OPERATOR'S MANUAL

V 1.4.12

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SAFETY PRECAUTIONS

The following safety precautions and advisories are used throughout this manual and are defined as follows.

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* WARNING! *
*Disregarding this text could result in **serious injury**.*

---

* CAUTION! *
Disregarding this text could result in damage to the machine.

---

* NOTE! *
■ An advisory text to hint or help understanding.

BE SURE TO READ THE FOLLOWING

* WARNING! *

*__Always__ turn **OFF** Mains AC power and unplugged the game, before opening or replacing any parts.*

__Always__ when unplugging the game from an electrical outlet, grasp the plug, not the line cord.

__Always__ connect the Game Cabinet to grounded electrical outlet with a securely connected ground line.

__Do Not__ install the Game Cabinet outdoors or in areas of high humidity, direct water contact, dust, high heat or extreme cold.

__Do Not__ install the Game Cabinet in areas that would present an obstacle in case of an emergency, i.e. near fire equipment or emergency exits.

---

* CAUTION! *

__Always__ use a Digital Multimeter, logic tester or oscilloscope for testing integrated circuit (IC) logic PC boards. The use of a continuity tester is not permitted.

*__Do Not__ Connect or disconnect any of the integrated circuit (IC) logic PC boards while the power is **ON**.*

__Do Not__ use any fuse that does not meet the specified rating.

__Do Not__ Subject the game cabinet to extreme temperature variations. Reliability of electrical components deteriorates rapidly over 60 ^{o}C.

MACHINE INSTALLATION and INSPECTION

When installing and inspecting *"Mini Little Masterpiece"*, be very careful of the following points and pay attention to ensure that the players can enjoy the game safely.

■ Be sure to turn the power **OFF** before working on the machine.

---

* WARNING! *

Always *Turn **OFF** mains power before removing safety covers and refit all safety covers when work is completed.*

■ Make sure the power cord is not exposed on the surface (floor, ground, etc.) where people walk through.

■ Check that the rubber glide feet levelers are set evenly on the floor so that the game cabinet is unable to roll and is stable.

■ Always make complete connections for the integrated circuit (IC) logic PC Boards and other connectors. Insufficient insertion can damage the electrical components.

---

* CAUTION! *

Before *switching the machine on be sure to check that it has been set on the correct voltage for your area!*

Refer *to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.*

■ Only qualified personnel should inspect or test the integrated circuit (IC) logic PC Boards.

■ If any integrated circuit (IC) logic PC Boards should need servicing. Please contact the nearest *LAI GAMES DIstributor*. (Refer to the back page of this manual)

INSTALL THE INK RIBBON AND PAPER IN PRINTER BEFORE OPERATING

BEFORE OPERATION
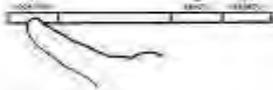
1 Take the unit out of the box.

2 **Turn on the power.**
Connect the power cord to this unit and plug it to a wall socket. Press the POWER button on the front panel to turn on the power.

3 **Open the door.**
Press the DOOR OPEN button to open the door.

4 **Attach the supplied paper flanges to both sides of the print paper.**
When you pinch the latches on the paper flange, the stoppers retract into the shaft. Attach the flanges to the print paper with the stoppers retracted. Make sure that the flanges are attached to the print paper securely, and release the latches.
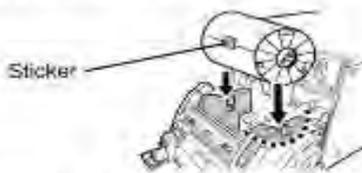
--- NOTE ---
When using other than CK9035 and CK9057, remove the spacer from the paper flange. (See page 11 of the operation manual.)   Spacer

5 **Install the print paper into the unit.**
Make sure to install the print paper firmly.

Sticker

6 **Remove the sticker, insert the print paper between the rollers as shown below, and feed the print paper until it reaches the black cover.**

Print paper
Roller
Black cover

7 **Load the ink ribbon in the ink cassette to the unit.**
Before installing the ink cassette into this unit, load the ink ribbon (supplied as the PAPER/INK RIBBON SET) in the ink cassette as shown below.

Ink ribbon   Ink cassette

Place the ink cassette on the print paper with the shaft (thicker one) around which the ink ribbon is wound located to the front.

Hold the handle of the ink cassette and push it straight toward the back of the unit. Then raise it until you hear a click to secure it in the ink cassette holder.

8 **Push the center of the door to close.**
When the auto feed & cut mode has been selected, the FEED & CUT procedure is repeated three times after you close the door. When the print paper with the post card printing on its reverse side is installed, the FEED & CUT procedure is repeated five times. When the manual feed & cut mode has been selected, hold down the FEED & CUT button for 1 second or longer.

9 **Connect this unit with the personal computer as following example.**

To USB port
To USB port
Personal computer
Digital color printer

10 **Install printer driver.**
The printer driver is required to print the data from a personal computer connected with this unit.
The printer driver for Windows® is supplied with this unit.
Refer to the "PRINTER DRIVER GUIDE" in the CD-ROM for installing the printer driver.

Windows® 98, Windows® Me, Windows® 2000 and Windows® XP are the registered trademarks of Microsoft Corporation in the U.S.A. and other countries.
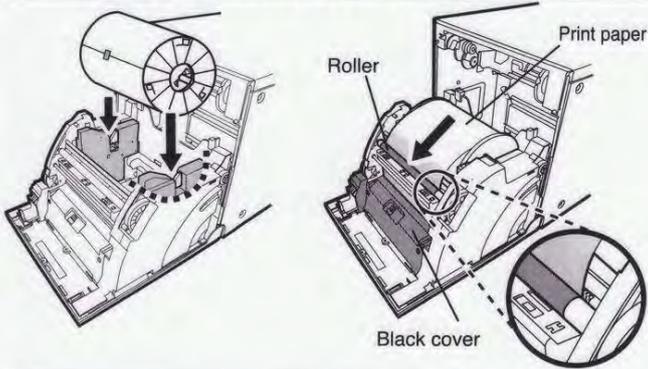
---

* CAUTION! *
Every time printer changed it need the recovery CD procedure for proper operation
Please make sure to always use CK9046 Mitsubishi Ink and Paper Cartridge 10 X 15 (4 X 6") with 600 prints
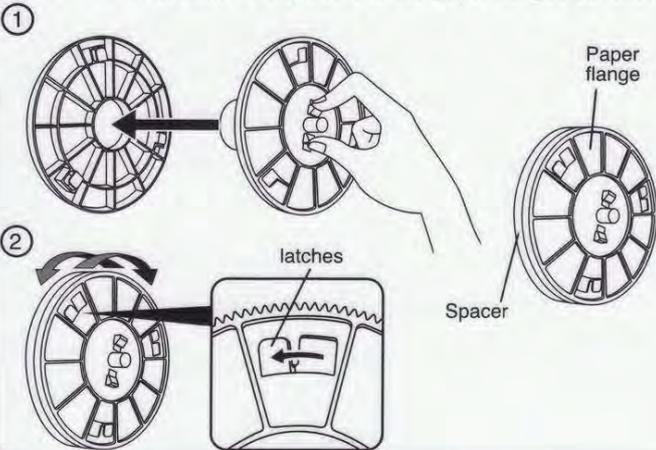
Paper and Ink Installation detail,

INSTALLATION OF PRINT PAPER

Print paper

Roller

Black cover

When using the 9x13 (3.5x5") and 13x18(5x7")size paper (127 mm width), attach the spacers to the paper flanges as follows.

①

Paper flange

②

latches

Spacer

INSTRUCTIONS FOR TRANSPORTATION

When transporting this unit for some reason, follow the instructions below.
1. Remove all the accessories (ink ribbon, print paper, ink cassette, and paper flanges) from the printer.
2. Close the door with the printer's power on.
   After the PAPER/INK RIBBON indicator blinks, turn the power off.

INSTALLATION OF INK RIBBON

Load the ink ribbon in the ink cassette as shown below.
Make sure to set load it in the correct position.

Ink ribbon

Ink cassette

Gear (ivory)

Handle   Ditch
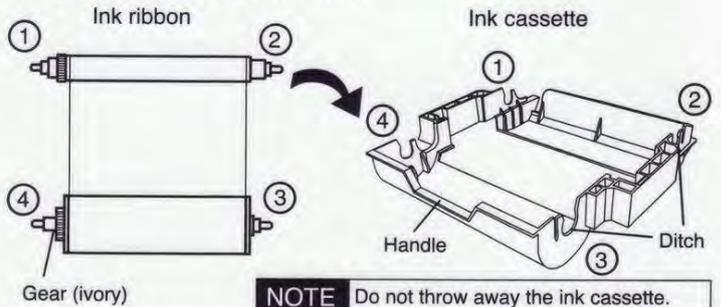
NOTE Do not throw away the ink cassette.

INSTALLATION OF INK CASSETTE

1️⃣ Place the ink cassette containing the ink ribbon in the position as shown below.
Place the ink cassette on the print paper with the shaft (thicker one) around which the ink ribbon is wound located to the front. Align the arrows marked on the sides of ink cassette with those on the unit. Place the rear of the ink cassette along the guides that are provided inside the unit.
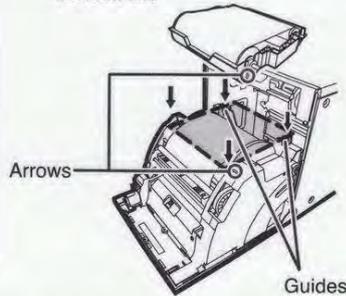
2️⃣ Push the ink cassette toward the back of the unit.
Hold the handle of the ink cassette and push it straight toward the back of the unit. Then raise it until you hear a click to secure it in the ink cassette holder.

Arrows

Guides
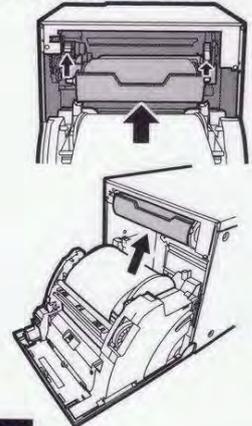
CAUTION FOR USING THIS PRINTER

Do not pull out nor touch the print paper until printing is completed.
It may degrade the print quality or cause an error.

ZP-56 ZCJ 857C107A10

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* NOTE! *
Above instruction is attached on the inside of the cabinet as well

SEAT INSTALATION

Cabinet before installation

Seat Assembly
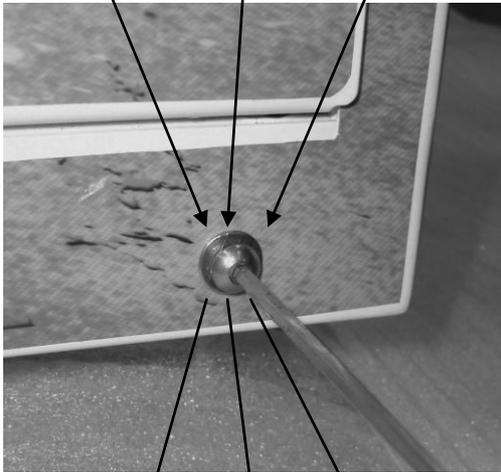
Unscrew the 3 Allen screws below the cabinet
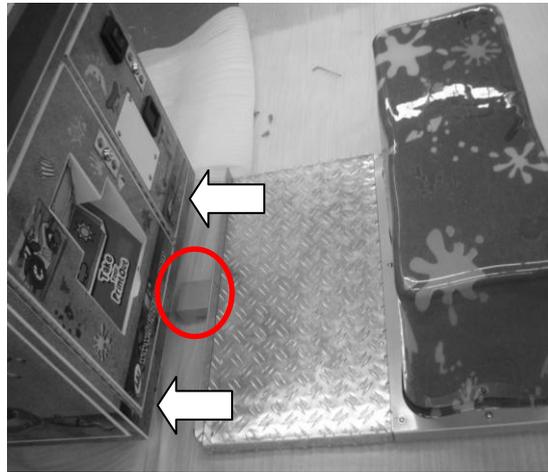
Position the seat align with the cabinet with the middle bar in center of cabinet
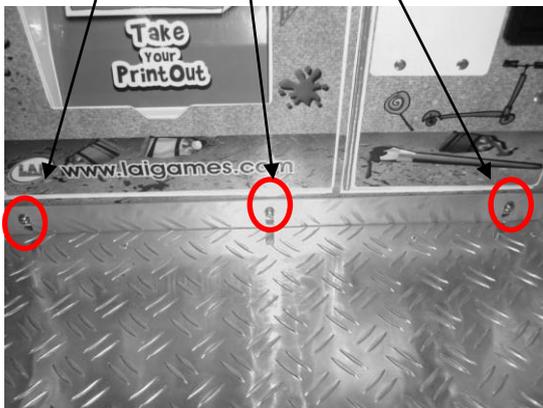
Screw back the 3 Allen Screws head to its position securely

Finish Seat installation

* WARNING! *
__Make sure that all the screws are securely fasten and the seat will not rocking__

SPECIFICATIONS

DIMENSIONS

- ■ Weight: 121 kg   (266.75 lb)
- ■ Height: 1455 mm   (57.2")
- ■ Width: 575 mm   (22.6")
- ■ Length: 1166.22 mm   (45.9")
- ■ Power: Maximum 200 W – (220V @1.2 A)(120V @2.4 A)

ELECTRIC SUPPLY

The game has the option to operate on an 110V, 120V, 220V or 240V AC 50/60Hz single phase mains electric supply.
The supply must be a three wire grounded supply.

---

* CAUTION! *

__Before__ switching the machine on be sure to check that it has been set on the correct voltage for your area!

__Please__ Refer to the mains voltage adjustment section of this manual. Machines are normally shipped on 220V AC unless otherwise specified.

LOCATION REQUIREMENTS

- ■ Ambient temperature: between 5°C and 40°C.
- ■ Ambient humidity: Low
- ■ Ambient U.V. radiation: Very low
- ■ Vibrations level: Low
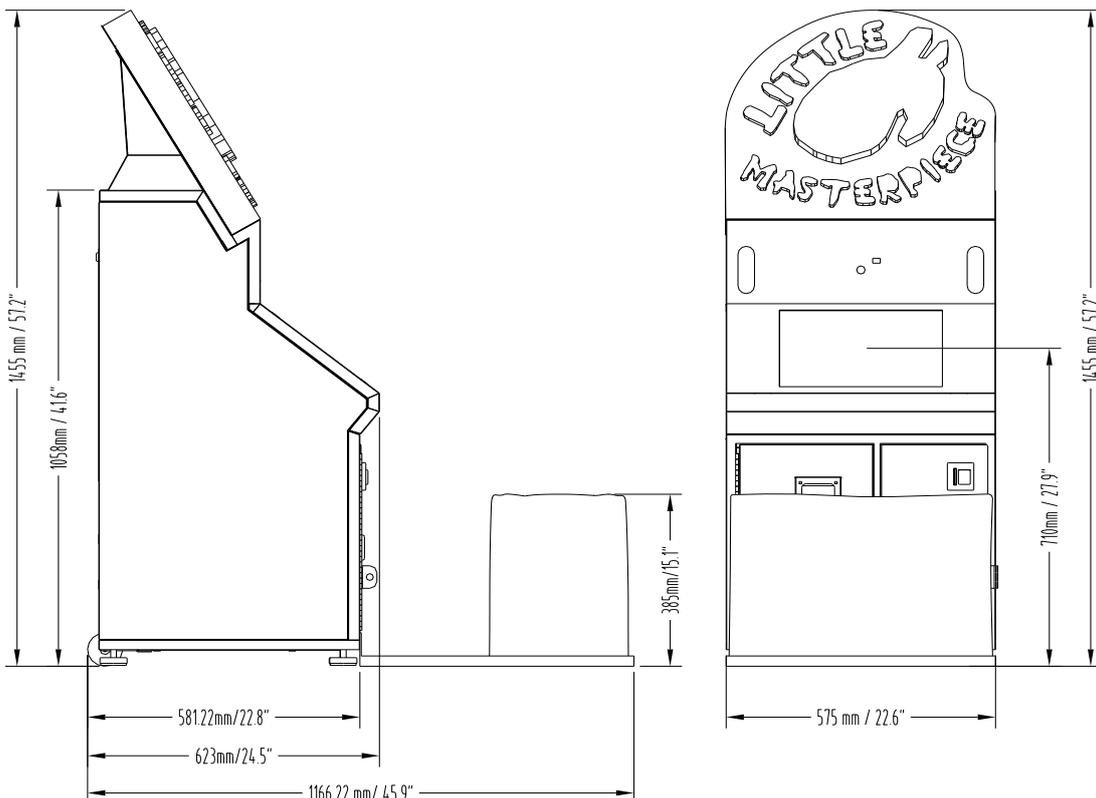
HOW TO PLAY

PLAYERS CREATE A BEAUTIFUL DRAWING THEY CAN HAVE PRINTED ON A FRAMED PRINTOUT

■ Insert coin/s for credits.

■ Touch the screen to start your game.

■ Touch the screen and select modes of play Easy, Medium, or Hard.
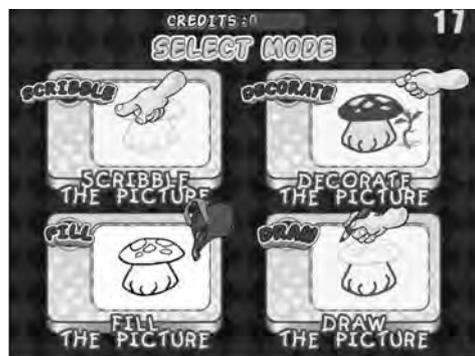
■ Choose the desire picture by scrolling up and down, and touch the picture you would like to draw/play.
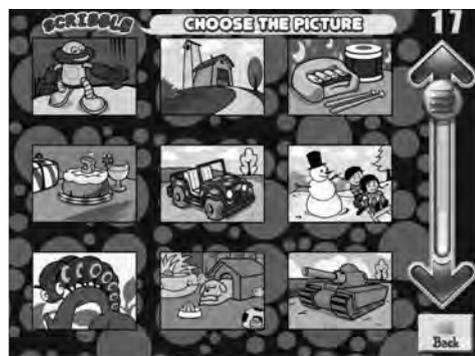
■ Move the finger around to get the background picture nice and colorful, choose an effect and stick it to the picture and make it even prettier.

7

■ Align your face with the camera.

■ Re take the picture if you not satisfied,

■ Type in your name before you printout your finished picture.

■ Printing is in progress, while waiting for the printout result, you can play puzzle game.

■ Take your printout.

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Operator's Manual – **Mini Little Masterpiece**
© *LAI GAMES*

OPERATION

The "***Mini Little Masterpiece***" game has five operational modes: Attract mode, Play mode, Test mode, Programmable Adjustments Mode and Audits Mode.

OPERATIONAL DIAGRAM

```
                    ┌──────────────┐
                    │  POWER UP    │
                    └──────┬───────┘
                           │
        ┌──────────────────┼──────────────────────────────────────┐
        │                  ▼                                       │
        │          ┌──────────────┐        ┌──────────────┐        │
        │          │   ATTRACT    │───────▶│    TEST      │◀───┐   │
        │          │    MODE      │        │    MODE      │    │   │
        │          └──────┬───────┘        └──────────────┘    │   │
        │                 │                ┌──────────────┐    │   │
        │                 │             ──▶│   Settings   │    │   │
        │                 │                └──────────────┘    │   │
        │                 │             ──▶│    Audits    │    │   │
        │                 │                └──────────────┘    │   │
        │                 │             ──▶│  Video Test  │    │   │
        │                 │                └──────────────┘    │   │
        │                 │             ──▶│  Input Test  │    │   │
        │                 │                └──────────────┘    │   │
        │                 ▼             ──▶│Touch Screen Test│  │   │
        │          ┌──────────────┐       └──────────────┘    │   │
        │          │  GAME PLAY   │     ──▶│  Audio Test  │    │   │
        │          │    MODE      │        └──────────────┘    │   │
        │          └──────────────┘     ──▶│  Print Test  │    │   │
        └────────◀────────┘                └──────────────┘    │   │
                                        ──▶│    Exit      │────┘   │
                                           └──────────────┘        │
```
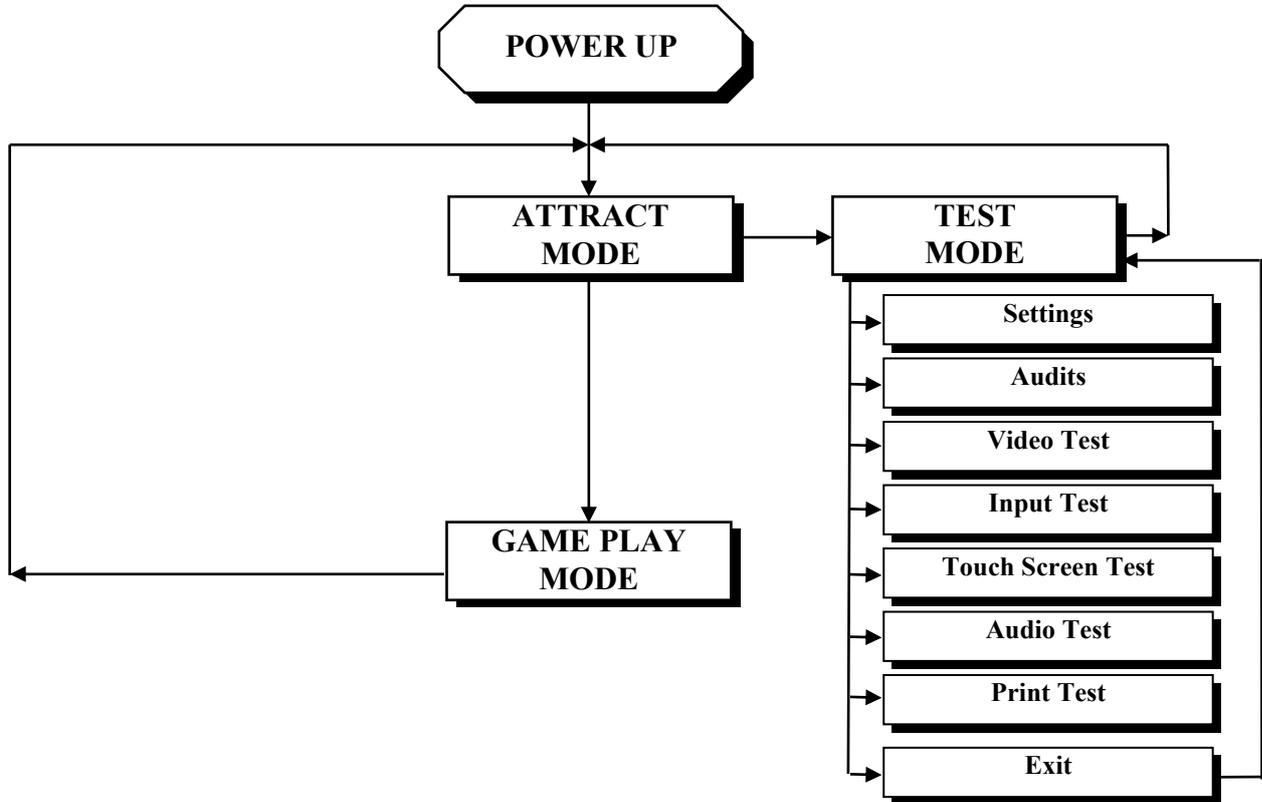
ATTRACT MODE

■ The Attract mode provides a light and sound display, while the game is not being played. This feature is to attract potential customers to play the game. The attract mode sound can be turned on and off

PLAY MODE

■ The *Mini Little Masterpiece* has two play modes. The Standard Coin Play mode, where a coin, or coins are inserted. Or Free Play where no coins are necessary.

COIN PLAY

■ The Coin Play mode is entered from Attract mode, by inserting coins in any of the two coin slots on the front of the machine cabinet, then following the instructions in the "How to Play" section of this manual.

FREE PLAY

■ The free play mode is entered from attract mode by pressing the test button to go into the program settings and changing the value for each coin slot to FREE.

■ For a single free game, just press the Service button once.

TEST MODE

TEST MODE

The *Mini Little Masterpiece* has *Test Mode* from which you can adjust the game settings, see the audits, do input test, touch screen test, printer test, screen test, and sound test. From the main screen of the Test Mode you can choose one of the eight options available that is suitable to your need.
(Refer to the Test Mode Main Screen below).

TEST MODE MAIN SCREEN V1.4.12
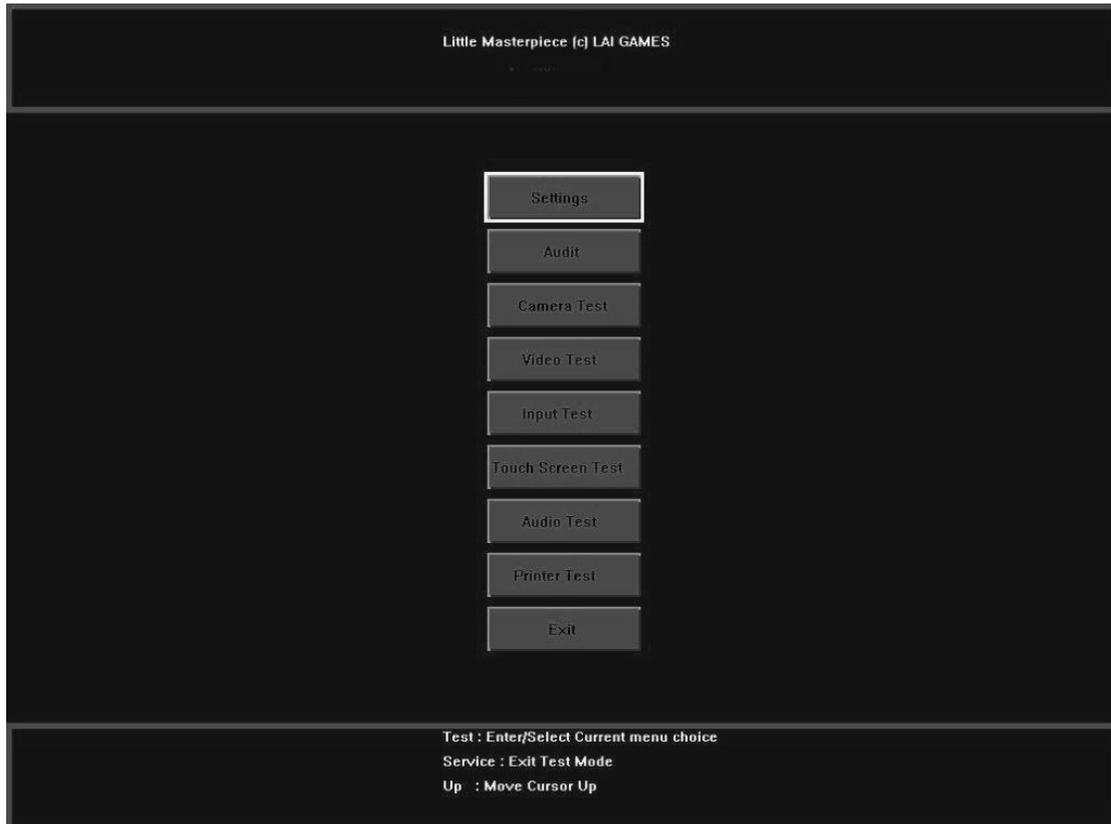
TEST MODE PROCEDURE

■ **ENTER**   The *Test Mode* can be entered by pressing the red Test button located on the service bracket once while in Attract mode.

■ **SELECT**   The *Up* and *Down* buttons are used to move up and down, stepping through each of the Test Mode options until the mode is exited.

> *** NOTE! ***
> By holding down the UP or DOWN buttons, you can step through the options quicker.

■ **ENTERING OPTIONS SETTINGS**
The red Test button is then pressed again to enter the chosen Test Mode option.
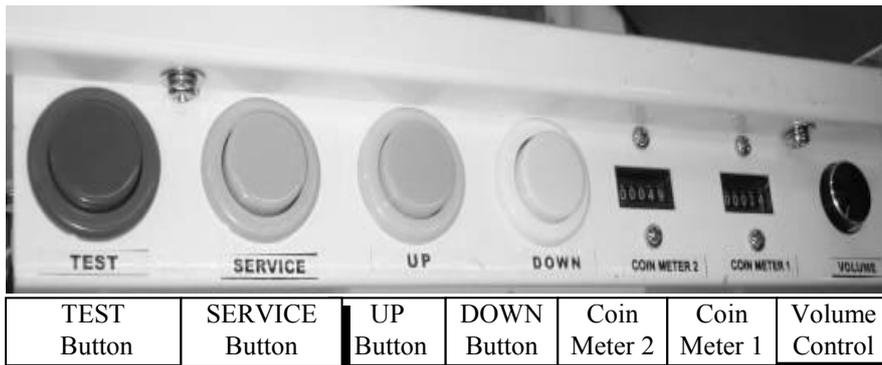
■ **CANCEL / BACK**

> The green Service button is pressed to exit the Test Mode back to Attract mode without going through the **Exit**.

■ **SAVE & EXIT**

> The *Test mode* is exited by highlighting the **Exit** using the Up or Down button and pressing the Test button.

SERVICE BRACKET

TEST Button	SERVICE Button	UP Button	DOWN Button	Coin Meter 2	Coin Meter 1	Volume Control

SETTINGS SCREEN

SETTINGS DETAILED

- **LANGUAGE**

  (Default English)

  This will set what language will be use in the machine. When sets to English mean that the game will be in English language.

- **PAYMENT TYPE**

  (Default Coins) (Adjustable Card, Coin and Free)

  These will sets the payment type will be use for the machine. When sets to Coin mean that the machine will accept coin only, other option is card payment this will set the machine can accept Card only. When sets to Free the machine will play the game a soon as player touch the screen.

- **COINS 1 / CREDIT**

  (Default 1) (Adjustable 1/20 – 1/2 – 1 - 20)

  This menu will regulate how much needed coin for 1 credit in coin no 1, while the set with 1 coin per credit then the game will operate after the coin is accepted, the other setting is the free game (free Play mode) then the player can immediately play with no need to enter the coin, the coin per credit can also be arranged in accordance with your desire value given.

- **COINS 2 / CREDIT**

  (Default 1) (Adjustable 1/20 – 1/2 – 1 - 20)

  This menu will regulate how much needed coin for 1 credit in coin no 1, while the set with 1 coin per credit then the game will operate after the coin is accepted, the other setting is the free game (Free Play mode) then the player can immediately play with no need to enter the coin, the coin per credit can also be arranged in accordance with your desire value given.

- **ATTRACT/VOLUME**

  (Default 2) (Adjustable 0- 5)

  This adjustment turns the *attract mode sounds* **ON** or **OFF**. The default value is 2 other value can be choosing the higher the value makes the sound louder. This is the sound and music that the game generates to attract customers when it is not being played.

- **IN GAME VOLUME**

  (Default 2) (Adjustable 0- 5)

  This adjustment turns the *in game sounds* **ON** or **OFF**. The default value is 2 other value can be choosing the higher the value makes the sound louder. This is the sound and music that the game generates to attract customers when it is not being played.

■ PRINTING OPTION

(Default 1 free auto *Printout*) (Adjustable 1 free auto print and No print)

This sets the number of *paper to be print out per game*. Default setting 1 free auto printout means that player will receive 1 print out result of the drawing, other setting is no print out at all.

■ TIMEOUT OPTION

All (Adjustable 10 – 999 Seconds)

- **Mode Selection (Default 30 Sec)**
  This setting sets the Play mode selection timeout after coin inserted.

- **Picture Selection (Default 30 Sec)**
  This setting sets the Picture selection timeout after choosing play mode.

- **Write Name (Default 60 Sec)**
  This setting sets the Write name timeout after picture taken.

- **Scribble Mode (Default 40 Sec)**
  This setting sets the Scribble mode play timeout.

- **Decorate Mode (Default 60 Sec)**
  This setting sets the Decorate mode play timeout.

- **Fill Mode (Default 90 Sec)**
  This setting sets the Fill mode play timeout.

- **Free Hand Mode (Default 120 Sec)**
  This setting sets the Free Hand mode play timeout.

AUDITS

- **ENTER**   The Audits can be entered by highlighting **AUDITS** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **AUDITS**, and pressing the Test button again.

- **SELECT**   The Up and Down buttons are used to step between **"SAVE & EXIT"** and **"Reset User Values"** dialog buttons repeatedly until the Audits is exited.

- **RESET user value**

  Choose this button to reset all audit value under the user you will ask for the confirmation before you reset this value.

- **SAFE AND EXIT**

  The Audits is exited into Test Mode main screen by highlighting and pressing the Test button on the *"SAFE & EXIT"* dialog button.

AUDIT SCREEN

PARTS OF AUDITS SCREEN

- **RESETTABLE**

  The Resettable section enables the operator to see statistics for number of coins inserted, Service button pressed, Prints, and Printer errors occurred, since the last game audits cleared. The statistics in this section can be cleared by highlighting the "*Reset User Value*" dialog button, pressing the Test button, and choosing YES in the dialog box that appears.

---

* NOTE! *
- If an audit value in the User section reaches the value of 999,999, it will automatically go back to 000001.

■ **Non resettable**

The Non resettable section displays total statistics for number of coins inserted, Service button pressed, cards dispensed, card errors occurred, and games played. The statistics in this section is the total number of statistics that were in the resettable section. Every statistics that were in the resettable section will be added to statistics in this section. Statistics in this section cannot be cleared.

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* NOTE! *
■ If an audit value in the Machine section reaches the value of 999,999, it will reset itself to 000001.

AUDITS DETAILED

■ **RESET USER VALUE**

Highlighting the RESET USER VALUE dialog button, pressing the red Test button, and choosing YES in dialog box appeared will clear the statistics in the User section.

■ **EXIT AND SAVE**

Highlighting the **EXIT AND SAVE** dialog button and pressing the Test button will exit the Audits and go back to Test Mode main screen.

■ **COINS (1)**

This audit tells the number of coins inserted into coin mechanism 1. It is available in User and Machine section.

■ **COINS (2)**

This tells the number of coins inserted into coin mechanism 2. This audit is available in Resettable and Non Resettable section.

■ **SERVICES**

This tells how many times the Service button is pressed for credits since the last game audits cleared. This audit is only available in the Resettable section of the Audits.

■ **PRINTS**

This tells how many times print out since the last game audits cleared. This audit will only available in the Resettable section of the audits.

■ **PRINT ERRORS**

This audit tells the number printing error occurred since the last game cleared. This audit will only available in the Resettable section of the audits.
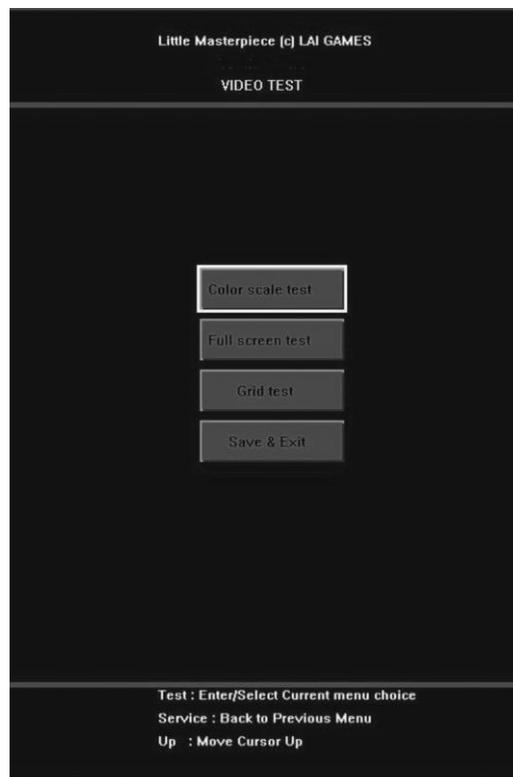
VIDEO TEST

■ **ENTER**   The Video Test can be entered by highlighting **VIDEO TEST** while in Test Mode main screen and pressing the Test button. Or, by pressing the red Test button once while in Attract mode, highlighting **VIDEO TEST**, and pressing the Test button again.

■ **SELECT** The Up and Down buttons are used to step through each of the Video Test options until the Screen Test is exited.

■ **COLOR SCALE TEST**
> The red Test button is then pressed again to enter the highlighted Video Test option.

■ **CANCEL / BACK**
> The green Service button is pressed to go back to previous menu screen and exiting the Video Test without going through the **Exit**.

■ **EXIT AND SAVE**
> The Video Test is exited by highlighting the **Exit and Save** dialog box and pressing the Test button.

VIDEO TEST MAIN SCREEN

VIDEO TEST DETAIL

■ COLOR SCALE TEST

This option is used for adjusting the color balance of the screen monitor. To enter the color Scale display, highlight Scale in the Video Test main screen and press the Test button. The color Scale display is exited into Video Test main screen by pressing Service button once.

■ FULL SCREEN TEST

Full Screen display is used for adjusting the color purity of the screen monitor. It is entered by highlighting Full Screen in the Video Test main screen and pressing

the Test button. The Full Screen display is exited into Video Test main screen by pressing Service button once.

■ GRID TEST

Grid is used for adjusting the screen geometric of the screen monitor. It is entered by highlighting Grid in the Video Test main screen and pressing the Test button. Grid is exited into Video Test main screen by pressing Service button once.
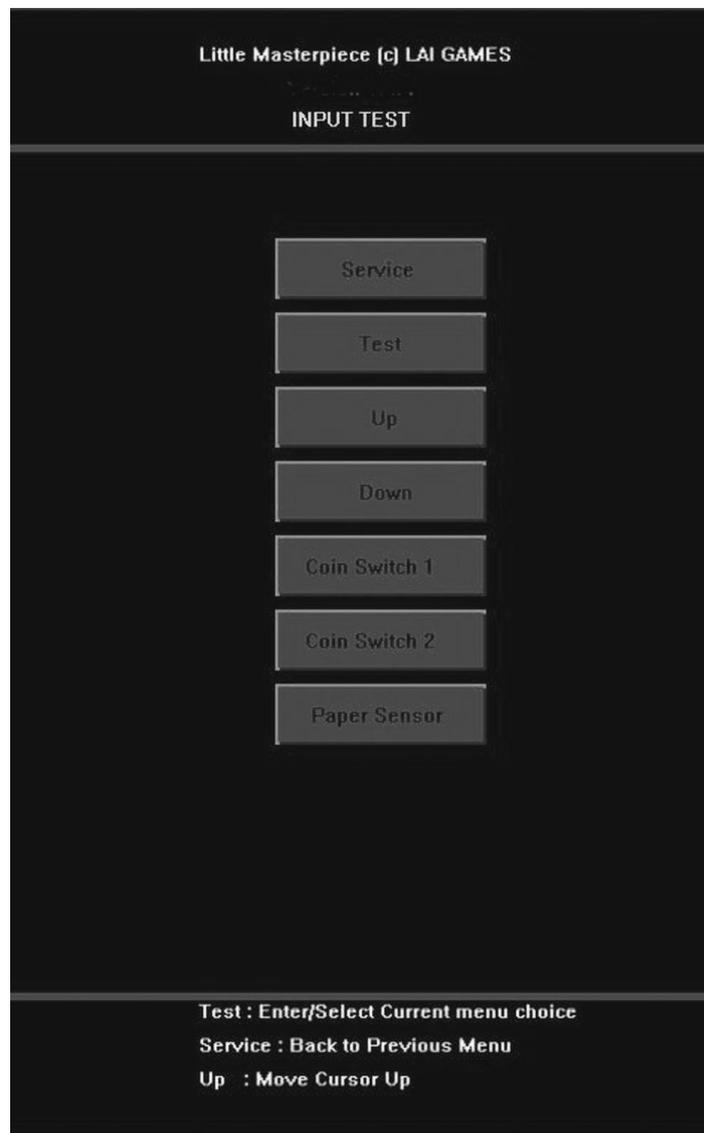
■ OK

Highlighting OK and pressing the Test button will exit the Video Test main screen and go back to Test Mode main screen.

INPUT TEST

■ **ENTER**   The Input Test can be entered by highlighting **INPUT TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **INPUT TEST**, and pressing the Test button again.

■ **TESTING GAME SWITCHES**

To test the game switches, activate any of the game switches and see in the Input Test screen whether the activated switch is ON or OFF. When ON the switch is active, if OFF the switch is not active.

■ **EXIT**   The Switch Test is exited into Test Mode main screen by pressing the Service button once.

INPUT TEST MAIN SCREEN

Little Masterpiece (c) LAI GAMES

INPUT TEST

Service

Test

Up

Down

Coin Switch 1

Coin Switch 2

Paper Sensor

Test : Enter/Select Current menu choice
Service : Back to Previous Menu
Up   : Move Cursor Up

INPUT TEST DETAIL

■ SERVICE

This test will show the Service button working properly or not, when press the service button on screen Service Icon will blink this show Service button is active.

■ TEST

This test will show the Test button working properly or not, when press the service button on screen Test Icon will blink this show Test button is active.

■ UP

This test will show the Up button working properly or not, when press the Up button on screen Up Icon will blink this show Up button is active.

■ DOWN

This test will show the Down button working properly or not, when press the Down button on screen Down Icon will blink this show Down button is active.

■ COIN SWITCH1

This test will show the Coin Switch1 working properly or not, when the Coin Switch1 test on screen Coin Switch1 Icon will blink this show Coin Switch1 is active.

■ COIN SWITCH2

This test will show the Coin Switch2 working properly or not, when the Coin Switch2 test on screen Coin Switch2 Icon will blink this show Coin Switch2 is active.

■ PAPER SENSOR

This test will show the Paper Sensor working properly or not, when the Paper Sensor block on screen Paper Sensor Icon will blink this show Paper sensor is active.

TOUCHSCREEN TEST

■ **ENTER** The Touch Screen Test can be entered by highlighting **TOUCH SCREEN TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **TOUCHSCREEN TEST**, and pressing the Test button again.
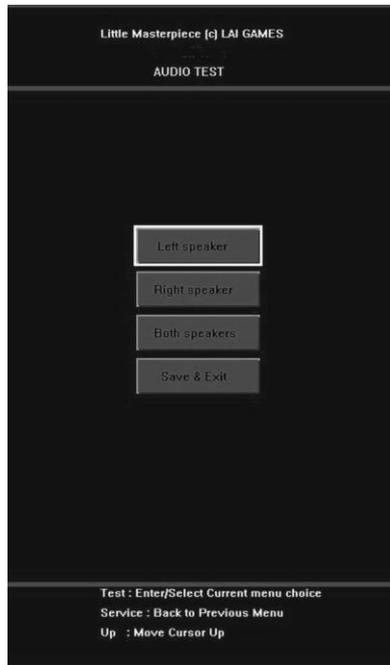
TOUCHSCREEN MAIN SCREEN

AUDIO TEST

■ **ENTER** The Audio Test can be entered by highlighting **AUDIO TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **AUDIO TEST**, and pressing the Test button again.
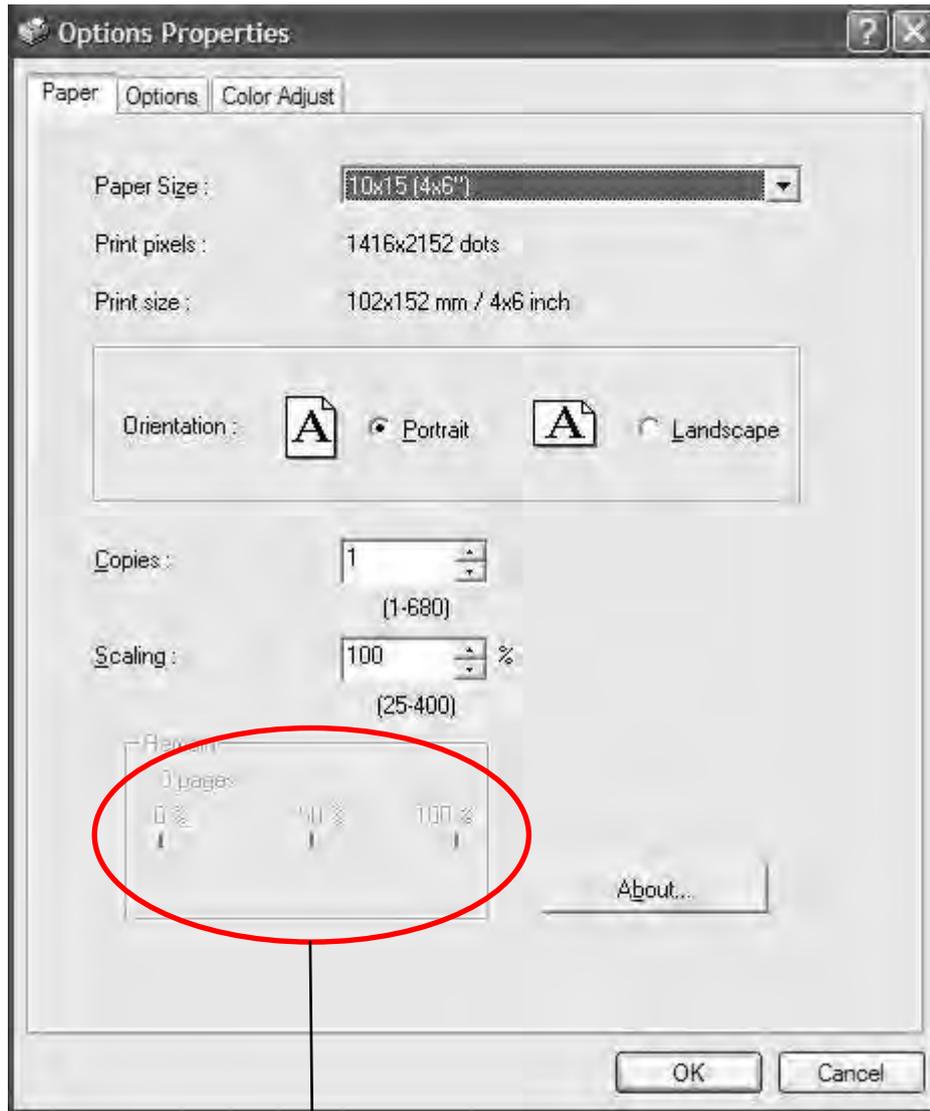
AUDIO TEST MAIN SCREEN

PRINTER TEST

■ **ENTER** The Printer Test can be entered by highlighting **PRINTER TEST** while in Test Mode main screen and pressing the red Test button. Or, by pressing the red Test button while in Attract mode once, highlighting **PRINTER TEST**, and pressing the Test button again.

PRINTER TEST MAIN SCREEN

REMAINING PAPER SCREEN

Options Properties

Paper | Options | Color Adjust

Paper Size : 10x15 (4x6")

Print pixels : 1416x2152 dots

Print size : 102x152 mm / 4x6 inch

Orientation : ⦿ Portrait   ◯ Landscape

Copies : 1
(1-680)

Scaling : 100 %
(25-400)

Remain
0 pages
0 %   50 %   100 %

About...

OK   Cancel

Remaining Paper printer

* CAUTION! *
Every time printer changed it need the recovery CD procedure for proper operation
Please make sure to always use CK9046 Mitsubishi Ink and Paper Cartridge 10 X 15 (4 X 6") with 600 prints

* CAUTION! *
Every time printer changed it need the recovery CD procedure for proper operation

PRINTOUT RESULT,

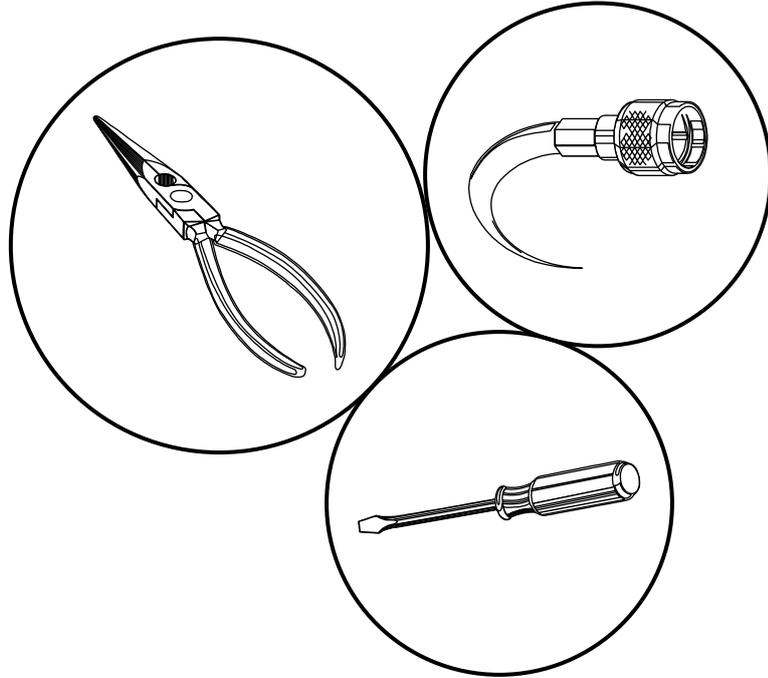

SCRIBBLE MODE

FILL MODE

DECORATE MODE
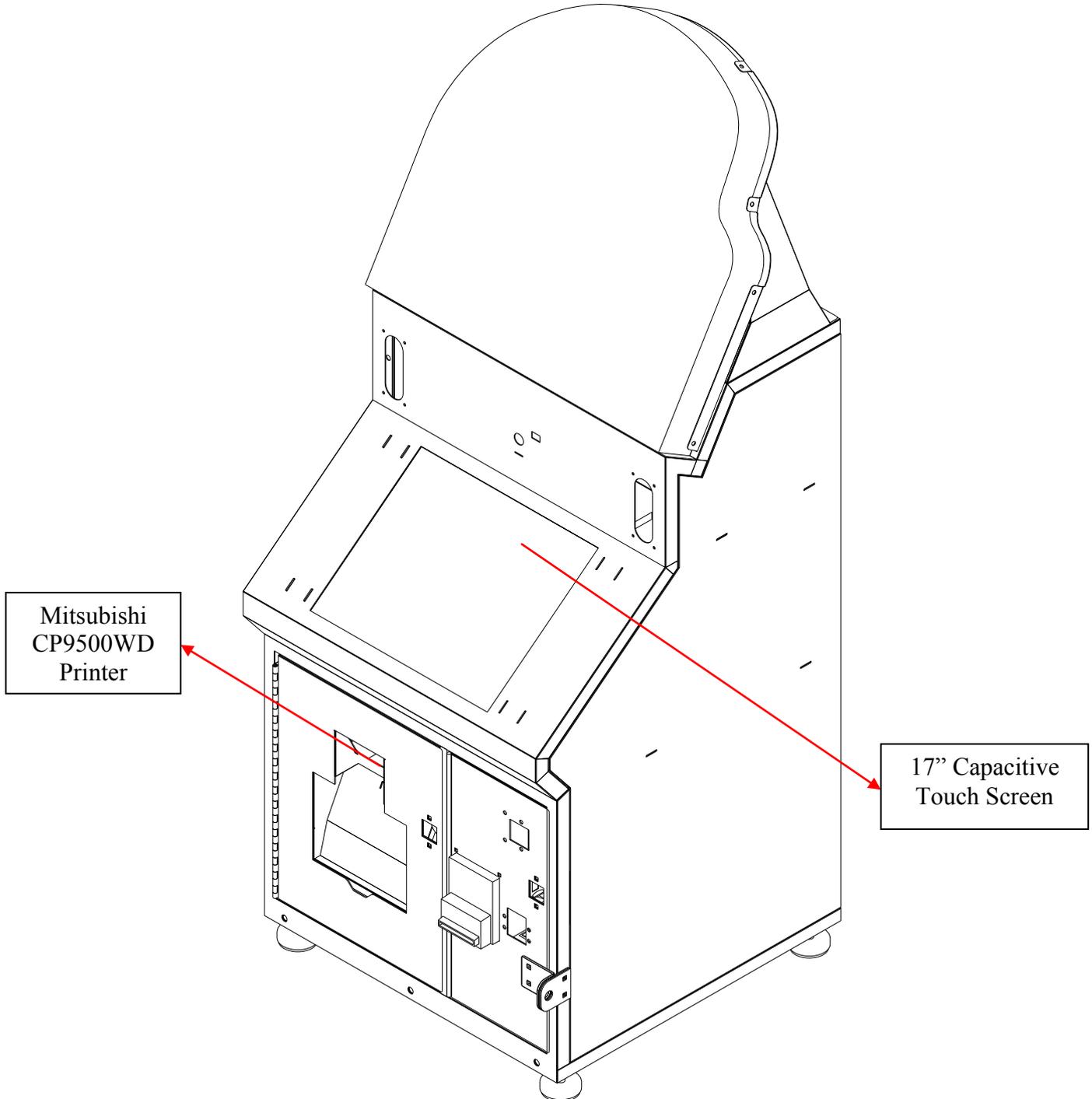

DRAW MODE

SECTION A: SERVICE INSTRUCTIONS

BE SURE TO READ THE FOLLOWING
Carefully before servicing this machine
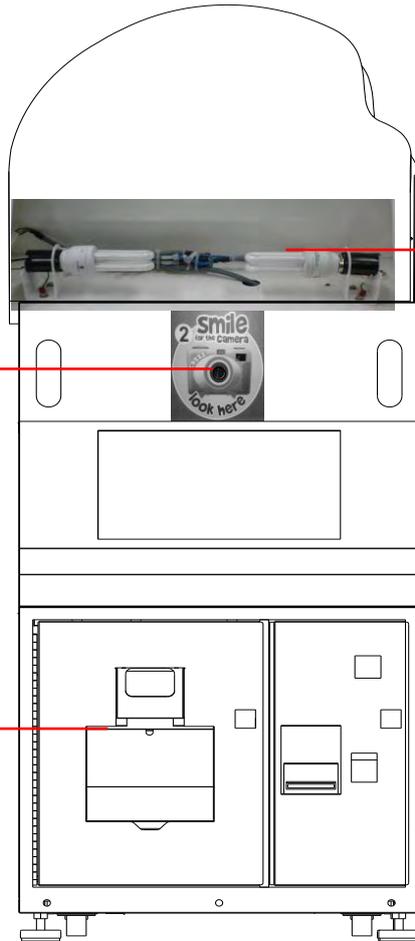
A

LOCATING AND ACCESSING PARTS

Mitsubishi
CP9500WD
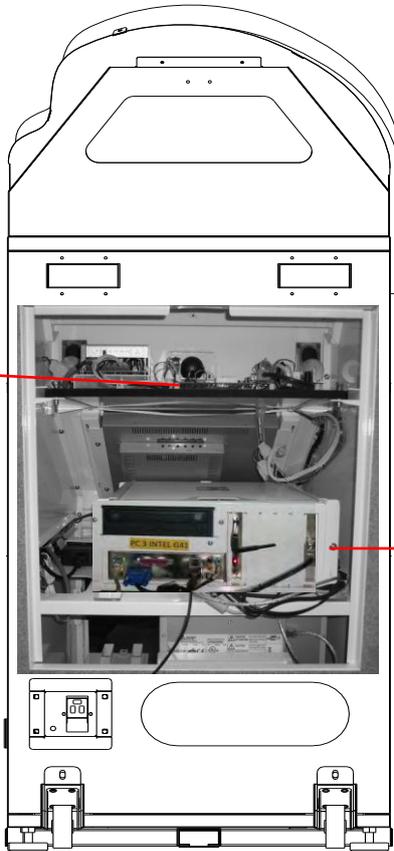Printer

17" Capacitive
Touch Screen

ELECTRONIC DETAIL POSITION

9 watts Compact Lamps

Logitech Web Cam

BAFB84A and BAFB84B Paper Sensor PCB
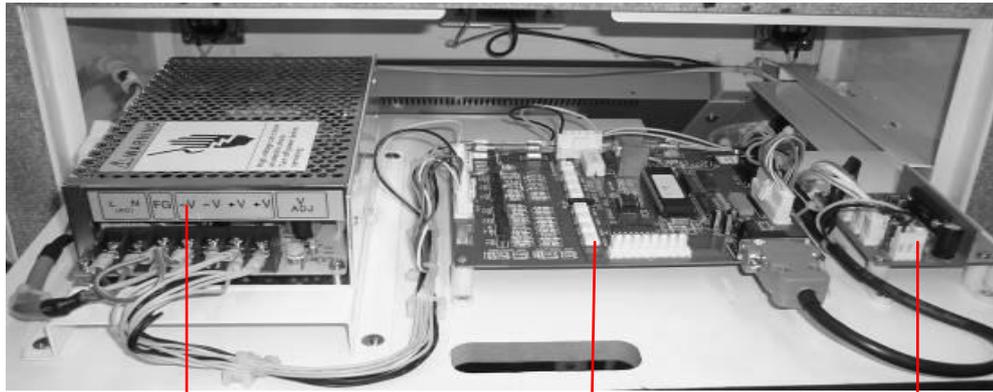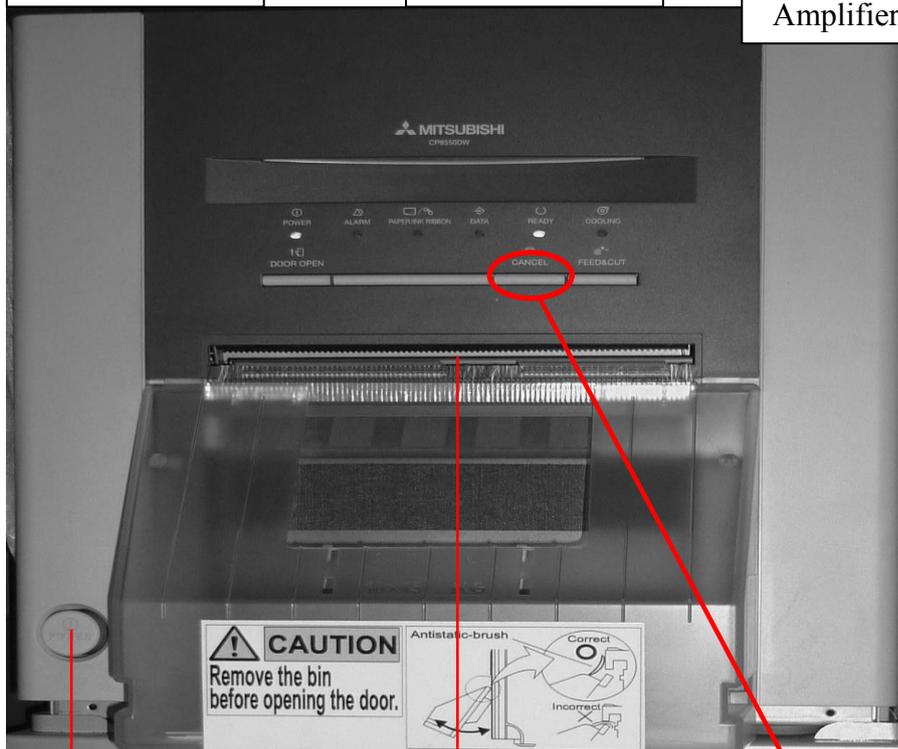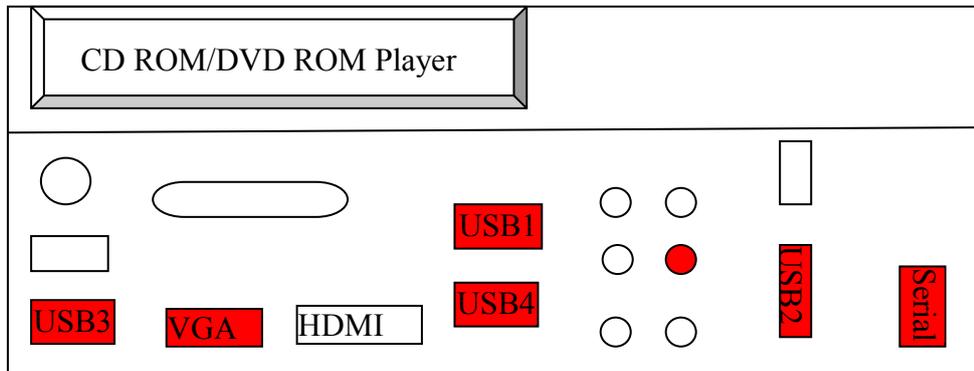
PCB wooden Panel slide able

Main CPU

| PSU Switching | BAFB80 PCB | BAFB29 Amplifier PCB |

| Power Button Printer | Paper Out | Press and hold Cancel button to clear Printer memory manually |

PC33 Connection Detail,

USB1 Touch Screen
USB2 Camera
USB3 Security Dongle
USB4 Printer

Use

Not Use

CD ROM/DVD ROM Player

USB1

USB4

USB3   VGA   HDMI

USB2   Serial

Audio   Ext USB

LAMPS

***

* WARNING! *

<u>Always</u> turn OFF Mains power and unplugged the game, before replacing any lamps.

<u>Always</u> allow time for cooling as Lamps that have been active for a time may still be too hot to touch.

***

COIN DOOR LAMPS

The coin door lamps all are 12V/DC LED or equivalent and can be accessed through the coin door.

PRINTER PAPER LAMPS

The button lamps all are 12V/DC LED or equivalent and can be accessed through the coin door or back door.

SIDE LAMPS

There is one standard UL 20 Watt Daylight and 15 Watt Energy safer on each side of the Display. Access is from the back of the machine.

***

* CAUTION! *

<u>Always</u> replace the lamps with the same or equivalent size, wattage and voltage.

***

MITSUBISHI CP9550DW PRINTER DETAIL

CP9550DW

Mitsubishi Adaptive thermal-head Management Engine

With optimized thermal head pulse control, a key technology for dye sublimation printers, and internal 16-bit processing, the unit delivers faithful reproduction, free of color blur, for crystal clear definition down to the keenest detail. Lightning quick printing, at a mere 15 seconds* (L size), is yet another stellar breakthrough.
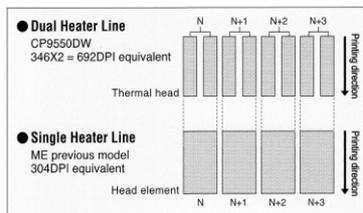
* Top speed at fine mode, continuous printing of two copies or more.

Dual Line Technology: Smoother and Sharper Picture Quality

Equipped with Newly Developed Dual Line Heads

"Dual line heads" are newly adopted on this printer to improve head resolution. Compared to the previous model, printing occurs on two head elements for each dot. This results in stunning images, with even greater detail and texture.

● **Dual Heater Line**
CP9550DW
346X2 = 692DPI equivalent

Thermal head

● **Single Heater Line**
ME previous model
304DPI equivalent

Head element

■SPECIFICATIONS

Model		CP9550DW
Paper size capacity	89×127mm (3.5×5")	680sheet
	102×152mm (4×6")	600sheet
	127×178mm (5×7")	350sheet
	152×229mm (6×9")	270sheet
Head Resolution		346DPI
Print Time**	9×13	approx.15sec
	10×15	approx.16sec
	13×18	approx.25sec
	15×20	approx.29sec
	15×23	approx.30sec
Interface		USB2.0 (High Speed)
Dimensions (mm)		300(W)×365(D)×325(H) (11.8×14.3×12.8")
Weight (printer)		17kg
Power Supply		120V AC 50/60Hz, 220-240V AC 50/60Hz
Power Consumption		2.9A (120V AC 50/60Hz), 1.6A (220-240V AC 50/60Hz)during printing
		0.4A (120V AC 50/60Hz), 0.3A (220-240V AC 50/60Hz)when not printing
Driver Softwere		Windows® XP/2000/ME/98
		Macintosh OS 10.3.3 (Only Web download available)

* Top speed at fine mode, continuous printing of two copies or more.
** Without data transfer time. (Fine mode)
Windows ® is a registered trademark of Microsoft Corporation in the U.S.A and other countries.
Macintosh is a trademark of Apple Computer, Inc.

Large-Capacity Roll Paper to Reduce Running Costs

Large-Capacity Roll Paper, Greatly Boosting Printing Output

As an eco-friendly touch, these new digital colour printers use coreless, large-capacity rolls of paper. Even with the same roll diameter as the previous model, the result is a major jump in printing output to 600 sheets at 10cm x 15cm size (versus 220 sheets with the previous ME model ~ the CP8000DW).
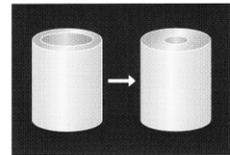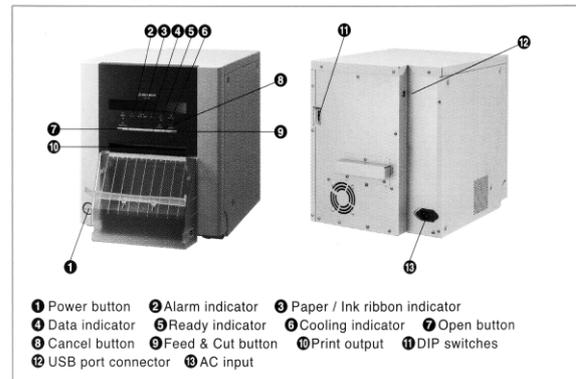
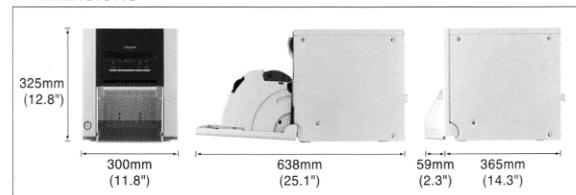### *Long Service Life and Durable Heads ~ Testimony to Quality*

Heads Offering Three Times the Service Life and Durability of the Previous Model = CP8000DW comparison

A new protective film applied to the heads enhances durability, while use of a back-layer ink sheet diminishes the wear rate. The bottom line is improved head durability and an impressive new realm of reliability.

■PARTS NAME

❶ Power button ❷ Alarm indicator ❸ Paper / Ink ribbon indicator
❹ Data indicator ❺ Ready indicator ❻ Cooling indicator ❼ Open button
❽ Cancel button ❾ Feed & Cut button ❿ Print output ⓫ DIP switches
⓬ USB port connector ⓭ AC input

■DIMENSIONS

325mm (12.8")

300mm (11.8") 638mm (25.1") 59mm (2.3") 365mm (14.3")

■SPECIAL PAPER (Options)

Model	Print per roll	Image size
CK9035	680	89×127mm (3.5×5")
CK9046	600	102×152mm (4×6")
CK9057	350	127×178 (5×7")
CK9069	270	152×229mm (6×9")
CK9046PST	600(Postcard)	102×152mm (4×6")

▲ MITSUBISHI ELECTRIC CORPORATION
HEAD OFFICE : TOKYO BLDG.,2-7-3, MARUNOUCHI, CHIYODA-KU, TOKYO 100-8310, JAPAN

■ PAPER / INK RIBBON SET

When using this unit, make sure to use the following types of the paper / ink ribbon set. Remove the spacers when using other than CK9035 and CK9057.

Product name	Print size	Number of prints	Application
CK9035	9x13 (3.5x5")	680	Surface-laminated color print
CK9046	10x15 (4x6")	600	Surface-laminated color print
CK9046PST	10x15 (4x6")	600	Surface-laminated color print for post card
CK9057	13x18 (5x7")	350	Surface-laminated color print
CK9069	15x23 (6x9")	270	Surface-laminated color print

Using the Manuals

The Operation Manual and the Operation Manual for the Printer driver are prepared in the Portable Document Format (PDF) in this CD-ROM. Adobe® Reader® is required to open the Operation Manual.

Adobe Reader (English Version) installation

1. Load the CD-ROM into the CD-ROM drive.
2. Open CD-ROM "CP9550D".
3. Open the "Adobe Reader" folder within the CD-ROM.
4. Open the "English" folder.
5. Run the executable file.

Opening the Operation Manual

1. Load the CD-ROM into the CD-ROM drive.
2. Open CD-ROM "CP9550D".
3. Double-click on "INDEX.html" within the CD-ROM. A language selection list for the Operation Manual will be displayed.
4. Move the mouse pointer to the desired language and click. This will launch Adobe Reader and the Operation Manual will open.

Adobe, the Adobe logo, and Reader are either registered trademarks or trademarks of Adobe Systems Incorporated in the United States and/or other countries.

MITSUBISHI ELECTRIC

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Phone 949-465-6000

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Travellers Lane, Hatfield, Herts. AL10 8XB, England, U.K.
Phone +44 (0) 1707 276100   FAX +44 (0) 1707 278755

German Branch
Gothaer Strasse 8, 40880 Ratingen ; Postfach 1548, 40835 Ratingen ; Germany
Phone +49 (2102) 486-9250   FAX +49 (2102) 486-7320

French Branch
25, Boulevard des Bouvets - 92741 NANTERRE cedex, France
Phone +33 (1) 55 68 55 00   FAX +33 (1) 55 68 57 31

Italian Branch
Centro Direzionale Colleoni, Palazzo Sirio, ingresso n.1
Viale Colleoni, 7, 20041 Agrate Brianza, (Milano) Italy
Phone +39 03960531   FAX +39 0396053214

Benelux Branch
Nijverheidsweg 23a,
3641 RP Mijdrecht, The Netherlands
Phone +31 (0) 297-282461   FAX +31 (0) 297-283936

Spanish Branch (Barcelona)
Ctra. de Rubí, 76-80 - Apdo. 420
08190-Sant Cugat del Vallés - (Barcelona) Spain
Phone +34 93 565 3154   FAX +34 93 589 4388

Manufactured by Mitsubishi Electric (Malaysia) Sdn. Bhd.
PLO 32, Kawasan Perindustrian Senai II, 81400 Senai, Johor Darul Takzim, Malaysia

PRINTER LED INDICATOR

☼: Steadyon   ●: off   ☼●: Blinking   ─ : Depends on the previous condition

ALARM	PAPER/ INK RIBBON	DATA	READY	COOLING	Causes and Countermeasures
☼●	●	─	●	●	The door is open. • Close the door.
					A paper jam occurs. • Refer to "Overcoming paper jams."
☼●	☼	─	●	●	The power is turned off during printing process. • Turn on the power and carry out the paper feed & cut.
●	●	─	☼	☼●	The temperature of the thermal head is too high. • Wait until the indication goes off. * Note
●	☼●	─	●	●	The ink ribbon is not loaded. The ink ribbon is used up. The ink ribbon which is not available to this printer is installed. • Replace the ink ribbon with a new one.
●	☼	─	●	●	The print paper is not installed. The print paper is used up. • Install new print paper.
					The combination of the ink ribbon and the print paper is incorrect. • Use a correct combination of the ink ribbon and the print paper.
☼	●	─	●	●	Other errors

When ALARM or PAPER/INK RIBBON indicator illuminates or blinks, open the door and carry out the above countermeasures.
If the indicator is not turned off by closing the door, carry out the paper feed & cut.

*Note   If an error occurs while the continuous printing through the PC is ongoing, it is resumed after the COOLING indicator goes off.
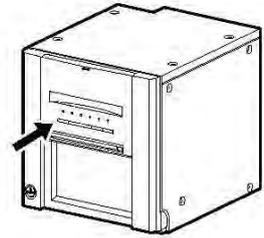
ERROR MESSAGES & COUNTERMEASURES
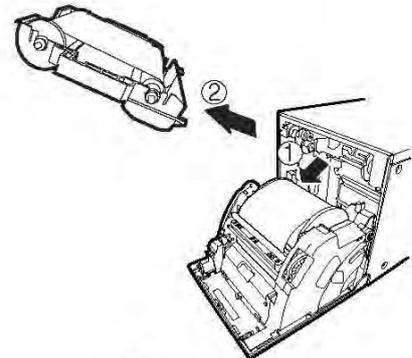
OVERCOMING PAPER JAMS

1 Press the DOOR OPEN button to open the door.
Make sure that the power is turned on before opening the door.
If the door does not open, turn off the power and turn it on again.
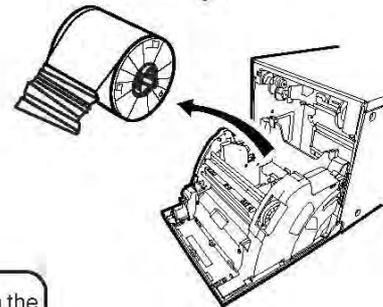Then press the DOOR OPEN button again.

2 Remove the ink cassette.
Push down the ink cassette as shown by the arrow ① and pull it out.
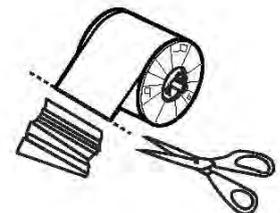
3 Take out the print paper.
When taking the print paper out, pull it up toward you.

4 Cut off the defective part of the print paper with scissors.

--- NOTE ---
Make sure to cut off the printed part of the print paper. Failure to do this may result in the ink ribbon sticking to the print paper and being torn.

5 Install the print paper and the ink cassette with the ink ribbon.

6 Push the center of the door to close.
The print paper setting is initialized two minutes after you close the door.
When the auto feed & cut mode has been selected, the FEED & CUT procedure is repeated three times after you close the door. When the print paper with the post card printing on its reverse side is installed, the FEED & CUT procedure is repeated five times.
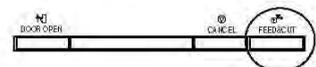
■ **When the manual & cut mode has been selected**
When the manual feed & cut mode has been selected, hold down the FEED & CUT button for 1 second or longer. Repeat the manual feed & cut three times. When the print paper with the post card printing on its reverse side is installed, repeat this procedure five times.

33

TEST PRINT MODE (FOR SERVICING)

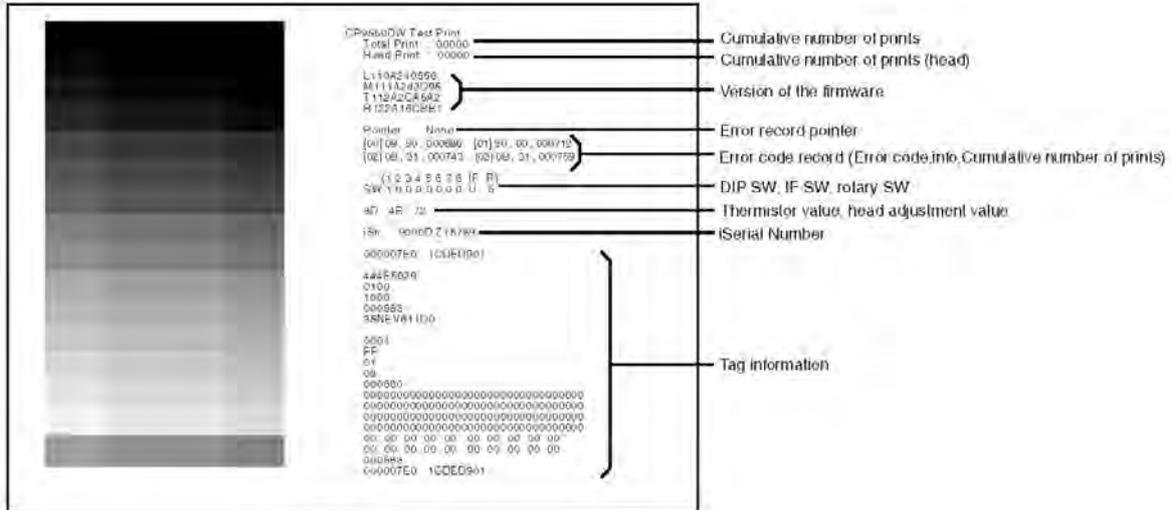, While holding down the DOOR OPEN and FEED&CUT buttons, press the POWER button to turn on the power.
, Press the CANCEL button.
, Test printing is carried out.
   (The test pattern is printed in the size of 9x13 (3.5x5") regardless of the type of print paper being used.)

Test pattern print

Error code	Mechanism status	Remedy	Resumption condition
13		Door open	Door close
14		Door open	Door close
15		Door open	Door close
16	Paper jam	FEED & CUT	FEED & CUT
17		FEED & CUT	FEED & CUT
18		FEED & CUT	FEED & CUT
19		FEED & CUT	FEED & CUT
1A		Door open	Door close
20		FEED & CUT	FEED & CUT
21		FEED & CUT	FEED & CUT
22		FEED & CUT	FEED & CUT
24		Door open	Door close
25		Door open	Door close
26		Door open	Door close
27	Mechanism error	Door open	Door close
28		Door open	Door close
29		Door open	Door close
2A		Door open	Door close
2B		FEED & CUT	FEED & CUT
2C		FEED & CUT	FEED & CUT
0F	M3/M4 position error	Door open	Door close
10		Door open	Door close
33	Ink sheet mark skipping	-	-

Resumption condition : If printing is interrupted by an error, the printer does not resume printing until the specified
                           resumption condition is satisfied.
FEED & CUT   : Press the FEED & CUT button.

THERMAL HEAD CLEANING

Thermal head cleaning

■ **Preparation**

1. Alcohol (Ethanoo or Isopropyl Alcohol)
2. Kimwipe® or tissue paper (fold in half about 4 times and use the folded side to clean)

■ **Before Cleaning …**

1. Power off while the door is open.
2. Remove the ink casette.
3. Take out the print paper.

■ **Thermal Head Cleaning**

- wipe the heating element and the separator lacated at the under side of the thermal head.
- wipe the dust gently using tissue paper soaked in a small amount of alcohol.
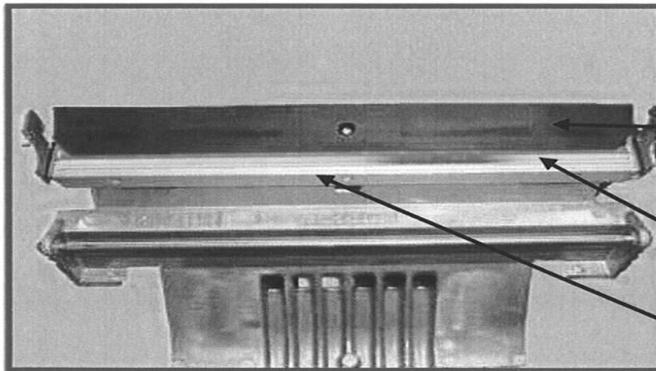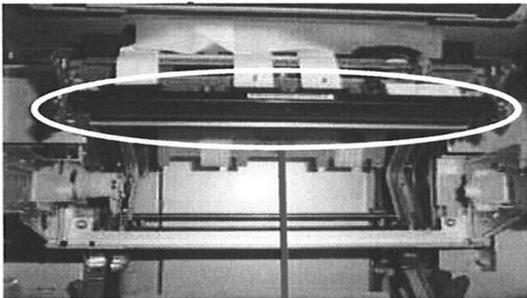
IC cover
(Black plastic part)

Heating element
(Orange color part)

Separator
(Aluminum plate)

【Reference】

Ribbon

Paper

Platen roller
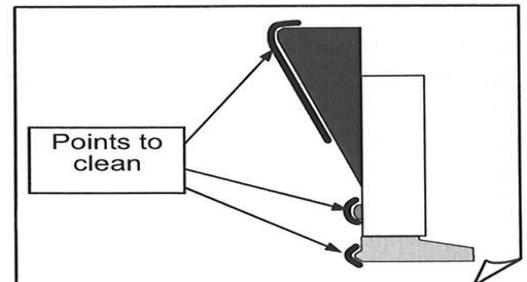
Points to clean

---

* CAUTION! *
<u>Always</u> Do this Thermal Head maintenance regularly at least every 2 months.
Otherwise the lifetime of the Thermal head will reduce.

LCD PANEL DETAIL

TOUCH PANEL

OGA DIAGONAL: 18.25 [463.83]
VA DIAGONAL: 17.54 [445.50]
PA DIAGONAL: 16.54 [420.12]

THIS PRODUCT IS MANUFACTURED IN ACCORDANCE WITH THE CURRENT CLEARTEK II CAPACITIVE TOUCH SCREEN SPECIFICATION (DOCUMENT 23655).

PIN #1
SEE NOTE 2

4.07 [103.4]

A

4.270±.060 [108.46±1.52]
.370±.020 [9.40±.51]
.684 [17.37]

.141 [3.58]

11.622 [295.20] OGA
11.082 [281.48] VA
10.455 [265.56] PA

SECTION A-A
SCALE: NONE

DOUBLE SIDED TAPE
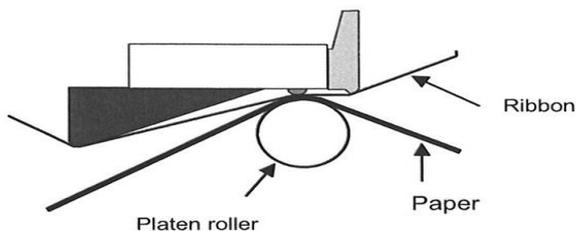TAIL
TOP STRAIN RELIEF
GLASS
BOTTOM STRAIN RELIEF

.629 [15.98]
.240±.020 [6.10±.51]

12.817 [325.65] PA
13.595 [345.31] VA
14.075 [357.51] OGA

.125 [3.18]

TOP LEVEL NUMBER	ETCH
17-8421-203	AG500

NOTES:

1. WEIGHT OF GLASS IN GRAMS: 604.03±10%

2. 5 PIN AMP CONNECTOR
   LATCH STYLE HOUSING P/N: 487526-4
   TIN CONTACTS P/N: 2-487406-4
   HOUSING ORIENTED WITH LATCH DOWN

PINOUT	
1	LL
2	UL
3	SHIELD
4	UR
5	LR

INCHES [MM]	3M TOUCH SYSTEMS METHUEN, MA USA	

X ±
XX ±.03 [.76]
XXX ±.015 [.38]
ANGLES ±1'

01 | RELEASE PER ECO 021656 | 8/03 | KAC

MARKETING DRAWING
17-842X-203

K. CROWLEY 9/05

AUTOCAD | SHEET 1 OF 1
C | 2B165-MKT | 01

DO NOT SCALE DRAWING
SIZE 1 = 1

SECTION B: TECHNICAL DETAILS
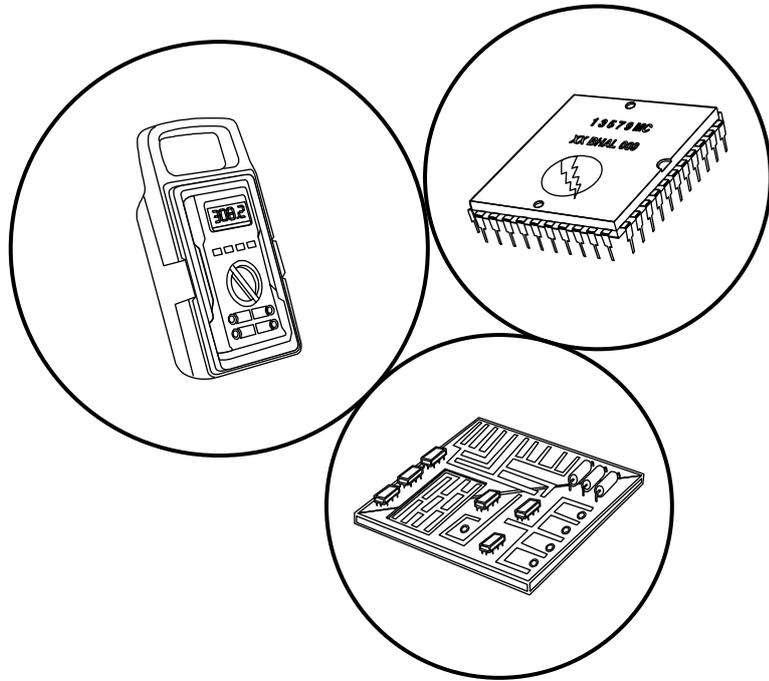
> It is advised that anybody using SECTION B for repairing or modifying any of the components of the game should be a qualified technician, having at least a basic knowledge of digital components, integrated circuits and electricity.

B

MAINS VOLTAGE ADJUSTMENT

POWER SUPPLY

The Switch Mode Power Supply has a switch to set the mains voltage range. It is located at the rear of the game cabinet, and is accessed via the back door. Use a thin blade screwdriver to move the selector switch to the desired mains voltage (See Diagram Below)

To Purchase This Item, Visit BMI Gaming | www.bmigaming.com | (800) 746-2255 | +1.561.391.7200
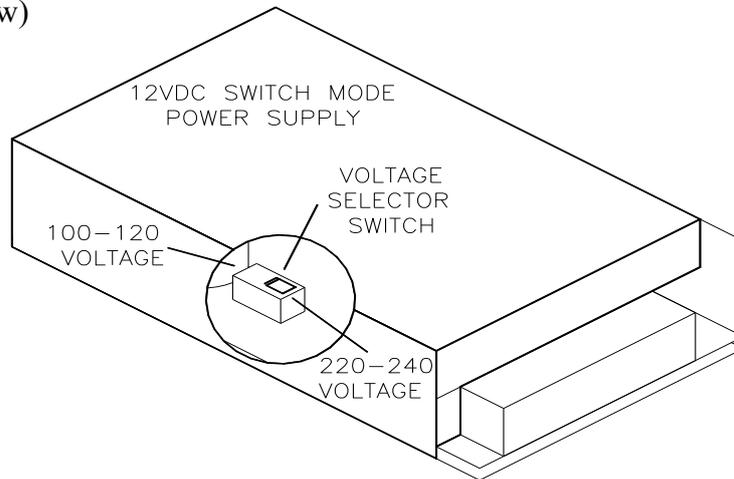
COIN OPTIONS REFERENCE GUIDE

LAI GAMES have installed the 9 way Molex connection on the coin door on every product, this coin options connector should be useable for most of electronic coin system and electronic coin comparators.

Please see below picture to understand the connection setup,
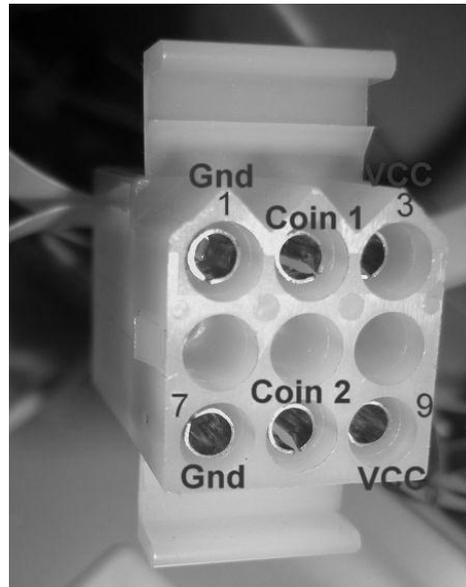
The Coin harness supplied with the game,
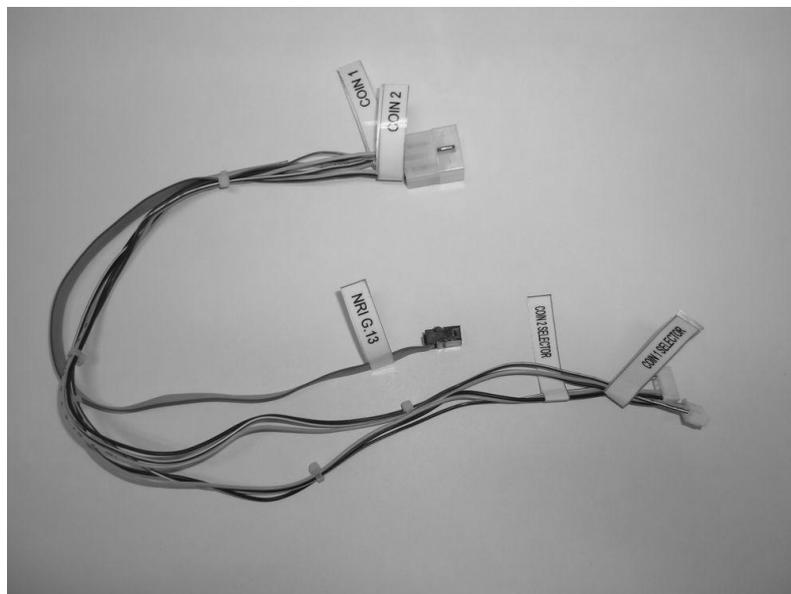
End connection to coin will fit to NRI G13 and 2x Electronic Coin Comparator LAI GAMES standard). Other types of coin electronic harnessing can be supplied as requested, please contact your nearest LAI GAMES distributor.

MINI LITTLE MASTERPIECE MAIN WIRING

MINI LITTLE MASTERPIECE CONTROL WIRING

MINI LITTLE MASTERPIECE POWER WIRING

DWG NO. LM1-EW-001-R1

POWER ENTRY MODULE

FUSE
FILTER
A
E
N

BROWN
GRN/YL
BLUE

1 2 3
1 2 3

EARTH

EARTH
MAINS DB BOX
110-240VAC 50/60 HZ 6A

BROWN
GRN/YL
BLUE

POWER SUPPLY
MODEL S-150-12

12 VDC 13A

NEUTRAL	1	BLUE
ACTIVE	2	BROWN
EARTH	3	GRN/YL
GND	4	BLACK*4
GND	5	BLACK*4
+12VDC	6	YELLOW*4
+12VDC	7	YELLOW*4

12 VDC POWER IN (TO MAIN WIRING)
SEE DWG NO. LM1-EM-001-R1

TO POWER DBA
SEE DWG NO. LM1-EC-001-R1

TO ADAPTOR POWER LCD
SEE DWG NO. LM1-EM-001-R1

TO COMPUTER PC
SEE DWG NO. LM1-EM-001-R1

TO POWER PRINTER
SEE DWG NO. LM1-EM-001-R1

NEON TOP BACK LIGHTING

20W COOL DAY LIGHT   20W COOL DAY LIGHT

BROWN
GRN/YL
BLUE
1 1
2 2
3 3

1 1
2 2
3 3
BROWN
GRN/YL
BLUE

SPARE POWER IN

1 1
2 2
3 3
1 1
2 2
3 3

BROWN
GRN/YL
BLUE
BROWN
GRN/YL
BLUE

MATAHARI LEISURE

Project Name: Mini Master Piece
Tittle Name: Power Wiring

Designer	Checked	Approval
Najib	Najib	Donie
Date: 10/02/10	Date: 10/02/10	Date: 10/02/10

MINI LITTLE MASTERPIECE OPTIONAL WIRING

DWG NO. LM1-EO-001-R1

(OPTIONAL)
WIRING FOR COIN DOOR WITH
MARS BILL ACCEPTOR (AE-2411-U5)

FROM POWER WIRING (110VAC OUTLET)
(SEE DWG NO. LM1-EW-001-R1)

BROWN   BROWN
GRN/YL   GRN/YL
BLUE   BLUE

COIN 1   COIN 1
COIN 2   COIN 2
GND   GND
COIN LOCK 1
COIN LOCK 2

BLACK   BLACK

YELLOW   YELLOW

COIN SW1
COIN SW2

DOOR
LIGHT

BLUE
BROWN
COIN 1
GRN/BLK

GRN/YL

1	1	NEUTRAL INHIBIT
2	2	NEUTRAL ENABLE
3	3	HOT ENABLE
4	4	115VAC HOT
5	5	N/C
6	6	115VAC NEUTRAL
7	7	RELAY N.O.
8	8	RELAY COM.
9	9	N/C
		EARTH

MARS BILL
ACCEPTOR
(AE-2411-U5)

NOTE:-
1/- USE ONLY MARS BILL ACCEPTOR
MODEL NUMBERS AE-2411-U2 TO
AE-2411-U5 (200 TO 500 NOTE
MAGAZINES) TO ALLOW COIN DOOR
TO CLOSE
2/- MARS BILL ACCEPTOR MUST
BE SET TO LONG PULSE OUTPUT
(SEE MARS USER MANUAL FOR
COUPON PROGRAMMING)

CONECTOR 6 WAY JST

COIN 1

1	NORMAL CLOSE(NC)
2	NORMAL OPEN(NO)
3	
4	
5	+12VDC
6	GND

YELLOW
BLACK

COIN 2

1	NORMAL CLOSE(NC)
2	NORMAL OPEN(NO)
3	
4	
5	+12VDC
6	GND

YELLOW
BLACK

FOR OPTIONAL
COIN SELECTOR

FROM CONTROL WIRING
(SEE DWG NO. LM1-EC-001-R1)

MATAHARI LEISURE

Project Name: Mini Master Piece		
Tittle Name: Optional Wiring		
Designer	Checked	Approval
Najib	Najib	Donie
Date:18/01/10	Date:18/01/10	Date:18/01/10

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(b) To and from Transport and freight costs are not covered by the warranty.
(c) Warranty is not transferable with the sale of a machine from one owner to another.

LAI GAMES

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