Kart Managers Guide 2008 Generation III Controllers



Contents

Section 1-Controller hardware descriptions

Section 2-Service mode functions and screen shots

Introduction

This document describes the new controller hardware items and shows the new functionality of the service mode.

All other general kart functions remain the same.

- No unauthorised modifications to the equipment are allowed.
- Such modifications may cause radio and television interference which could void the user's authority to operate this equipment.

Section 1 Generation III Controller- Hardware Items

Each controller is housed in a die cast aluminum box. There are between 2 & 4 circuit boards contained in each controller box depending on the required use and specification.

Stand Controller

The stand controller has 3 circuit boards. The controller is powered by a 24v supply.

On the left is the main controller with built in 2.4Ghz RF module. On the right is the digital media player which supports both SD & CFC. The small middle PCB supports a printer interface.



The connectors on the stand controller from left to right are:

- 1. 2-way power supply
- 2. 6-way for future hardware
- 3. 8-way for future hardware
- 4. 12-way connector for service mode button, 7" LCD power + audio and stand soft key buttons.
- 5. Lower connector is Data cable to Harvest
- 6. Upper connector is printer.
- 7. RF antenna port
- 8. RCA video output



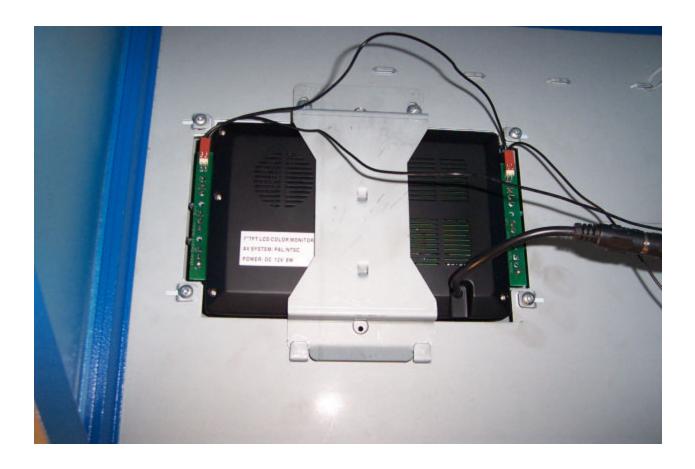
The stand houses a 7" LCD monitor similar to the children's and the media monitors.

Mounted either side of the monitor are 6 switches called "soft keys". These switches are mounted on small circuit boards with connectors to the stand controller.

These connectors can be used on either left or right circuit board.

The monitor is connected to an 8-way DIN cable which has RCA connectors to the stand controller.

The red video 3 connector is not used & the white audio RCA may/not be used depending on the end application.



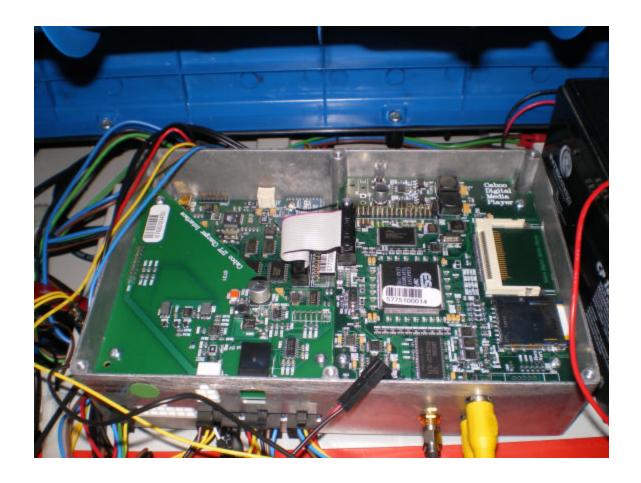
Kart Controller

A kart controller incorporating a media monitor will contain 4 separate circuit boards.

- 1. Main kart board incorporating a 2.4Ghz RF module
- 2. Children's digital media player
- 3. Media monitor DMP.
- 4. Battery charging board.

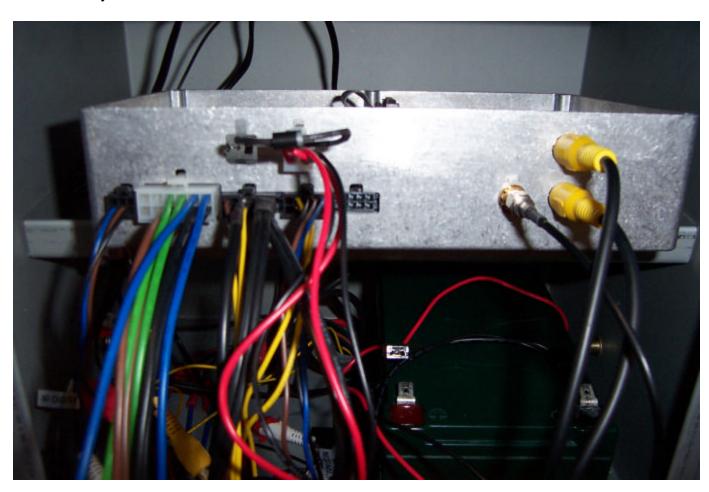
A controller may be made with just the children's DMP.

The battery charging board will differ for IPT & contact charging.



The connectors on a kart controller from left to right are:

- 1. Top 4 –way is the power connector
- 2. Left side 6-way is the trunk LED & future "gas gauge"
- 3. 12-way mini fit is for the brakes
- 4. 12-way micro fit is for 2x monitor DIN connectors, 2x monitor audio (RCA or spade) and 2 pin connector to the media monitor switches.
- 5. 8-way connector to brake release & sensor
- 6. 10-way for future hardware
- 7. 2.4Ghz RF antenna
- 8. top yellow RCA is for media monitor
- 9. lower yellow RCA is for children's monitor



On the right side of the controller , with the connectors facing you, there are slots for the media cards.

The children's DMP is the lower slots, we use a CFC for this.

The media monitor is the top slot, we use an SD card on this.



Section 2-Cabco Stand Service Mode Screens

Generation III controllers

Service mode is entered by pressing the service mode button which is found on the inside roof of the lower section of the Kart Pay Station.(same as tvkart V1)

Service mode allows access to any cash totals, kart set up, store settings and media settings.

The following screen shots show the detail of all functions.

Main Menu Page 1

		Service mode. n option…	
?	Free Hire	Exit	?
?	Unhire	Cash Settings	?
?	Stand Summary	More	?

Free Hire-starts a kart on "hire mode"-used to start a hire & to test a kart Unhire-stops a kart already in "hire mode"
Stand Summary-shows cash and software running in stand Exit- exits to "public menu"
Cash settings-shows cash and onto clear cash screens
More- moves to the next Service main page 2

```
Unhire a Kart
Select an option...

? Next Exit ?
? Kart 1 ?
? Kart 2 ?
```

```
Stand Summary

Total: $0.00/0 ?

Recent: $0.00/0 Exit

In cash Box: $0.00

Total Hires: 1

Free Hires: 1 Softwar

e

Ver

3.09

185D

Ver

3.02
```

```
Cash Settings

Cash Box: $0.00/0 Exit ?

Cash Box: $0.00/0 Exit ?

Clear Cash ?

Box

Down Hire Cost Up

1.00
```

Main Menu Page 2

	Main Menu 2. Select an option…			
?	General Settings	Exit	?	
?	Kart Control	Log History	?	
?	Store Kart Summary	More	?	

General Settings-displays all store "general settings"
Kart control-allows control of a single kart
Store Kart summary-shows the "status" of all karts in a store
Exit-exits back to first page
Log History-shows a simple log file of recent actions performed by the stand
More-goes to next page

Main menu 2 General Settings

	General Sett	ings	
?	Find Karts enabled	Exit	?
?	Updates enabled	Kart Delays	?
?	Parent Screen enabled	Volume	?

Find karts enabled-will "look" for any karts in range. Updates disable/enabled-will disable or enable stand to kart code updates Parent screen enable-turns off controller media screen Exit- exits to previous page Kart delays-enables changes all "time settings" Volume-allows changes to all volume settings

First ad time-is the time after hire start time that the first ad plays Time between ads-is the time gap between ads playing Next-to kart delay page 2 Exit-back to first General Setting page

		Kart delays 2		
?	Next		Exit	?
?	Down	Mat Turn Off Time 400 s	Up	?
?	Down	Minimum Hire Ads 600 s	Up	?

Mat turn off-is the time that the kart will stop a hire if it sees its still on the mat after hire

Minimum hire-is the time after hire hat the sensor will turn on. Exit-goes back to General Settings main page

Park time- is the time from sensor trip to brakes on Next-goes to kart delays page 1 Exit- goes back to General settings main page

		Volume Control		
			Exit	?
?	Down	Parent Volume 4	Up	?
?	Down	Child Volume 18	Up	?

Parent volume-sets the media monitor volume across all karts in the store Child volume-sets the children's monitor volume across all karts in the store Exit-goes to General settings main page

Main Menu 2 Kart Control

```
Select a Kart

? Next Exit ?
? Kart 1 Kart 3 ?
? Kart 2
```

Next-goes to next page if you have more than 4 karts Kart 1, 2, 3-selects the chosen kart Exit-goes back to Main menu page 2

	Kart 1	l Setup	
?	Kart Config	Exit	?
?	State: Charging	Statistics	?
?	Manual Control	Kart Errors	?

Kart config-displays kart "in store" trunk number State-shows the current "state" of kart Manual control-allows hire/unhire of kart & code upgrades Exit-goes back to Main menu page 2 Statistics-shows kart code & full status detail Kart errors-shows recent errors in kart function

Kart 1 Config

?	Cancel		Com	mit	?
?	Type-NICk	ζ	Parent:	ON	?
?	Down	Number:	5	Up	?

Kart 1 Status
State : Charging

Last Ride Time : 0:00:00 Exi ?
Charge Time : 1:35:02 t

Battery Volts : 13.6 V

Battery Current : 0.0 A
Charge State : 100 %

Last Report Time : Mon Jan 15 21:32:46

		ual Control Charging	
?	In Service Unhire Kart	Exit	?
?	Maintenance	Enable Upgrades	?

```
Kart 1 Statistics

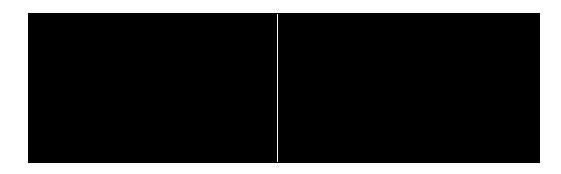
Total cash : 0.00/0 Exi ?
Current State Time 0:00:00 t
```

: 1:19:52
Total Idle Time :
 Total Out Of 1.6
 Service Time : 17:3
Total Hire Time :
 Charge Time : 0:40:38
 Average Hire : 0:30:03
 Hire Counter : 4/0
 Utilization : 9.00 % Versio
 ns

Unavailable : 0.08%

Kart 1 Error Status

Solenoids OK Exit ?



Main Menu page 2 Store kart summary

```
Store Kart Summary

Kart 1 Idle- 71% V3.08 Exit ?
00R 98% V3.08

Kart 2 Hired 100% V3.08 ?
Kart 3 100% V3.06
Charging
Kart 4 Idle
```

Shows "status" of all karts known by the stand Exit-goes back to Main Menu page 2 More-shows additional karts

Main Menu page 2 Log History

	Log Hi	istory	
Wed Jan 17 Hire	12:09:18	Kart 1	
Wed Jan 17 Unhire	09:47:20	Kart 2	Up ? ?
Wed Jan 17	09:06:18	Kart 2	
Wed Jan 17 Found	08:36:24	Kart 2	
Wed Jan 17 Found	08:36:16	Kart 1	Down
Wed Jan 17 Found	08:36:26	HSN	
Wed Jan 17 Init	08:36:16	Log	
Wed Jan 17 Reset	08:35:66	Zigbee	

Shows recent logs of all store karts Exit-goes back to Main menu page 2

Main Menu page 2 More

```
Welcome to Service mode.

Select an option...

Remove Kart

Exit

Back
```

Remove kart-allows you to remove a kart from the store

```
Remove a Kart

? Next Exit ?
? Kart 1 Kart 3* ?
? Kart 2
```