



GVR SX and PUP Multi-Game

Joystick Installation Instructions 040-1006-01 Rev A



- Read this manual before use.
- Keep this manual with the machine at all times.

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Safety

- The following safety instructions apply to all game operators and service personnel. Specific warnings and cautions will be found throughout this manual where they apply. We recommend that you read this page before preparing your arcade cabinet for game play.
- Use the following safety guidelines to help protect the system from potential damage and to ensure your personal safety.
- To help avoid damage to the computer, the power supply on the computer automatically detects the voltage to match the AC power available at the location:
 - 115 volts / 60Hz in most of North and South America and some Far Eastern countries such as Japan, South Korea and Taiwan
 - 230 volts / 50Hz in most of Europe, the Middle East and the Far East
- To help prevent electric shock, plug the system power cables into a properly grounded power sources. These cables are equipped with 3-prong plugs to help ensure proper grounding. Do not use adapter plugs or remove the grounding prong from a cable. If you must use an extension cable, us a 3 wire cable with properly grounded plugs
- To help protect your system from sudden, transient increases and decreases in electrical power, use a surge suppressor, line conditioner or Uninterruptible Power Supply (UPS).
- Be sure nothing rests on the system's cables and that the cables are not located where they can be stepped on or tripped over.
- Do not spill food or liquid on you system.
- Do not push any objects into the openings of the system. Doing so can cause fire or electric shock by shorting out interior components.
- Keep your computer far away from radiator and heat sources.
- Do not block cooling vents.

Warnings

 CAUTION	WARNING To avoid electrical shock, unplug the cabinet before performing the installation procedures.
 STOP	GLOBAL VR assumes no liability for any damages or injuries incurred while setting up the PUP cabinet. As such, only qualified service personnel should perform this installation!

GLOBAL VR Joystick Upgrade Kit -- Component List

Description	Qty	Part#
1 Plexiglas Console	1	AW-PUP-01
2 Analog Joystick	1	95-0923-00
3 Artwork, Console	1	AW-PUP-03
Artwork, Marquee	1	AW-PUP-01
4 Multi-Game Manual	1	040-1002-01
Joystick Manual	1	040-1006-01
5 Software, OS CD	1	050-0014-01
Beach Head 2000	1	050-0016-01
Beach Head 2002	1	050-0017-01
6 USB HUB, 4 ports	1	V3-USB-4P-HUB
7 Dongle, B H 2000	1	D-beachhead2k-s
Dongle, B H 2002	1	D-beachhead2002-s
8 Joystick Y-Harness Cable	1	GLO-PUPJOY-Y
Not Pictured		
HAPP GCI Flying Chip	1	96-0744-20



Each Game is Sold Separately

Tools Required to complete the hardware installation:

T-20 Security Torx Screwdriver	Power Drill is Optional
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If any parts are missing from your kit please contact GLOBAL VR

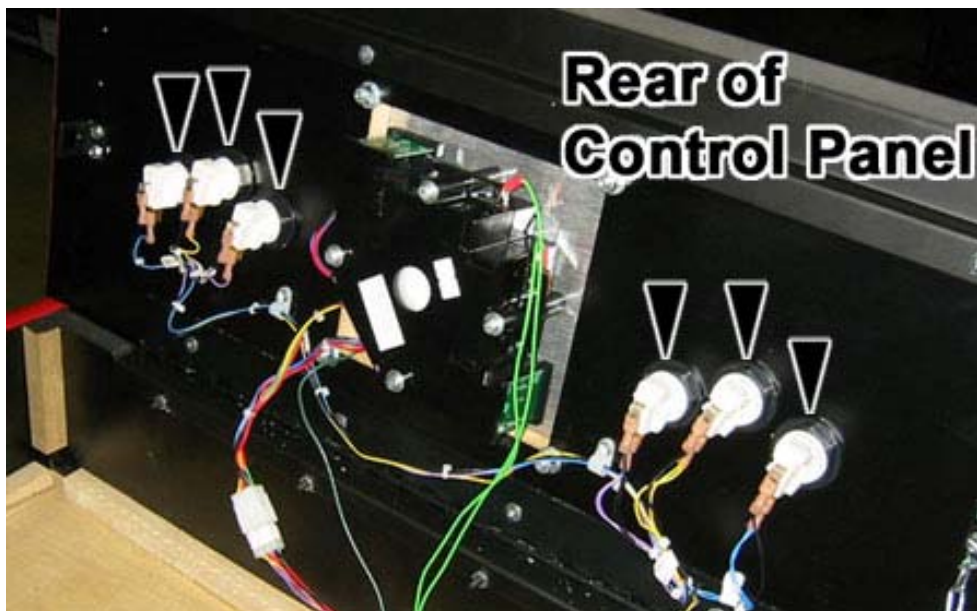
Trackball Removal

Before performing any work on the cabinet please be sure the cabinet is powered off and unplugged from the wall.

1. Remove the screws holding the Plexiglas to the control panel shown by the arrows in the picture below. You will need to use a Security Torx T-20 screw driver to remove the screws.



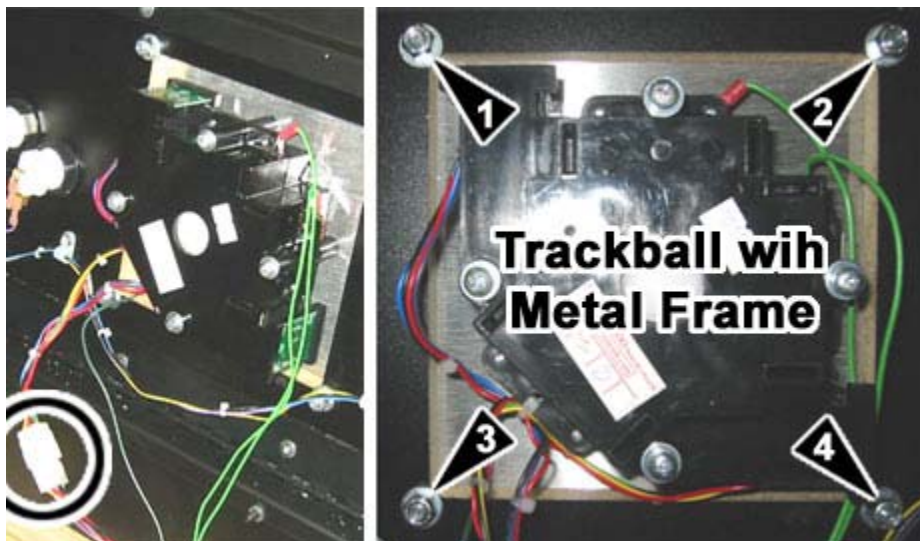
2. Next remove the 6 buttons from the control panel shown by the arrows in the picture below. You will need to keep 4 micro switches with buttons as these will be re-used again with the joystick configuration.



3. Now remove the graphics from the control panel. If this is a sticker you will need to remove the sticker so that you can properly remove the trackball and metal frame assembly from the control panel.



4. Disconnect the cables connected to the trackball shown by the circle in the picture below. Next remove the 4 nuts from the back of the control panel so you can remove the trackball and metal frame assembly together as one piece.



Installing the Joystick

1. The trackball should be fully removed before starting any steps. Insert the Joystick with metal frame into the square hole on the Control Panel were the trackball use to be, make sure the joystick is pointing forward towards the monitor when the control panel is closed. Secure the Joystick to the control panel using the 4 nuts that were used for the trackball shown by the arrows in the picture below.



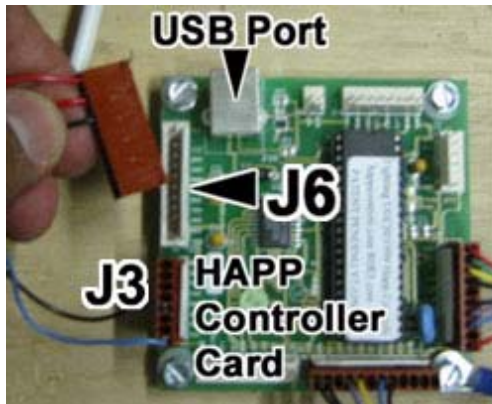
2. Next install the new Control Panel graphics. Once the Control Panel graphics are in place install the new Plexiglas over the graphics using the Security Torx screws you removed earlier. Be sure you put an even amount of torque on each screw to prevent the Plexiglas from cracking or warping on top of the control panel.



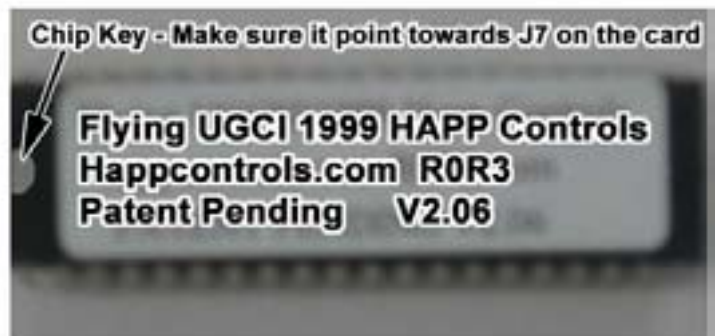
3. Install two buttons on either side of the joystick as shown by the arrows with letters on top in the picture below. Arrows with the letter “C” are for the Canon buttons; Arrows with the letter “M” are for the Missiles buttons. The missiles buttons are wired with the Green wire coming off the joystick, canons use the Grey wire.



4. Locate the HAPP Controller card usually located on the cabinet underneath the control panel. Un-plug the cable connected the J6 header on the card and plug it into the J6 connector on the Joystick Y-Harness cable that came with the kit. Use a tie wrap to secure the two cables together. The Joystick Y-Harness cable J6 connector is the only connector with 3 wires connected to it.



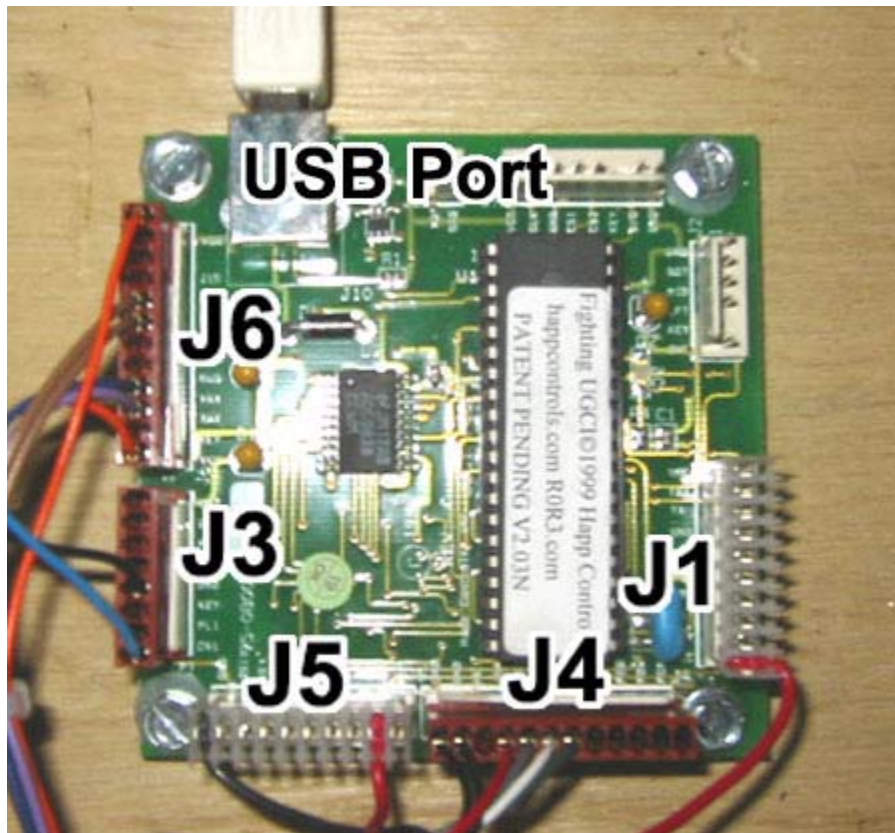
5. Remove all other wires connected to the HAPP Controller Card except for the blue and black coin wires connected to the J3 header shown in the picture above.
6. Use a small flat tip screw driver to remove the large HAPP Controller chip located in the center of the board as shown in the picture below. Next install the Flying UGCI Chip into the HAPP Controller Card by pressing it into place, make sure the key on the chip is pointing towards the J7 connector on the card.



You may want to keep the old Fighting UGCI HAPP Controller chip incase you would like to switch back to a trackball configuration at a later date.

7. Connect the Joystick & Other Cables to the HAPP Controller Card shown by the numbered headers in the picture below.

- J1 - Connect the single wire connector from the Joystick Y-Harness to the J1 header.
- J3 – Connect the Blue and Black Coin Signal wires to the J3 header
- J4 – Connect the other half of the Joystick wire harness without Orange wires to the J4 Header
- J5 – Connect the 2 wire connecter from the Joystick Y-Harness to the J5 header.
- J6 - Connect the only wire harness from the Joystick wire harness with Orange wires to the J6 header
- Make sure to connect the USB cable to the USB port on the Happ Controller Card

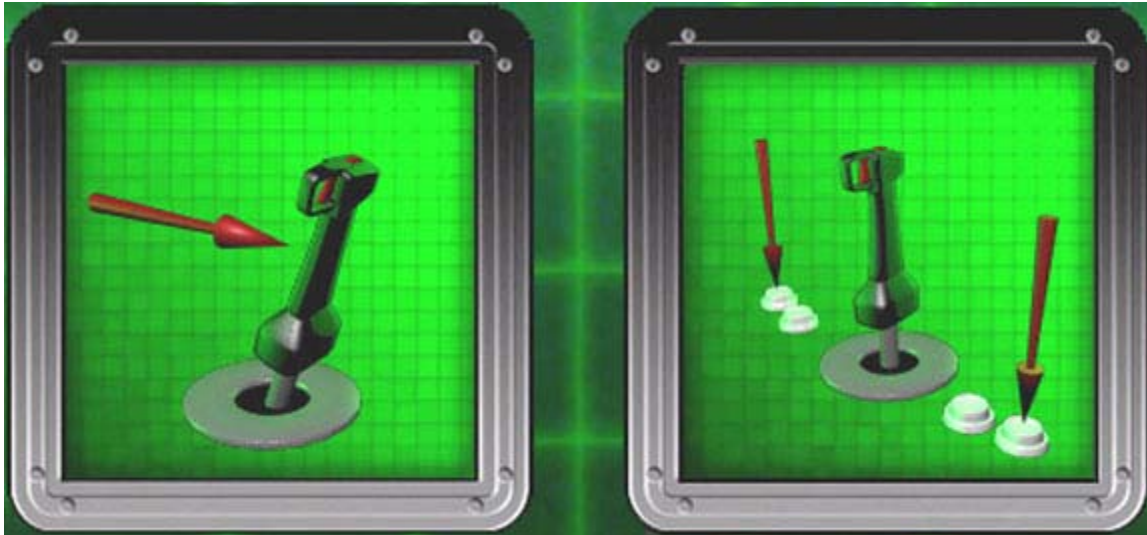


Joystick Hardware Upgrade is now Complete

You can test you joystick hardware by going into the Operator Menu / Play Control Test.

You must have the New Multi-Game shell installed for the game to properly detect that you are using a Joystick.

Joystick Control Test



Once you have installed the new Multi-Game shell you will be able to test your Joystick configuration. If you run into problems like a button does not work or the joystick is moving backwards please check the wiring from the Joystick to the button, then the Joystick to the HAPP Controller Card.

The Player Control Test will validate that the controls are setup correctly and working on the cabinet. When you press a button a red arrow will appear on the test screen when it is operating correctly as shown in the picture above. When you move the Joystick in any direction a red arrow will appear in the direction that the Joystick is moving when it is operating correctly. When you are finished testing the player controls press the Operator Button to exit back to the main operators menu.



Warranty Info

LIMITED WARRANTY

GLOBAL VR warrants that its computer circuit boards, hard drives, power supplies, monitors, displays, controls, sensors, and mechanical structures are free from defects in materials and workmanship under normal use and service for a period of ninety (90) days from the date of shipment.

All software and accompanying documentation furnished with, or as part of the Product, is supplied "AS IS" with no warranty of any kind except where expressly provided otherwise in any documentation or license agreement furnished with the Product.

During the warranty period, GLOBAL VR will, at no charge, repair the Product, provided:

- 1) Purchaser believes that the Product is defective in material or workmanship and promptly notifies GLOBAL VR in writing with an explanation of the claim;
- 2) All claims for warranty service are made within the warranty period;
- 3) Products are returned adequately packed and freight prepaid to GLOBAL VR's designated service center;
- 4) GLOBAL VR's inspection or test of the Product verifies to GLOBAL VR's satisfaction that the alleged defect(s) existed and were not caused by accident, misuse, neglect, unauthorized or attempted repair or testing, unauthorized modification, incorrect installation, vandalism, failure to follow the maintenance schedule or procedures; or operation in out-of-specification environmental conditions.

GLOBAL VR will return the repaired Product freight prepaid to the Purchaser. All freight costs associated with replacement of warranty parts after expiration of the original warranty period are the responsibility of the Purchaser. GLOBAL VR is not obligated to provide the Purchaser with a substitute unit or on-site service during the warranty period or at any time. If after investigation GLOBAL VR determines that the reported problem was not covered by the warranty, Purchaser shall pay GLOBAL VR for the cost of investigating the problem at its then prevailing per incident billing rate. No repair or replacement of any Product or part therein shall extend the warranty period as to the entire Product. The warranty on the repaired part only shall be in effect for a period of ninety (90) days following the repair or replacement of that part or the remaining period of the Product parts warranty, whichever is greater.

Purchaser's exclusive remedy and GLOBAL VR's sole obligation is to supply or pay for all labor necessary to repair any Product found to be defective within the warranty period and to supply, at no extra charge, new or rebuilt replacements for defective parts. If repair or replacement fails to remedy the defect, then, and only in such event, shall GLOBAL VR refund to Purchaser the purchase price for said Product. Purchaser's failure to make a claim as provided above or continued use of the Product shall constitute an unqualified acceptance of said Product and a waiver by Purchaser of all claims thereto.

IN NO EVENT SHALL GLOBAL VR BE LIABLE FOR LOSS OF PROFITS, LOSS OF USE, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM OPERATION OF THE GAME IN ANY CONDITION. GLOBAL VR SHALL NOT BE RESPONSIBLE FOR THE SUITABILITY, PERFORMANCE, OR SAFETY OF ANY NON-GLOBAL VR PART OR ANY MODIFICATION PERFORMED BY ANY PRODUCT DISTRIBUTOR UNLESS SUCH WORK IS EXPRESSLY AUTHORIZED IN ADVANCE BY GLOBAL VR.

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Technical Support

Free telephone, email and online support are provided for the PUP systems during the warranty period. In addition to helping with trouble shooting and diagnosing defective parts technical support is prepared to help you with questions about the operation of your PUP game.

When you contact technical support at GLOBAL VR, please provide the following background information to aid our technical support process:

Your mailing address and telephone number

Your PUP cabinet Serial Number

A summary of the question or a detailed description of the problem with your PUP cabinet

Technical Support is available from 9:00-5:00PST, Monday through Friday.

Call +1-408-501-0000 to reach a technical support staff member.

Email support is available if you email support@globalvr.com

Warranty Service

If at some point you require warranty service, contact your distributor. If technical support staff determines that parts on your PUP cabinet are defective, a Return Merchandize Authorization (RMA) number will be issued.





Legal Statements

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