NoMote-6 6-in-1 JAMMA Switcher Remote Eliminator Board Installation Guide





The latest version of this manual, and ordering information can be found at: <u>http://www.projectvb.com/nomote</u>

NoMote-6 Features:

-Eliminates the need for a wireless remote control on the 6-in-1 JAMMA Switcher

-Active slot can be selected using one or two buttons

-Button function is programmable to either:

-One button to select next port, (optionally) other button to select previous port -Press both buttons simultaneously to select next port

-Can use dedicated game selection button, or existing buttons (i.e. start buttons)

-Button hold duration is programmable

-Startup port is programmable

-Unused ports can be disabled



NoMote-6 HW Version 2

NoMote-6 HW Version 1

The NoMote-6 is warranted for 30 days from date received, if properly installed. Improper installation or modification voids the warranty. The warranty covers only the NoMote-6, not the JAMMA switcher, game PCBs, etc.

Note: Installation of this device may expose the installer to dangerous voltages and may void the warranty of the JAMMA switcher. Installation must be performed by qualified technicians only. Install only at Electrostatic Discharge (ESD) safe workstations. Read this entire manual before starting. Install at your own risk. Installation of the NoMote-6 Remote Eliminator can be broken into 4 basic steps.

1) Remove remote receiver:

The first step is removing the receiver for the remote control from the switcher board. The easiest and safest way to remove the receiver without damaging the board is to cut the pins to the remote board (or carefully rock the receiver board back and forth until the pins break) and desolder each pin individually. A soldering iron and solder sucker is the most common method for removal, but a dedicated desoldering iron or desoldering braid works too. Care must be taken not to damage traces on the board when removing the receiver.





2) Install NoMote-6:

Make sure the holes are clear of solder, then place the NoMote-6 in the holes, making sure that the screw terminal is facing toward the JAMMA edge connector. Solder the pins in place, and cut the excess length of legs.



3) Connect wires:

If connecting separate up and down select buttons, connect "select up" to the left side of the input, and (optionally) connect "select down" to the right side. If using the two button combination, connect one button to each side of the input connector. The switches should be grounded on the common terminal of the switch, and for convenience, the input can be connected to either the normally open (NO) or normally closed (NC) terminals of the switch. The screw terminals require a small flat head jeweler's screwdriver. The screw terminals are small, so take care not to apply excess force to the terminal, nor over tighten the screws.



Dedicated select up/down buttons can be connected, or existing buttons can be used by connecting directly to the switch, or connecting to the corresponding pin on the JAMMA edge connector. If connecting to the JAMMA edge, use caution not to get excess solder on the connector fingers which make contact with the JAMMA socket. This could damage the socket by bending the pins out of shape. If you're unsure of your ability, place tape over the area you want protected from solder to prevent the solder from flowing. Kapton tape is recommended, though standard masking tape works too.



If you would like to explicitly select each game, you can connect individual buttons or a multi-way switch to J4 and J5. On J4, pin 1 selects slot 1, pin 2 selects slot 2, and pin 3 selects slot 3. On J5, pin 1 selects slot 4, pin 2 selects slot 5, and pin 3 selects slot 6. This mode works independently of the standard up/down mode, so if ports are disabled in the standard mode, they can still be selected in this force port mode.

4) Configuration:

It is recommended to remove any game PCBs during configuration to prevent unnecessary powering on/off of the boards. Before configuration, it is a good idea to do a **factory reset**, to ensure a good baseline configuration.

To do a **factory reset**, hold the *program button* while powering the system on. This sets the default settings of "select up" = Input 1, "select down" = Input 2, connected to normally open contact of switch, no hold duration, early switching, startup port = 1, no disabled ports.

To set the **startup port** and **enable/disable ports**, select the desired **startup port** and click the *program button*. Then either click the *program button* to enable the port, or hold the *program button* (until the port changes) to disable the port. Repeat until the **startup port** is selected again to save and exit this mode.

To perform the **button setup**, you must first decide whether you want **early switching**, which switches <u>immediately</u> after the required hold duration, or **late switching**, which switches <u>after the buttons are released</u>, after being held for the required hold duration. **Early switching** is suitable for most setups, but **late switching** may be required for some games which are affected by having a button pressed during boot (which may start the game immediately, enter a test mode, etc).

To select between **separate** or **simultaneous** *select buttons* and to program the **hold duration**, hold the *program button* and press either the "*select up*" *button* (input 1) for **separate**, or both *select buttons* for **simultaneous**, and hold the *select button(s)* for the desired **duration**. To select **early switching**, release the *select button(s)* before the *program button* after the desired **duration**. To select **late switching**, release the *program button* before the *select button(s)* after the desired **duration**. For easier set up, you can also press and hold the *program button* for >3 seconds, which will hold it in **early switching** programming mode. Once in this mode, simply press, hold, and release the *select button(s)* as described above. Button programming automatically detects which contact (**NC** or **NO**) of the switch it is connected to.