



COLORDMD

Installation Instructions
for **SPIKE** - CHROMA eDP

Congratulations on the purchase of a new ColorDMD display. The ColorDMD will enhance your pinball machine by introducing *color* to the dot matrix display graphics produced by the game.

- Tools / Parts Required:
- 1/4" Nut Driver
 - 5/16" Nut Driver
 - Phillips Screwdriver
 - Clear DMD Shield (sold separately)
 - Mounting Standoffs Kit (sold separately)



*Be sure to turn **OFF** the power to the pinball machine before installing the ColorDMD display.*

- STEP **1** Carefully remove the translite from the backbox and lower the speaker panel to the position shown in Fig. A to gain access to the backbox.

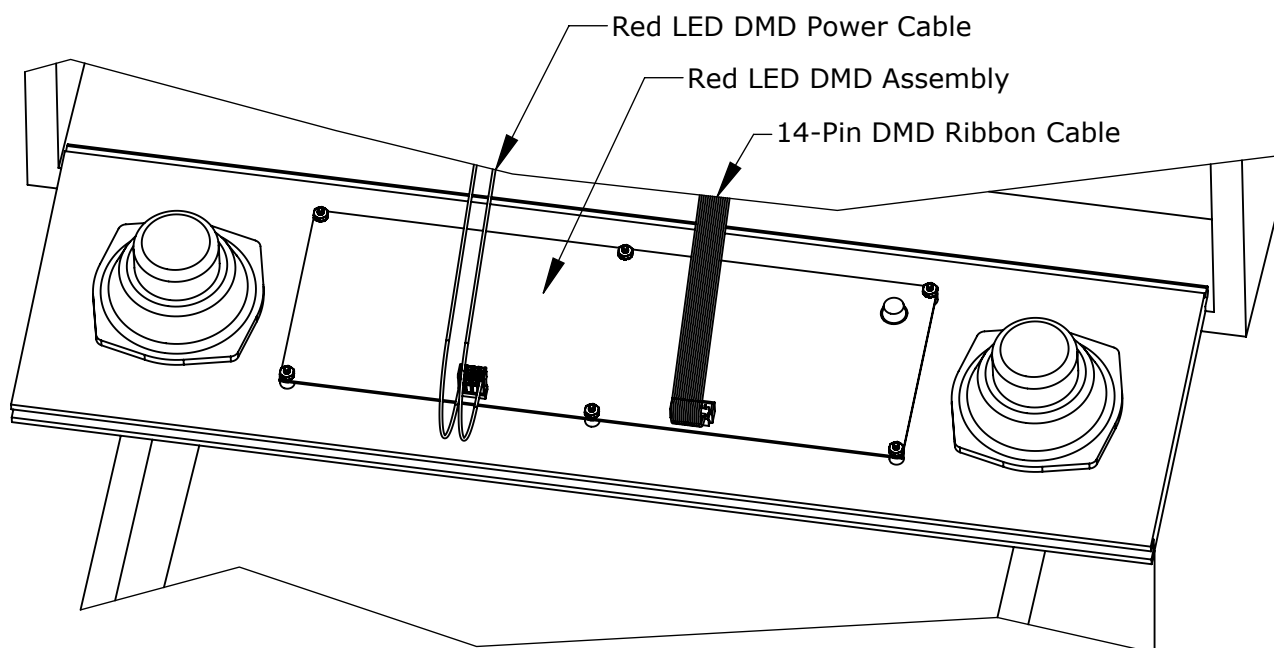


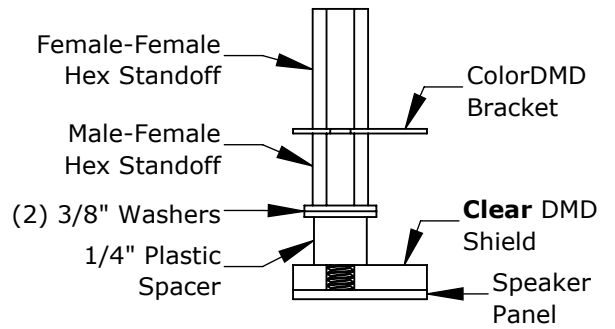
Figure A

- STEP **2** Disconnect the DMD power and ribbon cables from the DMD (see Fig. A). Completely disconnect the DMD Power Cable from the game by unplugging the other end in the backbox.
- STEP **3** Remove the DMD assembly mounting nuts. Remove the original DMD assembly from the game and store it in a safe place.
- STEP **4** Remove the red plastic DMD lens and store it with original DMD. Carefully install the new ColorDMD Clear DMD Shield.

Using the Mounting Standoff Kit:

STEP 5

- Place one 1/4" plastic Spacer on each of the 4 corner DMD studs.
- Add two washers to each Spacer.
- Thread one Male-Female Hex Standoff to each corner DMD stud.



See Fig. B for stacking order.

Figure B

STEP 6

Remove the protective film from the front side of the new ColorDMD display and position the display face down on the speaker panel (centered in the orientation shown in Fig. C) while aligning the four SPIKE mounting holes (see Fig. D) with the Male-Female Threaded Hex Standoffs installed in step 5.

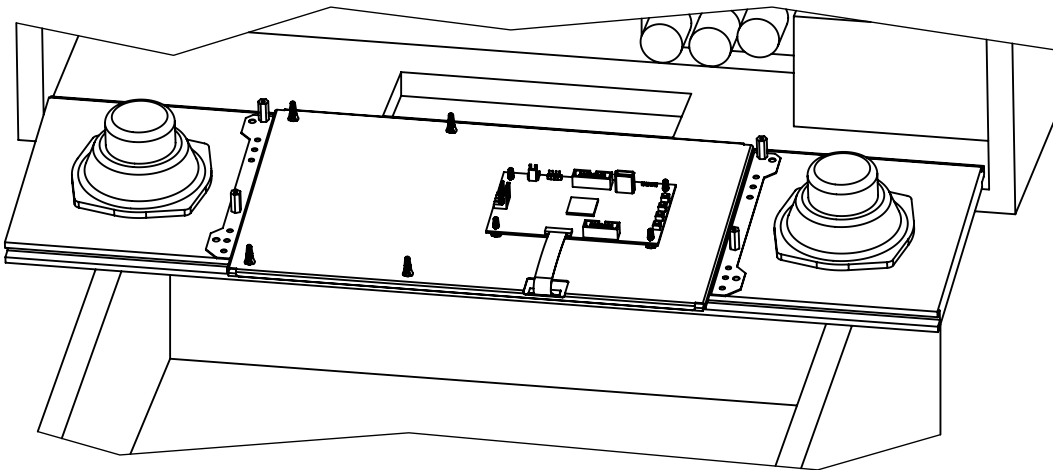


Figure C

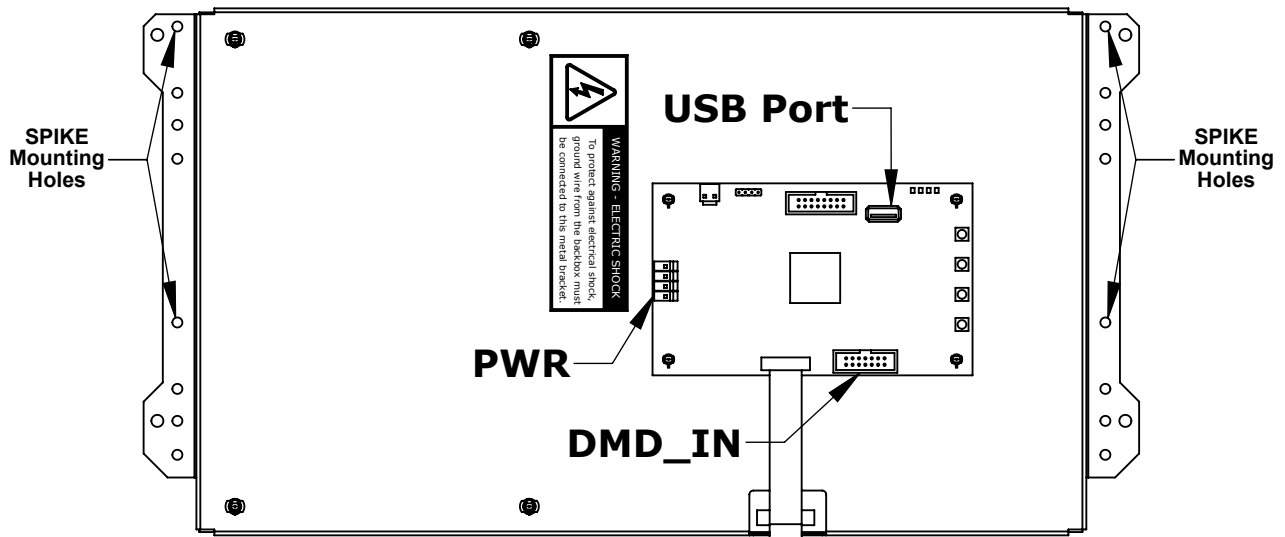


Figure D

STEP 7

Use the four Female-Female Threaded Hex Standoffs in the Mounting Standoff Kit to fasten the ColorDMD display to the speaker panel (see Fig. C).

- STEP **8** Locate the included ColorDMD Power Cable. One end of the cable has a single connector (see Fig. E). Plug this connector into the PWR header (see Fig. D) on the ColorDMD circuit board.

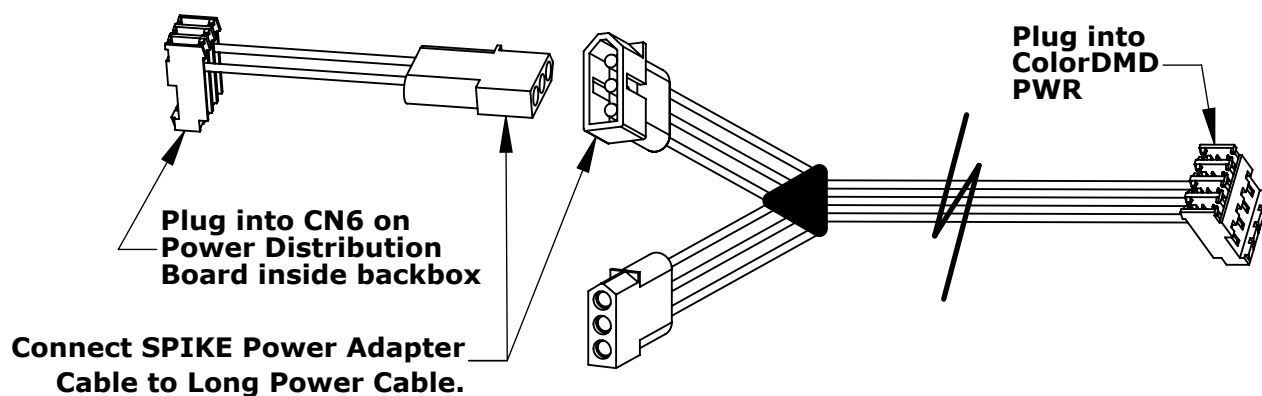


Figure E

- STEP **9** Connect the SPIKE Power Adapter Cable to ColorDMD Power Cable (see Fig. E). Plug the SPIKE Power Adapter Cable into CN6 of the Power Distribution Board located in lower right corner of backbox (See Fig. F).

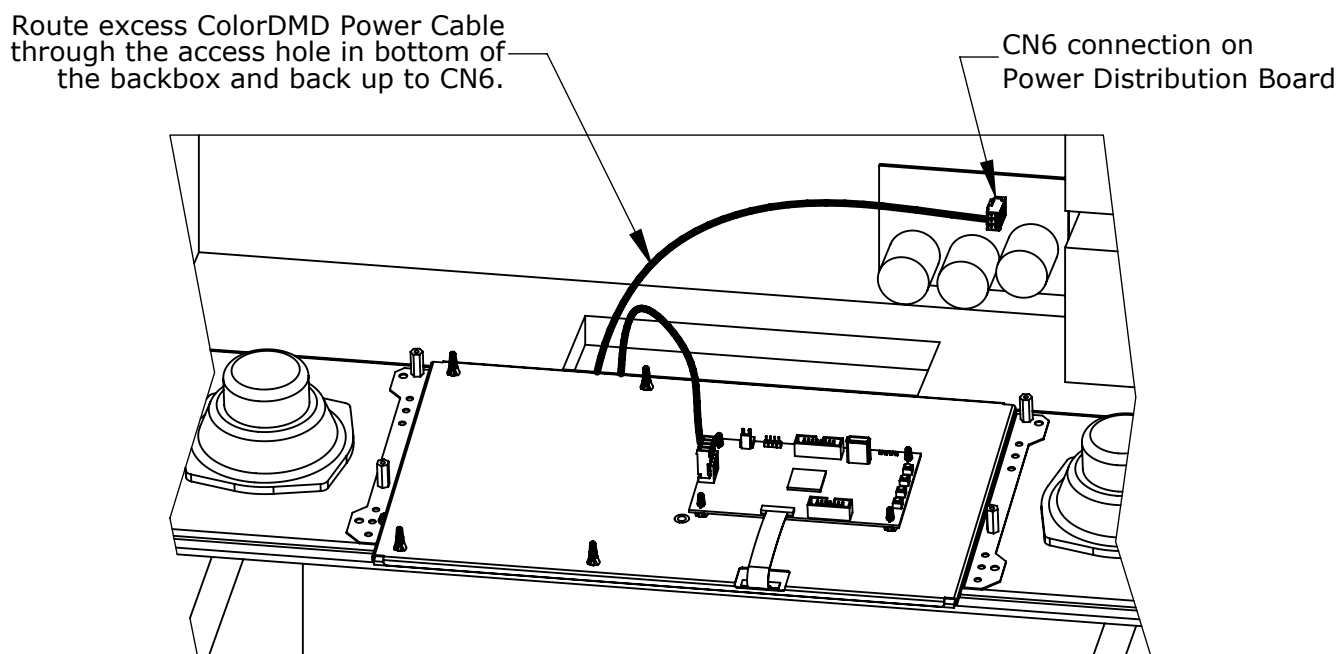


Figure F

- STEP **10** Plug the 14-Pin ribbon cable into DMD_IN on the ColorDMD with the **red stripe nearest the push-buttons** (see Fig. G). The other end of this cable should still be plugged into CN23 on the SPIKE Board with red stripe facing toward the right.

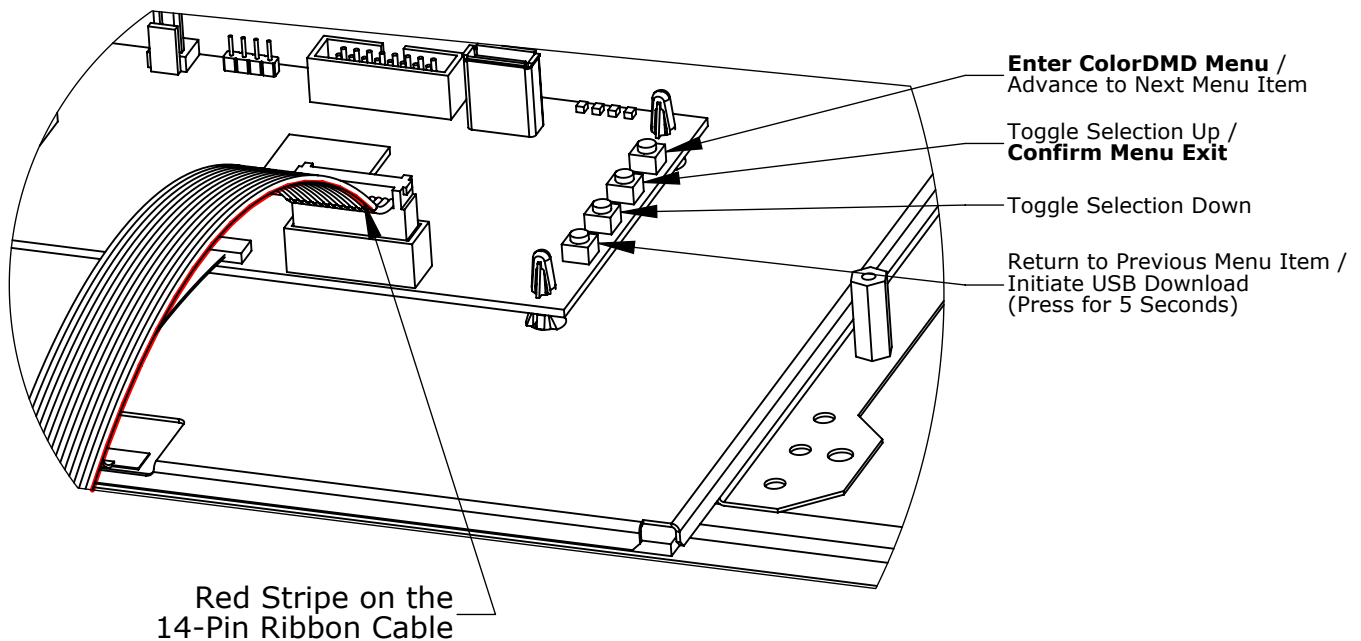



Figure G

WARNING.  *Double check for proper alignment of **all** cable connections.* **Electric Shock Hazard** - To protect against accidental electric shock, **DO NOT** operate the game without ensuring that the ColorDMD metal bracket is electrically grounded through contact with the metal speaker panel.

- STEP **11** While ensuring no wires get pinched, raise the speaker panel and turn on the pinball machine.

- STEP **12** Locate and press the right-most *ColorDMD Menu* button (See Fig. G) to customize the display settings. Continue pressing the button to advance to the "MOUNTING" menu. Next, use the *Toggle Selection Up* button to change the setting to "SPIKE".

- STEP **13** Press the right-most button to advance to the "EXIT AND SAVE" menu. Press the *Confirm Menu Exit* button to save settings and return to game mode. Video should appear on the new ColorDMD Display. Visit ColorDMD website to download game specific color ROM file and install using USB thumb drive. Have fun!

For additional information regarding display settings please visit our website at **www.colordmd.com**.