

# Mercury Wheel Calibration

- 1) When Calibrating a Mercury wheel, it is important to ensure the serial number of the black box controller, the serial number of the rotor and the serial of the bowl all match. The location of the numbers are shown in the following pictures.

Diagram Showing Location of Serial Number on Rotor.



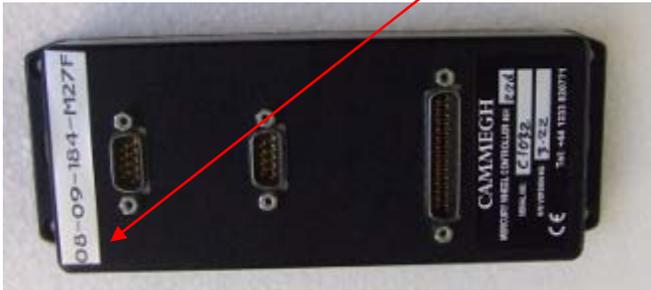
Serial Number

Diagram Showing Serial Number on Roulette Bowl.



Roulette Bowl Serial Number

Black Box Controller Serial Number



- 2) Using a Null Modem cable, connect wheel to a laptop computer or Cammegh BillBoard. Ensure you are connected to the 9pin serial socket furthest away from the 25pin parallel serial socket.
- 3) In Windows find Hyperterminal and make connection using settings as specified in table below.

## Serial Port Configuration

The In-Rim Reader Controller has two serial ports configured as follows:

Connector	Male 9-way Miniature 'D'
Pin Assignment	Identical to PC: Pin 2 = Receive; Pin 3 = Transmit; Pin 5 = Ground
Cable	To connect to a PC, use a Null Modem cable (3 wire female-to-female with pins 2, 3 and 5 connected, pins 2 and 3 being crossed over)
Baud Rate	9600
Data Bits	8
Parity	None
Stop Bits	1
Flow Control	None

Position the roulette ball in the centre of the Zero pocket against the number ring. Please refer to the image below.

- 4) Position ball in the zero pocket as shown in picture below. Ideally use "Blue Tack" to **hold** the ball **still** and to ensure the ball touches the pocket pad itself and is located centrally as shown in the diagram below.



- 5) Let the rotor turn clockwise for 3 revolutions and then press \*C (enter). You will get a number of width and middle values and eventually C1 which confirms calibration, as shown below.

```

* X;3;001; ;2;250;0
* X;3;001; ;2;250;0
* Width:102 Mid_p:33 Mid_s:77 Cal_p:-4237
* X;3;001; ;2;248;0
* X;3;001; ;2;250;0
* Width:93 Mid_p:10 Mid_s:55 Cal_p:-1271
* X;3;001; ;2;247;0
* Width:89 Mid_p:19 Mid_s:99 Cal_p:-2467
* C 1
* X;3;001; ;2;247;0
* X;3;001; ;2;247;0
* s 0 w:102 mp:0 ms:64
* X;3;001; ;2;246;0
  
```

- 6) Next repeat 4 but in an anticlockwise direction. Again use \*C (enter)
  - 7) Finally spin up a game. You are now calibrated
  - 8) If calibration fails, i.e C0 appears, as shown in the diagram below, firstly retry the calibration process. If calibration continues to fail, it will be required to check and re-calibrate the datum sensor. See notes on recalibrating the datum sensor.
- \* C0 Showing Failed Calibration.

```
❖ X;1;002; 0;4;124;0
❖ X;1;002; 0;4;123;0
❖ X;1;002; 0;4;124;0
❖ Width:99 Mid_p:33 Mid_s:75 Cal_p:-4235
❖ X;1;002; 0;4;122;0
❖ X;1;002; 0;4;122;0
❖ X;1;002; 0;4;123;0
❖ X;1;002; 0;4;123;0
❖ Width:88 Mid_p:10 Mid_s:54 Cal_p:-1270
❖ X;1;002; 0;4;123;0
❖ X;1;002; 0;4;121;0
❖ Width:1582 Mid_p:10 Mid_s:48 Cal_p:-1264
❖ C 0
```