

SOFTWARE INSTALLATION AND SETUP

Bluberi Beacon Elite & Plus HHR EGMs

Version

1.0.0

Department

TEC-EL-04229

Creation date

2024-11-25

Audience

Field Service Technicians
Slot technicians



Version History

Version	Department	Initials	Date	Comments
1.0.0	Field Service	BC	11/25/2024	Initial Manual Created.

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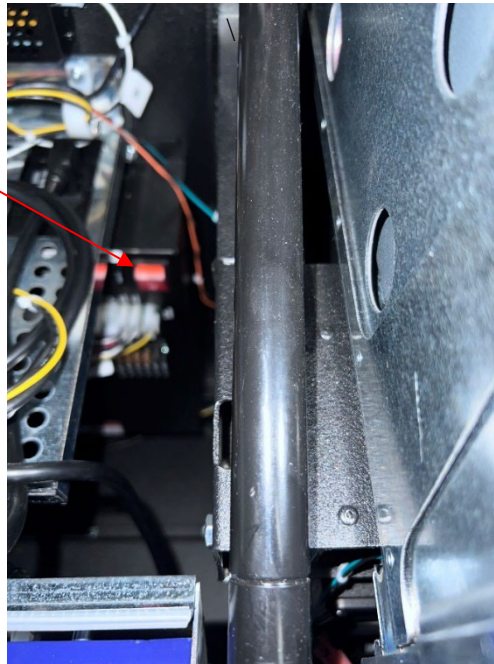
1. Introduction

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

2. Initial Preparation

1. Power down the EGM.

Power Switch



2. Remove any existing software:

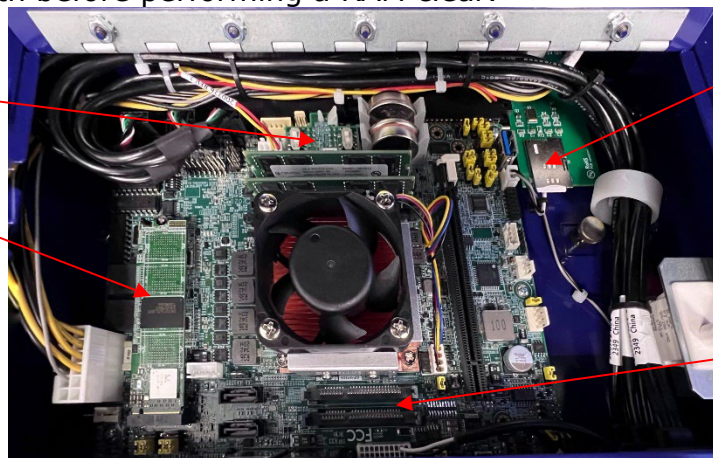
- The Beacon cabinet uses an M.2 drive and SAM card combo. It can also use a CF card and SAM card combo.
 - **M.2 Drive:** The M.2 drives come with the game pre-installed.
 - If you are just performing a RAM clear, you can leave the M.2 drive installed.
 - If you are doing a conversion, remove both the 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

1. Insert the RAM clear card into any CF slot.

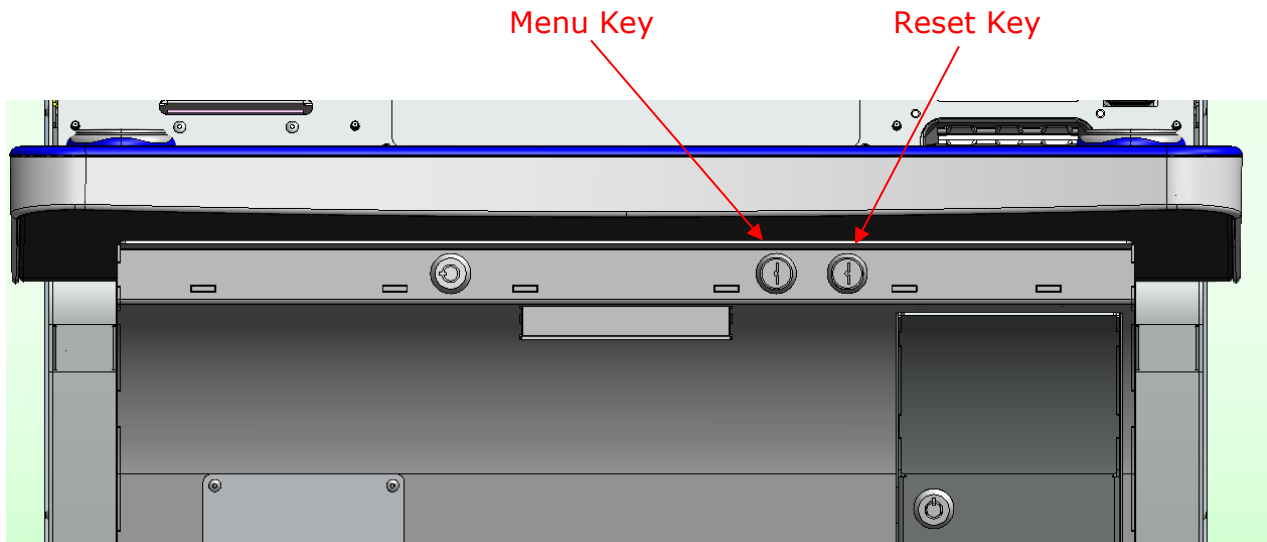


CF Card Ram Clear

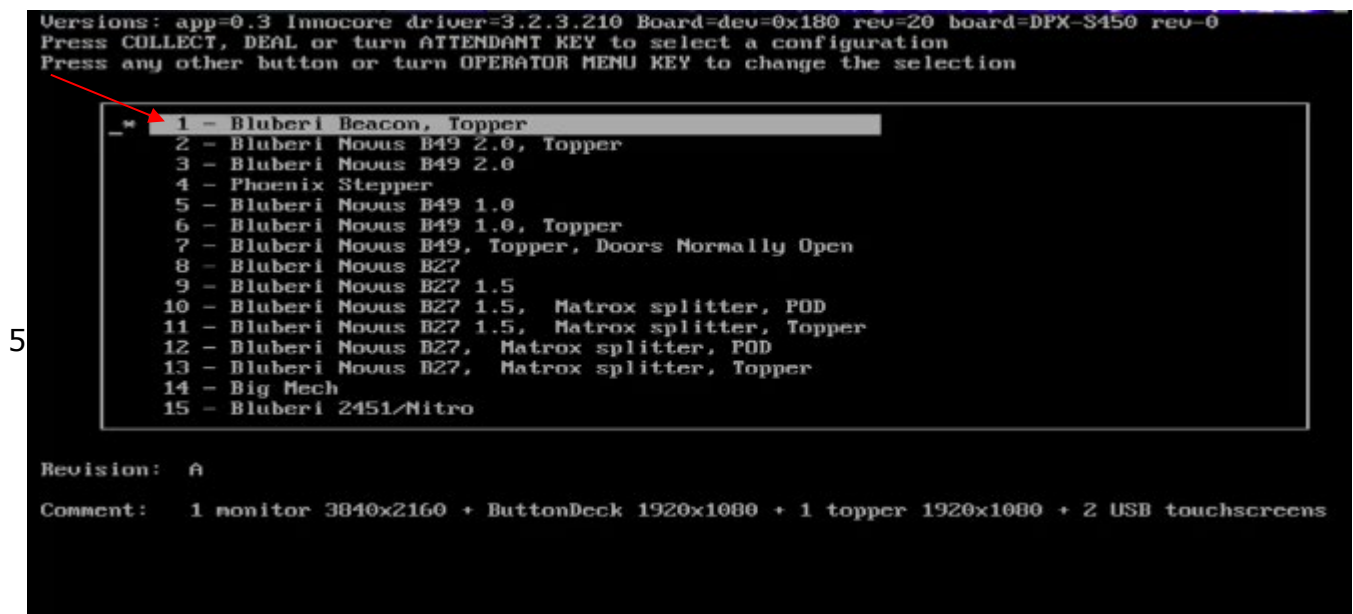
2. Power on the machine and let the EGM boot up into the **software selection screen**.
3. Select **RAM Clear** Use the left menu key to move selection down and use the right reset key or play buttons to select.

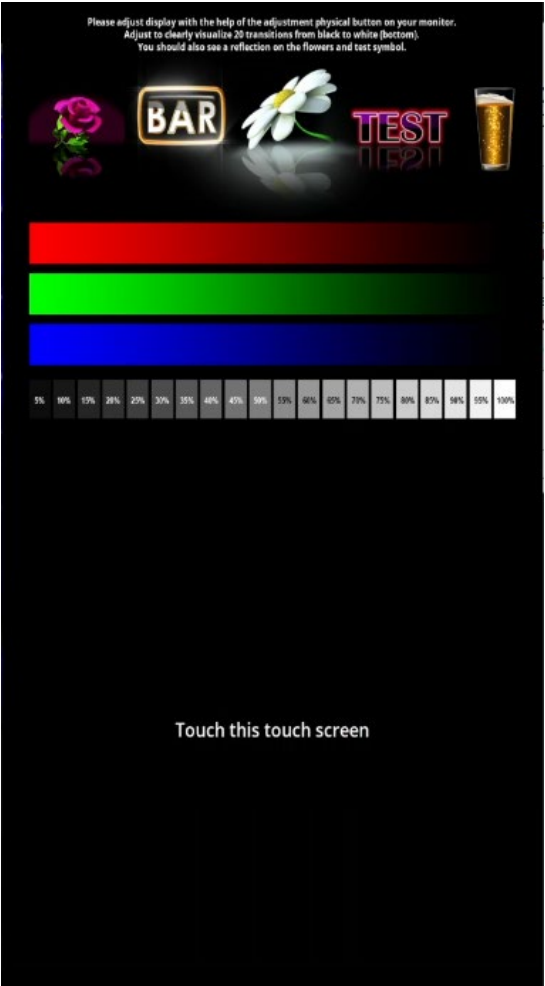
RAM Clear Option



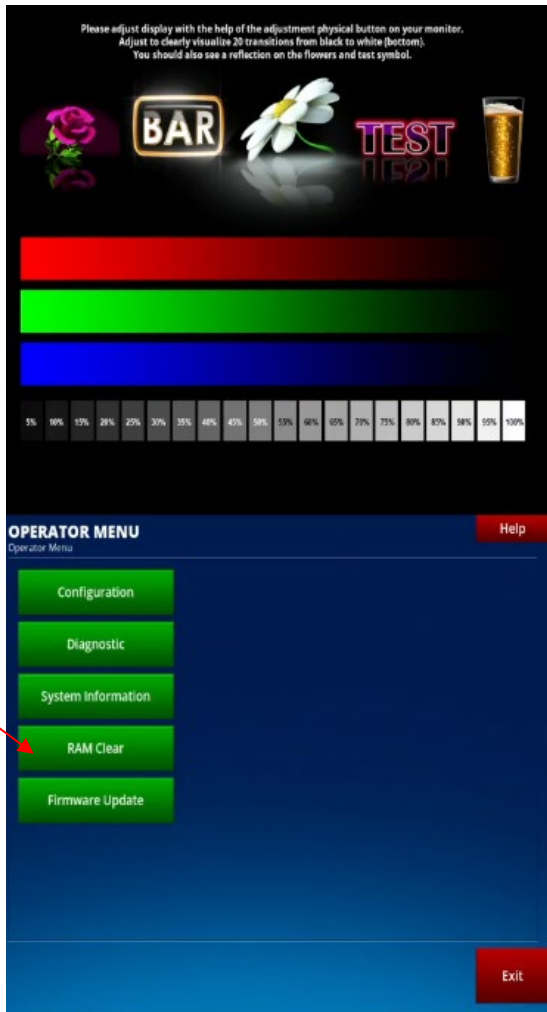


4. After Ram clear CF card is selected, the EGM will boot into the cabinet selection screen. Here you will select **Bluberi Beacon, Topper** by using the left menu key to cycle the selection down and the play button or right reset key to select the option.

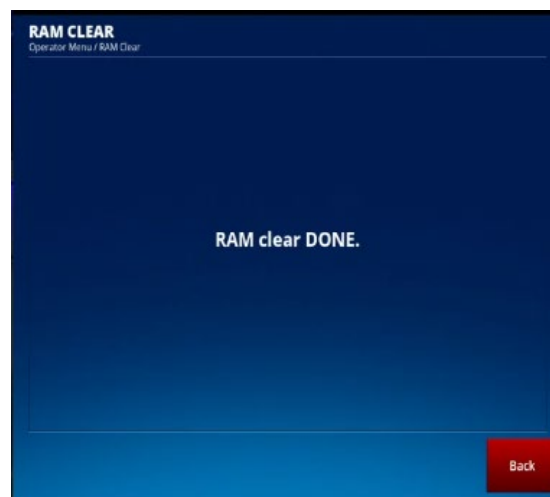




6. Once the touch screens are calibrated, the EGM will load into the **operator menu**. Here you will select **RAM clear**. When the confirmation screen appears, select **yes**.



7. When it says **Done**, power down the EGM.



8. Remove the RAM clear CF card.

4. Game Software Installation

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



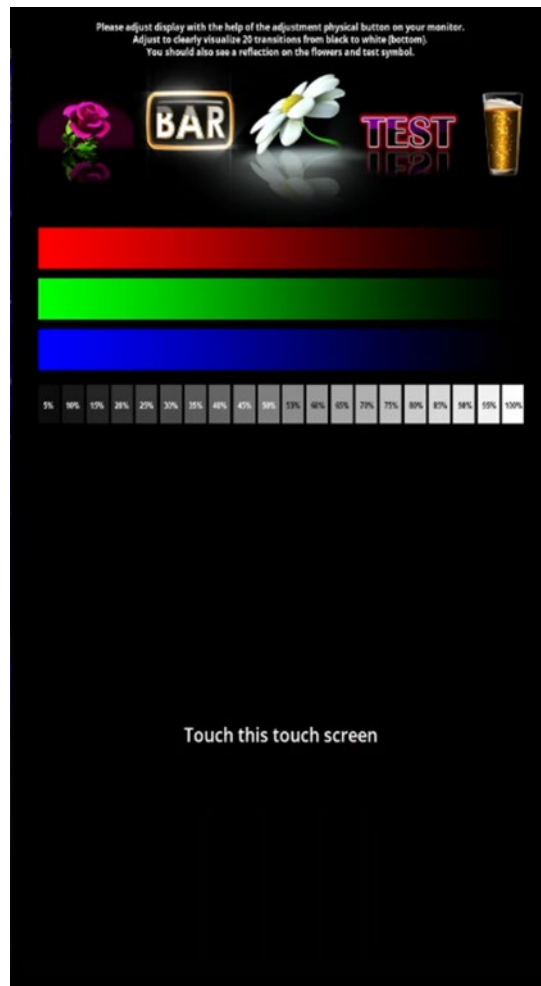
2. With the game M.2 Drive or CF card and SAM card inserted, power on the machine.
3. The machine will boot into the cabinet selection Menu, select Bluberi Beacon Topper by using the play button or right reset key to select the option and the left menu key to cycle the selection down if needed.

```
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

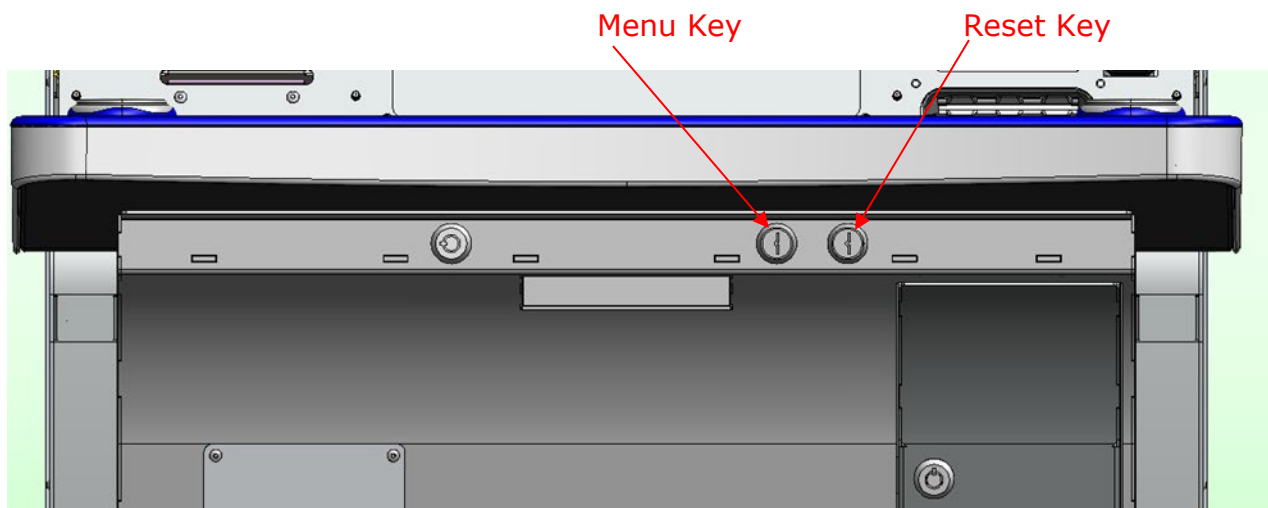
1 - Bluberi Beacon, Topper
2 - Bluberi Novus B49 2.0, Topper
3 - Bluberi Novus B49 2.0
4 - Phoenix Stepper
5 - Bluberi Novus B49 1.0
6 - Bluberi Novus B49 1.0, Topper
7 - Bluberi Novus B49, Topper, Doors Normally Open
8 - Bluberi Novus B27
9 - Bluberi Novus B27 1.5
10 - Bluberi Novus B27 1.5, Matrox 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
```

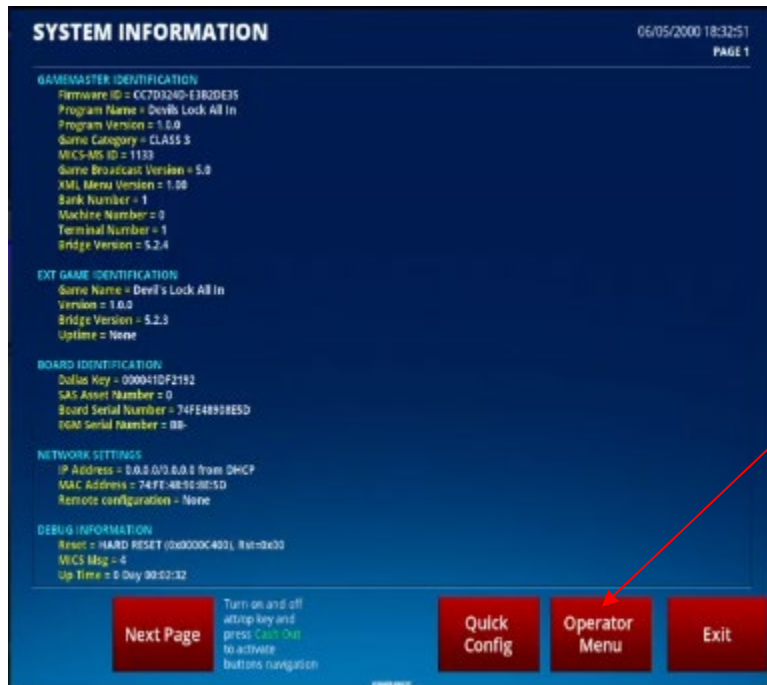
- When prompted, calibrate the touch screens by touching each screen once when prompted with **touch this touch screen**.



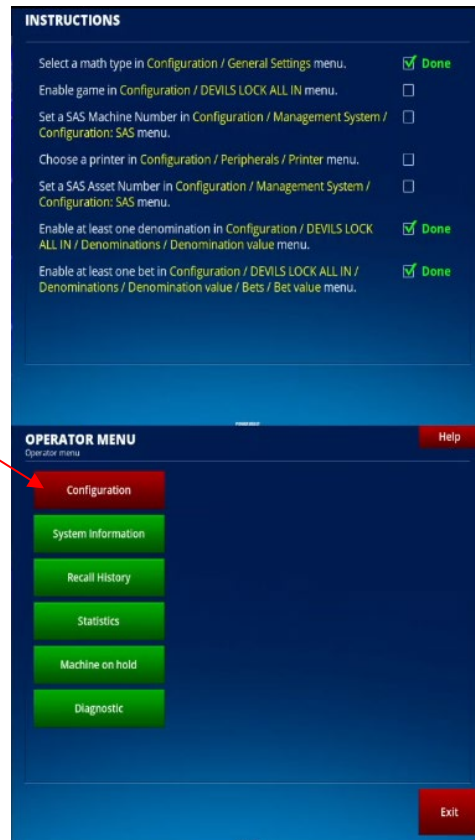
- When the machine loads, enter the system information menu by turning the left menu key.



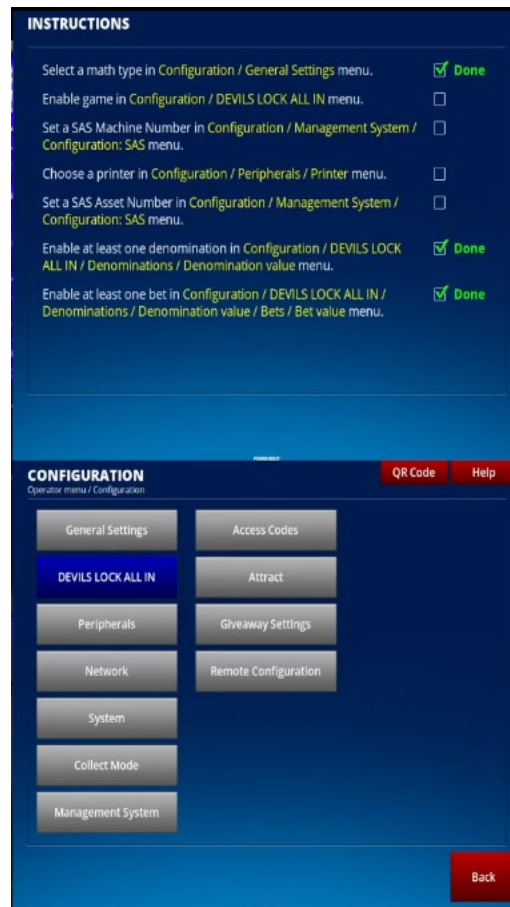
6. Keep the **menu key** turned and select **Operator Menu**.



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



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



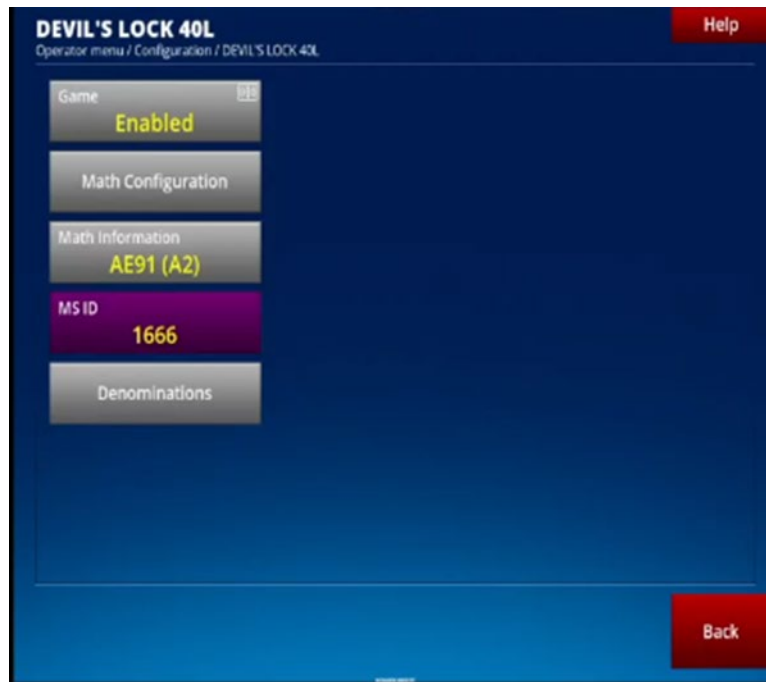
5. Configuration Menu Settings

1. General Settings:

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

2. Game Theme Menu:

- Select **Game Theme Menu**.

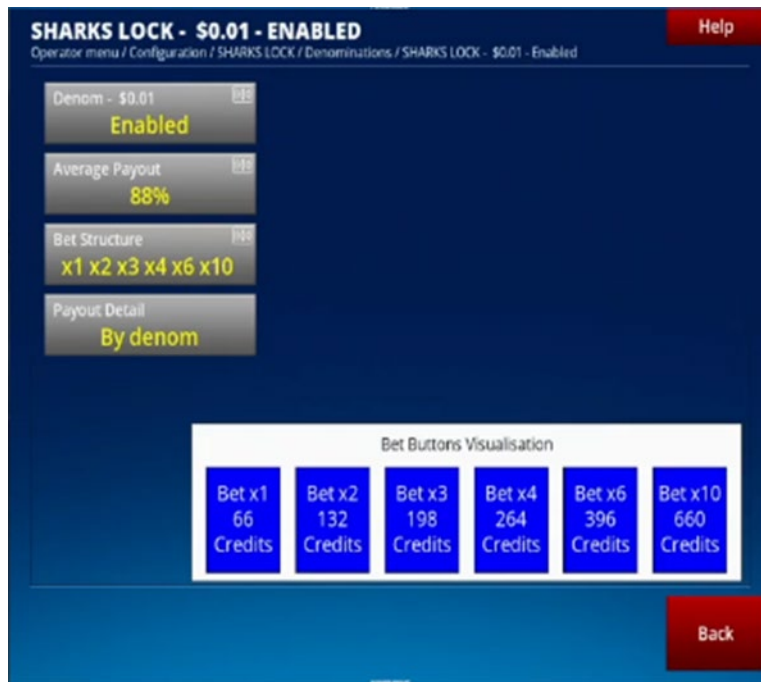


Enable the game, set up denominations, and set PARS:

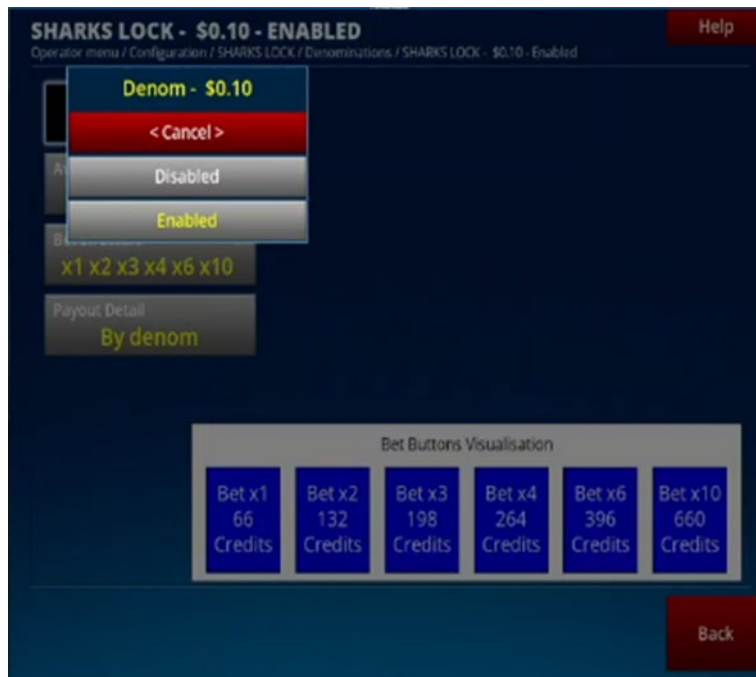
- Select game.
- Select **Enable**.
- Select **Denominations**.



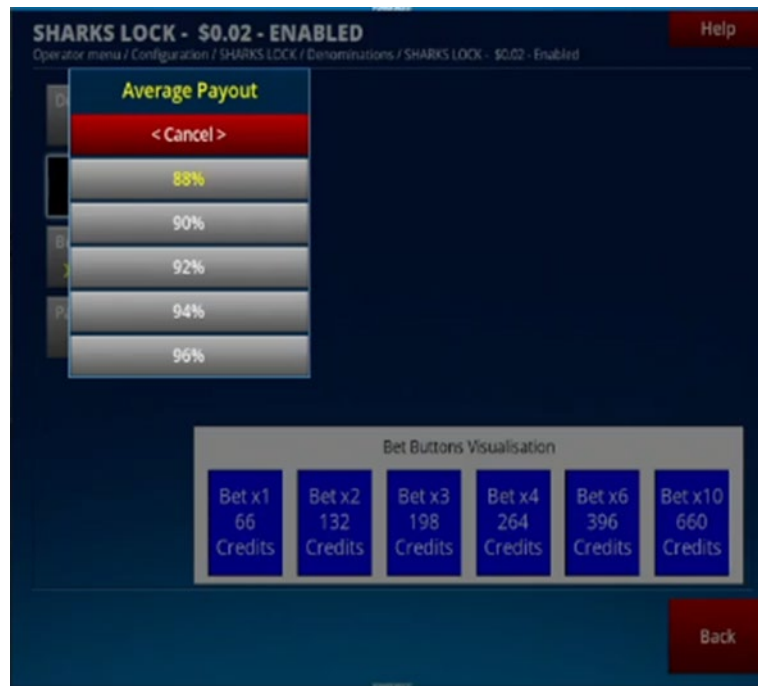
- Select a denomination to configure the denomination chosen.



- To disable a denomination, select the denomination and then select **Disable**.



- To enable a disabled denomination, select the denomination and then select **Enable**.
- To change your RTP, select **Average Payout** and then select the desired RTP percentage.



- Repeat these steps for each denomination.

3. **Peripherals:**

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



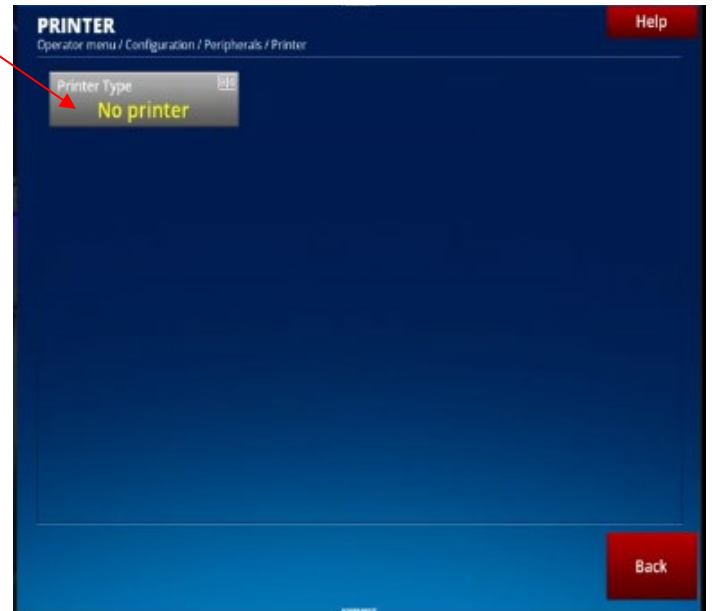
Configure the Bill Acceptor:

- 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.



4. Network Settings:

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



- Select **NetSim Menu**:



- Select **Machine Number** and enter the machine position on the bank.
- Select **Terminal Number** and enter the machine asset number.
- For HHR, disregard settings related to Net Sim, Ethernet Port, and IP Address, as these are applicable to Class 2 configurations only.
- Back out of the NetSim menu and select **Ethernet Menu**:

ETHERNET
Operator menu / Configuration / Network / Ethernet

Mode: **DHCP**

IP Address: **192.168.15.121**

IP Mask: **255.255.255.0**

IP Gateway: **192.168.15.1**

Download Port: **1961**

Breakpoint Port: **1970**

Help

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- Make sure you are pulling the correct IP address to connect to the HHR server.
- Backout of the **Ethernet** menu and go into the **HHR** menu.

HHR
Operator menu / Configuration / Network / HHR

Enabled: **Disabled**

Server URL: **https://private-g2e.demo.exacta.dev**

Device Name: **BLU-00001B7CDC73**

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HHR
Operator menu / Configuration / Network / HHR

Enabled: **Enabled**

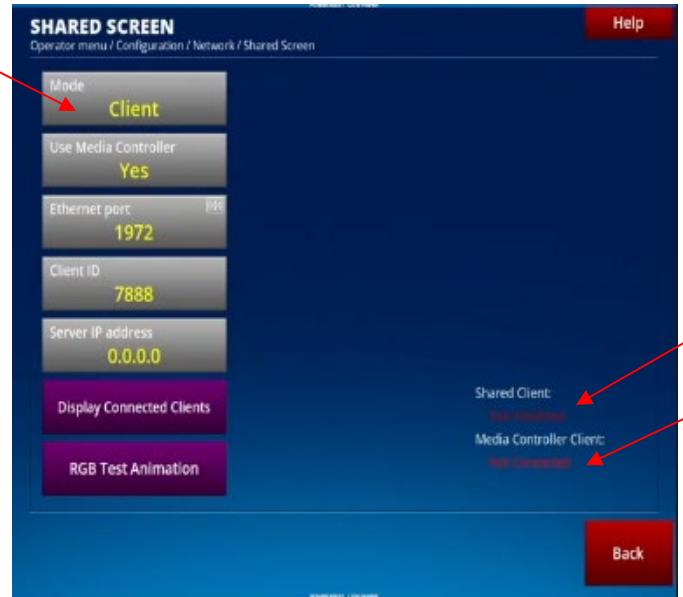
Server URL: **https://private-g2e.demo.exacta.dev**

Device Name: **BLU-00001B7CDC73**

Help

Back

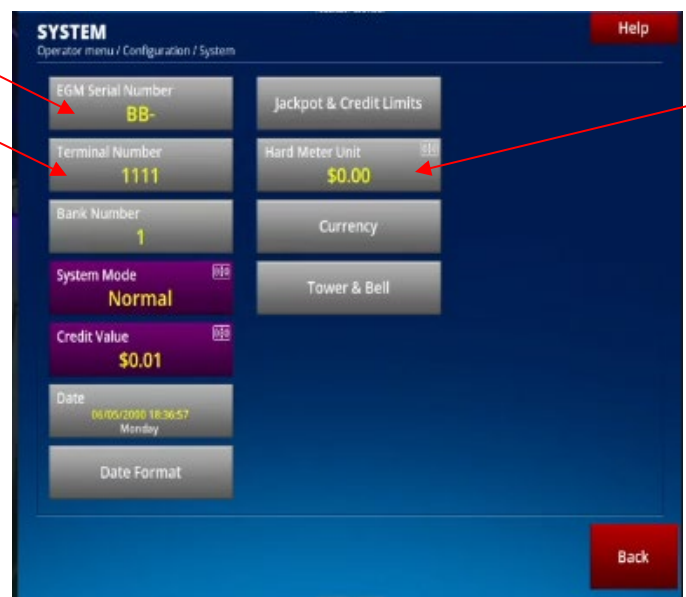
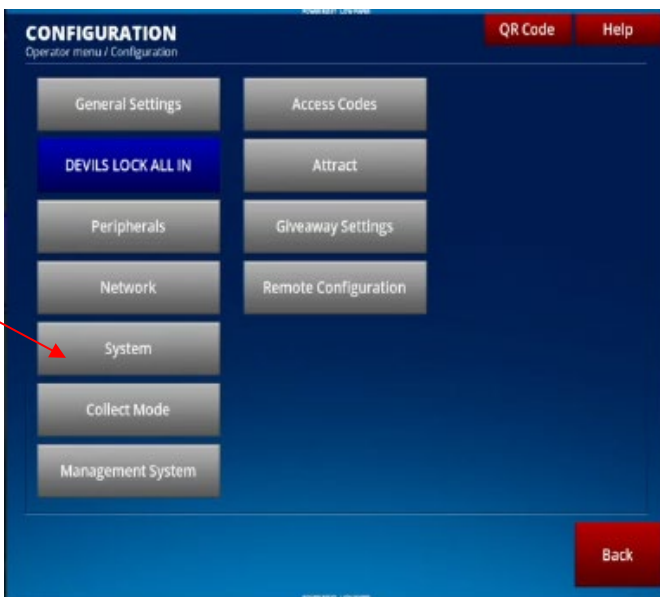
- Enter the **Server URL** provided by Exacta.
- Select enable under the enabled menu. If it gives a server error or pool funding error, get with Exacta so they can correct it on the server side.
- If you are not connected to a sign, move onto step 5 **System Menu**
- If a sign is connected, back out of the Ethernet menu and enter the **Shared Screen Menu**. If not, move onto step 5 **System Menu**.



- Make sure mode is **Client** and **Shared client** says connected and **Media Controller Client**.
- If it doesn't say connected, you may need to manually input the **server IP address** shown on the sign when it first powers on.

5. System Menu:

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



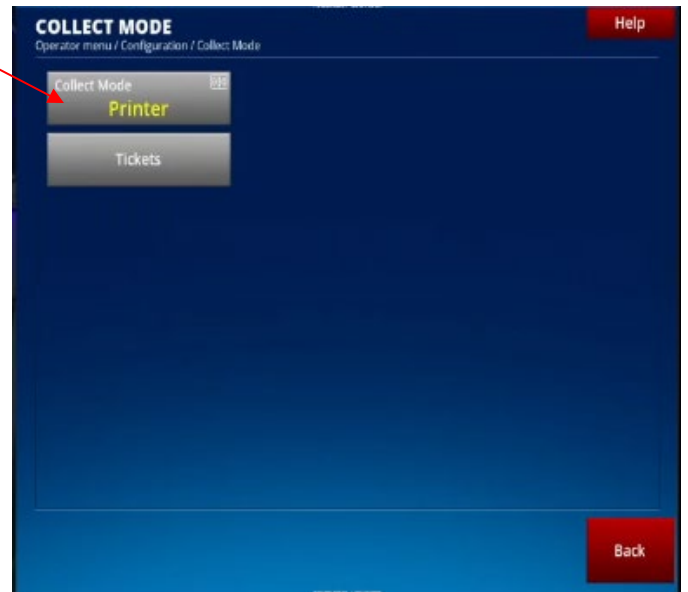
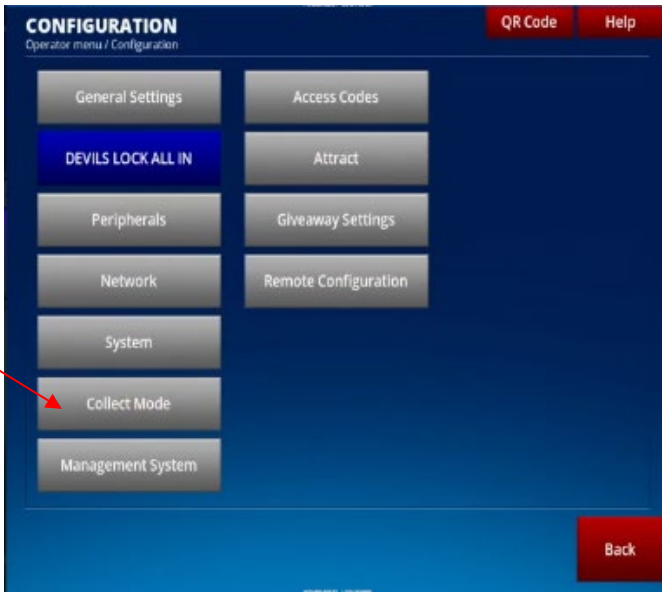
- Select **EGM Serial Number** and enter the EGM serial number (format: BB-XXXX). The terminal number (asset number) should already be populated.
- Ensure **Hard Meter Unit** is set to \$0.00.
- Select **Jackpot and Credit Limits** menu:
- There are two different Jackpot and credit limit menus depending on the theme.



- Select **Min Progressive Lock** if the theme has it, input a value of 300x the max bet amount enabled.
- Select **Jackpot Limit** input a value of 300x the max bet amount enabled.
- Select **Upper Jackpot Limit** input a value of 300x the max bet amount enabled..
- Select **Max Ticket In** and enter the desired amount.
- Select **Max Credit** input a value higher than jackpot limit. Most properties use \$99,000
- 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**).

6. 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.

7. Management System:

- Back out of Collect Mode and select Management System.



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

CONFIGURATION: SAS Help

Operator menu / Configuration / Management System / Configuration: SAS

SAS Machine Number 0	Ticket In & Ticket Out Enabled	Host Change Floor Location Disabled
SAS 2nd Machine Number 0	Legacy Bonusing Disabled	AFT Enabled
General Control Channel 1	AFT Bonusing Enabled	Asset Number 0
Validation Channel 1	SAS Link Down Error Disabled	Begin Registration Not registered
AFT Channel 1	Link Down Timeout (sec) 5400	Authentication Disabled
Legacy Bonusing Channel 1	Extended Validation Status Enabled	SAS Meter Change Cycles 1
SAS Validation Mode Standard	Host Change Asset Number Enabled	HP Receipt Enabled

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- 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.

CONFIGURATION: SAS Help

Operator menu / Configuration / Management System / Configuration: SAS

Reset bill in stacker meters on cassette insertion Disabled
Reset bill in stacker meters
Per Pay Table Metering Disabled
Game Selected Event on Denom Change Enabled
Game Started / Game Ended Events Enabled
AFT Host Cashout Disabled
Host cashout selection Disabled

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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:

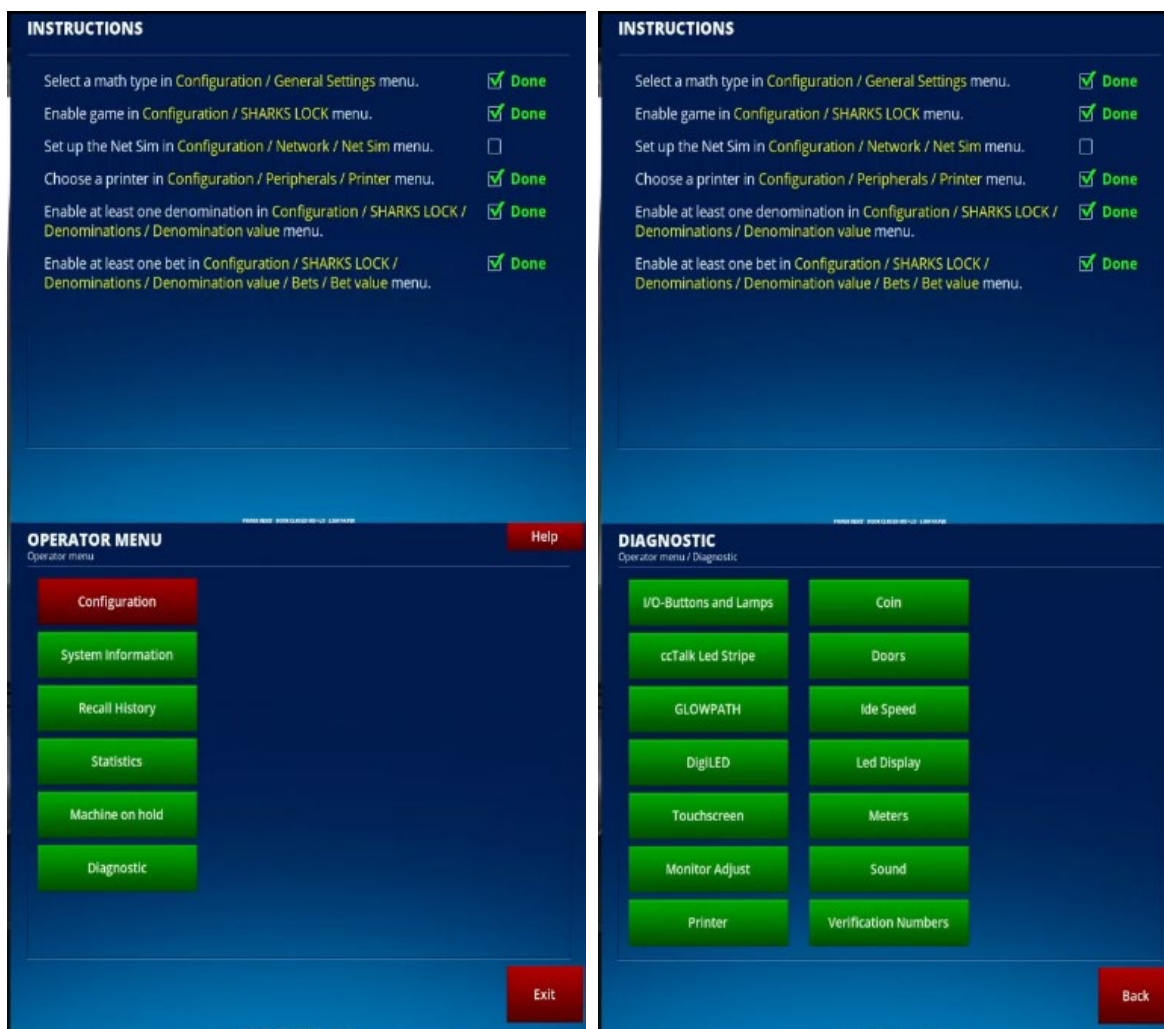
- Restart the calibration process by restarting the RAM clear process and ensure screens are clean and responsive.

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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