



**QUBICAAMF**

MAKING BOWLING **AMAZING**

**CENTERPUNCH  
LIGHTING  
EFFECTS SERVER**

**OWNER'S MANUAL**

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## CONDITIONAL INFORMATION

This manual assumes that the QubicaAMF equipment and/or software has been installed by a QubicaAMF-authorized technician and is functional in every aspect. Should you encounter problems in operating the equipment, follow the instructions in this manual before contacting QubicaAMF for service under warranty.

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## SUMMARY OF CHANGES

REV. F (03/22, ECR 22-0074):

- Added **Temperature and Humidity requirements** paragraph, on page II;

Chapter 1:

- Updated **Connections** paragraph, on page 1.
- Added **Connection in the case of EDGE String equipped with SYSTEM CONTROLLER, ES P/N: 051-200-90X-YY** paragraph, on page 7.

Chapter 2:

- Updated **CenterPunch Lighting Effects Server first startup procedure** paragraph, on page 11.
- Updated **How to setup a new light effect combination** paragraph, on page 12.
- Added **How to create and setup a new light effect combination – Conqueror X** paragraph, on page 12.
- Updated **Use the light effect combinations** paragraph, on page 14.
- Added **How to setup light effect combinations in Bowling modes - Conqueror X** paragraph, on page 14.
- Updated **How to setup light effect combinations in Lane options** paragraph, on page 16.
- Updated **How to perform a light effect from the Special Functions menu** paragraph, on page 17.

Chapter 3:

- Updated **How to replace the Effect Server X or the 4DMX-HUB units** paragraph, on page 19.

REV 5 (02/19)

REV 4 (12/18)

REV 3 (06/17)

REV 2 (03/17)



## General installation notes

For devices directly connected to the power, it is necessary to check that the electrical capacity of the system is suitable for the maximum power requirements of the equipment (as indicated on the labels of the equipment).

Always open the circuit breaker and disconnect the power plug from the powered units before looking for, and clearing, any problem.

To reduce the risk of fire or electrical shock, do not expose this equipment to moisture.

This appliance must be positioned such that the mains supply cord connector is accessible after installation.

Be aware of the voltage being supplied to the equipment (i.e. from 100V to 240V) and that the equipment is set for the correct voltage (when applicable).

Failure to set the equipment for the correct voltage will result in damage to the equipment.

The electrical safety of the equipment is obtained only when the equipment is connected to an effective GROUNDING SYSTEM (in accordance with the existing electrical codes and safety regulations).

It is necessary to have the power and grounding inspected by a licensed and certified electrician.

The manufacturer cannot be responsible for possible injury, damages or malfunctioning of the equipment due to the absence of or improper grounding of the equipment.

## Temperature and Humidity requirements

All QubicaAMF **ELECTRONIC** products are specifically designed and engineered to be used inside a bowling center environment.

QubicaAMF **ELECTRONIC** equipment has an **OPERATING** temperature range of 15° to 35° C (59° to 95° F) and an **OPERATING** humidity range of 10% to 80%.

Temperatures and humidity levels outside the listed ranges will negatively affect the operation and lifespan of the QubicaAMF **ELECTRONIC** equipment.

QubicaAMF strongly suggests not to use or store any of the supplied electronic equipment where the temperature and humidity level cannot stay within the specified ranges.

**Restrictive temperature and humidity requirements are specified by the producer of the lanes that will not be listed inside this manual.**

# 1 Components

The CenterPunch Lighting Effects Server is the interface used to control the lights from a Conqueror X/Pro front desk terminal. It could have different configurations:

- Effect Server X;
- composed by 2 units: the 4DMX-HUB unit and a 5HD-CPU unit;
- composed by 2 units: the 4DMX-HUB unit and a 4HD-CPU unit.

## 1.1 Effect Server X

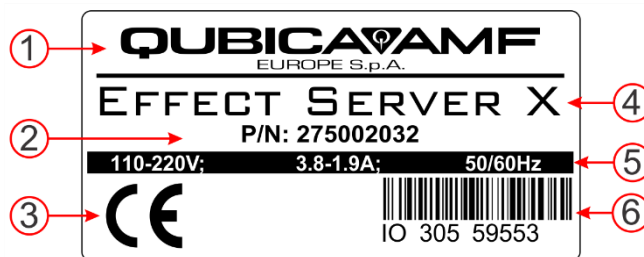
The Effect Server X is the interface between each QAMF lighting system with the Conqueror X/Pro front desk computer. The main functionalities of this unit is to permit the communication between the front desk PC and the lights.

### 1.1.1 Installation notes

The Effect Server X communicates with the front desk via a standard network by the N1 connector, located on the upper side of the unit.

**WARNING: NEVER** connect, for any reason, a standard network device (such as a network switch) to a port different than the N1 port. Connecting a standard network device to a port different than N1 may result in major damages for the device or for the Effect Server X unit itself.

### 1.1.2 Label description



The image above displays the label located on the side of the 4DMX-HUB unit.

1. Manufacturer (QubicaAMF Europe S.p.A.).
2. Part number (P/N: 275002032).
3. List of certifications (CE certification).
4. Name of the unit (Effect Server X).
5. Electrical notes (100-220 V; 3.8-1.9 A; 50/60 Hz).
6. Serial number with bar code.

### 1.1.3 Connections

Power Specifications for the Effect Server X are: 100 - 220 V; 3.8 - 1.9 A; 50 - 60 Hz.

On the Effect Server X the following connections are available:

Connectors on the left side of the 4DMX-HUB unit:

- **D1 DMX COM LINE:**
  - **When EDGE String pinspotter equipped with a "SYSTEM CONTROLLER, ES" P/N: 051-200-90X-YY is present:** connect here the "DMX 1 IN/OUT" port of the SYSTEM CONTROLLER, ES unit installed on the first lane for the **DECK LIGHTING**.



- **When EDGE String pinspotter equipped with a “SYSTEM CONTROLLER, ES” P/N: 051-200-90X-YY is NOT present:** connect here the first DMX Dimmer 2 unit for the **DECK LIGHTING**.
- **D2 DMX COM LINE:** Connect here the first DMX Dimmer 2 unit for the **CAPPING LIGHTING**.
- **D3 DMX COM LINE:** Currently NOT used.
- **D4 DMX COM LINE:** Currently NOT used.
- **POWER INPUT:** Connect here the power line (range: 100 - 240 V; 50/60 Hz).

Connectors on the upper side of the CenterPunch Lighting Effects Server unit:

- **N1 Network:** Standard network connection to the scoring network.
- **U1:** Currently NOT used.

## 1.2 4DMX-HUB

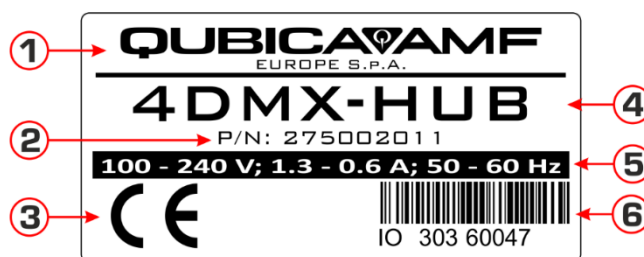
The 4DMX-HUB is the interface between the 4HD/5HD-CPU with the Conqueror X/Pro front desk computer. The main functionalities of this unit is to permit the communication between the front desk PC and the DMX pit lights.

### 1.2.1 Installation notes

The 4DMX-HUB communicates with the front desk via a standard network by the N1 connector, located on the upper side of the unit. It is connected to the 4HD/5HD-CPU (that should be mounted on the front panel of the 4DMX-HUB) connecting the L1 CPU COM LINE connector on the unit to the L1 connector on the upper side of the 4HD/5HD-CPU.

**WARNING: NEVER** connect, for any reason, a standard network device (such as a network switch) to a port different than the N1 port. Connecting a standard network device to a port different than N1 may result in major damages for the device or for the 4DMX-HUB unit itself.

### 1.2.2 Label description



The image above displays the label located on the side of the 4DMX-HUB unit.

7. Manufacturer (QubicaAMF Europe S.p.A.);
8. Part number (P/N: 275002011);
9. List of certifications (CE certification);
10. Name of the unit (4DMX-HUB);
11. Electrical notes (100-240 V; 1.3 - 0.6 A; 50/60 Hz);
12. Serial number with bar code.

### 1.2.3 Connections

Power Specifications for the 4DMX-HUB are: 100 - 240 V; 1.3 - 0.6 A; 50 / 60 Hz.

On the 4DMX-HUB the following connections are available:



Connectors on the left side of the 4DMX-HUB unit:

- **L1 CPU COM LINE:** Network connection with POE for the 4HD/5HD-CPU.
- **ANET1:** Currently not used.
- **ANET2:** Currently not used.
- **ANET3:** Currently not used.
- **P1 AUX:** Currently not used.
- **D1 DMX COM LINE:** Connect here the first DMX Dimmer 2 unit.
- **POWER INPUT:** Connect here the power line (range: 100 - 240 V – 50 / 60 Hz).

Connectors on the upper side of the CenterPunch Lighting Effects Server unit:

- **N1 Network:** Standard network connection to the scoring network.

## 1.3 5HD-CPU and 4HD-CPU

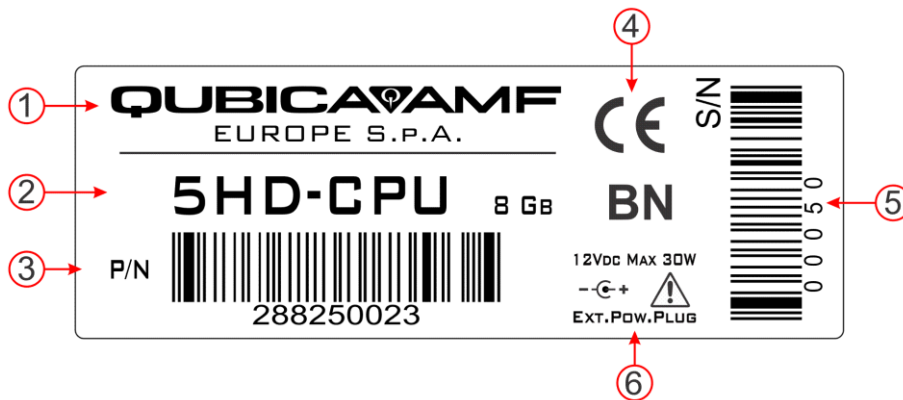
**IMPORTANT NOTE:** the 5HD-CPU unit, P/N: 288250023, is supported by Conqueror Pro version 12 or higher.

The 4HD-CPU and the 5HD-CPU are the core unit for the CenterPunch Lighting Effects Server. Their functionality is to control the DMX pit lights. They are connected to the 4DMX-HUB unit with a single network cable and must be installed on the front panel of the 4DMX-HUB unit.

### 1.3.1 Installation notes

The 4HD/5HD-CPU unit communicates with the 4DMX-HUB via a standard network with POE. The connection between the 4HD/5HD-CPU and the 4DMX-HUB is between the L1 port of the 4HD/5HD-CPU unit and the L1 port of the 4DMX-HUB, as explained in this manual.

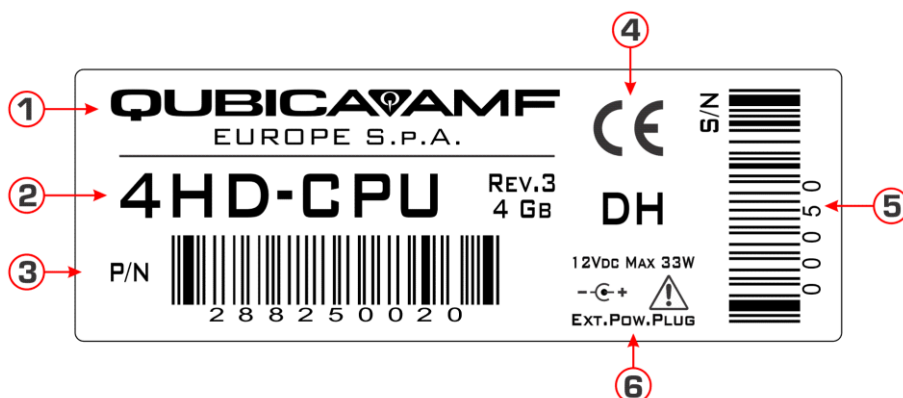
### 1.3.2 5HD-CPU Label description



The image above displays the label located on the side of the 5HD-CPU unit.

1. Manufacturer (QubicaAMF Europe S.p.A.);
2. Name of the unit (5HD-CPU);
3. Part number with bar code (P/N: 288250023);
4. List of certifications (CE certification);
5. Serial number with bar code;
6. Electrical specifications (12 VDC Max 30W Ext. Pow. Plug).

### 1.3.3 4HD-CPU Label description



The image above displays the label located on the side of the 4HD-CPU unit.

1. Manufacturer (QubicaAMF Europe S.p.A.);
2. Name of the unit (4HD-CPU);
3. Part number with bar code (P/N: 288250020);
4. List of certifications (CE certification);
5. Serial number with bar code;
6. Electrical specifications (12 VDC Max 33W Ext. Pow. Plug).

### 1.3.4 Connections

On the 4HD/5HD-CPU the following connections are available (**NOTE:** we will describe here only the connections used for the CenterPunch Lighting Effects Server):

Connectors on the upper side of the 4HD/5HD-CPU unit:

- **L1:** Network connection to the 4DMX-HUB unit.

## 1.4 How to install the CenterPunch Lighting Effects Server

**IMPORTANT:** Prior to the installation of your new lighting system, please contact the QubicaAMF Tech Support service to schedule an appointment to update your software before integrating the lighting system with Conqueror Pro. You will need Tech Support assistance before you will be able to use your new lights.

### 1.4.1 Prepare your CenterPunch Lighting Effects Server (Effect Server X unit ONLY)

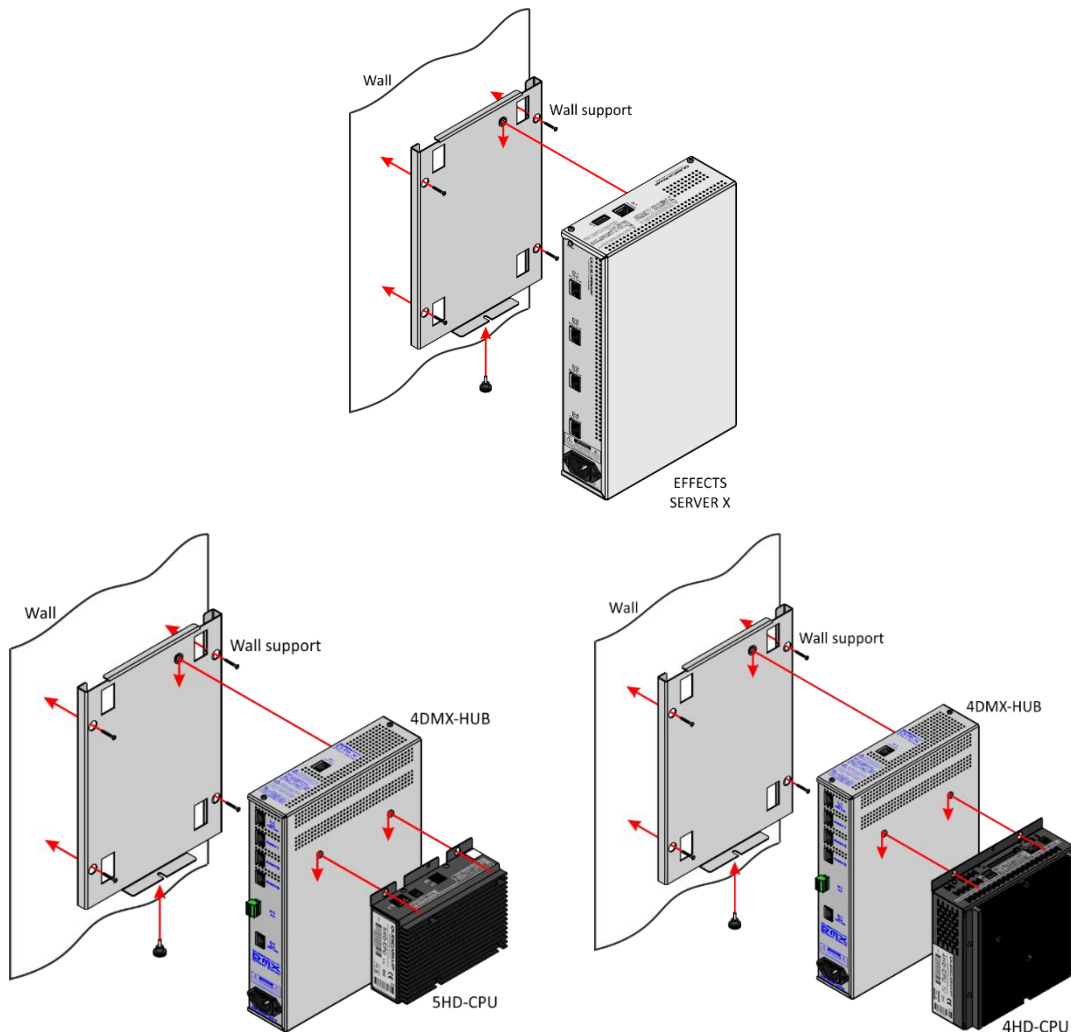
Take note of the serial number of the Effect Server X, written on its label. Loose the black nut and remove the wall support from the rear of the Effect Server X.

### 1.4.2 Prepare your CenterPunch Lighting Effects Server (4DMX-HUB unit ONLY)

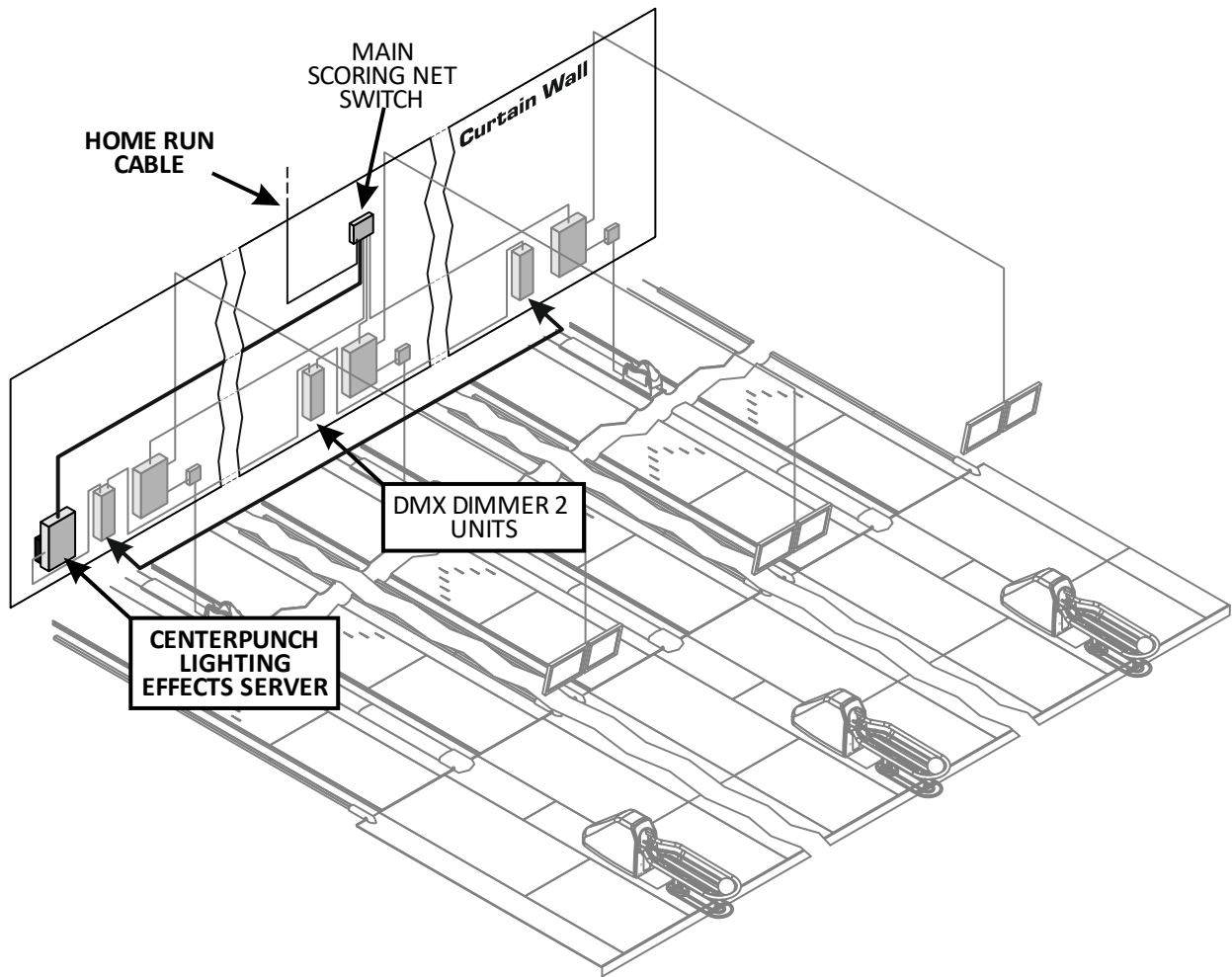
Fix the 4HD/5HD-CPU to the front side of the 4DMX-HUB, using the two screws present on the 4DMX-HUB and take note of the serial number of the 4HD/5HD-CPU, written on its label. Loose the black nut and remove the wall support from the rear of the 4DMX-HUB.

### 1.4.3 Fix the CenterPunch Lighting Effects Server to the wall

Choose the position where you want to install the CenterPunch Lighting Effects Server. We strongly suggest to install the unit on the rear of the curtain wall, near the first DMX dimmer unit. Then fix the wall support to that position using four screws. Be sure to fix it with the side with the N1 connector facing upwards. Finally fix the CenterPunch Lighting Effects Server to the wall support and tight the black nut.



T.90.255 –CenterPunch Lighting Effects Server suggested installation



### 1.4.4 Connect the system

**FOR BOWLAND / BOWLAND-X CENTERS ONLY:** Install the supplied network switch on the rear of the curtain wall, in the middle of the lanes (for example between lanes 4 and 5 in an eight lanes center). We will call it MAIN Scoring Network switch. Connect the second network card of the Conqueror X/Pro Server computer to the MAIN Scoring Network switch, using the 250 ft. (75 m) network cable.

#### 1.4.4.1 Connection in the case of EDGE String equipped with SYSTEM CONTROLLER, ES P/N: 051-200-90X-YY

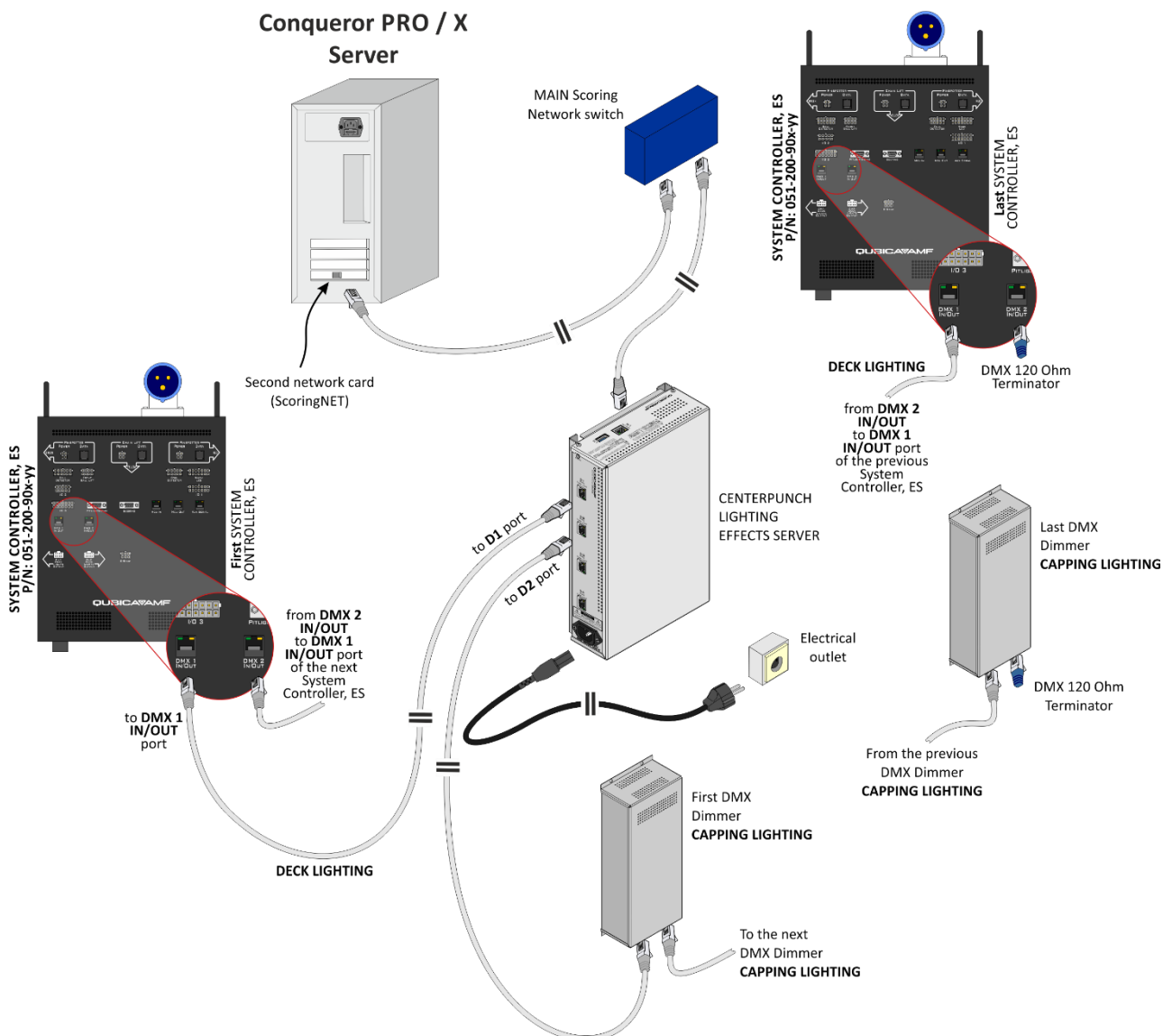
Connect the "N1 NETWORK" plug of the Effect Server X to the MAIN Scoring Network switch.

Connect the "D1 DMX COM LINE" to the "DMX 1 IN/OUT" of the first SYSTEM CONTROLLER, ES unit for the **DECK LIGHTING**.

Connect the "D2 DMX COM LINE" to the first DMX Dimmer unit of the **CAPPING LIGHTING**.

Connect the DMX 120 Ohm terminator to the "D2 DMX IN/OUT" connector of the last SYSTEM CONTROLLER, ES unit and/or the last DMX Dimmer 2 unit.

Power on the CenterPunch Lighting Effects Server: connect the power cable to the Effect Server X and plug it into an electrical outlet.



### 1.4.4.2 Connection in the case of Effect Server X

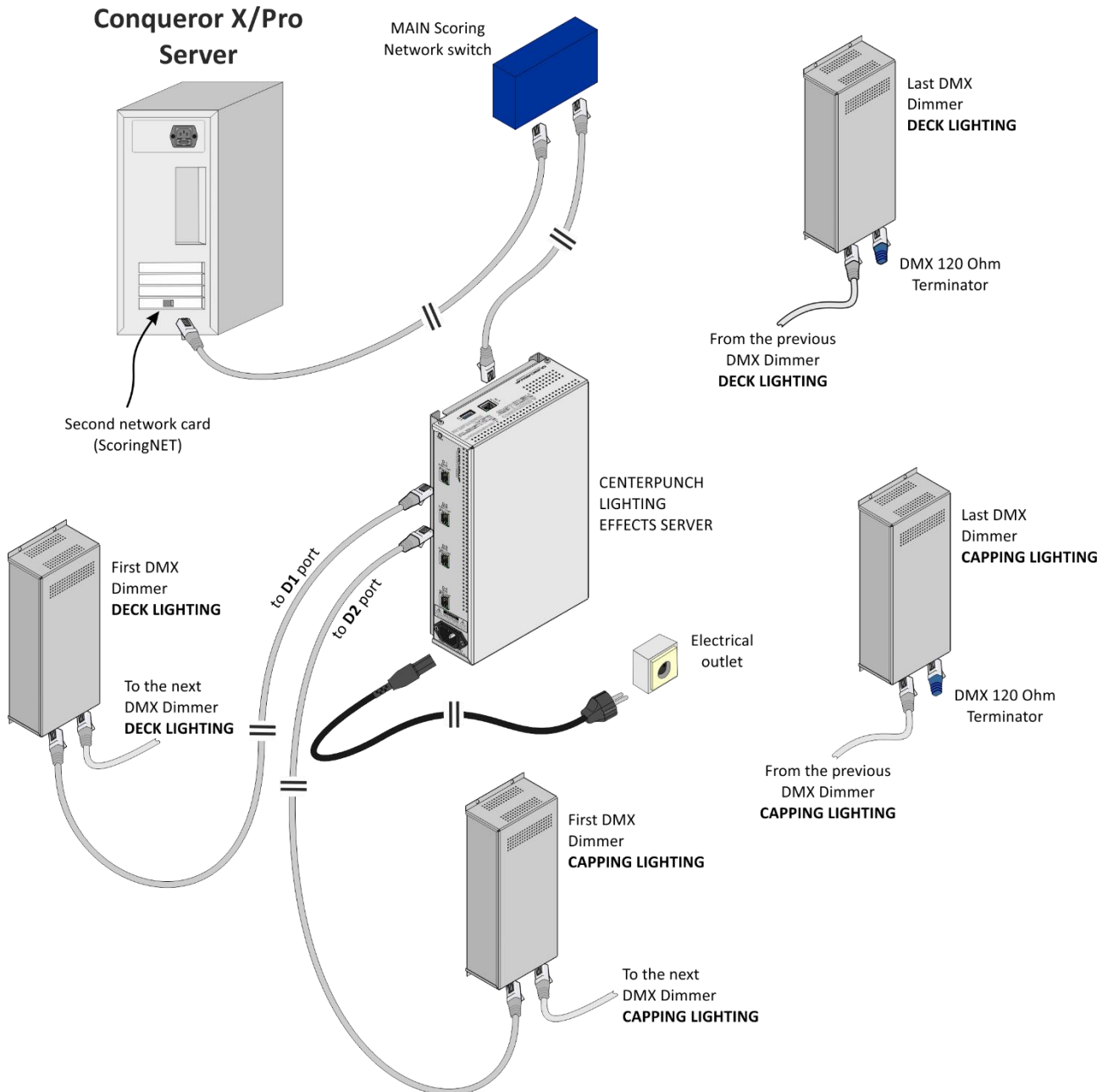
Connect the “N1 NETWORK” plug of the Effect Server X to the MAIN Scoring Network switch.

Connect the “D1 DMX COM LINE” to the first DMX Dimmer unit of the **DECK LIGHTING**.

Connect the “D2 DMX COM LINE” to the first DMX Dimmer unit of the **CAPPING LIGHTING**.

Connect the DMX 120 Ohm terminator to the “D2 DMX IN/OUT” connector of the LAST DMX Dimmer 2 unit.

Power on the CenterPunch Lighting Effects Server: connect the power cable to the Effect Server X and plug it to an electrical outlet.



### 1.4.4.3 Connection in the case of 4DMX-HUB with 4HD/5HD-CPU

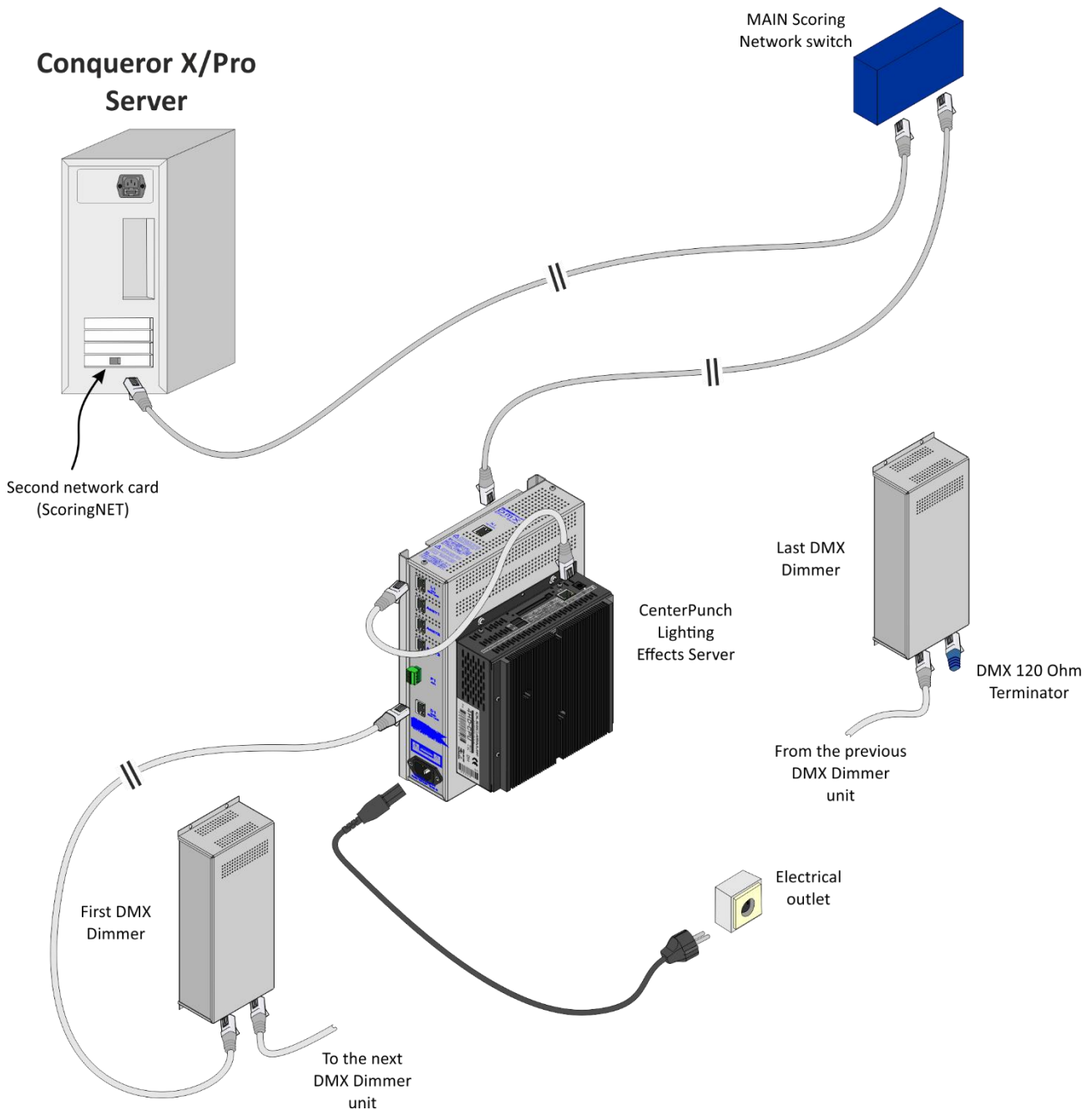
Use the shortest supplied network cable to connect the “L1 CPU COM LINE” plug of the 4DMX-HUB to the “L1” plug of the 4HD/5HD-CPU.

Connect the “N1 NETWORK” plug of the 4DMX-HUB to the MAIN Scoring Network switch.

Connect the “D1 DMX COM LINE” to the first DMX Dimmer unit.

Connect the DMX 120 Ohm terminator to the “D2 DMX IN/OUT” connector of the LAST DMX Dimmer 2 unit.

Power on the CenterPunch Lighting Effects Server: connect the power cable to the 4DMX-HUB and plug it to an electrical outlet.



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## 2 Software configuration

**IMPORTANT:** Prior to the installation of your new lighting system, please contact the QubicaAMF Tech Support service to schedule an appointment to update your software before integrating the light system with **Conqueror Pro**. You will need Tech Support assistance before you will be able to use your new lights.

### 2.1 CenterPunch Lighting Effects Server first startup procedure



On a front desk computer, navigate through the **Conqueror X** main menu and select: **SETUP / Modules & Options Setup / Upload to Lighting**.

1

OR

On a **Conqueror Pro** terminal select: **SETUP / TECHNICAL SETUP / CENTERPUNCH DECK LIGHTING**



2

Once in the "Lane Lighting Server" screen, check the "Enabled" option, enter the Serial number of the Effect Server X (or 4HD/5HD-CPU) that has been previously taken (in this example the serial number of the 4HD/5HD-CPU is 05355). Then press the "Save" button

Lane Lighting Server

Enabled

Serial number  

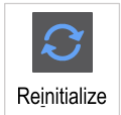
 Save

3



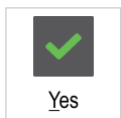
When the CenterPunch Lighting Effects Server has completely booted up, the circle near the serial number changes color from red to green.

4



Reinitialize the Effects Server.

5



Click on "Yes" in the confirmation window.

6


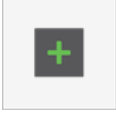



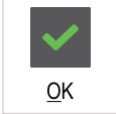
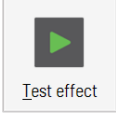

When the message "Upload terminated: UPLOAD COMPLETED" appears in the "Upload status" text box and the circle near the serial number turns green, the reinitialization process has been completed and the CenterPunch Lighting Effects Server is ready.



## 2.2 How to setup a new light effect combination

### 2.2.1 How to create and setup a new light effect combination – Conqueror X

Follow this procedure to setup a new light effect combination. In this example we will setup a light effect for a strike event:

- 1  On a front desk computer, navigate through the **Conqueror X** main menu and select: **SETUP / Modules & Options Setup / Lights – Lane effects.**
- 2 The “Lights – Lane effects” screen will open, there are two (2) preset Lane effect combinations, selectable by clicking on the drop down menu: COMPETITION and OPEN PLAY. Otherwise click on:
  -  Create a new lane effects combination.
  -  Copy the selected lane effects combination.
  -  Rename the selected lane effects combination.
  -  Delete the selected lane effects combination.
- 3 Double click on the event that you want to modify to access the “Lane effect” modification screen.
- 4  Click on OK when finished to modify the selected lane effect.
- 5  Click on Test effect to test the current lane effect on to the selected lanes.
- 6  Click on Save once finished.

## 2.2.2 How to create and setup a new light effect combination – Conqueror Pro

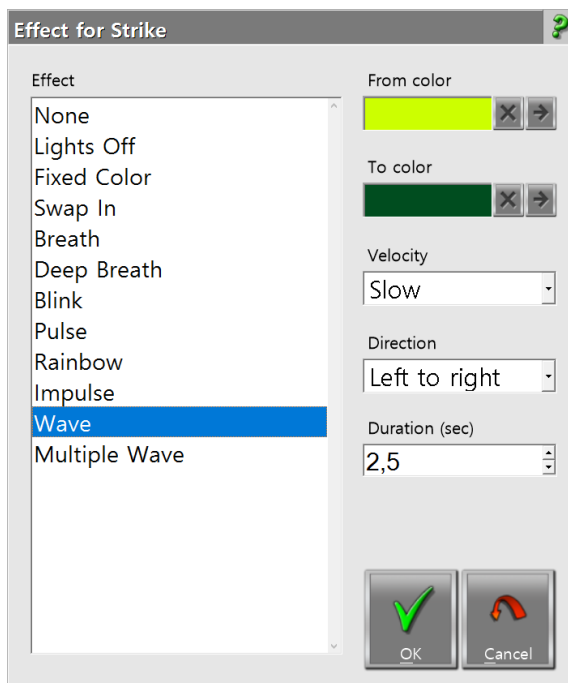
- 1 On a **Conqueror Pro** terminal select: **SETUP / BOWLING SETUP / CENTERPUNCH DECK LIGHTING**



- 2 The “CenterPunch Deck Lighting” screen will open, the preset light effect combination is named “DEFAULT”.
- 3 Click on the “ADD” button to create a new light effect combination.
- 4 Enter the new light effect combination name and click on the “OK” button.
- 5 Click on the Events tab and select the “Strike” event.



- 6 Click on the “Edit effect” button (or double click on the event description).



The edit effect screen will open:

- a) Select in the Effect list, the light effect that you want to be performed on the lane during the selected state/event.
- b) Select the color combination to be performed by the pit lights for the selected effect:
  - From color, To color: most pit light effects are designed to change between two colors: the one specified in “From color” and the one specified as “To color”.
- c) For some pit light effects the option “Velocity” will be enabled: select between the options
  - Slow: to set the effect speed to slow;
  - Medium: to set the effect speed to medium;
  - Fast: to set the effect speed to fast.
- d) For some pit light effects the option “Direction” will be enabled: select between the options
  - Left to right: to see the light effect changing from left to right.
  - Right to left: to see the light effect changing from right to left
- e) Duration (Sec): This value set the time, expressed in seconds, for the duration for the current light effect.
- f) Click on the “OK” button when finished.

Click on the “Test effect” button to test on the lane the currently selected Pit light effect.

- 8 **NOTE:** when a “State” effect is tested, it will be displayed on the lanes for almost 20 seconds. When a “Event” effect is tested, it will be displayed for a period of time equal to the “Duration” value.
- 9 Repeat steps from 6 to 8 for each state or event that you want to modify.
- 10 Once finished click on the “Save” button.
- 11 Repeat from step 3 if you want to create a new Light effect combination.



## 2.3 Use the light effect combinations

Once the different light effect combinations have been setup, there is the need to set them up in Conqueror X / Pro in order to utilize them in different situations.

There are two main conditions where it is possible to change the light effect combination: Bowling modes and Lane options.

### 2.3.1 How to setup light effect combinations in Bowling modes - Conqueror X

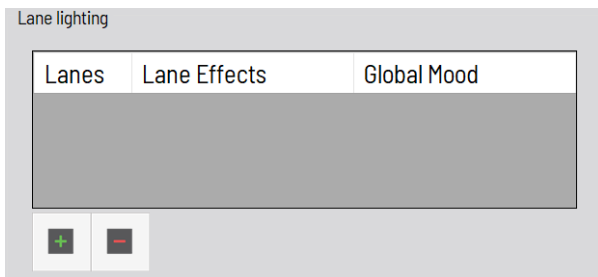
In this example we have a bowling center with 6 lanes, where we set the Lights combination "OPEN PLAY" from lane 1 to lane 2 and the Lights combination "COMPETITION" from lane 3 to lane 6.

1



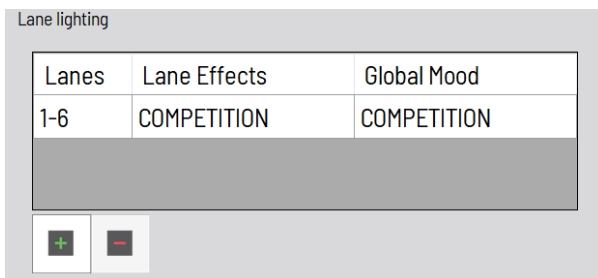
On a front desk computer, navigate through the **Conqueror X** main menu and select: **SETUP / General / Bowling Modes**.

2



In the "Lane lighting" area of the Bowling modes screen click on the "+" button.

3



A row will appear. In this row there are the number of the selected lanes (1-6 means from lane 1 to lane 6) and the name of the assigned Lane Effects and Global Mood lights combinations.

4

Double-click on the lane numbers to open the "Select lanes" screen, to change the lane selection where the assigned Lights combination will be displayed.

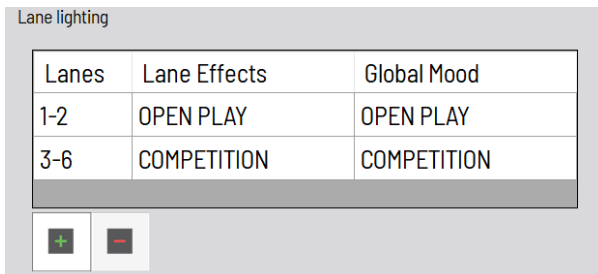
5

Click on the Lane Effects and Global Moods drop-down menus to select the desired light combination to be displayed on the selected range of lanes.

6

In the "Lane lighting" area of the Bowling modes screen click on the "+" button.

7



A new row will appear with the number of the remaining lanes (3-6 means from lane 3 to lane 6) and the name of the assigned Lane Effects and Global Mood lights combinations.

9



Click on Save once finished.

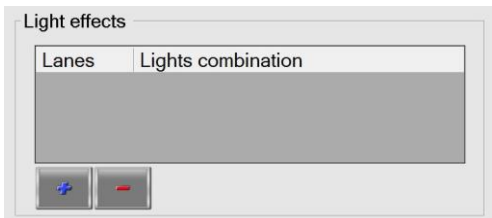
## 2.3.2 How to setup light effect combinations in Bowling modes - Conqueror Pro

In this example we have a bowling center with 8 lanes, where we set the Lights combination “VIP AREA” from lane 1 to lane 4 and the Lights combination “DEFAULT” from lane 5 to lane 8.

- 1 On a **Conqueror Pro** terminal select: **SETUP / BOWLING SETUP / BOWLING MODES**

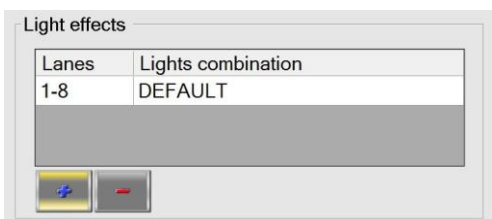


- 2



In the “Light effects” area of the Bowling modes screen click on the “+” button.

- 3



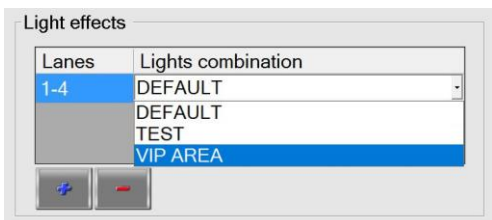
A row will appear. In this row there are the number of the selected lanes (1-8 means from lane 1 to lane 8) and the name of the assigned Lights combinations.

- 4



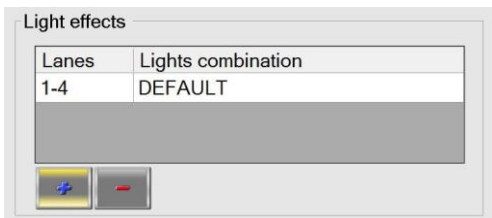
Click on the lane numbers to open the “Select lanes” screen, to change the lane selection where the assigned Lights combination will be displayed.

- 5



Click on the Lights combination and select the desired light combination to be displayed on this range of lanes.

- 6



Click on the “+” button.

- 7



A new row will appear, showing the Default Lights combination assigned to the 5 to 8 lanes range selected.

- 8 Click on “Save” when finished.



### 2.3.3 How to setup light effect combinations in Lane options

It is possible to assign different light effect combinations for each lane option.

By default the assigned light effect combination for each lane option is the one used for the bowling modes.

To change the light effect combination for each lane option follow this procedure, in this example we will assign the "OPEN PLAY" combination to the "DEFAULT" lane option:

1



On a front desk computer, navigate through the **Conqueror X** main menu and select: **SETUP / Bowling Setup / Lane Options**.

OR

1

On a **Conqueror Pro** terminal select: **SETUP / BOWLING SETUP / LANE OPTIONS**



2

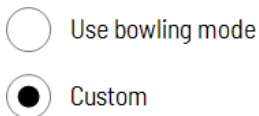
Click on the "Advanced" tab.

3



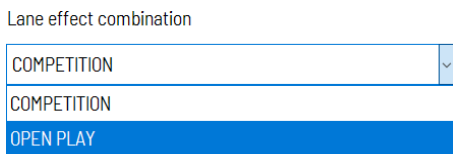
Click on the "Light setting" yellow text box.

4



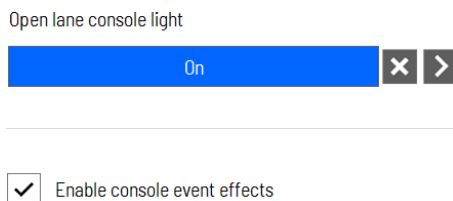
The "Light setting" screen will appear. Check the "Custom" choice.

5



Select from the "Light effect combination" menu the desired combination.

6



**IN THE CASE OF CONSOLES EQUIPPED WITH COLORED LED LIGHTS:** Click on the "Open lane console light" to set the color of the back light of the console for the "open lane" state. Check the "Enable console event effects" to enable the console back light event effects.

7

Click on "QK" when finished.

8

Click on "Save" when finished.

## 2.4 How to perform a light effect from the Special Functions menu

### 2.4.1 Conqueror X

It is possible to perform a light effect on a lane, or a group of lanes, by enabling it from the “Special functions” menu.

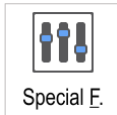
When a light effect is selected from the special functions menu, it will be performed only once, for the specified duration.

1



On a front desk computer, navigate through the **Conqueror X** main menu and select: **HOME / Quick Access / All Lanes.**

2



Click on the “Special F.” button.

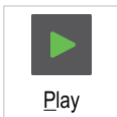
3



Click on the “Lane Lights” button.

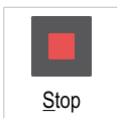
4 The “Set lights” screen will appear.

5



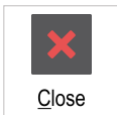
Set the effect from the “Lane Effect” or “Global mood” tab then click on the “Play” button once ready.

6



Click on the “Stop” button to stop the lane effect (or the global mood).

7



Click on the “Close” button once finished.

## 2.4.2 Conqueror Pro

It is possible to perform a light effect on a lane, or a group of lanes, enabling it from the “Special functions” menu.

When a light effect is selected from the special functions menu, it will be performed only once, for the specified duration.

- 1 On a **Conqueror Pro** terminal select: **QUICK ACCESS / ALL LANES**



- 2 Click on the “Special F.” button.



- 3 Click on the “Deck lighting” button.

- 4 The “CenterPunch deck lighting” screen will appear.

- 5 Select the effect from the “Effect” selection and set the options for the selected effect (please refer to “**How to create and setup a new light effect combination**” paragraph for further information).

- 6 Select the lanes by clicking on the “Lanes” yellow box.



- 7 Click on the “Enable” button to perform the selected effect, for the duration specified in the “Duration (sec)” option.



- 8 If, for any reason, you want to stop the effect, click on the “Disable” button.

- 9 Click on “Exit” when finished.



## 3 Replacements

### 3.1 How to replace the Effect Server X or the 4DMX-HUB units

This is the procedure to follow to replace a faulty Effect Server X unit:

- 1 Turn off the faulty CENTERPUNCH LIGHTING EFFECTS SERVER by unplugging the power cord from the Effect Server X unit itself (or from the 4DMX-HUB).
- 2 Disconnect and remove the faulty Effect Server X unit from the wall support (or the 4HD/5HD unit from the 4DMX-HUB).
- 3 Position the new Effect Server X (or the new 4HD/5HD-CPU) in the same way as the old one.
- 4 Turn on the new Effect Server X (or the 4DMX-HUB) by connecting the power cord.
- 5 Take note of the serial number written on the label of the Effect Server X unit (or the label of the new 4HD/5HD-CPU).
- 6 Enter Conqueror X / Pro with a user allowed to operate the EFFECT SERVER SETUP.



On a front desk computer, navigate through the **Conqueror X** main menu and select: **SETUP / Modules & Options Setup / Upload to Lighting.**

7

OR

On a **Conqueror Pro** terminal select: **SETUP / TECHNICAL SETUP / CENTERPUNCH DECK LIGHTING**



8

Once in the “Lane Lighting Server Setup” screen, enter the Serial number of the new Effect Server X (or 4HD/5HD-CPU) that has been previously taken (in this example the serial number of the unit is 5355). Then press the “Save” button

Lane Lighting Server

Enabled

Serial number  ●

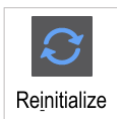
 Save

9



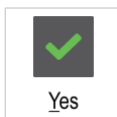
When the CenterPunch Lighting Effects Server has completely booted up, the circle near the serial number changes color from red to green.

10



Reinitialize the Effects Server.

11



Click on “Yes” in the confirmation window.

12

When the message “Upload terminated: UPLOAD COMPLETED” appears in the “Upload status” text box and the circle near the serial number turns green, the reinitialization process has been completed and the CenterPunch Lighting Effects Server is ready.



## 3.2 How to replace the 4DMX-HUB unit

This is the procedure to follow in order to replace a faulty 4DMX-HUB:

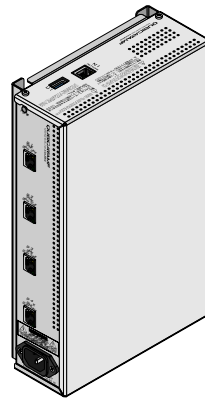
- 1 Turn off the faulty CENTERPUNCH LIGHTING EFFECTS SERVER by unplugging the power cord from the 4DMX-HUB unit itself
- 2 Disconnect and remove the 4HD/5HD-CPU unit from the 4DMX-HUB
- 3 Disconnect and remove the faulty 4DMX-HUB unit from the wall support
- 4 Position the new 4DMX-HUB in the same way as the old one
- 5 Mount the 4HD/5HD-CPU on the new 4DMX-HUB
- 6 Check that all the cables are connected
- 7 Turn on the new 4DMX-HUB



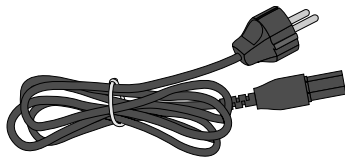
## 4 Parts



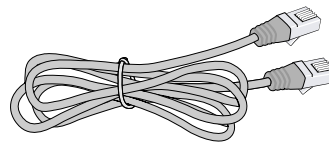
DMX 120 Ohm  
Terminator  
PN: 275002009



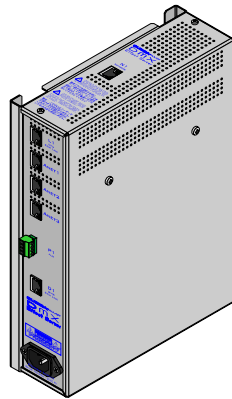
Effect Server X  
PN: 275002032



Power cord, length: 3m / 10'  
EU PN: CABPOWVDESUKO  
US PN: CAB020



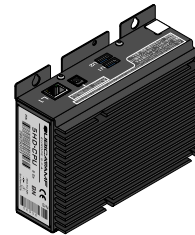
Ethernet cables, various lengths  
length: 10m / 30' PN: COMCABRJ4510  
length: 30m / 100' PN: COMCABRJ4530GY  
length: 50m / 164' PN: 288401063



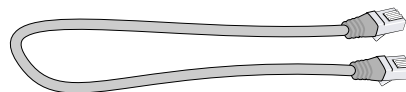
4DMX - HUB  
PN: 275002011



4HD - CPU  
PN: 288250020



5HD - CPU  
PN: 288250023

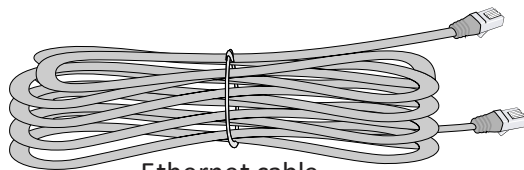


Ethernet cable  
length: 50cm / 20" PN: 289X01157

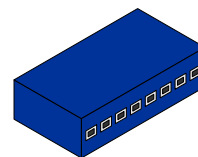
### DMX Effects Server

with 4HD-CPU PN: 275002018  
with 5HD-CPU PN: 275002028

### Supplied for BOWLAND / BOWLAND-X centers ONLY



Ethernet cable  
length: 75m / 250' PN: 286002539-250



8 ports network switch  
PN: 288600095

