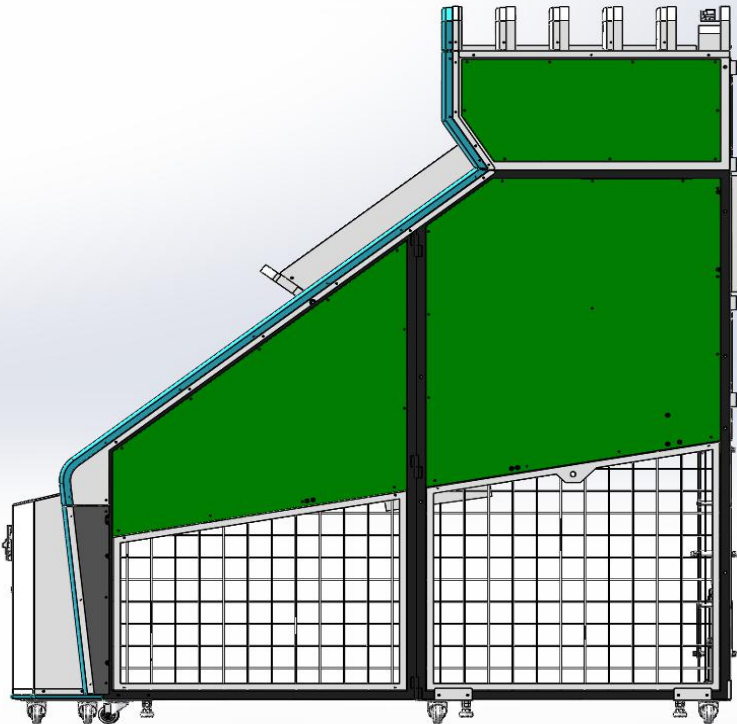
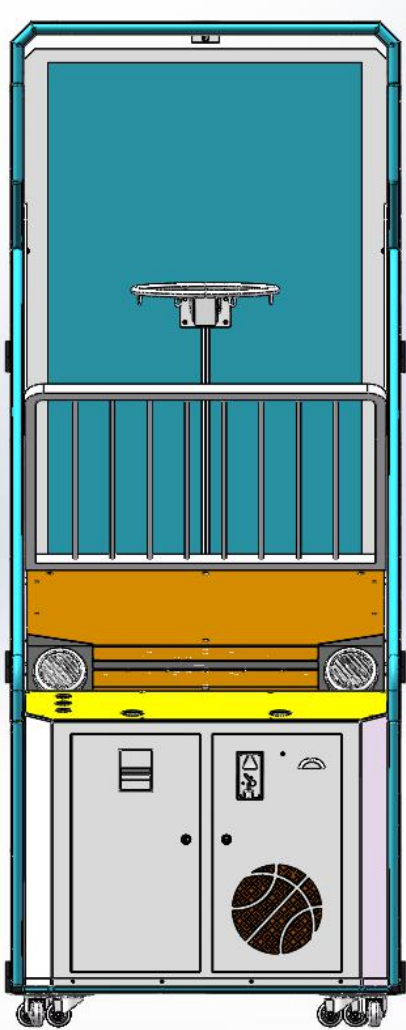
<b>Name</b>	<b>Hexagon socket button head screw</b>
<b>SPEC</b>	<b>M4X16</b>
<b>Qty</b>	<b>10</b>



<b>Name</b>	<b>Washer</b>
<b>SPEC</b>	<b>Φ4</b>
<b>Qty</b>	<b>10</b>

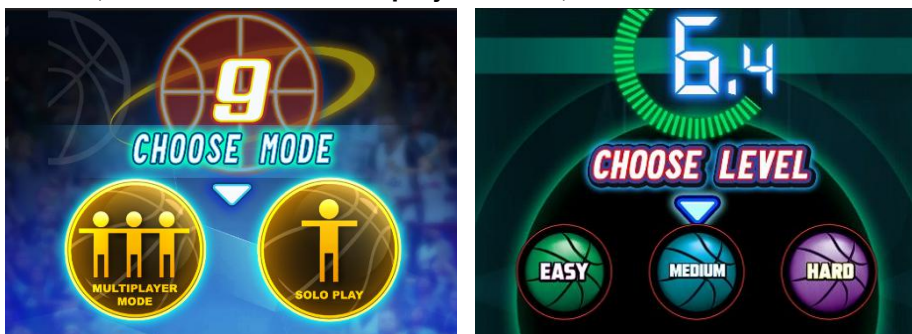


Finish!

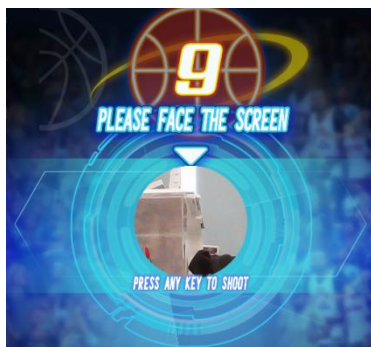


## 5. HOW TO PLAY

1. Insert coins, choose Solo or Multiplayer mode, then choose the level.



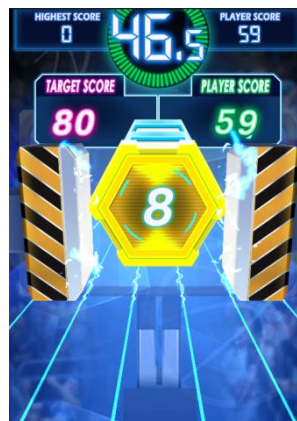
2. Shoot the player's photo.



3. Round 1: Shoot balls in limited time to reach the target score to pass the stage.



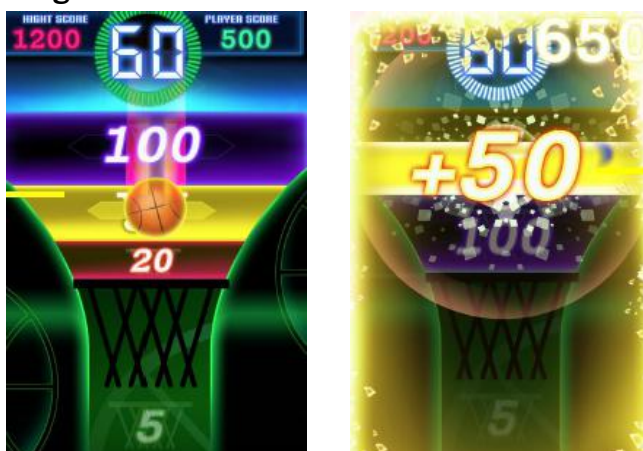
4. Round 2: Shoot balls to reach the target score to pass the stage. (The field goal percentage and speed will influence the score you get every time.)



5. Round 3: Shoot balls and the horizontal line will grow high. If the horizontal line reaches the top line, pass the stage.



6. Round 4: There is a scoring area with different points. When you field the goal, you get the point in the scoring area where the basketball in the monitor is on.

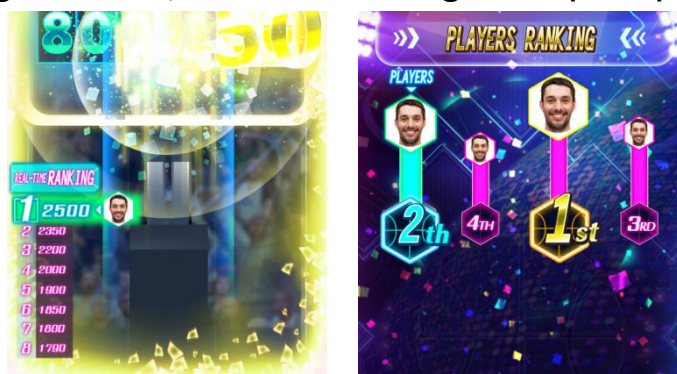


7. Ranking List shows the player's ranking, challenge stage and score.



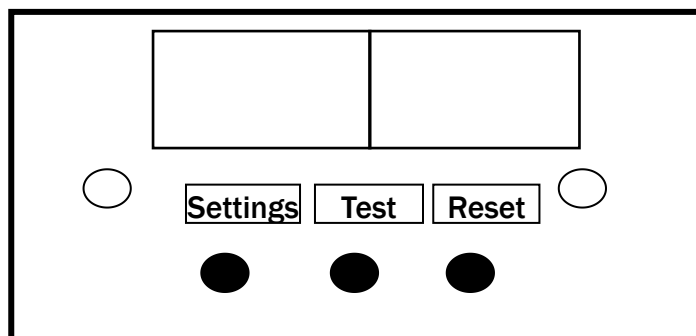
Multiplayer mode limited:

The lower left corner shows the real-time rankings which makes the game more exciting. After the game is over, it shows the rankings of the participant players.



## 6. GAME OPTION

### 6.1 Adjustment button instruction



Open the coin door and there is a meter panel. Press Settings button to enter into the setting menu.

### 6.2 Main Menu

Basic Setting	Language/语言
Customized Setting	Bookkeeping
Input Test	Daily Record
Output Test	Camera Calibration
Game Reset	About This Game
Date/Time Setting	Back to Game

#### 6.2.1 Basic Setting

Free Play	OFF_ON
Ticket Out	OFF_ON
Demo Music	OFF_ON
Memory Save	OFF_ON
Coins Per Game	1-99(2)
Out of Tickets	Store in memory_Call Attendant
Back&Save	
Back	

#### 6.2.2 Customized Setting

Linking Mode	OFF_ON	[Medium] Round 2 Target	100-300(200)
Cabinet Number	1-16(1)	[Medium] Round 3 Target	250-750(500)
Round 1 Time (s)	10-60(60)	[Medium] Round 4 Target	590-1790(1190)
Round 2 Time (s)	10-60(50)	[Hard] Round 1 Target	34-106(70)
Round 3 Time (s)	10-60(40)	[Hard] Round 2 Target	200-600(410)
Round 4 Time (s)	10-60(40)	[Hard] Round 3 Target	400-1200(800)
[Easy] Round 1 Target	10-30(20)	[Hard] Round 4 Target	920-2780(1850)
[Easy] Round 2 Target	40-120(80)	Mercy Ticket	0-60(5)
[Easy] Round 3 Target	110-330(220)	Pass Award Ticket	0-60(10)
[Easy] Round 4 Target	290-870(580)	Back&Save	
[Medium] Round 1 Target	24-76(50)	Back	

### 6.2.3 Input Test

<b>DBV</b>
<b>Ball Gate Sensor</b>
<b>Coin Mechanism</b>
<b>Hoop Sensor Up</b>
<b>Hoop Sensor Down</b>
<b>Solo Play Btn</b>

<b>Multiplayer Mode Btn</b>
<b>Easy Btn</b>
<b>Medium Btn</b>
<b>Hard Btn</b>
<b>Ball Gate</b>
<b>Back</b>

### 6.2.4 Output Test

<b>Lock Coin</b>
<b>Ticket Drive</b>
<b>Coin Counter</b>
<b>Ticket Counter</b>
<b>Ball Gate Motor</b>
<b>Easy Buttn Light</b>
<b>Medium Btn Light</b>
<b>Hard Btn Light</b>
<b>Out of Ticket Light</b>
<b>Solo Play Btn Light</b>

<b>Multiplayer Mode Btn Light</b>
<b>Top Net Light RGB 1</b>
<b>Top Net Light RGB 2</b>
<b>Top Net Light RGB 3</b>
<b>Top Net Light RGB 4</b>
<b>Top Net Light RGB 5</b>
<b>Top Net Light RGB 6</b>
<b>Middle Side Light RGB</b>
<b>Control Panel Light RGB</b>
<b>Back</b>

### 6.2.5 Game Reset

<b>Factory Restore</b>	<b>NO_YES</b>
<b>Reset Basic Setting</b>	<b>NO_YES</b>
<b>Reset Customized Setting</b>	<b>NO_YES</b>
<b>Clear All Records</b>	<b>NO_YES</b>
<b>Clear Owed Ticket</b>	<b>NO_YES</b>
<b>Clear Unused Coin</b>	<b>NO_YES</b>
<b>Back</b>	

### 6.2.6 Date/Time Setting

Year
Month
Day
Hour(24)
Minute
Second
Back&Save
Back

### 6.2.7 Bookkeeping

Player	Coins	Tickets	Payout
1	0	0	0.00
NON RESETTABLE POINTS			
NON RESETTABLE TICKETS			
Back			

### 6.2.8 Daily Record

Date	Weekday	RunTime	Coins	Tickets	Payout
2014-06-06	Fri	00:01	0	0	0.00
Prev. Page Next Page Clear Back					

### 6.2.9 Camera Calibration



Adjustment: Multiplayer Mode button/Solo Play Mode button
Zoom in/Zoom out
Up/Down
Left/Right
Flip Vertically
Flip Horizontally
Back & Save
Back

### 6.2.10 About This Game

Press Settings button to back
CPU
MainBoard
HDD
RAM
Monitor
Screen
Version

### 6.3 Linking Instruction (Multiplayer Mode)

Kit list:

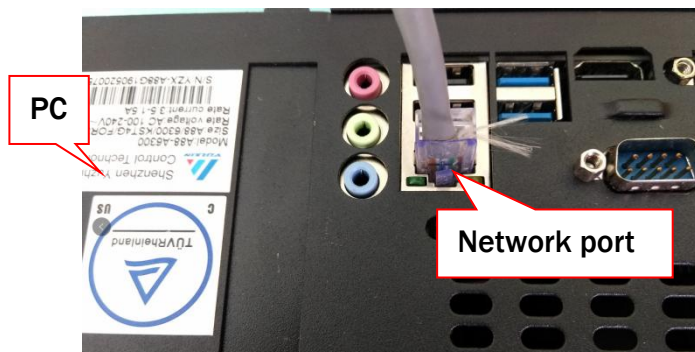
No.	Part No.	Name	Picture	Note
1	T148-810-000	Network cable		/
2	T148-811-000	Network switch		For linking 3-16 cabinets

No.	Linking Cabinet Qty	Kit
1	2	1 network cable
2	3-5	One cable for one cabinet+1 network switch
3	6-8	One cable for one cabinet+2 network switches +1 network cable(for linking network switches)
4	9-11	One cable for one cabinet+3 network switches +2 network cables(for linking network switches)
5	12-14	One cable for one cabinet+4 network switches +3 network cables(for linking network switches)
6	15-16	One cable for one cabinet+5 network switches +4 network cables(for linking network switches)

#### Step 1

If linking 2 cabinets, insert two ends of the network cable to network ports on each cabinet’s PC to connect.

If linking 3-16 cabinets, insert one end of the network cable to network port on each cabinet’s PC, insert the other end of the network cable to the network switch, connect all network switches.



Step 2 Enter Setting Menu (Refer to 6.1 & 6.2).

Select Customized Setting → Linking Mode → ON

Select Customized Setting → Cabinet Number → Set a unique number for each(every) cabinet.

Basic Setting
<b>Customized Setting</b>
Input Test
Output Test
Game Reset
Date/Time Setting
Language/语言
Bookkeeping
Daily Record
Camera Calibration
About This Game
Back to Game

Linking Mode	OFF_ON
Cabinet Number	1-16(1)



## 7. TROUBLESHOOTING




### 7.1 Common Problem

Please confirm that all connectors fit tightly.

Symptom	Possible Cause	Recommended action
Game will not start	Frame assembly connector is loose.	Check connector.
	Frame assembly fault	Contact with UNIS Service.
Power off	Circuit protector make power SW in off state.	Turn on power SW again. If appeared again and again, machine has anomaly. Please contact with UNIS Service.
No ticket dispensing	Out of ticket.	Add ticket and press reset button
	Ticket jamming.	Remove the jammed tickets and press reset button.
	The connector is loose.	Plug the connector tightly.
No sound	Low volume	Raise the volume.
	Connector loose.	Check connector.
	Speaker fault.	Check speaker.
	POT installation error.	Install POT correctly.
	POT fault.	Change POT.
	Audio cable problem.	Reconnect the audio cable or change it.
	PC crash.	Restart or system recovery.
Display black screen	Check connectors.	Plug in connector tightly
	Display fault.	Utilize another source such as a PC to verify if the display is operational.
	RAM is loose.	Remove and reinsert RAM.
Display blue screen	PC power cord is loose	Check PC power cord whether is loose.
	VGA signal cable is loose.	Check VGA cable
	PC video card is loose.	Reseat video card.
	“0X000000A” code appears. Conflict between computer drive and software.	Contact service

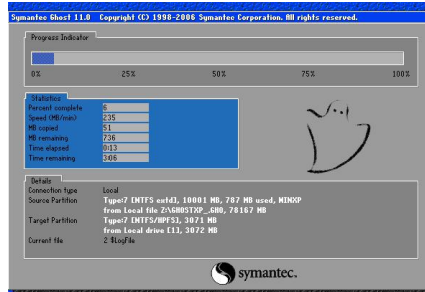
**Note: After replacing component from pc (except for RAM), and replacing monitor, the game should be recovered again with the recovery stick attached to the machine.**

If you see following error signs showing on the display, please try the recommended action.

Display	Possible Cause	Recommended action
	The connection part of the IO board and PC are loose.	Check and reconnect the loose ports of the PC or IO board.
	Cable quality problem	Change the cable after checking the connection between IO board and PC.
	Cable became loose during transportation.	Check and reconnect the loose cables of the PC or IO board.
	IO board is faulty.	Reboot the game after checking connection and cable problem, if the problem remains unresolved, please call the service department for assistance.
	Ball gate doesn't turn.	Ball gate sensor is faulty.
		Motor is faulty.
	Out of ticket.	Refill ticket
	Loose connection of the ticket dispenser's cables.	Check and reconnect the loose cables to the ticket dispenser.
	Ticket dispenser is faulty.	Change the ticket dispenser.
	Ticket jam.	Remove jammed tickets.

## 7.2 System Recovery Operation (NOTE: Do not disconnect power during this process.)

1. Turn off the game. Remove the recovery stick from the machine. (Note: This process may take up to 60 minutes) Insert the recovery stick into the port at the back of the computer.
2. Restart PC to enter the system recovery screen as shown.



3. The game will automatically start recovery.
4. Once system recovery is partially finished (as shown below), and the ICON appears, remove the recovery stick from the computer. The game will continue the install process.

OK to remove the recovery stick.



5. Assure that the recovery stick has been properly secured for future use.



**WARNING:** The recovery stick should only be used to fix software errors. Using it for other purposes may cause unexpected results and damages.

## 8. MAINTENANCE & INSPECTION

### 8.1 Safety Check

Check the points listed before operating the machine. These checks are necessary for safe machine operation:

1. Test game before operation each day.
2. Conduct monthly routine checks of game components to ensure good working condition.
3. Check the machine regularly for dust and clean when necessary.

**Note:** Parts and components require preventative maintenance to maintain proper operation.

### 8.2 Handling Precautions

When installing or inspecting the machine, be very careful and pay attention to ensure that the player can enjoy the game safely.

Inappropriate handling running counter to the cautionary matters can cause personal injury or damage to the machine.




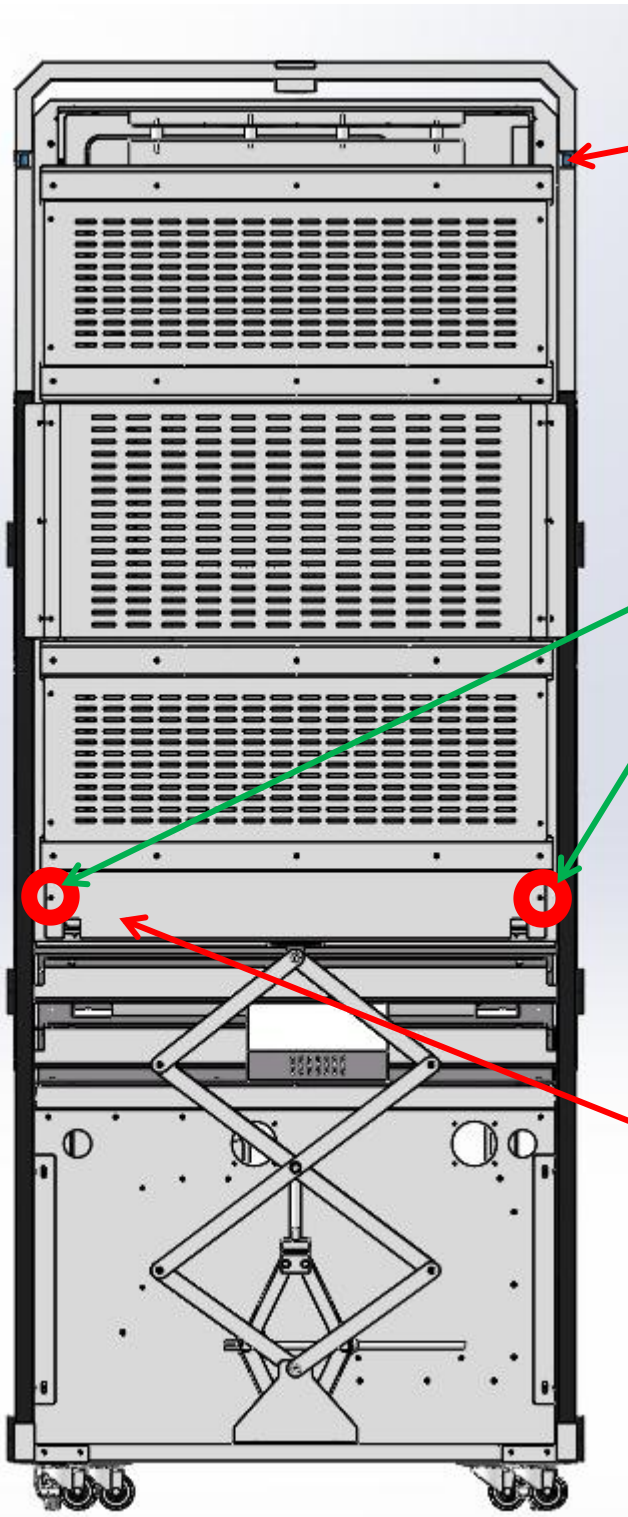
#### **NOTICE**

**We do not recommend using power tools as they may cause damage.**

### 8.3 Monitor Replacement

Before processing with assembly assure you have the following tool.

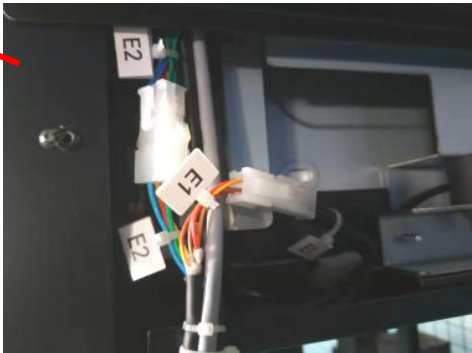
No.	Name	Picture
1	Phillips screwdriver	

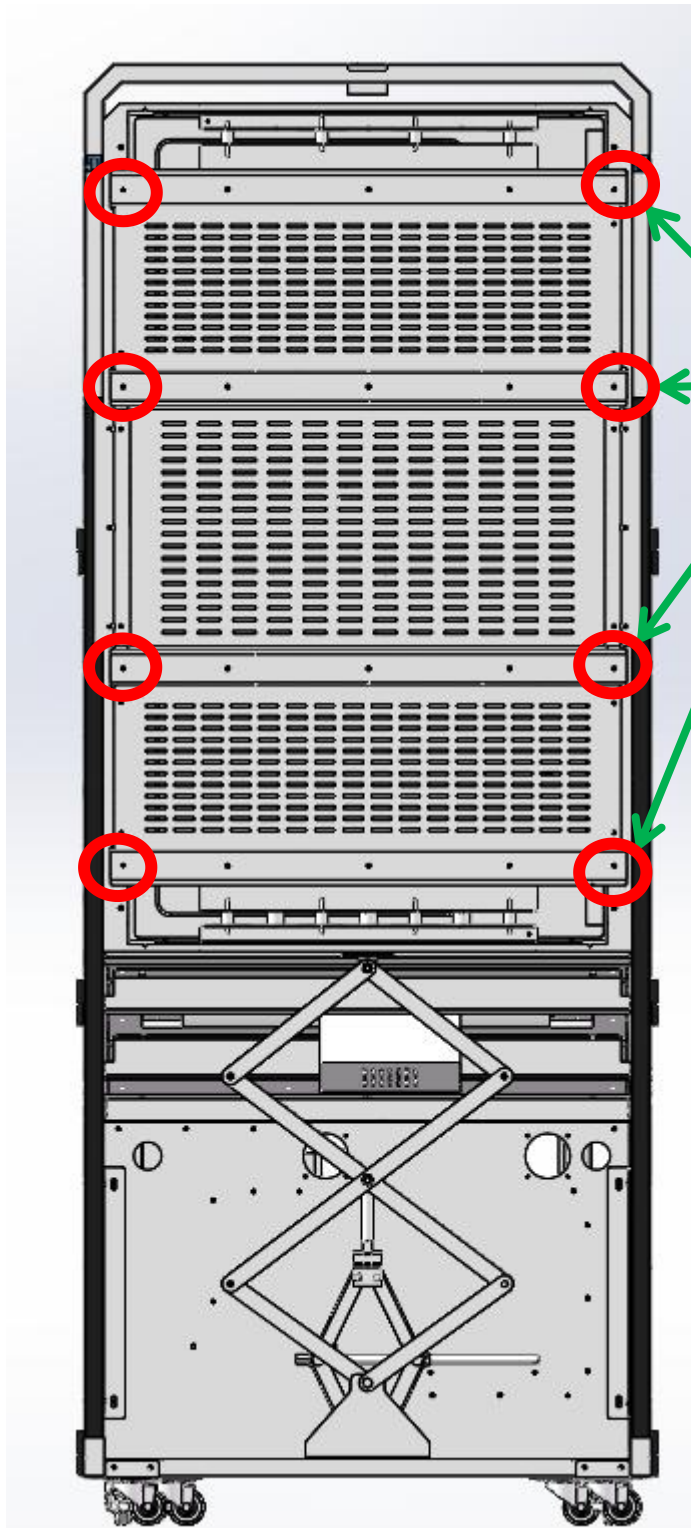


Step 1 Unplug D1 connector.

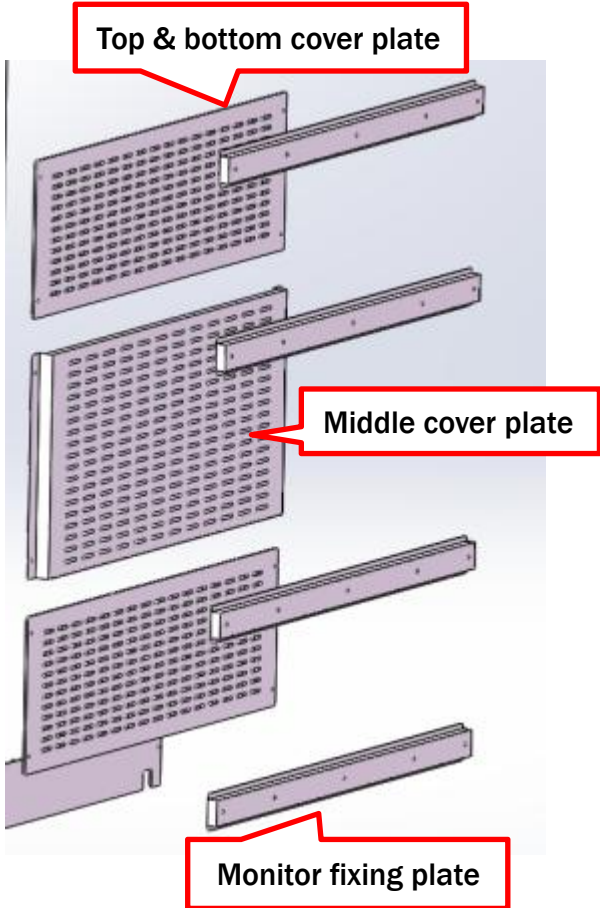
Step 2 Utilize Phillips screwdriver to loosen 2 screws to remove the Monitor cover plate.

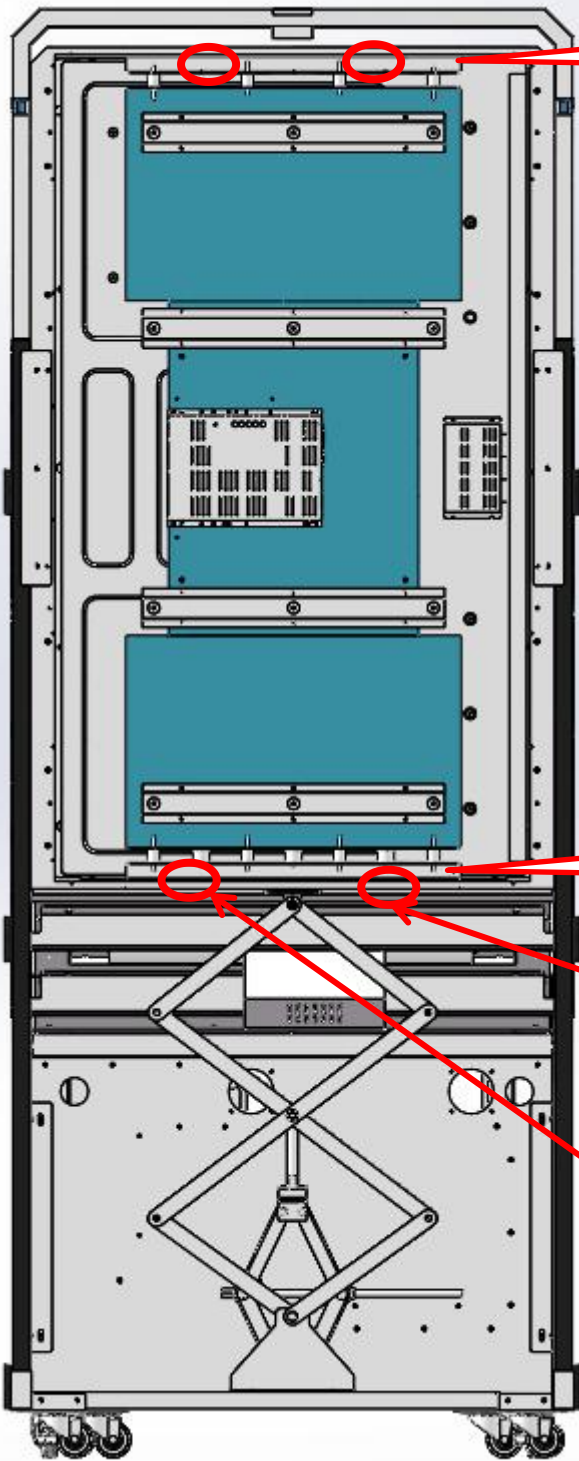
Step 3 Unplug E1,E2 connectors.





Step 4 Utilize Phillips screwdriver to loosen 8 screws to remove 4 Monitor fixing plates, 2 Top & bottom cover plates and 1 Middle cover plate.



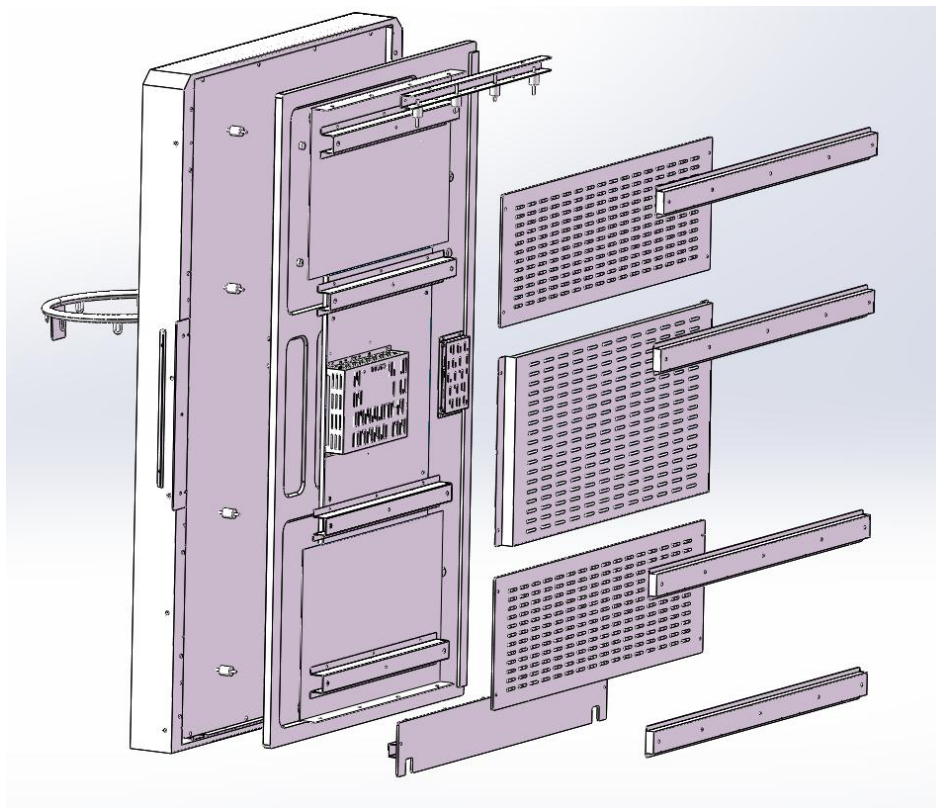


Up&down fixing plate

Step 5 Utilize Phillips screwdriver to remove 4 screws on 2 Up&down fixing plates to remove the Monitor.

Up&down fixing plate






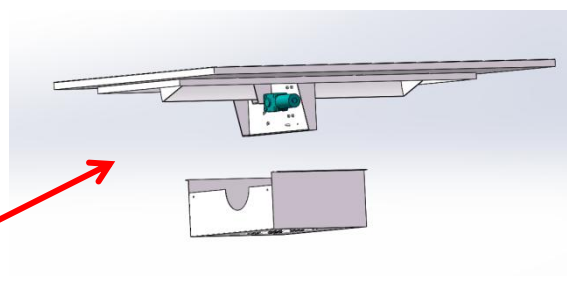
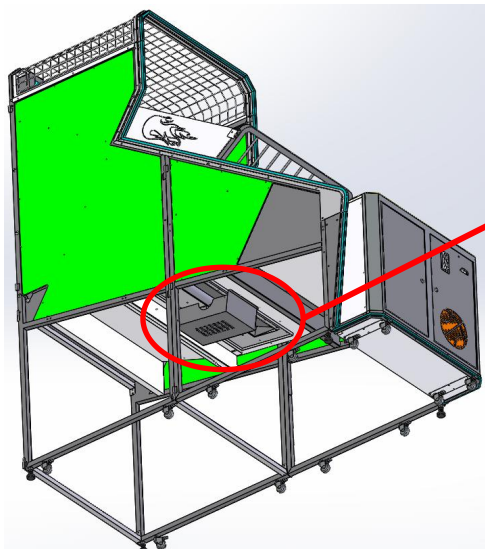


**Step 6 Replace with a new Monitor and install in reverse order.**

### 8.4 Ball Gate Motor Replacement

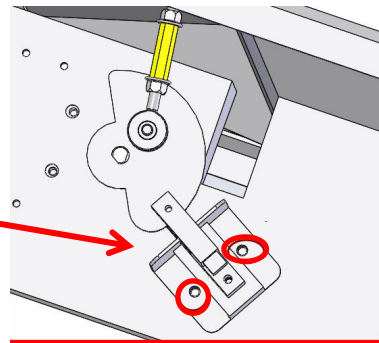
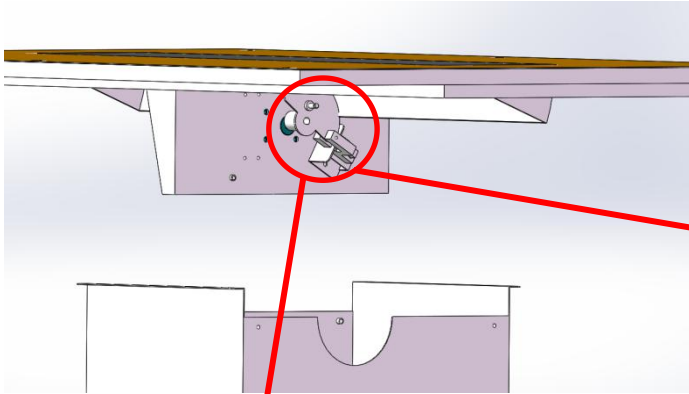
Before processing with assembly assure you have the following tools.

No.	Name	Picture
1	Phillips screwdriver	
2	Circlip plier	
3	Allen wrench	

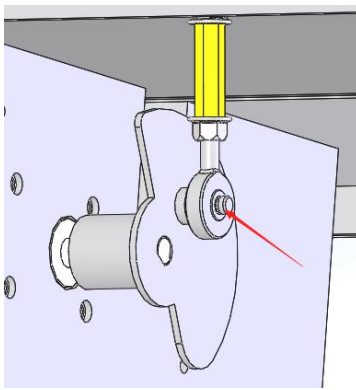
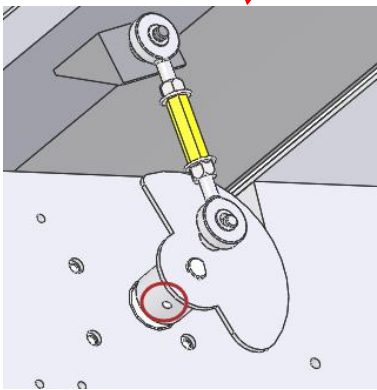


**Step 1 Locate the Ball gate assembly under the cabinet. Utilize Phillips screwdriver to loosen 4 screws to remove the Motor cover.**

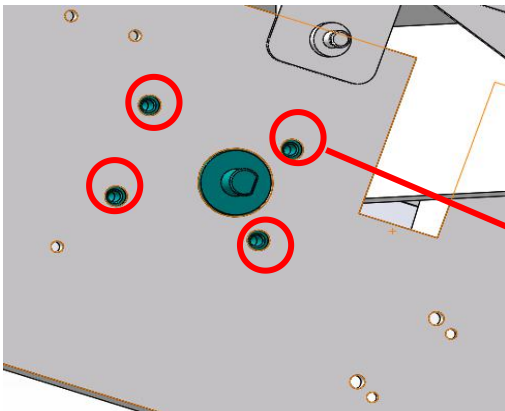




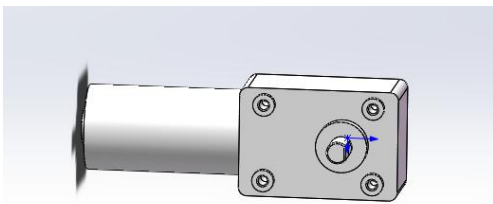
**Step 2 Utilize Phillips screwdriver to loosen 2 screws to remove Sensor assembly .**



**Step 3 Utilize Allen wrench to loosen 2 screws, utilize Circlip plier to remove the circlip to remove Gate eccentric wheel.**





**Step 4 Utilize Phillips screwdriver to loosen 4 screws indicated by circles, unplug the connector to remove the Motor.**

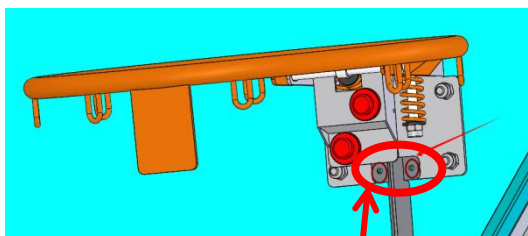
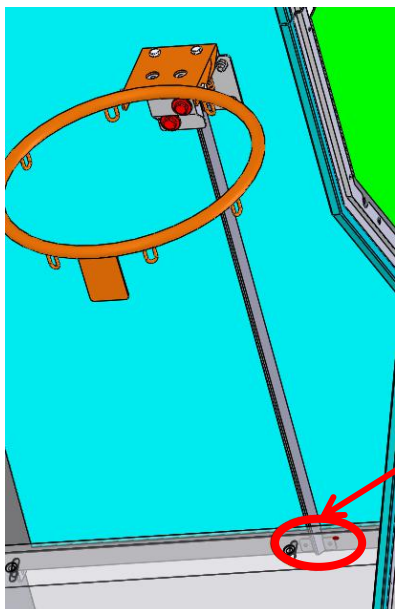


**Step 5 Replace with a new Motor and install in reverse order.**

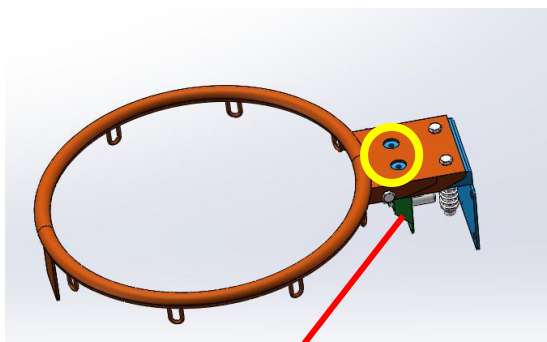
## 8.5 Hoop Sensor Replacement

Before processing with assembly assure you have the following tools.

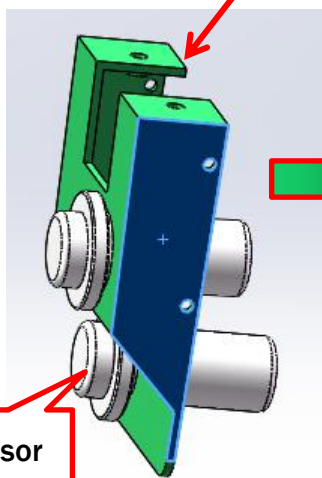
No.	Name	Picture
1	Phillips screwdriver	
2	Spanner	



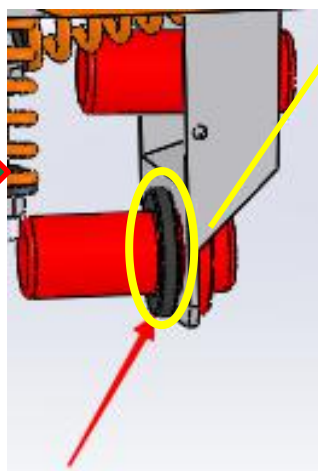
**Step 1** Locate Hoop assembly. Utilize Phillips screwdriver to loosen 4 screws to remove the tube, unplug Sensor connectors in the slot.



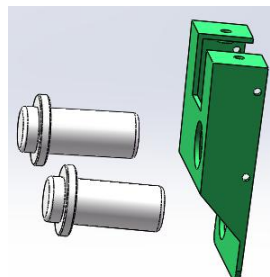
**Step 2** Utilize Phillips screwdriver to loosen 2 screws to remove Sensor bracket.



Sensor



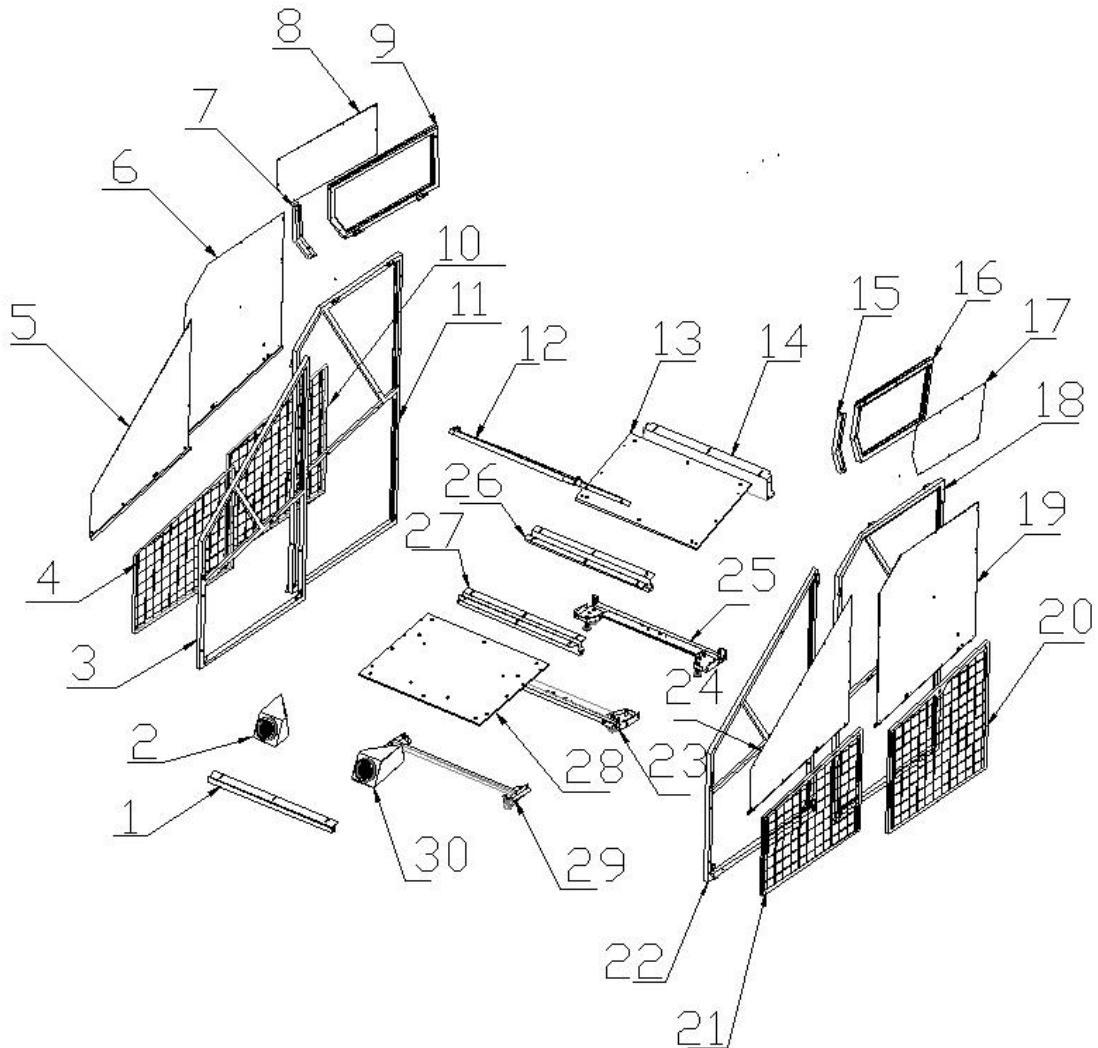
**Step 3** Utilize Spanner to loosen the nut indicated to remove the Sensor.  
Note: It is the same method on 2 sensors.



**Step 4** Replace with new a new Sensor and install in reverse order.

## 9. OVERALL CONSTRUCTION

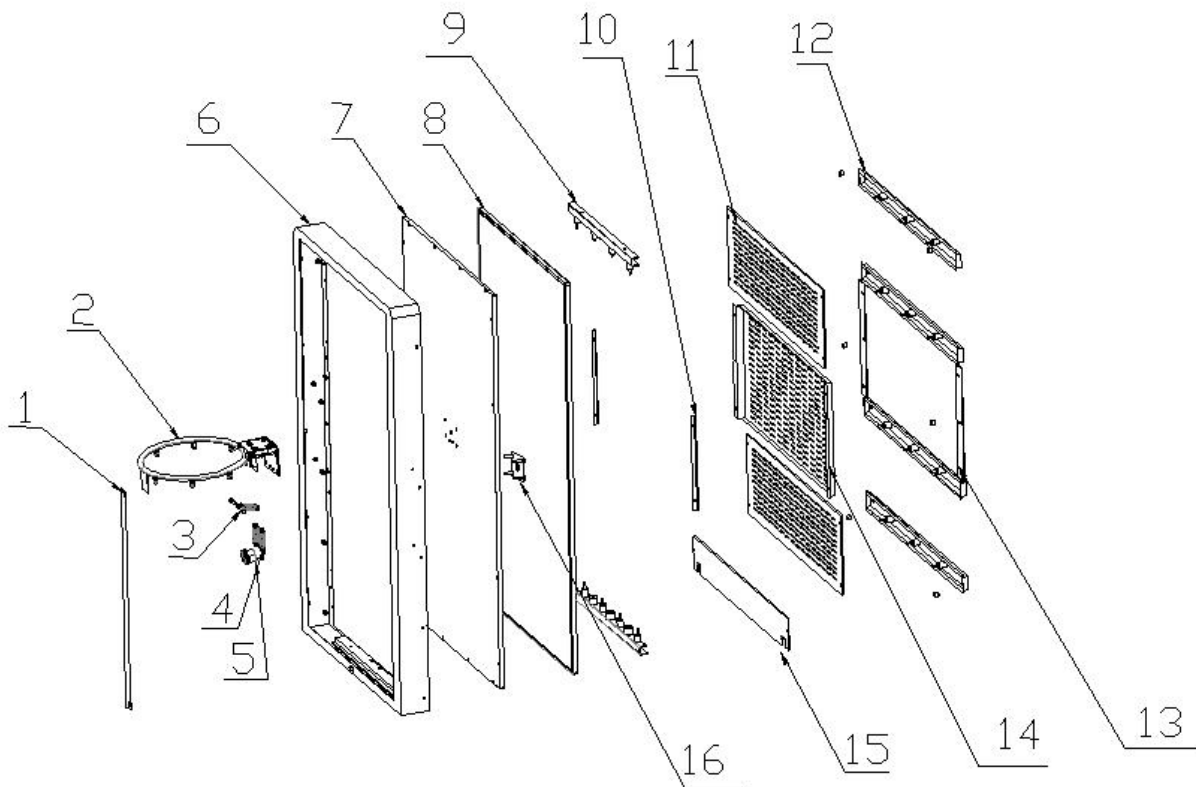
### 9.1 Frame Assembly



No.	Part No.	Code No.	Name	Qty
1	T148-104-000	20211903B001	Front bracket	1
2	T148-122-000	20211903B015	L block box	1
3	T148-214-000	20211903B053	L front frame	1
4	T148-120-000	20211903B060	L front net	1
5	T148-116-000	20211903B013	L front plate	1
6	T148-114-000	20211903B011	L back plate	1
7	T148-201-000	20611903B003	Side top light plastic	1
8	T148-199-000	20611903B007	Side top plastic	1
9	T148-161-000	20211903B056	L back top frame	1

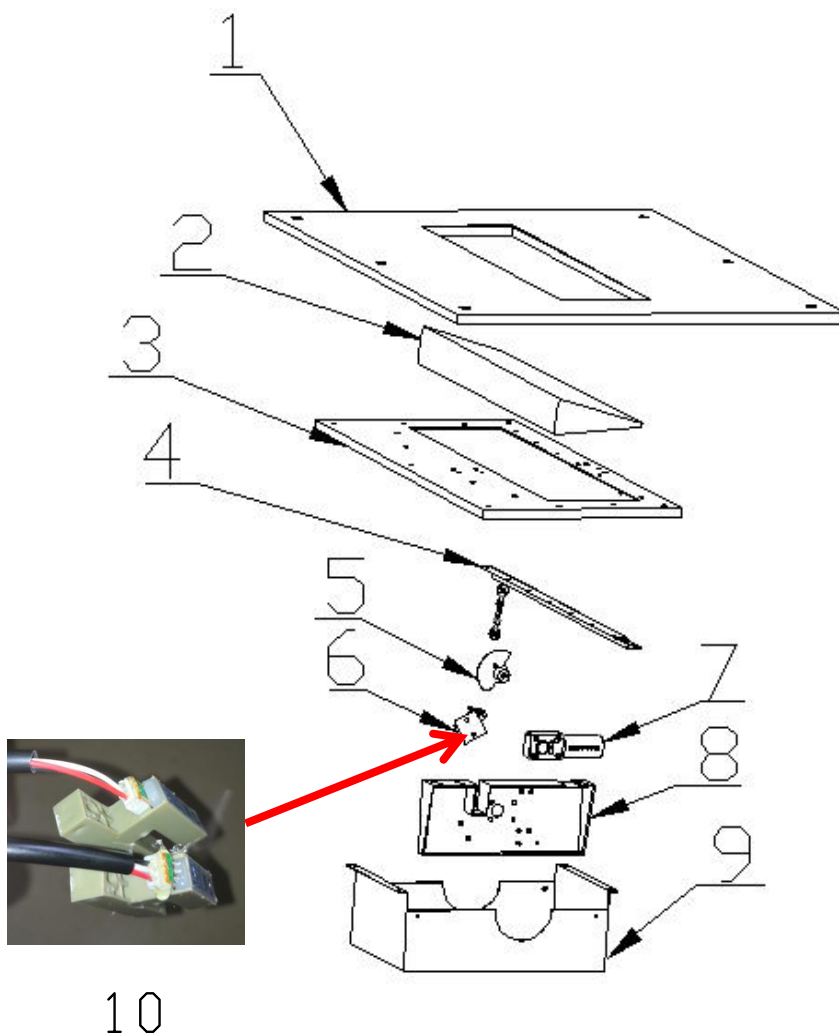
No.	Part No.	Code No.	Name	Qty
10	T148-118-000	20211903B058	L back net	1
11	T148-101-000	20211903B052	L back frame	1
12	T148-110-000	20211903B007	Block ball net	1
13	T148-206-000	20311903B002	Back ball track plate	1
14	T148-107-000	20211903B004	Back beam bracket	1
15	T148-201-000	20611903B003	Side top light plastic	1
16	T148-163-000	20211903B057	R back top frame	1
17	T148-199-000	20611903B007	Side top plastic	1
18	T148-102-000	20211903B054	R back frame	1
19	T148-115-000	20211903B012	R back plate	1
20	T148-119-000	20211903B059	R back net	1
21	T148-121-000	20211903B061	R front net	1
22	T148-103-000	20211903B055	R front frame	1
23	T148-113-000	20211903B010	Lifting fixing plate	1
24	T148-117-000	20211903B014	R front plate	1
25	T148-113-000	20211903B010	Lifting fixing plate	1
26	T148-106-000	20211903B003	Back middle beam bracket	1
27	T148-105-000	20211903B002	Front middle beam bracket	1
28	T148-205-000	20311903B001	Front ball track plate	1
29	T148-124-000	20211903B017	Front support bracket	1
30	T148-123-000	20211903B016	R block box	1

## 9.2 Monitor Assembly



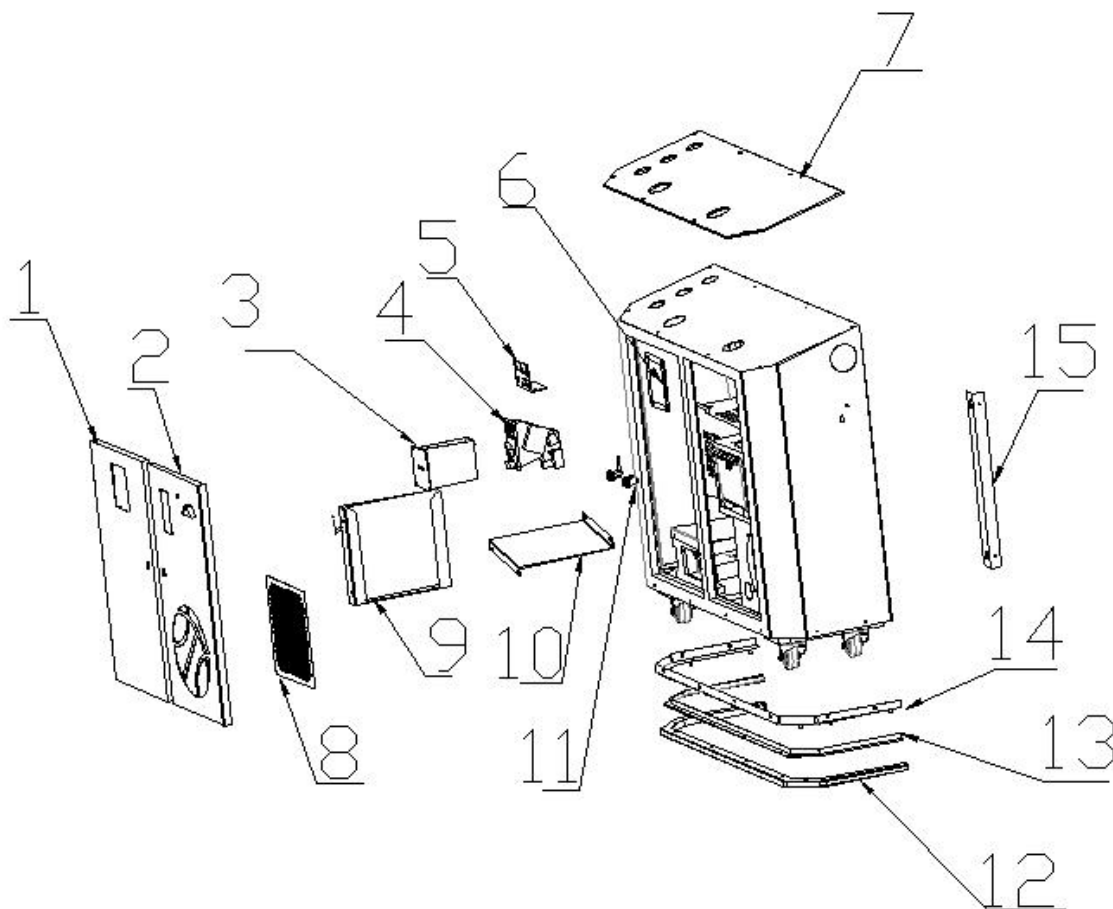
No.	Part No.	Code No.	Name	Qty
1	T148-132-000	20211903B023	Sensor slot	1
2	T148-128-000	20211903B020	Hoop	1
	T148-129-000	20211903007	Hoop bracket	1
3	T148-130-000	20211903B021	Sensor bracket	1
	T148-187-000	20211903038	Spring rod	1
4	T148-444-000	21501000041	Sensor	2
5	T148-185-000	20211903043	Hoop spring	3
6	T148-126-000	20211903B019	Monitor frame	1
7	T148-196-000	20611903013A	Monitor plastic	1
8	T148-413-000	21201065002	65'' monitor	1
9	T148-135-000	20211903B062	Up&down fixing plate	2
10	T148-133-000	20211903B024	Monitor side plate	2
11	T148-213-000	20311903013	Top & bottom cover plate	2
12	T148-127-000	20211903040	Monitor fixing plate	4
13	T148-134-000	20211903B025	Back cover connective plate	2
14	T148-136-000	20211903B026	Middle cover plate	1
15	T148-212-000	20311903012	Monitor cover plate	2
16	T148-131-000	20211903009A	Hoop fixing plate	1

### 9.3 Ball Gate Assembly



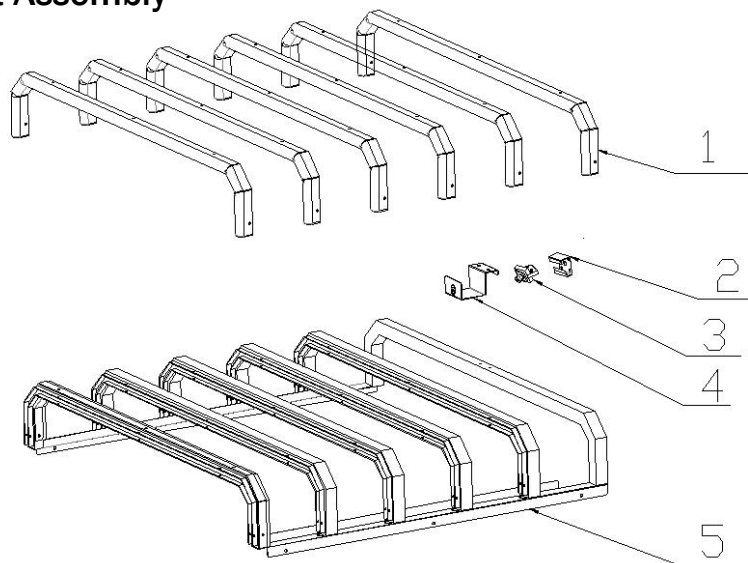
No.	Part No.	Code No.	Name	Qty
1	T148-207-000	20311903B003	Middle ball track plate	1
2	T148-138-000	20211803018A	Ball gate	1
3	T148-139-000	20211803019	Gate fixing plate	1
4	T148-141-000	20211603D032	Gate hinge	1
5	T148-191-000	20211803017A	Gate eccentric wheel	1
6	T148-140-000	20211803020	Gate sensor plate	1
7	T148-405-000	23404000235	DC motor	1
8	T148-137-000	20211803016A	Gate motor bracket	1
9	T148-142-000	20211603E036A	Gate motor cover	1
10	T148-445-000	21501000006	Sensor	1

### 9.4 Control Panel Assembly



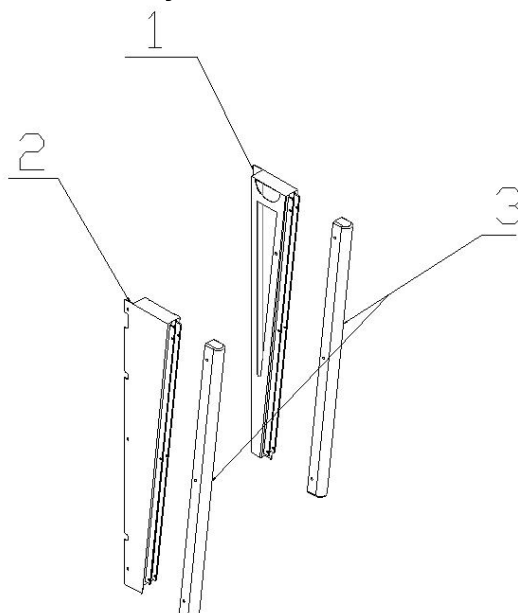
No.	Part No.	Code No.	Name	Qty
1	T148-149-000	20211903B035	L door	1
2	T148-150-000	20211903B036	R door	1
3	T148-452-000	23100000005	Ticket dispenser	1
4	T148-451-000	22301000002	Coin mechanism	1
5	T148-174-000	26000044000	Counter bracket	1
6	T148-155-000	20211903B040	DBV cover plate	1
7	T148-701-000	20511903B001	Control panel plastic	1
8	T148-154-000	20211903044	Speaker net	1
9	T148-169-000	26000006000	Ticket box	1
10	T148-198-000	20611903B006	Protective PVC	1
11	T148-402-000	25300171001	171 Lock	2
12	T148-197-000	20611903B001	Control panel light plastic	1
13	T148-152-000	20211903B038	Light cover plate	1
14	T148-151-000	20211903B037	Light fixing plate	1
15	T148-153-000	20211903B039	Fixing plate	2

### 9.5 Top Net Assembly



No.	Part No.	Code No.	Name	Qty
1	T148-200-000	20611903B002	Top net light plastic	6
2	T148-158-000	20211903B043	Camera fixing bracket	1
3	T148-416-000	21107040029	Camera	1
4	T148-159-000	20211903B044	Angle plate	1
5	T148-157-000	20211903B042	Top net base bracket	1

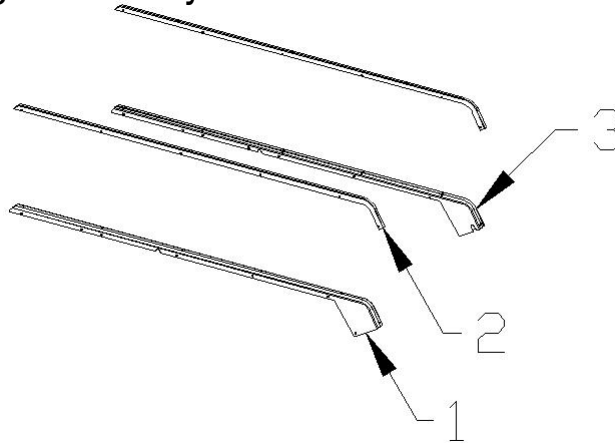
### 9.6 Side Bottom Light Assembly



No.	Part No.	Code No.	Name	Qty
1	T148-167-000	20211903B050	L bottom light base plate	1
2	T148-168-000	20211903B051	R bottom light base plate	1
3	T148-203-000	20611903B005	Side bottom light plastic	2

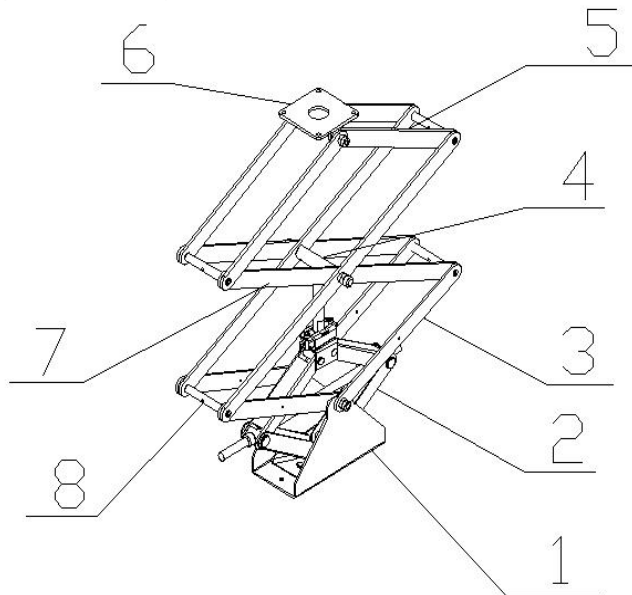


### 9.7 Side Middle Light Assembly



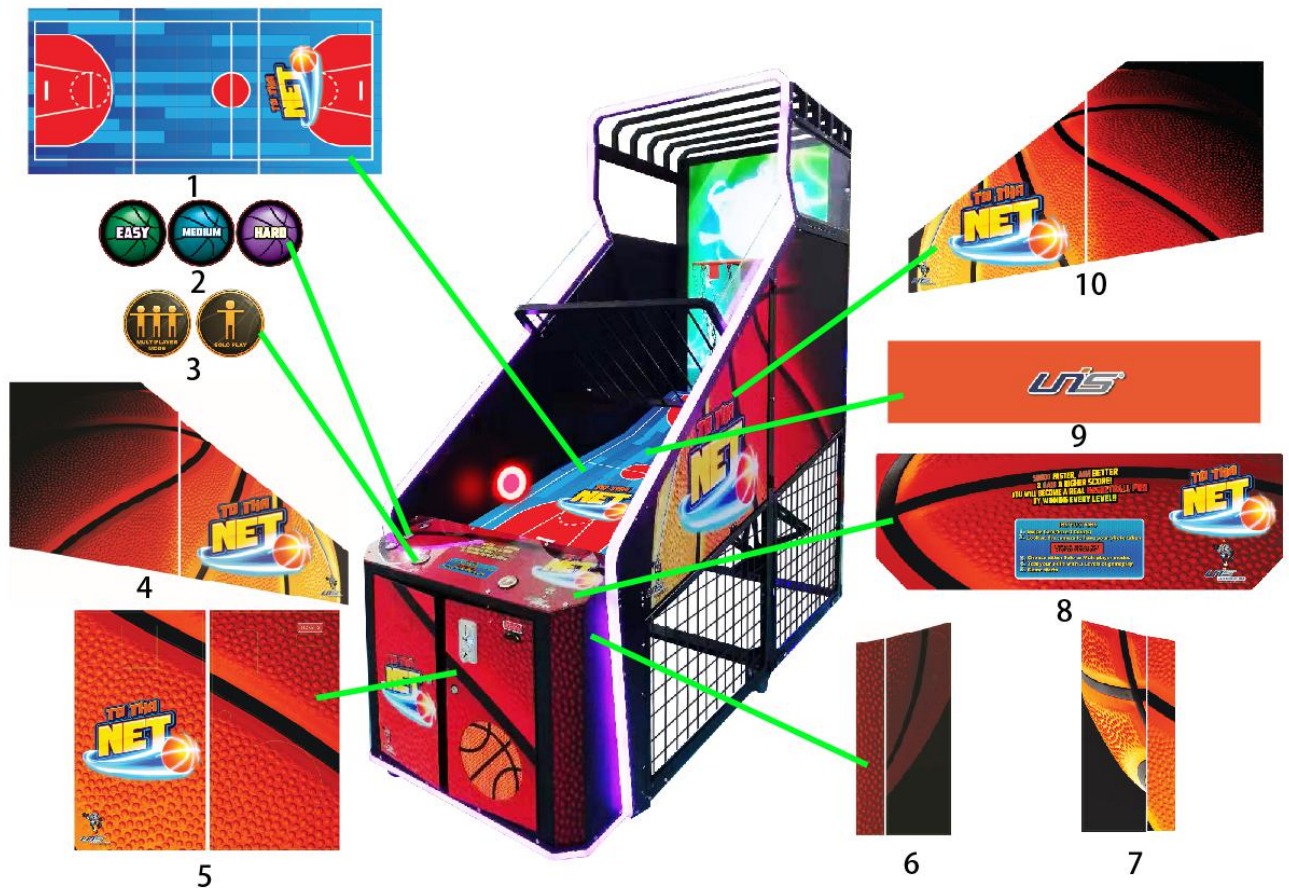
No.	Part No.	Code No.	Name	Qty
1	T148-165-000	20211903B048	L middle light base plate	1
2	T148-166-000	20211903B049	R middle light base plate	1
3	T148-202-000	20611903B004	Side middle light plastic	2

### 9.8 Monitor Lifting Assembly

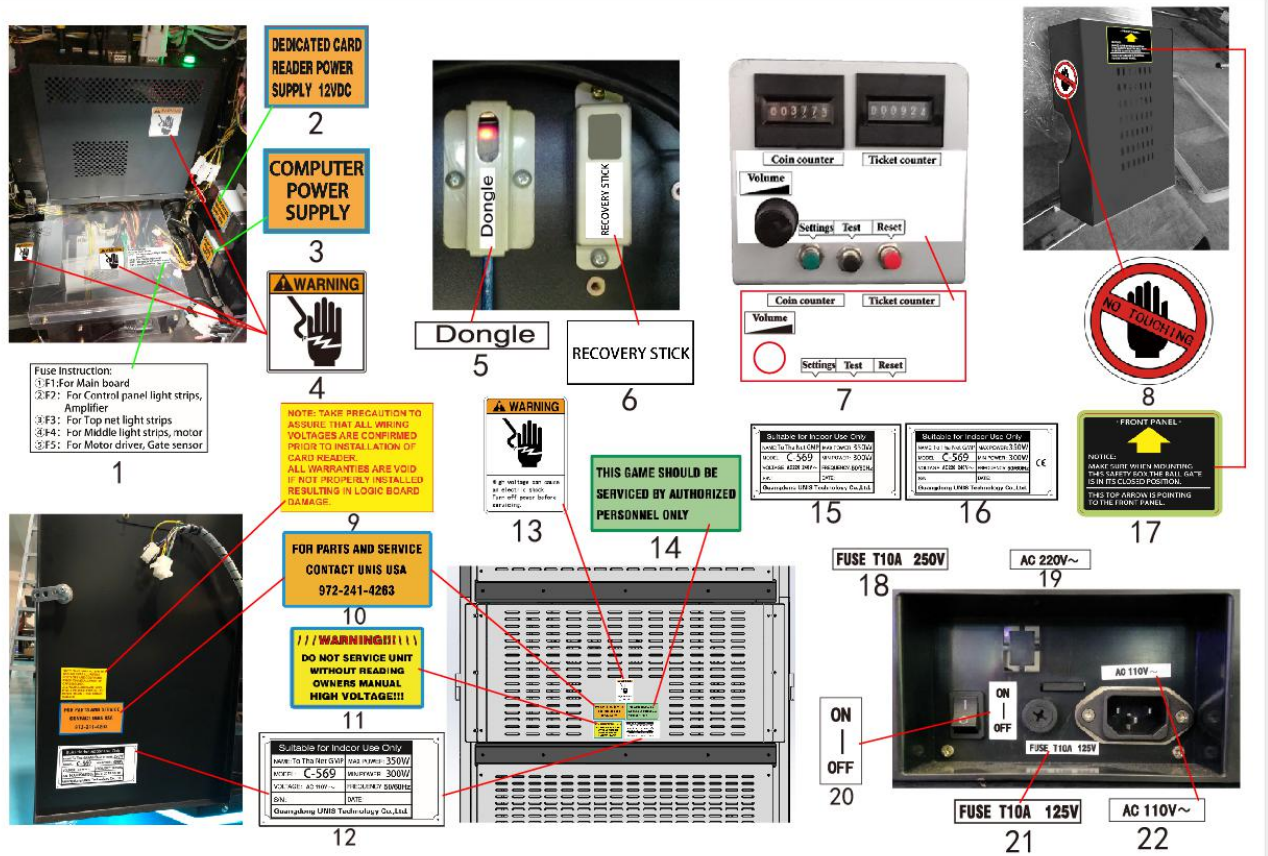


No.	Part No.	Code No.	Name	Qty
1	T148-143-000	20211903B027	Base bracket	1
2	T148-411-000	40612010002	Lifting jack	1
3	T148-146-000	20211903B030	Lower strip	4
4	T148-193-000	20211903B031	Push rod	1
5	T148-145-000	20211903B029	Upper strip	4
6	T148-147-000	20211903B033	Top plate	1
7	T148-144-000	20211903B028	Middle strip	4
8	T148-194-000	20211903B032	Connective strip	4

### 9.9 Decals

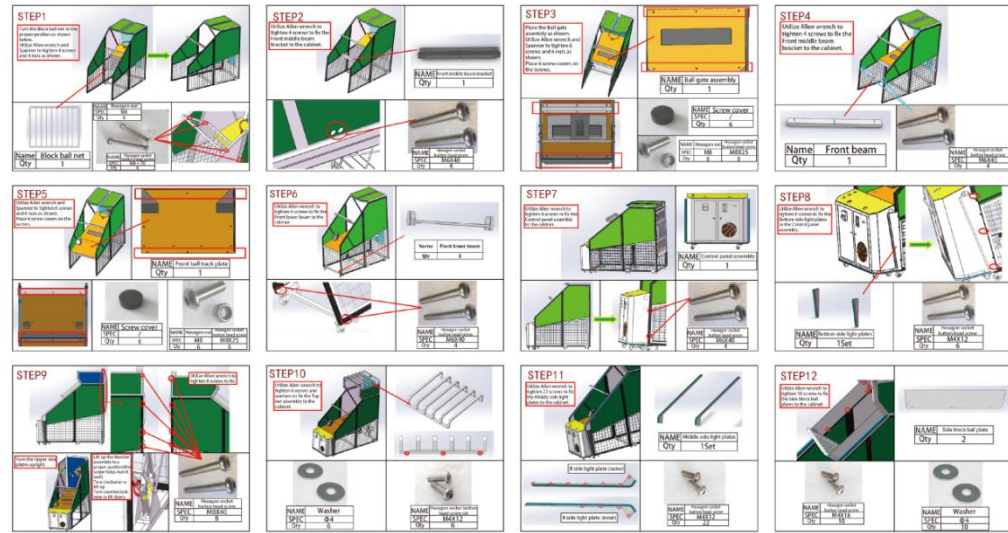


No.	Part No.	Code No.	Name	Qty
1	T148-708-000	20511903B008	Ball track decal	1
2	T148-712-000	20511903B012	Level button decal	1
3	T148-719-000	20511902013	Mode button decal	1
4	T148-705-000	20511903B005	L side decal	1
5	T148-702-000	20511903B002	Front door decal	1
6	T148-706-000	20511903B006	Control panel R side decal	1
7	T148-704-000	20511903B004	Control panel L side decal	1
8	T148-701-000	20511903B001	Control panel plastic	1
9	T148-703-000	20511903B003	Ball gate decal	1
10	T148-707-000	20511903B007	R side decal	1



No.	Part No.	Code No.	Name	Qty
1	T148-714-000	20511903B014	Fuse instruction label	1
2	T148-715-000	20511903B015	Adapter label	1
3	T148-716-000	20511903B016	PC power label	1
4	T148-724-000	25600000036	High voltage label(small)	3
5	T148-732-000	25600000093	Dongle label	1
6	T148-735-000	25600000116	Recovery stick label	1
7	T148-734-000	25600000101	Counter label	1
8	T148-723-000	25600000033	No Touching label	1
9	T148-721-000	20511707K020	AAMA note label	1
10	T148-733-000	25600000095A	Service label(large)	2
11	T148-727-000	25600000067A	Service label(small)	1
12	T148-709-000	20511903B009	110V nameplate	2
13	T148-725-000	25600000037	High voltage label(large)	1
14	T148-726-000	25600000042A	Service label	1
15	T148-710-000	20511903B010	220V nameplate	2
16	T148-711-000	20511903B011	220V nameplate(CE)	2
17	T148-720-000	20511902014	Ball gate motor cover label	1

No.	Part No.	Code No.	Name	Qty
18	T148-730-000	25600000077	Fuse label(250V)	1
19	T148-729-000	25600000072	220V label	1
20	T148-722-000	25600000016	Power switch label	1
21	T148-731-000	25600000083	Fuse label(125V)	1
22	T148-728-000	25600000071	110V label	1



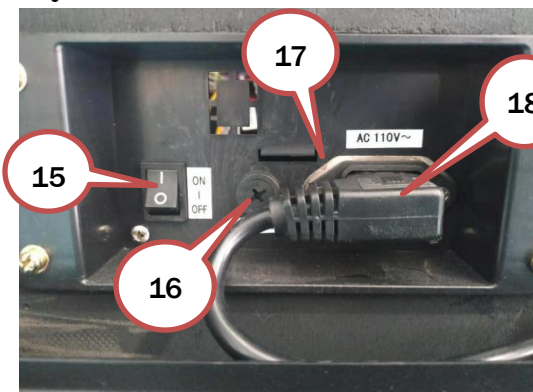
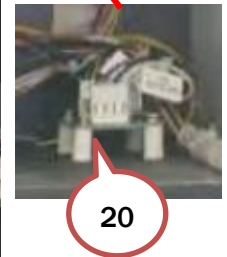
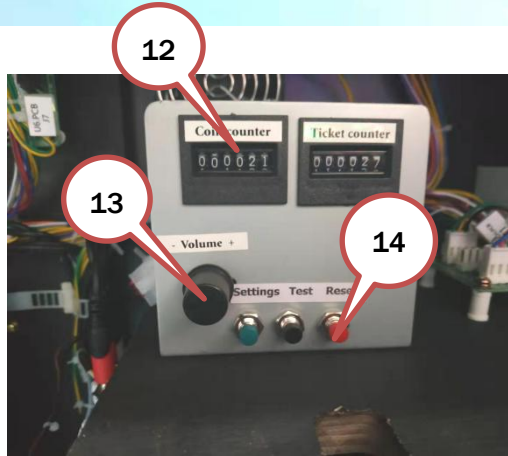
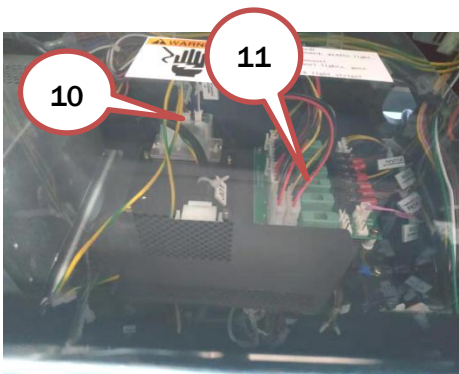
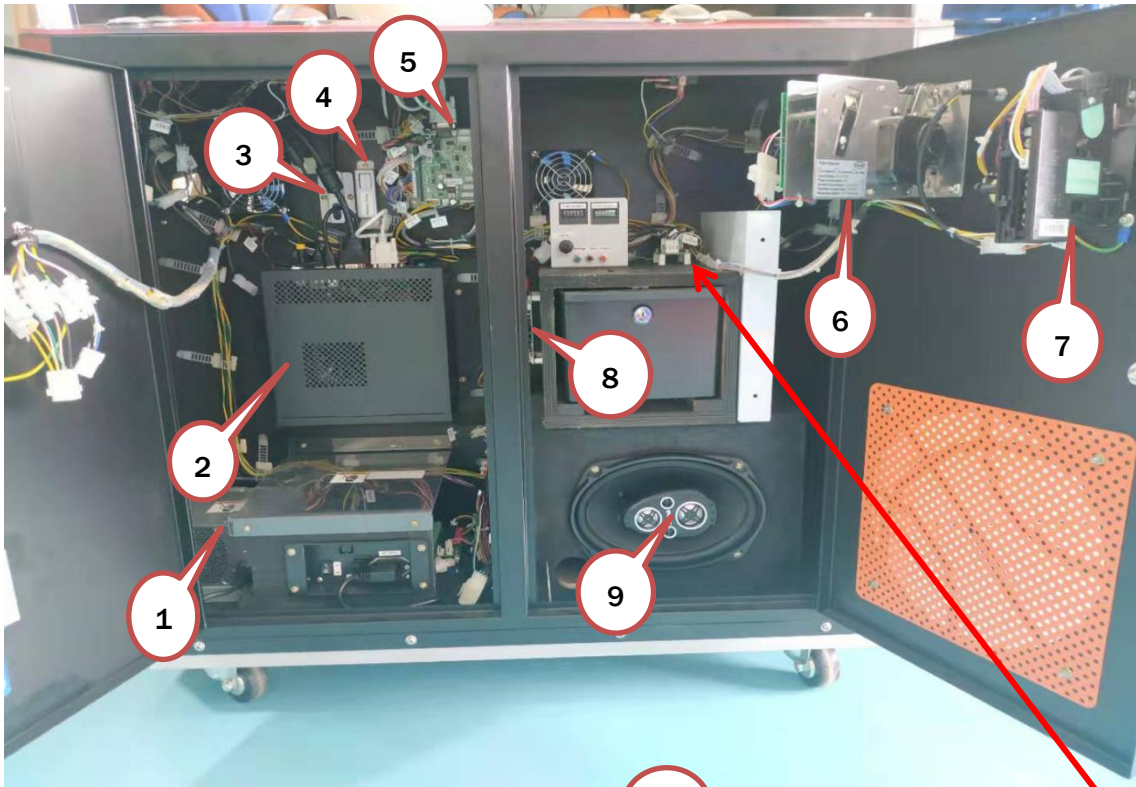
1

J01	J02	J03	J05	J06	J07	J08	J09	J10	J11	J17	J18	J19	J20	J21	J22
J27	J28	J30	J31	J33	J34	A1	A2	B1	B2	B3	B4	B5	C1	C2	D1
D2	D3	E1	E2	E3	E4	A1	A2	B1	B2	B3	B4	B5	C1	C2	D1
D2	D3	E1	E2	E3	E4	U6.PCB J1	U6.PCB J3	U6.PCB J7	U6.PCB J8	U6.PCB J9	U6.PCB J10	U6.PCB J11	U6.PCB J12	U6.PCB J13	A1.PCB J1
A1.PCB J4	A1.PCB J5	A1.PCB VOL2	A1.PCB RAIN	Output16-Ext.PCB J1	Output16-Ext.PCB J2	Output16-Ext.PCB J3	Output16-Ext.PCB J4	Output16-Ext.PCB J5	Output16-Ext.PCB J6	Output16-Ext.PCB J7	Motor control JSH0256A J1	Motor control JSH0256A J2	TICK-CH.PCB J1	TICK-CH.PCB J3	Fuseboard(V1.0) F1(5A)
Fuseboard(V1.0) F2(5A)	Fuseboard(V1.0) F3(5A)	Fuseboard(V1.0) F4(5A)	Fuseboard(V1.0) F5(5A)	Fuseboard(V1.0) F6(5A)	AAMA 12V	AAMA COIN	AAMA TICKET NOTCH	AAMA COIN INHIBIT	AAMA TICKET RUN	AAMA GND	DBV AC-L	DBV AC-N	DBV SIGNAL	DBV GND	TICKET DISPENSER
COIN MECHANISM	EASY	MEDIUM	HARD	To Tha Net GMP Recovery stick	⌀40P	⌀40M	⌀50M	⌀92	⌀93	⌀A0P	⌀10	⌀60	⌀96M	⌀A0	

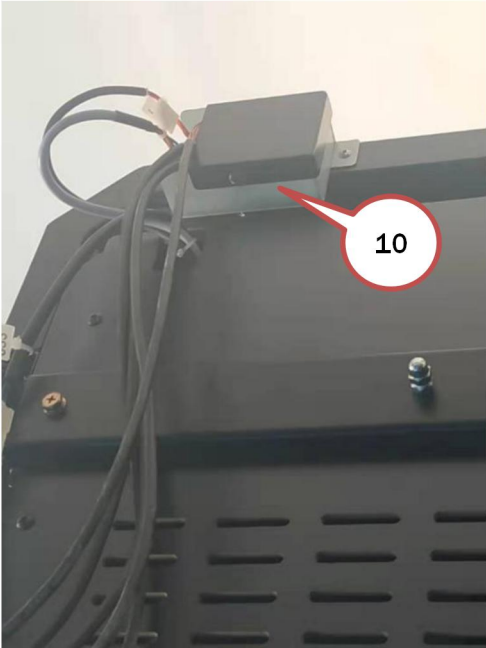
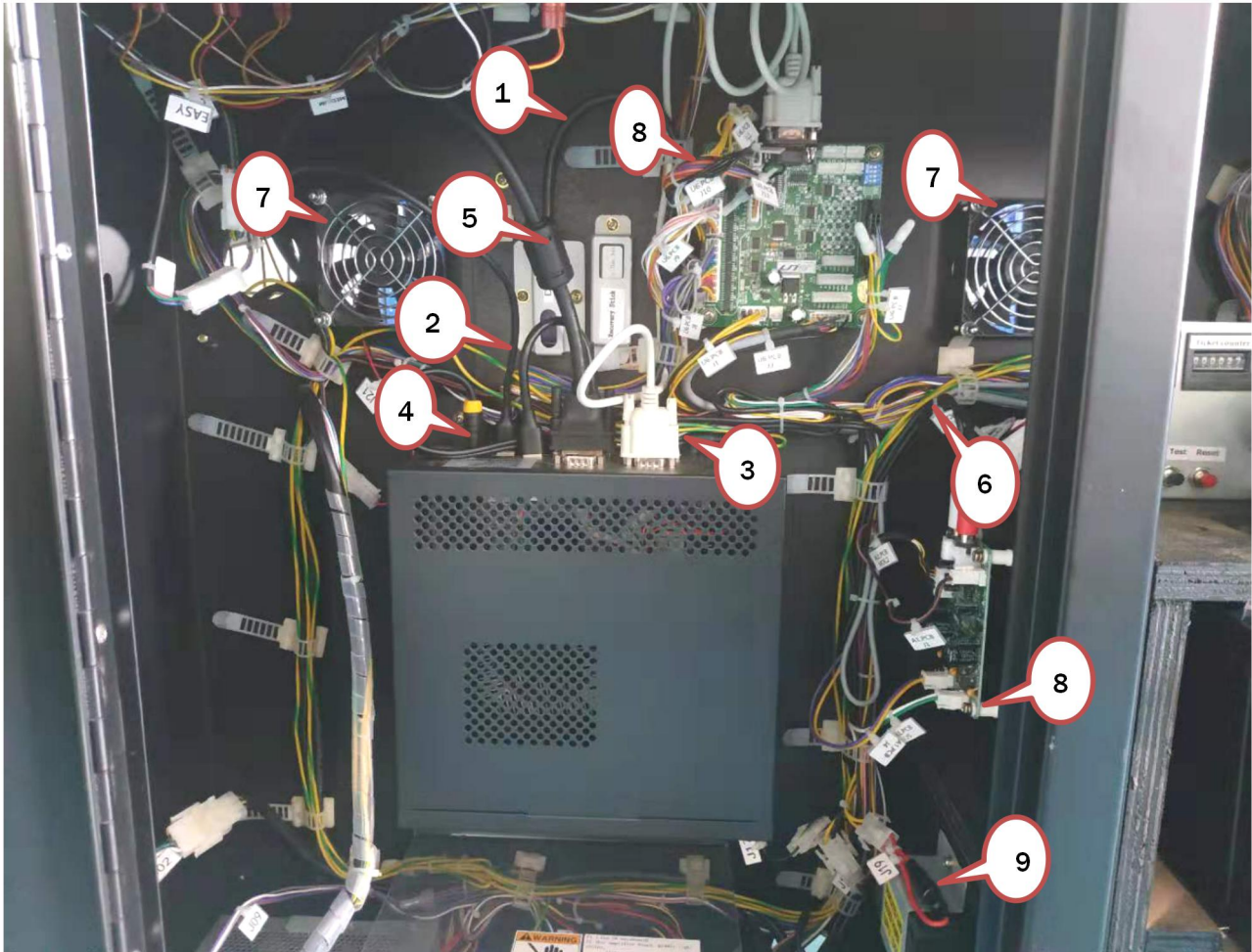
2

No.	Part No.	Code No.	Name	Qty
1	T148-718-000	20511903B018	Installation instruction label	1
2	T148-713-000	20511903B013	Wiring label	1

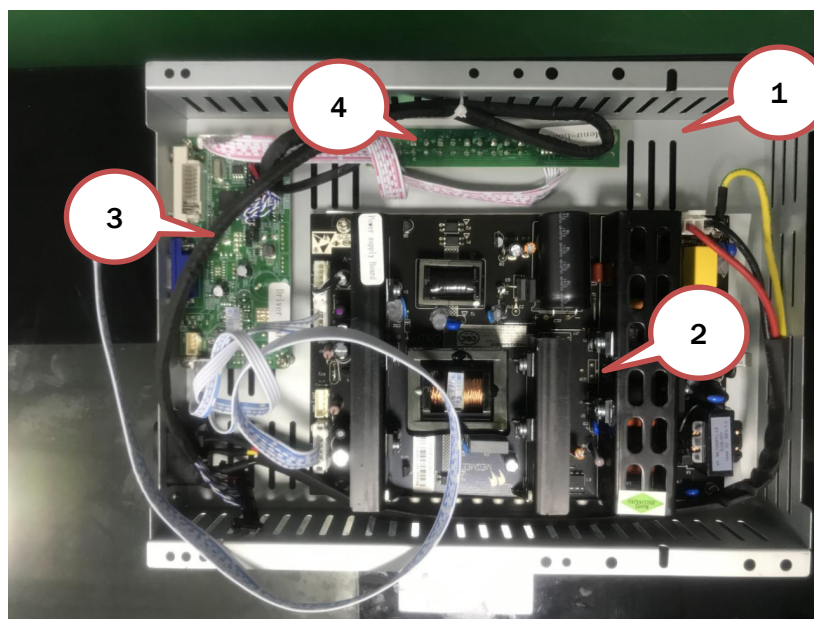
### 9.10 Electrical Components



No.	Part No.	Code No.	Name	Qty
1	T148-427-000	21602000106	Power supply	1
2	T148-412-000	21102000107	PC	1
	T148-462-000	26601090479	Mainboard	1
	T148-463-000	26601090480	Memory	2
	T148-464-000	26601090481	HDD	1
	T148-465-000	26601090482	CPU	1
	T148-466-000	26601090483	PC case	1
	T148-467-000	26601090484	PC power supply	1
3	T148-414-000	21107020036	Dongle	1
4	T148-415-000	41300000007	Recovery stick	1
5	T148-422-000	29790300007A	U6 mainboard	1
6	T148-452-000	23100000005	Ticket dispenser	1
7	T148-451-000	22301000002	Coin mechanism	1
8	T148-424-000	29790300009	Amplifier board	1
9	T148-442-000	22801000055	Speaker	1
10	T148-425-000	20711413005	Motor control board	1
11	T148-426-000	21714000148E	Fuse board(green holder)	1
12	T148-436-000	23000000006	Counter	2
13	T148-440-000	22403000001	Knob	1
	T148-441-000	29791400001	POT connective board	1
14	T148-437-000	22402010002	Button(red)	1
	T148-438-000	22402030002	Button(green)	1
	T148-439-000	22402050001	Button(black)	1
15	T148-430-000	22601000005	Rocker switch	1
16	T148-429-000	21902000006	Fuse holder	1
	T148-433-000	21901000012	Fuse	1
17	T148-431-000	23201000001A	Filter	1
18	T148-809-000	23301010040	Power cord	1
19	T148-447-000	22401030006	Level button	3
	T148-448-000	22401000006	Mode button	2
	T148-449-000	22604000006	Micro switch	5
	T148-450-000	22003000018	LED bulb	5
20	T148-453-000	29790700002	Ticket convert board	1



No.	Part No.	Code No.	Name	Qty
1	T148-418-000	23304010034	Extension cable	1
2	T148-417-000	23304030002	Extension cable	1
3	T148-419-000	23303000006	Serial cable	1
4	T148-420-000	23305000010	Audio cable	1
5	T148-421-000	23307020003A	DVI cable	1
6	T148-435-000	23309000340	Cable set	1
7	T148-455-000	22702010015	Fan	2
	T148-456-000	22702050004	Fan net	2
8	T148-457-000	26000066001	Isolation tube-female	12
	T148-458-000	26000066002	Isolation tube-male	12
9	T148-178-000	26000061000	Adapter bracket	1
	T148-432-000	21603000027	Power adapter	1
10	T148-423-000	29711903001	Expansion board	1
11	T148-443-000	22801000047	Speaker	2



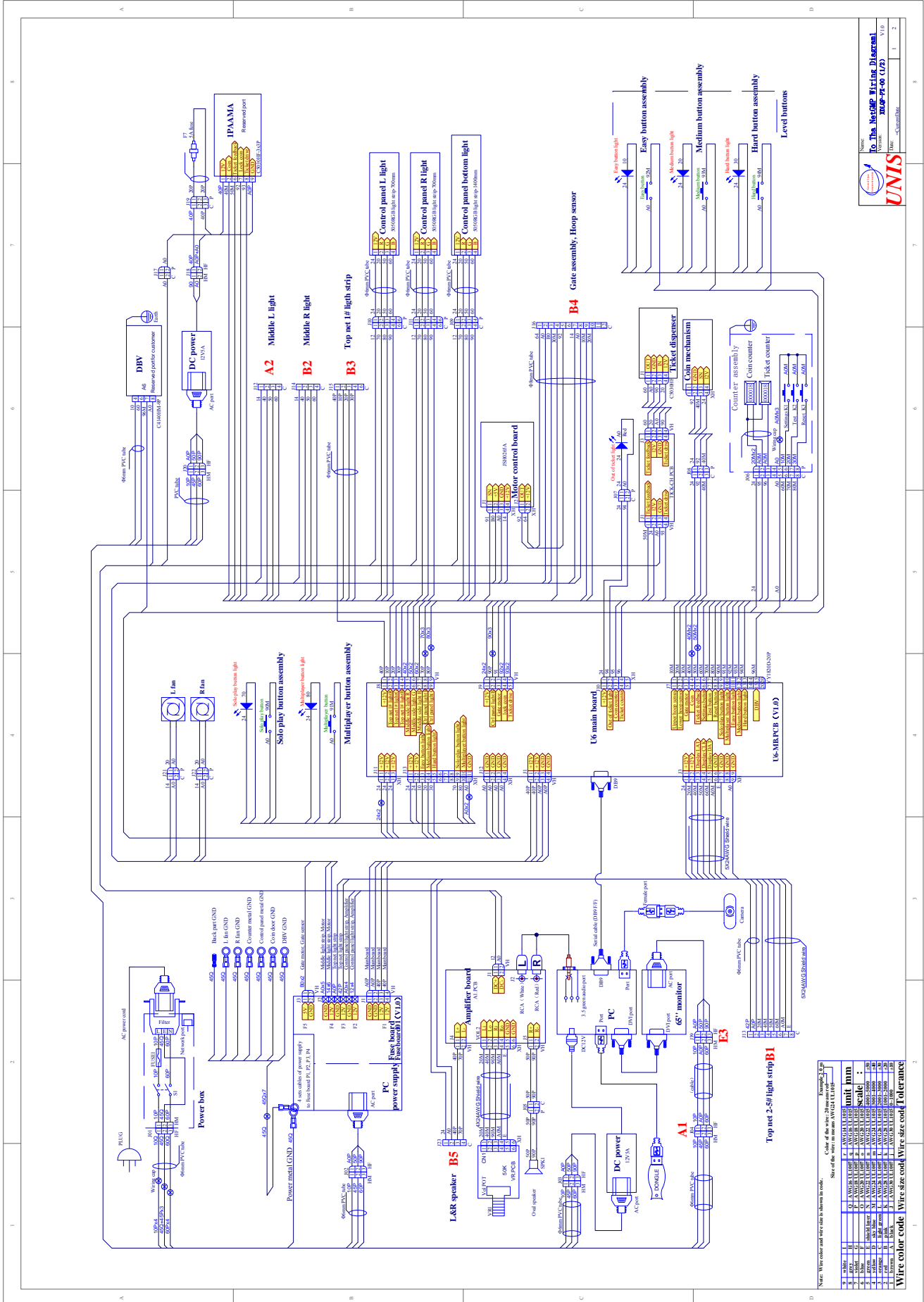
No.	Part No.	Code No.	Name	Qty
1	T148-468-000	26601101676	Chassis assembly of 65" monitor	1
2	T148-469-000	26601101677	Power board	1
3	T148-470-000	26601090487	Drive board	1
4	T148-471-000	26601090488	Key board	1





No.	Part No.	Code No.	Name	Qty
1	T148-446-000	22002015021	BG5050RGB light strip	55.19in (1.4m)
2	T148-454-000	22008010001	Ticket light	1
3	T148-446-000	22002015021	BG5050RGB light strip	27.56in x2 (0.7m x2)
4	T148-446-000	22002015021	BG5050RGB light strip	74.80in x2 (1.9m x2)
5	T148-446-000	22002015021	BG5050RGB light strip	17.72in x2 (0.45mx2)
6	T148-446-000	22002015021	BG5050RGB light strip	47.24in x2 (1.2mx6)
7	T148-413-000	21201065002	65" monitor	1
8	T148-461-000	29751301003	Speaker light board	2
	T148-177-000	26000057003	Speaker light plastic	2

# 10. WIRING DIAGRAM



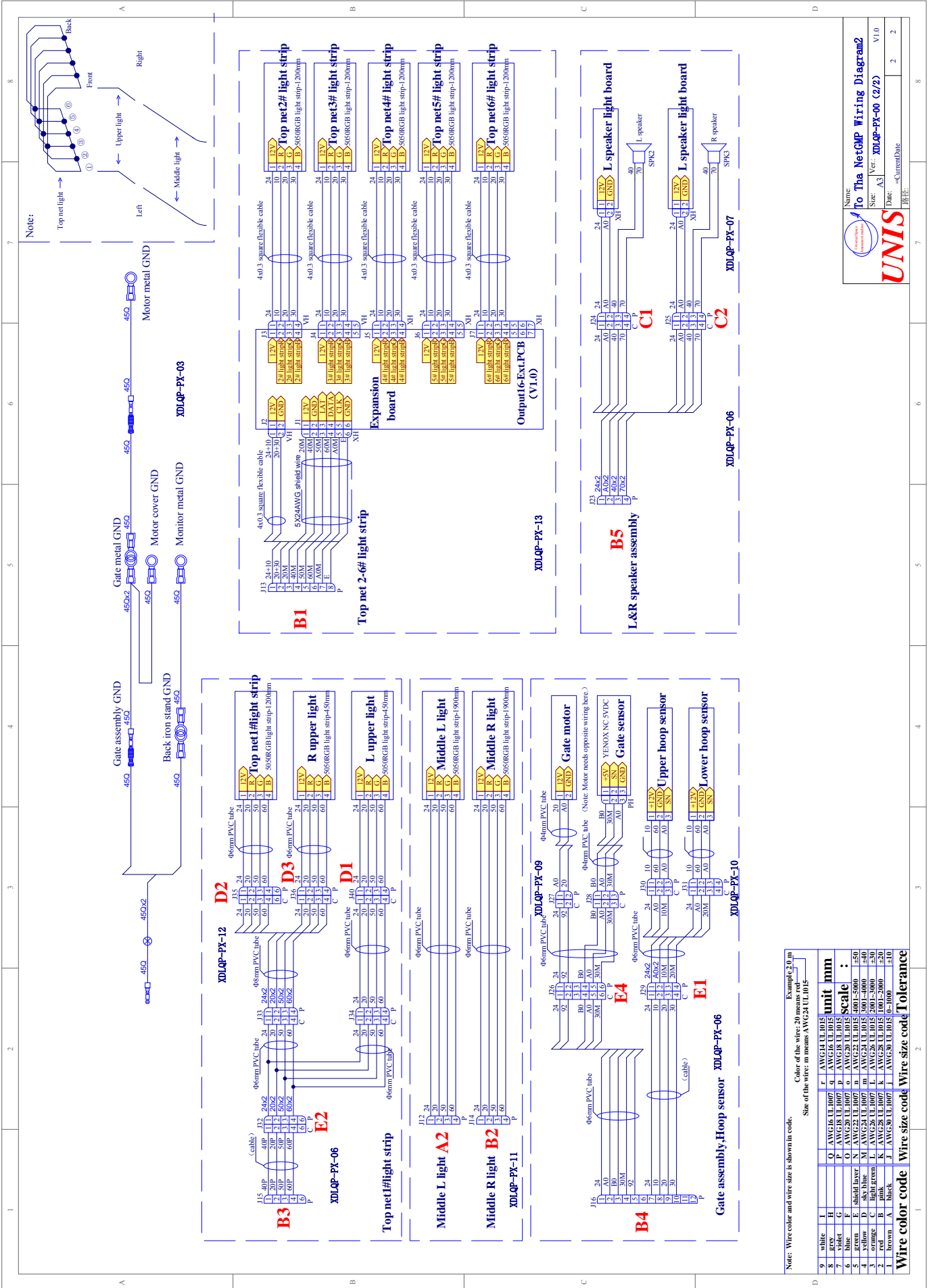

  
 Name: **To Tha Net GMP Wiring Diagram**
  
 Version: **MRP-PC-06 (1/23)**
  
 Date: **2023/01/23**

Note: Wire color and size data is shown in code.

Color of the wire: 2# American code  
Size of the wire in mm: AWG & IEC code

AWG	IEC	AWG & IEC code	unit	mm
16	1.3	AWG16 IEC1.3	mm	1.3
18	1.0	AWG18 IEC1.0	mm	1.0
20	0.8	AWG20 IEC0.8	mm	0.8
22	0.6	AWG22 IEC0.6	mm	0.6
24	0.5	AWG24 IEC0.5	mm	0.5
26	0.4	AWG26 IEC0.4	mm	0.4
28	0.3	AWG28 IEC0.3	mm	0.3
30	0.25	AWG30 IEC0.25	mm	0.25
32	0.2	AWG32 IEC0.2	mm	0.2
34	0.17	AWG34 IEC0.17	mm	0.17
36	0.15	AWG36 IEC0.15	mm	0.15
38	0.13	AWG38 IEC0.13	mm	0.13
40	0.11	AWG40 IEC0.11	mm	0.11
42	0.1	AWG42 IEC0.1	mm	0.1

Wire color code | Wire size code | Wire size code | Tolerance



Name: **To Tha NetGMP Wiring Diagram2**  
 Ver: **AS3**  
 Size: **AS3**  
 Date: **AS3**  
 Title: **XDLQP-PX-00 (2/2)**  
 Page: **2** of **2**

UNIS

Note: Wire color and wire size is shown in code. Color of the wire: in means AWG24 UL1015. Size of the wire: in means AWG24 UL1015. Example: 2.0 m

Wire color code	Wire size code	Wire size code	Tolerance
9	white	1	AWG14 UL1015
8	grey	4	AWG16 UL1015
7	blue	4	AWG16 UL1015
6	black	4	AWG16 UL1015
5	green	4	AWG16 UL1015
4	yellow	4	AWG16 UL1015
3	orange	4	AWG16 UL1015
2	red	4	AWG16 UL1015
1	brown	4	AWG16 UL1015