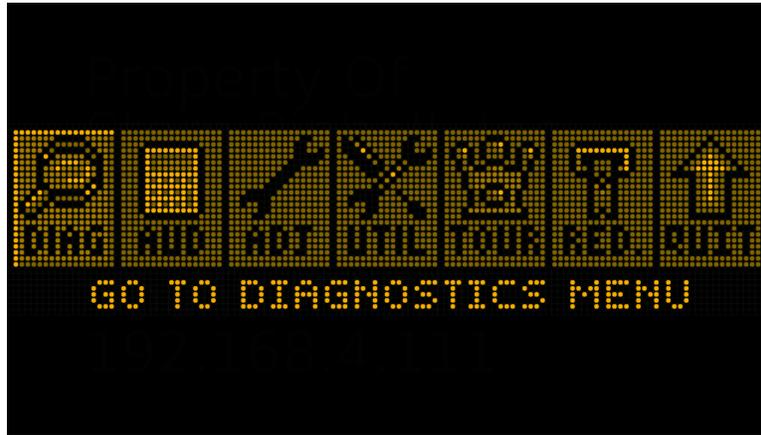
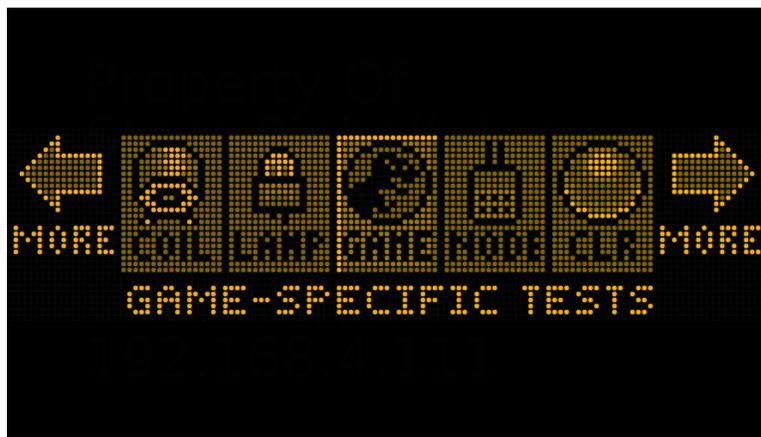


The following procedure should be used to align the T-Rex for Jurassic Park games that are having problems with the T-Rex moving down onto the Left Ramp and contacting the sides of the ramp, which in turn forces the mouth of the T-Rex closed.

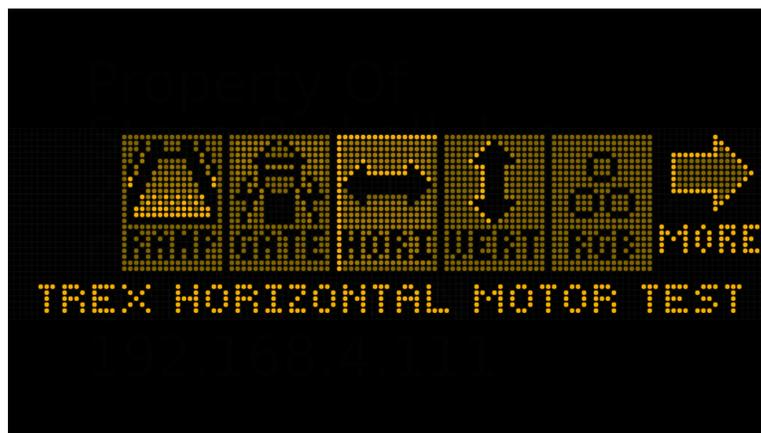
- 1) First check to see if the T-Rex is not aligned. To do this enter the **DIAGNOSTICS MENU**.



- 2) Navigate to **GAME-SPECIFIC TESTS**



- 3) Select the **TREX HORIZONTAL MOTOR TEST**



- 4) You should see the following message while the T-Rex performs the homing procedure. It will home the stepper motor and then perform a Left / Right / Center movement to recover any lost steps.

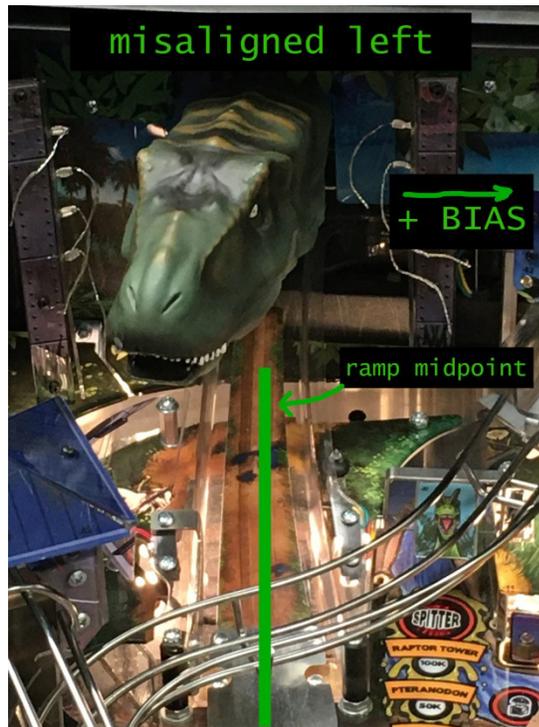


- 5) Once **PLEASE WAIT: HOMING MOTORS** is no longer visible observe the position of the T-Rex over the ramp. The T-Rex should be dead center above the ramp. If it strays to the left or right of the ramp there will need to be an adjustment made to the adjustment titled **"T-Rex STEPPER MIDDLE POSITION BIAS"**

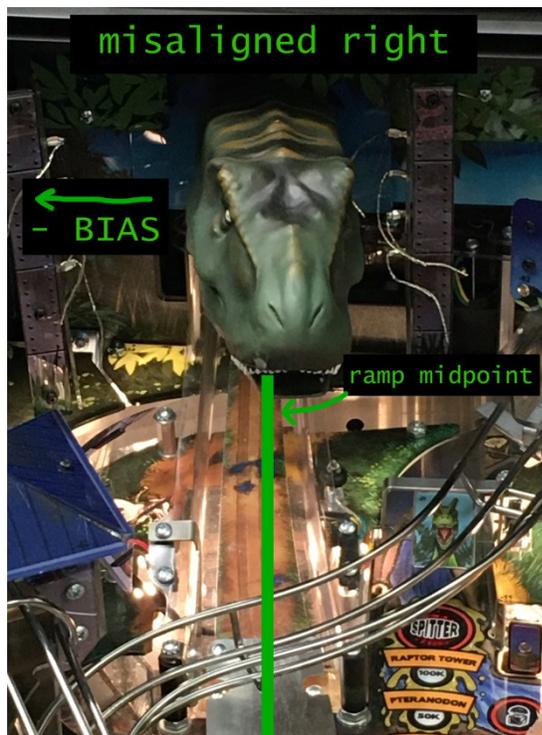
The following example is for a centered T-Rex that requires no adjustment.



The following example is for a mis-aligned T-Rex that needs the “T-REX STEPPER MIDDLE POSITION BIAS” adjusted in the positive direction.



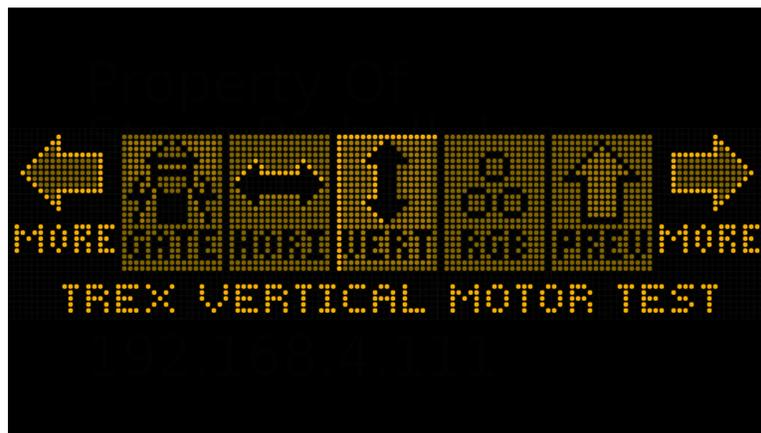
The following example is for a mis-aligned T-Rex that needs the “T-REX STEPPER MIDDLE POSITION BIAS” adjusted in the negative direction.



- 6) In the operator menu navigate to Adjustments -> Feature Adjustments (Game) and navigate backwards (since these adjustments are closer to the end of the list than the beginning). Currently, in 0.95.0 software the adjustment number is #246 however this could change with subsequent code releases. Once you locate “**T-REX STEPPER MIDDLE POSITION BIAS**” you can now adjust the number in either the positive or negative direction based on the results from the alignment test you just ran. There is also a LEFT POS and RIGHT POS BIAS so take care to not adjust these. They have been included to allow adjustment of the LEFT and RIGHT position of the T-Rex if desired, but we have not seen a need to adjust these to anything but zero. These BIAS numbers are adjustable from -15 to +15. These BIAS numbers do not reset with a factory reset.



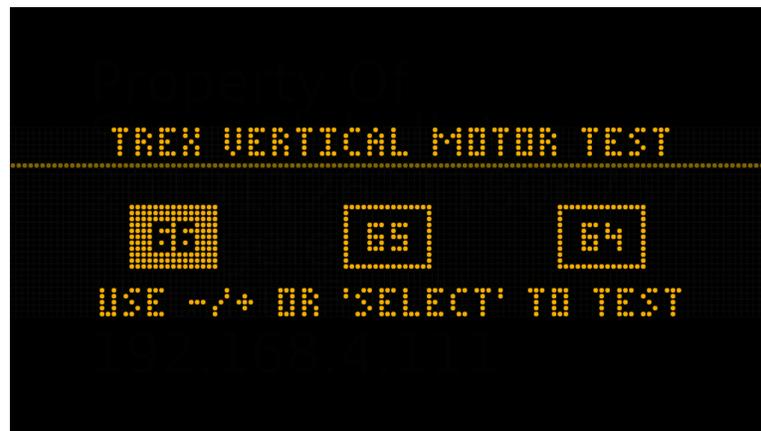
- 7) At this point, when you have made an adjustment to in the above step you should now re-run Step 1 – 6 again until you get the result that most closely matches a “Centered” T-Rex in the picture above.
- 8) With a centered T-Rex you can now proceed to the **T-REX VERTICAL MOTOR TEST**



- 9) When the **T-REX VERTICAL MOTOR TEST** is running it will run a homing procedure just as the horizontal motor test did. Wait until **“Please Wait: HOMING MOTORS”** no longer appears.



- 10) Press the **“-” MINUS** button to move the T-Rex head down to the Ramp.



- 11) Observe the T-Rex head. The Head should be in between the ramp sides and not contacting the ramp on either side. Pressing the **“START”** or **“MENU”** button will open the jaw which should open freely and stay open. The bottom of the jaw may contact the ramp but just barely. If the jaw is not staying open and is just opening for a short time and not holding open you may have to mechanically adjust the T-Rex vertical motor so the head does not come down so far.

The following are pictures of the centered T-Rex in the “down” position with jaw closed / open.

