Stage Door Servo Installation Guide

Parts Needed: Servo Kit {Servo, Wire Ties}
Software Version must be at least Version 18.8.5

IT IS HIGHLY RECOMMENDED TO TAKE PICTURES OF ALL PARTS REMOVED AND WHERE THEY GO.
PLEASE READ THROUGH THIS GUIDE AND UNDERSTAND IT COMPLETELY BEFORE YOU START.
IF YOU NEED HELP CALL 833.API.HELP M-F 8AM – 5PM CENTRAL TIME.
IF YOU THINK THIS IS ABOVE YOUR ABILITIES SEEK A PROFESIONAL TO PERFORM THIS!

INSTRUCTIONS:
WITH THE GAME TURNED OFF AND THE POWER CORD UNPLUGGED FROM THE OUTLET!
Remove Monitor Cover and Store in a Safe Place “A”. Cut the 2 Wire Ties “B” and Remove the Two Connectors from the Monitor “C”. Remove the Two ¼” Hex Standup Posts “B” and the Two Screws “D”. Remove Monitor and Store in a Safe Place.
Lift the playfield fully so it is resting against the backbox, find the Stage IO board located on the bottom right side near the Stage on the underside of the playfield. Unplug the 2 black 1 white wire connector located in spot “0” (Stage Door Servo Connector), route wire so that it can be removed from the top of the playfield for Stage Door Servo removal.

With the playfield in the down position, remove the 4 screws and nuts from the Stage Door Servo and remove the servo and wire connector from the game.

With the Servo removed open the stage door half way.
Insert the new servo and make sure to reinstall the servo collar. Reinstall the 4 screws, reconnect the Servo Connector back into Slot “0” of the Stage IO Board. Reassemble the monitor utilizing the 2 hex spacers and 2 screws, make sure the 2 monitor connectors are inserted and wire tied to the hex spacer for strain relief. Reinstall the hood with the 2 screws.

With everything reassembled RECONNECT THE POWER CORD TO THE OUTLET AND POWER ON THE GAME. Enter the test mode and press the right flipper button 2 times, PRESS AND HOLD the right flipper button one more time so that UTILITIES is highlighted... WHILE YOU ARE STILL PRESSING THE RIGHT FLIPPER BUTTON press the MENU button, go to STAGE CURTAIN CALIBRATION. Follow the on-screen prompts. Key point. The servo stop points you are defining in software MUST be before the actual hard stops of the door. Make sure you account for any play in door travel. If the software stops are not before the hard stops the life of the servo will be severely shortened and will result in the servo needing to be replaced again.

Exit Test Mode

Play a test game, everything should operate normally at this point, if not call the service help line

833-API-HELP

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