



AMUSEMENT CONNECT MMGEN1 Mobile Transceiver Installation Guide

[Home](#) » [AMUSEMENT CONNECT](#) » **AMUSEMENT CONNECT MMGEN1 Mobile Transceiver Installation Guide** 

AMUSEMENT

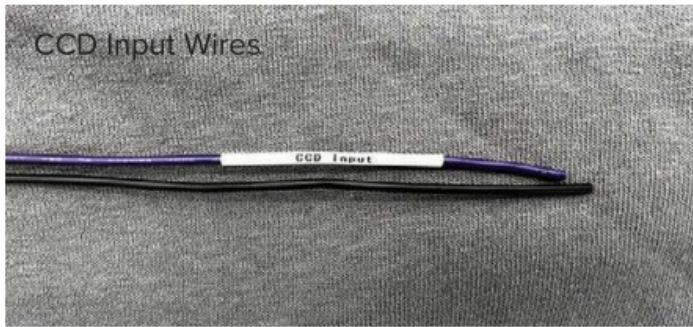
Contents

- [1 INSTALLATION](#)
- [2 CONFIGURATION](#)
- [3 TROUBLE SHOOTING](#)
- [4 REGULATIONS](#)
- [5 Documents / Resources](#)
 - [5.1 References](#)

INSTALLATION

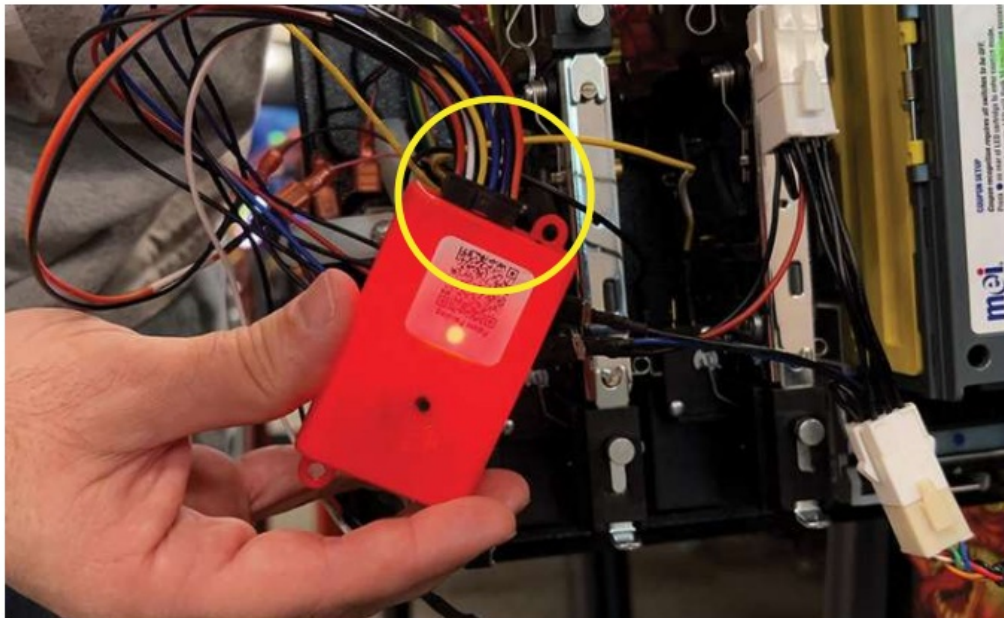
Base Harness Install – CCD Input (Credit Card)

1. Locate the pulse wires and disconnect from the credit card device.
2. Locate purple/black CCD Input wire pair on the base Mobile Mech harness and connect to the coin mechanism using wire nuts.
3. Note: You will need to strip the purple/black wire pair and expose the wiring in order to connect.



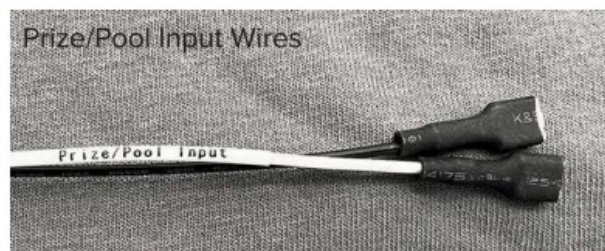
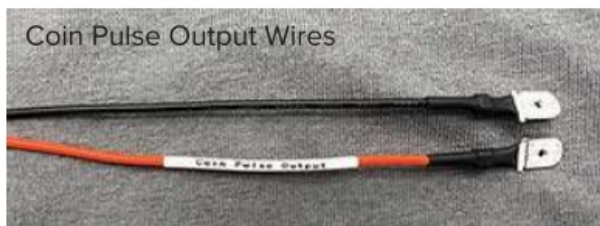
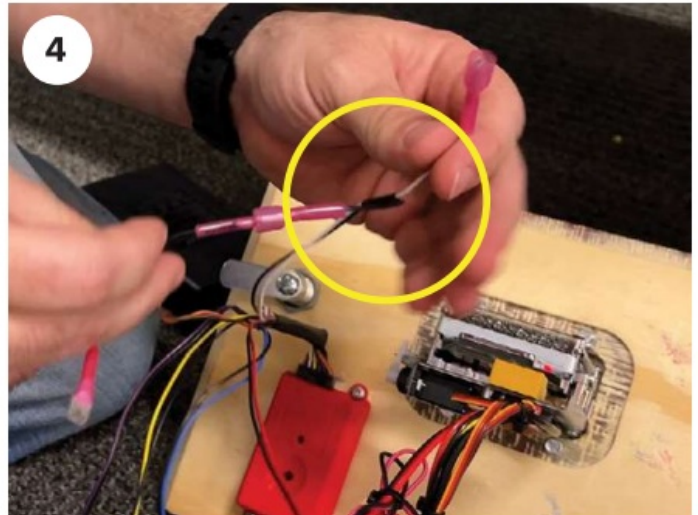
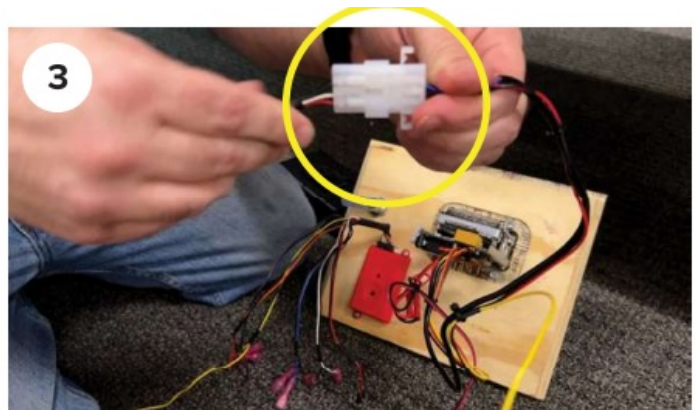
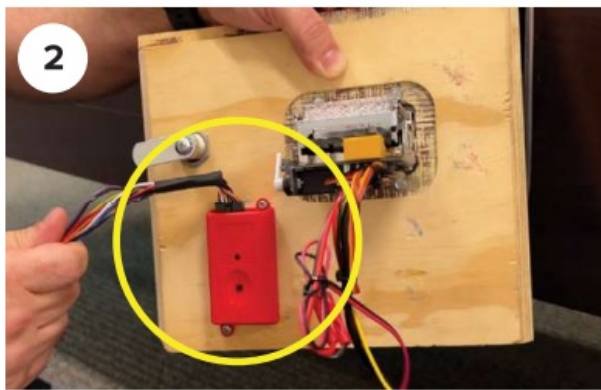
Base Harness Install

1. After connecting all other harnesses, connect the MobileMech to the black 12-Pin connector on the harness. The Red LED light will turn on if connected correctly.
2. Secure the Base Harness Wires and MobileMech. Tidy up wires, we suggest using zip ties.



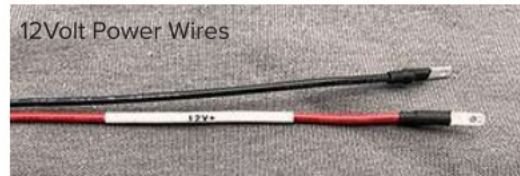
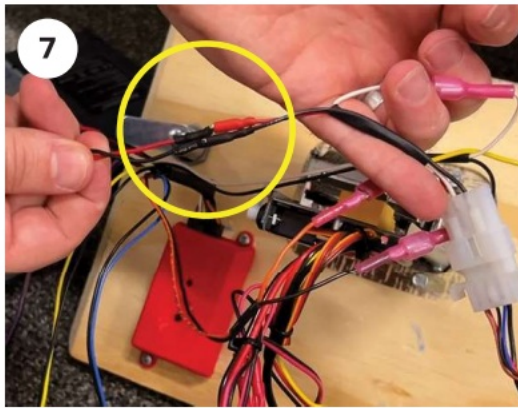
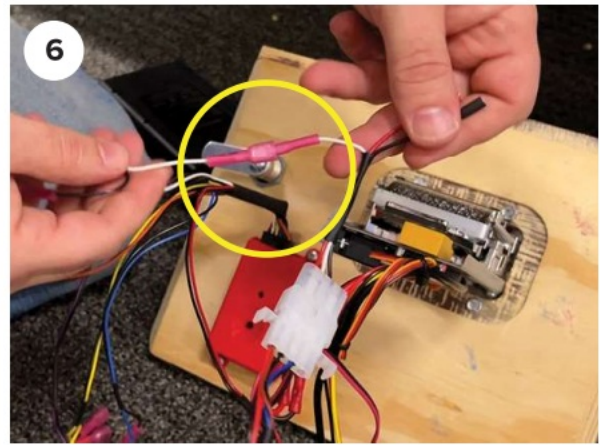
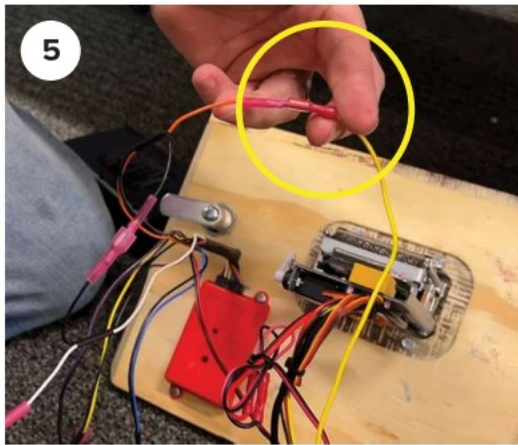
SliderMech2 Wiring Harness Install

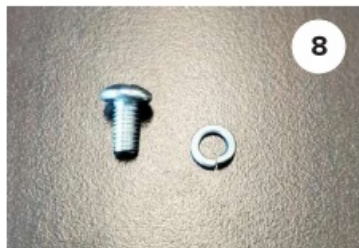
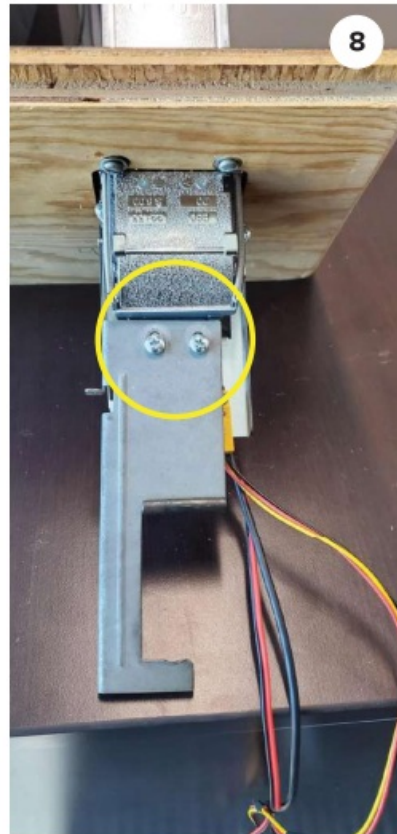
1. Disconnect the 12V power wire pair from the BV harness if not already done.
2. Mount your MobileMech to the inside of your door and connect the Base Wiring Harness.
3. Locate the SliderMech 2 Harness and connect to the Slidermech.
4. On the Base Wiring Harness, connect the black ground wire from the Coin Output wire set to the black ground wire from the Prize/Pool Input wire set.



SliderMech2 Wiring Harness Install (Cont.)

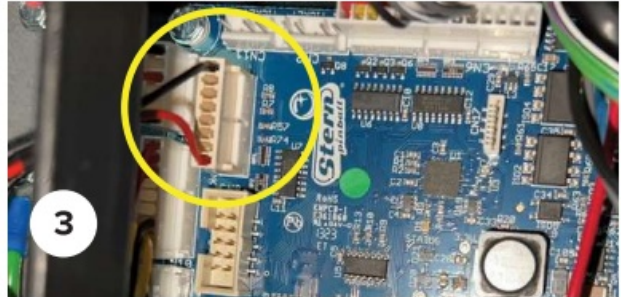
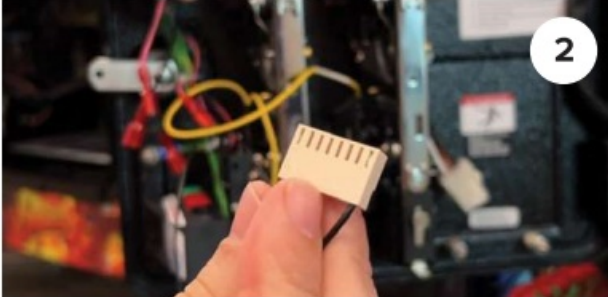
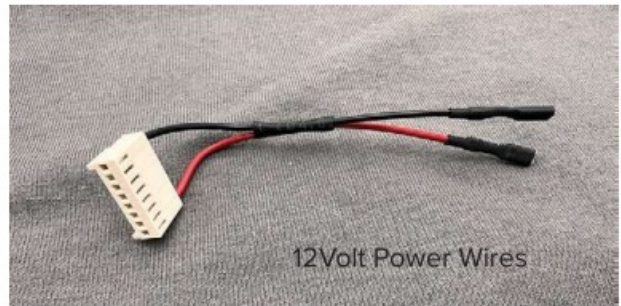
5. Take the orange Coin Pulse Output wire and connect to the SliderMech yellow Coin Input wire.
6. Connect the white Prize/Pool Input wire to the white wire on the SliderMech 2 Harness.
7. Connect the red/black 12Volt wire set to the red/black wires on the SliderMech 2 Harness.
8. Install Pool Table Bracket to the SliderMech using a #10 lock washer and a 10-32 x 3/8 Phillips Machine Screw.
9. Connect your battery to the SliderMech to power up and reinstall your door.





Spike Install – Alternative 12V Source

1. Disconnect the 12V red/black wire pair from the Bill Validator Harness.
2. Connect the 12V wire pair to the Spike Harness corresponding red/black wires.
3. Connect Spike harness to CN1 on spike board on left side of game.



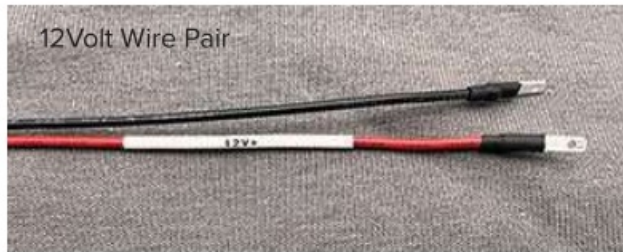
12V Power Supply Install – Alternative 12V Source

1. Disconnect the 12V red/black wire pair from the Bill Validator Harness.
2. Connect the 12V wire pair to the Power Supply Harness corresponding red/black wires.
3. Connect 12V Power supply to nearest 110 outlet



3-Pin BV Install – Alternative Bill Validator

1. Disconnect the 12V wire pair from the BV harness
2. Locate the Base Mobilemech Harness and connect the 12V wire pair to the 3-Pin BV Harness
3. Connect blue / black wire to the BV Input wire pair



CONFIGURATION

After you have successfully installed the MobileMech onto your game, you need to configure WiFi.

Step 1

Scan the QR code on the top of the MobileMech. This will log you into the devices Access Point.

Step 2

Click Join' to join the MobileMech device WiFi network. The LED on the front panel will change to green when connected.

Step 3

Open your browser. The MobileMech device configuration page will open in the browser.

Step 4

Click on the red configure button. The Device Configuration page will open to show the current configuration

Step 5

Click on the green WiFi SSID: button. The Wi-Fi details page will open

Step 6

Click on the blue Configure WiFi button. The Wi-Fi Configuration page will open

Step 7

Click the Enable WiFi slider to enable wifi. Click the blue Scan WiFi Networks button. A list of the local WiFi Access Points will be displayed.

Step 8

Click on the location's Wi-Fi SSID and enter the password for the SSID.

Step 9

Click the blue Connect button. Wait for the device to connect.

Note: * If the device does not connect after 30 seconds, re-enter your password and make sure it is correct. The LED will show a green/blue color while it gets the cloud configuration data from the cloud.

Step 10

After the device connects, click the blue Save Wi-Fi Configuration button. The device will show the Wi-Fi Details page.

Final Step

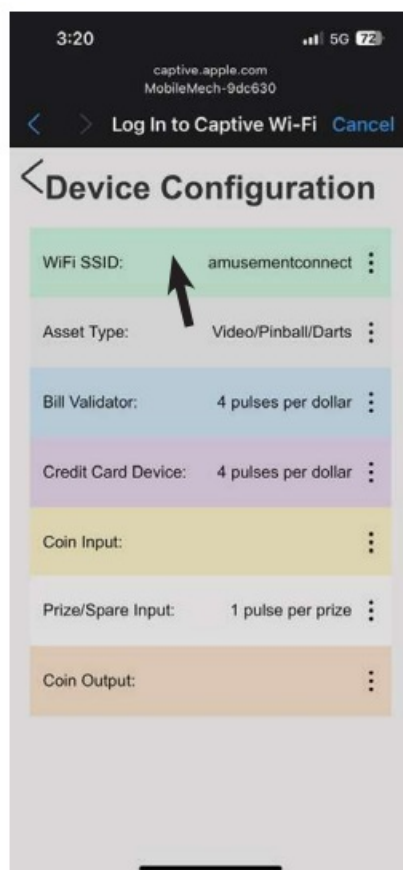
The LED will turn blue once the device connects to the cloud service. Wi-Fi configuration is complete.

Click on the red configure button.



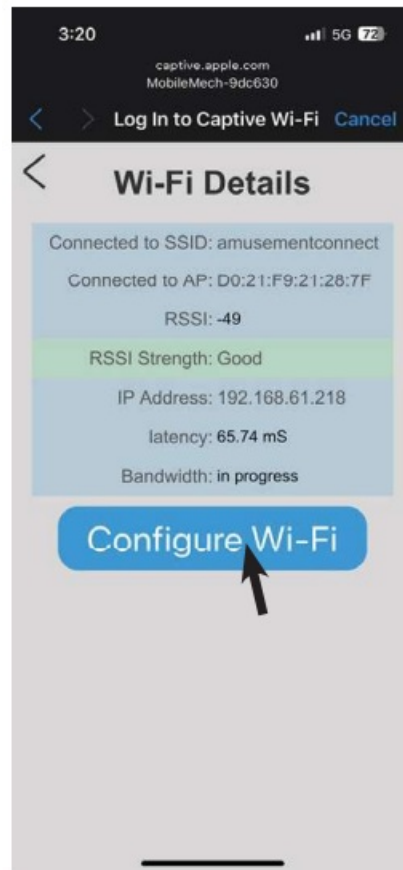
STEP 4

Click on the green WiFi SSID button.



STEP 5

Click on the blue Configure WiFi button.



STEP 6

Enable WiFi Slider, Scan for your network.



STEP 7

Enter password and click Connect.



STEP 8

Once connected, Save your WiFi.



STEP 9,10

Return to Main Menu.
Click your Test button.



Test the various mechs connected to your game.



Click on the Offline Collect to view report.



TROUBLE SHOOTING

For Assistance:

Email our Support Department at support@amusementconnect.com.

REGULATIONS

Changes or modifications not expressly approved by the manufacturer could void the user's authority to operate this equipment.

This product meets the applicable FCC Part 15 rules. Operation is subject to the following two conditions: (1) this device may not cause interference, and (2) this device must accept any interference, including interference that may cause undesired operation of the device.

To limit RF exposure, please ensure 8 inches (20 cm) of separation from the device at all times.

This device complies with Industry Canada's licence-exempt RSSs. Operation is subject to the following two conditions:

(1) This device may not cause interference; and

(2) This device must accept any interference, including interference that may cause undesired operation of the device.


This equipment should be installed and operated with minimum distance 20cm between the radiator & your body.

Note: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.

- Consult the dealer or an experienced radio/TV technician for help.

Documents / Resources

	AMUSEMENT CONNECT MMGEN1 Mobile Transceiver [pdf] Installation Guide 2BA2JMMGEN1, mmgen1, MMGEN1 Mobile Transceiver, Transceiver, MMGEN1 Transceiver, Mobile Transceiver
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References

- [User Manual](#)

[Manuals+](#), [Privacy Policy](#)

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