

# *PRINSYS*

## OPERATIONS MANUAL



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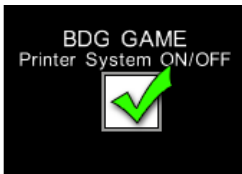
# Game Setup

## A) Game Prep

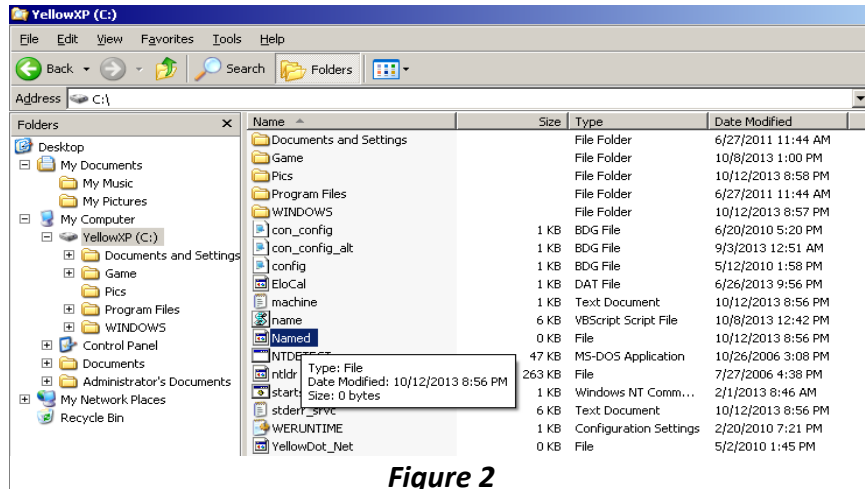
1. Do not turn PrinSYS on until all games have been set up.
2. Place drive in game.
3. Connect keyboard to the motherboard and insert game key.
4. Connect CAT5 from motherboard to network switch.

## B) Setting Up Game IP Address for PrinSYS

1. Turn on game system. Go into setup menu (U on keyboard), turn BDG Game Printer System on (**Figure 1**). Now launch Explorer (exit game and hit UUX on keyboard). Select My Computer and then C: drive. You should see **Figure 2**.

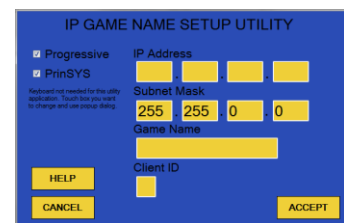


**Figure 1**



**Figure 2**

2. Select "Named" file and hit Delete on keyboard.
3. After Named file is deleted, reboot or go into the following folders: Game folder/Services folder/namer folder, and select "Namer Namer." You should now be at the IP GAME NAME SETUP UTILITY page (**Figure 3**). When naming, you should keep a record of these setup values for purposes of support if you need to call us.
4. Select PrinSYS. Enter Game Name. When creating Game Name, do not use spaces. A standardized format is suggested (i.e. "GameXX" where the XX is the game cabinet client ID such as 01, 02, etc.). After entering the Game Name press OK. This is the name that will be used in books and on PrinSYS displays.
5. Go into the Client ID box. If you used "Game 01" as the Game Name, enter "1" here. The Client ID dictates where it will end up on the PrinSYS display.
6. Enter Game/Cabinet IP address for the PrinSYS network. Our systems are currently using network addresses in the following two subnets: 10.4.2.X and 10.4.3.X. In the IP Address box make sure you have all your machines in the same subnet. The X number is a number between 1 and 254. For simplicity, if you named the game "Game01," use 10.4.3.11, keeping the numbers 10 and below open.
7. Select ACCEPT and game should restart.
8. When done setting up all games, move on to PrinSYS Setup.



**Figure 3**

# PrinSYS Setup

Refer to Quick Guide for PrinSYS images.

## A) PrinSYS Prep

1. All games must be off to proceed.
2. Have ELO monitor (both VGA and USB A to B), Epson POS printer, network switch, keyboard, and PrinSYS SRM key connected to PrinSYS computer.

**NOTE:** Make sure the CAT-5 cable coming from the network switch is plugged into the receptacle closest to the video monitor plug on the PrinSYS computer, as shown in **Figure 4**. (If not, PrinSYS will not work.)



Figure 4

## B) Turn on PrinSYS Computer and EPSON Printer

1. After the PrinSYS has booted up, you should be at the Windows 7 desktop. You will see an icon labeled "PrinterSys."
2. Double tap PrinterSys icon. The PrinSYS should start up and initialize.

## C) Setup Steps

These four steps are through the Admin menu which is the green ADMIN button at the bottom of the display. Some of these steps will require you to enter the Admin Menu several times. It has an exit button, but most of the commands are designed to exit the menu after completion to reduce the possibility of the operator leaving the display in Admin mode. Enter Admin Menu by using your Admin passcode; default is "11111."

### 1. Location

Touch the "CHANGE LOCATION INFO" button and follow the prompts to enter the Location Name using your keyboard. Press UPDATE when done. Keep it distinct to the location (20 characters max). This will appear on all Win Tickets and reports.

## 2. Admin Passcode

Press “CHANGE PASSCODE ADMIN” to change the administrative passcode. We recommend using six digits for all of your passcodes. Make a record of all of your passcodes. If you forget, only Big Daddy Games can reset it, which will require a custom-made script for your system. We recommend a different passcode for ADMIN Menu and BOOKS Menu. Your operator attendants will need access to Books, they will not necessarily need access to the ADMIN. This is up to you; the ability to have different passcodes is available to you.

## 3. Books Passcode

Please read Admin Passcode above. Press “CHANGE PASSCODE BOOKS” to change the Books Menu passcode.

## 4. Users

The “EDIT USERS” section is where you add authorized users to the system. Users will need a code to be able to send credits to each of the machines. They are also needed for authenticating Win Tickets when redeeming tickets.

- a. Press the “EDIT USERS” button. A dialog box should open showing all current Users, if any, and an Add and Delete button. To remove someone, highlight their entry and press the “DELETE USER” button.
- b. Pressing the “ADD USER” button will open another dialog box. The first box is for the person’s secret code, not to be shared. This code is for tracking transactions. The second box is for the user’s name. (Only the user’s name will show up on reports, not the secret code.)

## D) Final Step

Turn on your game machines one at a time until they are all up. Once games are up, their Client icon on the main screen of the PrinSYS should turn yellow<sup>1</sup> and the game’s Game/Cabinet name should appear beneath it.

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<sup>1</sup> Touching a game’s icon will do different things, depending on its color.

Brown: No game connected to this client position.

Yellow: Game is connected to this client position but has no money/credits/entries currently on the game.

Blue: Game is connected and has money/credits/entries currently on it. Pressing it when blue will display the current amount of money on the game at that moment. This can assist in watching players.

Green: Player pressed collect and is waiting for clear and Win Ticket. Pressing this when green will clear the machine and print the Win Ticket. Operator attendants should then use the “P” button on their screen to mark the ticket redeemed, initial the slip, award the player, and store the Win Ticket according to operator protocols. This option for marking tickets as redeemed is to prevent duplicate payment on tickets. There is no reason that players should ever physically have to take possession of the Win Ticket.

# PrinSYS User Guide

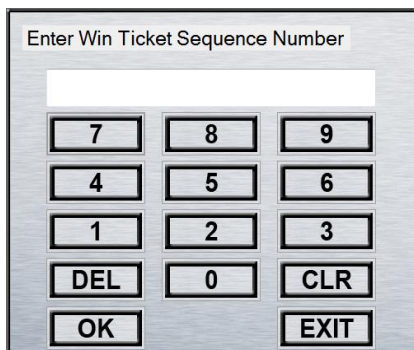
## Main Screen (*Figure 5*)

- A) Game Numbers by Client ID. Pressing these buttons will display text in area D. (See F for color legend.) Pressing the button when green will clear machine and print Win Ticket. Beneath these buttons is the client machine's assigned name. This area will only show five games at a time; the gray buttons on the left and right will move you to the next group of five. MAXIMUM GAMES: 20.



*Figure 5*

- B) These are two small blue and green circle buttons. They will only show up if a button in area A is blue or green, and the number within will be the number of clients in that state. Pressing these will move you to the first, or next, client game number in area A.
- C) When you need to send money to a game client machine, press the "\$" button. This will open a dialog box where you have to enter the operator user name of the person working the location. After a correct user code is entered, another screen will open where you enter the amount of money and the machine.
- D) Text Display Area. This will display various text messages throughout the operation of the PrinSYS. The two arrow buttons and "Clear Text" buttons beneath will cycle through the text history. Clear Text will not clear the history, just reset the display to "Ready." Any history will be lost on PrinSYS restarts.
- E) The "P" is for marking Win Tickets as redeemed. This is not mandatory but should be used to show that a particular Win Ticket has already been redeemed. Pressing this will display a dialog (*Figure 6*) where you have to enter the ticket's sequence number. The next screen (*Figure 7*) will display the ticket's information and show whether it is redeemed or not. If not, pressing "PAID" will bring up a dialog (*Figure 8*) where the operator must enter their code. If the same sequence number ticket is brought up again, it will say that it has already been redeemed and by which operator attendant, based on the operator codes.

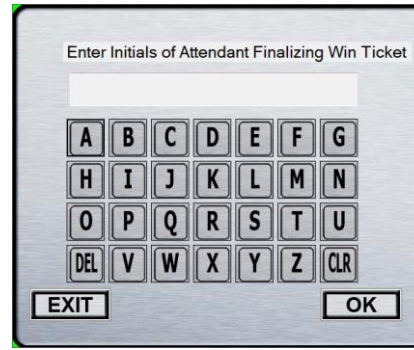


*Figure 6*



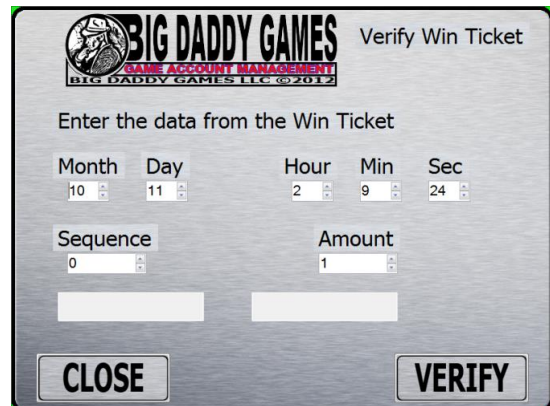


**Figure 7**



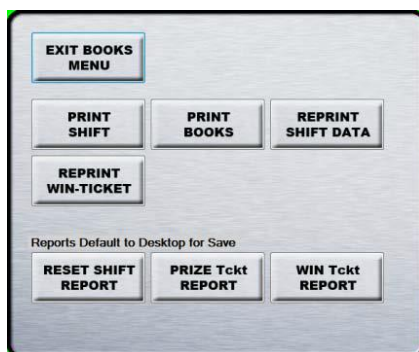
**Figure 8**

- F) Legend of the colors for the Client Game Buttons.
- G) Power Button. This will shut down the PrinSYS application.
- H) Books Menu. Entering here will bring up a passcode dialog. Enter the proper code to get into the menu. Default code is "11111."
- I) Admin Menu. Entering here will bring up a passcode dialog. Enter the proper code to get into the menu. Default code is "11111."
- J) Minimize button and Drawer button. The "M" button minimizes the PrinSYS application without closing it. Touching its icon on the bottom of the screen will bring it back up. This may be necessary when making reports. (If the cash drawer option is activated, a "D" button may appear to open the drawer. This is optional.)
- K) Transfer button. The "T" button is for transferring credits between game cabinets.
- L) Verification button. The "V" button is for verifying tickets. When the information from a ticket is entered (**Figure 9**) a dual set of codes will display. These codes should match the ones on the ticket, verifying it is legitimate. Verifying tickets is optional.



**Figure 9**

**Books Menu (*Figure 10*)**



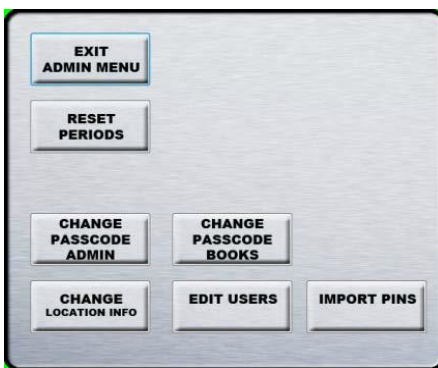
**Figure 10**

- "EXIT BOOKS MENU" button for leaving.
- "PRINT SHIFT" and "PRINT BOOKS" will give a dialog showing the current Books and will also give you the option to print them.
- "REPRINT SHIFT DATA" allows you to reprint past shift data.
- "REPRINT WIN-TICKET" allows you to make a reprint of a winning ticket should the original be destroyed or jammed in the printer. Original Win Tickets will say "Original" on them. Reprints will say "Reprint" and which reprint it is if it has been reprinted numerous times. Too many reprinted Win Tickets should be seen as suspicious. We recommend

Operator Attendants use the “P” button (See **Figure 5**, E) to mark Win Tickets as they are printed and redeemed. We also recommend they initial the Win Ticket slip before storing them.

- “RESET SHIFT REPORT,” “PRIZE Tckt REPORT,” and “WIN Tckt REPORT” are used to reset the shift for next shift, sending a report to the desktop unless you redirect to a USB thumb drive or somewhere else on the systems drives. Printing these reports using the ticket printer would create long, unreadable reports. The Prize and Win Ticket reports will show a dialog of prizes or Win Tickets based on a filter you select. You can elect to make the report or just view the results. These reports will also default to the desktop of the computer unless you direct them elsewhere. These files created for the reports can be brought to any computer and printed on a standard printer.

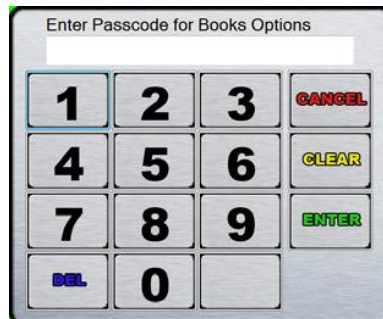
### Admin Menu (**Figure 11**)



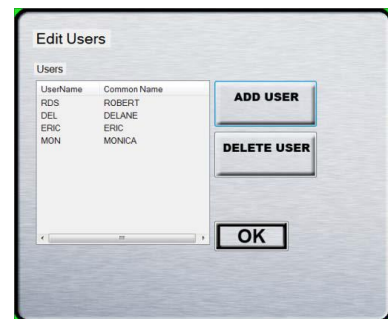
**Figure 11**

- “EXIT ADMIN MENU” button for leaving.
- “RESET PERIODS” will reset the periods to zero for the cumulative of all games and for each game. The master values will not reset and can only be reset by Big Daddy Games. Shift data can be spread out over two periods or several shifts can be on a single period, depending on how the shifts are ended and how often the operator resets periods.

- “CHANGE PASSCODE ADMIN” and “CHANGE PASSCODE BOOKS” allow the operator to change their passcodes for entering the Admin and Books menus. Default for each is “11111.” We recommend the operator use different codes for each menu;



**Figure 12**



**Figure 13**

- operator attendants will find it necessary to use the Books Menu, but only administrators should be able to get into the Admin Menu. The Passcode dialog box (**Figure 12**) will appear when you enter Books or Admin Menu.
- “CHANGE LOCATION INFO” allows the operator to set the location name of the system and what displays on the printouts. “E.G. Lucky’s Saloon on 47,” “Main Street Pub,” etc.
- “EDIT USERS” is for entering the approved operator attendants that will be using the PrinSYS. This command opens a dialog (**Figure 13**) showing the current users and allows for adding more or deleting existing. When adding, you will be required to enter the user’s code followed by a name. This name will display in reports; displaying their code would be a security issue.



## QUICK GUIDE

### To Setup IP Address on Games:

1. From the Setup Menu *Exit Game*
2. Go to Windows Shell  
(menu/menu/start or UUX)
3. Launch Explorer
4. Open My Computer
5. Open C: Drive
6. Select and delete **Named** file in the  
root of the C: Drive
7. Reboot

### IP Address examples (no spaces used):

Game01 10.4.2.11  
Game02 10.4.2.12  
Game03 10.4.2.13  
Game04 10.4.2.14  
Game05 10.4.2.15

All cables must be connected according to instructions for PrinSYS to function properly.

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