

System 11 Wifi App Note:
New Game Title Profile

Version 0.2

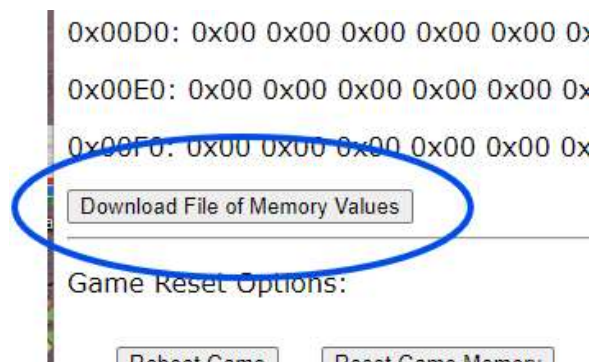
What is this for?

Each System 11 pinball title stores data in slightly different locations with sometimes slightly different formats. So each title required a “profile” to allow the board to gather scores, set leaders etc. This application note is intended for someone who has generously offered to help discover the profile and get a new title on the list of supported games. Thank you for your efforts and support!



Process

Install the SYS11.Wifi board in your game as usual - select “GenericSYS11” for the game name. Get connected via wifi so you can use the browser based interface. Note - in this mode the SYS11.Wifi board cannot show you the IP address. There are two ways to find the IP address: best is to log into your local Wifi router and lookup the IP address in the list of connected devices. A second option is to put the SYS11.Wifi board into wifi setup mode again and read the IP address from the bottom of the screen. Once you are connected to the board with a browser and the game is running the process is pretty simple. You set up certain situations on the game and save memory images on the Admin screen. Just follow the steps in the next section.



Step by step guide:

- 1) Factory reset the game (maybe already done after installing the Warped Pinball Board). If not, press the advance button to AD#70 and select yes. Wait for game to enter normal attract mode.
- 2) Download a file of memory values using the Admin page button.
Name the file "GameName_Baseline.txt"
- 3) Start a game, leave ball #1 in the shooter lane.
Download another memory values file called "GameName_Ball1.txt"
- 4) Drain ball 1, try not to hit many targets. Make sure you are now on ball #2
Download another memory values file called "GameName_Ball2.txt"
- 5) Drain ball 2, try not to hit many targets. Make sure you are now on ball #3
Download another memory values file called "GameName_Ball3.txt"
- 6) Drain ball 3, try not to hit many targets. Wait for match to finish
Download another memory values file called "GameName_GameOver.txt"
- 7) Enter the service menus, go to item 49 (Custom Message), select "change" with the start button hit advance and enter the message on the data sheet at the end of this document. Advance to the end of the service menu, return to attract mode and watch the display to be sure you see the custom message in the rotation of displays in attract mode.
Download another memory values file called "GameName_Message.txt"
- 8) Enter service menus, and under AD#49 turn the custom message to "OFF"
Download another memory values file called "GameName_MessageOFF.txt"
- 9) Record High score initials and scores on data sheet
- 10) Drop a coin, Download another memory values file called "GameName_Coin1.txt"
- 11) Drop a coin, Download another memory values file called "GameName_Coin2.txt"
- 12) Drop a coin, Download another memory values file called "GameName_Coin3.txt"
- 13) Grab all the files from your downloads folder and the last page of this document (copy paste or a picture, whatever is easy) and email it all to Inventingfun@gmail.com
- 14) Get back a game file (GameName.JSON) - use the admin page to download to the game. Go into Wifi setup to select the new file (hold down wifi setup button while powering up, wait for fast led blink to release the button)
- 15) Test it out and make sure everything works! (high score recording, IP display in attract mode, 4 high scores on the game display)

File check list:

	GameName_Baseline.txt
	GameName_Ball1.txt
	GameName_Ball2.txt
	GameName_Ball3.txt
	GameName_GameOver.txt
	GameName_Message.txt
	GameName_MessageOFF.txt
	GameName_Coin1.txt
	GameName_Coin2.txt
	GameName_Coin3.txt

Data Sheet - Please fill in and send back a copy or picture.

GameName_____

Version listed on ROMS in the game _____

High Scores as displayed in attract mode:

- #1) initials_____ score_____
- #2) initials_____ score_____
- #3) initials_____ score_____
- #4) initials_____ score_____

Message (please fill in with the exact entered message):

For 16 character x3 line games

A	A	A	space	space	space	space	space	space	space	space	space	space	space	A	A	A

Fill in between the 'B's with any available punctuation marks ('/".@*)

B	B	B												B	B	B

In the center enter characters with included periods as shown

C	C	C		C.	C.	Z.	Z.	0	1	2	3	4	C	C	C

For 7 character x6 line games

A	A	space	space	space	A	A	■	■	B	B	space	space	space	B	B
							■	■							

Fill in between the C/Ds with any available punctuation marks ('/".@*)

C	C				C	C	■	■	D	D				D	D
							■	■							

In the center enter characters with included periods as shown

E	E	A.	B.	C.	E	E	■	■	F	F	0	1	2	F	F
							■	■							