## FunStopPhotos Update Procedure

- Download the update file from <a href="http://www.teamplayinc.com/fsp/updates.html">http://www.teamplayinc.com/fsp/updates.html</a> to your computer
- 2. Unzip the two files to a USB Flash Drive
  - a. The two files cannot be in a folder on the flash drive
- 3. Safely remove the USB Flash Drive from the computer
- 4. Take the USB Flash Drive with the two files on it to your FunStopPhotos photobooth
- 5. With the game turned on and running in attract mode, open the coin door
- 6. Enter the Test menu
- 7. Plug your USB Flash Drive into the USB drop cable located behind the coin door
  - a. If your FunStopPhotos does not have a USB drop cable behind the coin door, plug the flash drive directly into the I/O board (the bottom board) located behind the inside monitor
- 8. Press the Up button until Software Update is highlighted on the screen
- 9. Press the Select button to enter the Software Update menu
- 10. Press the Up button until photoboothupdatestage1.tar.gz is highlighted, then press the select button
  - a. If photoboothupdatestage1.tar.gz is not listed in the menu, select back from the menu, then re-enter the Software Update menu
  - b. You may have to exit and enter the Software Update menu a few times before the files appear
- 11. After selecting photoboothupdatestage1.tar.gz, you will see "Please wait while your request is being processed" on the screen
- 12. After the first stage of the update is complete, you will hear a Ding from the speaker
- 13. Shortly after the Ding, the screens will go black
- 14. Wait 5 to 10 minutes while the update is processed, the screen will stay black through the rest of the update
- 15. After the update has completed successfully, you will see text on the screen and the last line will say "System Halted"
- 16. When you see the System Halted message, unplug your flash drive
- 17. Turn the machine off
- 18. Wait 15 seconds
- 19. Turn the machine back on
- 20. When the game is running, go back into the test menu and verify all of your settings are the same