

Installing The Swarm Deluxe 3D Cabinet

Document Part #: 040-0255-01 Rev. C

This document describes how to install **The Swarm Deluxe 3D Cabinet** with 3D Marquee and Tubular Monitor Stand.

Tools Required

The exact tools needed may vary depending component variations.

- Screwdriver with assorted bits, including medium Phillips head and T-10 & T-27 Torx® security bits
- Assorted nutdrivers and/or wrenches, including 11/32" & 7/16"
- Wire snips or scissors for clipping cable ties

1. Secure Monitor Stand to Cabinet

Place the cabinet in its operating location and position the monitor stand in front of the cabinet.

1. Locate the four (4) 3/8" x 2" bolts with lock washers. They should be in the coin box.
2. Refer to Figure 1 and rotate the Monitor Stand Mounting Brackets on the Monitor Stand Base so they extend away from the Base. (You may need to loosen the Nylock nut slightly.)

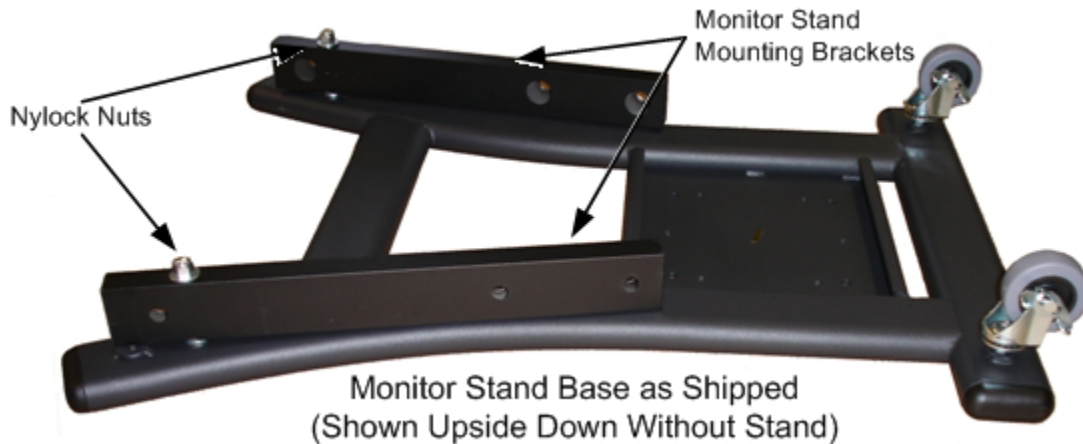


Figure 1. Mounting Brackets on Monitor Stand Base

3. Place the stand in front of the cabinet so that each Mounting Bracket extends along the side of the cabinet as shown below.

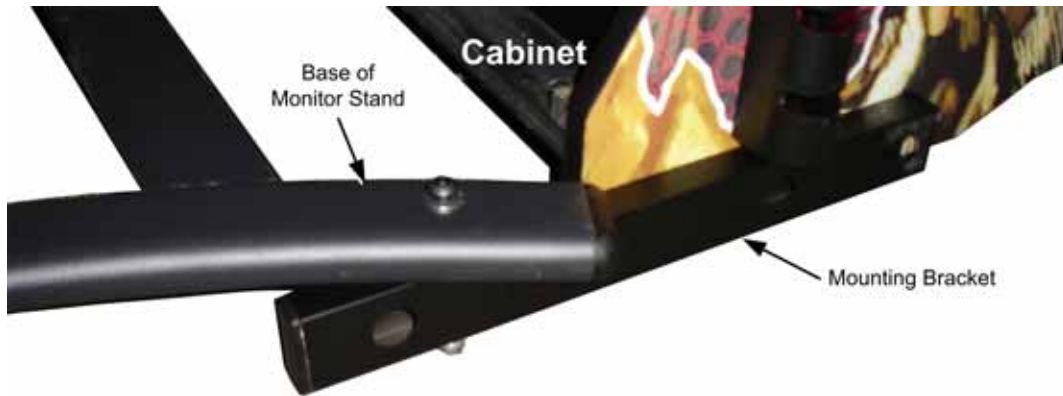


Figure 2. Cabinet and Mounting Bracket, Top View

4. Secure each Mounting Bracket to the cabinet with two (2) 2" bolts with lock washer as shown below. The bolts pass through the holes in the bracket into T-nuts in the cabinet sides.

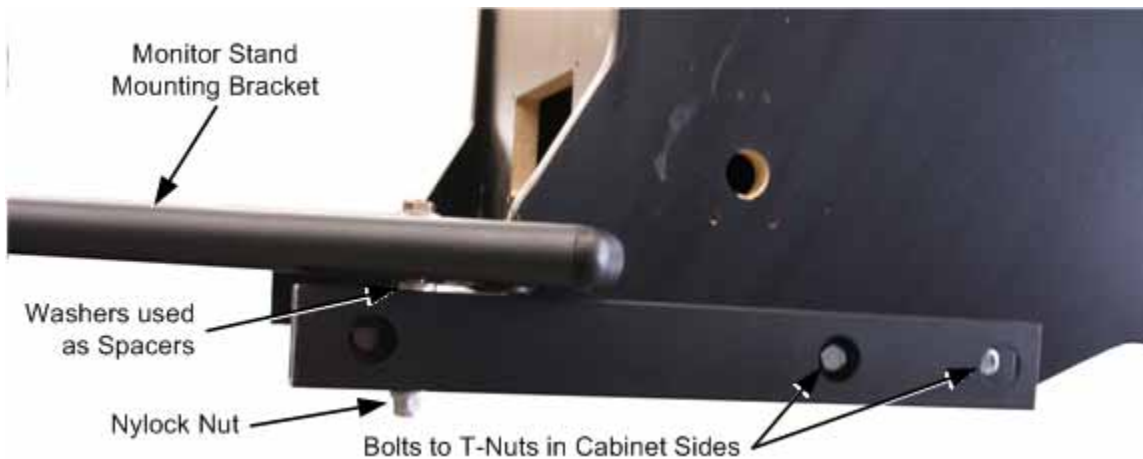


Figure 3. Cabinet and Mounting Bracket, Side View

5. Make sure the Nylock nut on the bottom of the Mounting Bracket is securely tightened.

2. Assemble the 3D Marquee

The marquee is made up of three (3) artwork pieces, as shown in the figure below. The Logo is pre-assembled on the "Kain" Topper. You will need to attach the Topper to the Monitor Back Bezel.

Important: The marquee must be installed on the monitor stand **before** the monitor is installed.



Figure 4. Marquee Assembled

Marquee Logo Assembly

The Logo is pre-installed on the topper before the game is shipped. Complete assembly steps are included here for reference and replacement.



Figure 5. Logo & Mounting Hardware

Refer to Figure 5 and perform the following steps to install the logo:

1. Place a #8-32 x 1-3/4" screw through the holes nearest to each end of the logo, and a 2-1/2" screw through the center hole.

2. Slide a spacer over each screw behind the logo, and then insert the screws through the "Kain" Topper so that the logo stands away from the background.
3. Secure each screw behind the Topper with a #8-32 Nylock nut and tighten the nuts enough to hold the logo securely. Be careful not to over tighten or you may deform the Sintra® artwork.

Securing Topper to Bezel



Figure 6. Topper Mounting Hardware

Refer to Figure 4 to identify the marquee artwork pieces, and Figure 6 for the hardware used to secure the "Kain" topper to the Monitor Back Bezel.

1. The logo is secured to the topper with three screws. The center screw is longer than the others and will align with a hole in the upper part of the Monitor Back Bezel. Align the topper and back bezel so that this screw goes through the corresponding hole in the back bezel.
2. Place a fender washer and #8-32 Kep nut on the screw, and then make sure the three (3) other pre-drilled holes in the topper and bezel are aligned. With the three sets of holes aligned, tighten the nut enough to hold the assembly securely.
3. Place a fender washer on each of the three (3) black 1/4-20 x 3/4" screws, and then insert the screws through the holes that you aligned in the previous step. The screw head with fender washer should be on the front side of the artwork. Place a fender washer and Kep nut on each screw behind the bezel, and tighten the nuts enough to hold the assembly securely.

3. Install Marquee on Monitor Stand

Important: The marquee must be installed on the monitor stand before the monitor is installed.

Refer to Figure 7 and Figure 8, and do the following steps:

1. The game is shipped with the marquee mounting hardware installed on the vertical rails of the monitor stand, as shown in Figure 7. Remove the outermost Kep Nut and Fender Washer from each screw. (Leave one loose Fender Washer in place on each screw.)
2. Place the Sintra Marquee so that the screws go through the four lower holes in the center of the Monitor Back Bezel, as shown in Figure 8.
3. Install a Fender Washer and Kep Nut on each screw so that the marquee is sandwiched between two Fender Washers as shown in Figure 7.

4. Tighten the Kep Nuts enough to hold the marquee securely. Be careful not to over tighten or you may deform the Sintra marquee material.

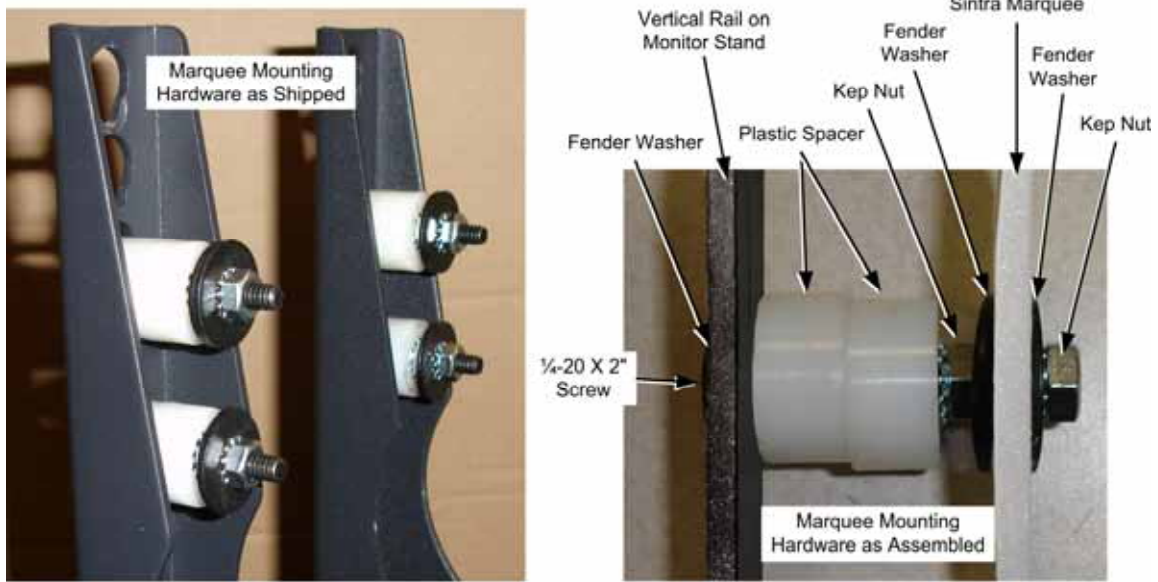


Figure 7. Marquee Mounting Hardware



Figure 8. Marquee as Installed

4. Install the optional GVR3D Sign

1. Refer to Figure 9 for the hardware used to mount the GVR3D Sign. Position the GVR3D Sign on the top right corner of the marquee assembly so that the pre-drilled holes align.
2. Place a washer on each of the two (2) #8-32 x 3/4" screws and insert them through the pre-drilled holes. Secure the sign from the back of the marquee assembly with a washer and Kep nut.

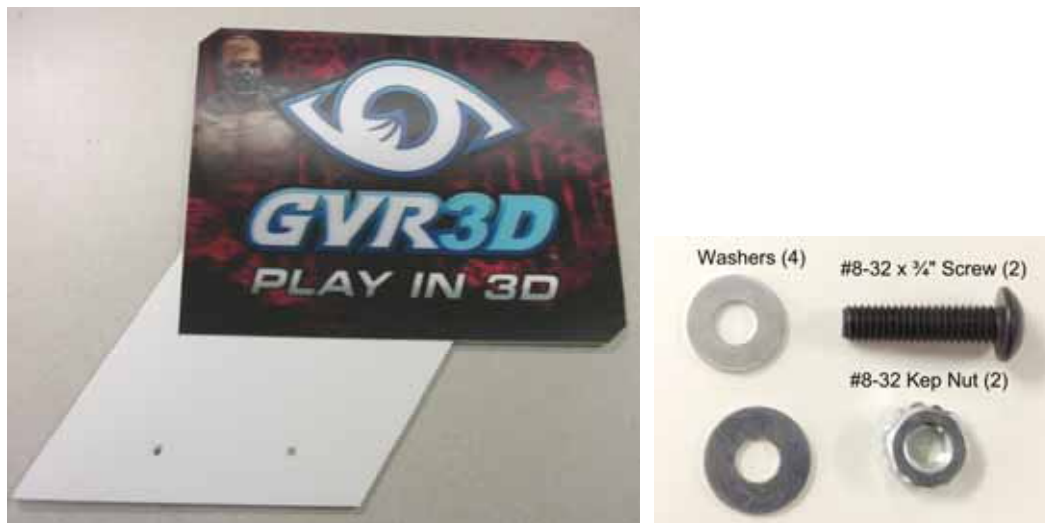


Figure 9: Optional GVR3D Sign and Mounting Hardware

5. Install the Monitor

1. Two horizontal mounting rails are pre-installed on the monitor, with two mounting screws in each rail. Remove the screws with flat washers from the bottom rail only. Leave the screws in the top rail, with no washers, in place.



Figure 10. Top and Bottom Mounting Screws

2. Place the monitor on the stand so the top mounting screws go through the top hole in each of the vertical rails. They will slide down and lock into place. This puts the monitor at the optimal viewing height. (Note: Do not change the height of the tubular supports.)
3. Insert the bottom screws, with flat washers, through the slot in the stand into the holes on the bottom rail and secure.

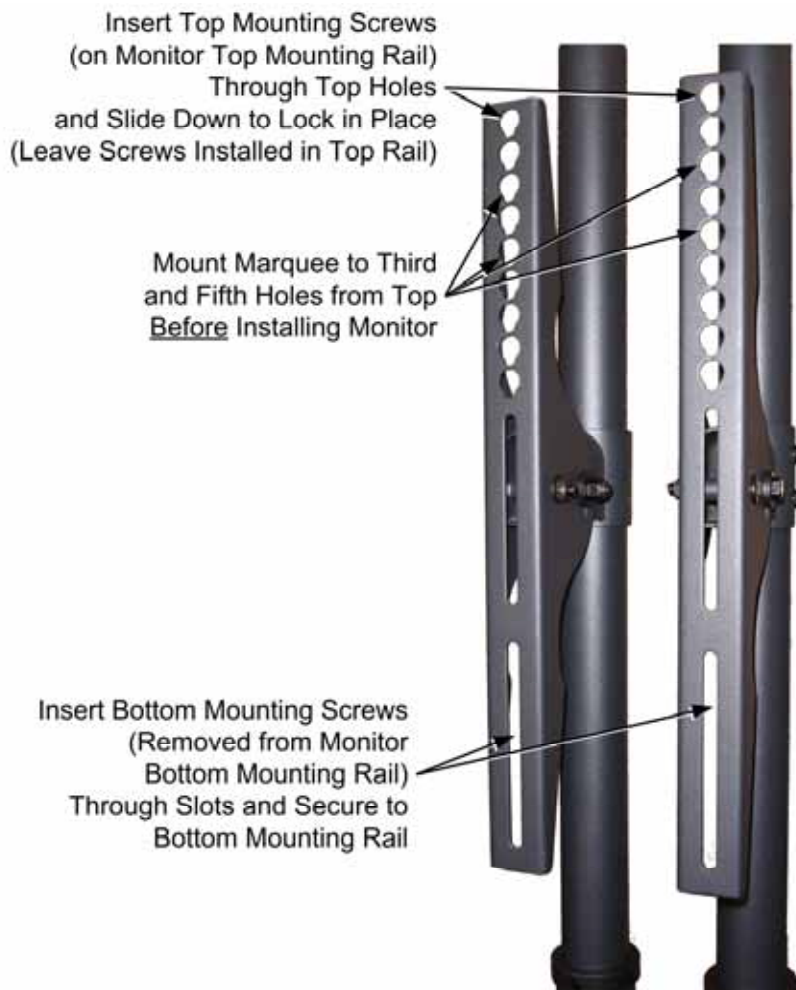


Figure 11. Vertical Rails on Monitor Stand

4. Connect the HDMI connector of the HDMI-to-DVI Monitor Cable to the monitor.
5. Connect the Monitor AC Power Cable to the monitor.
6. Route the Marquee DC Power Cable with the two cables from the monitor and secure the cables to the back of one of the vertical tubes of the monitor stand using the included black cable ties.
7. Route the cables into the cabinet through the hole in the cabinet floor.
8. Connect the DVI end of the HDMI-to-DVI Monitor Cable to the System Computer. Connect the Monitor Power Cable to the Power Strip in the cabinet. Connect the Marquee DC Power Harness to the corresponding connector near the opening in the cabinet floor.
9. Connect the Cabinet AC power cord to a grounded outlet and power on the game.
10. Play a game and use both guns to verify everything is working properly.
11. Refer to your Operator & Service Manual for information on using the Operator menus to set up your game and calibrate the guns if needed.

6. Adjust the Monitor

For optimal 3D viewing the monitor should be tilted slightly, so that the bottom edge of the monitor is just a little bit closer to the cabinet.

1. With the game running, press the operator Test/Back button to open the Operator Menu. Use the gun triggers to select Diagnostics: Monitor 3D Test and press the Player 2 Start button to open the test screen.
2. If you look at the screen without 3D glasses, you will see double white lines across the test screen background. Put on 3D glasses and you should see single lines. If you see double lines, tilt the monitor until most of the lines are single. Adjust the angle for optimal 3D viewing for players.
3. To tilt the monitor, locate the bolt that extends through the curved channel on the outer side of each vertical rail, as shown below. Loosen the two bolts just enough to tilt the monitor. Tighten the bolts once the monitor is positioned correctly.

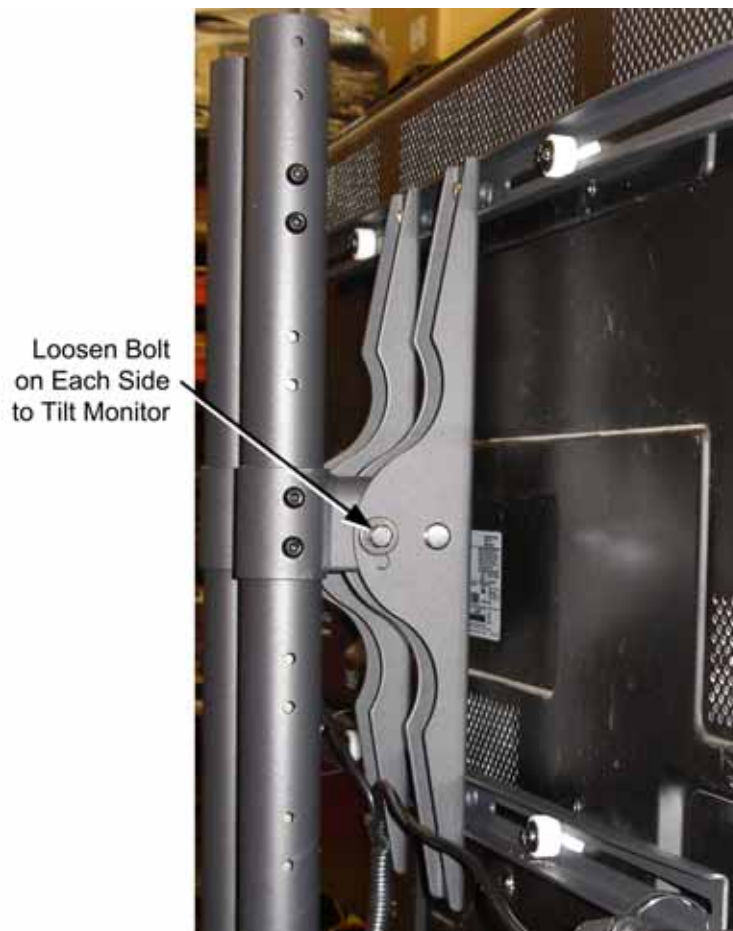


Figure 12. Tilting the Monitor

7. Optional Yellow Ratings Label

You can set the game to either **Red Label** (more blood & gore) or **Yellow Label** (less gore and you can't shoot humans) in **Game Settings: Settings** in the Operator Menu. If you operate the game in Yellow Label Mode, apply the Yellow Label Decal included with the game over the Red Label printed on the marquee.