Galaxy II Network Quick Reference

This Quick Network Reference guide will help you remember the network settings and dipswitch positions necessary to create a working Galaxy II network. If there are any questions please contact Arachnid Techsupport.

1. Set the dipswitches on one dart machine so that 1 and 2 are ON.
   ⇨ This designates that machine as a "Master" machine.
   ⇨ The Master machine controls the information going to the slave machines as well as containing the modem.
2. Set the dipswitches on the end dart machines so that 3 is on.

Note: If the master is an end machine or a stand alone machine, then dipswitches 1,2 and 3 must be set to ON.

3. Set all of the dipswitches on any middle boards to OFF.
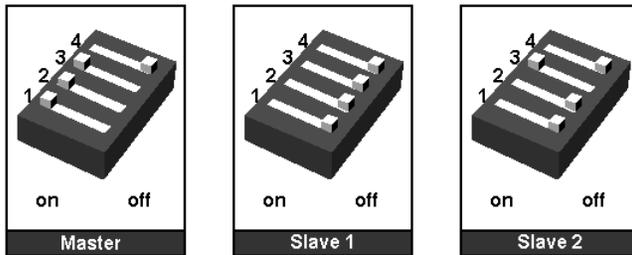
Network With the Master On the End
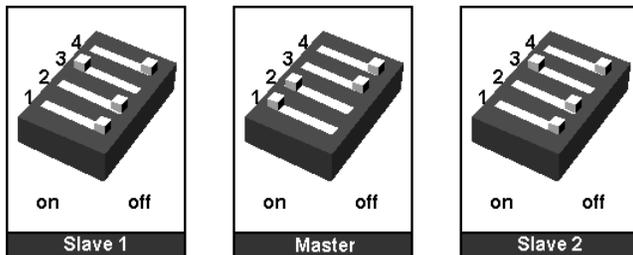
Network With the Master In the Middle

4. Use a regular flat phone line as the network cable for boards less that 15' away.
   ⇨ For dart machines that are more than 15' away use round phone line with modular jacks. Use a flat phone line to go from the modular jacks to the dart machines.

Arachnid 1-800-435-8319

5. The "network line" must alternate between COM IN to COM OUT between dartmachines.

Note: If this is not done your network will not function properly.
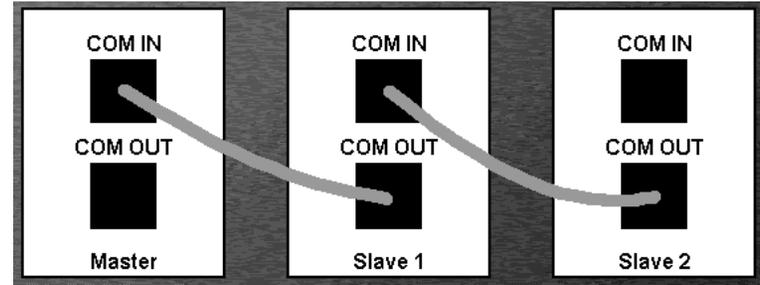
6. Adjust the network speed for all Galaxy IIs in the network. This is located in the Test mode under `Communications>Network>Adjust Network Speed`.
   ⇨ If a Galaxy II is networked to a Black Widow or a Galaxy I, this speed must be 9600bps.
   ⇨ If it is an all Galaxy II network, the speed needs to be the same on all boards, up to a maximum speed of 115200bps.
7. Configure the network. This is located in the Test mode under `Communications>Network>Reconfigure Network`.
   ⇨ Configure the network **only** from the Master machine.
   ⇨ All Galaxy II slaves will display a message stating "Detecting Galaxy II nodes. Press any button to configure." Once you see this message press any button to configure that node. After all slaves have been configured, press **Done** on the "Master."
   ⇨ Galaxy I slaves will not display any messages.
8. Make sure the network is configured properly by going to the test mode and selecting View Network Configuration under `Communications>Network`.
   ⇨ A yellow light is displayed for the board you are currently on. A green light is used for any networked boards.
9. Perform Network Send and Receive Tests throughout the network if necessary. These tests are located in the Test mode under `Communications>Network`. The Send Test should display a yellow alphabet and the receive test should display a white alphabet.

Note: If any red letters appear then there is a problem with the network. If problems occur, retrace your steps.