



# DISNEY CARS OPERATOR'S MANUAL



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040-00036-01

# DISNEY CARS™ OPERATOR'S MANUAL

## Safety

### OPERATION

Before operating game, read this manual. Failure to properly install and operate this game could result in malfunction or accident. Operate the game in accordance with the manual.

### TRANSPORTING

The cabinet is very heavy. Because the monitor is high, the cabinet is also very top-heavy. Use appropriate care when moving or transporting cabinet. It contains fragile glass and electronic components. Avoid rough handling.

### HANDLING COMPONENTS

Many components are extremely sensitive to handling, environmental and Electrostatic Discharge (ESD) events—especially the computer. Do not handle it roughly. Before servicing, call your distributor and inquire about the PC warranty. Use proper ESD procedures when servicing. Protect components from harmful environmental conditions, such as extreme temperatures, excessive moisture or other damaging effects.

### DISCONNECT POWER

Always turn the power off and unplug the unit before servicing or making adjustments unless otherwise instructed. Installing or repairing components while power is on can damage the components and void the warranty.

### GROUNDING

Avoid electrical shock. Do not plug in AC power until you have inspected and properly grounded the unit. Only plug into a grounded, three-wire outlet. Do not use a “cheater” plug or cut off the ground pin on the line cord.

### ELECTRICAL SHOCKS

There is no isolation transformer in the cabinet. Disconnect AC power before servicing. However, be aware that lethal voltages can remain in the electronic components even when AC power is disconnected. Use extreme caution when servicing. Verify that there is a working ground connection. If the unit sustains water damage, cease using it immediately and unplug AC power.

### MONITOR

The monitor contains no user serviceable parts. Do not attempt to service the monitor.

### POWER SELECTOR

Before installing game, ensure the voltage on the PC is set properly. There is a 115/230 VAC selector switch that must be set for the correct voltage for your site. Verify the fluorescent lamp rating. The rating must match the line voltage at the installation site.

### POWER CORD

If the power cord is damaged or lost, replace it with an identical cord as supplied by the manufacturer or an authorized service agent.

### SURGE SUPPRESSOR

It is recommended that you plug your game's power cord into a surge suppressor to help protect from power surges that may damage sensitive electronic components.

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## Service Manual

### CONNECTORS

When servicing machine, ensure all connectors mate properly. If connectors do not slip in easily, do not force them. Connectors are often keyed and only connect one way. Check for correct orientation.

### COMPUTER

The computer contains sensitive components, including a hard drive. Do not handle it roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.

Do not turn the PC power switch on or off. It should remain permanently in the ON position.

Cycle AC power on or off with the cabinet power switch.

A dongle has been inserted into one of the USB ports. This is required for game play.

Do not remove the dongle except for troubleshooting purposes.

### FLUORESCENT LAMP

A dropped fluorescent lamp tube may break and implode. Shattered glass from the implosion can travel long distances and cause bodily injury. Use proper procedures when handling broken materials, as these items can contain **hazardous material such as mercury or lead.**

### HAZARD TO EPILEPTICS

A small portion of the population has an epileptic condition that may cause seizures. Affected persons experience seizure while watching some television pictures or playing certain video games. People who have not had seizures may still have an undetected epileptic condition. If anyone in your family has experienced epilepsy symptoms (seizures or loss of awareness), consult your physical before using video games. While children play video games, a parent should observe. Be alert to the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation or convulsions. If you or your child experiences these symptoms, discontinue use immediately and consult your physician.

### MANUAL

Keep this manual available and ready for use. If the game fails to function properly, turn off the machine and unplug the AC line cord. Contact your local distributor. Your warranty, when applicable, lasts 60 days from your purchase date. You may not reproduce or make modification to this document or any of its contents without written authorization from Raw Thrills, Inc. .

### SPECIFICATIONS

For reasons such as performance, this product's specifications may change without notice. Federal patent, copyright and other intellectual property laws protect the content, devices and design of the game and its equipment.

## Product Specifications

### Electrical Power

United States, International and Japan

Inrush AC Current: 7 Amps

Operating AC Current: 5 Amps/ 2.5 Amps

Voltage: 115 VAC/ 230 VAC 50/60Hz

### Temperature

50° F to 104° F

(10° C to 40° C)

### Humidity

Must not exceed 95% relative humidity

### Dimensions (32" Model)

Height: 97.5" (2.48 meters)

Width: 34.5" (.88 meters)

Depth: 36.5" (.93 meters)

### Carton Weight

518 lbs. (234.96 kg)

# DISNEY CARS™ OPERATOR'S MANUAL

## Setup

### Unpack Materials

1. Place the shipping crates on a flat, stable surface.
2. Cut the banding straps and remove the cardboard lids.
3. Lift off the large cardboard containers surrounding the front pedestal and monitor assemblies and remove any shipping cleats.
4. Remove the coin door key from the coin return slot.
5. Open the top coin door.
6. Locate the keys for the back door and the cash box door.
7. Open the cash box door and remove the cash box.
8. Check for shipping damage to the following:
  - Cross player accessible areas such as the sled, control panel and dash.
  - Marquee and monitor
  - Cabinet decals
9. Check the AC line cord for visible signs of damage.  
Pay particular attention to the plug and line cord insulation.

### Check Electrical Settings

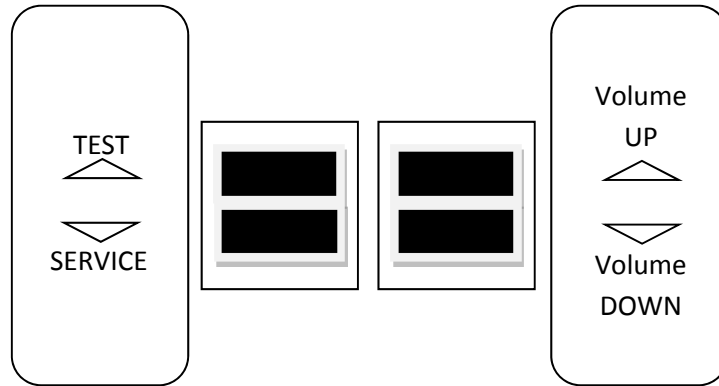
1. Verify the voltage in the nearest AC outlet.
2. Verify the AC outlet ground connection is present and working.
3. Open the back door of the monitor assembly.
4. Near the AC power transformer, verify the voltage selector switch is set to correct AC voltage.
5. Route the line cord so that the plug is near the AC outlet.
6. Replace the back door of the monitor assembly.

### Game Power Up

1. Plug in line cord to AC outlet.
2. Turn the power switch to ON.
3. Check that no component is excessively hot or emitting foul odors.  
*If not, turn off AC power and disconnect line cord. Refer to the diagnostic section of this manual.*
4. Once software loads, you will be asked to calibrate the controls.  
*If not, enter the service menu by pressing the TEST button located on the bracket inside the top coin door.*

## Diagnostics and Adjustments

The Service Button Panel has four buttons, three of which can navigate the menu system.



- Service Panel TEST enters diagnostic system.
- Either Service Panel TEST button or Start button selects the highlighted option.
- Service Panel VOL DOWN button or SnoBall button moves down through menu or setting choices.
- Service Panel VOL UP button or pressing View moves up through menu or setting choices.
- Highlight and select Exit to return to previous screen.

An on-screen message acknowledges changes or when you exit a selection without making a change.

At the bottom of each screen there is a brief description of the menu option's function. A complete description is available here for all menu functions.

Instructions for completing your first calibration start on the next page.

## INITIAL GAME SETUP

### GAME CONTROLS CALIBRATION

1. If the calibration screen is not visible, press the TEST button to enter the Diagnostic System.
2. From the Main Menu, use Volume +/- to highlight Calibration.
3. Press a Start button to enter calibration.



4. Follow on-screen instructions. Re-try if calibration data is not valid.
5. Game will proceed to Location and Venue Name entry.
6. Enter information to be displayed when player scans the QR Code.
7. Game will enter Attract Mode. All game settings will be default values if no changes are made at this time.

### GAME CONTROLS AND INTERFACE INSPECTION

#### Other Tests

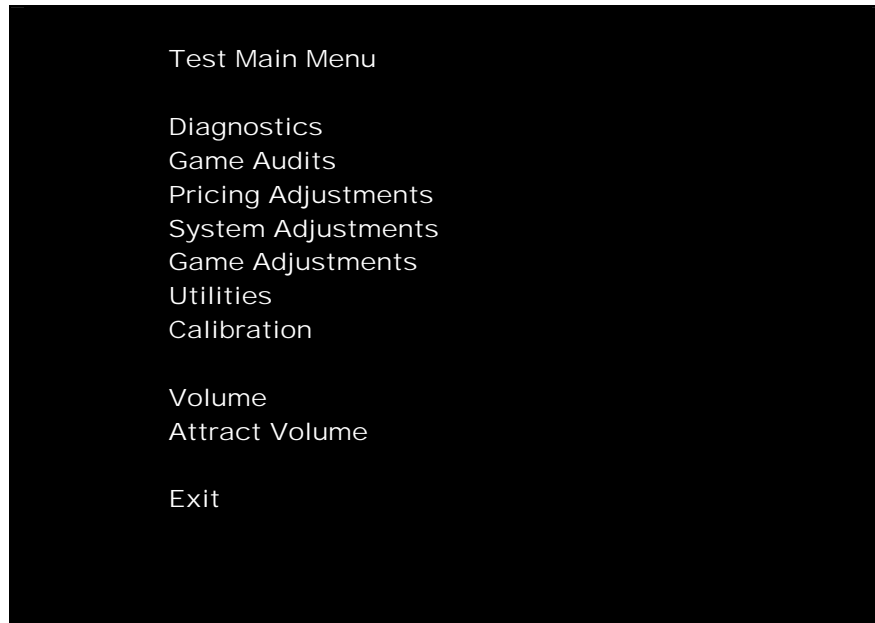
See the Diagnostic Section for further information.

1. Enter the Switch Test menu and verify all switches function.
2. Enter the Screen Test menu and verify that video is acceptable.
3. Enter the Sound Test menu and verify the audio works and is not distorted.
4. Enter the Coin Meter Test menu and verify the operation of the coin meter.
5. Enter the Cabinet Lamps Test menu and verify that all cabinet lights work correctly.
6. Enter the Watchdog Test menu, which reboots the game.
7. Upon a successful reboot, you are ready to make adjustments to pricing, volume and other functions found in the Adjustments, Audits and Diagnostics section.



## Adjustments, Audits and Diagnostics

### Main Menu



Menu Option	Description
Diagnostics	Verify all game functionality. Allows activation of all inputs and outputs, including linking and watchdog test.
Game Audits	View game earnings and gameplay statistics.
Pricing Adjustments	Setting for coinage unit, denomination and game pricing.
System Adjustments	System related changes such as networking, language, attract volume, Wheel power, blower and shaker force etc.
Game Adjustments	Game specific adjustments such as difficulty, bonus time, game entry.
Utilities	Clear Credits, Audits and reset player/game statistics. Check system software errors and download data to USB external storage device.
Calibration	Calibrate controls for maximum player control and game experience.

# DISNEY CARS™ OPERATOR'S MANUAL

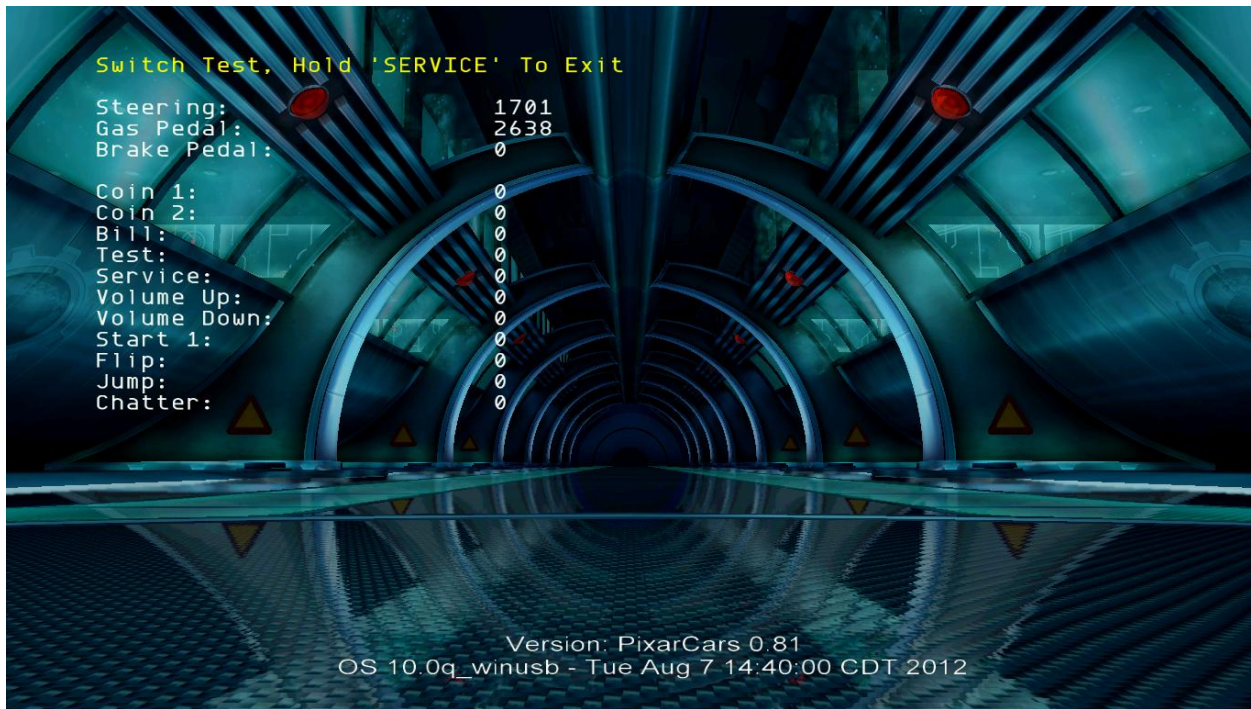
Volume	Set volume during game only. Attract volume is adjusted independently.
Attract Volume	Set attract/ standby mode volume only.

## Main Menu

### Diagnostics

#### Switch Test

For troubleshooting purposes, this menu gives you visual feedback of all switch functions.



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<b>Main Menu</b>
<b>Diagnostics</b>
<b>Sound Test</b>

For troubleshooting purposes, this menu gives game sound feedback.

Menu Option	Description
Change Music	Change current music.
Change Effect	Change sound current sound effect.
Play 100Hz or 1kHz	Play low and high frequency to stimulate bass or full range speaker response.
Pan Center, Left, Right	Isolate sound into separate channel to verify correct speaker function.

<b>Main Menu</b>
<b>Diagnostics</b>
<b>Network Test</b>

For troubleshooting purposes, this menu gives Machine ID and network connection status.



# DISNEY CARS™ OPERATOR'S MANUAL

Main Menu

Diagnostics

Light Test

For troubleshooting purposes, this menu allows the diagnosis of the game's controlled lighting features.



Main Menu

Diagnostics

Steering Wheel Test

For troubleshooting purposes, this menu allows the wheel force feedback to be activated in left and right direction.



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<b>Main Menu</b>
<b>Diagnostics</b>
<b>Coin Meter Test</b>

For troubleshooting purposes, this menu allows the activation of coin meter. Press Start or Test to advance coin meter.

<b>Main Menu</b>
<b>Diagnostics</b>
<b>Watchdog Test</b>

This menu allows the activation of the watchdog/reset system. Press Start or Test to start test. The game's watchdog system allows the machine to recover automatically from a crash or a failure to boot. The watchdog system is always active.

<b>Main Menu</b>
<b>Game Audits</b>

View general game statistics.



# DISNEY CARS™ OPERATOR'S MANUAL

## Main Menu

### Pricing Adjustments



## Main Menu

### System Adjustments



# DISNEY CARS™ OPERATOR'S MANUAL

Main Menu

Game Adjustments



Main Menu

Utilities



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## Main Menu

### Calibration

*Note: Fully depress and release the gas pedal up to 5 times for best calibration result.*



## Main Menu

### Game Volume

Adjust game volume during play mode only. Attract volume is adjusted separately. Automatic Volume Synch allows for all linked units to be adjusted simultaneously.

## Main Menu

### Attract Volume

Adjust attract or standby volume only.



## Maintenance

### Hard Drive Recovery

Symptoms requiring hard drive recovery include

- File Test reports bad or missing files.
- Game fails to finish loading during startup.
- After resetting the AC power, an error is reported.
- You are prompted to insert a boot DVD.
- Erratic Game or Attract Mode.
- Garbled characters
- Bad audit files

To identify corrupt files, press Test, choose System Test Menu and run the CRC Check.

The only way to repair corrupt files is to recover the hard drive, as detailed below.

#### COMPUTER

The computer contains sensitive components, including a hard drive. Do not handle roughly. Call your distributor before servicing its internal components. Ask about warranty information as it relates to the PC.

Do **not** use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

1. With game and PC on, verify that the RIO board has power. If not, see Troubleshooting.
2. Open the Coin door.
3. Open the PC DVD-ROM tray by reaching back to the PC and pressing the Open/Close button on the drive bay.
4. Insert the first of two restore DVDs (labeled *Disc 1*) into the tray.
5. Close the tray by pressing the Open/Close button again.
6. Turn cabinet power switch to OFF. Wait 30 seconds.
7. Turn cabinet power switch to ON.
8. Recovery begins automatically when PC boots up.
9. If recovery does not begin, check to ensure disc is inserted correctly and is not damaged.
10. Initial software loading may take several minutes. Check progress periodically.  
*Do not interrupt power or reset the game during recovery.*
11. When software has been loaded, a message indicates that restore is complete. When instructed to remove disc, open DVD-ROM drive tray and remove disc.
12. Turn cabinet power switch off.
13. **After 30 seconds, turn cabinet power switch on.**
14. Game will reboot and enter calibration mode.
15. Re-calibrate controls.

## BIOS Settings/Power Management

Please visit: [www.rawthrills.com](http://www.rawthrills.com) for the latest software version and BIOS setting information.

### **NOTICE**

The PC ships with correct BIOS settings. Making changes to the BIOS different from the description below may adversely affect game functions.

This BIOS setting lets the PC automatically power up. With the setting enabled, the PC reboots when it detects AC power. This eliminates the need to manually turn the PC back on after power disruption.

Do **not** use the PC on/off switch. Turn AC power on or off with the cabinet power switch.

1. Turn cabinet power switch off.
2. Open rear of cabinet.
3. Connect a USB keyboard to the PC.
4. While holding the F10 key on the keyboard down, turn cabinet power switch on.
5. When the BIOS menu screen appears, make the following adjustments.

**(SETTINGS BELOW ARE SPECIFIC TO HP6005 PC. PLEASE CHECK RAWTHRILLS.COM FOR LATEST INFORMATION ON BIOS SETTINGS AND OTHER TECHNICAL UPDATES)**

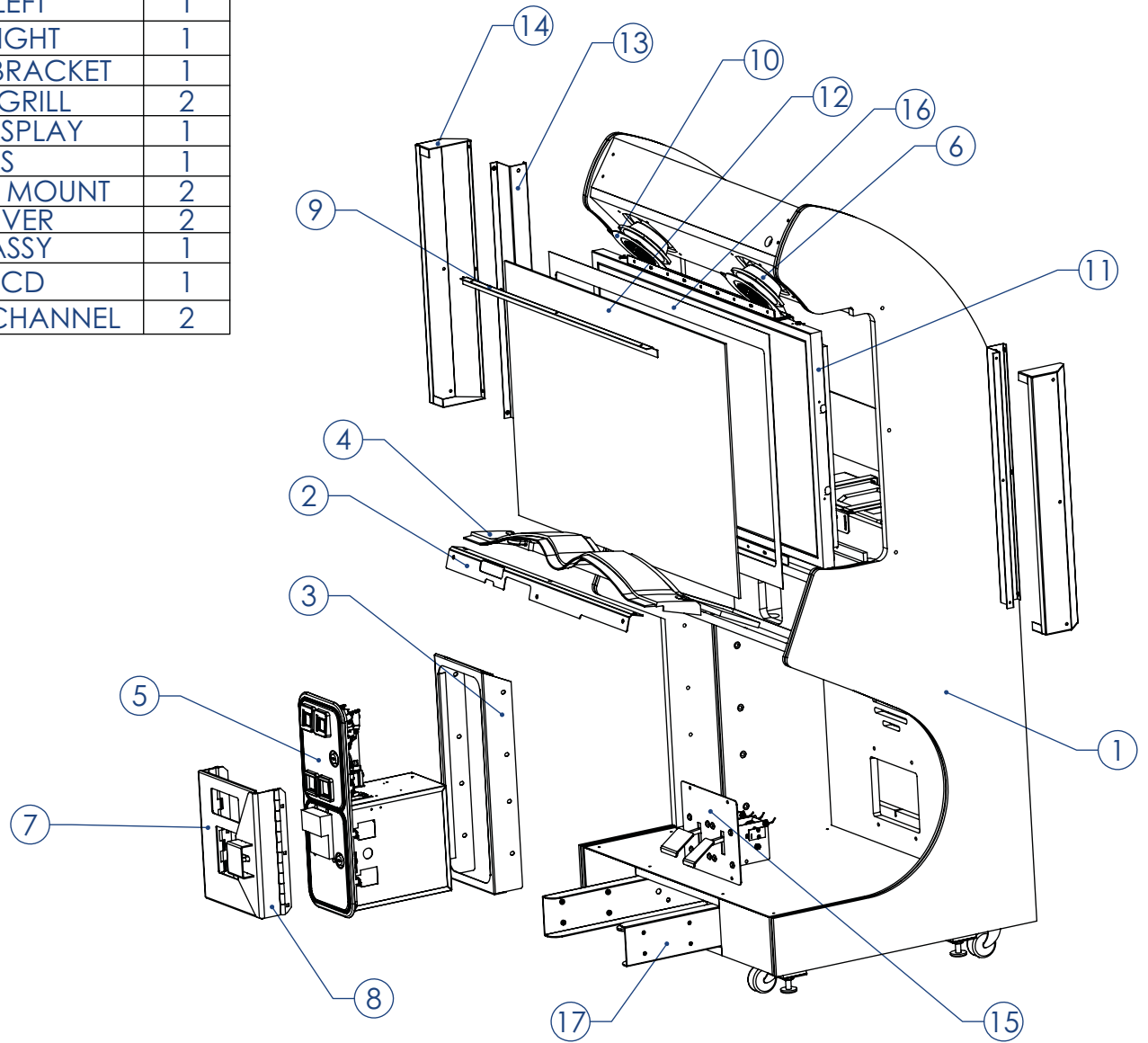
STORAGE => Storage Options => SATA Emulation : "Native Mode IDE"

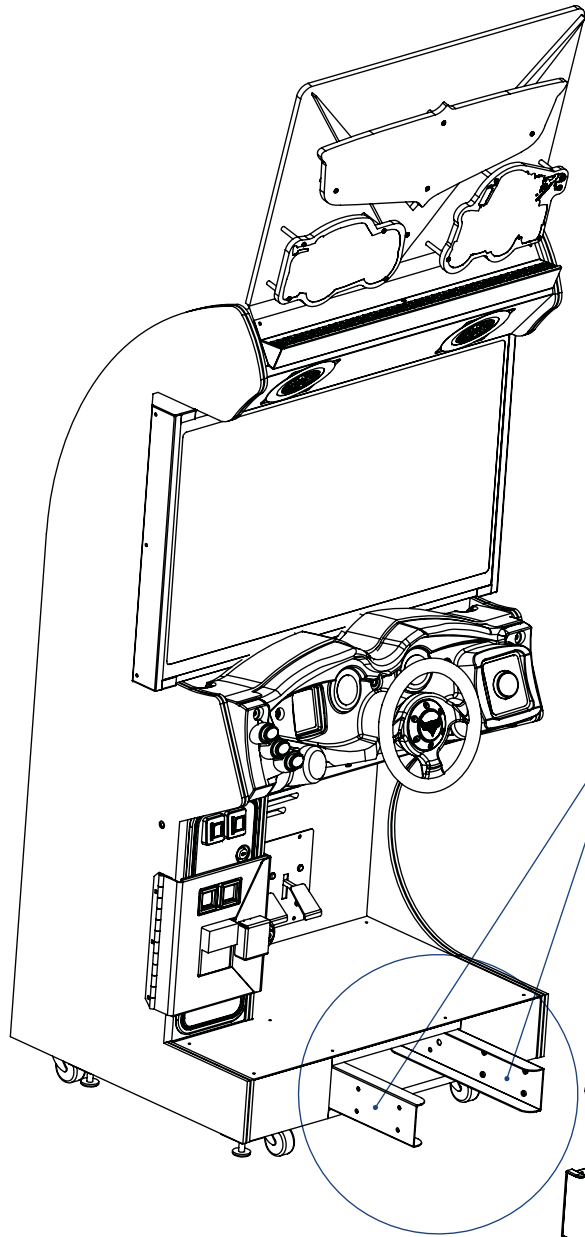
ADVANCED => Power On Options => After Power Loss : "On"

6. Follow instructions on screen to save and exit.
7. PC will reset and load the game.

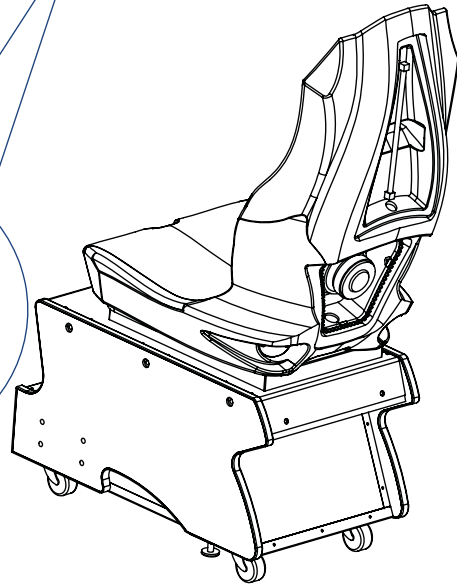
MECHANICAL ILLUSTRATIONS  
AND  
ELECTRICAL SYSTEM DIAGRAM

ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00587-01	MAIN CABINET	1
2	600-00618-01	DASH TOP BRACKET	1
3	608-00031-01	COINDOOR HOUSING	1
4	603-00597-01	HOOD PLASTIC	1
5	800-00030-01	STD WIDTH COIN DOOR	1
6	2-1-10-00-00-000	5.25" SPEAKER	2
7	600-00650-01	HASP - LEFT	1
8	600-00651-01	HASP - RIGHT	1
9	600-00926-01	GLASS TOP BRACKET	1
10	600-00929-01	SPEAKER GRILL	2
11	809-00004-01	42" LCD DISPLAY	1
12	600-00931-01	GLASS	1
13	600-00928-01	SIDE COVER MOUNT	2
14	600-00927-01	SIDE COVER	2
15	603-00003-01	PEDAL ASSY	1
16	600-01005-01	BEZEL, LCD	1
17	600-00030-01	MOUNTING CHANNEL	2

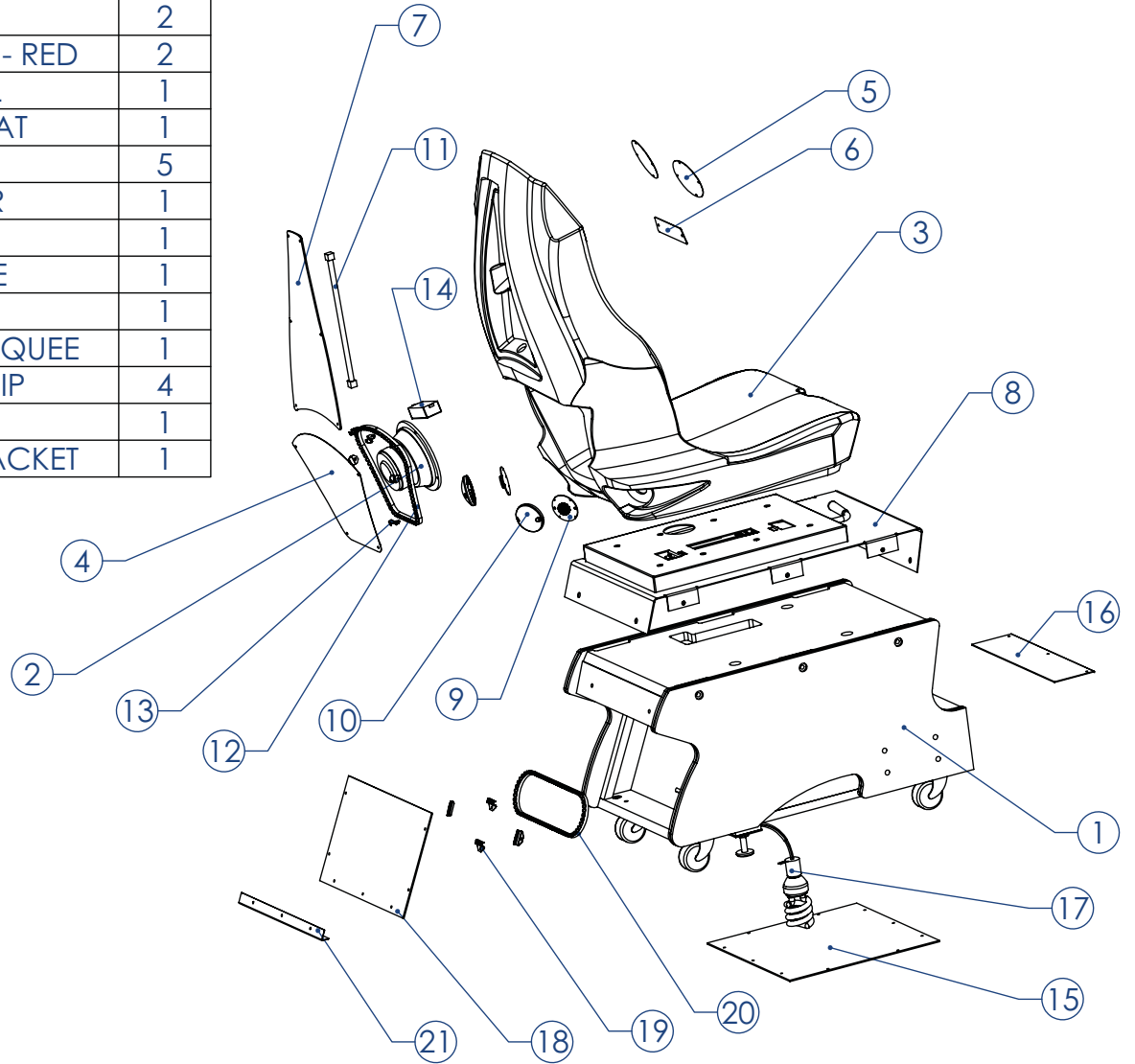




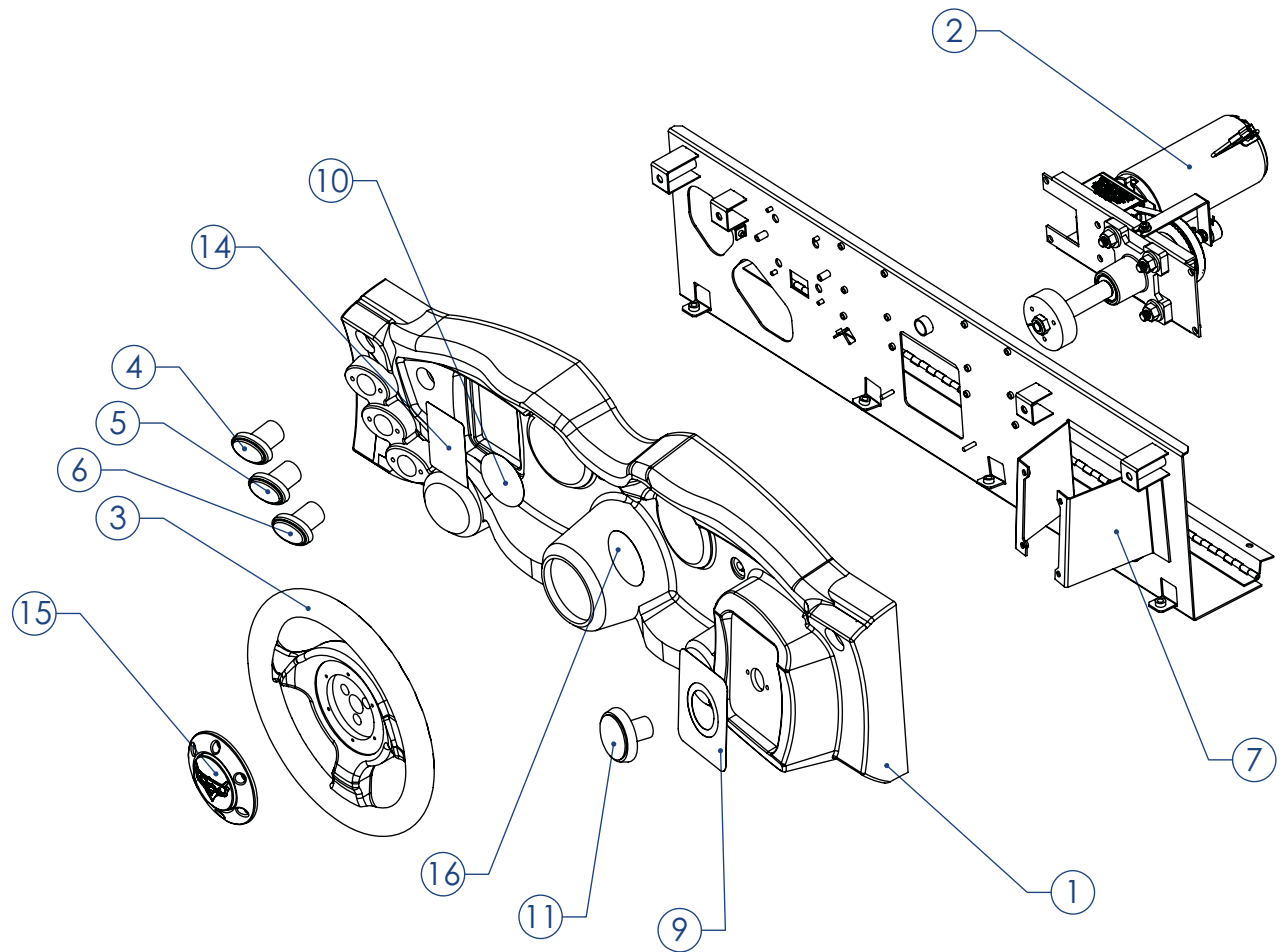
**MOUNTING RAILS**



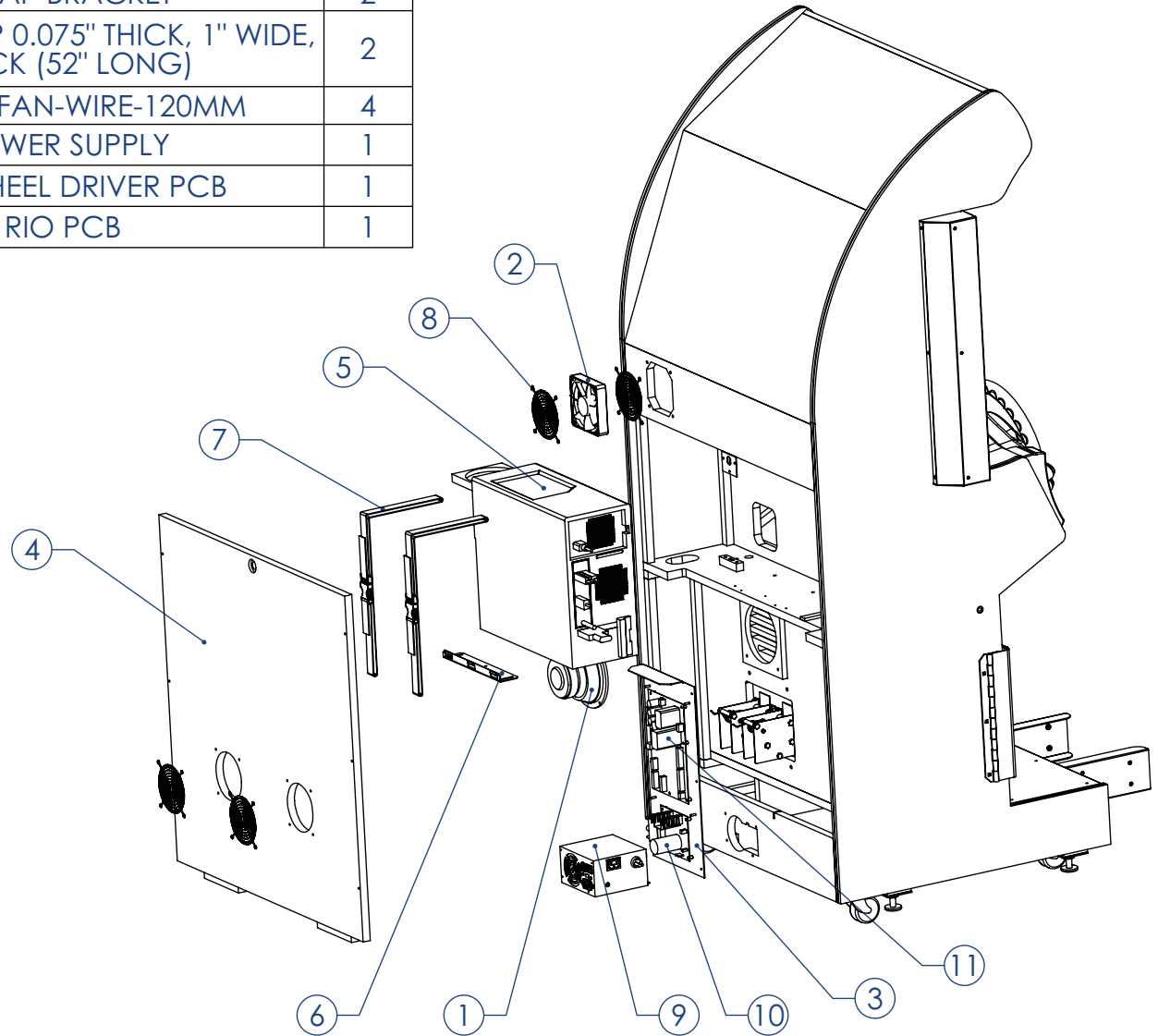
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	601-00589-01	PEDESTAL CABINET	1
2	807-00003-00	WOOFER-6.5" 8 OHM	1
3	603-00523-01	RED SEAT	1
4	600-00930-01	WOOFER GRILL	1
5	600-00105-01	SEAT SPEAKER GRILL	2
6	600-00620-01	MIDDLE SEAT PLATE	1
7	606-00739-01	SEATBACK MARQUEE	1
8	604-00007-01	SEAT SLIDE ASSEMBLY	1
9	500-00065-01	RED LED PCB	2
10	603-00540-01	LED SPOTLIGHT LENS - RED	2
11	702-00017-00	12" WHITE CCFL	1
12	500-00045-01	RED LED STRIP-SEAT	1
13	600-00647-01	LED SIDE CLIP	5
14	702-00005-00	CCFL- INVERTER	1
15	600-00039-01	BOTTOM PLEXI	1
16	600-00103-01	DIAMONDPLATE	1
17	2-1-07-00-00-000	SEAT LAMP	1
18	606-00738-01	PEDESTAL REAR MARQUEE	1
19	600-00639-01	PEDESTAL LED CLIP	4
20	500-00056-01	72 LED STRING	1
21	600-00648-01	MARQUEE EDGE BRACKET	1



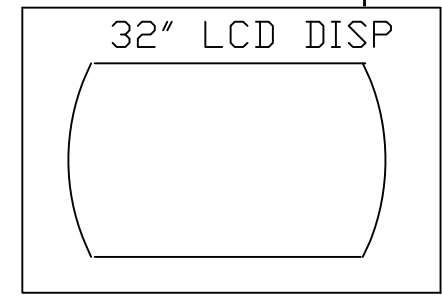
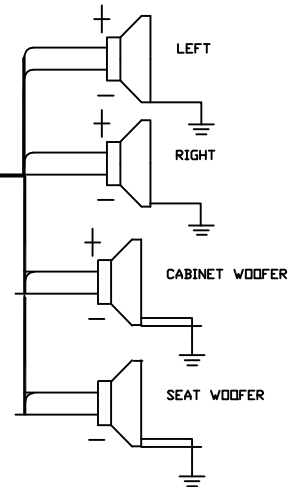
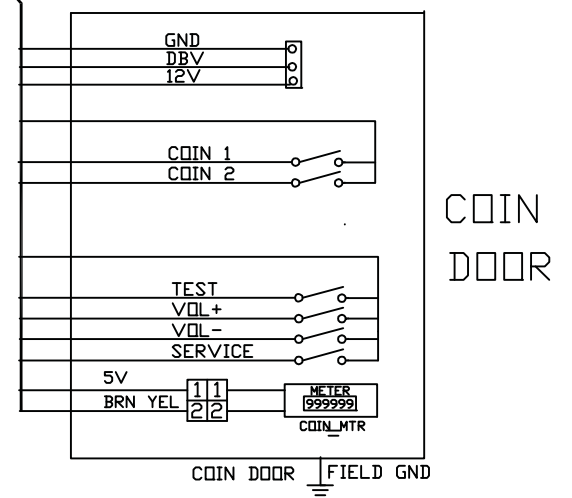
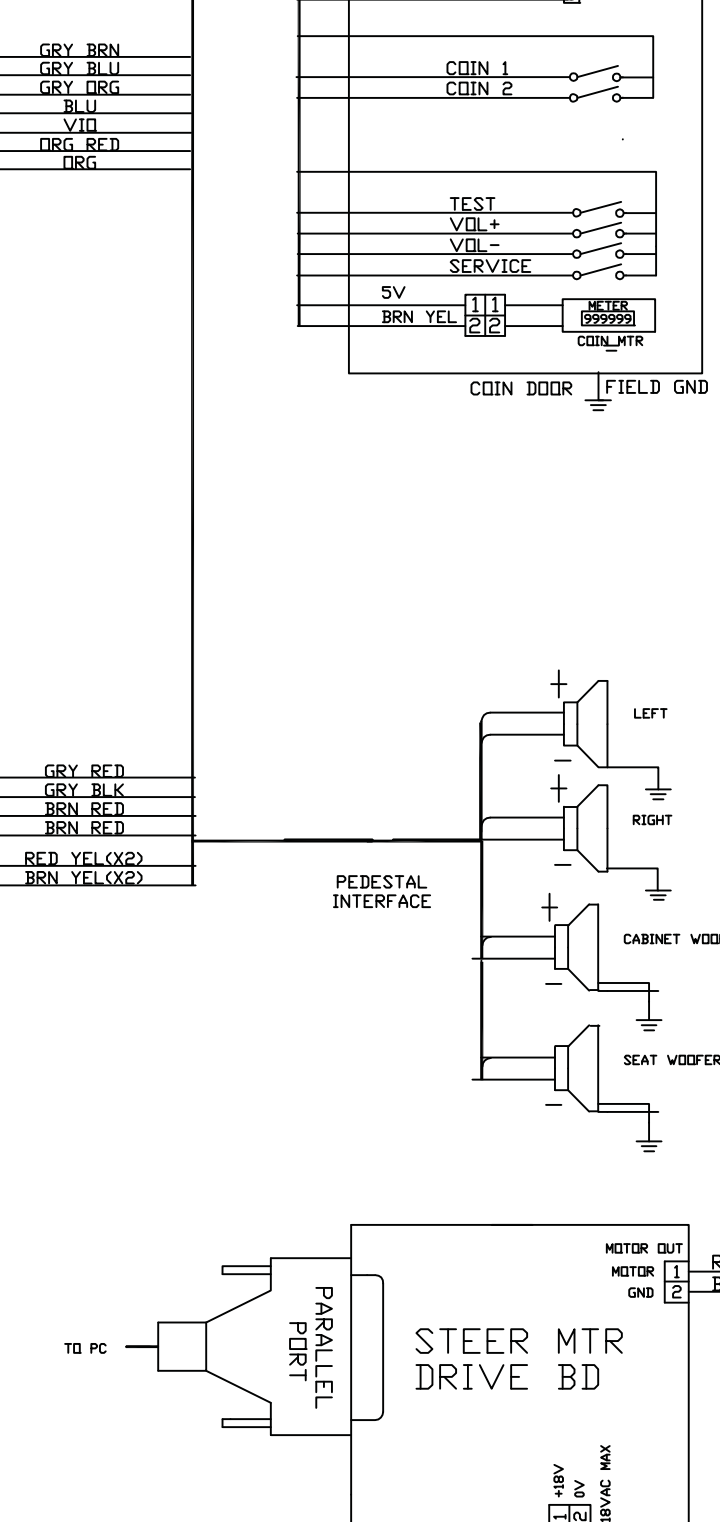
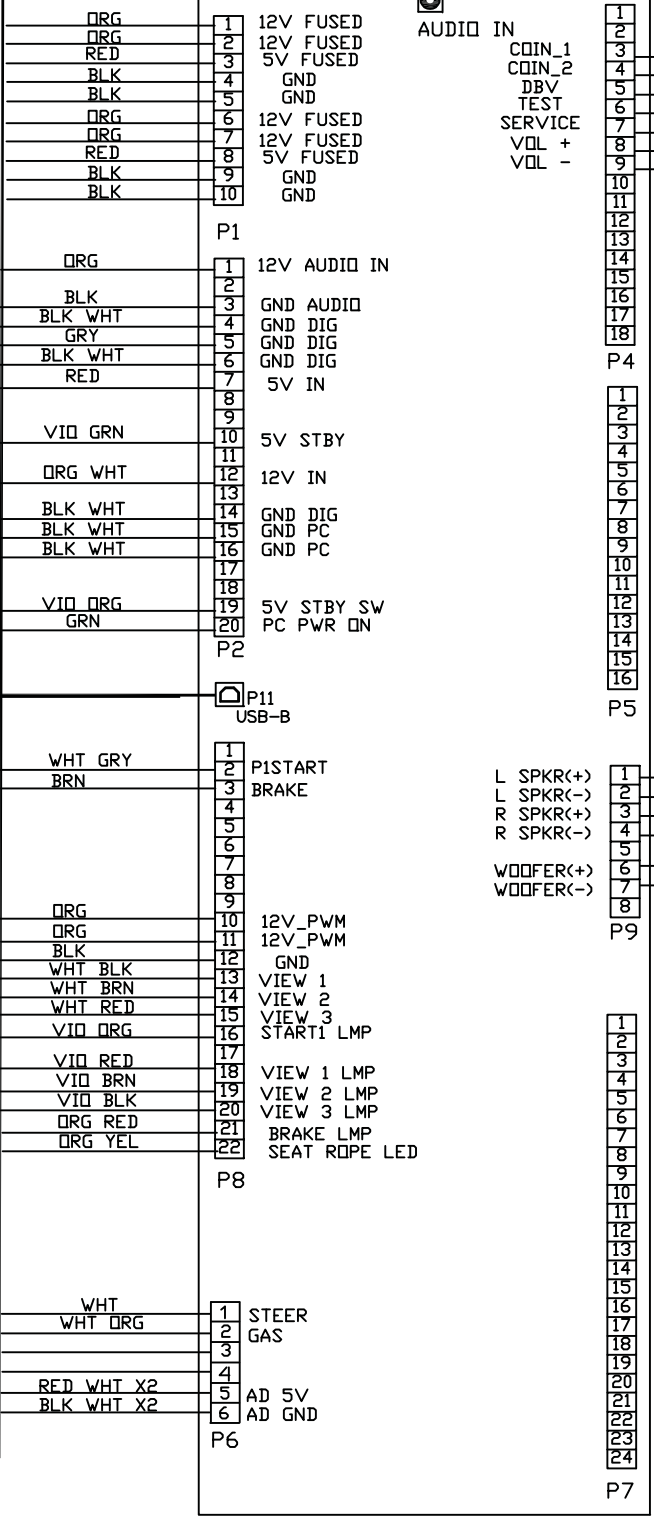
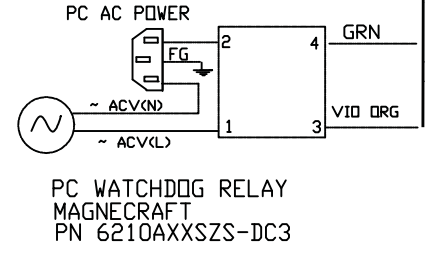
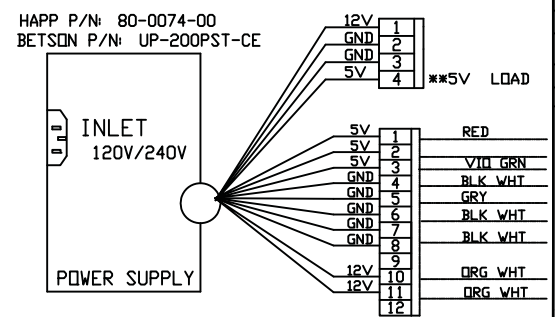
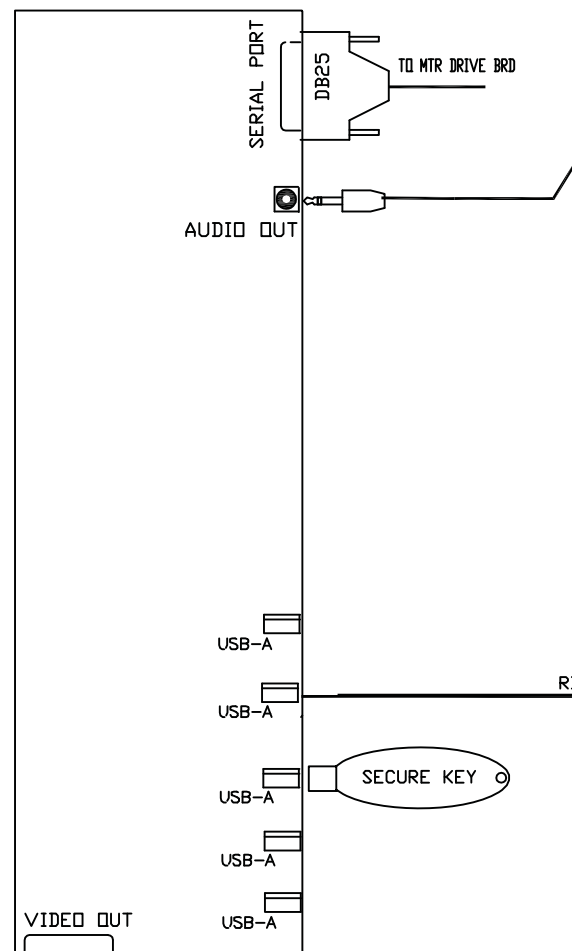
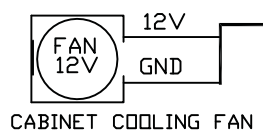
ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	603-00596-01	DASH VACFORM	1
2	603-00517-01	STEERING ASSEMBLY	1
3	2-1-03-00-00-001	STEERING HOOP	1
4	702-00041-00	TOP BUTTON - SPIN	1
5	702-00042-00	MIDDLE BUTTON - JUMP	1
6	702-00043-00	BOTTOM BUTTON - TALK	1
7	600-00609-01	DASH BRACKET	1
9	606-00727-01	START BUTTON DECAL	1
10	606-00729-01	SPEEDOMETER DECAL	1
11	702-00053-01	GREEN ROUND START BUTTON	1
14	606-00728-01	KEYPAD DECAL	1
15	600-01004-01	CARS WHEEL CAP	1
16	606-00730-01	TACHOMETER DECAL	1



ITEM NO.	PART NUMBER	DESCRIPTION	QTY.
1	807-00003-00	WOOFER-6.5" 8 OHM	1
2	820-00012-00	FAN - 12V	1
3	600-00511-01	RIO MOUNTING BRACKET	1
4	601-00588-01	BACKDOOR	1
5	850-00015-01	PC	1
6	600-00901-01	STRAP BRACKET	2
7	GENERAL	NYLON STRAP 0.075" THICK, 1" WIDE, BLACK (52" LONG)	2
8	800-00001-00	GUARD-FAN-WIRE-120MM	4
9	2-1-02-00-00-017	POWER SUPPLY	1
10	500-00037-01	RIO WHEEL DRIVER PCB	1
11	500-00040-01	RIO PCB	1









# AUTHORIZATION TO MARK

This authorizes the application of the Certification Mark(s) shown below to the models described in the Product(s) Covered section when made in accordance with the conditions set forth in the Certification Agreement and Listing Report. This authorization also applies to multiple listee model(s) identified on the correlation page of the Listing Report.

This document is the property of Intertek Testing Services and is not transferable. The certification mark(s) may be applied only at the location of the Party Authorized To Apply Mark.

**Applicant:** Raw Thrills Inc.  
**Address:** 5441 Fargo Avenue  
Skokie, IL 60077  
**Country:** USA  
**Contact:** Mr. Richmond Catalan  
**Phone:** (847) 679-8373 ext. 28  
**FAX:** (847) 679-8538  
**Email:** rich@rawthrills.com

**Manufacturer:** Partec Inc.  
**Address:** 9301 W. Belmont Avenue  
Franklin Park, IL 60131  
**Country:** USA  
**Contact:** Mr. Brian Poklacki  
**Phone:** (847) 678-9520  
**FAX:** (847) 678-1940  
**Email:** poklacki@partec-inc.com

**Party Authorized To Apply Mark:** Same as Manufacturer  
**Report Issuing Office:** Chicago

**Control Number:** 3174723

**Authorized by:**   
William T. Starr, Certification Manager



This document supersedes all previous Authorizations to Mark for the noted Report Number.

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Intertek Testing Services NA Inc.  
165 Main Street, Cortland, NY 13045  
Telephone 800-345-3851 or 607-753-6711 Fax 607-756-6699

<b>Standard(s):</b>	Standard for Safety for Amusement and Gaming Machines (UL 22, 6th Edition, Dated 05/30/2008, With Revisions Through 07/19/2010) Household and similar electrical appliances – Safety – Part 2-82: Particular Requirements for Amusement Machines and Personal Service Machines (CSA E60335-2-82:06, used in conjunction with CSA-E60335-1/4E:03)
<b>Product:</b>	Arcade Gaming System
<b>Brand Name:</b>	N/A
<b>Models:</b>	Guitar Hero; H2 Overdrive and H2 Overdrive 32; Dance Dance Revolution X; Terminator Salvation and Terminator Salvation 32; Wheel of Fortune and Wheel Of Fortune Video; Super Bikes 2 and Super Bikes 2 32; Fast & Furious Super Cars; Dirty Drivin'; Big Buck HD and BBHD Panorama; SnowCross; SnoCross Motion Seat; DisneyCars (PIXAR CARS)

## Pixar-Cars Changelog

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### v1.07 (2-7-13)

- Audit added to track games with an autopilot
- Audit added for tracking failed dongle writes
- Reduction of motion blur

### v1.06 (2-6-13)

- Fixed bug where RIO reconnects weren't logging properly in menu screens
- Fixed a bug where game could go into maint reboot in test menu
- Minor wording change on calib menu to include instruction on using start button as well as test button
- AI skill changed to allow for fewer last place finishes
- AI cars have sidestep move removed

### v1.05 (2-5-13)

- Handling changes
- Dongle retry for coin writes
- Handling changes
- Dongle retry for coin writes

## Cars Changelog 0.98 - 1.04

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- Steering & handling vastly improved & more forgiving
- Much improvement of static shock handling & I/O board reconnection
- Talk button added to allow players to make Cars chatter
- Robustness added to audits & adjusts file
- Added uptime/serial # display (hold Talk button for 5 seconds in attract)
- Messaging added for autopilot
- Menu visible timeout timer added to game menus
- Shortened menu select times, 15 seconds per screen
- Added adjust for number of laps, defaults to 1
- Improvements & fixes to all audit information in test menu
- Enabled USB output of audit dump
- Dongle serial number support added
- Steering wheel use cancels track playback in attract
- Added many audits for system performance tracking
- Test menus cleaned up
- Improved fonts

## Changelog for 0.86-0.98

- 
- Force feedback cap to prevent possible washing machine motion
  - Added maintenance reboot if framerate drops
  - Added audit for FPS-related maintenance reboot
  - Added a watchdog test to diagnostic menu
  - Start spam crash fix
  - Lamp animations added
  - Force feedback moved to a thread
  - Watchdog test added
  - Coin meter test added
  - New videos from Disney
  - New attract play videos added
  - Sound tests added
  - Steering tweaks to improve gameplay
  - Many RIO reconnect fixes

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ArcadeData.h, Audits.cpp, ArcAuditMenu.cpp: Added an audit to track when the RIO board returns after a drop.

ArcadeHud.cpp/h: Tweaked out the existing text line positions/sizes to use them for the system message routine. Changed default system message to disable.

ArcadeManager.cpp/h: Added code to properly handle the RIO disconnects, made sure all audits for disconnects/reconnects are saved to the audits, and added routine to make the Cars driving around in the menus be able to be disabled.

CarsFrontEnd.cpp: Remove car actors (Holly, etc.) when displaying system messages

RioInterface.cpp/h, rio.c, usbdev.c: Finished up the RIO reconnect/disconnect stuff at the system level, fixing some bugs along the way that were introduced with the switch to winusb (well, things that didn't work the same needed to be worked out, and the main app checks for the reconnect instead of the thread, which is much better for a bunch of reasons).

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- ArcTestMenu.cpp: Forgot to switch the reboot message over to the new system message call for non-debug.

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- ArcadeHud.cpp/h: Changed messages to use a generic system message routine, and had them use existing strings. I may have to add a string to make sure it's centered, but for now, this prevents any creation of new strings, and it centralizes all of the system messages to one routine.

- ArcadeManager.cpp/h: Added code for RIO disconnect messages, using the new system message routine in ArcadeHud. Also improved the disabling of the maintenance reboot stuff, so it no longer even does the tally if the maint is disabled.
- ArcTestMenu.cpp: Changed handling of reboot message to use system message routine.
- RioInterface.cpp/h: Changed some of the flags to be static instead of part of the class. Since the Arcade stuff needs the RIO to exist before it does anything, it should be fine to check it regardless. It's all initialized correctly, so even if the static elements are accessed when RIO isn't present, everything should function ok.
- Controller.Rio.cpp: Changed a call to use the new static routines for RioInterface.cpp.
- usbdev.c: found a bug where the connect was returning a pointer even if there wasn't one. This was introduced with the switch to winusb.
- GameCommonLoop.cpp: Commented out define that was spitting out memory debug info.

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- ArcadeHud.cpp/h: Added code to display a variety of system messages, including one for maintenance reboot, and the messages test mode uses when it exits
- ArcadeManager.cpp/h: Added a tally system for maintenance reboot. Basically, when a track is selected, a number is added to a global tally. When it reaches a certain threshold, the game starts to attempt a maintenance reboot. When it reaches a second threshold, it triggers a maintenance reboot after the next game finishes, regardless of idle time. In order to do this, a callback had to be added to the video system to get it to interrupt a video.
- ArcTestMenu.cpp: Changed display of rebooting to use new ArcadeHud system message.
- CarsPickup.cpp: Added a check for a null pointer based upon a crash JT & I saw.
- CarsFrontEnd.cpp/h: Added code for the maint reboot tally, and adjusted the autoplay code to work better in different situations (maint/no maint, hard code level selection, etc)
- RaceManager.cpp: Added two defines to handle timeouts based upon whether or not autoplay is going. Shortened the normal input timeout to engage the autopilot to 2 seconds.
- Memory.h: Commented out memory debug stuff
- Fmv.cpp/h: Added a callback to poke a timer abort into a movie being played
- fmvdriver.cpp: More abort callback code
- Input.arcade.cpp: Begun to add support to use keyboard/mouse for debugging
- RioInterface.cpp: Fixed a bug where the enable/disable of manual watchdog kicking wasn't checked properly
- rio.c: Added a check so that if the watchdog changed flag isn't set, the RIO code doesn't adjust variables
- StandAloneLoop.cpp: Removed debug memory define