



PHOTOMOTION MANUAL V1.0

To access the operator menu, open the back printer door and insert a USB keyboard into the USB hub located next to the printer. Press the '**O**' key on the keyboard to enter the operator menu.

To navigate around the menu, use the **ARROW** keys and **ENTER** key on the keyboard.

When adjusting coins and pricing, keep in mind all numbers are in pennies. So if price per play is 500, that's \$5.00 per play.

We recommend setting up WIFI for your location so you can be notified when you are running out of paper, or if there is an error. You will want to edit the UPLOAD information as well. When you do so, send service@teamplying.com a screen shot and let us know you are setting up a Photo Motion and we can add you to the online database. A WIFI dongle is not included.

In the operator menu you will find adjustments, audits, diagnostics and be able to update your booth. In the upper right corner you will find the Team Play Inc. phone number as well as service and sales emails. The bottom left corner lets you know the software version you have and also tells you information about your printers and internet connection.

From any screen, the **BACK BUTTON** in the lower right corner (<<) will return to the previous menu. From the operator menu screen, pressing the back button will return to attract mode.

Please give **Team Play** tech support a call at **847-952-7533** with help getting setup or getting your Photo Motion machine online. We will be happy to help.

Adjustments

This menu adjusts coin, game, and camera settings as well as upload and WI-FI information and the clock.

Menu Option	Description
Coin	Coin adjustments allow freeplay, currency, token, or swipe mode. Each screen has 4 coin inputs with up to 2 coin meters. The inputs use pulses so any compatible equipment can be connected.
Freeplay	Freeplay allows players to press the button to begin.
Currency	Currency requires players to insert money to begin.
Tokens	Tokens require players to insert tokens to begin.
Swipe	Swipe requires players to swipe their card to begin.
Coin Pulse 1-4	Set the value of each pulse on its particular input. For example, if price per play is 300 (\$3.00) and you have a dollar bill validator connected, Coin 1 would be set to pulse at 100. This would make each pulse count as \$1.00. Use the +5 -5 +1 -1 buttons to change the pulses to the desired amount for each input.
To Meter	This sends the Coin 1-4 value to a specific meter. Note: you cannot send quarters to a dollar meter.
Meter Pulse	This displays how many times the Meter will pulse once it receives the coin. The meter should pulse at the same rate as the coin so they will receive the same value.
Price Per Play	Set the price it costs to play the game.
Reset to Defaults	Resets all game adjustments to default settings. Note: You cannot undo this.

Game	Game adjustments changes print mode and game time.
Shard Mode	Set shard mode to shards or no shards. No shards will leave a small white strip along one edge of the photo, saving cutting head and maintenance. Enabling shards will cut off this white strip.
Game Time (sec)	Set the amount of time the game will play between 40 and 70 seconds.
Video Car Color	What color the car is shown
Print Location	Show animation for where the photo will be
Camera	Change camera settings to adjust to your location. Settings include Brightness and Contrast.
Settings	Use the “-“and “+” buttons to increase or decrease settings until they look good in your location.
Flip Video	Flip the view of the camera to be right side up. In some variations of the car, the camera location causes the image to be upside down.
Reset to Defaults	Any modified camera settings will return to default settings. Note: You cannot undo this.
Upload	Enabling uploads will print a URL on the bottom of each photo. By putting this URL into a web browser, customers will be able to download the picture from the cloud or share to social media.
Photo Upload	Enable or disable photos uploading. Audit uploading is not affected by this setting.
Name, Location, Booth	Enter Operator Name, Location, and Booth Name using the change buttons on the right. After doing this, send an email to service@teamplyinc.com with these settings to have an account made. This will send your booth its Booth ID so it can create links for uploads. The booth must be registered to enable uploading. Make sure your booth has either Wi-Fi or a wired internet connection so it can receive its Booth ID.
Uploads Remaining	Uploads remaining is the number of uploads still pending. If you delete them, customers will not be able to download their photo.
Wi-Fi	Connect your booth to Wi-Fi. Use the change buttons to add the SSID and password. After they are added you can hide the password or clear the Wi-Fi information. The booth can also use a wired Ethernet connection.
Hidden SSID	Only set to yes if your SSID is actually hidden.

<p>Clock</p>	<p>(Adjustments Continued)</p> <p>Use the arrows on the left to scroll through regions. The double arrows will scroll 3 regions at a time while the single arrows will scroll one by one. The arrows on the right will scroll through cities within the selected region and set the date and time. If connected to internet, putting in the region and city will change the time automatically. If not connected, use the arrows at the top of the screen to change the date and time manually.</p>
<p>Reboot Daily</p>	<p>This setting can be enabled (or disabled) at the bottom of the Adjustments Menu to allow an automatic reboot of the machine once a day. Use the Change button to select a time and Done to confirm. Note: Choose a time when no players will be using the machine, such as between 1AM and 5AM.</p>
<p><< Back</p>	<p>Returns to the Adjustments Menu.</p>
<p><< Back</p>	<p>Returns to the Operator Menu.</p>

Diagnostics

Diagnostics allows you to change camera settings and test the printer, buttons, lights, and meters. You can also reboot the machine from this menu.

Menu Option	Description
Coin 1-4	If the coin or bill acceptor is triggered, this will say "on."
Meter 1	Click Meter 1 once.
Meter 2	Click Meter 2 once.
Camera	Change camera settings to adjust to your location. Settings include Brightness and Contrast.
Settings	Use the "-" and "+" buttons to increase or decrease settings until they look good in your location.
Flip Video	Flip the view of the camera to be right side up. In some variations of the car, the camera location causes the image to be upside down.
Reset to Defaults	Any modified camera settings will return to default. Note: You cannot undo this.
<< Back	Returns to the Diagnostics Menu.
Printer	Printer diagnostics will display how many prints are left before needing more paper. You can test print from this menu.
<< Back	Returns to the Diagnostics Menu.
	Diagnostics for all Switches
Wheel Left/Wheel Right	Turn the wheel left or right to test.
Gas	Press the gas pedal to test.
Start	Press the start button to test.
Motion	Turn on the motor to test.
Motor	Turn the motor on and off.
Various Lights	Turn the lights on and off.
Reboot	Reboot the machine.
<< Back	Returns to the Operator Menu.

Software Update

If you have downloaded an update onto a flash drive, you can access the update through this menu.

Menu Option	Description
Update	Download the update on a PC to a flash drive and then connect it to an open USB port inside the cabinet. Choose the update file you want and then choose Update. This will reboot the machine when done.
<< Back	Returns to the Operator Menu.

Audits

The Audits menu displays current and lifetime coin and game audits. Keep track of audits online at <https://funstop.photos/> Register your booth by sending an email to service@teamplyinc.com to set up an account. Audits are uploaded when the machine boots as well as every hour if there has been a change. A spreadsheet with the information can be downloaded and multiple games can be set up under one account to easily keep track of them. Through this account you can also set email notifications for audits such as when there is low paper, no camera detected, or missing IO boards.

Menu Option	Description
Coin Audits	See the number of current and lifetime coins from each input. You can also see current and service credits.
Clear Credits	Clear current credits on the machine.
Print Audits	Print the coin audits page from the photo booth printer.
<< Back	Returns to the Audits Menu.
Game Audits	See the current and lifetime number of prints and uploads from the game.
Print Audits	Print the game audits page from the photo booth printer.
<< Back	Returns to the Audits Menu.
Clear Audits	Press Yes to confirm the action. This will clear all current coin and game audits but will not affect lifetime audits.
<< Back	Returns to the Operator Menu.

Sound

Adjust attract and game sound effect and music volume from this menu. Use the “-” and “+” buttons on the screen to lower and raise the volume of each sound.

Menu Option	Description
Attract Music Volume	Volume of attract music, between 0 and 100.
Attract Sound Effect Volume	Volume of attract sound effects, between 0 and 100.
Game Music Volume	Volume of in-game music, between 0 and 100.
Game Sound Effect Volume	Volume of in-game sound effects, between 0 and 100.
<< Back	Returns to the Operator Menu.

Assets

This menu will allow you to import, manage, and delete borders. See the manual *Gen 3 Custom Art* at <http://www.teampplayinc.com/> for information about the sizing of these pieces as well as how to save them onto a flash drive. The standard assets include 5 borders.

Menu Option	Description
Import Borders	If you have created custom borders, you can import them here. Connect a flash drive with the custom borders you want to use to any open USB port. Use the "Page Up" and "Page Down" keys on your keyboard to move through and add them to the current borders.
Manage Borders	Manage borders allows you to see both custom and pre-set borders. Scroll using the "Page Up" and "Page Down" keys on your keyboard and delete borders as preferred. Note: There is no undo.
Delete Borders	Allows for deletion of borders that are no longer needed.
Verify Assets	Check for corrupted assets here in both Standard and Custom Assets. If there are bad/corrupted files, use the scroll arrows and Delete button to delete them.
<< Back	Returns to the Operator Menu.

Reset to Factory

Any modified audits and adjustments will reset to default settings. Press yes on the pop up screen to confirm.
Note: There is no undo after resetting to factory defaults.

<< Back

From the operator menu, this button returns to attract mode.

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