

Hot Button

Series Operator's Manual



The Originator of Electronic Darts

6212 Material Avenue
Loves Park, Illinois 61111
815-654-0212 or 800-435-8319

www.arachnidinc.com
P/N 42532 Rev. G



Arachnid Limited Warranty for HotButton

Arachnid, Inc., thoroughly inspects and tests all products before they leave the facility and is therefore not responsible for any damages occurred during shipping. Report any damage, whether hidden or obvious, to the shipping company immediately and resolve it through them.

1. Definitions:

As used herein, the term "Buyer" shall mean the purchaser of the goods, the term "Goods" shall mean all HotButton products, equipment, accessories and any labor and services ordered by Buyer from Arachnid.

2. Warranty:

During the warranty period, which is ninety (90) days for the complete product, Arachnid will repair or replace at its plant in Loves Park, Illinois, any part of the Goods, which part has been manufactured by Arachnid, and which Arachnid determines to have failed because of defective design, material or workmanship under normal use and service. Arachnid shall have no warranty or other liability for any part not manufactured by it, but agrees to cooperate with Buyer in obtaining an assignment of Arachnid's warranty rights against the manufacturer. Prior to repair or replacement, Arachnid shall have the right to examine the part at its option either at Buyer's location or at Arachnid's plant in Loves Park, Illinois. For this warranty to apply, Buyer must give Arachnid written notice of any warranted defect within fifteen (15) days after discovery and, in any event, not later than the date on which this warranty expires, or Buyer will be barred from any remedy. Upon Arachnid's written authorization, the Goods must be shipped to Arachnid freight prepaid within a reasonable time thereafter. This warranty shall not apply to any of the Goods or parts thereof repaired or altered by anyone but Arachnid, operated or installed contrary to instructions, subjected to misuse, negligence, vandalism, accident, fire or water damage and improper or faulty electrical power source. This warranty is not assignable and expires upon the earlier of Buyer's transfer, sale or other disposition of the Goods, or one (1) year from the date of shipment of the Goods by Arachnid to Buyer. Arachnid's liability under this warranty shall be limited to repairing or replacing warranted Goods or, if such Goods cannot be repaired or replaced by Arachnid, to the return of the purchase price paid for the defective or nonconforming warranted Goods; provided, that Buyer shall first return to Arachnid those goods for which a refund of the purchase price is to be made.

THE WARRANTIES PRINTED ABOVE ARE THE ONLY WARRANTIES APPLICABLE TO THE GOODS. ALL OTHER WARRANTIES, EXPRESSED OR IMPLIED, INCLUDING BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE DISCLAIMED.

4. Limitation of Liability

ARACHNID SHALL NOT BE LIABLE, WHETHER IN CONTRACT, IN TORT, UNDER ANY WARRANTY, IN NEGLIGENCE, OR OTHERWISE, FOR INCIDENTAL, CONSEQUENTIAL OR SPECIAL DAMAGES OR FOR COSTS OF REMOVAL OR SHIPMENT. UNDER NO CIRCUMSTANCES SHALL ARACHNID'S LIABILITY OR BUYER'S REMEDY FOR DAMAGES AGAINST ARACHNID EXCEED THE AMOUNT OF THE PURCHASE PRICE OF GOODS SOLD FOR WHICH OR RELATING TO WHICH CLAIM IS MADE. IN THE EVENT THAT ARACHNID'S WARRANTY, IF ANY, OR ANY OTHER OBLIGATION OF ARACHNID APPLICABLE TO THE GOODS FAILS OF ITS ESSENTIAL PURPOSE, BUYER'S EXCLUSIVE REMEDY SHALL BE LIMITED TO RETURN OF OR CREDIT FOR SO MUCH OF THE PURCHASE PRICE AS IS APPLICABLE TO THE GOODS WHICH ARE NONCONFORMING OR DEFECTIVE, PROVIDED SUCH GOODS ARE RETURNED TO ARACHNID. THE PRICE STATED FOR THE GOODS, AS SHOWN IN THE ORIGINAL INVOICE, IS BASED UPON AND IN CONSIDERATION FOR LIMITING ARACHNID'S LIABILITY. NO ACTION ARISING OUT OF THE GOODS MAY BE BROUGHT BY BUYER MORE THAN FIFTEEN (15) MONTHS AFTER THE DATE OF SHIPMENT OF THE GOODS BY ARACHNID TO BUYER. BUYER'S REMEDIES AS PROVIDED HEREIN ARE ITS SOLE AND EXCLUSIVE REMEDIES.



Table of Contents

Introduction	1
Section 1: General Description	1
1.1 Specifications	1
Section 2: Features of the HotButton	1
Section 3: Requirements	1
Section 4: Configuring the HotButtons Using Dartman for Windows	2
4.1 Basic HotButton Configuration	2
4.2 HotButton Tournament	2
4.3 HotButton Promotion	3
4.4 Sending the HotButton Configuration to the Dartboards Using DartComm	3
Section 5: Configuring the HotButtons Using LeagueLeader	4
5.1 Basic HotButton Configuration	4
5.2 HotButton Tournament	5
5.3 HotButton Promotion	5
5.4 Sending the HotButton Configuration to the Dartboards Using LeagueComm	5
Section 6: Using the Player Button	5
6.1 Formatting a Player Button from the Attract Mode	6
6.2 Formatting a Player Button from the Test Mode	6
6.3 Opening the Player Menu	6
6.4 Buying Credits on the Player Button	6
6.5 Spending Credits from the Player Button	7
6.6 Using the Player Button in Leagues	7
6.7 Using the Player Button for Casual Mode Handicapping	7
6.8 Substitutes	7
6.9 Using the Player Name	8
6.10 Other Player Button Concerns	8
Section 7: Using the Operator Button	8
7.1 Formatting an Operator Button	8
7.2 Storing and Transferring Machine Settings Using the Operator Button	8
Section 8: Using the Collector Button	9
8.1 Formatting a Collector Button	9
8.2 Viewing Financial Information with the Collector Button	9
8.3 Accounting Information	9
8.4 Viewing the Credit Collection Screen	9
8.5 Terms of the Credit Collection Screen	10
8.6 Navigating the Credit Collections Screen	10
Section 9: Parts Listing	11
Section 10: Troubleshooting	12

The most current version of this manual is always available on the Arachnid website at: <http://www.arachnidinc.com>

Note: This equipment has been tested and found to comply with the limits for a Class A digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference when the equipment is operated in a commercial environment. This equipment generates, uses, and can radiate radio frequency energy and, if not installed and used in accordance with the instruction manual, may cause harmful interference to radio communications. Operation of this equipment in a residential area is likely to cause harmful interference in which case the user will be required to correct the interference at his own expense.

Warning: Keep safety in mind, do not use the HotButton while others are throwing darts.

Suitable for indoor use only.

Introduction

This manual contains operation, parts lists and troubleshooting information for the HotButtons.

If you encounter a problem that is not covered in this manual, or if you have any questions, contact Arachnid at 1-800-435-8319 (815-654-0212) from 8 a.m. to 5 p.m. CST. You can also reach us at arachtech@bullshooter.com or visit our support site at <http://www.arachnidinc.com/support.php>

Section 1 General Description

The HotButton is a storage device designed to store such things as player names, machine configuration and credits. There are three types of HotButtons: Operator Buttons, Player Buttons and Collector Buttons. All three HotButtons can be used with the Black Widow and Galaxy II dartboards.

1.1 Specifications

Player Button: 512 Bytes

Operator Button: 8 Kilobytes

Collector Button: 512 Bytes

Section 2 Features of the HotButton

The Arachnid HotButton has many operator selectable features that can be enabled through Dartman for Windows or LeagueLeader.

All HotButtons

aWhen in the dartboard's setup menu, any button can be used to enter the HotButton Menu

The Player Button

- aUse of a player's name any time one is asked for
- aStore game credits*
- aUse game credits*
- aStore promotions*
- aStore a players handicap from a league
- aUse a stored handicap in casual play

The Operator Button*

- aUsed to get to the Setup Menu*
- aSave game settings*
- aRead game settings

The Collector Button*

aEnter the Collectors Screen*

Note: The features with an asterisk () are disabled by default. This is for security purposes. The Operator may enable these options using Dartman for Windows or LeagueLeader.*

Enabling Features of the HotButton

To enable the various features of the HotButton you will need Dartman version 1.1.387 minimum or LeagueLeader.

To access the HotButton menu in Dartman for Windows, click on **HotButton Configuration** under Communications on the side menu.

To access the HotButton menu in LeagueLeader, click on **HotButton Setup** under Utilities menu.

General: Set up the basic HotButton options like Operator Password, Minimum and Maximum Credits and Credit duration.

Tournament: Set up the HotButton for tournament use.

Promotion: Set the settings for HotButton promotions on the dartboards.

Section 3 Equipment And Software Requirements

Before continuing, please make sure the following requirements have been met:

- a Dartman for Windows version 1.1.387 (or)
- a LeagueLeader
- a Black Widow software version 3.12 Build 4975
- a Galaxy II software Build 3331
- a Button Reader Kit installed in Black Widow

- a 512 byte Player Button

- a 8K Operator Button

- a 512 byte Collector Button

Section 4

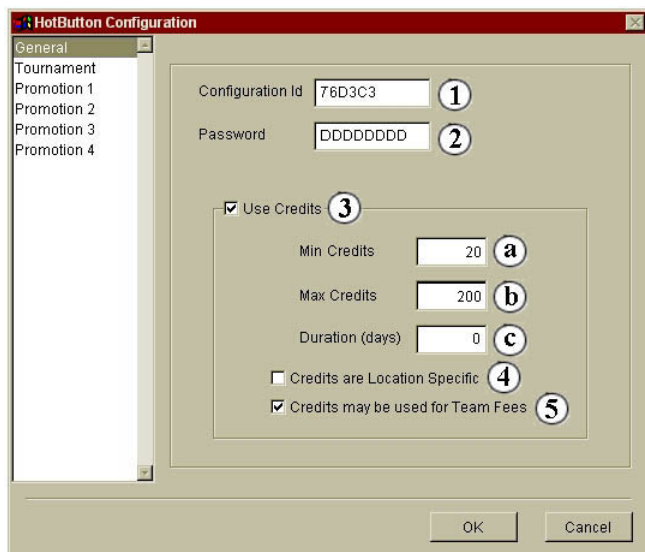
Configuring the HotButtons Using Dartman for Windows

4.1 Basic HotButton Configuration

The General section of the HotButton Configuration menu is used for setting up the basic functions of the HotButtons. These functions include HotButton Password, Configuration ID and Credit setup.

1. The **Configuration ID** is a randomly generated code that is used for security reasons. This ID is used so that another operators button (Operator, Player and Collector) will not work on your machines. While the Configuration ID is configurable, it is not recommended.
2. The **Password** can be anything that you wish. This is another security measure so that another operator will not be able to use his Collector Button or Operator Button on your machines.
3. Put a checkmark next to **Use Credits** if you want to enable HotButton credits on Player Buttons.
 - a. **Min Credits** is the minimum number of credits that can be purchased for the HotButton.
 - b. **Max Credits** is the maximum credits that you want to allow on the HotButton.
 - c. **Duration (days)** is the number of days before credits on the HotButton are no longer valid. If the credit duration period is set to zero, HotButton credits will never expire.

Credits will expire unless you buy at least the minimum amount of credits once during the credit duration period. Expired credits cannot be reused and the button must be reformatted to put more credits on it. It is up to the operator to decide if these credits can be refunded.



4. This option will enable Location Specific HotButton credits. This means that player credits bought at a specific location can only be used at that location. Players can only store Location Specific credits for one location on their Player Button. *Note: This option is not recommended because it limits the use of Player HotButton credits.*
5. This option will enable Team Fees to be paid with HotButton credits. Prior to Dartman for Windows version 1.1.374 and Galaxy II version 0.78 bld 3062, this option is on by default. *Note: This option only works on Galaxy II's. HotButton credits can be used for Team Fees on Black Widow even with this option turned off.*

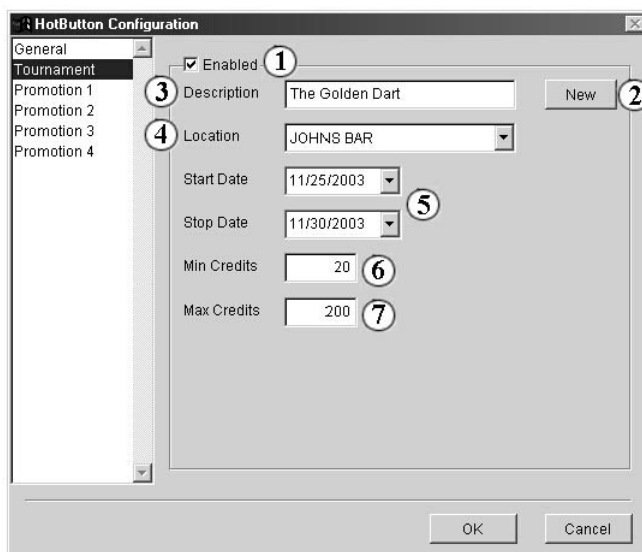
4.2 HotButton Tournament

This menu lets an operator set up a HotButton tournament. Only one tournament may be configured at a time.

1. Click **Enable** to activate the HotButton Tournament option.
2. Click **New** to create a new tournament. Only one tournament can be active at a time.
3. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
4. The **Location** is the place the tournament is held at. There can be only one location selected at any time.
5. The **Start and Stop Date** are used to determine the length of the tournament.
6. **Min Credits** is the minimum number of tournament credits that can be purchased for the HotButton.
7. **Max Credits** is the maximum tournament credits that you want to allow on the HotButton.

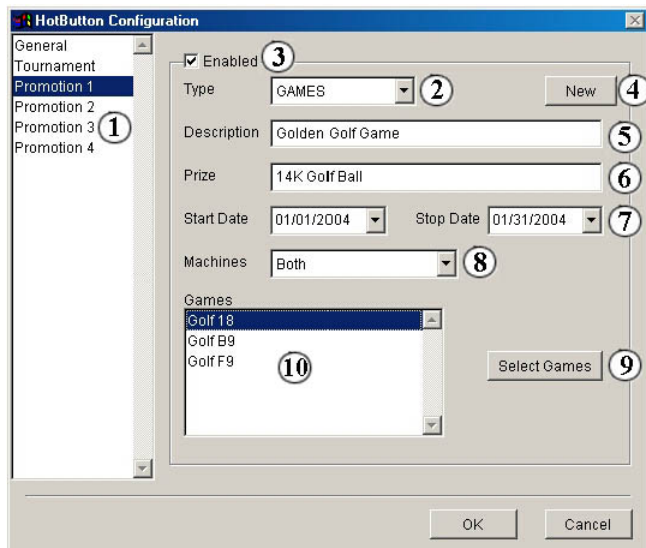
After the tournament (or when using the HotButton on a machine that isn't part of the tournament), credits will revert back to their normal count instead of showing tournament credits.

Note: If the player does not choose to convert his/her HotButton to the current tournament, they will not be allowed to purchase or spend credits at the tournament.

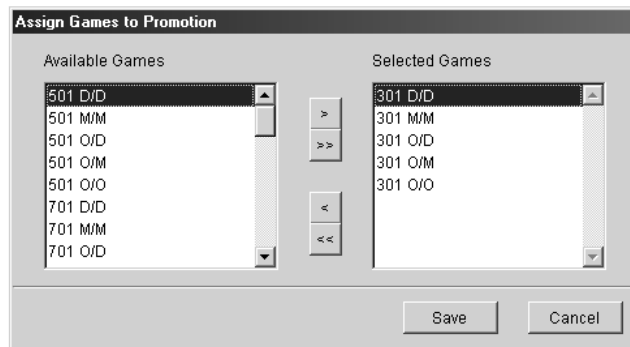


4.3 HotButton Promotion

This menu lets an operator set up various promotions (e.g., play 301 and win a Golden Dart) for use with the Player Buttons.



1. Select which promotion you are going to create. Because of size limitations on the Player Buttons, only four promotions are allowed.
2. Choose the type of point system the promotion uses.
 - a. With **Games** selected, players get a point for every game of the selected types (see step 9) they play.
 - b. With **Points** selected, players get an equal number of points based on their score of the selected type of game (see step 9). Example: If a player won a game of 301O/O they would receive 301 promotion points.
 - c. With **Wins** selected, players get a point for every game of the type selected that they have won.
3. Click on the check box next to **Enable** in order to activate the promotion.
4. Click **New** to reset the promotion selected to the default settings. This also invalidates the points earned.
5. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
6. The **Prize** text box is where you would put a description of the grand prize.
7. The **Start** and **Stop Date** are used to determine the length of the promotion.
8. Select which machine types the promotion is useable on. Only Galaxy IIs and Black Widows are valid machines for HotButton promotions.
9. Click **Select Games** to open the game assignment window. From this window click on the games desired under **Available Games** and press the > button. To assign all games to the promotion click the >> button. To remove one game from the **Selected Games** menu, select the game and click <. To remove all games click <<. Once finished selecting games click **Save**.



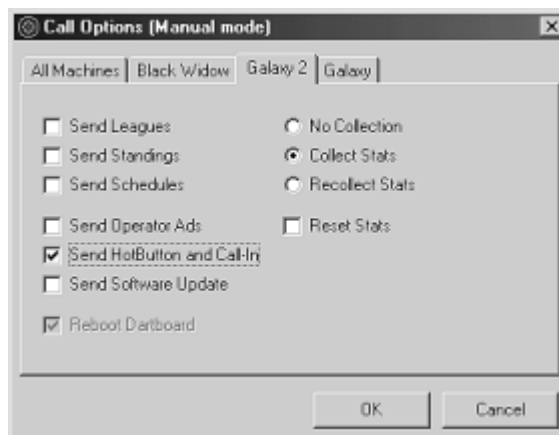
10. The **Games** box displays which game you have selected for the promotion.

Each time the player uses his HotButton to play a promotional game, the count on the HotButton will be incremented. The player will not get credit for playing the game unless they insert their name during the game using the HotButton. Simply using credits will NOT increment the counter, the name must be inserted.

At any time during the promotion, the HotButton can be touched to a game and read to find out how many “points” that player has. Simply use the HotButton to enter the Player Button Menu, and it will show you a count of valid promotions on the HotButton that the player has at least 1 “point” for. After all buttons are read, the winner can be determined.

4.4 Sending the HotButton Configuration to the Dartboards Using DartComm

Sending the HotButton Configuration to the dartboards is the same as sending any option in DartComm. While in the appropriate screen (i.e., Disk\Zip\Pocket PC or Manual Modem) select the option *Send HotButton and Call-In*. Those files will be transferred along with any other options selected.



Section 5

Configuring the HotButtons Using LeagueLeader

5.1 Basic HotButton Configuration

The General section of the HotButton Configuration menu is for setting up the basic functions of the HotButtons. These functions include HotButton Password, Configuration ID and Credit setup.

1. The **Configuration ID** is a randomly generated code that is used for security reasons. This ID is used so that another operator's button (Operator, Player and Collector) will not work on your machines. While the Configuration ID is configurable, it is not recommended.
2. The **Password** can be anything that you wish. This is another security measure so that another operator will not be able to use his Collector Button or Operator Button on your machines.
3. Put a check mark next to **Use Credits** if you want to enable HotButton credits on Player Buttons.
 - a. **Min Credits** is the minimum number of credits that can be purchased for the HotButton.
 - b. **Max Credits** is the maximum credits that you want to allow on the HotButton.
 - c. **Duration (days)** is the number of days before credits on the HotButton are no longer valid. If the credit duration period is set to zero, HotButton credits will never expire.

Credits will expire unless you buy at least the minimum amount of credits once during the credit duration period. Expired credits cannot be reused and the button must be reformatted to put more credits on it. It is up to the operator to decide if these credits can be refunded.

4. This option will enable Location Specific HotButton credits. This means that player credits bought at a specific location can only be used at that location. Players can only store Location Specific credits for one location on their Player Button. *NOTE: This option is not recommended because it limits the use of Player HotButton credits.*
5. This option will enable Team Fees to be paid with HotButton credits. *NOTE: This option only works on Galaxy IIs. HotButton credits can be used for Team Fees on a Black Widow even with this option turned off.*

5.2 HotButton Tournament

This menu lets an operator set up a HotButton tournament. Only one tournament may be active at a time.

1. Click **Enable** to activate HotButton Tournament option.
2. Click **New** to create a new tournament. Only one tournament can be active at a time.
3. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
4. The **Location** is the place the tournament is held at. There can be only one location selected at any time. *NOTE: The location must be in LeagueLeader in order to assign a tournament to it. This can even be a "fake" location.*
5. The **Start** and **Stop Date** are used to determine the length of the tournament.
6. **Min Credits** is the minimum number of tournament credits that can be purchased for the HotButton.
7. **Max Credits** is the maximum tournament credits that you want to allow on the HotButton.

After the tournament (or when using the HotButton on a machine that isn't part of the tournament), credits will revert back to their normal count instead of showing tournament credits.

Note: If the player does not choose to convert his/her HotButton to the current tournament, they will not be allowed to purchase or spend credits at the tournament.

5.3 HotButton Promotion

This menu lets an operator set up various promotions (e.g., play 301 and win a Golden Dart) for use with the Player Buttons.

1. Select which promotion you are going to create. Because of size limitations on the Player Buttons, only four promotions are allowed at one time.
2. Click on the check box next to **Enable** in order to activate the promotion.
3. Choose the type of point system the promotion uses.
 - a. With **Games** selected, players get a point for every game of the selected types (see step 9) they play.
 - b. With **Points** selected, players get an equal number of points based on their score of the selected type of game (see step 9). Example: If a player won a game of 301/O they would receive 301 promotion points.
 - c. With **Wins** selected, players get a point for every game of the type selected that they have won.
4. Click **New** to reset the promotion selected to the default settings. This also invalidates the points earned.
5. The **Prize** text box is where you would put a description of the grand prize.
6. The **Description** can be anything you want it to say. The only limitation is it can only be 26 characters.
7. The **Start** and **Stop Date** are used to determine the length of the promotion.
8. Select which machine types the promotion is usable on. Only Galaxy IIs and Black Widows are valid machines for HotButton promotions.
9. Click on a check box next to a game(s) that you want included in your HotButton Promotion.
10. Clicking **Select All**, will assign all games to your promotion.
11. Clicking **Deselect All**, will unassign all games from your promotion.

Each time the player uses his HotButton to play a promotional game, the count on the HotButton will be incremented. The player will not get credit for playing the game unless they insert their name during the game using the HotButton. Simply using credits will NOT increment the counter, the name must be inserted.

At any time during the promotion, the HotButton can be touched to a game and read to find out how many “points” that player has. Simply use the HotButton to enter the Player Button Menu, and it will show you a count of valid promotions on the HotButton that the player has at least 1 “point” for. After all buttons are read, the winner can be determined.

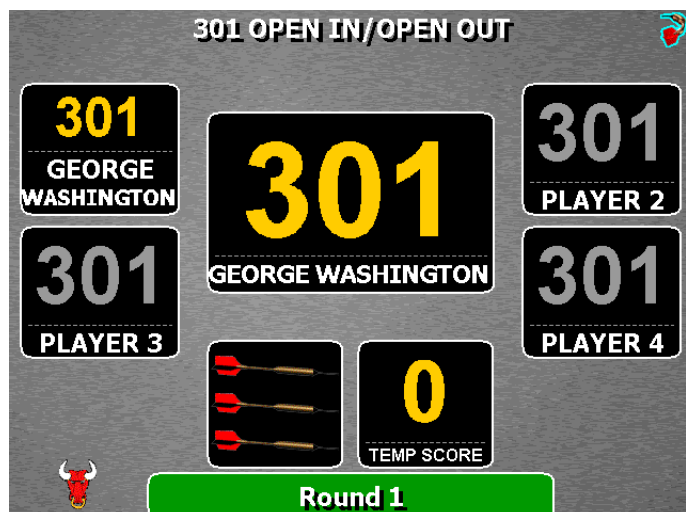
5.4 Sending the HotButton Configuration to the Dartboards Using LeagueLeader

The HotButton settings will be automatically transferred to the dartboards every time they call into the LeagueLeader server. If you want to send files to a Black Widow or manually to a Galaxy II you will need to use LeagueComm. For further information on LeagueComm see Appendix 1 in the LeagueLeader manual.

Section 6 Using The Player Button

Each Player Button can store the player name, credits, promotions (e.g., play 25 games and win a free hat) and tournament information. The Player Button can be used anywhere a dartboard asks for player information.

Note: Credits are disabled by default. To enable credits, the Min Credits, Max Credits and Credit duration must be entered in the HotButton Configuration menu.



6.1 Formatting a Player Button from the Attract Mode

In order to format a Player Button from **Attract Mode** or the **Main Menu** place a HotButton on the HotButton Reader.

1. If the dartboard detects that this is a new HotButton, it will ask if you wish to convert the HotButton to a Player Button.
2. Select **YES** to bring up the **Enter Player Name** screen.
3. Enter a player name (at least two letters or numbers) and then hold the HotButton on the HotButton Reader to begin formatting.
4. After formatting is complete, the **Player Button Menu** will appear.
5. Select **EXIT**

6.2 Formatting a Player Button from the Test Mode

To reformat a Player Button, or to create one, you may do so from the HotButton Setup Menu. To get to the HotButton Setup Menu you must be in the dartboard Setup Menu.

1. Hold any HotButton in the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Button**. This step is not necessary on the Black Widows.
3. Select **Create New Player Button**.
4. Enter the players name using the dartboard as shown on the screen.



5. Hold the Player HotButton on the HotButton reader.
6. The machine will format the HotButton for use as a Player Button.
7. At the end of the format process, a completion message will be displayed.
8. Select **CONTINUE**.

After the Player Button is made, exit out of the Setup Menu.

6.3 Opening the Player Menu

The Player Menu is where a player may edit his/her name, buy credits, check on the promotions he/she signed up for and the tournaments they may have entered.

As long as you are in **Attract Mode** or **The Main Menu** you can get to the **Player HotButton Menu**.

To enter the Player Menu, hold the Player Button on the HotButton Reader for a few seconds while in **Attract Mode** or the **Main Menu** and the Player Menu will open.

6.4 Buying Credits on the Player Button

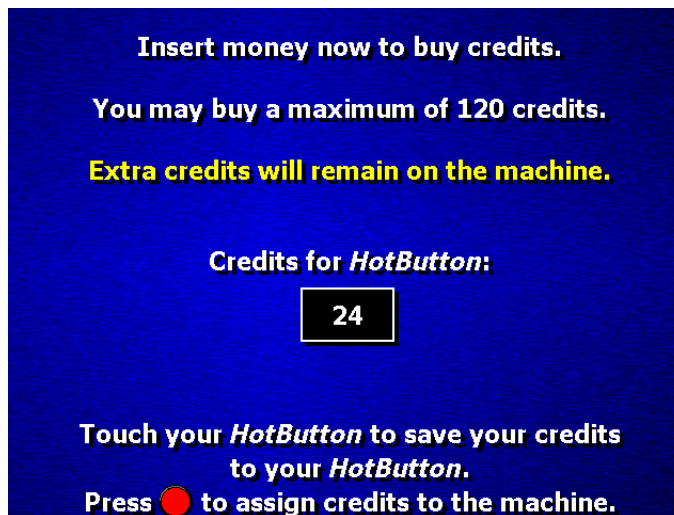
In the Player Menu you can add credits to a Player Button. If the current number of credits plus the minimum number of credits is greater than the maximum number allowed, then the player cannot buy credits.

Example: If the max credits is 100 and the minimum number to purchase is 20, then the player with 81 credits on his button cannot buy credits. $(81+20=101)$

Note: When buying credits on the Black Widow, ALL money inserted will automatically go to the side the Buy Credits screen is on. Only one Buy Credits Screen can be entered at one time.

1. Select **Buy Credits**, then insert the number of quarters equaling the number of credits you want.
 - a. The minimum amount of credits you can buy is operator configurable.
 - b. The maximum number of credits you can store on the HotButton is dependent on the operator.
2. Place your Player Button on the button reader when you are finished.

Note: Unless the credit duration was set to zero, the credits stored in this manner will not be usable after number of days specified by the Operator.



6.5 Spending Credits from the Player Button

On the pre-game screen, when the dartboard asks for credits to play a game, the player holds his Player Button on the Button Reader. The dartboard will then transfer a number of credits needed for one number (not player) to play the game selected. Then the dartboard will tell the player how many credits are left on his HotButton.

Touching the Player Button to the HotButton Reader again will transfer more credits to the dartboard. (i.e., if you are playing a game of 301 O/O, which costs 2 credits, holding the Player Button on the Button Reader once will take off 2 credits. Placing the Player Button back on the Button Reader while in the same screen will take off an additional 2 credits.)

The dartboard will only take off a number of credits needed to play the game. (e.g., if there is already one credit on the machine and you need 2 credits to play, the dartboard will only transfer 1 credit.)

6.6 Using the Player Button in Leagues

With the Team Fees option selected in HotButton Configuration, the Player Button can be used to input team fees into the machines.

1. On the team fees collection screen you can use the Player Button instead of inserting money.

Note: If the league is playing on a Black Widow, then apply the player Button to the side that the league is currently playing on.

2. Each application of the Player Button will remove enough credits for one player's team fees. (i.e., if the player wished to pay for another player's team fees, placing his HotButton back on the HotButton Reader will take off another amount equal to the team fees needed) This works like spending credits for a game. (e.g., If the dues are 10 credits and the machine already has 5 credits, then the button will transfer 5 credits). If you are using cash to pay part of the dues, please insert the cash first.

6.7 Using the Player Button for Casual Mode Handicapping

A player's league handicap can be stored on his HotButton and then used for casual mode handicapping.

Note: Players must be in a current league to use this feature.

Saving Handicaps to the Player Button.

1. Press the Player Button against the HotButton Reader while in the Main Menu. This will take you to the Player Button Screen.
2. Select **Set Handicap**.
3. Choose a league to draw the handicap from.
4. Choose the team the player is on.
5. Choose the player.
6. Touch the Player Button to the HotButton Reader to save. This will save both Cricket and X01 handicaps.

Using the Button for Handicapping Casual Play

1. While in pre-game setup, select **Handicapping**. Press the **Enter** button to choose ON 1 Players per Score, or STACKED 2 Players Per Score.
2. Select **Start**.
3. While in the "Setup Handicapping" screen, touch the Player Button to the HotButton reader.
4. The player's name and handicaps will be inserted. Repeat for as many players as necessary.
5. Start the game. The scores will be automatically calculated according to the handicaps.

Handicaps entered this way are not adjustable.

6.8 Substitutes

The player button can also be used to enter "New Substitutes" in league mode. After choosing new substitutes in the sub menu, apply the appropriate player button on the name input screen. The machine will use the name on the button.



6.9 Using the Player Name

Whenever there is a screen to enter a name, you can use the Player Button. This includes operator password fields. An operator could use a Player Button, which has the password as the name, on new dartboards needing a password, or on dartboards asking for a password.

6.10 Other Player Button Concerns

The Player Buttons will work on any dartboard. However, only the player's name will work on a different Operator's dartboards. The only exception to this is during a tournament. During a tournament the player may only spend tournament credits using his Player Button.

Section 7 Using The Operator Button

An Operator Button is used to go directly to the **Setup Menu** on the dartboards. It can also be used to transfer game setup information from one dartboard to another.

Note: Operator Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the HotButton Configuration menu. (See section 4.)

7.1 Formatting an Operator Button

In order to format an Operator Button the operator must be in the Setup Menu.

1. Place any HotButton on the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Hotbutton**. This step is not necessary on the Black Widows.
3. Select **Create New Operator Button**.
4. Enter the correct Operator Password, using the darthead as shown on the screen.
5. Select **DONE**.

Note: It is important to have the same operator ID and password for all locations on the route or the Operator Button will not work properly. If there are different passwords for each location, each location will need a separate Operator HotButton.



6. Hold an Operator Button on the HotButton Reader. The machine will then format the Operator Button.
7. At the end of the format process, a completion message will be displayed.
8. Select **CONTINUE**.

7.2 Storing and Transferring Machine Settings using the Operator Button

It is possible to transfer game settings from one machine to any other machine, either Black Widow or Galaxy II.

A. Storing Machine Settings to the Operator Button

To store game settings on an Operator Button follow the instructions below.

1. Select **Write Settings to HotButton**.
2. Enter the correct Operator Password.
3. Hold the Operator Button on the Button Reader and select **DONE**. After the game settings have been written to the Operator Button a message will appear telling you that it is done.
4. Select **CONTINUE**.

B. Reading Machine Settings from the Operator Button

To read game settings from an Operator Button follow these instructions.

1. Select **Read settings from a HotButton.**
2. Hold the Operator Button on the button reader. The dart board will read the game information from the button.
3. When this is done, there will be a message telling you it is finished.
4. Select **CONTINUE.**

The same Operator Button can be used on every machine, as long as the Operator Password is the same at each location.

Section 8 Using The Collector Button

The Collector Button is unique because its sole purpose is to show the **Credits Collection Screen.** This screen is used to show operators, collectors and bar owners how the credits affect their money in the machine and their share of the profits. No information is transferred to the Collector Button. It is just used to display the **Collectors Screen.**

Note: Collector Buttons are disabled by default. To enable this button both the Operator ID and Operator Password must be entered in the HotButton Configuration menu.

8.1 Formatting a Collector Button

In order to format a Collector Button the operator must be in the **Setup Menu.**

1. Place any HotButton in the HotButton Reader and the **HotButton Setup Menu** will appear.
2. Click on **Create Hotbutton.** This step is not necessary on the Black Widows.
3. Select **Create New Collector Button.**
4. Enter the correct Operator Password, using the darthead as shown on the screen.
5. Select **DONE.**

Note: It is important to have the same Operator ID and Operator Password for all locations on the route or the Collector Button will not work properly. If you have different passwords for each location on a route, each location will require a different Collector Button.

6. Hold the HotButton being used as the Collector Button on the HotButton Reader. The machine will then format the HotButton for use as a Collector Button.

7. At the end of the format process, a completion message will be displayed.

- 8 Select **CONTINUE**

8.2 Viewing Financial Information with the Collector Button

To go into the **Credit Collection Screen** you must be in attract mode or the main menu. On the Black Widows there cannot be a game in progress on either side.

1. Hold the Collector Button on the reader until the **Credits Collection Screen** appears.
2. To exit this mode select **CONTINUE** on the Galaxy II, and **CANCEL** on the Black Widows.

8.3 Accounting Information

The **Credit Collection Screen** shows the physical amount of cash in the machine, the amount of money used for team fees and, if applicable, the HotButton credits bought/spent. This screen can be accessed through the Setup Menu as well as through the use of a Collector Button.

8.4 Viewing the Credit Collection Screen

To view the **Credit Collection Screen** from the Setup Menu, without the Collector Button, please follow these instructions.

From the Black Widow Setup Menu:

- 1.Select **Setup**
- 2.Select **League Stats, Popularity & Credit Reports**
- 3.Select **Credit Reports**
- 4.Select **Credits Collection Screen**

From the Galaxy II Setup Menu:

- 1.Select **Reports.**
- 2.Select **Credits Report**



	Dollars*	Credits	
● Total Cash In Machine	\$105.25	421	●
● HotButton Credits Spent	+\$4.25	+17	●
● HotButton Credits Bought	-\$28.50	-114	●
● Team Fees	-\$15.00	-60	●
● To be split	\$66.00	264	●

* Only use dollar amounts when
1 coin = 1 credit = 1 quarter

Press  to Clear Counters
Press  to Continue

8.5 Terms of the Credit Collection Screen

On the **Credit Collection Screen** there are a few terms that need defining.

Total Cash is the total amount of actual REAL money put on the machine. This REAL money includes physical money (coins, dollars) put into the machine. This also includes team fees if they were physically put into the machine. This total is not affected by the HotButton.

HotButton Credits Spent is the number of credits that were put on the machine with the HotButton. This includes credits spent on games and team fees.

HotButton Credits Bought is the total number of credits transferred to a HotButton, either by using machine credits or inserting money into the machine.

Team Fees is the total number of credits used for team fees. This includes both HotButton credits used for team fees and actual physical money used for team fees.

To be Shared (Split) is the amount of money to be shared between the operator and the location owner. This number is the result of adding, or subtracting if necessary, the other counters. This number can be more than the amount of Total Cash on the machine, especially if HotButtons are being used.

8.6 Navigating the Credit Collections Screen

Navigating the **Credit Collections Screen** is different on the Black Widow than it is on the Galaxy II.

A. Black Widow

On the Black Widow there will be four options to select: League Details, Permanent Counters, Reset Counters and Cancel.

League Details shows a detailed list of team fees paid. This list includes the league name, team name, date, time and the amount they paid. This option will only be available if any team fees have been used on this machine since the last time credit counters were set.

Permanent Counters shows the Permanent Game Credits (cash) and Permanent Team Fee counters. These numbers include HotButton credits. If the HotButton was used for game credits, they will be entered in the Permanent Game Credits counter. If the HotButton was used to pay team fees, they will be entered in the Permanent Team Fees counters. These numbers can never be reset.

Reset Counters will reset all temporary, not Permanent Counters, on the **Credit Collections Screen** to zero. Because they are zero, the two HotButton counters and the League Details option will disappear.

Cancel will close this screen.

B. Galaxy II

On the Galaxy II there are two options on the main **Credit Collections Screen**, Clear and Continue. The monetary value is only displayed when the coin to credit ratio equals 1/1 (1 quarter = 1 credit).

Clear will clear the temporary counters.

Continue will open the next screen.

The next screen shows the Temporary and Permanent Counters for **Team Fees**, **Game Credits** and **Total Credits**. This screen also has the Clear and Continue options. If the previous screen has already been cleared, then the temporary counters here will be zero as well.

Team Fees is the cash, HotButton or physical, used to pay for team fees.

Game Credits is the cash, HotButton or physical, used to pay for games played on the Galaxy II.

Total Credits is the total amount of Team Fees and Game Credits added together.

Section 9 Parts Listing

The numbers listed are Arachnid part numbers. Please use the Arachnid numbers when placing an order. Some descriptions are followed by a number in parentheses. This number is the quantity used in that assembly.



**Collector
Button
Red
41990**



**Player
Button
Yellow
41991**



**Operator
Button
Black
41992**



**Player
Button
Blue
42079**



**Player
Button
Green
42080**



**Player
Button
Purple
42081**



**Black Widow HotButton Retrofit Kit
42120**

Section 10

Troubleshooting

My HotButtons are not working.

Cause 1

The Operator ID at the board is different than the one in Dartman for Windows or LeagueLeader.

Dartman for Windows: This is caused either by using multiple computers for transmitting data or moving Dartman to another computer.

LeagueLeader: This is common when first upgrading from Dartman for Windows to LeagueLeader.

Solution 1

Make sure the Operator ID's are correct. There is no way to check this on the dartboards so it must be done from the league software.

Dartman for Windows: If you are using two computers for communication make sure the HotButton setup, including Operator ID, is the same in both PC's. If you are moving Dartman for Windows to a new PC, make sure to put the old Operator ID in the new HotButton setup.

LeagueLeader: When updating to LeagueLeader, make sure to copy over the Operator ID from Dartman for Windows.

Cause 2

Operator and Collector buttons require a password. It is possible that you are using the incorrect password to set up the Operator and Collector buttons.

Solution 2

Double check the HotButton password in the League Software.

Cause 3

It is possible that the button itself was damaged. If the plastic holder is broke, the HotButton will work. It is when the metal part on the HotButton gets damaged that it ceases to work.

Solution 3

If the button gets dented or smashed, it is possible to damage the microchip with in. Before you replace the button, make sure it is broken by trying it on several other machines. This will tell you if it is the HotButton or the HotButton reader (see Cause 4).

Cause 4

It is possible that the HotButton Reader is disconnected or damaged.

Solution 4

Check all connections to the HotButton Reader. Try several HotButtons before replacing the HotButton Reader. It is possible that the issue may be the HotButton itself (see Cause 3).

Notes:

