

PORT-A-FLASH

UPDATE DEVICE

Series Operator's Manual



The Originator of Electronic Darts

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P/N 42069 Rev. E



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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.

Suitable for indoor use only.

Introduction

This manual contains operation, parts lists and troubleshooting information for Arachnid's Port-A-Flash device.

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 Port-A-Flash Update Device is a quick, easy and reliable way to upload software, league files and even ads on to a Galaxy II. The Port-A-Flash performs a software update in less than a minute! That's quicker than a network update or the G2Update program.

Note: It is recommended that only a 16 or 32 megabyte Compact Flash Card be used with the Port-A-Flash.

1.1 Dimensions

Weight Boxed: 1 lbs

Weight Unboxed: 1/2 lbs

Boxed Dimensions: 10" x 6" x 4"

Section 2 Setup

2.1 Setting up the Galaxy II

Before the Galaxy II can be updated using the Port-A-Flash, there are a few vital steps that need to be taken. The Galaxy II software needs to be Version 0.57 Build 2624 or higher for the Port-A-Flash to work.

Install the Rubber Bumper on the target back under the IDE connector (P3) of the mainboard. This keeps the mainboard from excessive flexing when the Port-A-Flash is attached. Two Rubber Bumpers are included with each kit. More are available from Arachnid upon request.



2.2 PC Requirements for the Port-A-Flash

To use the Port-A-Flash with leagues, you will need either Dartman for Windows Version 1.1.285 (or higher) or LeagueLeader. A Compact Flash Card Reader/Writer is required to transfer the data to and from the compact flash card.



A USB Compact Flash Reader/Writer (Part No. 42063) is available from Arachnid or an alternate flash card reader/writer may be purchased from another source.

The system requirements for the Arachnid Compact Flash Card Reader/Writer are:

- 233 Mhz or faster processor
- An available USB port
- Win Me/2000/XP

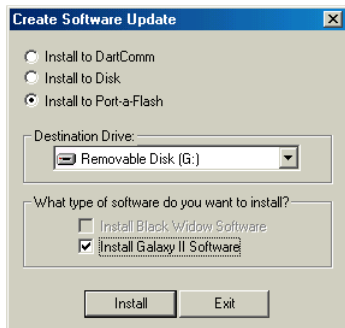
Note: A Compact Flash Card Reader/Writer purchased from another source may have different requirements.

Section 3 Updating Software using the Port-A-Flash

3.1 Loading Galaxy II Software from the Support CD

To update a Galaxy II using the Port-A-Flash, software must first be loaded onto the Compact Flash Card. Follow the instructions below:

1. Insert the Dartman for Windows CD. After the main menu opens click on **Dartboard Update Disk**.
2. Click on the **Install to Port-A-Flash** option. The “Install Galaxy II Software” check box will automatically be checked.
3. Use the drop down box and select the Compact Flash Card Reader / Writer drive letter.
4. Click on **Install**. The software will be automatically put on the Compact Flash Card.
5. Follow the steps in 3.4 to load the software onto the Galaxy II.



3.2 Loading Galaxy II Software Using DartComm

The Galaxy II software can be downloaded from the website or taken off the CD. The software will be in a CAB style format. DartComm can automatically extract the Galaxy II software and save it to the Compact Flash Card. To perform this function follow the instructions below:

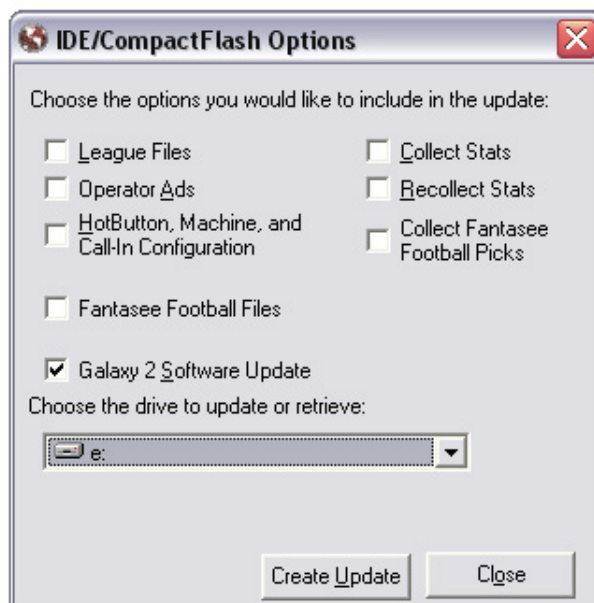
1. Put the Galaxy II software CAB file in the DartComm installation directory. By default this directory is C:\Program Files\Dartman\DartComm.
2. Open Dartman for Windows.
3. Select **RUN DARTCOMM**.
4. Click **NO** when the **GENERATE FILES** menu opens. Generating Files is only necessary for league data and does not concern the software update. See 4.1 for more details.
5. On the DartComm main menu, click on **DISK/ZIP/POCKET PC**.
6. Click on **Port-A-Flash**.
7. Verify the **Galaxy 2 Software Update** option is checked.
8. Verify the proper drive for the Port-A-Flash reader\writer is selected.
9. Click **Create Update**.
10. Follow the steps in 3.4 to load the software onto the Galaxy II.



3.3 Loading Galaxy II Software Using LeagueComm

Loading Galaxy II software onto the Port-A-Flash using LeagueComm is similar to using DartComm. The difference is that LeagueComm has the capability to automatically download the Galaxy II software directly from the website. To perform this function follow the instructions below:

1. Open LeagueComm. If a new version of the Galaxy II is available, you will be asked if you wish to download it.
2. Click on **Create a Disk Update**.
3. Click on **Port-A-Flash**.
4. Verify the **Galaxy 2 Software Update** option is checked.
5. Verify the proper drive for the Port-A-Flash Reader\Writer is selected.
6. Click **Create Update**.
7. Follow the steps in 3.4 to load the software into the Galaxy II.



3.4 Performing The Software Update Automatically

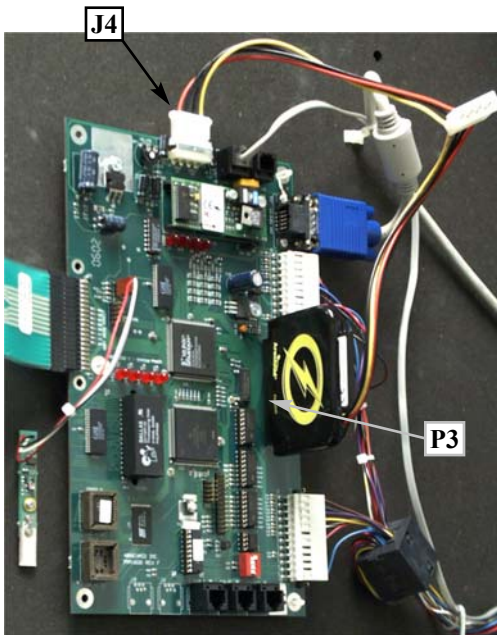
Follow the instructions below to perform an automatic update:

WARNING: THE PORT-A-FLASH IS NOT HOT SWAPABLE. MAKE SURE THE GALAXY II IS UNPLUGGED BEFORE INSTALLING OR REMOVING THE PORT-A-FLASH.

1. Unplug the Galaxy II.
2. Plug in the Port-A-Flash, with the Compact Flash Card created earlier, into the P3 connector on the Galaxy II board. (Care must be taken when you plug in the Compact Flash Card into the Port-A-Flash, *the pins bend easily and may break.*)
3. Plug the power connector for the Port-A-Flash into the J4 connector on the top of the Galaxy II board.
4. Plug the Galaxy II back in. After the startup screen, the software update will begin automatically. After the software is loaded, the Galaxy II will reboot and start updating the Boot Flash.

Warning: Wait for the Boot Flash to finish updating. If you do not, your Galaxy II will not run.

5. Once finished unplug the Galaxy II, remove the Port-A-Flash and plug the Galaxy II back in.



3.5 Performing The Software Update Manually

Updates can be done manually from the Galaxy II's test menu. Attach the Port-A-Flash to the Galaxy II. Go into the test menu. From there go into: Hardware Test/Software Update> Hardware Test/Software Update and select **Port-A-Flash Software Update**.

Section 4 Using the Port-A-Flash With DartComm

4.1 Loading Data On to the Port-A-Flash Using DartComm

The Port-A-Flash device can be used to transfer leagues, standings and schedules to the Galaxy II's. Follow the instructions below to learn how to transfer data to a Port-A-Flash using DartComm.

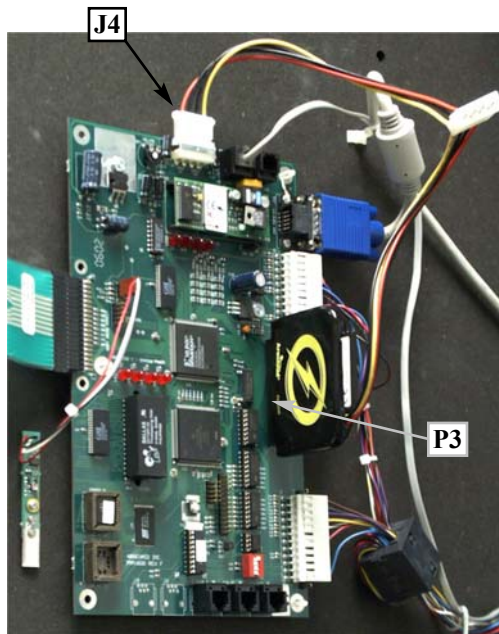
1. Dartman for Windows must be open.
2. Select **RUN DARTCOMM**.
3. With the **GENERATE FILES** menu open select the files to generate and click **YES**. Note that there may be problems transferring the data if Auto Phone Calls and League Files are not generated.
4. On the DartComm main menu, click on **DISK/ZIP/POCKET PC**.
5. Click on **Port-A-Flash**.
6. Select the options to include in the update.
7. Choose the Flash Card Reader/Writer drive. (Make sure you place a flash card in the specified drive.)
8. Click **CREATE UPDATE**. The selected files will be copied to the selected drive.
9. Click **CLOSE** when finished.



4.2 Loading Data Onto The Galaxy II

The following steps will explain how to load files from the Port-A-Flash to the Galaxy II.

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Connect the Port-A-Flash to the Galaxy II mainboard at P3.
5. Connect the Port-A-Flash's power cord to the available power connector on the top of the Galaxy II mainboard (J4).
6. Plug in the Galaxy II. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
 - ♦ During boot-up you will have the opportunity to go into the Port-A-Flash's option screen. See **Section 7** for further details.
7. After the files have been transferred, unplug the Galaxy II and remove the Port-A-Flash.



4.3 Collecting Stats Off The Galaxy II

The Port-A-Flash can be used to collect stats from the Galaxy II. Follow the instructions below:

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Connect the Port-A-Flash to the Galaxy II mainboard at P3.
5. Connect the Port-A-Flash's power cord to the available power connector on the top of the Galaxy II mainboard (J4).
6. Plug in the Galaxy II. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
 - ♦ During boot-up you will have the opportunity to go into the Port-A-Flash's option screen. See **Section 7** for further details.
7. After the stats have been transferred, unplug the Galaxy II and remove the Port-A-Flash.

4.4 Collecting Stats from the Port-A-Flash Using DartComm

The following steps will instruct you how to Collect (or Recollect) stats off of your Port-A-Flash and load it into Dartman For Windows using DartComm.

1. Dartman for Windows must be open.
2. Select **RUN DARTCOMM**.
3. With the **GENERATE FILES** menu open select the files to generate and click **YES**. Note that there may be problems transferring the data if [Auto Phone Calls](#) and [League Files](#) are not generated.
4. On the DartComm main menu, click on **DISK/ZIP/POCKET PC**.
5. Click on **Port-A-Flash**.



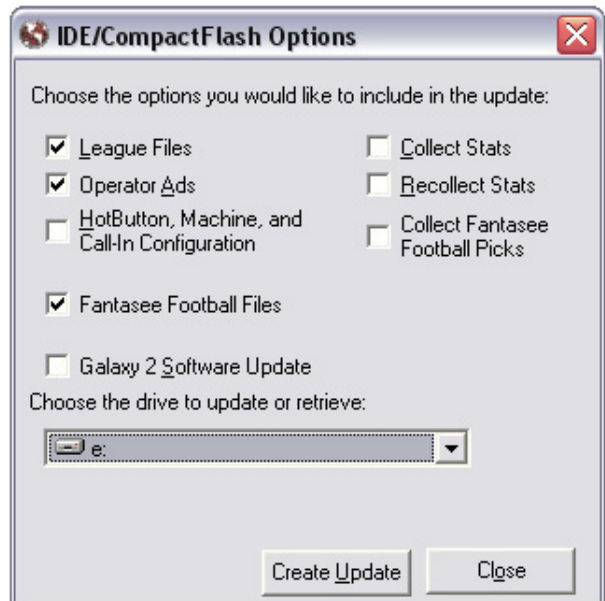
7. Select either **COLLECT** or **RECOLLECT**.
 - ♦ Collect files are the most recent stat files.
 - ♦ Recollect files are new and older stat files.
8. Choose the Flash Card Reader/Writer drive. (Make sure you place the compact flash card in the specified drive.)
9. Click **CREATE UPDATE**. The selected files will be copied from the selected drive.
10. Once finished close DartComm and follow the steps for processing and loading the stats on page 5.14 of the Dartman For Windows manual.

Section 5 Using the Port-A-Flash With LeagueComm

5.1 Loading Data On to the Port-A-Flash Using LeagueComm

The Port-A-Flash can be used to transfer leagues, standings and schedules to the Galaxy II's. Follow the instructions below to learn how to transfer data to a Port-A-Flash using LeagueComm.

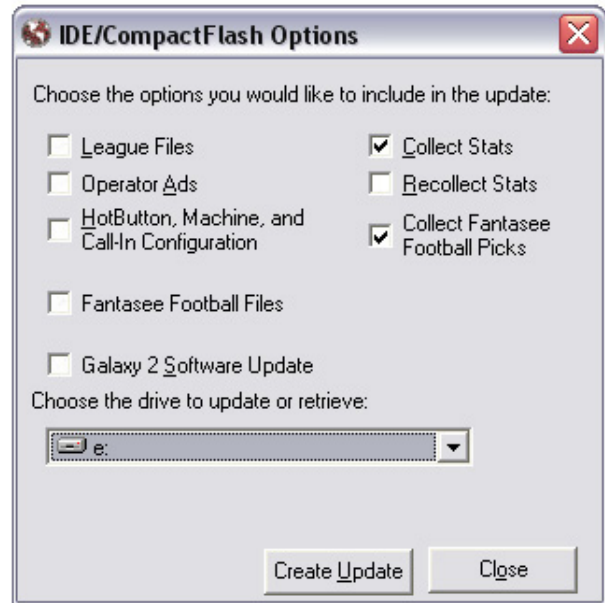
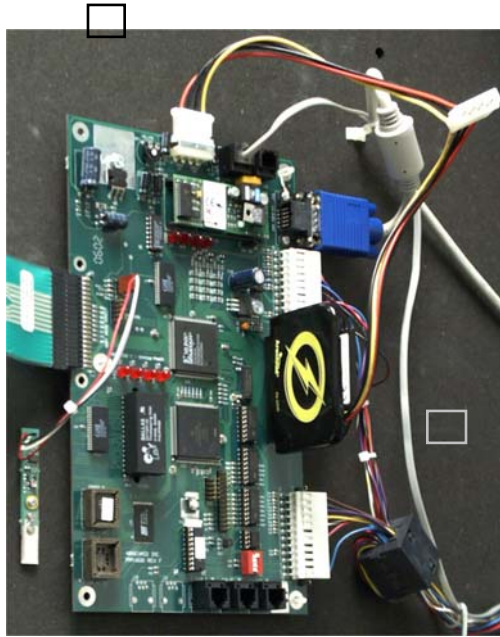
1. Open LeagueComm. You will be asked if you wish to **Get League Data**. If the data is not current in LeagueComm, it will not be current when loaded on to the compact flash card.
2. Click on **Create a Disk Update**.
3. Click on **Port-A-Flash**.
4. Select the file types to include in the update.
5. Verify the proper drive for the Port-A-Flash Reader\Writer is selected.
6. Click **Create Update**.



5.2 Loading Data Onto The Galaxy II

The following steps will explain how to load files from the Port-A-Flash to the Galaxy II.

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Connect the Port-A-Flash to the Galaxy II mainboard at P3.
5. Connect the Port-A-Flash's power cord to the available power connector on the top of the Galaxy II mainboard (J4).
6. Plug in the Galaxy II. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
 - ♦ During boot-up you will have the opportunity to go into the Port-A-Flash's option screen. See **Section 7** for further details.
7. After the files have been transferred, unplug the Galaxy II and remove the Port-A-Flash.



5.3 Collecting Stats Off The Galaxy II

The Port-A-Flash can be used to collect stats from the Galaxy II. Follow the instructions below:

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Connect the Port-A-Flash to the Galaxy II mainboard at P3.
5. Connect the Port-A-Flash's power cord to the available power connector on the top of the Galaxy II mainboard (J4).
6. Plug in the Galaxy II. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
 - ♦ During boot-up you will have the opportunity to go into the Port-A-Flash's option screen. See **Section 7** for further details.
7. After the stats have been transferred, unplug the Galaxy II and remove the Port-A-Flash.

5.4 Collecting Stats from the Port-A-Flash Using LeagueComm

The following steps will instruct you how to Collect (or Recollect) stats off of your Port-A-Flash and load it into LeagueLeader using LeagueComm.

1. Open LeagueComm. You will be asked if you wish to **Get League Data**. It is not necessary to perform that step.
2. Click on **Create a Disk Update**.
3. Click on **Port-A-Flash**.
4. Select either **COLLECT** or **RECOLLECT**.
 - ♦ Collect files are the most recent stat files.
 - ♦ Recollect files are new and older stat files.

5. Verify the proper drive for the Port-A-Flash Reader/Writer is selected.
6. Click **Create Update**.
7. Click **Close** when finished.
8. Click on the **Load Stats Into Leagues** icon.

Section 6 Machine Configuration

6.1 Writing Machine Configuration to the Port-A-Flash

The Galaxy II can write its machine configuration to the Port-A-Flash. This makes setting up new Galaxy II's easier. Follow the instructions below:

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Attach the Port-A-Flash. Make sure the Compact Flash Card is in the Port-A-Flash.
4. Go to Setup Mode on the Galaxy II.
5. Go to **Machine Setup**.
6. Go to **More Machine Setup**.
7. Select **Write Settings to IDE Device**. After the settings have been written to the Compact Flash Card, the Galaxy II will tell you if it was successful or not.
8. Once the transfer is finished, unplug the Galaxy II from the wall and remove the Port-A-Flash.

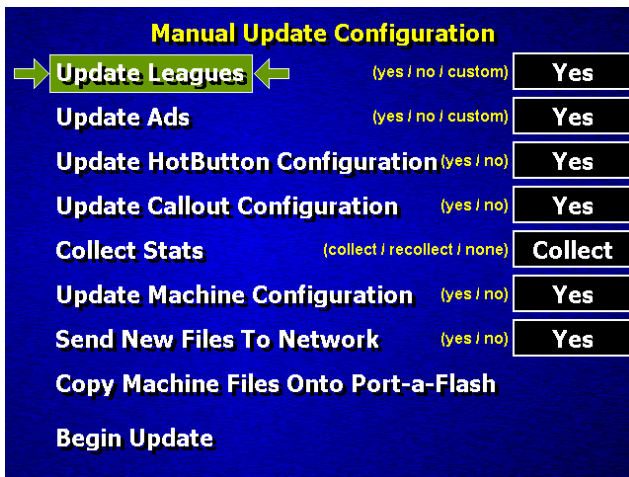
6.2 Reading Machine Configuration from the Port-A-Flash

The Galaxy II can read machine configuration from the flash card via the Port-A-Flash. This will make setting up new Galaxy II's easy. Follow the instructions below:

1. Unplug the Galaxy II from the wall.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Turn the Galaxy II on. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
 - ♦ During boot-up you will have the opportunity to go into the Port-A-Flash's option screen. See **Section 7** for further details.
5. Once the update is finished, the Galaxy II asks to reboot. Press the reset button to reboot or the Enter button to continue. Unplug the Galaxy II and remove the Port-A-Flash.

Section 7 Manual Update Configuration

This is the options screen for the Port-A-Flash. From here you can tell the Port-A-Flash which files to send, which data to collect and whether you want to update the other boards on the network. Below are explanations of the various options and their settings.



Update Leagues - This option lets you choose whether to load league files or not. Choose **Yes** to load leagues. Choose **No** to tell the Port-A-Flash not to load leagues. Choose **Custom** to load any league that is on the Port-A-Flash onto the Galaxy II. After the update starts, if **Custom** is chosen, you will be given a list of all the leagues on the Port-A-Flash. Choose the ones you want.

Update Ads - This option lets you choose whether to load operator ad files or not. Choose **Yes** to load operator ads. Choose **No** to tell the Port-A-Flash not to load any ads. Choose **Custom** to load any operator ads that are on the Port-A-Flash onto the Galaxy II. After the update starts, if **Custom** is chosen, you will be given a list of all the ads on the Port-A-Flash. Choose the ones you want.

Update HotButton Configuration - This option lets you choose whether to load the HotButton Configuration or not. Choosing **Yes** will load the HotButton settings onto the Galaxy II. Choosing **No** will stop the Port-A-Flash from loading the HotButton setup on the Galaxy II.

Update Callout Configuration - This option lets you choose whether to update the Callout information on the Galaxy II. The Callout settings are used for setting the Galaxy II up to call from the location. Choose **Yes** to load the settings or choose **No** to keep the current Callout settings.

Collect Stats - This option gives you the choice to perform a Collect, a Recollect, or no collection. A **Collect** just gets new stats. A **Recollect** gets old and new stats. Choosing **None** will tell the Port-A-Flash not to collect any stats.

Update Machine Configuration - This option allows you to load a Machine Configuration onto a Galaxy II. This is useful for keeping all of your Galaxy II's at the same settings. Choose **Yes** to load the settings or choose **No** to keep the dartboard's configuration the way it currently is.

Send New Files to the Network - This option allows you to choose whether to update the boards on the network or not. If you choose **Yes**, the other boards on the network will be updated with the same leagues and ads. If you choose **No**, then the board you are on will be the only one updated. *Note: You can only use this option from the Master machine.*

Copy Machine Files Onto Port-a-Flash - The Port-A-Flash can be used to copy league and ad files from one Galaxy II and transfer it to another. Use this option to load files from the machine you are on to the Port-A-Flash.

Section 4 Parts Listing

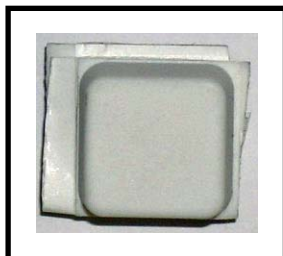
The numbers listed are Arachnid part numbers. Please use the Arachnid numbers when placing an order.



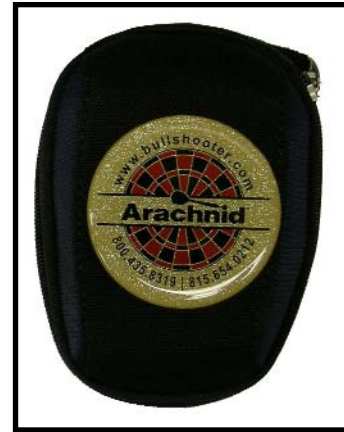
Port-A-Flash Kit
Part Number - 42040



Compact Flash Reader, IDE adapter
Part Number - 42038



Rubber Foot
Part Number - 42054



Carrying Case
Part Number - 42053



Compact Flash Card, 16 MB
Part Number - 42039



Compact Flash Reader (Optional)
Part Number - 42063

Section 5 Troubleshooting

Problem	Probable Cause	Procedure
Port-A-Flash is not being detected by the Galaxy II	<ul style="list-style-type: none"> a. Port-A-Flash is not connected properly. b. There are no files on the Compact Flash Card. c. The Galaxy II software is the wrong version 	<ul style="list-style-type: none"> a. Make sure all connections are secure and connected properly. b. There needs to be files loaded onto the Compact Flash Card before it will work properly. Prepare with DartComm (see section 4.1) or LeagueComm (see section 5.1). c. The Galaxy II software needs to be Version 0.57 Build 2624 or higher.
Files are not being transferred to the Galaxy II.	<ul style="list-style-type: none"> a. Port-A-Flash is not connected properly. b. There are no files on the Compact Flash Card. c. The Galaxy II software is the wrong version. d. The Galaxy II's On Screen ID is incorrect or missing from the league software. 	<ul style="list-style-type: none"> a. Make sure all connections are secure and connected properly. b. There needs to be files loaded onto the Compact Flash Card before it will work properly. Prepare with DartComm (see section 4.1) or LeagueComm (see section 5.1). c. The Galaxy II software needs to be Version 0.57 Build 2624 or higher. d. The On Screen ID must be <u>exactly</u> the same in both the league software and on the Galaxy II.
IDE Device Cannot be Read (Error)	<ul style="list-style-type: none"> a. The IDE Port on the Galaxy II may be malfunctioning.. b. The Compact Flash Card is not fully seated. 	<ul style="list-style-type: none"> a. Send Galaxy II mainboard in for repair. b. Make sure to seat the Compact Flash Card properly.
My Galaxy II locks up (monitor or mainboard)	<ul style="list-style-type: none"> a. The Port-A-Flash was plugged in while the Galaxy II is powered on. b. There are bent pins on the Port-A-Flash. 	<ul style="list-style-type: none"> a. Plugging in the Port-A-Flash while the mainboard has power can damage the Port-A-Flash, Galaxy II mainboard or both. b. Unbend the pins very carefully. They are only copper and can break easily.

Appendix

A.1 Store Bought Compact Flash Cards

There may come a time when you'll wish to purchase an extra compact flash card. We recommend that you not purchase any compact flash cards over 32 megabytes and that you stick with the SanDisk brand.

A.2 Formatting a Compact Flash Card

There may come a time when you will wish to clear off a Compact Flash Card quickly or format a new one. Follow the instructions below:

1. Insert Compact Flash Card into the compact flash card reader.
2. Attach the Compact Flash Card Reader/Writer to your PC.
3. Open **My Computer**.
4. Right click on the drive for your Compact Flash Card Reader/Writer.
5. Select **Format**.
6. Check formatting settings. The Galaxy II's can only read from a FAT formatted disk, not FAT32.
7. Click **OK**.

Notes:

