



Overview

Ads can be an important part in the league. They can sell product, show upcoming events and display the operator logo. They could even be used to get the winning team to brag on their wins. Each dartboard has different ways for the ads to show.

Galaxy

The only ads that can be displayed on a Galaxy are Spider Writer screens.

Galaxy II

The Galaxy II is able to utilize three picture file types: PCX, JPEG and Spider Writer files. Because the Galaxy II has a limited amount of memory available (256 k of memory for ads and leagues) the recommended maximum number of ads is three for PCX or JPEG. More Spider Writer screens can be used as their file size is very small.

Black Widow

The Black Widow is able to utilize only two picture file types: PCX and JPEG. The maximum number of ads that can be loaded on a Black Widow is eight.

The File Types

There are three picture file types that the Arachnid dartboards use for ads. These are listed below:

Spider Writer Screens

Spider Writer screens are text based "graphics" files, which are created in Dartman for Windows. These text files are limited to letters, numbers, and some special graphic characters. Spider Writer Screens are only usable by Galaxy's and Galaxy II's.

To make a Spider Writer Screen you will need to open Stat.exe.

1. Open Dartman for Windows.
2. Select Match Setup.
3. Select the option "Prepare Stat Card".
4. When the "Stat Card Formatter" screen appears push the F3 button, "Format Spider Writer Card", on your keyboard.
 - ♦ To view the full screen press ALT+ENTER.
 - ♦ To view the smaller screen press ALT+ENTER again.
5. You are now in the "Edit" screen.
 - ♦ This is where you make your screen.
 - ♦ The left side of the screen gives the save, load, clear, erase and change functions.
 - ♦ The right side lists the special graphic shapes you can create.
 - ♦ Use the arrow keys to move around the "canvas".
 - ♦ The max resolution you can create is 32x16 characters.
6. Once finished press the keyboard button F4 to save your screen to an operator card for a Galaxy. If this screen is going to be used for a Galaxy II, press F6 to save the file to your hard drive.

PCX Files

PCX files are graphic files that can be used by both the Black Widow and Galaxy II, but not the Galaxy. Most standard art programs can make PCX file pictures. When transferring PCX files to a Galaxy II there are some things to consider.

PCX files can be no larger than 640 x 480
8 bit color/ 256 colors (indexed color)
No True Color formats.

JPEG Files

JPG (JPEG) files seem to be the most common image file format for saving images when superior detail is not the goal. They are 24-bit color or grayscale images that compress remarkably well. Because of this, a 640 x 480 24-bit color JPG can compress down to as little as 30-40 kilobytes. This is much smaller than the PCX file format. The Galaxy II and Black Widow supports the most common JPG file formats:

Baseline Optimized
Baseline Standard

Note: The Galaxy II does not support the display of JPG files saved in the Progressive compression format.

On the Galaxy II, the JPG files can be larger than 640 x 480, however they will be scaled down to fit onto the screen. Once sent to the machine, a 24-bit color JPEG will automatically be converted into an 8-bit color image on the Galaxy II.

On the Black Widow, the JPEG files must be 640 x 480. The Black Widow also displays as 16-bit color. If the picture is too big it will not be displayed. The Black Widow will not attempt to adjust any of the pictures settings. All other qualities of the JPEG are the same as the Galaxy II.

The Galaxy II and Black Widow can display grayscale JPG images as well.

Transferring The Ads to the Boards

There is only one way to transfer ads to a Galaxy. There are several ways to transfer ads to a Galaxy II or Black Widow.

Galaxy

To transfer the Spider Writer screen to the Galaxy follow the instructions below:

1. At the Galaxy insert the Spider Writer card during the attract mode or go into test mode by pressing Reset on the mainboard. When the PRESS TEST NOW screen appears, press Test.
2. Once in the Test menu, select *Spider Writer*.
3. Once the Spider screen menu is open, insert the operator card with the spider screen loaded on it, and select *Load Spider Screen From Card*.
4. The next screen will ask if you want to load machine settings or load a Spider Writer screen. Select *Load Spider Screen*.
5. Once finished return to the main screen.

Note: Spider Writer screens for the Galaxy II are not transferred using cards. Their methods will be discussed next.

Galaxy II and Black Widow

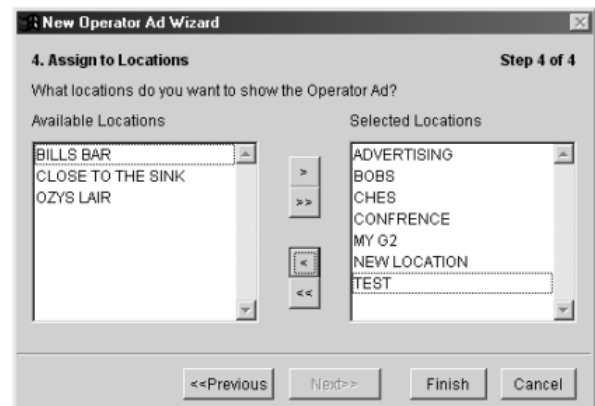
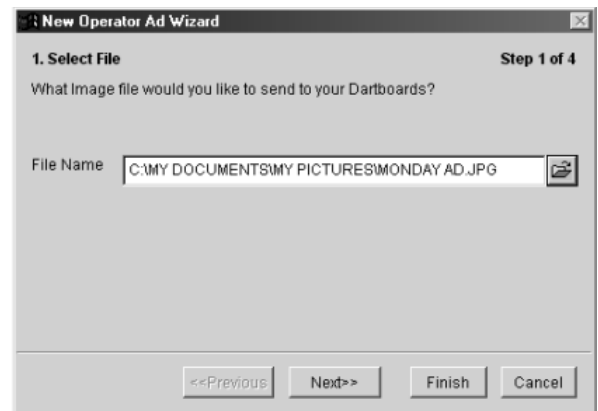
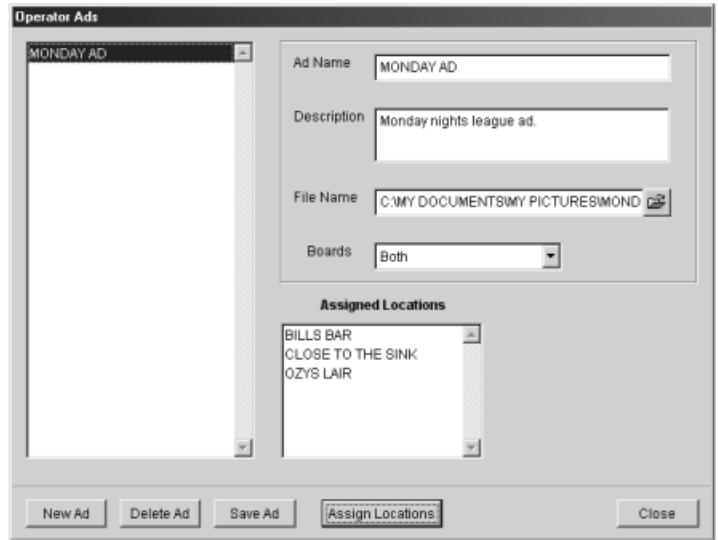
The procedure for transferring ads to the Galaxy II and Black Widow is a two step process, assigning the ads to locations and transferring the ad to the dartboards. Please note that the default settings assigned to all ads are as follows: the images are assigned to all board types, they are assigned to all of your locations and the name of the ad will default to the file name of the image.

The first process is to assign the ads to locations. Follow the instructions below:

1. Open Dartman for Windows.
2. Click on **Communications**. It is located on the top menu or the side menu in Dartman for Windows.
3. Select Operator Ads.
4. When loading a new ad, click on **New Ad**.
5. You will be asked to find the image you want to send to the dartboards. Click on the folder icon to browse to the location where your images are stored. Once found select the image and click **OK**.
6. With the ad selected, click **Next**.

*Note: If you click **Finish**, the ad will be given a default name, be setup for Black Widows and Galaxy II's and be assigned to all locations. Please note that this will happen every time you click **Finish** during the ad wizard.*

7. Next select the board types you want the image file to be sent to. Once Finished click **Next**.
8. You can give the ad a name and description. The ad's name will default to the name of the ad file you have selected. Once finished click **Next**.
9. Next select the locations to send the ad to. To remove a single location from the "Assigned Locations" menu click **<**. To remove multiple locations from the "Assigned Locations" menu click **<<**. If you want to assign an "Available Location" to the assigned list, select the location and click **>**. If you wish to send all "Available Locations" to the assigned list click **>>**. Once finished click **Finish**.



The main screen will show the new ad along with the locations it's assigned to, a description of the ad if one was given, the board types the image is assigned to and the directory where the image is located.

The second part of the process is to transfer the ad to the dartboards. Each dartboard has different methods of transferring ads.

Galaxy II

Transferring Ads to the Galaxy II can be done using the following methods:

- ♦ Modem, (Arachnid Part No. 41924)
- ♦ Personal Computer (PC), (desktop, laptop or notebook) with an available COM port, the G2Update software and an RS-232 to RS-485 (Arachnid Part No. 41955) adapter
- ♦ Pocket PC, the G2Update software and an RS-232 to RS-485 (Arachnid Part No. 41955) adapter
- ♦ Port-A-Flash

Black Widow

Transferring Ads to the Black Widow can be done using the following methods:

- ♦ Modem
- ♦ Portable Drive (Iomega Zip or Jaz drive - parallel port connector)

Manual Modem (Black Widow and Galaxy II)

For Manual Modem calls please follow the instructions below.

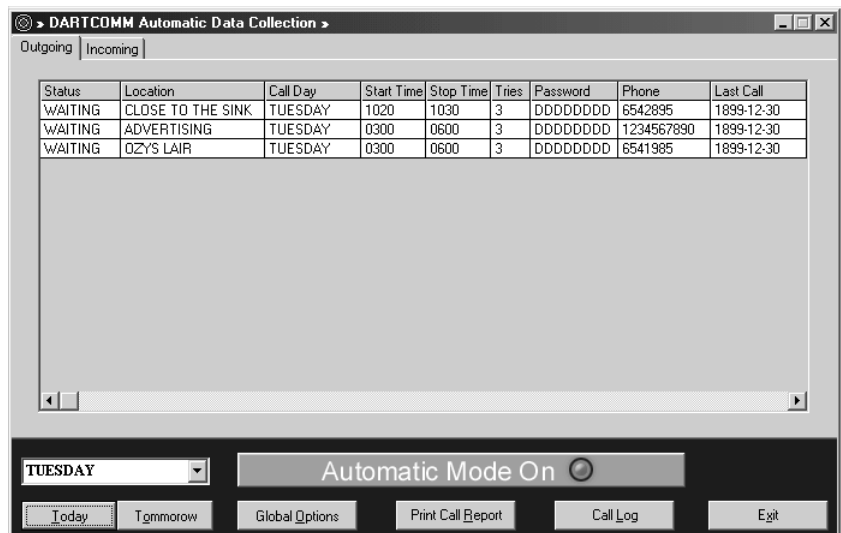
1. Dartman for Windows must be open.
2. Click **RUN DARTCOMM** on the side menu.
3. GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 of the Dartman for Windows Manual.
4. On DartComms main menu, click on MANUAL MODEM.
5. Drop down the Phone Number list and select CHOOSE A LOCATION. Verify the Phone Number.
6. Click on OPTIONS to get to the options menu. From here select the **Send Operator Ads** option. Once finished setting up your options click **OK**.
7. Verify the password. The password will be loaded in from the database when you select the location.
8. Click the CONNECT button to begin the call process.



Automatic Modem (Black Widow and Galaxy II)

The Auto-Call feature allows calls for file transfers to be set up and performed without operator intervention.

1. Dartman for Windows must be open.
2. Click **RUN DARTCOMM** on the side menu.
3. GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 of the Dartman for Windows Manual.
4. On DartComm's main menu, click on AUTO MODEM.

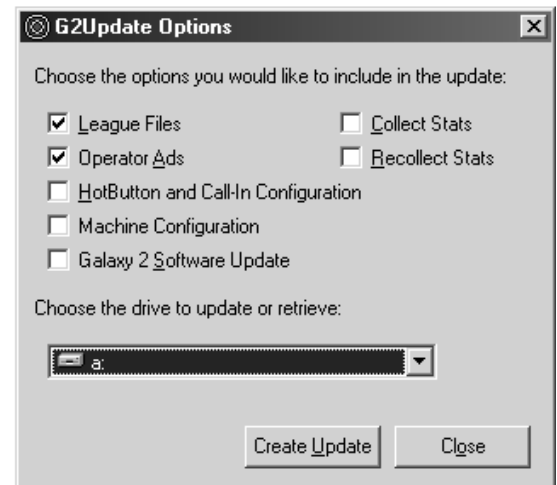


5. When the Auto Phone Calls menu is first opened, the calls that are for this morning will appear. To get the auto calls that are going out tomorrow morning select the next day from dropdown menu or click on the **Tomorrow** Button.
6. To modify your options, Click on **Global Options**. This will let you change your send/receive options, including sending operator ads.
7. The calls will automatically be performed. Afterwards you can view the call log by clicking on **Call Log**.

Personal Computer (PC) Using G2Update (Galaxy II)

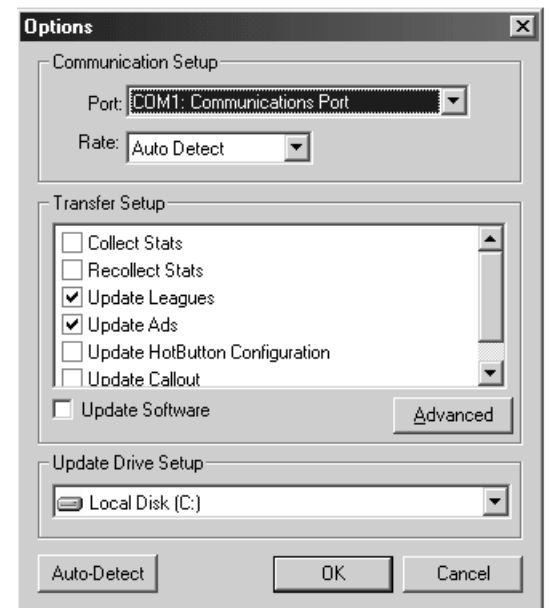
This is a two step process. First the league files need to be transferred to an update disk, then these files are transferred from the disk to the dart machine.

1. Dartman for Windows must be open.
2. Click **RUN DARTCOMM** on the side menu.
3. GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 in the Dartman for Windows manual.
4. On DartComm's main menu, click on DISK/ZIP/POCKET PC.
5. Click on **G2 Update**.
6. Select the file types to include in the update, including operator ads.
7. Choose the Drive letter where the files will be sent. In this example they are being sent to the floppy disk. (Make sure to place a blank floppy disk in the specified drive.)
8. Click CREATE UPDATE. The selected files will be copied to the selected drive. Click CLOSE when finished.



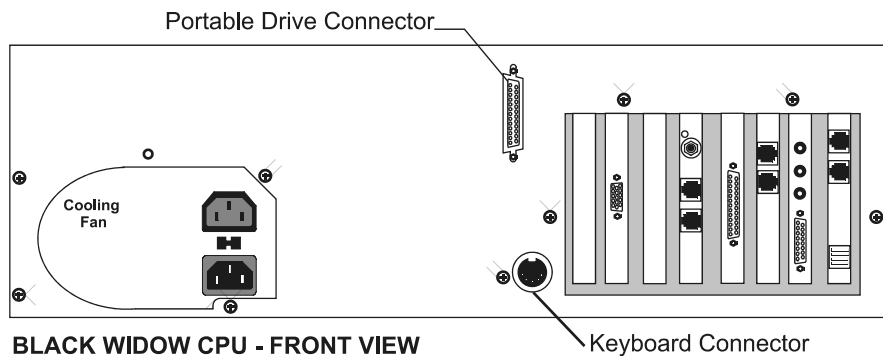
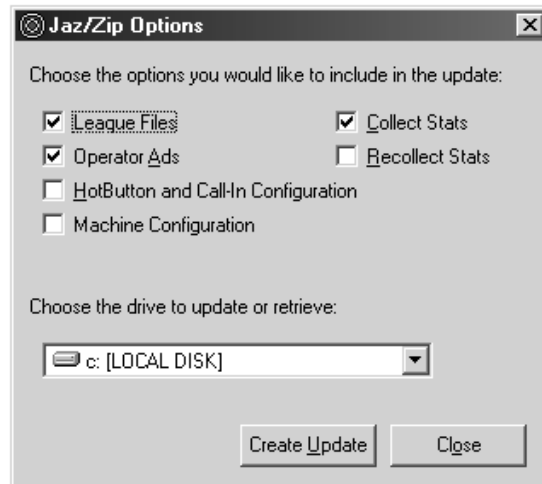
The following steps are performed at the dart machine:

9. Connect the 6-wire cable from the adapter (Arachnid Part No. 41955) into the COM OUT network jack.
10. Plug the adapter into the serial port of the PC, or connect through a serial cable from the serial port on the PC to the adapter.
11. When sending league files as well as operator ads make sure you are connected to the master.
12. Check the network speed. The Galaxy II's and The G2 Update have to be at the same network speed.
 - a. Press the test switch.
 - b. From the menu, select COMMUNICATIONS > NETWORK MENU > ADJUST NETWORK SPEED.
 - c. Make a note of the network speed setting. Exit the Adjust Network Speed screen.
13. Exit the menu system so that the machine is in Attract Mode.
14. Start the G2UPDATE program on the PC.
15. Insert the floppy disk (created in step 8, above) into the PC's drive.
16. In the G2UPDATE program on the PC select FILE > OPTIONS or click the OPTIONS icon on the main menu.
17. Choose the COM port connected to the adapter.
18. Choose the Transfer Rate (what was noted in step 12 above).
19. Make sure ADS is checked in the Transfer Setup list.
20. Choose the drive that contains the league files.
21. Click OK to save the settings. Note: The files are actually stored in an UPDATE folder on the drive letter chosen.
22. Select FILE > CONNECT or click on the CONNECT icon on the main screen. The program will begin transferring files to the machine.



JAZ or ZIP Drive (Black Widow Only)

1. Dartman for Windows must be open.
2. Click **RUN DARTCOMM** on the side menu.
3. GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 in the Dartman for Windows manual.
4. On DartComms main menu, click on DISK/ZIP/POCKET PC.
5. Click on **ZIP/JAZ Drive**.
6. Select the file types to include in the update.
7. Choose the Drive letter where the files will be sent. In this example they are being sent to the JAZ/ZIP disk. (Place a blank JAZ/ZIP disk in the specified drive.)
8. Click CREATE UPDATE. The selected files will be copied to the selected drive. Click CLOSE when finished.
9. Turn off the Black Widow.
10. Unlock and swing open the cabinet door.
11. Connect the drive's parallel port data cable to the connector on the front of the CPU (see illustration).
12. Connect the portable drive's power cord to a power source. Turn it on, if necessary, and insert the prepared disk.
13. Turn the Black Widow on. During this boot-up sequence the Black Widow will search the portable drive for new files and automatically transfer all upload files.
14. When prompted on-screen, turn the Black Widow off, disconnect the portable drive and turn the Black Widow on. During this boot-up sequence the Black Widow will process all uploaded files.



Pocket PC (Galaxy II)

Using a Pocket PC to transfer files to the machines is very similar to using a regular PC. In order to use a Pocket PC, you must have the following:

- ♦ Pocket PC that you can connect to your Dartman computer using Active Sync
- ♦ Serial port connector for the Pocket PC
- ♦ Serial port gender changer adapter
- ♦ Serial port null modem adapter
- ♦ RS-232 to RS-485 Adapter (Arachnid Part No. 41599)

Follow the instructions below when using G2Update Pocket PC edition:

1. Dartman for Windows must be open.
2. Click **RUN DARTCOMM** on the side menu.
3. GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 of the Dartman for Windows manual.
4. On DartComms main menu, click on DISK/ZIP/POCKET PC.
5. Click on **Pocket PC**.
6. Select the file types to include in the update including operator ads.
7. Choose the Drive letter where the files will be sent. Make sure the Pocket PC is properly connected to the PC.

- Click CREATE UPDATE. The selected files will be copied to the selected drive. Click CLOSE when finished.

The following steps are performed at the dart machine:

- Connect the 6-wire cable from the adapter (Arachnid Part No. 41955) into the COM OUT network jack.
- Connect the adapter to the serial port attachment on your Pocket PC.
- When sending league files make sure you are connected to the master.
- Check the network speed. The Galaxy II's and the G2 Update have to be at the same network speed.
 - Press the test switch.
 - From the menu, select COMMUNICATIONS > NETWORK MENU> ADJUST NETWORK SPEED.
 - Make a note of the network speed setting. Exit the Adjust Network Speed screen.
- Exit the menu system so that the machine is in Attract Mode.
- Start the G2UPDATE program on the Pocket PC.
- In the G2UPDATE program on the Pocket PC, select FILE > OPTIONS or click the OPTIONS icon on the main menu.
- Choose the COM port connected to the adapter.
- Choose the Transfer Rate (as noted in step 12 above).
- Make sure only LEAGUE FILES is checked in the Transfer Setup list.
- Click OK to save the settings.
- Select FILE > CONNECT or click on the CONNECT icon on the main screen. The program will begin transferring files to the machine.
- When the transfer is finished, reboot the machine.

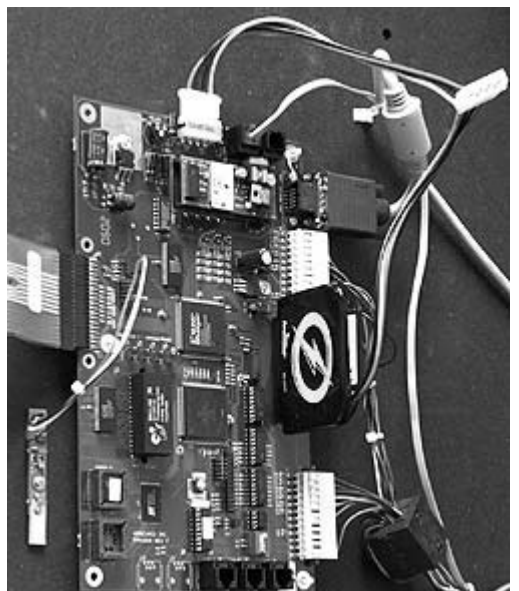
Port-A-Flash

Using the Port-A-Flash cards to transfer ads is very similar to a ZIP drive in the fact that the transfer is all automated. For instructions on using the Port-A-Flash to transfer data please follow the instructions below:

- Dartman for Windows must be open.
- Click **RUN DARTCOMM** on the side menu.
- GENERATE FILES if necessary. See step 3 under Manual Modem for more details on page 4.4 in the Dartman for Windows manual.
- On DartComms main menu, click on **DISK/ZIP/POCKET PC**.
- Click on **Port-A-Flash**.
- Select the options to include in the update including operator ads.
- Choose the Drive letter where the files will be sent. In this example they are being sent to the Port-A-Flash Reader\Writer. (Place a blank flash card in the specified drive.)
- Click CREATE UPDATE. The selected files will be copied to the selected drive. Click CLOSE when finished.

The following steps must be done at the Galaxy II

- Disconnect power to the Galaxy II.
- Unlock and swing open the cabinet door.
- Insert Flash Card into the Port-A-Flash device.
- Connect the Port-A-Flash to the Galaxy II mainboard P3 (see illustration).
- Connect the Port-A-Flash's power cord to the available power connector at the top of the Galaxy II mainboard (J3) (see illustration).



14. Connect power to the Galaxy II. Upon boot up the Galaxy II will give you the option of going into the Update from Disk screen. If you choose not to enter this screen the update will happen automatically. If you press enter, you can select whether or not to send certain files or machine configurations. Under the Ads section of this screen you will be given three choices: Yes, No or Custom. Custom means that you may pick and choose which ads to put on the dashboard. Once finished select **Begin Update**.
15. After the files have been transferred, the Galaxy II will ask if you wish to reboot. Disconnect power to the Galaxy II and remove the Port-A-Flash.
16. Once the Port-A-Flash is removed, plug in the Galaxy II.