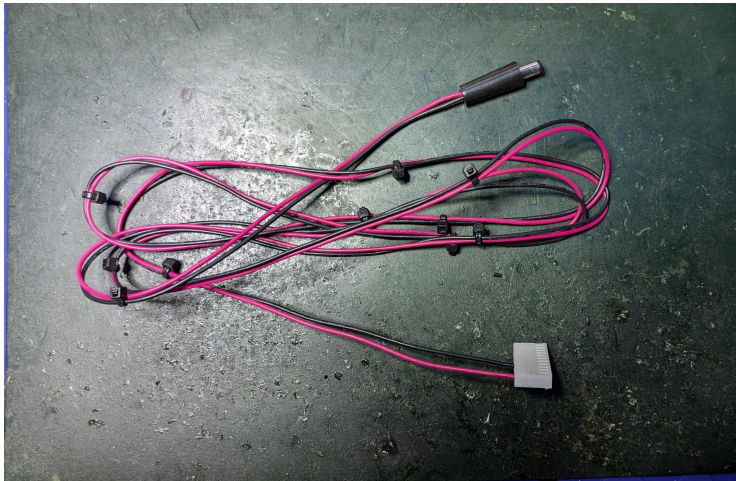
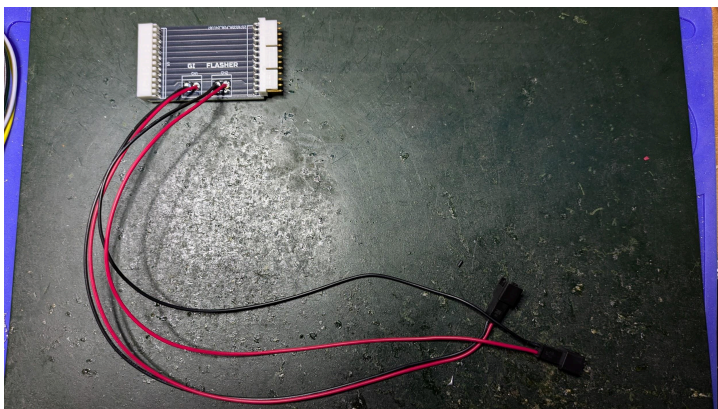


LABYRINTH SIGNAL INTERFACE INSTALLATION

- When installing Pinlights in Labyrinth, two separate pieces are required.
 - 1) The power interface cable (13 pin molex on one end, round DC barrel jack on the other, pictured below).
 - 2) The signal interface PCB (picture below)

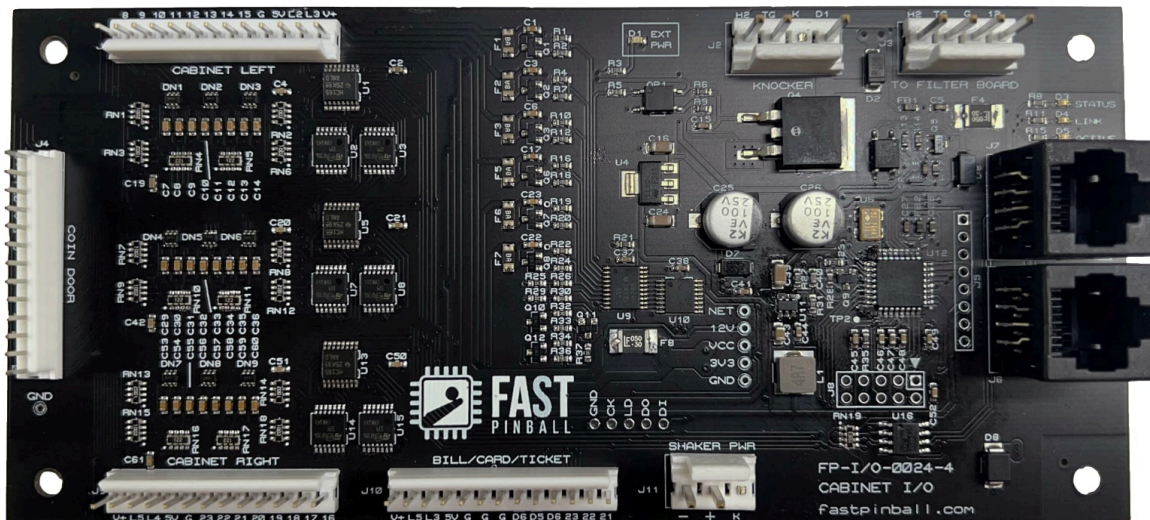


Pinlights Power Cable



Pinlights Signal Interface PCB

- **POWER THE GAME OFF**
- Open the game's coin door, remove the glass, pinballs and lift the playfield.
- Locate the cabinet node board just inside the coin door on the left wall of the game cabinet



- Unplug the cable located at J4 of the cabinet node board
- Connect the female connector of the Pinlights interface PCB to J4 of the cabinet node board
- Connect the cable you previously unplugged into the male header on the Pinlights interface PCB
- Use the 2 sets of longer sensor cables (red and black cables, 2 pin black JST connector on one end, 2 pin white/clear Molex connector on the other) to connect to the GI and FLASHER ports on the Pinlights Signal Interface PCB, connect the other ends of those cables to the Pinlights Controller PCB (GI and FL ports respectively)
- Plug the power cable into J10 on the node board.
NOTE: Some cabinet nodes have 13 pins at J10 and others have 11 pins. In the event that your cabinet node only has 11 pins on the J10 connector, just plug the connector in starting from the left and let the last 2 empty pins on the cable hang off the right side of the J10 header.
- Mount the Pinlights light bars normally, consult <https://pinlights.net/support/> for more information
- **NOTE: You MUST be running 2024.10.14 code or later for this integration to work.**

IF YOU HAVE QUESTIONS, CONTACT SUPPORT@PINLIGHTS.NET