

# Craps Table Display

Model CTD-711

## Installation & Operation Manual

### Installation:

The Craps Table Display CTD-711 is shipped in two separate packages containing: a) the 6' long mounting pole, and b) the display and keypad units. The following steps outline the installation sequence of the unit. Figures are provided below aid in identification of the component parts.

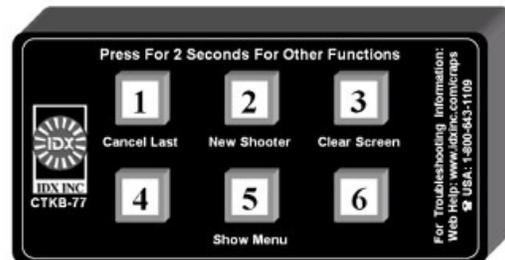
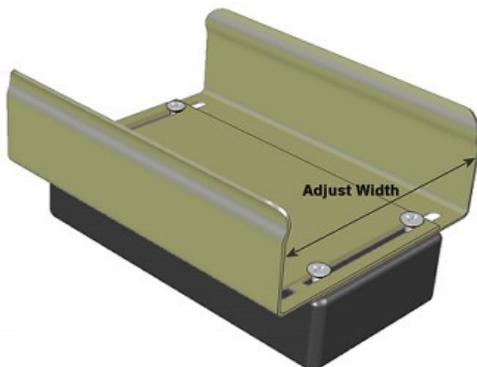
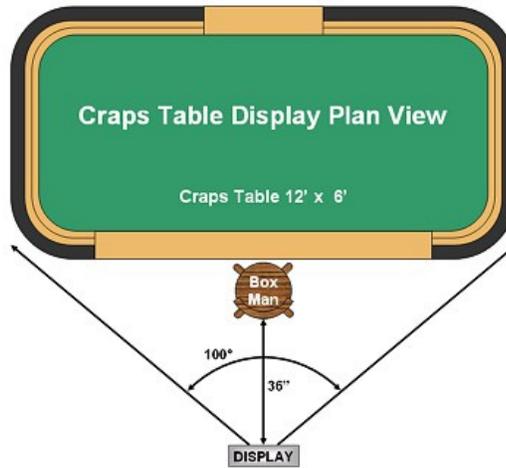
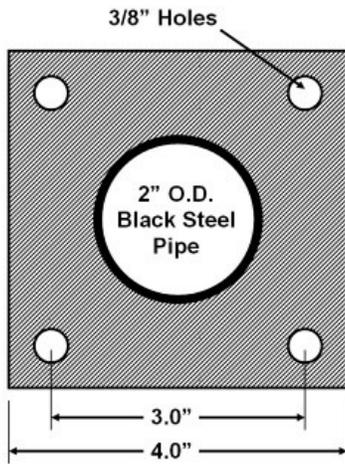
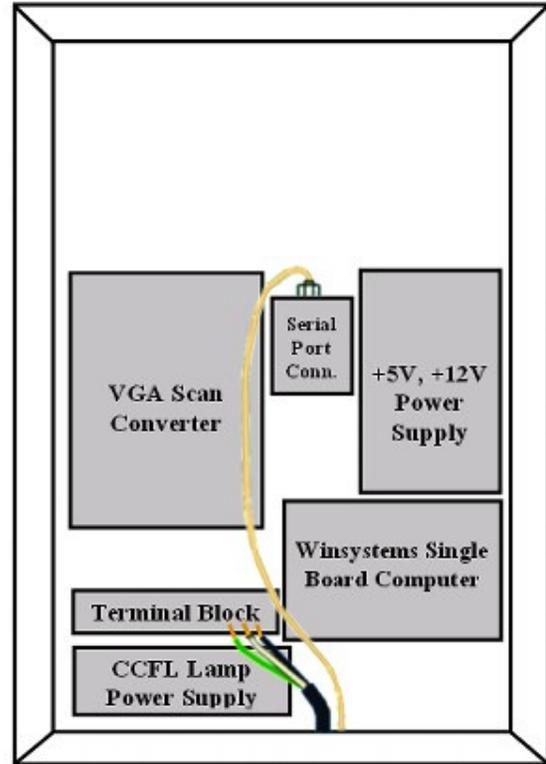
1. Unpack the component parts from their shipping packages.
2. Remove the 10 screws holding the back cover of the display unit, and remove the back cover.
3. Thread the power cord and keypad cable through the mounting pole and into the display unit.
4. Attach the mounting pole to the display unit with the provided bolts.
5. Plug the keypad cable into the RJ11 (telephone style) serial port connector inside the display unit.
6. Connect the three power cord wires to three right terminals of the terminal block - in the order of Green-White-Black from left to right.
7. Replace the back cover and fasten it with the 10 screws previously removed.
8. Connect the keypad to the far end of its cable.
9. Connect power to the unit and verify functionality prior to floor installation.
10. Cut carpet, then mark and drill holes in the floor for four 1/4" or 3/8" bolts in a 3" pattern.
11. Prepare floor as necessary for routing of power and routing of keypad cable to the craps table.
12. Lay the bottom end of the pole near the mounting position and route wires as appropriate.
13. Mount the unit on the bolts and fasten tightly.
14. Trim carpet to achieve a clean finished look.
15. Loosen screws slightly on under side of keypad and adjust clip width for table rail width.
16. Route keypad cable under the table and fasten in manner that allows easy keypad removal.



### Installation Notes:

Please review these notes in consideration of practical issues related to the installation.

1. When routing the wires up the mounting pole you have the option for the wires to exit the pole at the bottom either through a hole in the center of the bottom mounting plate, or through a hole in the side of the pipe a few inches above the mounting plate. Which hole you use will depend on exactly how you intend to provide access to power. In most cases power will be available in conduit below the floor and you will want to run the keypad cable (standard 4-wire telephone cord) under the carpet to the craps table.
2. The keypad cable should be mounted to the underside of the table in a manner that allows staff to easily unplug and remove the keypad when the table is closed. This should include a means for preventing the cable end from hanging down from the table when unattached to the keypad.



## **Operation:**

**Startup:** When the unit starts at power-up you will see the display show a series of Linux boot-up screens followed by the automatic start of the Craps Table Display software application. After starting and prior to any keypad entry of dice rolls the unit will randomly display dice, more to indicate that the unit is up and running than anything else.

**Roll Entry:** After a player rolls the dice, the corresponding keys on the keypad are pressed. For example, if the player rolled a 4 and a 6, then the operator sequentially presses the 4 button and then the 6 button. When each button is pressed it is illuminated for about 2 seconds to indicate that it has been pressed. Only upon sequential pressing of two buttons is the information transmitted from the keypad to the display unit. If a second button is not pressed within this time frame then the first button is ignored. If the player rolls a pair of 3's then the three button is pressed twice. Upon the second press the button will go from solid illumination to flashing illumination to indicate that it has been pressed a second time.

**Error Correction:** If an entry is made in error, the operator simply presses the 1 button for at least two seconds continuously, after which a message is sent from the keypad to the display unit to un-do the last entry.

**New Shooter:** Sometimes a shooter may leave the game prior to rolling his point. In such a case it will be necessary to tell the display unit that the sequence has been interrupted and a new shooter has started rolling by pressing and holding the 2 button for more than 2 seconds.

**Clear Screen:** Under certain circumstances it may be desirable to clear the screen of all dice roll history. This is accomplished by pressing and holding the 3 button for at least two seconds.

**Menu:** In addition to the above special functions that may be required by the operator, when the 5 button is pressed and held for at least two seconds the display unit will show the following menu.

>1 Demo Mode  
>2 Real Time Mode  
>3 Show Buttons  
>4 Hide Buttons

Press button 1 to start the Demo Mode, which causes a random number generator to automatically generate a dice roll entry every 2 seconds and display it on the screen as if an operator had entered it. Press button 2 to return to Real Time Mode for use by the operator to enter and display the dice rolls of players. Menu items 3 and 4 are for diagnostic purposes and cause some Windows-type buttons to show on the screen, or be hidden from screen view.

**Note: This product is the subject of US Patents and/or Patents Pending**



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