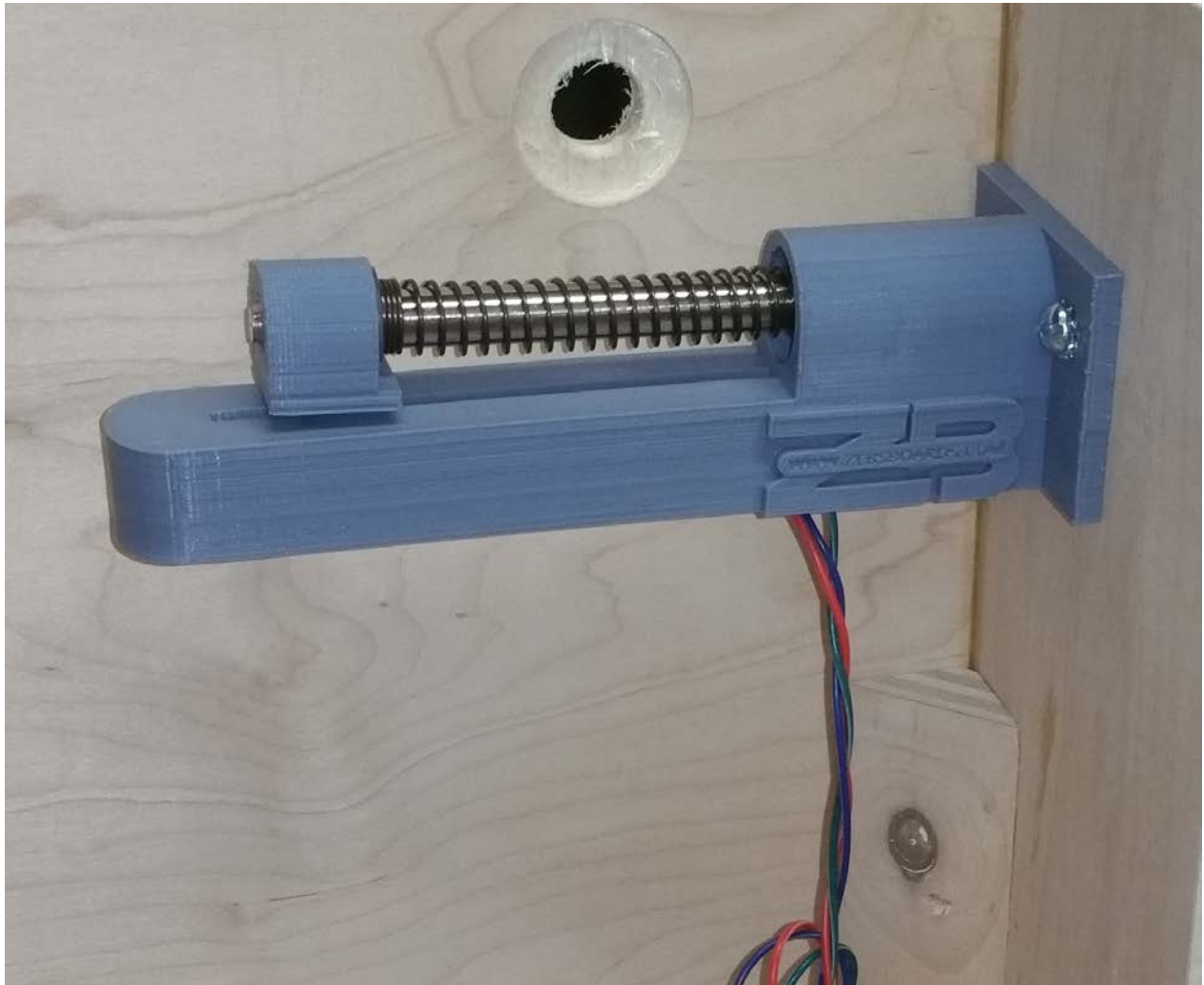# Digital Plunger Installation

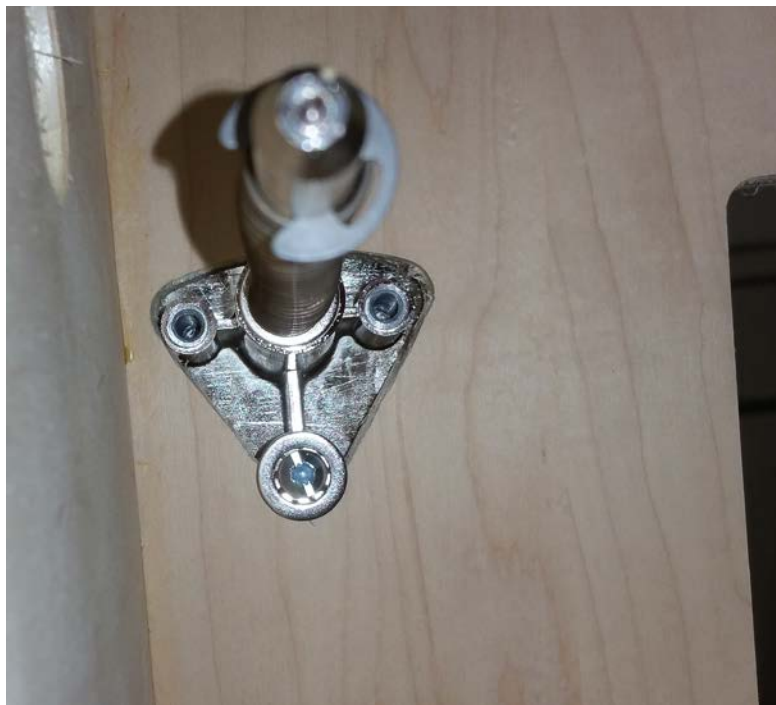1.   Ensure all parts are present (screwdriver not included)

2.   Assemble screws and star washers

3. Suggested opening for Plunger

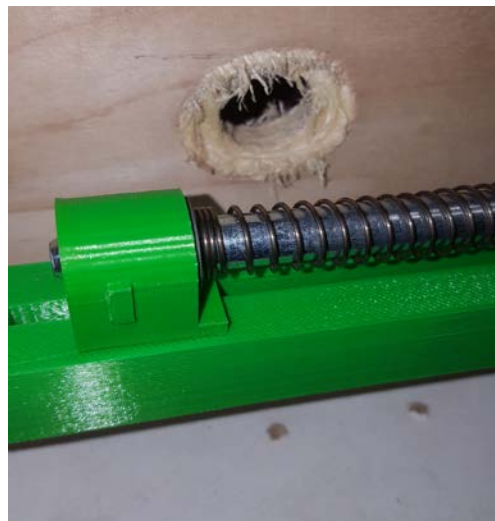4. Mount ball shooter in opening

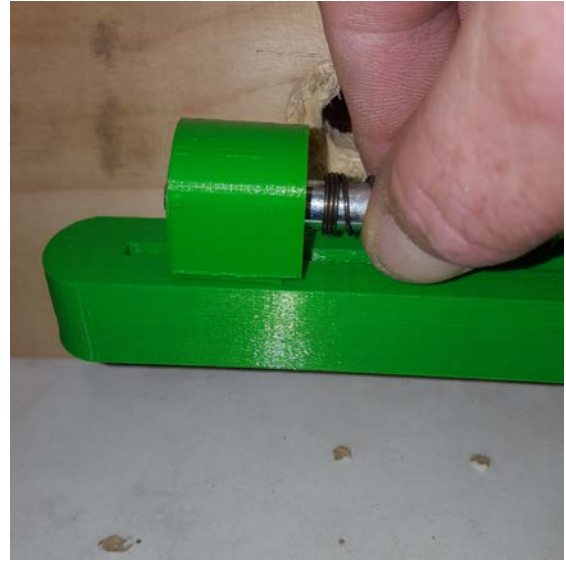5. Mount plunger housing using supplied machine screws and star washers.

Make sure not to overtighten and damage the plunger housing plate. Screws should be tight enough to hold the ball shooter in place but not so tight as to split mounting plate.

6. Position slide block over metal tab and push back firmly against c-clip.

7.   Pull back spring, align slide housing slots with slide block tabs and push firmly into place.
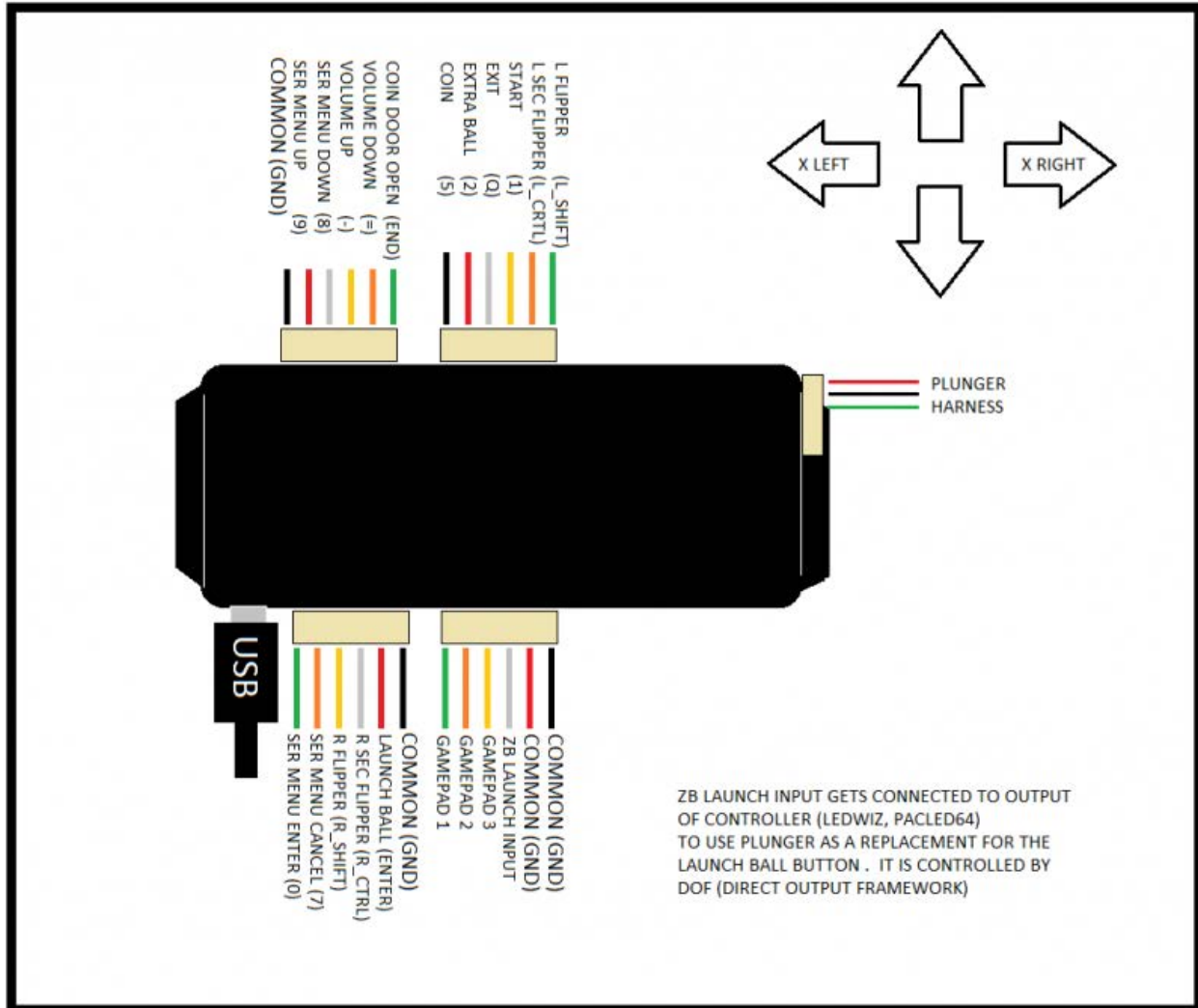
8. Mount Control Unit to cabinet floor in a convenient location using the orientation shown

USB cable port should be toward the front of the cabinet with the plunger connector to the right side of the control box. Connect cables as shown.

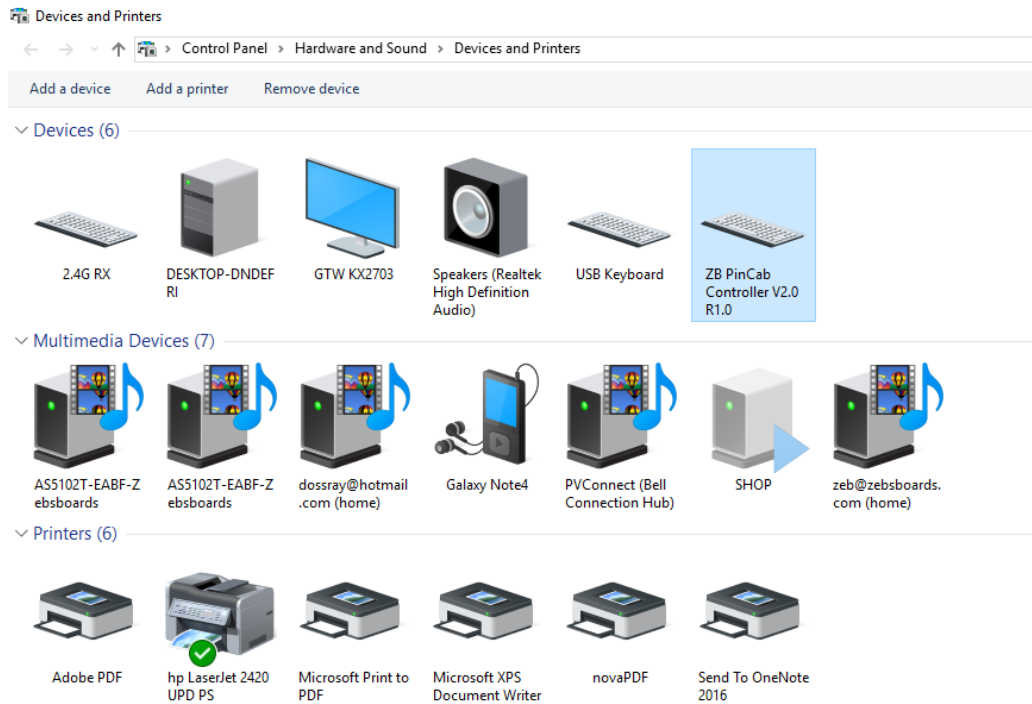9. Connect inputs from buttons as shown in diagram

If NOT using the Launch Ball replacement feature (ZBLaunch) then the ZB Launch input can be used as Gamepad Button 4.

If using the Launch Ball replacement feature, do NOT assign anything to Gamepad button 4.
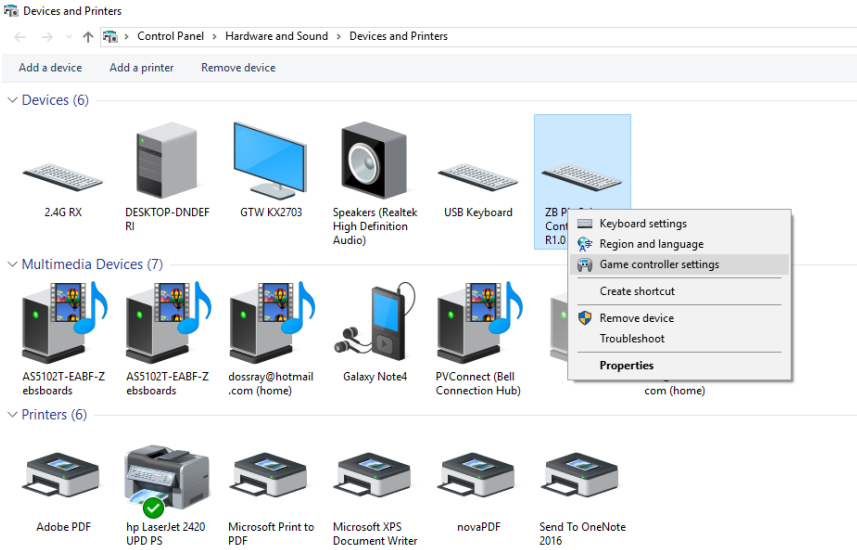
To use the ZB launch feature connect the ZB Launch input wire to an open negative output on your controller (Led Wiz, PacLED64, etc.) and assign the output used to ZB Launch in your DOF configuration. Tables requiring a button press for launching the ball can be operated by pushing in on the plunger. The plunger sends an ENTER keystroke repeatedly for as long as the plunger is pressed in.
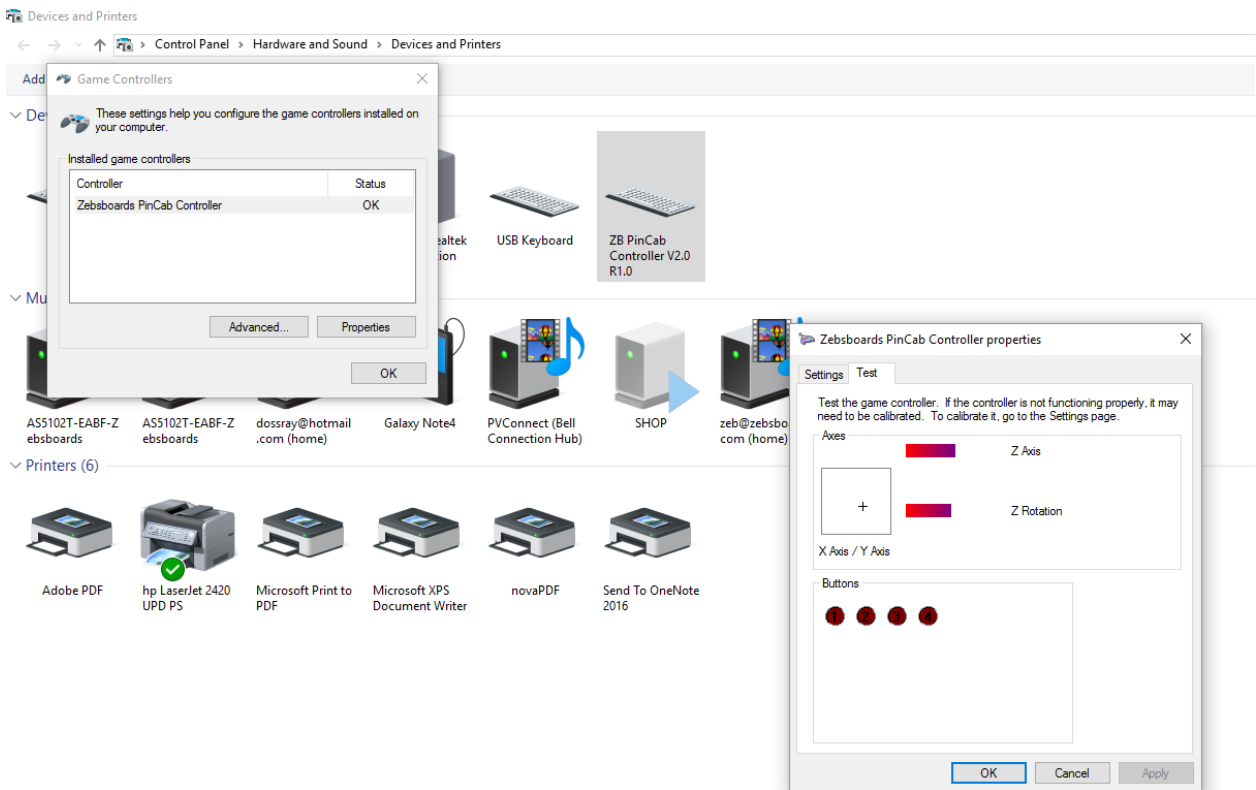
10.   Calibration

1) Open Devices and Printers and right click on "ZB PinCab Controller V2.0 RevXX" icon
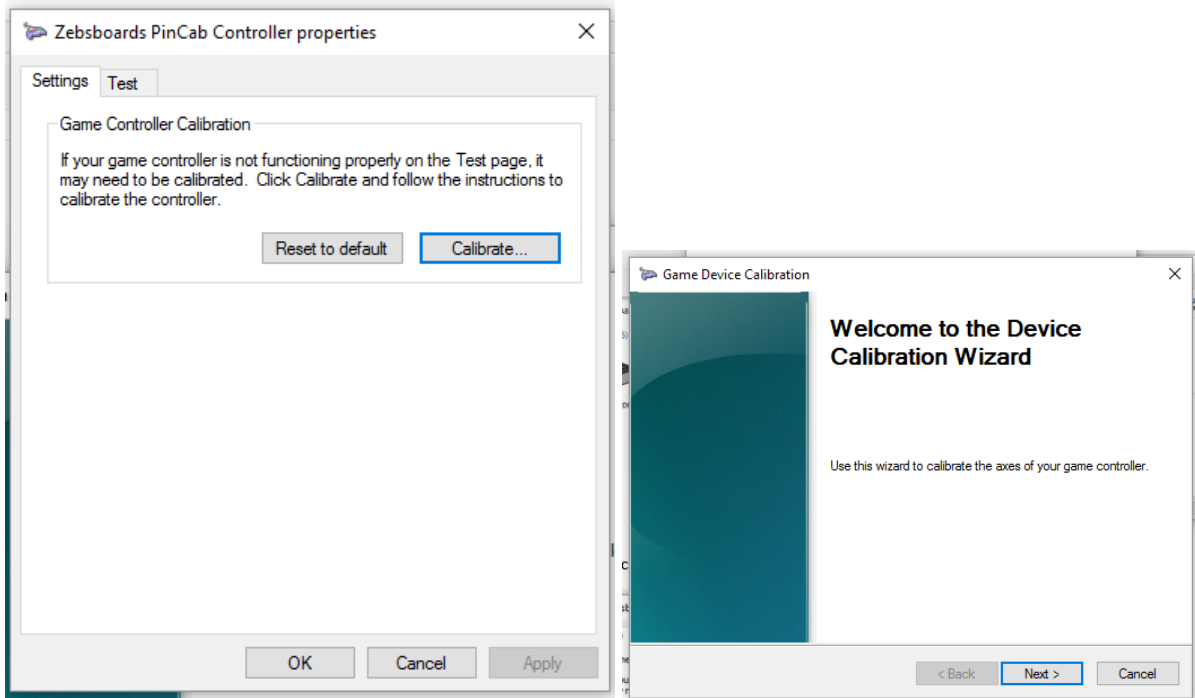

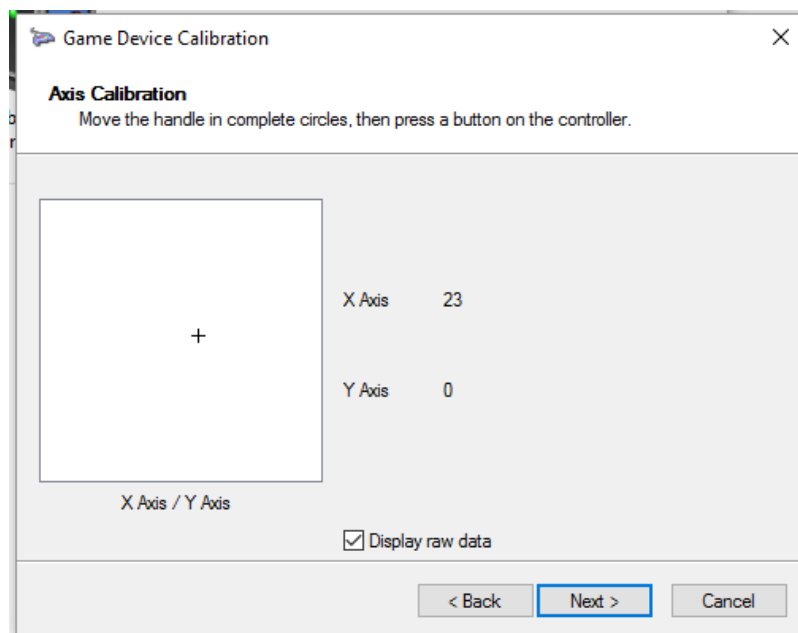2) Right Click and select "Game Controller Settings"

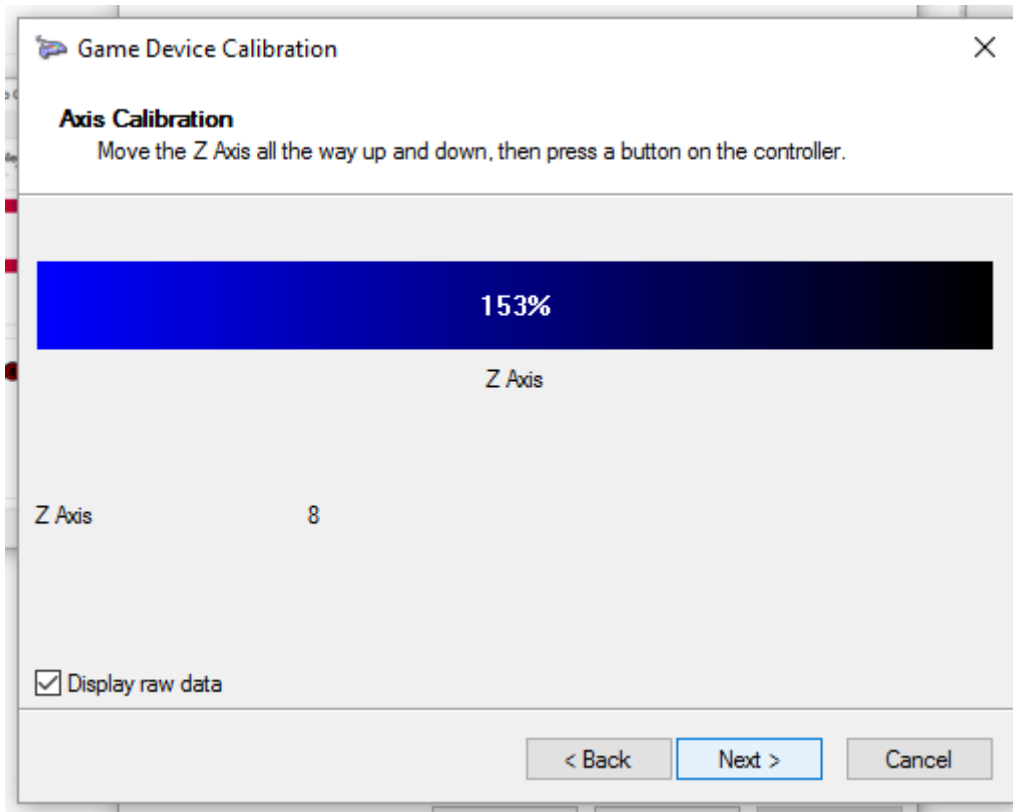3) Select "Zebsboards Pincab Controller" and click on properties

4) Click on settings tab and select Calibration button, click next

5) Click next at the Centered screen and then tick the box for Raw Data on the following screen as shown. Push cabinet in as many directions as nudging would occur and click next.
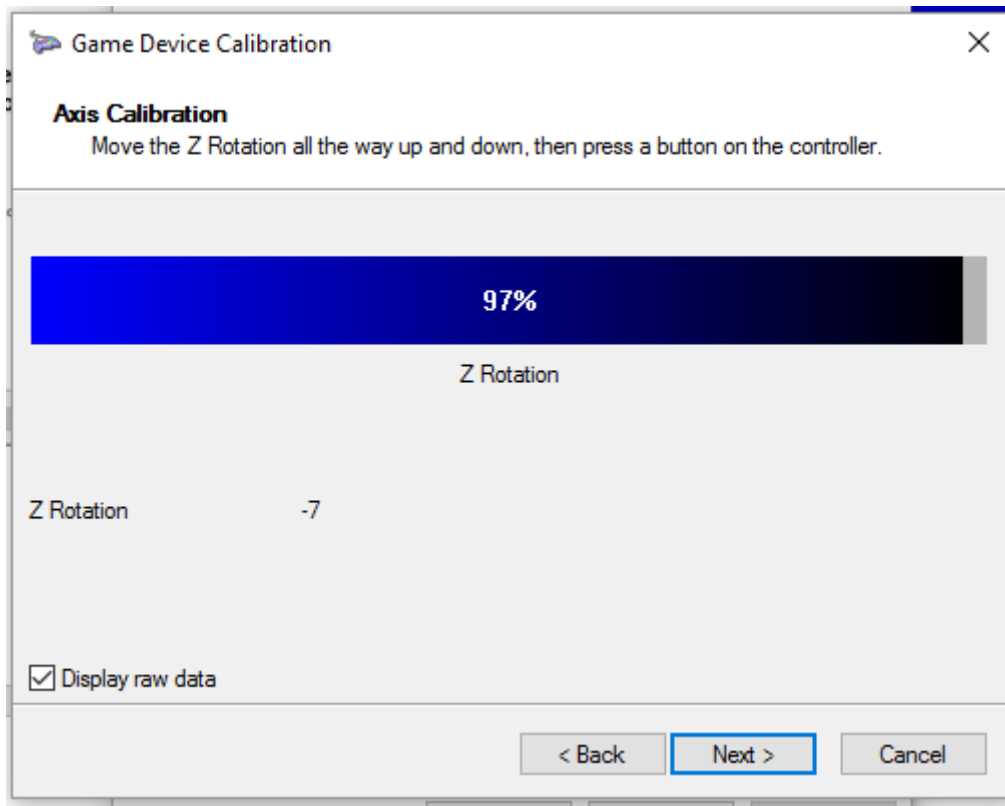
6) Click next on the centered screen with the cabinet at rest, you will now be at the plunger screen. The blue bar will flicker wildly, ignore that and do the following steps:

A) Press plunger all of the way in (data reading should be 125 or higher) and bring it back to 0 (rest)

B) Pull plunger all of the way back and release it.

C) Click next

7) Repeat procedure for the Z Rotation Axis screen

8) Click Finish

11. Settings

The plunger is hardcoded for the Standard button layout for Visual Pinball. Additionally, there are 3 gamepad buttons available to be assigned to any function not covered by the hardcoded keystrokes (4 gamepad buttons on the V2 Standard if not using ZB_Launch function).