

SOFTWARE INSTALLATION AND SETUP

Bluberi Beacon Elite Class 2 EGMs

Version

1.0.0

Department

TEC-EL-04229

Creation date

2024-11-20

Audience

Field Service Technicians
Slot technicians



Version History

Version	Department	Initials	Date	Comments
1.0.0	Field Service	BC	11/20/2024	Initial Manual Created

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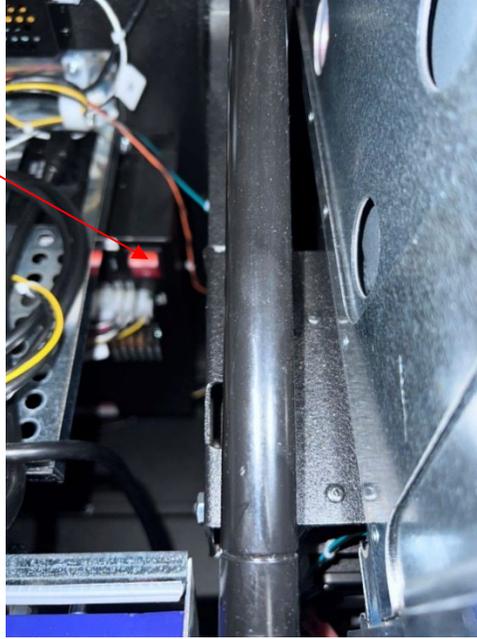
1. Introduction

This manual provides detailed instructions for setting up and configuring class 2 software for Bluberi Beacon Elite EGMs.

2. Initial Preparation

1. Power down the EGM.

Power Switch



2. Remove any existing software:

- The Beacon cabinet uses an M.2 drive and SAM card combo. It can also use a CF card and SAM card combo.
 - **M.2 Drive:** The M.2 drives come with the game pre-installed.
 - If you are just performing a RAM clear, you can leave the M.2 drive installed.
 - If you are doing a conversion, remove both the M.2 drive and the SAM card.
 - The **BIOS** must remain installed, as the CPU will not boot without it.
 - **CF Card Combo:** If the cabinet is using a CF card and SAM card combo, remove both before performing a RAM clear.

BIOS OPROM

M.2 Drive



SAM Card

CF Card Slots

3. RAM Clear Process

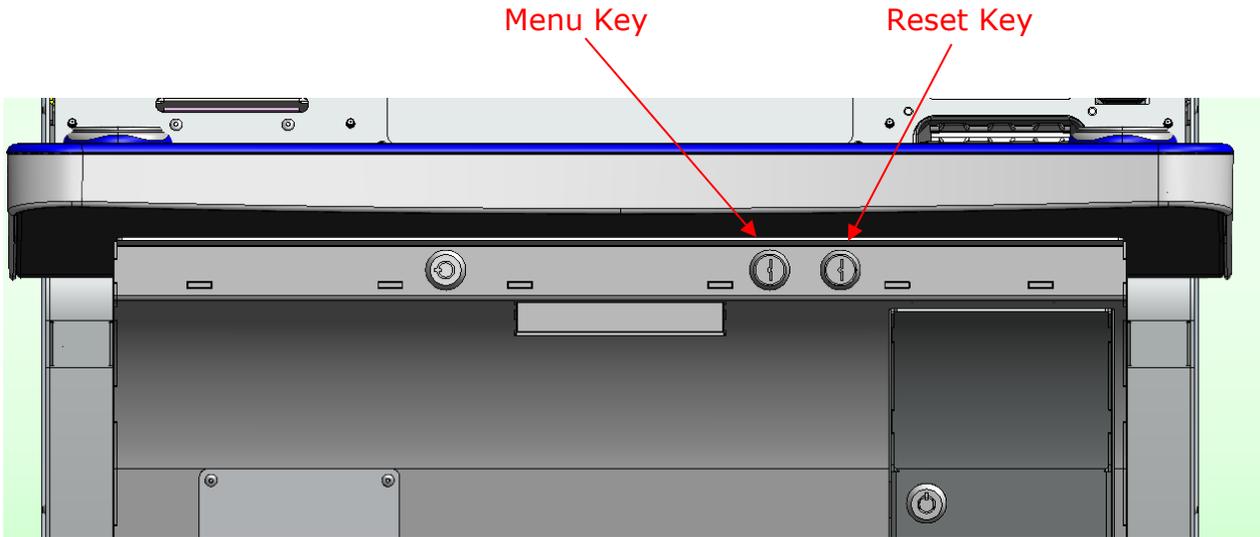
- Insert the RAM clear card into any CF slot.



- Power on the machine and let the EGM boot up into the **software selection screen**.
- Select **RAM Clear** Use the left menu key to move selection down and use the right reset key or play buttons to select.

RAM Clear Option





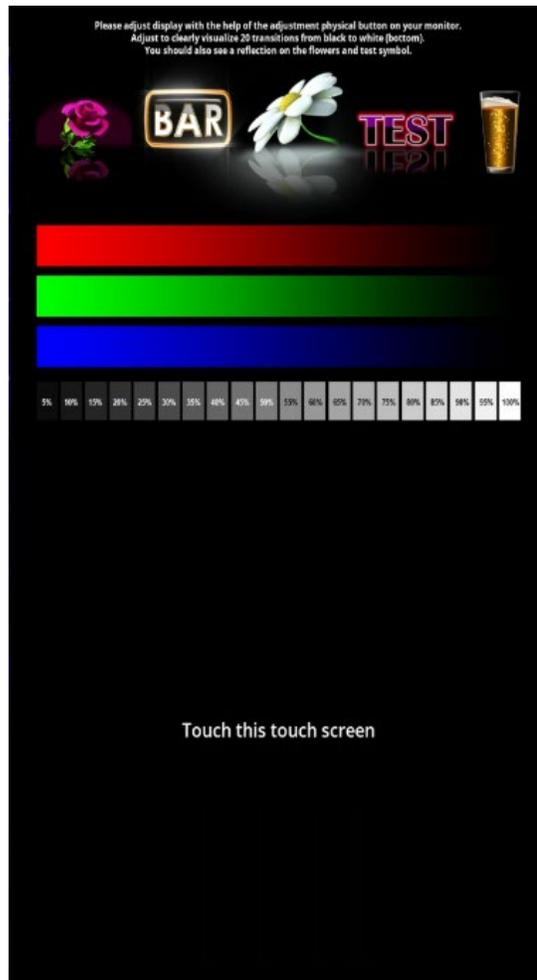
- After Ram clear CF card is selected, the EGM will boot into the cabinet selection screen. Here you will select **Bluberi Beacon, Topper** by using the left menu key to cycle the selection down and the play button or right reset key to select the option.

```
Versions: app=0.3 Innocore driver=3.2.3.210 Board=dev=0x180 rev=20 board=DPX-S450 rev=0
Press COLLECT, DEAL or turn ATTENDANT KEY to select a configuration
Press any other button or turn OPERATOR MENU KEY to change the selection

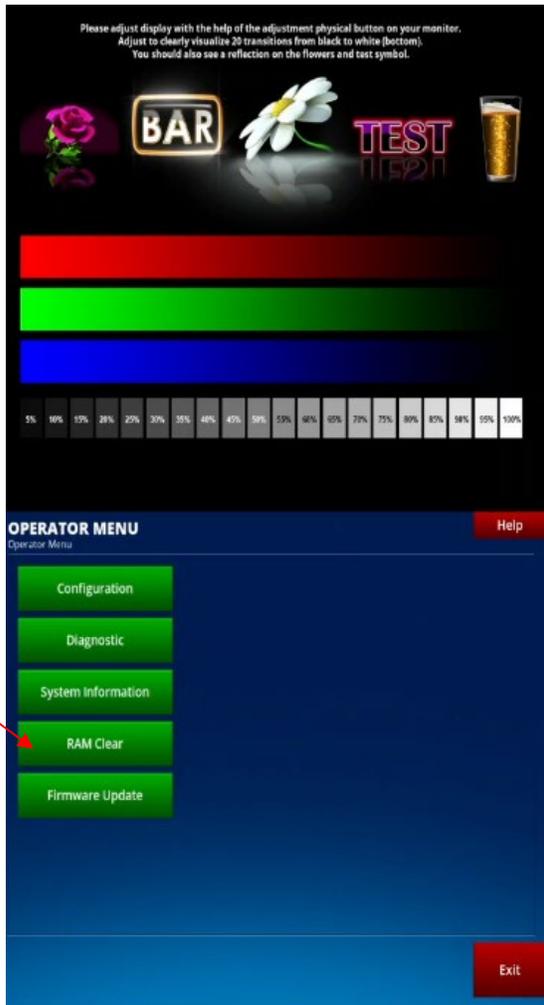
* 1 - Bluberi Beacon, Topper
  2 - Bluberi Novus B49 2.0, Topper
  3 - Bluberi Novus B49 2.0
  4 - Phoenix Stepper
  5 - Bluberi Novus B49 1.0
  6 - Bluberi Novus B49 1.0, Topper
  7 - Bluberi Novus B49, Topper, Doors Normally Open
  8 - Bluberi Novus B27
  9 - Bluberi Novus B27 1.5
 10 - Bluberi Novus B27 1.5, Matrox splitter, POD
 11 - Bluberi Novus B27 1.5, Matrox splitter, Topper
 12 - Bluberi Novus B27, Matrox splitter, POD
 13 - Bluberi Novus B27, Matrox splitter, Topper
 14 - Big Mech
 15 - Bluberi 2451/Nitro

Revision: A
Comment: 1 monitor 3840x2160 + ButtonDeck 1920x1080 + 1 topper 1920x1080 + 2 USB touchscreens
```

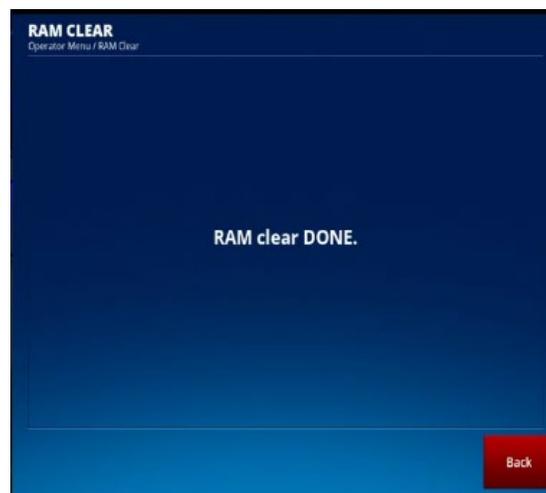
- After cabinet selection, the EGM will go into the **cabinet calibration screen**. Calibrate the **main monitor** and **button panel** by touching the screens one time when prompted with **touch this touch screen**.



- Once the touch screens are calibrated, the EGM will load into the **operator menu**. Here you will select **RAM clear**. When the confirmation screen appears, select **yes**.



Once the process completes and 'Done' appears on the screen, power down the EGM and remove the RAM clear CF card.

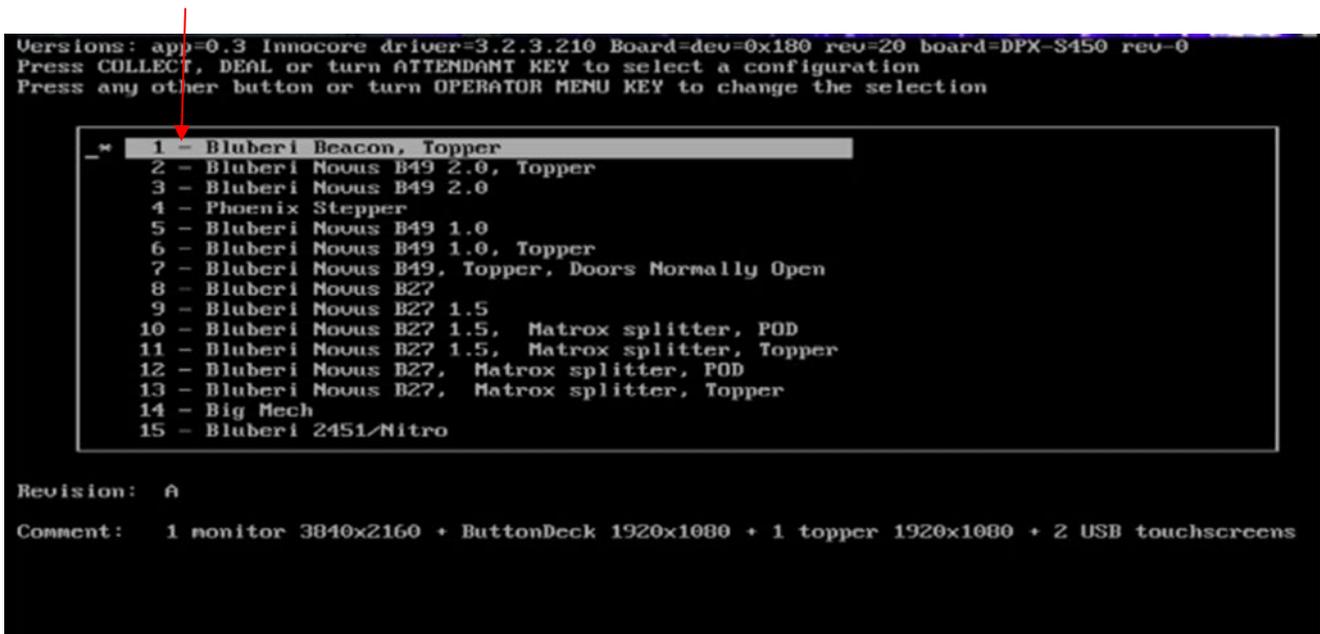


4. Game M.2 Drive and SAM Card Installation

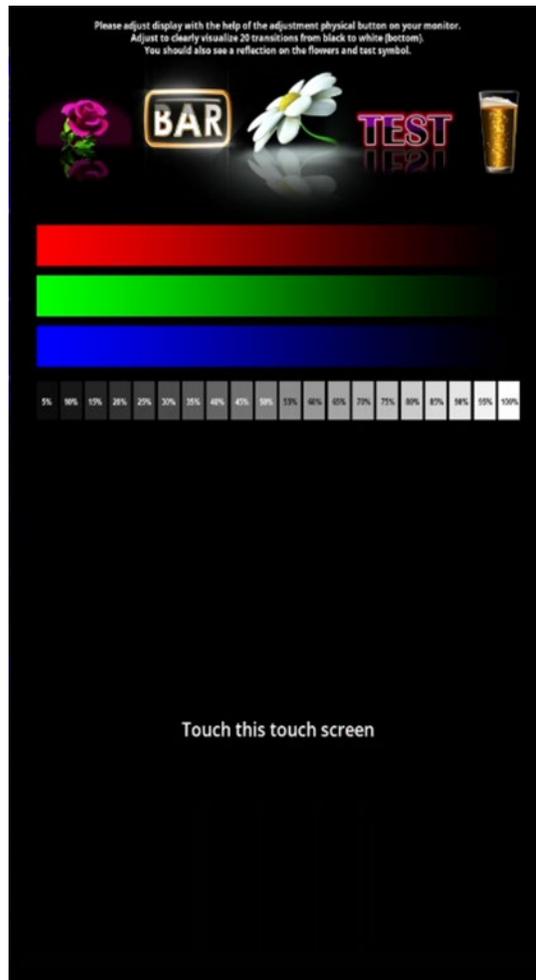
- With the machine powered down, insert the **Game M.2 Drive using a P1 Phillips** or CF card and insert the **SAM card** if they aren't already. (Make sure the RAM Clear CF card is removed)



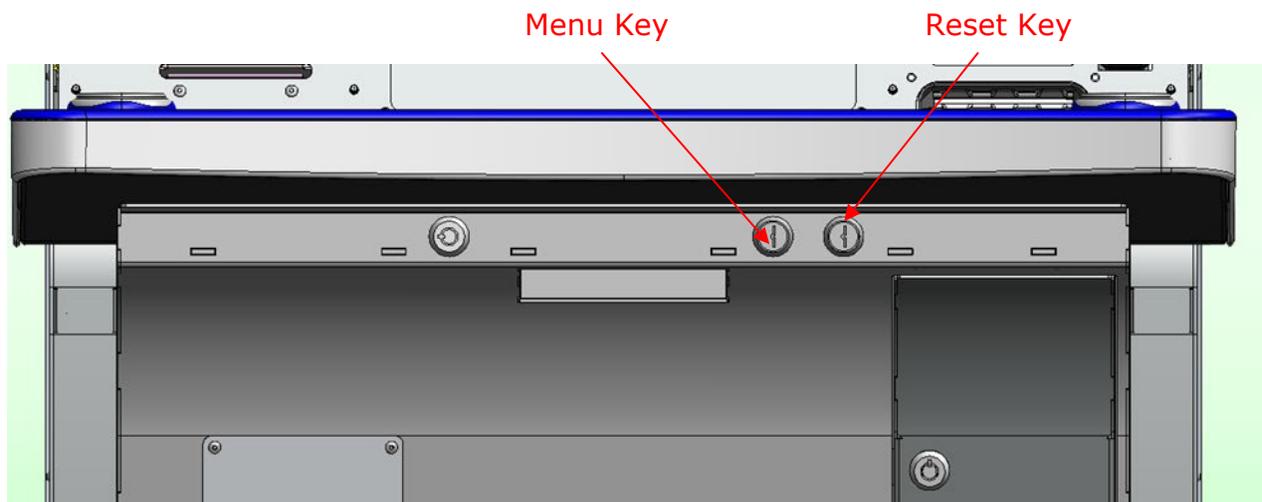
- With the game M.2 Drive or CF card and SAM card inserted, power on the machine.
- Allow the machine to boot. It will load into the cabinet selection menu. Use the play button or the right reset key to select the option Bluberi Beacon, Topper, and use the left menu key to cycle down through the selections if needed.



- When prompted, calibrate the touch screens by touching each screen once when prompted with **touch this touch screen**.



- When the machine loads, enter the system information menu by turning the left menu key.



- Keep the **menu key** turned and select **Operator Menu**.



- With the main door open and the left menu key still turned, select **Configuration**.



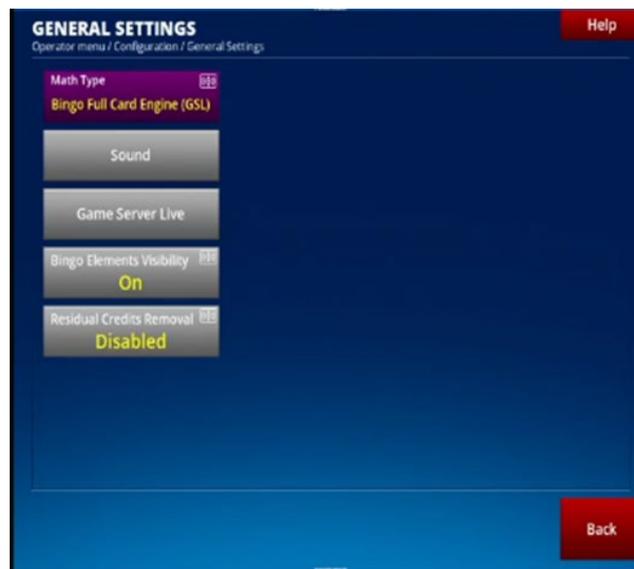
- Start at the top of the menu and work your way down.



5. Configuration Menu Settings

1. General Settings:

- Select **General Settings**.



- Leave everything at default unless you choose to adjust master volume, language, or turn off residual credits.

2. Peripherals:

- Back out of the game theme menu and select **Peripherals**.



Configure the Bill Acceptor:

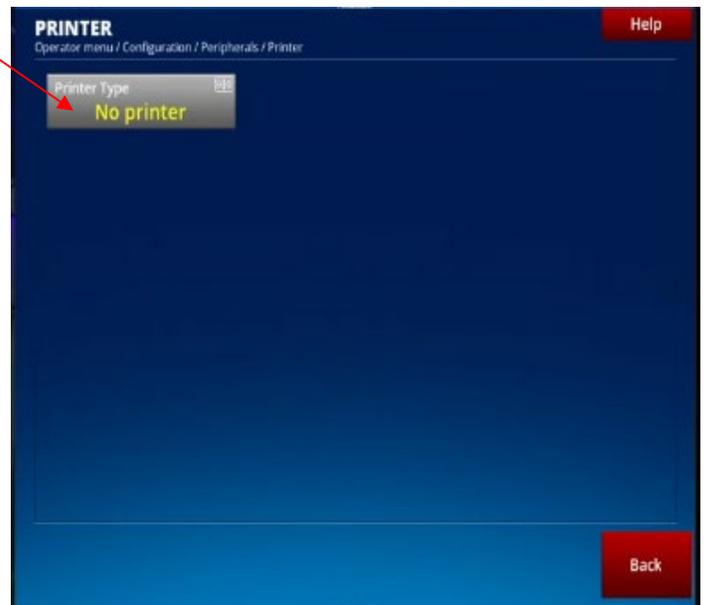
- Select **Bill Acceptor**, select the installed bill acceptor type and back out, leaving all other settings at default.





Configure the Printer:

- Select **Printer**, select the installed printer type and back out, leaving all other settings at default.



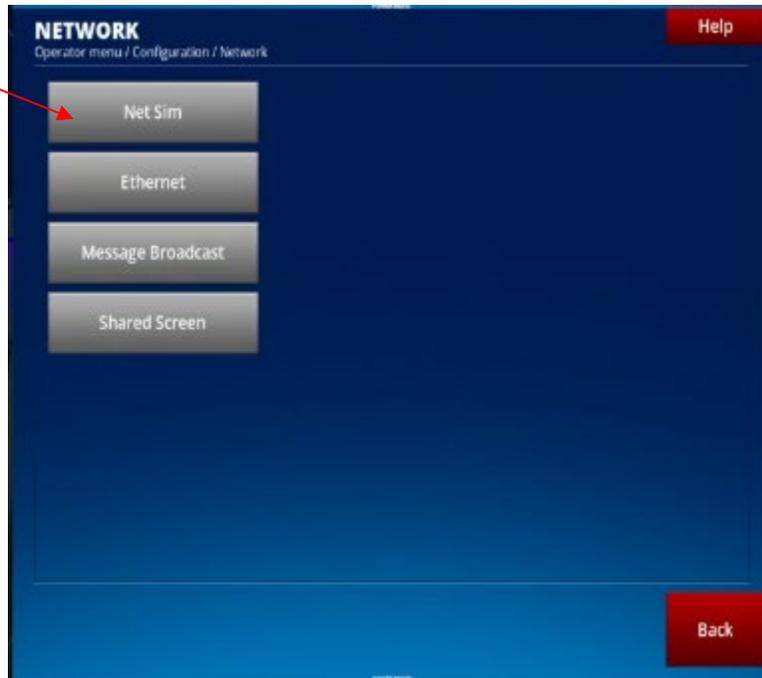


3. Network Settings:

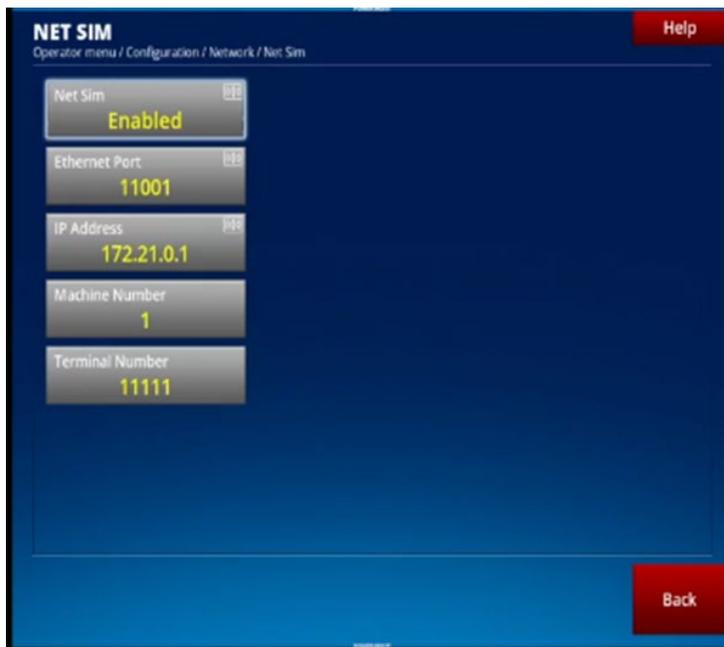
- Back out of the peripherals menu and select the **Network Menu**.



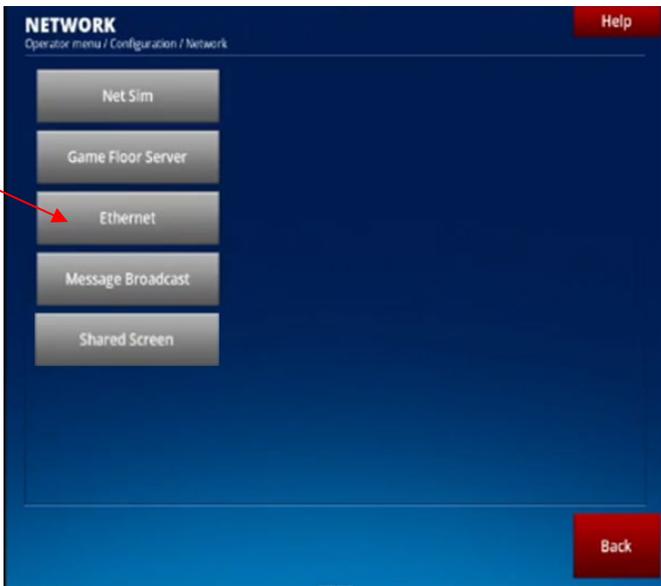
- Select **NetSim** Menu:



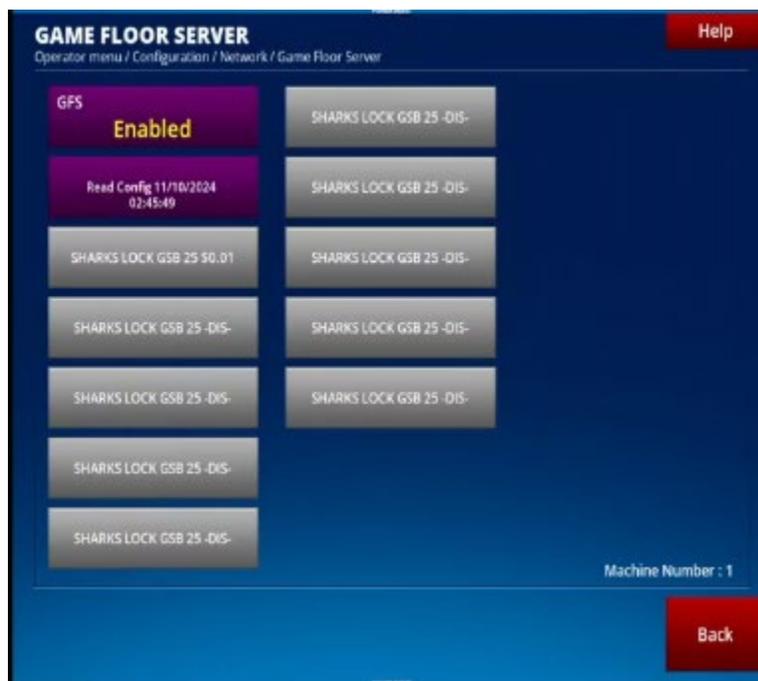
- Enable **Net Sim**.
- Make sure **Ethernet Port** is **11001**.
- Make sure **IP Address** is **172.21.0.1**
- Select **Machine Number** and enter the machine position on the bank.
- Select **Terminal Number** and enter the machine asset number.



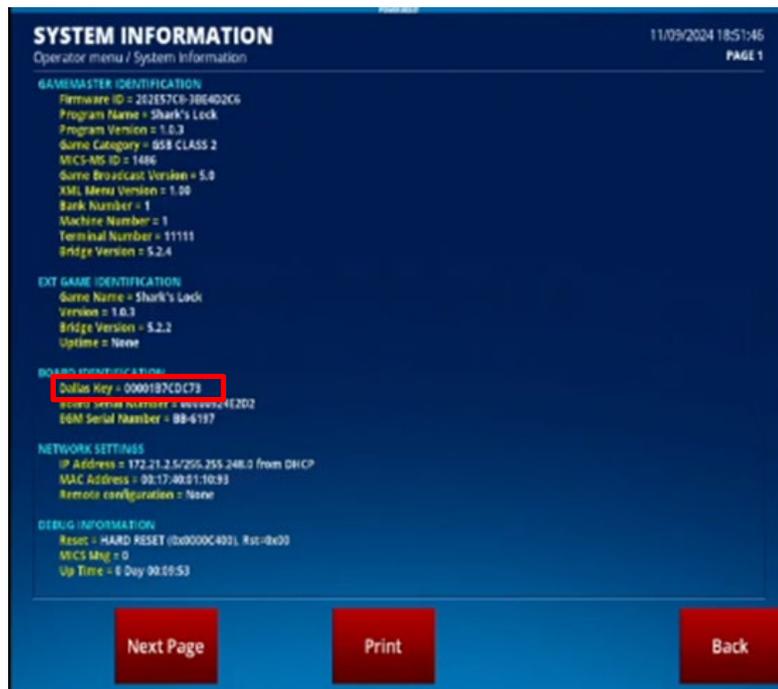
- Back out of the NetSim menu and select **Ethernet Menu**:



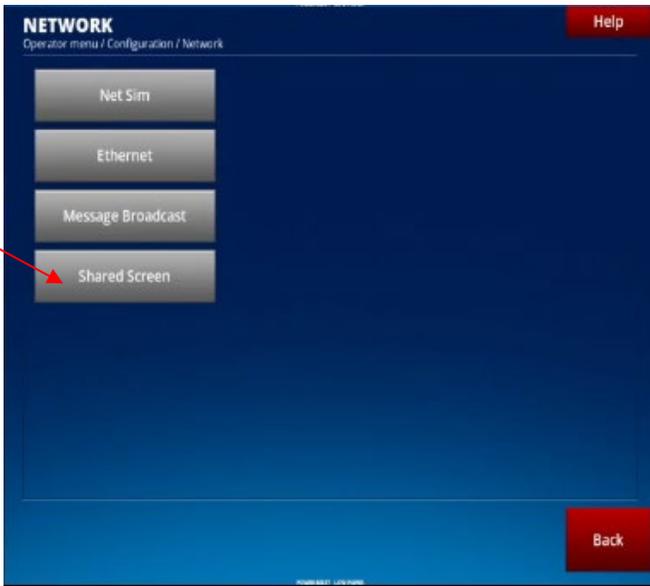
- Ensure DHCP is enabled, and the machine obtains a 172.21 IP address.
- Backout of ethernet and go to **Game Floor Server** Menu.



- Enable GFS if you are performing just a RAM clear. Once enabled you are finished in this menu. If you are doing a conversion, move onto the steps below.
- If you are doing a conversion, contact Bluberi Support and provide them with the game theme and the Dallas Key number from the system information page (shown below). Once Support uploads the profile to the server, they will instruct you to perform a first read, which involves enabling GFS. After completing the first read, they will ask you to perform a second read, which involves reading the configuration to pull the profile from the server.



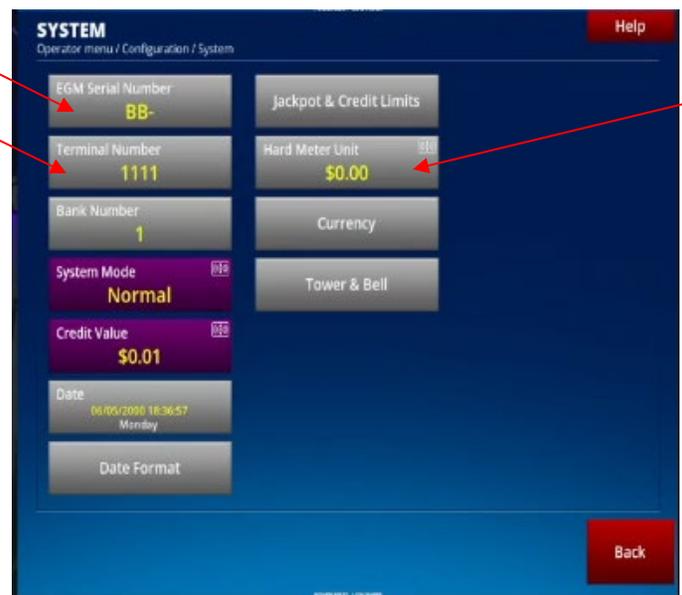
- If you are connected to a Beacon Elite sign package, Backout of **Game Floor Server** Menu and go into the **Shared Screen** menu. If not, move onto step 4 **system menu**.



- Make sure mode is **Client** and **Shared client** says connected and **Media Controller Client**.

4. System Menu:

- Back out of the network menu and select **System Menu**.



- Select **EGM Serial Number** and enter the EGM serial number (format: BB-XXXX). The terminal number (asset number) should already be populated.
- Ensure **Hard Meter Unit** is set to \$0.00

Select Jackpot and Credit Limits menu:



- Select **Min Progressive Lock** and enter the desired amount.
- Select **Jackpot Limit** and enter the desired amount.
- Select **Upper Jackpot Limit** and enter the desired amount.
- Select **Max Ticket In** and enter the desired amount.
- Select **Max Credit** and enter the desired amount.
- Select **Max Ticket In/Electronic Transfer** at the top and enter the desired amount.
- Select **Max Bill In** and enter the desired amount.
- If using **Jackpot Resets to Credits**, enable it here (usually disabled along with **Check Money Over Max Limits**).

5. Collect Mode:

- Back out of the Jackpot and Credit Limits menu and the System Menu.
- Select **Collect Mode**:



- If using a printer, ensure the printer is selected.
- If using electronic transfer only without a TITO system, select Electronic Transfer.

6. Management System:

- Back out of Collect Mode and select Management System.



- Ensure **SAS** is selected under **Management Type**.
- Select **Configuration SAS** menu:



- Select **SAS Machine Number** and enter **1** to turn on **SAS port 1**.
- If using a SMIB device in SAS 2, select SAS 2nd Machine Number and enter the machine number on the bank. Change General Control Channel to 2 (used in lottery jurisdiction properties).
- Configure options based on your player tracking setup (selected by the property).
- Select Next Page for additional settings.
- If using a SMIB, ensure Pay Table Metering is enabled for remote access to pay tables.



6. Finalizing the Setup

1. Review all settings to ensure they are configured correctly.
2. Exit out of all the menus.
3. Load the game.
4. The setup is now complete.



7. Troubleshooting

This section provides solutions to common issues encountered during the setup process.

RAM Clear Issues:

- Ensure the RAM clear card is properly inserted and reboot.

Monitor Calibration Problems:

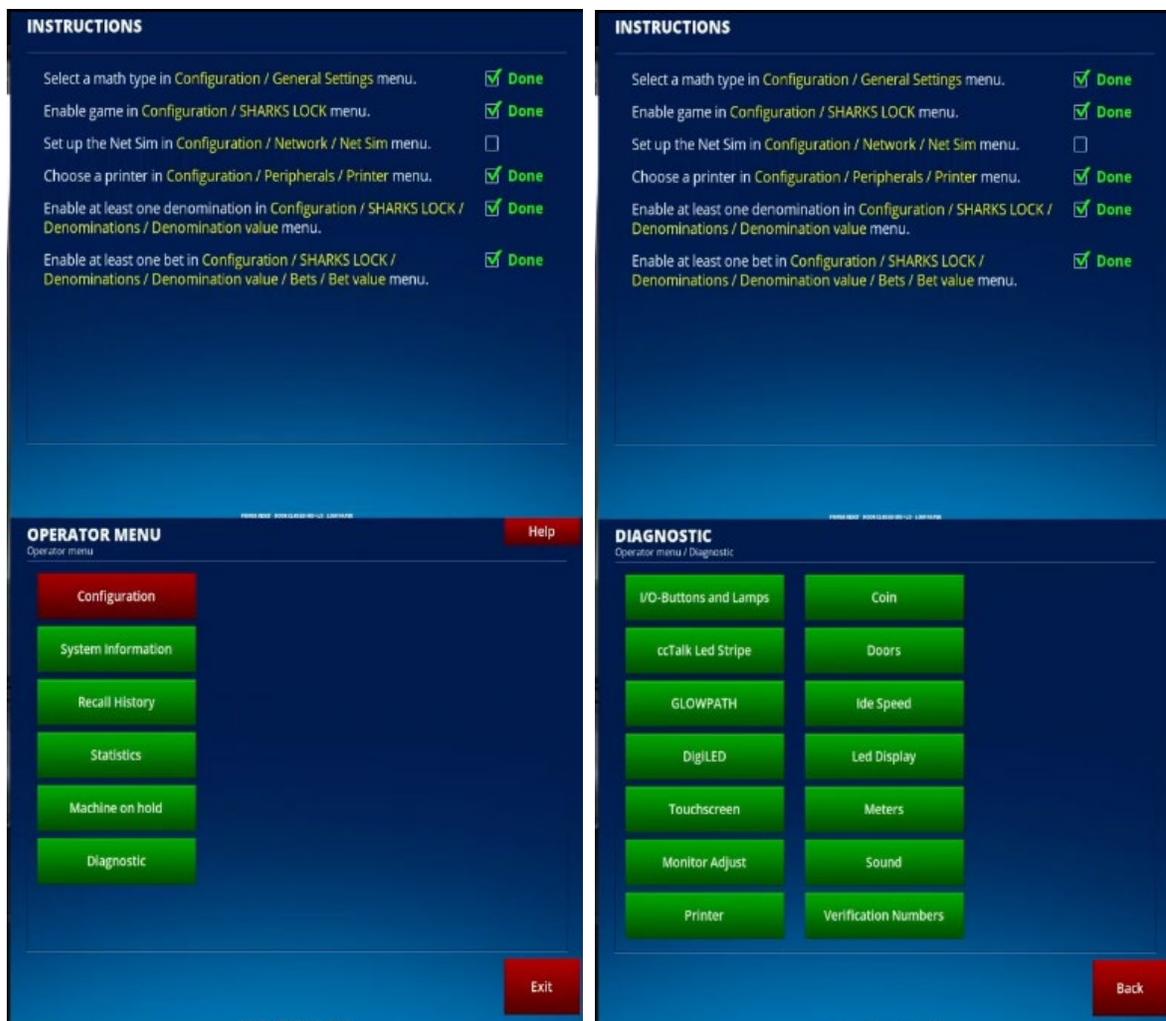
- Restart the calibration process by restarting the RAM clear process and ensure screens are clean and responsive.

Configuration Menu Access Issues:

- Check the menu key is tuned and ensure the main door is open.

Diagnostic Menu:

- From the system information page, select diagnostic menu. Here you can test each device to make sure it's functioning properly.





Contact Us

If you have any question, comment or feedback, please use the contact details provided below.

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