

Instructions for programming the Light Box. These instructions will work with all versions.

Note: The ball switch of the cage that you want to program must be activated during programming. This can be accomplished by holding down the ball switch. Any cage that has the ball switch activated will have its cage number changed also.

Note: Disconnect all cages from line except the cage you are going to program otherwise any cage connected to the line will have its cage number changed also.

Note: Programming only the Cage Number does not program Balls/vend and Coins/vend.

Programming

To program a cage:

1. Press " C " ("Clear")
2. Enter " 31"
3. Enter the code "1234"
4. Enter " 240 "
5. Press " A " ("Rent A")
6. Enter "165 "
7. Press " B " ("Rent B")
8. Press " C "
9. Enter the cage number " 1-30 "
10. Press " * "
11. Activate and hold the Ball Switch
12. Press " D " (" Send ")
13. Deactivate the Ball Switch
14. Press " C "
15. Enter " 255 " (Mode number memory location)
16. Press " A " ("Rent A")
17. Enter "176 " (This is the mode number)
18. Press " B " ("Rent B")
19. Activate and hold the Ball Switch
20. Press " D " (" Send ")
21. Deactivate the Ball Switch
22. Enter the number of coins " 1-100 "
23. Press " A " ("Rent A")
24. Enter the number of balls " 1-255 "
25. Press " B " ("Rent B")
26. Press " D " (" Send ")
27. Press " # " to exit Programming