



Port-A-Flash Update Device

The Port-A-Flash Update Device (part No. 42040) is a quick, easy and reliable way to upload software, league files and even ads on to a Galaxy II. The Port-A-Flash performs a software update in less than a minute! That's quicker than a network update or the G2Update program.

Note: It is recommended that only a 16 or 32 megabyte Compact Flash Card be used with the Port-A-Flash.



Part No. 42040

The required steps at the Galaxy II

Before the Galaxy II can be updated using the Port-A-Flash, there are a few vital steps that need to be taken. The Galaxy II software needs to be Version 0.57 or higher for the Port-A-Flash to work.

Install the Rubber Bumper (Part No. 42054) on the target back under the IDE connector (P3) of the mainboard. This keeps the mainboard from excessive flexing when the Port-A-Flash is attached. Two Rubber Bumpers are included with each kit. More are available from Arachnid upon request.

The required steps at the PC

Dartman for Windows Version 1.1.285 minimum is needed as well as a Compact Flash Card Reader/Writer. A USB Compact Flash reader/writer (Part No. 42063) is available from Arachnid or an alternate flash card reader/writer may be purchased from another source. On Windows operating systems Win 98\98 SE or above, the Compact Flash reader/writer should automatically be detected. If the reader/writer is not automatically detected, follow the instructions below:

Note: The instructions below are for the Arachnid Compact Flash Card Reader/Writer. For all other products follow the instructions in that devices user manual.



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1. Plug the compact flash card reader/writer into a USB port.
2. Insert the Reader/Writer Installation CD that came with our product into your CD drive.
3. Follow the instructions on the following screens, clicking **Next** or **Finish** when appropriate.

Putting Software On The Flash Card Directly from the Support CD

To update a Galaxy II using the Port-A-Flash, software must first be loaded onto the Compact Flash Card (Part No. 42039). Follow the instructions below:

1. Insert the Dartman for Windows CD. After the main menu opens click on **Dartboard Update Disk**.
2. Click on the **Install to Port-A-Flash** option. The "Install Galaxy II Software" check box will automatically be checked.
3. Use the drop down box and select the Compact Flash Card Reader / Writer drive letter.
4. Click on **Install**. The software will be automatically put on the Compact Flash Card.



If Galaxy II software updates are acquired from another source, such as the website or technical support, DartComm can automatically extract the Galaxy II files and put them on the Compact Flash Card. To perform this function follow the instructions below:

1. Put the Galaxy II software CAB file in the DartComm installation directory. By default this directory is C:\Program Files\Dartman\DartComm.
2. Dartman for Windows must be open.
3. Click on **COMMUNICATIONS** on the side menu.
4. Select **RUN DARTCOMM**.
5. With the **GENERATE FILES** menu open select the files that you want to generate or click **NO** to enter DartComm without generating any files. Keep in mind that there may be problems transferring the data if Auto Phone Calls and League Files are not generated. Checking **CLEAR CALLS** will clear the Auto Phone List. This is suggested to be done at the end of a season.
6. On DartComms main menu, click on **DISK/ZIP/POCKET PC**.
7. Click on **Port-A-Flash**.
8. Verify the *Galaxy 2 Software Update* option is checked.
9. Verify the proper drive for the Port-A-Flash reader\writer is selected.
10. Click **Create Update**.

If you do not wish to use DartComm, it is possible to manually extract the software from the CAB file and put it on the Compact Flash Card. To do this, follow the instructions below:

1. Verify the Compact Flash Card is in the Flash Card Reader / Writer.
2. Open the Galaxy II software CAB file using WinZip or another zip file extraction program.
3. Select the software.
4. Extract the software to the drive that represents the Flash Card Reader / Writer.

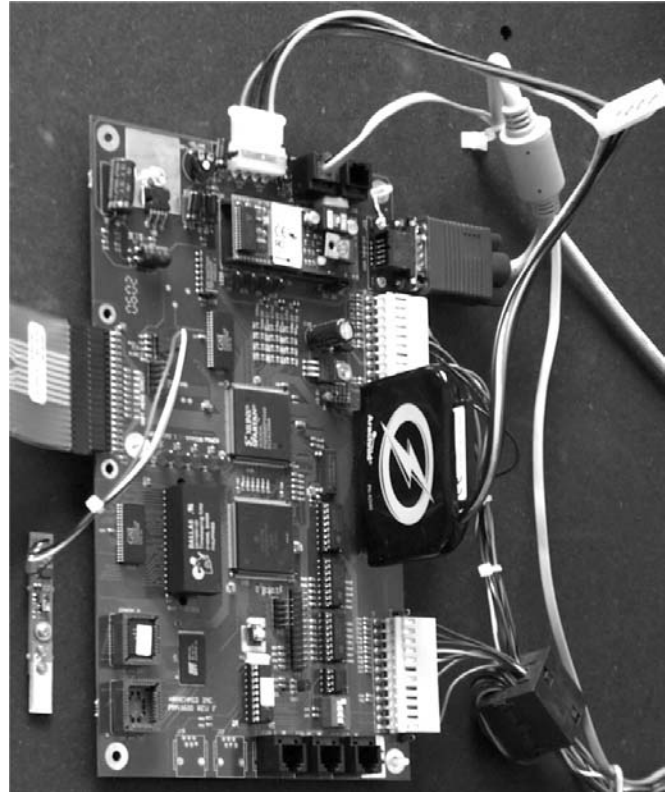
Performing The Update

Follow the instructions below to perform an automatic update:

WARNING: THE PORT-A-FLASH IS NOT HOT SWAPPABLE. MAKE SURE THE GALAXY II IS UNPLUGGED BEFORE INSTALLING OR REMOVING THE PORT-A-FLASH.

1. Unplug the Galaxy II.
2. Plug in the Port-A-Flash, with the Compact Flash Card created earlier, into the P3 connector on the Galaxy II board. (Care must be taken when you plug in the Compact Flash Card into the Port-A-Flash, the pins bend easily and may break.)
3. Plug the power connector for the Port-A-Flash into the J4 connector on the Galaxy II board.
4. Plug the Galaxy II back in. After the startup screen, the software update will begin automatically.
5. Once finished unplug the Galaxy II, remove the Port-A-Flash and plug the Galaxy II back in.

Updates can be done manually from the Galaxy II's test menu. Attach the Port-A-Flash to the Galaxy II. Go into the test menu. From there go into: Hardware Test/Software Update> Hardware Test/Software Update and select **IDE Software Update**.



Writing Machine Configuration to the Port-A-Flash

The Galaxy II can write machine configuration to the Port-A-Flash device. This makes setting up new Galaxy II's easier. Follow the instructions below:

1. The Port-A-Flash device must be attached to the Galaxy II with a Flash Card installed.
2. Go to Setup Mode on the Galaxy II.
3. Go to **Machine Setup**.
4. Go to **More Machine Setup**.
5. Select **Write Settings to IDE Device**. After the settings have been written to the Flash Card, the Galaxy II will tell you if it was successful or not.
6. Once the transfer is finished unplug the Galaxy II from the wall and remove the Port-A-Flash.

Reading Machine Configuration from the Port-A-Flash

The Galaxy II can read machine configuration from the flash card via the Port-A-Flash device. This will make setting up new Galaxy II's easy. Follow the instructions below:

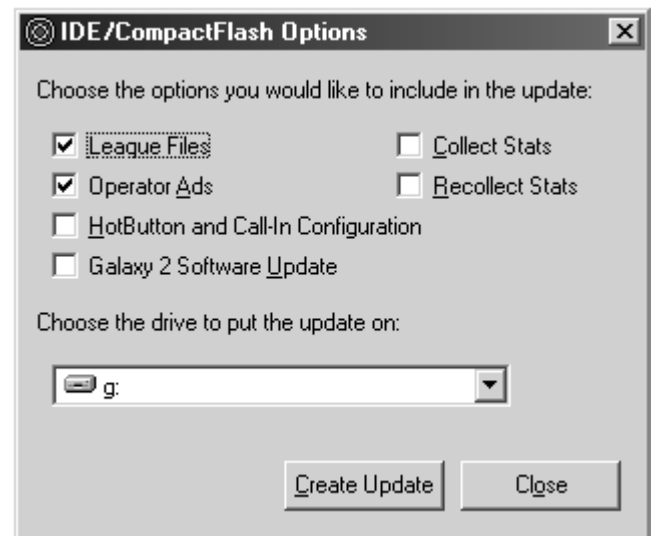
1. The Port-A-Flash device must be attached to the Galaxy II with a Flash Card installed.

2. At boot-up the Galaxy II will give the option of going into the Update from Disk screen. From here select whether or not to send certain files or machine configurations. Once finished select **Begin Update**. If this screen is not entered, the update will happen automatically.
3. Once the update is finished, the Galaxy II asks to reboot. Press the reset button to reboot or the Enter button to continue. Unplug the Galaxy II and remove the Port-A-Flash.

Sending League Files, Ads and Other Files Using the Port-A-Flash

The Port-A-Flash device can be used to transfer leagues, standings and schedules to the Galaxy II's. Follow the instructions below to learn how to transfer data using the Port-A-Flash.

1. Dartman for Windows must be open.
2. Click on **COMMUNICATIONS** on the side menu.
3. Select **RUN DARTCOMM**.
4. With the **GENERATE FILES** menu open select the files to generate or click **NO** to enter DartComm without generating any files. Note that there may be problems transferring the data if Auto Phone Calls and League Files are not generated. Checking **CLEAR CALLS** will clear the Auto Phone List. This is suggested to be done at the end of a season.
5. On DartComms main menu, click on **DISK/ZIP/POCKET PC**.
6. Click on **Port-A-Flash**.
7. Select the file types to include in the update.
8. Choose the Flash Card Reader/Writer drive. (Make sure you place a flash card in the specified drive.)
9. Click **CREATE UPDATE**. The selected files will be copied to the selected drive. Click **CLOSE** when finished.



The following steps must be done at the Galaxy II

10. Turn off the Galaxy II.
11. Unlock and swing open the cabinet door.
12. Insert Flash Card into the Port-A-Flash device.
13. Connect the Port-A-Flash to the Galaxy II mainboard P3. (see illustration on page 3).
14. Connect the Port-A-Flash's power cord to the available power connector on the Galaxy II mainboard (J4). (see illustration).
15. Turn the Galaxy II on. During this boot-up sequence the Galaxy II will search the portable drive for new files and automatically transfer all upload files.
16. At boot-up the Galaxy II will give the option of going into the Update from Disk screen. From here select whether or not to send certain files or machine configurations. Under the league files section of this screen the choices: Yes, No or Custom will be given. Custom allows picking and choosing the leagues to put on the Galaxy II. Once finished select **Begin Update**. If this screen is not entered, the update will happen automatically.

17. After the files have been transferred, the Galaxy II will need to reboot. Press the reset button to reboot or the Enter button to continue. Turn off the Galaxy II and remove the Port-A-Flash.
18. Once the Port-A-Flash is removed, plug in the Galaxy II.

Collecting Stats Off Of The Galaxy II

The Port-A-Flash device can also be used to collect stats from the Galaxy II. Follow the instructions below:

The following steps must be done at the Galaxy II.

1. Turn off the Galaxy II.
2. Unlock and swing open the cabinet door.
3. Insert Flash Card into the Port-A-Flash device.
4. Connect the Port-A-Flash to the Galaxy II mainboard P3. (see illustration on page 3).
5. Connect the Port-A-Flash's power cord to the available power connector on the Galaxy II mainboard (J4). (see illustration).
6. Turn the Galaxy II on.
7. At boot-up the Galaxy II will give the option of going into the `Update from Disk` screen. From here select whether or not to send certain files or machine configurations. Under the league files section of this screen choices will be given: Yes, No or Custom. Custom allows picking and choosing the leagues to put on the Galaxy II. Once finished select **Begin Update**. If this screen is not entered, the update will happen automatically.
8. After the data has been transferred to the Flash Card, the Galaxy II will ask you if you wish to reboot. Press the reset button to reboot or the Enter button to continue. Turn off the Galaxy II and remove the Port-A-Flash.
9. Once the Port-A-Flash is removed, plug in the Galaxy II.

The next steps should be performed at your PC with Dartman on it.

10. Dartman for Windows must be open.
11. Click on COMMUNICATE on the side menu.
12. Select RUN DARTCOMM.
13. With the GENERATE FILES menu open select which to generate or click NO to enter DartComm without generating any files. Keep in mind that there may be problems transferring the data if Auto Phone List and League Files are not generated. Checking CLEAR CALLS will clear the Auto Phone List. This is suggested to be done at the end of a season.
14. On DartComms main menu, click on DISK/ZIP/POCKET PC.
15. Click on **Port-A-Flash**.



16. Select either COLLECT or RECOLLECT.
 - a. Collect files are the most recent stat files from the Black Widow.
 - b. Recollect files are new and older stat files from the Black Widow.
17. Insert the flash card into the appropriate drive.
18. Choose the Drive letter where the files will be transferred from. In this example they are being drawn from the flash card. (Make sure to place the floppy disk used in the stat collection in the specified drive)
19. Click CREATE UPDATE. The collected files or recollected files, for the selected locations, will be copied from the selected drive. Click CLOSE when finished.
20. Once finished close DartComm and follow the steps to processing the stats on page 5.14 of the Dartman For Windows manual.

Copying Machine Files Onto Port-a-Flash

The Port-A-Flash can be used to copy league and ad files from one Galaxy II and transfer it to another. Follow the instructions below:

1. Unplug the Galaxy II.
2. Plug in the Port-A-Flash, with the Compact Flash Card, into the P3 connector on the Galaxy II board. (Care must be taken when you plug in the Compact Flash Card into the Port-A-Flash, the pins bend easily and may break.)
3. Plug the power connector for the Port-A-Flash into the J4 connector on the Galaxy II board.
4. Plug the Galaxy II back in.
5. At boot-up the Galaxy II will give the option to configure options. Press the **Enter** button. While in the *Manual Update Configuration* screen, select *Copy Machine Files Onto Port-a-Flash*.
6. You will be asked if you wish to continue to put the machines Ads and League files on the Port-A-Flash. Choose **Yes**.