Sharp Shooter

Standard Operation Manual
Rev. 06-17-14

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Contents

1 Product specifications

1.1 Software version

Version no.	Operating system	Description
Ver 2.1	Android	SHARP SHOOTER – Rapid Fire Pistol

1.2 Console and equipment requirements

1.2.1 Console (AboCom: A08 Android TV Dongle)

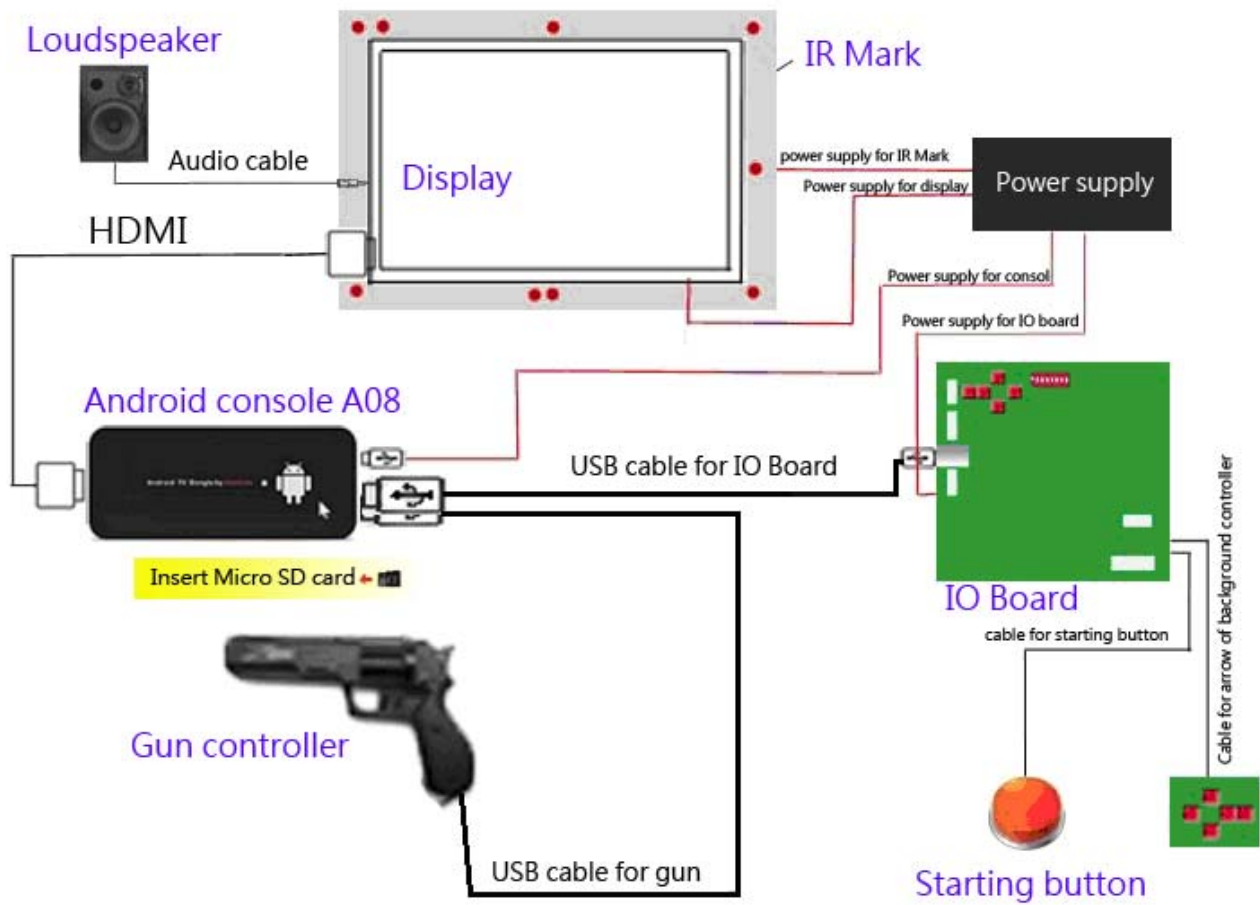|	
CPU	Rockchip RK3066 1.6G Core Duo
GPU	Mali-400MP4
Built-in Flash	Nand Flash 4GB
RAM	1GB DDR3 SDRAM
Operating system	Google Android 4.1
Built-in network	WIFI 802.11b/g/n
Video output terminal	HDMI
Audio output terminal	HDMI
Serial Bus	USB 2.0*2
External storage device	Micro SD Card slot (Micro SD card Max 32G)； Support the external hard disk (FAT16/FAT32/NTFS/EXT3/FAT)
I/O	Support the USB keyboard and mouse
Console size	115*40*18 mm
Weight	67g
Power supply	Adapter 5V 2A, cable USB type A to Micro USB

1.2.2 Other devices

Device name	Model no.	Quantity	Note
IO-Board	ZPMH01Z	1	Connect to the console and other devices Software: ZPS1000
Gun	Z GUN 3rd	1	Main controller with IP Mark.
IR Mark	ZPMH00R(Changed to two pcs) (2)	1set (multiples)	Gun positioning
Display	HERAN HD-32DB1	1	32-inch multi-media display Display the game graphics
Slot machine	advanced–SG-738C	1	One dollar game The player inserts coins for starting the game.
Ticket dispenser	YENOX TB-402	1	Dispense the ticket to the player
Loudspeaker	8W4Ω	2	Play the music and sound effects to enhance the acousto-optic effect
Digital setting button		4	Set the game parameters (use the Left key to call the backend, the Up and Down key to move the selected item and the Right key to confirm)
Added key		1	Notify the system to continue dispensing tickets after the user replace the roll of the ticket tapes.
Indicator button		2	Start button: starts the game or switch between processes Connecting button: connects to the process (reserved)
LED light bar	RGB3 color 12V	8	20 cm/bar Size: 2*2*2, Hight:4
Fan	GA1123XBL	4	Wooden box*2 and monitor stand*2
USB HUB	Axpro USB 2.0 HUB(4 Prot)	1	Expand the USB interface to connect to the gun, IO board, keyboard, mouse and other storage devices

1.2.3   Layout description

Loudspeaker

Display

IR Mark

Audio cable

power supply for IR Mark

Power supply for display

Power supply

HDMI

Power supply for consol

Power supply for IO board

Android console A08

USB cable for IO Board

IO Board

Insert Micro SD card

Cable for arrow of background controller

Gun controller

cable for starting button

USB cable for gun

Starting button

2 Game introduction

2.1   Basic information

Game name	SHARP SHOOTER – Rapid Fire Pistol
Target group	People who are at least 150cm tall and like shooting games
Platform	AM large-scale video game
Type	Gun shooting and the ticket dispenser
Style	Bright, realistic, and sporty
Payment	Insert coins for each round
Operation	Gun
Engine developer	unity 3.5

2.2   Features

Gun shooting is the core of the game which is designed to be as "par" and "common" as the basketball game machine.

The game is designed based on the real event in the Olympic Games. The fast-speed pace coupled with the billboard and ticket rewards give the player more motives to purse higher scores.

The rapid shooting and time restriction give the player an opportunity to experience the real tension in the Games.

The difficulty increases level by level to give the player a great sense of achievement.
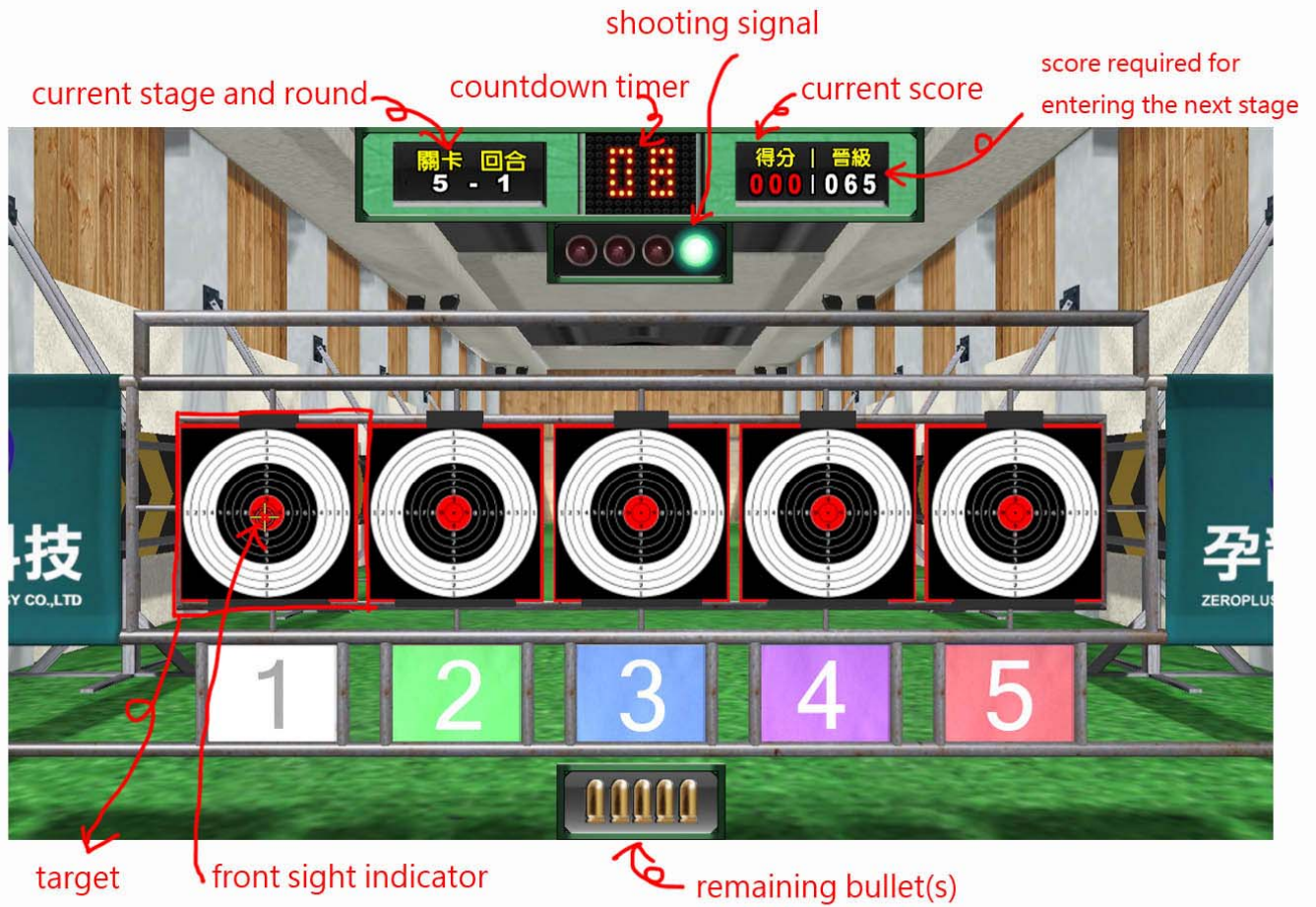
The overall design is closely bound with the Olympic event to emphasize the sport skills and highlight the appeal to the "professional aesthetic shooting game".

2.3   Interface and operation

2.3.1   Main screen description

2.3.2   Operation

Insert coins and press the start button to start the game.
The gun is the controller. Use the rear and front sights to aim at the target on the screen and pull the gun trigger to shoot.

3 Rapid setting process

3.1 Gun calibration

All machines have been calibrated and configured prior to the delivery. If the aiming point or the cursor offsets, calibration can be conducted from the backend. The simple steps are described as follows:
Open the front door of the machine, find the control panel and press the right key to enter the backend>> select "Hardware Calibration" on the backend main menu >> select "Controller Calibration" to show the calibration screen.

Take the gun to shoot three targets on the screen in order. A confirmation message appears after the shooting.

Select "✓" to confirm and go back to the backend menu. The new calibrated value is applied after the user leaves the backend and enters the game. (Refer to Ch 4.11.1 of the User Manuel for detailed operation description.)

3.2 Tickets resupplying

When the machine runs out of tickets, the "Notify the Service Staff to Resuply Tickets" message will appear on the screen. This function can be deactivated by setting from the backend.
The staff needs to open the front door of the machine to replace the roll of the ticket tapes. After this has been done, press TICKETS to continue dispensing the tickets.
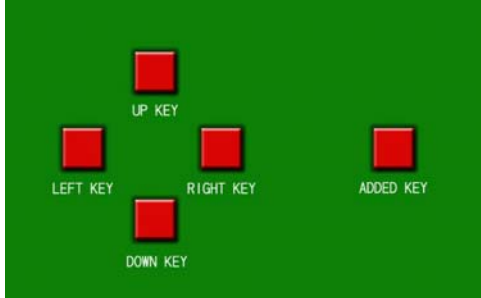
4 Backend management system

4.1   Backend basic operation

Entering the backend

Various backend operations can be carried out through the control panel (arrow key) inside the machine.

Press the <LEFT KEY> to show the backend settings screen.

Setting operation

If the user enters the backend during the game, the game will be ended directly and the score in the round will not be recorded in the backend. The unsaved Game Log is null.
Use the <UP KEY > and <DOWN KEY> to move the selected box upwards and downwards and use the <LEFT KEY> and <RIGHT KEY> to enter or adjust the settings.

Resupplying operation

When the machine runs out of tickets, the "Notify the Service Staff to Resupply Tickets" message will appear on the screen.
The staff needs to replace the roll of the ticket tapes inside the control panel.

<ADDED KEY>: If there are unprinted tickets, press the key to continue dispensing the tickets after the roll of the ticket tapes is replaced.

Function description

In the following description
⬆ stands for <UP KEY >. ⬇ stands for <DOWN KEY>.
⬅ stands for <LEFT KEY>. ➡ stands for <RIGHT KEY>.

4.2   Main menu
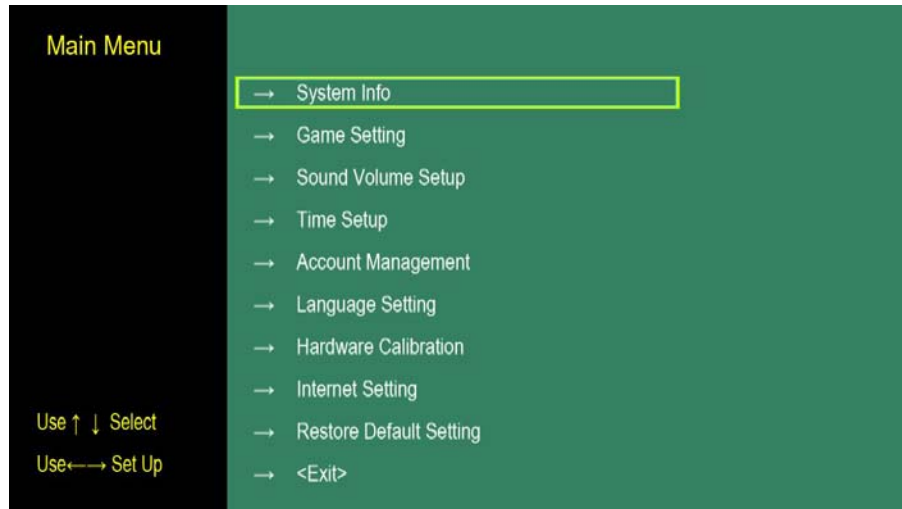
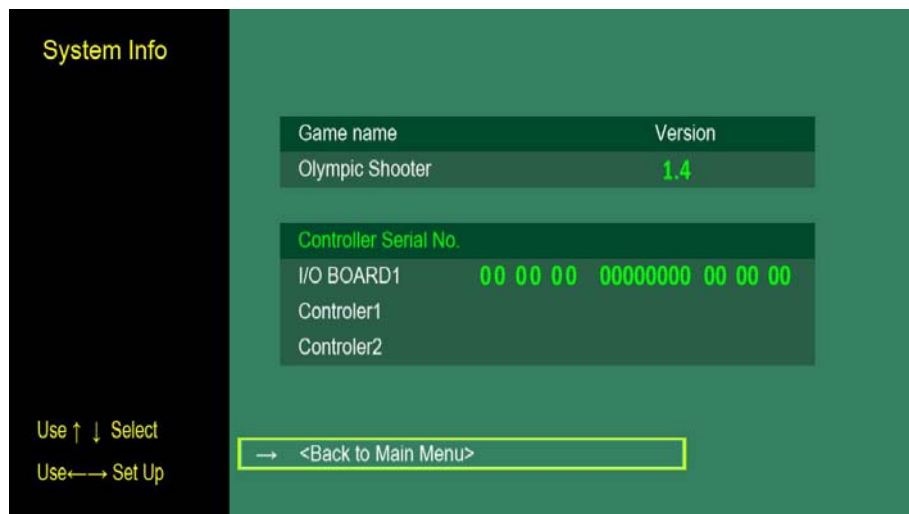Press ![arrow] at any time after the machine is booted to show the backend main menu.
In the main menu, use ![up] or ![down] to move the selected box and press ![right] to show the sub-screen of each function or implement the function.
Select "Exit" and press ![right] the return to the standby screen.
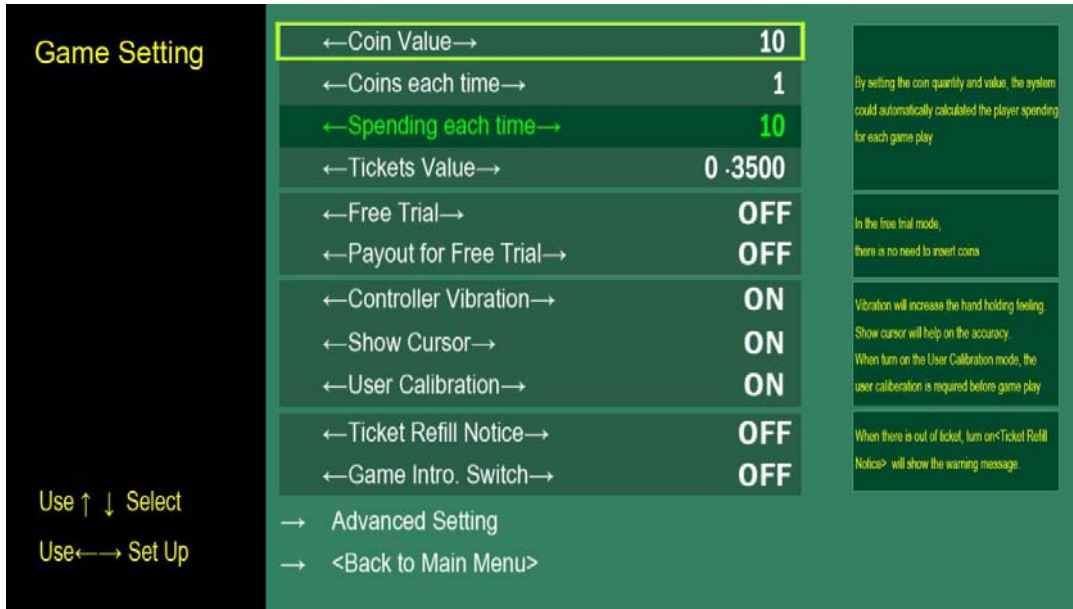
4.3   System information

Show the name, version and device serial number of the software
Display devices include the I/O board and gun. (If there is no serial numbers, 0 appears in the field.)
Because the contents are not editable, the default setting is "Back to Main Menu".

4.4   Game settings

Item	Description	Remarks
Credit Value	Cash value of one coin / token.	Range: .01-5.00
Credits to Start	# of coins / tokens needed to start game	Range: 1~10
Cost Per Play	Automatically calculated from the previous two settings.	
Tickets Value	Value of one ticket (in cents)	Range: .005-.100 by .005s
Free Play	When set to free play, a player only has to press the start button to begin a game	Default: OFF
Ticket Dispense	When ON, the game will pay tickets	Default: ON
Controller Vibration	Enable the gun vibration (ON) and disable it (OFF)	Default: ON
Gun Sight	Show a cursor (RED DOT, CROSSHAIR) in the game or nothing (NONE)	Default: RED DOT
Player Calibration	If the Player Calibration is turned "ON", the player will be able to calibrate the gun before entering the game	Default: ON
Ticket Refill Notice	If the Ticket Refill Notice is turned "ON", the "Notify the Service Staff to Resupply Tickets" message will appear.	Default: ON
Game Intro. Screen	Choose "ON" to skip game introduction and enter the game directly. Choose "OFF" to show the game introduction before entering the game.	Default: ON
Advanced setting	Refer to 4.5 and 4.6	

4.5   Advanced setting 1

4.5.1   Entering the advanced setting

The advanced settings are used to set the game difficulty and ticket payout.

4.5.2   Level available

The game has 5 levels and can be adjusted according to the actual operation status.
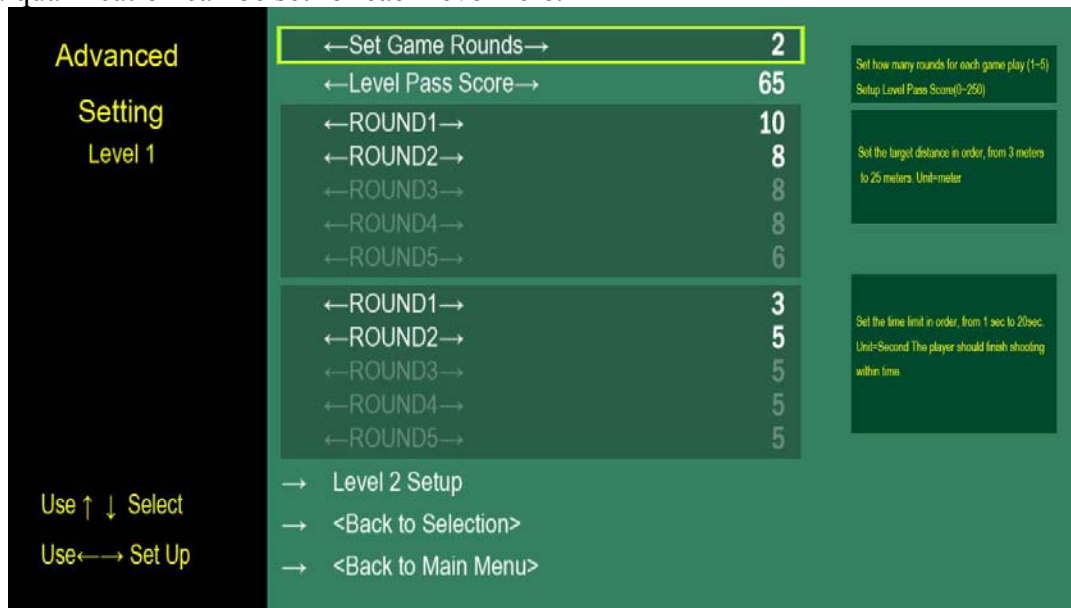
4.5.3   Ticket rewards

There are 10 levels.
The ticket rewards in each level can be set individually (up to 1000 tickets).

4.6   Advanced setting 2

The round and qualification can be set for each level here.

4.6.1   Game Rounds

Set the number of rounds in each level with the minimum of 1 round and maximum of 5 rounds.
If the number of rounds is less than 5, the following fields, which do not need to be set, turn dark and cannot be set.

4.6.2   Level Pass Score

Item	Description	Note
Pass score	Set the pass core for the level. If the player reaches the score, he/she can enter the next level. If the player fails to reach the score, he/she can choose to continue or end the game.	The pass score cannot exceed the total scores in a given level.
Time restriction	Set the time restriction for each round in sequence. The player has to finish shooting within the timeframe; otherwise, the round will be forced to end.	The time restriction cannot be less than 1 second and more than 20 seconds.
Target distance	Set the target distance of each round in order	The distance cannot be shorter than 3 meters and longer than 25 meters.

4.6.3   Next Level Settings

Select to set the next level in accordance with the prompt or choose the "Previous Page" to modify the settings of the previous round.
The rule and item settings are the same.

4.7   Sound Volume Setup

The volume control of the music and sound effects can be set for DEMO and GAME respectively.
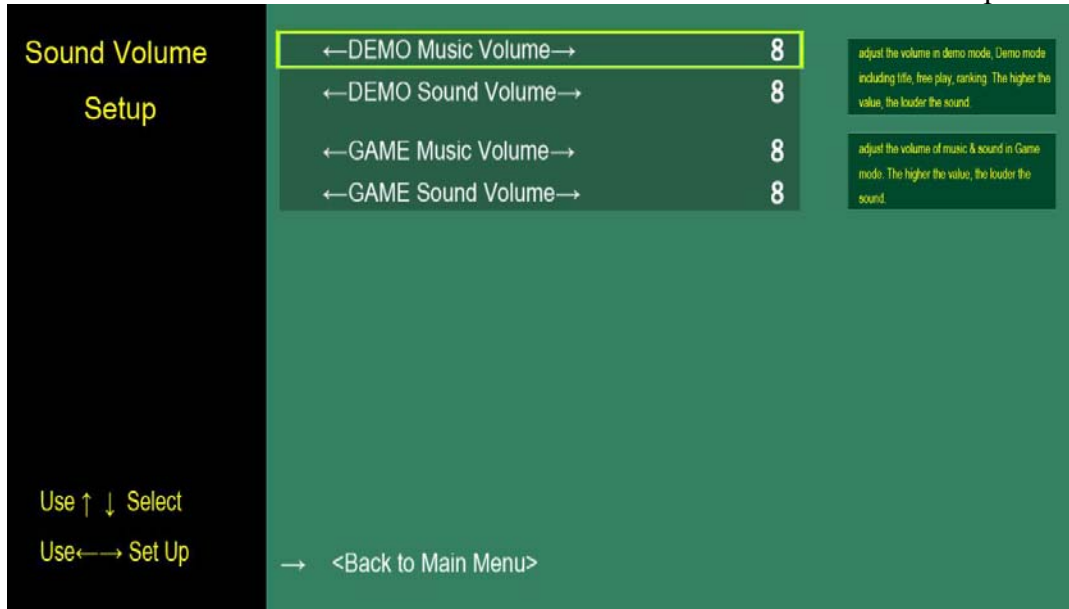
Item	Description	Note
DEMO music volume	Set the DEMO music volume The higher the value, the high the volume	DEMO includes: opening, game demonstration and billboard demonstration..
DEMO sound effect volume	Set the DEMO sound effect volume The higher the value, the high the volume	
GAME music volume	Set the music volume for the game The higher the value, the high the volume	
GAME sound effect volume	Set the sound effect volume for the game The higher the value, the high the volume	

4.8   Time Setup

Set the system time and date.

4.9   Account management

4.9.1   Home page of account management
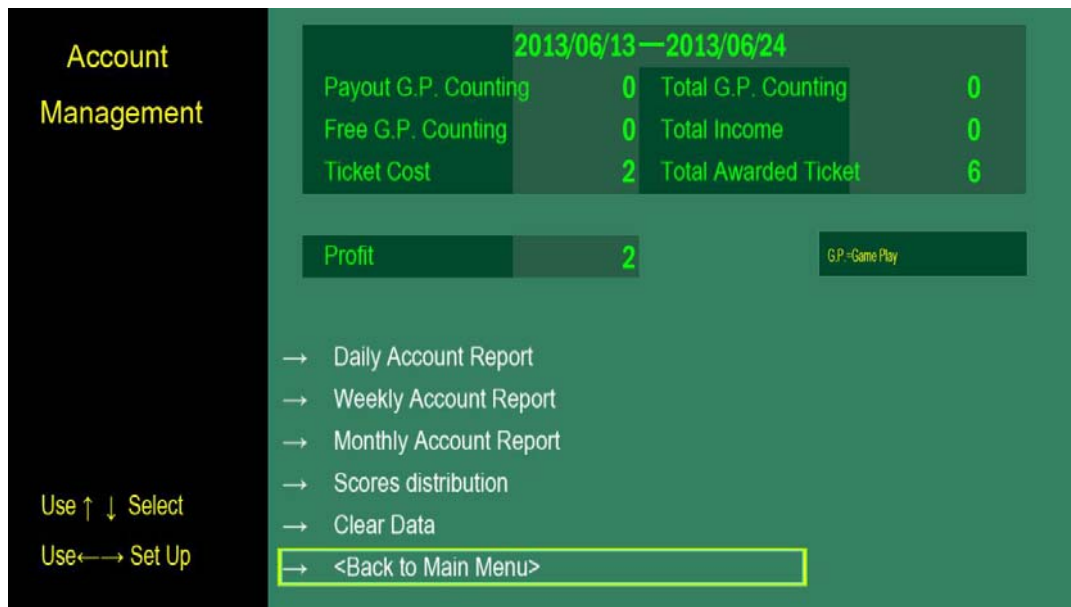
The screen shows the overview of the account management. It mainly shows the major revenue information from the last time when the account information has been cleared till now. The item includes:

Item	Description	Note
Payout G.P counting	The number of times the player though insert the coins to pay for the play	
Free G.P counting	The number of times playing in the free mode	
Total G.P counting	Payout G.P counting+ free G.P counting	
Total income	Expense per round * paid times	
Total awarded ticket	Total of Dispensed tickets	
Ticket cost	Total dispensed tickets * ticket value	
Profit	Total income – ticket cost	

4.9.2   Daily Account Report

The screen shows the daily revenue information, including the revenue-related items and the achievement of players.

Daily Account Report	Statistic Duration	2013/06/24		Scores Distribution	
	Payout G.P. Counting		0	Gold medal	0
	Free G.P. Counting		0	Silver medal	0
	Ticket Cost		0	Bronze medal	0
	Total G.P. Counting		0	Super Athlete	0
	Total Income		0	Excellent Athlete	0
	Total Awarded Ticket		0	Good Athlete	0
	Profit		0	Athlete Candidate	0
				Student Athlete	0
	←Previous … Next→			Keep Trying	0
	→ Current Date Counting			Need Practice	0
Use ↑ ↓ Select	→ <Back to Selection>				
Use←→ Set Up	→ <Back to Main Menu>				

Counting: This shows how many games were played during each hour of the day.

Counting	Statistic Duration	2013/06/24
	Current Date Counting	

00~01	01~02	02~03	03~04	04~05	05~06	06~07	07~08	08~09	09~10	10~11	11~12
0	0	0	0	0	0	0	0	0	0	0	0

12~13	13~14	14~15	15~16	16~17	17~18	18~19	19~20	20~21	21~22	22~23	23~24
0	0	0	0	0	0	0	0	0	0	0	0

Use ↑ ↓ Select

Use←→ Set Up

→   <Back to Selection>

→   <Back to Main Menu>

4.9.3   Weekly Account Report

The contents and items are the same as the daily report. The reference period is one week.

4.9.4   Monthly Account report

The contents and items are the same as the daily report. The reference period is one month.

4.9.5   Player scores distribution

The awards distribution for the player from the last time when the account information has been cleared till now is shown on the screen to observe the difficulty of the current settings and evaluate whether the result conforms to the expectation.

4.9.6 Clear data

After the screen is displayed and a confirmation message appears, select "YES" to clear account information.
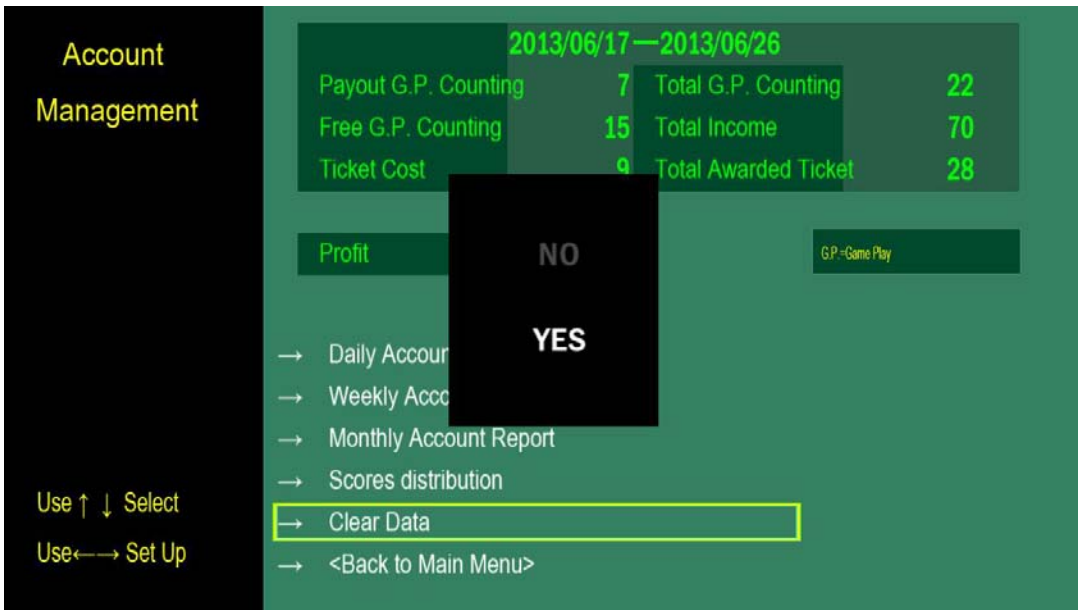
4.10 Language setting

Set the language for all text and voice messages.

4.11   Hardware calibration
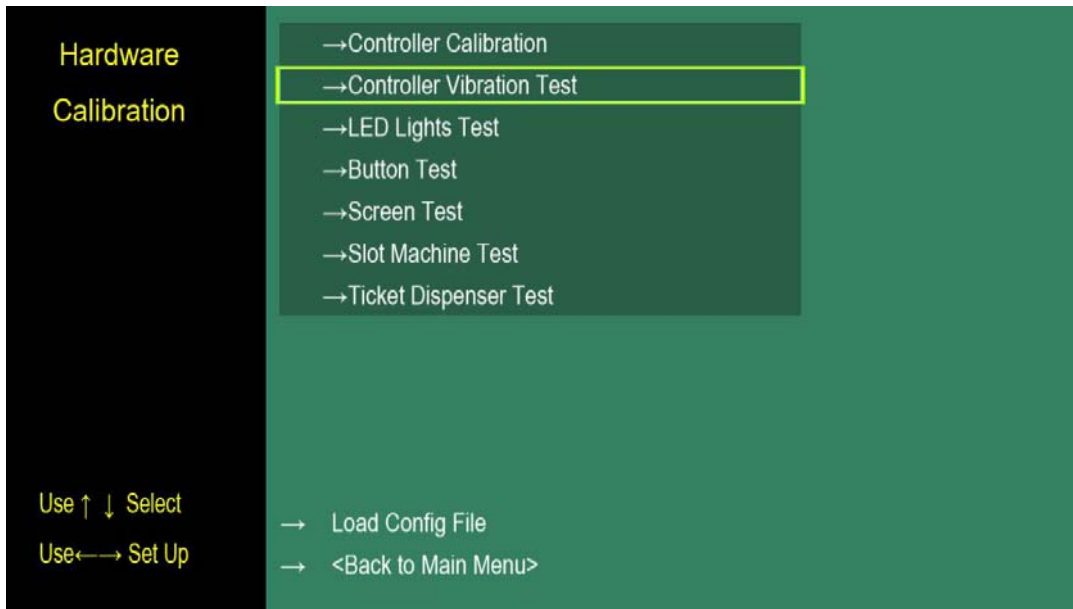
4.11.1   Controller calibration

The machine has been calibrated prior to the delivery. If the software is re-installed or updated during the maintenance, calibration should be conducted again.

The steps for calibration are as follows:

After enter the control calibration,

	A target appears at the upper left corner of the screen. Aim the gun at the target and pull the gun trigger.
	Then, the target will move to the middle of the screen. Aim at it and pull the gun trigger.
	Finally, the target will move to the lower right corner. Aim at it and pull the gun trigger.

	After the calibration is completed, a confirmation screen will appear. The cursor will appear on the screen. If calibration is completed, shoot the green check to go back to the game. If you want to continue the calibration, shoot the red icon to restart the calibration.

4.11.2   Controller Vibration Test

Select the item to test the vibration function of the controller (gun).
Note: Confirm to turn "ON" the "Controller vibration switch"
After enter controller vibration test, the controller will vibrate.

4.11.3   Led light test

There is no external light in this version; therefore, the function is not available.
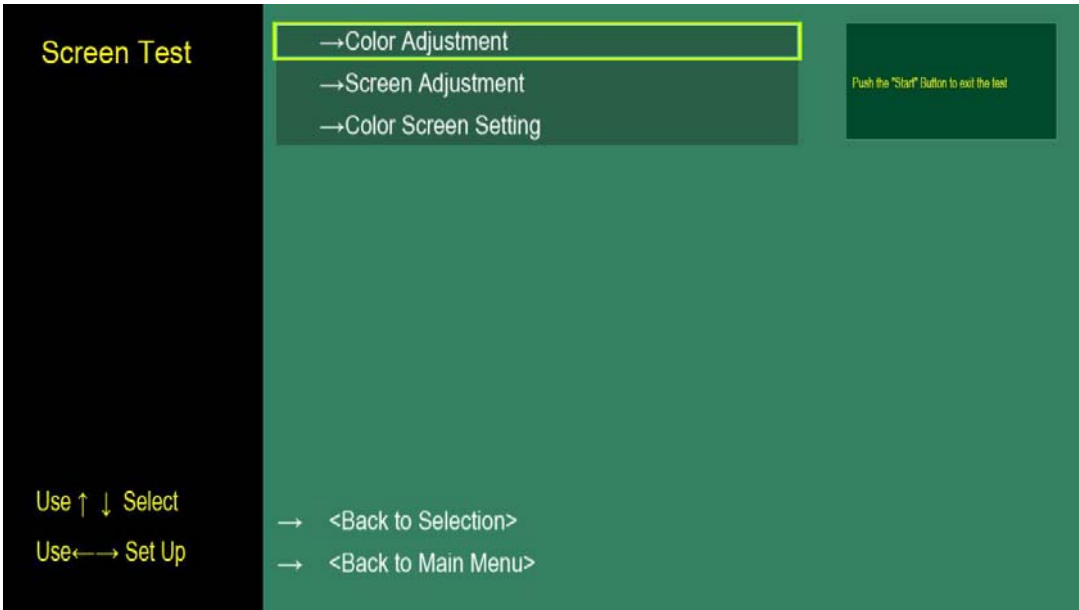
4.11.4   Button test

Select to show the button test screen

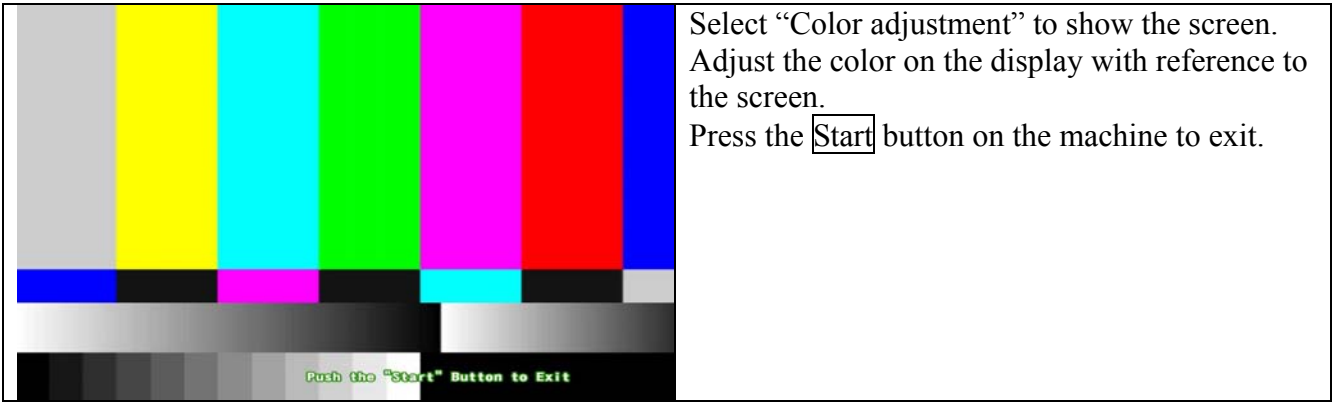|	
	Press the ⬆, ⬅, ➡, or ⬇ on the backend control panel according to the instructions. If the signal is normal, the "Normal" message will appear. If the signal is abnormal, no message will appear.
	Press the Start button on the front side of the machine according to the instructions. If the signal is normal, the "Normal" message will appear. If the signal is abnormal, no message will appear.
	Pull the gun trigger according to the instructions. If the signal is normal, the "Normal" message will appear. If the signal is abnormal, no message will appear.

Button Test ↑Up ↓Down ←Left →Right Start Trigger Resupply Noraml	Press TICKET on the backend control panel according to the instructions. If the signal is normal, the "Normal" message will appear. If the signal is abnormal, no message will appear.

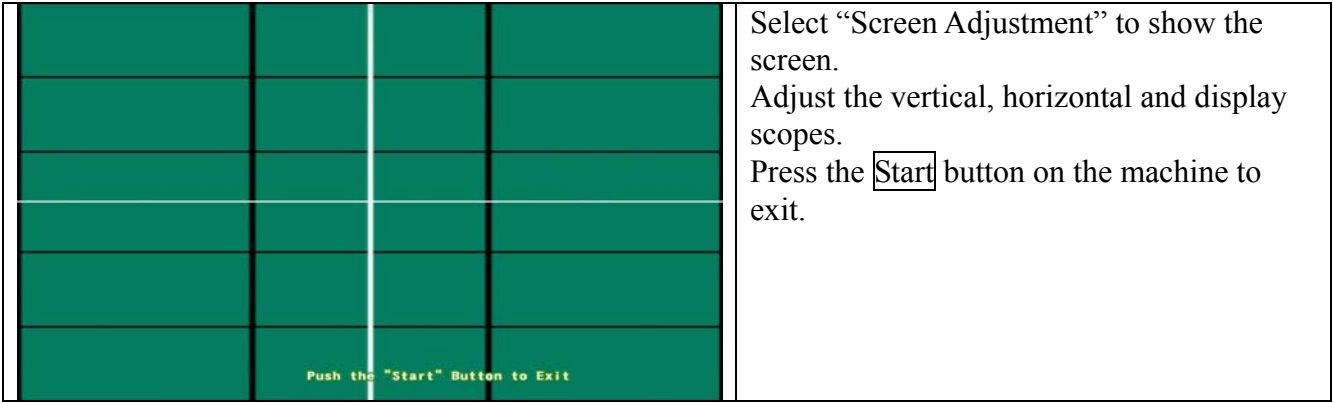Please push each button to test the button function. The result will show up on the right side columns, Correct or Error.
<Push ↑↓ Buttons at the same time to Exit>

Use ↑ ↓ Select
Use←→ Set Up

4.11.5   Screen Test

Color Adjustment

	Select "Color adjustment" to show the screen. Adjust the color on the display with reference to the screen. Press the Start button on the machine to exit.

Screen Adjustment

	Select "Screen Adjustment" to show the screen. Adjust the vertical, horizontal and display scopes. Press the Start button on the machine to exit.

Color screen setting

|	Select "Color Screen Setting" to show solid screens in sequence. Adjust the color with reference to each screen.
Push the "Start" Button to Exit	
Push the "Start" Button to Exit	
Push the "Start" Button to Exit	

4.11.6   **Coin Mechanism Test**

	Enter "Coin Mechanism Test" and a message will appear to request inserting coins.
	Insert a token into the machine. The border turns yellow to indicate normal function.

4.11.7   **Ticket Dispenser Test**

Enter "Ticket dispense test" and the ticket dispenser will dispense one ticket.
If the machine runs out of tickets, the "Hit resupply button after resupply tickets" prompt message will appear.
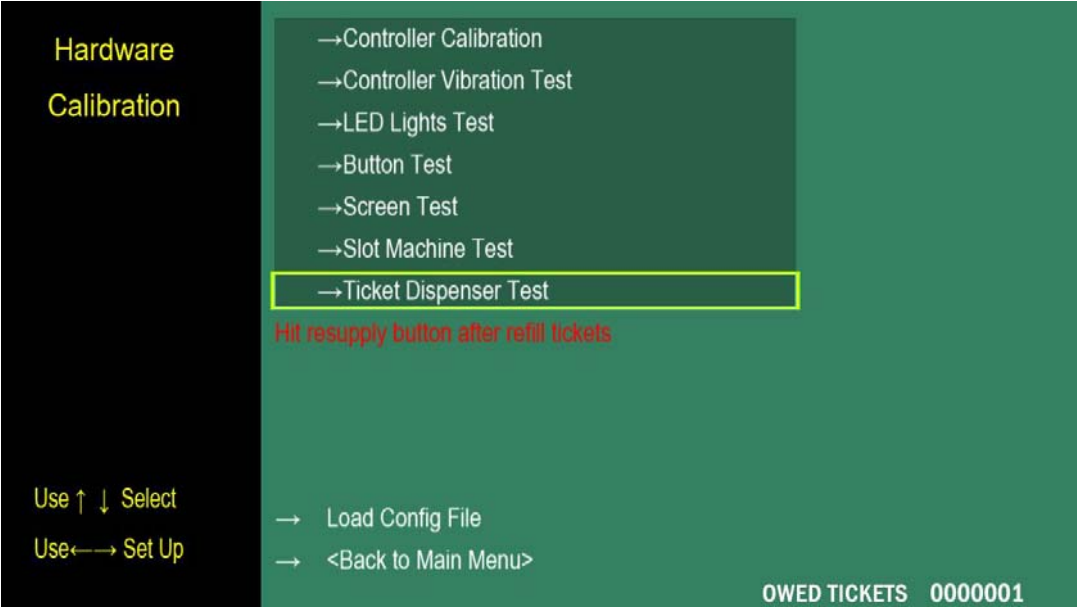
4.11.8   Load Config File

Insert the USB in which the configuration file (zweroplus.txt) is saved into the console.
Enter to load the configuration file.
If the file is loaded successfully, the "Load success" message will appear.

Hardware Calibration	→Controller Calibration
	→Controller Vibration Test
	→LED Lights Test
	→Button Test
	→Screen Test
	→Slot Machine Test
	→Ticket Dispenser Test

Use ↑ ↓ Select

Use←—→ Set Up

→   Load Config File

→   <Back to Main Menu>
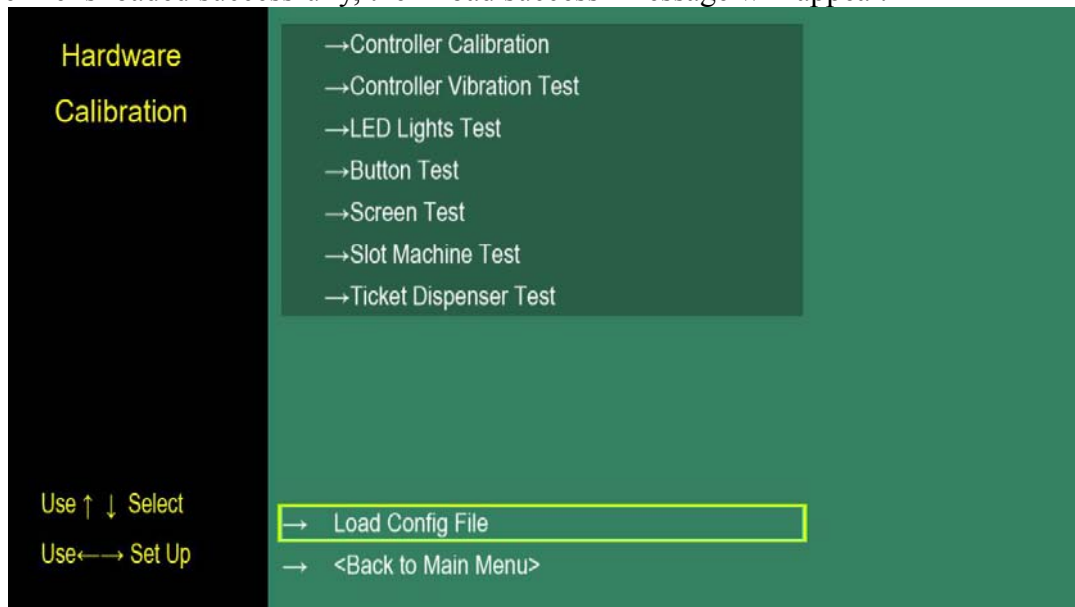
4.12   Internet Setting

This is a reserve interface. The function is not available in this version.
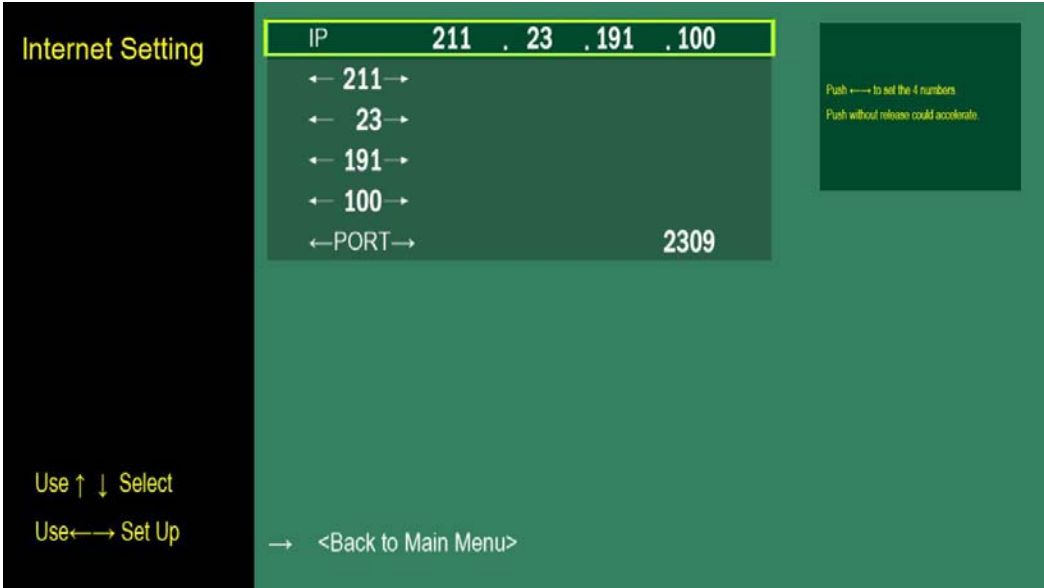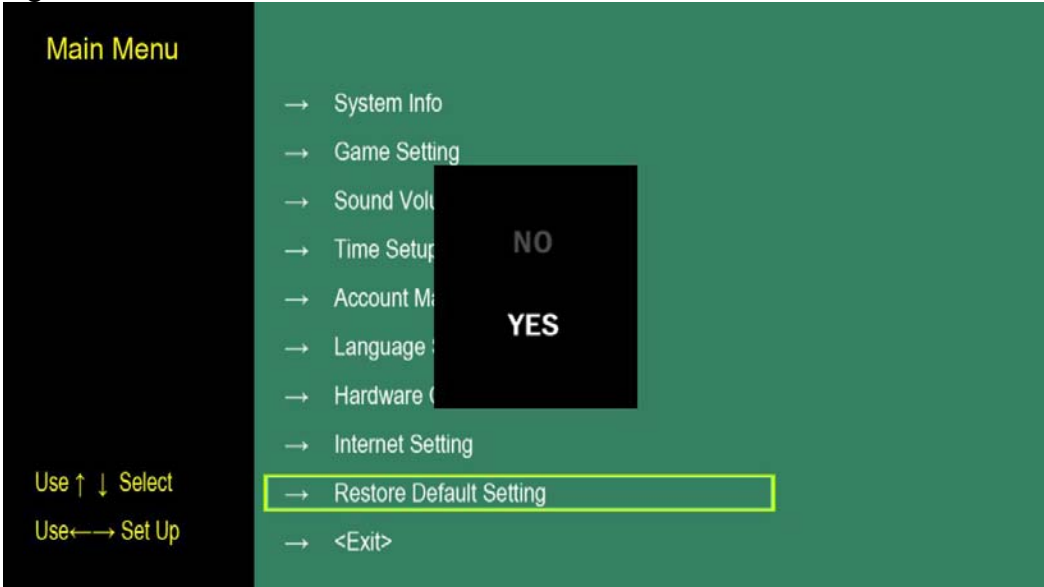

4.13   Restore Default Setting

 "Restore Default Setting":

Apply the default setting and clean the coin number. Press to show the confirmation box and select "YES" to finish the setting.

5 Troubleshooting

5.1   Troubleshooting

Q1. Screen flashes after booted.
Ans: The Android machine is damaged and needs to be replaced.

Q2. The screen shows "insert 0 coins".
Ans:
   Troubleshooting 1: The external SD card may not be inserted. Please practically insert it.
   Troubleshooting 2: The external SD Card file is corrupt. Please change the external SD card.
Q3. Everything is ok but when the player begins to shoot, the screen freezes.
Ans:
   The external SD card file is corrupt and needs to be changed
   p.s (Remember to calibrate the front sight on the backend after the first installation or the external SD card changed.)
Q4. The screen goes back to the desktop after the player enters the game.
Ans: It could be instability of Android internal system or out of memory. Please re-boot the machine.