Do It Yourself: Stern Star Trek ColorDMD Adapter Plate

The following document will attempt to walk you through the installation of the ColorDMD Adapter Plate so it can be easily installed in a 2013 Stern Star Trek pinball machine. Please note the Author of this document is not responsible for any damage you do to yourself or your property. **Duplication of this document is not permitted without written consent.**

Tools/Materials Needed:

- ColorDMD w/ Sigma 2.4 or better firmware
- Phillips #2 screwdriver
- 11/32 Nut driver
- Xacto knife
- A towel

Optional Materials:

- Black Matte Spray Paint
- foam Weather stripping
- Duck Tape
- Pop Bumper Bracket Mounting Screw Twist Shank
 Pinball Life #237-5883-00

The Adapter is made to completely cover the metal studs which were used to mount the original Red DMD. While these instructions are shown for Stern's Star Trek machine; the author expects this will fit any metal backbox made by Stern after Star Trek.

Special thanks to Tatanka1961 on Pinside for the initial work and plans for this adapter.

Pre-Work:

The Adapter is CNCed out of MDF (wood). The CNC process may have left "fuzzies" around the perimeter of the CNCed surfaces. Remove these using a razor blade or Xacto knife. Once the edges have been "de-burred"; you may want to paint the MDF.

Because the MDF is light in color; it may be seen with the light reflected from the ColorDMD. To avoid this; you may wish to lightly dust the inside surfaces with a dark grey or black spraypaint. The Author used a Automotive dark grey primer he had in his garage.

Once your paint is dry; you may want to install some weather stripping to avoid light leakage. While the Author did not choose to do so; a picture is seen in <u>Tatanka1961's</u> implementation:

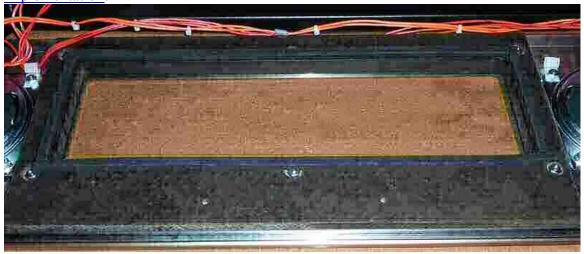


Figure 1. Weather Stripping Light Blocker (Photo Credit: Tatanka1961)

This light blocker is installed on the flat side of the MDF; not on the CNCed side.

Finally, you'll want to install and ColorDMD firmware upgrades necessary for your project. Sigma 2.4 or better is recommended for this ColorDMD adapter as it provides you with an adjustment to align the display.

1) Carefully remove the Stern Speaker Panel from the back box. Lye it front side down on the cabinet with a towel between the panel and the side rails / glass of your machine. The towel protects stainless metal speaker panel and the siderails from getting scratched while you complete the installation.



Figure 2. Existing Speaker Panel /w DMD (Photo Credit: Tatanka1961)

2) Loosen the six nuts holding the Stern DMD to the speaker panel. Carefully remove each cable so you can completely remove the DMD and the red filter from the machine. Please note that you'll need to reuse the nuts; but you will not need any plastic spacers which kept the old DMD in place. I recommend storing these spacers in a ziplock bag; perhaps in the coinbox or with your old DMD and filter.

Copyright 2014 by John Zitterkopf ALL RIGHTS RESERVED www.Pinball-Mods.com **3)** Carefully remove the protective paper from the Clear DMD cover. Install it on the existing speaker panel studs.

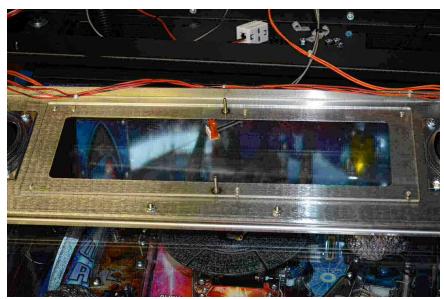


Figure 3. Clear DMD Cover installed

4) (skip if you are using the included #8-32 screws) If you are installing the optional Pop Bumper Studs; Carefully tap them into the ColorDMD mounting holes from the CNCed side (not flat). The pointed studs should come out of the backside of the DMD adapter and the head of the studs should be flush with the surface of the wood. Use a nail punch and hammer if necessary to make the studs flush on the CNCed side.



Figure 4. PopBumper Studs installed

5) The Adapter Plate is CNCed on one side to allow the acrylic DMD cover to set recessed inside the Plate. This CNCed side goes flush against the speaker panel and the existing studs mount to the Adapter Plate's recessed holes on the flat side. Go ahead and install the MDF plate. Use the old nuts (6 of them) to secure the plate and cover to the speaker panel. Note: The Plate has extra clearance holes to allow your LE number plate nuts to remain intact.

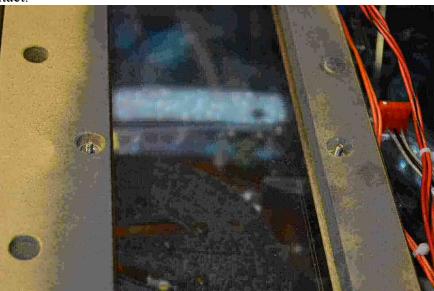


Figure 5. Secure the Plate to Panel

6) The ColorDMD is expensive; so the author recommends you put some ducktape or some other protective tape over the recessed nut holes. While not required by design; it's an extra level of protection should something weird happen:

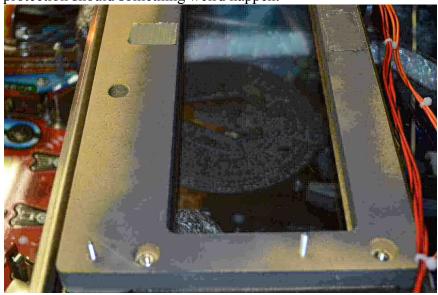


Figure 6. Protect your ColorDMD from scratches

7) Carefully install your ColorDMD. If you went with the optional pop bumper studs; Be extra careful to align the screen without scratching your LCD. If you are using the included $\#8-32 \times 1/2$ " screws; they would install in the same pilot holes used by the pop bumper studs in these pictures. Install with the colordmd board left hand side near the top.

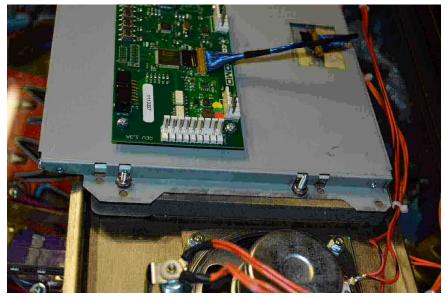


Figure 7. Secure ColorDMD to Adapter Plate

Secure the color dmd with 4 nuts or the included 4 qty #8-32 x 1/2" wood screws.

8) Secure the speaker/lamp wires using the existing wire guides. On the left hand side; secure the wire guide with the one remaining $\#8-32 \times 1/2$ " screw.

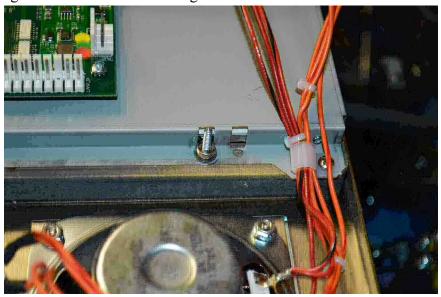


Figure 8. Secure left Wire Guide

9) Secure the two other wire guides with the screws which should have came with your ColorDMD.



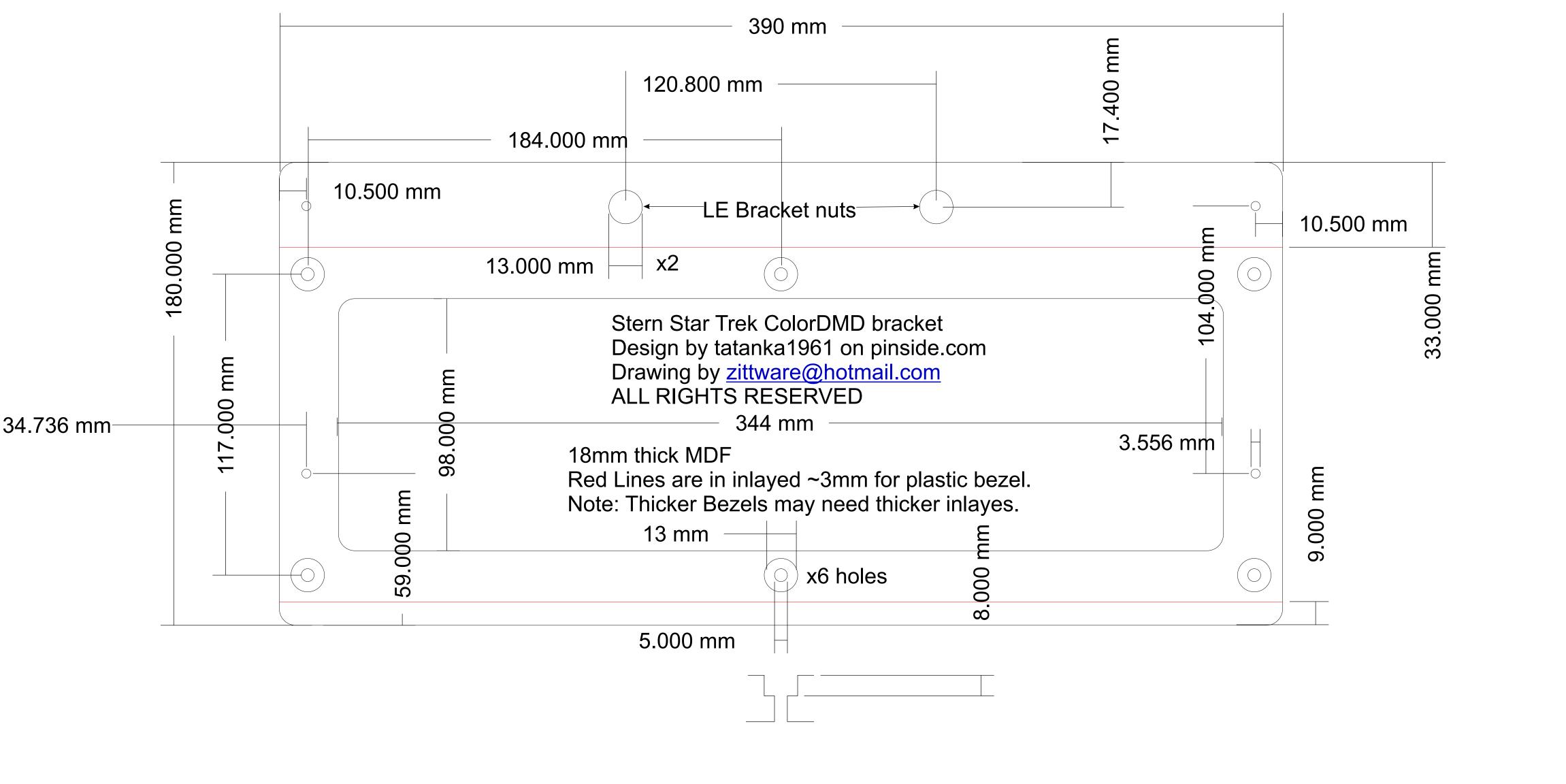
Figure 9. Secure remaining Wire guides

10) Complete the installation of your ColorDMD by following the <u>electrical connection</u> recommendations from ColorDMD. Re-Install the speaker panel and the backglass and enjoy your ColorDMD.

Congrats; you've completed the installation of the ColorDMD adapter.

Appendix A: ColorDMD Adapter drawings

Drawings are provided for the sole purpose of enabling custom modifications of the adapter plate. Providing these drawings comes with no warranty and is NOT a license to duplicate this work of art for commercial purposes. You must follow the TAPR/NCL license and obtain written consent from the Author to duplicate the work. Modification of the Panel voids any warranty.



Appendix B: TAPR/NCL License

The TAPR Noncommercial Hardware License

Version 1.0 (May 25, 2007) Copyright 2007 TAPR – http://www.tapr.org/NCL

PREAMBLE

Open Hardware is a thing – a physical artifact, either electrical or mechanical – whose design information is available to, and usable by, the public in a way that allows anyone to make, modify, distribute, and use that thing. In this preface, design information is called "documentation" and things created from it are called "products."

The TAPR Noncommercial Hardware License ("NCL") agreement provides a legal framework for Open Hardware projects. It may be used for any kind of product, be it a hammer or a computer motherboard, and is TAPR's contribution to the community; anyone may use the NCL for their Open Hardware project. You are free to copy and use this document provided only that you do not change it.

Like the GNU General Public License, the NCL is designed to guarantee your freedom to share and to create. It forbids anyone who receives rights under the NCL to deny any other licensee those same rights to copy, modify, and distribute documentation, and to make, use and distribute products based on that documentation.

Unlike the GPL, the NCL is not primarily a copyright license. While copyright protects documentation from unauthorized copying, modification, and distribution, it has little to do with your right to make, distribute, or use a product based on that documentation. For better or worse, patents play a significant role in those activities. Although it does not prohibit anyone from patenting inventions embodied in an Open Hardware design, and of course cannot prevent a third party from enforcing their patent rights, those who benefit from an OHL design may not bring lawsuits claiming that design infringes their patents or other intellectual property.

The NCL addresses unique issues involved in the creation of tangible, physical things, but does not cover software, firmware, or code loaded into programmable devices. A copyright-oriented license such as the GPL better suits these creations.

The NCL is identical to its cousin, the TAPR Open Hardware License, apart from its added requirement that products can be made only for noncommercial use.

How can you use the NCL, or a design based upon it? While the terms and conditions below take precedence over this preamble, here is a summary:

- You may <u>modify the documentation</u> and <u>make products based upon it</u>, provided you do not make more than ten units in any twelve month period.
- You may use products for any legal purpose without limitation.
- You may <u>distribute unmodified documentation</u>, but you must include the complete package as you received it.
- You may distribute products you make to third parties, if you:
 - Either include the documentation on which the product is based, or make it available without charge for at least three years to anyone who requests it.

TAPR NCL Version 1.0 Page 1 of 6

- Distribute only on a non-profit basis, charging no more than the actual cost of parts, assembly, and shipping.
- You may <u>distribute modified documentation or products based on it</u>, if you:
 - License your modifications under the NCL.
 - Include those modifications, following the requirements stated below.
 - Attempt to send the modified documentation by email to any of the developers who have provided their email address. This is a good faith obligation if the email fails, you need do nothing more and may go on with your distribution.
- If you <u>create</u> a design that you want to license under the NCL, you should:
 - Include this document in a file named LICENSE (with the appropriate extension) that is included in the documentation package.
 - If the file format allows, include a notice like "Licensed under the TAPR Noncommercial Hardware License (www.tapr.org/NCL)" in each documentation file. While not required, you should also include this notice on printed circuit board artwork and the product itself; if space is limited the notice can be shortened or abbreviated.
 - Include a copyright notice in each file and on printed circuit board artwork.
 - If you wish to be notified of modifications that others may make, include your email address in a file named "CONTRIB.TXT" or something similar. Another reason to include your contact information is to allow users who may wish to request rights for commercial use to reach you.
- Any time the NCL requires you to <u>make documentation available to others</u>, you must include all the materials you received from the upstream licensors. In addition, if you have <u>modified</u> the documentation:
 - You must identify the modifications in a text file (preferably named "CHANGES.TXT") that you include with the documentation. That file must also include a statement like "These modifications are licensed under the TAPR Noncommercial Hardware License."
 - You must include any new files you created, including any manufacturing files (such as Gerber files) you create in the course of making products.
 - You must include both "before" and "after" versions of all files you modified.
 - You may include files in proprietary formats, but you must also include open format versions (such as Gerber, ASCII, Postscript, or PDF) if your tools can create them.

TAPR NCL Version 1.0 Page 2 of 6

TERMS AND CONDITIONS

1. Introduction

- 1.1 This Agreement governs how you may use, copy, modify, and distribute Documentation, and how you may make, have made, and distribute Products based on that Documentation. As used in this Agreement, to "distribute" Documentation means to directly or indirectly make copies available to a third party, and to "distribute" Products means to directly or indirectly give, loan, sell or otherwise transfer them to a third party.
- 1.2 "Documentation" includes:
 - (a) schematic diagrams;
 - (b) circuit or circuit board layouts, including Gerber and other data files used for manufacture;
 - (c) mechanical drawings, including CAD, CAM, and other data files used for manufacture;
 - (d) flow charts and descriptive text; and
 - (e) other explanatory material.

Documentation may be in any tangible or intangible form of expression, including but not limited to computer files in open or proprietary formats and representations on paper, film, or other media.

- 1.3 "Products" include:
 - (a) circuit boards, mechanical assemblies, and other physical parts and components;
 - (b) assembled or partially assembled units (including components and subassemblies); and
 - (c) parts and components combined into kits intended for assembly by others;

which are based in whole or in part on the Documentation.

- 1.4 This Agreement applies to any Documentation which contains a notice stating it is subject to the TAPR Noncommercial Hardware License, and to all Products based in whole or in part on that Documentation. If Documentation is distributed in an archive (such as a "zip" file) which includes this document, all files in that archive are subject to this Agreement unless they are specifically excluded. Each person who contributes content to the Documentation is referred to in this Agreement as a "Licensor."
- 1.5 By (a) using, copying, modifying, or distributing the Documentation, or (b) making or having Products made or distributing them, you accept this Agreement, agree to comply with its terms, and become a "Licensee." Any activity inconsistent with this Agreement will automatically terminate your rights under it (including the immunities from suit granted in Section 2), but the rights of others who have received Documentation, or have obtained Products, directly or indirectly from you will not be affected so long as they fully comply with it themselves.
- 1.6 This Agreement does not apply to software, firmware, or code loaded into programmable devices which may be used in conjunction with Documentation or Products. Such software is subject to the license terms established by its copyright holder(s).

2. Patents

- 2.1 Each Licensor grants you, every other Licensee, and every possessor or user of Products a perpetual, worldwide, and royalty-free immunity from suit under any patent, patent application, or other intellectual property right which he or she controls, to the extent necessary to make, have made, possess, use, and distribute Products. This immunity does not extend to infringement arising from modifications subsequently made by others.
- 2.2 If you make or have Products made, or distribute Documentation that you have modified, you grant every Licensor, every other Licensee, and every possessor or user of Products a perpetual, worldwide, and royalty-free immunity from suit under any patent, patent application, or other intellectual property right which you control, to the extent necessary to make, have made, possess, use, and distribute Products. This immunity does not extend to infringement arising from modifications subsequently made by others.
- 2.3 To avoid doubt, providing Documentation to a third party for the sole purpose of having that party make Products on your behalf is not considered "distribution," and a third party's act of making Products solely on your behalf does not cause that party to grant the immunity described in the preceding paragraph.
- 2.4 These grants of immunity are a material part of this Agreement, and form a portion of the consideration given by each party to the other. If any court judgment or legal agreement prevents you from granting the immunity required by this Section, your rights under this Agreement will terminate and you may no longer use, copy, modify or distribute the Documentation, or make, have made, or distribute Products.

3. Modifications

You may modify the Documentation, and those modifications will become part of the Documentation. They are subject to this Agreement, as are Products based in whole or in part on them. If you distribute the modified Documentation, or Products based in whole or in part upon it, you must email the modified Documentation in a form compliant with Section 4 to each Licensor who has provided an email address with the Documentation. Attempting to send the email completes your obligations under this Section and you need take no further action if any address fails.

4. Distributing Documentation

- 4.1 You may distribute unmodified copies of the Documentation in its entirety in any medium, provided that you retain all copyright and other notices (including references to this Agreement) included by each Licensor, and include an unaltered copy of this Agreement.
- 4.2 You may distribute modified copies of the Documentation if you comply with all the requirements of the preceding paragraph and:
 - (a) include a prominent notice in an ASCII or other open format file identifying those elements of the Documentation that you changed, and stating that the modifications are licensed under the terms of this Agreement;
 - (b) include all new documentation files that you create, as well as both the original and modified versions of each file you change (files may be in your development tool's native file format, but if reasonably possible, you must also include open format, such as Gerber, ASCII, Postscript, or PDF, versions);

Page 4 of 6

- (c) do not change the terms of this Agreement with respect to subsequent licensees; and
- (d) if you make or have Products made, include in the Documentation all elements reasonably required to permit others to make Products, including Gerber, CAD/CAM and other files used for manufacture.

5. Making Products

- 5.1 You may use the Documentation to make or have Products made, provided that each Product retains any notices included by the Licensor (including, but not limited to, copyright notices on circuit boards).
- 5.2 You may distribute Products you make or have made, provided that you include with each unit a copy of the Documentation in a form consistent with Section 4. Alternatively, you may include either (i) an offer valid for at least three years to provide that Documentation, at no charge other than the reasonable cost of media and postage, to any person who requests it; or (ii) a URL where that Documentation may be downloaded, available for at least three years after you last distribute the Product.
- 5.3 These rights are limited as follows: Products may only be made for your personal use or for distribution on a non-profit basis (*e.g.*, sold for no more than the actual cost of components, assembly, and shipping) Making more than ten units in any twelve month period for any purpose is deemed commercial use and is prohibited. These limitations may be altered or waived through written or email permission obtained from each Licensor.

6. NEW LICENSE VERSIONS

TAPR may publish updated versions of the NCL which retain the same general provisions as the present version, but differ in detail to address new problems or concerns, and carry a distinguishing version number. If the Documentation specifies a version number which applies to it and "any later version", you may choose either that version or any later version published by TAPR. If the Documentation does not specify a version number, you may choose any version ever published by TAPR. TAPR owns the copyright to the NCL, but grants permission to any person to copy, distribute, and use it in unmodified form.

7. WARRANTY AND LIABILITY LIMITATIONS

- 7.1 THE DOCUMENTATION IS PROVIDED ON AN "AS-IS" BASIS WITHOUT WARRANTY OF ANY KIND, TO THE EXTENT PERMITTED BY APPLICABLE LAW. ALL WARRANTIES, EXPRESS OR IMPLIED, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND TITLE, ARE HEREBY EXPRESSLY DISCLAIMED.
- 7.2 IN NO EVENT UNLESS REQUIRED BY APPLICABLE LAW WILL ANY LICENSOR BE LIABLE TO YOU OR ANY THIRD PARTY FOR ANY DIRECT, INDIRECT, INCIDENTAL, CONSEQUENTIAL, PUNITIVE, OR EXEMPLARY DAMAGES ARISING OUT OF THE USE OF, OR INABILITY TO USE, THE DOCUMENTATION OR PRODUCTS, INCLUDING BUT NOT LIMITED TO CLAIMS OF INTELLECTUAL PROPERTY INFRINGEMENT OR LOSS OF DATA, EVEN IF THAT PARTY HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.
- 7.3 You agree that the foregoing limitations are reasonable due to the non-financial nature of the transaction represented by this Agreement, and acknowledge that were it not for these limitations, the Licensor(s) would not be willing to make the Documentation available to you.

