Set up and Service Manual
Version: DK1-A-01

Please read this manual before operating your game.

Please keep this manual in good condition for future reference.

Injoy Motion Corp. Copyright © 2012 All rights reserved
Need parts or service, please contact us:

**Injoy Motion Corp.**

[Injoy Motion logo]

Technical support: +886-2-2267-6317  
Fax: +886-2-2267-5906  
E-mail: support@injoymotion.com

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**Note:**  
- The product specifications are subject to change without notice.  
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SGS Reference No: ED/2012/C0017C
Page 1 of 1

VERIFICATION OF COMPLIANCE to the requirements of EMC Directive 2004/108/EC

Verification Report No.: ED/2012/C0017C
Representative Model: DIDO KART AIR-1
Series Model(s): X AIR-Z
(Product Name: X-air-Z, DIDO KART, AIR-1, X-SPORT, NEW GAME NAME: Z1, Z2, X-1)
Applicant: Injoy Motion Corp.
Address of Applicant: 48, Yongping Street, Tucheng District, New Taipei City 236, Taiwan
Test Report Number: ED/2012/C0017
Date of Tests: December 25, 2012
Date of Issue: January 09, 2013

Conclusion:
In the opinion of SGS, the equipment complies with the principle requirement of the above standards and following directives:


Note: The verification is only valid for the equipment and configuration tested and in conjunction with the test data described in the Test Report.
The CE mark shown below can be used, under the responsibility of the manufacturer, after completion on EC Declaration of Conformity and compliances with all relevant EC Directives.

Authorized Signatory:

SGS TAIWAN LTD.
Jason Lin
Technical Manager

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VERIFICATION OF CONFORMITY

We hereby certify that

The following mentioned product has been tested in typical configuration by ASP.

Applicant: Injoy Motion Corp.
No. 48, Yongping St., Tucheng Dist.,
New Taipei City 236, Taiwan(R.O.C.)

Product Type: Air Series Motion Simulator
Model Name: X AIR-Z
(X=Street Racing Stars, Didoo Kart, Power Boat, Allied Tank Attack; Z=1,2,4)


The submitted samples comply with the requirements of the following standard(s):

EN 60950-1:2006+A12:2011

This verification refers only to the units submitted for test. The CE mark as shown above can be used, under the responsibility of the manufacturer, after completion of an EC Declaration of Conformity and compliance with all relevant EC Directives.

Signed for and on behalf of ASP Technology Corp.

Kevin Ku/ Manager,
ASP Technology Corp.

Jan 3, 2014
Date.

The technical report issued by ASP will support you affix the CE marking.

TCF No.: 3B20
Verification Of Conformity
EC DECLARATION OF CONFORMITY

INJOY MOTION CORP.
NO. 48, YONGPING ST., TUCHENG DIST.,
NEW TAIPEI CITY 236, TAIWAN(R.O.C.)
(Name / Address)

We herewith declare that the following designated product type:

Product Type:
AIR SERIES MOTION SIMULATOR

Product Name:
X AIR-Z
(X=STREET RACING STARS, DIDO KART, POWER BOAT, ALLIED TANK ATTACK; Z=1, 2, 4)

Conform with the essential requirement of the relevant European Directive:
- LVD Directive: 2006/95/EC

They are based on the following standards:

Safety Reference Standard:

MANUFACTURER / IMPORTER

Albert Wu
(Surname, forename )
(Company Stamp)

2014. 01. 27 Taiwan
(Date and place)

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1. General Information

1.1 Safety Notes

Please read the following instructions carefully before using the game.

**Using separate power supply for this machine**

**Handling with care**
The game contains glass and fragile electronic equipment, should be very careful when handling

**Be sure to turn off the power before maintenance**

**Earth Connection**
To avoid electrical shock! Please use earth connection.

**Using connectors properly**
Check direction before connect

**Move PC with care**
### 1.2 Specifications

<p>| | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Size</strong></td>
<td>218 x 112 x 235 cm</td>
</tr>
<tr>
<td><strong>Weight</strong></td>
<td>350 kg</td>
</tr>
</tbody>
</table>
| **Rate Power**| USA: AC 100-120V, 50/60Hz, 1320W  
               | Europe: AC 220V, 50Hz, 1320W      |
| **Occupant weight limit** | 150 kg           |
2. Installation

2.1 Checklist

<table>
<thead>
<tr>
<th>Number</th>
<th>Item (For 1 machine)</th>
<th>Quantity</th>
</tr>
</thead>
<tbody>
<tr>
<td>①</td>
<td>TV cabinet</td>
<td>1</td>
</tr>
<tr>
<td>②</td>
<td>Cockpit</td>
<td>1</td>
</tr>
<tr>
<td>③</td>
<td>Light set</td>
<td>1</td>
</tr>
<tr>
<td>④</td>
<td>Service manual</td>
<td>1</td>
</tr>
<tr>
<td>⑤</td>
<td>Parts kit (screws, keys)</td>
<td>1</td>
</tr>
</tbody>
</table>

**Note:** This Machine must be installed indoor, need to maintain a distance of 50 cm with the wall. Make sure the unit stands are placed flat on the ground and the machine is not moving when playing.
2.2 Installation

**Step1**: Take out tubes and connectors.

Note:
1. Remove 2 screws A.
2. Open the case C until horizontal position B.
3. Open case cover E, Take out tubes D and all connectors F.
Step 2: Connecting the tubes

Move cockpit close to TV cabinet, and connect the tubes ⑤⑥⑦⑧⑨ from TV cabinet to cockpit ⑤⑥⑦⑧⑨ according to the same color.

- ⑤ Black Tube
- ⑥ Orange Tube
- ⑦ Blue Tube
- ⑧ No-color Tube
- ⑨ Transparent-Blue Tube

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Step 3: Connecting the TV cabinet connectors 16 17 18 19 20 21 22 23 with cockpit connectors 16 17 18 19 20 21 22 23 by the same pin-number and the same name tag.

<table>
<thead>
<tr>
<th>Number</th>
<th>Shape</th>
<th>Pin</th>
<th>Tag name</th>
</tr>
</thead>
<tbody>
<tr>
<td>16</td>
<td><img src="image1.png" alt="Image" /></td>
<td>4</td>
<td>Motor</td>
</tr>
<tr>
<td>17</td>
<td><img src="image2.png" alt="Image" /></td>
<td>6</td>
<td>Coin Power</td>
</tr>
<tr>
<td>18</td>
<td><img src="image3.png" alt="Image" /></td>
<td>6</td>
<td>Tail light module</td>
</tr>
<tr>
<td>19</td>
<td><img src="image4.png" alt="Image" /></td>
<td>8</td>
<td>Coin cable</td>
</tr>
<tr>
<td>20</td>
<td><img src="image5.png" alt="Image" /></td>
<td>8</td>
<td>Free OP</td>
</tr>
<tr>
<td>21</td>
<td><img src="image6.png" alt="Image" /></td>
<td>12</td>
<td>Bottom cable</td>
</tr>
<tr>
<td>22</td>
<td><img src="image7.png" alt="Image" /></td>
<td>14</td>
<td>A10-3</td>
</tr>
<tr>
<td>23</td>
<td><img src="image8.png" alt="Image" /></td>
<td>16</td>
<td>Belt &amp; Gear</td>
</tr>
</tbody>
</table>
**Step 4:** Use screws ⑪ to combine TV cabinet and cockpit together. Sort out all wires and then cover the cover ④. Use screws ⑩ to fix it.

**Step 5:** Check Light set ⑫ and open back cover ⑬. Put the light set on the TV cabinet and aligned it to the 4 bottom holes inside, then use Phillips screws to fix it.

**Step 6:** Connect the power cable inside the light set and use Screw ⑭ to fix the cover ⑮.

**Step 7:** Connect machine power (220V/8A, 110V/15A)

---

**Caution**

1. When using power extension cord, the current capacity should be double.
2. Every power loop only support 2 machine at max.
Coin Acceptor Setting

**Step8**: Pull up the slider of the coin acceptor and insert the coin into the coin acceptor. Release the slider to fix the coin acceptor.

**Step9**: Check the Coin Acceptor Setting. (Select “NO” on top switch, “SLOW” on bottom switch)

Placement for external plate

**Step10**: Put a plate on the floor and right under the drain valve.

Note: The air compressor tank drains water after machine power off. So it is necessary to put a container on the floor and right under the drain valve to catch the water. Generally, a plastic plate around 25x20x3(LxWxH)cm is suggested.
3. Game setting (Operator menu)

To access Operator Menu, after the Power is switched ON and the screen shows “insert coin”, find the red Operator menu switch located inside the coin box, switch it to “I” position to enter.

Then you will see below screen.
3.1 Coin Options

1. “Coins per Play” allows you to set how many coins it will take for a player to start a game. The factory default setting value is 4 coins per play.

2. “Coins per Continue” allows you to charge a different price for continue-play from the first game play. The factory default setting value is 4 coins per play.

3. “Currency Type” is not to select the currency of a country, but allows selection of the forms of currency

4. “Coins per Pulse (Coin Acceptor 1)” allows you to adapt different currency acceptors. The default value is 1.

5. “Coins per Pulse (Coin Acceptor 2) (Figure 4-4)” allows you to adapt different currency acceptors. The default value is 1.

6. “Winner Continue” allows you to set up “insert coin to continue or free to continue” if Winner wants to continue game. This setup is for the single player mode.

7. “Winner Continue (Net)” allows you to set up “insert coin to continue or free to continue” if Winner wants to continue game. This setup is for the multi-player mode.
3.2 Game Options

1. “Game Time” no function.
2. “Game Show Operation” - Enable sets free game play. Click “+” or “-“ button to “Enable” or “Disable” this function.
3. “Player Number” no function.
3.3 Pedal Setting

Replacing the accelerator or the brake pedal potentiometer may refer to screen values to install. If the potentiometer values set exceed the safe range or dead zone after installation, the screen will show the error. Please re-set the potentiometer values within the safe range.

To calibrate the Pedal and Brake, follow the directions on the screen and go through these steps.

**Step1:** Hold the “Calibrate” button on the Panel to calibrate the pedal and brake. Release the Brake and Pedal, then press “Next” button.
**Step 2:** Press the Brake and Pedal to limit and then press “Next” button.

**Step 3:** After finishing the calibration, press the “Exit” button to exit.
3.4 Volume setting

“Game Volume” can adjust the system volume, suggestion 75~85. “Idle Movie Volume” can adjust Idle Movie volume, suggestion 15~35.

3.5 Device Test

When into device test, 5 airbags will be aerated, and we can check their conditions.
Check if all device work properly as well.
3.6 Save & Exit

After the setup is completed, please select “Save & Exit”, and then select “Yes”. Lastly, switch red Operator menu switch to “O” position and turn OFF the machine. Then wait for 30secs and turn ON machine power.

3.7 Free Key

Open coin box, press “Free Key” button allows you to play game for free once.
3.8 System Recovery

Step1: When the screen shows “insert coin”, Use the key specified for recovery switch and turn it right.

Step2: Turn the machine off, wait for 30 seconds

Step3: Turn on the power, and you will see screen as below. When recovery is in progress, do not turn off the power, or the system will be destroyed permanently.

Step4: If success, will see screen as below.

Step5: Turn the key left and take it out.

Step6: Turn the machine off, wait for 30 seconds

Step7: Turn on the power. <Finish>
4. Trouble shooting

4.1 Error code

EC001

<table>
<thead>
<tr>
<th>Description</th>
<th>The steering wheel fails in automatic calibration. (The steering wheel does not rotate.)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check steps</td>
<td>Troubleshooting</td>
</tr>
</tbody>
</table>
| 1. Check out if the belt is broken or come off. | 1. If the belt is come off, please check out the reason.  
2. If the belt is broken or wear out, please replace it with the new one with the same specifications. |
| 2. Check out if the 24V power supplier is out of work. | 1. Check out if the cockpit card connector is off.  
2. Replace the 24V power supplier. |
| 3. Check out if the 24V power is connected to the cockpit card.  
4. Check out if the cockpit card has output when the machine is booting up. | 1. If there is a 24VDC power connected to the cockpit card but there is no output to the motor, please replace the cockpit card.  
2. If a voltage is transmitted to the motor and the motor does not rotate, please change the motor. |
| 5. The cockpit card is out of order. | Replace the cockpit card |

EC002

<table>
<thead>
<tr>
<th>Description</th>
<th>The automatic calibration of the steering wheel is done, but the value is wrong.</th>
</tr>
</thead>
<tbody>
<tr>
<td>Check steps</td>
<td>Troubleshooting</td>
</tr>
</tbody>
</table>
| 1. Check out if the potentiometer pins of the steering wheel are connected inversely.  
(Measure the potentiometer resistance values on feet 2 and 3 with an electric meter. The potentiometer resistance increases as the steering wheel moves clockwise, and decreases as the steering wheel moves counterclockwise. ) | If the changes in the potentiometer resistance are reversed, please swap foot 1 and foot 3.  
If there is no change in the potentiometer resistance, please replace the potentiometer. |
| 2. The cockpit card breaks down. | Replace the cockpit card. |

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### EC003

<table>
<thead>
<tr>
<th>Description</th>
<th>The cockpit card can not be recognized.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Check steps</strong></td>
<td><strong>Troubleshooting</strong></td>
</tr>
<tr>
<td>1. Check out if the USB port of the IPC motherboard is out of order.</td>
<td>Replace the USB connector to the other USB port.</td>
</tr>
<tr>
<td>2. Check out if the USB signal line malfunctions.</td>
<td>Replace the USB signal line.</td>
</tr>
<tr>
<td>3. The cockpit card malfunctions.</td>
<td>Replace the cockpit card.</td>
</tr>
</tbody>
</table>

### EC004

<table>
<thead>
<tr>
<th>Description</th>
<th>The communication of the Cockpit Card USB is disrupted.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Check steps</strong></td>
<td><strong>Troubleshooting</strong></td>
</tr>
<tr>
<td>1. Check out if the USB signal line malfunctions.</td>
<td>Change the USB signal line and check out if the ground wire of the motor is fixed on the plate.</td>
</tr>
<tr>
<td>2. The cockpit card malfunctions.</td>
<td>Replace the cockpit card.</td>
</tr>
</tbody>
</table>

### EC005

<table>
<thead>
<tr>
<th>Description</th>
<th>Pedal calibration error</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Check steps</strong></td>
<td><strong>Troubleshooting</strong></td>
</tr>
<tr>
<td>1. Use an electric meter to check out if the pedal potentiometer exceeds the dead zone. (The resistance value varies from maximum to minimum or from minimum to maximum when the pedal is press.)</td>
<td>Make sure the pedal potentiometer does not exceed the dead zone, re-enter the game operation menu to calibrate again.</td>
</tr>
<tr>
<td>2. Use an electric meter to check out if the pedal potentiometer is normal. (The resistance value will increase or decrease when the pedal is pressed.)</td>
<td>Change the potentiometer of the pedal, and enter the game operation menu to calibrate again.</td>
</tr>
</tbody>
</table>
**EC006**

<table>
<thead>
<tr>
<th>Description</th>
<th>Brake calibration error</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Check steps</strong></td>
<td><strong>Troubleshooting</strong></td>
</tr>
</tbody>
</table>
| 1. Use an electric meter to check out if the brake potentiometer exceeds the dead zone. (The resistance value varies from maximum to minimum or from minimum to maximum when the pedal is press.) | 1. Make sure the brake potentiometer does not exceed the dead zone, re-enter the game operation menu to calibrate again.  
2. Change the brake potentiometer, and enter the game operation menu to calibrate again. |
| 2. Use an electric meter to check out if the brake potentiometer is normal. (The resistance value will increase or decrease when the pedal is press.) | Change the brake potentiometer, and enter the game operation menu to calibrate again. |

**EC007**

<table>
<thead>
<tr>
<th>Description</th>
<th>Automatic calibration of the steering wheel fails.</th>
</tr>
</thead>
<tbody>
<tr>
<td><strong>Check steps</strong></td>
<td><strong>Troubleshooting</strong></td>
</tr>
<tr>
<td>1. Use an electric meter to check out if the wheel potentiometer is normal. (The resistance value will increase or decrease when the steering wheel turns left and right.)</td>
<td>Replace the wheel potentiometer. (Please note if the wheel potentiometer exceed the dead zone the wheel potentiometer is to be replaced.)</td>
</tr>
<tr>
<td>2. The cockpit card malfunctions.</td>
<td>Replace the cockpit card.</td>
</tr>
</tbody>
</table>
## 4.2 General issues

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No power</td>
<td>Make sure the power connector is connected and have correct voltage. Make sure all switches are “ON”.</td>
</tr>
<tr>
<td></td>
<td>Check the distribution switch is “ON”.</td>
</tr>
<tr>
<td>PC can’t recognize token</td>
<td>Reconnect the token and restart.</td>
</tr>
<tr>
<td></td>
<td>Change token to another USB port.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change token.</td>
</tr>
<tr>
<td>PC shut down suddenly</td>
<td>Using a separate power supply</td>
</tr>
<tr>
<td></td>
<td>Make sure the computer power cord and switch work properly.</td>
</tr>
<tr>
<td></td>
<td>Reconnect RAM, VGA card</td>
</tr>
<tr>
<td></td>
<td>Change the PC power supply.</td>
</tr>
<tr>
<td>PC Crash</td>
<td>Restart the PC.</td>
</tr>
<tr>
<td>Machine overheat</td>
<td>Check all fans work properly.</td>
</tr>
<tr>
<td></td>
<td>Ensure no objects block the vents.</td>
</tr>
<tr>
<td>Can not insert coin</td>
<td>Remove stuck coins.</td>
</tr>
<tr>
<td></td>
<td>Go to operator menu check coin setting.</td>
</tr>
<tr>
<td></td>
<td>Reinstall reference coin.</td>
</tr>
<tr>
<td>Can not recover system</td>
<td>Make sure recover USB disk is connect to the PC.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the Hard Disk.</td>
</tr>
<tr>
<td>Can not enter operator menu</td>
<td>Check wire connecting between cockpit card and OP switch.</td>
</tr>
<tr>
<td></td>
<td>Recover the system</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the cockpit card.</td>
</tr>
<tr>
<td>Free Key not functional</td>
<td>Check wire connecting.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the cockpit card.</td>
</tr>
</tbody>
</table>
## 4.3 Display

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No screen</td>
<td>Update VGA driver.</td>
</tr>
<tr>
<td></td>
<td>Check screen wire connecting.</td>
</tr>
<tr>
<td></td>
<td>Check VGA card wire connecting.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the VGA card.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the LCD.</td>
</tr>
<tr>
<td>No screen and no sound</td>
<td>Ensure PC power input is correct.</td>
</tr>
<tr>
<td></td>
<td>Ensure PC power switch is “ON”</td>
</tr>
<tr>
<td></td>
<td>Restart the PC.</td>
</tr>
<tr>
<td></td>
<td>Recover the system</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the Hard disk.</td>
</tr>
<tr>
<td>Lag problem</td>
<td>Update VGA driver and restart the PC.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the VGA card.</td>
</tr>
<tr>
<td>Resolution is not right</td>
<td>Change resolution to 1280x768.</td>
</tr>
<tr>
<td>LCD abnormal</td>
<td>Contact Injoy Motion Corp. to change the LCD.</td>
</tr>
</tbody>
</table>
### 4.4 Sound

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>No sound</td>
<td>Go to operator menu change volume setting. Adjust amplifier volume.</td>
</tr>
<tr>
<td></td>
<td>Check wire connecting.</td>
</tr>
<tr>
<td></td>
<td>Contact Injoy Motion Corp. to change the amplifier.</td>
</tr>
<tr>
<td>Poor sound</td>
<td>Contact Injoy Motion Corp. to change the amplifier.</td>
</tr>
</tbody>
</table>

### 4.5 Control

| Problem                              | Solution                                                                 |
|                                     |                                                                          |
| START / VIEW Button failure          | Change micro switch.                                                     |
|                                    | Check wire connecting.                                                   |
|                                    | Contact Injoy Motion Corp. to change the cockpit card.                   |
| Wheel failure                       | Check motor wire connecting.                                             |
|                                    | Contact Injoy Motion Corp. to change the motor.                         |
|                                    | Change the potentiometer.                                               |
|                                    | Contact Injoy Motion Corp. to change the cockpit card.                   |
| Gear not working                    | Check wire connecting and micro switches.                                |
|                                    | Contact Injoy Motion Corp. to change the cockpit card.                   |
| Pedal and brake not working         | Go to operator menu check pedal setting and do calibration.             |
|                                    | Change the potentiometer.                                               |
|                                    | Contact Injoy Motion Corp. to change the cockpit card.                   |
| Airbag not working in the game.     | Go to operator menu device test and check if all airbags work fine.     |
|                                    | Make sure the power switch of the air compressor is ON.                 |
|                                    | Check if air compressor works properly.                                 |
|                                    | Check the 12V on the SSR card near the cockpit card.                     |
|                                    | Contact Injoy Motion Corp. to change air compressor or SSR card.         |
## 4.6 Link

<table>
<thead>
<tr>
<th>Problem</th>
<th>Solution</th>
</tr>
</thead>
<tbody>
<tr>
<td>Can not link</td>
<td>Make sure cable is good. Contact Injoy Motion Corp. to Change the cable.</td>
</tr>
<tr>
<td></td>
<td>Make sure no duplicate IP address.</td>
</tr>
<tr>
<td></td>
<td>Make sure no duplicate computer name.</td>
</tr>
<tr>
<td></td>
<td>Make sure all software is the same version.</td>
</tr>
</tbody>
</table>
Main Parts

<p>| | | | | | | | |</p>
<table>
<thead>
<tr>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
<th></th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>PC</td>
<td>5</td>
<td>Extension card</td>
<td></td>
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</tr>
<tr>
<td>2</td>
<td>Air compressor</td>
<td>6</td>
<td>Transformer (only for 220V machine)</td>
<td></td>
<td></td>
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<td></td>
</tr>
<tr>
<td>3</td>
<td>Cockpit card</td>
<td>7</td>
<td>Pneumatic valve</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td>4</td>
<td>Power supply</td>
<td>8</td>
<td>Input AC power</td>
<td></td>
<td></td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
4.7 Technical Support

Service center: Injoy Motion Corp.
Phone: +886-2-2267-6317
Fax: +886-2-2267-5906
Time: 9:00AM~6:00PM (GMT+8), Monday to Friday
E-mail: support@injoymotion.com

When you contact technical support, please provide the following information so that we can understand the situation and solve your problem as soon as possible, thank you for your cooperation:

1. Machine serial number __________________________________________
2. Software version _________________________________________________
3. Error code _______________________________________________________
4. Problem Description ______________________________________________
5. Any changes to the system __________________________________________
Appendix A: How to change potentiometer in pedal module

Pedal module:

1. Remove potentiometer:
   
   Step1: Loosen and remove screw①.
   Step2: Take off gear②.
   Step3: Loosen screw③.
   Step4: Take off gear④.
   Step5: Loosen and remove the washer⑤.
   Step6: Take out potentiometer⑥.
2. Install potentiometer:

Step1: Put in potentiometer⑥.
Step2: Place Washer⑤ and fix it.

Step3: Use meter to measure resistance value between pin2 and pin3 of the potentiometer, and make sure 1.6Kohm for pedal, 2.6Kohm for brake.

Step4: Install gear④.
Step5: Fix screw③.
Step 6: Install gear 2, and make sure gear 4 close to second tooth of the gear 2.

Step 7: Install screw 1 and fix it.

Step 8: Use meter to measure resistance value between pin 2 and pin 3 of the potentiometer. <Finish>

- Release accelerator should be 1.6 Kohm
- Press the accelerator should be 3.2 Kohm
- Release the brake should be 2.6 Kohm
- Press the brake should be 3.5 Kohm
Appendix B: How to connect tubes

1. Insert
   A. Insert the tube to the end.

   ![Insert the tube to the end]

B. Finish

   ![Finish connection]
2. **Pull out**
   A. Push the releasing ring in the front of the quick coupler.

   ![Pulling out the releasing ring](image1.png)

   B. Pull out the tubes

   ![Pulling out the tubes](image2.png)
Appendix C: How to change airbag

A. Introduction

B. Change Airbag no.1~4

C. Change Airbag no.5

A. Introduction

- Fixation screws
- Quick coupler
- Airbag screws

Front: Airbag no.1
Right: Airbag no.4
Mid: Airbag no.5
Back: Airbag no.2

Left: Airbag no.3

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B. Change Airbag no.1~4 (Take changing airbag no. 3 for example)

Step1: Use solid object to support the motion base.

Step2: Remove 2 airbag screws.

Step3: Remove 4 fixation screws.
Step 4: Remove the tube (refer to Appendix B).

Step 5: Remove 2 airbag screws and quick coupler.

Step 6: All Components are as below.
Step 7: After change airbag, tighten 2 airbag screws and quick coupler.

Step 8: Install 4 fixation screws.

Step 9: Install 2 airbag screws. <Finish>
C. Change Airbag no.5

Step 1: Remove 4 seat fixation screws.

Step 2: Remove the seat.

Step 3: Remove 2 airbag screws.
Step 4: Open the seat base, and find the airbag 5.

Step 5: Remove 2 fixation screws.

Step 6: Remove the tube and screws, and change airbag.
Step 7: After changing, lock 2 airbag screws, tube, and 2 fixation screws.

Step 8: Cover the seat base, tighten 2 airbag screws.

Step 9: Install the seat back. <Finish>
Appendix D: Clean the drain valve

Follow the steps below to clean the pathway inside the drain valve:

1. Remove the metal piece
2. Remove the body-part

3. Remove 4 screws

4. Remove the core-part
5. Clean the two-way valve inside

6. Install the core-part

7. Install 4 screws
8. Install the body-part

9. Install the metal piece <Finish>
Appendix E: Connection for coin accepter

LINE-AP-COIN is the main cable for the coin accepter. There are three branches for LINE-AP-COIN:

1. **“Coin-P”** input power 12V to the coin accepter.

   **Connector assignment:**
   - Pin1: 12VDC
   - Pin2: ground
   - Pin3: none
   - Pin4: none

2. **“Coin-Ex”** output credit signal from the coin accepter

   **Connector assignment:**
   - Pin1: credit pulse
   - Pin2: ground

3. **“Count”** output coin count to the counter

   **Connector assignment:**
   - Pin1: coin count
   - Pin2: 12VDC