



AMI Jukebox Mega-Link® Setup for the Megatouch FireFly

The FireFly must be connected to a wireless broadband Internet connection in order to function. To establish this network connection, you must enter and complete the Connection Wizard.

The FireFly can also be linked to an AMI-powered jukebox, allowing customers to view and play jukebox music directly from the FireFly. After initiating the link, the game will download the AMI catalog. This could take about 30 minutes. There is a catalog download available on the Web site which will decrease this time (<http://www.meritgames.com/amidatabase.asp>). Download the catalog and load it on your game prior to initiating the link.

Configuring Your Network Connection

Upon initial boot up of the FireFly, you'll be taken to the Network screens (after you have set your operator PIN). If this is the initial boot up of your FireFly, please skip to step 2 below. If you need to enter the Connection Wizard any time after the initial set up of the system, please enter Operator Setup (how to do so is described earlier in the manual) and begin below with step 1.

IMPORTANT: When your FireFly calls in to the MegaNet server or downloads the AMI music catalog, we recommend that it is in the Docking Station.

1. Enter Operator Setup and touch the **Network** button and then **CONNECTION WIZARD**.
2. Select your time zone and touch **NEXT**.
3. You'll then be asked if you would like to register this machine with MegaNet or if it has already been registered. Touch the appropriate option for your machine.
4. Touch **WIRELESS ETHERNET** as the connection method you wish to use.

NOTE: If you're using wireless security, only 64 or 128-bit WEP encryption is supported.

5. After touching **WIRELESS ETHERNET**, you'll be prompted to choose your connection method.
 - If you want to connect to an AMI router, touch **AUTO-CONNECT TO AMI ROUTER**.
 - If you want to connect to a non-AMI router, touch **OTHER WIRELESS ROUTER OR ACCESS POINT**. The game will then scan for available networks. To select a network from the list, touch it and then touch **NEXT**. If your network does not appear in the list, touch **MANUAL CONNECTION**, enter the SSID (network name) of the network you want to connect to, and then touch **ENTER**. If your network has a security key (password), enter it and touch **ENTER**. If you have not set a password, simply touch **NEXT**.
6. On the next screen, touch **ACCEPT SETTINGS AND CONNECT** to accept the default settings. If you wish to change the settings, touch **MODIFY SETTINGS** and use the **SET** or **MANUAL** buttons to enter the new settings. For help with any of the settings, touch the **?** buttons on screen. After you have entered in your new settings, touch **DONE** and then touch **ACCEPT SETTINGS AND CONNECT**.
7. If you make a successful connection and want to retain these settings, touch **SAVE SETTINGS AND UPDATE**. If the connection fails, touch the **MORE INFO** button to determine the cause.
8. Your FireFly will then need to call in to the MegaNet Server to complete the connection process. After an initial connection to the server has been made, a second connection must be made in order for all connection features to be fully operational. This call in can also be performed by entering Operator Setup, touching **Network**, and then touching **CONNECT TO MEGANET/UPDATE FROM SERVER**. When your machine makes the second connection, the time that it calls in will be set as your default



update time. This can be changed by entering the Network Menu, touching **NETWORK OPTIONS**, then touching **SET** next to "**UPDATE TIME**".

9. Touch the **X** in the upper-right corner and confirm you want to exit out of the Network Screens. Then, touch the **System** button, followed by the **AMI Setup** option.
10. To enable AMI Music Connectivity, ensure that the Jukebox ID is set to connect automatically. Accept the default values for the Server URL and Agent Name, then touch **Connect**.
11. Enter and confirm the AMI Entertainment username and password (created with your initial jukebox account) that's utilized for Web site access.

NOTE: If a jukebox is not detected, you will be prompted to manually configure the jukebox information obtained from your jukebox setup screen. On your jukebox, go into "Service", then select the "Diagnostics" and "System Information" options on screen. Enter the MAC Address, exactly as it appears on the jukebox, into the Jukebox ID field on your Megatouch game. (The defaulted Server URL and Agent Name are also listed on the jukebox setup screen.) Once the information is entered, touch "Connect" once again on the AMI Setup screen to proceed.

12. The game will download the music. A "**Connection Successful**" message will appear when finished, followed by an option to enable the link. Touch **YES** to complete the process. Once the link is established, you may return to the AMI Setup screen to disable, test, or view link details.
13. Touch **MAIN MENU** at the top of the screen, then touch **Credits/Pricing**.
14. Touch **AMI Play Cost** to configure the price of music selected from the game. Use the arrows to set the two-digit credit cost (e.g. "02" = 2 credits) for each of the 3 play options: One Song Play, MOD (Music On Demand) Play, and Priority Play (My Song First) Cost.

NOTE: The cost of one song must be set to a minimum amount of 33¢. If your game is set to one credit is equal to 17¢, each field in the AMI Play Cost Screen must be at least 2 credits in order for the units to link.

The same AMI music billing applies for songs selected through the game.

15. Touch the **X** in the upper-right corner of the screen and confirm you want to exit the setup screens.