KEGEL

YOUR LANES | OUR PASSION

| PART NUMBER | 154-8294 |
|---|---|
| PART DESCRIPTION | ROM PROGRAM DOWNLOAD |
| REV DATE | 02/18/2011 |
| MACHINE MODELS | C200HG OR C200HS PROCESSORS |

Basic knowledge of the lane machine including mechanical and electrical

TOOLS NEEDED:

Phillip Screwdriver

**Please thoroughly read through the instructions prior to performing the installation of this assembly.  To avoid any potential problems, if at any time during the process you may have a question, stop and contact our Tech Support department at 1-800-280-2695**

Note: Write down the machine mileage, present duster unwind time, and all program data before downloading into the PC. Machine mileage will be reset to "0" after upgrade.
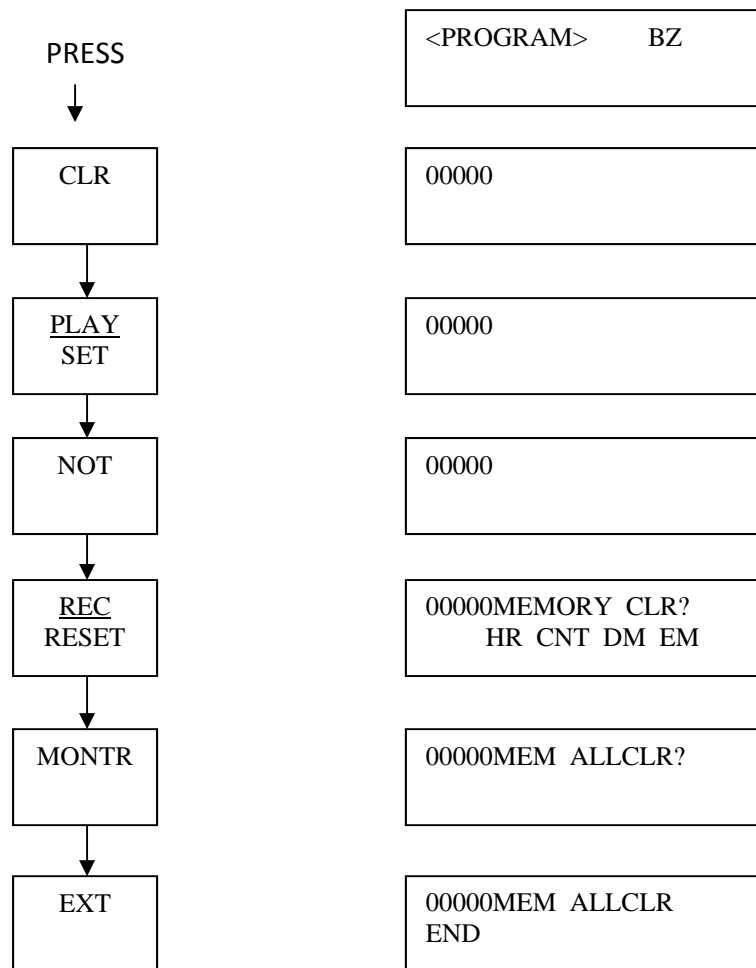
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Kegel's Lane Maintenance Central:
Within USA  - 1-800-280-2695
Outside USA - +1 863-734-0200
via e-mail at LMC@Kegel.net
website www.kegel.net

Rev. 3.14

1. With the machine turned on, insert program key into keypad and turn to program setting.

2. Turn dip switches 1 and 6 to the "OFF" position (only 3 should be on).

3. After performing step 2 the screen should display <PROGRAM>   BZ as seen below. Follow the key sequence using the keypad overlay as shown below to clear memory. The figure to the right of the button shows what will display on the screen after you have depressed each button.

PRESS

| PRESS | Display |
|-------|---------|
|  | <PROGRAM>      BZ |
| CLR | 00000 |
| PLAY SET | 00000 |
| NOT | 00000 |
| REC RESET | 00000MEMORY  CLR?<br>        HR  CNT  DM  EM |
| MONTR | 00000MEM  ALLCLR? |
| EXT | 00000MEM  ALLCLR<br>END |

Rev. 3.14

This procedure cannot be performed unless the memory has been cleared from the PC. You should have one Memory Cassette (with Data chip already installed) and a program chip along with a program key.

1. Turn key back to monitor and set dip switches 2, 3, and 4 to the "ON"   position, the other should be off.

2. Turn the machine off, insert Memory Cassette (containing Data chip) into PC. Make sure the Memory Cassette is seated properly. **NOTE: Never install or remove cassette with power applied to machine.**

3. Turn machine on and wait for a few seconds, then turn machine off. The run light should have come on during this process.

4. Remove the Memory Cassette from the PC and carefully remove the Data chip from the cassette with a small flat head screwdriver (pry up gently on each end of chip).

5. After removing Data chip, locate the Program chip and carefully install chip into Memory Cassette. Make sure the notch on the chip matches the notch on the cassette.

6. Re-install Memory Cassette in PC, then turn machine on. The run light should come on. Leave the cassette in the PC, the machine will now run the program from the cassette.

7. Follow the key sequence below to transfer the upper 3000 Data Memory to the PC's memory. The screen will have gone blank after step 6, this is normal. The figure to the right of the button shows what will display on the screen after you have depressed each button.
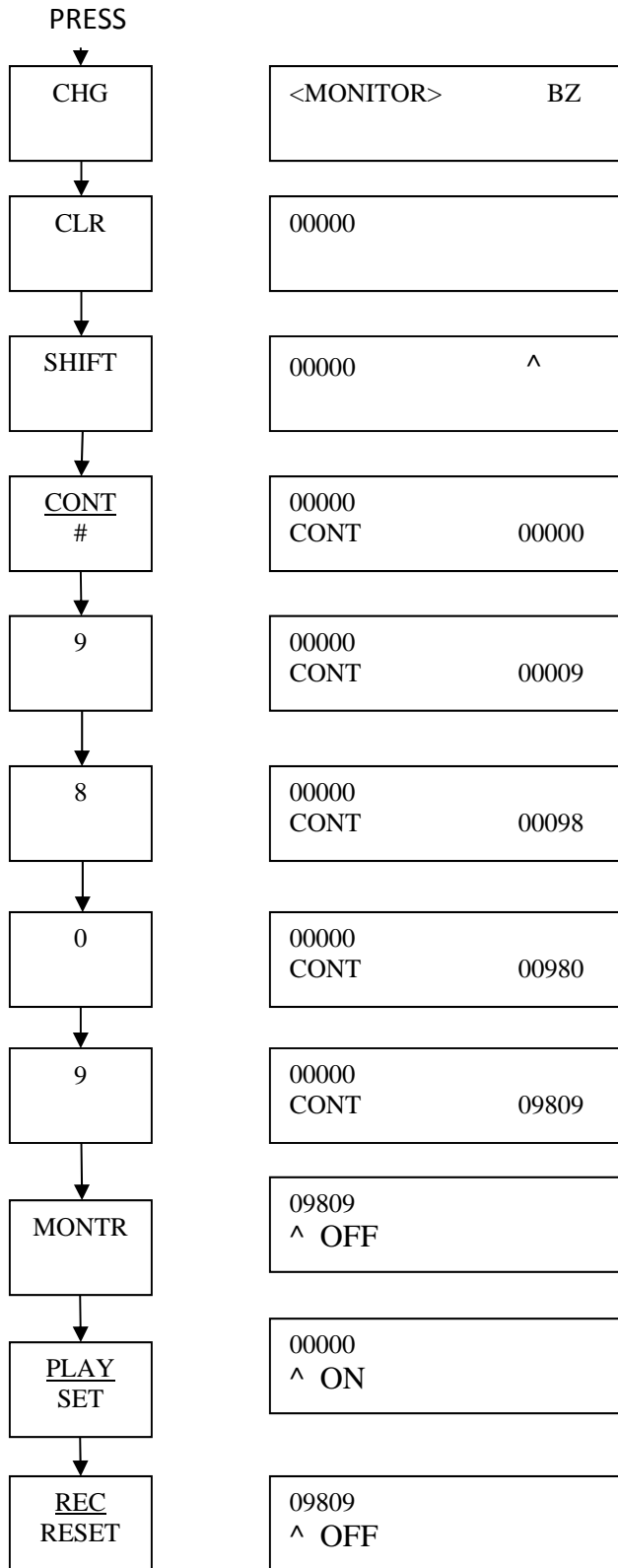
PRESS

| | |
|---|---|
| CHG | <MONITOR>          BZ |

↓

| | |
|---|---|
| CLR | 00000 |

↓

| | |
|---|---|
| SHIFT | 00000                    ^ |

↓

| | |
|---|---|
| <u>CONT</u><br># | 00000<br>CONT              00000 |

↓

| | |
|---|---|
| 9 | 00000<br>CONT              00009 |

↓

| | |
|---|---|
| 8 | 00000<br>CONT              00098 |

↓

| | |
|---|---|
| 0 | 00000<br>CONT              00980 |

↓

| | |
|---|---|
| 9 | 00000<br>CONT              09809 |

↓

| | |
|---|---|
| MONTR | 09809<br>^  OFF |

↓

| | |
|---|---|
| <u>PLAY</u><br>SET | 00000<br>^  ON |

↓

| | |
|---|---|
| <u>REC</u><br>RESET | 09809<br>^  OFF |

8. Turn machine off, remove key but make sure handheld is still in MONITOR mode. Turn dipswitch 1& 6 to the "ON" position and 2 & 4 to the "OFF" position. You should have switches 1, 3, and 6 in the "ON" position and 2, 4, and 5 in the "OFF" position.

9. Turn machine back on and MENU through the display screens to check program. The screen will flash an upper case "E" in place of the lower case letter at the end of the program version to indicate that the program was downloaded on site at your bowling center.

10. If the machine fails to respond go through the instructions again. If this does not work call Tech Support.


Cut the Keypad overlay below out and place on Keypad
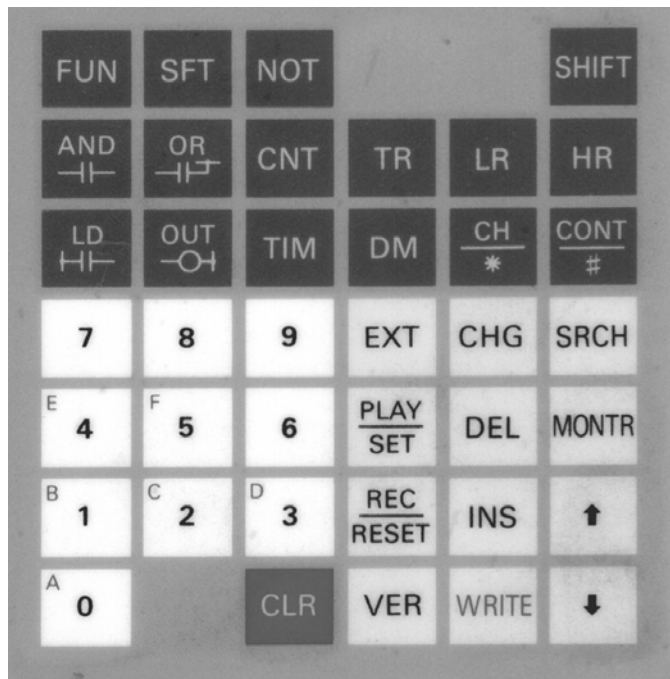
A wiring change is necessary for machines that have programs prior to 9.93. The middle OC222 contains outputs 100 – 111 and the right module contains outputs 200 – 211. The upper levels of terminals are the even outputs and the lower are odd.

Remove these wires from their outputs:

Green / Orange from 103

Yellow / Violet from 104

White / Red from 111

Red / Violet from 201

Red / Brown from 202

Re-attach to these outputs:

Green / Orange to 201

Yellow / Violet to 202

White / Red to 104

Red / Violet to 111

Red / Brown to 103

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