Virtual Pinball

Better games through innovation!

VIRTUAL PINBALL

www.tab.at

2 years warranty

Manual

TAB-Austria Industrie- und Unterhaltungselektronik GmbH & CoKG

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TAB AUSTRIA

www.tab.at

We would like to thank you for choosing

Virtual Pinball

out of all the offered entertainment possibilities.

For a satisfying use of *Virtual Pinball* please read the manual carefully.

Please keep the manual safe so it can be used if necessary.

Fore more information our hotline can be called at:

Dial: +43 / 72 29 / 78 0 40 - DW 250

Instruction manual *Virtual Pinball*

(MH 20.03.2006)

The texts and images were created carefully but mistakes can not be excluded totally.

The producer doesn't take any charge or liability for any of these mistakes.

Information’s about the defaults and sequences for improving Virtual Pinball will be accepted thankfully.

All rights for virtual replay and storage in electronic or other medias are reserved. The program, manual and all parts are subject to the international copyright conditions.

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This manual describes the mounting and professional installation of the machine *Virtual Pinball.*
Information's about the newest Software versions can be found on the TAB homepage **www.tab.at** under **FAQ' s**. By clicking on the TAB-Logo on the **Testmode** (see p.14), or on the **TAB info screen** you can find out what version your Virtual Pinball is using at the moment.

On page 28 you will find the technical datas and the dimensions.

Please note:
On machines before V3 you have to update the hardware with RAM memory and a new graphic card. Detailes are on the **technical information**:
Virtual Pinball V3.00 – Strong software needs strong hardware
Direct link:
http://www.championsnet.net/fedoc_dokumente/TechInfo/Virtual_Pinball/TechInfo_VP_3.00_en.pdf

IMPORTANT:
All people working on this machine are only allowed to work with the machine off and the cabel unplugged. Only qualified people should work with this machine.

Setup Pointers

Safety regulations for the user

- The machine may only be operated in dry rooms and connected to a safety plug socket that complies with the relevant safety standards.
- Before starting the machine, it should be allowed to attain room temperature.
- Check the main voltage before connecting the machine!
- The machine is designed for an alternating voltage of 230 Volt (or 115 Volt if specified on the type plate), 50 Hz and 450 W power.
- The machine may only be operated with a 4 amp fuse.
- In case of breakage to housing parts, protruding wires, machine fires or smashed picture tubes the machine must be immediately switched off and the main plug disconnected.
- Defective or bare wire cables, especially power cables and plug connecters must be replaced.
- The recommended ambient temperature is 5 – 35 Degrees on the Celsius scale.

  IMPORTANT!
  In such cases ensure that any machine contact is avoided and that it cannot be switched on!

- When positioned alongside other machines, interference in normal operation may occur.

Please pay attention to the licensing terms and conditions of Microsoft.

Disposal of Old Electrical & Electronic Equipment (Applicable in the European Union and other European countries with separate collection systems

This symbol on the product or on its packaging indicates that this product shall not be treated as household waste. Instead it shall be handed over to the applicable collection point for the recycling of electrical and electronic equipment. By ensuring this product is disposed of correctly, you will help prevent potential negative consequences for the environment and human health, which could otherwise be caused by inappropriate waste handling of this product. The recycling of materials will help to conserve natural resources. For more detailed information about recycling of this product, please contact your local city office, your household waste disposal service or the company where you purchased the product.

Montage

Attention: To build up the machine safely there are at least 2 people necessary.

Work carefully so that injuries and damages can be avoided..

1. Remove the attatchment of the cardboard of the pallete.

2. Remove the loose cardboard pieces.

3

3. Remove the small cardboard Carefully of the main box.

4

4. Open the box with a suitable knife.

5

5. Remove the cardboards from inside the box.

6

6.Remove the cardboard.

7

7. If you now pull off the cardboard hold be able to see the Virtual Pinball.

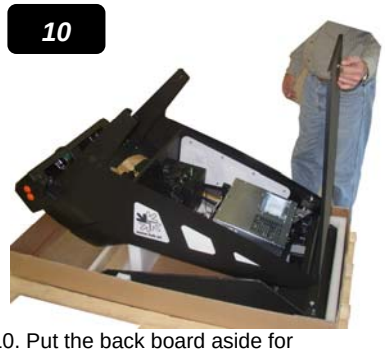
8

8. At the back of the machine you will find the manual and the keys for the Cash and for the back board.

9

9. Open the back board to set up the virtual pinball.

10

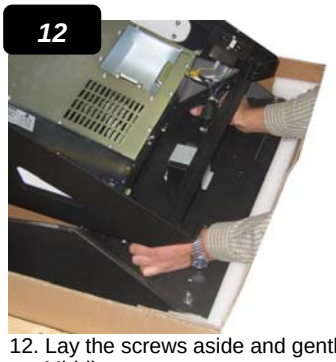


10. Put the back board aside for now.

11

11 Remove the 4 screws of the legs.

12



12. Lay the screws aside and gently lift the Middle part up.

13

13. It should look like this!

14

14. Screw the middle part to the legs now.

15

15. This is what it should look like.

16

16. Remove the cardboard off the Plasma screen.

17

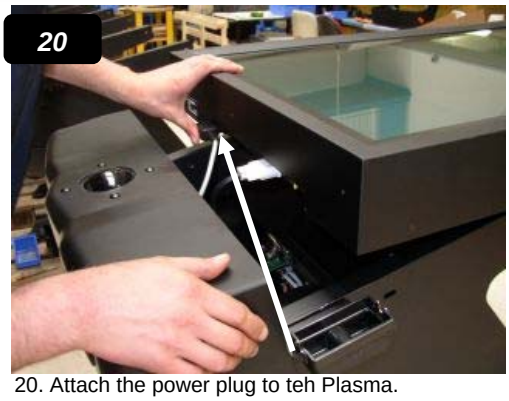
17. Gently lift the package off.

18

18. You will find screws on the body at each side of the machine.

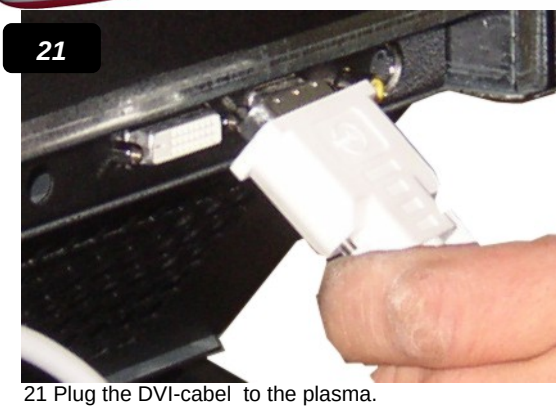
19

19. Move the Plasma Screen in the right way to fit in the holes for the screws.



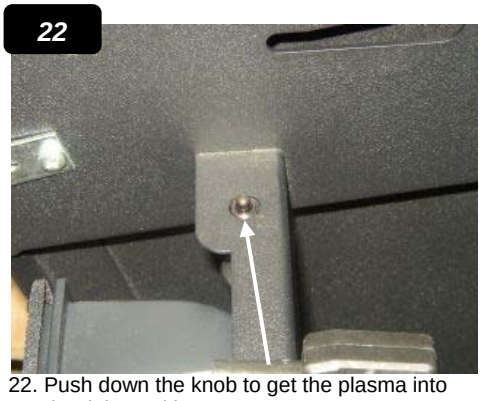
20. Attach the power plug to teh Plasma.

.



21 Plug the DVI-cabel to the plasma.

.



22. Push down the knob to get the plasma into The right position.

23. The display is now bolted.

IMPORTANT

24. Attach the Plasma screen twice left and right! The screws (4x)

Services on the Front part

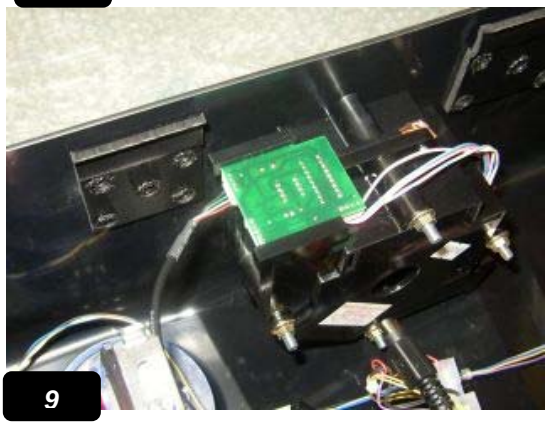
If a service or settings have to be done to the coin validator or a dysfunction should accure, handle like this:

- unplug all cables **pic 7a b**
- unbolt the synthetic parts **pic 8 a b**
- unplug the trackballs **pic 9 a b**

The synthetic parts can now be taken off so that settings and services can be done exacter and more effectively. At the same time other connections can be checked for defaults and the Plasma can be checked for the acceleration sensor.

7

8



9

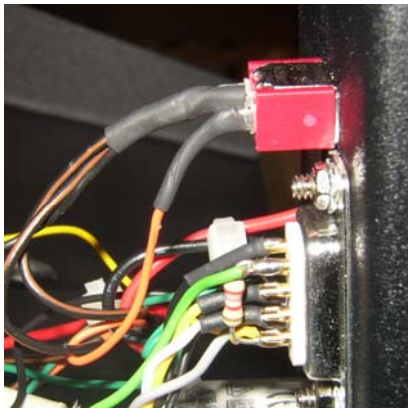
Installation of a VDAI cable

Needed parts:

VDAI cable item number 360 134 271
soldering gun, solder, heat shrink tube

Solder the yellow cable (+12V) to the power requirement (red cable).
The heat shrink tube which was over the cables prevents a shortage.

The brown cable with the flat connection isn't needed and should be put aside with the other cables.



Solder the black cable (minus) to the black cable on the testing switch.
The heat shrink tube which was over the cables prevents a shortage.

- Plug the 25 pol. End of the cable to the computer.

After plugging in the cable again when starting the computer, the VDAI function is ready.

Commissioning

- **Switch the machine on**

You can now see the **main menu.**

Pressing the **SHOOT-OUT** button will change the language in the **menu** or in the **Testmode**!

Appliance

The handling in the menu is with the Trackball and all buttons.

Pinball buttons

Every button has the function as selected when pressed. The red arrow marks the SHOOT-OUT button. With this button you can change the language or shoot-out the ball in a flipper game.

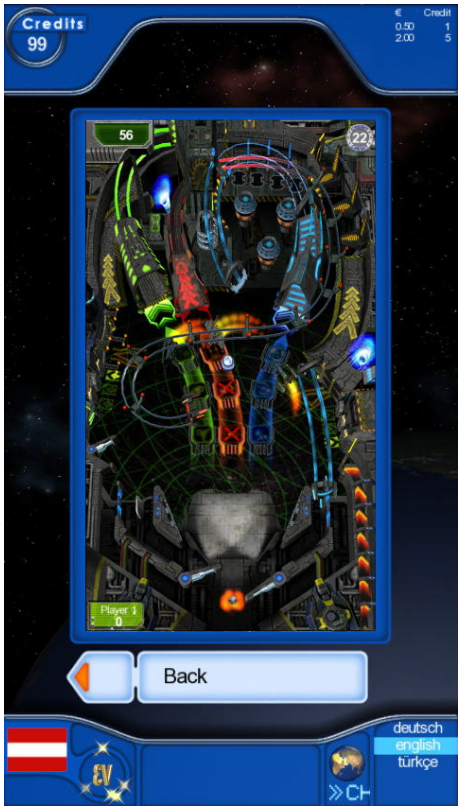
Trackball

The trackball is for navigate in the menu. In the menu he has only the up and down function.

Choosing the **TAB Help** option shows you a complete overview of the handling of the Virtual Pinball!

The menu is like pages in a book. Each selection shows the next screen.

In the first screen you can choose a game. Now you are in the main screen of the game. Here you can start the game, show the high-scores, read the instruction or look st a screenshot of the game.



Selecting „Back“ switches always one step back in the menu.

Choosing **TAB INFO** shows you the **informations screen**.

Here you can find the hone number, fax number and internet address of TAB Austria, the exact description of the software version, your dongle version and your system version. If you have activated a Supervisor pin, you can make here the PIN input. Pressing the **START** button activate the input.

The bass audibility and the volume can be adjusted at the woofer box on the computer. The bass should be at the minimum and the volume should be set up at 5. Under the menu „general“ in the Testmode you can set the standby and the game volume with the buttons „+,-“. If you want to lock the booster for the external regulation you can do this in the **Testmode** under **'general'** (page **15**).

Online Terminal Management

The Online Terminal management offers you to use the networked machines from home.

A lot of things can be done online via the Online Terminal Management homepage. For example:

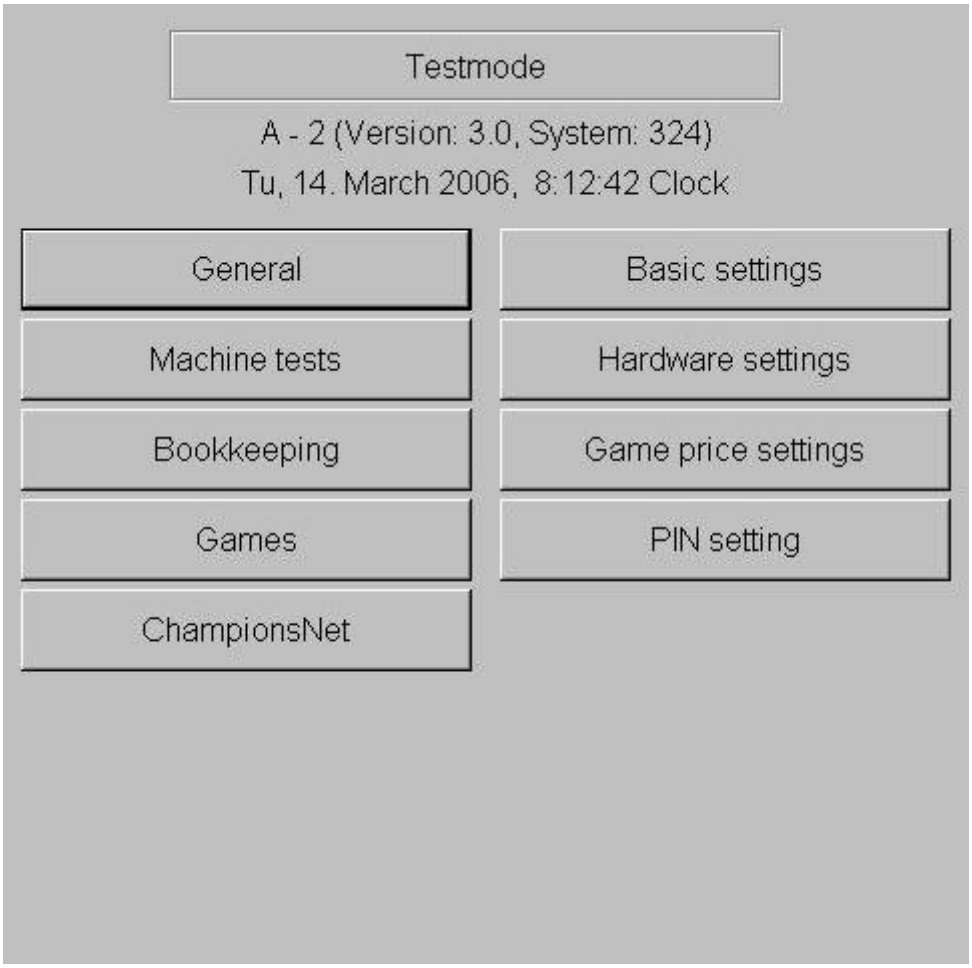
- **Online Music Shop**
  here you can upload music for specific terminals.
- **Online Tournaments (only with Silverball and Virtual Pinball machines)**
  develop, administer and join tournaments
- **Online Service**
  Look up important data online whenever you want.
- **Terminal and License management**
  here you can administer the terminals with the licence and for example update your version online (**Online Version Plus**)!

The OTM login can be done directly under: **www.tab.at/otm**

For the first registry you will get free licences for the 3 months with which you can activate your terminal for the Online Service. The costs for mp³, videos and further details concerning OTM Service can be found on the homepage: **www.tab.at.**

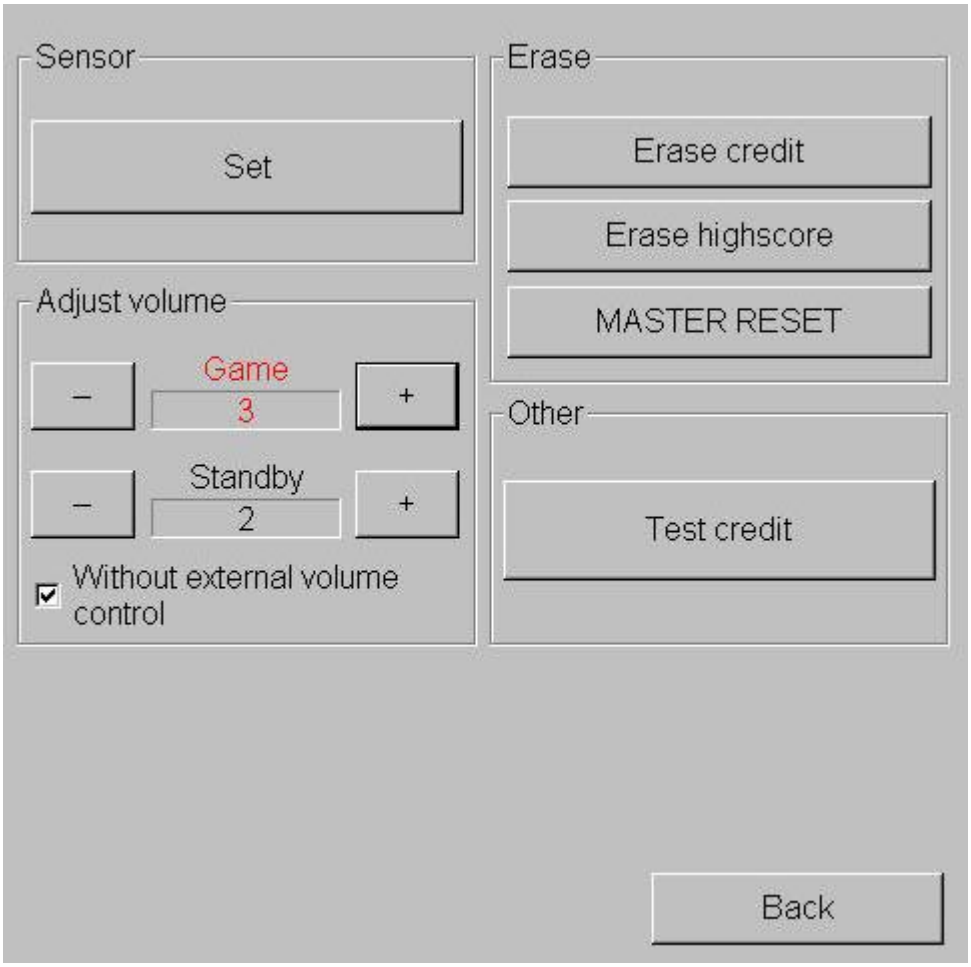
To get into the Testmode, open the front door and put the switch „ON“. This should make the **Virtual Pinball Testmode** appear on the screen like this:

Testmode



All relevant settings for your machine can be done in the Testmode. At the top of the screen, you can find your exact **software version** and the **version** of your **dongles**. Pressing the **SHOOT-OUT** button always change the language!

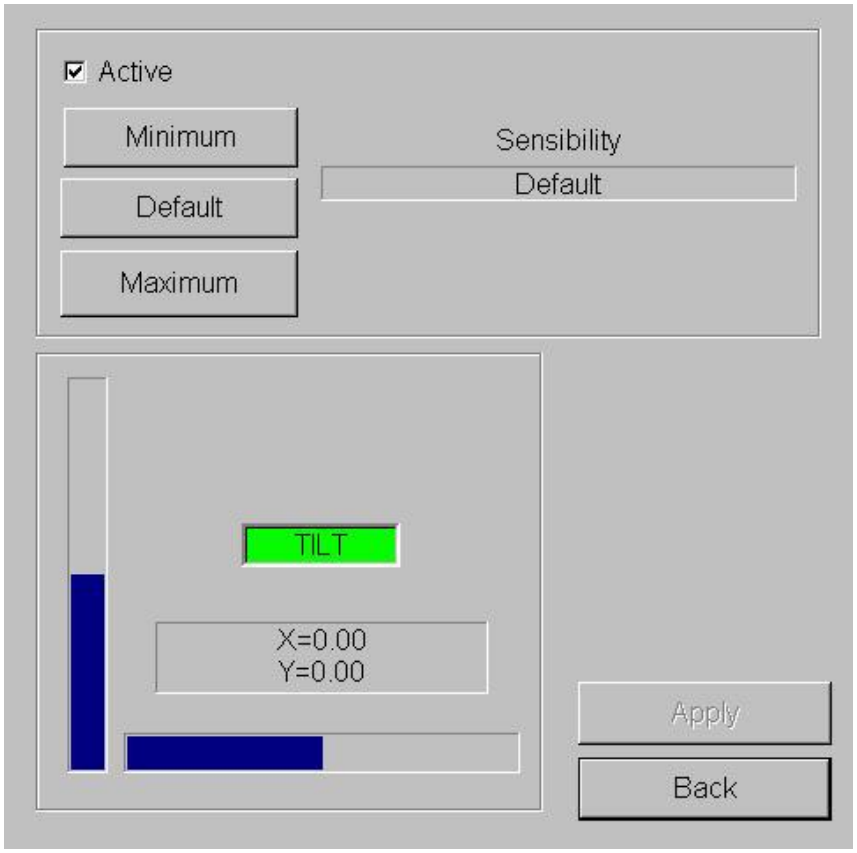
General



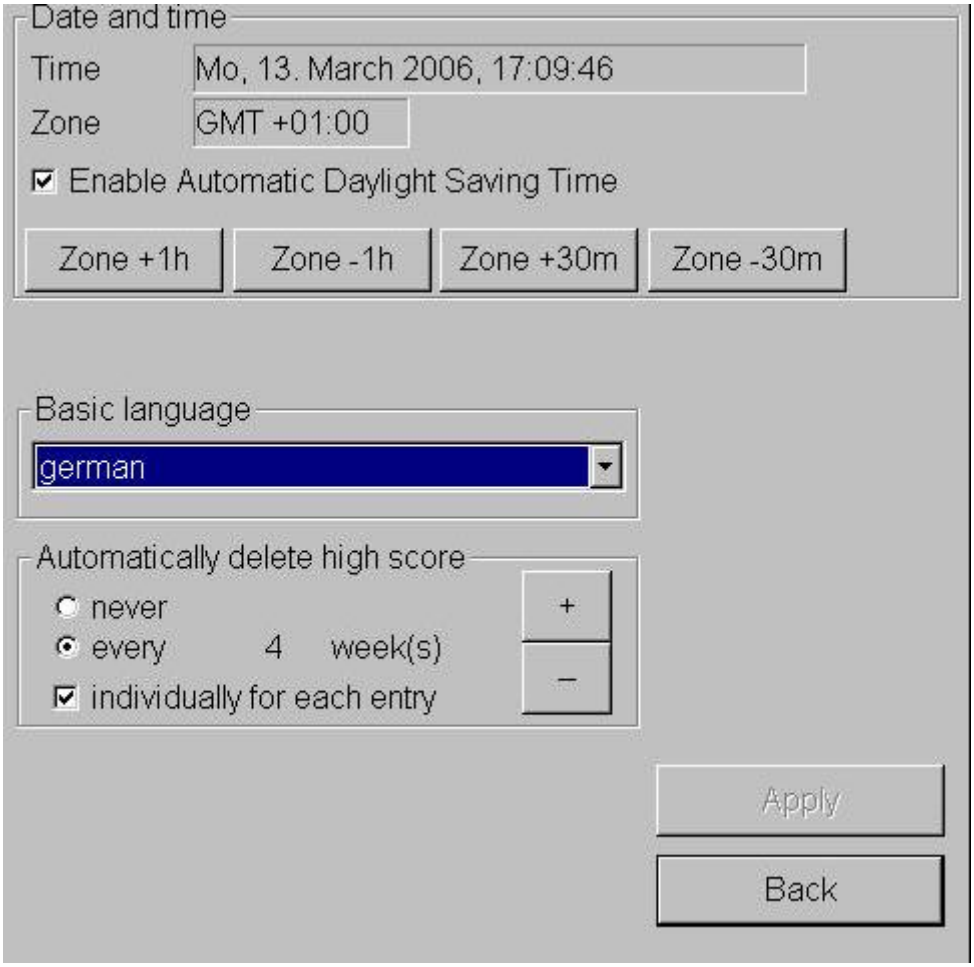
Basic settings can be arranged in the general Testmode.

- **Miscellaneous:**
  Testkredit
  You can select an amount of credits for testing the games.
- **Volume settings:**
  Game
  You can set the volume of the games with the „+/-“ buttons.
  Stand-By
  Sets the volume for the Stand-By mode.
  without external volume control
  If the extern volume doesn’t have an external controller this should be activated so the sound doesn't get too loud.

- **Sensor:**
  Set
  Here you can set up the tilt-sensors. With the button „active“ the sensor can be switched on and off.
  When moving towards the machine you can see the movements on the screen. If the machine getting moved, the sensibility can be tested with the 3 buttons Min; Default; Max. If the level of the tilt is to high the green button will blink red.



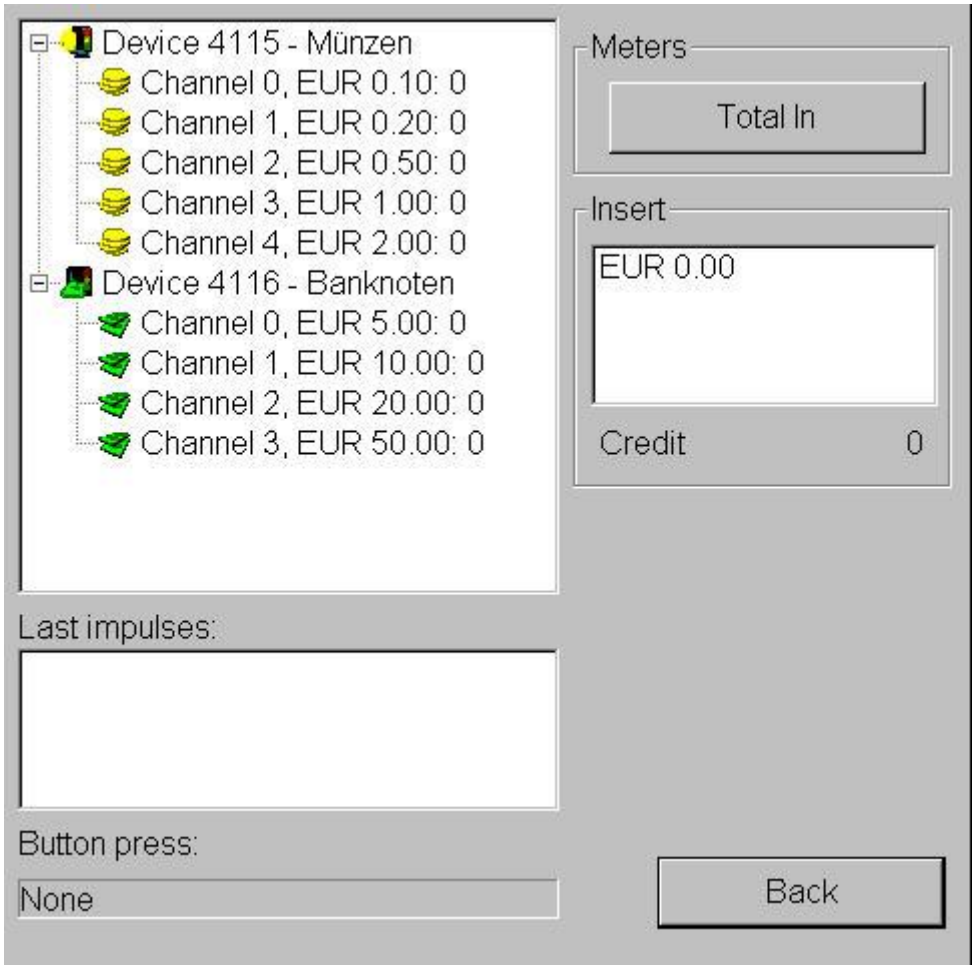
Basic settings



- **Date and time**
  The date and time can be set up on this field. If the machine is activated in the Championsnet the date and time will be set automatically. In this case you can only set time zones within 30 minutes or one hour.

- **Basic language**
  Here you can set the basic language for the machine.

Machine tests



Coins: This test is for the identification and classification of the thrown in coins.

Bank notes: This test is for the identification and classification of the bank notes.

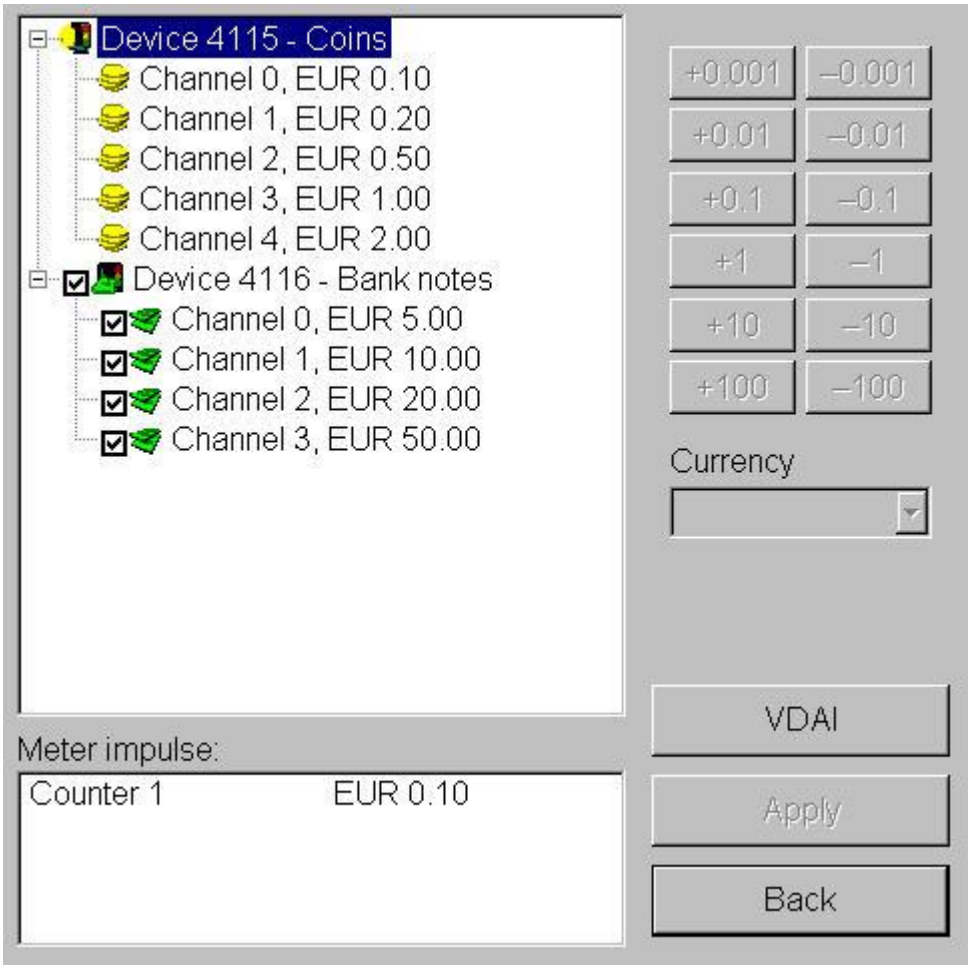
Bonus card: This tests the bonus card.

Last impulses: Here you can see the correct identification of the coins and notes.

Button press: Here you can test if the buttons still function correctly.

Meters: Testing of the meters. After pressing „Total in“ you should see 10 impulses on the meters.

Hardware settings



Coins: Here you can set which coins the machine accepts and how much credit a customer gets for these coins. If possible, you can enable or disable the different channels.

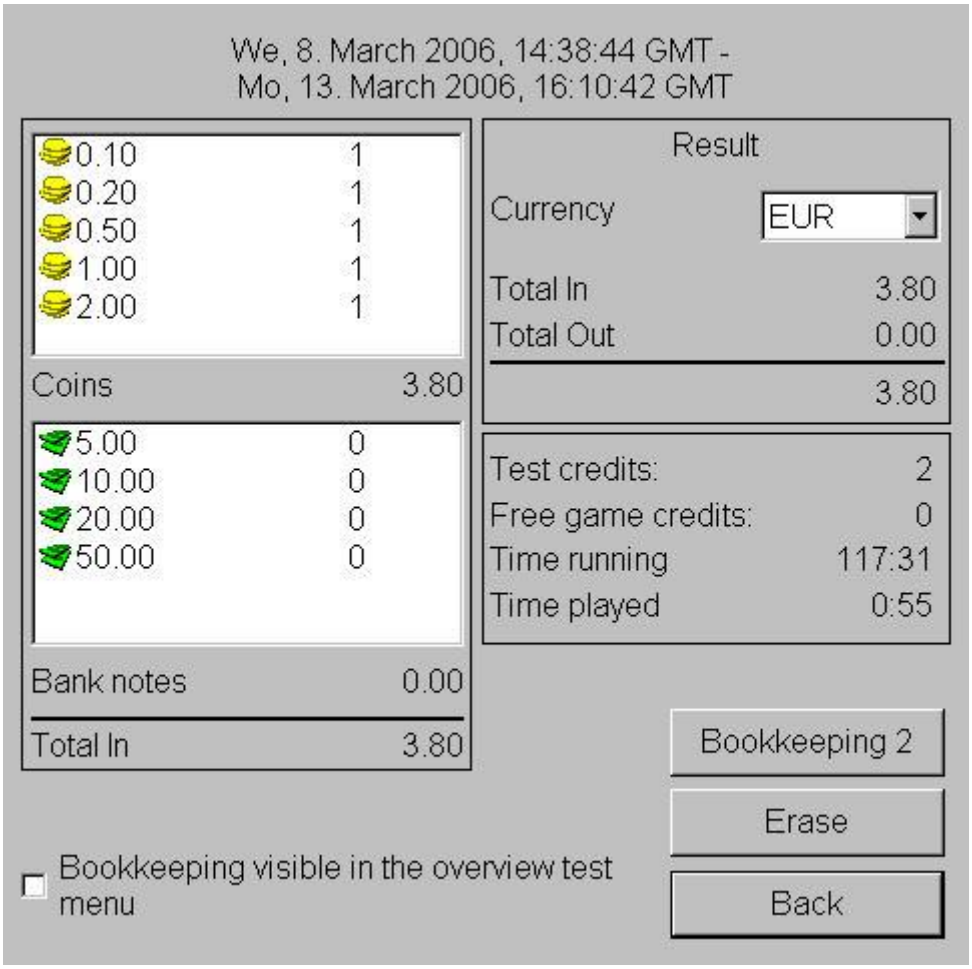
Bank notes: Here you can set which coins the machine accepts and how much credit a customer gets for these coins. If possible, you can enable or disable the different channels.

VDAI: Setting of the VDAI-options.

Meter impulse: Setting the meter impulse.

Currency: Setting of the currency for the machine.

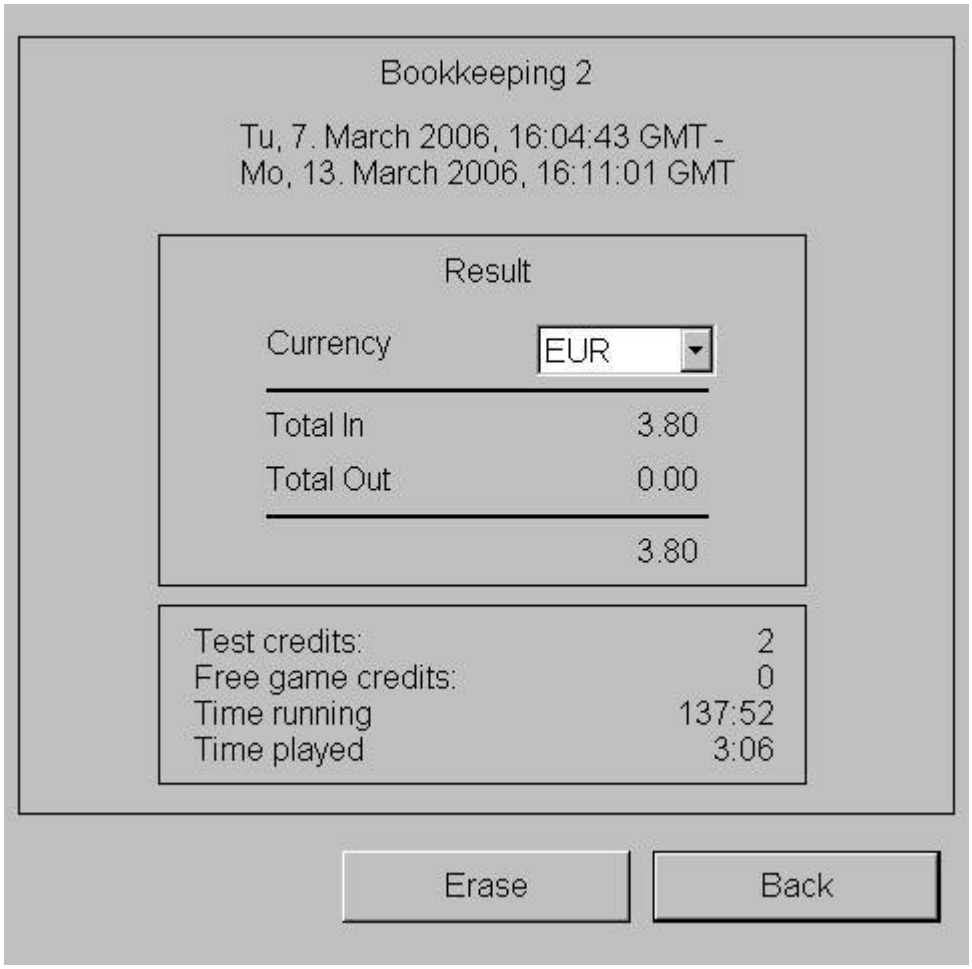
Bookkeeping



Here you can find the total accounting. If a supervisior is allowed to have access, can be set with the checkbox.

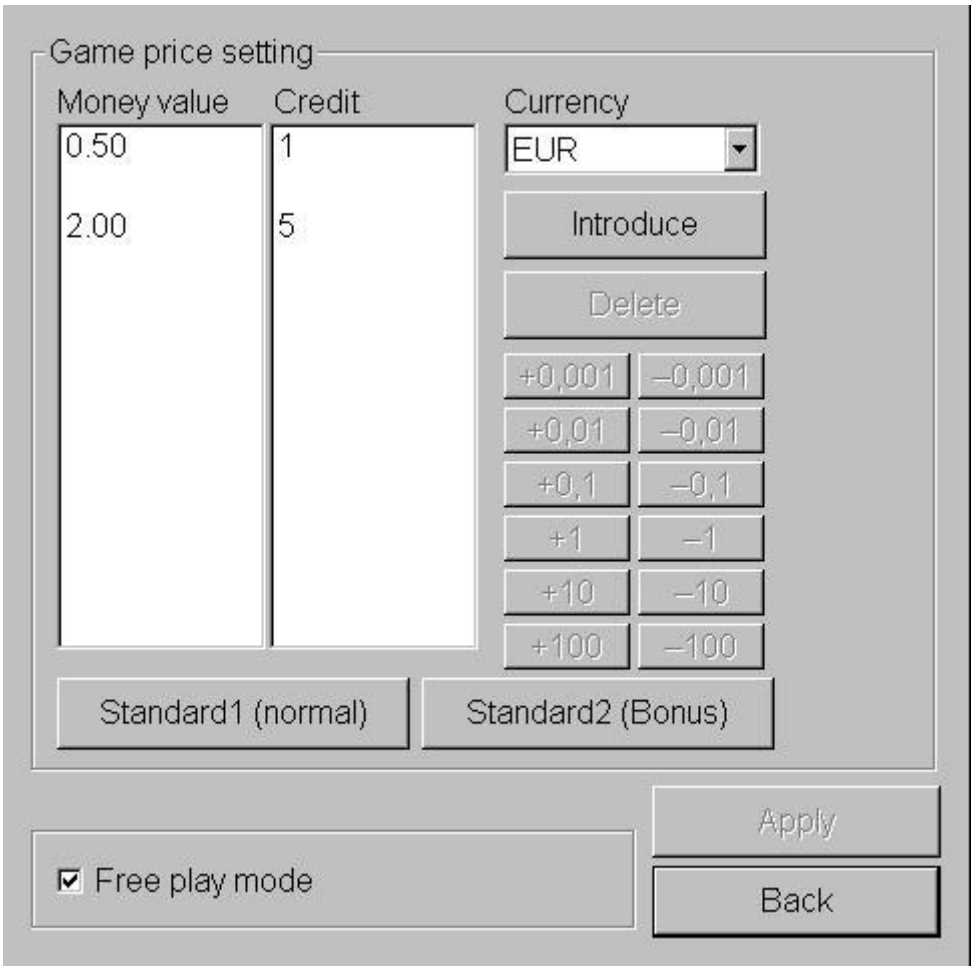
- **Bookkeeping 1**
  Here you can see all income of the coins, bank notes and bonus cards and the total amount will be calculated. Furthermore you can find the test credits, bonus credits, music credits and the duration of the machine.

- **Bookkeeping 2**
  Here you can find the total game credits, test credits, music credits and the duration of the machine



Advice:
You can delete accounting 1 and 2 separately from each other

Game prize settings



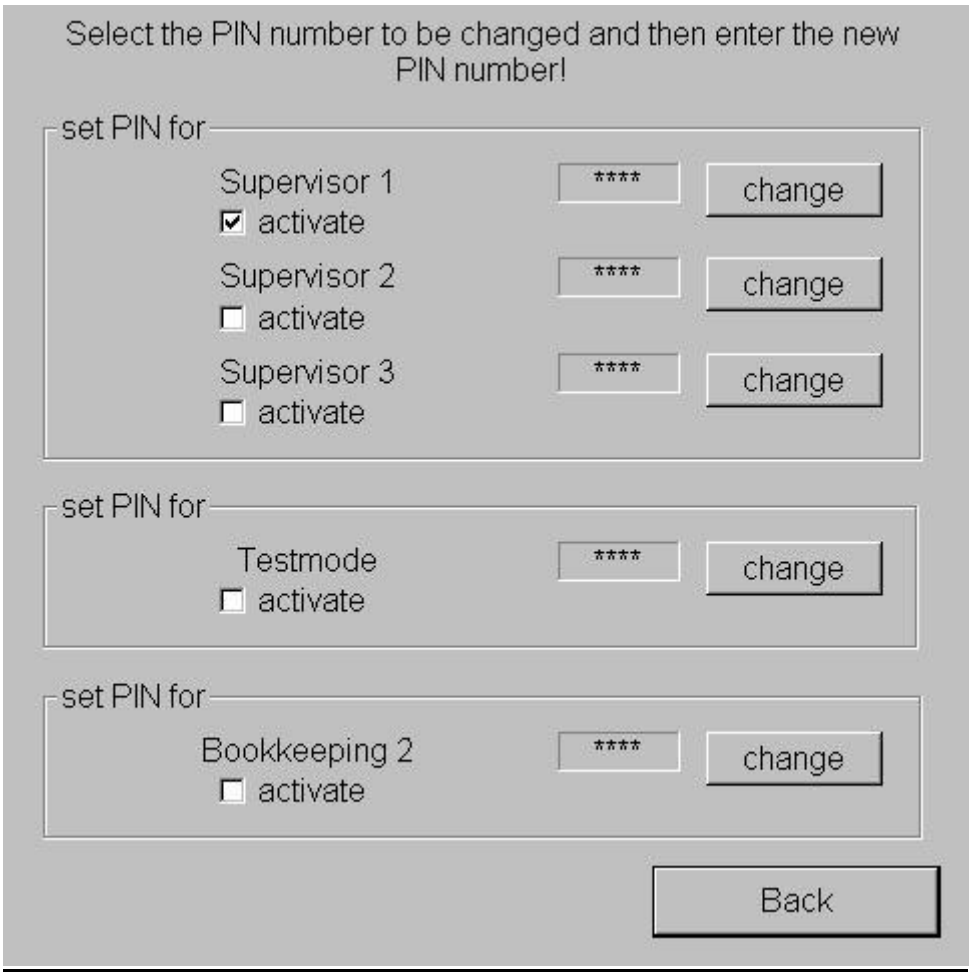
- **Game price setting**
  Here you can set how much credits you get for the money you put in the machine. For example 50 Cent = 1 credit. This can be changed under money value. These are the settings for Standard1 (normal). In Standard2 (Bonus) the bonus features can be set.
- **Free play mode**
  If you can activate the free play mode, you will have endless free credits. The machine now always shows you 99 free credits.

Games

In the top part of the picture you can see which games are on the machine and which games are activated or not. Every game can be switched ‘on’ or ‘off’. If you click a game the specific settings can be set for the chosen game.

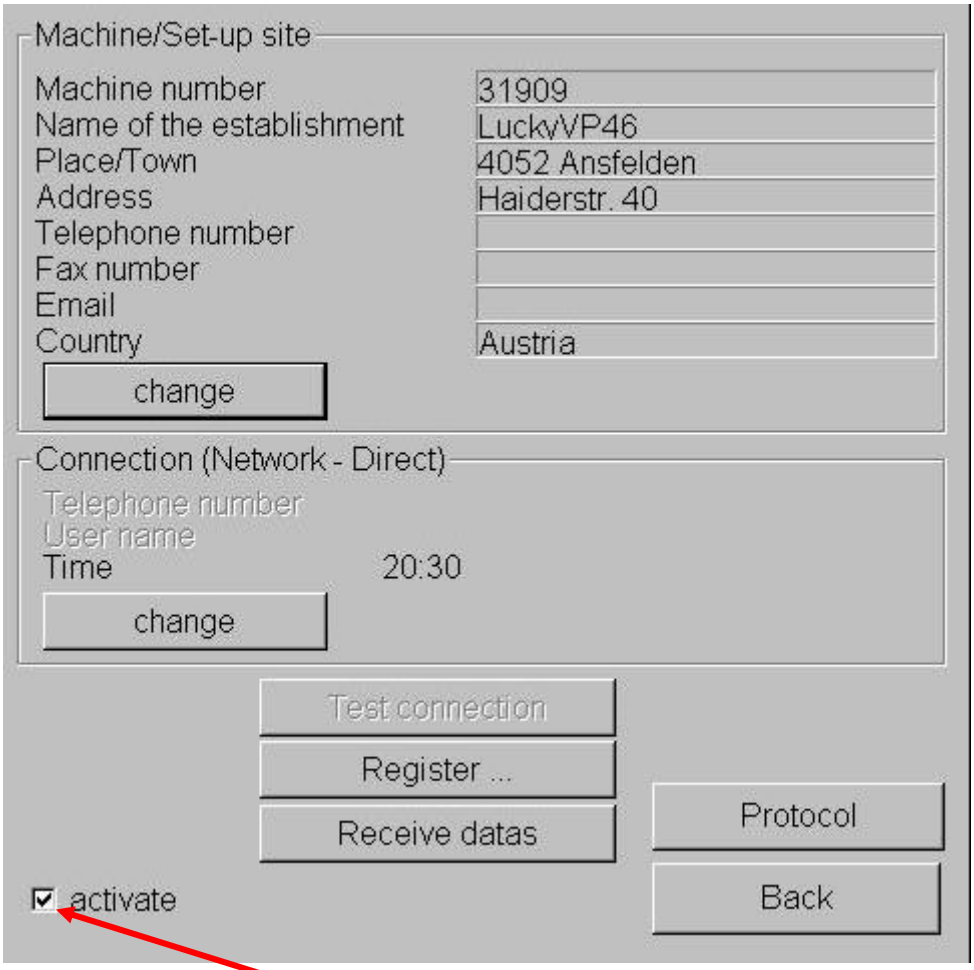
- **End of game free play**
  Here you can set if the player gets a fortune wheel for a free credit.

PIN Settings



- Here you can give 3 different supervisors PIN`s with which they can reach the Testmode where only specific menus can be seen and changed.
- You can also set a PIN without you can't change anything in the test mode.
- You can set a PIN just for the Bookkeeping 2 too.

Championsnet

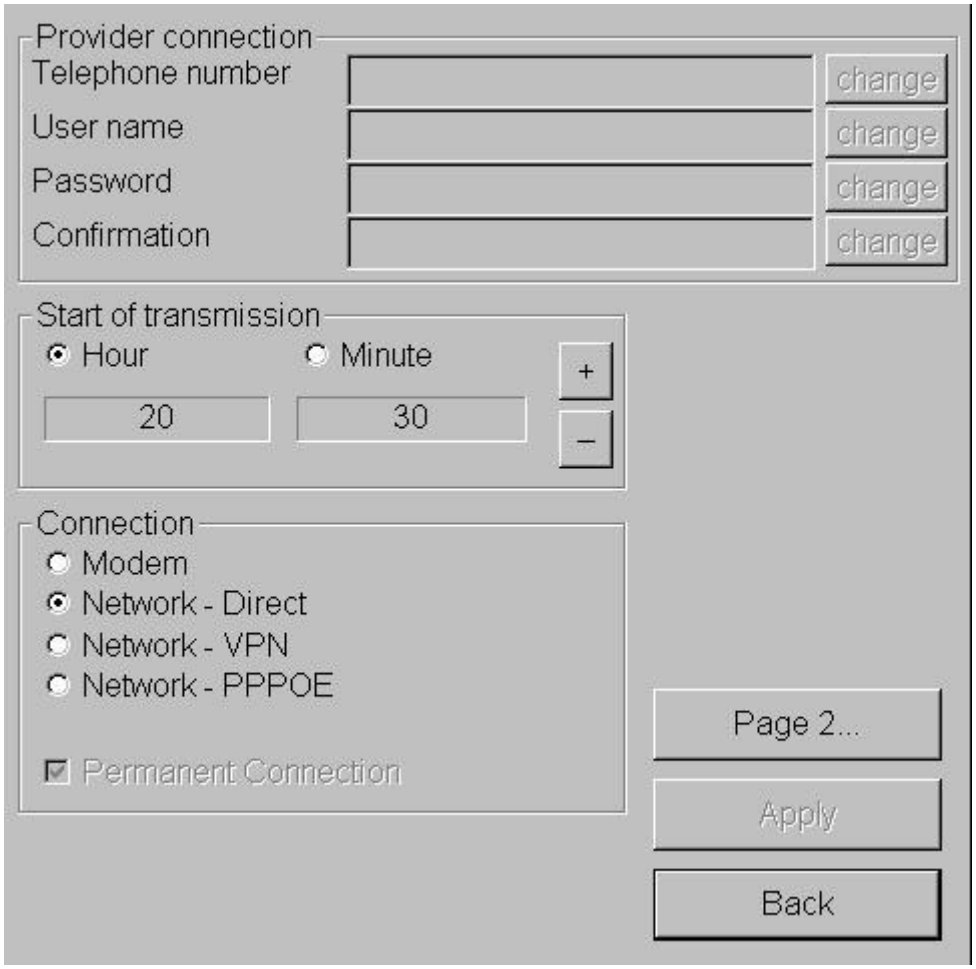


- activate Championsnet

If you click on ‚**change'** in ‚**Connection'** you reach following menus:

- **Provider connection**
  Setting with inscribing user name, phone number and password

- **Start of transmission**
  Here you can decide when the transmission of datas should be done automatically.



- **Connection**
  Here you can choose the type of your Internet Connection. You should leave the box ‚**Permanent Connection' deactivated** because of the internet costs which would be to high.

- Modem
  The connection will be configured with a Modem of an ISDN card. Activate **Modem** under **Connection Type.** Now you can fill in your phone number, user name and password under **Provider Connection**
  Please type the password a second time under **Confirmation**. On the **picture 1.0** on pace 31 you will see the description for the connection settings. Make sure that no settings have been made there before.

- Network Direct
  Here your machine is connected to an internal network. You don't need any dial-in parameter. You only need the settings from the **page 2.**
  Choose the connection **Network Direct** and click on **Page 2** (**pic. 1.0**). Contact your network administrator for the datas and fill them in the gaps.

- Network – VPN
  Is usually used by ADSL Users. Your provider will give you the necessary datas, user names, password and numbers. Set your connection on **Network – VPN** and fill in the datas. Now go to **Page 2 (pict. 1.0)** and fill in the datas and activate them:

  - **Disable DNS**
  - DNS 1
  - DNS 2
  - **Disable Use DHCP** deaktivieren
  - IP address
  - Subnet Mask

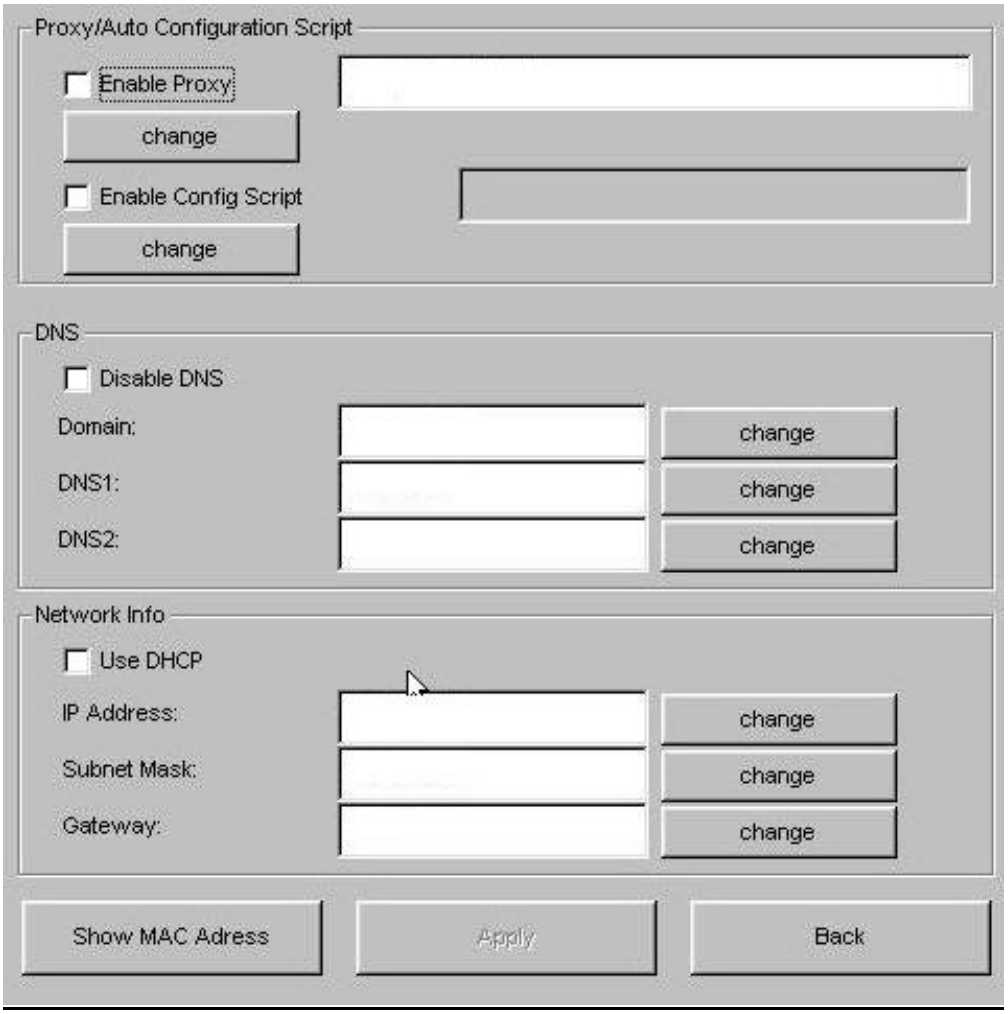
- Network – PPPOE
  For the Users of TDSL. Your provider will give you the necessary datas, user names, password and numbers. Set up your connection type on **Network – PPPOE** and fill in your datas. Now go to **Page 2 (pic. 1.0)** and fill in the datas and activate them:

  - **Disable DNS**
  - **Use DHCP**
  - IP adress
  - Subnet Mask

You can also connect more than one machine with each other and then set up the internet. For this you will need a **Hardware Router** which full connect to the internet with a DFÜ network. A DFÜ network is a ADSL connection for example. With the network card – on board you can configure it. The PCs will then be connected to the Router and this will then be connected to the DFÜ-network.

Page 2

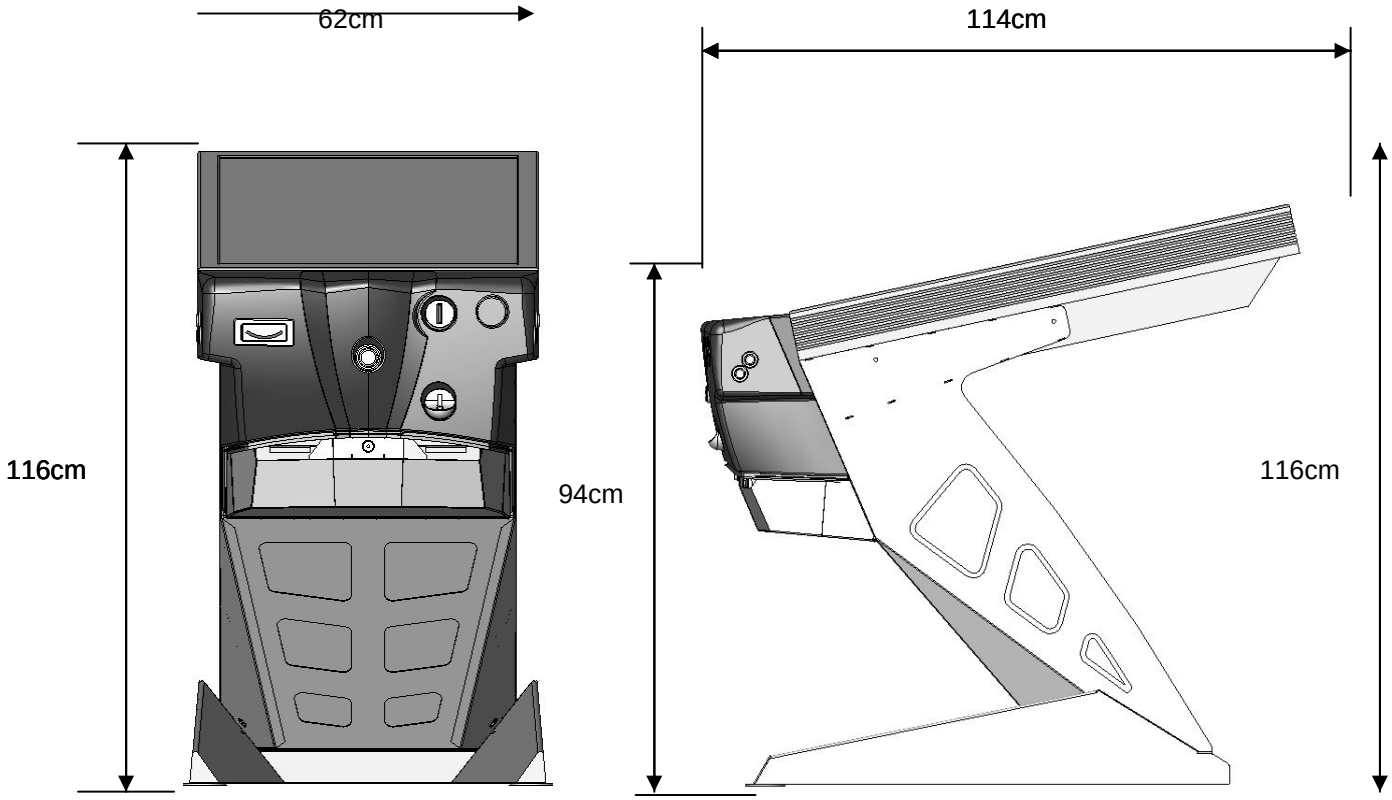
Bild 1.0



Here you can fill in your internet connection. If this shouldn't work, you have to contact your internet provider or network administrator.

To leave the Testmode and get to the main and change back to the main screen you just switch the symbol for **Testmode off**.
You will be back on the main screen straight away.

Technical datas



- **measurements including package**
  breadth: 115 cm
  height: 105 cm
  depth: 150 cm
  weight: 173 kg *)

- **measurements of the machine**
  breadth: 62 cm
  height: 116 cm
  depth: 114 cm
  weight: 126 kg *)

- **electronically datas**
  grid-based electricity: 230 Voltage
  capacity: 450 Watt

*) Please note:
The weight can be changed through additional hardware!

Hinweis:
When connecting more machines uses certain things should be kept in mind:
If your grid-based electricity has a cut out of 13 ampere you shouldn't connect more than 3 machines uses at once.

Error messages

While the copying is being done some mistakes could appear:
hear is a list of the possible error messages:

HARDLOCK DONGLE NOT CONNECTED
The Dongle has to plugged in fort he process. Check the dongle connection.

WRONG DONGLE CONNECTED
The Dongle has to plugged in fort he process. Check the dongle connection.

UNKNOWN CONFIGURATION
The configuration is wrong. Please contact TAB.

OVERWRITE PROTECTION
Check the configurations or contact TAB.

PARTITION ERROR
The fixed disk that is supposed to be updated can't be setup. Either the disk or the cable are default.

MASTERDISK ERROR
The fixed disk showed a default. Either the update disk or the clip-on picture frame is broken.

SLAVEDISK ERROR
The fixed disk that is supposed to be updated can't be setup Either the disk or the cable are default.

MASTER COPY FILES ERROR
The Update-disk could not be read. Beim Lesen von der Update-Festplatte ist ein Fehler aufgetreten. Either the update disk or the clip-on picture frame and the cable are broken.

SLAVE COPY FILES ERROR
The fixed disk that is supposed to be updated can't be setup. Either the disk or the cable are default.

NOT COMPLETELY UPDATED
The update-procedure could not be finished and has to be repeated.

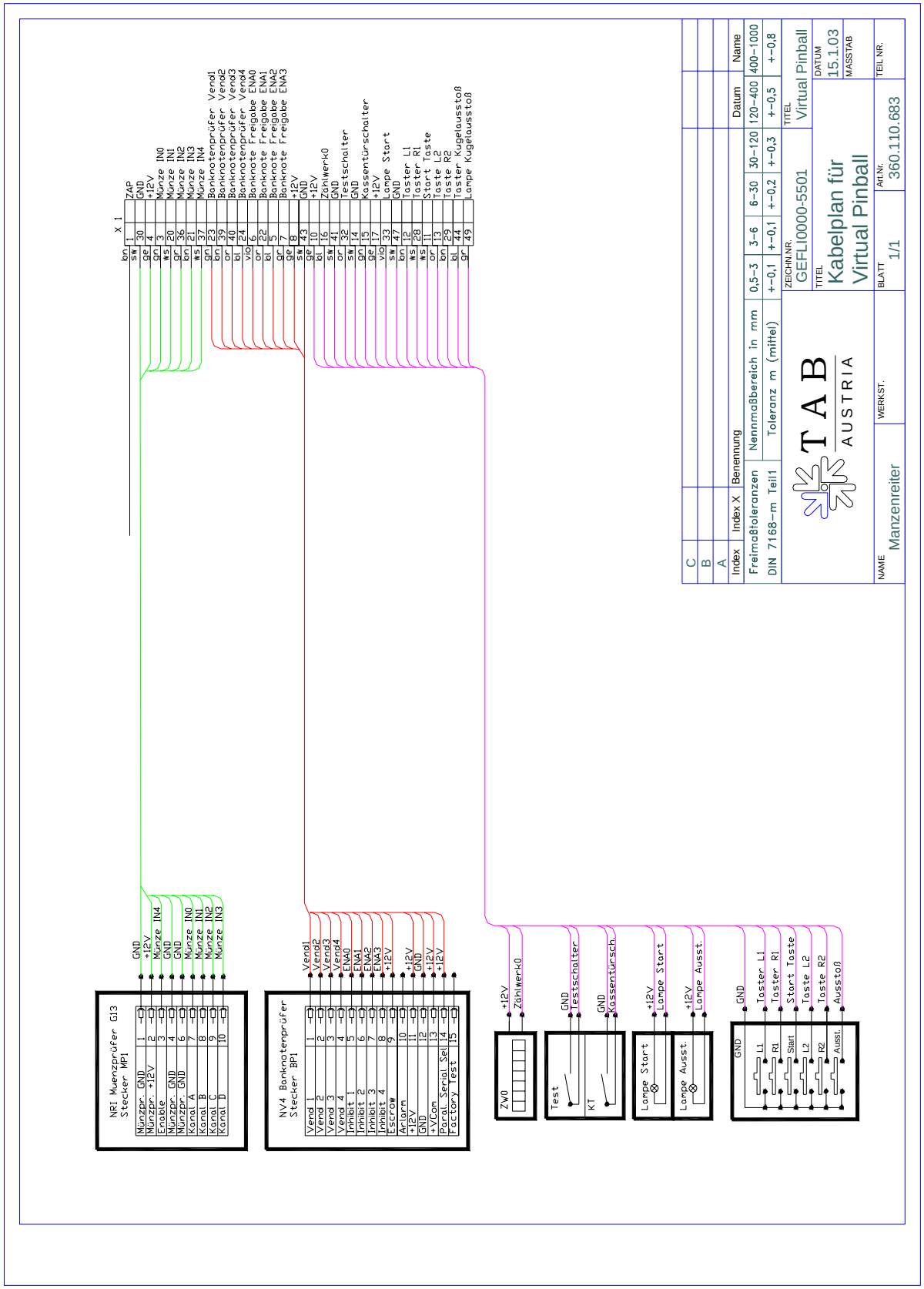
CHECK FILES ERROR
The contents of the disk doesn't accord the allegation. . Either the disk or the cable are default.

Spare parts list *Virtual Pinball*

	Material		Material text	
0010	360110683	Cable harness Virtual Pinball	1	Unit
0020	671115507	Combined line filter 4A including 2x Fuse 3,	1	UNIT
0030	462982001	CCFL-Inverter	2	UNIT
0040	462981001	CCFL-Backlight Type 275mm x 2.5mm (cord	4	UNIT
0050	831800000	Display 42" Plasma-term 42-670 with heat.	1	UNIT
0060	360110686	DVI Video cable Plug/Plug 24+1 2m	1	UNIT
0070	675196055	Clamp E2.05.00.04/5	2	UNIT
0080	412120290	Loudspeaker Virtual Pinball	1	UNIT
0090	210075080	Plastic front Virtual Pinball	1	UNIT
0100	210075081	Plastic door money storage Virtual Pinball	1	UNIT
0110	210075082	Plexi lateral Virtual Pinb	2	UNIT
0120	210075083	Plexi Front Virtual Pinb	1	UNIT
0130	675161011	Base Virtual Pinball	1	UNIT
0140	675161012	Centre piece Virtual Pinball	1	UNIT
0150	675161013	Terminal strip Plexi front Virtual Pinball	1	UNIT
0160	675161014	Rear wall lid Virtual Pinball	1	UNIT
0170	675161015	Locking pivot Virtual Pinball	2	UNIT
0180	675161016	Coin tester bracket Virtual Pinball	1	UNIT
0190	22031060	Clamping spring for tube Virtual Pinball	4	UNIT
0200	213078385	Rubber stopper type A 8x8mm hard 12.2001.510	1	UNIT
0210	210010510	Ashtray for Virtual Casino 29-0220	1	UNIT
0220	675191501	Venia Lock 22.3 mm (7/8")	1	UNIT
0230	675191465	Lock 20mm STS 624.097 for Silverball-C	1	UNIT
0240	831000080	PC complete Virtual Pinball without Dongle	1	UNIT
0270	464065241	Coin tester bracket Plastic SB II A07	1	UNIT
0280	464071426	Coin return SILVERBALL II	1	UNIT
0290	464071425	Coin slot SILVERBALL II	1	UNIT
0300	361110127	Money storage plastic Virtual Pinb. 116x126x280	2	UNIT
0310	360141810	Power cable with angled mains plug and straight	1	UNIT
0320	831100004	Software licence for WIN98 for Photo sticker	1	UNIT
0330	675196050	Locking brace E2.05.00.04/6	2	UNIT
0340	771064306	Button orange Virtual Pinball	4	UNIT
0350	771200736	Button round orange Silverball-Pro medium	1	UNIT
0360	771200734	Button round yellow Silverball- Pro medium	1	UNIT
0370	464138464	Coin tester NRI G13.6001 England/Euro	1	UNIT
0380	840030100	Export packaging Pinball substructure	1	UNIT
0390	840030105	Export packaging Pinball Display	1	UNIT
0410	414165020	Board Tilt-sensor Virtual Pinball	1	UNIT
0430	464071430	Coin slot for Virtual Pinball	1	UNIT
0440	675161020	Money storage door plate for Virtual Pinball	1	UNIT
0450	675161021	Sliding lock for Virtual Pinball	1	UNIT
0460	675161022	Hinge for Virtual Pinball	1	UNIT
0470	675161023	Angled plate Tilt sensor Virtual Pinball	1	UNIT

0480	675161024	Ashtray plate Virtual Pinball	1	UNIT
0500	10100515	Banknote acceptor NV-4 Standard	1	UNIT
0520	675161025	Mounting angle SW-power supply Virtual Pinball	1	UNIT
0560	213078400	Rubber stopper type E D 30x H 17mm G M10	4	UNIT
0570	831900300	Trackball Black USB/PS2	1	SET
	831000080	PC complete Virtual Pinball without Dongle		
0010	831900027	PC Housing Picture Box galvanised GTOUFO70	1	UNIT
0020	22011450	Cover plate PC Picture-Box GTOUFO7000-0	1	UNIT
0030	22011455	Update-Insert PC Picture Box GTOUFO700	1	UNIT
0040	22082032	Mounting plate Hard-drive PC Picture Box GTO	1	UNIT
0060	831000070	PC Graphics card ATI Radeon 9100-128MB	1	UNIT
0070	831900031	PC Ventilator with Board connection	1	UNIT
0080	831900009	PC Change-frame board	1	UNIT
0090	831000040	PC Hard-drive for Silverball 40 GB	1	UNIT
0100	831000071	PC CPU Pentium III 1.2 GHz, 512KB Cache	1	UNIT
0120	831600018	PC Power supply CE Task 250W	1	UNIT
0130	414164058	Board I/O-Controller SB Pro PC	1	UNIT
0140	285260045	Dongle Hardlock	1	UNIT
0150	831900011	PC HDD Cable	1	UNIT
0160	831300017	PC RAM 256MB SDRAM 168pin 100MHz	1	UNIT
0170	831000044	PC Motherboard QDI TAB	1	UNIT
0180	360110657	Cable for power supply new chamber	1	UNIT

plan of wiring



EG-conformance assertion

TAB AUSTRIA
Industrie- und Unterhaltungs-elektronik GmbH & CoKG

Declaration of CE Conformity

Document No.:	QZ1000/029/01/201102
Producer:	**TAB Austria Industrie- und Unterhaltungselektronik GmbH & Co KG** **Haiderstraße 40** **A- 4052 Ansfelden** **Phone 0043/7229/78040, Fax 0043/7229/78660**
Description of good:	Amusement Machine
Type:	Virtual Pinball

The mentioned product corresponds to the following European regulations:

Criterion:	73/23/EWG Criterion of the Council for the adaption of the legal regulations of the member states, concerning electrical working founds for using within limited tension bounds, changed by RL 93/68/EWG.
Criterion:	89/336/EWG Criterion of the Council for the adaption of the legal regulations of the member states, concerning the electromagnetic compatibility changed by RL 91/263/EWG, 92/31/EWG, 93/68/EWG and 93/97/EWG.

The conformity of the mentioned product with the regulations of the criterions is shown through the observance of the relevant sections of the following norms:

	Document	Issuing date
Matched European norms:	EN 55022	1998
	EN 50024	1998
	EN 60950	2000
	EN 61000-3-2	2000
	EN 61000-3-3	2000

Issued by:	GF
Managing Director:	Ing. Siegfried Dattl jun.
Date and place:	Ansfelden, 20/05/2003
	Legally binding signature:

The declaration certifies the conformity with the mentioned criterions, but it does not include the assurance of characteristics.
The safety regulations of the delivered goods have to be read through carefully.

Warranty terms by TAB-AUSTRIA Industrie und Unterhaltungselektronik GmbH & Co KG

(TAB hereinafter)

We are granting a warranty for this machine under the following conditions:

1. Insofar as the “General Terms of Business of TAB-AUSTRIA Industrie- und Unterhaltungselektronik GmbH & Co KG” are not modified by the following which sets out the conditions and scope of our warranty performance, these terms will continue to apply without change.

2. The warranty period for our products from delivery is:

   - 24 months for all Silverball Terminals (Silverball Strato, Silverball Strato Max, Silverball Cosmo, Silverball Cosmo Max, Silverball Pro, Silverball Max Pro, Silverball Beetle Pro, Silverball Beetle Max Pro)
   - 24 months for Max Fire, Max Fire Video, Virtual Pinball, Golden Island
   - 12 months for all other products, particularly betting terminals
   - Six months for all spare parts; however, if a warranty period of more than six months still obtains for the machines, this period will apply in its entirety to the spare part.

3. The warranty will only be granted for new products by TAB, not for their spare parts, not for products of different brands and manufacturers and corresponding spare parts. No warranty is granted for used products either.

4. In accordance with the following provisions, we shall repair defects to the machine that have been demonstrably caused by a material and/or manufacturing fault which already existed at the time the product was handed over, and which was reported within 14 days of it becoming apparent to our sales partner or the first end user while still within the warranty period. No warranty is assumed for used machines.

5. The warranty exclusively covers such components that are essential to operating the product. It does not include easily damaged parts or wearing parts, such as, for example, glass, plastic or light bulbs. Minor deviations from the desired composition insignificant to the value and usability of the machine will not result in any warranty obligations. Damage caused by physical, chemical, electrical or electrochemical or other effects not related to the customary dedicated use will not result in any warranty obligations; neither does damage caused by water or abnormal environmental conditions or inappropriate operating conditions. Also, no warranty can be assumed for machine defects caused by transport damage for which we are not responsible, incorrect installation and assembly, incorrect use, non-observance of operating or assembly instructions or lack of care.

6. The warranty claim becomes void if repairs or interventions have been carried out by the customer himself/herself or by persons who were not accordingly authorized or who were not authorized by us or in the event of our machines being fitted with spare, supplementary or accessory parts that are not original parts, or if parts have been removed.

7. The warranty performance will be made in such a way that defective components will at our discretion be repaired or replaced with faultless components free of charge unless improvement or exchange are impossible or would result in for us unreasonable cost. In such cases, a reduction in price or, in the event of not only a minor defect, cancellation of sale may be claimed.

8. Machines for which a warranty performance is being claimed on the basis of this warranty must be handed over or sent to us. Repairs at the installation site are not possible. The customer will bear transport costs and the transport risk.
9.

Exchanged parts will become our property.

10. Warranty performances will neither result in an extension of the warranty period nor will they initiate a new warranty period.

11. Further or other claims (in particular claims for damages suffered beyond the machine) are excluded insofar as liability is not mandatory by law.

12. These warranty terms apply to machines purchased and operated in Austria. They apply to machines conveyed to other countries only insofar as they possess the technical requirements (e.g. voltage, frequency, etc.) for the corresponding country, have been officially approved for use there and are suited to the individual climate and environmental conditions.

13. The TFT LCD display consists of more than 1,000,000 Thin-Film Transistors (TFT). A small amount of missing, black, or luminous points is characteristic for TFT LCD technology. The warranty performance will be granted if more than 15 missing, black, or luminous points are present.

Version dated 25 April 2005

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- **Rental**. You may not rent or lease the SOFTWARE.

- **Software Transfer**. You may permanently transfer all of your rights under this EULA only as part of a sale or transfer of the SYSTEM, provided you retain no copies, you transfer all of the SOFTWARE (including all component parts, the media, any upgrades or backup copies, and this EULA, and if applicable, the Certificate(s) of Authenticity), and the recipient agrees to the terms of this EULA. If the SOFTWARE is an upgrade, any transfer must include all prior versions of the SOFTWARE.

- **Termination**. Without prejudice to any other rights, Manufacturer or Microsoft may terminate this EULA if you fail to comply with the terms and conditions of this EULA. In such event, you must destroy all copies of the SOFTWARE and all of its component parts.

- **Single EULA**. The package for the SOFTWARE may contain multiple versions of this EULA, such as multiple translations and/or multiple media versions (e.g., in the user documentation and in the software). In this case, you are only licensed to use one (1) copy of the SOFTWARE PRODUCT.

3. UPGRADES AND RECOVERY MEDIA.

- If the SOFTWARE is provided by Manufacturer on media separate from the SYSTEM and is labeled "For Upgrade Purposes Only" (Upgrade SOFTWARE), you may install one copy of the Upgrade SOFTWARE onto the SYSTEM as a replacement copy for the SOFTWARE originally installed on the SYSTEM and use it in accordance with Section 1 of this EULA. You may also install additional copies of the Upgrade SOFTWARE as replacement copies onto additional SYSTEMS which are the same brand and model as the SYSTEM and contain a duly licensed copy of the same version and language release of the SOFTWARE ("ADDITIONAL SYSTEMS"), provided that (1) Manufacturer has supplied a corresponding serialised sticker for each additional copy of the Upgrade SOFTWARE, and (2) you affix a serialised sticker per Manufacturer's instructions for each unit of Upgrade SOFTWARE you install.

- If the SOFTWARE is provided by Manufacturer on separate media and labeled as "Recovery Media", you may not make a copy of the SOFTWARE as described in Section 1 for archival purposes. Instead, you may use the Recovery Media solely to restore or reinstall the same version and language release of the SOFTWARE as originally installed on the SYSTEM and thereafter use the SOFTWARE as restored or reinstalled in accordance with Section 1 of this EULA. A single unit of Recovery Media may be used by you to restore or reinstall the SOFTWARE on ADDITIONAL SYSTEMS.

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If your machine shows mistakes you might want to check the connections and plug-ins!

If you still can’t solve the problem please call our hotline.

+43 / 72 29 / 78 0 40 - DW 250

Notes