MaxFlash™

HALL CONFIGURATION
USER GUIDE

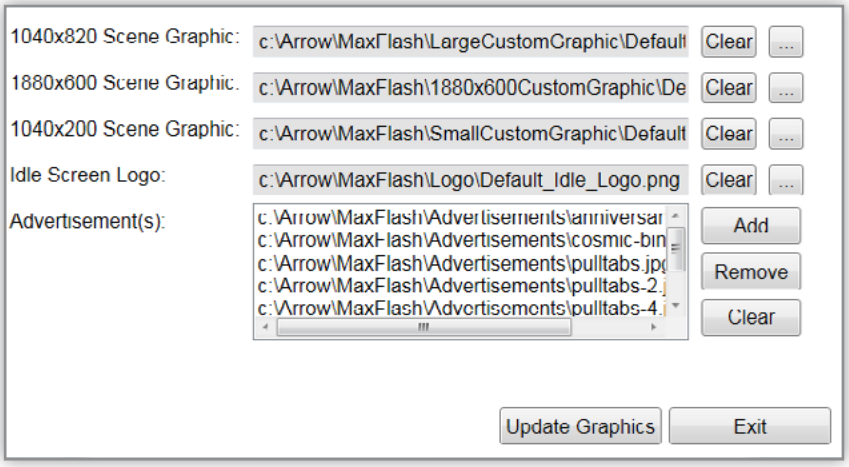
INSTALLER GUIDE

USING THE MAXFLASH CONFIGURATION TOOLS

The Device Config application is used for settings that aren't intended to be changed often and can't be updated on the fly. Changes made on the device config tool will not take effect until the flashboard app is restarted. Pressing the "Write Config" button will apply the settings. When the Device config is installed, an accompanying service is installed as well.

Graphic Update Service

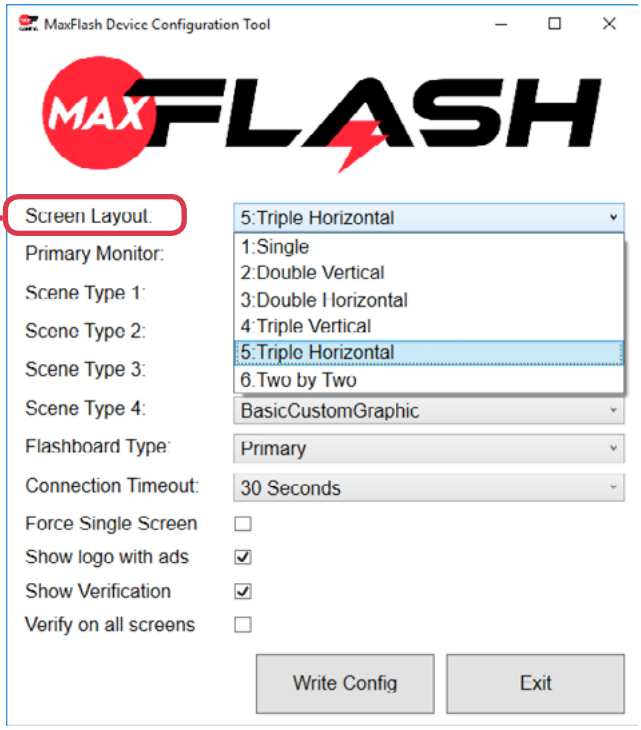
The service installed by the Device Config's installer is necessary to receive graphics file updates from the hall config and write them locally. It is started automatically after installation is will run when Windows is started. The service should appear in the Windows services as "Max Flash Graphic Update Service". If for some reason graphic files are not being downloaded, make sure this service is present and running.



Device Config Tool Settings

Screen Layout

Different monitor configurations can be used with the MaxFlash system. Choose the correct screen layout for the system it has been installed on. Currently supported monitor configurations are:



SINGLE

DOUBLE VERTICAL

DOUBLE HORIZONTAL

TRIPLE HORIZONTAL

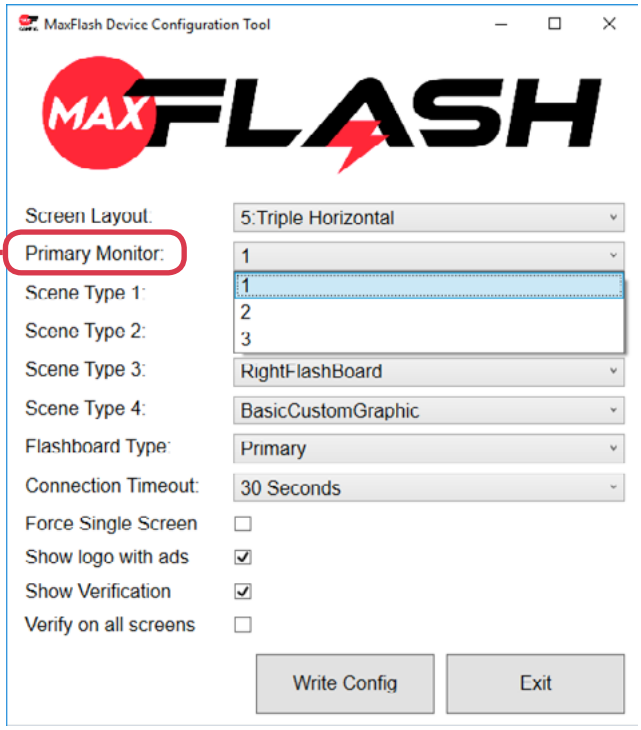
TRIPLE VERTICAL

TWO BY TWO

When choosing scenes for the monitor layout, it should be noted that the Two by Two configuration treats the lower left screen as the first scene, the bottom right screen as the second, the upper left screen as the third, and the up right as the fourth scene.

Primary Monitor

Windows designates a number to a monitor it is attached to from 1 to N. The number assigned to each of the monitors can be found by right clicking on the desktop and selecting 'Display Settings' and then selecting 'Identify'. To properly configure the display for the MaxFlash, the primary monitor should select the monitor number minus one of the bottom left most monitor. The minus one is important because the monitor value for the device config tool is zero based. For example, if it is a single monitor setup, the primary monitor number will be zero. If there is a three monitor horizontal configuration, and the leftmost monitor is monitor number three, then the primary monitor number should be two. It is important to note that if a monitor number is chosen that is greater than the number of existing monitors, it will cause the MaxFlash application to crash.

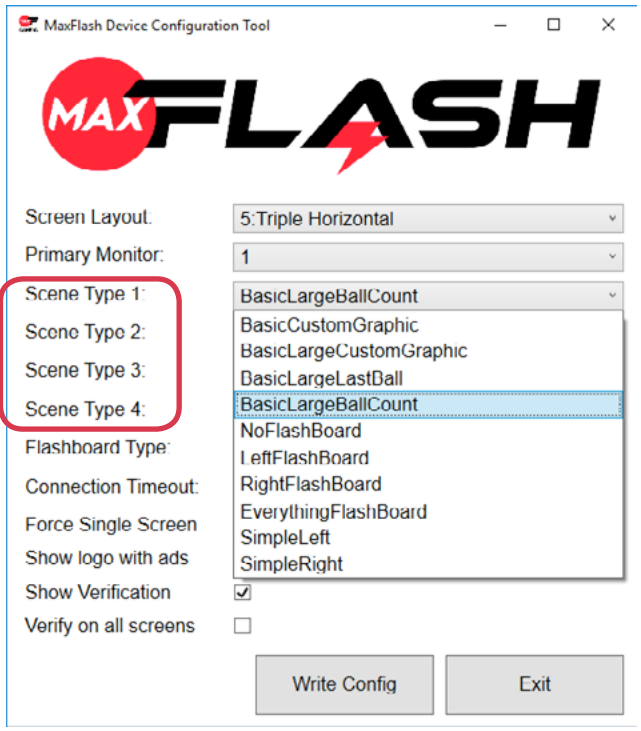


NOTES:

- Choose the bottom most, left most monitor
- Unlike Windows, the Primary Monitor value is zero based
- Choosing a primary monitor that doesn't exist causes a crash in the MaxFlash application

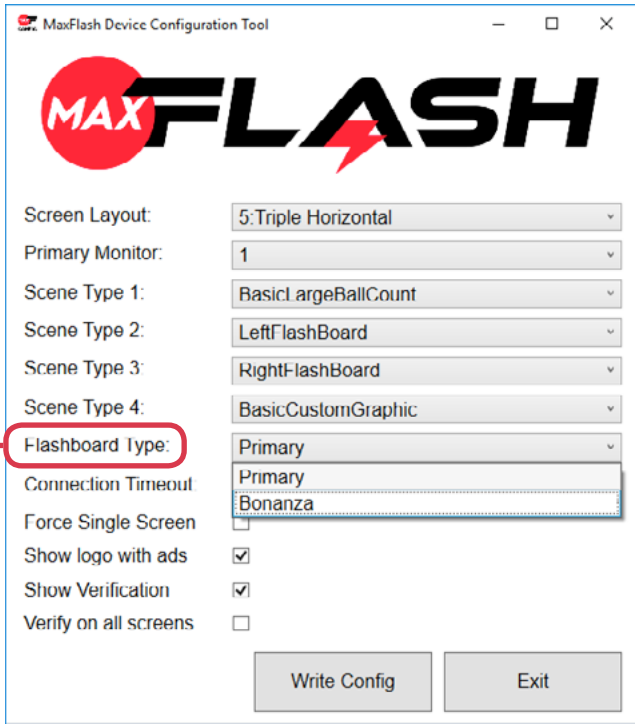
Scene Types

Each monitor can have a different layout on it, these are referred to as a scene. The Scene Type 1 box will correspond to screen selected for the primary monitor and additional scene boxes will apply to additional screens.



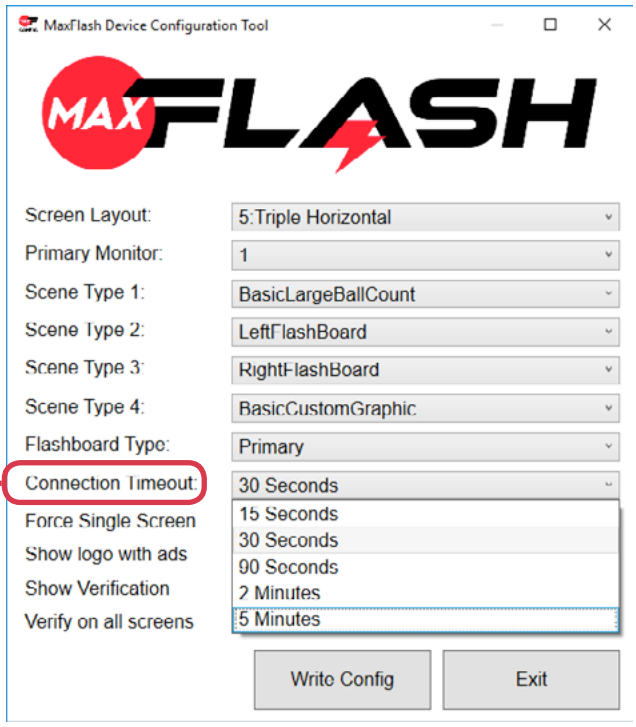
Flashboard Types

There are currently two different behaviors for a MaxFlash system, Primary and Bonanza. The Primary (default) setting will cause the MaxFlash to behave normally. Normally means following the consoles lead in moving from game to game, show ball calls, etc. Setting a MaxFlash system to Bonanza designates that the flashboard will be used to respond to the Bonanza game in a schedule. For this to work, the MaxFlash Hall config needs to have the name of the Bonanza game entered and the hall config written (see the hall config documentation for this.) As the console progresses through the schedule, a Bonanza configured flashboard will only display the Bonanza game until the console reaches a point on the schedule that is AFTER the bonanza game. The flashboard will also ignore idle mode when displaying the Bonanza game.



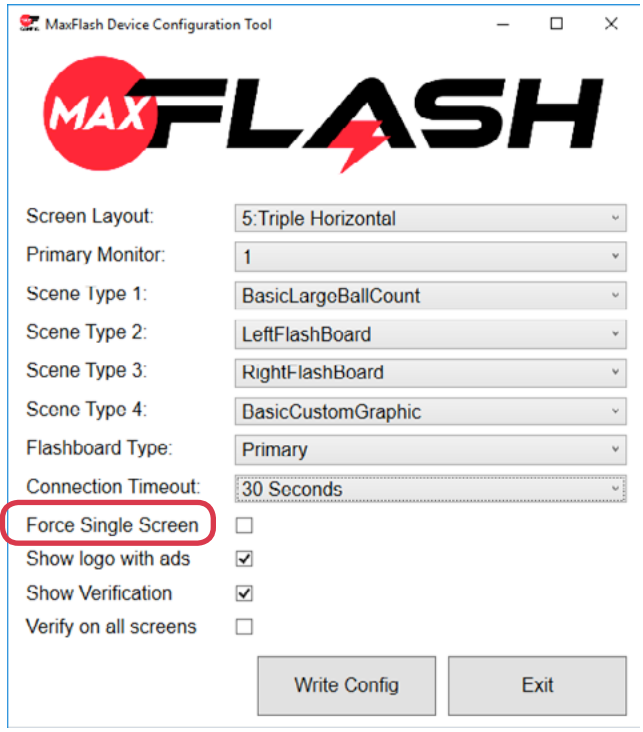
Connection Timeout

This setting allows the user to adjust the "heartbeat" timeout. The heartbeat will shutdown the NUC when there is no communication between the Console and the NUC.



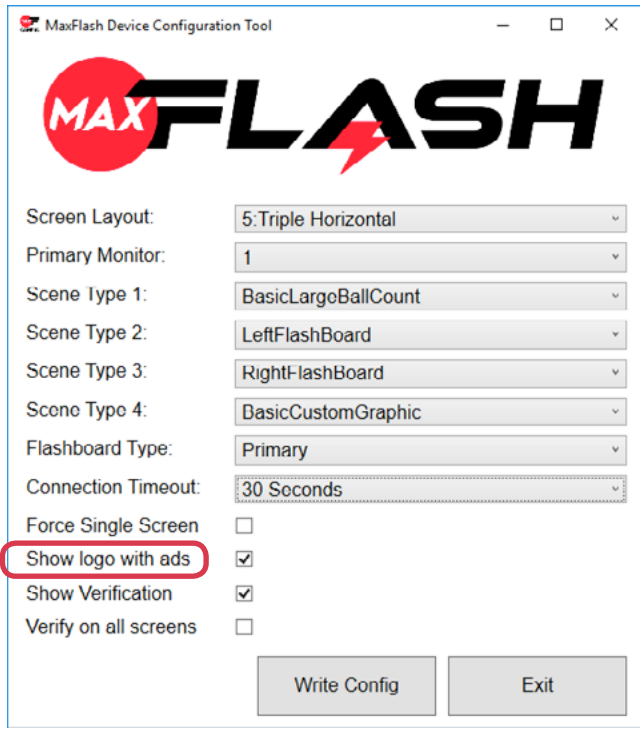
Force Single Screen

Toggling this option forces the screen layout to appear on the screen selected by the Primary Monitor. For example, if Triple Horizontal is selected, the three scenes selected will display in miniature on a the single screen using the triple horizontal layout. This option is disabled by default.



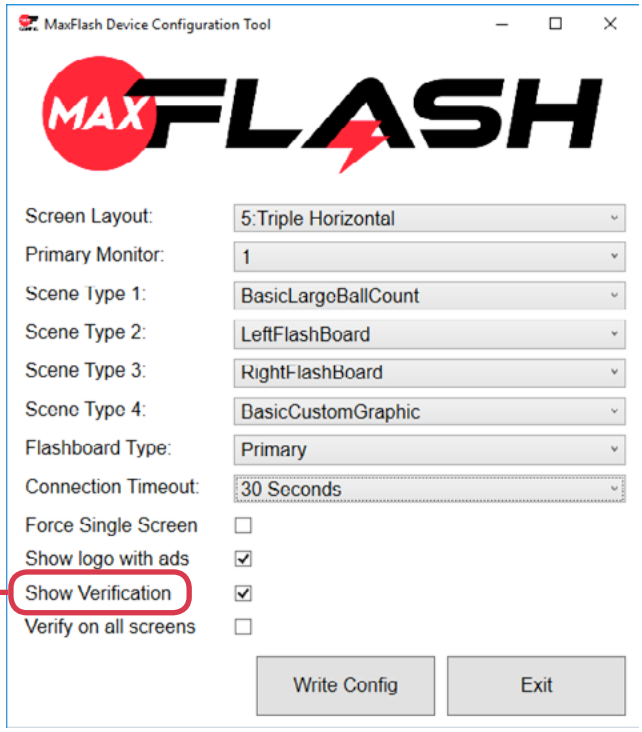
Show Logo With Ads

When a schedule is not active or the idle mode has been activated, the MaxFlash shows a configurable logo and advertisements. If this option is toggled off, the logo will not be shown and an advertisement will be shown in it's place. The show logo with ads option is turned on by default.



Show Verification

By default, verification of a bingo will be displayed on most scene types. When this option is toggled off, no verification will be shown.

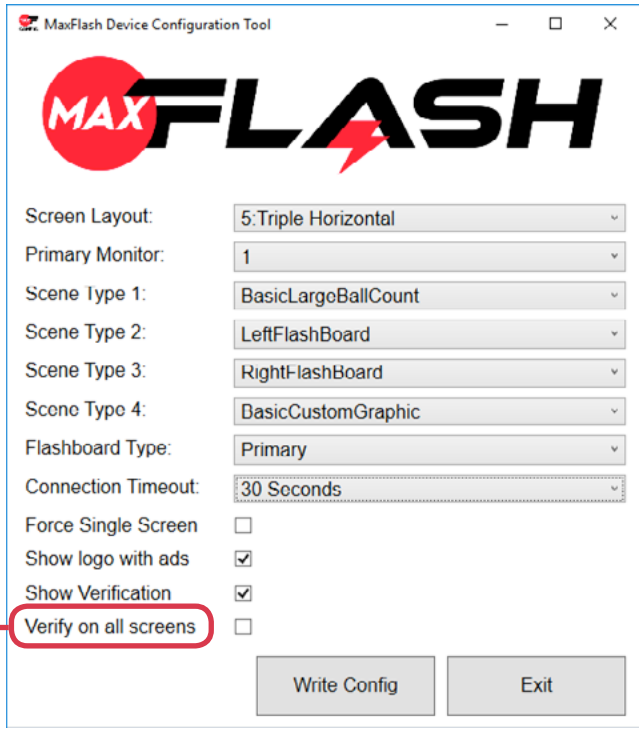


Verify On All Screens

Most scenes, but not all will display a verification sequence when the console is verifying a bingo. When this option is selected, every type of scene will display a verification. This option is set to false by default and will be disabled if the Show Verification option is set to false.

The scenes that do not show verification information by default are:

- Left Flashboard
- Right Flashboard
- Simple Left

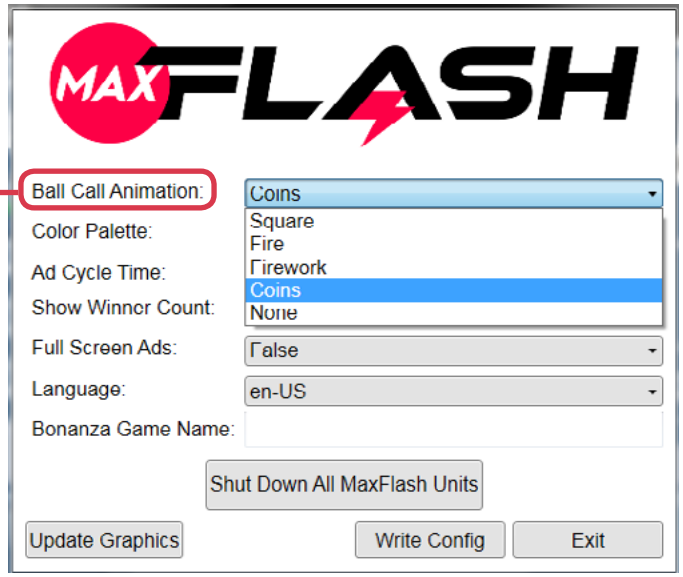


Hall Config Tool

The Hall Config tool is responsible for updating flashboard settings on the fly. It's accessed via the console in the Flashboard section of the Prefs menu. Pressing the "Write Config" button will push the changes down to the flashboard and they will take effect instantly.

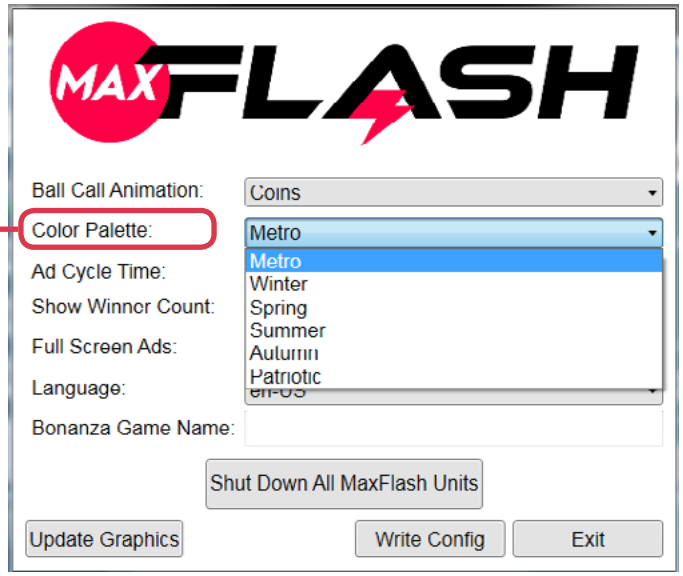
Ball Call Animation

When balls are called, the flashboard provides a visual effect. This setting allows the effects to be changed.



Color Palette

Sets the color theme used on the flashboard.



Config Options

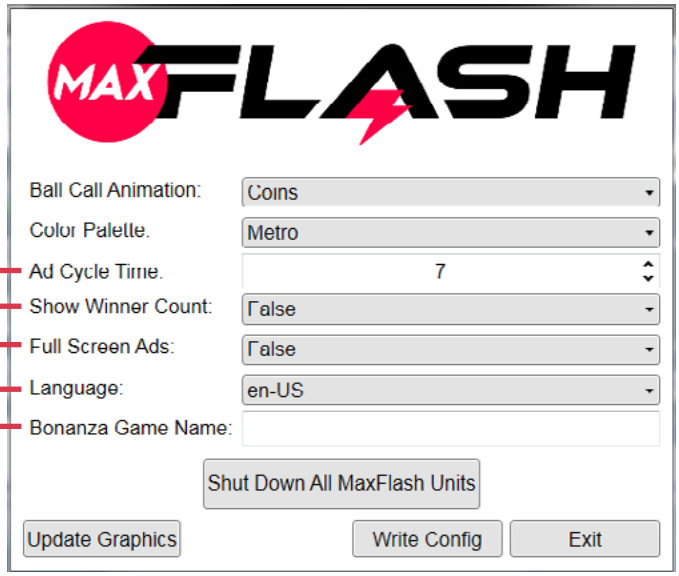
3. Ad Cycle Time - The length of time in seconds between when ads will change on the intermission screen.

4. Show Winner Count - Toggles the display of the winner count on the verification screens if there are multiple bingos in a game.

5. Full Screen Ads - Adds that are shown will either take up the entire screen or be reduced by 10% to show the back ground depending on this setting.

6. Language - Chooses the language that the flashboard displays.

7. Bonanza Game Name - For any flashboards set to the bonanza type (done in the device config) this is how they determine which game is the bonanza game.



INSTALLING MAXFLASH™

Get the Installer Files

There are four installers for the MaxFlash system. Two are used on the NUC that runs the flashboard itself, and the other two are used on the Console. Before installing any of the MaxFlash components, make sure to get the latest version of the installers at the following locations:

MaxFlash Flashboard-	*E-Max\MaxFlash\NUK installers*
MaxFlash Device Config-	*E-Max\MaxFlash\NUK installers*
MaxFlash Hall Config-	*E-Max\MaxFlash\Console Installers*
MaxFlash EMax Proxy-	*E-Max\MaxFlash\Console Installers*

Place the install files onto a USB drive to easily access them for installation.

Run the Installers

Console

The Hall Config and Emax Proxy installers belong on the Console and should be installed first.

1. Close the console application if it is running.
2. Navigate to the Emax Proxy installer and double click on the MSI file.
3. Follow the onscreen prompts until the installer completes.
4. Open Windows services and ensure that the Emax To MaxFusion Proxy service appears and is started.
5. Navigate to the Hall Config installer and double click on the MSI file.
6. Follow the onscreen prompts until the installer completes.
7. Restart the Console

NUC

The Device Config and MaxFlash installer should be run on the NUC.

1. If there are any instances of the MaxFlash or Device Config tool open, close them.
2. Navigate to the MaxFlash installer and double click on the MSI file.
3. Follow the onscreen prompts until the installer completes.
4. Navigate to the Device Config installer and double click on the MSI file.
5. Follow the onscreen prompts until the installer completes.
6. Navigate to C:\Arrow\MaxFlashDeviceConfig and open the MaxFlashConfig.exe (there may also be a shortcut on the desktop.)
7. Now open the flashboard by either following an available desktop shortcut or navigating to C:\Arrow\MaxFlash and running LaunchFlashoard.bat

Licensing

The first time that the Max Flash or the Device config are run, a licensing code will need to be input. The application will provide a number that will then be used ascertain the proper license code. The MaxFlash components will not be able to be used until this license code is input.

USING THE MAXFLASH CONFIGURATION TOOL

The configuration tool for MaxFlash is used to set the necessary parameters in various config files to get the exact options needed for a specific hall's needs.

Device Config Tool

The Device Config application is used for settings that aren't intended to be changed often and can't be updated on the fly. Changes made on the device config tool will not take effect until the flashboard app is restarted. Pressing the "Write Config" button will apply the settings.

Config Options

1. Screen Layout - Different monitor configurations can be used with the MaxFlash system. Choose the correct screen layout for the system it has been installed on.
2. Primary Monitor - TBD
3. Scene Type 1 - Determines the layout of the first screen in the setup. In single screen setups this will be the only screen shown.
4. Scene Type 2 - The layout of the second screen in the setup.
5. Scene Type 3 - The layout of the third screen in the setup.
6. Scene Type 4 - The layout of the fourth screen in the setup.
7. Flashboard Type - The options are Primary and Bonanza. A primary flashboard will follow the schedule as directed by the console, while the bonanza type flashboard will display the bonanza game and disregard the schedule until after the bonanza game has passed. After the bonanza game has passed, it a bonanza type flashboard will behave like a primary type flashboard. Bonanza type flashboards will ignore intermissions as well.
8. Force Single Screen - If this box is checked, the flashboard will treat the attached monitors as a single screen.
9. Show Logo With Ads - If a logo is provided for the intermission screen (done in the hall config) this setting determines if it is shown during intermission. If the logo is not set to be shown an advertisement will be shown in it's place.
10. Show Verification - Toggles whether or not the verification scene is shown when a bingo is being verified.
11. Verify On All Screens - Sets the flashboard to display a verification scene on all screens regardless of the type. This option is not available if Show Verification is disabled.

Hall Config Tool

The Hall Config tool is responsible for updating flashboard settings on the fly. It's accessed via the console in the Flashboard section of the Prefs menu. Pressing the "Write Config" button will push the changes down to the flashboard and they will take effect instantly.

Config Options

1. Ball Call Animation - When balls are called, the flashboard provides a visual effect. This setting allows the effects to be changed.
2. Color Palette - Sets the color theme used on the flashboard.
3. Ad Cycle Time - The length of time in seconds between when ads will change on the intermission screen.
4. Show Winner Count - Toggles the display of the winner count on the verification screens if there are multiple bingos in a game.
5. Full Screen Ads - Adds that are shown will either take up the entire screen or be reduced by 10% to show the back ground depending on this setting.
6. Language - Chooses the language that the flashboard displays.
7. Bonanza Game Name - For any flashboards set to the bonanza type (done in the device config) this is how they determine which game is the bonanza game.

Remote State Management

The NUCs that run the flashboard application can be put to sleep and woken using the Start Up and Shut Down buttons in the Hall Config. This will not actually completely shutdown a NUC or be able to wake one that is powered off.

Graphic Updates

Pressing the Update Graphic button will bring up a new window that allows for various system graphics to be updated. These include the intermission logo, custom graphics for specific scenes and advertisements displayed during intermission.

Technical Assistance Center

1-800-277-6214

ARROW®

E-max®

www.emaxgaming.com

MAX FLASH MANUAL

Part # HH4525-MNL • Revision October 2017