MEGATOUCH AURORA HALO REPLACEMENT INSTRUCTIONS

!! IMPORTANT NOTE BEFORE STARTING !!

Replacing the halo is one of the most difficult part replacements on this machine and should only be attempted by a qualified service professional.

During this process you'll remove many screws from the system. These screws can differ slightly from model to model, so while performing this procedure, be CERTAIN to mark any and all screws as you remove them. There are no screws provided with the Halo Replacement Kit, so you'll need to reuse every screw that you remove from the system when installing the new halo.

Remove the Rear Cover

1. Turn off and unplug the game.

2. Unlock the rear door and open if it is hinged, or remove if it is detachable.

3. Reach under the center of the top of the cover to locate the rotary draw latch (see Figure 1). Turn the wing on the latch counterclockwise to disengage.

4. Unscrew the screw located in the center of the bottom of the cover (see Figure 2). Slowly lift the cover and disconnect the ground wire.
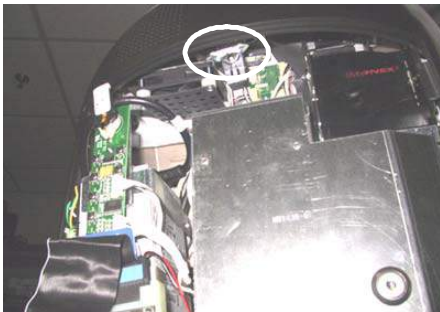

FIGURE 1 - ROTARY DRAW LATCH INSIDE TOP COVER   FIGURE 2 - SCREW IN CENTER OF BOTTOM COVER

Loosen the Joystick Assembly

5. Rest the game facedown to access the base. Protect and stabilize the front casing and monitor by prepping the area with cardboard, foam, etc. Remove the two larger screws (one on each side) that are securing the joystick assembly to the base (see Figure 3).
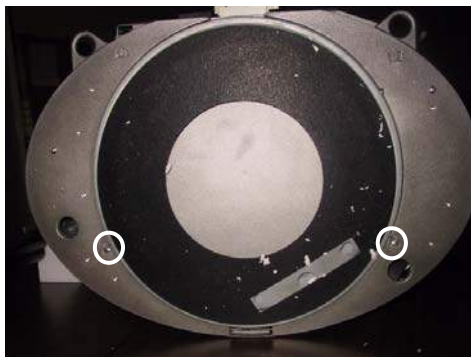

FIGURE 3 - SCREWS SECURING JOYSTICK ASSEMBLY TO BASE

6. Carefully upright the game and pull the joystick assembly from the unit. There is no need to remove any of the connections to the underside of the joystick, just let the assembly hang loose for now.

Remove the Wireless Adapter

7. Place something in front of the game to brace the bezel once the strain relief cord is undone, then remove the screw at the center of the marquee bezel and the 2 screws on the back of the bezel. For 17" games, remove the security screw inside the CPU section; for 19" and Widescreen games, remove the nut and washer securing the security bolt inside the CPU section. See Figure 4.

SCREW
THROUGH
MARQUEE

SCREWS ON
BACK OF BEZEL
(2 PLACES)

SECURITY SCREW (17")
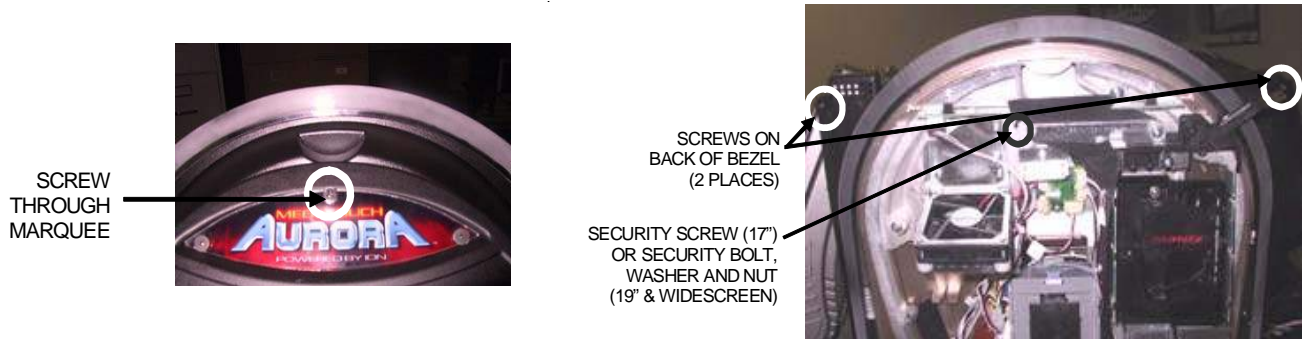OR SECURITY BOLT,
WASHER AND NUT
(19" & WIDESCREEN)

FIGURE 4 - SCREWS ON FRONT AND BACK OF BEZEL

8. Open the monitor assembly and remove the 2 screws securing the wireless adapter cover (see Figure 5). Remove the cover, then gently pull the wireless adapter up and out of the system. Twist the wireless adapter cable connector and slide it out of position in order to remove it from the plastic monitor assembly. When you are done with this, the wireless adapter cable should be hanging loosely from the front of the system.

SCREWS SECURING
WIRELESS ADAPTER
COVER (2 PLACES)
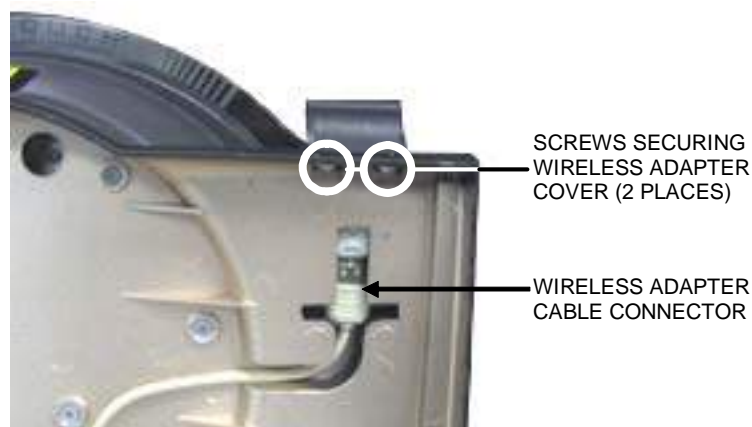
WIRELESS ADAPTER
CABLE CONNECTOR

FIGURE 5 - INSIDE BEZEL OF OPEN MONITOR ASSEMBLY

Disconnect the Monitor Assembly

9. There are four cables that run from the rear of the system and connect to the monitor. These cables will need to be disconnected in order to remove the monitor assembly from the system. So, on the rear of the monitor, disconnect the VGA monitor cable, the 14-pin OSD cable, and the touchscreen power cable. Additionally, the LCD power connector, Molex connector, and the inverter power harness will all connect to the same 6-pin connector (coming from the rear of the unit). There is no need to disconnect all of these cables separately at the monitor; simply disconnect them all by disconnecting this 6-pin connector. Remove the screw or nut securing the VGA and touchscreen controller ground wires to the monitor. *Note: On the Aurora Widescreen this screw/nut may secure only the VGA ground wire.* Refer to Figure 6 for 17" games, and Figure 7 for 19" and Widescreen games.
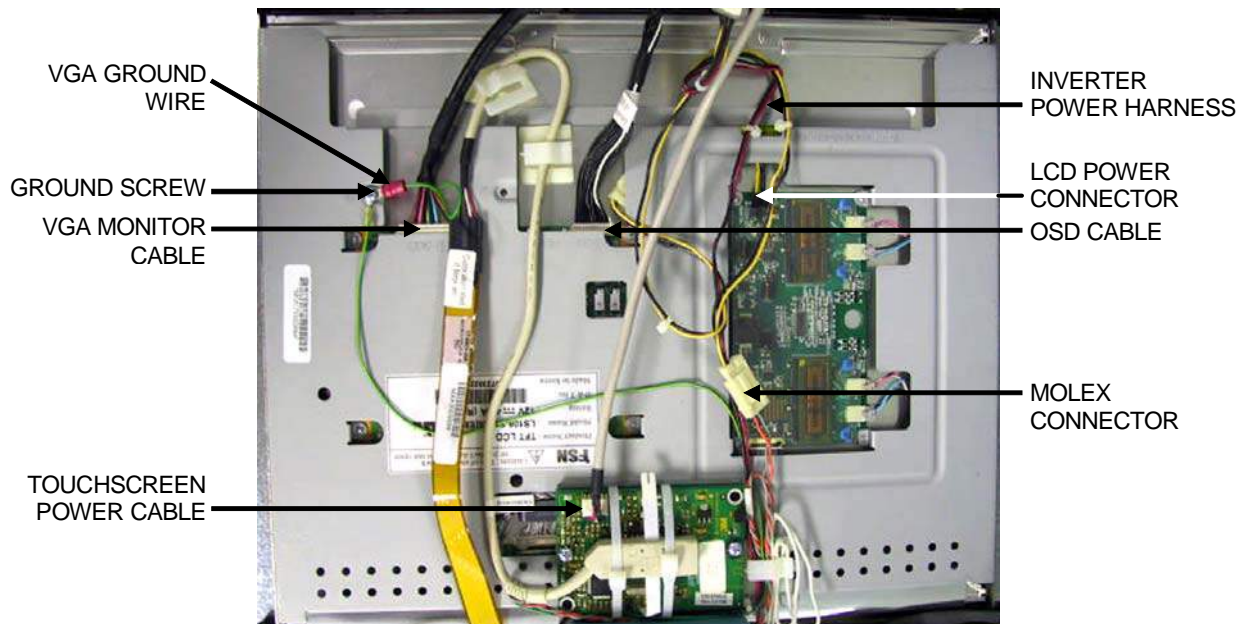
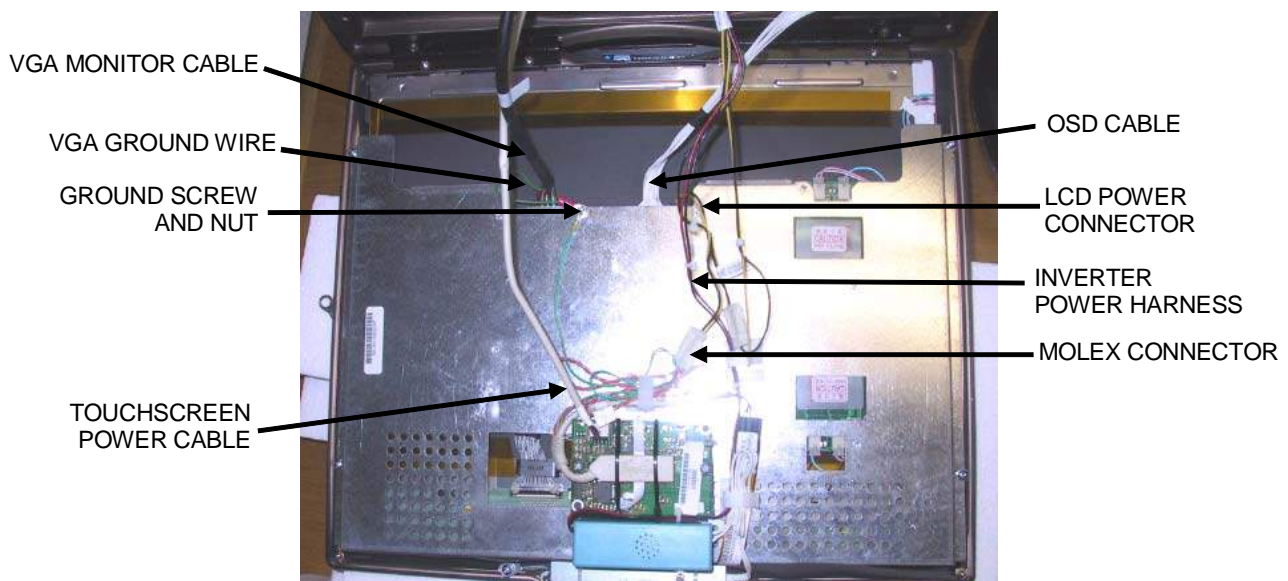FIGURE 6 - REAR VIEW OF 17" MONITOR

FIGURE 7 - REAR VIEW OF 19" MONITOR
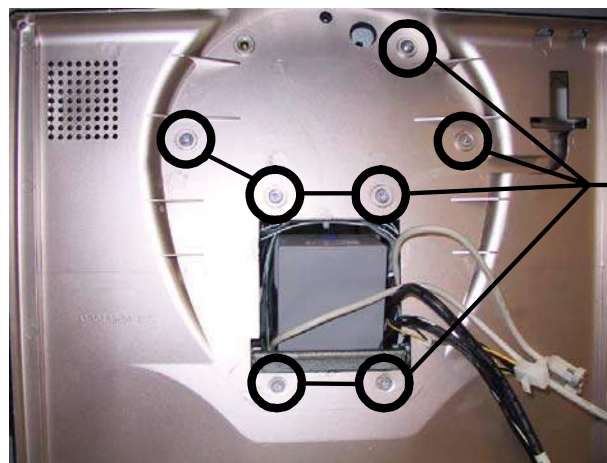
Remove the Monitor Assembly

10. Remove the screw fastening the strain relief cord. See Figure 8. Open the assembly all the way and rest it on a support.

SCREW FASTENING
STRAIN RELIEF CORD

FIGURE 8 - HALFWAY-OPEN MONITOR ASSEMBLY

11. Carefully remove the seven remaining screws that secure the monitor assembly to the unit (see Figure 9), then place the monitor assembly safely out of the way.

SCREW LOCATIONS
(7 PLACES)

FIGURE 9 - OPEN MONITOR ASSEMBLY

Remove the Electronics Tray

12. Loosen the thumbscrew located in the middle of the rear of the electronics tray and slide the tray out of the unit. See Figure 10.

THUMBSCREW
SECURING
ELECTRONICS TRAY

FIGURE 10 - REAR VIEW OF ELECTRONICS TRAY

13. It may be beneficial to remove any connection to the motherboard, OSD board, or power supply that prevents you from fully moving the electronics tray out of the way. If you choose to do this, however, please be sure to note which cables you removed and where on the motherboard you removed them from. If applicable, disconnect the three black connectors (10-, 11-, and 12-pin) connecting the electronics tray to the game in order to slide the tray out further (see Figure 11). If your game does not have these connectors, the harness is long enough to remove the tray.

POWER SUPPLY CABLE

OSD BOARD

CONNECTORS CONNECTING
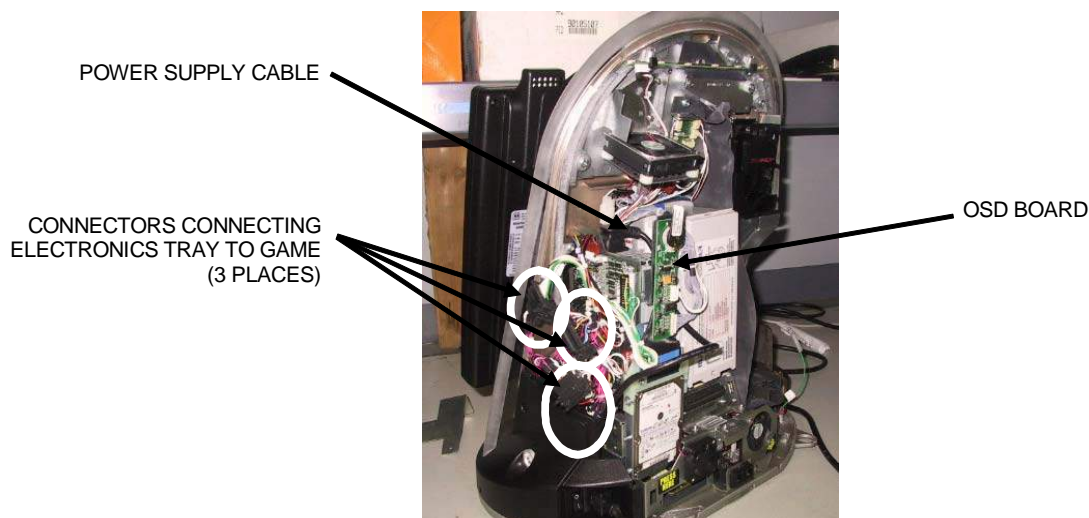ELECTRONICS TRAY TO GAME
(3 PLACES)

FIGURE 11 - REAR VIEW OF GAME

Remove the Wing Hips

14. Remove the left wing hip by removing the two screws securing it. See Figure 12 for screw locations. Screw 2 can be loosened by inserting a screwdriver into the inside lip of the wing hip, directly over the screw.

SCREW 1
LOCATION

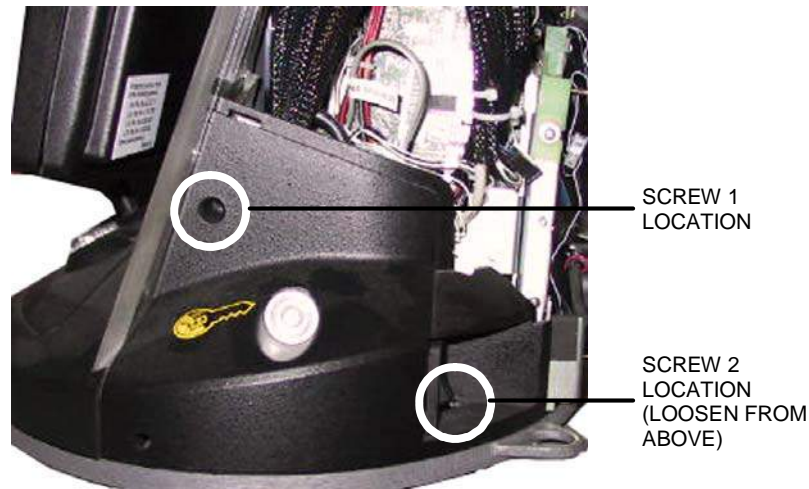SCREW 2
LOCATION
(LOOSEN FROM
ABOVE)

FIGURE 12 - SIDE VIEW OF LEFT WING HIP

15. Remove the right wing hip by removing the two screws securing it. See Figure 13 for screw 1 location. Screw 2 can be loosened by inserting a screwdriver into the inside notch of the wing hip, directly over the screw (see Figure 14).

NOTE: Even with the two screws removed, this wing hip may be difficult to get out. It may be helpful to insert a screwdriver into the side hole on the wing hip (see Figure 13) and gently pry the wing hip up and out of place.
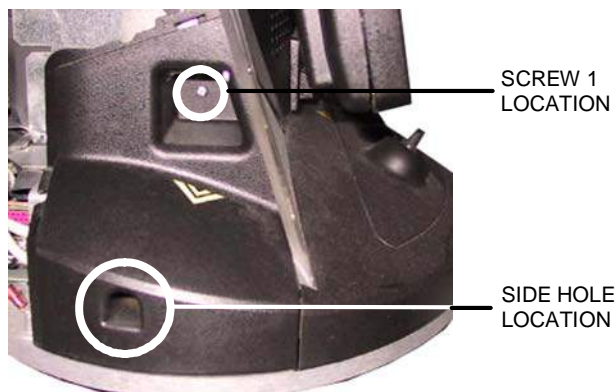
SCREW 1
LOCATION

SIDE HOLE
LOCATION

NOTCH

SCREW 2
LOCATION
(LOOSEN
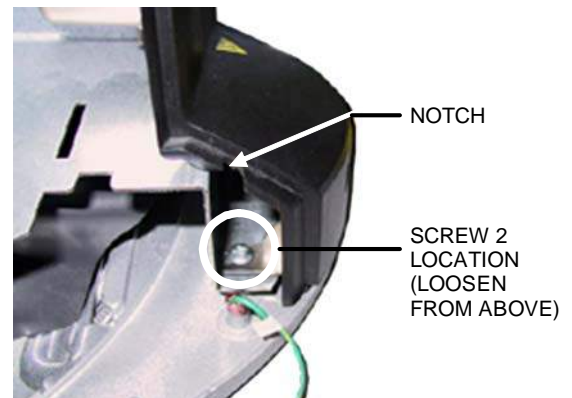FROM ABOVE)

FIGURE 13 - SIDE VIEW OF RIGHT WING HIP

FIGURE 14 - REAR VIEW OF RIGHT WING HIP

Remove the Coin Return Chute

16. If you haven't done so already, take the coin box out of the game. Remove the five screws securing the coin return chute, then take it out of the system. See Figure 15 for screw location.

17. Remove the screw that secures the fishpaper to the bottom of the coin return chute (see Figure 15) and place the coin return chute off to the side.

SCREWS SECURING
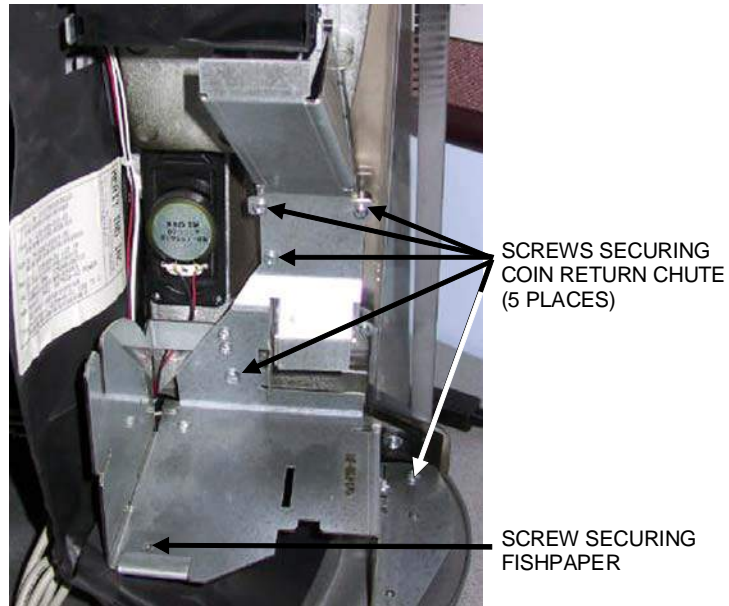COIN RETURN CHUTE
(5 PLACES)

SCREW SECURING
FISHPAPER

FIGURE 15 - REAR VIEW OF COIN RETURN CHUTE

Remove the Front Enclosure

NOTE: If you haven't done so already, it may be good at this point to remove the bill acceptor magazine from the system (if your game has a bill acceptor) by pushing the blue button at the top of the acceptor and lifting the magazine up and out.

18. Remove the 13 screws that secure the front enclosure and halo. Please see Figure 16 for reference.

IMPORTANT!! BE CERTAIN TO NOTE WHERE ALL SCREWS ATTACH TO THE SYSTEM AND BE SURE TO KEEP THE WASHERS WITH THE SCREWS YOU REMOVED!

SCREW SECURING BRACKET FOR REAR COVER LATCH

SCREWS SECURING FRONT ENCLOSURE (13 PLACES)
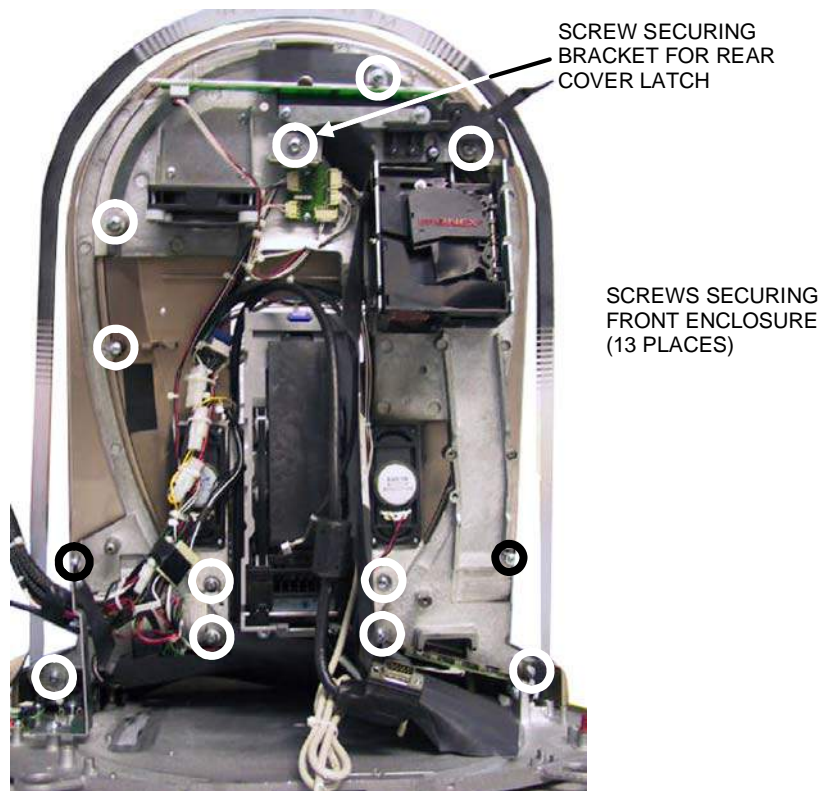
FIGURE 16 - REAR VIEW OF MEGATOUCH AURORA

19. After all the screws have been removed, turn the machine around and gently pull the bottom section of the front enclosure up and slightly away from the unit. The enclosure should easily snap out of place by doing this. If it does not, please double check to make sure that all screws have been removed. Pull the front enclosure as far away from the unit as you can without straining the joystick cables (which will be the only thing holding it to the system at this point).

Remove the Halo

20. Before you begin removing the halo, look at it and note its positioning in the game. Then, looking at the rear of the Aurora, remove the 4-pin connector that's connected to the green LED board at the top of the halo (see Figure 17).

21. Turn the system around and gently pull the bottom of the halo away from the game to gain access to the two 5-pin connectors that are connected to the two green LED boards at the bottom of the halo (see Figure 17). Disconnect each connector. The halo can now be easily removed from the system.

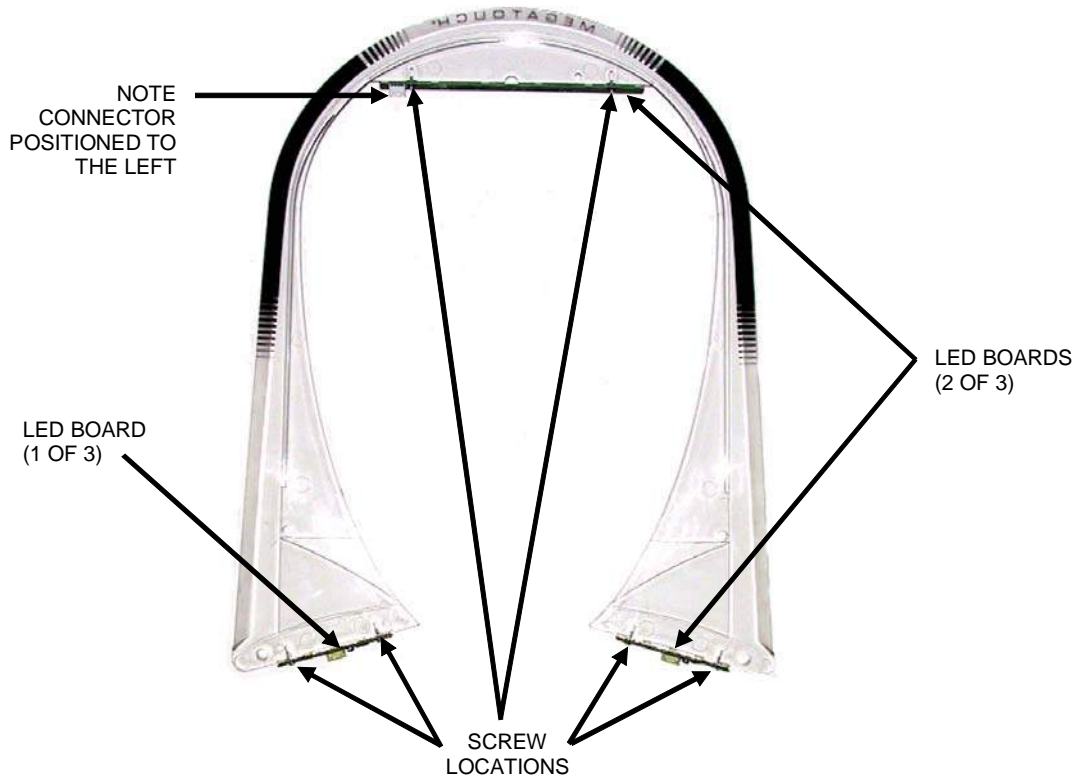22. Remove the two screws securing each of the three LED boards to the halo (see Figure 17).

NOTE CONNECTOR POSITIONED TO THE LEFT

LED BOARDS (2 OF 3)

LED BOARD (1 OF 3)

SCREW LOCATIONS

FIGURE 17 - **REAR** VIEW OF REMOVED HALO

!! IMPORTANT NOTE BEFORE REINSTALLING COMPONENTS !!

When you reinstall the game components, be sure that the screws are tight, but DO NOT OVER-TIGHTEN THEM as this may crack or break the component.

Install the New Halo

23. Reattach the three LED boards to the new halo in the same positions (see Figure 17). The connector of the top LED should be on the left-hand side when looking at the rear of the halo. The bottom two LEDs can be attached to either the right or left side. The pins on these connectors can face either the front or the rear of the system, just so long as you can reconnect the harnesses to them when the halo is seated on the game.

NOTE: Be sure that when you're reattaching the top LED board that the two white washers are used as spacing between the LED board and the top of the halo.

24. Place the new halo on the game. The bottom of the halo should be resting on the front of the unit, while the top LED board should be behind the metal frame (rear side of the unit).

25. Reconnect the 4-pin connector to the top LED board, then reconnect the two 5-pin connectors to the bottom two LED boards. **Be sure that all adapters are firmly mated into their connectors.**

Reinstall the Front Enclosure

26. Be sure that all five cables (four monitor cables and the wireless adapter cable) coming from the system are passing through the large middle hole on the front enclosure, then reinstall the enclosure on the front of the unit. Do so starting with the bottom lip of the front enclosure. Place it behind the lip of the metal plate at the bottom of the unit, then work your way up the front enclosure, pressing it gently toward the game's housing.

NOTE: On games with bill acceptors, you may need to work the front enclosure around the bill acceptor, then press the bottom of the front enclosure in place behind the metal lip. The front enclosure should snap into place when seated correctly.

NOTE: Be CERTAIN that no wires are being crimped by the front enclosure when you place it back on the unit. Additionally, be sure that you can access the joystick cables through the joystick hole on the bottom of the front enclosure.

27. After the front enclosure is fully seated, replace all 13 of the screws (along with their washers) that secure the front enclosure and the halo. Please refer to Figure 16 for screw locations.

NOTE: Be sure that when you resecure the screw that holds the rear cover bracket latch, that the latch is facing down. See Figure 16 for screw location.

Reinstall the Coin Return Chute

28. Secure the fishpaper to the bottom of the coin return chute by replacing the screw you removed earlier (see Figure 15).

29. Put the coin return chute in place in the unit, then resecure it with the five screws you removed earlier (see Figure 15).

NOTE: Be sure that when you're re-inserting the coin return chute back into the system, no wires are being crimped or interfered with by the bracket.

Reinstall the Wing Hips

30. Resecure the right wing hip with the two screws you removed earlier. See Figures 13 and 14 for screw positions. Be sure that the bottom lip of the wing hip is seated behind the lip of the metal base of the Aurora. When this wing hip locks into place, you will hear a snap.

31. Resecure the left wing hip with the two screws you removed earlier. See Figure 12 for screw positions. Be sure that the bottom lip of the wing hip is seated behind the lip of the metal base of the Aurora. Additionally, be certain that no wires are interfered with or crimped when this component is placed back into the system.

Reinstall the Electronics Tray

NOTE: If you removed the bill acceptor magazine from your system, it would be best to insert it back into the system now.

32. Reconnect any cables that you removed from the motherboard, OSD board, or power supply when you slid the electronics tray from the system. Additionally, if you disconnected the three black connectors (10-, 11-, and 12-pin) that connect the electronics tray to the game, you should reconnect these now (see Figure 11).

33. Slide the electronics tray into its tracks inside the system (the thumbscrew on the electronics tray should be facing the rear of the system - see Figure 10), then gently push the electronics tray back into place. BE CERTAIN that no wires are being crimped or interfered with while doing so.

34. Once the electronics tray is back into place, secure the tray by screwing in the thumbscrew.

Reinstall the Monitor Assembly

35. Route the four monitor cables and the wireless adapter cable connector through the hole on the rear of the monitor assembly, hold the assembly and fasten it in place by replacing the seven screws that secure it to the system. See Figure 9 for screw positions.

36. Fasten the strain relief cord using the screw you removed earlier (see Figure 8).

37. Reconnect all cables running to the monitor: the VGA monitor cable; the 14-pin OSD cable; the touchscreen power cable; and the 6-pin connector that connects to the LCD power connector, Molex connector, and power harness. Additionally, fasten the VGA and touchscreen controller ground wires to the monitor with the screw you removed earlier (17" units), or with the nut that attaches to the ground screw on the rear of the monitor (19" & Widescreen units). *NOTE: On the Aurora Widescreen the VGA ground cable may be the only cable secured in this fashion.* See Figures 6 and 7 for details.

Reinstall the Monitor Assembly

38. Twist the wireless adapter cable connector back into place (see Figure 5).

39. Insert the wireless adapter back into the wireless adapter cable connector, then place the wireless adapter cover back on the unit. Secure the cover in place with the two screws you removed earlier (see Figure 5).

40. Close the monitor assembly completely and fasten with two screws in the back of the bezel, once screw in the front of the game (through the marquee), and one security screw (17" models) or the security washer and nut (19" and Widescreen models). See Figure 4 for screw locations.

Reinstall the Joystick

41. Place the joystick assembly back into the game.

42. Carefully lay the game monitor-side down and secure the joystick assembly to the base with the two screws you removed earlier (see Figure 3).

Replace the Rear Cover

43. Reconnect the ground wire to the rear cover and lower the cover into place, carefully lining up the two tabs on the cover with the two mating holes on the sides of the game (see Figure 18). Make sure that the plastic lip on the bottom of the rear cover is behind the metal base.

44. Tighten the screw securing the bottom of the door (Figure 2), then turn the wing on the draw latch clockwise to engage the latch (see Figure 1).

45. Close (or reattach) and lock the rear door.

46. Plug in and turn on the game.

TAB

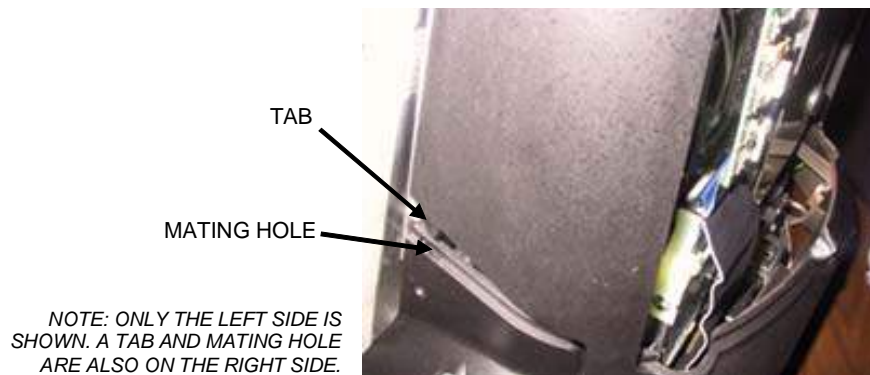MATING HOLE

NOTE: ONLY THE LEFT SIDE IS SHOWN. A TAB AND MATING HOLE ARE ALSO ON THE RIGHT SIDE.

FIGURE 18 - SIDE VIEW OF GAME