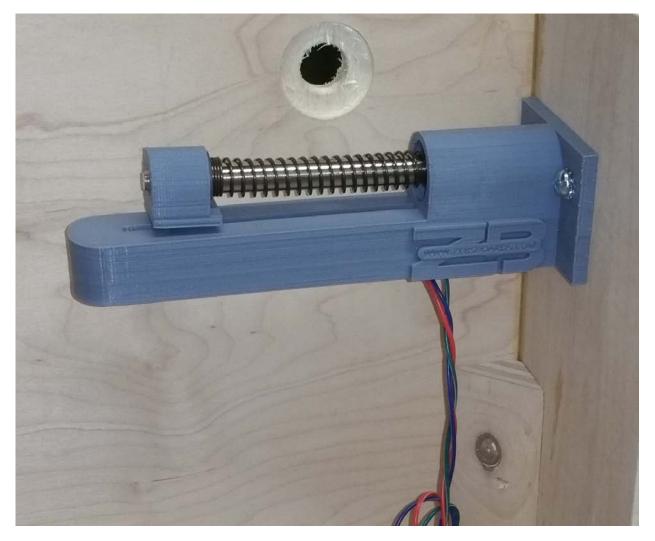


Digital Plunger Installation



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.



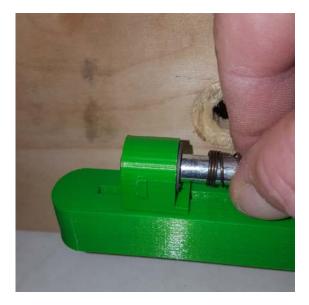
Make sure not to overtighten and damage the plunger housing plate. Screws should be tight enough to hold the ball shooter in place but not so tight as to split mounting plate.

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.



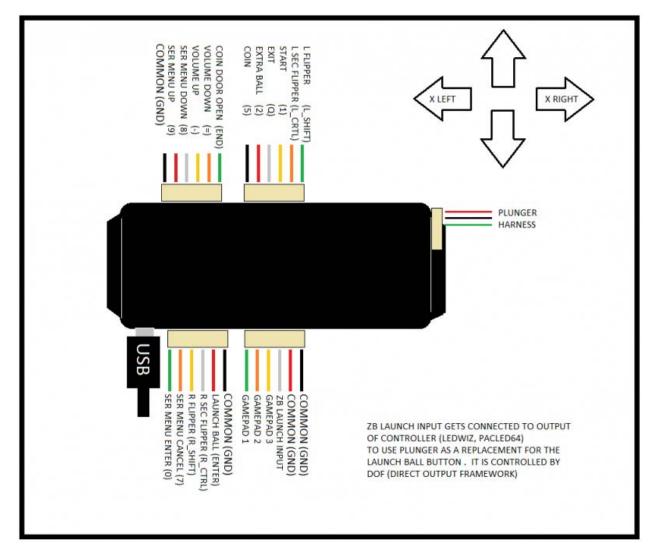




8. Mount Control Unit to cabinet floor in a convenient location using the orientation shown



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

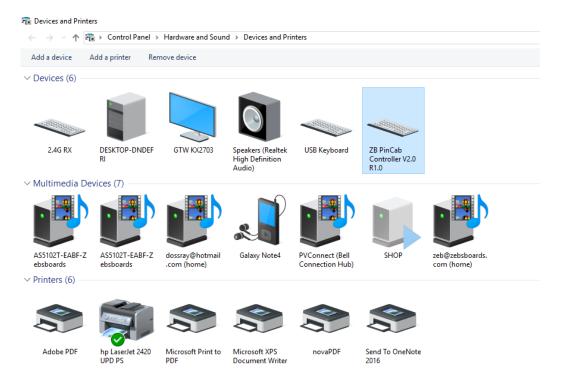
If NOT using the Launch Ball replacement feature (ZBLaunch) then the ZB Launch input can be used as Gamepad Button 4.

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



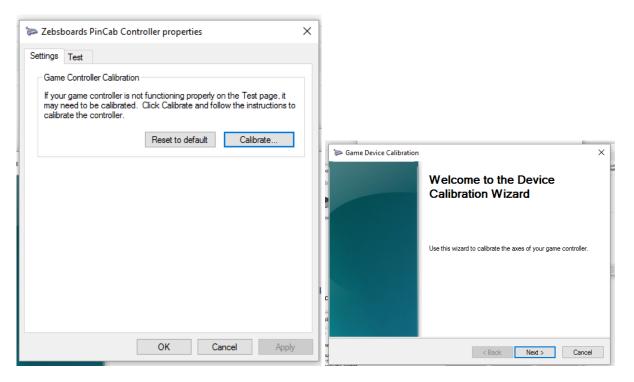
2) Right Click and select "Game Controller Settings"

🕫 Devices and Prin	ters				
$\leftrightarrow \rightarrow \checkmark \uparrow$	📸 > Control Panel 🤉	Hardware and Soun	d → Devices and Pri	nters	
Add a device	Add a printer Re	move device			
∨ Devices (6) –					
2.4G RX	DESKTOP-DNDEF	GTW KX2703	Speakers (Realtek	USB Keyboard	ZB P
	RI		High Definition Audio)		Cont Keyboard settings R1.0 😪 Region and language
∨ Multimedia D	evices (7)				Game controller settings
					Create shortcut
	' ```		2		Remove device Troubleshoot
AS5102T-EABE-Z	AS5102T-EABE-Z	dossray@hotmail	Galaxy Note4	PVConnect (Bell	Properties
ebsboards	ebsboards	.com (home)	,	Connection Hub)	com (home)
Printers (6) –					
Adobe PDF	hp LaserJet 2420 UPD PS	Microsoft Print to PDF	Microsoft XPS Document Writer	novaPDF	Send To OneNote 2016

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

These settings he your computer. Installed game controlle Controller Zebsboards PinCab C	Controller	Status OK ialtek	USB Keyboard	ZB PinCab Controller V2.0 R1.0	
Controller Zebsboards PinCab C	Controller	OK saltek	USB Keyboard	Controller V2.0	
		altek	USB Keyboard	Controller V2.0	
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		Properties			Zebsboards PinCab Controller properties X
		ок		•	Settings Test
	2T-EABF-Z dossray@hotm		PVConnect (Bell	SHOP	zeb⊚zebsbo
ooards ebsboa nters (6)	ards .com (home)		Connection Hub)		com (home) Axes Z Axis
S)				+ Z Rotation
dobe PDF hp Lase UPD PS	erJet 2420 Microsoft Print S PDF	to Microsoft XPS Document Writer	novaPDF	Send To OneNote 2016	Buttons

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.

ame Device Calibration		×
Axis Calibration Move the handle in complete r	circles, then press a button on the controller.	
	X Axis 23	
+	Y Axis 0	
X Axis / Y Axis	Display raw data	
	< Back Next > Car	ncel

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:

		1
	🞏 Game Device Calibration	×
-	Axis Calibration	
	153%	
•	Z Axis	
	Z Axis 8	
1		
	☑ Display raw data	
	< Back Next > Can	cel
1		

- 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

ame Device Calibration	×
Axis Calibration Move the Z Rotation all the way up and down, then press a button on the controller.	
97%	
5776	
Z Rotation	
Z Rotation -7	
Display raw data	
< Back Next > Can	cel

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).

Keys Button Assignments Left Flipper Right Flipper LShift R Shift (none) I Start Game Add Credit 1 5 (none) I Exit Game Volume - Q - (none) I Left Nudge Fwd Nudge	RMagnaSave R Ctrl (none) Plunger Enter (none) FrameCount F11 (none) Mech Tilt	PinMAME Buttons EB Buyln (2) Coin 3 (5) Coin 4 (6) Door (END) (none) (none) (none) (none) Service Buttons Cancel (7) Down (8) Up (9) Enter (0) (none) (none) (none) (none) (none) Global Options (Changes will not affect open tables) Axis Assignments X Axis (L/R) X Axis Reverse Axis X-Gain 300 % Y Axis (U/D) Y Axis Reverse Axis Y-Gain 300 %
(none) (none)	(none) Custom 4 Right (none) Debug Balls O (none)	Image: Till Sensitivity 400 Image: Accelerometer Rotation 0 Image: Enable Nudge Filter Image: Enable Mouse during Play 0K Cancel