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Adding Locations into LeagueLeader Cheatsheet

This document will help you get the necessary information off of the Galaxy II's and enter that information into LeagueLeader. These Instructions are ment to simplify the process. Use the manual for more detailed information

Getting the Screen ID from the Galaxy II

- 1. Open the darthead door.
- 2. Find and press the **TEST** button on the motherboard.

SETUP MENU

Machine Setup Menu Game Setup Menu Communications Menu Popularity Menu Hardware Test/Software Update Menu

Exit Setup Menu 🧲

Screen ID: 5E5 Build 2252 (Aug 12 2002)



On the main setup menu, locate the
 SCREEN ID. Yours will probably be four

 (4) digits long. This is what will be needed to send the HotButton information to the boards.

Creating a Location In LeagueLeader

Technical Support | User Profile | Help | Logout 1. Open LeagueLeader. Main Menu Your Company 2. Click on MASTER. UTILITIES New to LeagueLeader? Operator Ads <u>Check out our tutorials</u> to help you get started. Generate Files Call Summary View Files MASTER Dartman Utilities Stats: HotButton Setup Process Collected Data Import Data Backup/Restore View New Stats Commit New Stats Machine Settings Fantasee Speedway: LEAGUES 1.11 Reports New Browse FantaseeSpeedway.com BRIAN ^ BUBBA LeagueComm COMBO If one of your machines didn't call last night, or you HHSP06 need to create a disk update, or update some Black MASTER Y Widows, you'll need to use the LeagueComm.



6. Select the Machine you are setting up. In your case that is a Galaxy II. Create New Mechine Location: BLUE EAGLE CAFE Create New Mechine Cick a Machine Type to Communication Fool Table Nuffleboard Help

E LeagueLeader Webpage Dialog E LeagueLeader Webpage Dialog Galaxy II Machine Details Location: The Spiders Den		7. You will need to enter in the
Profiles	Name Master Node Number of Slaves 3 Modem Password: DDDDDDDDD	
Help	Save Cancel	