

Pinlights PRO QUICK START GUIDE



GET THE APP

Android and iOS Supported
(iOS may require Testflight)



IF YOU ALREADY HAVE THE APP

Make sure you have the latest version. Updates to the app and firmware often introduce new effects and bug fixes!



STEP 1. APPLY POWER

Plug the included 5V power supply into the game's service outlet. If your game does not have a service outlet, you can run a plug externally to a wall outlet. The unit will still switch on and off with your game's GI, despite being constantly powered. Plug the other end into the red Pinlights Pro controller board.



STEP 2. CONNECT A GI (GENERAL ILLUMINATION) BULB

Pinlights will sync to your game's ON/OFF state by sensing 5-48 volts on INPUT 1. By default, this allows Pinlights to dim with your game's general illumination, as well as switch off when your game switches off. Locate any white GI bulb in your game and clip the red/white alligator clips to each lug of the lamp socket. If your game does not have any accessible bayonet (twist & turn) sockets, use the included wire taps to connect to the coin door interface bulbs. Use 1 of the 4 included 2-wire cables to connect the alligator clips to INPUT 1 on the Pinlights controller board. Connection instructions for your game's manufacturer can be found at <https://pinlights.net/support>



STEP 3. CONNECT YOUR FX TRIGGERS

Pinlights Pro can trigger dazzling RGB light effects based on the remaining 5-48V inputs on the controller board. These are perfect for hooking to flashers, motors, alternate GI strands or even coils. Use the remaining alligator clips, wire taps and 2-wire cables to make your connections. **Use the included zip ties to secure your connections.** Manufacturer-specific connection kits are available at pinlights.net - Please refer to the included documentation with those products if applicable.



STEP 4. INSTALL THE WIRE ROUTING CLIPS

Lower the playfield and install the 2 included wire routing clips behind the machine's backboard. Install the left and right 3-pin cables to the controller board's "LIGHT BARS" connectors. Run the black JST connector-end of the cables to the left and right wire clips you just installed on the backboard.



STEP 5. SURFACE PREPARATION

Use the included alcohol wipes to wipe down the left and right cabinet walls just beneath the glass channel. Allow to fully dry. This will ensure optimal adhesion for the flexible magnetic strip. If you purchased the metal cabinet mounting brackets, you can skip this step.

STEP 6. INSTALL THE LIGHT BAR MOUNTS

If you ordered the metal cabinet mounting brackets, install those on both sides between the glass channel and the cabinet wood. The short side of the bend should slip right under the plastic glass channel. The metal bracket should NEVER touch glass directly. Optionally use the adhesive strip on the back to get better tack, but double check alignment before pressing down as the adhesive is very strong.



If you're using the factory-included flexible mounting strips, leave them attached to the light bar and peel the white liner paper off the back. Align the light bar so that the top is just beneath the glass channel and firmly press the light bar to the side of the cabinet wall. Remove the light bar (the flexible adhesive strip should stay stuck to the wall at this point), and firmly press the flexible adhesive strip down.

Repeat for the other side.



STEP 7. POWER UP THE RIG

With everything installed, power on your game. Open your Pinlights app, click the [+] icon on the upper-right corner to add a game. Your device will show up as "PLPRO XX:XX:XX:XX", select it. Your light bars should begin flashing orange. Enter the appropriate game title and you're good to go!



STEP 8. MAKE IT YOUR OWN

You're now ready to start customizing your own immersive light shows. You can browse the preset library or create one for your game and share it with the world! As a general rule of thumb, you will use "rules" to trigger light effects. Rules are ordered by priority, and when one rule triggers, others below it won't. Adding multiple effects to a single rule will make the system pick one at random. Just pick a color palette and a speed and you're off and running!

For more in-depth guides and video demonstrations, check out pinlights.net/support