

Congratulations on the purchase of a new ColorDMD display. The ColorDMD will enhance your pinball machine by introducing *color* to the dot matrix display graphics produced by the game.

Tools Required: • Phillips Screwdriver

- 5/16" nut driver
 1/4" nut driver (if game has a lamp board mounted to the speaker panel)



Be sure to turn **OFF** the power to the pinball machine before installing the ColorDMD display.



Carefully remove the translite from the backbox and then lower the speaker panel to the position shown in Fig. A to gain access to the backbox.

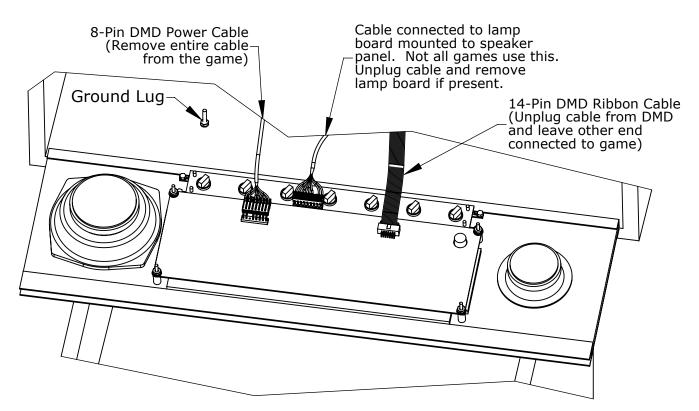


Figure A



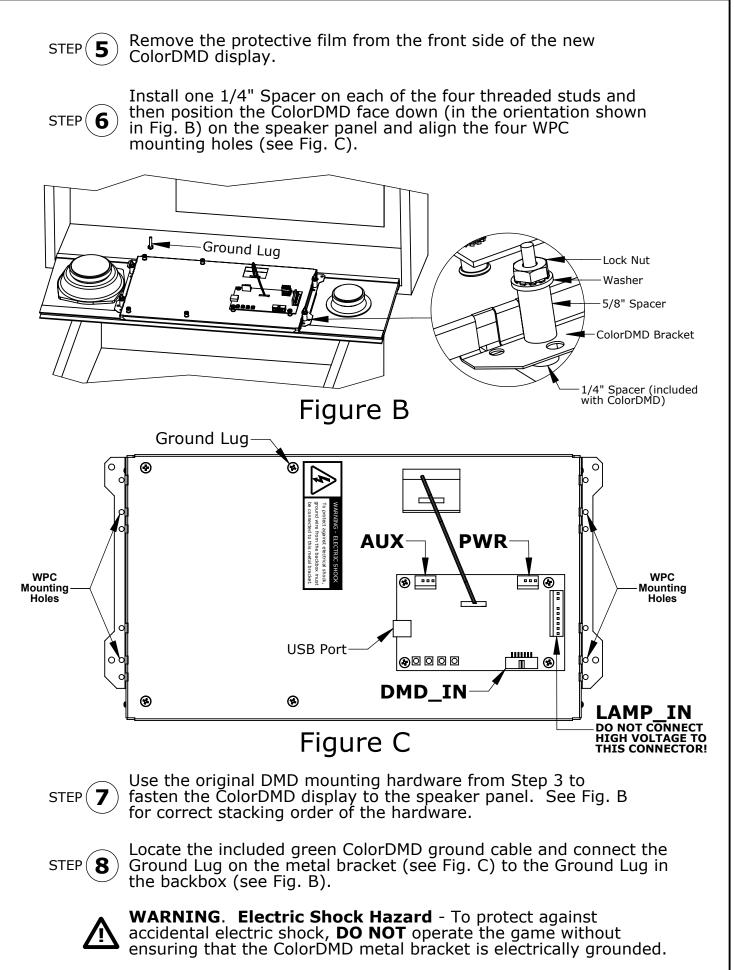
Disconnect the DMD power and ribbon cables from the DMD. Unplug the DMD power cable from the high-voltage A/V board J-604 (see Fig. E), and remove this cable from the backbox.

STEP

Remove and save all of the DMD mounting hardware. Remove the original DMD from the game and store it in a safe place.

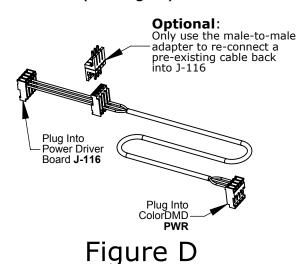


If pinball machine has a lamp board mounted to the speaker panel, disconnect cable and remove the lamp board (see Fig. A). Store lamp board and mounting hardware in a safe place.





Locate the included 4-pin ColorDMD power cable. One end of the cable has a single connector (see Fig. D). Plug this connector into the PWR header (see Fig. C) on the ColorDMD.





Plug the other end of the new ColorDMD Power Cable (see Fig. D) into J-116 on the WPC Power Driver Board (see Fig. E). If an STEP(**10** existing cable is currently plugged into J-116, disconnect it before connecting the ColorDMD power cable.

TIP

Route the new ColorDMD Power Cable along with the existing game cables for a clean install.

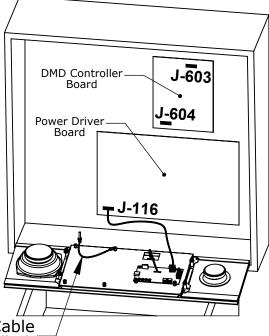


Figure E

ColorDMD Ground Cable securely installed.



If you disconnected a cable from J-116 in the previous step, use the included male-to-male adapter to re-connect this cable to the available center connector on the ColorDMD power cable (see Fig. D). Otherwise, do not connect the male-to-male adapter and store it in a safe place.

The disconnected cable may alternatively be connected to the NOTE AUX header on the ColorDMD board (see Fig. C).

