

# Hot Button

## Series Operator's Manual



*The Originator of Electronic Darts*

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**The most current version of this manual is always available on the Arachnid website at: <http://www.arachnidinc.com>**

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

**Warning: Keep safety in mind, do not use the HotButton while others are throwing darts.**

**Suitable for indoor use only.**

# Introduction

This manual contains operation, parts lists and troubleshooting information for the HotButtons.

If you encounter a problem that is not covered in this manual, or if you have any questions, contact Arachnid at 1-800-435-8319 (815-654-0212) from 8 a.m. to 5 p.m. CST. You can also reach us at [arachtech@bullshooter.com](mailto:arachtech@bullshooter.com) or visit our support site at <http://www.bullshooter.com>

## Section 1 General Description

The HotButton is a storage device designed to store such things as player names, machine configuration and credits. There are three types of HotButtons: Operator Buttons, Player Buttons and Collector Buttons. All three HotButtons can be used with the Galaxy II/Galaxy II.5, Galaxy 3 and Super Shuffle.

### 1.1 Specifications

**Player Button:** 512 Bytes

**Operator Button:** 8 Kilobytes

**Collector Button:** 512 Bytes

## Section 2 Features of the HotButton

The Arachnid HotButton has many operator selectable features that can be enabled through Dartman for Windows or LeagueLeader.

### All HotButtons

- ⇒ When in the setup menu, any button can be used to enter the HotButton Menu

### The Player Button

- ⇒ Use of a player's name any time one is asked for
- ⇒ Store game credits\*
- ⇒ Use game credits\*
- ⇒ Store promotions\*
- ⇒ Store a players handicap from a league
- ⇒ Use a stored handicap in casual play
- ⇒ Use to signup for Ranked Play on a Galaxy 3

### The Operator Button\*

- ⇒ Used to get to the Setup Menu\*
- ⇒ Save game settings\*
- ⇒ Read game settings

*Note: You need separate Operator Buttons for each machine type.*

### The Collector Button\*

- ⇒ Enter the Collectors Screen\*

*Note: The features with an asterisk (\*) are disabled by default. This is for security purposes. The Operator may enable these options using Dartman for Windows or LeagueLeader.*

## Enabling Features of the HotButton

To enable the various features of the HotButton you will need Dartman version 1.1.387 minimum or LeagueLeader.

To access the HotButton menu in LeagueLeader, click on **HotButton Setup** under Utilities menu.

**General:** Set up the basic HotButton options like Operator Password, Minimum and Maximum Credits and Credit duration.

**Tournament:** Set up the HotButton for tournament use.

**Promotion:** Set the settings for HotButton promotions on the Galaxy II/Galaxy II.5's, and Galaxy 3's.

## Section 3 Equipment And Software Requirements

Before continuing, please make sure the following requirements have been met:

- ⇒ LeagueLeader
- ⇒ Galaxy II software Build 3423
- ⇒ Galaxy II.5 software Build 3423
- ⇒ Galaxy 3
- ⇒ Super Shuffle
- ⇒ 512 byte Player Button
- ⇒ 8K Operator Button
- ⇒ 512 byte Collector Button

## Section 4

# Configuring the HotButtons Using LeagueLeader

*Note: LeagueLeader can send information to Galaxy II/Galaxy II.5's, Galaxy 3's, and the Super Shuffle.*

### 4.1 Basic HotButton Configuration

The General section of the HotButton Configuration menu is for setting up the basic functions of the HotButtons. These functions include HotButton Password, Configuration ID and Credit setup.

1. The **Configuration ID** is a randomly generated code that is used for security reasons. This ID is used so that another operator's button (Operator, Player and Collector) will not work on your machines. While the Configuration ID is configurable, it is not recommended.
2. The **Password** can be anything that you wish. This is another security measure so that another operator will not be able to use his Collector Button or Operator Button on your machines.
3. Put a check mark next to **Use Credits** if you want to enable HotButton credits on Player Buttons.
  - a. **Min Credits** is the minimum number of credits that can be purchased for the HotButton.
  - b. **Max Credits** is the maximum credits that you want to allow on the HotButton.
  - c. **Duration (days)** is the number of days before credits on the HotButton are no longer valid. If the credit duration period is set to zero, HotButton credits will never expire.

Credits will expire unless you buy at least the minimum amount of credits once during the credit duration period. Expired credits cannot be reused and the button must be reformatted to put more credits on it. It is up to the operator to decide if these credits can be refunded.

4. This option will enable Location Specific HotButton credits. This means that player credits bought at a specific location can only be used at that location. Players can only store Location Specific credits for one location on their Player Button. *NOTE: This option is not recommended because it limits the use of Player HotButton credits.*
5. This option will enable Team Fees to be paid with HotButton credits. *NOTE: This option only works on Galaxy II/Galaxy II.5s and Galaxy 3's.*

### 4.2 HotButton Tournament

This menu lets an operator set up a HotButton tournament. Only one tournament may be active at a time.

1. Click **Enable** to activate HotButton Tournament option.
2. Click **New** to create a new tournament. Only one tournament can be active at a time.
3. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
4. The **Location** is the place the tournament is held at. There can be only one location selected at any time. *NOTE: The location must be in LeagueLeader in order to assign a tournament to it. This can even be a "fake" location.*
5. The **Start** and **Stop Date** are used to determine the length of the tournament.
6. **Min Credits** is the minimum number of tournament credits that can be purchased for the HotButton.
7. **Max Credits** is the maximum tournament credits that you want to allow on the HotButton.

After the tournament (or when using the HotButton on a machine that isn't part of the tournament), credits will revert back to their normal count instead of showing tournament credits.

*Note: If the player does not choose to convert his/her HotButton to the current tournament, they will not be allowed to purchase or spend credits at the tournament.*

The screenshot shows the 'HotButton Setup' dialog box with the 'General' tab selected. It contains fields for Configuration ID (000701C4), Password (DDDDDDDD), and checkboxes for 'Use HotButton Credits' and 'Credits are Location Specific'. There are also input fields for Minimum, Maximum, and Duration (days) credits, and checkboxes for 'Credits may be used for team fees'. Numbered callouts 1 through 5 point to specific fields: 1 to Configuration ID, 2 to Password, 3 to 'Use HotButton Credits', 4 to 'Credits are Location Specific', and 5 to 'Credits may be used for team fees'. The 'OK' and 'Cancel' buttons are at the bottom.

The screenshot shows the 'HotButton Setup' dialog box with the 'Tournament' tab selected. It contains a 'New' button, a 'Description' field (Bullshooter), a 'Location' dropdown menu (YOUNGWOOD HOTEL), and date pickers for 'Start Date' (5/26/2005) and 'Stop Date' (5/31/2005). There are also input fields for 'Minimum Credits' (10) and 'Maximum Credits' (100). Numbered callouts 1 through 7 point to specific elements: 1 to 'Enabled' checkbox, 2 to 'New' button, 3 to 'Description' field, 4 to 'Location' dropdown, 5 to 'Stop Date' field, 6 to 'Minimum Credits' field, and 7 to 'Maximum Credits' field. The 'OK' and 'Cancel' buttons are at the bottom.

## 4.3 HotButton Promotion

This menu lets an operator set up various promotions (e.g., play 301 and win a Golden Dart) for use with the Player Buttons.

1. Select which promotion you are going to create. Because of size limitations on the Player Buttons, only four promotions are allowed at one time.
2. Click on the check box next to **Enable** in order to activate the promotion.
3. Choose the type of point system the promotion uses.
  - a. With **Games** selected, players get a point for every game of the selected types (see step 9) they play.
  - b. With **Points** selected, players get an equal number of points based on their score of the selected type of game (see step 9). Example: If a player won a game of 301/O/O they would receive 301 promotion points.
  - c. With **Wins** selected, players get a point for every game of the type selected that they have won.
4. Click **New** to reset the promotion selected to the default settings. This also invalidates the points earned.
5. The **Prize** text box is where you would put a description of the grand prize.
6. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
7. The **Start** and **Stop Date** are used to determine the length of the promotion.
8. Select which machine types the promotion is usable on.
9. Click on a check box next to a game(s) that you want included in your HotButton Promotion.
10. Clicking **Select All**, will assign all games to your promotion.
11. Clicking **Deselect All**, will unassign all games from your promotion.

**HotButton Setup**

Click the tabs to view all of your options.

General | Tournament | **Promotions**

Promotion 1

☒ Enabled

Type: **POINTS**

Prize: 50K Jacket

Description: 50K Points Wins Jacket

Start Date: 9/1/2005

Stop Date: 4/30/2006

Machines: Galaxy II

☐ Cricket  
☐ Cutthroat  
☐ Team Crk  
☐ LowBall Cr  
☐ Wild Crk  
☒ CountUp  
☐ Tic Tac  
☐ Bermuda

Select All | Deselect All

OK | Cancel

Each time the player uses his HotButton to play a promotional game, the count on the HotButton will be incremented. The player will not get credit for playing the game unless they insert their name during the game using the HotButton. Simply using credits will NOT increment the counter, the name must be inserted.

At any time during the promotion, the HotButton can be touched to a game and read to find out how many “points” that player has. Simply use the HotButton to enter the Player Button Menu, and it will show you a count of valid promotions on the HotButton that the player has at least 1 “point” for. After all buttons are read, the winner can be determined.

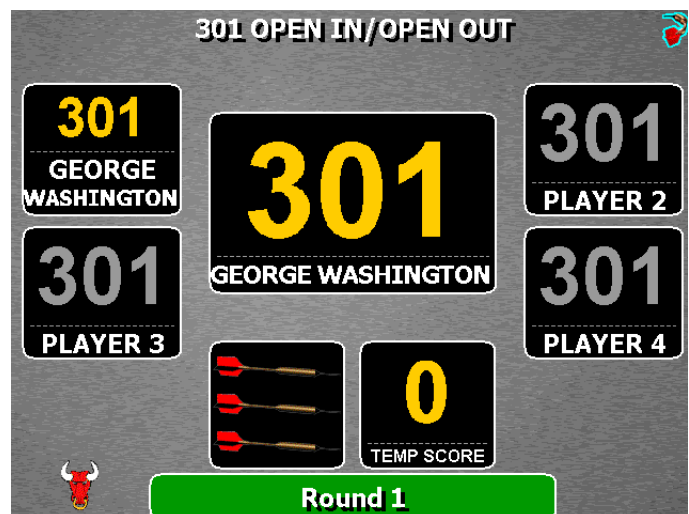
## 4.4 How to Send the HotButton Configuration to your Arachnid Machines Using LeagueLeader

The HotButton settings will be automatically transferred to the machines every time they call into the LeagueLeader server. If you want to send files to manually send files to a Galaxy II/Galaxy II.5's you will need to use LeagueComm. For further information on LeagueComm see Appendix 1 in the LeagueLeader manual.

## Section 5 Using The Player Button

Each Player Button can store the player name, credits, promotions (e.g., play 25 games and win a free hat) and tournament information. The Player Button can be used anywhere an Arachnid Machine asks for player information.

*Note: Credits are disabled by default. To enable credits, the Min Credits, Max Credits and Credit duration must be entered in the HotButton Configuration menu.*





## 5.1 Formatting a Player Button from the Attract Mode

In order to format a Player Button from **Attract Mode** or the **Main Menu** place a HotButton on the HotButton Reader.

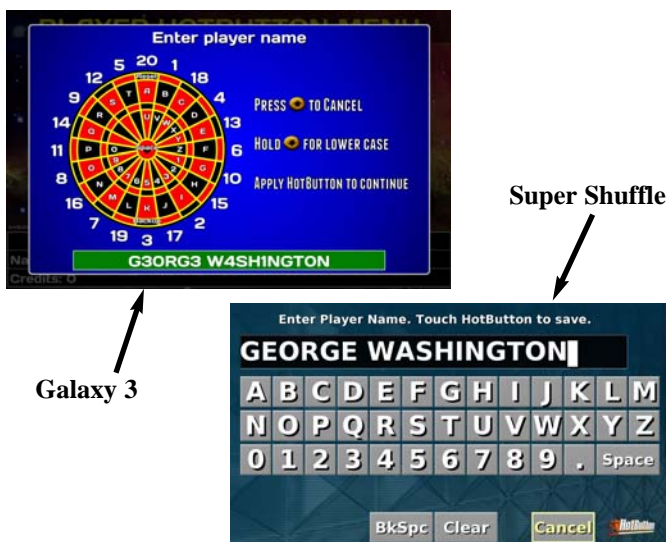
1. If the Arachnid Machine detects that this is a new HotButton, it will ask if you wish to convert the HotButton to a Player Button.
2. Select **YES** to bring up the **Enter Player Name** screen.
3. Enter a player name (at least two letters or numbers) and then hold the HotButton on the HotButton Reader to begin formatting.
4. After formatting is complete, the **Player Button Menu** will appear.
5. Select **EXIT**

## 5.2 Formatting a Player Button from the Test Mode

To reformat a Player Button, or to create one, you may do so from the HotButton Setup Menu. To get to the HotButton Setup Menu you must be in the Setup Menu.

1. Hold any HotButton in the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Button**.
3. Select **Create New Player Button**.
4. Enter the players name by following the instructions as shown on the screen.
5. Hold the Player HotButton on the HotButton reader.
6. The machine will format the HotButton for use as a Player Button.
7. At the end of the format process, a completion message will be displayed.
8. Select **CONTINUE**.

After the Player Button is made, exit out of the Setup Menu.



## 5.3 Opening the Player Menu

The Player Menu is where a player may edit his/her name, buy credits, check on the promotions he/she signed up for and the tournaments they may have entered.

As long as you are in **Attract Mode** or **The Main Menu**, you can get to the **Player HotButton Menu**.

To enter the Player Menu, hold the Player Button on the HotButton Reader for a few seconds while in **Attract Mode** or the **Main Menu** and the Player Menu will open.

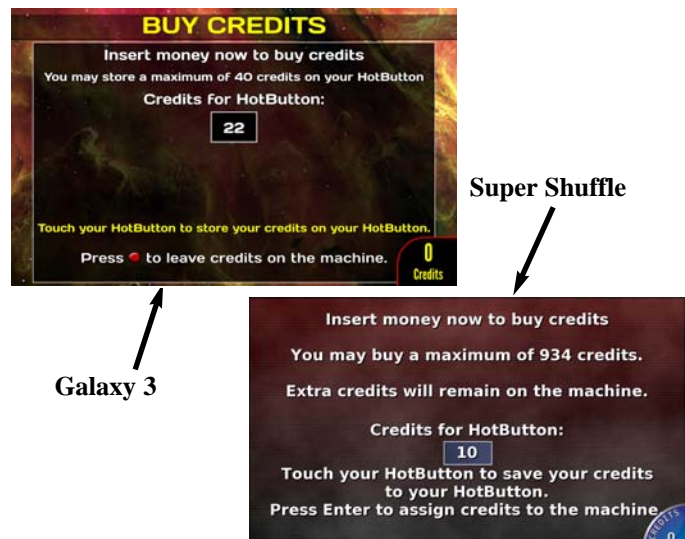
## 5.4 Buying Credits on the Player Button

In the Player Menu you can add credits to a Player Button. If the current number of credits plus the minimum number of credits is greater than the maximum number allowed, then the player cannot buy credits.

Example: If the max credits is 100 and the minimum number to purchase is 20, then the player with 81 credits on his button cannot buy credits.  $(81+20=101)$ .

1. Select **Buy Credits**, then insert the number of quarters equaling the number of credits you want.
  - a. The minimum amount of credits you can buy is operator configurable.
  - b. The maximum number of credits you can store on the HotButton is dependent on the operator.
2. Place your Player Button on the button reader when you are finished.

*Note: Unless the credit duration was set to zero, the credits stored in this manner will not be usable after number of days specified by the Operator.*





## 5.5 Spending Credits from the Player Button

On the pre-game screen, when an Arachnid machine asks for credits to play a game, the player holds his Player Button on the Button Reader. The Arachnid machine will then transfer a number of credits needed for one number (not player) to play the game selected. Then the Arachnid machine will tell the player how many credits are left on his HotButton.

Touching the Player Button to the HotButton Reader again will transfer more credits to the Arachnid machine. (i.e., if you are playing a game of 301 O/O, which costs 2 credits, holding the Player Button on the Button Reader once will take off two (2) credits. Placing the Player Button back on the Button Reader while in the same screen will take off an additional 2 credits.)

The machine will only take off a number of credits needed to play the game. (e.g., if there is already one credit on the machine and you need 2 credits to play, the machine will only transfer 1 credit.)

## 5.6 Using the Player Button in Leagues

With the Team Fees option selected in HotButton Configuration, the Player Button can be used to input team fees into the machines.

1. On the team fees collection screen you can use the Player Button instead of inserting money.
2. Each application of the Player Button will remove enough credits for one player's team fees. (i.e., if the player wished to pay for another player's team fees, placing his HotButton back on the HotButton Reader will take off another amount equal to the team fees needed) This works like spending credits for a game. (e.g., If the dues are 10 credits and the machine already has 5 credits, then the button will transfer 5 credits). If you are using cash to pay part of the dues, insert the cash first.

## 5.7 Using the Player Button for Casual Mode Handicapping

A player's league handicap can be stored on his HotButton and then used for casual mode handicapping.

*Note: Players must be in a current league to use this feature.*

### Saving Handicaps to the Player Button.

1. Press the Player Button against the HotButton Reader while in the Main Menu. This will take you to the Player Button Screen.
2. Select **Set Handicap**.
3. Choose a league to draw the handicap from.

4. Choose the team the player is on.
5. Choose the player.
6. Touch the Player Button to the HotButton Reader to save. This will save both Cricket and X01 handicaps.

### Using the Button for Handicapping Casual Play

1. While in pre-game setup, select **Handicapping**. Press the **Enter** button to choose ON 1 Players per Score, or STACKED 2 Players Per Score.
2. Select **Start**.
3. While in the "Setup Handicapping" screen, touch the Player Button to the HotButton reader.
4. The player's name and handicaps will be inserted. Repeat for as many players as necessary.
5. Start the game. The scores will be automatically calculated according to the handicaps.

Handicaps entered this way are not adjustable.

## 5.8 Substitutes

The player button can also be used to enter "New Substitutes" in league mode. After choosing new substitutes in the sub menu, apply the appropriate player button on the name input screen. The machine will use the name on the button.



## 5.9 Using the Player Name

Whenever there is a screen to enter a name, you can use the Player Button. This includes operator password fields. An operator could use a Player Button, which has the password as the name, on new Arachnid machines needing a password, or on Arachnid machines asking for a password.

## 5.10 Setting Up Ranked Play on a Galaxy 3

The Galaxy 3 offers a unique addition to the Player Buttons usage, Ranked Play. Ranked Play, once setup on the button, will track a player's casual and remote game stats and display them on [www.bullshooterlive.com](http://www.bullshooterlive.com) for all to see.

How does a player sign up for Ranked Play?

1. Obviously, the player needs a HotButton. This can be the same button he uses on any other Arachnid Products.
2. They place their Player Button on to the HotButton reader on the Galaxy 3. This will take them to the Player Hot Button screen.
3. While on the Player Button screen, they select **Ranked Play**.
4. The player then enters in a valid e-mail and creates a password. This not only creates a Ranked Profile for him but gives him access to the website, [www.bullshooterlive.com](http://www.bullshooterlive.com).

*Note: The website [www.bullshooterlive.com](http://www.bullshooterlive.com) cannot be accessed from the dartboard.*

The website holds all his stats and keeps tracks of his games, provided he uses his Player Button to put his name on in casual play. This does not work in League Play.

RANKED PLAY PROFILE			
<b>UPDATE</b>		<b>Player Statistics</b>	
UPDATE NAME		Cricket	15" 13"
UPDATE GENDER		MPR	2.07 0.00
WEBSITE EMAIL		Class	C
WEBSITE PASSWORD		Rank	*
VIEW TERMS OF SERVICE		Games	2 0
RETURN			
<b>Player Information</b>			
Name: G3ORG3 WASHINGTON			
Gender: Male			
Email: G.Washington@anemail.com			
* More games are required to get a rank			

## 5.11 Other Player Button Concerns

The Player Buttons will work on any Arachnid machine. However, only the player's name will work on a different Operator's machines. The only exception to this is during a tournament. During a tournament the player may only spend tournament credits using his Player Button.

## Section 6 Using The Operator Button

An Operator Button is used to go directly to the **Setup Menu** on Arachnid machines. It can also be used to transfer game setup information from one machine to another.

*Note: Operator Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the HotButton Configuration menu. (See section 4.)*

### 6.1 Formatting an Operator Button

In order to format an Operator Button the operator must be in the Setup Menu.

1. Place any HotButton on the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Hotbutton**.
3. Select **Create New Operator Button**.
4. Enter the correct Operator Password, using the darthead as shown on the screen.
5. Select **DONE**.

*Note: It is important to have the same operator ID and password for all locations on the route or the Operator Button will not work properly. If there are different passwords for each location, each location will need a separate Operator HotButton.*

6. Hold an Operator Button on the HotButton Reader. The machine will then format the Operator Button.
7. At the end of the format process, a completion message will be displayed.
8. Select **CONTINUE**.

### 6.2 Storing and Transferring Machine Settings using the Operator Button

It is possible to transfer game settings from one machine to any other machine, either Galaxy II or Galaxy II.5. Galaxy 3's and Super Shuffles need their own Operator button due to the difference between setting files.

#### A. Storing Machine Settings to the Operator Button

To store game settings on an Operator Button follow the instructions below.

1. Select **Write Settings to HotButton**.
2. Enter the correct Operator Password.

3. Hold the Operator Button on the Button Reader and select **DONE**. After the game settings have been written to the Operator Button a message will appear telling you that it is done.
4. Select **CONTINUE**.

## B. Reading Machine Settings from the Operator Button

To read game settings from an Operator Button follow these instructions.

1. Select **Read settings from a HotButton**.
2. Hold the Operator Button on the button reader. The dart board will read the game information from the button.
3. When this is done, there will be a message telling you it is finished.
4. Select **CONTINUE**.

The same Operator Button can be used on every machine, as long as the Operator Password is the same at each location.

# Section 7 Using The Collector Button

The Collector Button is unique because its sole purpose is to show the **Credits Collection Screen**. This screen is used to show operators, collectors and bar owners how the credits affect their money in the machine and their share of the profits. No information is transferred to the Collector Button. It is just used to display the **Collectors Screen**.

*Note: Collector Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the HotButton Configuration menu.*

## 7.1 Formatting a Collector Button

In order to format a Collector Button the operator must be in the **Setup Menu**.

1. Place any HotButton in the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Hotbutton**.
3. Select **Create New Collector Button**.
4. Enter the correct Operator Password, using the darthead as shown on the screen.
5. Select **DONE**.

*Note: It is important to have the same Operator ID and Operator Password for all locations on the route or the Collector Button will not work properly. If you have different passwords for each location on a route, each location will require a different Collector Button.*

6. Hold the HotButton being used as the Collector Button on the HotButton Reader. The machine will then format the HotButton for use as a Collector Button.

7. At the end of the format process, a completion message will be displayed.

8 Select **CONTINUE**

## 7.2 Viewing Financial Information with the Collector Button

To go into the **Credit Collection Screen** you must be in attract mode or the main menu.

1. Hold the Collector Button on the reader until the **Credits Collection Screen** appears.
2. To exit this mode select **CONTINUE** on the Galaxy II/Galaxy II's, and Galaxy 3's. Select **EXIT** on the Super Shuffle.

## 7.3 Accounting Information

The **Credit Collection Screen** shows the physical amount of cash in the machine, the amount of money used for team fees and, if applicable, the HotButton credits bought/spent. This screen can be accessed through the Setup Menu as well as through the use of a Collector Button.

## 7.4 Terms of the Credit Collection Screen

On the **Credit Collection Screen** there are a few terms that need defining.

**Total Cash** is the total amount of actual REAL money put on the machine. This REAL money includes physical money (coins, dollars) put into the machine. This also includes team fees if they were physically put into the machine. This total is not affected by the HotButton.

**HotButton Credits Spent** is the number of credits that were put on the machine with the HotButton. This includes credits spent on games and team fees.

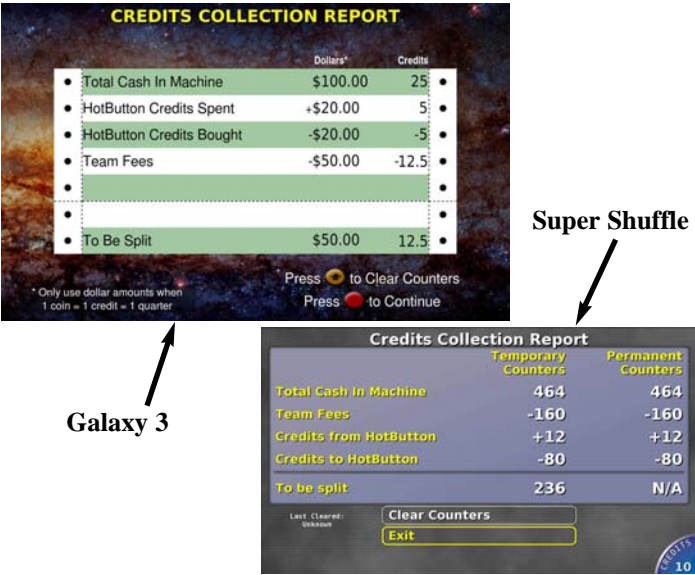
**HotButton Credits Bought** is the total number of credits transferred to a HotButton, either by using machine credits or inserting money into the machine.

**Team Fees** is the total number of credits used for team fees. This includes both HotButton credits used for team fees and actual physical money used for team fees.

**Jackpot** only appears on the Shuffleboard! This displays the money made from the Jackpot option.

**To be Shared (Split)** is the amount of money to be shared between the operator and the location owner. This number is the result of adding, or subtracting if necessary, the other counters. This number can be more than the amount of Total Cash on the machine, especially if HotButtons are being used.

There are two options on the main **Credit Collections Screen**, Clear and Continue. The monetary value is only displayed when the coin to credit ratio equals 1/1 (1 quarter = 1 credit).



**Clear** will clear the temporary counters.

**Continue** will open the next screen.

The next screen shows the Temporary and Permanent Counters for **Team Fees**, **Game Credits** and **Total Credits**. This screen also has the Clear and Continue options. If the previous screen has already been cleared, then the temporary counters here will be zero as well.

**Team Fees** is the cash, HotButton or physical, used to pay for team fees.

**Game Credits** is the cash, HotButton or physical, used to pay for games played on the Galaxy II.

**Total Credits** is the total amount of Team Fees and Game Credits added together.

## Section 8

### Parts Listing

The numbers listed are Arachnid part numbers. Please use the Arachnid numbers when placing an order. Some descriptions are followed by a number in parentheses. This number is the quantity used in that assembly.



**Collector  
Button  
Red  
41990**



**Operator  
Button  
Black  
41992**



**Player  
Button  
Blue  
42079**



**Player  
Button  
Green  
42080**



**Player  
Button  
Purple  
42081**



**Player  
Button  
Pink  
42980**



**Player  
Button  
Yellow  
41991**

# Section 9

## Troubleshooting

### My HotButtons are not working.

#### Cause 1

The Operator ID at the board is different than the one in Dartman for Windows or LeagueLeader.

**Dartman for Windows:** This is caused either by using multiple computers for transmitting data or moving Dartman to another computer.

**LeagueLeader:** This is common when first upgrading from Dartman for Windows to LeagueLeader.

#### Solution 1

Make sure the Operator ID's are correct. There is no way to check this on the machines so it must be done from the league software.

**Dartman for Windows:** If you are using two computers for communication make sure the HotButton setup, including Operator ID, is the same in both PC's. If you are moving Dartman for Windows to a new PC, make sure to put the old Operator ID in the new HotButton setup.

**LeagueLeader:** When updating to LeagueLeader, make sure to copy over the Operator ID from Dartman for Windows.

#### Cause 2

Operator and Collector buttons require a password. It is possible that you are using the incorrect password to set up the Operator and Collector buttons.

#### Solution 2

Double check the HotButton password in the League Software.

#### Cause 3

It is possible that the button itself was damaged. If the plastic holder is broke, the HotButton will work. It is when the metal part on the HotButton gets damaged that it ceases to work.

#### Solution 3

If the button gets dented or smashed, it is possible to damage the microchip with in. Before you replace the button, make sure it is broken by trying it on several other machines. This will tell you if it is the HotButton or the HotButton reader (see Cause 4).

#### Cause 4

It is possible that the HotButton Reader is disconnected or damaged.

#### Solution 4

Check all connections to the HotButton Reader. Try several HotButtons before replacing the HotButton Reader. It is possible that the issue may be the HotButton itself (see Cause 3).

**Notes:**



