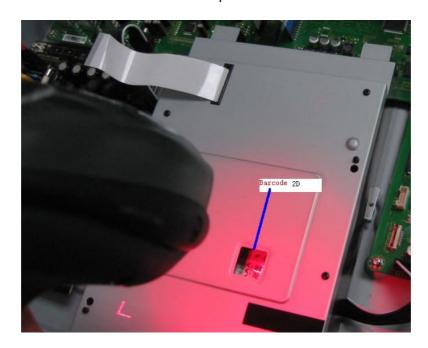
Instructions for installing the barcode using USB drive

Creating a "FA file"

- 1. Create a .txt file which is named fa.txt
- 2. Scan the serial number (13bits) on the side of the loader with a barcode scanner, and put the barcode into the .txt file



3. Scan the two-dimensional barcode and put it into the .txt file

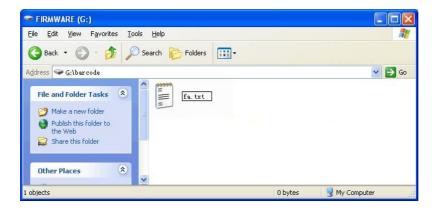


4. Save the serial number and barcode to the .txt file in the format shown below:

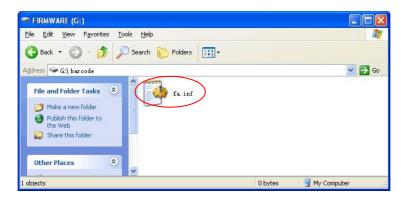
V200102500146-000112AFBE99632186E47FC0AA6FD0701F464A4D2938501D557E8A13131E00000 032859B67671F1F433B1D8B171

Note: There should be a "-" (dash) between the serial number of the loader and the barcode when entered into the .txt file, or else the unit won't recognise it

Remark: 460 loader BARCODE (96bits) / 480 loader barcode (64bits)



5. Change the fa.txt file extension to .inf

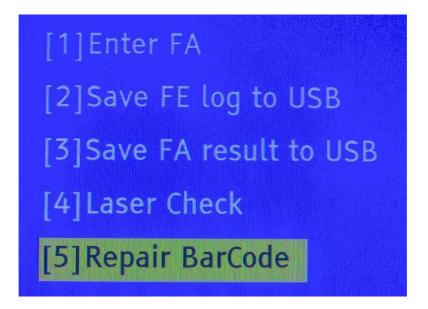


6. Create a new folder names "barcode" on the USB drive, and copy the fa.inf file to this folder.

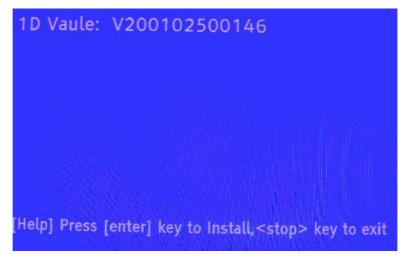


Installing the barcode

- Power on the unit, and when the front display shows "OPEN or NO DISC", insert the USB drive with the barcode file into the USB port
- 2) Using the remote, enter setup and press number keys 5177 to access the FA mode, as demonstrated in the image below:

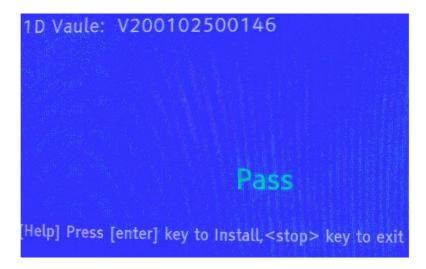


3) Scroll down to "Repair Barcode", press the "Enter" key and then the unit will recognize the ID Value automatically



4) Press the "Enter" key and the barcode will be installed to the unit

5) Once the barcode has been installed successfully, the screen will show "Pass"



6) When the screen shows "Pass", press the "Stop" key and then press exit the process. You should then power cycle the unit.

Notes:

- 1) Ensure that the power supply to the player is stable when installing the barcode. If the display indicates "Fail", please check the file saved to the USB drive is the correct extension, the folder name is correct and file system format is correct (FAT32 recommended).
- 2) There should only be one barcode file saved to the USB drive under the "barcode" folder.